

INSIDE BLOOD AND SAND – WAR OF THE RING CAMPAIGN

GAMES
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WHITE DWARF™

WD358 October 2009

GAMES WORKSHOP'S MONTHLY MAGAZINE



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40,000

SPACE WOLVES

PLUS

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Haradrim and Easterlings**

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Njal Stormcaller battles with a Hive Tyrant on the snowy peaks of Scarlon Pheta.

EDITORIAL



As you'll no doubt have noticed from the imposing, fur-clad Space Marine on the front cover, the Space Wolves are upon us this month. Cue dramatic music, feasting, drinking, and fighting big nasty monsters across a snowy vista.

Space Wolves are a firm favourite with many 40K players, and hobbyists in general, partly because of their imagery and ethos (see the design notes this issue for more on that), but partly because they were one of the first Space Marine Chapters ever to be detailed, and with over 20 years of development they're pretty rich in the background stakes. The other big point, of course, is the fact that they've never exactly had a shortage of cool models, and it was while putting this issue together that I had some interesting revelations on that topic.

The new plastic Space Wolves frames are unusual in that they're designed to be both complete kits in and of themselves, and to augment the already large range of Space Marines plastics. The sheer number of components on the frames mean that making unique models is a way of life for Space Wolves players, but it's really no chore as the kits are so versatile. This results in some pretty unique armies, as every model uses different components and is posed to your liking, using whatever kits you like. There's no need to stop with Space Marine kits either; why not add some Chaos Marauder or Empire Knights components? We've got an article on Space Wolves kit-bashing this issue (see page 78), and even I was inspired to have a go, creating a mighty Wolf Lord completely from bits.

On the Warhammer front, I've been busy sticking together my Azhag model this month, which inspired me to commission an article all about special characters. You can find that on page 46. Finally, we start a rather spiffing three-part War of The Ring campaign this month, which will have you gaming right through Christmas and beyond!

Mark Latham, Editor



Cover artwork by Paul Dainton

WHITE DWARF 358 • OCTOBER 2009

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IN THE COMPANY OF WOLVES

The Space Wolves are the descendants of Leman Russ. They are proud, heroic warriors who like nothing more than to feast and slay in their Primarch's name. Find out more on page 16.



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Andy Hall talks to Phil Kelly about the long-awaited Space Wolves Codex and accompanying releases. For Russ and the Great Wolf!

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In one of the most tightly contested battle reports in recent memory the Space Wolves, led by Wolf Lord Phil Kelly, fight Alessio Cavatore's insidious Chaos Daemon horde.



NEW RELEASES

SPACE WOLVES PACK



This Space Wolves Pack has been assembled as a Blood Claw Pack, but can also be assembled as Grey Hunters or Wolf Guard.

To accompany the release of the Codex comes a new plastic kit that will form the mainstay of every Great Company. The kit is so versatile that you can build either ten Grey Hunters, Blood Claws or Wolf Guard in power armour, armed with a variety of weapons. And, after assembling your chosen pack, there will still be enough spare heads, arms and accessories to add to other models in your army.

SPACE WOLVES PACK

Product code: 99120101078

Sculpted by Martin Footitt,

Neil Langdown and Matt Holland

UK £20+ Denmark 225dkr

Euro €30 Swe/Nor 270skr/nkr

ON SALE OCTOBER 3rd

MULTI
PART
PLASTIC
KIT



The kit can be used to make ten Space Wolves in power armour in any combination of Grey Hunters, Blood Claws or Wolf Guard.

The kit has enough spare parts so that you can combine it with other Space Marine plastic kits, such as Scouts or Assault Marines.

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WOLF GUARD TERMINATORS



This brand-new plastic Terminator box set is a must for any Space Wolves commander. The kit allows you to make five Wolf Guard Terminators and customise them with a whole raft of bespoke components, making each Wolf Guard a unique member of your retinue. You can use your Wolf Guard Terminators in any number of roles in your army, such as the basis for your Wolf Lord, a Wolf Guard Battle Leader or even a vengeful Lone Wolf.

WOLF GUARD TERMINATORS

Product code: 99120101079

Sculpted by Dave Thomas,

Neil Langdown and Matt Holland

UK £25+ Denmark 250dkr

Euro €35 Swe/Nor 310skr/nkr

ON SALE OCTOBER 3rd

MULTI
PART
PLASTIC
KIT



Wolf Guard with assault cannon and power fist



Wolf Guard with storm bolter and power sword



Wolf Guard with thunder hammer and storm shield



Wolf Guard with storm bolter and power fist



Wolf Guard with storm bolter and chainfist



The kit includes both a heavy flamer and an assault cannon, giving your squad more firepower.



A wolf claw is similar to a lightning claw, except it can re-roll failed to hit or to wound rolls.



Each Wolf Guard can be equipped differently, as the kit contains plenty of different weapons.

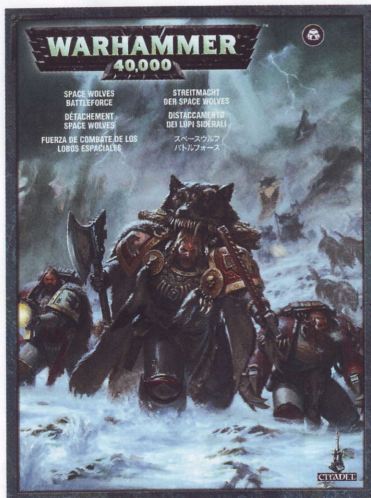


Every component in the kit is instantly identifiable as belonging to the Space Wolves Chapter.



As veterans of countless wars, Wolf Guard wear Terminator armour that is suitably ornate.

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SPACE WOLVES BATTLEFORCE

The new Battleforce is brimming with packs of battle-hungry Space Wolves who are ready to bring down the wrath of Russ. It contains two Space Wolves Pack kits – that allows you to make 20 complete Space Wolves. You'll also find five Space Marine Scouts and a Drop Pod. The Scouts can be further enhanced with the aid of the myriad Space Wolf components, leaving more than enough spare bits to spread across the other squads in your army.

SPACE WOLVES BATTLEFORCE

Product code: 99120101080

UK £50† Denmark 590dkr
Euro €80 Swe/Nor 720skr/nkr

ON SALE OCTOBER 17th

MULTI
PART
PLASTIC
KIT



CANIS WOLFBORN

From the talented hands of Martin Footitt comes this truly monstrous metal model – Canis Wolfborn astride the mighty Thunderwolf, Fangir. On the tabletop Canis is a mighty presence, able to slice through large squads of infantry with ease thanks to his pair of wolf claws and his ability to have as many attacks as models in base contact with him.



CANIS WOLFBORN

Product code: 99110101430

Sculpted by Martin Footitt

UK £25† Denmark 250dkr
Euro €35 Swe/Nor 310skr/nkr

ON SALE OCTOBER 3rd



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NJAL STORMCALLER

Njal Stormcaller has returned in the new Codex, and Juan Diaz has sculpted a new incarnation of this iconic hero. Encased in rune-etched Terminator armour and accompanied by his psyber-familiar, Nightwing, this metal model makes for a terrific centrepiece for any Space Wolves force.



NJAL STORMCALLER

Product code: 99060101431

Sculpted by Juan Diaz

UK	£12†	Denmark	135dkr
Euro	€17.50	Swe/Nor	160skr/nkr

ON SALE OCTOBER 3rd

LUKAS THE TRICKSTER

Another of Juan's excellent metal characters, Lukas the Trickster is named for his rebellious nature that has earned him the ire of the Wolf Lords. The model's manic expression perfectly captures his devious nature.



LUKAS THE TRICKSTER

Product code: 99060101429

Sculpted by Juan Diaz

UK	£10†	Denmark	100dkr
Euro	€12.50	Swe/Nor	115skr/nkr

ON SALE OCTOBER 3rd

CITADEL

MEGA PAINT SET

The ultimate Citadel hobby kit is back with more stuff than ever before. The set contains all 47 Colour Paints, 18 Foundation Paints and eight Washes. It also includes all ten Citadel Brushes, a pot of sand, Modelling Grass, Glade Grass and Scorched Grass, all of which are contained in a Citadel Figure Case, packed in custom-cut foam layers.

WHILE STOCKS LAST



MEGA PAINT SET

Product code: 99179999010

UK	£150†	Denmark	1500dkr
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THE LORD OF THE RINGS STRATEGY BATTLE GAME

THE GOLDEN KING OF HARAD

The Golden King rules the city of Abrahân through a mixture of fear, and the influence derived from his immense wealth. This metal model from Michael Perry depicts the Golden King travelling on a litter carried by two Abrahân Guard.



THE GOLDEN KING OF HARAD
Product code: 99061464167
Sculpted by Michael Perry
UK £12+ Denmark 120dkr
Euro €15.50 Swe/Nor 150skr/nkr

ON SALE OCTOBER 24th

WAR OF THE RING™

HARAD ABRAKHÂN GUARD

The Abrahân Guard are the warriors of the infamous merchant city of Harad. A blister contains three of these stout metal models.

ABRAKHÂN GUARD
Product code: 99061464166
Sculpted by Michael Perry
UK £8+ Denmark 100dkr
Euro €12.50 Swe/Nor 115skr/nkr



This blister is only available to order. Turn to page 118 to see how to get them.

ON SALE OCTOBER 24th



HARAD COMMANDERS

These new metal models from Michael Perry allow you to upgrade your Haradrim command companies with a Taskmaster, Banner Bearer and Hornblower.

HARAD COMMANDERS
Product code: 99111464164
Sculpted by Michael Perry
UK £15+ Denmark 175dkr
Euro €22.50 Swe/Nor 200skr/nkr

ON SALE OCTOBER 24th



EASTERLING COMMANDERS

This box set of metal models contains a Dragon Knight, Banner Bearer and a dread Easterling War Priest. You can add these to your command company to increase the potency of your formation.

EASTERLING COMMANDERS
Product code: 99111464165
Sculpted by Michael Perry
UK £15+ Denmark 175dkr
Euro €22.50 Swe/Nor 200skr/nkr

ON SALE OCTOBER 24th



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BLACK GUARD OF BARAD-DÛR COMMANDERS

Adding Might points, Courage and manoeuvrability to your Black Guard formations, this box set of metal models contains a Drummer, Banner Bearer and Captain.

BLACK GUARD OF BARAD-DÛR COMMANDERS

Product code: 99111462057

Sculpted by Alan Perry

UK £15† Denmark 180dkr
Euro €23.50 Swe/Nor 230skr/nkr

ON SALE OCTOBER 24th



BLACK GUARD OF BARAD-DÛR

The Black Guard of Barad-dûr are the most feared of all the Orcs that serve the Dark Lord. Alan has portrayed the Black Guard as being armed with massive tower shields and vicious-looking blades. You get three of these elite Orc metal models in a blister pack, sure to be the bane of your foe.

BLACK GUARD OF BARAD-DÛR

Product code: 99061462056

Sculpted by Alan Perry

UK £8† Denmark 100dkr
Euro €12.50 Swe/Nor 115skr/nkr

ON SALE OCTOBER 24th



KÂRDUSH THE FIRECALLER

Alan Perry's rendition of this accomplished Orc Shaman is a highly detailed metal model, with a fireball leaping from the Orc's outstretched hand to scourge his foes.

KÂRDUSH THE FIRECALLER

Product code: 99061462055

Sculpted by Alan Perry

UK £7† Denmark 85dkr
Euro €11.50 Swe/Nor 100skr/nkr

ON SALE OCTOBER 24th



THE KNIGHT OF UMBAR

The Knight of Umbar has a fearsome presence on the battlefield. The blister comes with two metal models, one with the Nazgûl on foot and one mounted.

THE KNIGHT OF UMBAR

Product code: 99061466042

Sculpted by Michael Perry

UK £15† Denmark 175dkr
Euro €22.50 Swe/Nor 200skr/nkr

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THE BETRAYER

The Betrayer once hailed from Harad, as Michael has inferred with the style of robes worn by these metal models, one mounted on dark steed, the other on foot.

THE BETRAYER

Product code: 99061466041

Sculpted by Michael Perry

UK £15† Denmark 175dkr
Euro €22.50 Swe/Nor 200skr/nkr

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Dwarf Trollslayer Gotrek and his human companion Felix Jaeger, Warhammer's most famous pair of heroes, head off to a new adventure in the latest novel of this best-selling fantasy series.

When Gotrek and Felix travel north they discover that the malignant forces of Chaos are at work, and find themselves battling not only for their honour, but for the very future of the Empire itself.

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Few Space Wolves are as famous as Ragnar Blackmane. His exploits are legendary. This collection of war tales see him and his fellow Space Marines embroiled in an assassination plot, then sent to confront the threat of Chaos.

Space Wolf: The Second Omnibus collects together the novels *Wolfblade*, *Sons of Fenris* and *Wolf's Honour*, as well as a new introduction.

CADIAN BLOOD

When the Imperial shrine world of Kathur is blighted by Chaos, the brave Guardsmen of Cadia are sent to reclaim it. The plague of Nurgle has set in deeply on the planet, forcing the Cadians into battle with an innumerable legion of the infected. Lieutenant Parmenion Thade is thrust into an unlikely commanding role. Yet he cannot imagine what lies ahead on Kathur, and just how important it will be to ensure victory there...

SHAMANSLAYER

by Nathan Long

ISBN: 978-1-84416-772-2

UK	£6.99	Denmark	70dkr
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SPACE WOLF: THE SECOND OMNIBUS

by William King and Lee Lightner

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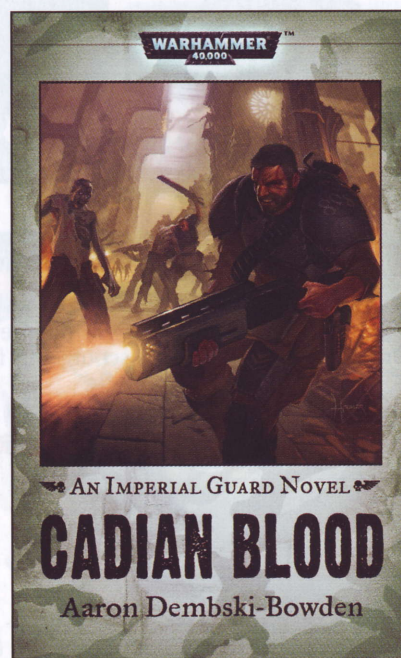
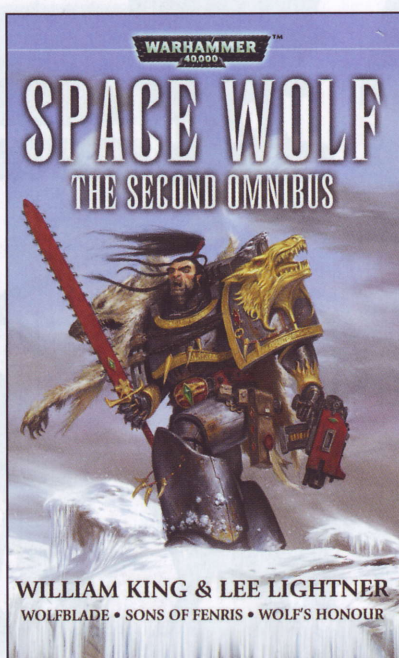
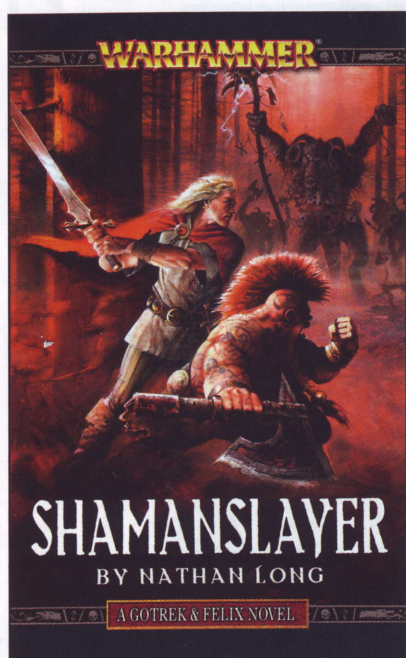
UK	£9.99	Denmark	115dkr
Euro	€15	Swe/Nor	140skr/nkr

CADIAN BLOOD

by Aaron Dembski-Bowden

ISBN: 978-1-84416-770-8

UK	£6.99	Denmark	70dkr
Euro	€9	Swe/Nor	80skr/nkr



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www.forgeworld.co.uk



VENDETTA CONVERSION KIT

The Vendetta is a dedicated gunship, often formed into roving search-and-destroy wings that actively hunt down enemy tank formations. The Forge World resin kit gives you all the components you need to turn your Valkyrie into a Vendetta. Note that a Vendetta conversion kit is not a complete model; you will need an Imperial Guard plastic Valkyrie to construct it.

Kit designed by Daren Parrwood.

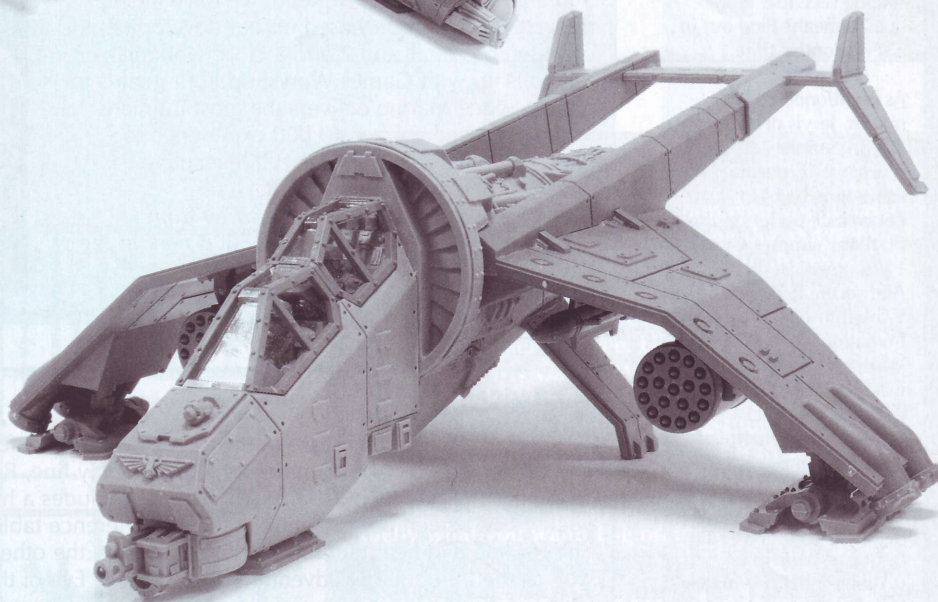


VULTURE KIT

The Vulture is a heavily armed Valkyrie variant, trading the Valkyrie's transport capacity for speed.

This is a complete resin and plastic kit. You get all the components you need to make the whole model.

Kit designed by Daren Parrwood.



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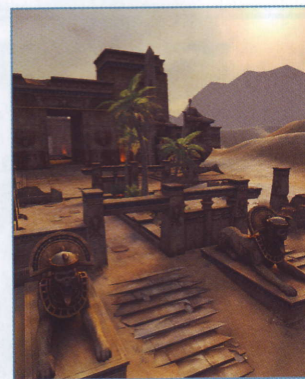
A Call to Arms

Warhammer Online continues to grow with the latest expansion. Spread out across three major updates, *Call to Arms* tells the story of the Tomb Kings' introduction to the Age of Reckoning, the tumultuous period against which the game's back story is set.

Bitter Rivals, the first chapter of the Call to Arms saga, sees the introduction of two new playable careers: the Dwarf Slayer and the Orc Choppa. *Beyond the Sands* features a wide-ranging live event centred in the game's Realm vs. Realm territories, pitting hated enemies against each other in a race to unlock the story behind the emerging Tomb Kings threat. In the final chapter, *Rise of the Tomb Kings*, a huge new area has been added to the game, including a trap-filled dungeon.

The entire story arc and all of its great new content is offered completely free of charge. But even better, it's all available now – have you answered the call to arms?

You can find more details at:
www.warhammeronline.com



IN BRIEF

'If you go down to the woods today you're sure for a big surprise... especially if it's one of the dark woods that cover the Old World.' Not the traditional end to the rhyme, but it's what certain games developers have been singing recently. What does it mean? Find out in a few months' time.

As mentioned last month, Jervis organised a Warhammer tournament recently, something he hasn't done since he set up the first Warhammer Grand Tournament in the '90s! And so the first Warhammer Studio Invitational was held in Warhammer World. This was a very different event to the usual tournament format and featured some crazy scenarios and a new ranking system. It was a great success – well done to Martin Morrin for winning the day with his Vampire Counts.

Space Marine

Playstation 3 and Xbox 360 players rejoice, for a brand new Warhammer 40,000 game is on its way from the makers of Dawn of War.

Warhammer 40,000: Space Marine will allow you to take direct control of individual characters and fight in epic battles. 'Space Marine is an Action-RPG built from the ground up for Xbox 360 and Playstation 3. At Relic, we have a deep understanding of 40K based on our development of Dawn of War 1 and 2 and a close working relationship with Games Workshop. Our goal is to ensure Space Marine delivers the most intimate and brutal Warhammer 40,000 experience to date,' said Jonathan Dowdeswell, executive producer at Relic Entertainment.

Despite it still being a while away from release, we're already excited about it here in the White Dwarf bunker.



Rogue Trader

This month brings the release of the Game Master's Kit for the newest game in the Warhammer 40,000 Roleplay line, *Rogue Trader*. The *Rogue Trader Game Master's Kit* includes a high-quality GM screen packed with charts and reference tables on one side and beautiful full-colour artwork on the other, as well as the introductory adventure booklet, 'The Eye of the Weaver'. Find out more at: www.fantasyflightgames.com



WEB LORE

www.games-workshop.com

Adam Troke: The Space Wolves are upon us! Yup, there's no denying it, Jim Sowter and I (along with our ever-faithful legion of Servitors) have had a marvellous month spent on the trail of the greatest champions of humanity. Together we've waded through the snow-capped fields of Asaheim in the company of Fenris' finest sons, searching high and low for top-notch content to include on the Games Workshop website.

This month you'll find enough great articles on the Games Workshop website to fill even the loftiest Fenrisian saga, including a Getting Started guide to the Space Wolves that could steep even the freshest Blood Claw in essential Chapter lore. Servitors VII & IX have been invaluable in helping Jim and I produce some great assembly and painting articles (there's no beating a Servitor when you're looking for steady hands), which go paw in paw with our Space Wolves Hobby Feature.

Of course, while the focus of our month has been on the inbound Space Wolves, we've taken time to spread the net a little further, including a painting extravaganza that highlights not just the newly released Citadel Mega Paint Set, but also delves into the rest of the great tools and accessories in the Citadel range. All in all it's been a good month for the web team. I'll have to cut it short here though – Jim and I still need to re-task a few of the departmental servo-skulls with enhanced rat-catching protocols, ready for next month's assignment...

Also on the Web...

That's just the tip of our online coverage for this month. Visiting the Games Workshop website you'll also find:

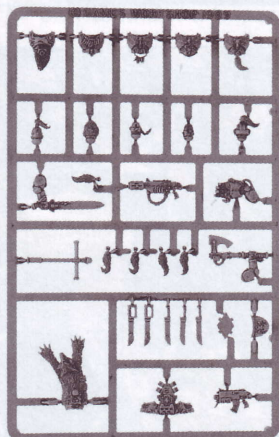
- Grey Hunters, Wolf Guard and Blood Claws assembly and painting
- A fresh look at the Mines of Moria boxed game
- Space Wolves sample armies and tactical advice

Bitz Packs



There's just one Bitz Pack released this month, but it's a classic. Despite the sheer number of components on the new Space Wolves kits, some people just can't get enough bitz. Luckily for those addicted to converting the Sons of Russ, the classic Space Wolves Accessory Frame is back and now available.

Like all of our growing range of Bitz Packs you can purchase this and many others from the online store.



Getting Started with Space Wolves

This is the complete guide on how to start your own force of ferocious Fenrisians. The feature is packed with advice on gathering your initial force, tactics for your first few encounters and how to get the most out of the new kits.



Heroes of Legend

The Space Wolves are a Chapter of mighty heroes immortalised in great sagas that are often told in the feasting halls of the Fang. This feature delves into the Space Wolves' background to uncover the exploits of these famous warriors.



Painting Extravaganza

To celebrate the relaunch of the Mega Paint Set, we go on a tour of the Citadel paint and tool range. With tips and advice for every Citadel tool, there's no doubt this web feature will be bookmarked for some time to come.



Did You know?

Once registered at games-workshop.com you'll have access to a host of benefits, including the ability to create, store and send your very own wish list.

With Christmas just around the corner, now's the time to let everyone know exactly what you want to find waiting under the tree. Using the online wish list facility, in the My Games Workshop area, you can create your ideal Christmas list. Use the website to easily select models from the entire Citadel Miniatures range. You can then email the wish list to your friends, family and anyone else who might be feeling generous. Then relax, safe in the knowledge that you'll get exactly what you want. Log on to:

www.games-workshop.com

New Hobby Centre

Verily and forsooth, the brand new Stratford Games Workshop store has thrown wide its doors and is open to Hobbyists in the town of William Shakespeare's birth. Come ye one and all to this merrie store and wax lyrical about your armies with the Manager, Ashley.

To find out more about all our new stores and our exciting plans to open even more, turn to page 108 of this very issue!

GW Stratford-upon-Avon

Unit 1, 27 Windsor Street
Stratford-upon-Avon
Warwickshire
CV37 6NL
United Kingdom
Tel: 01789 297262



To find your local Games Workshop Hobby Centre, go to:
www.games-workshop.com

School's out for... ...October

The month of October is upon us, the season of Hallowe'en, conkers and half term holidays in your local Games Workshop store!

Whenever your holidays fall, your nearest Hobby Centre will be hosting a myriad of activities through the half term holidays. There will be loads on offer to see and do including gaming and painting, opportunities to work on your hobby skills, scenery building classes, army collecting tips and tactics, and all manner of jiggy pokery. All as well as running informative beginners sessions, Club Nights and Veteran Nights, and all the usual great stuff to be found in our stores.

Don't worry if you've not been in for one of our events before – our friendly and helpful staff are always on hand to get you involved and offer advice and guidance.

So, if you don't want to feel a buffoon this half term, don't miss out. Get in touch with the staff at your local Hobby Centre and find out what's on and how you can get stuck in!



School League 2010

Following a great Summer of War and having gotten over the shock of returning to school, it's time to start thinking about the coming year of gaming and that can only mean one thing; the School League 2010!

The School League is open to all secondary schools and secondary age pupils (i.e. years 7-13) and involves the use of small armies. The School League includes teams playing any of the three systems and your school can enter teams for more than one system. A team consists of four players who, during the Regional Finals held somewhere near you in March, will play against other teams to determine who goes through to the International Final at Warhammer World in July.

The School League Final '09 hosted 144 gamers, all battling for the honour of their school; the winners of the best painted armies have even had them displayed alongside the beautiful 'Eavy Metal miniatures in the fabulous Warhammer World Citadel Miniatures Hall!

The League started in September and, if you want to get the most from it, you need to get your team down to your local Games Workshop Hobby Centre to get advice and practice with game rules, tactics, painting and the best way to build your army. They can also help you with making scenery and running campaigns or competitions for your club and provide a vital link to help your club become the best in the country!

The School League is open to all secondary schools in the British Isles, Scandinavia and Benelux and getting involved couldn't be easier – to take part please get your teacher to contact either Bek Hawkbby, our Community Coordinator, or talk to the friendly staff of your local Games Workshop Store.

Bek Hawkbby, 0115 9004821



ANNOUNCEMENT



Due to a private function Warhammer World will offer a slightly altered service and opening hours from the 3rd to the 6th of December. We will try where possible to offer alternate facilities and apologise for any inconvenience which may be caused. We advise that if you can, try to visit another time, or contact us for details.

whworldevents@games-workshop.co.uk

Wish Lists

It's around this time of year that thoughts start to wander towards what we hope to find lurking under our Christmas trees this year. Imagine the delight when you unwrap that exciting looking shiny box, only to find... a 'snazzy' sweater from your well-meaning Auntie. Now, obviously poor Auntie is just a bit misinformed, and didn't realise that you actually wanted a Mega Paint Set and a Warhammer Giant. If only she had some guidance...

Well never fear, because your local Games Workshop store is here to provide

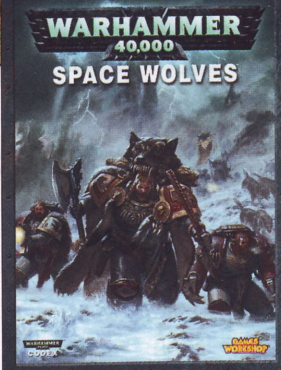
just that, through the mighty power of the Wish List! Go down to the store any time between now and Christmas and generate your own Wish List to share with your family and friends, to ensure that you only get the presents you want. If you are spoilt for choice and are not sure of the best way to build your army for total domination, then the guys in store will be only too happy to help you form your master plan.

Your nearest and dearest can then speak to the guys in the store to find out exactly what you are really hoping for this year. The best thing of all is that this can be a permanent list all year round – a list is for life, not just for Christmas!

For more information about Wish Lists contact your local Games Workshop store or visit the website.



WARHAMMER 40,000 IN THE COMPANY OF WOLVES



Codex: Space Wolves is a 96-page book full of history, background, hobby advice and rules for playing with the Space Wolves. There's a massive bestiary section that has all the information for every troop type, including new units and the most famous of Wolf Lords that wage war across the galaxy.

We often use the phrase 'eagerly awaited' to describe our latest 40K army, but never has it been more aptly applied than for the Space Wolves. It's been nine years since the last Codex was released, and we sent Andy Hall to talk to the new book's author, Phil Kelly, to find out what changes he's rung in. But doesn't he normally just write about the enemies of the Imperium?

'Well,' says Phil with a grin, 'it is a bit of a departure for me. But I'm really glad because, of all the Space Marine Chapters, the one that really excites me is the Space Wolves. They are anarchic, unruly and wilful, the direct opposite to the ordered might of the Ultramarines. They appeal to me so much because they know what is right in their (two) hearts rather than in their heads. Space Wolves do things because it is the right or heroic thing to do,

not because an ancient, ten-thousand-year-old tome tells them to. They are heroes in the truest sense of the word.

'And also,' continues Phil, 'they have fun! The warriors of Fenris enjoy what they do and not many citizens of the 41st Millennium can say that. They are brutal, hard and harsh warriors who love a good fight but when they go back to the Fang – their fortress and ancestral home – they gather in great feasting halls, feed on red meat and drink noxious brews in an attempt to get drunk, which isn't as easy as it sounds when you have an array of organs in your body designed to filter out any form of toxin!'

These Chapter traits – eschewing authority, and a love of socialising and fighting – comes from the world they are brought up on. And in the new Codex, Phil has really expanded the Space Wolves'

background, so we learn more than we ever have before about the Space Wolves' home planet of Fenris. 'When you come to write a Codex or army book you begin with the archetype; the Space Wolves have strong roots in Norse mythology, but they are far more than just Vikings in space. They are mighty warriors of old, who are hardened by their home world of Fenris. It is a cruel place dominated by rough icy seas and a smattering of islands that the tribes of 'normal' Fenrisians must fight over. But Fenris is more than just a ball of ice; it's a place of fire as well. It follows an elliptical orbit, and so when it is brought close to its pale sun the seas literally boil as lava erupts from the planet's cracked crust. Still, it's not just the environment the Fenrisians must compete with, but the fauna as well. The oceans contain many sea monsters, from squid-like kraken to

promethean monsters that are the subject of local legends, while massive wolf-like creatures stalk the few bits of land that jut from the sea. To survive in such a place the inhabitants must be hardy warriors, so make natural recruits for the Space Wolves,' says Phil.

Capping Fenris at its pole is Asaheim, the only stable continent on the planet, a land unassailable by mere mortals. It is here that the Fang can be found, the legendary Chapter-Fortress of the Space Wolves. 'With Asaheim we're going back to the legends and myths of the Norse, of a heavenly, unreachable plane that only great warriors who perform mighty deeds may one day reach. This is the story, a saga that the tribes tell when they talk about the continent of Asaheim. Stories are very important to the Fenrisians and remain so even to those few who become Space

For ten thousand years the Space Wolves have served the Emperor faithfully and with honour. The Chapter has endured ages of constant battle. It has survived times of anarchy within the Imperium, and periods of occasional isolation from Earth.

Through all these years of mixed fortune the Space Wolves have held true to the vow of Leman Russ to serve the Allfather – their name for the Emperor – though they have not always served in the way the High Lords of Terra might have liked them to...



Though he is one of the most cunning individuals in the Chapter, Lukas is called Trickster by his many detractors. Lukas can join a pack of Blood Claws. His chameleonic cloak makes it nigh impossible to land a telling blow upon him, but foes that slay him are laid low by the stasis grenade in place of his second heart!

Wolves. The telling of these sagas, especially those of brave heroes, drives the Space Wolves to great deeds so that they may one day have sagas told or songs sung about them,' adds Phil.

Great heroes performing valiant feats are very important Space Wolf themes, so much so that the Codex is replete with such tales and even how you collect and fight with Space Wolves has been designed to encourage this style of play. 'Every time a Space Wolves player takes to the battlefield I don't just want him to think about how he can win, I want him to consider what great deeds his Wolf Lords, Rune Priests and Wolf Guard will perform. Having such characters in your force is a crucial aspect of any Space Wolf army. That's why they can have double the amount of HQ choices normally allowed on the force organisation chart.'

But it's not just the number of characters you can have that sets the Space Wolves apart from the rest, but how you utilise your mighty heroes as well. While Wolf Lords, Rune Priests and Iron Priests all act like powerful characters in other armies, the way you deploy the Wolf Guard is very different. 'You have two options when you buy a pack of Wolf Guard. You can use them just like a Terminator or Veterans Squad; or you can use them as pack leaders, splitting them up between your other packs of Space Wolves,' explains Phil. 'This gives the army a really interesting dynamic; essentially it turns Space Wolves squads into packs in the truest sense of the word. They feel like warrior bands of old, forming around a dominant leader – an alpha male, if you will – rather than clinical, efficient squads of Space Marines.'

SPACE WOLF PACKS

Space Wolves fight in battle-groups called packs, which are akin to Space Marine squads. The core of the Chapter's fighting strength is formed by these packs, most of which are groups of stalwart and quick-witted Grey Hunters, young and impetuous Blood Claws and the older, grizzled Long Fangs. Just as the Space Wolves are structured around these units, the new plastic kit allows you to build your own Space Wolves Packs. The new box set contains ten Space Wolves, which you can

build as Grey Hunters, Blood Claws or Wolf Guard in power armour. But even after you've assembled your models you'll still find the frame packed with components. This is quite deliberate as you can then use these spare parts to enhance the rest of your Space Marine plastic kits. The Space Wolves Pack has been designed to be completely interchangeable with all of our plastic Space Marines range – you can see examples in our Modelling Workshop on p78.



Grey Hunter



Wolf Guard



Wolf Scout



Long Fang



Blood Claw



Skyclaw



Swiftclaw



CANIS WOLFBORN

Canis is a true warrior of Fenris. The Wolf Priests theorise that Canis was lost in a snowstorm as an infant, abandoned after his nomadic tribe were killed, and raised as a whelp by a brooding she-wolf in whose lair the young Canis sought shelter. His Wolf Guard companions joke that Canis was taken in as a cub because he was hairy and smelled like a Cthellan Cudbeast, but underneath the jests all respect the Fangrider. His steel and courage are beyond question, and wolves great and small instinctively obey his commands – even the largest of wolves will avert its eyes from Canis' gaze. It is well known that the Wolfborn has a terrifying battle frenzy, and to this day he rides the largest of his kin into battle, a massive, snarling Thunderwolf called Fangir.



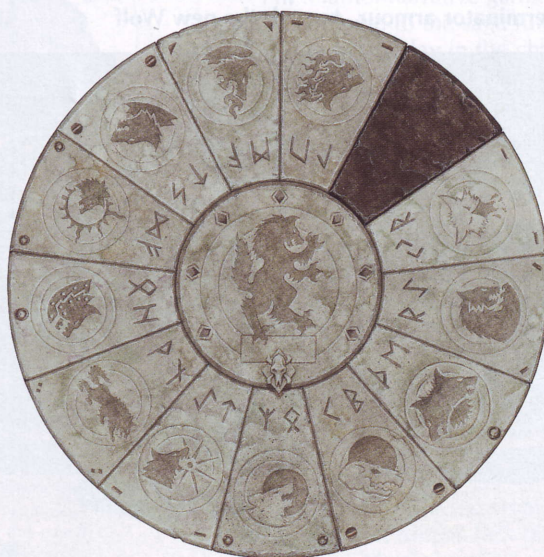
Another interesting development is that the sagas themselves are not just ephemeral ideas but are in effect a new type of wargear that allows you to tailor your Wolf Lord however you like, making him a unique character and true proxy of yourself on the tabletop. 'A saga gives your character a powerful ability, unique to Space Wolves armies. For instance, the Saga of the Warrior Born gives a bonus to his Attacks equal to the number of models he killed in the previous Assault phase. However, such power comes at a cost. To ensure the fates smile upon the Chapter, the Rune Priests charge its mightiest heroes with a sacred oath. Each of these oaths is a deed the hero aspires to accomplish during the battle. In the case of the Warrior Born he must try to fulfil the 'reap a great tally' oath and kill at least ten enemy models during the battle. I think the important point here is that breaking an oath has no game effect – it's purely a matter of honour. This way, the emphasis is on the player. It's up to him whether he wants to play like a true Space Wolf or have nothing but contempt for the ways of Russ.'

The sagas are just one facet that makes the Space Wolves unique amongst their fellow Chapters, the army list itself is a very different beast to the one found in Codex Space Marines as are their other rules. 'For a start, every unit has the Counter-attack special rule,' states Phil. 'This will be familiar to veteran Space Wolves players and means you're really going to make a mess of any enemy that closes with a pack of Space Wolves. Orks need to watch out as the Space Wolves will be hitting first with as many attacks in some situations, robbing the greenskins of that all-important initial impact,' says Phil.

THE GREAT COMPANIES

The organisation of the Space Wolves owes more to the personality of their Primarch and the warrior-customs of the Fenrisian tribes than to the formal dictates of the Codex Astartes. As a result, the Space Wolves Chapter is divided into twelve 'Great Companies', each comparable to a tribe ruled over by a warrior-king and advised by a council of elders.

A Great Company's commander is known as a Wolf Lord, a warrior whose only master is the Great Wolf himself, Logan Grimnar. Each Great Company has its own headquarters and territory within the Space Wolves' massive Chapter-fortress, and has its own spacecraft, armoury, forges, archives, serfs and other resources. In almost all respects, it is a separate, self-sufficient brotherhood of warriors. The Great Companies each have their own ancient customs, renowned heroes and warrior traditions that they honour and celebrate to this day.



Unfortunately we don't have the space to go through the ins and outs of every unit, but veteran Space Wolf players should rest assured that Grey Hunters, Blood Claws, Long Fangs and an arsenal of Space Marine tanks are all there. However, it's some of the new units that Phil really wants to talk about. 'Perhaps surprisingly to some, I've put the Blood Claws in the Troops section. Don't worry, they're still the impetuous pups they've always been,

“I WANT PLAYERS TO CONSIDER WHAT GREAT DEEDS THEIR WOLF LORDS WILL PERFORM.”

and this is reflected with their Headstrong and Berserk Charge rules – the latter of which gives them +2 Attacks on the charge – but as the young 'uns they have a Space Marine Scout profile. It's the Skyclaw Assault Packs that now take up the traditional assault slot in Fast Attack. These warriors are still Blood Claws, but are the most headstrong and rebellious, so the older Space Wolves and Wolf Guard are only too happy to kit them out with jump packs and let them go.'

It's in Fast Attack where two other brand new additions now live, as Phil continues to explain. 'I wanted wolves to have a literal presence in the army list as well. That's why you can have packs of Fenrisian Wolves in the army; Heroes can also have a Fenrisian Wolf or two to accompany them on to the field of battle as well. But it's the Thunderwolf Cavalry that will be talked about the most. It's a great image; Space Marines mounted on giant wolves and that is essentially what they are. I think it's important to distinguish that a Thunderwolf of Fenris is more than just a big canine – this is a ferocious monster that is shaped like a wolf, its muscled bulk able to carry a Space Marine in power armour with ease. These really are creatures of myth, so much so that Thunderwolf Cavalry are just wild rumours to the rest of the Imperium no one outside of the Fang believes they exist. As you'd expect, these are incredibly hard troops with a profile to match, with five Strength 5 Attacks on the charge. But at 50 points each, you won't be able to field a lot of them,' says Phil.

Even with such a grand vision, encapsulated by the brand new Canis Wolfborn miniature, the Thunderwolves are still not Phil's favourite troop type. That honour belongs to the Lone Wolves. 'I love the concept of the Lone Wolves,' says Phil. 'A pack stays together throughout their

WOLF GUARD TERMINATORS

The Wolf Guard are the hand-picked battle-brothers that fight alongside a Great Company's Wolf Lord. Each has earned his place by some exceptional feat of arms. It is his heroic deeds that mark out the Wolf Guard rather than age, so there are hot-blooded young warriors as well as sturdy veterans amongst their ranks.

One of the many honours bestowed upon the Wolf Guard is access to the Chapter's precious suits of ancient Terminator armour. As such the new Wolf

Guard kit allows you to make five Wolf Guard Terminators. These mighty warriors can then be used together as a single pack as in this example, or distributed amongst the other packs in the army.

The new plastic Wolf Guard kit is crammed with extra components, more than you'll ever need to build just the Terminators. For example, you get 13 heads on the frame, leaving you with loads of extra bitz that can be used elsewhere in your army.





DOM MURRAY'S SPACE WOLVES



We turned to the Studio's Dom Murray to see what impact the new rules and models will have on his army – Dom has been collecting Space Wolves for about ten years, making him the gaming equivalent of a Long Fang.

Every wargamer, no matter how sane and balanced they generally consider themselves, has an army that they really identify with; one that no one else can possibly understand as well as them, one that they believe really is their true wargaming personality. Mine happens to be the headstrong Sons of Russ, and it would be something of an understatement to suggest that I'm quite excited about the release of *Codex: Space Wolves* – straining at the leash more like!

I've played Space Wolves for ten years, so the first thing I did when I picked up the Codex was have a glance at the army list. The core of the army is composed of the strong building blocks that will be familiar to any Wolf Lord: Blood Claws, Grey Hunters, Wolf Guard and Long Fangs are still the mainstay of the infantry.

The Blood Claws are one of my favourite units. Who doesn't want to command a bunch of raving, battle-hungry youngsters who just want to rip into the opposition? They now have the option to be fielded as Skyclaw Assault Packs, their jump packs enabling them to get into battle even quicker, as well as being able to redeploy as you need them. Those familiar with the Space Wolves will also notice that the existing units have had lots of useful tweaks rather than being redesigned from scratch. So, if anything, you'll find yourself making excuses to add even more options to your units.

You still have the ability to split your Wolf Guard as pack leaders amongst of all the infantry units. The Wolf Guard add a huge amount of character to units, especially as they are all armed individually. In fact, Phil [Kelly] growls at me if I even think about kitting several of them out with the same wargear.

I can now take up to four HQ choices in a standard game. The balance of the army then depends on how I want to use my characters. This used to mean that I was forced to make



Just some of the figures from Dom's Space Wolf collection. You can see more examples of his work on page 78 in this month's *Modelling Workshop*.

some compromised army choices, but no more! If I want to take Ragnar, Bjorn the Fell-Handed and Logan Grimnar, so I can happily do it.

And talking of characters, there are loads. As already noted, Bjorn is back. He's one of my favourite characters and adds real gravitas as a symbol of the Chapter's history. Njal Stormcaller has also returned, this time in Terminator armour. With the 0-1 restriction of the previous Codex removed, I can now field a Space Wolves army based around Rune Priests. Led by Njal, I can use my full complement of Rune Priests (including the old Njal Stormcaller model in power armour) to make an army based around powerful psykers.

New boy Lukas the Trickster adds even more punch to the Blood Claws, and gives you every excuse to play in character and make rude insults to your opponent when things don't go your way. I've always taken lots of Blood Claws as they make great assault troops, so to finally have a character who fits in with the overall feel of my army is great news. Once I've finished modelling some Skyclaw Assault Packs I'll be able to field an army based around the ferocious Blood Claws.

Keen-eyed Space Wolf players will remember stories of the mythical beasts known as Thunderwolves from previous Codexes. Not only are they now found in the army list, but they are also represented by a special character called Canis Wolfborn himself. He's a mammoth character and a miniature that deserves to be central to any Wolf Lord's plans.

I'm a fan of narrative gaming, so am naturally drawn to the saga rules as they allow gamers to play in the character of the army. My own Wolf Lord, Thorgeir Grimmhammer, takes the Saga of the Warrior Born. This helps me to play to the true character of the Wolf Lord as he rampages through wave after wave of enemy combatants.

All this and I haven't even mentioned the fantastic new models. My current army has seen a great deal of converting and kit-bashing in order for me to try and create a unique force. The new plastics offer so many new parts that I'll be happily customising models till Lemar Russ returns from the Eye of Terror.

Next month you can see Dom's Space Wolves army in full, as he's the subject of our Army Masters series.



fighting career, from being a Blood Claw all the way through to the Long Fangs. The Lone Wolves are the last of their pack, those who have survived hundreds of years of constant war. They now go to battle to look for nothing more than a glorious death. These are just single models, but are highly individual, perhaps they have a totem for every member of their lost pack upon their person, or have the names of lost comrades tattooed onto their arms, or carry anarchic, bespoke equipment his pack has collected over the centuries. The modelling opportunities for creating Lone Wolves, especially with the new kits, are massive; they've really got modellers in the Studio very excited. Players should take a Lone Wolf's death oath very seriously though, as it will cost them a kill point if the Lone Wolf is still alive at the end of the game. But getting the Lone Wolf killed is not as easy as it sounds, as they have a respectable profile, with the Eternal Warrior and Feel No Pain special rules.'

Lone Wolves are the epitome of the tragic hero, but if there is one thing the

Chapter is not short of, it's heroes. You'll find eight such characters in the Codex.

'All the old favourites are back, including Bjorn the Fell-Handed' says Phil. 'There are new characters too, such as Arjac Rockfist the Man-Mountain and Lukas the Trickster. Special characters have a very specific role by embodying the theme and traits of the Chapter. For example, Lukas embodies the cunning wolf, while Canis Wolfborn is the man who talks with beasts.'

So, as our time with the Great Wolf himself comes to an end, it's easy to see that Phil's approach has been anything but 'dog'-matic (*Any more jokes like that and you're fired, Hall! – Ed*). 'Superficially Space Wolves are barbarians in power armour, but they are so much more; they are proud warrior-kings from a long line of heroes who can trace their bloodlines to Leman Russ himself.

'As a Space Wolves player the onus is on you to play with honour; the rules will not force you to do this, but it is up to you to do the right thing – just as a real Space Wolf would.'

HEROES OF FENRIS

Logan Grimnar's leadership of the Space Wolves has endured for five hundred years. During that time he has led his Chapter to victories beyond counting, for the Old Wolf hunts evil wherever he finds it.



Ragnar Blackmane's deeds have spread across the galaxy. Considering his young age, Blackmane may yet go on to become the greatest Wolf Lord in history.



Njal Stormcaller is the most powerful Rune Priest in the Space Wolves Chapter, able to command the very elements. Armed with the Staff of the Stormcaller, he conjures howling blizzards and arcing lightning to strike down the foes of Fenris.



When he goes to war **Ulrik the Slayer** is a terrifying figure, resplendent in his black armour, wolf helm and the crackling Crozius Arcanum that acts as his badge of office.





SCOUTS

In most Chapters new Space Marines are initiated into the Scout Company before they join the Battle Companies proper. Not so the Wolf Scouts, who are normally drawn from the ranks of those Grey Hunters who are marked out as men who desire an isolated existence and who track and hunt best alone.

However, the needs of the battlefield often dictate that Wolf Scouts will band together and fight as a pack. They are expected to operate far in advance of their more heavily armoured brethren, sniffing out the forces of the foe, slinking into fortified positions, gathering intelligence and killing isolated elements of the enemy.



SKYCLAWS

The most headstrong troublemakers from each Blood Claw pack are often 'rewarded' by reassignment to a Skyclaw Assault Pack. The promotion to Skyclaw is seen as a dubious honour at best, but such disapproval just makes them even more determined to prove themselves in the eyes of their elders.

They soar fearlessly through the skies in great leaps, landing with a stone-splintering crunch before rocketing straight forward into the ranks of the foe. With fangs gnashing and chainswords roaring the Skyclaws rejoice in seeing the enemy crumble under the reckless fury of their airborne assault.



THE SAGA OF SVEN IRONFIST

Robin Cruddace assembles a band of warriors to take to the Sea of Stars and fight in the name of the Allfather.



PACK LEADERS

The Wolf Guard act not only as bodyguards for the lords of Fenris but also as leaders for the packs in their Great Company. Before the battle, each Wolf Guard has the option of being split off from his pack and assigned to lead a different pack from the following list: Blood Claws, Swiftclaw Bike Packs, Grey Hunters Wolf Scouts and Long Fangs.



Robin: At the top of my Space Wolves army list is Sven Ironfist, a Wolf Guard Battle Leader in Terminator Armour accompanied by a unit of six Wolf Guard Terminators. This fearsome unit rides to war in a mighty Land Raider Crusader. This is the hammer of my force, one that heads straight towards the largest concentration of foes to take on all comers; that's the Space Wolves' way after all. Whilst there is little that can threaten this squad, I've learnt from bitter experience that monstrous creatures can make a mockery of Tactical Dreadnought Armour. As such, my Battle Leader has the Saga of the Beastslayer, helping him to slay those hulking brutes before they carve through my elite squad.

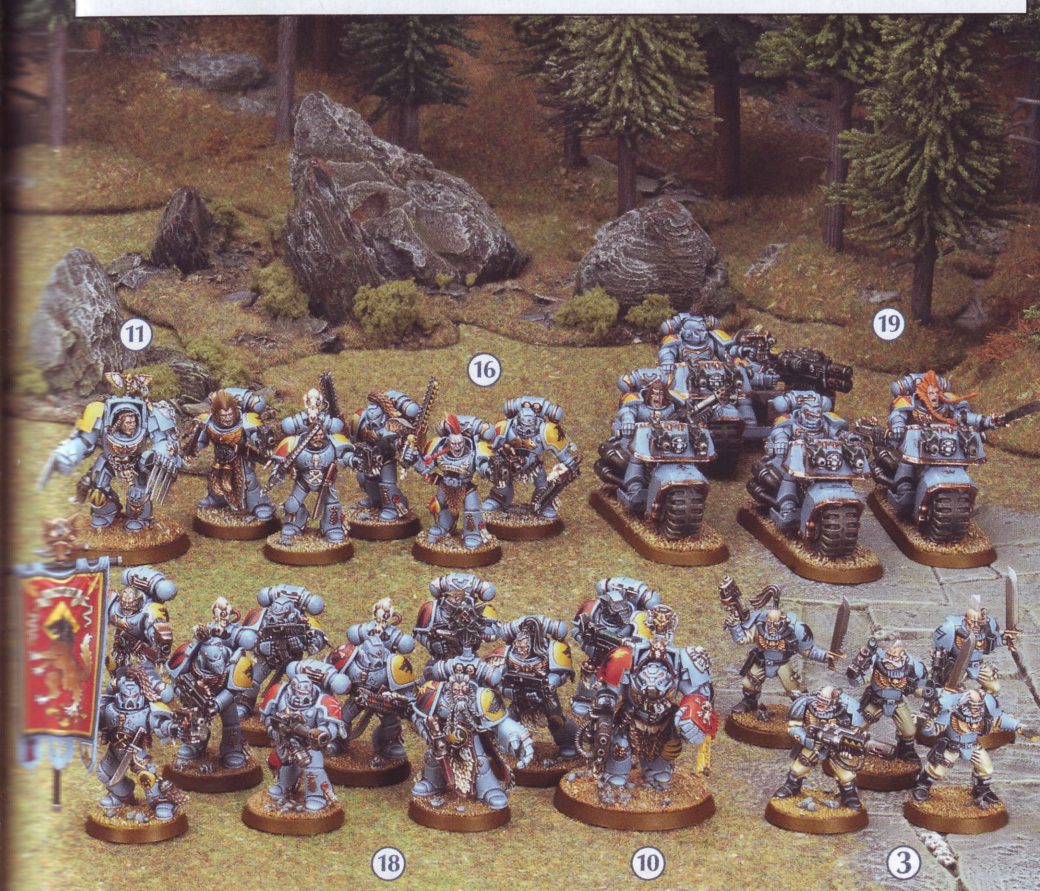
No Space Wolves army would be complete without units of Grey Hunters and Blood Claws, the backbone of any Great Company. The dependable Grey

Hunters prevent any of my own objectives from falling into enemy hands, whilst the ferocious Blood Claws storm defended positions. One of my squads of Blood Claws has a Razorback to carry them to the fight that much quicker whilst adding some much-needed heavy weapons fire. Burek Longtooth, a Rune Priest, will join the Grey Hunters unit. This warrior-mystic has powerful psychic powers and a runic weapon that has racked up an impressive tally of kills. In addition, the Rune Priest allows me to nullify enemy psychic powers, keeping my valuable Grey Hunters in one piece.

I always endeavour to include Wolf Guard in my Troops squads. I tend to include a Wolf Guard Terminator with a heavy weapon to complement the tactical flexibility of the Grey Hunters, whilst for the Blood Claws it's all about bolstering the amount of bloodshed and carnage they can

THE SAGAS

Certain Space Wolves characters can be given a special type of wargear called a saga. This represents the great stories and feats of legend that are told about your hero. However, each saga comes with an oath that must be fulfilled to please the fates. For instance, the Saga of the Beastslayer allows the hero to re-roll failed to hit rolls against walkers, monstrous creatures, and models with a Toughness of 5 or more. But the price for such a powerful boon is that the hero in question must swear an oath to 'fear not the beast' and try to slay one of the models listed above during the game.



HQ

- ① **Sven Ironfist, Wolf Guard Battle Leader**
Terminator armour, Saga of the Beastslayer. 120 points
- ② **Burek Longtooth, Rune Priest**
Plasma pistol, melta-bombs. 120 points

ELITES

- ③ **5 Wolf Scouts**
Meltagun, plasma pistol. 100 points
- ④ **Wolf Guard Pack**
Terminator armour, chainfist and storm bolter. 48 points
- ⑤ **Lars Gristlefang**
Terminator armour, thunder hammer and storm shield. 63 points
- ⑥ **Olaf Ironbrow**
Terminator armour, 2 wolf claws. 48 points
- ⑦ **Erik Treefeller**
Terminator armour, power fist and assault cannon. 73 points
- ⑧ **Gamelias Darkmane**
Terminator armour, power weapon and storm bolter. 33 points
- ⑨ **Skjold Nightwolf**
Terminator armour, power fist and storm bolter. 43 points
- ⑩ **Rikard Frostfist**
Terminator armour, chain fist and heavy flamer. 53 points
- ⑪ **Vilhelm Lavason**
Terminator armour, 2 wolf claws. 48 points
- ⑫ **Leif Far-travelled**
Power armour, thunder hammer, storm shield. 68 points
- ⑬ **Olaf the Breaker**
Power armour, frost axe and bolt pistol. 38 points

TROOPS

- ⑭ **5 Bloodclaws**
Includes Lukas the Trickster and power weapon. 230 points
- ⑮ **5 Bloodclaws**
Led by Skjold Nightwolf. 75 points
- ⑯ **5 Bloodclaws**
Led by Gamelias Darkmane. 75 points
- ⑰ **Razorback**
Twin-linked lascannons. 75 points
- ⑱ **9 Grey Hunters**
Includes flamer, power fist and wolf standard. Led by Rikard Frostfist. 170 points

FAST ATTACK

- ⑲ **3 Swiftclaw Bikers**
Includes flamer, plasma pistol. Attack Bike with multi-melta. 135 points

HEAVY SUPPORT

- ⑳ **Land Raider Crusader**
Multi-melta. 260 points
- ㉑ **Vindicator**
Siege shield. 125 points

Total 2000 points

dish out. My favourite is the Wolf Guard with the Mark of the Wulfen, capable of unleashing a potential seven thunder hammer attacks each turn. Wolf Guard instil a bit of discipline into the fiery Blood Claws, allowing me to negate the Headstrong rule, which a canny opponent could exploit by luring my unit away from an objective – when you only have a handful of scoring units, this can be the difference between winning and losing a game. I also like to include Lukas the Trickster in my army, mainly because I like his background so much. He's no slouch in combat and whilst his Rebellious rule means that the unit will not benefit from the Wolf Guard's Leadership, the Last Laugh rule makes him ideal for character hunting. Even if Lukas is bested there's a chance my opponent's most powerful fighters will be caught in a stasis trap, forever more.

Continuing with the sneaky theme, I never leave Fenris without a unit of Wolf Scouts. These are tasked with tank-hunting duties, targeting armoured units that may be hiding at the back of the board. However, having only a single tank-hunting unit is risky, especially when there's a chance the Wolf Scouts may be delayed or turn up on the wrong table edge. Just to be safe I take a Swiftclaw Biker pack including an Attack Bike with multi-melta. This unit turbo-boosts in the opening moves of the game in order to outflank the enemy and strike at their weaker side armour.

To round off my army I've chosen a Vindicator. This brute of a tank really epitomises the Space Wolves' no-nonsense approach to war. It's not pretty and it's not subtle, but it's more than capable of destroying anything that stands in its way – just like a Space Wolf, really.

PAINTING SPACE WOLVES

Studio hobby guru Chris Peach is an expert at preparing a force for battle in a timely yet effective manner. Here he shares with us some techniques for getting your Grey Hunter packs onto the tabletop in no time.



To help you muster your Space Wolves pack for war, we've asked Chris Peach to come up with a quick yet effective way to paint your Space Wolves in the 'Heavy Metal' style. Although Chris has used a simplified technique to get a force on the tabletop, there's plenty of opportunity to really push your painting skills painting the many character models you'll no doubt include in your army.

In the following examples, Chris has used his trusty paintbrushes for basecoating, but there's nothing stopping you taking the information and scaling it up for use with

the Citadel Spray Gun. When painting in batches, you have to consider the order in which you paint the models. Chris' advice is to first undercoat the models Chaos Black and then spray on the armour basecoat. However, on smooth power armour, it's best to apply the wash by hand.

The next stage is to set up a production line – Chris recommends painting the darker areas, such as the fur, first. You can then start to pick out details such as metallics, the face and any yellow or red areas. Then you just need to base them up and they'll be ready for action.

RED HAIR



Step 1. To achieve a strong tone for the hair, first basecoat it with Vermin Brown.



Step 2. Blazing Orange was used to highlight the hair, focusing on the raised strands.



Step 3. The final highlight was mixed from equal parts Blazing Orange and Skull White.



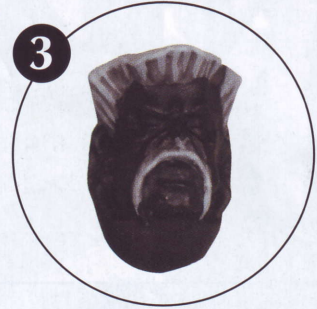
GREY HAIR



Step 1. To paint the grey hair, Chris started with a basecoat of pure Codex Grey.



Step 2. A highlight was applied to the raised areas and edges of the moustache using pure Fortress Grey.



Step 3. A final highlight using pure Skull White was then used to pick out the most prominent areas of the hair.

POWER ARMOUR



Step 1. The power armour was given a generous basecoat using a 1:1 mix of Shadow Grey and Space Wolf Grey.

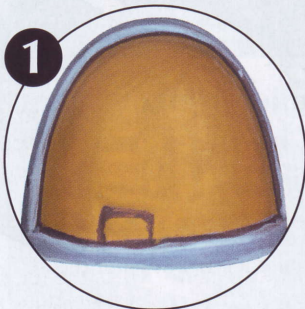


Step 2. The next stage was to give the armour a wash using a 1:1 mix of Scorched Brown and Fenris Grey.

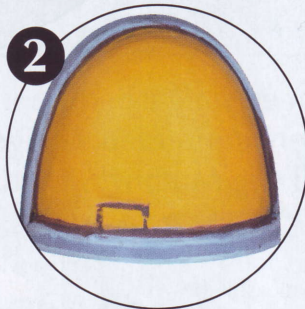


Step 3. Pure Space Wolves Grey was used to highlight the armour, applying it to the edges and raised areas.

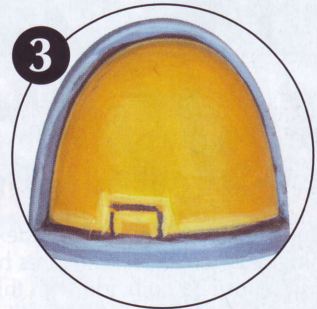
SHOULDER PAD



Step 1. The shoulder pad was first painted with a basecoat of Tausept Ochre. The rim of the pad was painted in the same way as the armour.

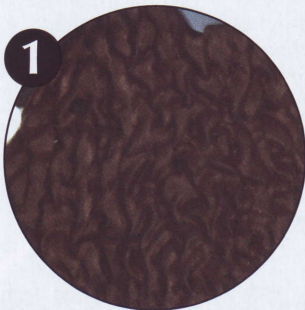


Step 2. The yellow was then blocked in with a 1:1 mix of Golden Yellow and Tausept Ochre.



Step 3. An equal amount of Skull White was then added to the previous mix. This was used as a highlight, applied close to the rim.

FUR



Step 1. When painting the fur on the pelts often worn by the Space Wolves, start with a basecoat of Scorched Brown.



Step 2. Chris applied a heavy drybrush of Vomit Brown all over the fur cloak.



Step 3. A final drybrush of Bleached Bone was then applied, but this was worked towards the ends of the pelt rather than over the whole area.

IN-STOCK



Across the world a tempest has been unleashed upon the enemies of mankind; a force of nature, wielding the barely contained savagery of the heroes of old. Oh woe to the Alien, the Heretic and the Mutant! It is the Wolf Time.

This month the long awaited Codex: Space Wolves and stunning new range of miniatures howl into your local Hobby Centre! To coincide with this incredible release, all through this month, our stores will be running an amazing array of events and activities, from painting sessions to get your forces ready for battle to a series of huge games showcasing the feral might of the Space Wolves as they battle the myriad foes of the Emperor.

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Fearsome Wolf Brothers fall upon their foes in games of all sizes, allowing you to try the mettle of your new Space Wolves, or as general of other races, to resist and destroy the savage Astartes. Beware their claws.

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THIS MONTH



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SPACE WOLVES

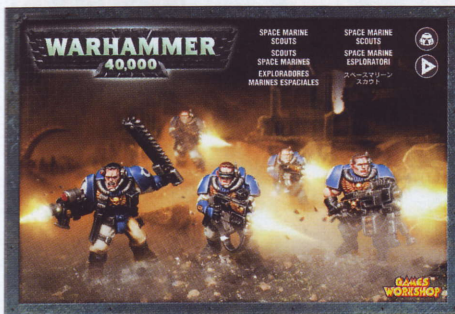
Although Space Wolves players will be eager to get their hands on the two new kits, the core of their army will continue to be the Space Marines range of multi-part plastic box sets.



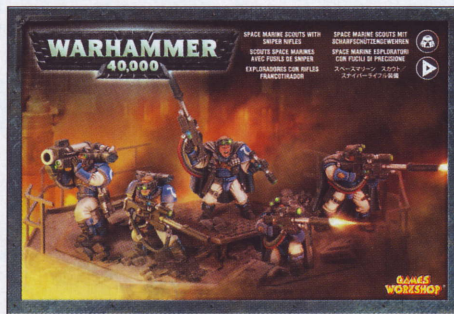
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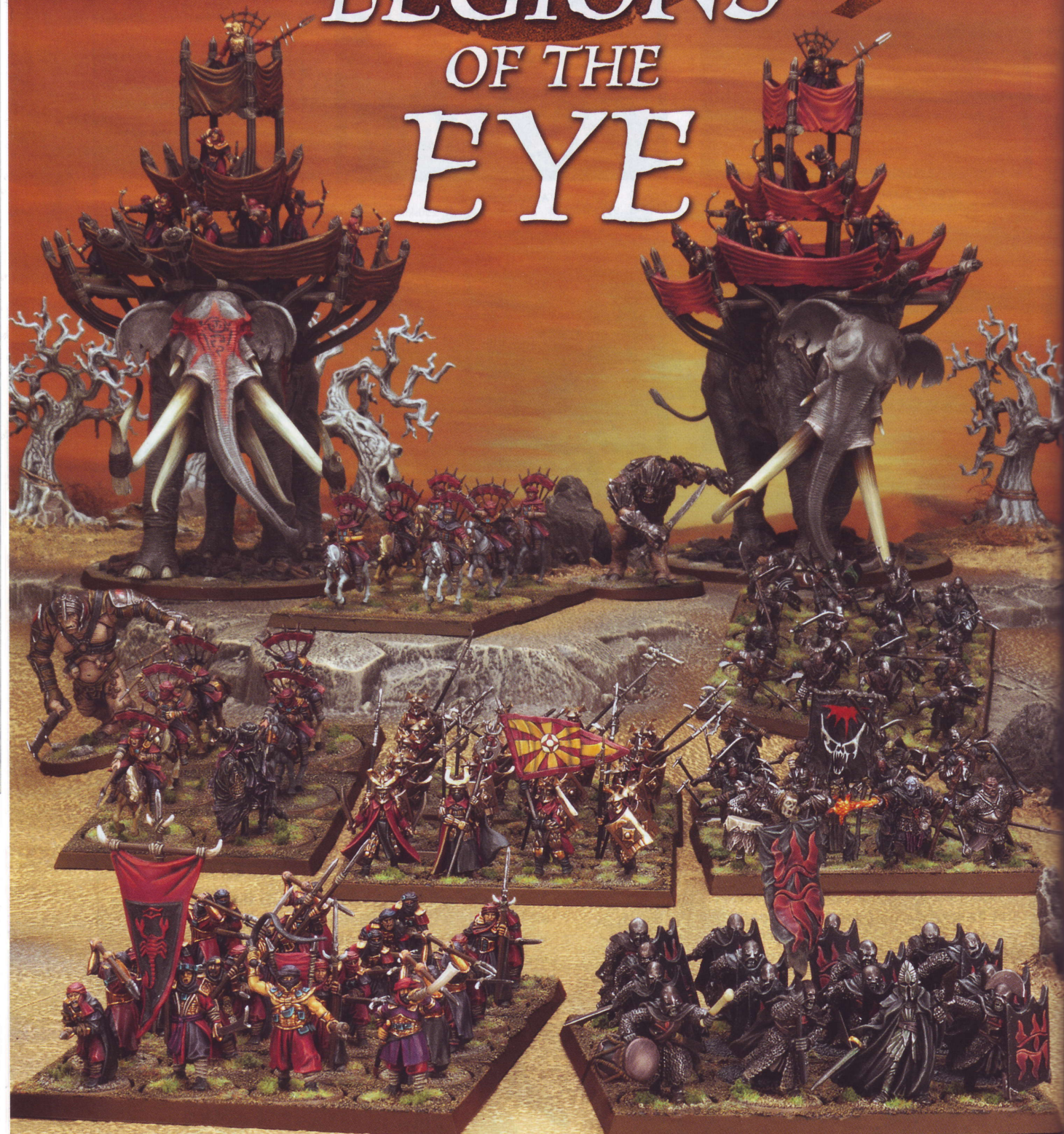
SONS OF RUSS

While the addition of the Space Wolves' Chapter colours and insignia will transform any Space Marine into a warrior of Fenris, no Space Wolves player worth his wolf-tail talisman will field an army without a copious

amount of customisation. The models shown below have all been enhanced with leftover parts from the Space Wolves Pack and Wolf Guard box sets. You can also order a plastic accessory frame from our Bitz range!



LEGIONS OF THE EYE



THE LORD OF THE RINGS
STRATEGY BATTLE GAME

WAR OF THE RING™

As the legions of Sauron swell this month, Mat Ward and Michael Perry talk to Andy Hall about the latest releases for War of The Ring and The Lord of The Rings Strategy Battle Game.

Of all the fell creatures that follow Sauron's dark will it is ironic that the subjugated Men from the east and south of Mordor are perhaps the most enthusiastic and dedicated follows. 'The Orcs have been made to serve Sauron, it is as natural to them as eating or breathing; but for the realms of Men, Sauron has had to expend effort to bring them under his sway. And I think that's very interesting,' says Mat.

'In the case of the Easterlings they are militaristic and disciplined warriors, but have always been driven by a fanatical desire to serve the Dark Lord. This is no doubt the result of Sauron's machinations, but as to how events actually transpired, that is lost in the mists of time. For Harad, however, it is more a shared hatred of Gondor that saw them throw in their lot with Sauron.'

We'll look at the nation of Khand in a future issue, for it is the lands of Harad and Rhûn that are being reinforced this month. Both realms are gaining some much-needed company commanders, everything from new Banner Bearers to Haradrim

Taskmasters, Dragon Knights and War Priests. As ever it was into the talented hands of Alan Perry and Michael Perry we turned for the look of the models. 'It all starts with concept sketches,' says Michael, when I ask him how he brings new The Lord of The Rings models to life without the benefit of any film reference.

“For Harad, however, it is more a shared hatred of Gondor that saw them throw in their lot with the Dark Lord, Sauron.”

'You expand upon the design tenets that already exist. In the case of the War Priest, for instance, you don't start from scratch but build on what has already gone before. Hence the War Priest is instantly recognisable as an Easterling, but at the same time also has elements that mark him out; the robes are an obvious difference but there are subtler details as well. A good

VISIONS OF DARKNESS

Before they start work on sculpting the models, Alan and Michael draw concept sketches. These are especially useful for troop types and characters that haven't been seen in the movies, as this gives everyone an idea of what the finished models will look like. Even though both designers work closely to their drawings, it's interesting to note that they are just concepts and models often change for both aesthetic and practical reasons.



Easterling War Priest



Black Guard of Barad-dûr



Kârdush the Firecaller

THE ABRAKHÂN GUARD

Often described as being the greatest of all the trading cities in the south, and perhaps in all of Middle-earth, Abrahkân is a shining beacon of opulence. Sitting as it does on the junction of the great Amrhûn and Harad roads, it is easy to see why the city is so wealthy, for great riches have flowed along these routes and into Abrahkân for many long centuries. Historically, such wealth has made Abrahkân's ruler, known as the Golden King, very influential; after all, does not each man have his price?

Whilst well-placed bribes have often gone some way to maintaining the safety of the merchant city, the elders of Abrahkân have always made sure that the city has thick walls and loyal soldiers, for when wealth cannot shield against ill-fortune. Abrahkân has indeed learnt the lessons of history, for no foe has taken the merchant city since the Khandish raids of centuries ago. Behind the spectacle of Abrahkân's intricate golden gates lie wrought iron defences of devilish ingenuity. Should an

invader manage to breach the defensive walls, he will find himself lost in a cunning maze of narrow streets and steep-sided alleys painstakingly designed to slow and confuse any attackers.

If the attackers make it as far as the inner city itself, disorientated and confused, the Abrahkân Guard will have been summoned and fall upon the enemy without mercy. When the Golden King leaves the walls of the merchant city he takes members of the Abrahkân Guard for protection. Every warrior in the Golden King's retinue is unquestioningly loyal and ready to die on the slightest of nods or whispered orders.



Abrahkân Guard



The Golden King

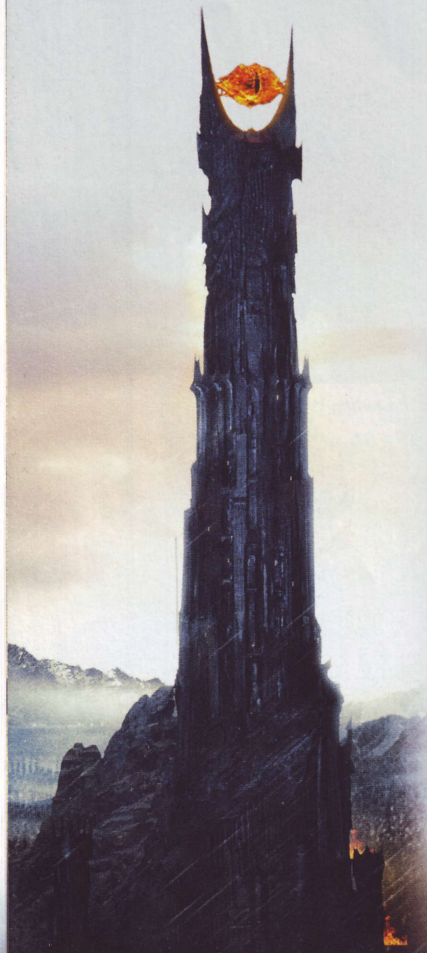
example is the staff he carries. This bears a strong resemblance to the pikes the Easterling Cohorts are armed with. The tip of the staff is adorned with three prongs and this is mirrored on the War Priest's helmet. I've used this motif to denote Easterlings of importance or nobility. For instance, the Dragon Knight and Amdûr, Lord of Blades also have three-pronged helmets instead of the two that the rank-and-file warriors have.'

The forces of Harad also have reinforcements ready to join the fray in the form of the Golden King and his Abrahkân Guard. 'The Golden King is the ruler of the trading city of Abrahkân. In War of the Ring I've written the rules to reflect his mercantile desires,' adds Mat. 'You place a hoard counter anywhere on the battlefield and when a formation of Abrahkân Guard are within 3" of the hoard they fight with +1 Fight and +1 Strength. This can make the formation quite punchy if you can get them to the hoard counter. You should obviously think carefully about where you place the counter: putting it in a tactically strong location, such as a highly defensible building or at the foot of a bridge, is a good idea, but the Abrahkân Guard will need to reach it early on in the game to gain the maximum benefit.'

For Michael, the Abrahkân Guard took the Haradrim in a very different direction. 'They were based on the Golden King's litter bearers, so we wanted them to look like the commonly imagined view of palace and harem guards. In history, eunuch slaves and warriors were used for these tasks, and it stands to reason that a man with as much power, and as many enemies, as the Golden King has an extremely loyal bodyguard.'

However, it's not just dark-hearted men that Evil players can get their hands on this month, Orcs and creatures even fouler are ready to serve Sauron on the battlefield as well. 'Kârdush the Firecaller is an Epic Hero for the Orcs, a shaman wreathed in fire who excels at Spells of Ruination. Alan has really captured that with the model,' says Mat.

'Adding special effects to a model can be quite tricky,' interjects Michael. 'Although some effects are easier to realise than others, fire and water can be done and will look especially effective with a good paint job. Smoke and other gaseous effects are much harder to depict. The beauty of Alan's model is that he's really done a good job and the textures on the flame shooting out from Kârdûsh's hand will make it very easy to paint.'



While we're talking about Alan's Orcs we can't fail to mention the new Black Guard. 'They're Mordor Uruk-hai with huge tower shields,' says Mat, 'They will form an elite core for any Evil force and prove to be nigh on immovable, with their Defence of 5(7). I think they're such stand-out figures that they can easily be used as Captains in your other formations too.'

But in this month's release there are things even more feared than the Black Guard, as two more of the Nine are released – the Betrayer and the Knight of Umbar. 'Whenever we've done a new Nazgûl figure, we've hinted at its origin, and the two new Ringwraiths are no

exception,' says Michael. 'The Knight of Umbar is armoured as a Black Númenórean, while the Betrayer is in the garb of a Haradrim. I think the models work because, although we've added these extra touches, they're still clearly Nazgûl and that's been our goal whenever we've designed a named Ringwraith.'

With all these Evil models about things are looking grim for the forces of Good, but Mat says that all is not lost. 'In the coming months the Horse Lords of Rohan will benefit from new miniatures, so start building up your Rohirrim; but Evil players have much still to look forward to, as the forces of Isengard have not been idle.'

EVIL PLANS

Resident army painter and hobby expert Nick Bayton is a dab hand at commanding the forces of Evil in War of The Ring. Here he reveals some of his secrets.

Nick: For me, War of The Ring is a game of massed armies clashing, and I like to represent this with huge blocks of infantry. The centre of my battleline is dominated by a large formation of Easterling Pikemen (6 companies' worth) with the Tokens of Terror fate to make them cause Terror, making them even more formidable. This strong defensive unit is perfect for holding objectives. They are complemented by a block of four companies of Easterling Swordsmen, led by Amdûr, who turns an average unit into a lethally offensive killing machine when he spends a point of Might to call an Epic Rampage. The battleline is then filled out with a block of Black Númenóreans, who are incredibly hard to shift, and a formation of four companies of Khandish Warriors. Armed with their two-handed axes, they are perfect for taking out large targets and heavily armoured enemies. However, my favourite formation, and the one that causes my regular opponents the most problems, is a formation of four companies of Easterling Archers, led by the Betrayer. These guys pump out 36 shots a turn, re-rolling misses.

Against an army of Minas Tirith, for example, this combo should kill around 10-12 models a turn. If you place the Balefire Arrows fate onto these guys, this will push the enemy formation back even further, allowing you more chances to shoot at them before they hit combat – and when they do, you can re-roll all your combat attacks anyway, and it will take care of any pesky Ents in the vicinity.

I also take three big formations of Harad Raiders to provide me with some fast-moving cavalry. These guys are very cheap at 25 points a company and, despite their low Defence value, pack a serious punch. I usually put the Knight of Umbar into the biggest formation of Raiders. Against armies such as Dwarfs, the Knight's ability to swap his formation's Strength and Fight value with the enemy is invaluable. Even tough foes like Khazâd Guard can be dealt with by charging with the Raiders and the Knight of Umbar, stealing the Dwarves' Strength of 5 and using lances to wound them on 4s, re-rolling any 1s due to them being Poisoned... not so stalwart after that, are we my little bearded friends?

The Knight of Umbar leading a formation of Haradrim Raiders



The Knight of Umbar

The Knight of Umbar steals the combat prowess of his foes.



The Betrayer

The Betrayer turns the enemies blades against them, allowing his formation to re-roll hits.



NEXT MONTH

Mat Ward returns with the full rules for using these new Evil reinforcements in the Strategy Battle Game.

BLOOD and SAND

◆ Campaigns in the South for The Lord of The Rings ◆



Seeing an opportunity for organised chaos, Hobbit-friendly and all-round fan of The Lord of The Rings Adam Troke decided to gather the troops and organise a campaign pitching the armies of Gondor against the Evil men of Middle-earth.



Adam Troke is a name that has become synonymous with The Lord of The Rings Strategy Battle Game, having penned several sourcebooks and lent a helping hand with War of The Ring. He's also utterly obsessed with Hobbits, which is a source of constant mockery and ribald humour here in the Studio.

War of The Ring has taken off in a big way here in the Studio; there have been loads of War of The Ring games played over the past few months, and a solid core of War of The Ring gamers has emerged, fighting a protracted gaming league/campaign that lasted several months and saw hobbymeister Chris Peach emerge as the undisputed champion.

Since then the rampant army building of the past few months has upped a gear, and talks of a new gaming campaign have reached fever pitch. So it fell to me to put something together to sate the baying dogs of war. Ever one to keep things modest and uncomplicated, I decided to run a fixed-term, six-man campaign that will pitch the army of Gondor against the Evil Men of Middle-earth: expect brutal battles upon the sunbaked sands of Harad.

One of the requests that kept cropping up was that there should be a way to combine games of War of The Ring with smaller skirmish games played using the rules from The Lord of The Rings Strategy Battle Game. For me, that made things even more exciting; after all, I'm a massive fan of skirmish scenarios and any excuse to play a game or two is always a pleasure.

So, having looked at what our merry pool of gamers wanted (a fixed-term campaign, using both the Strategy Battle Game and War of The Ring, and a chance to use the Gondor, Harad and Easterling armies they'd been working on) I pulled the elements together, and cooked up a very simple plan. I was looking to create a simple, narrative (rather than map-based) campaign that six players could embark on. Six players might not seem like many people, but I've kept the numbers

deliberately low – I want each of the players to be able to play against all of those on the opposing team. Small campaigns also eliminate the option for players to avoid each other (all too many times in campaigns I've seen one player studiously avoid confrontations with those players whose armies are anathema to his own). From the outset, I wanted this campaign to be all about the games on the tabletop, with a minimal amount of off-table wrangling. Now, this might mean that the 'Unstoppable Mr Peach' will crush everyone again, but so be it. Let the best man win.

The other thing you'll notice is that I've been fairly strict concerning which armies can be used, limiting the army lists that forces can be taken from. We all agreed beforehand that it would be fun to try and make this campaign as close to a 'historical' campaign as possible, a real 'what if?' clash of kingdoms.

The Lowdown

- This campaign will pitch Good against Evil – with three players per side.

- Each player presents his complete army list at the start of the campaign. Each player has a total of 2500 points to spend, which can be split between War of The Ring (maximum 2250 points) and the skirmish game (maximum 750 points).

Restrictions

- Players in each faction cannot duplicate named Heroes.
- Each player must have a named Hero who is the nominal leader of his force.
- **War of The Ring** – each force must be selected using the army list restrictions in War of The Ring. Good forces must be drawn from Gondor, while the Evil forces must be chosen from the Fallen Kingdoms. Allies can be taken following the usual restrictions. Players may only select a single Fate or Fortune for their starting force.
- **Strategy Battle Game** – the force must be led by a Hero and be chosen from the relevant sourcebooks or supplements (so players should use the most appropriate lists from Legions of Middle-earth, Gondor in Flames, Harad and so on).



CAMPAIGN OVERVIEW

Blood and Sand is a team campaign, intended to provide the participants with exciting, linked scenarios to play. The results of one game will have a direct effect on another. Here's how it works.

Blood and Sand is intended to integrate War of The Ring and the Strategy Battle Game together, enabling players to get to grips with both tactical treats. Here I'll explain exactly how the campaign works.

The Campaign Turn

Each campaign turn is divided into the following phases: the Muster phase, the Battle phase and the Resolution phase.

Muster Phase

In the Muster phase, the scenario packs are presented to the two teams, who are then free to read them and decide which player will participate in each scenario. Teams resolve this decision in isolation from one another, with the result that they will not know which of the enemy forces they will be taking on. Once they have decided which player is participating in which scenario, they submit their results back to the organiser (me!), and I reveal who will be fighting whom. We then plan when the games are going to be played.

The Battle phase

In the Battle phase, each player will participate in two battles: a skirmish and a grand battle, typically in that order. The result of the skirmish game will directly affect the set-up, deployment, terrain or force composition for the following War of The Ring battle; imagine that the first battle is a clash between scouts. Occasionally the grand battle may come first.

The Resolution Phase

In the Resolution phase, we work out the effects of the games played in the Battle phase. After each game, go through the following post-game routine:

Skirmish Encounter: At the end of a skirmish battle, roll a D6 for each model that was slain during the game and consult the following table:

1-Wound Models

D6 Score

- 1 Dead:** remove the model from your army list.
- 2 Incapacitated:** Must miss his next game.
- 3-6 Flesh Wound:** The model overcomes his injuries and returns to duty.

Models with 2+ Wounds:

D6 Score

- 1 Incapacitated:** The model must miss the next game.
- 2 Grievous Wounds:** The model must start the next game with one less Wound (and one less Might point, if they have any) than normal.
- 3-6 Flesh Wound:** The model overcomes his injuries and returns to duty.

Grand Battle: At the end of each War of The Ring game, roll a D6 for each company in a formation that is completely destroyed: This is the number of hits that the formation suffers prior to the next game (since this is hits, models with a higher resilience are less likely to be removed prior to the battle).

For monsters that are slain in a game, roll a D3 – this is the number of wound markers that the monster starts the next game with.





Heroes that are eliminated in combat are simply restored to full health after the game. Heroes slain in a Heroic Duel must roll a D6 for each Might point they have: on a score of a 4+ that Might point is lost for the next game. Do the same for their Mastery levels if they are a magic user.

Winning the Campaign

It's the taking part that counts, not the winning, but for those who are interested in finding an overall winner for the campaign, this is how it will work: each scenario (skirmish and grand battle) has a number of campaign points associated with it. At the end of each campaign turn these are tallied up, giving a clear indication of which side is winning.

At the end of the final campaign turn, we'll have a suitably impressive finale game (I'm thinking some sort of mega-battle, possibly linked across a couple of gaming boards). Teams will be able to spend their campaign points in this mega-battle to buy themselves additional goodies in the form of reinforcements, tactical advantages and a variety of other fun things. The side that wins the mega-battle will win the overall campaign!

WHAT'S THE STORY?

One of the things I want to achieve in this campaign is to give the players the feeling that they are participating in a Gondor-led

invasion of Harad. But I wasn't going to invent reams of new background and stories; there's enough out there to cover that already. Instead, I'll present each player in the campaign with a map (plundered from the Harad supplement). Each of the scenarios in the game will be tied into a location – this will help the players feel like their battles are connected to a wider story.

“The full might of Gondor is invading Harad, seeking to crush the tribes once and for all”

The overall plotline for the campaign is that the full might of Gondor is invading the lands of Harad, seeking to crush the power of the tribes once and for all. The Haradrim, bolstered by their allies from the south and the forces of the Easterlings, will be rallying to halt the advance of Minas Tirith's finest and throw the men of Gondor back into their own lands. The main reason I decided to have Gondor as the attacking force is that it will be more interesting to see the Good players on the offensive for a change – quite unlike the typically defensive scenarios Good armies often find themselves in. I want both Good and Evil players to feel like they can be proactive.

CAMPAIGN TURN ONE SCENARIOS

At the heart of this campaign are a series of bespoke scenarios, designed to provide each player with a different tactical challenge each month.



The forces of Gondor attack a small village near the Haradrim city of Kârush.

Each turn I'll be submitting three scenario packs to each team, allowing the players in the team to form a council of war as they work out which player is best suited to each of the scenarios. As the campaign progresses these scenarios will become more intricate, and the effects of the skirmish encounters will have an increased effect on the outcomes of the War of The Ring games that follow them. With any luck we'll quickly have the two teams trying to work out which players are strongest in the different styles of play. For example, Chris Peach is currently the Studio's reigning War of The Ring champion, but I've never seen him win a skirmish game up till now – so when his team picks battles, they'll probably want to make sure Mr Peach is in the high-stakes War of The Rings battles, but isn't taking any risks with any of the skirmish games.

One thing you'll notice is that each of the scenarios has a value attributed to it, with a total of 10 points up for grabs for each player in each round. These campaign points will make all the difference in the final battle.

Playing as a different army?

If you don't have a Gondor or Fallen Kingdoms army, don't let that put you off playing the scenarios that follow; there's simply no reason that you can't adapt them to suit the armies that you do have at your disposal, in fact there's no real reason that you can't fight this exact campaign with whatever forces your gaming club/group has to call upon.

Sometimes players can feel restricted with regards to what they can and can't play, because of the forces that they have at their disposal. Certainly it's no fun not to be able to play exciting battles with your miniatures, so if it suits your purposes, change the details of the scenarios for something that suits your needs better (or discard them completely).

Perhaps your gaming group can play out a combined invasion of Gondor and Rohan into Mordor or Isengard? Maybe you have enough Dwarf and Goblin players to fight out battles based around those bitter rivalries, and so on.

The intention here is to provide a series of exciting linked games, which you can participate in as teams – don't get hung up on the details! Play the games first, and worry about the details later.



SCENARIO PACK A:

Battle on the Harad Road

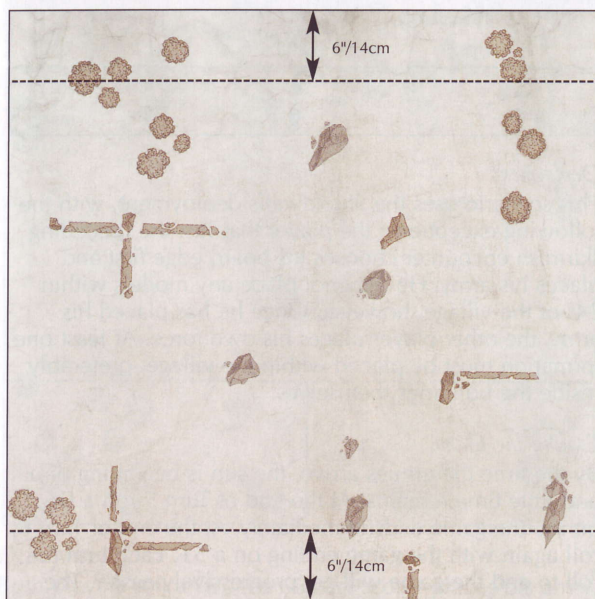
As the army of Gondor marches southwards, an opposing force of Evil Men travels north to challenge them. The vanguards of the rival armies engage one another near the great Harad Road, drawing their battlelines amidst the dust-covered remnants of a battle long since fought. Even as the first arrows take flight, both commanders realise that there is more to be had from this engagement than first meets the eye, and quickly the two small scouting forces seek to dominate the plunder from this ancient battlefield.

SKIRMISH ENCOUNTER

This element of the battle is played out by the skirmish forces. This encounter is worth 2 campaign points.

Set-up

A neutral party sets up the gaming area. The scenario is played on a board that is 48"/112cm x 48"/112cm. It should resemble a battlefield from ages past, preferably with occasional ruins and detritus strewn across it. The same person who sets the gaming area up also places five objectives on the board. Note: If you don't have a neutral party, set the terrain up by mutual consent.



Deployment

Players both roll a D6. The highest scorer chooses a board edge and deploys his force within 6"/14cm of it. His opponent then places his own force within 6"/14cm of the opposite side.

Ending the Game

When the two main armies arrive, the two vanguard forces will withdraw, allowing the main army to take up the fight. The battle might suddenly end in any turn after a force is broken. At the start of any turn in which one or other force is broken, roll a D6: on a 1 or 2 the game immediately ends. The player who controls the most objectives is the winner of the scenario.

Special Rules:

Fallen Relics: None are sure of their true value, but both armies are acutely aware that artefacts of great interest are to be found amidst the turmoil of this ancient battleground. The five objective markers placed on the table prior to the start of the game each represent a potential fallen relic. A player is considered to have possession of it when he has more models within 3"/8cm of the objective marker than his opponent. Each relic controlled at the end of the game equates to a single roll on the Fallen Relics table at the end of the game – if a Fortune or Fate is rolled, it is permanently added to the player's army list for free:

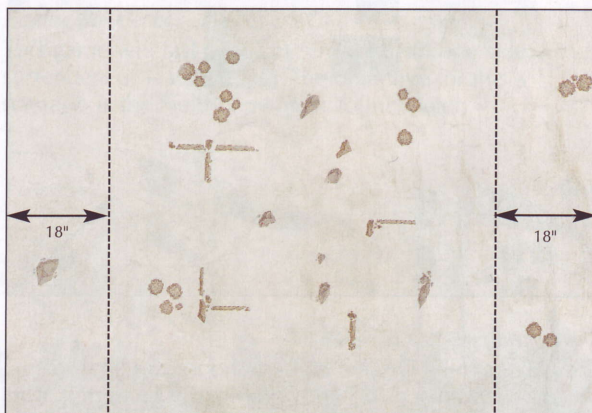
D6	GOOD	EVIL
1	Worthless Trinket (no effect)	Worthless Trinket (no effect)
2	Counterspell	Haunted Wasteland
3	Counterspell	Tokens of Terror
4	Wise Counsel	Evil Reputation
5	Banner of the Free Peoples	Sigil of Fallen Kings
6	Seat of Ancient Power	Dark Shrine

GRAND BATTLE

This element of the battle is played out by the War of The Ring forces. This battle is worth 8 campaign points.

Set-up

A neutral party sets up the gaming area, ideally with the centre of the gaming area resembling the board setup from the previous skirmish. Since the battle is fought near the great Harad road, the remainder of the board should be relatively uncluttered, with no more than a couple of stands of trees or ruined buildings. The board should ideally be 72" x 48".



Deployment

The game is played using the deployment as described in the Battle for the Pass on page 80 of the War of The Ring rules manual, representing the two armies encountering one another on the Harad Road. The player who won the previous skirmish encounter has the option to choose his board edge, and whether to deploy his army first or second.

Ending the Game

The battle will last for eight turns or until one side is wiped out or concedes. The scenario uses The Field of Swords objectives: Kingslayer and Battle Flags.

SCENARIO PACK B:

The Borders of Karûsh

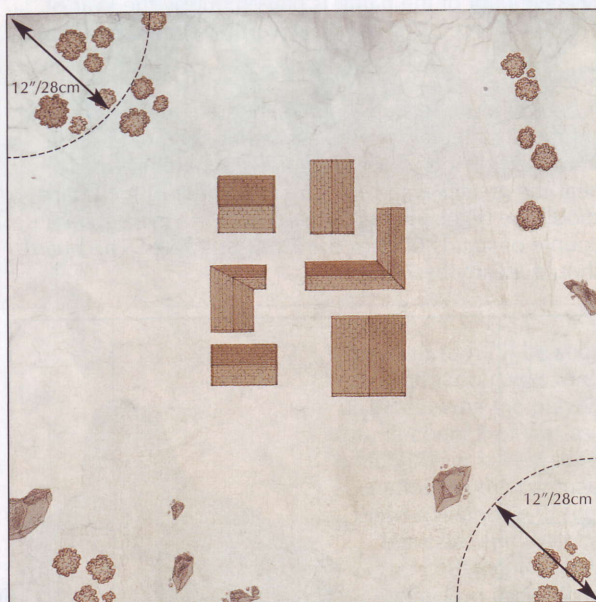
The Haradrim city of Kârush lies close to the borders of the Dark Land, and is a logical route for Mordor and Easterling reinforcements to flood into Harad. A Gondor army, tasked with cutting off this essential approach into the southlands, arrives to lay siege to the city. First though, they must capture a small village that lies on its outskirts.

SKIRMISH ENCOUNTER

This element of the battle is played out by the skirmish forces. This encounter is worth 5 campaign points.

Set-up

A neutral person sets up a small Haradrim village on a board 48"/112cm x 48"/112cm. This village should ideally be placed at the top of a small hill, since it overlooks the city of Kârush. The remainder of the board should be relatively clear, with small clusters of rocks and perhaps a stand of trees or two.



Deployment

The players roll a D6, the highest chooses a corner of the board and places his army within 12"/28cm of it. The opposing player then deploys his army within 12"/28cm of the opposite corner.

Ending the Game

Reinforcements are rapidly approaching the area and the battle might suddenly end in any turn after a force is broken. At the start of any turn in which one or other force is broken, roll a D6: on a 1 or 2 the game ends immediately. The winner is the player who has the most models on the rooftops of the buildings at the end of the game. If your buildings can't be climbed on, modify the scenario in an appropriate fashion, so that the winner is the player with the most models touching a building, or within 6"/14cm of the centre of the board.

Special Rules:

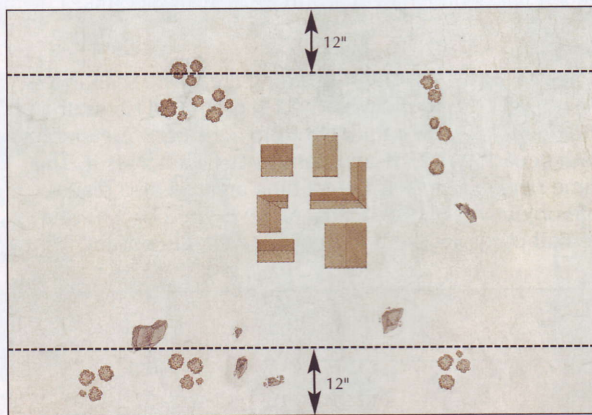
The Midday Sun: The blazing hot sun is mercilessly beating down on both armies, dazzling the eyes of any who look up at it and casting strange long shadows along the ground. Any model wishing to fire from the ground up at a model upon a building must make an additional in the way roll.

GRAND BATTLE

This element of the battle is played out by the War of The Ring forces. This battle is worth 5 campaign points.

Set-up

A neutral party sets up the gaming area 72" x 48", ideally leaving the Haradrim village on the board. The remainder of the board should be fairly clear, with occasional trees and rocky ground.



Deployment

This scenario uses the Shieldwalls deployment, with the following exceptions: the player that lost the preceding skirmish encounter chooses his board edge first and places his army. He may not place any models within 24" of the village, however. Once he has placed his army, the other player places his own force. At least one formation must be placed within the village, preferably inside the buildings themselves.

Ending the Game

By the time the armies arrive, the sun is beginning dim, and little time remains. At the end of Turn 5 roll a D6: on a 6 the game ends immediately. At the end of Turn 6, roll again with the game ending on a 5+. Each turn the roll to end the game will get progressively easier. The scenario uses the High Ground objective, represented by the village.



SCENARIO PACK C:

The March on Mogurakh

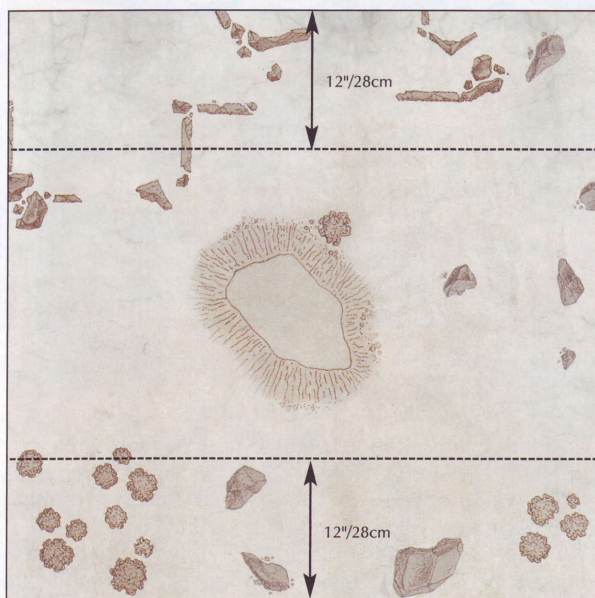
Skirting the wilderness of near Harad, one of the Gondor armies marches along the coastline south-west from Celentir towards Mogurakh, intent on swiftly capturing any Haradrim coastal settlements before laying siege to Mogurakh itself. Forewarned by Haradrim tribesmen, the army stationed at Mogurakh marches out to halt the invasion in its tracks. As the two armies close in on one another, their vanguards frantically fight for control of the choicest spot to draw their battle lines.

Skirmish Encounter

This element of the battle is played out by the skirmish forces. This encounter is worth 3 campaign points.

Set-up

A neutral party places a hill in the centre of the board, and scatters a selection of suitable terrain on the board. Ideally the playing area should be 48"/112cm x 48"/112cm.



Deployment

Both players roll a D6, the highest scorer places his army within 12"/28cm of a board edge of his choice. The opposing player places his army within 12"/28cm of the opposite edge.

Ending the Game

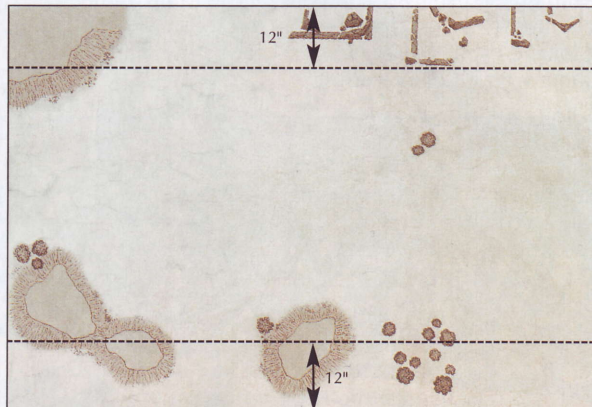
The game lasts for 12 turns, or until one side is wiped out or surrenders. The winner is the player who has the most models within 6"/14cm of the centre of the board when the game finishes (obviously, if you surrender, you automatically lose).

GRAND BATTLE

This element of the battle is played out by the War of The Ring forces. This battle is worth 7 campaign points.

Set-up

The player who won the skirmish encounter can set up the board as he wishes, and chooses the deployment zones (it should be noted that it is unsporting to set it up in a manner that prevents your opponent from deploying his army, or that completely fences him in – use this as an opportunity to put yourself at an advantage, rather than ruin your opponent's game).



Deployment

The player who lost the previous game sets up first, using the Shieldwalls deployment rules – with the notable exception being that he sets up in the area chosen for him by his opponent.

Ending the Game

This game will last for eight turns or until one side surrenders or is wiped out. The objective for this scenario is the Field of Swords: To the Death.



LET BATTLE COMMENCE

With the scenarios issued and the participants for each battle determined, the players were ready for war and the Studio gaming area was soon ringing to the sounds of battle! Here we look at the players and their armies.

Chris Peach

Chris Peach, or 'Peachy' as he's known in these parts, is something of a hobby hero here in the Studio, able to paint models at a speed (and a quality) that could make most grown men cry. An avid The Lord of The Rings gamer, Peachy has terrorised the Studio in the recent War of The Ring league using his Mordor army, and now plans to do the same with a Gondor army.

Chris' Gondor force has been painted in quite a different style to the Studio's Gondor force. The end result is very striking – a force that carries the feel and look of the armies of Minas Tirith, whilst remaining unique.

The army is based around a strong formation of heavy infantry, supported by several smaller formations, a block of cavalry, and some elite Dwarf allies.



Dom Murray

Dom Murray works with the Studio artists, ensuring that all of our publications have gorgeous artwork throughout their pages. He's also a keen gamer, and can often be found doing battle in the Studio gaming area in his lunch breaks.

Dom's Gondor army started life several years ago as a modest sized force for the skirmish game. Always

considering himself more of a scenario gamer than a competitive player (Dom's a real fan of some of the great, classic scenarios such as Amon Hen and Balin's Tomb), Dom has found War of The Ring to offer a welcome change of pace, and over the past couple of months has added dozens of new Minas Tirith models to his collection.



Nick Bayton

Nick Bayton is a diehard The Lord of The Rings hobbyist who's played in lots of tournaments and campaigns in the past. Another of the clandestine fraternity of speed-painters here in the Studio, Nick has been known to paint entirely new armies over the course of a few days, just so that he can participate in a weekend's gaming.

The army Nick is using for this campaign is actually the amalgamation of three different armies that he's used at The Lord of The Rings tournaments in the past. His Khandish warriors even helped him win the Best Painted award at the 2007 Grand Tournament. By combining his collection, Nick is able to make an impressive force.



Tom Webster-Deakin

Tom Webster-Deakin is the cruel taskmaster and overseer of the games developers, White Dwarfers and the humble web team here in the Studio – unsurprisingly a man with that much power has found himself ensnared by the will of the Dark Lord, and in firm control of an Easterling army. Tom's Easterlings began life as a collection of all the

models needed to recreate the scenarios found in the A Shadow in The East sourcebook, but quickly began to metamorphose into a full-scale army when War of The Ring fever gripped the Studio. Currently Tom is busy painting even more models to include in his army, starting with more Kataphrakts and some Easterling War Priests.



AND THE OTHER PLAYERS...

Duncan Rhodes

Duncan Rhodes is still a relative newcomer to the Studio, joining our team of expert hobbyists so that his awesome army painting talents will swell the Studio collection.

Duncan's War of The Ring army has a mighty cavalry contingent, as one might expect of an army led by the renowned Prince Imrahil, and even includes an allied formation of Riders of Rohan. As a relative newcomer to War of The Ring, Duncan feels a little like a lamb thrown to the wolves.

Mat Ward

As the writer of the War of The Ring game, we're all expecting great things from Mat in this campaign. Mat's Haradrim force is based on large formations of infantry – a block of Haradrim spearmen and a chunky unit of Black Númenóreans form the heart of his army. Mat's ongoing obsession with the Nazgûl has led to him including two of them in his War of The Ring army. He's also borrowing Adam Troke's Corsair raiding party, until he can get his own painted up.

NEXT MONTH:

Adam presents more scenarios for the campaign, and we see how our players are getting on.





WARHAMMER

Mighty Heroes, Mighty Deeds

Special characters are potent personalities from the rich background of the Warhammer world. Centrepieces for your collection around whom you can focus your whole army, as Adam Troke explains...

Warhammer army books are more than just collections of rules and army lists – they're also tomes of history and ancient lore, packed with epic tales and legendary deeds as this article seeks to prove.

Adam: I don't know about you, but I can still recall what lured me into the wonderful world of Warhammer. I was about ten or eleven and my best mate Iain loaned me his two prized Warhammer army books. I'd dabbled a little with Warhammer, and I'd painted a few Citadel miniatures, but I was still very much a newcomer to the hobby. Over the course of several late nights I learned about the noble heroes of Ulthuan, and the Dwarf holds. Names like Tyrion, Teclis, Eltharion, Thorgrim, Gotrek and Felix leapt off the pages and into my impressionable young mind. I was immediately captivated. I still recall seeing Tyrion on the tabletop for the very first time, charging forwards against my hastily formed formations of (borrowed) Dwarf warriors! I knew full well what he was capable of – he'd outwitted Dark Elf assassins, duelled the Witch-king and slain Daemons! As it happens, my very first Games Workshop purchase was a special character, Josef Bugman and his Dwarf Rangers, and I suspect a lot of readers will remember starting their collections with a special character, too – after all, it's these models that often attract us to a new army.

It's been a long twenty or so years from those rose-tinted days to here, but I'm still a hopeless fan of Warhammer's special characters, even now. Why? Well, because they each embody something really exciting about the background and armies of Warhammer. They allow us as gamers and hobbyists to play within the rich tapestry of the Warhammer history, to experience first hand the adventures of heroes of legend and to create brand new adventures of our own. So, that's my colours hoisted – I want to talk about the special characters of Warhammer, how their inclusion in an army can inform not just our gameplay on the battlefield (sure enough, special characters are often the most powerful models in the game), but also how they can enhance our own collections, expand our passion for the races that we collect and lure us into wonderful new directions. Over the next few pages I'll look at some of those possibilities, and explore the fun that we can have by including a special character or two in our collections. So, come join me on a whistlestop tour of some of Warhammer's special characters.



Lessons From History

I'm often guilty of banging on about the background, but it's a great place to start. Warhammer's history is fantastic, there are no two ways about it. Every army book is replete with accounts of battles, adventures and the deeds of noble heroes, and many of the best of these feature special characters that you can bring to the tabletop if you so desire. Of course, if you fancy that, it's worth taking a little while to study the background of your favourite army (pay special attention to the timeline – there are often wonderful little gems hidden in there).

On the right you can see some excerpts taken from the Vampire Counts timeline referring to the various exploits of Mannfred von Carstein, one of the most notorious villains from the background of Warhammer. Mannfred's reign of terror almost brought the Empire to its knees and only a timely alliance between the Empire and Dwarfs ended his cruel, twenty-year-long offensive. Great stories like this naturally lend themselves to playing great scenarios against your opponents; they serve as material to collect your own armies and best of all fire your imagination to get gaming. All you need to recreate the horrors of Mannfred's invasion of the Empire is an opponent with an Empire army, and straight away you can start cherry-picking some of the most exciting events in the history of the Empire and Vampire Counts and enacting them on the tabletop.

I know it's been true for me recently, having just added Alith Anar to my own High Elf contingent. The addition of the Shadow King has breathed new life into my High Elf gaming, and totally transformed the way I play (let's just say I've become a lot sneakier than usual).

When it comes down to it, that's why special characters, and the exciting history of the Warhammer world, are there – to serve as an example of what you can do with your collections and your games.

The exploits of Mannfred von Carstein

- 2094
Mannfred leaves Sylvania and travels south.
- 2122
Mannfred returns to Sylvania and takes undisputed rule of the von Carsteins.
- 2132
Mannfred launches a surprise winter assault into the Empire.
- 2133
Mannfred besieges Marienburg.
- 2145
Mannfred is brought to bay at the battle of Hel Fenn, and 'slain' by an alliance of Empire and Dwarf armies.
- 2124-2145
Mannfred's Undead fight over a dozen major battles, Mannfred only withdraws to Sylvania after two decades of war.
- 2505
Felix Jaeger (an itinerant poet and adventurer, renowned for the poor company he keeps) claims to meet Mannfred von Carstein in Drakenhof Castle.
- 2520
Grand Theogonist Volkmar despatches witch hunter Stahlberg to investigate growing rumours coming from Drakenhof castle. Stahlberg never returns.

Mannfred von Carstein leads his shambling host to battle against the combined forces of Men, Dwarfs and Elves at Hel Fenn.



Shaping Your Collection

With historical events firmly in mind, and my best thinking hat on, it didn't take me very long to find a fine example within the Studio of a beautifully painted Warhammer army that is wonderfully themed around a specific special character: Korhil. The Phoenix King's personal bodyguard, Korhil is a battle-hardened High Elf hero who is often entrusted with deadly and daring missions. The model is so good, and the potential to base an army around him so tempting, that the hobby guys in the Studio have recently spent several days painting up entire units of High Elves from Chrace. Banners have been adorned with lions, shields have been detailed and in a very short time an impressive task-force, led by Korhil, was ready for action. What's exciting about this is that a small amount of background concerning a special character, alongside a (frankly) gorgeous Citadel miniature, have added greater depth to the hobby experience – this is no longer just a High Elf army. The enthusiasm from the guys painting these troops was almost contagious as they discussed wargear and magic items that could be added to the army to make it seem even more 'Chracian'. Now, of course, on the battlefield it will act just like any other High

Elf army – nothing's changed within the army list – but in the imaginations of all involved this collection of miniatures has become Korhil's army of Chrace.

This of course begs the question: what else could you do? Well, including Lokhir Fellheart in your Dark Elf army practically demands that you include a fast-moving raiding element to your force (and plenty of Black Ark Corsairs), while adding Kurt Helborg would, logically, lead you to include at least one regiment of Reiksguard Knights. None of these are hard and fast 'rules' (although we'll talk about those in a minute), they're just exciting and characterful choices that a special character might direct you towards. Fancy giving it a go yourself? Delve into your favourite army book and look at a few of the special characters therein – I'll be very surprised if you don't quickly come to the conclusion that there's at least a couple of quite obvious ways you can allow a special character take you on a fresh and exhilarating hobby journey. If you do, you'll find that the whole experience becomes just a little more colourful and involved, and that when you play with your new army you'll feel a real sense of a narrative unfolding before your eyes.



Korhil

Korhil is the Captain of the White Lions, the Phoenix King's personal bodyguard. When Finubar the Seafarer needs a task of great import done, he often turns to his trusted protector.



Spearman

All High Elves are trained to fight in the defence of Ulthuan. This Spearman bears the image of a lion head, synonymous with Chrace on his shield (sculpted by Dave Thomas).



Symbol of Chrace

This banner design is repeated on our Lion Chariot, and depicts the verdant mountain peaks of Chrace, along with the rune Charoi, which signifies strength and ferocity.



Host of Arrows



Including High Queen Khalida Neferher in your Tomb Kings army means that you must also include at least one unit of Skeleton Warriors armed with bows in the force. Of course, since Khalida was famed for her hosts of bow-armed warriors, and she enables you to upgrade them to have poisoned arrows, why not include many more? Bear in mind that Khalida can cast the *Incantation of Righteous Smiting*, enabling a single unit within 12" to fire in the Magic phase, doubling the output of one of your Screaming Skull Catapults or Skeleton Archers – very shooty!

Cavalry Charge



Kroq-Gar's rules allow you to take Cold One Cavalry as Core units, instead of Special. This particular boon doesn't just let you field a nice characterful force, it also enables you to completely change the dynamic of the Lizardman force you're using – by adding Kroq-Gar and a few units of Cold One Cavalry, your whole army can become a hard-hitting and fast-moving cavalry force.

While some special characters provide logical steers towards a specific style of play or theme of army, but no rules requirement, others actually provide direct rules and exceptions that let you, or make you, put significant changes to the make-up of your army. Archaon, Lord of the End Times and Grimgor Ironhide, for example, must both include a special unit in their army (Archaon's Swords of Chaos, and Grimgor's Immortulz). Of course, these mandatory units are no mere warriors of their type, and benefit from a wealth of special rules. They also push you towards creating a really impressive centrepiece unit for your army.

Other special characters can even alter the whole make-up of your force. For example, Orion, King of the Woods, lets you take regiments of Wild Riders as Core units, and Scragg the Slaughterer lets you take Gorgers as Special choices (and take two per Special choice at that). Using special characters to alter the physical disposition of your army can have a profound change on the way you

play. They can transform your collection, and by including them you can add units into your collection that might otherwise be impractical.

For some, the greatest appeal of alterations to the army such as these, are the painting, converting and collecting opportunities they present – many hobbyists find nothing better than to lavishly convert a particular unit. These collectors embrace the hobby opportunities a special character presents for their collection. Similarly, many hobbyists include special characters specifically so that they can use a different style of force, offering a new gaming challenge. These players are looking for a different army dynamic or style of play, and the advantages it might bring to the battlefield. Neither approach is right or wrong – for some, the journey of collecting an army and creating the story that binds it together is the core of their hobby, for others building original and effective armies is king. Regardless, special characters can be the catalyst for hosts of new and interesting armies.

Tales of Slaughter

So, it's about time I put my money where my mouth is, so to speak, and take a look at what including a special character can do for my own hobby experience. Well, with Azhag the Slaughterer only recently released I decided I'd delve into his wonderful background (and take a good long look at his rules) and see what I could come up with.

My first port of call was to have a thorough read of Azhag's background from *Warhammer Armies: Orcs & Goblins*. There's plenty to be learned there! Another thing worth pointing out is that you should never throw away old Warhammer rulebooks and army books (as long as you've got somewhere to keep them, and your wife lets you), as each one has different snippets of story and background, any one of which might inspire you. By plundering all the Orc related resources I had at my disposal, including previous editions of the army book and some ancient Dwarf texts, I was able to piece together a chronologically ordered chain of events that showed Azhag's rise to glory, and his ultimate demise (I rarely had this much fun when I was reading for my history degree). Armed thus, I decided it was time to start thinking up an army built around Azhag at the height of his career.

What you can see on the opposite page is a large(ish), Orcs & Goblins army that represents Azhag's mighty horde prior to his final clash, the Battle of Osterwald. I've been careful to include units that suit the descriptions of some of his early encounters, lending the army a sense of narrative and theme that is quite exciting. Take the Spider Riders, for example. There's a small note in a fifteen-year-old Warhammer book that mentions Forest Goblins joining Azhag when he passed into Ostland, so it made sense to me to include some. The same passage also mentions that Azhag's Boyz were running low on food by that point in their campaign, and that these newly arrived Forest Goblins brought plenty of supplies – such foodstuffs don't sound too reliable though, so I merrily sewed in the connection between Whizzbang and the Red Venom Tribe.

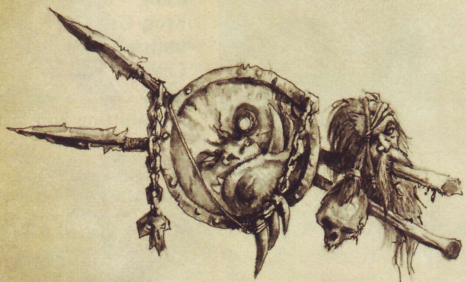
As you look through the army list opposite, you'll see it's full of hare-brained ideas, each inspired in some way by the key facts I've gathered on Azhag's brutal military career.

Hopefully I've shown just how easy it is to create a rich and flavourful background for your own army, centred around one of its iconic personalities. So grab your favourite special character or peruse the first army book to come to hand and soon you'll be bursting with ideas too!

The Adventures of Azhag the Slaughterer

Prc 2512 Azhag, a minor Orc chieftain, discovers the Crown of Sorcery amidst the treasure horde of a Chaos Troll.

Prc 2512 Azhag's Boyz escape from the ruins of Todtheim. None fail to notice the new cunning exhibited by their chief.



Prc 2512 In the World's Edge Mountains, Azhag defeats numerous Orc & Goblin warbosses, subjugating their tribes. Many more declare allegiance to him willingly.

Circa 2512 Azhag finally secures the loyalty of all the Goblin tribes of Red Eye Mountain, the largest concentration of Goblins in the Old World.

2513 Azhag plunders Ostermark. Kohlitz and the Temple of Sigmar at Nachtdorf are razed to the ground.

2513 The Count of Ostermark is defeated and driven from the field.

Circa 2513 With Ostermark largely subjugated and the Count in hiding at Bechafen, Azhag crosses the Talabec river into Ostland, looting and destroying as they travel. Azhag's army is further swollen by Forest Goblin reinforcements from the Great Forest.

2513 At Grim Moor, Count Valmir von Raukov fights Azhag to a temporary standstill, but his own army is shattered in a pyrrhic victory.

2514 Azhag claims his most famous victory at the Battle of Butcher's Hill. Just as the Ostlanders believed they had won the day, Azhag's crown unleashed its magical powers to turn the tide, before a veritable swarm of Snotlings was unleashed upon the panic-stricken defenders.

2514 Azhag lays siege to Wolfenburg, where von Raukov is forced to weather the harsh winter behind his sturdy battlements.

2514 Bored of hurling his minions against the defences of Wolfenburg, Azhag ravages the surrounding region, destroying the town of Forstich.

2515 Azhag is finally brought to bay by the Emperor's army, led by Marshal Otto Blucher. During the titanic clash, Azhag is slain by Werner von Kriegstadt, Grand Master of the Knights Panther.



LORDS

- 1 Azhag the Slaughterer** 450 pts
Under direction from the malignant force dwelling in the Crown of Sorcery, Azhag has laid waste to vast tracts of the northern Empire.

HEROES

- 2 Rotgob Facemasha** 140 pts
Rotgob has been with Azhag since before he discovered the Crown of Sorcery, and carries a matching standard.
- 3 Snotfinga da Black** 120 pts
A powerful Shaman from Red Eye Mountain, Snotfinga wisely chose to fall into line with Azhag.
- 4 Numgak Crotchchoppa** 73 pts
Numgak's been with Azhag since before Todtheim. Though he wasn't brave enough to actually enter Todtheim with Azhag, he was at least loyal enough to wait outside for his return.
- 5 Whizzbang da Mad** 135 pts
Whizzbang emerged from the Great Forest, apparently driven quite insane by the Red Venom Forest Goblins.

CORE

- 6 Snotfinga's Stabba Boyz** 250 pts
Snotfinga's Night Goblins are amongst the lucky survivors of the Goblin Wave attacks employed at Grim Moor.
- 7 Da Moonstruck** 215 pts
Da Moonstruck have been especially loyal to Azhag since he had Skullmuncha eat their former master, Rikkit!
- 8 Numgak's Stikkas** 100 pts
Have purloined bows and arrows to convince Azhag that they're no longer best sent forwards in his 'wave attacks'.

CORE

- 9 Da Runtlings** 60 pts
Unlikely shock-troopers in Azhag's famed pincer attacks (and tasty snacks for the boars), Snotlings are now in short supply.
- 10 Da Red Venom Tribe** 170 pts
Emerging from the Great Forest, the Red Venom Tribe readily joined Azhag's Waaagh!
- 11 Lunk's Choppas** 170 pts
Even with Lunk being dead, the Boyz have decided to keep their name, until they can think of a better one.
- 12 Da Slaughterers** 230 pts
Always believing Azhag was destined for greatness, da Slaughterers followed him through Todtheim, and beyond.
- SPECIAL**
- 13 Da Not Dead** 318 pts
Azhag leads them to the fight, and they do the killing – just how they like it.
- 14 Rotgob's Riders** 283 pts
When Azhag twisted off Gatlag's head, he told Rotgob to take command of the Boar Boyz, an offer he couldn't refuse.
- 15 Da Big Stikkas** 70 pts
Numgak thought it was about time the Slaughterer got some bigger twangers that can successfully lay siege to cities.

RARE

- 16 Nurk da Beanpole** 205 pts
He's not green, and he doesn't say Waaagh! very much, but all the lads agree that Nurk's fun to have around.

TOTAL:

2989 pts

THE WRATH OF THE STORMCALLER

The battles of the Space Wolves are the stuff of legends, about which great sagas are told and songs are sung. For this month's battle report we decided to forge our own saga fighting against the Chaos Daemons. Adam Troke joins the fray.



WARHAMMER
40,000

BATTLE REPORT



With much howling and bloodshed (and, doubtless, spilled ale) the Space Wolves are upon us – the most ferocious champions of the Imperium, undaunted heroes of a hundred thousand terrible battles. We wanted the first battle using the new Space Wolves Codex to be a memorable contest and, more importantly, give them a chance to show what they are all about.

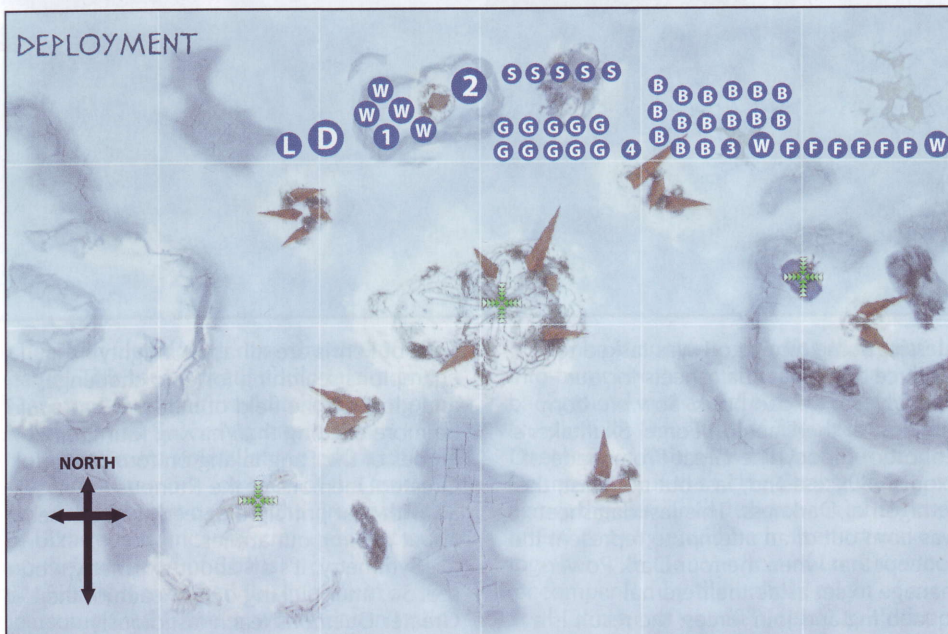
One of the strongest themes that is presented in the Space Wolves Codex is the concept of the mighty heroes of Fenris clashing with the most terrifying and bitter enemies of Mankind. The images spring to mind of a courageous Wolf Lord locked in mortal combat with a towering monster atop a snow-capped crag, or a pack of Wolf Guard hurling themselves, without fear or hesitation, into the jaws of a vast alien horde. These are the images that the Codex evokes, and we hope to recreate a few such scenes in this month's heroic battle report.

To play to this theme of titanic conflict against the worst horrors of the galaxy, we decided there was no finer opponent for the sons of Russ to take on than the Daemons of the Warp; after all, Chaos Daemons have access to gargantuan monsters, hordes of gibbering daemonic foot soldiers and the full fury of the Dark Gods. Such a match-up promises to be a true epic. To represent the two armies there

are two very obvious choices. Phil Kelly, author of the Space Wolves Codex, was the only logical selection to bring the Space Wolves to battle – who better than the book's author, and veteran of countless hard-fought playtests, to showcase what the Space Wolves are all about. Phil's worthy opponent will be Alessio Cavatore, co-author of *Codex: Chaos Daemons* and a rulesmith of considerable renown – the perfect candidate to bring the full fury of the Dark Gods crashing down upon the Space Wolves.

“THE MIGHTY HEROES OF FENRIS CLASH WITH THE ENEMIES OF MANKIND.”

Before the game the players discussed which armies to use. Both Alessio and Phil had aspirations to field plenty of characters to encourage a clash of heroes – the Space Wolves can include two HQ choices for each available slot in the force organisation chart, after all. Since Phil was determined to take the maximum four characters, the players agreed it would be fun for Alessio to take four of his own. Such a mighty gathering of daemonic champions will give Phil's Fenrisian warriors ample chance to force a saga or two of their own...



SPACE WOLVES

- | | |
|--------------------|------------------|
| 1 Njal Stormcaller | W Wolf Guard |
| 2 Canis Wolfborn | G Grey Hunters |
| 3 Ulrik the Slayer | B Blood Claws |
| 4 Rune Priest | S Skyclaw Pack |
| D Dreadnought | F Long Fang Pack |
| L Lone Wolf | |

CHAOS DAEMONS

- | | | |
|---------------------|-------------------|---------------------|
| 1 Bloodthirster | D Daemonettes | F Fiend of Slaanesh |
| 2 Great Unclean One | B Bloodletters | C Bloodcrusher |
| 3 Lord of Change | P Plaguebearers | S Screamers |
| 4 Keeper of Secrets | H Horrors | |
| SG Soul Grinder | N Beast of Nurgle | |

FORCES

Space Wolves:
Phil Kelly.
Chaos Daemons:
Alessio Cavatore.

MISSION

Seize Ground
(3 objectives)

DEPLOYMENT

Pitched Battle

ARMY SIZE

2000pts

NOTES

- Both players have agreed that Alessio can field four (yes four!) Greater Daemons in his army, bypassing the normal army restrictions.
- This scenario involves fighting over multiple objectives across a wide area, something that Daemons excel at due to the nature of their deployment.

THE DARK TETRAGON



- HQ
- ① **Doomfang Bloodfury Bloodthirster**
Unholy Might. 270 points
 - ② **Greenspite Scrape-Gristle Great Unclean One**
Cloud of Flies. 165 points
 - ③ **Cacklewreck Hatequiver Lord of Change**
We are Legion. 290 points
 - ④ **Sinlash Fleshtaint Keeper of Secrets**
Pavane of Slaanesh. 225 points

- ELITES
- ⑤ **1 Beast of Nurgle** 35 points
 - ⑥ **1 Fiend of Slaanesh** 30 points
 - ⑦ **1 Bloodcrusher of Khorne** 40 points

- TROOPS
- ⑧ **10 Bloodletters of Khorne**
Fury of Khorne, Chaos Icon and Instrument of Chaos. 200 points
 - ⑨ **10 Plaguebearers of Nurgle**
Chaos Icon and Instrument of Chaos. 180 points
 - ⑩ **10 Pink Horrors of Tzeentch**
Bolt of Tzeentch. 180 points
 - ⑪ **10 Daemonettes of Slaanesh**
Transfixing Gaze, Chaos Icon and Instrument of Chaos. 175 points

- FAST ATTACK
- ⑫ **3 Screamer of Tzeentch** 48 points
- HEAVY SUPPORT
- ⑬ **Soul Grinder**
Phlegm. 160 points

Total 1998 points



Co-author of Codex: Chaos Daemons, Alessio Cavatore has been locked away in a lead-lined chamber for the past 18 months, feverishly scribbling down notes headed F, A and Q. We've loosened the hexagrammatic wards of his cell for one day only.

Alessio: Some time ago I was tasked to produce a few new datasheets for our Apocalypse: Reload book. So were born the Host of the Daemon Forge, Skulltaker's Cohort of Blood, The Great Promenade of Exquisite Excess and, last but not least, the Tetragon of Darkness. This last datasheet was born out of an attempt to represent the concept that when the four Dark Powers manage to set aside their eternal squabbling and join forces, the result is a force so powerful that no puny mortal can hope to defeat it. The Tetragon of Darkness datasheet, with its perfect symmetry, is the embodiment of this concept and I've been looking for an excuse to use it in a regular game of 40K, so when it was suggested that we use four Greater Daemons I leapt at the chance. Luckily Phil thought that it would be fun to pitch his new Space Wolves against such a force. Indeed the

Sons of Fenris are all about mighty champions searching for epic challenges and glory on the field of battle. What could be more exciting than having four great heroes of the Fang taking on four powerful Greater Daemons of the Ruinous Powers? So with that principle agreed we both set about picking out armies.

Symmetry. It's all about symmetry, you see. So, after picking one of each of the Greater Daemons (each fastidiously equipped with one Daemonic Gift apiece), I proceeded to select one unit of Lesser Daemons for each of the four powers of Chaos. All of them of the same size, just to continue being fair to everyone.

Then I stopped, totted up my points and realised that I was way over the points limit I'd agreed with Phil. I suppose I could have made some cuts, but I felt that was cheapening my vision, so Phil and I

cheerfully decided to raise the size of the game! This meant that I could take more Daemons, and Phil could take even more howling mad Space Marines.

Those extra points let me add a unit of 'support' Daemons for each of the four powers, to better capture the great variety of bizarre and uncanny creatures that make up the pantheon of Chaos.

Finally, I managed to squeeze in a fearsome Soul Grinder, which doesn't ruin the balance of the list as it is clearly not aligned to any of the powers, and represents Chaos in all of its glory... and I just adore the Daemon Engine!

So, there it is – each of the Gods of Chaos will be equally represented, with one Greater Daemon, one unit of Lesser Daemons and one unit of 'other' Daemons, with a Soul Grinder standing in the middle balancing the four powers out.

When it comes to dividing the army into two cohorts, I will abide by the background and avoid putting Daemons of Nurgle with Daemons of Tzeentch, and Daemons of Khorne with Daemons of Slaanesh. So, if the fickle Chaos Gods agree, the slower and short-ranged children of Father Nurgle will be in the first wave, together with the War-host of Lord Khorne (accompanied by the unholy might of a Soul Grinder, of course!), ready to smash the Space Wolves aside in melee.

This will ensure that, even if things go wrong and the other cohort is deployed first, at least I will have the Daemons of Tzeentch opening up against the enemy right from the start of Turn 1.

And now, with the Tetragon of Darkness summoned from the depths of the Warp, let's see how hard these hairy Space Marines really are!

HOWLING MAD



HQ

- ① **Njal Stormcaller**
Runic armour. 270 points
- ② **Ulrik the Slayer**
180 points
- ③ **Svengril Drakesbane, Rune Priest**
Plasma pistol, and Saga of the Beastlayer. 125 points
- ④ **Canis Wolfborn**
185 points

ELITES

- ⑤ **WOLF GUARD Groth Bloodfang**
Terminator armour, power weapon and storm bolter. 38 points
- ⑥ **Ulf the Bear**
Terminator armour, thunder hammer and storm shield. 63 points
- ⑦ **Hrolfgar Clawhand**
Terminator armour, twin wolf claws. 48 points
- ⑧ **'Grey' Erik Vensson**
Terminator armour, chainfist and stormbolter. 48 points
- ⑨ **Hurath the Terse**
Terminator armour, power weapon and storm bolter. 38 points
- ⑩ **Yuric the Wise**
Terminator armour, power fist and cyclone missile launcher. 73 points
- ⑪ **Lone Wolf Haarkon**
Terminator armour and twin wolf claws. 65 points
- ⑫ **Father Jorn, Dreadnought**
Assault cannon and power fist incorporating heavy flamer. 115 points

TROOPS

- ⑬ **10 Grey Hunters**
2 Plasma guns, power fist and wolf standard. 205 points
- ⑭ **15 Blood Claws**
Plasma gun and power weapon. 250 points

FAST ATTACK

- ⑮ **5-man Skyclaw Pack**
Power fist, meltagun and plasma pistol. 140 points

HEAVY SUPPORT

- ⑯ **6-man Long Fang Pack**
2 Heavy bolters, missile launcher, plasma cannon and lascannon. 155 points

Total 1998 points



As author of the Space Wolves Codex, you might expect Phil Kelly to sport a great bushy beard. Alas, he has had to settle for an impressive pair of sideburns and a set of sharpened canines instead until the Canis Helix kicks in.

Phil: Over the last few years the Space Wolves have been uncharacteristically quiet. Hah! Not any more. I wanted to make a force that was loud, proud and spoiling for a fight. And no easy wins – that's just not fitting for noble space barbarian types. Ideally, I wanted the Sons of Russ to bite off more than they could chew, and to have a real fight on their hands – that is, after all, what heroes do best. After a timely visit from Alan Merrett, our resident expert on... well, everything, we had a plan. Pit the shiny new Space Wolves army against four Greater Daemons, one from each of the Chaos Powers, and plenty of gribbly daemoniac minions just for good measure.

With this truly epic clash in mind, I headed straight for the Space Wolves kick-ass heroes section (I think he means HQ section – Ed). Given that the new character

models are so great I felt it would be rude not to include at least two of them. Njal Stormcaller, looking like he just stepped out of a myth, was backed up by his apprentice Rune Priest Svengril Drakesbane (what can I say, I love using psychic powers – especially psychic lightning bolts). I gave Svengril the Saga of the Beastlayer, giving him a better chance against the really big stuff. Sagas are interesting in that they give your heroes an extra ability, but he must achieve a personal mission by the end of the game or lose his honour – trust me, that's a big deal if you are a true Space Wolves player.

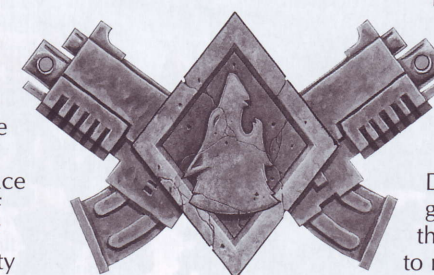
Ulrik the Slayer, being a slayer and all, makes for a cheap but effective monster-killing hero. He will boost morale, and can increase the WS of another model in my army to boot. Last but definitely not least came new boy Canis Wolfborn, riding atop

his enormous Thunderwolf steed Fangir. Canis is exceptionally good at taking out large squads, and the model just looks fantastic in the middle of an army. To back up these elite warrior heroes I took a squad of Wolf Guard in Terminator armour, each with his own speciality. It's these little mini-heroes that really make a basic Space Wolves squad special if you ask me. A squad of Blood Claws looks pretty cool by itself, but so much cooler if it is led by a hulking Wolf Guard in Terminator armour.

With my HQs chosen it was time to pick the rest of the army. I usually pick a balanced force of units – Grey Hunters for

close-range firefights and counter-attacks, Long Fangs for supporting fire, some jump-packing Skyclaws, and a massive squad of Blood Claws for some devastating assault potential. I pondered taking some tanks, but in the end I thought it would be a cooler force with just infantry. My one compromise was a Dreadnought, just to add a giant hero of legend into the mix (mentored by Ulrik to make him WS 5). The force I've picked has a real personality – more a warband of die-hard heroes than a tactical military force. Perfect! I'm looking forward to this.

Come here, little Bloodthirster, I have a surprise for you...



TURN 1

The battle began with a moment of incredible fortune on the part of Alessio as he nonchalantly rolled his dice to see if he could seize the initiative and go first. Phil, who had hoped for a chance to advance on the objectives unmolested for a turn, sighed with resignation as the dice came up a 6 and the Daemons entered play. Alessio's roll for Daemonic Assault was successful and his vanguard of Khorne and Nurgle Daemons tore their way through the fabric of reality and onto the battlefield. By and large, Alessio's Deep Strike rolls were extremely accurate, with only the Bloodcrusher failing to materialise on target, and narrowly avoiding scattering completely off the table.

With the Soul Grinder the only unit armed with a missile weapon in his initial Daemonic Assault, Alessio ran with each of his units in an effort to get as close to the Space Wolves' lines as possible, and reduce the risk of incoming fire from area effect weapons.

Finally, the Soul Grinder let loose with its mawcannon, hoping to blast the Long Fangs with a gobbet of eldritch phlegm, but Alessio's judgement was a little out and his target was out of range.

At the start of the Space Wolves' turn, Phil rolled to see the effect of Njal's Lord of Tempests special rule. The howling winds surrounding the mighty Space Wolves Rune priest whirled about in a Living Hurricane – any enemy infantry within 24" of Njal will move as though in difficult terrain. Phil then added to this effect by having Njal cast the psychic power *Tempest's Wrath*, which meant that all jump infantry and units deploying by Deep Strike within 24" will treat all terrain (even clear terrain) as difficult and dangerous terrain. Bringing in reserves next turn could become quite perilous for Alessio.

With Njal's sorcery complete, Phil's Space Wolves advanced, loping through the heavy snow towards their targets. The hulking Dreadnought, Father Jorn, and the Lone Wolf Haarkon ran straight towards the clutch of Daemons including the Bloodthirster, eager to smite Alessio's most powerful force. Njal and his Wolf Guard retinue followed in their wake, even as Canis Wolfborn raced past them in his haste to join the beckoning melee. In the centre, the Grey Hunters advanced on the ominous shrine to Chaos, watchful of the Soul Grinder, while the Skyclaws leapt over their veteran brothers to stand at the centre of the board. Meanwhile the Blood Claws, under the watchful gaze of Ulrik

the Slayer, also pressed forwards, closing in on the Titan head objective.

Phil commenced his shooting by raining fire upon the Soul Grinder from the Long Fangs: krak missiles and lascannon rounds deflecting harmlessly from its armoured bulk. Father Jorn fared better, killing two Plaguebearers with his mighty weapons, while Njal summoned a crackling bolt of lightning to cause a wound on the Bloodthirster.

Thanks to the proximity of Alessio's daemonic legions, Phil was able to launch a devastating first-turn assault, Canis Wolfborn, the Space Wolves Dreadnought and the Lone Wolf all smashing into the thin line of Plaguebearers. Canis proved his incredible combat prowess, inflicting five wounds on the Daemons, killing four, while the Lone Wolf slew another. Father Jorn was unlucky though and, in spite of Ulrik's training, failed to hit any of his foes. In return, the Plaguebearers failed to cause any damage, losing another of their number to combat resolution.



PUTRESCENT SHIELD

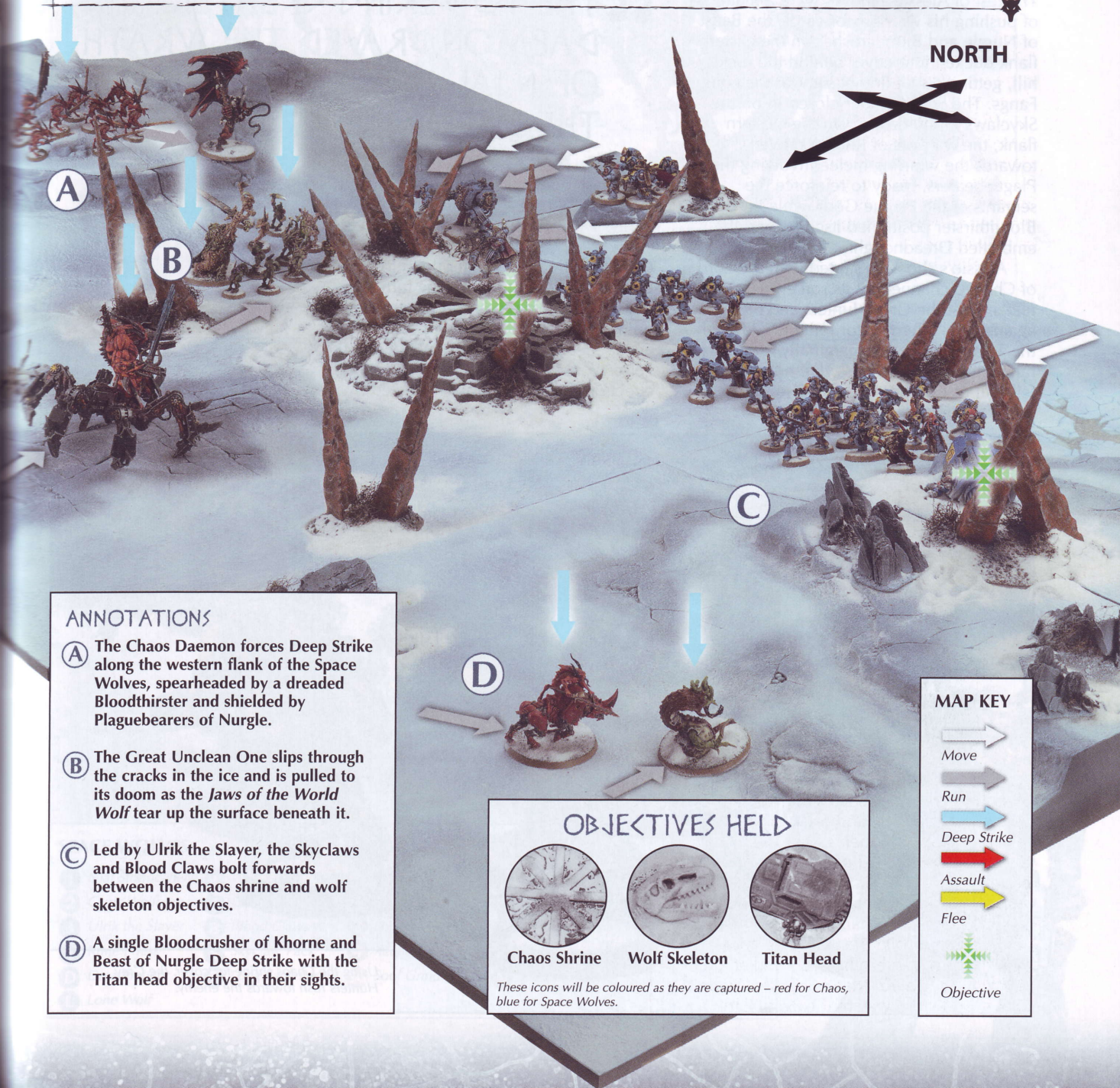
Alessio made canny use of his Plaguebearers when they arrived onto the battlefield. By deploying them between the Space Wolves and the bulk of his daemonic horde and then using a run move to spread them out, Alessio ensured that any incoming fire or charging Space Wolves would have to go around or through these most resilient of Daemons before they could get to grips with his other units – a very effective exercise in screening. Although they lost half their number in a single round of combat, Alessio was delighted – three of Phil's big hitters were now tied up in a single, protracted combat and daemonic reinforcements were on their way...





JAWS OF THE WORLD WOLF

While Njal showed himself to be a master of storms and weather, Svengril unleashed a far deadlier power this turn, summoning the World Wolf to drag the astonished Great Unclean One into a gaping fissure that opened beneath his pestilent feet. Despite the massive bulk of the Daemon of Nurgle (monstrous creatures subtract one from their Initiative test to survive, because of their great size and strength) Greenspite Scrape-Gristle went crashing into the frozen underworld and was slain.



ANNOTATIONS

- A** The Chaos Daemon forces Deep Strike along the western flank of the Space Wolves, spearheaded by a dreaded Bloodthirster and shielded by Plaguebearers of Nurgle.
- B** The Great Unclean One slips through the cracks in the ice and is pulled to its doom as the *Jaws of the World Wolf* tear up the surface beneath it.
- C** Led by Ulrik the Slayer, the Skyclaws and Blood Claws bolt forwards between the Chaos shrine and wolf skeleton objectives.
- D** A single Bloodcrusher of Khorne and Beast of Nurgle Deep Strike with the Titan head objective in their sights.

OBJECTIVES HELD



Chaos Shrine



Wolf Skeleton



Titan Head

These icons will be coloured as they are captured – red for Chaos, blue for Space Wolves.

MAP KEY

- Move
- Run
- Deep Strike
- Assault
- Flee
- Objective

TURN 2

At the beginning of Alessio's next turn he rolled for his second wave of daemonic reinforcements, hoping to bring on plenty of reserves. The luck of the dice went against him a bit, and only the Lord of Change and the Screamer of Tzeentch arrived onto the battlefield, the towering Greater Daemon braving the wrath of Njal's storm to join the Bloodthirster upon the snowy crag, while the Screamer scattered badly and ended up out of the action near Alessio's baseline. The rest of Alessio's moves were a matter of pushing his warriors forwards, the Beast of Nurgle and Bloodcrusher on the eastern flank ducked into cover behind the rocky hill, getting out of line of sight of the Long Fangs. The Soul Grinder closed in on the Skyclaws in the centre. On the western flank, the warriors of Khorne moved towards the whirling melee involving the Plaguebearers, ready to reinforce the servants of the Plague God, while the Bloodthirster positioned itself behind the embattled Dreadnought.

Alessio's shooting started with the Lord of Change channelling its sorcerous might, first against the Grey Hunters and then against Njal's Terminator retinue. Although the Terminators were marginally out of range, the Grey Hunters were not and one fell foul of *Daemonic Gaze*. Elsewhere

units used run moves to close in on their targets. Most significantly, the Soul Grinder closed with the Grey Hunters rather than firing at them.

Alessio's Assault phase was quick and deadly, but favoured the Daemons far less than anyone had expected. Although the Soul Grinder smashed into the Skyclaws with the fury of an angry god, it failed to leave much of an impression and only

“THE TOWERING GREATER DAEMON BRAVED THE WRATH OF NJAL'S STORM TO JOIN THE BLOODTHIRSTER.”

managed to kill a single foe. For their part, the Skyclaws failed to cause any damage on the Daemon Engine and duly retreated, easily escaping from the raging Soul Grinder, who stalked after them to prevent them rallying in the following turn.

The Bloodthirster's charge was similarly uninspiring – Alessio split his attacks evenly between the Dreadnought and the Lone Wolf, but failed to have any lasting effect on either, his blows deflected by the

Continued on page 62...



Using the Chaos shrine for cover, the Grey Hunters rush towards the enemy.

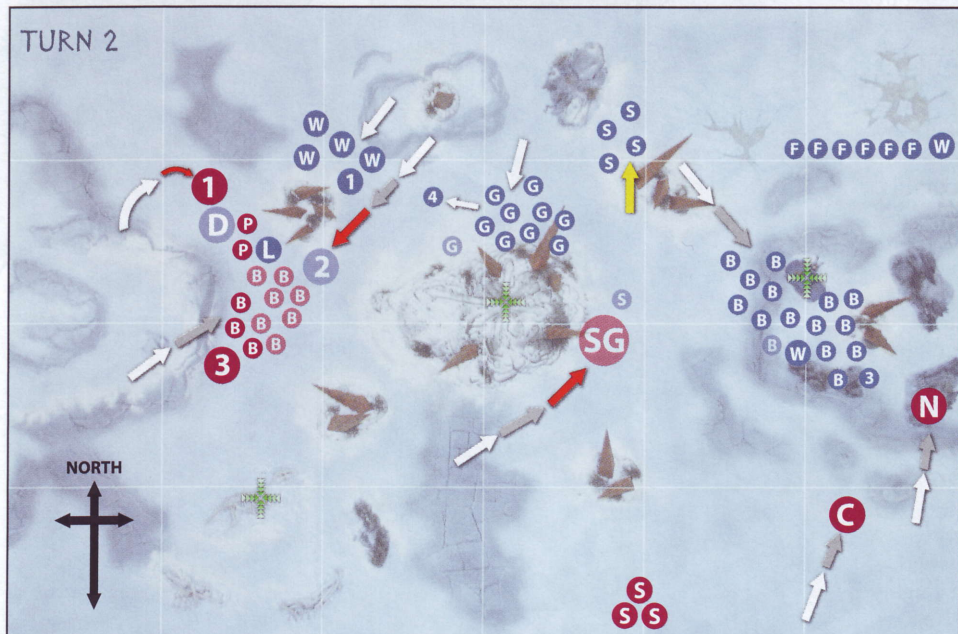


"OH, YOU CAN GET MORE IN THAN THAT..."

Although Canis Wolfborn was eventually slain, he died in heroic circumstances. His Wrath of the Savage special rule enables the controlling player to exchange Canis' Attacks characteristic with the number of models in base contact – in this instance raising his already formidable 5 Attacks to an even more terrifying 8 (including +1 for his wolf claws). Bloodletters, however, are a fairly elite foe. Imagine how much carnage Canis could wreak, turn after turn, against enemies that are really plentiful – he really is an awesome 'unit killer'.



TURN 2



MAP KEY



SPACE WOLVES

- 1 Njal Stormcaller
- 2 Canis Wolfborn
- 3 Ulrik the Slayer
- 4 Rune Priest
- D Dreadnought
- L Lone Wolf
- W Wolf Guard
- G Grey Hunters
- B Blood Claws
- S Skyclaw Pack
- F Long Fang Pack

CHAOS DAEMONS

- 1 Bloodthirster
- 2 Great Unclean One
- 3 Lord of Change
- 4 Keeper of Secrets
- SG Soul Grinder
- D Daemonettes
- B Bloodletters
- P Plaguebearers
- H Horrors
- N Beast of Nurgle
- C Bloodcrusher
- S Screamer
- F Fiend of Slaanesh



TURN 2 CONTINUED

...from page 60

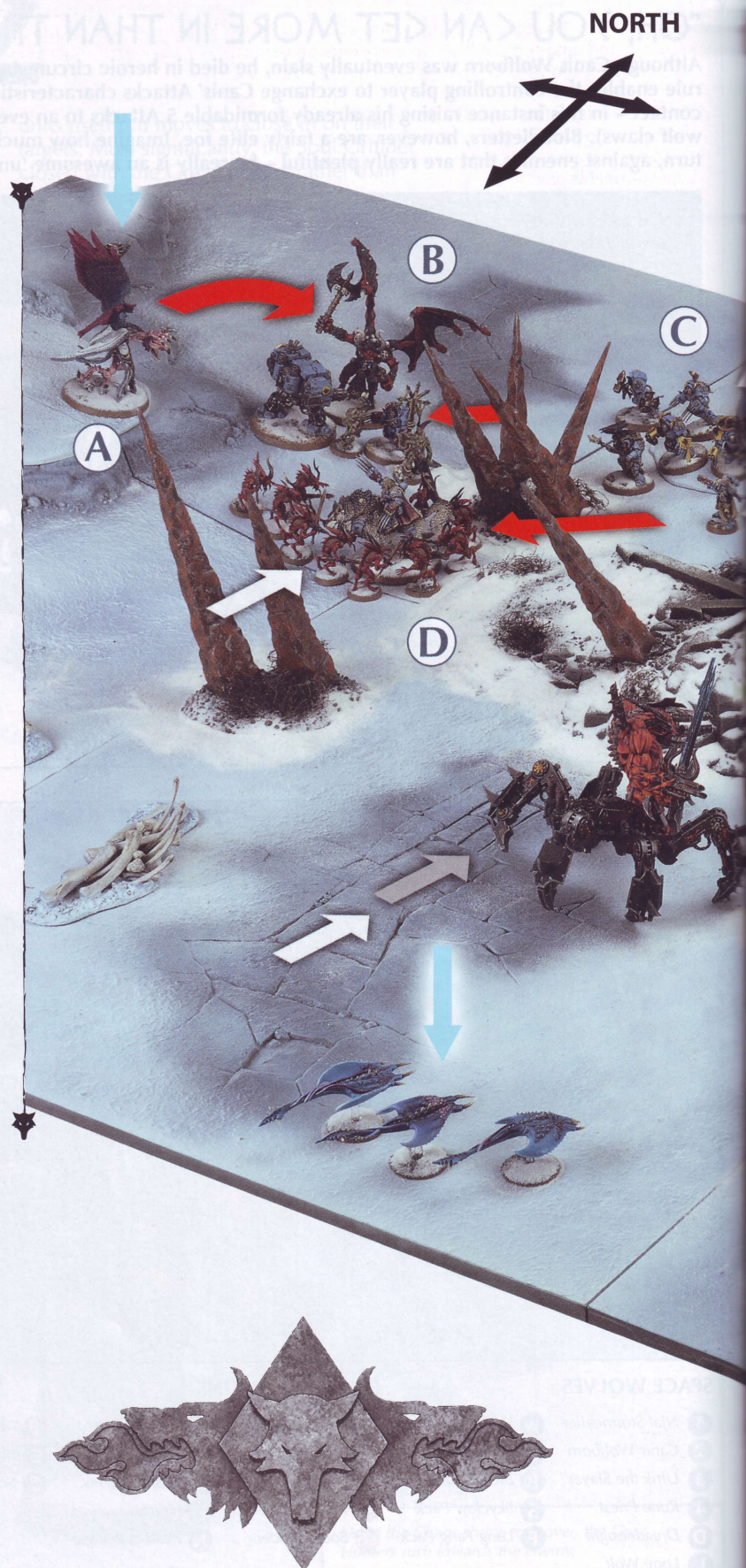
Lone Wolf's invulnerable saving throw or causing only minor damage to the Dreadnought. Thankfully, the Bloodletters who charged into Canis Wolfborn proved up to their allotted task, surrounding the mighty Space Wolf hero and hacking him to ribbons in a storm of blades. For his part, Canis died well: surrounded by Bloodletters he whirled about himself, killing three (it would have been a lot more had Alessio not done quite so well with his Invulnerable saves). Last of all, the Lone Wolf and the Dreadnought struck back at the Bloodthirster, inflicting a wound apiece. Both sides remained locked in the combat, however.

In the Space Wolves turn, Phil began a fierce counter-attack. Njal's personal storm remained the same, and he continued to channel the power of the Living Hurricane. While the Skyclaws fell back so as to regroup later, the Grey Hunters advanced on the Soul Grinder. On the eastern flank, the Blood Claws pack seized control of the Titan head objective, whilst in the west Njal and his Wolf Guard retinue advanced on the massive fight taking place on the snowy crag.

Phil's Shooting phase was desultory, mainly due to the resilience of Alessio's Daemons and the paucity of Phil's dice rolls. The Long Fangs hammered the Soul Grinder with two krak missiles, a shot from a lascannon and a plasma cannon, but failed to cause any damage whatsoever. They then split their fire and peppered the Beast of Nurgle with heavy bolter shells, again to no effect. Elsewhere in his army, Phil restrained himself from firing, preferring to ensure he could assault his chosen enemies.

The first combat of Phil's turn saw the Grey Hunters charge headlong into the Soul Grinder. Although they lost two of their number to the mighty Daemon Engine, the Grey Hunter armed with a power fist penetrated the Soul Grinder's armour and destroyed it in a spectacular explosion, killing two more Grey Hunters and a Blood Claw in the blast.

The large combat on the snow-capped hill was joined by the massive armoured forms of Njal and his retinue, who weighed into the fight with everything they had. Though the Wolf Guard and their mighty leader, Njal, rained attacks onto the towering avatar of the Blood God, they failed to cause so much as a single wound. For his part, the Bloodthirster demolished Father Jorn, and the aged Dreadnought exploding in a fiery blast that killed three of the neighbouring Bloodletters. The Lone Wolf and surviving Bloodletters exchanged blows, but failed to wound one another, leaving this huge and increasingly dangerous combat at a stand-off.



ANNOTATIONS

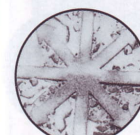
- (A) The Lord of Change avoids the worst effects of Njal's storm and lands on the hill. His sorcerous powers are unleashed upon the Grey Hunters, but only slays one.
- (B) The Bloodthirster smashes into the Dreadnought, obliterating it, but the Lone Wolf manages to survive the Daemon's devastating attacks, thanks to the Space Wolf's invulnerable save.
- (C) Njal and his Wolf Guard retinue lumber down the hill towards the melee.

- (D) Canis Wolfborn charges forward on his Thunderwolf, straight into the heart of the fray. The Bloodletters respond by surrounding the Space Wolf hero, but three of Khorne's Daemons are brought down with broad sweeps of the wolf claws.
- (E) The Skyclaws leapt forwards towards the Soul Grinder in the previous turn, but the giant mechanical monstrosity proves a little too quick, charging into them and killing one. The surviving Skyclaws fall back.
- (F) Ulrik continues to lead the Blood Claws towards the Titan head objective, in preparation for the Bloodcrusher's arrival.

BATTLE REPORT



OBJECTIVES HELD



Chaos Shrine



Wolf Skeleton



Titan Head

THE TEMPEST'S WRATH

This enormously useful psychic power is the bane of drop troops everywhere, forcing enemy units that attempt to enter play by deep striking within 24" to roll as though they are in difficult terrain. It also has the same effect on skimmers, jetbikes and jump infantry – a Rune Priest with this ability in action will be the nemesis of any armies that rely on such troops.



TURN 3

Alessio's third turn began with more bad luck on the reinforcements front, with only the Keeper of Secrets arriving, leaving two of Alessio's key units still in reserve. Although Alessio couldn't help but cry his (justifiable) frustration at the late arrival of his units to the dice gods, all present (even Alessio) agreed that their late arrival might actually prove to be a boon when it came to claiming objectives.

Deciding that the Keeper of Secrets might be handy to ensure victory in the mounting melee on the western flank, Alessio used a nearby Chaos icon to make sure the Keeper arrived safely and on target, but then fell foul to Njal's psychic storm, and suffered a wound. In the east, Alessio advanced the Beast of Nurgle and Bloodcrusher through the rocks on the hill, the Bloodcrusher rolling poorly for difficult terrain and failing to keep pace with the lolling Beast.

Alessio had no real shooting to speak of this turn, with his Soul Grinder dead and his Lord of Change itching to join the melee, so after making a couple of run moves with units that weren't able to assault, he launched straight into close combat. The Lord of Change led the proceedings, killing two Wolf Guard Terminators outright, while the Bloodthirster split his attacks against multiple targets. The first attack was directed at Njal, who was spared as the blow missed.

The second, aimed at Svengril, found its mark and clove the poor Rune Priest in two. The remainder of the Greater Daemon's blows rained down on the Wolf Guard Terminators,

killing one. In reply, Njal dealt the Bloodthirster a vicious blow with his rune staff, toppling the mighty Daemon of Khorne at last.

Elsewhere in the fight, the Bloodletters and Plaguebearers finally overwhelmed the Lone Wolf, toppling the doom-seeking Space Marine with a series of well-placed blows. As the sprawling combat came to a close, Alessio was relieved to see he was the winner by a clear five points. Njal and his remaining Wolf Guard companion lost their nerve and withdrew from the combat, pursued by the Bloodletters, while the Plaguebearers shambled off towards the wolf skeleton objective.

At the beginning of his third turn, Phil rolled for Njal's Lord of Tempests effect, the hurricane exploding into a Vengeful Tornado that inflicts D3 Strength 9 hits on a single model within 18". Because of the proximity of the Bloodletters, Njal and his companion couldn't rally, and so withdrew further towards the board edge, narrowly avoiding leaving the gaming area completely. The Skyclaws rallied and leapt towards the Bloodletters in the centre, while the Grey Hunters began to scale the side of the shrine. On the right flank, even the Long Fangs advanced, hoping to get a clearer line of fire across the board, while the Blood Claws fenced in the putrescent Beast of Nurgle.

In the Shooting phase, the Long Fangs ran forwards, making the most of a turn of movement, and the Skyclaws ran headlong towards the Bloodletters. The Vengeful Tornado pummelled the Keeper of Secrets, who arrogantly shrugged off all ill effects, while Njal unleashed *Living Lightning* upon the Bloodletters, killing both (hopefully clearing enough space to enable him to rally next turn).

In the Assault phase, the Blood Claws, led by Ulrik the Slayer, hurled themselves at the Beast of Nurgle. Ulrik's Slayer Oath ensured that his whole unit were able to re-roll missed hits and wounds, and between them they effortlessly butchered the woefully outnumbered Beast of Nurgle, before consolidating back towards the Titan head objective.

OBJECTIVES HELD



Chaos Shrine

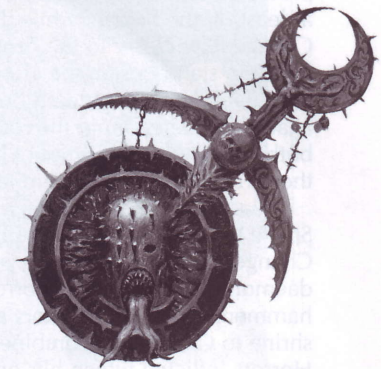
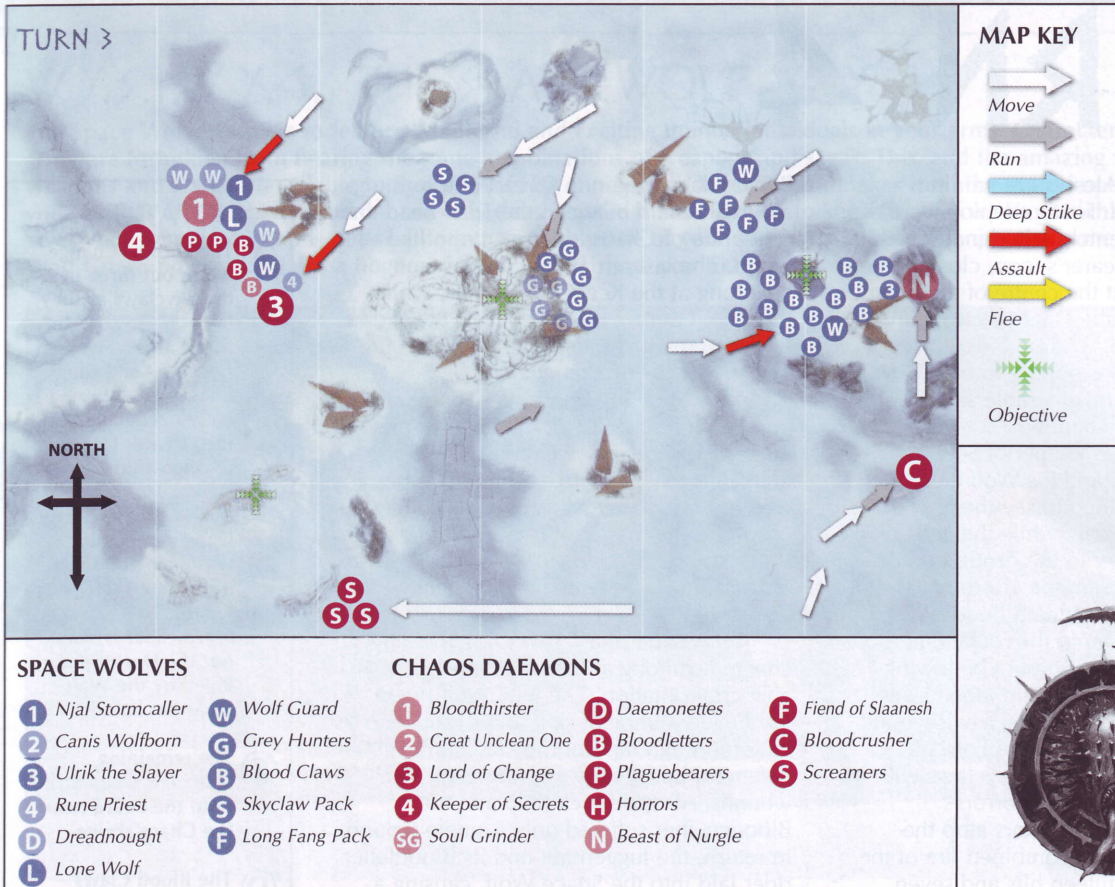


Wolf Skeleton



Titan Head





IN THE FOOTSTEPS OF RUSS

Blood Claws benefit (or suffer) from the Headstrong special rule, which prevents them from shooting at enemies that are close enough to assault (they'd rather charge something and hit it with chainswords than shoot at it). Although Phil was fairly sure he'd be able to kill the Beast of Nurgle in the Shooting phase, he likes the aspect of the Space Wolves background that leans towards close combat and heroic battles, and so opted to hold his fire, preferring to rely on Ulrik's Slayer Oath to see them through the fight and earn a precious consolidation move.



TURN 4

In Turn 4 all of Alessio's remaining reserves arrived. First to deploy were the Horrors of Tzeentch, who landed within 6" of the Plaguebearer's icon, close to the shrine of Chaos at the centre of the board. Next down were the Daemonettes and Fiend of Slaanesh, who both deployed behind the Horrors, hoping to benefit from their ally's better invulnerable saving throw by hiding in their shadow.

Alessio sent the Keeper of Secrets chasing after Njal and his Wolf Guard protector, determined to see them dead (or at least off the board), while the Lord of Change flew closer to the centre of the board to stand beside the Horrors. On the right flank, the lonesome Bloodcrusher again floundered amid the rocky outcrop, both the rider and his mount bellowing their frustration to the storm-laden skies.

Alessio's Shooting phase saw several Space Wolves cut down, the Lord of Change obliterating three Skyclaws with its demonic Gaze and the Horrors hammered the Grey Hunters atop the shrine to Chaos. The combined fire of the Horrors inflicted fifteen hits and seven wounds on the Grey Hunters, and two of their number were slain, including the banner bearer, who fell clutching his precious wolf standard. Both the Skyclaws and the Grey Hunters wavered under the demonic onslaught, but the steely gaze of Ulrik the Slayer (friendly units within line of sight of this mighty hero must re-roll failed Morale tests) kept them in line.

In the Assault phase, Alessio threw caution to the wind and decided to charge Njal and his Wolf Guard accomplice, expecting an easy victory. Deciding to split his attacks, the Keeper of Secrets directed four attacks against Njal, inflicting a wound on the battered Rune Priest and another on the Wolf Guard, whose 5+ invulnerable save protected him from harm. In return, Njal and the Wolf Guard each managed to wound the towering Greater Daemon, the runic staff searing the unnatural flesh of the Keeper, while the roaring chainfist tore great chunks from its body. Fortunately for Alessio, the Daemon passed the saving throw required for losing the combat.

With the battle reaching its peak, Phil began his fourth turn by rolling for Njal's Lord of Tempests ability, the storm finally reached its crescendo, echoing the turmoil on the battlefield.

Near the Titan head objective, Ulrik broke off from the squad of Blood Claws, leaving them to the care of Wolf Guard veteran Hurath the Terse to stalk after the nearby Bloodcrusher. For their part, the

Blood Claws began to spread out, forming a human chain between the Titan head and the shrine of Chaos in the centre of the board. The last remaining Skyclaw ran headlong at the Keeper of Secrets, while the Grey Hunters on the edge of the shrine of Chaos readied themselves to return fire on the Horrors of Tzeentch.

In the Shooting phase, the Long Fangs proved their absolute dominance as they unleashed six heavy weapon shots at the quaking Lord of Change, inflicting multiple wounds, which Alessio's poor luck failed to prevent – the master of tricks and cunning suffered three wounds to a punishing salvo of lascannon, krak missiles and heavy bolter shells.

The Assault phase saw Ulrik the Slayer charge headlong at the Bloodcrusher in an epic confrontation. The wily Wolf Priest used every ounce of skill and experience to batter through the Khorne Daemon's defences, but despite causing several wounds, Alessio's luck held and the Bloodcrusher suffered only a single wound. In return, the Juggernaut and its Bloodletter rider laid into the Space Wolf, causing a wound in return.

Across the other side of the table, the last Skyclaw charged in against the Keeper of Secrets, hoping to aid Njal. Quick as lightning, the Slaanesh Daemon killed the newly arrived Skyclaw and dealt the Wolf Guard a blow that nearly slew him (Phil was getting very concerned that the poor Wolf Guard was going to fail a 5+ invulnerable save soon). The last of the Keeper of Secret's attacks fell upon Njal, who was cut down – much to the lamentations of Phil. Determined to avenge his fallen master, the remaining Wolf Guard carved his way through the Keeper with his chainfist.

ANNOTATIONS

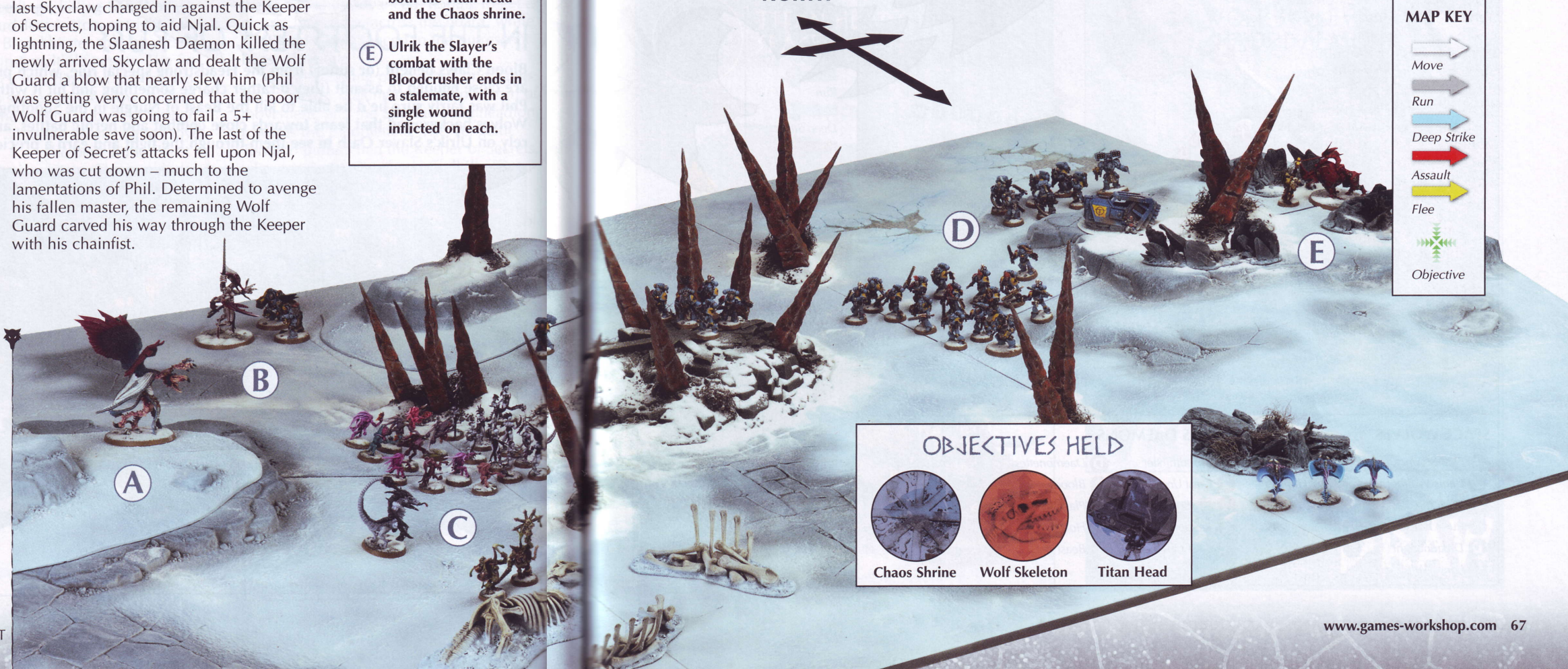
- A** The Lord of Change wipes out three of the Skyclaws as they bound eastward. In the Space Wolves turn the Long Fangs unleash a withering volley, reducing the the Greater Daemon to one wound.
- B** The Keeper of Secrets leaps into combat with Njal and the remaining Wolf Guard. The Stormcaller is slain but the Daemon is killed by the Wolf Guard's chainfist.
- C** The remaining Daemons Deep Strike onto the board near the Chaos shrine.
- D** The Blood Claws extend their lines, hoping to capture both the Titan head and the Chaos shrine.
- E** Ulrik the Slayer's combat with the Bloodcrusher ends in a stalemate, with a single wound inflicted on each.

W.Y.S.I.W.Y.G., THE SPACE WOLF WAY

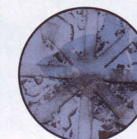
The Space Wolves' way is to feature wonderful and exciting unique individuals in your army. Characters in the army are forbidden from bearing the same combinations of weapons and sagas. This, and the amazing variety of weapons and wargear available to Space Wolf HQ choices and Wolf Guard, makes it all the more important that your models are correctly armed – not only does it make it easy for you to keep track of who's got what, it also gives your opponent (who is, let's be honest, probably one of your friends) a chance to enjoy the game too. The Wolf Guard box set contains a huge variety of bits to allow you to do just that.



NORTH



OBJECTIVES HELD



Chaos Shrine



Wolf Skeleton



Titan Head

TURN 5

Without wasting any time, Alessio hurled himself into the fifth turn, determined to seize control of two objectives. The Plaguebearers shambled towards the giant wolf skeleton, claiming it for the Daemons, while the Horrors of Tzeentch and Daemonettes scrambled onto the shrine of Chaos at the centre, claiming the other. The (grievously wounded) Lord of Change flew forwards, keeping a beady eye on the Grey Hunters in the centre of the battlefield. Lastly, the Fiend of Slaanesh rushed around the Shrine of Chaos to close in on the Grey Hunters as well. The Screammers of Tzeentch, who had spent the game studiously avoiding attention, swept in towards Ulrik the Slayer, Alessio hoping the three Screammers would be able to pick off the wounded Wolf Priest by themselves.

Alessio's shooting commenced with a withering hail of fire from the Horrors, firing over the Grey Hunters to punish the Blood Claws beyond. Four young Space Wolves were slain by the punishing salvo of daemonic energy. The Lord of Change joined the fray, obliterating the last Wolf Guard Terminator (and thus avenging the Keeper of Secrets) with a *Bolt of Change*, and killing a Grey Hunter with *Daemonic Gaze*. The Fiend of Slaanesh closed in on the Grey Hunters with a run move.

In the Assault phase, the Fiend tried to assault the Grey Hunters, drawing them away from the objective, but was out of range. The Screammers of Tzeentch charged Ulrik, who finished off the Bloodcrusher, and easily withstood

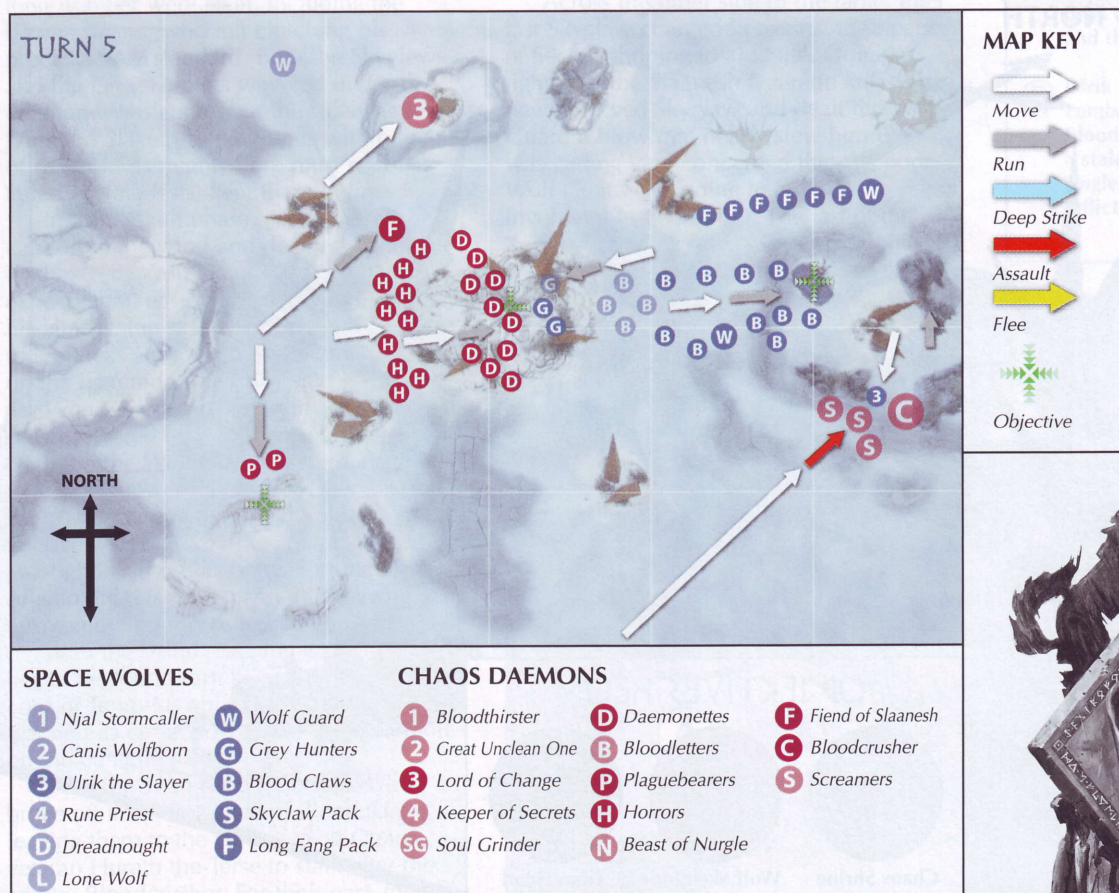
their paltry close combat attacks, causing one to die from combat resolution.

In Phil's turn, the Grey Hunters stoically clambered onto the shrine of Chaos, with the Blood Claws continuing to form a chain between the two objective points. Phil's shooting saw the Long Fangs finish off the Lord of Change, the mighty Daemon falling under a second sustained volley from the Space Wolf veterans. The Grey Hunters and Blood Claws both passed over the opportunity to fire, preferring to run in an effort to reach the objective.

Phil's Assault phase saw Ulrik the Slayer finish off the remaining Screammers of Tzeentch, finally clearing the right flank of all the Daemons.

With that, Alessio took up a dice to see if the game continued. The dice roll came up as a 2 and the game ended. A quick look at the objectives saw the Space Wolves controlling one (the Titan head) and the Daemons controlling another (the wolf skeleton), with the centre objective (the shrine of Chaos) hotly contested. The end result was a hard-fought draw!

“FOUR SPACE WOLVES WERE SLAIN BY A SALVO OF DAEMONIK FIRE.”





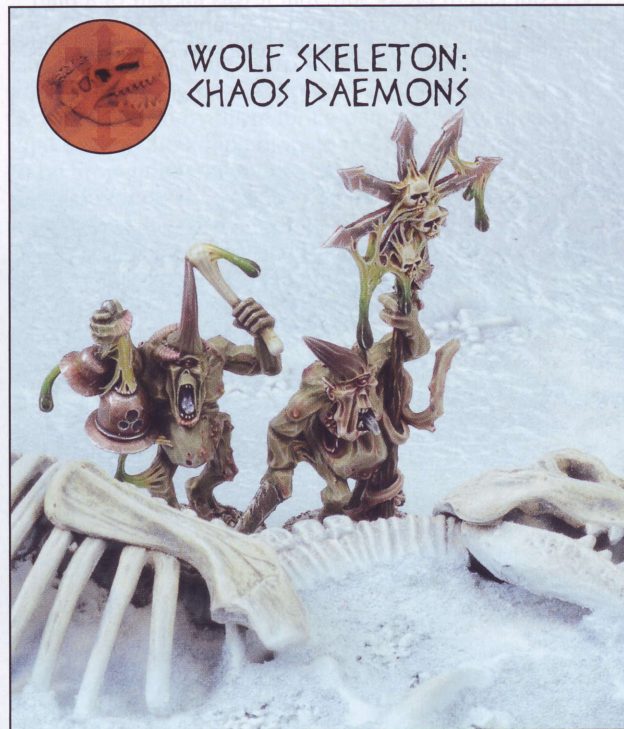
FINAL OBJECTIVES



CHAOS SHRINE: CONTESTED



TITAN HEAD:
SPACE WOLVES



WOLF SKELETON:
CHAOS DAEMONS

RESULT: DRAW

CARNAGE!



Alessio: That battle rocked! It was unbelievably exciting, full of characterful, desperate fights, epic deeds and acts of sacrifice that ensured total mayhem and, eventually, mutual destruction. Four great heroes of the Space Wolves facing off against four Greater Daemons of Chaos! And in the end, all that was left was Ulrik the Slayer with 1 Wound left.

Yes, we could have been more 'tactical' with the way we played, but we were too taken by the flavour of the game that who was going to win didn't really matter. For example, I was well aware that I could have simply parked the Lord of Change or the Keeper of Secrets within 6" of Njal and the remaining Wolf Guard Terminator, and gently accompany them off the battlefield by stopping them from regrouping. However, I thought that would be disrespectful towards such a valiant opponent, and I just wanted to take him out in combat, so that he could go to the Allfather's side with his honour intact. I therefore charged in with my Slaaneshi Daemon and managed to cut the Rune Priest down. And, if the Wolf Guard hadn't passed his invulnerable save, I would have killed all three of my opponents! But alas! The Dark Prince had other plans and the Terminator tore the Daemon apart with his chainfist.

Of course, I'm pretty sure that it was all part of a plan cleverly orchestrated by the Lord of Change, which obviously weaved the threads of chance to ensure he was

the last of the Tetragon to remain standing at the end of the fight. Except that those rude Long Fangs put a very sudden and very painful end to its schemes, by unleashing a hail of missiles and lascannon bolts that annihilated the creature – what good is a 3+ invulnerable save if you cannot roll more than a 2?

One of the outstanding things I noticed thinking back to the game is the absolutely hilarious sequence of killing between the most powerful models on both sides:

- 1) The Wolf Priest kills the Great Unclean One (in a really silly way, I shall point out)!
- 2) The Bloodthirster avenges him by killing the Wolf Priest.
- 3) Njal Stormcaller avenges the Wolf Priest by killing the Bloodthirster of Khorne.
- 4) The Keeper of Secrets of Slaanesh avenges the Bloodthirster of Khorne by killing Njal Stormcaller.
- 5) The Wolf Guard Terminator avenges Njal by killing the Keeper of Secrets.
- 6) The Lord of Change avenges the Keeper of Secrets by killing the Wolf Guard Terminator.
- 7) The Long Fangs avenge the Wolf Guard by killing the Lord of Change.

Need I say anything else? Spectacular!

The one character that did survive this vicious spiral of revenge and death was Ulrik the Slayer, who wisely chose to engage a few minor daemonic beasts on the edge of the battle, and as a result got away with only a few new scars and trophies to boast about. Clever!

DAEMON CHAMPIONS

It has to be the Plaguebearers, for once more doing what they do best – sticking it out! They took the charge of Canis Wolfborn, the Lone Wolf and the Dreadnought and still came out alive, surviving several rounds of combat (eventually finishing off the Lone Wolf!), and then slowly shambling onto an objective and holding it until the end of the game!





Phil: Blimey, that was intense! I'm trying hard to steer away from the obvious cliché here but that game was really something. Sure, we set it up to be a good heroic scrap, but the Sons of Russ really exceeded my expectations by consistently rewarding my cavalier and aggressive tactics. I love playing Alessio because he's pretty much the

same breed of gamer as me – he loves a good competitive game, but he knows that having fun and creating a memorable story is more important in the long run.

Right from the start we were both dying to get our double-hard HQ choices into combat and see what they could do. The game kicked off with a bang when Alessio seized the initiative (this is only right and normal for the battle reports I play in) and executed a practically perfect deployment, only for my Rune Priest to drop his Greater Daemon of Nurgle through the ice into the frozen oceans below – take that Great Unclean One! The game didn't let up from that point on.

The good news is that all of my heroes got stuck into combat and kicked monstrous butt before meeting a valiant end – just how the Space Wolves like it. In many ways I feel like I won a moral victory; the Sons of Russ took down all four of Alessio's Greater Daemons and bumped off a Soul Grinder into the bargain. Result! The bad news is that I failed to fulfil my saga-based battle oaths – Rune Priest Svengril didn't manage to kill a monster or creature with T5 or more (though Ulrik the Slayer killed several, which sort of makes up for it) and Njal did the unthinkable and fled from combat; far from fitting behaviour for a hero with the Saga of Majesty. Evidently I need more practice at commanding Fenris' best. After all, if you can not only win but also fulfil the saga-based missions for your characters, then you are truly a hero of Fenris.

Still, the feast halls of Asaheim will resound to the tales of this battle for a long time to come. There were so many great moments: the Skyclaws being shown how it's done by the grizzled Grey Hunters when they punched out the raging Soul Grinder, the Long Fangs hammering the Lord of Change back into the Warp with disciplined volley fire; the Lone Wolf taking on the Bloodthirster and surviving only to be pulled down by those thrice-damned Plaguebearers; Njal dealing the killing blow to the giant red beastie only to be brought low by the Keeper of Secrets, but in the process buying enough time for his Wolf Guard to plunge his chainfist into the sinister Daemon's chest... ah, I could go on. Suffice it to say Alessio and I will remember this story for the rest of our gaming careers. In the end, that's how the Space Wolves like it. Back to the Fang for a victory feast washed down with plenty of Fenrisian mead! Well, at least a pint of Bugman's at any rate...

HERO OF LEGEND

My man of the match has to be my Lone Wolf. He not only got stuck in against the Plaguebearers, but he survived being charged by a Greater Daemon of Khorne and a pack of Bloodletters, and did some serious damage in the process with his wolf claws. Though he outlasted the Bloodthirster he ultimately met a glorious death and is no doubt the toast of his squad in the afterlife. Classic stuff!



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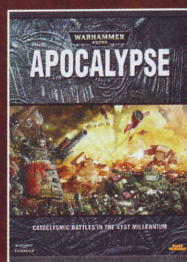
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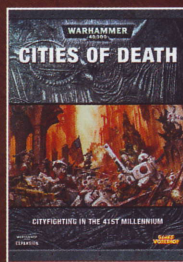
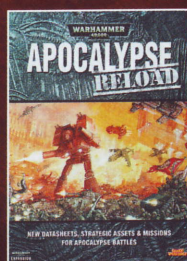
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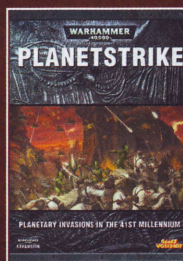
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HOBBY ESSENTIALS

With all the Space Wolves about, there have been snowy crags aplenty in this month's White Dwarf. This effect has been achieved with Citadel Modelling Snow. However, Modelling Snow has many uses beyond detailing terrain, so we asked three top Studio modellers how to get the best out of it.

Mark Jones: I primarily use Modelling Snow for decorating the bases of my models. I use two different methods when applying it: for heavy deposits I use plaster or a ready-mixed filler – the stuff you use to seal old drill holes in your walls at home – and shape it onto the model's base in the desired form. When it's dry, I coat it with a thin layer of PVA Glue, then carefully scatter the snow on in a thin layer, making sure it covers the entire surface of the filler or plaster. When dry, I matt it down with a bit of varnish, but this is down to personal taste – some people like the gloss effect created by the PVA glue.

For lighter scatterings, texture the base as you would normally, and then build up thin layers of snow, by first applying watered-down PVA and then scattering on small amounts of powder. Wait until it's dry and then decide whether you want to add another layer – if so, repeat this stage. Continue doing this until you're happy with the look. Again, you can matt the final effect with varnish if you wish.



A small amount of filler has been used on the Space Marine's base before the Citadel Modelling Snow has been applied to give the snowfall effect some height. The Plaguebearer's base has been built over a couple of thin layers.

Chad Mierzwa: To create the effect of wet mud for bases and tank treads, I mix Modelling Snow with Graveyard Earth and a small amount of Citadel Water Effects. This gives you permanently wet-looking mud effect with a great texture. You can, of course, use any colour in the mix. So, for instance, using different browns will give you muddy tones of differing colours, or using green will produce a slimy-looking ooze!



Nick Bayton: On water features such as rivers, streams or even oceans, a small carefully placed bit of Modelling Snow makes for a good froth and foam effect. This is a great way of highlighting fast-flowing water, and can also be used where rocks jut out of rivers or a cliff meets the sea. Use a thin layer of Water Effects on top of the existing water feature, where you wish to represent the foam. When tacky, add a light, but concentrated sprinkle of Modelling Snow – but be careful, as mistakes will prove very hard to rectify.



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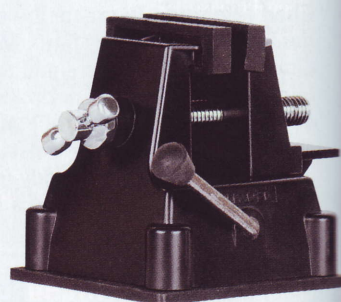
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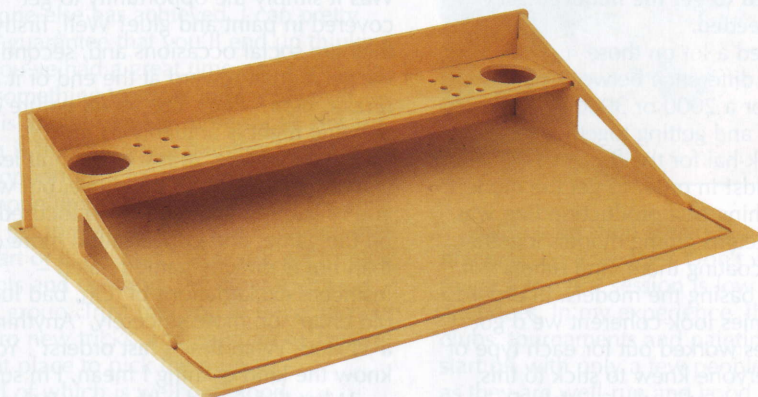
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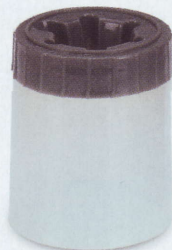
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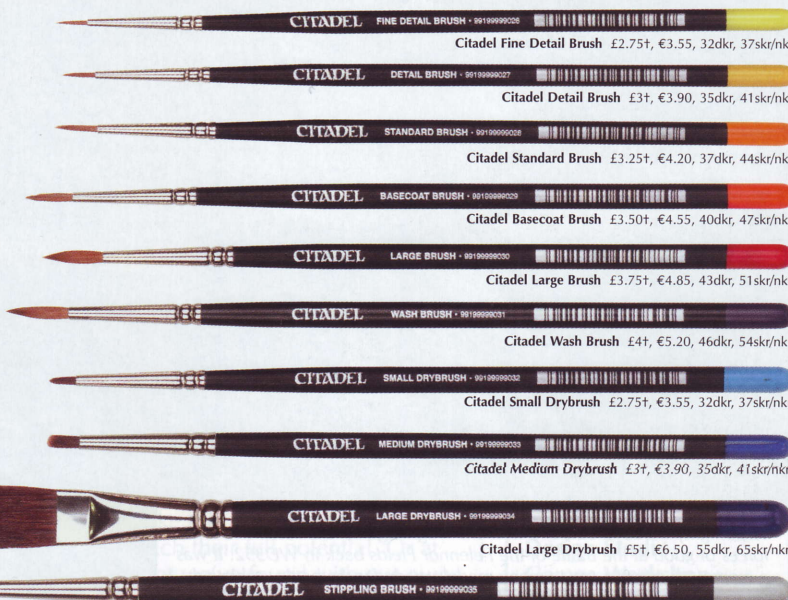
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STANDARD BEARER



Despite constant rumours, you cannot summon Jervis Johnson by saying his name in front of a mirror five times. No, you need to say it seven times instead. So it was that we summoned Jervis, and he talked to us at length about 'painting evenings.'

Last week we had one of our semi-regular Studio painting nights. I'm pretty sure that I've mentioned our painting nights before in *Standard Bearer*, at least in passing. However, since then they have become more of a fixture in the Studio, and we usually have at least one or two sessions a month now. What started this off was the pressing need to get some big armies ready for the *War of The Ring* rulebook. This book is graced with some really wonderful battle shots, including quite a few where the table is heaving with miniatures. Although the Studio's collection of *The Lord of The Rings* miniatures was already fairly impressive, it was nowhere near large enough to do the kind of shots we wanted to include in the rulebook, so the Studio's painting nights were co-opted to get the hundreds of models we needed.

We learned a lot on those nights. There's a big difference between painting the models for a 2000 or 3000 point army of your own, and getting together several hundred Uruk-hai for the Battle of the Pelennor Fields! In order to get the models ready, something of a production line was set-up, with teams gluing models together, others undercoating them, and others painting and basing the models. In order to make the armies look coherent we'd got paint schemes worked out for each type of unit, and everyone knew to stick to this scheme when painting the models. Even using basic techniques, the results far

exceeded our greatest expectations and, while not up to 'Eavy Metal's standard by any means, the painted models were perfect for the large armies we needed. Take a look at the pictures in the *War of The Ring* book and you'll see what I mean.

However, aside from all the extra miniatures, the main learning point from the painting evenings is that they're an awful lot of fun! And it's this revelation – that painting nights are a great way to spend some time with your friends – that I wanted to talk about in this month's *Standard Bearer*. Well, that and giving some hints and tips about how best to set up your own painting nights, of course – I do try to offer some useful advice amidst all the pontificating. At least sometimes.

So, what made the nights so much fun? Was it simply the opportunity to get covered in paint and glue? Well, firstly, they are social occasions and, secondly, we get a great reward at the end of it all (*Pizza, right? – Ed*). The social nature of the painting night is arguably its most important feature, in my opinion at least. Gaming is social too, of course, but when you're gaming you tend to be focused in on the game, and conversation more often than not is directly game-related – insincere exclamations of 'Oh, bad luck old chap', or, more sincerely, 'Anything but a 1!' and 'What time's last orders?'. You know the kind of thing I mean, I'm sure.

What I've found with our painting nights, however, is that the conversation is



This mighty horde of Sauron's minions fought against the combined forces of good at the Battle of the Pelennor Fields back in WD352. It was a mammoth effort to get so many models ready for the battle, achieved in no small part by a series of painting evenings that were held in the Studio. Many pizzas were consumed and a good few mugs of tea were drunk as people busied themselves with gathering a massive host of Good and Evil models to play the game.

rather more wide-ranging and general, and there's a lot of good-hearted banter. Somehow or another we always end up talking about things like books, comics, games and movies, and from there the conversation will move onto rather more obscure but no less interesting topics. I think I can honestly say that, if you learn something new every day, well you'll probably learn ten new things at a painting night (not very useful things, but new things nonetheless!)

Secondly, there's the reward I mentioned. This is actually two-fold. First of all, you'll find yourself with a whole bunch of newly assembled and painted models. There really is nothing quite like the moment at the end of the evening, when you take a minute or two to admire your handiwork and take a look at what everyone else has achieved. I can pretty much guarantee that you'll end up thinking that you've had a great time *and* ended up with something to show for it. However, there is another, rather more subtle reward, which is that attending painting nights is a great opportunity to improve your painting and modelling skills. This isn't just because you'll get to practise your craft, though that is a part of it, it's also that you'll get to pick up hints and tips from the other members of the group. Trust me, you're never too old to learn new tricks, and painting nights are a great place to pick them up.

All of which is well and good, especially if you have someone around to organise the painting nights, plan out what will be going on, and do important things like organize food and drink. But what to do if you don't have such a person? Well, the simple answer is that you will need to step into the role yourself. Don't worry, it's not too hard – all you need to do is find a place for your painting night, arrange for a group of gamers to turn up clutching brushes and paints, order the pizza (*See, I said it would involve pizza somewhere! – Ed*), and get painting!

If your local gaming store or games club has painting tables or a gaming area then it is just about the perfect location for your painting night. Just have a chat with the store manager or club chairman, explain what you want to do, and see if you can arrange to hold the painting night in the store or club. If this isn't possible, then you'll need to arrange to hold the painting session in someone's home. In many ways this is better than holding the session at a club or store, as there are less distractions, though care needs to be taken about spillages or damage – parents and partners tend to take a dim view of paint stains on the new carpet or sofa, and you may find yourself banned altogether if you're not careful.



With a location sorted out you need to organise the attendees. Don't worry too much if the first session is low on attendees. In my experience, things like clubs, tournaments and painting sessions start off with only a few people, but as long as they are well-run and good fun, you'll find that the good word of mouth you receive will draw new people to future sessions. One last piece of advice on the subject of attendees is to remind people that the session is on a day or two before, as otherwise they're bound to forget. Remind them that they'll need to bring things like paint, models, glue and clippers, as otherwise they'll forget these too. And with that your job is pretty much done...

Well, for the time being at least. To start off with most of your painting sessions will be based around people painting models for their own armies. In time, though, you may want to undertake some special projects, like making terrain for your group, preparing to refight the Battle for the Pelennor Fields, or staging the biggest Apocalypse game ever! Normally such things remain a pipedream, but one of the really wonderful things about having a regular group hobby session is that it can turn these things from idle fantasies into a reality. It will take some time and organisation to achieve, but it is with projects like this that your painting session can reach their full potential. Or at least, that's what we've found with our own Studio sessions, and it's for this reason that I'd urge you to set up a regular painting night of your own. Who knows where it might lead...

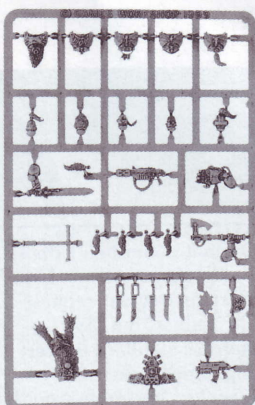
Above: The Studio's great and good gather to help paint Orcs for the army shown on the left – whilst people assemble and paint the models ribald jokes are told, movies are discussed and a great time is had.

On that bombshell I shall leave you, pausing only to make my regular request for feedback on this month's Standard Bearer and, indeed, on any aspect of the hobby you'd like to write to me about. I can be reached at the address below. As ever, I look forward to hearing from you.

Write to Jervis at:

**Jervis Johnson
c/o White Dwarf
Design Studio
Games Workshop
Willow Road
Nottingham NG7 2WS
United Kingdom**

SUPER-INTERCHANGEABLE SPACE WOLVES



Bitz Pack

You only have to look at the frame diagram on the right to see that even after you've made ten Space Wolves, there'll be plenty of parts left to mix in with your other Space Marine kits. But for those hobbyists who can never have enough bitz, the classic Space Wolves Accessory frame is being re-released as a Bitz Pack this month.

In this month's Modelling Workshop, we look at the many modelling opportunities offered to a Space Wolves collector by combining the new kits with the existing Space Marines.

Freed from the constraints of the Codex Astartes, the Space Wolves are a unique Chapter. The way they operate, are organised, mark out their leaders and adorn their armour is different from any other force of Space Marines.

As Space Wolves are highly individualistic in nature, veteran Space Wolves players are known for having highly individual armies where every model has been converted in some fashion, largely due to the – now classic – Space Wolves accessory frame. This was one of the first plastic frames we released that allowed you to mix and match components with existing Space Marine kits to create some truly varied and unique models.

The new Space Wolves kits build on that concept even further. Each kit allows you to assemble complete models if you like, and whether you make ten Space Wolves in power armour or five Wolf

Guard Terminators, you'll still find a whole host of additional components, from extra Fenrisian heads to pelts, hand weapons, and other totems and trophies. Even if you cover the entire surface of every model in Space Wolves regalia you'll still have loads of spare components. You can then scatter these amongst your other Space Marine kits in your army, enhancing the look of your Long Fangs, Skyclaws, Swiftclaws and Wolf Scouts. You can even use them to decorate your vehicles.

The key to the way the new Space Wolves work and the limitless options available is the interchangeability of the components. The heads, weapons, pelts, backpacks and so on are designed to work with any Space Marine kit not just the models you get on the same frame. To prove this point, we've gone Space Wolves mad on the following pages to show just a small selection of the hobby potential.

Space Wolves Pack



Key

- 1-17 Bare heads
- 18-22 Helmets
- 23-28 Wolf Scout heads
- 29-34 Torso fronts
- 35-36 Torso backs
- 37 Thunder hammer
- 38 Storm shield
- 39 Power fist
- 40 Power sword
- 41 Frost axe
- 42-43 Wolf claws
- 44-47 Bolt pistols
- 48-49 Plasma pistols
- 50 Wolf Scout plasma pistol
- 51-52 Bolters on arms
- 53-54 Bolter arms
- 55 Plasma gun arms
- 56 Storm bolter
- 57-60 Chainswords
- 61-62 Bolters
- 63 Plasma gun
- 64 Back-banner
- 65-67 Totems
- 68-72 Backpacks
- 73 Wolf tails
- 74 Knives
- 75-88 Shoulder pads
- 89-90 Accessories
- 91 Wolf skull
- 92-96 Legs

The Space Wolves Pack kit contains two complete frames (enough to assemble ten Space Wolves, with loads of bitz left over). If you thought the diagram above was impressive, imagine what you can do with twice the amount!



Grey Hunter



Wolf Guard with frost axe



Blood Claw



Wolf Guard with wolf claws

SPACE WOLVES KIT-BASH

The White Dwarf team joined hobby master Chris Peach for an afternoon of hobby, and set to work with cutters and Plastic Glue on a pile of Space Marine and Space Wolves kits. Here's just a small selection of what they came up with.

BLOOD CLAWS

Blood Claws are notoriously headstrong, eager to prove themselves in battle. The running legs from the Assault Marine kit have been used to accentuate the Blood Claws' impetuous nature, posed as though charging headlong towards the enemy.

Blood Claws are defined by their weaponry almost as much as their eagerness to fight. They are generally armed with a bolt pistol and close combat weapon to better engage the foe in melee. This combination lends itself to a very open posture that you can use to your advantage for emphasising a running or aggressive stance.

The choice of head really adds to the character of Blood Claws as well. All three examples shown here have open mouths as if in the midst of a fearsome battle cry. As well as the choice of head, the way it's positioned on the shoulders of the model is really important. Notice how in all four examples, whilst the positioning of the torso and arms vary greatly in posture, the head and legs are following the same line of travel.



The torso on this model is slightly twisted to exaggerate the running pose created by the Assault Marine legs and the outstretched arm, as though he is hurling himself forward with abandon.



The obvious addition to this model is the jump pack, turning him into a Skyclaw. The head is turned to follow the line of the bolt pistol, as though he is firing.



This Blood Claw is carrying a plasma gun – notice how the weapon is positioned lower than the bolt pistols of his comrades, suggesting its greater heft.



This Blood Claw model has been assembled with legs and a backpack from a Tactical Squad. The torso, arms, shoulder pads and head all come from the Space Wolves Pack.



The Tactical Marine legs lend the model a dynamic posture, as if he's tensing his back leg, bracing himself to receive the charge of an enemy while snapping off a pistol shot.

SWIFTCLAWS

A head swap, a shoulder pad or the addition of a Space Wolves backpack is all you need to greatly improve the look of your Swiftclaw Bikers. This means you can get a squadron together with a minimal use of parts.



GREY HUNTERS

Grey Hunters form the core of any Space Wolves army. But even these stalwart warriors are festooned with a variety of bits to make each a unique member of the force. You need to strive for a balance in making each Grey Hunter look different – after all, these aren't Tactical Marines – whilst still forming a cohesive pack.

Most Grey Hunters are armed with bolters, so you'll be using lots of these components when building your pack. Not every bolter in the pack has to be from the Space Wolves kit; in fact, adding in some standard Tactical Marine parts can even strengthen the aesthetic. Bear in mind that a bolter held in two hands will conceal the breastplate, so it's better to save the elaborate Space Wolves torsos for more 'open' postures. The Space Wolves Pack contains six one-handed bolter arms to allow for this.

The other point to make is that Grey Hunters counter-charge, just like any Space Wolf, so don't feel that the Assault Marine running legs are the sole preserve of the Blood Claws. There's a great example of this below.



This dynamically posed Wolf Guard pack leader, uses the wolf-shaped helmet and on his back a Chaos Marauder shield has been placed over his wolf cloak – a good reminder that any plastic components are fair game.



This model is a good example of how using a majority of Tactical Marine bits still creates a great Grey Hunter. The helmet, bolter, backpack, left shoulder pad and knife are from the Pack frame.



With no weapons held across the chest of this model, we've used one of the more elaborate torsos. The positioning of the arms and head is very important on this model to aid the running posture.



This model is made with the kneeling legs from the Devastator kit. The wolf helmet, bolter, torso, backpack, knife and shoulder pads are all straight from the Space Wolves Pack frame.



The kneeling legs give the model a very effective posture. With the model crouching low, the bolter's barrel is lifted slightly and the head has been placed as if looking along the sight.

LONG FANGS

Long Fangs are experienced Space Wolves who are given the duty of wielding the Chapter's heavy weapons in battle. The Devastators box set is perfect for making Long Fangs, which you can enhance further by adding Space Wolves bits.

As has been done with these two examples, it's a good idea, although by no means prescriptive, to use the more 'grizzled' Space Wolves heads to suggest maturity and age.

Even with the Long Fangs you're in no way bound to use just the Devastator kits. The shouting Long Fang, for instance, has been given Assault Marine legs, so he looks as though he's running towards the enemy.



There's a lot of movement in this model due to the running legs, but the heavy bolter has been attached in a way that supports the stance. This is achieved by raising the weapon, due to the positioning of the arms.



This model highlights how you can enhance your Long Fangs with very little effort or parts. It is all made from Devastator components except for the left shoulder pad and one of the more grizzled heads.



The choice of the two Space Wolves components is what makes this model a true Long Fang – the head is one of the most venerable, while the left shoulder pad and one of the more grizzled heads.

WOLF GUARD

Wolf Guard are the most versatile Space Wolves in the army. They can be deployed as a pack, scattered throughout the army as pack leaders, or even command the entire force. The wargear options for a Wolf Guard are many, they can be armed in all manner of ways, wearing either power armour or Tactical Dreadnought Armour. This diversity creates limitless opportunities for the modeller. The Wolf Guard with assault cannon (right) and Wolf Guard with wolf claws (below left) really show what you can do with the new Wolf Guard Terminator kit. The one with wolf claws in particular highlights how you can add a sense of movement to a model with just a simple twist of the torso.

When Wolf Guard are deployed as pack leaders it's worth giving some thought into which squad they will be attached to, as this might influence how you assemble the miniature. For instance, when placing a Wolf Guard with a pack of Blood Claws you may want to pose him as though he is charging.



This Wolf Guard wouldn't look out of place in a Long Fang Pack, his assault cannon matching their own weapons for firepower. Twisting the torso suggests he is strafing an area, his head following the weapon as it tracks to and fro.



The pair of wolf claws and the dynamic movement make this model a good leader for a Blood Claws Pack. The torso twist is accentuated by the open posture.

The Tactical Marine legs put the weight of this model on the back foot, and the rest of the parts give the impression that he is about to swing his thunder hammer.



The parts on this model all come from the Pack frame except for the Tactical Marine legs. The thunder hammer was cut off and replaced with a power sword.

The lowered storm bolter implies weight, while the facial expression and position of the sword suggest the model is ordering his men about.

WOLF LORDS

Wolf Lords are legendary heroes so you should pull out all the stops when assembling yours. We have two examples below – a Terminator Lord by Dom Murray (more on that next issue), and an interpretation of the Wolf Lord Bran Redmaw, by our own Mark Latham.



This figure has a strong horizontal line created by the swinging thunder hammer and flowing cloak, really suggesting movement.



Mark's model uses parts from the Space Marine Commander kit, Space Wolf Pack frame and the backpack from the Bitz Pack. The sword is reconstructed from a bolt pistol arm, with the hand, sword blade and

pommel pinned into their new position. As this model represents Bran Redmaw, the bloody maw is a repeated motif, featuring on the helmet, backpack, belt and company badge on the right shoulder pad.

LONE WOLVES

The Lone Wolves are the last surviving members of their pack – Space Wolves whose only wish is to die on the battlefield. They are armed and armoured with the relics of their pack, so for kit-bashers they're a real opportunity to let loose. The variety of options open to them in the army list is huge, making almost any kind of equipment and weapon configuration viable.

Lone Wolves in particular benefit from being planned before assembly, as it is possible to create models with legal but redundant weapon configurations, which may look great on the tabletop but will not give you much benefit in the game. Lone Wolves in Terminator armour, decorated with spare components from the Space Wolves Pack kit have proven very popular during the Studio's modelling sessions.



This Lone Wolf has been made from components found in the Wolf Guard kit. What marks him out from normal Wolf Guard is that he's armed with a pair of power weapons.

For this model the weapons have been positioned high, both above the waist to suggest the Lone Wolf is in a ready stance, barking a challenge to all who would dare face them.

WOLF SCOUTS

A Scout body and Wolf Scout head are all you need to make a Wolf Scout, but Chris has taken this model further, with the addition of a wolf pelt from a Space Wolf backpack, and the wolf head from the massive Terminator Wolf Guard cloak. Green Stuff has been used to disguise the join between the pelt and the wolf head, and a fur texture has been worked into the Green Stuff to make the join seamless when painted.



This Wolf Scout is armed with a bolter. Notice how the head follows the barrel of the bolter to make the Scout look as though he is taking aim.

Posing Models

The way models are posed adds weight, presence and narrative to a figure. As you can see from the examples of 'Eavy Metal Space Wolves below, the posture of each model has been carefully considered. With metal models in fixed poses it is the sculptor's responsibility to get the best-looking posture for his creation. But with plastic kits, especially with figures as versatile as Space Wolves, the emphasis is on the modeller.

Fortunately posing the models is a fun and satisfying part of assembling your plastics. When 'Eavy Metal's Darren Latham assembles a plastic miniature he starts with the legs, placing them on the base in an optimum position. The arms, any weapons held in the hands, and the torso are built as separate sub-assemblies. Darren then tries out the position of the torso assembly by temporarily affixing it to the legs with adhesive putty. This way he can try out

several positions before choosing the best look. Once a pose has been chosen, the torso is permanently fixed in place with Plastic Glue.

The placing of the head is the most important thing when it comes to assembling a miniature, as this will dictate the direction and overall character of a model. For instance, a model looking along the barrel of his bolter will be in an aggressive stance, taking aim and firing, while turning the head away from the weapon can suggest a more passive aspect, such as issuing orders, searching for his next target or being distracted by something else.

As with the torso, Darren tries numerous positions before permanently fixing the head into place. Once you're happy with the basic pose, components such as shoulder pads and other accoutrements can be added to reinforce the model's posture.



CREATURES OF IRON

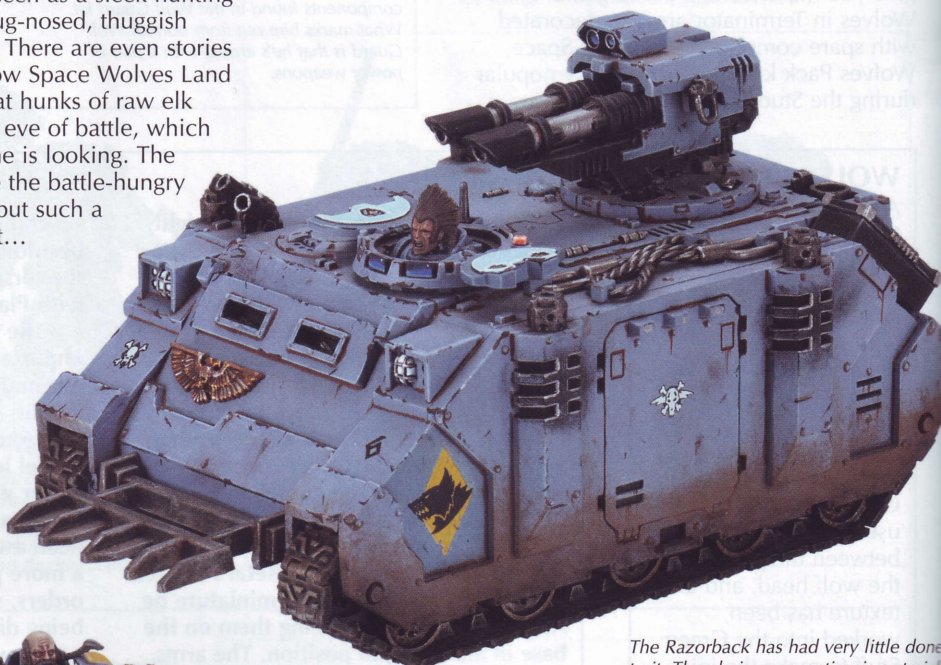
The Space Wolves may be ferocious, noble barbarians in power armour, but they still go to war with the technology and armoured might of a fully equipped Space Marine Chapter, each of their vehicles adorned with totems and trophies of war.

Like any Chapter, the Space Wolves have access to a wide variety of war machines and vehicles that are far in advance of any within the Imperium. In fact on the rare occasions when glimpsed by native Fenrisian tribesmen they are described as ferocious and mythical monsters that breathe fire or bolts of lightning, and constantly growl as they move across the land or sky.

Even a fully trained Space Wolf still thinks of their vehicles as beasts. The Predator is seen as a sleek hunting animal, while the Vindicator is a pug-nosed, thuggish attack dog in the minds of its crew. There are even stories told around the feasting halls, of how Space Wolves Land Raiders are offered tribute with great hunks of raw elk meat laid before the vehicle on the eve of battle, which mysteriously disappear when no one is looking. The storytellers would have you believe the battle-hungry machine spirit consumes the meat but such a fanciful tale surely has no truth to it...

Whatever the myth or truth, the Space Wolves go to war with as mighty an arsenal of deadly vehicles as their Brother Marines in other Chapters. As with the infantry kits, Space Wolves bitz can be used to personalise your tanks and transports, but even then you don't need to confine yourself to just these components when you have the whole Citadel and Forge World range at your disposal.

The Predator is decorated with the odd wolf tail and brass-etched rune plaques from Forge World, but it is the crewman that really defines it as a Space Wolves tank. He is made from Space Wolves Pack components mounted on normal Space Marine tank crew legs.

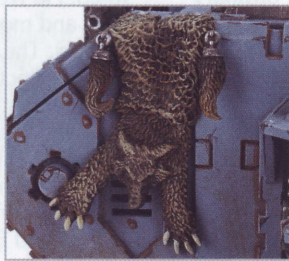
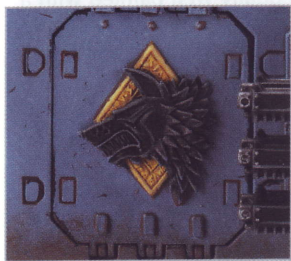


The Razorback has had very little done to it. The obvious exception is a straight head swap from the original crewman head to a Space Wolf head. Other than that, it's the hand-painted livery that denotes this as a Space Wolves vehicle.

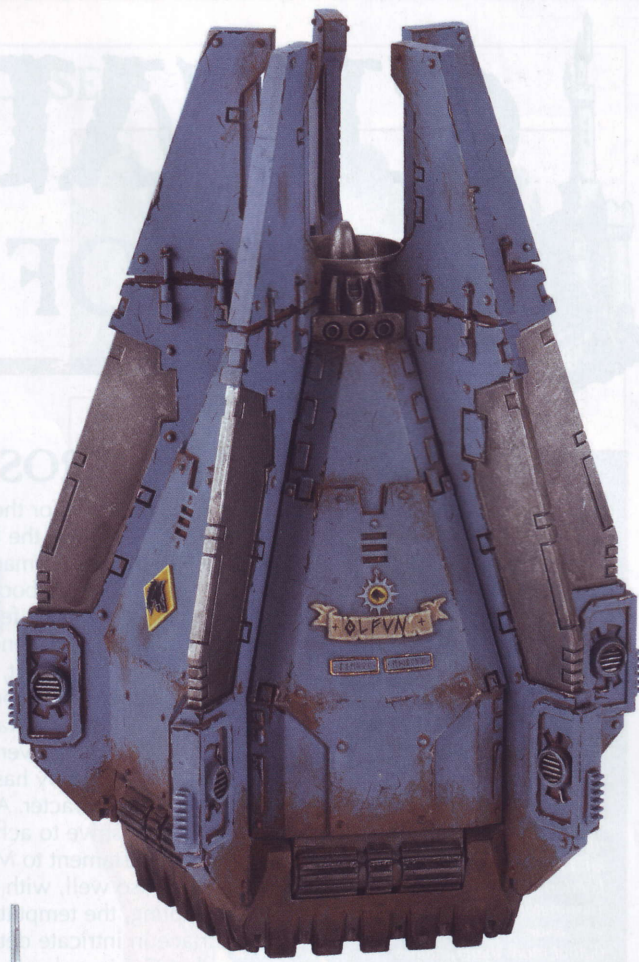




This Dreadnought was made with the plastic kit and decorated with Forge World resin and brass Space Wolves icons. The skull mounted on the sarcophagus is from the Warhammer Orc Chariot kit with the horns cut off, and the fearsome power claw is the standard close combat weapon, with swords from a Skaven Clanrat kit attached as long-bladed claws.

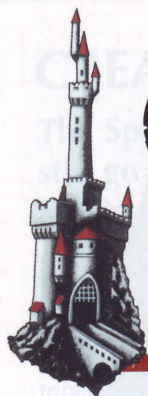


Forge World resin and brass-etched parts have been used on the Land Raider Crusader, but they're not the only elements. The large wolf pelt on the right side of the tank, the crossbone and the skull plaques all come from the Bitz Pack frame, while the left front panel has also been adorned with the Wolf Guard storm shield. The turret gunner has been made into a true Space Wolf with the addition of shoulder pads and a helmet from the Space Wolves Pack frame.



The Space Marine Drop Pod is a very versatile kit as it already comes with different symbols for several Chapters, the Space Wolves included. The door where the Wolf Guard pack leader emerges from has been marked by one of the brass symbols available from Forge World.





CITADEL[®] HALL OF FAME

The Citadel Hall of Fame is a collection of the best miniatures in the world, nominated by the people who know best: the artists, figure-painters and designers themselves.



Dave Thomas has designed some amazing models of late, including the plastic Stegadon kit, Elector Count Marius Leitdorf and the Wolf Guard Terminators featured in this very issue. Such an impressive output more than qualifies him to nominate for this issue's Citadel Hall of Fame.

GUI LE GROS

Dave: My nomination for the Hall of Fame is Gui le Gros, Bertrand the Brigand's rotund companion, who made his debut in the very first Bretonnian book back in 1996. This may surprise a few people because he's neither a legendary hero nor a massive plastic kit. In fact, in Warhammer terms, he's about as ordinary as they come. And that's exactly why I like the figure so much; it's a very simple model but Michael Perry has still managed to cram it full of character. As a designer myself, I always strive to achieve such a feat and it's a testament to Michael's skill that he does it so well, with such ease. When sculpting, the temptation is to cover every surface in intricate details, textures or devices, but Gui is a classic example in the use of plain surfaces, such as cloth, to give a characterful look.

From a painter's point of view, this opens up many options and doesn't constrain me in any way. And that's why I keep coming back to this model whenever I get the urge to pick up a brush and paint. I've already painted Gui five times, and even have another on my desk, cleaned up and ready to go. He works equally well painted with a dark and moody palette as he does in lighter colours. The hood, robes and the barrel form three distinct areas that you can use to complement and contrast with each other so it's a great model for experimenting with colours and tones.

Although Gui is my favourite miniature, I should also mention his companions, Hugo le Petit and Bertrand the Brigand. Like Gui they are very understated models but are full of character, making them a real pleasure to paint, the true mark of any miniature.



Gui's chubby face alludes to him not being the fittest soldier to have ever graced a Warhammer battlefield!



Clever little details add much to the figure, like how Gui's right hand is supporting the heavy casket on his back.



Gui carries pewter cups on his belt so that he can pour the infamous Bowmen of Bergerac a mug of wine during the battle, making them even merrier.

Another of Dave's reasons for liking the model so much is that it works really well as an instructional piece, showcasing a simple but highly effective sculpt. Gui's stout and squat posture gives the figure a very distinctive silhouette. Effectively, the model is made up of three different-sized spheres, comprising the body, head and barrel (with the addition of some legs of course!).



CLASSIC BRETONNIA SHOWCASE



Above is Dave's latest rendition of Gui le Gros accompanied by Hugo le Petit, in a diorama. Dave entered this in the 2008 Chicago Golden Demon Open category where it won gold. Below are four more characters from Michael Perry's classic Bretonnian range. It was this work that led to the design principles that you can see in the Bretonnian army today.



Bertrand the Brigand



Hugo le Petit



Jules le Jongleur



Repanse de Lyonesse



Michael: Well, I have to admit to being very surprised. I haven't thought about Gui le Gros and his companions, Hugo le Petit and Bertrand the Brigand, for a long time. They obviously riff off a famous historical archetype. I remember at the time we thought that, as Games Workshop is based in Nottingham, we wanted to honour its most famous legendary inhabitants. Nigel Stillman, who wrote the first Bretonnian book, was always very good at working characterful pastiches into the Warhammer setting so he first came up with the concept. Those Bretonnian models that were not armoured had clothing based on the styles of 14th Century France. With Bertrand, Hugo and Gui all donned in cloth garments, I actually sculpted them very quickly. I remember Gui's barrel being a pain to sculpt, however – that's because it needs a certain uniformity that is actually surprisingly hard to accomplish at that scale. Sculpting the right number of wooden staves of an equal length and width so they form the full circumference of a barrel was very time consuming. However, with his induction into the Hall of Fame it seems to have been worth it.

WOLF GUARD



The Wolf Guard are the hand-picked battle-brothers that form the personal retinue of a Wolf Lord.

Every Space Wolves warrior desires a place in the Wolf Guard and will battle even harder when a Wolf Lord is nearby in the hope that he may earn the right to join this legendary brotherhood.

The Wolf Guard don't just act as the Wolf Lord's retinue, however – it is also their duty to accompany packs throughout the force, lending them their wisdom and skill in the heat of battle.

Juan's excellent Wolf Guard model is armed with a pair of wolf claws and looks particularly eager to get in close to the enemy, pouncing forwards with a look of pure rage upon his face.

Neil Green was keen to get his paws on this characterful metal model. He started by cleaning up the components, carefully removing any bits of flash, especially from the armour and the claws. The arms were then glued into place, but the backpack was kept separate for now. The model was undercoated Chaos Black.

WARHAMMER
40,000

In this month's 'Eavy Metal Masterclass we've tasked paint-maestro Neil Green with painting the wolf claw-armed metal Wolf Guard.

You Will Need

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

Wash: **W**

- | | | |
|---------------------|-------------------|---------------------|
| ● Chaos Black Spray | ● Graveyard Earth | ○ Skull White |
| ● Bestial Brown | ● Hawk Turquoise | ● Snakebite Leather |
| ● Blazing Orange | ● Ice Blue | ● Space Wolves Grey |
| ● Bleached Bone | ● Kommando Khaki | ● Vermin Brown |
| ● Blood Red | ● Mithril Silver | ● Vomit Brown |
| ● Boltgun Metal | ● Red Gore | ● Baal Red |
| ● Bubonic Brown | ● Regal Blue | ● Badab Black |
| ● Burnished Gold | ● Scab Red | ● Devlan Mud |
| ● Chainmail | ● Scorched Brown | ● Gryphon Sepia |
| ● Chaos Black | ● Shadow Grey | ● Ogryn Flesh |
| ● Dwarf Flesh | ● Shining Gold | |

Painting the Face

As we've said before it is the face of a miniature that draws the eye to it and so some attention needs to be spent on and around it, especially on a model such as this one. Neil has painted the Wolf Guard's face in lighter tones, as this helps the eye immediately define the focal point.

When painting a face with such a strong expression, it's important to keep your paint thin so that you don't lose the detail, so it's best to use two or three thin layers for each stage. If the paint is too thick you not only risk obscuring the detail, but also adding in visible brushstrokes that will detract from the finished effect.

The other point to note is how the hair meets the face. A faint line separates the two areas; again this helps the eye define the focal point of the miniature. When Neil applied the basecoat layer to the face he painted right up to the hair, but with the subsequent stages he didn't work the paint up to the edge, thereby creating a thin boundary line of darker paint.

The teeth were painted Bleached Bone. Neil left the eyes black and then filled in the white of the eye with Bleached Bone, leaving a gap in the middle to create the pupil – steady hands are needed here!

The Face



Step 1. The face was basecoated with a 1:1 mix of Vermin Brown and Scorched Brown.



Step 2. Next, a 2:1:1 mix of Dwarf Flesh, Vermin Brown and Scorched Brown was used. This was applied to all but the recessed areas.



Step 3. Pure Dwarf Flesh was then applied, brushed onto the face as a mid-tone – once again it was left out of the recessed areas.



Step 4. The face was then highlighted, first with a 1:1 mix of Dwarf Flesh and Skull White, applied to the raised areas.



Step 5. A 3:1 mix of Skull White and Bleached Bone was then applied, followed by a 1:1 wash of Gryphon Sepia and Ogryn Flesh.



Step 6. The eyes and teeth were painted with Bleached Bone, while the highlight was retouched using the mix from Step 5.

The Hair



Step 1. The hair was first painted with Bestial Brown followed by a layer of Blazing Orange.



Step 2. The hair was then given two consecutive washes of Ogryn Flesh, followed by a highlight of Dwarf Flesh applied to each hair strand.



Step 3. Bleached Bone was then applied as a final highlight. To finish, a glaze of Baal Red was brushed over the whole area.

Painting the Power Armour



There are a multitude of methods for painting power armour, many of which have been detailed in White Dwarf. The method employed by 'Eavy Metal has evolved over a good few years and is proven to be very effective. You start by building up a flat colour; this is the basecoat, applied over several thin layers until you have a solid, opaque coat. A highlight is then applied to the edges of each segment and a shade in the joints between the sections. The light source is assumed to be coming from directly overhead, and so the top edges have a more intense highlight. This is best demonstrated on the fist shown in the steps below. You can see in the later stages how the highlight is applied

more heavily to the top of the fingers and across the thumb; this lifts the miniature and avoids confusing the eye with multiple light sources.

That's the method in its most general terms but you can add to this with additional paint effects. For instance, we'll be taking a closer look at how to inflict extra battle damage, scratches and chips over the page. Space Wolves power armour is often accented by yellows and reds, as they make good contrasting colours. This is normally applied to the shoulder pads, as we'll cover in more detail later in the article, and it's not unknown for dags or stripes on the arms or legs to be painted onto the armour as well.

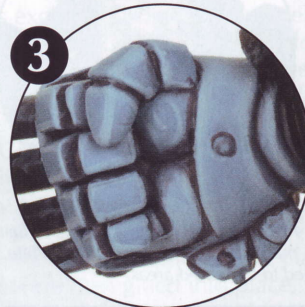
The Power Armour



Step 1. A 1:1:1 basecoat mix of Kommando Khaki, Shadow Grey and Space Wolves Grey was applied to the power armour.



Step 2. A 1:1 mix of Shadow Grey and Scorched Brown was carefully brushed into the recesses between the armour sections.



Step 3. Next, a 2:1:1 Space Wolves Grey, Shadow Grey and Kommando Khaki was applied towards the edges of the armour.



Step 4. Pure Space Wolves Grey was worked onto the edges of the armour, creating a distinct edge highlight.



Step 5. Devlan Mud was washed into the recesses between the plates of armour.



Step 6. A final highlight using a 1:1 mix of Space Wolves Grey and Skull White was applied, with a stronger application on the top edges.

Painting the Pelts



The wolf tails get lighter as they taper towards the end, but otherwise use the technique below.

Keeping the backpack separate allows Neil to paint the tails without obstruction.

Painting fur is relatively easy, as the texture is ideal for drybrushing, giving you a pleasing effect with minimal effort. However, this is an 'Eavy Metal-painted model, so it won't surprise you to learn that instead of drybrushing the fur, Neil picked out the separate clumps and highlighted them accordingly. The only exception to this was a very light drybrush in Steps 3 and 4, detailed below.

It's always a good idea to get some real-world reference before you start painting fur. Reference books on natural history are a good starting point, as they often have clear, high-quality photos and, as always, the Internet is a great tool for finding suitable images.

Using real-world reference allows you to paint your fur to look more realistic – for example, the fur on the back of an animal tends to be darker, lightening out towards the underside. Similarly, wolf tails tend to lighten towards the end and so Neil has replicated this effect on the two tails dangling from the backpack. Bleached Bone and Skull White were used more heavily than on the pelts to achieve this lighter tone.

Neil has painted the underside of the pelts red, starting with a basecoat of pure Scab Red. Fortress Grey was added to the mix in gradual stages as he built up the layers until he was happy with the final look.

The Fur



Step 1. The fur areas were first basecoated with Scorched Brown. A solid coat was created using several thin layers.



Step 2. Bestial Brown was then used to pick out the fur, this was more heavily applied towards the edges of the pelt.



Step 3. Vomit Brown was used for the next layer; the centre of the pelt was given a light drybrush, while the fur along the edges was painted.



Step 4. Bleached Bone was lightly drybrushed in the centre of the pelt, but painted onto the clumps of fur around the edges.

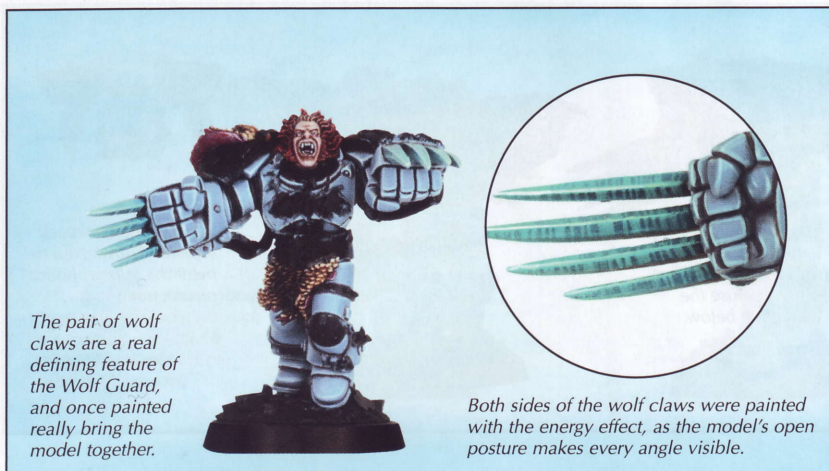


Step 5. Skull White was the final highlight, applied over the whole pelt with a slightly heavier coating on the edges.

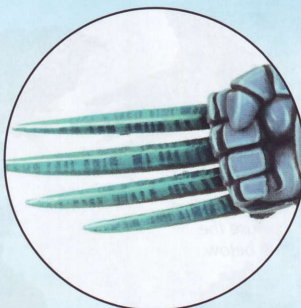


Step 6. Two washes were then brushed over the pelt; the first was Gryphon Sepia, followed by Ogryn Flesh when the first wash had dried.

Painting the Wolf Claws

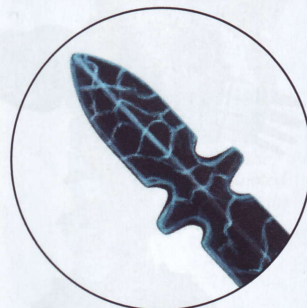


The pair of wolf claws are a real defining feature of the Wolf Guard, and once painted really bring the model together.



Both sides of the wolf claws were painted with the energy effect, as the model's open posture makes every angle visible.

Recap



We featured an alternative energy field pattern in last month's masterclass – this effect will work with a variety of colours.

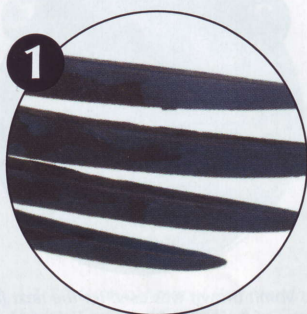
Neil has painted a brilliant freehand energy field design playing across the wolf claws. You'll see similar effects on many 'Eavy Metal painted models that feature power weapons in one form or another.

Neil started this technique by 'blotching' on the basecoat to the claws. This means the paint, while remaining thinned down, was applied in an almost uncontrolled, roughshod way, letting that paint run onto the area and dry in a natural state rather than being controlled by the brush (see Step 1, below). When dry, this formed the basis of the freehand design. The next stage was to paint on the initial energy lines; these were painted using the pattern

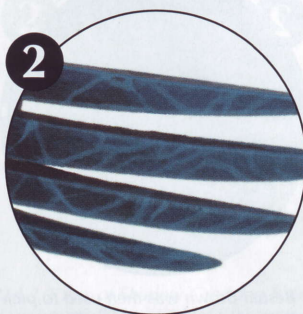
created in the previous step as a guide. From there it's a case of building up the freehand work by adding to the energy lines with the subsequent colours and mixes, each stage should have a finer line than the previous one. After each layer, Neil applied an extremely thin glaze of the same colour and washed it over the entire claw. This helps create the 'frosting' effect and adds a certain ethereal quality to the look of the model.

Neil has painted the energy lines in a more tightly packed and denser pattern on the underside of the claws, suggesting the power of the wolf claws is focused on the area of the weapon that will do the most damage.

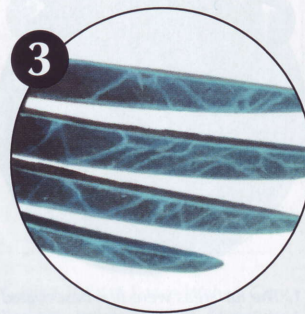
The Wolf Claws



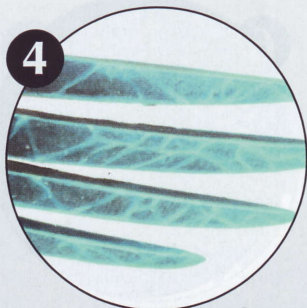
Step 1. Thinned-down Regal Blue was applied to the wolf claws in a haphazard, 'blotchy' fashion, as described above.



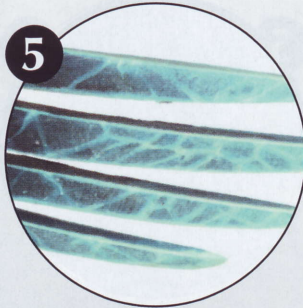
Step 2. Lines were painted onto the claws with Hawk Turquoise, using the pattern created in the previous stage as a guide.



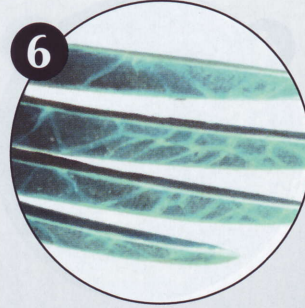
Step 3. A 3:1 mix of Hawk Turquoise and Bleached Bone was painted over the lines. A glaze of the same mix was then applied.



Step 4. A 1:1 mix of Bleached Bone and Hawk Turquoise was used on the lines, then turned into a glaze and brushed over the area.



Step 5. Next, a 3:1 mix of Bleached Bone and Hawk Turquoise was used. Once again this was thinned to a glaze and applied to the whole area.



Step 6. Finally, Skull White was painted onto the very edges and points of the claws as an extreme highlight.

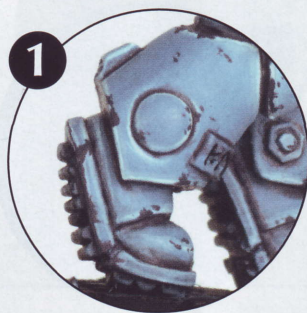
BATTLE DAMAGE

Painting battle damage onto power armour can add real character to a model, suggesting these are ancient, well-worn suits of armour, rather than something that's new or mass-produced.

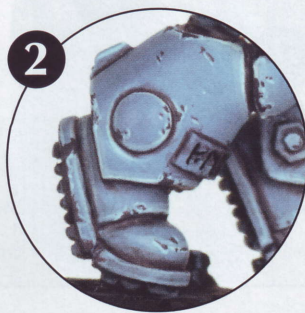
The number of chips, marks or scratches you add is up to you; the more you apply, the more battle-worn the armour will look. Bear in mind that adding too much battle damage can distract from the actual paint scheme. It's also worth thinking about the location of the marks. Most wear and tear will happen around the joints of the armour, but areas such as the greaves and boots will also

see a fair share of scratches and chips from walking amongst the debris of a battlefield. The armour on the arms and fists will often be damaged as well, due to previous close combat encounters.

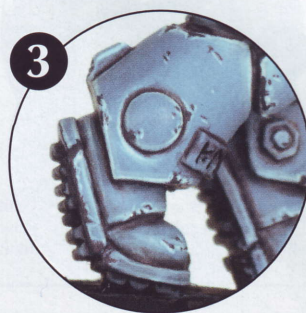
It's also important to vary the age of the battle damage on the power armour. If every scratch and mark is of the same type, then it will give the impression that all damage has happened in just one battle rather than through the ages. Creating deeper chips suggests older damage, while light scratches or bright silver chips infer more recent incidents.



Step 1. Neil painted on the chips by first reapplying the power armour basecoat – a 1:1:1 mix of Kommando Khaki, Shadow Grey and Space Wolves Grey – in small areas on the armour. For deeper chips the mix was darkened by adding more Shadow Grey.



Step 2. Below the previous application pure Space Wolves Grey was added. Again, the thickness of the line and amount used will depend on the effect you're after, from the size of the chip to the age you want to represent.



Step 3. Skull White was then used underneath the chip, add a small amount just to highlight the damage. You can increase the amount to suggest a more recent chip or scratch.

More Battle Damage Examples



Vehicles such as tanks are often weathered and covered in scratches, especially around areas of heavy use such as ladders, hatches and on dozer blades, as in this example.



This White Scars Vanguard Veteran wears an ancient suit of power armour, the age of which is suggested by the heavy chipping.



This Salamanders Dreadnought shows heavy battlefield wear and tear. Severe metallic scratches can be achieved with a basecoat of Boltgun Metal and then a following layer of Mithril Silver. A wash of Badab Black makes the chip look older.

Painting the Details

With the main areas of the miniature now painted, Neil started work on the additional details, such as the shoulder pads, gems and runes. Don't be tempted to rush through these last few bits – give them as much time as you would any other stage to ensure you maintain a high standard throughout the process.

The method Neil used to paint the yellow is a particularly interesting technique as it is only three stages, but produces a very rich colour. It was also used on the other shoulder and knee pad of the model.



Yellow was used elsewhere on the model as a contrast to the grey armour.

The Shoulder Pad



Step 1. Bubonic Brown was painted in the area of the shoulder pad between the rim and the raised Great Company symbol.



Step 2. This was highlighted with a 1:1 mix of Bubonic Brown and Bleached Bone, then washed with Ogryn Flesh and Gryphon Sepia.



Step 3. A highlight of Bleached Bone, followed by a 1:1 mix of Bleached Bone and Skull White was applied. The icon was repainted black.

The Metal



Step 1. The metal rims of the shoulder pads were basecoated with a layer of Boltgun Metal.



Step 2. A wash of Devlan Mud was then applied to the rim. Be careful when applying the wash so run-off doesn't contaminate the yellow area.



Step 3. A Mithril Silver highlight was applied to the edges of the rim, onto the rivets, and as small scratches on the metal areas.

The Backpack



Step 1. The ornate wolf heads were first painted with a 3:1 basecoat mix of Shining Gold and Bestial Brown.



Step 2. The heads were highlighted with Shining Gold, followed by a wash of Ogryn Flesh.



Step 3. A highlight of Burnished Gold was applied, followed by a highlight with a 1:1 mix of Burnished Gold and Mithril Silver.

Painting the Belt

The Wolf Guard's belt really stands out due to the glowing runes. This effect is achieved by framing the glowing area, in this case a rune, with a darker shade of the main colour. Each subsequent layer should then be lighter in tone and shrink towards the source of the illumination.

The skull in the centre of the belt was first painted Bestial Brown followed by a layer of Snakebite Leather. The second stage was built up with a layer of Vomit Brown followed by Bleached Bone, then given a wash of Ogryn Flesh before receiving a final highlight of Skull White.

Belt and Runes



Step 1. The runes were first painted Regal Blue and then worked up with a 3:1 mix of Regal Blue and Ice Blue.

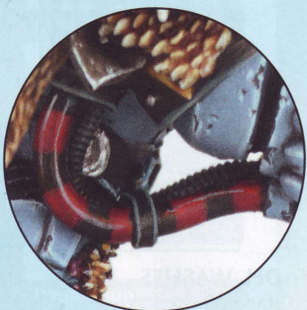


Step 2. Next, they were painted with a 1:1 mix of Regal Blue and Ice Blue; this was followed by layer of pure Ice Blue.



Step 3. The runes were highlighted with Space Wolves Grey and then a final, extreme highlight of Skull White.

Finishing Touches



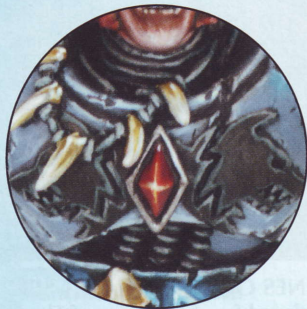
Cabling

The cable stripes were painted Scab Red to create a red and black alternating pattern. A line of Codex Grey was painted along the whole area to simulate a reflection, which was highlighted with Fortress Grey.



Sculpted Base

The Orc icons on the base were painted in a similar manner to the metal rims of the shoulder pads, the only difference being that a Badab Black wash was used instead of Devlan Mud.



Chest Gem

The gems on the model were painted Red Gore, then Blood Red. This was followed by highlights of Blazing Orange and Vomit Brown. An extreme highlight of Bleached Bone and finally Skull White was then applied.



Skulls

These were painted using the same method as for the belt skull but a slightly heavier layer of Bleached Bone was used to give them a lighter tone.

CITADEL

PAINTING ESSENTIALS

The Citadel Colour, Wash and Foundation paint ranges contain over 70 different colours, each specifically designed and formulated to paint Citadel miniatures. Our paints are available in a range of sets, or can be purchased in individual pots.



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CITADEL

Colour Chart

Citadel's range of paints, metallics, washes and varnish provides you with a comprehensive palette to paint your miniatures in any colour scheme or tone you wish. Foundation colours provide the perfect basecoat, Citadel Washes are fantastic for shading, while the Citadel Colour range contains great acrylic paints, specially formulated for a host of miniature-painting techniques.

Citadel Colour

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

Metallic Colour

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

Citadel Foundation

	Iyanden Darksun
	Macharius Solar Orange
	Mechrite Red
	Tau Sept Ochre
	Calthan Brown
	Khemri Brown
	Tallarn Flesh
	Dheneb Stone
	Gretchin Green
	Knarloc Green
	Orkhide Shade
	Fenris Grey
	Hormagaunt Purple
	Mordian Blue
	Charadon Granite
	Necron Abyss
	Adeptus Battlegrey
	Astronomican Grey

Citadel Wash

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

Citadel Varnish

	Gloss Varnish
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Individual Paint pots£2.25, €3, 30dkr 35skr/nkr

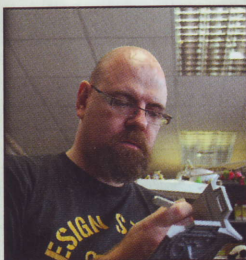


MASTER MODELLERS



Mark Jones

Mark 'Doctor' Jones has been at the forefront of scenery building in the Studio for years, creating a range of terrain that helps our photographers to showcase our latest armies and rulesets.



Dave Andrews

Dave Andrews has been with the company longer than many of us here in the Studio have been alive – he's a pioneer, responsible for creating many of the great scenery products we sell.



Chad Mierzwa

'The Chad' is our very own American Import, a battle-hardened hobbyist whose work can be seen in almost every rulebook and supplement we've produced over the past few years.

Join us on a journey around the weird and wonderful creations of the expert modellers here in the Studio, including some pieces so new that the paint has barely had time to dry.

There's no denying the fact that we're spoiled beyond measure here in the Studio – every day we're surrounded by astonishing new Citadel miniatures, gorgeous new artwork and breathtaking scenery. Even a quick look around the hallowed sanctums of the Studio can reveal treats galore, and that's without delving into the extensive collection of excellent terrain and scenery that is stored in our photography studio. In fact every time we release a new army or rules system (such as Planetstrike or War of The Ring) our

dedicated band of hobby experts are unleashed to produce stunning, bespoke terrain, specifically designed to showcase our latest products. With so much great material on hand, we decided to ambush the model-making triumvirate of Dave Andrews, Mark Jones and Chad Mierzwa, and get the low-down on some of their recent projects.

What you'll find over the next few pages are some prime examples of some of the best new scenery pieces produced by Dave, Mark and Chad.

Skyshield Installation

WARHAMMER
40,000

Mark Jones built this custom landing pad while the Studio was preparing for the release of the Planetstrike supplement for Warhammer 40,000. Requiring only basic conversion work, it's a testament to the extensive Warhammer 40,000 terrain range, which enables keen hobbyists to create unique and great-looking scenery centrepieces with a minimum of fuss.

To build this, Mark used an Aquila Landing Pad, a Basilica Administratum and a Manufactorium as his primary building blocks, using the panels from the Cities of Death terrain to construct walls and doors around the underside of the landing pad.



Something Mark wanted to do was include a heavy-duty lift mechanism for the landing pad, big enough to comfortably hold a squad of Imperial Guardsmen.



Jungle Ruin

WARHAMMER
40,000

This sprawling jungle city ruin was made especially for a White Dwarf battle report, and demonstrates the versatility of the Cities of Death terrain, as well as Mark's flair for creativity. Mark's intention with this jungle terrain was to create the impression of a lost Imperial city, overgrown by the (potentially deadly) fauna of a recently rediscovered Imperial world. The buildings themselves are painted in an unusual colour for Imperial City Ruins, which are typically shown in drab grey or green. This was a deliberate choice on Mark's part – knowing that these ruins were going to be used to showcase the Catachans, he wanted a colour scheme that would complement them well, and contrast well with the jungle foliage. After a few experimental swatches, he settled for this sandy brown/yellow colour.

Right: Mark's favourite part of this scenery piece is the inner hall, complete with staircase. 'I try to build a piece with a couple of things in mind,' Mark points out. 'It has to serve as a backdrop or something the miniatures will interact with, but it also needs to be a great gaming piece.'

Below: To enhance the archaic look of the city ruins, Mark used buttresses, taken from the Arcane Ruins terrain kit, for a simple but effective conversion.



Space Wolves Waystation

WARHAMMER
40,000

This immense scenery piece was built to serve as a backdrop as part of our Space Wolves scenery set. Mark Jones was at pains to point out that, big as it is, it's definitely not a full-scale Space Marine fortress, but 'more like a waystation, or the gates to an underground facility'.

Parts from the Shrine of the Aquila and the City Ruins kits were pressed into service when building this towering symbol of Space Wolves might. The Shrine of the Aquila is

built with the City Ruins in mind – it's completely compatible, making kit-bashes such as this straightforward.

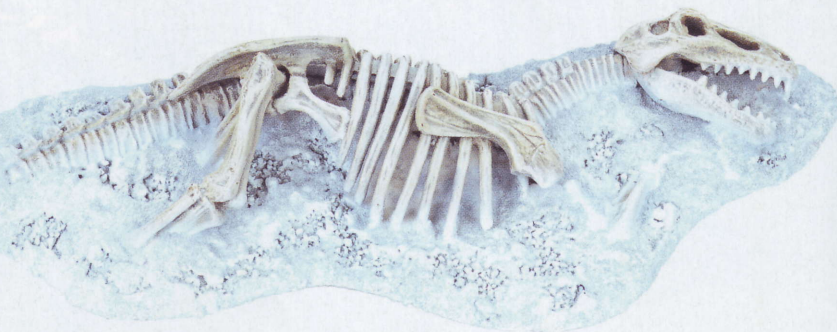
The fortress gates are interesting in that they proudly display Space Wolves iconography, specifically Ragnar Blackmane's heraldry. To recreate this accurately, Mark photocopied the symbol and traced it onto a thin piece of plasticard (reversing it for the opposite door). He then glued this to the gates.



Statues of two mighty Space Wolves heroes stand sentinel at the front of the fortress. These windows are from the Shrine of the Aquila, with the leading removed. The Space Marines were plundered from the sculptors – ah, the lengths Jonesy will go to.

Giant Skeleton

This frozen skeleton represents some giant Fenrisian predator, perhaps even one of the many species of wolves that prowl around the snow-covered continent of Asaheim. The skeleton itself is actually a modified plastic kit picked up from a bargain shop quite some time ago – Dr Jones and Dave Andrews maintain that it's always worth keeping your eye open for useful kits and bits in bargain shops and thrift stores.



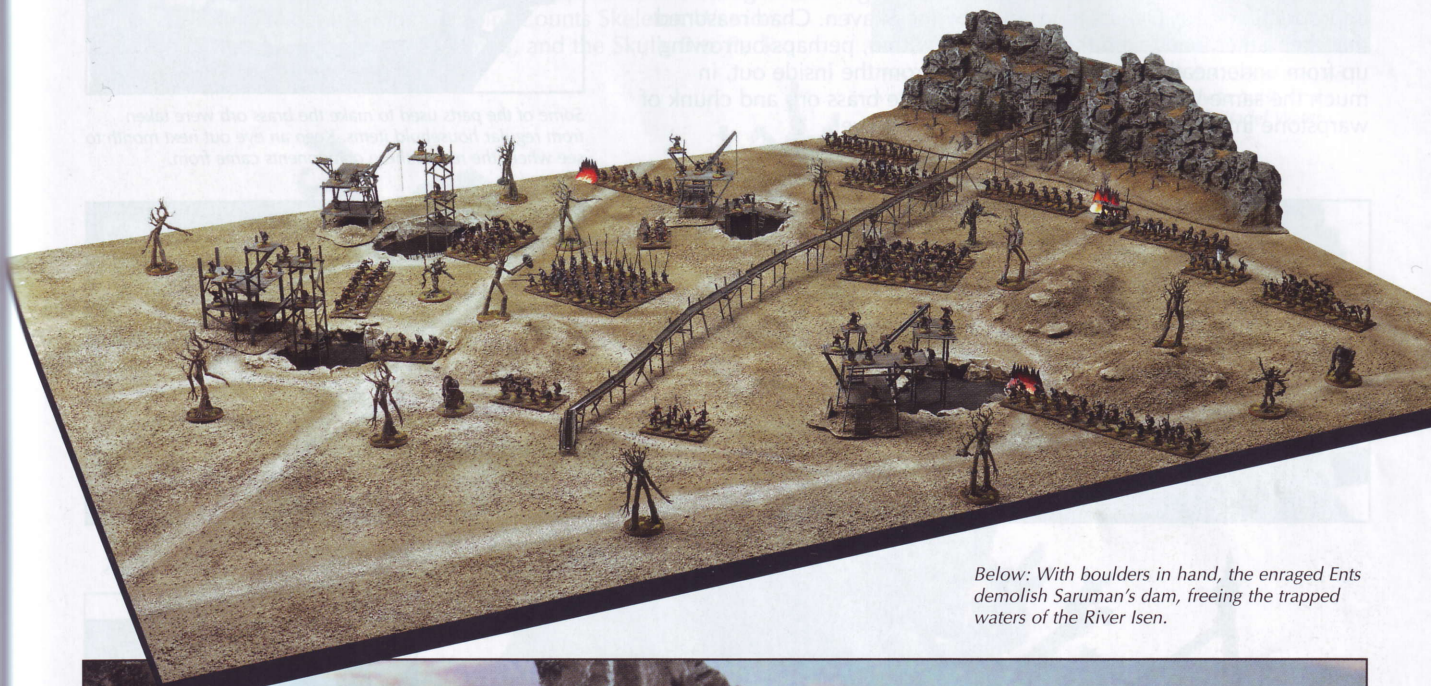
Last March of the Ents

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

This stunning Orthanc gaming board was built by Dave and Mark for the War of The Ring rulebook. Designed to match the descriptions provided in the Last March of The Ents scenario, it's a remarkably effective representation of the Vale of Orthanc. Dave and Mark worked hard to make sure that their finished piece resembled the scene from the movie, whilst ensuring that the board was suitable for a game of War of The Ring.

Unlike many of the terrain pieces that they build, Dave and Mark didn't have the advantage of Citadel terrain to scrounge for parts, instead relying on an extensive box of useful components and, as they were keen to point out, 'plenty of hobby love'.

Both designers are very pleased with the finished result, and the fact that everyone who looks at it immediately recognises it as the scene from the movie.



Below: With boulders in hand, the enraged Ents demolish Saruman's dam, freeing the trapped waters of the River Isen.



Skaven Warlock's Tower

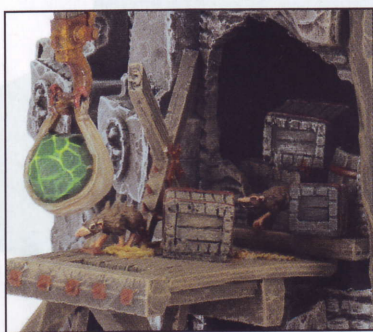
WARHAMMER

Chad made this impressive Warlock's Tower specifically for next month's battle report. The core of this model is one of the tower sections taken from the Warhammer Fortress box set, set atop a Citadel Gaming Hill. Chad has then further decorated the tower with pillars from the Arcane Ruins and a range of useful bits and bobs taken from his extensive bitz box (Chad's bitz box is particularly impressive – the Studio makes for a fertile hunting ground).

When asked how he went about building this piece, Chad explained that the biggest challenge was creating something appropriate for our Dwarfs, corrupted by the Skaven. Chad reasoned that the ratmen had taken the tower from within, perhaps burrowing up from underneath, then hollowed it out from the inside out, in much the same way as any rodent would. The brass orb and chunk of warpstone imply some malign purpose to the tower.



Some of the parts used to make the brass orb were taken from regular household items. Keep an eye out next month to see where the rest of these components came from.



Piles of scratch-built crates and a winch raising up a huge chunk of warpstone suggest some vile arcane happenings within the tower.



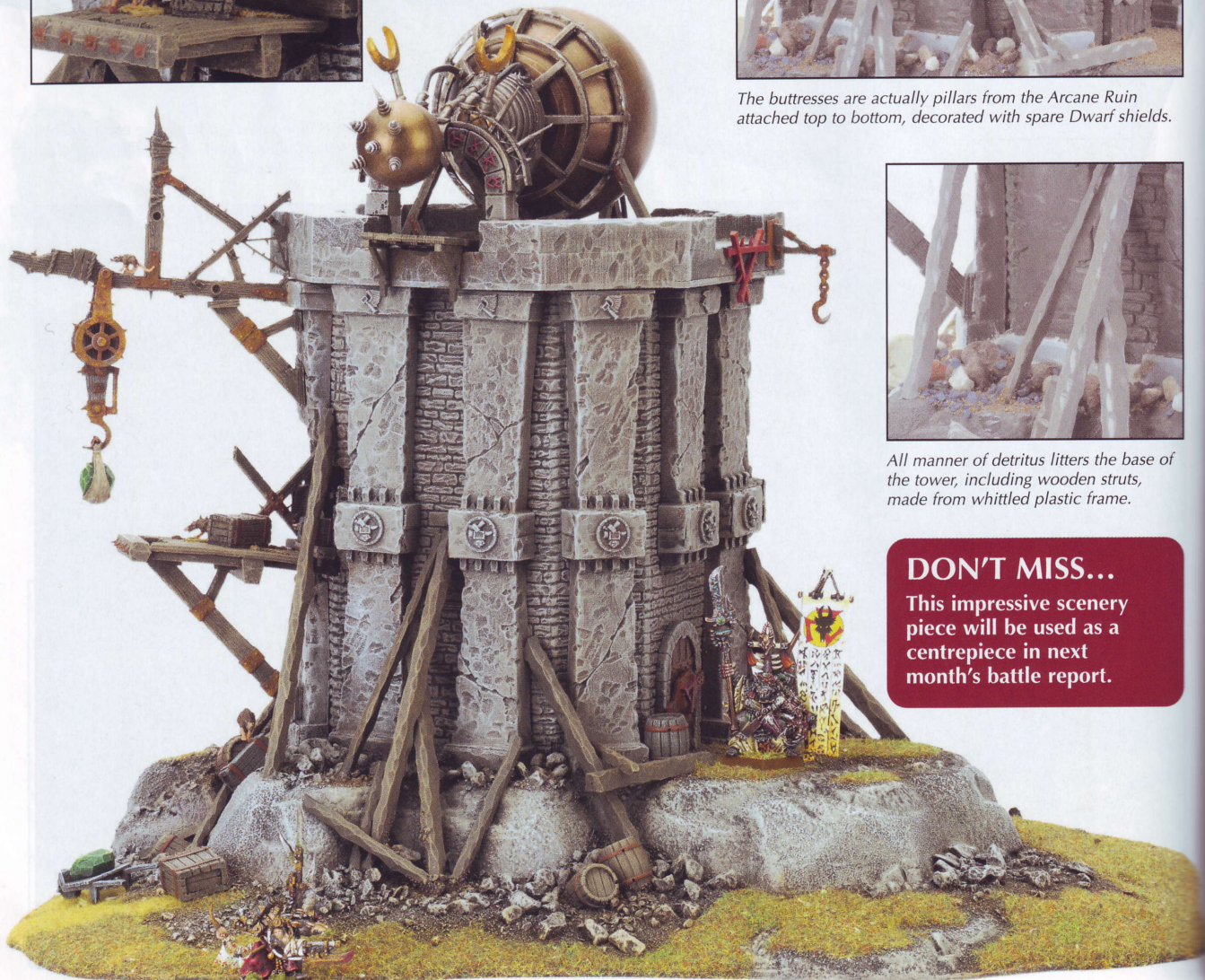
The buttresses are actually pillars from the Arcane Ruin attached top to bottom, decorated with spare Dwarf shields.



All manner of detritus litters the base of the tower, including wooden struts, made from whittled plastic frame.

DON'T MISS...

This impressive scenery piece will be used as a centrepiece in next month's battle report.

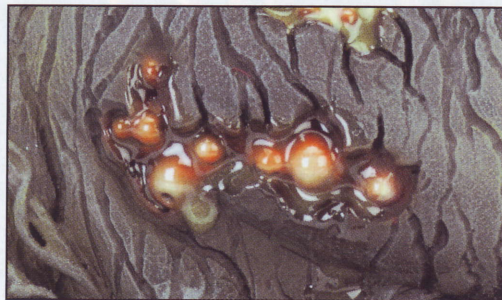


Bloated Oak

WARHAMMER

Only Chad knows quite what inspired this bizarre, but impressive, daemonically possessed tree. Built for nothing other than the sheer love of the hobby and an undeniable obsession with Beastmen, this tree sits in Chad's display cabinet accompanied by a horde of pestilent Beastmen and all manner of delightfully hideous conversions.

The tree itself is made from a variety of sculpting materials, plastered onto a wire mesh frame. This was then detailed with plenty of Green Stuff. Chad used the trees from a Citadel Wood to create branches and roots for his bloated oak, and decorated the base with bones and skulls taken from the Vampire Counts Skeleton Warriors and Tomb Kings Skeleton Warriors boxes, and the Skulls Bitz Pack.



These pustulent sores erupting through the bark of the tree were painted to look like foul boils, ready to burst. Once painted, Chad gave them several coats of Citadel Water Effects to give them a glistening sheen.



The unfortunate skeleton dangling in a gibbet was plundered from the Warhammer Giant box set. Keeping an extensive bitz box for purposes such as this is extremely useful, as such details can really enhance a model.





THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

GRAND TOURNAMENT

23rd–24th January 2009, Warhammer World, Nottingham

WHAT WILL YOU NEED TO ATTEND?

- Two 700 point armies: one Good, one Evil. Models must be painted and based, and both armies must be constructed according to the rulespack and the Legions of Middle-earth supplement.
- 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.games-workshop.com

WHAT DOES THE TICKET COVER?

- Eight rounds of The Lord of the Rings strategy battle game 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.
- Tickets cost £55 each.

TICKETS AVAILABLE FROM 2ND NOVEMBER • 0115 91 40000



www.warhammerworld.org



Event Calendar

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

October

3rd The Storm Hunt

Date: 3rd Oct, 2009

Venue: Warhammer World Store, Nottingham

Details: Known as Hellrider to the Norse, Headtaker to the men of the Empire, and Soulbleeder to the Elves, the Vampire Lord known as Count Fenrir strikes fear into the hearts of all that hear his name. Now his wrath has fallen upon the Skaven of Cripplepeak.

Defeated by the verminous horde a century ago, Fenrir has re-gathered his strength and is now poised to slaughter every ratman that dwells in the festering mountain. But he has been betrayed, and the Skaven are prepared...

Bring your Skaven or Undead armies to swell the ranks, and all participants will also receive the special rules for Count Fenrir. Call the Warhammer World store for more details.

Contact: Warhammer World – 0115 916 8410

10th Warhammer HEAT 1 Throne of Skulls

Date: 10th–11th Oct, 2009

Venue: Warhammer World, Nottingham, UK

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 lunch on both days.

Sold Out

Contact: Mail Order – 0115 91 40000

Website: www.games-workshop.com

17th Escalation '09

Date: 17th Oct, 2009

Venue: St Paul Church, Bracknell, UK

Age Limit: 15+

Details: Bracknell Forest Games invite you to play in four games of Warhammer 40,000 with starting armies of 500 points of your finest troops, escalating up to 2000 points in the final game.

Contact: chair@bfgclub.org.uk

Website: www.bfgclub.org/events.htm

17th Warhammer 40,000 HEAT 1 Throne of Skulls

Date: 17th–18th Oct, 2009

Venue: Warhammer World, Nottingham, UK

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 lunch on both days.

Sold Out

Contact: Mail Order – 0115 91 40000

Website: www.games-workshop.com

24th Warhammer 40,000 Dutch Tournament

Date: 24th–25th Oct, 2009

Venue: Sporthal University of Tilburg, The Netherlands

Age Limit: 16+

Details: Compete in five rounds of furious gaming played across two days with armies of 1700 points against gamers from all over Europe for the title of Dutch Warhammer 40,000 Grand Champion 2009.

Tickets: Tickets cost 55 Euros and include lunch on both days and an evening meal on the Saturday. Tickets are available from the Games Workshop stores or from the website.

Contact: For more information, including the rulespack, visit the GW website or email martina.jiricka@games-workshop.co.uk.

Website: www.games-workshop.com

31st Rapid Fire!

Date: 31st Oct, 2009

Venue: Ochil Community Centre, Stirling, UK

Details: The Stirling Wargamers present their annual Warhammer 40,000 tournament. Play in three rounds of combat with armies of 1750 points to become champion.

Tickets: Tickets cost £10 per player and includes a pizza buffet lunch, tea and coffee all day and doughnuts to get you started.

Contact: Gus McCabe – 07739 903086
info@stirling-wargamers.org.uk



THE EMPIRE Art and Design Exhibition

20th July–
5th October

Celebrate The Empire's glorious forces, resplendent in their bright liveries of the Empire's many city states. Experience original artwork from the Design Studio alongside miniatures and product at Warhammer World.



**HEAT 1**

• 10th-11th October 2009

HEAT 2

• 7th-8th November 2009

HEAT 3

• 21st-22nd November 2009

**HEAT 1**

• 17th-18th October 2009

HEAT 2

• 14th-15th November 2009

HEAT 3

• 28th-29th November 2009

November

7th Warhammer HEAT 2 Throne of Skulls

Date: 7th-8th Nov, 2009**Venue:** Warhammer World, Nottingham, UK**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 lunch on both days.**Sold Out**

or from the website.

Contact: Mail Order – 0115 91 40000**Website:** www.games-workshop.com

7th Warhammer 40,000 Irish Tournament

Date: 7th-8th Nov, 2009**Venue:** Valhalla Games Battle Grounds, Athlone, Co. Westmeath, Ireland**Details:** Play in six rounds of the Warhammer 40,000 Grand Tournament with armies of 1700 points to become the Irish Champion.**Tickets:** Tickets cost 50 Euros and are available from selected Games Workshop Hobby Centres.**Contact:** For more information and the rulespack, email: grandtournament.ireland@gmail.com

14th Warhammer 40,000 HEAT 2 Throne of Skulls

Date: 14th-15th Nov, 2009**Venue:** Warhammer World, Nottingham, UK**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 lunch on both days.**Sold Out**

or from the website.

Contact: Mail Order – 0115 91 40000**Website:** www.games-workshop.com

21st Warhammer HEAT 3 Throne of Skulls

Date: 21st-22nd Nov, 2009**Venue:** Warhammer World, Nottingham, UK**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 lunch on both days.**Sold Out**

or from the website.

Contact: Mail Order – 0115 91 40000**Website:** www.games-workshop.com

28th Warhammer 40,000 HEAT 3 Throne of Skulls

Date: 28th-29th Nov, 2009**Venue:** Warhammer World, Nottingham, UK**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 lunch on both days.**Sold Out**

or from the website.

Contact: Mail Order – 0115 91 40000**Website:** www.games-workshop.com

29th Plunder of Penn IX

Date: 29th Nov, 2009**Venue:** Belgrave Social Club, Halifax, UK**Details:** The Pennine Riders gaming club invites you to take part in their annual Warhammer 40,000 campaign. The planet Penn IX is dying and about to explode. Battle your way through a series of linked scenarios as you join the countless bands of space raiders trying to plunder as much loot as possible from this collapsing world.**Tickets:** Tickets cost £10 per player and includes a hot lunch and trophies and certificates for the winners.**Contact:** Matt – 01274 427613

escabarcorgan@yahoo.co.uk

Pete – 01422 369834

hardplin@tiscali.co.uk

To find more exciting events and activities near you, go to:
www.games-workshop.com

WARHAMMER[®]

40,000

DOUBLES TOURNAMENT



9th–10th 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.games-workshop.com

WHAT DOES THE TICKET COVER?

- Six 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.
- Tickets cost £85 per two player team.

TICKETS AVAILABLE FROM 19TH OCTOBER • 0115 91 40000



www.warhammerworld.org



NEW STORES

Over the past year we've opened up even more Games Workshop Hobby Centres in an effort to help make the hobby as accessible as possible.

GW Stirling



45 Barnton Street
Stirling
Stirlingshire
FK8 1HF
United Kingdom
Tel: 01786 459009

New Stores Coming Soon

- Chesterfield
- Crewe
- Nuneaton

GW Wigan



12 Crompton Street
Wigan
Lancashire
WN1 1YP
United Kingdom
Tel: 01942 829121

GW Cwmbran



30 The Parade
Cwmbran
Gwent
NP44 1PT
United Kingdom
Tel: 01633 874070

GW Stratford-upon-Avon

Unit 1, 27 Windsor Street
Stratford-upon-Avon
Warwickshire
CV37 6NL
United Kingdom
Tel: 01789 297262



GW Worthing

2 Bath Place
Worthing
West Sussex
BN11 3BA
United Kingdom
Tel: 01903 213930





Games Workshop Hobby Centres are amazing places. Found at the heart of the hobby and gaming community, they serve as a focal point for hobbyists to come together, share ideas, play games, exchange war stories, find out all the latest news about Games Workshop and, of course, make their latest purchases.

As stores, Games Workshop Hobby Centres offer an unparalleled service, able to stock the entire range of Citadel miniatures, games, books, hobby supplies and other essential paraphernalia. And thanks to each Hobby Centre's In-store Order Point, you can even order items not held in the store or that may be temporarily out of stock, and have them shipped direct to your home or, even better, to your local store – post free.

But Hobby Centres are not just shops. Each Hobby Centre is staffed by a team of knowledgeable and enthusiastic hobbyists who are more than happy to talk at length about your hobby, lending modelling and painting advice, offering strategic and tactical suggestions and giving guidance to those seeking a little more help with their own hobby. Not only that, but all of our Hobby Centres even have dedicated painting and modelling areas where you can sit, assemble and paint your latest acquisitions.

And of course, that's not all. Each

month every Hobby Centre holds a veritable smorgasbord of gaming activities for you to take part in, from introductory games and beginners classes for those taking their first few tentative steps in the hobby, to in-store tournaments, bespoke mega battles between you and your friends, and general open-play gaming where anyone can bring their armies along for a game. Many Hobby Centres even hold gargantuan mega battles that dominate the whole store, as the forces of entire planets go to war.

The majority of Games Workshop Hobby Centres also run gaming evenings or are affiliated with local gaming clubs, pooling their resources to hold tournaments, campaign events or even just a series of regular gaming sessions between friends, the details of which can be found in stores and occasionally here in White Dwarf or on the Games Workshop website.

So, what exactly does all this mean to you? Well, the great news is that over the coming months and years we plan to continue opening even more Games Workshop Hobby Centres across the country, so you'll never have to travel very far to find your local hub of the gaming community.

Check out the Store Finder pages of White Dwarf or visit the website to find your nearest Games Workshop Hobby Centre.



Latest Stores

We have plans to continue opening more Games Workshop Hobby Centres across the UK, some of which will already be open by the time you read this article.

To find out where your local Hobby Centre is, use the Store Finder on the Games Workshop website.

GW Ayr

Unit 2, Lorne Arcade
115 High Street
KA7 1SB
Tel: 01292 285650

GW Cwmbran

30 The Parade
NP44 1PT
Tel: 01633 874070

GW Hereford

40 Eign Gate
HR4 0AB
Tel: 01432 355040

GW Stirling

45 Barnton Street
FK8 1HF
Tel: 01786 459009

GW Stratford

Unit 1, 27 Windsor Street
CV37 6NL
Tel: 01789 297262

GW Sunderland

Unit 1, 27 Windsor Street
CV37 6NL
United Kingdom

GW Wigan

12 Crompton Street
WN1 1YP
Tel: 01942 829121

GW Worthing

2 Bath Place
BN11 3BA
Tel: 01903 213930

To find your nearest Games Workshop Hobby Centre, go to:
www.games-workshop.com

STORE FINDER

All the Games Workshop stores, stockists and clubs at your fingertips



GAMES WORKSHOP Hobby Centres

OPENING TIMES

Games Workshop stores can be found up and down the land, in cities and towns, on high streets and in shopping centres. Consequently, the opening hours of individual stores may vary greatly.

We therefore recommend you contact the relevant store for individual opening times before visiting.

You can find your local store's details online with our Store Finder:

www.games-workshop.com

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.

Range of products

Our Hobby Centres stock a large range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.

However, if ever you're looking for something not on the shelves, all our stores also have a webstore order point through which you can choose from our entire range of Citadel miniatures, including the Specialist Games and Collectors ranges and the ever-expanding range of Bitz Packs which allow you to customise your armies.

What's more, have your order sent to the store, and we'll send it POST FREE!

Gaming Rooms

Gaming Rooms are exactly the same as our other Hobby Centres. However, as well as offering our complete range of products, they also have additional gaming tables and space making them the perfect place to play your games.

Free painting & modelling advice

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!

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!

GAMES WORKSHOP

Independent Stockists

Games Workshop Independent Stockists are official sellers of Games Workshop games and hobby products.

IN YOUR LOCAL AREA

With over 500 locations across Europe there is never a stockist far away, making them perfect for that quick resupply or hobby need.

MOST POPULAR STOCK LINES

Independent Stockists stock our most popular products, so you're more likely to find exactly what you're looking for!

Games Workshop products are sold by a large number of shops in many different countries across the world.

IN THIS DIRECTORY

Full listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East.

AROUND THE WORLD

If you're unsure where your nearest stockist is located, anywhere in the world, call Mail Order on: +44 (0) 115 91 40000

Store Directory

AVON

GW BRISTOL:
87 The Horsfield, BS1 3JR
Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5UP
Tel: 0117 959 2520

BRISTOL, Area 51:
Tel: 0117 9244635
BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 0123 427 3663

LUTON, Fantasy Wargames:
Unit 38, Chestergate Mall, Grosvenor Centre, SK1 6AR
Tel: 01582 729 001

LUTON, Ottakors:
Tel: 01582 486999

BERKSHIRE

*** GW MAIDENHEAD:**
Unit 2, 17 Market Street, SL6 8AA
Tel: 01628 663 1747

GW READING:
29 Oxford Road, RG1 7QA
Tel: 0118 959 8693

GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861087

BRACKNELL, Waterstones:
Tel: 01344 488124

NEWBURY, Toycraft:
Tel: 01635 38077

READING, HobbyCraft:
Tel: 0118 902 8600

WINDSOR, WJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit L16, Bullring Link, B5 4BS
Tel: 0121 633 7193

GW DUDLEY:
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GW SOLIHULL:
690 Warwick Road, B91 3DX
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
Tel: 01922 272 5207

GW WOLVERHAMPTON:
9 King Street, WV1 1ST
Tel: 01902 231 0466

BIRMINGHAM, Console Games:
Tel: 0121 477 0022

KIDDERMINSTER, TJ Models:
Tel: 01562 747002

WOLVERHAMPTON, HobbyCraft:
Tel: 0845 051 6543

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
No 55 Eden Walk, Gadden, HP11 2HT
Tel: 01494 453 1494

GW MILTON KEYNES:
Unit 2, 502 Silbury Boulevard, MK9 2AD
Tel: 01908 869 0477

AYLESBURY, Bear Necessities:
Tel: 01296 421090

MILTON KEYNES, HobbyCraft:
Tel: 01908 308 330

MILTON KEYNES, Jays Crafts:
Tel: 01908 565578

MILTON KEYNES, Maple Models:
Tel: 01908 367308

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54 Regent Street, CB2 1DP
Tel: 01223 331 3350

GW PETERBOROUGH:
3 Westwood Street, PE1 1DH
Tel: 01273 890 052

ELY, City Cycle Centre:
Tel: 01353 663131

HUNTINGDON, Sports & Fashions:
Tel: 01480 454541

PETERBOROUGH, The Rift:
Tel: 01733 341007

ST NEOTS, Gamers:
Tel: 01480 217 443

WISBECH, Popycraft:

Tel: 01945 475596
WISBECH, Prams & Toys:
Tel: 01945 584142

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Tel: 01534 505407

JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 732187

GUERNSEY, ST. PETERS PORT, Carousel:
Tel: 01481 721721

CHESHIRE

*** GW CHESTER:**
112 Foregate Street, CH1 1HB
Tel: 01244 431 1967

*** GW MACCLESFIELD:**
Unit 38, Chestergate Mall, Grosvenor Centre, SK1 6AR
Tel: 0162 561 9020

GW STOCKPORT:
32 Mersey Square, SK1 1RA
Tel: 0161 474 1427

GW WARRINGTON:
Unit 20, Bank Street, Time Square, WA1 2AP
Tel: 0192 565 1984

ALTRINCHAM, The Gaming Crypt:
Tel: 0161 929 9919

BIRKENHEAD, Kit Shop
Tel: 0151 647 9067

CHESTER, HobbyCraft:
Tel: 01244 650 110

CONGLETON, Deans Toys & Cycles:
Tel: 01260 273277

CREWE, ABC Model Sport:
Tel: 01270 505 048

CREWE, Jac in a Box:
Tel: 01270 581 118

CREWE, Jac in a Box:
Tel: 01270 581 118

ELLESMERE PORT, W Homer Cycles:
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NESTON, Carousel:
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NORTHWICH, Level 1:
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NORTHWICH, The Model Shop:
Tel: 01606 477440

STALYBRIDGE, Hardcastles:
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STOCKPORT, HobbyCraft:
Tel: 0161 429 5400

STOCKPORT, Marauder Games:
Tel: 0161 4772111

HYDE, Gossings Toymaster:
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*** GW MIDDLESBROUGH:**
Unit 33, 39 Dundas Street, TS1 1HR
Tel: 0164 225 4091

HARTLEPOOL, Illusions:
Tel: 01429 123 199

NORMANBY, PC Tech:
Tel: 01642 461010

REDCAR, PC Tech:
Tel: 01642 481888

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street, TR1 2AA
Tel: 0187 232 0047

BODMIN, Brickells:
Tel: 01208 77088

FALMOUTH, More Value:
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FRADDON, Kingsley Village:
Tel: 01726 861111

HAYLE, Blewetts of Hayle:
Tel: 01736 753 012

HELSTON, Exit:
Tel: 01326 565117

NEWLYN, Newlyn Post Office:
Tel: 01736 364592

ST AUSTELL, Mad for Miniatures:

Tel: 01726 72259
ST IVES, Dragon's Hoard:
Tel: 01736 78040

WADEBRIDGE, Brickells:
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*** GW DURHAM:**
64 North Road, DH1 4SQ
Tel: 0191 374 1062

GW DARLINGTON:
78 Skinnergate, DL3 7LX
Tel: 0132 538 2463

BARNARD CASTLE, Toy Shop:
Tel: 01833 637 396

BISHOP AUCKLAND, Windsock Models:
Tel: 01388 609 766

CONSETT, Kwikpart:
Tel: 01207 501024

SEAHAM, Games of War:
Tel: 01915 817 118

STOCKTON ON TEES, HobbyCraft:
Tel: 0845 051 6559

STOCKTON ON TEES, Stockton Modeller:
Tel: 01642 616 680

CUMBRIA

*** GW CARLISLE:**
2, Earls Lane, CA1 1DP
Tel: 0122 859 8216

BARROW-IN-FURNESS, Heaths:
Tel: 01229 820 435

BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
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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.

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.

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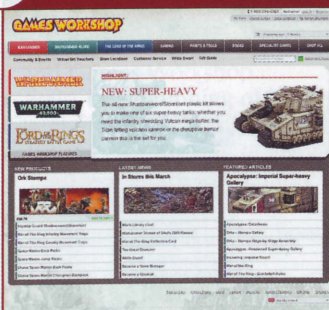
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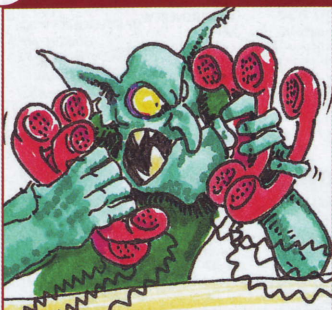


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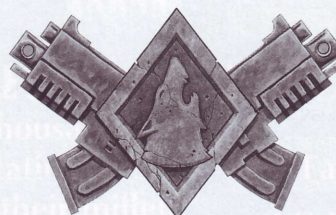
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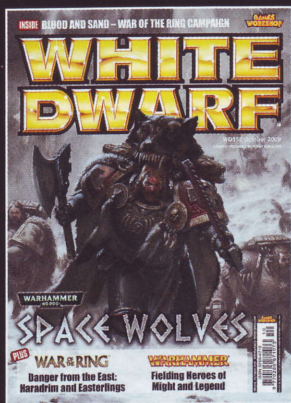
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