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GAMES WORKSHOP'S MONTHLY MAGAZINE

WD378 June 2011



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so I've asked Alan Merrett to write a guest editorial in my place. Over to Alan.



Alan: Some of you may know me as a judge at Golden Demon and others may be aware of my links to product design and development as Head of Intellectual Property. However, the reason Andrew asked me to write this was because of the revolutionary change we are making to the Citadel range this month. This change is a pretty historic one so he thought it best that an old fossil like myself told you about it. From my earliest days with the business (at the start of the 1980s and no, dinosaurs did not roam the earth in those days) I have been closely involved in the design, development and manufacture of Citadel miniatures.

My first ever job was casting metal models – to this day I still remember how exciting it was for me opening the moulds and taking out freshly minted miniatures. My career progressed to managing the Citadel design team and doing all manner of other exciting things (mostly concerned with product and the intellectual property we've created). Over the years we've made all manner of refinements to our casting process and the technology surrounding it, but the essence of it remains pretty much the same as when I started many years ago.

I was also heavily involved in the introduction and development of Citadel's plastic models, again something that dates all the way back to our earliest days. Our first efforts in this field were quite primitive, it has to be said, but over the years our talented miniatures designers and plastics tooling engineers have revolutionised the quality and ambition of our plastic kits. This has placed plastic models at the centre of the hobby and their detail, precision, ease of assembly and paintability now regularly surpasses what we can achieve with metal-cast models.

On May 28th a new revolution is happening as Games Workshop launches Citadel Finecast, our awesome new range of finely detailed resin models. From this date all new non-plastic Citadel miniatures that we release will be part of this fantastic range and to get the ball rolling we are also relaunching a massive selection of existing favourites in the new material. You can see more of the models in the Citadel Finecast range later in the issue. This is the first time in our history that we will be selling resin models as part of our main Citadel range. I think this is a very big change, in fact I see this as being just as big a change as when we decided to include plastic models in the Citadel range all those years ago. The difference this time is that the quality of the Citadel Finecast models is already first class, as you will see over the next few pages (and just wait until you see the models in the flesh). As someone who has been intimately involved in the design and manufacture of all types of Citadel miniatures for the best part of thirty years I have been overwhelmed by just how good Citadel Finecast is. These are Citadel miniatures as the designers intended them and I heartily approve!

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CITADEL® FINECAST™

This month sees a huge change to our range of Citadel miniatures – the launch of Citadel Finecast. To find out more about this exciting new range of miniatures, turn the page.



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Andy Hall talks to our resident experts about the biggest single change to our range of Citadel miniatures in recent years, the launch of Citadel Finecast.

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CITADEL® FINECAST

History is marked by the exceptional, by events that are far from out of the ordinary. Those who are old enough (you may have to ask parents or even grandparents) will remember the day man walked on the Moon for the first time, or when Frodo cast the One Ring into Mount Doom. The latter example may not have actually happened, in this world at any rate, but for the denizens of Middle-earth it heralded the passing of one age to another. In the context of our hobby, just such an event is about to occur.

The launch of Citadel Finecast is upon us, and this represents a new era in Games Workshop and for the Citadel miniatures range. On the May 28th, Games Workshop Hobby Centres will be at the forefront of a hobby revolution as a brand-new range of miniatures will be found in stores and online across the world.

“Our hobby has ever been a tactile one and as soon as you’ve held a Citadel Finecast miniature in your hands and studied the detail up close, there will be no turning back!”

So what is Citadel Finecast, and why are we changing? Throughout Games Workshop’s storied history, we have never been afraid to adapt and innovate in a continuous quest for quality. Our aim has always been to give you – the hobbyist – the best-looking, sharpest, most-detailed models and kits in the world. The invention of the slottabase, the ever-growing range of Citadel paints, the groundbreaking advances in the design and creation of our plastic kits are all in a long line of similar evolutionary steps of which Citadel Finecast is but the latest.

From this moment on, models that were cast in metal will now be part of the Citadel Finecast range. Citadel Finecast models are made of resin to give you exceptionally detailed figures. Producing models of this quality and on this scale has never been attempted before. In fact, it

AZHAG THE SLAUGHTERER



This massive Azhag the Slaughterer kit will now be made entirely in Citadel Finecast resin.



Introducing nothing less than a new age in wargaming. This month Citadel Finecast is unleashed upon the world and your hobby will never be the same again. Andy Hall explains...

simply hasn't been possible to do without the investment and dedicated research from the boffins in our production departments. What they have come up with is a unique resin formula that is durable, leaves details exceptionally sharp and is extremely easy to assemble.

The change to resin has also allowed us to improve the way we present miniatures in their raw form. Citadel Finecast miniatures come on a frame, in a similar way to our plastic models. The frame comprises all the components needed to assemble your miniature, replete with options if applicable. Just like plastic models, all you need to do is snip the parts off the frame, carry out a minimal amount of cleaning, and then stick them together with super glue. You'll find that the models go together like a dream and the bond between the slightly porous surface of the

resin and the super glue is incredibly strong. This, combined with the light weight of the resin, means that the need for pinning is greatly reduced. Large models can now be assembled and ready for painting in no time at all.

So what does this mean for the future of the hobby? While the connotations for the quality of our models are massive, how you collect, paint and play with Citadel miniatures – be they plastic, resin, or even metal – remains as exciting a challenge as ever. But you don't have to take my word for it, if you haven't done so already, come and take a look at the quality of the Citadel Finecast miniatures in person from May 28th. Our hobby has ever been a tactile one and as soon as you've held a Citadel Finecast miniature in your hands and studied the detail up close, there will be no turning back!



Swish New Look

It's time to retire the venerable blister as Citadel Finecast models are packaged in clampacks, which have an image of the model on the front and the resin parts clearly visible when you turn it around.

THE FELLOWSHIP OF THE RING

The famous Hobbits and their hardy companions have been faithfully recreated in Citadel Finecast form.



Aragorn

Gandalf the Grey



Frodo

Sam

Merry

Pippin



Legolas

Gimli

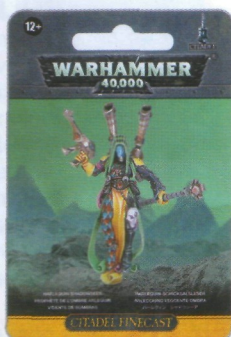
Boromir



CITADEL FINECAST™

Shown here is but a small selection of the many models that make up the Citadel Finecast range.

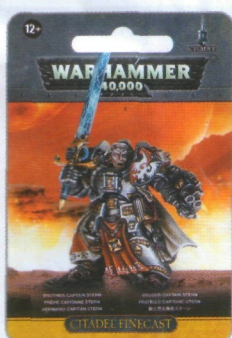
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SHADOWSEER**



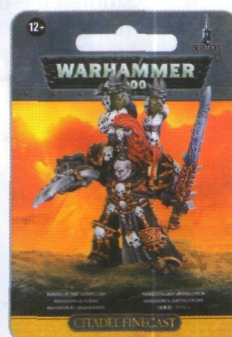
**COMMISSAR
YARRICK**



**BROTHER-CAPTAIN
STERN**



**ABADDON
THE DESPOILER**



CANIS WOLFBORN



VAMPIRE COUNTS BLOOD KNIGHTS



THOREK IRONBROW



BRINGING THE MODELS TO YOU

With the arrival of Citadel Finecast, the vocabulary of our Hobby Centres will change. Where before there were blisters, now you'll find racks of lavish Citadel Finecast clampacks and box sets sitting alongside all the plastic kits.

On the morning of the 28th of May, Games Workshop Hobby Centres around the world will look noticeably different. The familiar shelves and racks will be brimming with Citadel Finecast miniatures and kits, simply look out for the boxes with the distinctive gold band running across the bottom. It's our biggest launch ever, with over a hundred models changing from the old to splendid new kits, and staff will be working hard behind the scenes to make the transition seamless. The launch of Citadel Finecast is a huge event involving a cast of thousands, so you may want to check availability via the Games Workshop website as to where you can get hold of these great models.

But it's not just about the existing range of figures. As the brilliant new Dark Eldar models prove (*More on these new releases from page 18 – Ed*) Citadel Finecast will be at the forefront of our new releases. Anything traditionally not made in plastic such as Special Characters, small elite squads, Heroes, Lords and HQ units – will, now, and in the future, be released as part of the Citadel Finecast range.



Citadel Finecast miniatures will be placed alongside our plastic kits to give you a comprehensive range of models in store. The new packs can be easily opened by tearing down the tab at the back.



DESIGNING CITADEL FINECAST

It's time to venture deep into the Studio and see what our experts think about the advent of Citadel Finecast. First up, we visit the Citadel Design team and catch up with Aly Morrison.

Aly has been a champion of casting models in Citadel Finecast resin ever since the idea was first mooted.

What excites Aly the most is the actual look and feel of the models in their resin form. 'It's easy on the eye,' he states. 'With resin, the hobbyist can easily "read" the model. As it is a matt texture, there is no shine or glare to conceal the detail; it looks great even before you apply an undercoat.'

Of course, with Citadel Finecast miniatures so easy to study, it's important that the models look good, as, to be blunt, there is nowhere to hide from the spectator's gaze. But

rather than be intimidated by that, Aly is enthused.

'Speaking as a sculptor, you want the customer to see

your work in the best way possible. If I could give everyone the master model I would, but as there is only ever one of those, the production figures need to be as close to the master as possible. And that's what Citadel Finecast does – the models are almost replicas of the original. The detail and definition are nigh-on perfect and that is very satisfying as a designer.'

The aesthetics aside, Aly is a big fan of Citadel Finecast for practical reasons as well. 'Resin is light, and that makes it very

durable,' he says. 'We're all wargamers so we know that when you move miniatures about – whether that's transporting them to and from the venue, or during the game itself – inevitably you're going to drop one at some point. Resin is light and without the mass of heavier models adding to the force of gravity they stand a much better chance of surviving drops and falls, which also saves you time on repairing them and painting over chips – for me that's a really big bonus.'

If using Citadel Finecast is more practical for the hobbyist, does it also change how the miniatures designers will work? 'When it comes to designing models, we'll continue what we've been doing

all these years – we'll still be making them to the same level of detail and complexity, as well as trying to surpass what has gone before,' says Aly.

'In a way it will push us to try things we could never realise with heavy metal parts. There's nothing I can confirm yet, but I wouldn't be surprised if you see some really adventurous posing on models that would have been too "top heavy" in the past and so there's ample opportunity to add even more dynamism to the models.'

“The detail and definition are nigh-on perfect and that is very satisfying as a designer.”



Aly Morrison is a veteran figure designer and one of our longest-serving employees. Needless to say he knows what makes a good miniature.

Citadel Finecast miniatures are exceptionally detailed, showing every cut, embellishment and facet the sculptor has worked into the original master or 'green'. To highlight this, here you can see Aly's original green of his Runelord and, next to it is the Citadel Finecast version of the same miniature. You can see more of Aly's models made in Citadel Finecast on the right.



Aly's green of the Runelord. Notice the fine detailing on the pipe and the strands of hair in the plaited beard.



The Citadel Finecast Runelord is a doppelganger of the master model. Note how there is no shrinkage or loss of detail on the ornate pipe and the strands of hair in the beard can all be picked out, just like on the green.



Kraggi, Thorek's Assistant



Plague Marine

ASSEMBLING CITADEL FINECAST

The next stop in the Studio tour is to our team of army painters. Here expert army painter, Chris Peach offers his wisdom and we'll take a close look at how to go about assembling Citadel Finecast miniatures.



Chris Peach is the consummate hobbyist and army painter extraordinaire. He's been discovering the secrets of Citadel Finecast resin and here he tells us what he has learned.

Preparing the models is really easy, so you spend less time doing that and more on the craft part – the painting and modelling,' says an enthusiastic Chris.

So, how should someone inexperienced with resin models get their figures and kits ready for painting? 'Citadel Finecast models come on a frame with all the components needed, just like your plastic models, so it's simply a case of carefully snipping them off. We've not needed to wash any parts, but you might find that you need to occasionally to remove any release agent. What I would recommend is to carefully remove any mould lines or bits of flash with a suitable tool. You can even brush any loose flash away with an old stiff-bristled toothbrush. Occasionally, you may find the odd tiny air bubble in the resin, but these can be easily

filled with a small dab of paint or super glue,' advises Chris.

'Citadel Finecast miniatures have a lot of spring in them; extended appendages, weapons and so on will spring back rather than snap unless you exert an excessive amount of pressure. But if you do want to change the position of something – if you wanted to reposition the arm on a Chaos Exalted Hero, for instance – all you need do is heat the affected area up for a short time and then bend it in to the desired position. Submersing the affected part in hot water (it doesn't have to be boiling) for thirty seconds to a minute will do the trick, or blasting it with a hair dryer for the same amount of time will work just as well,' says Chris. Once the parts are prepared, use super glue to stick them together. The model is then ready to undercoat.



Gluing and Cutting

Sticking resin-to-resin or plastic-to-resin with super glue forms a very strong bond. We recommend always checking joints with a dry fit first. When you're happy with the fit, add a few dabs of glue and then hold together. The bond will be formed within a few seconds.

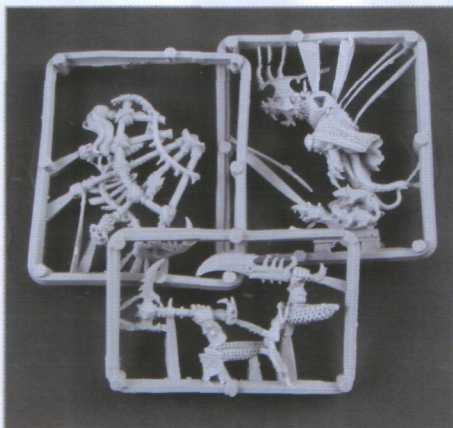
Citadel Finecast models are very easy to cut through. With a small amount of pressure and a sharp blade, or a Razor Saw for larger jobs, you can get a straight cut with very little effort. This makes them great for conversions.



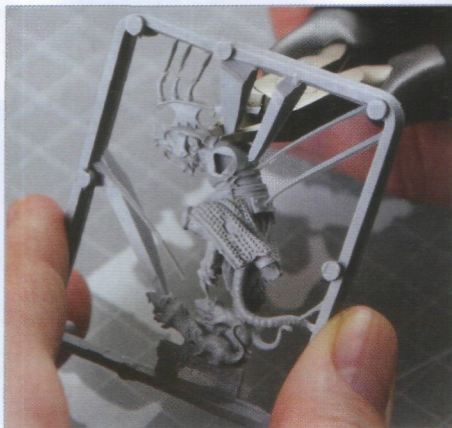
Above. We checked the position of the arm with a dry fit first, before applying super glue, as the bond is powerful and will grip fast.

Assembly

In this example of how to build Citadel Finecast miniatures we have chosen none other than Warlord Queek Headtaker of Clan Mors. For the assembly we used a Paint Station with Cutting Mat to ensure a good, protected surface to work on. We also had a pair of Plastic Cutters, a Hobby Knife and a bottle of Citadel Super Glue within easy reach.



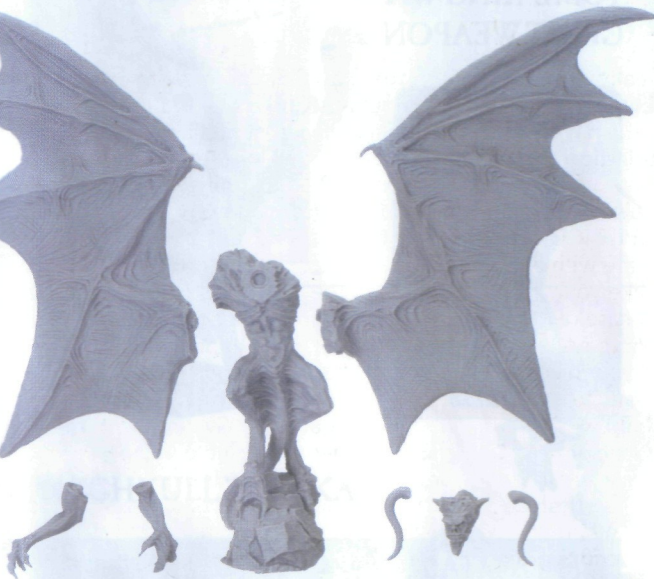
Step 1. Citadel Finecast models come on frames. The number of frames will vary depending on the size of the model and number of parts.



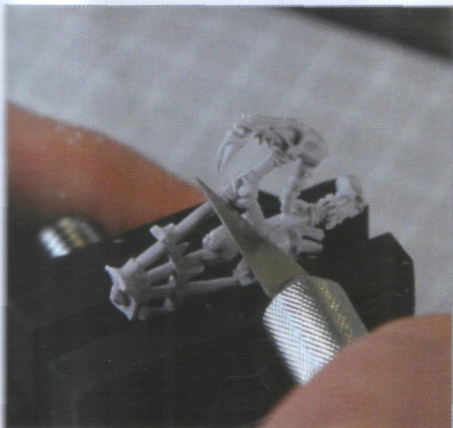
Step 2. We employed the Plastic Cutters to separate the model parts where they join with the feed lines (the resin struts that attach the components to the frame).

GULAVHAR, THE TERROR OF ARNOR

Gulavhar is an imposing model with many large parts. Traditionally, he would have been quite a project to put together, but as the resin components are light this process is much quicker.



There is no need to pin Gulavhar's large wings as the resin parts are light and the super glue bond, in conjunction with the pegs on the shoulder of the model, will ensure a strong join.



Step 3. The next job is to clean up the parts. We used a Hobby Knife blade by carefully scraping it across surfaces that have mould lines.



Step 4. To stick together, you only need a small amount of super glue. In fact, too much glue will weaken the joint as it will form a barrier between the parts.

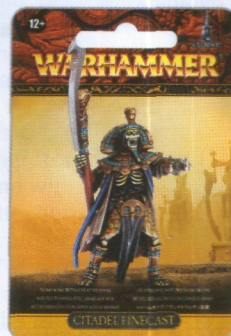


One infamous Skaven Warlord ready for undercoating.

DARK ELDAR ARCHON



TOMB KING WITH GREAT WEAPON



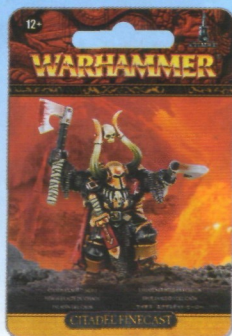
TYRANID ZOANTHROPE



THE AVATAR OF KHAINE



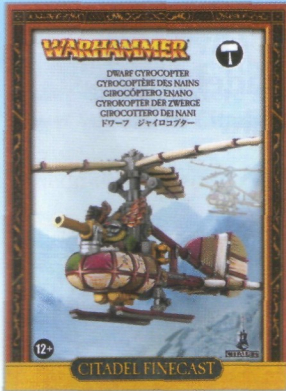
CHAOS EXALTED HERO



ELDAR AUTARCH WITH POWER WEAPON



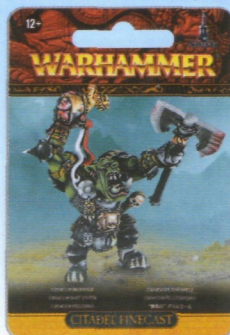
DWARF GYROCOPTER



GHAZGHKULL THRAKA

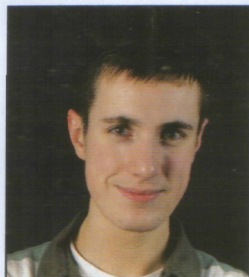


TYRANID HIVE TYRANT

GRIMGOR
IRONHIDE

PAINTING CITADEL FINECAST

Last but certainly not least, we visit the paint-stained lair of the 'Eavy Metal team. We've asked them to paint some classic miniatures in Citadel Finecast form, and Joe Tomaszewski shares his thoughts on painting resin.



Joe Tomaszewski is an experienced 'Eavy Metal painter and serial Golden Demon winner before that. Painting is his thing, so what does he think about the advent of Citadel Finecast?

As the world's premier painters, the 'Eavy Metal team have been champing at the bit to get hold of the first Citadel Finecast samples circulating through the Studio. Joe explains why: 'As a professional figure painter you want to work with the best material possible. The closer the casting is to the original, the better you can paint the figure. Fine detailing, sharp contrasts, a smooth finish or intricate textures gives us the best foundation to paint from, and that's what Citadel Finecast allows us to do,' says Joe.

'In recent times metal was used largely to cast the character models and the specialist troops, or small elite units; these are traditionally where the high-end painters look for the next one-off project or competition entry. So the fact that Citadel Finecast will be taking over that aspect and

these models will be cast in high-quality resin is just great.'

That, of course, is not to say that Citadel Finecast will be the preserve solely of Golden Demon competitors and 'Eavy Metal painters. 'No, not at all,' states Joe. 'The ease in which they clean up and can be assembled as well as the sharp

definition will give painters of all levels a head start. I'm not advocating that miniature painting is

“Fine detailing, sharp contrasts, a smooth finish, or intricate textures, gives us the best foundation to paint from.”

easy, or that Citadel Finecast will make it intrinsically easier – it's a craft and skill that you develop with practice. The resin will give hobbyists more opportunities to improve and impress.'

For Joe, a keen innovator, that is probably the most exciting prospect; the chance to experiment and break new ground. We're already looking forward to viewing the results.

ASTORATH THE GRIM

'Eavy Metal veteran, Darren Latham, sets his paintbrush to work on a Citadel Finecast version of Astorath, one of Juan Diaz's seminal models from last year's Blood Angels release.



Darren: For this version of Astorath I wanted to match him up with the Sanguinor model I had painted previously whilst still keeping his dour, sinister and 'grim' aspect, so I went for a non-metallic metal effect where applicable. Painting him in Citadel Finecast was a real pleasure; the delicate details like the veins on the armour and the facial features were all extremely sharp and intact, allowing for a high-end finish. The red armour was painted with a gloss look in mind, to act as a contrast against the non-metallic metal of the gold.



The pale tones of the face help 'cool' the warmer colours on the rest of the model.



Darren has painted an intricate freehand power-weapon effect on the axe.

BLOOD KNIGHT

Mike Anderson's Blood Knights have been extremely popular thanks to the highly detailed models and their devastating impact on the tabletop. Here Matt Kennedy paints up a new version in Citadel Finecast.



The steed's eyes shine with malevolent light.

Matt: For the Blood Knight I kept with a traditional red palette but went for a much darker red barding to contrast against the crimson of the Vampire's armour. From a practical point of view Citadel Finecast is a great material to work on with models like this. It's really light so you can hold it up with a steady hand, which in turn makes your brushstrokes more accurate and so gives you a better finish.

GANDALF THE WHITE

Matt Kennedy is 'Eavy Metal's newest recruit and, as well as the Blood Knight, he's been tasked with painting this version of Gandalf the White by Michael Perry in Citadel Finecast form.



Matt: Because Citadel Finecast miniatures are almost identical to the designer's original green, you can see every nuance that has been applied. For example, with this model it's clearly not only a rendition of Gandalf, but the actor, Sir Ian McKellen. The challenge was to do the model justice and paint it with a very limited palette and yet keep the different areas distinct. I did this by painting Gandalf's robes a 'warm' white with a Dheneb Stone base. Shadowfax was painted in a 'cool' white, working up from Space Wolves Grey.



The horse's muzzle was painted dark, to break up the predominance of white.



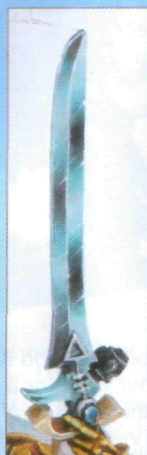
The beard and hair were given a neutral tone, between the warm and cool whites.

'EAVY METAL SHOWCASE

ELDAR AUTARCH



The detail of the Autarch's headdress and wings.



The sword has been painted as though it is crystal.

CARADRYAN



The Phoenix Blade.



The stern face of Caradryan.

LEGOLAS



Legolas, loosing an arrow.



Notice the fine details on the quiver.

BOROMIR



Boromir up close



The rear view shows his shield.

VAMPIRE LORD



Red roses rest in her hair.



Bones hang from the bodice.



Note the blood on her chin.

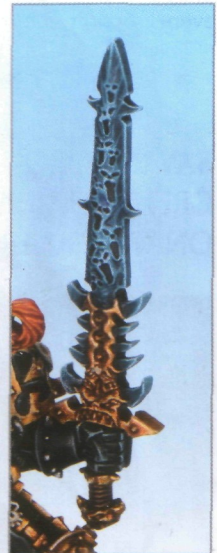
ABADDON THE DESPOILER



Abaddon's trophy racks



Abaddon's grim visage



The Daemon sword Drach'nyen.

MERRY



The face of Merry.



An Elven cloak rests on his back.

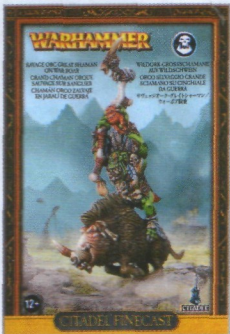


CITADEL® FINECAST

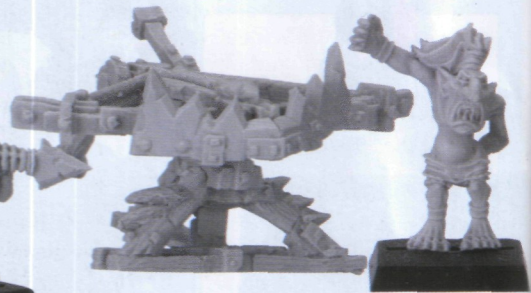
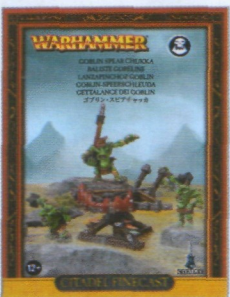
Now come and see it for yourself!

To celebrate the launch of Citadel Finecast, over the next month there are a whole range of activities in your local Hobby Centre showcasing these wonderful new miniatures. There really is no substitute to seeing these beautiful miniatures in person, so visit your Hobby Centre to take a look at Citadel Finecast for yourself. Check out the events below to see what else is going on. You can also find out more about all the activities in your area from the events diary at the back of this issue and the events section of our website.

SAVAGE ORC GREAT SHAMAN ON WAR BOAR



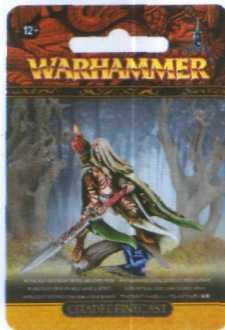
GOBLIN SPEAR CHUKKA



LORD KALDOR DRAIGO



WOOD ELF Highborn WITH GREAT WEAPON



CONTACT YOUR LOCAL STORE FOR DETAILS!

www.games-workshop.com

Citadel Finecast will be in Hobby Centres from the 28th May.
Be sure to visit, take in the buzz, and have a look at the new
miniatures up close.

IN-STORE THIS MONTH

The new Citadel Finecast miniatures are absolutely exquisite. To find out for yourself just how great these new miniatures are, get down to your local Hobby Centre and find out what they're getting up to.

Citadel Finecast First-hand

From Saturday 28th May every Hobby Centre around the world will be packed full of the fantastic new Citadel Finecast miniatures and what's more, they'll have plenty of models on display for you to look at, examine and handle yourself.

Must-have Miniatures

Azhag the Slaughterer, Canis Wolfborn, or perhaps even the Fellowship of the Ring; most hobbyists have a list of 'must-have' miniatures they've always wanted, but never quite gotten around to owning. Now, the range of new Citadel Finecast miniatures provides a great opportunity for you to revisit some of your favourite Citadel miniatures and add them to your collections. On 28th May, what will your very first Citadel Finecast miniature be?

Buy, Build, Convert

Light and durable, Citadel Finecast miniatures are incredibly easy to work with. Trimming and cleaning, assembling and even converting; the staff at your local Hobby Centre will be only too happy to show you just how amazing these new miniatures are and how easy it is to add them to your armies.

Painting Citadel Finecast Miniatures

Citadel Finecast miniatures offer a level of detail that surpasses anything else and, consequently, are an absolute joy to paint. Speak to the staff at your local Games Workshop about how you can use the new Citadel Finecast miniatures to help improve your painting skills and techniques to produce true masterpieces for your collections.

Revisit your armies

Of course, if you're anything like us, you'll already be thinking about which elements of your armies you'd like to revisit. Perhaps a new Commissar Yarrick complete with a fabulous new paint job is in order to lead your Imperial Guard, or a regiment of fearsome Vampire Counts Blood Knights in their magnificently ornate armour to support your Skeleton Warriors. From 28th May, bring a whole new level of detail to your armies.



The Calm Before the Storm

Mystics and augers have predicted a great unrest to come to the shores of the Warhammer World; a time of supreme sorcerers, fantastical beasts and catalysmic events.

Now is the time to get down to your local Hobby Centre and begin building up your armies, monsters and mages, ready for what is to come!

To give you a hand, when you visit your local Games Workshop this half term, you can collect a series of special wargear cards representing arcane items and magical talismans that you can only use in your in-store games, and can continue to use throughout June, July and August.

For this summer, the Storm of Magic descends upon us all!

www.games-workshop.com

WARHAMMER
40,000

® The Dark Eldar receive reinforcements this month in the form of the gruesome zealots of the Haemonculi covens and new skimmers.

DARK ELDAR



SCOURGES

As the chosen messengers of Commorragh, the Scourges can afford to arm themselves with the finest equipment. This is represented on the kit by the huge number of weapon options, including five shardcarbines and enough components for all six of the Scourges' heavy weapon options. Juan Diaz has also provided both leathery and feathered wings on the frame, and the full selection of wargear options for the squad's Solarite.

DARK ELDAR SCOURGES

£15.50

Product code: 99120112014

Sculpted by Juan Diaz and
Jes Goodwin.

€22.50, 175dkt, 200skr/nkr, 75zl

ON SALE JUNE 4TH



Solarite with venom blade
and splinter pistol



Scourge with
shardcarbine



Scourge with
haywire blaster



Scourge with heat lance



Scourge with dark lance



Scourge with splinter cannon

MULTI
PART
PLASTIC
KIT

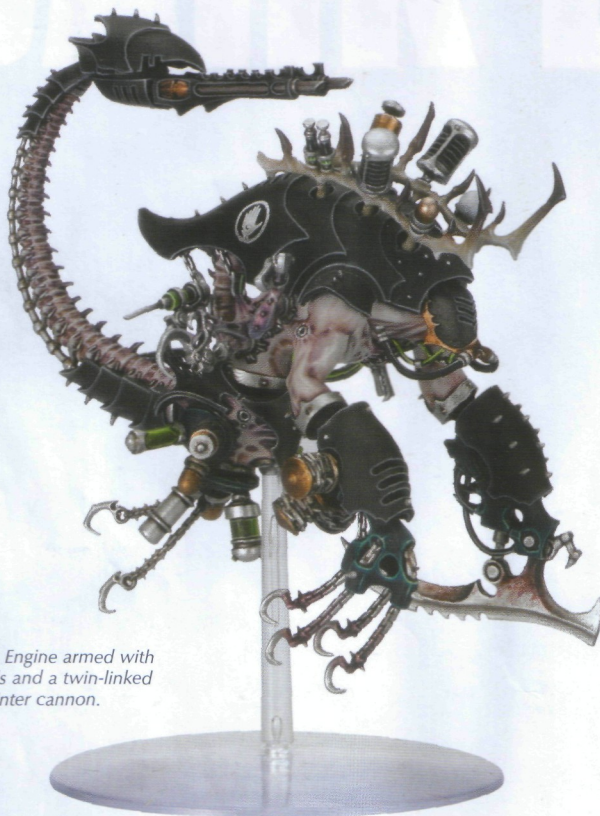
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NEW RELEASES

ENGINES OF PAIN

Part organism, part machine, Talos Pain Engines and Cronos Parasite Engines are the twisted creations of the Haemonculi. Featuring three frames packed with horrible, spiky components, this box set allows you to build either one.

TALOS PAIN ENGINE

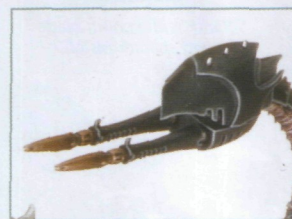


Talos Pain Engine armed with chain-flails and a twin-linked splinter cannon.

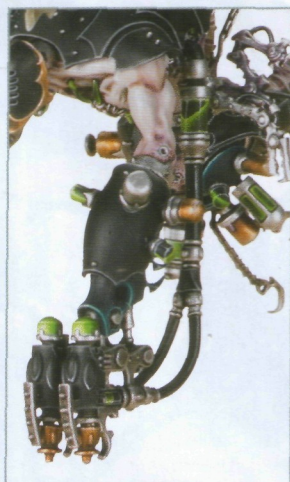
MULTI
PART
PLASTIC
KIT

A Talos Pain Engine is a hybrid bio-mechanical construct that floats towards the foe with terrifying inevitability. It is both an engine of war and an engine of torture, methodically tearing its victims to pieces with surgical precision before processing that which it can use. It is armed with a gruesome array of surgical equipment, as represented by the myriad hooks, blades, injectors and spikes on the frame, which display all of the optional equipment and weaponry available to the Talos.

This dual-purpose kit can instead be used to construct the dreaded Cronos Parasite Engine. A horrendous creation that tears the souls from its victims, the Cronos uses this stolen life-essence to augment nearby Dark Eldar units in the form of pain tokens. Oliver Norman, the designer responsible for these disturbing Engines of Pain, has filled the frame with tentacles, vials, fleshy hooks and a choice of five intimidating facemasks. As with the Talos, the kit contains every upgrade option available to the Cronos.



Twin-linked heat lance



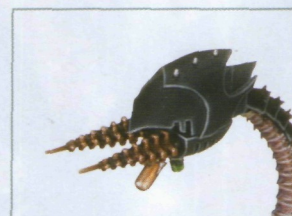
Twin-linked liquifier gun



Close combat weapon



Ichor injector



Stinger pod



Twin-linked haywire blaster

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CRONOS PARASITE ENGINE



Spirit vortex



Spirit probe



Cronos Parasite Engine



DARK ELDAR TALOS PAIN ENGINE

£28

Product code: 99120112016
Sculpted by Jes Goodwin and
Oliver Norman.
€35, 270dkr, 340skr/nkr, 135zl

ON SALE JUNE 4TH

MULTI
PART
PLASTIC
KIT



A Cronos and a Talos flank a
Haemonculi and his Wracks.

TURN TO PAGE 37 TO SEE THE DETAILED FRAME DIAGRAM OF THE TALOS.

RAZORWING JETFIGHTER

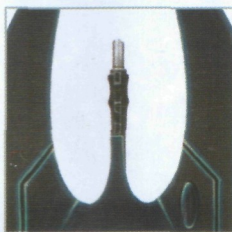
Equipped with an array of lethal weaponry, the new Razorwing Jetfighter brings supersonic speed and hitting power to the Dark Eldar army. The kit includes everything you need to make this graceful, sleek and heavily-armed aircraft.



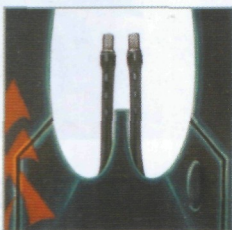
Two Razorwing Jetfighters lead the Dark Eldar aerial assault.

When the Dark Eldar burst from the webway on a realspace raid, they are often heralded by the screaming engines of the Razorwing Jetfighters. These deadly skimmers are equipped with two wing-mounted dark lances or disintegrator cannons, and four deadly missiles. The kit includes three different missile types: the shatterfield, necrotoxin and infamous monosycthe missile. There are components enough to outfit any combination of weapons and missiles included on the frames.

The designer of the Razorwing Jetfighter, Dale Stringer, has ensured that the hull shares distinct similarities with the sleek, bladed jetbikes of the Reavers. Indeed, if a Reaver consistently performs well enough in Commorragh's death races, he will often trade in his fortune for a Razorwing Jetfighter. To reflect this, the pilot's helmet design matches that of the Reavers.



Splinter cannon



Twin-linked splinter rifles



Dark lance



Disintegrator cannon

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**DARK ELДАР
RAZORWING JETFIGHTER** £25.50
Product code: 99120112015
Sculpted by Jes Goodwin and
Dale Stringer.
€32.50, 250dkr, 310skr/nkr, 125zł

**MULTI
PART
PLASTIC
KIT**

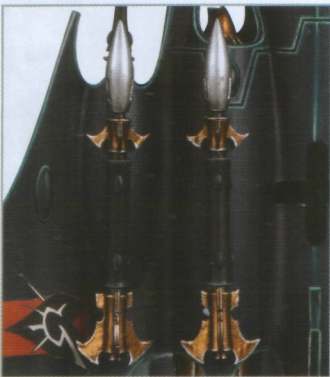
ON SALE JUNE 18TH



Necrotoxin missiles



*Razorwing Jetfighter armed with two
wing-mounted disintegrator cannons and
four necrotoxin missiles.*



Monoscythe missiles



Shatterfield missiles

VENOM

A dedicated transport option for Wyches and many other elite combat units, the Venom kit is full of options. It is a small but incredibly agile craft, able to evade incoming fire with mercurial grace and speed.

MULTI
PART
PLASTIC
KIT



This Venom is armed with both an underslung splinter cannon and a pintle-mounted splinter cannon.



DARK ELДАР VENOM £18.50
Product code: 99120112013
Sculpted by Jes Goodwin,
Aly Morrison, and Tom Walton.
£25, 200dkr, 250skr/nkr, 90zl

ON SALE JUNE 4TH

The Venom plunges into the heart of the enemy army with the speed of a striking serpent. With six unit entries able to utilise them as dedicated transports, the release of the Venom has provided Dark Eldar players with the option to field these highly specialised assault craft.

Designed by Tom Walton, the Venom kit includes a pilot, gunner and two Wych passengers clinging to the hull, which are interchangeable with the Raider's passengers. The kit includes all of the Venom's vehicle upgrades, from grisly trophies to chain-snares.



Two Venoms speed their cargo of deadly Wyches to battle.

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DARK ELДАР BATTLEFORCE

Containing two full squads, 3 Reavers and a Raider, the Battleforce is an ideal way to start a new Dark Eldar collection or reinforce an existing army with additional units – the box set caters for both new and existing hobbyists alike.

The Dark Eldar are an evil race of murderous killers, whose entire culture is founded upon the pain and suffering of others. This box set includes 10 Dark Eldar Kabalite Warriors, 10 Wyches, 3 Reavers and a Raider transport, the backbone of any Dark Eldar army.

Each frame in the box is packed full of alternative head and weapon options, all of which are perfectly compatible between the different squads. The Raider is a dedicated transport and can be assigned to carry either the Wyches or Kabalite Warrior squads. Both the Raider and Reaver Jetbikes have access to additional weaponry for hunting enemy tanks or cutting down infantry squads.

MULTI
PART
PLASTIC
KIT



Warrior with
splinter rifle



Hekatrix with blast
pistol and agoniser



DARK ELДАР BATTLEFORCE £60

Product code: 99120112017
£75, 590dkr, 730skr/nkr, 285zl

ON SALE JUNE 4TH



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HAEMONCULUS

CITADEL FINECAST



The horrific spinal sump adds to the unsettling feel of this model.



Designed by Jes Goodwin, this Haemonculus is beautifully rendered in Citadel Finecast. Festooned with grim, surgical equipment and wearing a patchwork cloak of flayed skin, the model oozes evil and horror. His spinal sump and four arms demonstrate the full extent of his body modification. Including a Haemonculus in your army allows you to field Wracks as Troops choices.

Find Out More

See these great new miniatures in action by checking out Phil Kelly's Dark Eldar army against Glenn More's Eldar in this month's battle report, from page 66.

GROTESQUE

CITADEL FINECAST



Liquifier gun



The abominable Grotesques are the result of many long years of torture and horrendous surgical procedures. Released in Citadel Finecast, its large frame features fluid-filled tubes and coolants that regulate its modified internal organs and esoteric biochemistry. Juan Diaz's model wears a harrowing facemask, and can be assembled with a choice of either a close combat weapon or a liquifier gun.

DARK ELДАР HAEMONCULUS

£10.50

Product code: 99800112008
Sculpted by Jes Goodwin.
€15, 120dkr, 140skr/nkr, 50zl

ON SALE JUNE 18TH

DARK ELДАР GROTESQUE

£12.50

Product code: 99800112009
Sculpted by Juan Diaz and
Jes Goodwin.
€17.50, 135dkr, 160skr/nkr, 60zl

ON SALE JUNE 18TH



A Haemonculus Ancient unleashes his latest experiments.

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DARK ELDAR WRACKS CITADEL FINECAST

Willful servants of the Haemonculi, Wracks submit themselves mind, body and soul to their depraved masters. Juan Diaz has produced five of these debased menials, all of them in Citadel Finecast resin. The Wracks are led by the squad's Acothyst, who has a choice of weapon options. These slaves have such disturbingly altered physiques that they begin the game with a pain token. Little more than extensions of a Haemonculi's will, the Wrack models are adorned with the surgical tools and grisly equipment of their master.

DARK ELDAR WRACKS £20.50
Product code: 99810112007
Sculpted by Juan Diaz and
Jes Goodwin.
€26, 200dkr, 250skr/nkr, 100zl

ON SALE JUNE 18TH



Wracks armed with two poisoned weapons

This Acothyst is armed with hexrifle, although he comes with a choice of weapons.

Wrack with liquifier gun and poisoned weapon



A squad of Scourges support the advance of the Wracks.

TURN TO PAGE 34 TO READ ABOUT JES' THOUGHTS ON THE NEW DARK ELDAR.

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WARHAMMER TOMB KINGS

The Undead remnants of an ancient, fallen civilisation, the Tomb Kings are bolstered this month with the release of the mighty Ushabti and their dread heroes, all in Citadel Finecast.



PRINCE APOPHAS



Prince Apophas, the cursed Scarab Lord of Numas, is released this month in Citadel Finecast. Mark Harrison's haunting creation faithfully represents Apophas' insubstantial body of swarming scarabs in stunning detail.

NECROTECT



The release of the Necrotect enables Tomb Kings players to confer Hatred to their units with the Wrath of the Creator special rule. Giorgio Bassani's Citadel Finecast miniature wields a long whip and hand weapon.

LICHE PRIEST



Wizened with age, a Liche Priest is the magical lynchpin of the Tomb Kings army. Released in resin, the crisp detail and definition of Juan Diaz's new miniature is made all the clearer in Citadel Finecast.

CITADEL FINECAST

PRINCE APOPHAS £10.50
Product code: 99800217005
Sculpted by Mark Harrison.
€15, 120dkr, 140skr/nkr, 50zl

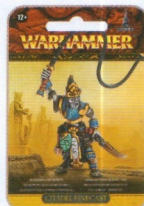
ON SALE JUNE 11TH



CITADEL FINECAST

**TOMB KINGS
NECROTECT** £9.50
Product code: 99800217002
Sculpted by Giorgio Bassani.
€12.50, 100dkr, 115skr/nkr, 50zl

ON SALE JUNE 11TH



CITADEL FINECAST

**TOMB KINGS
LICHE PRIEST** £9.50
Product code: 99800217001
Sculpted by Juan Diaz.
€12.50, 100dkr, 115skr/nkr, 50zl

ON SALE JUNE 11TH



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USHABTI WITH GREAT BOWS

CITADEL FINECAST



Mighty statues granted animus by the dread incantations of the Liche Priests, Mark Harrison has produced three new Ushabti miniatures, all equipped with great bows. These enormous weapons loose spear-sized Arrows of Asaph that hit at Strength 6 from up to 30" away. The three different models are all included in the box set in Citadel Finecast, each featuring a distinctive animal skull.

TOMB KINGS USHABTI
WITH GREAT BOWS

£30

Product code: 99810217003
Sculpted by Mark Harrison.
€39, 300dkr, 390skr/nkr, 165zl

ON SALE JUNE 11TH



USHABTI WITH GREAT WEAPONS

CITADEL FINECAST



Alex Hedström's Tomb Kings Ushabti have now been meticulously reproduced in Citadel Finecast. Available for the first time in resin as part of this three-model box set, each of these animated war statues is equipped with an ornate great weapon. Each of the Ushabti heads has been sculpted in the image of a revered animal from ancient Nehekhara culture: a vulture, a jackal and an asp.

TOMB KINGS USHABTI
WITH GREAT WEAPONS

£30

Product code: 99810217006
Sculpted by Alex Hedström.
€39, 300dkr, 390skr/nkr, 165zl

ON SALE JUNE 11TH



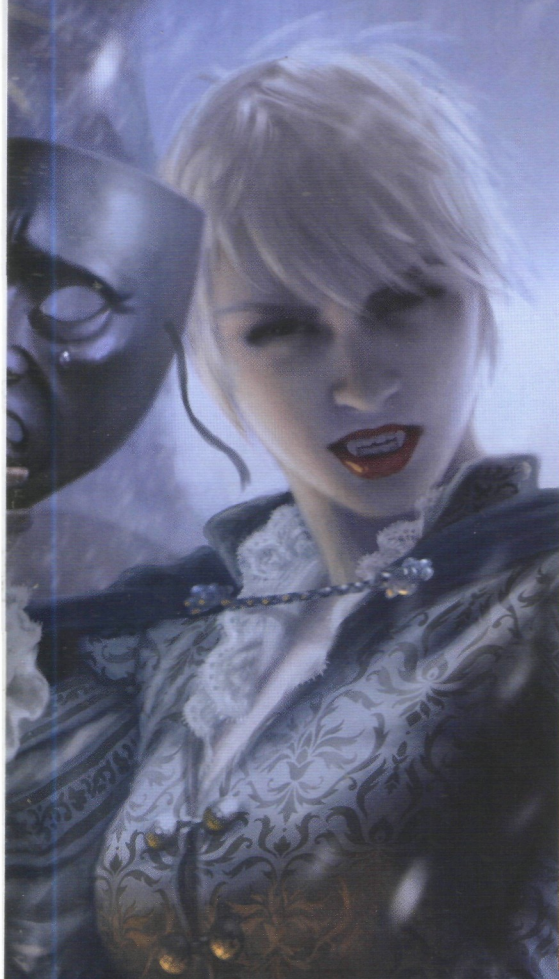
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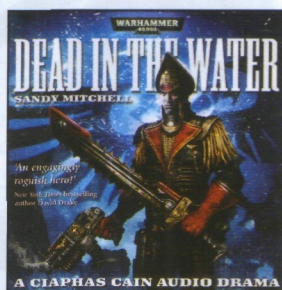
www.blacklibrary.com



Exclusively available to buy from the Black Library website, only a handful of limited-edition novellas are released every year, making them a must-buy for any die-hard Black Library fan. Written by the Black Library's top authors and printed in strictly limited numbers, keep your eyes on the website for news on the next release as these always sell out fast. Past releases included Iron Warrior by Graham McNeill, The Bloody Handed by Gav Thorpe and Daenyathos by Ben Counter, all of which are long-since sold out.

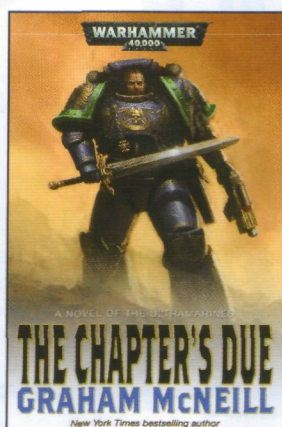
**www.blacklibrary.com/
Exclusive-Products/
Collectors-Editions/**

OUT THIS MONTH:



Hero of the Imperium, Ciaphas Cain, fights for survival in his first audio drama.

DEAD IN THE WATER £10
ISBN: 978-1-84970-052-8
€15, 115dkr, 140skr/nkr, 50zl



Latest instalment in the popular Ultramarines series, now available in softback.

THE CHAPTER'S DUE £7.99
ISBN: 978-1-84416-714-2
€10.50, 85dkr, 100skr/nkr, 39.95zl



This tome collects several novels, short stories and the Grudgelore background book.

DWARFS £10.99
ISBN: 978-1-84970-048-1
€15, 115dkr, 140skr/nkr, 54.95zl

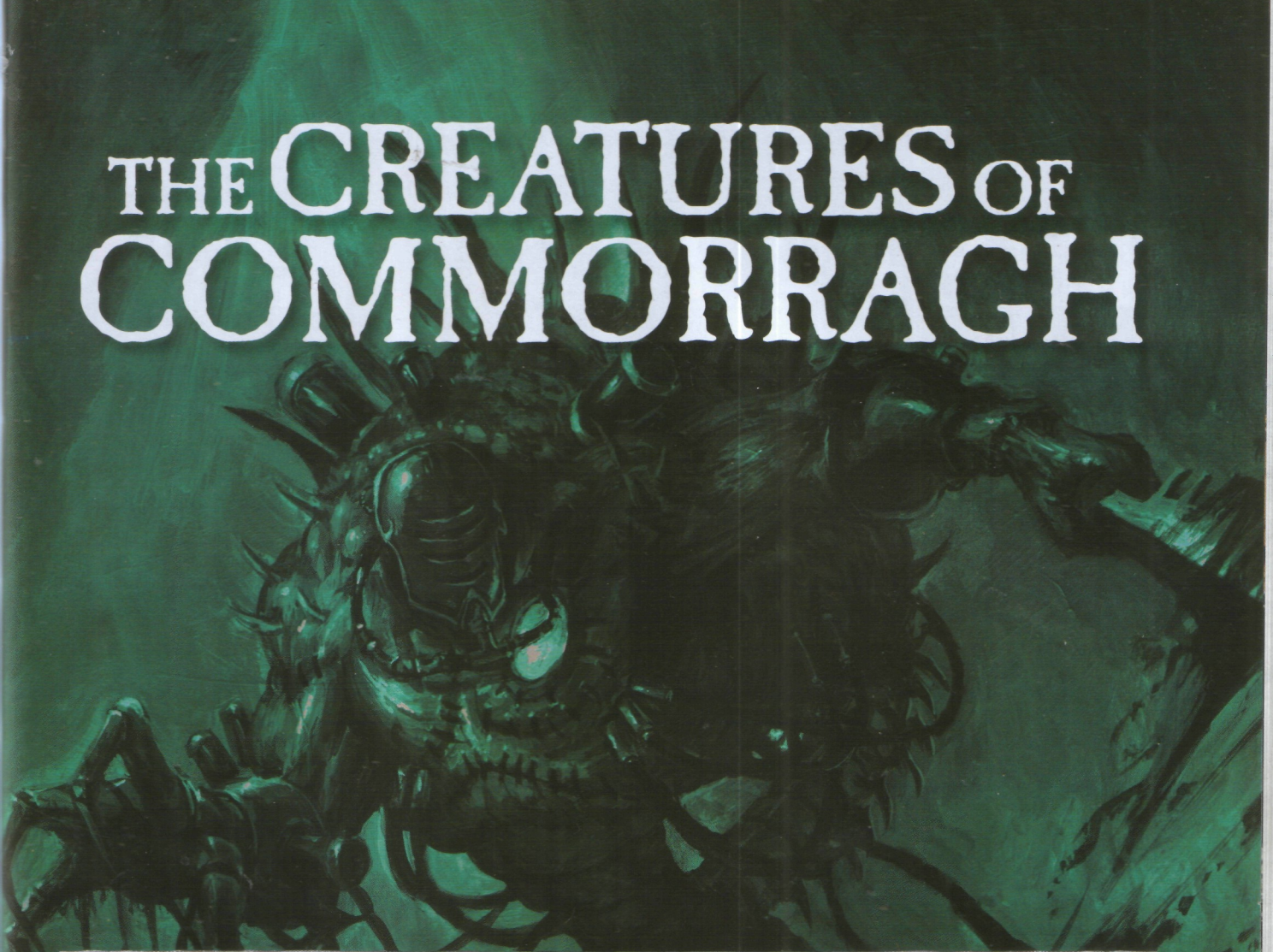


Ulrika the vampire returns to Praag to find a city under threat from within by Slaanesh.

BLOODFORGED £7.99
ISBN: 978-1-84970-013-9
€10.50, 85dkr, 100skr/nkr, 39.95zl

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THE CREATURES OF COMMORRAGH



IN-STORE THIS MONTH

Returned anew, the Dark Eldar seek to enslave the galaxy; none moreso than the murderous covens of the dreaded Haemonculi. This month, assemble your own coven in-stores or take up arms against the derranged flesh-sculptors!

The Surgeon's Dungeon

The stunning new miniatures released this month will make fantastic additions to your Dark Eldar army and offer a dizzying array of painting and modelling challenges. Have a chat with the staff at your local Hobby Centre about how you can become a 'flesh-sculpting' Haemonculi yourself and build up your own coven.

From the depths of Warp Space

If you have been tempted by the darker side of the 41st millennium but have yet to sample its delights, this month's releases provide the perfect opportunity to begin a brand new army of Commorragh. Get down to your local Hobby Centre and find out how you can start a new Dark Eldar army today.

Back to the Warp!

If the thought of such extreme body alteration is not for you, do not dispare as the galaxy if full of races who would like nothing better than to banish the Dark Eldar once and for all (or, in the case of the Orks, simply enjoy a good fight!) Speak to the staff at your local Hobby Centre to find out how you can deal with the Dark Eldar, and perhaps even start a brand new army of your own.

Battle amongst the Stars

Of course, all this month your local Hobby Centre will be running a whole host of modelling and painting workshops, not to mention loads of exciting skirmish scenarios and mega-battles for you to take part in and discover the armies of Commorragh.

CONTACT YOUR LOCAL STORE FOR DETAILS

www.games-workshop.com



WARHAMMER
40,000

THE LORDS OF PAIN

This month sees the release of some storming new Dark Eldar skimmers and a horde of twisted Haemonculi goodness. Simon Grant catches up with Phil Kelly, Jes Goodwin, and the designers responsible for the new miniatures.



THE FLESH TRIBUTE

On the far-flung Imperial hive world of Ivarra, the year 897.M40 is steeped in infamy. Angelika Blaise, Ivarra's Planetary Governess, had declared a day of celebration to acknowledge the centenary of their triumph over Waaagh! Skullsmasha's devastating invasion. The greenskin onslaught had wrought such catastrophic damage to the planet's infrastructure that adequate repairs and reconstruction had only been declared complete after ninety-seven years of restoration works.

With Ivarra returned to a semblance of its former glory, Kharvile the Resplendent, Haemonculus Ancient and master of the Flensed Soul coven, deemed the time right to field test his latest invention. His long research had yielded the knowledge he sought, but now, he just needed enough test subjects.

As the planet's populace engaged in revelry and merriment, the Dark Eldar quietly slipped undetected into realspace from their hidden webway portals. The agents of the Flensed Soul set to work, seeking no less than one million suitable hosts for Kharvile's experiment. Despite the population's complete ignorance to the Dark Eldar presence, Ivarra's unwitting tribute of flesh would soon be paid in full.

Haemonculus

Ancient and horrific, the Haemonculi are depraved flesh sculptors. With a vast wisdom of fleshcraft accumulated over several millennia, these depraved beings are the senior members of the Haemonculi covens, true masters of their terrible art.



With an abundance of fantastic new Dark Eldar miniatures released this month, we've tracked down those responsible to learn more about the disturbing Haemonculi covens and the two new skimmers. The creative masterminds behind the Dark Eldar, Codex author Phil Kelly and design guru Jes Goodwin, reveal the dark secrets of their development, ably supported by Citadel designers Oliver Norman, Dale Stringer and Tom Walton.

'Dark Eldar society largely consists of three parts,' begins Phil. 'These are the Kabals, the Wych Cults and the Haemonculi Covens. The smallest of these organisations belongs to the Haemonculi, yet they are arguably the most influential and powerful. Without the twisted genius of the Haemonculi, Commoragh would soon collapse into anarchy and violence, so we really wanted to emphasise their importance to the Dark Eldar. This meant new units, new visuals and new tricks.'

'They cater to the whims of the population of Commoragh,' says Jes. 'The Dark Eldar have an almost infinite lifespan and a very low boredom threshold.'

'The Haemonculi are engineers of the flesh and alchemists of the soul,' muses Phil. 'They are the dark fathers of Commoragh, mad and evil scientists that use surreal techno-sorcery to repurpose flesh and bone to their will. It is the

reliance of the population on the skills of the Haemonculi that is the source of their power. The Haemonculi are not kings – that role belongs to the Archons – but they are often the power behind the throne.'

So what was the inspiration behind the Haemonculi and Jes' disturbing new model? 'Visually, they are a blend of sorcerers, butchers, scientists and surgeons, but all twisted and dark,' explains Jes. 'Consequently, both the Haemonculus and Urien Rakarth feature aprons, bloodstained robes and exposed flesh. In fact, the distortion of the flesh became an important feature, not just on the Haemonculi themselves, but on their minions as well.'

The Haemonculi are the overlords of their gruesome covens, but their ranks have been bolstered by the introduction of the Wracks. 'They are the foot troops of the Haemonculi covens,' says Phil. 'The Wracks are constantly competing amongst themselves to please their master. We wanted to portray the idea that a Haemonculus would stand at the head of a surgeon's table, not even touching the 'specimen', but commanding an orchestra of Wracks to perform the procedure.'

'Their name also hints towards a grim expediency,' continues Phil. 'It's a play on words, really. They wrack their torture victims with pain, and they are literally racks and well as servants. The Haemonculi



Wych passenger with razorfists

Venom

The sleek and graceful design of the Venom dates back to the sky-chariots of the Eldar's ancient history before the Fall. It's an elegant, sophisticated vehicle that shares both heritage and design with the Vyper Jetbikes of their craftworld cousins, who use it as a mobile weapons platform. In the hands of the Dark Eldar, however, the Venom makes for a swift, agile and deadly assault craft.

But where the Raider is designed to ferry large units of Kabalite Warriors or Wyches around the battlefield, the Venom caters more for smaller squads of elite infantry, such as Hekatrix Bloodbrides, Kabalite Trueborn or Incubi. Venoms are also the favoured transports of Archons, who often value speed and agility over carrying capacity.

Wracks and Grotesques

The ranks of the Haemonculi covens are made up of sycophantic Wracks and the freakishly large Grotesques. The Wracks are as extensions of their Haemonculus masters. They each compete for their patron's attention and will enthusiastically perform any duty, regardless of its nature.

Grotesques are wretched and tormented experiments that subsist on a diet of pain and torture, clinically lobotomised to obey their masters without question. In battle, they are living engines of destruction and carnage, pumped full of stimulants and steroids the better to kill everything within reach. Grotesques are perhaps the only blunt instrument in a coven's tool collection.



carry their torture implements on their minions' fleshy hooks like walking toolkits!

As you can see in the picture above, the Wracks are festooned with their master's macabre apparatus. 'We gave them very striated musculature to show that they have almost no body fat,' says Jes. 'Eavy Metal painted the Wracks in a pallid flesh tone, but you could justify painting them a glossy red to show that they've been stripped of their skin instead – they won't mind!'

One of the first things you notice on the Wracks and their larger brethren, the Grotesques, are the expressionless facemasks that they all wear. 'We wanted to keep the running theme of an impassive mask covering the faces of all of the Haemonculi coven models,' says Jes, 'but with the notable exception of the Haemonculi themselves. Urien Rakarth stands out even further from the others, because he wears a flayed face instead. If the other members of the team were disgusted by the look of the models, then we knew we were on the right track.'

If Wracks are the soldiers of the Haemonculi covens, then the Grotesques are enormous, drug-addled powerhouses, created specifically to annihilate their master's enemies. But what inspired the design of these savage monstrosities? 'We wanted to use the name to portray an image of bestial brutality,' says Jes by way

of explanation. 'They are monstrous abominations that have been created by the Haemonculi. Unlike the Wracks, being made into a Grotesque is far from voluntary, so we felt that we could go a lot further with the extremity and vulgarity of their mutilation. For example, their wasp-waists were inspired by the choking corsets of the Victorian era, but taken to a whole new level. We also featured bare feet on a lot of these models, as we liked the idea of the Haemonculi oubliettes being quite hot and foetid. They would also be able to feel sensations better barefoot – pain especially.'

The Wracks and Grotesques have such heavily modified physiques that they begin the game with a pain token, giving them the Feel No Pain special rule. But why is this? 'They're almost completely injured to pain,' explains Phil. 'They've had so many procedures to make them the way they are, and the Haemonculi aren't the sort to use anaesthetic on their patients! As a result, they are much tougher and play a very different role to the other Dark Eldar units.'

'This wasn't with the intention of providing an element of toughness for what is a very fragile army, but stems entirely from the army's character,' says Jes passionately. 'They not only provide the player with a variety of options to choose from, but they have a genuine reason for being the way they are.'

...continues on page 38.

Urien Rakarth

Horrific in a way that defies comprehension, the abomination known as Urien Rakarth is perhaps the oldest, and certainly the foulest of the Haemonculi. Progenitor of the regeneration process, he has died and been resurrected so many times that it is often claimed that he has mastered death.



THE TALOS PAIN ENGINE

If one could suffer a fate worse than death, it would be beneath the surgical flensing tools of the Talos Pain Engine, which is designed for just such a purpose.



Talos Pain Engine

Part war machine, part mobile torture device, the Talos is the ultimate expression of pain and suffering. Whether in the thick of battle or in the Haemonculi oubliettes of Commorragh, the myriad scalpels, needles and saws of the

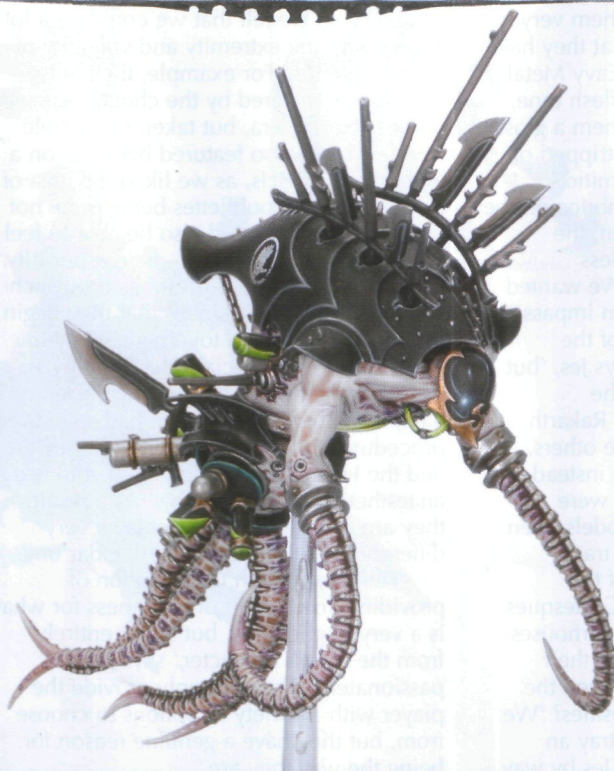
Talos exists for a singular purpose – the mutilation of flesh. But many are those that have thought themselves safely sheltered inside their armoured vehicles, only for a Talos to tear through its hull to feast on the fleshy bounty within.



Spirit probe



Spirit vortex



Cronos Parasite Engine

Rightly feared by any who know of a Parasite Engine's dread capabilities, the Cronos uses its sinister technology to rip the life essence from its victims and syphon off the stolen vitality to empower those nearby.

To energise this baleful ability, a Cronos needs only to consume one victim, but the effects of its spirit syphon can turn the tide of battle in moments as the Dark Eldar nearby thrive on the stolen life energy. The pulsing waves of spirit-essence will drive them to such heights of murderous passion that they often overwhelm their enemies in an orgy of bloodshed.

THE TALOS PAIN ENGINE & CRONOS PARASITE ENGINE



- | | |
|---------|-----------------------------|
| 1 - 2 | Torso sides |
| 3 | Spine |
| 4 | Chest |
| 5 - 6 | Carapace |
| 7 - 8 | Hip sides |
| 9 - 12 | Talos masks |
| 13 | Cronos mask |
| 14 - 15 | Spirit probe |
| 16 - 17 | Talos arms |
| 18 - 19 | Cronos arms |
| 20 - 21 | Right arm sides |
| 22 - 23 | Left arm sides |
| 24 - 26 | Vambraces |
| 27 | Toxin canisters |
| 28 | Hand |
| 29 | Wrist |
| 30 | Hook |
| 31 | Cleaver |
| 32 - 33 | Liquifier gun |
| 34 - 36 | Chain-flail |
| 37 - 38 | Ichor injector |
| 39 - 42 | Small hip pods |
| 43 - 44 | Large hip pod |
| 45 | Chain snare |
| 46 | Pod antenna |
| 47A&B | Spirit vortex |
| 48 | Tail |
| 49 | Telson |
| 50 - 51 | Twin-linked splinter cannon |
| 52 - 53 | Twin-linked haywire blaster |
| 54 - 55 | Twin-linked heat lance |
| 56 - 57 | Stinger pod |
| 58 - 60 | Tentacle pod |
| 61 - 66 | Vestigial arms |
| 67 - 68 | Bone racks |
| 69 - 70 | Antennae racks |
| 71 - 79 | Aerals and vanes |
| 80 - 86 | Canisters |

...continued from page 36.

In the wake of the celebrations the night before, a number of citizens were reported missing. However, the gravity of the situation was soon to become clear when the 6th Company of Ivarra's Imperial Guard, the Iron Heads, was mobilised to investigate reports that a whole sub-sector of Ivarra Secundus Hive had fallen silent.

Gazing down from their perches high atop the towering Imperial buildings nearby, the Scourges singled out suitable specimens as the Iron Heads disembarked from their Chimeras. Swooping earthward into the dispersing squads, the Scourges expertly picked out their hapless victims, bearing them into the skies never to be seen again. The Scourges had already finished extracting their marks by the time the Guardsmen even realised they were under attack, but by then it was too late. Their winged assailants had gone.

'Exactly,' says Phil. 'The Wracks and Grotesques are certainly tougher, but are slower than the other Dark Eldar because they're in no hurry. They feel that death is an art form to be savoured.'

But nothing promises to deliver a more agonising death than the Talos Pain Engine that Oliver designed. We asked him exactly what a Talos is. 'It's not a construct. It's not a robot. It was, or still is, a living thing. It's the fusion of organic substance and machine that makes the Talos what it is.'

'If you were to open its carapace up, you'd see glassware, synthetics, bubbling tubes and horrible devices the sort of which you could imagine seeing in a mad scientist's secret chambers,' says Phil.

'Creating such a huge number of different weapon options for the Talos was incredibly difficult,' says Jes, who was responsible for all of the Dark Eldar concept work. 'We had to make enough component variations so that people could field several Talos, but with none of them looking the same. Each weapon had to be gruesome and terrifying, like it would slice you, cut you, inject you with fluid, pull something out or rip you to shreds. But we were undecided for a long time whether to

adapt the original design, or try something completely different. The Talos had more designs drawn up and rejected than any other model in the range. Once we finally decided on how the Talos was going to look, Phil introduced the idea of the Cronos. He wanted a new unit whose sole purpose was to generate and distribute pain tokens, so we looked to create something suitably horrible to fit the bill.'

Dark Eldar players will almost certainly be familiar with the infamous Talos, but the Cronos is something new entirely. 'We had decided that the Talos was merely one particular Engine of Pain,' says Phil. 'The Haemonculi have many, of which the Talos is the most common, but we wanted to create another Engine of Pain to represent this and add a bit of variety. To reinforce the organic nature of these evil creations, the Talos' design draws primarily from a scorpion, and the Cronos' derives from other kinds of unwholesome beast. The Cronos mirrors Commorragh in its parasitic existence, in that it feeds off others, just like the Dark City but on a comparatively microcosmic scale. The Cronos isn't just a Talos variant – it represents a whole different aspect of the Dark Eldar psyche.'

Scourges

Armed with a devastating array of exotic weapons, the Scourges take to the skies on wings surgically grafted to their bodies. From their lofty battlefield positions, they annihilate their enemies from afar with terrifying precision, or swoop

down to deliver death before soaring into the air once more. Few Dark Eldar begrudge their elitist arrogance, for all know the price they paid to earn their wings – transformation into a Scourge is a long, agonising and sometimes fatal process.





Though disciplined and well trained, the Storm Troopers cannot withstand the Wyches' assault.

'There's something darker about the Cronos,' agrees Oliver. 'The Dark Eldar have installed their best technology into a machine whose sole purpose is to reap souls. But, in terms of its design, the Talos had its scorpion tail, harking back to the original model and helping to give it a signature silhouette that looked suitably intimidating. We wanted something similar for the Cronos, and eventually decided on a smooth beetle carapace with spiky, mechanical tentacles for limbs. We really pushed the technology to its limit, and I was able to make a digital tentacle that could be repositioned into any shape.'

'In the end,' says Jes, 'prehensile appendages became a running theme that was mirrored in the horrible, extended spines of the Haemonculi.'

'And the ideas cross-pollinated between the designers as their individual projects took shape, influencing each other's work, but all with Jes' guiding hand,' says Oliver. 'The creative process was very circular, helping to keep the momentum going.'

'It was essential that the Haemonculi miniatures had their own identity,' adds Jes, 'as they contrasted considerably with the models from the Kabals and the Wych

Cults. Juan Diaz worked on the Wracks from his home in Spain, so we sent him the concept sketches and the prototypes of the Talos. It's only recently that we've had the chance to compare the finished frames and see how well the models from the Haemonculi covens work together.'

'That's why it's such an advantage having a lead designer with Jes' vast experience in control of the project,' says Phil, 'as his sketches and plans kept all of the different units looking coherent.'

But the Haemonculi and their minions aren't the only creatures with extensive body modification. 'To be transformed into a Scourge, you need to have almost every aspect of your physiology altered,' says Phil. 'For example, birds have hollow bones so they are light enough to fly, so it makes sense that a Scourge would have to undergo a suitably drastic procedure to have their bones hollowed out as well. But to the Scourges, the many painful operations they endured were worth it. They're real elitists – with typical Dark Eldar arrogance, the Scourges feel that they have transcended the need to walk around and so look down, physically and metaphorically, on everyone else.'

Grotesques

To be subjected to the horrendous transformation of being remade into a Grotesque is the ultimate sanction for one who has earned the wrath of a Haemonculus. They are hideous creatures that have long since forgotten their past.



Razorwing Jetfighters

The crude, rumbling tanks of the lesser races are an anathema to the excessive tastes of the Dark Eldar psyche. But far from overlooking the need for heavy firepower, they utilise highly advanced fighter aircraft to perform a similar role instead. Razorwing Jetfighters are the most common

example of this approach, relying on supersonic speed and the sublime skills of their pilots rather than heavy armour for protection. In place of heavy artillery shells, high-velocity rounds or explosive ammunition, Razorwing Jetfighters fire salvoes of incredibly destructive air-to-ground missiles.



Wracks

Faceless agents of the Haemonculi, Wracks surrender their identity and free will in the hope of one day becoming the master. They blindly enforce the coven's decrees.



'We wanted to give the Scourges proper wings rather than some form of cybernetic backpacks,' says Jes. 'Their wings have been grafted on, which is how they tie in with the Haemonculi. We wanted to give the Scourges a real avian feel, but didn't want them to look the same. They are not bred to look that way – they are surgically modified, so their exact look will be down to the individual Scourges. Some may want taloned feet, the better to cling to narrow ledges, whilst others may choose to have quills. In fact, the only bare head on the kit has been subtly modified to look slightly avian. This is also why we decided to give them two different sets of wings to represent their individuality.'

'But we didn't just want a dark reflection of the Swooping Hawks, we wanted something that told you about their culture,' continues Jes. 'The idea of the Scourges being untouchable messengers around Commorragh was an important breakthrough that helped to further identify their character. We decided to make the Scourges in plastic for a number of reasons: we could make wings that were big enough

to look like they could actually lift the model; the wings could be made appropriately slight, but expansive, and we had a lot of weapon options that we wanted to give them. Being so valued as reliable messengers, Scourges are very wealthy, and can afford to buy lots of fancy equipment, armour and weaponry. We specifically wanted to introduce shardcarbines to the plastic range – not only are they the standard weapons of the Scourges, but they could also be used to equip a squad of Kabalite Trueborn, leaving the Scourges with the heavy weapons.'

At this point, our clandestine meeting was interrupted by the arrival of Dale Stringer and Tom Walton, designers of the Razorwing and Venom respectively. We took this as a good opportunity to delve into the creation of these fantastic new skimmers. 'We started off the Venom's design as an evil Vyper Jetbike,' begins Jes, 'It is partly a Reaver jetbike, partly a Raider, but with the look and scale of a Vyper.'

'The Venom was named very specifically,' says Phil. 'It's like a fang that deliver's poison into the enemy army. The

metaphorical venom in this case is the squad that it delivers into battle.'

'The various hooks, chains and trophy poles are included to help customise the Venom according to its passengers,' says Tom. 'It's a dedicated transport option for six different squads in the army, so we wanted to make sure there were plenty of options on the kit to tailor it accordingly.'

'The Eldar and Dark Eldar vehicles are all from the same family of engines and technology,' says Phil, 'but we decided early on in the project that the Dark Eldar wouldn't use tanks. Such vehicles are far too clumsy and slow to fit with the imagery we had in mind for the army, so Jes came up with the idea of using aircraft.'

'The Razorwing Jetfighter essentially performs the same role as a tank, just in a different way,' says Jes. 'It's designed to hit really hard and soak up damage, but using speed instead of armour. When deciding what guns we could give it, we all agreed that missiles would be far cooler! My favourite is still the monoscythe missile, which slices its victims cleanly in half!'

'The choice of missiles we've introduced really enables you to customise your Razorwing Jetfighter,' says Phil. 'The missiles are primarily anti-infantry, but the two dark lances are great for hunting tanks, so they make exceptional all-rounders.'

'We were determined to make the missiles look like they would tell you what they did,' says Jes. 'Form very much followed function with their design.'

'Coming from an engineering background, I always want everything to look like it works,' explains Dale.

Having raised an interesting design principle, we ask Dale how he applied that philosophy to the incredibly advanced, almost supernatural technology of the Dark Eldar. 'Suspension of disbelief. To make a jetfighter work, it needs to be sleek, have wings, big engines and a tail to look believable. With these components in place, we could then make the rest of the model as otherworldly as we wanted.'

'Blending fiction and reality brings a sense of realism to the models,' says Tom.

With this in mind, we asked Dale how he and Tom went about the design process of the new skimmers. 'To start with, we had top-down drawings from Jes. It was then up to us to realise them in 3D. The first thing we built was the canopy and cockpit area, as we wanted the Venom and Razorwing Jetfighter to match the Eldar Vyper and Falcon respectively. We reverse engineered the rest of the model when we had finished that area. The whole craft is designed as a single, scythe shape with everything built into it. There are no joints. In fact, the chassis itself comes in only three parts that slot together. It's a simple kit for hobbyists, but a really complex model for us.'

With Phil having to excuse himself to head off and play in this month's battle report, we decided to adjourn the meeting. To see these great new models in action, check out Phil's army in the battle report.

With solid proof of an enemy at hand, all available Imperial Guard units were mobilised. The search across Ivarra began in earnest, but to no avail. There had been no surviving witnesses of the xenos attacks thus far – only garbled vox transmissions – so the size, composition and location of the Dark Eldar forces remained a mystery.

During this time, reports of missing people began to rise in ever greater numbers, yet since their first attack, the Dark Eldar had remained hidden and safe from retaliation. It was only when reports of an enormous thermal anomaly trickled in, and a task force sent in to investigate, that the abducted citizens were found at last.

An angular structure of obvious xenos design lay concealed within a dense forest, a vast silo filled with liquified flesh feeding into the building's interior. What they could not have known is that Kharvile had bound the life essence of one million humans into a piece of jewellery that echoed with the cries of the tormented souls trapped inside. Harvesting the ingredients had taken much effort, but the result was worth it. The sound was glorious.



A Haemonculus leads his coven hordes to battle, enhanced by the Cronos' spirit syphon.

GO INTO YOUR LOCAL HOBBY CENTRE FOR DARK ELDAR EVENTS AND ACTIVITIES.
TURN TO PAGE 31 TO FIND OUT WHAT'S GOING ON IN A HOBBY CENTRE NEAR YOU.

THE CULT OF STRIFE

HQ:

Lelith Hesperax

175 points

TROOPS:

The Bloodied Hand

10 Kabalite Warriors with blaster and splinter cannon, including Sybarite with blast pistol and power weapon, mounted in a Raider with night shields and dark lance.

220 points

The Vilehearts

10 Kabalite Warriors with dark lance, including Sybarite with agonizer.

145 points

Lelith's Bladesisters

9 Wyches with a pair of razorflails, including Hekatrix with power weapon, mounted in a Raider with night shields and disintegrator cannon.

190 points

The Queens of the Kill

5 Wyches with a pair of hydra gauntlets, including Hekatrix with agonizer, mounted in a Venom with night shields.

155 points

The Fatal Edge

5 Wyches with haywire grenades and a pair of razorflails, including Hekatrix with power weapon, mounted in a Venom with night shields.

155 points

FAST ATTACK:

The Severers

3 Reavers with heat lance.

78 points

The Razors

3 Reavers with heat lance.

78 points

HEAVY SUPPORT:

The Hellbird

Razorwing Jetfighter with 4 shatterfield missiles and night shields.

175 points

The Doomflayer

Talos Pain Engine with additional close combat weapon and chain-flails.

125 points

TOTAL:

1496 points



On these two pages we show a couple of different army lists and suggest some tactics you can use with them.

SAMPLE ARMY



The foundation of this army is drawn from the contents of two Dark Eldar Battleforces. Not only does this supply the army with a respectable amount of infantry, but provides transportation for two large squads in the form of Raiders. A few simple additions to a pair of Battleforces can result in a huge number of different army compositions, each with its own tactical nuances, strengths and weaknesses. In this example, those additions take the form of two Venoms, a Razorwing, a Talos, and the murderous whirlwind of death that is Lelith.

The three squads of Wyches form the core of this army, all of them mounted on fast-moving skimmers. They should be able to rapidly close on any section on the enemy battleline or pick off any vulnerable units with impunity. The Bloodied Hand, also mounted on a Raider, can lend close-range fire support to the Wych-led assault or engage the enemy in combat if required.

The Vilehearts are a more defensive unit designed to hold objectives, using the squad's dark lance to pick off enemy vehicles. They will target enemy transports as a priority with the intention of hampering their mobility, and therefore ability to counter-attack, when the Wyches have made their move.

The Razorwing Jetfighter and Reaver squadrons are the primary tank-hunters of the army. The Reavers can use their speed to get behind their targets, where their heat lances will make short work of any rear armour. The Razorwing Jetfighters will target large enemy squads with missiles, softening them up before the Wych assault, or hunt enemy armour with its dark lances.

As a monstrous creature, the Talos dishes out a world of hurt to anything that strays within reach. Capable of unleashing 7 Attacks that ignore saves and can piece armour with ease, it poses a threat to every enemy unit.

SAMPLE ARMY

THE FLENCED SOUL

HQ:
Kharvile the Resplendent
Haemonculus Ancient with stinger pistol, Archangel of Pain and scissorhand.

115 points

Llairq Bladesbride
Succubus with venom blade, electrocorrosive whip, and haywire grenades.

95 points

TROOPS:
The Forsaken Kin*
4 Wracks including Acotthyst with agoniser, mounted in a Venom with night shields.

135 points

The Screaming Blade
5 Wyches with a pair of hydra gauntlets and Hekatrix with agoniser, mounted in a Venom with night shields.

155 points

The Poised Strike
9 Wyches with 1 shardnet and impaler, and Hekatrix with power weapon, mounted in a Raider with night shields and dark lance.

190 points

FAST ATTACK:
The Hellwraiths
5 Scourges with 2 haywire blasters and Solarite with power weapon.

150 points

The Bleeding Edge
4 Reavers with heat lance.

100 points

The Sharpened Point
4 Reavers with heat lance.

100 points

HEAVY SUPPORT:
The Voidclaw
Razorwing Jetfighter with 4 shatterfield missiles and night shields.

175 points

The Rendtalon
Razorwing Jetfighter with 4 necrotoxin missiles and night shields.

175 points

Soulsplinter
Cronos Parasite Engine with spirit probe and spirit vortex.

110 points

TOTAL: 1500 points

* Wracks, who normally count as Elites choices, are Troops choices in an army that contains a Haemonculus or Haemonculus Ancient.

Kharvile's army is incredibly fast, with an abundance of quick units. In fact, the Cronos Parasite Engine is the only unit that moves at a conventional pace. Given that the Cronos plays more of a supporting role, aiming to provide pain tokens for the other units in the army, its inability to keep pace with the rest of the army is far from a weakness. The addition of a spirit vortex gives the Cronos an 18" ranged weapon, making it difficult to avoid, even with its average speed.

The two Razorwing Jetfighters provide the army with some terrifying anti-personnel firepower – their missile configurations are capable of annihilating whole swathes of infantry in a single salvo. As each Razorwing also comes equipped with two dark lances, enemy tanks should rightfully fear drawing their attention.

The army also contains abundance of additional anti-tank weapons in the guise of yet another dark lance on the Wyches'

Raider and the armour-busting heat lances that are carried by both Reaver squadrons. The haywire blasters of the Scourges can also cripple or destroy even the most heavily armoured target with impunity.

But what this army really excels at is the merciless execution of enemy infantry squads with its elite units. Llairq Bladesbride leads a tooled up squad of Wyches from the back of a Raider. Her rapid assault can be supported by another squad of Wyches and Kharvile himself, leading his bodyguard of Wracks, on Venoms. The speed of their transport vehicles will leave no safe haven for an enemy to hide, and the formidable Initiative values of Llairq and the Wyches will ensure that they get to strike the first blows. Though slower than their gladiatorial brethren, the fortitude of Kharvile and his Wracks can provide greater resilience to the assault and help to blunt any enemy counter-attacks.

WARHAMMER
40,000

DARK ELDAR



MULTI PART PLASTIC KIT

The box sets shown on this page are a selection of multi-part plastic kits, each containing a variety of components and weapon options.



KABALITE WARRIORS
product code:
99120112007
£15.50, €20,
150dkr,
190skr/nkr, 75zl

Kabalite Warriors are the core of the Dark Eldar army, elite soldiers who form the bulk of an Archon's forces for a realspace raid.



WYCHES
product code:
99120112008
£15.50, €20,
150dkr,
190skr/nkr, 75zl

Gladiatorial warriors trained in the arenas of Commoragh, the act of slaying has become an art form to the Dark Eldar Wyches.



TALOS PAIN ENGINE
product code:
99120112016
£28, €35, 270dkr,
340skr/nkr,
135zl

Terrifying creations of the Haemonculi covens, the Talos and Cronos tear flesh, bone, and even souls from their screaming victims.



BATTLEFORCE
product code:
99120112017
£55, €70, 530dkr,
670skr/nkr, 265zl

The heart of any realspace raid is formed of Kabalite Warriors and Wyches, often accompanied to battle by bands of deadly Reavers.



RAVAGER
product code:
99120112011
£31, €39,
300dkr,
380skr/nkr, 150zl

Dark Eldar Ravagers are armed to the teeth with powerful guns, able to tackle both infantry and armoured targets alike.



HELLIONS
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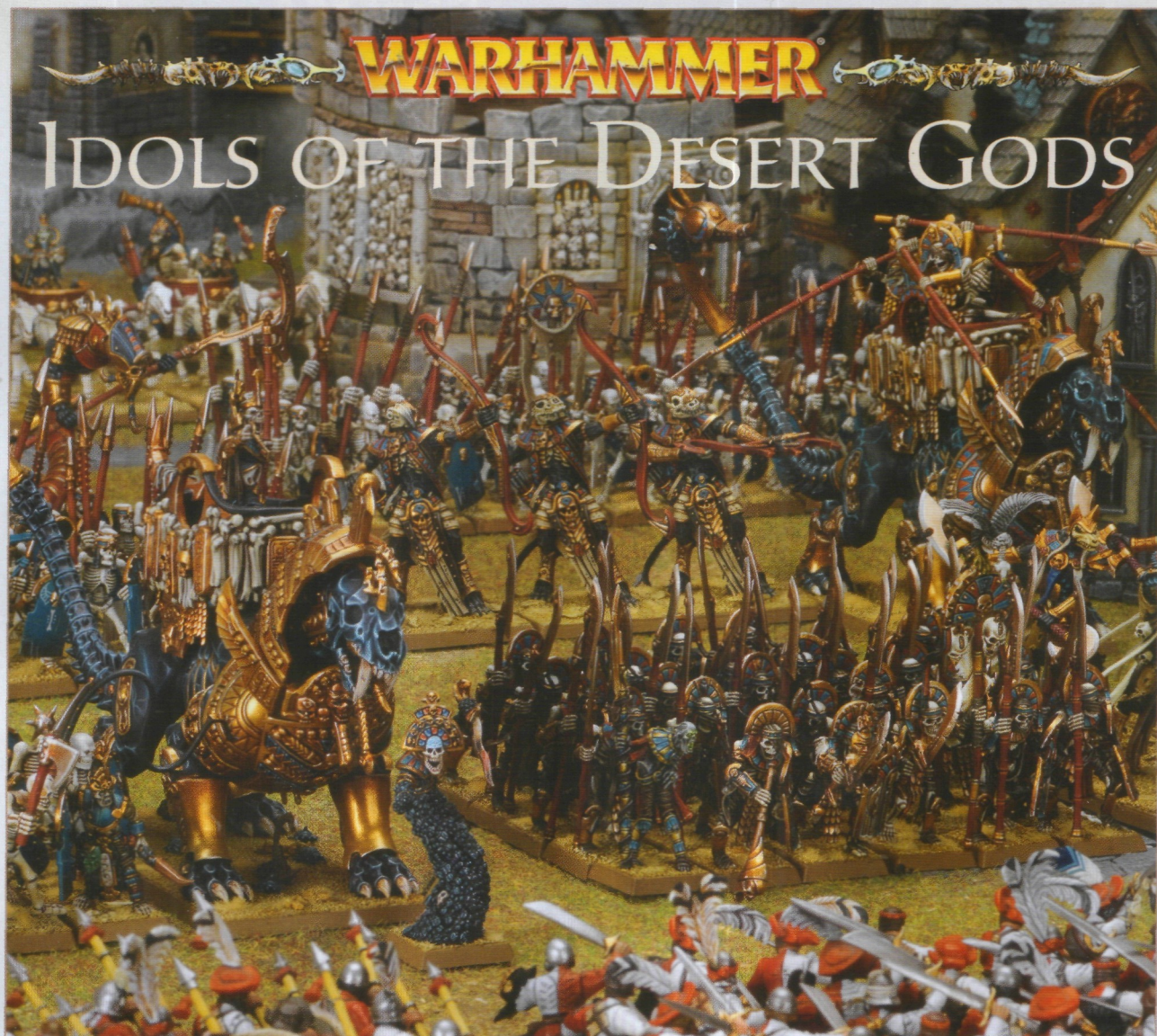


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Bursting into realspace from the labyrinthine realm of Commoragh, the Dark Eldar surge forth to enslave, torture and kill. Their hunger can only be sated with bloodshed and death. This page shows just a selection of the Dark Eldar army – check out the website for the full range, including miniatures that are exclusively available to order.

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KEEPERS OF UNLIFE

Every Tomb Kings army needs at least one Liche Priest to raise the dead. They are accomplished magic users, with the Lores of Light, Death and Nehekhara theirs to command.



The Tomb Kings grow ever restless and this month they are bolstered by several new releases in Citadel Finecast. Andy Hall ventures into the desert once more.

With the arrival of the Khemrian Warsphinx and Tomb Guard last month, you may have thought that the Tomb Kings would have taken a respite, at least for a few months, sated on the destruction these new kits would surely bring. You'd be wrong, of course, for the Undead never rest and to accompany the launch of Citadel Finecast, we've some brand-new resin Tomb Kings miniatures to look forward to this month!

First of all we have the Ushabti. Always a popular fixture in many a Tomb Kings army, these stone idols of the Nehekhara Gods are imposing monuments and, when animated by the spirits of Khemrian warriors, fearsome opponents. This month we're not only releasing the classic Ushabti

models in Citadel Finecast but also adding three new figures armed with powerful great bows.

'We already had an established design for the Ushabti so I followed that,' says Mark Harrison, the chap responsible for sculpting the great bow-armed Ushabti models. 'The bows were scaled up, but I also wanted them to be ornate, to match the garb and weaponry of the Ushabti. However, it was designing the heads that I enjoyed the most, as each is different. I chose reptilian, leonine and avian looks as this made them distinct from the existing Ushabti but kept the overall style.'

The weapon options were an important element for Robin Cruddace, the author of Warhammer: Tomb Kings. 'Fundamentally,



you've now got monstrous infantry with ranged weapons, I think that's a first,' he says. 'And why not? In life the warriors of Nehekharu fought with both blades and bows, and as the Ushabti are inhabited by the very same warriors, it makes sense they would fight with similar weapons, albeit on a different, larger scale. I like the symmetry of that and it gives the Tomb Kings a distinctive edge.'

Another new addition to the Tomb Kings army list is the Necrotect, a character that Robin is particularly passionate about. 'The great thing about using percentages to split the army list categories is that it allows you to squeeze in "characterful characters". What I mean by that is you now have room in your force not just for the heroes with big scary swords, but characters that tell you something about the army and race you're playing with. The Necrotect sits well and truly in this spot. That's not to say he isn't worth his points, because he adds a fair few abilities to your army – giving Animated Constructs a regeneration save if they are close by, as well as making the unit he is with share his Hatred,' continues Robin. 'I especially like that effect as it echoes the personality of the character. Necrotects are the frustrated artists of the Warhammer world, they fulfil the roles of architect, craftsman and slave-driver. It was they who built the majesty of the necropolises and who would willingly go to their deaths after their greatest monuments had been completed. Remember that Necrotects, like all Tomb Kings, are not mindless puppets being controlled by a Necromancer; what they were like in life – to an extent – they are in death. So when the Necrotects have awoken to find their artwork broken, their

masterpieces desecrated by age, invading armies and the greed of tomb robbers, they are driven into a blinding rage that will never slacken. Such is the strength of a Necrotect's unadulterated anger that it washes over those Nehekharans that accompany him to war.'

If the Necrotects highlight one characterful aspect of the Tomb Kings, then the new special character shows another, as Robin explains. 'Tomb Kings are mummies so it stands to reason that the vast majority of Tomb King personalities are going to mummies, but I wanted something to break that mould. So I came up with the term "Desert Revenant" and asked Mark Harrison to design a model that would evoke that phrase.'

'I immediately thought about swarms,' responds Mark, 'I wanted to really play up the supernatural, and to me the first thing that sprung to mind when I thought of a revenant swarm was an amorphous monster that doesn't permanently hold its shape. I imagined these flesh-eating scarabs teeming together to temporarily form the silhouette of this ominous figure before flying apart as foes desperately try to hack through the swarm.'

Robin took this strong concept and turned Prince Apophas into a tragic figure. 'I wanted to show what would happen if you attempted to usurp the rightful Tomb Kings, just as Nagash did. But, while the Great Necromancer was successful, Apophas highlights the cost of failure,' says Robin. 'In the game Apophas is a medley of special rules, able to appear anywhere. I like the idea of this carnivorous swarm coalescing out of nothing in front of the prey. It's terrifying and yet strangely typical of the Warhammer world.'



DEATHLY ARTISANS

Necrotects have awoken from death to find their monuments debased and ruined. For this reason, they despise the living and can lend their Hatred to any unit they are with. This makes them great for leading your Skeleton Warriors. What's more, their abilities as stone shapers can be called upon in battle, and any Animated Constructs within 12" gain the Regeneration (6+) special rule. A Necrotect also has a Leadership of 7, so should the Hierophant of your army die, the Necrotect's unit will stand a better chance of remaining whole.



POWER OF THE USHABTI

The Ushabti can be armed with great bows that fire spear-sized arrows. The arrows of Asaph special rules helps counteract the Ushabti's low Ballistic Skill, allowing them to always hit on 5s. So, if you have three bow-wielding Ushabti abreast, on average at least one should hit, and, with a Strength of 6, they'll most likely kill. This means you'll have to pick your targets wisely. A large horde of enemy infantry may not be the best choice, whereas small units of super-elite cavalry are prime targets.

Don't be afraid of forcing your opponent into charging your bow-armed Ushabti, as the unit are still mighty monstrous creatures and more than a match for many a foe. An enemy unit charging into three Ushabti will have to deal with at least nine attacks followed by Stomps. Also remember that great bows can Volley Fire. Six Ushabti need only be two wide but can all still launch their mighty arrows.



BATTLE SCENES

A SNAPSHOT OF A
BATTLE IN PROGRESS

When the mayor of Alcanblad returned from his southern expedition carrying a mysterious bronze mask, he had no idea of the curse this placed upon his descendants. A century later to the exact day, the residents of Alcanblad awoke to find an insidious mist surrounding the town, and out of it strode the Undead. A warning bell was rung and the militia quickly mustered alongside Talabheim state troops garrisoned there. But even as a defence was hastily arranged the skeletons and statuary advanced upon the terrified citizens. The Tomb Kings only goal was to reclaim the death mask of Rultris, which the residents of Alcanblad had foolishly set within a monument to the mayor who had doomed them all.

THE RAZING OF ALCANBLAD



Rultris himself had risen to claim back his death mask, and with him he brought his favoured Necrotect, who had pledged that he would raise a monument of his own over the ashes of the thieving barbarians. Rultris rode upon the back of his Khemrian Warsphinx, the Golden Sivax, and it was this onyx creature that wrought many deaths, pulverising the bodies of Alcanblad's defenders. Its onyx hide proved nigh on impossible to crack. But when a lucky shot from the Volley Gun, *Big Bess*, did strike home, the Necrotect began to chant and runes he had carved in the beast before the battle glowed, forcing the onyx to mend, sealing fractures and smoothing over the damage caused by the war machine.





Usirian had marked the soul of the Light Wizard, Zakeriah, who was in the midst of conjuring a spell when Prince Apophas coalesced before him. The Light Wizard and his Warrior Priest guardian disappeared in a dense cloud of Scarabs, never to be seen again.



The Flagellants had foreseen their doom and so charged forward in a deranged manner, only to be toppled like wheat against a harvest scythe as they fought the Ushabti. Behind the combat another unit of Ushabti, this time armed with gigantic bows, fired from their prime position on the hill and struck the five-foot arrows into the Knights of the Blazing Sun. Over half were slain in the deadly volleys, but before they could mount a charge, a monstrous statue of black marble hit them in the flanks...



PRINCE APOPHAS

THE CURSED SCARAB LORD

PRINCE APOPHAS

130 points

Profile

Prince Apophas

M WS BS S T W I A Ld
4 4 3 4 3 4 1 5 8

Troop Type

Infantry (Special Character; Tomb Prince)

Equipment:

- Hand weapon
- Light armour

Special Rules:

- Desert Revenant
- Entombed Beneath the Sands
- Fly
- Nehekharan Undead
- Regeneration

- Scarab Prince
- Soul Reaper
- Strider
- Terror



Apophas was a jealous prince who lusted after the throne of Numas. To this end, he slit the throats of the entire royal line while they slept and proclaimed himself king. However, the people of Numas rebelled against him, and those loyal to the murdered king broke into the throne room and dragged the usurper to the temples to be judged. Of all the crimes in Nehekhar, the most terrible was regicide. Typically, those who attempted to seize the throne were denied the privilege of mummification, and their bones were thrown to the carrion of the desert. Denied access to the lands of the honoured dead, these unfortunates were consigned, at best, to the torturous depths of the Nehekharan Underworld, or at worst, to utter oblivion. Apophas' crimes warranted a more severe punishment; he was entombed alive within a sarcophagus filled with flesh-eating scarabs. It is said that his death screams could be heard through the temple walls, but when the lid was opened, there was no trace of the beetles. All that remained was a skull picked clean of flesh. Before this was thrown into the deep desert, it was inscribed with a single magical hieroglyph cursing Apophas' soul for all eternity.

Upon his death, Apophas' soul was claimed by Usirian, god of the Underworld, to be tormented in perpetuity for his crimes. However, being of noble birth, Apophas was able to strike a bargain with Usirian, promising that, in exchange for his release, he would claim for the god a soul to stand in his stead, a perfect match for his own. Usirian agreed, and thus Apophas was reborn as the Cursed Scarab Lord.

Apophas appears from a swarm of beetles that flow up from the ground until they reveal a black-swathed figure in their midst. Apophas is not a reanimated corpse but a desert-revenant whose body is formed from a writhing swarm of scarabs. Atop this undulating mass, his skull looks upon the world in search of his chosen victim — a soul he believes can buy his freedom. In Apophas' hand is the same blade he used to slit the throats of his family, and it drips with their blood to this day. Only by slaying the perfect soul with this weapon can Apophas hope to earn his freedom.

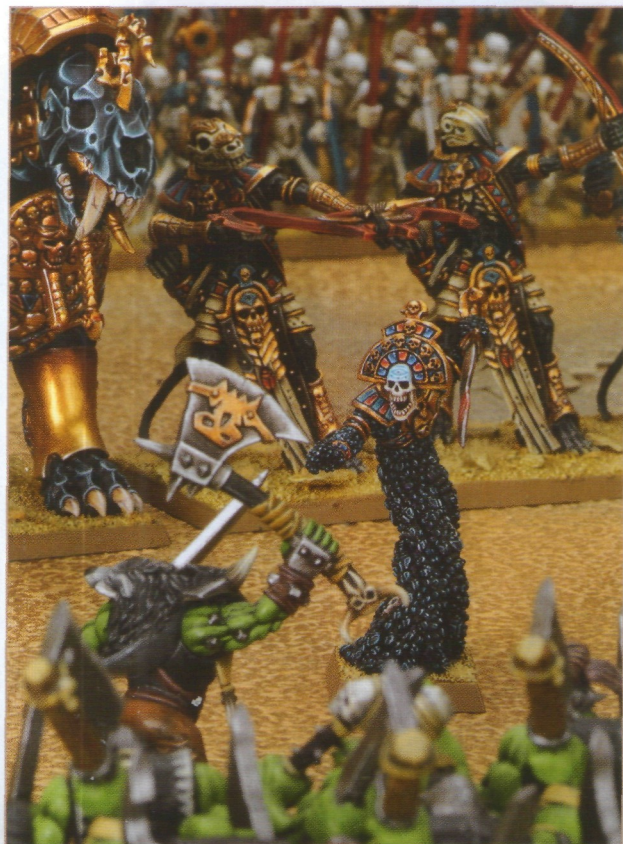
The scarabs making up Apophas' form scuttle over rubble and through gaps in ruins without impediment. Apophas' body can even burst apart in an explosion of chitinous wings, flying across the battlefield before reforming into the mocking semblance of a man. Apophas sweeps aside those that stand between him and his prey, and when he opens his jaws, a tide of insects erupts forth to drown his foes. No matter how hard his enemies swipe and hack at his horrifying form, insect bodies flow over to fill open wounds and re-grow lost limbs. Apophas is utterly implacable, and he will not stop until his victim lies dead at his hand.

Apophas then binds his target's spirit in a mystical soul-cage before returning to the depths of the Underworld. Here the soul is placed on a pair of scales and compared with Apophas' own cursed spirit. However, the truth is that no two souls are ever equal, and the scales are never balanced. Though he doesn't know it, Apophas has doomed himself to roam the lands for eternity.

Desert Revenant: Prince Apophas cannot join any units, and he cannot be your army's General.

Scarab Prince: Prince Apophas' body is made of a scuttling tide of scarabs that he can vomit over his foes. Apophas has a Strength 2 Breath Weapon. In addition, if Apophas is ever destroyed (by any means), then before removing the model all enemy units within 2D6" of him immediately take 2D6 Strength 2 hits, distributed as for shooting.

Soul Reaper: As soon as Prince Apophas is placed on the tabletop, nominate one enemy character on the battlefield — this is the soul marked by the god of the Underworld that Apophas must claim. Apophas re-rolls any failed To Hit and To Wound rolls against the chosen character.





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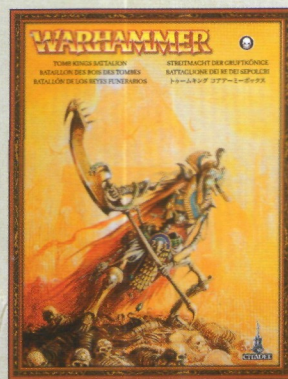
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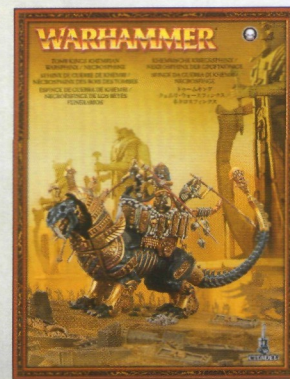
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TACTICA

TOMB KINGS

In this article, Robin Cruddace, author of the Tomb Kings army book, inscribes hieroglyphs of wisdom to aid all mummified generals on their path to glorious conquest.





The Tomb Kings have awakened, and they're coming to reclaim their rightful dominion over the living. With new units, characters, monsters and a revised magic lore, there's a wealth of new tactics available to Tomb Kings players. In the next few pages I intend to share with you a few insights and tips that I've picked up when using my own army of Tomb Kings.

RULERS OF THE DEAD

The Tomb Kings are different to any other army in that they must include a Wizard to be the army's Hierophant. Now, I'll say this once and once alone – protect your Hierophant. Without him your army will start to fall apart before your eyes, so you can be sure your opponent will take any opportunity presented to assassinate him. I'd recommend buying your Hierophant the best ward save Khemrian gold can buy, and always make sure he is guarded inside a unit of infantry.

Now, if for some reason your enemy manages to hack your Hierophant limb from limb all may not yet be lost. If you're clever you can minimise the blow that the Hierophant's destruction will have upon the remainder of your army, as long as either your General or Battle Standard Bearer is still on the board. Because all units in a Tomb Kings army are Unbreakable, some players tend to forget the fact that units within 12" of their Tomb King General can use his mighty Leadership of 10 (much better than a Skeleton's paltry 5). This means that those units in range will only suffer minor casualties from those failed Leadership tests, and only then if you've rolled particularly poorly. Having a Battle Standard Bearer nearby as well almost guarantees you'll not need to worry about crumbling away (well, at least not those units that are in range of both the Battle Standard and the General), as a roll of double-6 will only result in a single lost wound, and you can even re-roll this result. What's more, units of Animated Constructs won't suffer any wounds at all. However, in my opinion, that really is a bit over the top, and whilst you create a zone whereby none will crumble, units outside this radius will have to fend for themselves. Instead, try to position your Tomb King and Tomb Herald about 18-20" apart. Those units not affected by the General's Inspiring Presence rule can re-roll failed tests and, because it's a Tomb King banner, they will always suffer one less wound than normal anyway. This will create a much larger 'anti-crumbling' area in which your units will get some sort of protection, whilst still creating a small overlap for your key units.

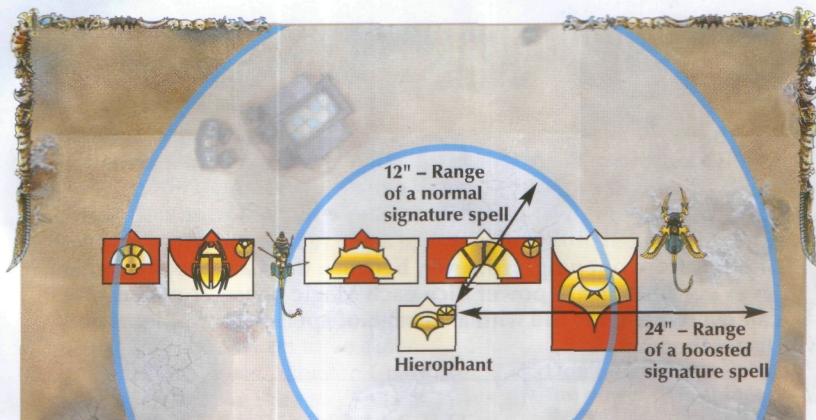
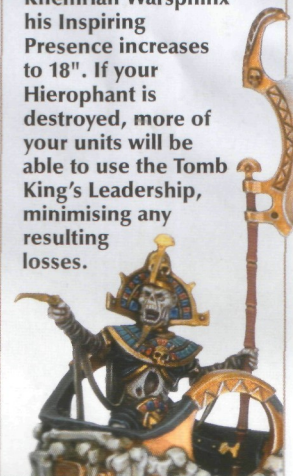
Tomb Kings and Tomb Princes are truly fearsome opponents, with a statline that makes other characters green with envy.

In fact, I rarely equip my Tomb King with a magic weapon as he's more than capable of tearing most opponents asunder with his bare hands. However, even the most arrogant Tomb King will rue the day he challenged a warrior with a flaming sword. There are, however, two magic items in the Warhammer rulebook that can keep your Tomb King from ending up a smouldering pile of immolated bones and bandages: the Dragon Helm and the Dragonbane Gem. Both give your Undead monarch a 2+ ward save against Flaming Attacks, but the helm – for an extra 5 points – also gives you an extra pip of armour save, which always comes in handy. As long as you've invested in that fire protection, there's no reason why you shouldn't challenge that fire-wielding hero and beat him to death.

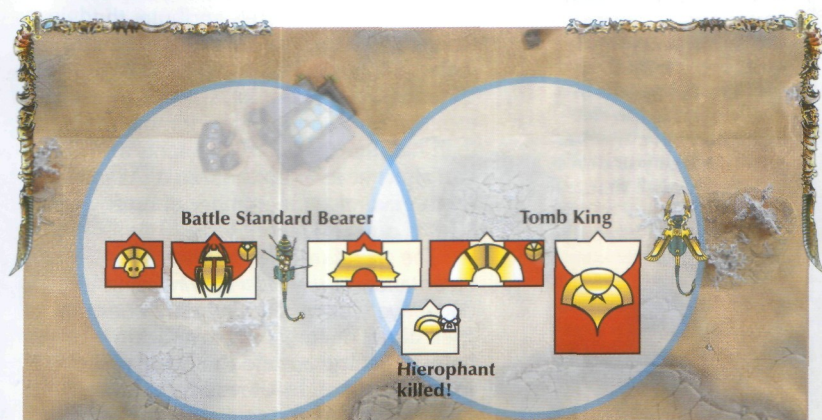
If for some reason the dice gods abandon you and your Tomb King is killed, rejoice in the knowledge that the Curse will probably slay the character that dared to strike him down.

THE KING OF ALL HE SURVEYS

By mounting your General upon a Khemrian Warsphinx his Inspiring Presence increases to 18". If your Hierophant is destroyed, more of your units will be able to use the Tomb King's Leadership, minimising any resulting losses.



Place your Hierophant behind your frontlines (where he will be protected) but as centrally as possible so that his spells can augment as many of your units as possible.



By placing your Tomb King and Tomb Herald Battle Standard Bearer apart you can cover more of your army, minimising the losses that result from the death of your Hierophant by providing units nearby with some form of a Leadership boost.



THE CASKET OF SOULS

The Casket of Souls is a powerful magical war machine. Its bound spell – the Light of Death – can decimate the enemy's entire battleline. Such power is rightly feared, and I've found opponents tend to keep a fistful of dispel dice aside just to prevent the Casket of Souls from opening. However, because the Casket of Souls also gives me a bonus D3 power dice each Magic phase, it means that I can overwhelm my foe with a barrage of spells – he can't possibly dispel them all.



HAVEN'T I ALREADY KILLED YOU?

When fallen warriors are resurrected by the Restless Dead attribute, you always start with the unit champion. This means that even if your unit champion falls in a challenge, he can rise again and have another go – if at first you don't succeed and all that...



THE MAGIC OF ANCIENT GODS

The Lore of Nehekara, replete with augment and hex spells, opens a whole repertoire of killer combinations for you to unleash. Before I launch into some of my own devious little combos, let me first remind you of the lore's attribute, the Restless Dead. Every time an augment spell is cast upon a unit, it recovers D3+1 Wounds' worth of models. That's awesome, especially when you consider that more than half the spells are augments and many can affect several units at once. As a result, try to maximise the number of units within 12-18" of your Liche Priests.

The signature spell is *Khsar's Incantation of the Desert Wind*, and it's deceptively powerful. Not only does this spell allow my units to move again – happily getting around the Undead's inability to march – it resurrects fallen warriors too. As the spell affects several units, it's a vitally important spell and not one to leave home without.

Djaf's Incantation of Cursed Blades grants units the Killing Blow ability, but it is especially destructive on units that already have Killing Blow, as they will then cut the

head from their foes on a 5+. Thankfully there's no shortage of candidates in the eternal armies of the Tomb Kings. Tomb Guard, Necropolis Knights, Necrosphinxes, the list goes on, and with this spell they will tear through regiments of Chaos Warriors, Knights of the Realm or Dwarf Ironbreakers in quick order.

Tomb King units tend to have fairly poor armour, and so the 5+ ward save afforded by *Neru's Incantation of Protection* can come in very handy indeed. I find it a fantastic spell to cast on my infantry hordes when I'm facing an army with lots of war machines (especially stone throwers and other template weapons).

My favourite spell has to be *Ptra's Incantation of Righteous Smiting*, which gives the target warriors an extra Attack or shot with a ranged weapon. It's a really powerful spell that, if used at the right time and in combination with other augment spells (especially *Djaf's Incantation of Cursed Blades*) can be a real game winner. Chop, hack and slash your way to victory, that's what I say.

Usekhp's Incantation of Desiccation lowers the Strength and Toughness of enemy units and I've found it's best used just before a unit of Skeleton Chariots charges in. The combination of Impact Hits and lowered Toughness is, more often than not, utter carnage, whilst the reduced Strength means my foes strike back with the power of an enfeebled Snotling.

Usirian's Incantation of Vengeance is a devious spell that has saved me on numerous occasions. Because it reduces the victim's Movement, cavalry units that were about to plough through my ranks suddenly find themselves out of charge range – what a shame. I've found it to be particularly useful when combined with a Screaming Skull Catapult. It just adds insult to injury if your enemies are dragged to their doom as they turn and flee from your war machine's wailing payload.

Sakhmet's Incantation of the Skullstorm can sweep whole regiments off the table, but as the range is tied in with the caster's Wizard level, I find it a spell best saved for Liche High Priests. I've found a fairly devious combination is to take a Liche High Priest with Enkhil's Canopic Jar. You can cast the Skullstorm, watch it annihilate your enemy and if it looks like it might then threaten your own troops, use the Canopic Jar and get a healthy number of power dice back to cast another spell.

I'll quickly wrap up my thoughts on magic with a few words of caution. Many of the Tomb Kings spells can be boosted, and though the effects can be rather dramatic, the higher casting values necessitate more power dice, increasing the risk of a miscast. Just remember that if your Hierophant is sucked into the Realm of Chaos, your entire army might follow.



The Tomb King's Hierophant marches to war protected by a horde of Skeleton Warriors.

AWAKEN THE LEGIONS

Every Warhammer player has learnt to respect the fighting prowess of hordes and, from a mere 4 points apiece, there's really no excuse why you can't field several such units of Skeleton Warriors. Hordes also allow you to endure one of the army's inherent weaknesses – poor Initiative. Because Skeleton Warriors strike at Initiative 2, small units are likely to get cut down before they can strike. However, if you go big, you'll be able to take the initial knock on the chin and still strike back. And, with the help of a bit of magic, you can quickly restore your units. Winning wars of attrition are what Tomb Kings do best, so keep plenty of Liche Priests nearby and grind your foe down.

Tomb King characters can greatly enhance the power of the units they join. A Necrotect bestows the Hatred special rule on to his unit, a Hierophant grants his warriors a 6+ regeneration save and a Battle Standard Bearer makes his regiment more resistant to instability. However, the jewel in the crown has to be a Tomb King's My Will Be Done special rule. By passing their Weapon Skill onto their unit, they can transform a regiment of mediocre warriors into a terrifying elite unit. When combined with Fear this can be a really deadly combination indeed.

In addition to my phalanxes of Skeleton Warriors, I rely heavily on three other units: Skeleton Archers, Skeleton Chariots and Tomb Guard. My Skeleton Archers have a deadly reputation thanks to the Arrows of Asaph rule. In large games, I bolster my Undead archers with High Queen Khalida, thereby boosting the unit's Ballistic Skill.

Skeleton Chariots are worth their weight in gold simply because Impact Hits go first. If there's an enemy unit that you feel might cut vast swathes through the ranks of your low-Initiative troops (Sword Master of Hoeth spring to mind), run them down with your chariots.

Tomb Guard are elite infantry. Not only do they have a superior statline, they also have Killing Blow. When combined with *Djaf's Incantation of Cursed Blades* or *Ptra's Incantation of Righteous Smiting*, a unit of these warriors will cut through whole regiments. When armed with halberds, Tomb Guard strike with Strength 5. That's the equivalent of most army's troops when armed with great weapons, but without any of that Always Strikes Last nonsense. Finally, Tomb Guard can also have a magic standard, and you can't go wrong with the Banner of the Undying Legion. This banner resurrects D6+2 warriors in the Magic phase – how cool is that?



FEAR ME

Don't underestimate the power of Fear in Warhammer. Enemy units that fail their Fear test strike at a measly Weapon Skill of 1 – often the difference between victory and defeat, especially when they find themselves facing a unit using your Tomb King's Weapon Skill. However, enemy Generals and Battle Standard Bearers are effective in bolstering the courage of their warriors, so try and eliminate these characters as quickly as you can. Also remember that if you have two or more Liche Priests in your army you can take spells from the *Lore of Death*. The combination of *Doom and Darkness* and a unit of Fear-causing troops will leave even the bravest hero quaking in his boots.

NECROTECTS

Necrotects are a handy little addition to any Tomb Kings army. By keeping a unit or two of animated constructs on either flank of a Necrosphinx's unit they gain a 6+ regeneration save thanks to the Stone Shaper rule. The look on your opponent's face when your Necrosphinx regenerates that cannonball hit is priceless.



WAR STATUES OF NEHEKHARA

No Tomb Kings army would be complete without one or two (or three) giant war statues to pound the enemy with. Animated Constructs have a much greater survivability than the massed ranks of the skeletal soldiery; they all get a 5+ save and they suffer one less wound than would normally be caused due to being Unstable. With their relatively high Leadership values this also means that they don't have to worry overly about the destruction of the army's Hierophant (although I've had to eat those words on occasion with an unfortunate roll of a double 6 – funny how they only seem to come around when it's time to take a Leadership test, isn't it?).

But which constructs to take? Well, Ushabti are rock hard (*Groan – Ed*), able to munch their way through enemy infantry units with deadly efficiency. If that's not enough, they can also be equipped with Strength 6 great bows. With a casting of *Ptra's Incantation of Righteous Smiting* these guys can fire two shots each, and with a healthy -3 save modifier they stand a good chance of skewering your enemy's heavily armoured knights before they even get within range to charge.

I've also a penchant for Necropolis Knights, who combine a high statline with the best armour save available to your

army. If this isn't enough, the mounts have Poisoned Attacks and the riders have Killing Blow. As a result, Necropolis Knights can take on almost anything, from ranked-up units of elite infantry to enemy monsters and characters.

However, it's the Khemrian Warsphinxes and Necrosphinxes that are the real heavy hitters. To start with, they both have Toughness 8. As you can imagine, they can survive a horrendous amount of battle damage, wading through the ranks of the enemy virtually unscathed. But before you get too blasé, heed my warning: beware Poisoned Attacks! Units with Poisoned shooting attacks like Skinks are adept at killing your big monsters, but I've found a decent volley from Skeleton Archers or Skeleton Horse Archers should see these skirmishing ambushers off.

I take both a Khemrian Warsphinx and a Necrosphinx because they complement each other. A Warsphinx excels at crushing regiments of infantry, but it can come a cropper when facing monstrous infantry or opposing monsters who are just too big to be Thundercrushed. The Necrosphinx, however, with its Decapitating Strike, is a premier monster killer, but its special rules are wasted on rank-and-file infantry. By keeping the two close together there is nothing that can stand in their path.



These Ushabti are further bolstered by the presence of a Necrotect, giving them a 6+ regeneration save.



HIEROPHANTS

Many of the spells in the Lore of Nehekhara can be boosted to affect multiple units, so keep your Liche Priests in amongst your battlelines.



Right then, I guess I'd better practice what I preach and show you how this all works when put together in an army list.

So, starting from the top is a Tomb King mounted on a Khemrian Warsphinx, giving him both boosted combat prowess and increasing the range of his Inspiring Presence to 18". He's not got a magic weapon, but with a great weapon his Strength is 7, so high Toughness and armour saves are unlikely to be a problem. Marching to war with only tattered, pitch-soaked bandages is not a recipe for long-term survival, however, so I've given him the Armour of Destiny and the Dragonbane Gem, giving him a ward save and much-needed protection from fire.

Magical support comes in the form of a Liche High Priest and his Level 2 acolyte,

who between them have six spells from the Lore of Nehekhara. Although I'd be happy with any combination of spells, I do have a shortlist of must haves – *Khsar's Incantation of the Desert Wind*, *Djaf's Incantation of Cursed Blades* and *Neru's Incantation of Protection* – and between the two Wizards I'm fairly certain to get all three. Whilst I intend to field both in the midst of my battlelines where their spells can have the greatest effect, I'm not reckless enough to leave my Hierophant there when the fighting kicks off – the Cloak of Dunes will allow him to skedaddle when the enemy draw near, fleeing... sorry, flying for the unit of Archers behind the main line.

Finally we have a Battle Standard Bearer and a Necrotect, both of whom add a welcome boost to my frontline. The Battle Standard Bearer will join whichever



SAMPLE ARMY LIST

THE GOLDEN HOST

LORDS

King Ra-patra XVI
Tomb King with a great weapon, the Dragonbane Gem, and the Armour of Destiny, mounted on a Khemrian Warsphinx with Fiery Roar.

461 points

PTAPHON

Level 4 Liche High Priest with the Cloak of the Dunes.

260 points

HEROES

Prince Apophas

130 points

Hotep-Tha

Level 2 Liche Priest with Channelling Staff.

120 points

Akaten the Golden

Battle Standard Bearer with shield and great weapon.

91 points

The Jade One

Necrotect

60 points

CORE

The Southern Legion

40 Skeleton Warriors with spears, Master of Arms, musician and standard bearer.

230 points

The Desert Phalanx

40 Skeleton Warriors with spears, Master of Arms, musician and standard bearer.

230 points

The Nameless

40 Skeleton Warriors with Master of Arms, musician and standard bearer.

190 points

Asaph's Fury

30 Skeleton Archers.

180 points

SPECIAL

The King's Guardians

30 Tomb Guard with halberds, Tomb Captain, musician and standard bearer.

420 points

The Spears from Afar

3 Ushabti with great bows.

150 points

The Forbidden

3 Sepulchral Stalkers.

165 points

Acolyte Apha's Rest

Tomb Scorpion

85 points

RARE

Nehekhara's Wrath

Necrosphinx

225 points

TOTAL:

2997 points

unit of Skeleton Warriors is farthest away from the Tomb King, so his Hold Your Ground ability can affect those warriors out of range of the General. The Necrotect will spur on the unit of Tomb Guard, as the re-rolls from Hatred gives them even more chances of scoring a Killing Blow. I'll also make sure he remains within range of the unit of Ushabti, the Necrosphinx and the Khemrian Warsphinx, so they gain a 6+ regeneration save.

The three units of Skeleton Warriors make up the core of the battleline, bolstered by the presence of the Tomb Guard and the Tomb King. I also have a secondary line that will advance behind, comprising the Ushabti with great bows and the Skeleton Archers, but just because they're armed with missile weapons don't be shy about getting stuck in with them.

Although my main tactic is to implacably advance forwards, I have three units that I hold back to plug holes or deal with any nasty surprises. Two of these – the Sepulchral Stalkers and the Tomb Scorpion – start the game Entombed Beneath the Sands, and their primary mission is to deal with war machines or other opportunistic targets such as lone Wizards. Once they're done, they can charge into the rear of enemy units already engaged. The Necrosphinx, is there to get stuck in where the fighting needs a large, stone giant construct to tip the balance in my favour, but because it can fly I intend to hold him back so he can charge over the top of intervening units and deliver a devastating strike against a target of my choice.

Right then, the dead grow restless once more. March, for Nehekhara!

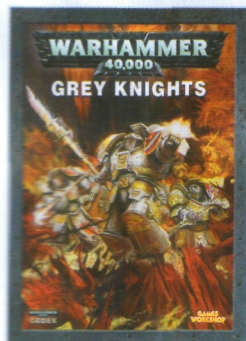
TACTICA GREY KNIGHTS

The Grey Knights are the most elite of all the Imperium's Space Marines and answer only to the Ordo Malleus. Are you worthy to command such a force? Mat Ward says he is, and has set out to prove it in this tactica.



Codex: Grey Knights

For more information about the army of the Grey Knights, including background about this mysterious Chapter of Space Marines and full rules for using them in battle, check out *Codex: Grey Knights*. Written by Mat Ward, this 96-page Codex is your indispensable guide.



Compared to most Space Marine armies, the Grey Knights are quite compact, but this shouldn't be taken as code for 'limited'. Whilst the Grey Knights can't field as many units or weapons as other Chapters, they are every bit as flexible and customisable – probably more so. Don't believe me? You will by the time we're done here. And if you don't, I'll just send the Inquisition round to have words, so there. In this article, I'll be focusing on the Grey Knights themselves, rather than the Inquisitorial and Assassinorum allies that often fight alongside, as they will form the mainstay of your army.

Before we get into squad-by-squad detail, it's worth taking a look at the core resources that the Grey Knights call upon.

Masters of Magic

Every single Battle-Brother of the Grey Knights is a psyker of great ability. This is the chief trait that makes them different (dare I say superior?) to all other Space Marines. This magical aptitude can be felt all the way through the Grey Knights army, from the lowest Knight to the Supreme Grand Master himself.

A Grey Knight's psychic powers affect the game differently, according to his rank and role. All Grey Knights in a squad have access to one or two psychic powers that affect the entire squad – here, individuals do not seek to improve their own might, but work together to bolster the strength of their entire squad. Vehicle pilots instead use their abilities in concert with the psycho-reactive armour to undo minor damage. High-ranking Grey Knights are capable of incredible and varied feats of magical might, which, when used properly, can turn the tide of battle. Nowhere is this truer than with the special characters, whose innate sorcery is so muscled that it can perform seemingly impossible feats.

Bear in mind, however, that whilst most squads have two or more psychic powers (including the activation of their force weapons) they can only use one each turn, so choose carefully.

Nemesis, I Name Thee

The Nemesis force weapon is the Grey Knights' signature weapon, crafted solely for the purposes of Daemon-slaying. Should a Daemon (or psyker) suffer one or more unsaved wounds from a Nemesis

force weapon, then they have to take a Leadership test at the end of the phase to avoid being banished.

That's not to say that a Nemesis force weapon cannot be put to effective use against other enemies. Indeed, they're still force weapons (making a Grey Knight squad a mighty force of instant death upon the battlefield) and most have other abilities as well, allowing you to tailor your squad's role. If that role's going to be fighting monstrous creatures, take a couple of Nemesis Daemon hammers to smack the monster down. Against high Initiative foes, take Nemesis force halberds for a handy +2 Initiative bonus. Against horde armies like Orks or Tyranids, take Nemesis falchions for +1 Attack per model.

Better still, these weapons can all be mixed and matched, ensuring that you can kit a squad up to deal with a variety of threats. Consider, for example, going up against a squad of Chaos Space Marines, led by an Aspiring Champion and a Chaos Lord. A squad with Nemesis force swords will acquit themselves nobly, I'm sure, but a refined weapons load-out will be much more effective. Assuming that we're talking about a five-man squad of Grey Knights, give a warding stave to one, halberds to two, and falchions to the remainder. The halberd-armed Grey Knights get to strike before the Chaos Lord can bring his Daemon weapon to bear, hopefully killing him instantly in the process. Your falchions then get to strike simultaneously with the Chaos Space Marines but, of course, your weapons ignore armour and theirs don't. Finally, the warding stave is there to soak up the inevitable blows from the Aspiring Champion's power fist or power sword. Providing you're the one charging (and you should be) then the Aspiring Champion will only score one wound, which you can then allocate to the Grey Knight with falchions, who has a 2+ invulnerable save.

Great Guns

Though the Grey Knights have a definite close combat slant to them, they can still dish out the damage at range as well as up close. As ever, their options are keyed to the destruction of Chaos Daemons, so you'll not find much in the way of anti-tank in their arsenal (except for on some of the vehicles, which we'll come to in due course). No, what the Grey Knights excel at is masses of anti-infantry firepower. This begins with the storm bolter – the standard longarm of the Grey Knights. As any self-respecting Space Marine Terminator will tell you, the storm bolter's an excellent anti-horde weapon, and a fully armed squad puts out enough shots to trouble even power armour. If this isn't enough shooty death for you, then every Grey Knights squad can be further augmented with heavy weaponry.



DEFENDERS AGAINST DAEMONKIND

As well as their formidable psychic powers, all Grey Knights have a natural propensity for fighting Daemons. After all, this is what they've trained for their entire lives. Accordingly, all Grey Knights have the Preferred Enemy: Daemons special rule. Of course, this is primarily of use when fighting the Daemons of Chaos, but can come into play when fighting other armies – them Daemons get everywhere, you know. Just ask the Avatar.

The incinerator is probably the most straightforward of all the Grey Knights' heavy weapons. It's basically a mammoth flamer with Strength 6. Perfect for clearing defensive positions. Just place the template and WHOOSH! Anything not wearing power armour or better is now dead, more or less. Of course, the incinerator lacks a little in the way of range, so you might want to consider the psilencer instead. This formidable gatling gun fires bolts of psychic energy, specifically tuned to destabilise Daemons, but they also make a mess of everyone else too. Six Strength 4 shots at 24" isn't half bad by any standards, and given they always wound Daemons on a 4+, it's the perfect weapon for bringing down a Greater Daemon or other such daemonic monstrosity.

Last of all, we have the pscannon, and if there's a better all-round weapon in the game I don't know what it is. You can think of the pscannon as the result of putting psychically charged shells into an assault cannon, and you won't go far wrong. Four Strength 7 shots (with Rending) can put the hurt on pretty much any unit in the game, so the pscannon's a great choice if you don't quite know what you're fighting. This all comes at a price, however – it's a much more expensive option than the other available guns.

With this Hammer(hand)!

All Grey Knight units have the *Hammerhand* psychic power, a handy ability that allows them to infuse their blows with psychic might and give them a +1 Strength bonus in close combat. This power is particularly handy when facing off against other Toughness 4 troops, as well as monstrous creatures whose high Toughness would normally pose a challenge to them.



Burn, Foul Beast

The Purifiers and Paladins share a unifying element: their psychic powers burn the foe pretty nicely! The Paladins' *Holocaust* power is a Strength 5, large blast shooting attack. As for the Purifiers, their *Cleansing Flame* is used during the Assault phase and wounds enemies in the combat on a roll of 4+.



Gadgets and Gizmos

Grey Knights shun few weapons in their never-ending quest against Daemons, and their armouries are full to bursting with arcane technology that any Ork Mek would give someone else's right arm for. Most of these devices are reserved for the use of high-ranking Grey Knights, but there are as many that can be taken by Justicar, Paladins and Knights as well.

The latter category covers such things as master-crafted weapons, psybolt ammunition (+1 Strength to all storm bolters in the squad), digital weapons (re-roll one failed To Wound roll in close combat) and a Brotherhood banner (+1 Attack for everyone in the squad). The former is where the truly interesting stuff lies, however. This is where you'll find blind grenades (defensive grenades) rad grenades (enemies suffer -1 Toughness in the first round of an assault) empyrean brain mines (stun an enemy character for a round) or the great psychotroke grenades which, well, have lasting and amusing effects far too long and diverse to discuss here – just take them, they're great.

Finally, a word on psyk-out grenades. All Grey Knights carry a supply of these rare and lethal concoctions. Against 'normal' opponents, these grenades have no effect, but against Daemons and psykers

(see the pattern emerging here?) they reduce Initiative to 1. Just the thing to make sure your Grey Knights get the first blow in or, at least, their Daemon hammers get to strike simultaneously.

That's the basics covered, I reckon. Let's talk specifics.

The Heart of the Brotherhood

At the centre, most Grey Knight armies are all about their Terminator Squads. Most other Space Marine armies would kill to take Terminators as Troops choices, so it'd be churlish not to make the most of an opportunity denied to others. Grey Knight Terminators can do everything that ordinary Terminators can, and more. Chiefly, they can claim objectives, but they've also got access to the Nemesis armoury we've already discussed. It can often seem a waste having a Terminator unit babysitting an objective, but few objectives could be safer! If you're wanting to spend fewer points on your Troops choices, or just want a few more models in your army, then consider a Strike Squad or two. At 100 points, these are excellent value and, for the most part, can hold down an objective just as well as Terminators – no one wants to assault a squad of force weapon-wielding Space Marines if they can avoid it. In either case,



ARMoured TRANSPORT

While the Grey Knights don't employ much in the way of tanks, they do maintain a varied fleet of transport vehicles, ranging from the humble Rhino to the mighty Land Raider. Not only do these allow your Battle-Brothers to make their way around the

battlefield a lot more swiftly than they would on foot, but the extra weaponry doesn't hurt either. Razorbacks and Land Raiders are particularly welcome, as you can always use the additional lascannon shots they bring.

you can only take one heavy weapon, so choose carefully. If the squad's on the attack, an incinerator will probably be the best choice. If they're defending you want something with range, such as a psilencer.

Honoured Elites

When you've settled on your Troops units, the next stopping off points are the two elite Brotherhoods within the Grey Knights: the Purifiers and the Paladins. Which squad you'll want to include will depend entirely on your playstyle. Purifiers are hammers. They hit the foe really hard, but aren't any stronger in defence than other squads. Paladins are anvils. With 2 Wounds each and an Apothecary option, they can soak up damage incredibly well, but they don't do much more damage than a Grey Knight Terminator Squad. Of course, you can include both, but your points vanish quicker when building a Grey Knights army than with any other.

Advance Forces

If your mission objective is behind the enemy lines, you need a plan of attack so you can reach it. While you can just Deep Strike Terminators and Paladins onto the battlefield, the Grey Knights have several other options at their disposal. First up is the Interceptor Squad that, once per game, can teleport 30" in any direction – ideal for that last turn objective grab, or for ambushing an important foe. This ability works very nicely with the incinerator, but be careful not to overstretch yourself – even Grey Knights can be swiftly overwhelmed if they teleport into the middle of the enemy army without support.

Your other fast-moving unit is the Stormraven Gunship. I've talked plenty about this war machine recently, so I'll settle for a quick recap: it's fast, packs a lot of guns and can transport a sizeable strike force. There's no better way of getting your Paladins to clear an objective than by packing them into a Stormraven. One way in which the Grey Knights' Stormraven differs from the Blood Angels' version is its missile armament. Mind-strike missiles are perfect for offing Hive Tyrants and other monstrous psykers, as each hit also applies a Perils of the Warp in addition to damage.

Fire Support

In the Grey Knights, fire support is a task largely given over to three units: Purgation Squads, Dreadnoughts and Venerable Dreadnoughts. Purgation Squads carry up to four heavy weapons, allowing them to pour out firepower when and where it's needed – consider them to be better-armed Strike Squads. The Dreadnoughts, on the other hand, should be your tank busters. You've plenty of anti-infantry floating around the army, so arm your Dreads with missile launchers and lascannons.

Trick Shots

Not only do Purgation Squads have an advantage over their Battle-Brothers in terms of the number of heavy weapons they can tote, they can also shoot around corners. No, you did read that right. The *Astral Aim* psychic power allows Purgation Squads to shoot at enemies they can't see. Just the ticket for giving your enemy a nasty surprise.



Cometh the Dreadknight

Before I move on to the characters, there's one more unit to discuss. It's probably the most iconic unit in the whole army, partly because it's so big, but mostly because it can fulfil pretty much any of the combat roles we've discussed. The unit in question is, of course, the Dreadknight. At its most basic, the Dreadknight is a mean assault combatant, with a pair of Nemesis doomfists and a profile that'll cause even a Greater Daemon a moment of pause. From here, he can be bought better close combat weapons and up to two heavy weapons (far upscaled versions of those available to the other squads). Indeed, a Nemesis Dreadknight can even have a personal teleporter, allowing him to move just like an Interceptor Squad!

Of course, if you buy everything then the Dreadknight will cost over 300 points, so it's best to pick and choose. Personally, I favour running my Dreadknights with a mix of any two weapon upgrades (i.e. two guns, or one gun and one close combat weapon). This way, I get a nicely versatile warrior for 150-200 points. Even so, a 'barebones' Dreadknight who wanders the battlefield punching out Greater Daemons with his doomfists is still viable – as ever, it all depends what you want him to do.

Off Switch

Dreadknight armour is what a Grey Knight straps himself into when he has to go one on one with a Greater Daemon. As a result it should be no surprise that the pilots also have *Dark Excommunication*, a neat power that 'turns off' all of a model's daemonic gifts. Well, it's not a good idea to play fair when up against the Chaos Gods – they don't.





Hero of the Hour

Should a Brotherhood Champion suffer a mortal wound with his psychic might as yet unspent, he'll inevitably attempt to make a *Heroic Sacrifice*. Assuming he passes his Psychic test, he gets to make one last attack. If that strike hits, both he and his opponent are removed from the board as casualties as the Brotherhood Champion strikes one last heroic (and possibly surprising) blow for his Emperor. Against a nasty opponent, it's always a good idea to hold back his psychic power just in case sacrifice is needed.



Lords of the Chapter

No Space Marine army would be complete without some mighty heroes to lead it, and the Grey Knights are no exception. If you've got the points available, go for a Grand Master – his Grand Strategy special rule can be used to refine your army to the task at hand. Need to set up further forward? Give D3 of your units the Scouts special rule. Need more Troops to claim objectives? Grand Strategy can transform D3 of your units into scoring units. If your points don't quite stretch, a Brother-Captain is still a fine selection, and can be further powered up by some of the grenades discussed earlier.

As you might expect, the Grey Knights set great store by their Librarians, and so should you. Not only does the Librarian's psychic hood shut down enemy psykers, he also has a wide array of augmentative and destructive powers. Personally, I favour a mix of the two – *Sanctuary* and the *Shrouding* to preserve Grey Knights near the Librarian, and *Warp Rift* to assail the foe. Again, if you want to spend more points, the 50 points that will allow your Librarian to use three psychic powers a turn is a good investment, but as you have to purchase your powers on top of this, he'll have to work hard to earn his keep.

Last, but definitely not least, is the Brotherhood Champion. In terms of other Chapters, the Brotherhood Champion's a bit like a Chaplain and Company Champion rolled into one. As a Herald of

Titan, the Company Champion exhorts any Battle-Brother in the same squad to re-roll misses in close combat. As far as his personal fighting ability is concerned, he's a mighty Weapon Skill 7 and has a choice of three different battle stances with which to engage the foe. Sword Storm allows him to make one attack on every enemy model in base contact; Rapier Strike lets him make D3 Attacks at Initiative 10; and Blade Shield lets him re-roll failed saving throws until the end of the turn. Oh, and he also gets to re-roll his attempts to wound. What's the Company Champion's role? Well, he's got two. You can either use him to bolster a squad, or you can aim him like a spear at the biggest and nastiest enemy model on the table. Even if he doesn't kill it with his own attacks, his *Heroic Sacrifice* will do the trick!

Putting it all Together

As you've hopefully realised, the Grey Knight army can be a formidable fighting force indeed. However, you're always going to come up against one significant limitation: the points value. As an elite force, every model in the army will cost you plenty, not to mention your upgrades, and it's really easy to overspend. As a Grey Knights player, expect your 1500-point army to come in at around 40 models – less if you field a Dreadknight, Land Raider or Stormraven. Rest assured though, that whatever your army lacks in numbers, its killing power is still top tier.

STRIKE FORCE "HAND OF JUDGEMENT"



HQ

Grand Master Castavor Drak

Storm bolter, Nemesis force halberd, digital weapons, orbital strike relay and psychotroke grenades.

250 points

ELITES

Purifier Squad Horak

5 Purifiers with 2 Nemesis force halberds, 1 Nemesis falchions, 1 Nemesis Daemon hammer and 1 Nemesis warding stave.

159 points

TROOPS

Terminator Squad Abraon

5 Terminators with 2 Nemesis force halberds, 1 master-crafted Nemesis force sword and 1 psilencer.

220 points

Terminator Squad Straxos

5 Terminators with 3 Nemesis falchions, 1 psilencer and 1 Nemesis Daemon hammer.

230 points

FAST ATTACK

Interceptor Squad Trakon

5 Grey Knights with 1 incinerator and 1 Nemesis Daemon hammer.

160 points

HEAVY SUPPORT

Purgation Squad Croan

10 Grey Knights with 1 Nemesis Daemon hammer and 4 psycannons.

285 points

Gorand, Nemesis

Dreadknight

with Nemesis greatsword and heavy psycannon.

195 points

TOTAL:

1499 points

Grand Master Drak is central to the army. Not only is he by far and away its best fighter, his Grand Strategy special rule lets more of my units claim objectives, so I can spend more points outside of Troops. The orbital strike relay adds a little in the way of heavy firepower, whilst the digital weapons and psychotroke grenades beef up his close combat potential.

Purifier Squad Horak is my supporting assault unit. Whilst it doesn't have the durability of Terminator Squad Straxos, its *Cleansing Flames* can often even the odds before the fight even begins.

Terminator Squad Abraon is my objective holding unit. The standard equipment is, for the most part, sufficient to keep the enemy at bay, but the added psilencer lends a touch of additional firepower.

Squad Straxos, by comparison, is my main assault unit, with plenty of extra close combat wargear, and an incinerator to thin the enemy numbers.

Another relatively cheap and cheerful unit, Squad Trakon is geared to giving close support to the Terminator Squads. The incinerator and the personal teleporter is an excellent combination – especially if you can get the drop on a nice big enemy squad.

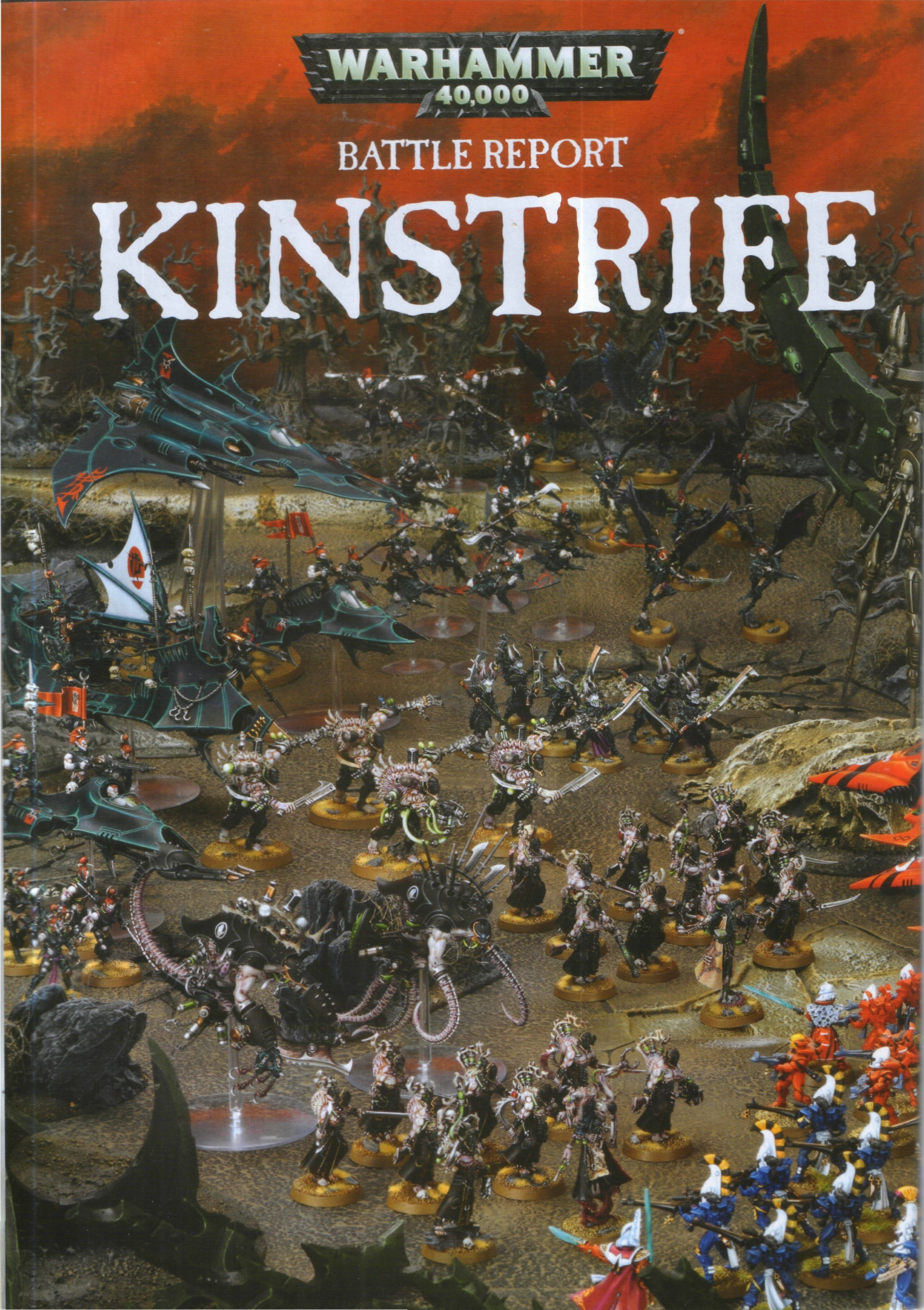
Purgation Squad Croan's role depends entirely on circumstances. In Kill Point games, I'll keep it as one large fire support squad. In objective games, it'll be split into two Combat Squads. The Justicar's half of the squad will go forward with the Daemon hammer, with the heavy weapons staying behind to give fire support. Squad Croan is my primary anti-tank squad, relying on Rending rolls to take down high-armour enemies.

I've gone for an all-rounder Dreadknight, with the biggest gun available and a greatsword to give him an edge in close combat. Given his extreme resilience (2+ armour save and 5+ invulnerable save), Gorand is my first choice to become a Troops unit from Drak's Grand Strategy.

WARHAMMER
40,000

BATTLE REPORT

KINSTRIFE



It's the match-up fans of the Eldar have been waiting for; the brave warriors of Saim-Hann must face their dark and twisted kin in this month's exciting battle report.

War ravages the galaxy – army clashes with army, planet battles planet and race fights race. As a humble spectator in all these conflicts there are certain battles that quicken the pulse, where the sides are so thematically opposed, you know that no quarter will be given. Undeniably, Eldar vs. Dark Eldar is one fan-pleasing match-up, and as it's been well over a decade since the Eldar of the Craftworlds fought their evil kin in the pages of White Dwarf, we thought it was about time to redress this balance. Step forward current Staff Champion and consummate Eldar general, Glenn More to field the forces of Saim-Hann. His opponent is none other than Dark Eldar overlord – and author of both Codex: Eldar and Codex: Dark Eldar – Phil Kelly.

The battle will be an intriguing prospect as both sides represent a force that strikes fast but is inherently fragile; they can both punish the foe from afar and up-close. The theory is that while the Dark Eldar will have the edge in close combat their craftworld cousins will be able to put more ranged firepower out there.

As is often the case when we choose our battle report generals, they will get together during the lunch periods on the week before battle day and play a few games to help refine tactics and forces. We rarely report on these practice games, saving the coverage for the battle itself. Although in this instance there was a lot of interest in the game and a healthy crowd of spectators gathered to see who would triumph in this bout of Kinstrife. If you don't wish to know the result and so remain untainted for the coming battle then turn the page now!

For those who are curious the game was predictably a complete **bloodbath** with heavy losses to both sides, when the tallies had been counted up it was the Eldar of Saim-Hann who were **victorious**. But could they repeat this result in the **actual** battle report, or would Phil learn from his loss and tweak his army list and tactics to counter the Craftworld forces? Will Glenn stick to his original successful plan or try and wrong-foot Phil with a completely different battlefield strategy? There is only one way to find out...

BATTLE FACTS

Forces:
Eldar vs. Dark Eldar

Mission:
Capture and Control

Deployment Type:
Spearhead

Players:
Glenn More vs.
Phil Kelly

Scrivenor:
Andy Hall



The Eldar of Saim-Hann ghosted through the dusty craters and withered skeletal trees of the once-green planet Boron Valdera. A grim silence hung over them. This was unmistakably the work of the Dark Kin. Up ahead loomed one of Commorragh's parasitic machines, pulsing with sickly red light. It had slowly drained the life from its surroundings like a gigantic tick, channelling the stolen energies back to the Dark City through a crescent-shaped webportal. In three hours of travel, not so much as a single living insect had been seen.

'Honoured Farseer,' said Malerion, first-amongst-equals of squad Alanthwé, 'is this poor orb not so bereft of life as to be irredeemable?'

'It is, child, it is. But our cousins are ever loath to abandon their strange creations. The architect of this planet's despair, Urien his name, will arrive shortly to drink in its final shuddering breath. After reclaiming the leech-engines, they will move on, and afflict another world, and then another, turning emeralds into dust. In their pride, they will ultimately choose one of ours. Kinstrife is the only path left.'

The Farseer flicked ghost-sign left and right, and his strike force spread outward, clinging to the meagre cover. A heartbeat later, there was a glimmer in the skies, and a scream of twisted glee reached out through the sickly air toward them. Malerion did his best to swallow down his fear. The Dark Eldar had arrived.



RAKARTH'S CARNIVALE MALEFICANT





The winsome Phil Kelly is as cold and calculating as a Haemonculus Ancient. If a Realm of Battle was a torturer's slab then Phil would be its leering owner, inflicting pain with every dice roll.

Phil: You might think this is a rather strange army at first glance, and rightly so. It's based around the Haemonculi, after all, and calling the Haemonculi covens 'rather strange' is a bit like saying Khorne has 'anger management issues'. For those of you who have been trapped in a dank oubliette for the last six months, let me bring you up to speed. The Dark Eldar hit like a runaway train, but if you can hit them before they hit you, they die like flies. The exceptions to this rule are the warriors of the Haemonculi covens. These guys are unlike normal Commorrite warriors in that they patiently stalk towards their victims rather than sprinting all over the place like over-stimulated Olympians. They don't have Fleet, for a start, and their Initiative is pretty average. What they do have, however, is a decent Toughness value, and a whole mess of pain tokens. My grisly little strike force is all about the pain tokens, really – any unit with at least one token benefits from Feel no Pain, and the resultant 4+ save can be a real life-saver.

In lieu of my usual Archon, Valossian Sythrac, I'm using Urien Rakarth to lead my force. The malevolent old swine makes 'modifications' to his minions and hence doles out bonus pain tokens like an overactive vending machine. An interesting facet of the Haemonculi is that you can take up to three per HQ slot, and each can of course confer a pain token to the unit he joins. This should mean I have so many tokens to go around that my rapid-response troops, specifically the Hellions and the

jaw-droppingly cool Scourges, can start the game with a pain token to call their own, as they start the battle with a Haemonculus.

My game plan is for my resilient Wrack units to stick like fleshy gloop to any objectives near my deployment zone, preferably whilst skulking in cover. Their Poisoned weapons, which allow a re-roll to wound against T3 or less, will give any marauding Aspect Warriors something to think about. The Grotesques and the Incubi will zoom off after their prey in their Raiders, earning their own pain tokens by cutting the enemy into bloody chunks. Meanwhile my 5-woman Wych units will clean up any Eldar that slip through the shardnet, laying down hails of fire with their Venom's splinter cannon and claiming objectives if they survive. A Talos Pain Engine is a must for any Haemonculi-themed army (Toughness 7 and a potential 7 Attacks, yes please), able to tip any contentious combats my way. Its partner in crime, the Cronos Parasite Engine, will complement my core tactic, because it is able to share out yet more pain tokens with each kill. Meanwhile, my anti-tank brigade (a smattering of darklight weapons, haywire blasters, heat lances and arcane Haemonculi toys) will go hunting for Glenn's grav-tanks.

Speaking of flying technological wonders, the crowning glory for this army is even more sleek and streamlined than the Craftworld's signature tank. I must admit to being a little bit smitten by the Razorwing Jetfighter. It just looks so fast and so deadly that it's pretty much a fixture in any Dark Eldar game I play. The temptation is to mercilessly pick on your opponent's prized unit by unleashing all four missiles in the first turn, but I find it is better to use them two at a time – that way the Razorwing can cripple or destroy two units of infantry before it goes tank hunting with its two dark lances. It's only Armour 10, though, so I expect Glenn will shoot it down quick-sharp – assuming he can get a clean shot, that is. Say it with me now: mwahahahaha!

SCOURGES

The Scourges combine a winged assault with their shardcombines – 18" ranged Assault 3, Poisoned (4+) weapons makes for a killer combination. Meanwhile the Scourge's ghostplate armour confers an impressive 4+ armour save and 6+ invulnerable save to make them surprisingly resilient.



WATCH OUT FOR:

HQ:

Urien Rakarth

190 points



Dvoshd Obsessus

Haemonculus with venom blade and Dark Gate.

80 points



Yliac Thremain

Haemonculus with liquifier gun and venom blade.

65 points

ELITES:

The Shrine of Hell's Edge

5 Incubi.

110 points



Screaming Death

Raider with dark lance and night shields.

70 points



The Unrelenting

4 Grotesques with liquifier gun.

150 points



Howling Death

Raider with disintegrator cannon and night shield.

70 points

TROOPS:

The Talons of the Severed Hand

8 Wracks with liquifier gun including Acothyst.

100 points



The Unrepentant Souls

9 Wracks with liquifier gun including Acothyst.

110 points



The Hektrax

5 Wyches including Hekatrix with power weapon.

70 points



Poison Hope

Venom with additional splinter cannon.

65 points



The Glaivemaidens

5 Wyches including Hekatrix with power weapon and blast pistol.

85 points



Shade Bane

Venom.

55 points



FAST ATTACK: The Cold Zephyr

7 Scourges with haywire blaster, heat lance, including Solarite.

186 points



The Crimson Pack

1 Beastmaster with 4 Khymerae.

60 points



The Ripskins

9 Hellions including Helliarch with stunclaw.

159 points

HEAVY SUPPORT:

Skyblade

Razorwing Jetfighter with flickerfield.

155 points



Deliquescence

Talos Pain Engine with chain-flails and twin-linked haywire blaster.

115 points



Lifethief

Cronos Parasite Engine with spirit vortex.

100 points

TOTAL:

1995 points

WARDENS OF THE DYING WORLDS





Glenn More is the Studio's resident photographer but is also firmly on the Warrior Path. Rumours are that he will soon become an Exarch if he continues, but at least we'll get a good picture of it.

Glenn: Well, what a rare treat! A chance to play my favourite army against the mastermind behind the Dark Eldar Codex. As I was in the privileged position of using the Studio army I went for something a little different from my own personal Eldar army. With some luck I could take down the Autarch turned Archon; Mr Kelly.

I decided to go with a force that was half defensive gunline and half fast-moving offence. For the defensive part I chose two Fire Prisms and a Night Spinner which should bring the hurt to the dark kin. Normally I'd go for a pair of Wraithlords but the Dark Eldar's Poisoned Weapons would easily make short work of them so some Armour 12 tanks will be very welcome instead. The ability to combine fire with the Fire Prisms will be useful in tight situations. This makes the shot twin linked and adds a Strength bonus. Also when the Night Spinner hits a target it then counts as being in difficult terrain and dangerous terrain for its next Movement phase. This should help to slow down the Dark Eldar infantry. This force was then bulked out with some cheap (well, for Eldar they're cheap) and cheerful units of Vypers and Guardians to add extra firepower and the important ability to hold key objectives.

The Guardians would also be joined by Warlocks with the *Destructor* psychic power, which is essentially a heavy flamer! That should be useful for when the Dark Eldar get too close. Then my HQ will be led by a Farseer who can provide re-rolls to hit and to wound with his *Guide* and *Doom* powers. This gives me the advantage of boosting one unit and delivering a torrent of deadly shooting.

The offensive contingent contains Dire Avengers in a Wave Serpent, Swooping Hawks, Warp Spiders and Jetbikes led by an Autarch. All fast moving and very shooty. These units would all go in reserve and act as a counter attack. Led by the Autarch they should show up on time as he adds a +1 to reserve rolls.

I also decided to take a Dire Avenger unit on foot. On paper they seem slow and short ranged but if I keep them in reserve they can turn up anywhere along my board edge. They can then move on 6" and bladestorm an enemy unit 18" away with 30 shuriken shots. This makes them a powerful mobile threat. In many previous games I've had them turn up in the nick of time to provide a lethal storm of shuriken.

With all the Raiders at Phil's disposal my biggest worry is how fast he can get to me. Playing Eldar myself I know full well he could be on me from Turn 1 presenting several Turn 2 assault threats. If this happens I'm going to struggle to weather the inevitable slower second wave of assaults from the Haemonculi monstrosities. So I'm going to need to make sure I correctly prioritise threats with my gunline and bring my counter-attack units into the battle to threaten the flanks and misdirect the Dark Eldar charge. All whilst keeping my Eldar out of assault.

SWOOPING HAWKS

The Swooping Hawks are the winged Aspect Warriors of the Craftworlds, adept at bringing death from the skies. Their lasblaster has a respectable 24" range with Assault 2. The Exarch can be armed with a sunrifle, which has an impressive Assault 6 Pinning attack. Additionally, when the Swooping Hawks Deep Strike, they can place a large blast marker anywhere on the table to represent them launching their grenades in mid air. Any models under the blast take a Strength 4 hit.

WATCH OUT FOR:

HQ:



Trialeorn the Silent

Farseer with spirit stones, *Doom*, *Fortune* and *Guide* psychic powers.

150 points



Fyveilon

Autarch with jetbike and laser lance.

120 points

TROOPS:



The Cutting Blizzard

10 Dire Avengers including Exarch with Bladestorm and extra shuriken catapult.

152 points



Sky Storm

Wave Serpent with twin-linked bright lances, spirit stones and shuriken cannon.

155 points



Dire Stalkers

10 Dire Avengers including Exarch with Bladestorm.

147 points



The Wild Riders

5 Guardian Jetbikes.

110 points



Squad Alanthwé

10 Guardians with starcannon, including Warlock with *Destructor*.

140 points



Squad Danlayaé

10 Guardians with starcannon, including Warlock with *Destructor*.

140 points



FAST ATTACK:

The Starblades

2 Vyper with shuriken cannons.

100 points



Wings of Asuryan

5 Swooping Hawks including Exarch with sunrifle, Intercept and Skyleap.

152 points



Warp Hunters

5 Warp Spiders including Exarch with powerblades, surprise Assault and Withdraw.

157 points

HEAVY SUPPORT:



Saim-Hann's Voice

Fire Prism with shuriken cannon, spirit stones and holo-fields.

170 points



The Eldrich Wrath

Fire Prism with shuriken cannon, spirit stones and holo-fields.

170 points



Red-Weaver

Night Spinner with shuriken cannon and spirit stones.

135 points

TOTAL:

1998 points



DEPLOYMENT

The players rolled a Capture and Control mission with a Spearhead deployment. Phil deployed first, with the Cronos placed centrally around the Wracks and Scourges to give out pain tokens. With the Wracks placed around the woods in the centre of Phil's position he placed his swift and deadly vehicles on the flanks. Farthest to the south, the Razorwing hung menacingly in the air. Meanwhile, in the east, a wedge of Raiders and Venoms – containing Rakarth, his Grotesque bodyguard, the Incubi and Wyches – were poised ready to strike.

In the south-west quadrant, Glenn admitted to feeling exposed and even considered placing his entire force in reserve. In the end he decided to split his army, with the Guardians and vehicles on the ground and his elites held back.

LET THE PAIN COMMENCE TURN 1

The Eldar failed to wrest away the initiative and so it was the Dark Eldar that began proceedings. The Venoms and Raiders went flat out across the battlefield with the Eldar already firmly in their sights. Whilst the Talons of the Severed Hand held back in the cover of the decrepit woods to guard the Dark Eldar objective, the rest of the centre advanced southwards, both the Talos and Cronos following close by. The Razorwing and Scourges took to the air and flew south.

As the Razorwing Jetfighter banked round, it loosed two of its monoscythe missiles at the closest Guardian squad. Both missiles streaked across the battlefield and struck their target. Two arc-like blasts emitted outwards from the impacted warheads on a single plane, slicing down Guardians in a maelstrom of death. The weapon was typical of Dark Eldar manufacture; a normal explosive blast would have done the job just as well, but there would have been no art or craft to the kill. Instead the missiles had been specifically designed to radiate out on a single – almost two dimensional – plane. Atoms in width, the detonation created an explosive blade that decimated the target. Only Trialeorn the Farseer survived the onslaught; all the Guardians had been neatly decapitated, including his brother psyker, the Warlock.

In their turn, the Eldar stood mostly firm, tracking their dark kin with the targeting matrices or raising their weapons defiantly as the foe rapidly approached. Glenn hoped they could create a staunch defence while awaiting the arrival of the reserves. The Vypers fanned out to maximise any firing opportunities while the Farseer moved back to join the second

squad of Guardians – his fervent hope that they would not share the same fate as their belated brethren.

The two Fire Prisms powered up, the tank on the ridge fired upon the Incubi's Raider but struck the intervening terrain. The second Fire Prism targeted Rakarth's transport but only managed to glance it. The Vypers were far more successful, shuriken cannons firing into the Raider, ripping it apart. Despite being thrown from the craft, the passengers were fine – their Toughness of 5 and a multitude of pain tokens ensuring they emerged from the wreckage without a scratch. They didn't even take a Pinning test, as they were Fearless due to starting the battle with three pain tokens.

Even as Phil placed Rakarth and the Grotesques down on the battlefield, Glenn targeted them with another of his swift tanks. The Night Spinner took aim with the doomweaver atop its sleek chassis and launched a deadly cloud of monofilament high into the air to fall amongst Rakarth and his monstrous bodyguards. The monofilament enshrouded the Grotesques and then pulled tight, wounding the squad four times, slaying one of the lumbering monsters outright and even cutting into Urien's flesh. Phil wasn't concerned though as the Master Haemonculus would automatically regain the lost wound at the start of the next turn, due to his flesh's ability to reknit itself.

Even then the repercussions of the monofilament cloud were not finished, as the next time Rakarth's squad moved they would have to make both difficult and dangerous terrain tests, hopefully slowing them down even further and potentially inflicting a few more wounds.

Share my Pain

The Grotesques started the battle with three pain tokens; so how did they manage that? This is down to Phil's canny deployment of Urien Rakarth. He not only comes with a pain token but also allows D3 Wrack and Grotesque units to gain an extra pain token. In this case Phil rolled a three and so awarded both of the Wrack squads and the Grotesques with a bonus pain token each. Finally, the Grotesques also start the battle with a pain token due to their Altered Physique.





The Razorwing Jetfighter delivers death from afar, launching two monocythe missiles at the Eldar Guardians.

Reserved Feelings

Choosing if and what to leave in reserve is an important strategic aspect of playing Warhammer 40,000. If a squad is absent from the battlefield then it is not causing damage, claiming objectives or hounding the enemy. However, it is also not taking casualties, so when it does arrive it will be at full strength. The other advantage of holding squads in reserve is that when they do arrive, they could well make their entrance in a tactically superior fashion – for example, by deep striking or outflanking.

For this battle Glenn thought hard about which models in his force would remain in reserve. He decided to split his army into defensive and offensive portions. The defensive part could keep control of the home objective and allow the Eldar tanks to start blasting from the start. The remainder of the force would arrive deep in the Dark Eldar quadrant from the second turn, if all went to plan.

OBJECTIVES

ELDAR

1

DARK ELДАР

1



I can taste them even now – the stench of fear from knowing that their doom is fast approaching – it leaves such a distinctive tang in the air.

BLADESTORM

TURN 2

- 1** The Razorwing flies into the middle of the tabletop and fires its dark lances at the Fire Prism emplaced on the southern hill. The first shot glances, preventing the tank from firing in the next phase. The second dark lance shot penetrates, immobilising it.
- 2** The Beastmaster and his pack of Khymerae speed across the terrain at an impressive pace and reach the cover of the tower with ease, their prey already in sight.
- 3** In the south-east, the Autarch flies onto the board at the head of a Jetbike squadron closely followed by the Dire Avengers.
- 4** The Warp Spiders and Swooping Hawks deep strike behind the Dark Eldar lines and threaten the objective currently held by the Wracks.
- 5** Dire Avengers arrive and level their shuriken catapults at the hated Incubi.

The Dark Eldar started their second turn with their troops already moving deep into the Eldar quadrant – proof, if proof were needed – of just how fast these blighters really are. The Incubi's Raider flew past the humming tower, only halting to disgorge passengers in front of the Eldar-controlled objective and its defenders.

The Venoms also sped across the battlefield to end their move in the south-west corner. One of the Venoms had moved too fast for the Wyches to alight, but the other squad leapt from the hull of their transport and brought their weapons to bear on the Night Spinner.

Rakarth and the Grotesques were unperturbed by the monofilament cloud about them and advanced towards the nearest Vyper, although one of the creatures was wounded as it stomped forward and trudged over the delicate but deadly web.

The rest of the Dark Eldar forces halted their incessant advance and looked to take shelter in and around the twisted boughs of the woods. Phil was all too aware that the main thrust of the Craftworld force had yet to arrive and did not want to be caught in the open. The Talos seemed to lose itself in the southern most woods, as Phil rolled a double-1. The Cronos was more incisive, and lurched its way to the rocky outcrop by the tower.

In the north-east, the Wracks from the Talons of the Severed Hand remained close to their objective.

The Shooting phase was relatively brief with the Glaivemaidens targeting the Night Spinner so the blast pistol could damage it, which it did, taking out the doomweaver. The Venom fired upon the Guardian squad and slaughtered five. Before they could recoup their losses, the survivors were then assailed by the Incubi, who mercilessly cut them down. The Farseer was left until last, surrounded by Incubi, Trialeorn no longer needed his foresight to predict what would happen next as he was brought low in a storm of blades.

Rakarth and the Grotesques assaulted the Vyper, hitting it twice and destroying the shuriken cannon.

It was then the turn of the Eldar, and reinforcements were on their way. In fact all of Glenn's reserves arrived, which not only evened up the odds, but also pulled the focus away from the south-west sector as the Eldar appeared across the battlefield.





Murderous Assault

The Incubi from the Shrine of Hell's Edge dismounted from their Raider and then assaulted into the Guardians known as Squad Alanthwé, covering the ground thanks to Fleet. Once in combat they meticulously wiped out the opposition. The Farseer, Trialeorn the Silent, never uttered a sound as a klaive was buried in his chest and then whipped round to behold him. Only a Warlock was left standing, but he was cut down at the end of the bloody combat and the Incubi were triumphant yet again.



END OF ELDAR TURN 2

Oh, how I enjoy it when my craven cousins try and stop me with their little guns. The more they strike me the more it tickles – it's positively delicious.



The Wracks are guarding the objective but must defeat two Aspect Warrior squads to keep it firmly in Phil's hands.

Feel Your Pain

The Dark Eldar gain **Feel No Pain** with their first pain token, which helps to counter some of their characteristic fragility. This is especially handy when squads start the battle with pain tokens. Wrack units get to have **Feel No Pain** from the start due to their altered physiques, which combined with their **Toughness** makes them extremely resilient.



Turn 2 continued...

From the south-east, the Autarch Fyveilon flew onto the battlefield on his resplendent jetbike, closely followed by the Wild Riders of Saim-Hann. As they sped northwards towards their noisome kin, a Wave Serpent crested the hill and came to halt, allowing ten Dire Avengers to disembark. Across the battlefield, another squad of Dire Avengers advanced onto the board in the southwest sector. Before them were five Incubi, still spattered in the blood of the Eldar and the Farseer – vengeance would be theirs.

The Warp Spiders appeared in the north-east, phasing in from the webway with the Dark Eldar objective in sight. And then from above came the Swooping Hawks, launching their grenades as they passed over the Wyches, but only one was slain in the blast.

The Vyper broke off from combat with the Grotesques and then moved south to support the Dire Avengers.

Glenn started the Shooting phase by declaring: 'I've got a bit of house cleaning to do.' And so he had, as both forces were now scattered across the tabletop, but, there was no doubting that Phil's Dark Eldar were pressing upon Glenn's home objective. He began by firing his fully functioning Vyper at the Venom, which was carrying the Wyches. The Dark Eldar craft exploded and ploughed into the ground although its

passengers adroitly jumped off before they were caught in the wreck. They landed within the operational Fire Prism's field of fire, which shot a bolt of white-hot energy and incinerated two of their number.

The Night Spinner, thought to be defanged with the loss of the doomweaver, surprised everybody by slaying three Wyches of the Glaivemaidens with its shuriken cannon. Slowly but surely, Glenn was beginning to whittle the Dark Eldar down and blunt Phil's main attack. As if to reinforce this, it was then the turn of the Dire Avengers. Without hesitation Glenn announced a **Bladestorm** against the Incubi. Glenn rolled thirty dice needing 3 or more to hit, and scored an average twenty hits, which he converted into twelve wounds. But Glenn hadn't counted on Phil's preternatural abilities to make saves and the resulting gale of shurikens only left a single accursed Incubi dead. This was in no small part due to the fact that the Incubi had wiped out the Guardians in the previous phase and so had earned a pain token and gained **Feel No Pain**.

The Eldar were unbowed, and Glenn fought on. The Wild Riders fired on the Hellions and felled five from their skyboards. The second Dire Avengers squad allotted to **Bladestorm** at the same target. This time Phil could not save his dread hide, and the Hellions were wiped out.

The Warp Spiders and Swooping Hawks joined fire into the Wracks by the objective; again Feel No Pain made the Dark Eldar abnormally robust and the Warp Spiders had little luck, but the Swooping Hawks slew three.

In the Assault phase the Eldar kept up the pressure, as they felt their dark kin falter. Glenn decided to assault the Incubi with the Dire Avengers; after all, they would certainly be attacking him the following phase so it made sense to gain the bonus attack from initiating the combat. The Dire Avengers piled in and rolled a fistful of dice, scoring six wounds in total, but this was just not enough as Phil comfortably made all his saves. The Incubi struck back and slew one, winning the combat but the Dire Avengers stayed put. The decisive Eldar second turn seemed to end on a bit of a downer, but could Phil press his advantage or would Glenn recapture the momentum?



OBJECTIVES

ELDAR
0

DARK ELDAR
1



Patience my children – be you from Commorragh or not, you'll all have a turn on my table.

Urien Rakarth leads the Grotesques into an assault against the Vyper, hoping to down the Eldar skimmer, but to no avail.



THE BANE OF WYCHES

TURN 3

The Haemonculi are the deformed torturers of Commorragh. Including them in your Dark Eldar army gives you many advantages as they start the battle with a pain token due to their altered physiques. They also allow you to take Wracks as Troop Choices and have access to some of the most evil and terrifying weapons in the galaxy.



While the Incubi had been doing a magnificent job maiming their ancient kin, Phil was well aware that as Elites they could not claim the Eldar objective. The Wyches, on the other hand, could, and so he moved the remnants of the two Wych squads towards it. Across the table, the Talos had finally caught scent of the enemy and so moved in a far more decisive fashion towards the Wave Serpent. The Razorwing Jetfighter also gleaned the Eldar's flanking move and banked eastward

and immobilised it, much to Glenn's chagrin. The Razorwing unleashed its remaining two monoscythe missiles at the Dire Avengers, scoring an impressive thirteen wounds, as the razor-thin energy blast cut through the squad. Only four died as Glenn made most of his saves for once. The Scourges targeted the Jetbikes and destroyed one outright with their heat lance then the combined fire of the shardcombines brought a further two crashing to the ground.

They hide on their floating museums, shirk behind their warrior paths – but deep down, they know, they are just like us.

to counteract this. The Wracks of the Unrepentant Souls had spent the previous two turns advancing towards the Eldar's deployment zone and this they continued to do. It was far from the most exciting move in this turn but was one of the most important, as they were Troops and so could claim the Eldar objective. The Wracks in the north emerged from the petrified forest, and advanced upon the Warp Spiders.

In the Shooting phase the Talos fired at the Wave Serpent with its haywire blaster

The Assault phase began with the Wracks assaulting the Warp Spiders. The Eldar struck first and cut a Wrack down where he stood. The Wracks hit back causing an impressive eight wounds but only one Aspect Warrior was killed. The combat ended in a draw but the Warp Spiders jumped away, using their Hit and Run special rule. The Wracks slunk back into the woods, awaiting more prey.

With Phil still focused on attacking the Eldar objective, Glenn took advantage by flying his Jetbikes northwards to join the

Led by Fyveilon, the Jetbikes assault the Razorwing but the Dark Eldar jet jinks out of the way.





Wracked with Pain

The Warp Spiders teleported into assault range with the Wracks. The Exarch jumped into the fray and slew two Dark Eldar before they could even react. However, the other Warp Spiders could not land a satisfying blow. The Haemonculus attached to the Wracks stepped forward and plunged its venom blade deep into the torso of the closest Warp Spider, killing him instantly. The Wracks piled in and slew another Aspect Warrior, the brutal combat ending in a hard-fought draw.

Aspect Warriors in securing the objective. The Dire Avengers in the east could not fire their weapons as they had performed a Bladestorm in the previous turn, so rather than have them in the open Glenn embarked them into the immobilised Wave Serpent for protection.

In the Shooting phase the Eldar targeted the Wyches once again, to prevent Phil using them to claim the objective. The Night Spinner fired its shuriken cannon, slaying the last of the Glaivemaidens. The second Vyper was heavily armed, and it turned its shuriken cannon on the remaining Wyches, killing the last of them.

Close by, the immobilised Fire Prism on the hill targeted the Wracks right across the battlefield, guarding the Dark Eldar objective. The prism cannon was operating at the top of its 60" range but nevertheless was on target and caught four Wracks in its blast. Unfortunately for Glenn, when rolling to wound he scored four 1s – that's an impressive 0.077% chance (or 1 in 1296 dice rolls) if you really wanted to know the maths!

The Swooping Hawks fired on the same target wounding them four times, but the Wracks' resilience was impressive once more, and their Feel No Pain meant no models were removed.

Glenn kept the momentum going as the Autarch and Jetbike sped round the lifeless terrain and into combat with the Razorwing Jetfighter. As dynamic as this looked unfortunately all the attacks missed – clearly both sets of craft were flying too fast to land any blows, which is not a surprise when you consider on one side there was a jetfighter!

End of Dark Eldar Turn 3



OBJECTIVES

ELDAR

0

DARK ELDAR

0



MASSED ASSAULT

TURN 4

1 The Beastmaster skims north, towards the home objective.

2 The Raider moves from the cover of the tower to bring its dark lance to bear on the Eldar tanks still active in the south-west.

3 In the Shooting phase the Wracks run to close with the Eldar objective.

4 The Razorwing fires its dark lances at the Wave Serpent, utterly destroying it and killing a passenger in the process. The Dire Avengers are left exposed, but the Talos is too far away to take advantage.

5 The Cronos fires its spirit vortex at the Swooping Hawks in the hope of slaying them and gaining additional pain tokens in the process. It gets a direct hit but Glenn manages to make all his cover saves.

6 The Venom speeds eastwards and then shoots at the Swooping Hawks, killing one.

With the Wyches dead, Phil's options for taking the Eldar objective were looking increasingly limited, but he still had another ace up his syringe-covered sleeve. The Wracks of the Unrepentant Souls had been steadily making their way across the battlefield and were now closing with the south-west quadrant. Because Phil had Haemonculi in his force, these Elites counted as Troops and so could claim objectives. If this unit of Wracks could take the objective and his second squad of Wracks in the north were able to hold onto to his home one, he could take a decisive win and full bragging rights. Of course to secure such a victory he would have to ensure his own objective remained in Dark Eldar hands and Glenn was making this exceeding difficult due to the density of Eldar forces in the area.

To that end the Cronos moved north, its metal-shod tentacles withered, eager to start leeching the life-essence from the enemy. The Talos, moved towards the Wave Serpent, its slicing appendages keen to get at the Dire Avengers inside.

It was the Assault phase where the Dark Eldar intended to make their most decisive strike. The Grotesques charged into the Fire Prism, destroying its primary weapon. The Khymerae finally made it into an assault, attacking the Warp Spiders and the Scourges swept down on the Jetbikes, but failed to wound. The Wild Riders struck back and knocked a Scourge out of the sky.

In the Eldar turn, Glenn used his mobile vehicles in the east to tank shock the Dark Eldar out of reach of the objective. The Night Spinner sped directly at the Wracks who begrudgingly moved out of its path. The Eldritch Wrath flew past Rakarth and the Grotesques at high speed forcing the Master Haemonculus and his attendants to the side. The Vyper moved west to intercept the incoming Wracks, in the shooting phase it fired upon them, but their Feel No Pain, prevented any casualties.

Meanwhile, the Dire Avengers used their Fleet move to head northwards; away from the Talos and towards the rapidly expanding combat, centred around the grounded Scourges.

The chase is a diverting pleasure, but I grow weary of it. Give me my tools and an unwilling subject. Ah! Now that is true ecstasy.





Overkill

Like the centre of a swirling black hole, the massed combat in the east seemed to be inextricably drawing all into its bloody vortex. In the Eldar Assault phase, the Wild Riders were joined by the surviving Dire Avengers and Swooping Hawks to despatch the Scourges. But despite the multitude of attacks, the Eldar just couldn't wound the foe. The Scourges struck back, destroying a Jetbike. They won the combat but the Eldar remained.



Khymerae vs. Warp Spiders

The Beastmaster's pack leapt into the Warp Spiders with carnal ferocity, and before the Warp Spiders could even raise their weapons in defence they are slain. The Warp beasts halted to noisily feed on Eldar entrails...



END OF ELДАР TURN 4

DARKNESS FALLS

TURN 5



The terrifying engines of the Haemonculi make their presence felt in the final slaughter of the Eldar.

In the south, Phil's Wracks took control of the Eldar objective. The Raider took aim at the Vyper, but failed to hit it and thus prevent Glenn from using it to contest in his turn. Urien opened his Casket of Flensing and invisible spirits flew out from its bounds and over the speeding Fire Prism. The spirits wrenched at its armour and shattered the cockpit, dragging the pilot and gunner out of their seats to be consumed just as the vehicle as it exploded.

droves, largely thanks to the chain flails on the Talos. The Khymerae concentrated on the Swooping Hawks, slaying three including the Exarch. The Dark Eldar were victorious and although the Autarch stayed to fight, the Dire Avengers fled to be caught and mauled to death by the Talos, whilst the Swooping Hawks escaped.

In the Eldar turn, the Swooping Hawks fled off the table. The Vyper flew in to contest the Eldar objective. In the massed

OBJECTIVES

ELDAR

0

DARK ELDAR

1



I want them all alive. Do not extinguish a single spirit, any who do will take their place upon my slab.

The last Fire Prism on the battlefield was also destroyed, as the Incubí finally broke through its armour to wreck it. The Wracks assaulted the Night Spinner, needing 6s to hit and scored 9 from their 28 attacks. The Night Spinner was immobilised, but this turned into a wrecked result as it had moved flat out in the previous turn.

In the south, the Talos, Cronos and Beastmaster joined the fray of the main combat. The Engines of Pain immediately made their presence felt as Eldar died in

combat, the Wild Riders stood alone but defiant, the Autarch fought with the fury of an Avatar and slew three Scourges. The Eldar fought back but could not deliver a single wound. The Eldar had won the combat, but it was too little, too late. A dice was rolled to see if the battle would continue, but it came up a 1. The Dark Eldar still held their objective and so claimed victory. Saim-Hann would mourn the passing of honoured warriors while Commorragh would feast on their souls.

DARK ELDAR VICTORY

Phil: Take that, meditating navel-gazers! A poet with a shuriken catapult is no real challenge for a knife-sharp murderer of Commorragh. OK, that's the evil gloating out of the way, time for the highs and lows of the game. Glenn had a raw deal with the deployment zones, having practically no cover in his quarter of the table, but that's just how it goes sometimes. I chose the quarter with two twisted forests in it because I knew the Wracks on objective-sitting duty would benefit hugely from cover when Glenn's counter-attack hit home. That one squad of Wracks soaked up a tremendous amount of punishment and faced down two units of Aspect Warriors by themselves – definitely contenders for men of the match. Well, monstrosities of the match.

The Autarch/reserve units combo is a powerful tactic for wrong-footing the enemy, though personally I've never mastered it. This time I think it actually hurt Glenn's chances of pulling off a win. I was able to concentrate my force on half of his – a lot of my units spent the early part of the game running backwards and forwards like headless chickens, but in the end my rapid-response troops had the speed to intercept Glenn's big push when his reserves came in. Glenn had me outgunned from the start; if this was a kill points mission I think the result would have been very different.

As it was, though, I was able to ride out the initial fusillade and launch an assault with my Incubi and Wyches nice and early, chewing up the Eldar defending Glenn's home objective and getting some all-important pain tokens into the bargain. This enabled my Incubi to weather the ensuing Bladestorm and take the newly arrived Dire Avengers out in close combat with contemptuous ease.

There were a few classic moments in this game – the seemingly indestructible Wracks striding casually across the entire battlefield to claim the Eldar home objective, and Urien's Casket of Flensing taking out the holo-field-protected Fire Prism (there's no fooling the invisible little monsters inside Urien's little toy). For my money, though, the highlight of the game would have to be the Razorwing Jetfighter's opening salvo. Only Glenn's Farseer had the foresight to duck as the Jetfighter's monoscythe missiles detonated at neck height – the xylophone sound of ten Guardian heads dropping onto the cold hard ground must have been music to the Dark Eldar's pointy ears. Maybe next time (*there won't be a next time, he's dead – Ed*) the old psyker will tell his squad when to duck...

Glenn: Ouch that hurt! I stand by my plan but a few key things really threw a spanner in the works. Firstly losing my Guardians and Farseer to the Incubi and Razorwing Jetfighter so early on really hurt. Not only did I lose my scoring units holding my objective but also my psychic powers that could have helped later on in the game. My Dire Avengers showed up from reserve like the true heroes they are and delivered a fusillade of shots that should have wiped out the Incubi. But as the elite squad shrugged off over 20 shooting and close combat wounds, my hope of holding onto my own objective was lost and my gunline was in tatters.

So it was up to the rest of my reserves who all arrived at once, landed on target and generally showed off in the way Eldar do best. It really looked like it was going to work too, as I massacred the Hellions and put some hurt on the Wracks. Unfortunately for me I'd provided enough of a threat for Phil to peel off several nasty units and it wasn't long before the Scourges, Beastmaster and Talos were picking apart my last remaining units for the evil pleasure of Phil's Haemonculi. After a run of bad luck it was looking bleak and the Dark Eldar weight of numbers sealed the fate for my army. Next time I face Dark Eldar I think I'll take more close combat Aspect Warriors and engage them head on.



Urien Rakarth drifted a foot above the charred remains of his enemies, drinking in the sights and scents of the battlefield as a gardener might the blossoms of spring. All around him his gruesome minions scuttled like dutiful pets, fetching the wounded and the dead and binding them fast to the black transport barges laden with jagged sections of leech-engine.

Rakarth's many-toothed leer grew wider still as one of his Haemacolytes knelt next to him and wordlessly proffered the decapitated head of a Craftworld Farseer. Blood oozed from the sleek and brightly-crested helmet, its trickling warmth pleasing as it ran over Rakarth's questing fingers. Regardless of race, psykers were dangerous creatures, but their brains and spinal cords had a certain something that thrilled the taste buds. Better yet, their part-crystalline bones could be ground into a powder that induced extremely vigorous – and some said prophetic – hallucinations. Urien chuckled, quiet and liquid at first, and then loud, hideous and uncontrollable.

The master torturer wiped his eyes, sighed happily, and gestured for his minions to move out. To witness the death scream of a planet, to turn their milksop kin's meticulous ambush into a ragged, terrifying slaughter, and to eat the bones of an ancient psyker, all before meridian?

Today just kept getting better and better.



STANDARD BEARER



Jervis is still cast adrift on a desert island this month, but luckily he had the foresight to take along his favourite Citadel miniatures, a luxury item and a book.



Mephiston encapsulates the supernatural nature of the Blood Angels.

Write to Jervis at:

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Last month Jervis Johnson was cast away to a desert with only eight Citadel Miniatures, a luxury item, and a book to keep him company. This month he concludes his roundup of the eight Citadel Miniatures that he decided to take, and explains what they mean to him. You can read part one in last month's issue of *White Dwarf*.

Mephiston

The fifth Citadel miniature is one that features in many peoples top ten miniatures of all time, the seminal Mephiston miniature sculpted by Jes Goodwin. Like all great works, I've found that Mephiston is a gift that keeps on giving, both in the pleasure of simply looking at the model, but also what it has taught me about the hobby.

The first lesson Mephiston taught me was when the miniature was first released. I was lucky enough to have been asked to write the rules and background for the model, which were to appear in *Codex: Angels of Death*. Up until then, I'd looked upon the special characters I'd worked on pretty much as variations on the heroes you could pick from the standard army list. However, Mephiston was so distinctive, yet so obviously a Blood Angel, I knew I couldn't just make him a Commander with a special sword. Instead I decided to make him unique, and at the same time use him to show as powerfully as I could the almost supernatural nature of the Blood Angels struggle with the curse of the Black Rage. To this day my favourite special characters remain those that encapsulate an important element of what makes the army they are a part of unique.

Years later this point was underlined to me when my son decided to collect a Blood Angels army. It was his first army, and he turned to me for advice on what to get first. I told him to get sensible things, like a Tactical Squad and a Rhino and such like. Fortunately he ignored my sage words, and the first model he bought was Mephiston. When we talked this over, I realised he'd made exactly the right choice. I'd been telling him what to get as the first part of an army to play games with, while he had been thinking about the start of his collection of Blood Angels models – and if you're going to have just one Blood Angel model, then it's hard to think of a better one than Mephiston!

Once again Mephiston had taught me something really important, which I try to keep in mind to this day, namely that at its heart our hobby is about collecting Citadel miniatures, not collecting gaming pieces. And I have a feeling that Mephiston will have a few more lessons to teach me as the years go on.

Sam & Bill The Pony

My sixth choice is the Sam and Bill the Pony set from our range of *The Lord of the Rings* miniatures. This may seem like a strange choice, coming as it does from a range that includes such amazing miniatures as the Balrog, various versions of Aragorn and Gandalf, and the dying Boromir. However, this list is a personal one, and for me Sam & Bill the Pony remind me of the excitement I felt at the time we got the go ahead to make *The Lord of the Rings* Strategy Battle game.

The Lord of the Rings trilogy was a hugely important part of my life. I read it avidly when I was a teenager, not once but many times, and have re-read it periodically over the years ever since. My favourite character was always Sam, who I consider to be one of the most truly noble and brave and *human* characters in any work of fiction. I always admired the way he stuck by Frodo's side, for no other reason than he was Frodo's friend, and Frodo needed his help. Call me a sentimental old fool, but it brings a lump to my throat just thinking about it.

Anyway, like so many fans I was hugely excited when the films were announced, and even more so when we got the chance to make miniatures and a game based on them. But I was worried too, because I'd been disappointed so many times over the years by film adaptations of books I love. Fortunately the films and the game and the miniatures were everything I'd always dreamed of, capturing the true spirit of Tolkien's masterwork and none more so than the Perry twins' little vignette of Sam and Bill the Pony.

Baneblade

My seventh choice is the Baneblade. The Baneblade is a fantastic kit that creates a model that exudes sheer power and destructiveness. It's the kit that we've been dying to make ever since Tony Cottrell first made a scratch-built version many years ago (you'll have to go all the way back to *White Dwarf* 132 to see Tony's original model).

For me the Baneblade is also closely associated with *Apocalypse*, and like that game (and to be honest, most of the other choices in this list) when it was released it changed the way we thought about the miniatures and games we could make. I use the word 'could' in the last sentence deliberately, because although we've long wanted to make a Baneblade and the rules needed to use it, we were by no means certain it was a sensible thing to do. After all, making a Baneblade would take as much time and resources as several standard-sized kits, and it could only be used in very large games.

Still, 'nothing ventured, nothing gained', as they say, so we decided to give both Apocalypse and the Baneblade a go. The result was a really wonderful model, which proved so popular that we've been able to follow it up with other large kits. More than that, Apocalypse expanded the scope of Warhammer 40,000 to include battles that featured behemoths like the Baneblade, as well as other things (like fielding whole companies of Space Marines) that had been beyond the scope of the game before. As a designer and as a player it felt like the handcuffs had been taken off, so that I could explore much more of the Warhammer 40,000 universe than I had ever been able to do before.

Witchfate Tor

My eighth and final miniatures choice is probably going to be another controversial one, as it's the Witchfate Tor kit by Dave Andrews. I know, I know, it's a piece of terrain rather than warrior or armoured vehicle, it can't shoot, and it's not included in an army list. But you know what, none of these things stop it from being a wonderful Citadel miniature.

In fact it's precisely because it's not a 'normal' miniature that I've included it in my list. If you've read Standard Bearer over the years, you'll know that I've been a big fan of the plastic terrain pieces we've been adding to the game over the years. As I mentioned earlier on when I was talking about Mephiston, I don't really see Citadel miniatures as gaming pieces, but rather as little bits of our gaming backgrounds brought to three dimensional life. When I fight a battle I try to 'suspend my disbelief' so that I feel that I'm right there in amongst the action, and I find that characterful, impressive and imaginative terrain pieces help that feeling of immersion just as much as the miniatures I command in the battle.

And that's what I love about the Witchfate Tor; it's not just a generic 'Wizards's Tower', it's part of the Warhammer world made real. It captures the extraordinary, doom-laden, larger-than-life *reality* of the place, and doesn't look like it could have come from anywhere else. These are qualities that all of the great miniatures in the Citadel range share: they make unreal places seem real. I, for one, love them all for that.

Luxury & Book

As well as my eight Citadel miniatures, I have been cast away with a luxury and a book. Picking my luxury item was remarkably easy. It seems to me that being stuck on a desert island is *just* what I need to start getting through my mountain of unpainted miniatures, so my luxury would be all of my unpainted models, plus a

Mega Paint Set and a Paint Station to paint them with. Hopefully I won't be rescued any time soon, as I paint very, very slowly.

My book was a rather harder choice, but after some humming and hawing, I've decided it really has to be the latest edition of the Warhammer rulebook. It's a fantastic book jam-packed with all kinds of useful ideas and advice, and I know that it would give me plenty to think about and do while I wasn't diligently painting up my collection of Citadel miniatures.

The Only One

Which leaves just one question to answer, which is if I could have only one thing, what would it be? This was another remarkably difficult choice, but in the end I have had to settle for the Space Marine Tactical Squad. It's difficult to think of a more influential set of miniatures, or ones that offer quite as much variety and choice. That said, I'm thankful that in reality I don't have to limit myself to just the one Citadel miniature!

I normally finish off Standard Bearer by asking readers to get in touch if they have any feedback. This month I'm instead going to ask you if you'd like to write in with your own version of this and last month's Standard Bearer. If you were cast away on a desert island, which eight miniatures would you take, and why? And what would your luxury item and book be? I'd love to see how other people's choices compare to mine, so write to me at the usual Standard Bearer address (which you can see on the opposite page) and let me know yours!



Witchfate Tor, designed by Dave Andrews, is part of the Warhammer world made real.



For Jervis, Sam and Bill the Pony capture the true spirit of Tolkien.

The Baneblade, one of the largest plastic kits we've ever produced, released alongside Apocalypse.



ARMIES ON PARADE

With the global Games Day season well underway, hobbyists around the world have been busy preparing their armies, striving to win the honour of representing their Hobby Centre in the Armies on Parade event at Games Day.



People start collecting armies for many reasons: some to play with; others for the joy of painting the models. Everyone has their own story as to why they began collecting.

2011 will see Games Days all across the world play host to the new Armies on Parade event. This is not Golden Demon – far from it, in fact. There is, of course, an element of competition, but this event is as much an excuse to see a selection of beautifully painted armies and reward devoted hobbyists for all their hard work.

Over the next few months, each Hobby Centre will be holding a special Parade Day to discover who will earn the honour of representing them at Games Day. Hobbyists can present their Armies on Parade entries and compete for the chance to be elected as Hobby Centre champion. Everyone will have a chance to vote for their favourite army, and it is for this reason that staff are also allowed to enter. So, if you think you can do better than your local Games Workshop staff, this will be a great opportunity to try!

Each Games Day will host a special Armies on Parade event, where all of the Hobby Centre champions are invited to bring their winning entries along and display them to the masses. There's no doubt that viewing the Armies on Parade entries will be one of the highlights.

With that in mind, we'll be talking to hobbyists from around the Studio over the next few pages who have done just that.

How to Enter

Joining in the Armies on Parade event couldn't be simpler. Here's what you need to enter:

- A 2'x2' board to present your army on. (A *Citadel Realm of Battle Gameboard* section is perfect for this – Ed).

- A General or Army Leader and at least two other units.

And that's all you need! Your entry doesn't even need to be a legal gaming army. Remember to make sure that your models, bases and board are all fully painted.

Each Hobby Centre will be running a Parade Day to discover who will be their champion. To find out any further details and discover when your nearest Parade Day is taking place, don't hesitate to contact your local Hobby Centre or go online:

games-workshop.com



Prince Faelar's Coastal Patrol by Simon Grant

I have been collecting the noble Asur since the release of Warhammer 4th edition. After our first foray into this magical world at our local Hobby Centre, my brother and I each saved up for a boxed game. We split the contents between us and I ended up with eighty High Elf warriors, and my brother with over one hundred Goblins. I fell in love with my new army and haven't looked back since.

Now, many years and many coats of paint later, my new generation of High Elves is starting to eclipse the old. I have spent too long flitting between various painting projects recently, but finding out about Armies on Parade galvanised me into action. The models of Prince Faelar's Coastal Patrol are the fruits of my labour, though I'm aiming to bring this army to a full 3000 points before the Parade Day at Warhammer World. I prefer working to painting deadlines, so I've set this as my target for the army's completion.

I have themed the army around Ulthuan's south-eastern kingdoms of Saphery, Yvresse, and Eataine. The unifying colour of the army is a traditional white, but I've used a specific spot colour on each model's plume, gems and trimmings. I use these colours to help identify which kingdom each character or unit hails from. The Enchanted Blue of my Sapherian contingent is mirrored on their banners and sapphire gemstones. The same applies to my unit of White Lions, who hail from the Phoenix Court in Eataine. These mighty axemen will form an honour guard to my Battle Standard Bearer, a herald of the

Phoenix King. I chose Snakebite Leather for their spot colour, as befits these proud woodsmen. Having bought multiple copies of the Island of Blood boxed set, I want to increase my smaller unit of Swordmasters to a horde of thirty and I imagine the White Lions won't be far behind.

Prince Faelar leads the coastal patrols along Ulthuan's eastern shore, bearing the emerald green of Yvresse. OK, it's Snot Green, but it didn't sound as pretty! Swiftclaw's colours share those of the White Lion pelts and the Great Eagles, Faelar's loyal allies and messengers. Anyway, that's enough from me – I need to get painting!



Mage Filréath the Seer



Simon's burgeoning unit of Swordmasters of Hoeth.

Splinter Fleet Hydra

by Tom Hutchings

These Tyranids, from Splinter Fleet Hydra, belong to White Dwarf's own galactic invader, Tom Hutchings. He was already a massive fan of the Hive Tyrant model, and had begun to slowly build an army. But ever since the release of the mighty Trygon, there's been no stopping him.

When he first planned out what to include in his army, Tom wanted to create an effective gaming force, which initially dictated the type of models he built and painted. However, since finding out about the Armies of Parade event, he's been a lot more focused on including a wide variety of different models. Tom has even converted his own Tervigon to spawn swarms of Termagants.

The fleshy-pink skin and red carapace of his Tyranids works nicely in contrast, yet cleverly shares a similar colour palette. Tom wanted Splinter Fleet Hydra to represent a blend of Hive Fleets Leviathan and Kraken, so used one colour from each.

Tom's army not only looks great on the table, but the variety of his units helps to make a fantastic display army as well. That is, of course, extremely useful, as that's exactly what Armies on Parade is all about!



The Tyranid Hive Tyrant, flanked by its Tyrant Guard.



Tom's terrifying Carnifex, ready to strike.





Waaagh! Bashum Gutspilla by Mark Latham

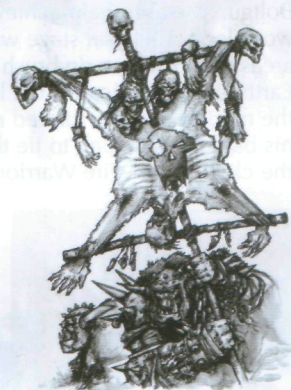
Regular readers may remember Mark from his days as the editor of *White Dwarf*. Well, since moving on, he has been painting furiously, as his Paint Station is on the verge of buckling under the weight of miniatures. When we asked him if he was planning to enter *Armies on Parade*, he proudly produced this army for us to show you.

The story of Mark's army is an interesting tale. Those with a particularly good memory may remember Warboss Bashum from a battle report many years ago – the irrepressible Orc stole the show, slaying a powerful Slann in combat at the climax of the battle. Mark told us that he had wanted to paint a suitably grand horde of Orc Boyz to confirm Bashum's newfound prestige. Inspired by how hard the huge mob of Orcs looked when he finished building them, Mark whipped out his paintbrush and got cracking. He liked the end result so much that he ended up painting a whole army to go with his illustrious Warboss!

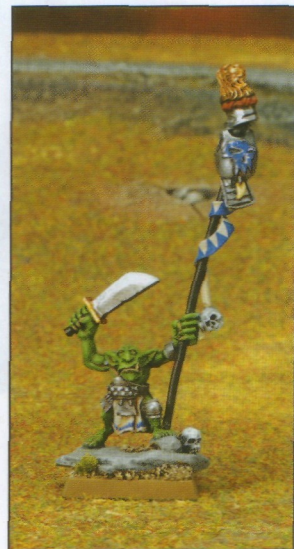
Mark based the army around a solid core of Orc Boyz. At the moment, the few Goblins in the army fulfil a fairly peripheral role, but he plans on adding an Arachnarok Spider to Bashum's growing horde. His battle standard is carried to war by his pet Goblin, Gblit, so there's hope for the little 'uns yet. Mark admits that this

will probably lead on to a larger role for the Goblins as he expands the army – Bashum has obviously conquered a Goblin tribe that have been suitably 'persuaded' to fight for him.

As far as his *Armies on Parade* entry goes, Mark is still unsure whether he'll add to the army above, or just concentrate on creating some cool 'Orcy' terrain to display them on.



Mark uses this ugly Troll as a unit filler.



Battle Standard Bearer Gblit

Transcient Flame

by Matt Holland

Matt, one of the Citadel design team, has long been a fan of the Tau Empire, and has wanted to paint an army for many years. The only thing that held him back was his indecision as to a colour scheme.

When searching for some inspiration he came across the Cities of Death Expansion. The white armour of the embattled Tau fighting on the book's front cover turned out to be just the inspiration he was after. He loved how gritty and real they looked, and wanted to replicate that feel.

Matt's army really sets the standard with such a brave colour scheme. White armour is notoriously difficult to paint, so we asked Matt how he achieved his high quality finish, (just don't tell him, as he wanted us to keep it a secret).

He began by undercoating them with Skull White Spray, then lined the recesses with a watered-down mix of Badab Black to pick out and shade the armour. He tidied up this stage by picking out the armour panels with Skull White. Matt then applied small chips to the armour with Boltgun Metal to help achieve a battle-worn look. The final stage was to pick out areas of dirt with a drybrush of Graveyard Earth, concentrating on the lower half of the models. Finally, the red markings on his battlesuits helped to tie them in with the cloth on the Fire Warriors.



Matt's Broadside Battlesuit conversion and Shas'o Commander.



Fire Warrior Team





The Host of Erebor by Kevin Chin

Artist Kevin Chin is a relative newcomer to The Lord of the Rings Strategy Battle Game and War of the Ring, but it took him almost no time to get acquainted. His love of all things Dwarven led him unerringly to the nigh-indestructible King Under the Mountain, Dáin Ironfoot.

Kevin initially wanted to paint a solid core of Dwarf Warriors with shields and his favourite models, the Khazâd Guard. But his first game of the War of the Ring introduced him to the idea of battlehosts. Less than a week of frantic painting later and Kevin's Host of Erebor was complete. Handily the battlehost also forms the basis for his army in the skirmish game.

His second favourite models are the stalwart Vault Warden Teams. If Kevin already liked the idea of a Dwarf shield

wall, then these guys are the absolute exemplars of that image, so it is little wonder that Kevin's army features four of them.

Gandalf's presence introduces a completely different aspect to the army – both in the game and as part of the overall look. Led by both Dáin and Gandalf, this force could well have fought in the Battle of Five Armies.

Dáin's clan, having inherited Smaug's treasure hoard, is incredibly wealthy. Kevin wanted to represent this with tunics of golden thread and a bold, yellow colour scheme on their armour. He contrasted this perfectly with a deep Regal Blue spot colour on the banner and smaller details. The overall effect is both striking and original, making the army stand out.



Dwarf King Dáin



Kevin's implacable Vault Wardens Teams



Gandalf the Grey.

MATT WEAVER'S

SPACE WOLVES



Army Masters is the irregular series where we shine a spotlight over a fantastic force, taking a look at the army as a whole and showcasing some of the stand-out models in the army. This issue, we look at Matt Weaver's Space Wolves.

Matt: I've always loved Space Wolves, and after a few half-hearted attempts in the past at getting an army together, I made sure I was ready to spring into action when the latest Codex came out in 2009. Upon release, I collected everything I needed and set about the army with a determination that Russ himself would be proud of.

It's very much an ongoing project, with two-thirds of my models still in boxes or on the painting station. However, I was keen from the start to embrace my inner-beard and put forth a force that included the Great Wolf himself, Logan Grimnar. I just wanted to create an army that would go in, make a lot of noise, dish out some punishment, and have a bit of fun. The army will not always last until the bitter end, but the games are hugely enjoyable.

I purchased multiple pots of Shadow Grey, Space Wolves Grey, Kommando Khaki and Bleached Bone and mixed eight different stages for the armour, drybrushing up from the darker shades to lighter. The bright gold, orange hair and white snow bases provide a striking contrast.

I've made sure that every model in my army list – not just the heroes – is named after a character from the Nordic or Icelandic sagas so they all have their own character, as befits the Space Wolves' heroic nature. From this company of heroes, my favourite model has to be Argeir the Bold – my Wolf Guard on a bike – the torn Dark Angel banner that he uses as an improvised mudguard is great because of the reaction it gets from people, especially if they play Dark Angels!

The Wolf Guard are all dynamically posed as befitting a pack of honoured heroes, each with their own saga.



The Blood Claws are led into battle by Lukas the Trickster.

The Grey Hunters form the core of Matt's army – as with the rest of the army, each is named.



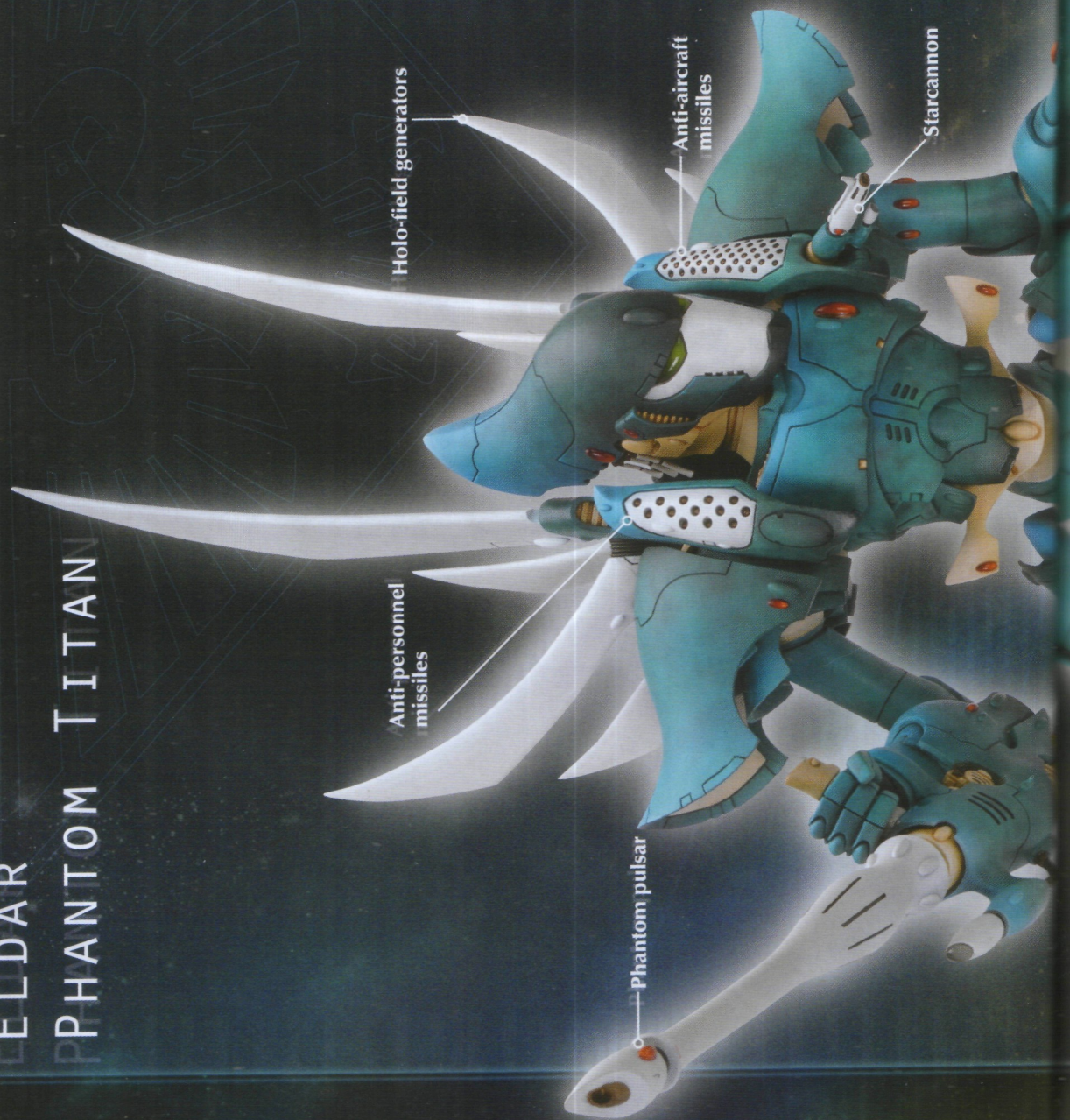
ELDAR PHANTOM TITAN

Forge World

The largest of the Eldar Titans is the Phantom. Tall, slender and graceful, the Phantom Titan is agile compared to the lumbering behemoths of the Imperium. Each Phantom Titan is built around a psychic wraithbone core, permitting the spirits contained within to flow freely and help guide the machine in battle. Such war machines are reserved for the heaviest fighting, when a Craftworld must engage in ferocious battle and wreak devastation upon their foes. It is a desperate time indeed for a Seer Council to order the deployment of a Phantom Titan.

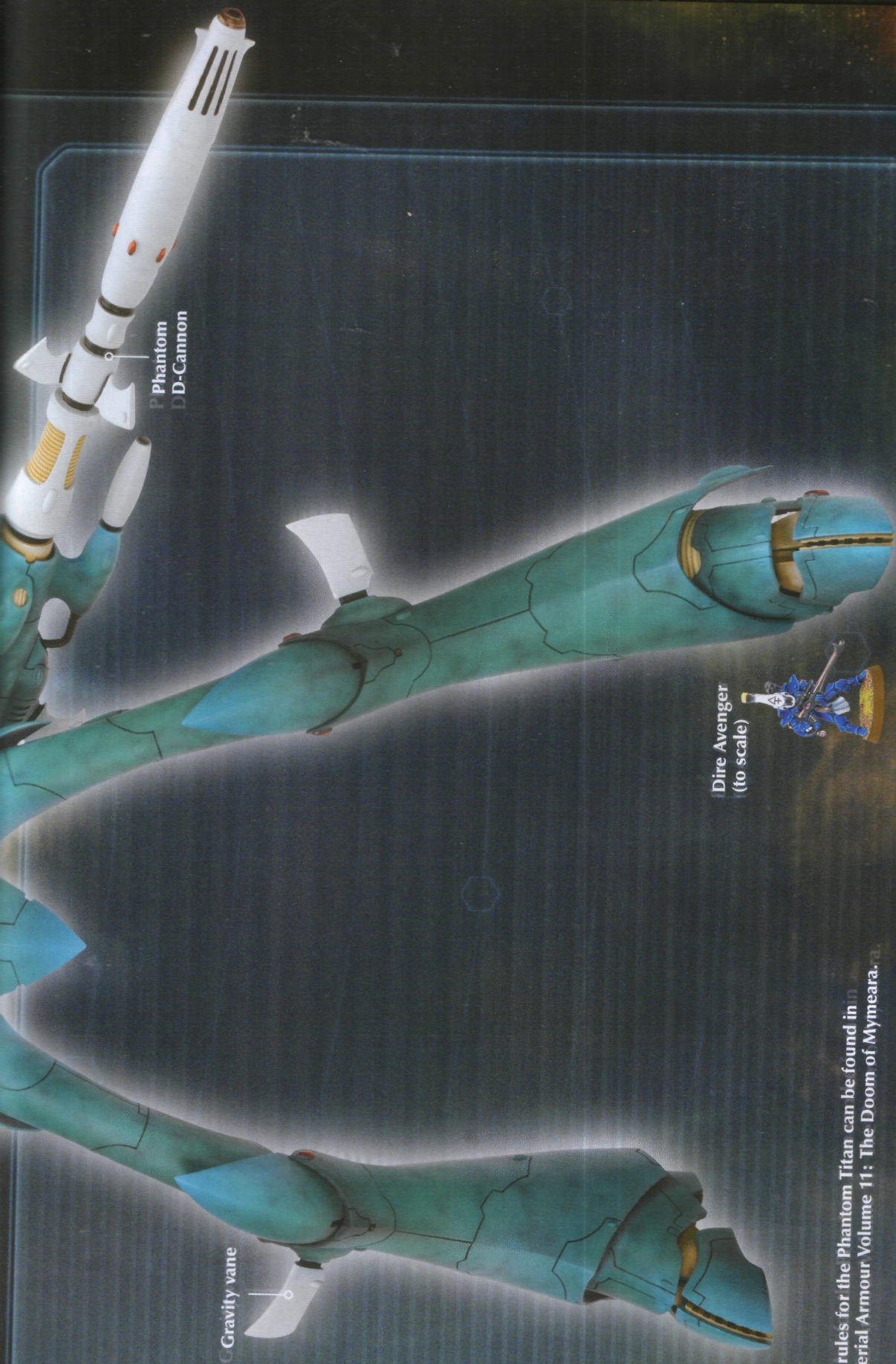
Go to the Forge World website to see more images and order the Phantom Titan:

www.forgeworld.co.uk



The Steersman controls the Phantom Titan from its cockpit, towering above the battlefield. Locked in a deep trance-like state, his spirit merges with those of the wraithbone to create one sentence, which in turn guides the Titan, almost allowing it to think, react and manoeuvre with the speed of an Eldar Aspect Warrior.





Phantom
DD-Cannon

Dire Avenger
(to scale)

Gravity vane

Full rules for the Phantom Titan can be found in
Imperial Armour Volume 11: The Doom of Myneara.

PERIL AT THE GAP OF ROHAN

BATTLE REPORT



BATTLE FACTS

Mission

The Flight of the Fellowship

Forces

The Fellowship of the Ring vs. The Legions of the White Hand

Players

Simon Grant vs. Adam Troke

Scribe

Simon Grant



To celebrate the release of the Fellowship of the Ring in Citadel Finecast, Simon Grant attempts to lead them safely through the Gap of Rohan, evading Adam Troke's ambush.

Featuring some of the greatest heroes of Middle-earth and encompassing our favourite versions of each of its members, the Citadel Finecast Fellowship of the Ring is simply a must-have for any fans of the Lord of the Rings. To showcase these fantastic miniatures and give them a chance to strut their stuff, we've pinched a scenario from the forthcoming 2011 UK The Lord of the Rings Strategy Battle Game Doubles Tournament. This scenario sees the Good force replaced by the Fellowship of the Ring. Each player plays the scenario twice, once as the Fellowship and once as the Evil forces ranged against them. Having been tracked down and cornered by their enemies, the Fellowship must escape the trap to ensure that the Ringbearer can continue his fateful quest.

We decided to base the scenario on what might have happened if the Fellowship had shunned the long dark of Moria and followed Boromir's advice to traverse the Gap of Rohan. Gandalf had rightfully counselled against such a

perilous road, for Saruman, having revealed his true colours, had held Gandalf captive for refusing to reveal the One Ring's whereabouts. It would be dangerous indeed to bring the Ring so near to the fortress of Isengard, but if Frodo had chosen this path, who knows what might have befallen the Fellowship?

With this theme in mind, we went about selecting an appropriate army. With Saruman and Gríma and the Uruk-hai Berserkers also available in immaculate Citadel Finecast, we couldn't resist including them to provide a challenge for the Fellowship's powerful heroes. Gríma's treacherous advice will hamper their use of Might points, and Saruman's confounding magic can undo even the greatest warrior. The White Wizard's legion of Uruks had not been fully assembled at this point, so we included a large contingent of Isengard Orcs to reinforce the Uruk-hai. With these additional minions bolstering Saruman's force, the Evil player could overwhelm the Fellowship with sheer weight of numbers.

SCENARIO: THE FLIGHT OF THE FELLOWSHIP

TERRAIN

This scenario is played on a 4'x4' board.

FORCES

The Good army comprises the Fellowship of the Ring. Frodo carries Sting and wears the Mithril Coat and Aragorn carries a bow. No other upgrades are allowed.

The Evil army comprises 700 points chosen as normal.

STARTING POSITIONS

The Good player deploys first, placing the Fellowship within 6" of the table's centre point. The Evil player deploys anywhere more than 12" away from any Good model. The Good player has priority in the first turn.

OBJECTIVES

The Evil player is trying to kill the Ringbearer and prevent the Fellowship from escaping by moving off the table edge. The game ends at the end of Turn 15 unless every member of the Fellowship has already escaped or been slain. When the game ends, check the list below for victory conditions:

Major Good Victory/Evil Defeat

The Good player has managed to move three members of the Fellowship off the board, including Frodo Baggins.

Minor Good Victory/Evil Defeat

The Good player has managed to move three members of the Fellowship off the board.

Minor Evil Victory/Good Defeat

The Good Player has moved less than three members of the Fellowship off the board.

Major Evil Victory/Good Defeat

The Good player has moved less than three members of the Fellowship off the board, and Frodo Baggins is dead.

Any other result is a draw.

EVIL PLAYERS DEPLOYMENT



“Hold them back! Do not give in to fear!”

- Gandalf,
The Return of the King

Special Rules:

Don't you leave him, Samwise Gamgee! The Fellowship are all too aware that nothing is more important than the Ringbearer's survival. If Frodo falls and Sauron recovers the One Ring, then Middle-earth will surely be doomed.

As long as Frodo Baggins is alive, the Fellowship need not take Courage Tests for being broken. If Frodo is slain, the Fellowship breaks as per the normal rules.



THE LEGIONS OF THE WHITE HAND

HEROES

Saruman 170 points
Gríma Wormtongue 25 points

WARRIORS

3 Uruk-hai Berserkers 45 points

16 Uruk-hai Warriors with pikes. 160 points

16 Uruk-hai Warriors with shields. 160 points

8 Orc Warriors with shields. 48 points

8 Orc Warriors with spears. 48 points

4 Orc Warriors with Orc bows. 24 points

3 Orc Warriors with two-handed weapons. 18 points

TOTAL: 698 points

DEPLOYMENT

For the first game, Simon volunteered to take command of the Fellowship of the Ring and began setting up as per the scenario rules. With a limited deployment area, he opted for a defensive perimeter of heroes around the four Hobbits in the centre. Depending on Adam's subsequent deployment, Simon hoped to be able to make a break for the table edge in any direction, though his first choice would be west through the woods – as a Woodland Creature, Legolas would be unimpeded by the intervening terrain, giving him a good chance to escape.

But Adam was far too cunning an opponent to fall for such a ruse, deploying Saruman and a strong force of Uruk-hai to deter the Fellowship from heading that way. He placed his remaining models to completely encircle the Fellowship, but opted to use Gríma's special deployment rules to set him up in the centre.



Gríma Wormtongue arrives at the Fellowship's camp to 'warn them of Saruman's imminent arrival.'



OPENING GAMBITS

Turns 1-2

The Fellowship began the game with priority and Simon kicked off proceedings with a decisive move towards the eastern table edge, determined to keep as much distance as possible between his band of heroes and Saruman's debilitating magic. Gandalf killed an Orc with a *Sorcerous Blast*, whilst Merry charged Gríma Wormtongue, hoping to keep his forked tongue behind his teeth. Simon only moved Legolas 3" this turn, hoping to slay some of the pursuing horde with arrows, but soon realised his mistake.

Adam moved Saruman straight towards Legolas, who, having not moved his full distance, was now just within range of his spells. He expended 2 Will points to *Compel* the Elf Prince closer, scoring a 6. Simon took a huge gamble, resisting with



Turn 1

The Fellowship make a determined bid to escape off the eastern table edge, following Aragorn and Boromir as they seek to forge a path to safety. Gimli stays with the Hobbits, who are struggling to keep up, though Merry moves to engage Gríma, suspicious as to his true intentions. Legolas moves at half speed in a bid to keep Saruman's forces at bay with his bow, but the Orcs and Uruk-hai begin to close nonetheless.

“Merry charged Gríma Wormtongue, hoping to keep his forked tongue behind his teeth.”

only a single Will point, but his bravery was duly rewarded with a 6 of his own. Cursing Simon's lucky dice roll, Adam moved his horde to close in on his quarry.

Legolas slew a single Orc with a well-placed shot, but their return fire was poor. Merry beat Gríma in combat, though he could not strike blows against him, as his treacherous nature had yet to be revealed.

Adam won priority in Turn 2, but Simon declared a Heroic Move with Aragorn, charging him and Boromir into combat, followed closely by Gimli, Gandalf and the Hobbits. As soon as this out-of-sequence move was over, Adam immediately attempted to *Compel* Legolas once again with Saruman. Simon resisted the attempt with Legolas' remaining Will point, though he would now be vulnerable to the White Wizard's magic. Aragorn, Boromir and Gandalf soon found themselves in the thick of the fighting as Adam threw his disposable minions into combat to buy himself time to bring in reinforcements. The remaining Orcs and Uruk-hai continued to draw closer, prompting Simon to move full speed with Legolas this turn to escape them. Merry once again attacked Gríma Wormtongue.

The Orc archers had obviously found their range at last, managing to wound Legolas after Simon failed all three of his Fate rolls in a dreadful display of bad luck.

Merry drove Gríma back once more in the Fight phase. Aragorn expended two Might points to slay his Orc opponents, though Boromir could not match him. Gandalf put him to shame, beheading an Uruk-hai with a deft blow of Glamdring.



Aragorn and Boromir lead the charge for the table edge, with Legolas covering the rear.

YOUR WORDS ARE POISON!

Turns 3-4

Adam retained priority this turn, calling a Heroic Move with Saruman to counter Simon's attempt to do so with Legolas. Adam won the roll-off and finally cast *Compel* successfully to move the Elf close enough to charge in numbers. Crucially, Adam was now free to move Gríma to a position where his undermining presence would wreak havoc – any Good Hero within 6" would have to expend an additional Might point to modify dice scores or use Heroic abilities.

The Orcs charged where possible, and Aragorn, Boromir, Legolas and Pippin were soon fighting for their lives. Gandalf slew two Orcs with a *Sorcerous Blast* before he and Sam drew off one of Aragorn's opponents to free him from being trapped. Gimli slew an Uruk-hai with a well-aimed throwing axe before charging another, whilst Merry bravely engaged one of the two Orcs fighting Pippin.

The Fight phase was woeful for the Fellowship this turn. Risking the use of an additional Might point to call a Heroic Fight with Gimli, Simon's gamble fell foul of the Dwarf's inability to land a telling blow. Legolas fought next, but he was swiftly overwhelmed and slain by Saruman and his Orcs. Despite the remaining fights all going Simon's way, only Boromir made it count, killing a single Uruk-hai Berserker.



Legolas Falls

Gravely wounded, and with no Will points remaining to counter Saruman's magical influence, Legolas prepared to sell his life dearly and buy Frodo time to escape. But Adam had no intention of letting the Elf Prince off so easily. Uttering a fell incantation, the White Wizard's enchanting voice carried on the wind and Legolas was drawn irresistibly towards it.

Casting *Compel* to move him within range, Adam completely surrounded Legolas with Saruman and a horde of Orcs. He promptly called a Heroic Combat, slaying Legolas and using his free move to close on the Fellowship.



Gimli watches on helplessly as the Hobbits are slain around him, before he too is cut down.

Turn 4 saw priority return to the Fellowship and Adam was forced to wait his turn, as Saruman was still too far away to call an effective Heroic Move. Spotting a sneaky opportunity to finally be rid of Gríma's irksome presence, Gandalf flung an Orc in his direction with a *Sorcerous Blast*, 'accidentally' inflicting a Strength 3 hit on Gríma as he was knocked to the ground. But to Adam's relief, Simon's cheap shot failed to wound either model. Gandalf finished his move by closing on the table edge, with Aragorn and Boromir close behind, though both were forced to engage some straggling Orcs to protect Frodo. The Hobbit risked putting on the Ring to escape Saruman's magic, but kept moving. Adam managed to *Compel* Pippin away from safety, surrounding him with the White Wizard and his warband of Orcs.

Pippin was swiftly cut down, but Merry's cries of lamentation died in his lips as he too was butchered by three Uruk-hai warriors. Boromir slew another two enemies, though Aragorn again failed to convert a victorious combat into kills. But the turn's biggest surprise saw the stout Dwarf, Gimli, losing combat with a paltry score of 3. To add insult to a somewhat terminal injury, Gimli was trapped and hacked apart by the victorious Uruk-hai.

ASCENDANCY

Turns 5-6

Frodo passed his test for wearing the Ring, remaining under Simon's control, but Adam piled on the pressure, using Saruman's Palantir to secure priority for this crucial turn. With Frodo so near to the table edge and Gandalf, Aragorn and Boromir not far behind, whoever moved first would be in an incredibly strong position to achieve their scenario objective. Simon called a Heroic Move with Gandalf's last 2 Might Points, but Saruman responded in kind to force a critical roll-off. Everything seemed to descend into slow motion as the dice slowly clattered down onto the table... the result was a 3 – Adam would move first.

Adam couldn't resist treating the spectators to a quick happy dance, but was soon back to business. His first port of call



Turn 5

One of the most nail-biting aspects of playing The Lord of the Rings is how often a moment comes around where a single dice roll can influence the outcome of the game. Adam and Simon both knew that the game could well be decided by the roll-off for the Heroic Moves that had been declared by Gandalf and Saruman. Whoever moved first at this point would almost certainly secure victory.



A Clash of Grey and White

Turns 5 and 6 saw Gandalf and Saruman go head-to-head in combat. Having long abandoned any sense of honour in his lust for the One Ring, the White Wizard called for aid, and his legions of Orcs moved to assist him on both occasions. With Gandalf immobilised by Saruman's trickery, he was defeated and suffered 3 Wounds, but Frodo had yet to escape and so his task was not yet done. He passed all three of his Fate saves and bravely held his ground.

Turn 6 was to be Gandalf's last. He valiantly charged Saruman, but was surrounded once more and cut down, his spirit banished back to Valinor.

was to cancel Gandalf's Heroic Move by engaging him with Saruman. Never one to fight fair, the White Wizard cast *Immobilise* on his great rival first before charging him. Having secured a great opportunity to kill one of Simon's four heroes in a position to escape, Adam threw as many Uruk-hai and Orcs into the combat as possible, bolstered further by others armed with spears or pikes. Denied their best opportunity to escape the pursuing horde, Aragorn, Boromir and Sam now found themselves cut off and completely surrounded.

The Fight phase began in earnest, with Aragorn driving his enemies back, leaving two dead in his wake. Boromir also fought well, dropping another Uruk-hai Berserker with a mighty blow. Against all the odds, even Gandalf survived, despite losing combat and suffering 3 Wounds – Simon passed all three of Gandalf's Fate rolls, two of them from the re-rolls granted by Narya, the Elven Ring of Fire. Brave Samwise, however, was not so lucky. Having loyally guarded Aragorn's flanks for the last two turns, he was hewn down.

After surviving what could otherwise have been a game-ending Fight phase had it gone ill, Simon saw a glimmer of hope when he maintained control of Frodo this turn. He regained priority, moving Frodo to within an inch of the table edge, but his spirits were soon dampened when he remembered that Aragorn and Boromir could not follow him. They were beset on all sides and would now have to fight their way clear. Hefting their weapons, the lords of Gondor stoically waded in.

Surrounded by Adam's forces yet again, Aragorn and Gandalf were both defeated. Saved by his Fate points, Aragorn survived, though Gandalf was not so lucky. Boromir did not succumb so easily, and he slew another Uruk-hai, bellowing his defiance.

THE RINGBEARER ESCAPES

TURN 7



The noble sacrifice of Aragorn and Boromir buys Frodo time to escape and continue his quest.

Three heroes yet lived, the Ringbearer among them. Though Adam seemingly had the game in the bag, Simon still had everything he needed to secure a Major Victory if he could somehow find a way for them to escape. The first obstacle was to see if Frodo remained under his control – if Simon rolled a 1 or a 2, Adam would be able to control him and even force him to take off the Ring. With suitable reverence for yet another climactic dice roll, Simon carefully threw the dice... a 3 – Frodo could escape!

Adam won priority, so Simon waited patiently to move Frodo to safety. It was all down to Aragorn and Boromir now. Adam cast *Immobilise* on Boromir, well aware that there are few Heroes better suited to slaughtering an endless tide of warriors, (or Heroes for that matter). Adam threw as many models as he could spare into both combats, ensuring that Gríma was nearby so that they couldn't utilise their remaining Might points. In his Move phase, Frodo moved off the table edge and escaped, denying Adam a Major Victory.

The two combats were short and brutal. Both Aragorn and Boromir lost their fights and were overwhelmed by the Uruk-hai.

Gríma Wormtongue



Adam: It's hard to say this without feeling guilty, but Gríma is incredibly mean. His rule is stupendously useful and he's almost intolerable when he's leeching your Might points away. In many scenarios, however, he's not so effective: I've played games where he's had almost no impact. But today, and against so many powerful Heroes, Gríma was amazing – crippling Heroic actions and frustrating plans. I don't think I'd have been so lucky if I hadn't had ol' Wormtongue to help me out.

THE FELLOWSHIP IS ENDED

Adam: Gadzooks, but that was an exciting game. The super-powerful narrative of *The Lord of the Rings*, and the focus on tactics really lets you enjoy the individual models.

Without question, Gríma is one of the most pestiferous and generally frustrating foes imaginable and while he hampered Simon's plans, I had Saruman lead the rest of the force in a bloody and brutal assault. Simon made a heroic escape attempt, and even managed to get Frodo to safety, but in the end the Uruk-hai would not be denied. Once Saruman and Gríma had caught up, I was able to surround and crush his heroes. At that point, victory became a certainty.

In the second game (see opposite), I had a great time trying to make every move count – every action something that might bring me victory. If I had managed to hunt down Saruman, then I'm confident that things would've been different, but Simon did well to keep my Heroes in check and wear them down with weight of numbers.

Playing this scenario has whetted my appetite for the upcoming Doubles Tournament, and sharpened my competitive edge a little. If I want a chance to win, my friend 'Accountant Ben' and I will need to practice this scenario a few more times before the big day!

Simon: Curses! Foiled at the last by Saruman and his thrice-accursed vassal. I decided to try the bold approach, racing for the table edge as swiftly as possible, led by the two 'lawnmowers' that are Aragorn and Boromir. Deciding not to move Legolas full speed in the first turn was a big mistake, as it allowed Adam to assail him with magic, then use him as a springboard to launch Saruman and horde of Orcs further forwards with a Heroic Combat.

Having fought on neighbouring tables at numerous tournaments yet never once actually played him, it was great to finally face Adam at last. I must say that his reputation as a scholar and a gentleman is well founded, as is his skill on the battlefield. He played very well, and I can't fault any of his moves. If only the crucial dice roll in Turn 5 had gone my way!

One of the coolest things about playing *The Lord of the Rings Strategy Battle Game* is that you really can field an army of Heroes if you want, and many people regularly do (like Adam's friend, Ben). I prefer to field full armies, so it was nice to do so again in the second game. Adam played well, and each of his heroes died hard, though his lack of urgency to reach the table edge proved to be his undoing.

THE REMATCH



After a valiant last stand in the doorway of a ruined building, the Fellowship is overwhelmed.

As both Simon and Adam are regular attendees of The Lord of the Rings tournaments, they decided to swap sides and play the scenario again. This time, Adam took on the responsibility of escaping with the Fellowship of the Ring with Simon seeking to thwart him.

Adam began by deploying the Fellowship in a similar set-up to the first game, though his strategy, as yet, was unclear. Simon placed his ambushing Isengard army in a bid to close off all of Adam's potential escape routes. His most crucial deployments were that of Saruman in a position to counter Aragorn and Boromir, and Gríma Wormtongue once again placed amongst the Fellowship.

Adam began the game with priority and sent Aragorn and Boromir straight towards Saruman, though they would first need to fight their way through a wall of Uruk-hai to reach the White Wizard. It was a brave gambit, but should they succeed in killing Saruman, Adam knew that Wormtongue's treachery would be revealed and the Good side would then be free to kill him. With that in mind, Adam acted more cautiously with the rest of the Fellowship, forming a defensive semi-circle around a ruined building so that Simon couldn't bring his numbers to bear. Adam limited his use of Might points where possible, hoping to save them should he rid himself of Gríma.

But Saruman would not be undone so easily. Canny use of magic and a complete disregard for his servant's lives saw Simon outmanoeuvre Adam's powerful Heroes, slowly wearing them down. After a herculean performance, Boromir was dragged down on Turn 5. He had spent much of the game immobilised by Saruman's magic, yet still held on, even winning three combats that would likely have seen him slain had he lost.

Adam reacted immediately to the loss of Boromir, seamlessly changing his strategy. Seeing the same opportunity as Simon had in the first game, Adam launched an Orc into Wormtongue with a *Sorcerous Blast*, and expended all of Gandalf's Might points to see him dead. Now free to use the full force of their Might points, the Fellowship surged into action and Orc heads began to roll in ever increasing numbers as Gimli, Legolas and Aragorn redoubled their efforts.

Though Simon's models were starting to run out, so too were Adam's Might points. Turn 8 saw a trapped Gimli lose combat before dying to an incredibly lucky series of dice rolls. This sudden loss spelled the end for the Fellowship, and Simon was able to pour through the gap and surround the embattled survivors, gradually dragging them down one by one. By the end of Turn 10, Adam had to concede defeat.

Should've gone through Moria...

Perhaps unsurprisingly, ignoring Gandalf's counsel proved to be most unwise. Seeking passage through the Gap of Rohan resulted in the loss of all but Frodo in the first game, and the entire Fellowship of the Ring in the second.

The narrative story of The Lord of the Rings is so rich, that it is often fun to try and theme your games and scenarios on 'what if' situations. This got us both thinking what might have happened if the Fellowship had not passed through Moria. Gandalf would never have faced the Balrog and been reborn as Gandalf the White, and it is unlikely that the Fellowship would have sought shelter with the Elves and received Galadriel's gifts. Such alternative narratives can be great fun to try out.



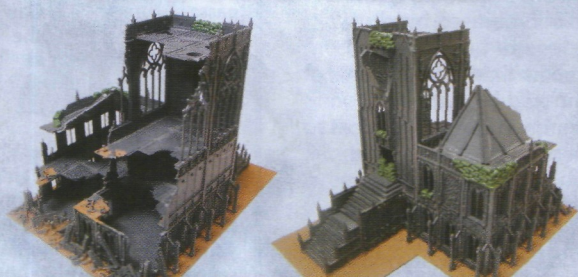
UPCOMING EVENTS

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GAMES WORKSHOP

DIRECTORY

A directory of everything you need to get involved in the Games Workshop hobby community, from events and activities in your local gaming club to what's going on at Warhammer World and in your GW Hobby Centre.

Events and Community

106-111

● UK Games Day 2011

As we begin our build-up to this year's UK Games Day & Golden Demon, Rik Turner sets out in search of those responsible for heading up the show, to find out what we have in store for you for 2011.

● Events Calendar

Find out what's happening when and where in the Games Workshop hobby community with this comprehensive list of unmissable dates; tournaments, campaigns and more.

● Club Information

Find regular opponents, play campaigns, and get involved in a host of other hobby activities with like-minded gamers at your local club.

Store Information

112-117

● Games Workshop Hobby Centres

Get everything you need to build your forces, and then take them into battle! GW Hobby Centres are the place to learn and practice the intricacies of the hobby.

● Store Listings

All the Games Workshop stockists in your territory listed, so wherever you are, you can always find a Games Workshop and Citadel Miniatures retailer.

Available to Order

118-119

● Games Workshop Direct

The full range of Games Workshop products are available from GW Direct, our premier on-line and telephone ordering service.

● Available to Order

The legions of the Tomb Kings are bolstered this month with the release of a fresh wave of reinforcements. You can find all these new releases on the website, as part of the complete range of Tomb Kings miniatures. You'll also find miniatures that are exclusively available to order, including the Tomb Scorpion, the Screaming Skull Catapult, Carrion and a range of heroes to lead the Undead to war.



GAMES DAY & GOLDEN DEMON 2011



Exclusive Miniatures

The exclusive Games Day Miniature of 2011 is a fearsome Skaven Warlord sculpted by Dave Thomas and, once again is included in the ticket price.

This month tickets to the greatest celebration of our hobby go on sale. Eager to know more, we despatch Rik Turner to tread the many forbidden hallways in search of knowledge.

Not one to waste time, I went straight to the man in charge of the show to find out what's in store this year.

Brian: Whether you're new to the Games Workshop hobby or you've been enjoying our games and models for many years, there's plenty going on at Games Day this year to keep you busy.

You can join in with the number of participation games provided by Hobby Centres and gaming clubs that we'll have at the show and you could try your hand at modelling and painting at one of the Hobby areas at the event.

Maybe you're interested in the background of our games, in which case you can share your ideas with the Black Library authors and discuss how the background is brought to life on the gaming table with the Games Developers from the Design Studio.

What about modelling? You can talk to the sculptors that designed the models you love and talk to the Forge World Studio team about how to get the best from their highly detailed resin kits.

If you're an aspiring painter, take the time to admire the hundreds of entries in the Golden Demon Competition and spend time with one of the 'Eavy Metal team and get some tips to take your painting to the next level.

And if you've ever wanted to work for the company responsible for all of this and the hobby that you love, you can talk to the guys in recruitment about how you can pursue a career with Games Workshop.

Suffice to say, there are things to do for hobbyists of all shapes and sizes, we've only scratched the surface in this article, and we aim to make sure that what you do at Games Day inspires your next game, your next army and your next model.

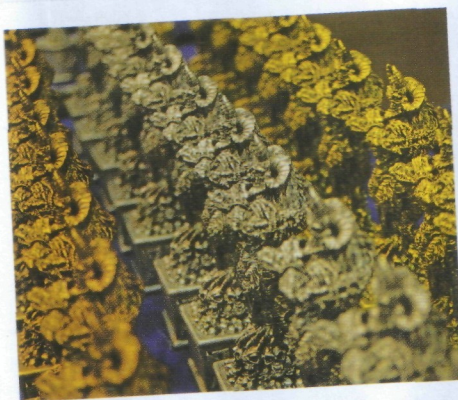
The Design Studio

Games Day offers the unique opportunity of being able to meet the designers, sculptors, artists and miniatures painters of the Design Studio first hand, and ask them about your favourite games, armies and miniatures.

If you've ever had a question you've always wanted to ask the writers, or wanted to find out how to achieve that perfect finish for your army's general, come to Games Day and get the answers from those who know.

The Art Competition

This year's Art Competition is focused on the truly enormous and most fantastical aspects of the Warhammer world; Storm of Magic. As in previous years, you are invited to bring along your creation (a single piece of A4 artwork), to be handed in for judging, the winner to be announced at the end-of-show Awards Ceremony.



Left: On the main stage, the Golden Demon trophies await their more-than-worthy recipients.

Centre: There's always loads of fantastic hobby activities that you can take part in each year.

Right: Meet many of the Black Library authors and quiz them about your favourite books and stories.



Golden Demon 2011

Each year the Golden Demon miniatures painting competition draws in thousands of entries, and even more visitors, many of whom travel across the world to witness first-hand the most inspiring works of art.

This year, to help you get started on your entries nice and early, you'll be delighted to read that the

Golden Demon categories for 2011 remain unchanged from last year. However, in case you don't have a copy of WD366 to hand, you'll be equally delighted to read that we have posted the entire Golden Demon Categories article on the Games Workshop website, together with a downloadable copy of this year's Golden Demon Entry Form (which means you don't have to take a pair of scissors to your most beloved monthly hobby magazine – Ed).

Alternatively, if you don't have access to a computer or printer, just pop into your local Hobby Centre. They'll have plenty of copies of the form and the staff there can even take you through the categories using the in-store order point.



Entry Number
OFFICIAL ENTRY FORM
IMPORTANT! Please fill in a separate entry form for each entry!

Name
 Address Postcode
 Telephone Number
 Category Name & Number
 Description of entry



FOR OFFICIAL USE ONLY

Category Number

1 2 3 4 5 6 7 8 9 10 11 YB OC

BLACK LIBRARY



GAMES DAY & GOLDEN DEMON 2011

With Games Day fast approaching work has already begun on making sure the Black Library area is the most exciting yet. In fact, this year our stand will be packed with firsts. There's new author Sarah Cawkwell's first book, *The Gildar Rift*; Dan Abnett's Eisenhorn Audio Drama *The Keeler Image*, which is our first ever double-CD drama; and the first book in the Tyrion and Teclis trilogy by Bill King. Rather than just tease you with them, we'll even let you pick up your copies a whole two months ahead of release.

As usual we'll also let our authors out for the day. Armed with oversized black markers we'll set them loose upon the NEC to sign your books and answer your questions. Dan Abnett and Graham McNeill have already confirmed their attendance. Keep up to date on the other attendees by visiting blacklibrary.com/ukgd.

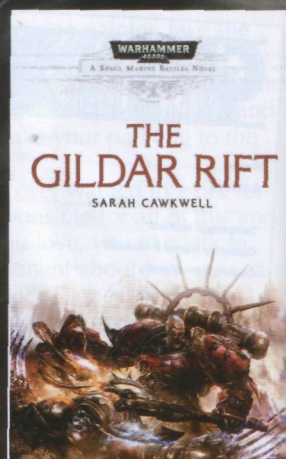
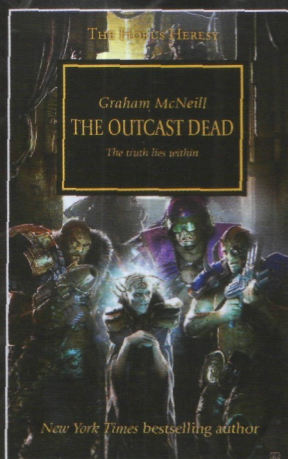
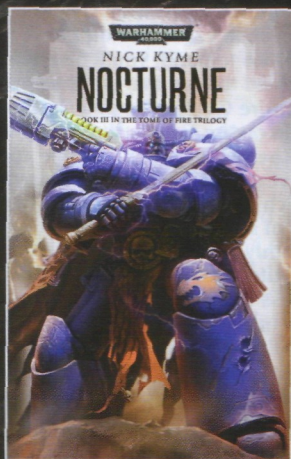
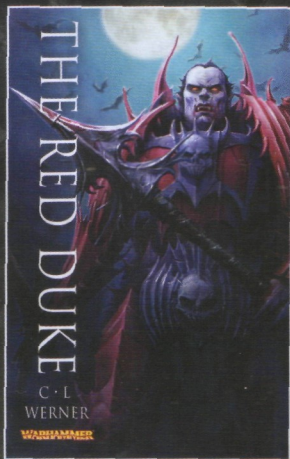
There will also be a stack of great pre-release books for you to pick up (check them out below). Actually, about now is probably a good time to work out where you going to put a new bookcase...

The King Returns

Author William King is back. The fantasy heavyweight, who created *Gotrek & Felix*, has signed a major new deal with the Black Library. Bill has penned a trilogy of novels based on the high elf characters Tyrion and Teclis.

Twin brothers Tyrion and Teclis are the greatest heroes of an age, and their like will never be seen again. Prince Tyrion's skill with a blade is unmatched by any living swordsmen, whilst Teclis is the most powerful mage of his generation. Set over two hundred years before the current Warhammer timeline, the new trilogy tells an origin story of these two phenomenal champions.

**Pick up your copies at Games Day,
up to two months before release!**



Forge World

www.forgeworld.co.uk

Masters of the Forge

Down in the Forge World offices I tracked down Ead Brown and asked him what sort of exciting stuff was being planned for Games Day UK.

'Probably the coolest thing we can tell you about at the moment is our 2011 Event Only miniature,' Ead explained, 'Or rather miniatures I should say, because this year we actually have two fantastic models that, as always, you can only purchase at the events Forge World attend in 2011.'

The first is a Chaos Dwarf Hellsmith, sculpted by Thais Mariblanca. This characterful figure is a fantastically detailed miniature, clad in the full panoply of these grim sorcerer-smiths and armed with a vicious-looking axe, ensorcelled with fell magics.

If that weren't cool enough, the second of our 2011 Show Only models is Mark Bedford's jaw-dropping MkIII-Armoured Boarding Assault Captain. Supplied with two different weapon options including a suitably massive Thunder Hammer, this brutal miniature is sure to be the centrepiece of many a Space Marine force!

We couldn't tease anything further out of Ead, no matter how hard we tried, but he did confirm that both the Forge World and Warhammer Forge teams will again be in attendance, displaying work-in-progress miniatures, books and artwork as well as their lavish collections of painted resin kits – clearly you'll have to stay tuned to future issues for more!

WARHAMMER FORGE



Chaos Dwarf Hellsmith

Forge World



Boarding Assault
Space Marine Captain

Exclusive Minatures

Each year Forge World release a new miniature only available at events they attend. However, this year they're bringing not one, but two superbly detailed miniatures for you to own.



Above: Personalities from the Forge World design studio show off their latest miniatures and books.



Below: The Forge World sales stand is always a huge attraction at Games Day.

GAMESDAY
GOLDEN DEMON 2011

Sunday 25th
September 2011
LG Arena, NEC
Birmingham
10am-4pm

To be retained at Games Day entrance.
Product Code: 6013999102

GAMES WORKSHOP

GAMESDAY
GOLDEN DEMON 2011

Sunday 25th
September 2011
LG Arena, NEC
Birmingham

£30 in advance. Admit One.
To be retained by customer

Find out more at games-workshop.com

ARMIES ON PARADE

Cast your vote for
Armies on Parade!
Voting will close at
2.30pm.

I vote for army
number:

Out Now!

Tickets to this year's UK Games Day are now available from your local Hobby Centre and from www.games-workshop.com

GAMES DAY TICKET £30
Product code: 6013999136
£39, 300dkr, 380skr/nkr, 150zl

EVENTS DIARY

Conquer the world at tournaments and learn new skills at hobby days! Events are your opportunity to immerse yourself fully in the hobby with, potentially, people from all over the world. Events are the places to spend your weekends.

June 2011

June 11th



GATHERING OF THE CLANS

Date: 11th June, 2011

Venue: Adam House, Edinburgh, Scotland

Age Limit: 16+

Details: 300 gamers, six tournaments, four industry guests, one glorious day. Spend a whole day playing three or four casually competitive games of your favourite system and still have plenty of time to talk to our special guests. Tournaments include Singles and Doubles formats for Warhammer, Warhammer 40,000 and Blood Bowl.

Presented by Stirling Wargamers, ELG, and the D.W.A.R.F. gaming clubs.

Tickets: Tickets cost £20 per player, or £30 for a Doubles team.

Contact: andy_meechan@yahoo.com

Website: www.gatheringclans.org

June 12th



PENNINE PILLAGE

Date: 12th June, 2011

Venue: Belgrave Social Club, Halifax, England

Age Limit: 16+

Details: The Pennine Raiders gaming club invites you to join them in their annual Warhammer event. Bring along your marauding forces and spend the day invading the principality of Thursledale.

You will need a 1200 point Warhammer army to take part in four linked scenarios. There are also four 'Golden Troll Awards' to be won on the day, together with certificates and prizes for the best and worst armies.

Tickets: Tickets cost £10 per player and include a hot meal and the all-important event pack.

Contact: Peter R Plinston, 01422 369834, hardplin@tiscali.co.uk



The ultimate venue for your events

We are proud to announce that you can hire our unique Gaming Hall and run your events in the atmospheric setting of Warhammer World's castle courtyard!

We will provide you with gaming tables, scenery and seating, all reserved specifically for your event. There will also be a member of the Events Team on hand throughout your event to help ensure everything runs smoothly. We can also provide other extras such as a PA system, countdown timer, a stage area to run the event from, and a cabinet to display your trophies and certificates. Warhammer World is fully licensed, and Bugman's Bar will provide your gamers with any refreshments they require. We can also cater for your event and have a great choice of menu's for you to choose from.

Please feel free to give us a call on **0115 900 4994** or e-mail us at whworldevents@games-workshop.co.uk to book your event with us, or if you have any queries about hiring the Gaming Hall.

Full details, together with a price guide can be found online at www.games-workshop.com



June 25th



BADAB WAR CAMPAIGN WEEKEND

Date: 25th-26th June, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend two days fighting either as a Loyalists or Secessionists in a series of narrative driven games for control of the Badab Sector. You will need a fully painted 2500 point Space Marine army which can be used to play games of varying sizes as detailed in the event pack.

Tickets: Tickets cost £56 per player and includes lunch on both days, an evening meal on Saturday, and access to Warhammer World's facilities.

Contact: Customer Services - 0115 91 40000

Website: www.games-workshop.com

July 2011

July 1st



CRUCIBLE OF LOST SOULS

Dates: HEAT 1	1st-2nd July	Northern Gaming Centre, Stockport
HEAT 2	16th-17th July	Adam House, Edinburgh
HEAT 3	30th-31st July	Eye of the Storm, Mansfield
FINAL	29th-30th Oct	Warhammer World

Age Limit: 16+

Details: Test your mettle at one of three heats and, should you qualify, at the Crucible of Lost Souls Grand Final. At each heat 100 generals will do battle, and the top two from each Warhammer Armies supplement will win an exclusive FREE ticket to the Grand Final! If you have a 2000 point Warhammer army then get yourself to one of the three qualifiers!

Tickets: Tickets cost £45 per player, per heat and should you qualify then the final is FREE. All events include lunch on both days. Tickets can be purchased through the Northwest Warriors website, below.

Contact: Adam Turner, 07990618700, adamturner471@btinternet.com

Website: www.northwestwarriors.org.uk

July 2nd



'EAVY METAL PAINTING MASTERCLASS

Date: Saturday 2nd July, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: If you've ever stared in wonder at the pages of White Dwarf or your Army book and wanted to know how the guys in 'Eavy Metal achieve the glorious paint-jobs they do, then this Masterclass is your chance to find out! You'll spend the day with Mark Holmes and David Heathfield, two of 'Eavy Metal's finest, learning some of the techniques used to paint an Empire Greatsword, which can be used on any number of your figures. So if you're looking to perfect your technique, or to take your painting to the highest level, this Masterclass is for you!

Tickets: Tickets cost £102 per person.

Contact: WHW Events Team – 0115 900 4994
Customer Services – 0115 91 40000

Website: www.games-workshop.com

July 9th



THRONE OF SKULLS: YOUNGBLOODS 2011

Date: 9th July, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 12–15 Players must be accompanied by an adult.

Details: Aimed at our younger hobbyists, spend the day fighting great battles, seeing wonderful looking armies, making new friends, and swapping war stories.

You will need either a fully painted 1500 point Warhammer 40,000 army or a 2000 point Warhammer army (depending on which event you are entering).

Tickets: Tickets cost £30.75 per event, per player. Each ticket includes lunch and access to all of Warhammer World's facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

July 16th



WARHAMMER 40,000 THRONE OF SKULLS SUMMER GRAND TOURNAMENT

Date: 16th–17th July, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend two days fighting in five great battles, seeing wonderful looking armies, making new friends, and swapping war stories.

You will need a fully painted 1500 point Warhammer 40,000 army and a desire to have a great time playing your favourite game.

Tickets: Tickets are available from www.games-workshop.com and cost £56 per player. Each ticket includes lunch on both days, an evening meal on Saturday, and access to all of Warhammer World's facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

July 23rd



THE LORD OF THE RINGS DOUBLES WEEKEND

Date: 23rd–24th July, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 12+ Players between the ages of 12 and 15 must be accompanied by an adult.

Details: Compete in this relaxed tournament with a friend as your ally. Designed to challenge players' abilities to work together to defeat all comers, who will emerge as this year's Champions?

Each team of two players needs to bring two fully painted armies: on Good and one Evil, both 700 points strong, chosen from The Lord of the Ring Rulebook, Legions of Middle-earth, Sourcebook and White Dwarf articles. Each team will also need to bring a painted Fellowship of the Ring for one of this year's exciting scenarios.

Tickets: Tickets cost £87 per two-player team and includes lunch on both days, and an evening meal on the Saturday night.

Contact: Mail Order – 0115 91 40000

Website: www.games-workshop.com

August 2011

August 27th



A GATHERING OF MIGHT

Date: 27th–28th August, 2011

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: The North West Warriors proudly present A Gathering of Might VII. Bring along your finest army to compete in this two day Warhammer tournament. Enjoy wonderful looking armies, making new friends and swapping war stories.

You will need a fully painted 1500 point Warhammer army and a desire to have a great time playing your favourite game!

Tickets: Tickets cost £30 per player and include lunch on both days, access to all of Warhammer World's facilities and even complementary dice! Tickets are available from our website, below.

Contact: Adam Turner, 07990618700, adamturner471@btinternet.com

Website: www.northwestwarriors.org.uk

EXHIBITION:

TOMB KINGS

MAY 23RD–JUNE 26TH

Miniatures, original art and archive items show how the skeletal Tomb Kings grew apart from Games Workshop's original Undead army, and their loathing of necromancy which sets them apart from Warhammer's other endless armies.

**FOR ALL THESE AND MORE
EVENTS NEAR YOU, GO TO
WWW.GAMES-WORKSHOP.COM**

STORE FINDER

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.

Full range of products

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

In-store order point

All our Hobby Centres 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 further customise and add character to your armies.

What's more, if you have your order sent to your local Hobby Centre, we'll send it POST FREE!

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. All you need to do is come along.

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

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



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Games Workshop Premium Stores are a select group of independent retailers located across the UK and Europe that offer a 'complete hobby experience', more akin to a GW Hobby Centre than a traditional independent stockist.

- Premium Stores offer a wide range of GW products.
- They also offer a Mail Order service giving you access to the entire Games Workshop range.
- The knowledgeable staff of these stores offer painting and modelling lessons and can help devise killer tactics for your armies.
- Premium Stores also have a number of gaming tables to hold in-store tournaments, bespoke mega battles or general open-play gaming

Check out the list below to find your local stockist.

If you are an independent retailer and you think you could be our next Premium Store, then why not give us a call?

FOR MORE INFORMATION, CALL: 08700 134411

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June 2011

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BRISTOL, Area 51:
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Tel: 01179 244655
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852 08J
Tel: 01173 020 021
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Tel: 0845 051 6524

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MK43 0JG
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AL5 1JH
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GL52 2JL
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Tel: 01285 656 050
GLOUCESTER, HobbyCraft:
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STROUD, Alan Tyndall Ltd:
GL5 1AN
Tel: 01453 765920

HAMPSHIRE

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RG21 7CQ
Tel: 0125 646 6050
GW PORTSMOUTH:
34 Arundel Street,
PO1 1NL
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GW SOUTHAMPTON:
23 East Street,
SO14 1HG
Tel: 0238 033 1962
GW WINCHESTER:
35 Jewry Street,
SO23 8RY
Tel: 0196 286 0199
ALDERSHOT, The Game Shop:
GU11 1DZ
Tel: 01252 311 443
ALTON, Alton Model Centre:
GU34 1DD
Tel: 01420 542 244
ANDOVER, Hoggosaurus ToyMaster:
SP10 1LX
Tel: 01264 352 263
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EASTLEIGH, Eastleigh Wargames:
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HAVANT, HobbyCraft:
PO9 1ND
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MILFORD ON SEA, Milford Models and Hobbies:
SO41 0QD
Tel: 01590 642 112
NEW MILTON, Toys of New Milton:
BH25 6HY
Tel: 01425 617 805
NORTHEND, Fun Toys and Games:
PO2 0LH
Tel: 02392 696734
PETERSFIELD, Folly Models:
GU31 4AD
Tel: 01730 267 932
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BH24 1AT
Tel: 01425 479 444
ROMSEY, Roundabout:
SO51 8GD
Tel: 01794 512 145
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SO18 3HW
Tel: 0845 051 6521
SOUTHEASE, Solent Wargames:
PO4 0JP
Tel: 02392 363575
SOUTHEASE, Southsea Models:
PO5 2SG
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PO7 7ED
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40 Eign Gate,
HR4 8AL
Tel: 01432 355 040
HEREFORD, Weobley Bookshop:
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Tel: 01544 319292
LEOMINSTER, Martin's Models & Crafts:
HR6 8ES
Tel: 01568 613 782
ROSS ON WYE, Revolutions:
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Tel: 01989 562 639

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16 Bridge Street,
HP1 1EF
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GW ST ALBANS:
18 Heritage Close,
AL3 4EB
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5 Queensway,
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Tel: 01992 622333
HITCHIN, Mainly Models:
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Tel: 01462 680 717
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SG1 1XN
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SG1 3AW
Tel: 01438 746 616
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WATFORD, HobbyCraft:
WD17 2SF
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DOUGLAS, ToyMaster:
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Tel: 01624 622 154
ISLE OF WIGHT
NEWPORT, Cheap Thrills:
PO38 1JP
Tel: 01983 530 570
NEWPORT, Toy & Models:
PO38 1BQ
Tel: 01983 528 558
RYDE, The Sports & Model Shop:
PO33 2DT
Tel: 01983 862 454

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Unit 052B, Upper Thames Walk, Bluewater,
DA9 9SE
Tel: 01332 422 7880
GW CANTERBURY:
Unit 5, Iron Bar Lane,
CT1 2HN
Tel: 01222 745 8880
GW MAIDSTONE:
7a Pudding Lane,
ME14 1PA
Tel: 01622 667 7435
GW TUNBRIDGE WELLS:
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TN11 2AP
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BROADSTAIRS, Time & Space:
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ASHFORD, GZ Computers Ltd:
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Tel: 01233 663996
ASHFORD, XPRess Games:
TN14 8JN
Tel: 01233 621710
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DA6 8DT
Tel: 0208 298 7177
CHATHAM, Maynes:
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TN17 3HE
Tel: 01580 728424
CRAYFORD, HobbyCraft:
DA11 4LD
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DEAL, John Roper:
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Tel: 01304 368484
DOVER, Turners Models:
CT17 0ST
Tel: 01304 283 731
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CT19 4DP
Tel: 01393 279282
GRAVESEND, Steve's Collectables and Toys:
DA12 2EQ
Tel: 01474 564 465
GRAVESEND, The Stamp Centre:
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Tel: 01474 534 166
HERNE BAY, Sparings:
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Tel: 01227 374 049
HYTHE, Apple Jax:
CT21 5JL
Tel: 01303 262 682
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Tel: 01622 735855
ORPINGTON, JH Lorimer:
BR6 6NC
Tel: 01689 823193
SEVENOAKS, JH Lorimer:
TN13 1JR
Tel: 01732 452 840
SEVENOAKS, Manklows:
TN14 4LH
Tel: 01732 454 952
SITTINGBOURNE, Nickel Books:
ME10 4PD
Tel: 01795 429 546
THANET, HobbyCraft:
CT10 2BT
Tel: 0845 051 6564
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TN11 3UK
Tel: 0845 051 6568

LANCASHIRE

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Tel: 0125 375 2056
GW BOLTON:
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GW BURY:
16 Crompton Street,
BL9 0AD
Tel: 0161 797 6540
GW PRESTON:
15 Miller Arcade,
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Tel: 01253 403839
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GW LEICESTER:
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* **GW LOUGHBOROUGH:**
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LEICESTER, Table Top Tyrant:
LE1 5JR Tel: 01162 533 959
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LE65 1HP Tel: 01530 416 827
LOUGHBOROUGH, Wargames Inc:
LE11 1JA Tel: 01509 235505
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LE17 4EJ Tel: 01455 558335
MELTON MOWBRAY, Cobwebs:
LE13 1XA Tel: 01664 500700

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45 Wide Bargate,
PE21 6SH Tel: 01205 356596
* **GW GRIMSBY:**
9 West St Mary's Gate,
DN31 1LB Tel: 0147 234 7757
* **GW LINCOLN:**
Unit 5/6, Saltgate, (outside of Waterside Centre),
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BOSTON, Models and Computers:
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LOUTH, Castlaines:
LN17 9EJ Tel: 01507 602 149
MABLETHORPE, Belas ToyMaster:
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SCUNTHORPE, Shermans Model Shop:
DN15 6LD Tel: 01724 842 439
SKEGNESS, The Model Shop:
PE23 3NY Tel: 01754 763 429
SKEGNESS, Warlords of the Coast:
PE23 1RY Tel: 01754 763886
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PE11 1DQ Tel: 01775 722 456
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WC2E 8BF Tel: 0207 240 5106
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RM1 3ED Tel: 01708 742 140
* **GW STAINES:**
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GW SUTTON:
Unit 26, Times Square Shopping Centre,
SM1 1LF Tel: 0208 770 9454
GW UXBRIDGE:
Unit 32, Chequers Mall, The Pavilions Shopping Centre,
UB8 1LN Tel: 01895 525 2800
GW WATFORD:
Unit Q, 14 Queen Street, Harlequin Centre,
WD1 2TB Tel: 01923 245388
GW WOOD GREEN:
Unit 93, The Mall Wood Green, High Street,
N22 6BA Tel: 0208 8891079

BARNET, Toys Toys Toys:
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BR3 1EN Tel: 02086 505 355
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SW11 1HW Tel: 0207 228 6319
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W13 9QU Tel: 0208 299 3444
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SW14 8AE Tel: 0208 878 0866
ENFIELD, Pearsons:
EN2 6LJ Tel: 0208 373 4200
FINCHLEY, Leisure Games:
N3 2DP Tel: 0208 346 2327
FULHAM, Patrick's Toys:
SW6 7SX Tel: 0207 3859864
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UB6 0UW Tel: 0845 051 6528
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NW3 1NH Tel: 0207 435 2431
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HA1 2BH Tel: 0208 424 0300
HERNE HILL, Just Williams:
SE24 9HU Tel: 0207 733 9355
HORNCHURCH, Modellers World:
RM12 5RX Tel: 01708 630633
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W11 3HL Tel: 020 7221 8885
LONDON, 4D ModelShop:
T1 6EU Tel: 020 7264 1288
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SW15 1TW Tel: 0208 785 9555
ROMFORD, HobbyCraft:
RM1 1AU Tel: 0845 051 6545
RUISLIP, John Sanders:
HA4 8JB Tel: 01895 634 848
SOUTH WOODFORD, South Woodford Library:
E16 2QE Tel: 0208 299 3444
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E9 7HD Tel: 0208 533 2879
WATERLOO, Dark Sphere Retail:
SE1 7NJ Tel: 0207 928 7220

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GW MANCHESTER:
Unit R35, Marden Way South, Arndale Centre,
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ALTRINCHAM, The Gaming Crypt:
WA14 2DE Tel: 0161 929 9919
MANCHESTER, Fanboy 3:
M1 4FZ Tel: 0161 278 532
MANCHESTER, Hub Retail Manchester:
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WA10 1NW Tel: 01744 739660
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GW NORWICH:
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CROMER, Cromer Furniture:
NR27 9HT Tel: 01263 515153
GREAT YARMOUTH, Kerrisons:
NR30 2NZ Tel: 01493 653 891
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NR2 1DE Tel: 01603 631920
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* **GW NORTHAMPTON:**
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NORTHAMPTON, HobbyCraft:
NN5 5AF Tel: 0845 051 6523
NORTHAMPTON, Wargames Workshop:
NN1 4AE Tel: 01931 440 861
PETERBOROUGH, HobbyCraft:
PE1 4YZ Tel: 0845 051 6563
RUSHDEN, Osborne Sports & Toys:
NN10 0PE Tel: 01933 312 415
WELLINGBOROUGH, Software Seller:
NN8 1BQ Tel: 01933 440 861

NORTHUMBERLAND

CORBRIDGE, The Village Square:
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MORPETH, TG Allan:
NE61 1BA Tel: 01670 515 136

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GW NOTTINGHAM (Central):
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GW WARHAMMER WORLD:
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NG7 2WS Tel: 0115 916 8410
BEESTON, Chimera Leisure:
NG9 2LH Tel: 01159 229880
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NG21 9DA Tel: 01623 480841
MANSFIELD, The Games Emporium:
NG18 1NQ Tel: 01930 400 922
MANSFIELD, Macleod's Games:
NG18 8BU Tel: 01623 238919
NEWARK, Access Models:
NG24 1BE Tel: 01636 673 116
NEWTHORPE, Calver Books:
NG16 2DP Tel: 01159 382111
NOTTINGHAM, Gobins Lair:
NG8 5GP Tel: 01930 789 025
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NG3 1DE Tel: 0115 8413000
NOTTINGHAM, HobbyCraft:
NG2 3GZ Tel: 0845 051 6249
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DN22 6EA Tel: 01777 869224
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NG2 5GR Tel: 0115 982 1200
WORKSOP, Model Base:
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CARTERTON, Giles Sports:
OX18 3JL Tel: 01993 842 396
DIDCOT, Toys-UK:
OX11 8BN Tel: 01235 799450
OXFORD, Boswells ToyMaster:
OX1 3AG Tel: 01605 241 244
WELLINGFORD, Key's Toyshop:
OX10 0EW Tel: 01491 825136
WITNEY, Dentons:
OX28 6HW Tel: 01993 704 979

SHROPSHIRE

GW SHREWSBURY:
6 Market Street,
SY1 1LE Tel: 0174 336 2007
GW WELINGTON, Questing Knight Games:
T11 1PS Tel: 01952 417 747
JACKFIELD, Robert Harrow Designs Ltd:
TF8 7JL Tel: 01952 480804
OSWESTRY, Totally Games:
SY11 2SZ Tel: 01691 688 994
DONNINGTON, Sanda Games:
TF2 8AF Tel: 01952 676 722

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BA1 1UL Tel: 0122 333 4044
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BA20 1NB Tel: 01935 427077
BRIDGWATER, Insane Games:
TA6 3BW Tel: 01278 433554
BURNHAM ON SEA, GW Hurley:
TA8 1PA Tel: 01278 789 281
CLEVEDON, Just For Fun:
BS21 6EL Tel: 01275 341 819
FROME, The Ellenbury Press:
BA11 1BS Tel: 01373 462 139
FROME, Frome Model Centre:
BA11 1DA Tel: 01373 465295
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BA3 2DB Tel: 01761 402484

SOMERTON, Somerton Hobbies:
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STREET, Insane Games:
BA16 0HP Tel: 01458 441443
TAUNTON, Krackers:
TA1 4ER Tel: 01323 335 057
TAUNTON, Hatcher & Sons:
TA2 8RX Tel: 01323 272 277
WESTON SUPER MARE, The Games Bunker:
BS23 1RH Tel: 01934 622141
WESTON SUPER MARE, Lloyds Toys:
BS23 1RH Tel: 01934 618151
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BA6 9XE Tel: 01458 834 562

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ST1 1JU Tel: 0178 220 5287
CHELLASTON, Blue Grove Racing:
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FENTON, Guys That Game:
ST4 3QA Tel: 012081 338048
LEEK, Old-S-Kool:
ST13 5DS Tel: 01791 643600
LICHFIELD, Digital Dragons:
WS13 6DT Tel: 07941 637793
STAFFORD, HobbyCraft:
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STAFFORD, Too Fat Goblins:
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BECCLES, Toy Box:
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IP13 1NX Tel: 01284 753 456
BURY ST EDMUNDS, Starlings ToyMaster:
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IP4 5ER Tel: 01473 728 535
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NR32 1HB Tel: 01502 513477
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CB6 8UG Tel: 01638 663 147
STOWMARKET, D J Collectables:
IP14 1AH Tel: 01449 771 015
STOWMARKET, Simpson & Sons:
IP14 1HA Tel: 01449 612 914
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IP12 1DH Tel: 01394 383 170

SURREY

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GU1 3QT Tel: 0148 345 1793
GW WOKING:
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KT15 2BN Tel: 01932 845440
COBHAM, Fantasia:
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DORKING, Dorking Models:
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GU9 7BX Tel: 01252 722222
GODALMING, The Toy Box:
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HASLEMERE, Enchanted Wood:
GU27 2HR Tel: 01428 648900
OXTED, JH Lorimer:
RH8 0QA Tel: 01883 715 305
REDHILL, Gamers Guild:
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REIGATE, The Toy Shop:
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RICHMOND, The Station:
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KT6 7AB Tel: 0203 258 0054
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BN21 4QG Tel: 0132 364 1423
* **GW WORTHING:**
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BILLINGHURST, Aurora Gaming:
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BOGNOR REGIS, Trains Models and Hobbies:
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Tel: 01273 248484
BRIGHTON, Wargames Heaven:
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CHICHESTER, Toywizz:
PO19 1DS Tel: 01243 788 055
CRAWLEY, HobbyCraft:
RH11 7ST Tel: 0845 051 6552
EAST GRINSTEAD, Martells of Sutton:
RH19 1BE Tel: 01343 323305
EAST GRINSTEAD, Ready To Run Models:
RH19 4EN Tel: 01342 300 917
HAVERING, Hastings Hobbies:
TN34 1HL Tel: 01424 200021
HYWARD'S HEATH, Clarkes:
RH16 4LL Tel: 01444 457551
HORSHAM, Battleguest Games:
RH13 4EL Tel: 01403 242003

HOVE, Kids Dreams:

BN3 5TD Tel: 01273 420 666
LEWES, Tashori Arts and Crafts:
BN7 2DB Tel: 01273 487670
SEAFOOD, Toytown:
BNV5 1PL Tel: 01323 695 681
ST LEONARDS ON SEA, Silverdolls Models and Toys:
TN37 6PA Tel: 01424 431 133
STEYNING, The Dollhouse Shop:
BN44 3RD Tel: 01903 816012
UCKFIELD, Kid's Stuff:
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1



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See page 112 for the Store Directory

3

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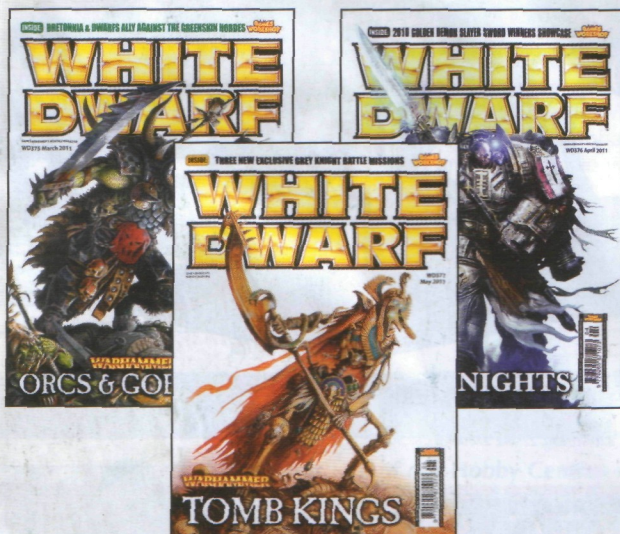
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