INSIDE Eldar vs Imperial Guard Planetstrike Battle Report!

GAMES WORKSHOP

WHITE DWARF

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GAMES WORKSHOP'S MONTHLY MAGAZINE

WD355 July 2009

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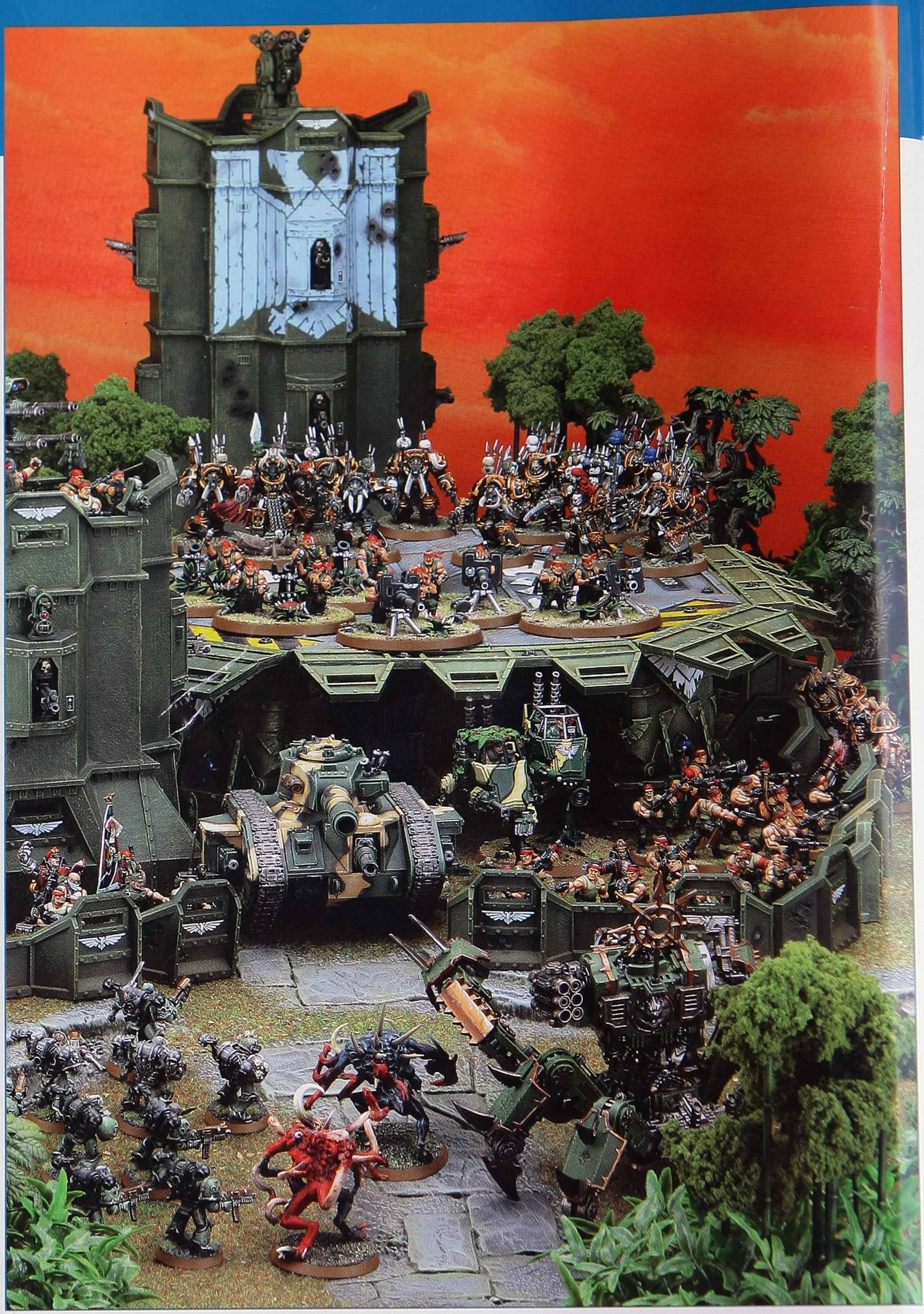
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Black Legion Terminators teleport into the midst of the Imperial Guard defences, while Plague Marines launch an assault from all sides.

EDITORIAL





This month, everyone's getting jolly excited about Planetstrike. Troops teleport into battle, or make planetfall en masse, while the beleaguered defenders try desperately to repel the attack behind their fortifications and Aegis lines.

So, because you're about to read a lot about this new, exciting way to play 40K, I'm going to let the people in the know whet your appetite for it, and I'm going to talk about something different. You see, something else is getting released this month that might otherwise slip under the radar – paintbrushes! – and you can read all about these new-and-improved vehicles of pigment application on page 92. Painting is the one part of the hobby that we pretty much all partake of. Some people just paint, others paint purely to play, but we all have a go as best we can. Lately I've been giving a lot of thought as to how we present the painting hobby, and how to reflect all of the many ways there are to paint one's models. Most of you will be familiar with our Painting Workshop series, which looks at common techniques and specific army tips. Then we have the 'Eavy Metal Masterclasses, which take single models and illustrate the methods employed by the very best figure painters in the world. Finally we have Painting Masters, the ever-popular series where we look at the personal collections of said best figure painters in the world.

This month we go one better, and we've staged a painting contest for eight of the Studio's elite miniatures painters (see page 84). Just this morning I was sitting in on the judging process, and it was amazing to listen to veteran Golden Demon judge Alan Merrett as he tackled the almost impossible mission of choosing a winner from amongst the very best-of-the-best. But the real point of the article isn't to highlight the super-display-standard-skills of 'Eavy Metal, but rather to serve as inspiration to us all. I know I'll never be *that* good, but I really enjoy trying, and I hope you do too!

Mark Latham, Editor

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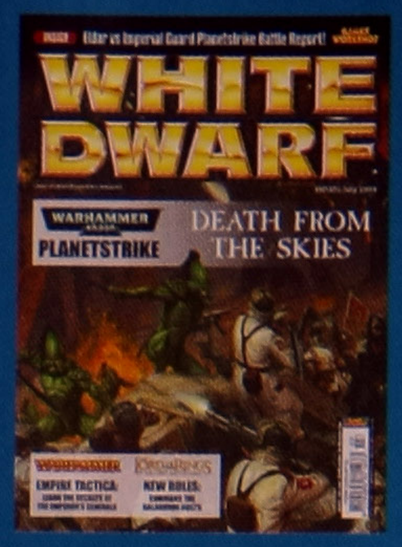
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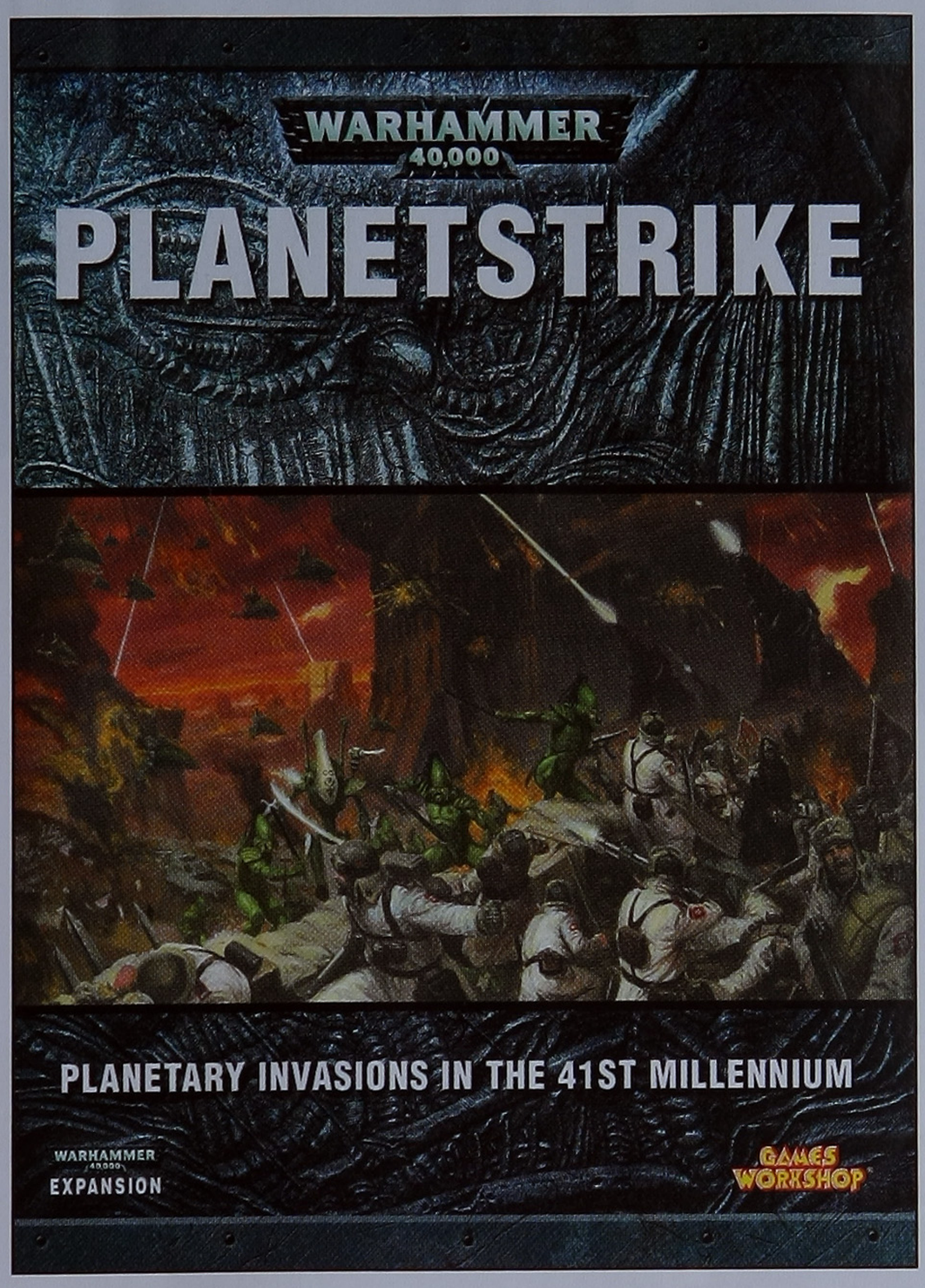
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PLANETSTRIKE



NEW EXPANSION

Planetstrike is a game of glorious invasions and desperate last stands set in the battle-ravaged universe of the 41st Millennium. This is truly a war on all fronts in which the enemy can appear at any time, from anywhere – especially from above!

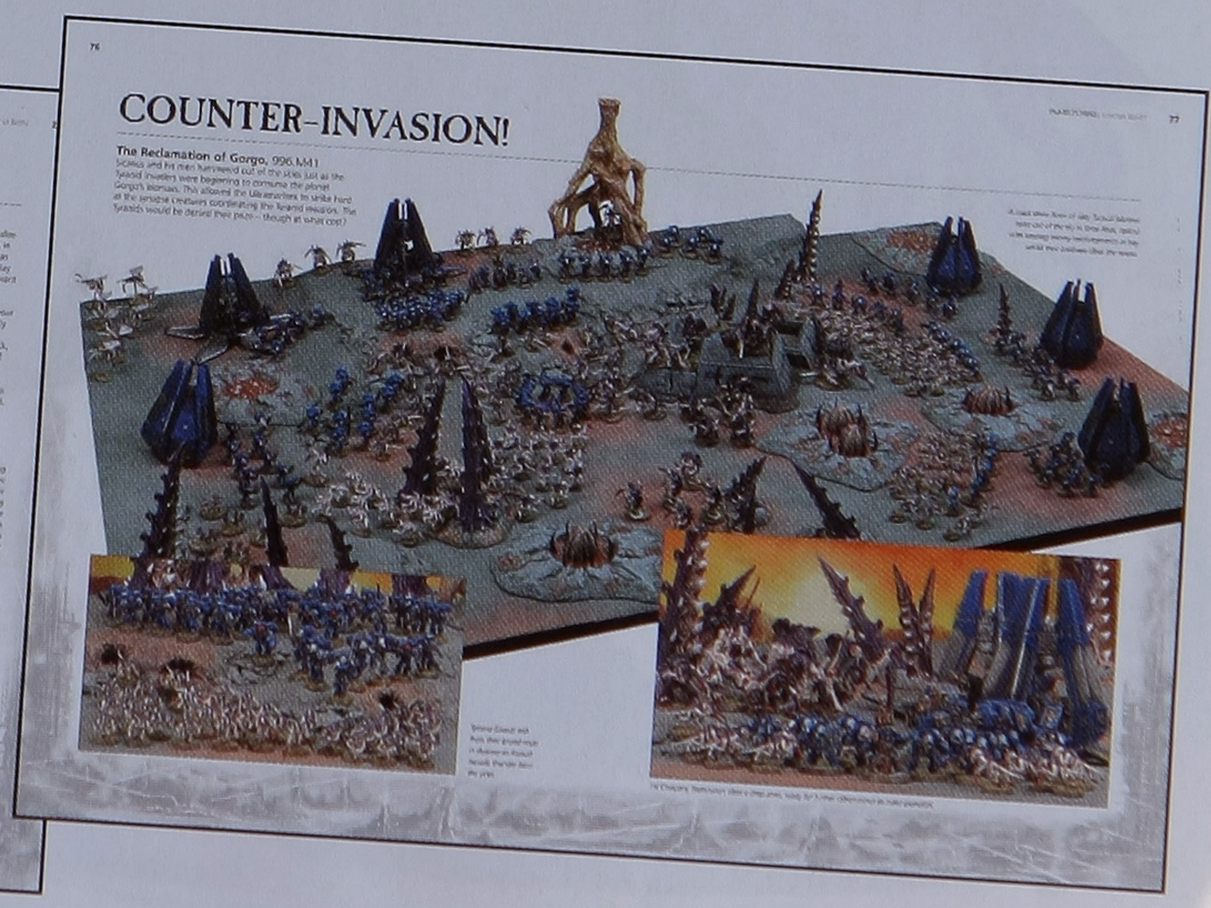
Planetstrike is a brand new 80-page Expansion for Warhammer 40,000. The rules and information inside allow you to fight battles based on the fierce and deadly planetary strikes that take place across the war-torn galaxy of the 41st Millennium. As well as rules for configuring your forces for planetary invasion, there are profiles for different types of terrain, a full-colour hobby section on preparing your defences and a massive section detailing famous planetary assaults, including the legendary Ork invasion of the Crimson Fists' home world, Rynn's World.

PLANETSTRIKE
Product code: 60040199024
Written by Phil Kelly

UK	£15	Denmark	175dkr
Euro	€22.50	Swe/Nor	205skr/nkr

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SPACE MARINE LAND SPEEDER STORM

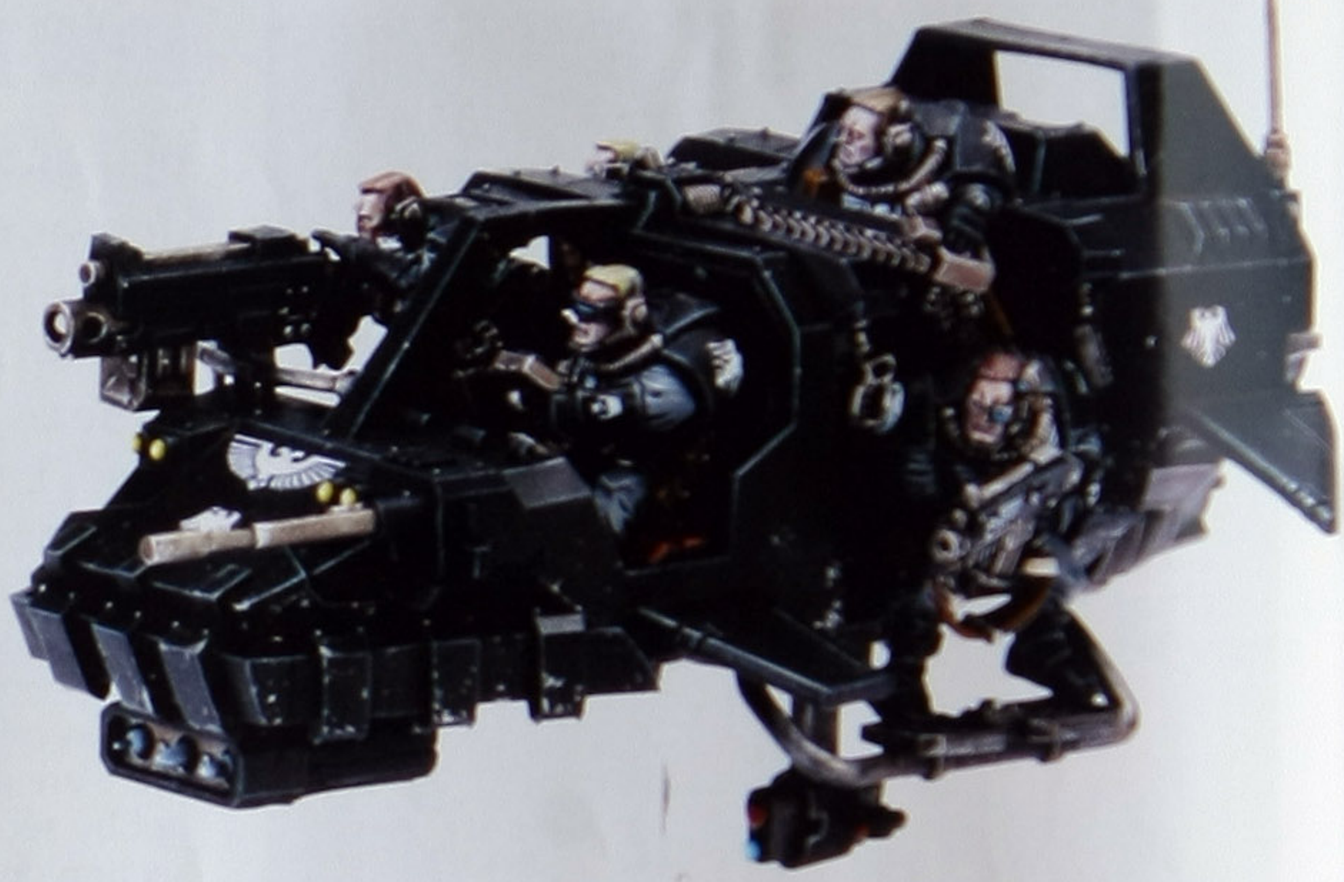


The Land Speeder Storm is designed to transport Space Marine Scouts deep into a battlezone, using speed and stealth to drop a small Scout squad behind enemy lines. The new plastic kit features a heavily altered Land Speeder chassis, a crew of six Space Marine Scouts, and a variety of weapon options.

Aside from the dynamic crewmen, Dale Stringer and Dave Thomas have added several innovations to the classic Land Speeder design. For example, the stretched chassis required the addition of a third thruster at the rear, compensating for the skimmer's greater mass while suggesting the need to be even faster than a regular Land Speeder. Underneath is the cerberus launcher, a unique piece of kit that stuns the enemy as the Scouts charge in.



The Land Speeder Storm comes with six Scouts, including the pilot, the gunner and four passengers, all of whom are poised to leap into the thick of the action.





MULTI PART PLASTIC KIT

SPACE MARINE LAND SPEEDER STORM
Product code: 99120101075
Sculpted by Dale Stringer and Dave Thomas

UK	£18†	Denmark	205dkr
Euro	€25	Swe/Nor	230sek/nok

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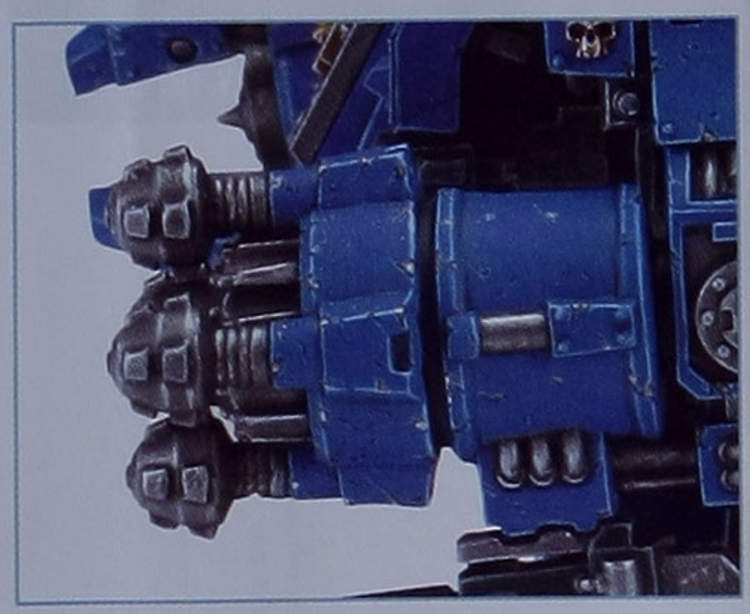
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SPACE MARINE IRONCLAD DREADNOUGHT

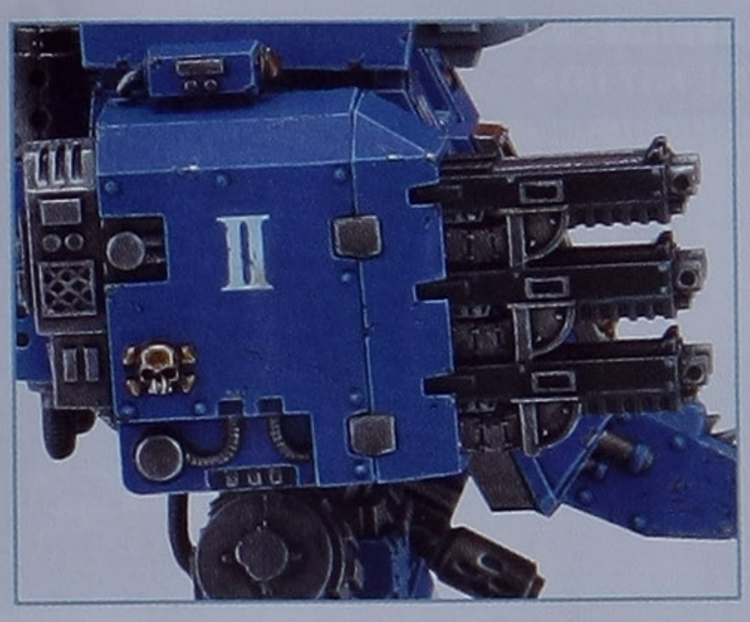


Designed to be a mobile siege engine, the eagerly awaited Ironclad Dreadnought is encased in extra armour and armed with all manner of bunker-breaching and anti-infantry weaponry. This multi-part plastic kit allows you to assemble the Ironclad Dreadnought with any of the weapon configurations from the army list, including a new Dreadnought close combat weapon, the seismic hammer and a rack of deadly hurricane bolters. The chainfist is another option and, like the hammer, can make short work of defences, making this war machine an ideal choice for attacking forces in Planetstrike.

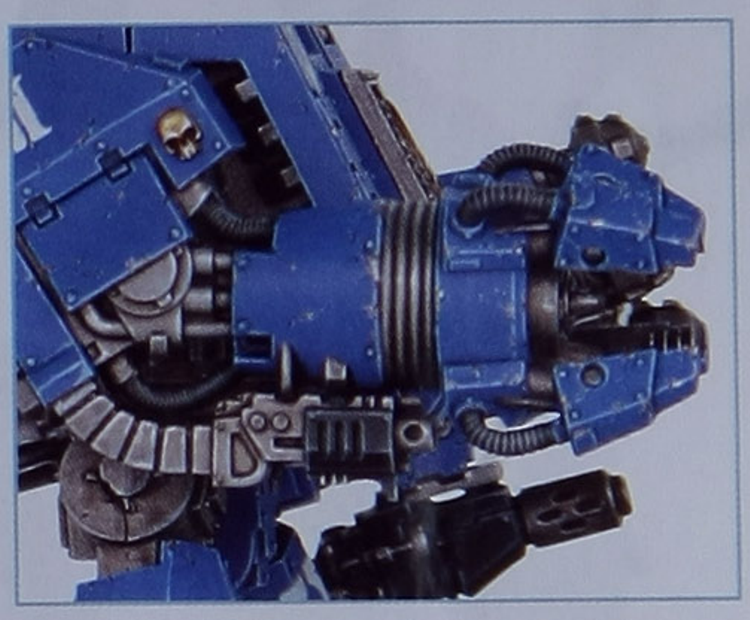
As well as arm options, the kit provides plenty of other components and accessories; everything from searchlights, smoke launchers, two hunter-killer missiles and Ironclad assault launchers.



The seismic hammer causes catastrophic, reverberating shockwaves to tear through the target, literally causing it to shake itself apart.



A Hurricane bolter counts as three twin-linked bolters fired as a single weapon. At close range this proves extremely deadly to lightly armoured troops caught out in the open.



The Ironclad's Dreadnought close combat weapon is as impressive as the other weapon options, complete with articulated fingers and underslung stormbolter.

SPACE MARINE
IRONCLAD DREADNOUGHT
Product code: 99120101076
Sculpted by Colin Grayson

UK	£25†	Denmark	290dkr
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MULTI PART PLASTIC KIT



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FORGEFATHER VULKAN HE'STAN

The Forgefather of the Salamanders has the holy duty of finding the nine lost artefacts that the Primarch Vulkan has scattered across the galaxy. Martin's metal model of Vulkan He'stan has already recovered three of these sacred artefacts: Kesare's Mantle, made of adamantium-hard drake scales, the Spear of Vulkan and the Gauntlet of the Forge.



VULKAN HE'STAN
Product code: 99060101427
Sculpted by Martin Footitt

UK	£12†	Denmark	140dkr
Euro	€17.50	Swe/Nor	160skr/nkr

ON SALE JULY 18TH

KOR'SARRO KHAN

With Kor'sarro Khan, Juan Diaz has designed another characterful Space Marine hero to add to his considerable portfolio. This metal model carries all of Juan's hallmarks, providing a dynamic and iconic character befitting his role as a hunter who tracks his prey across the galaxy, only returning home once the kill is made.



KOR'SARRO KHAN
Product code: 99060101428
Sculpted by Juan Diaz

UK	£10†	Denmark	115dkr
Euro	€15	Swe/Nor	140skr/nkr

ON SALE JULY 18th

AEGIS DEFENCE LINE



AEGIS DEFENCE LINE
Product code: 99120199015
Sculpted by Colin Grayson

UK	£12†	Denmark	140dkr
Euro	€15.50	Swe/Nor	160skr/nkr

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The Aegis Defence Line is the perfect kit for any defender to start building their perimeter defences. The kit comes with four double blast shield sections and four single blast shield sections that can be set up in a limitless array of configurations. Joined together they provide the defender with 28" of defence lines. Also included in the kit is a quad-gun emplacement, an interceptor weapon made up of four linked autocannons. The gun can be placed onto one of two different mounts supplied.



The interceptor quad-gun is shown here on one of the two mounts provided in the kit.



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IMPERIAL BASTION



Imperial Bastions are the mighty bulwarks of the Imperium's planetary defences, brimming with heavy weapons and guarded by thick walls to shelter the troops within. The Imperial Bastion is a modular plastic kit by Colin Grayson, a sculptor with a great deal of experience when it comes to designing scenery products. The box set contains all the components needed to create a complete bastion, including an Icarus-pattern lascannon.

The bastions are fully modular, so by joining two or more kits together you can vary the height of your bastions, leading to more impressive set-ups. From a gaming perspective this has the advantage of providing more automated weapons and fire ports for squads sheltering inside.

The bastion has been designed to fit in with the rest of the Planetstrike terrain, but can easily be used as a basis for Chaos and xenos fortifications with a little imagination.

IMPERIAL BASTION
Product code: 99120199018
Sculpted by Colin Grayson

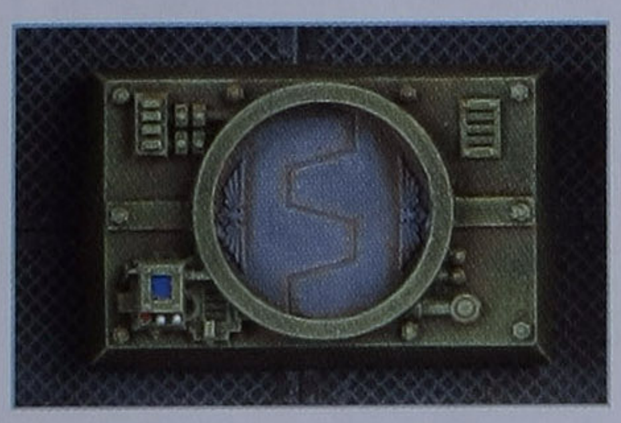
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SEE PAGE 77 TO SEE OUR CHAOS BASTION



A comms relay is a very useful bit of kit in the game, allowing re-rolls for reserves.



This component can be used as an escape hatch, a roof hatch or an interceptor gun mount.



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SKYSHIELD LANDING PAD



The Skyshield Landing Pad is not only an excellent addition to any scenery collection, but also plays a very active role in games of Planetstrike. The kit, designed by Dave Andrews and Oliver Norman, can be assembled so that the crenellated battlements can be raised or lowered. A landing pad with unfurled crenellations is great for quickly disembarking troops from skimmers onto, whilst raised battlements provide extra protection.



The landing pad with unfurled crenellations. Valkyrie shown for scale purposes only and is not included.



SKYSHIELD LANDING PAD
Product code: 99120199016
Sculpted by Dave Andrews and Oliver Norman

UK	£24†	Denmark	275dkr
Euro	€31.25	Swe/Nor	325skr/nkr

ON SALE JULY 4TH

MINES, BOMBS AND BOOBY TRAPS

WHILE STOCKS LAST

This set of ten resin pieces is perfect for representing all manner of stratagems for games of Planetstrike or Cities of Death, or as objective markers for standard missions and Apocalypse battles. Alternatively, use them as characterful bits of scenery to litter around your battlefield.

Dave Andrews has created a set full of useful components such as shells to represent ammo caches, warning signs for minefields and hatches that can be used as secret entrances.



MINES, BOMBS, AND BOOBY TRAPS
Product code: 99220199041
Sculpted by Dave Andrews

UK	£12†	Denmark	140dkr
Euro	€17.50	Swe/Nor	160skr/nkr

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BLASTSCAPE

WHILE STOCKS LAST

In Planetstrike the terrain of the battlefield can change from turn-to-turn, as almighty firestorms carve up the ground, or meteors pound into the midst of your troops! The craters in this new set represent some great new footprints, perfect for specific stratagem effects, or simply as exciting pieces of cover for regular games of 40K.



Meteor Strike

BLASTSCAPE
Product code: 99220199042
Sculpted by Chad Mierzwa

UK	£12†	Denmark	140dkr
Euro	€15.50	Swe/Nor	160skr/nkr

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Crashed Spaceship 1



Laserburn



Crashed Spaceship 2



Firestorm

IMPERIAL STRONGPOINT

The Imperial Strongpoint is the ultimate set for creating a nigh-impenetrable defence set-up. This massive kit includes two Bastions, two Icarus lascannons, three Quad-guns, two comms relays, 12 double blast shield sections and 12 single blast shield sections. That's an incredible 84" (over 6') of defence lines!

Just the contents of this box alone can easily deal with medium to large battles of Planetstrike. However, because of the modular nature of the terrain sets this kit can be combined with others to create truly immense fortifications or give you the option to spread your defensive lines across a larger area.





IMPERIAL STRONGPOINT
Product code: 99120199019
Sculpted by Colin Grayson

UK	£56†	Denmark	625dkr
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NEW RELEASES

SHRINE OF THE AQUILA





The Shrine of the Aquila was once a bastion of faith, but now only the ruined edifice still stands. This mighty piece of plastic terrain makes a fantastic centrepiece for any Warhammer 40,000 battlefield.

The Shrine of the Aquila stands over 10 inches tall, contains three levels and is completely compatible with the existing Warhammer 40,000 city building sets. The kit contains 18 floor panels, giving your models plenty of elevation to get the best arcs of fire.

SHRINE OF THE AQUILA
Product code: 99120199014
Sculpted by Dave Andrews

UK	£20†	Denmark	230dkr
Euro	€26	Swe/Nor	270skr/nkr

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CITADEL® PAINTBRUSHES

This month we present a brand-new range of ten Citadel Paintbrushes, expertly made with the specific task of painting Citadel miniatures in mind. See page 92 for more information.



Fine Detail Brush



Detail Brush



Standard Brush



Basecoat Brush



Large Brush



Wash Brush



Small Drybrush



Medium Drybrush



Large Drybrush



Stippling Brush

FINE DETAIL BRUSH *99199999026*
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WARHAMMER®

THE CHASE

This new vignette consists of three characterful models. The small Squig is being chased by the hungry Night Goblin who in turn is being pursued by an even hungrier, and larger, Cave Squig.





THE CHASE
Product code: 99060209204
Sculpted by Thais Mariblanca López

UK	£7†	Denmark	80dkr
Euro	€9.10	Swe/Nor	95skr/nkr

OUT NOW

The Collectors Range provides us with a great opportunity to explore facets of our worlds that we don't normally get to cover. Here's another great Orc & Goblin vignette from our expanding Collectors Range.

ANIMOSITY ORCS

This characterful Warhammer diorama illustrates what Orcs get up to when there are no enemies around – they have a good old punch-up! Alex Hedström has done a great job setting this scene, as one Orc uses a nearby Night Goblin as a convenient weapon.





ANIMOSITY ORCS
Product code: 99060209201
Sculpted by Alex Hedström

UK	£10†	Denmark	115dkr
Euro	€15	Swe/Nor	140skr/nkr

OUT NOW

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Black Library publishes a range of novels and sourcebooks that delve deep into the worlds of Warhammer and Warhammer 40,000. These are available in many of our stores worldwide, as well as in bookshops in certain countries. However, if you are finding it difficult to get hold of any of these publications then go to the Black Library website, where books may be purchased directly.

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FALLEN ANGELS

As news of Horus' treachery spreads, the Great Crusade grinds to a halt as the Primarchs and their Legions decide where their loyalty lies – with the Emperor, or the rebel Warmaster Horus. In this sequel to Descent of Angels, the Dark Angels face a time of testing, both in the stars, and on their home world, Caliban. Civil war erupts as the planet strives to break from Imperial rule, and the Dark Angels are thrown into a deadly internecine conflict.

FALLEN ANGELS
by Mike Lee
ISBN: 978-1-84416-728-9

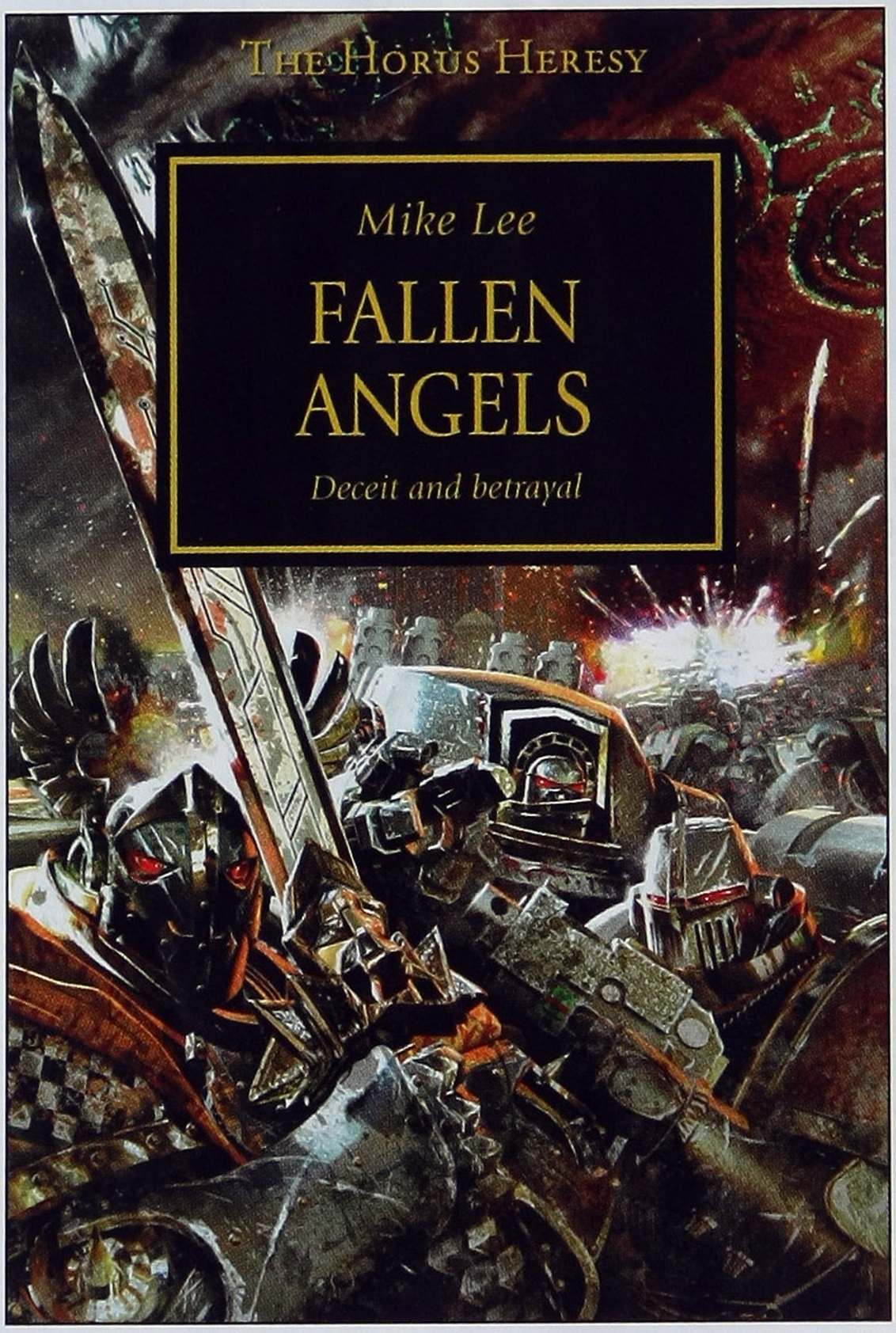
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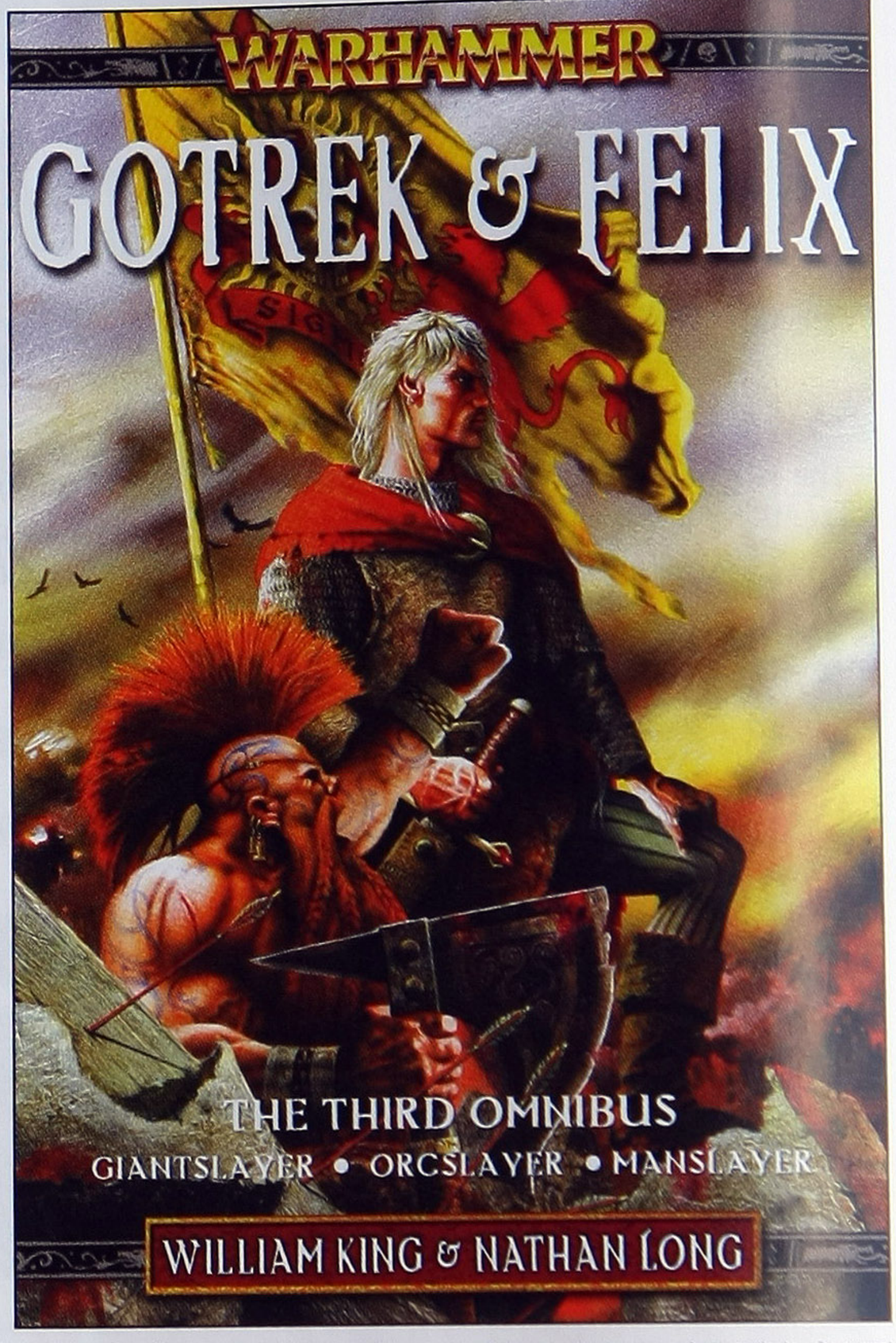
GOTREK & FELIX OMNIBUS

Would–be poet Felix Jaeger accidentally signs up for a lifetime of adventure after swearing a drunken oath to the Dwarf, Gotrek Gurnisson. The Trollslayer is wandering through the Old World, seeking an honourable death in combat to redeem his honour. As the pair survive one adventure after another, will Felix ever be able to fulfil his vow? This omnibus collects the three thrilling adventures of Giantslayer, Orcslayer and Manslayer.

GOTREK & FELIX: THE THIRD OMNIBUS
by William King & Nathan Long
ISBN: 978-1-84416-732-6

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





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Forge World makes a huge range of resin kits and accessories. These include super-heavy battle tanks, Titans, upgrades for Games Workshop's plastic kits, scenery pieces and busts of some of our most popular characters. These products are intended for experienced modellers and are only available directly from Forge World.

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MAMON, DAEMON PRINCE OF NURGLE

This ancient and vile Daemon Prince is feared beyond measure. His bloated body and elephantine legs literally shake the ground as he approaches his prey. Wherever Mamon goes, corrupting everything in close proximity, he is accompanied by his slug-like Herald.

This is a complete resin kit that includes both models, designed by Mark Bedford. The details and rules for this model can be found in Imperial Armour Volume 7 – The Siege of Vraks.





THE BLIGHT DRONE

The Blight Drone is a Daemon Engine of Nurgle. Foul turbines keep the drone in the air, all the time releasing toxic emissions into the atmosphere. It is armed with a variety of putrid weapons, those unlucky enough to be hit will pray for an instant death rather than being maimed, fated to die in agonising pain.

This is a complete resin kit designed by Daren Parrwood.

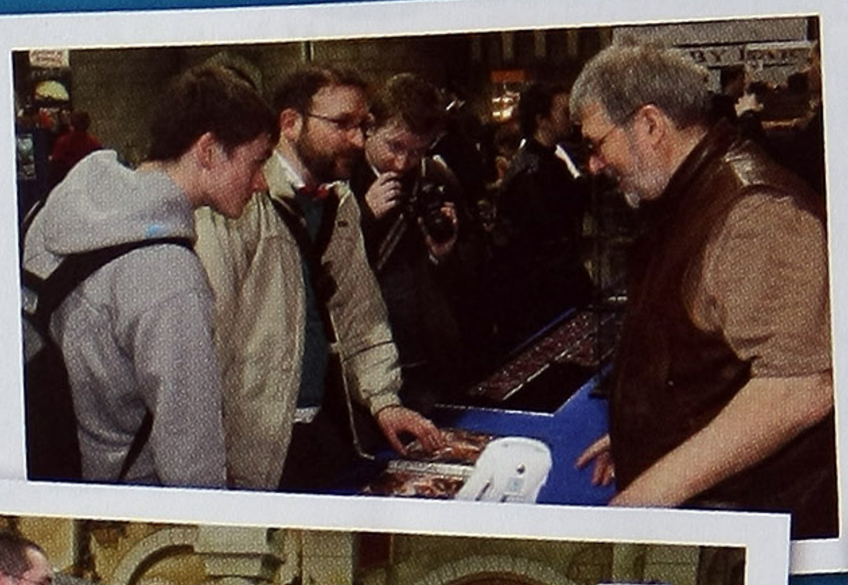
The details and rules for this model can be found in Imperial Armour Volume 7 – The Siege of Vraks.

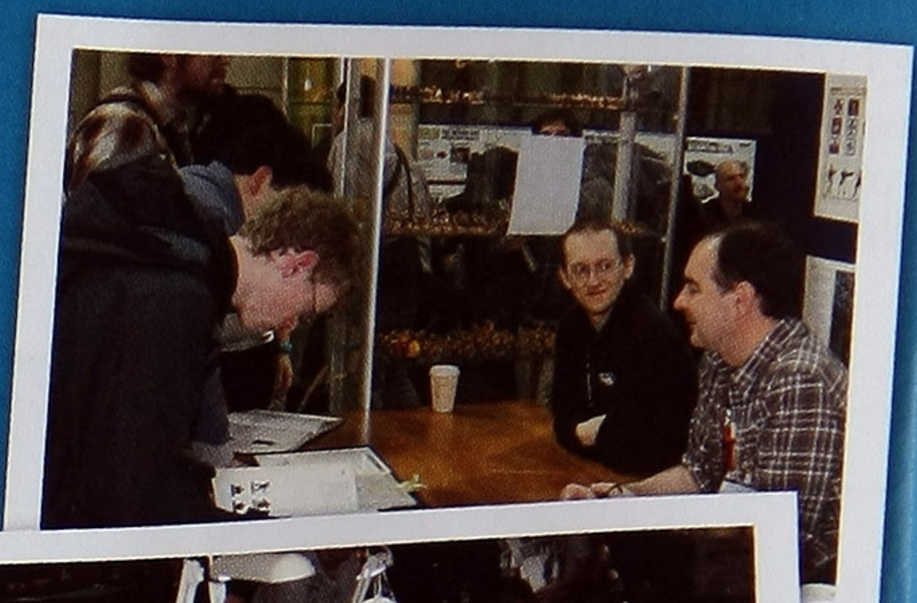


Plague Marines shown for scale purposes only and are not included.

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STUDIO OPEN DAY 09









COMING SOON

The coolest 'secret gig' in the world was held at Warhammer World on Sunday the 15th of February. The Design Studio opened its gem-encrusted doors and relocated to Warhammer World for the day.

Not only did lucky visitors get to meet the Studio's games developers, artists, sculptors and the White Dwarf team, but they also joined in some crazy games especially developed just for the day. One of the biggest hits was Dave Andrews and Mark Jones' Kanyon of Katastrophe, a massive game in which a squadron of six Valkyries flew down an Ork-infested canyon to destroy the greenskins' stronghold. The other game was White Dwarf's own Stompa Shoot Out, where the player fired the Stompa's supa-gatler at an obliging army of Salamanders. Players competed all day to see how many Space Marines they could slay before the supa-gatler ran out of ammo, and see whether they could beat the White Dwarf team's totals on our scoreboard. Christian Blanche (John Blanche's son) won the day with an impressive 52 Salamanders killed!

As well as the many games on offer and a chance to chat with everybody from the Studio, there was also the chance to see some sneak peaks and attend the many seminars taking place throughout the day. If you didn't make it to this one, then don't worry – plans are already afoot for another in the near future. Keep your ear to the ground and an eye on the website, particularly the Warhammer World blog, for details.

Lords of the Jungle

If you think the wave of recent Imperial Guard releases has passed, then you're wrong! Coming soon are some of the fiercest, toughest and most cunning heroes to come from the death world of Catachan. Gunnery Sergeant Harker has led his squad of Catachan Devils into battle many times and has yet to find an enemy that won't fall to the bark of his heavy bolter, 'Payback'.

Also coming is the latest incarnation of Colonel Straken, a man adorned with so many implants that he is stronger than the monstrous creatures he meets on the battlefield. Here's a sneak peek of Straken – check out White Dwarf in a couple of month's time to see Harker.



Colonel 'Iron Hand' Straken



STUDIO JOB OPPORTUNITY

The Games Workshop Design Studio is a creative, passionate place at the very core of our business, producing the best fantasy miniatures in the world. These are supported within our books by evocative and exciting photography.

We are now looking for a professional and talented photographer to join the Book Production Team, which will launch you into the unique world of creativity within Games Workshop.

This role will be based within the Design Studio in Lenton, Nottingham and will commence in September 2009.

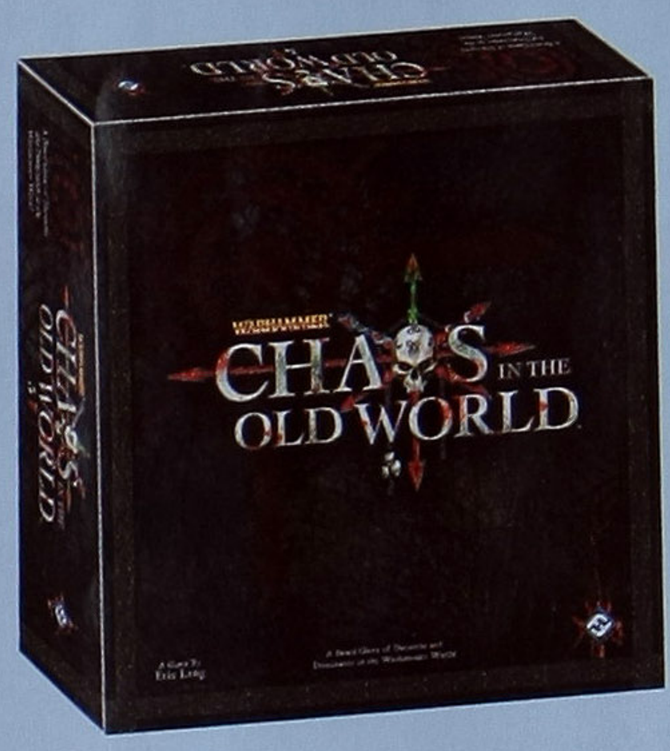
You will need to display an enthusiasm for, and knowledge of, Warhammer, Warhammer 40,000 and The Lord of The Rings, as well as displaying the talent to be a Games Workshop photographer.

If you feel you have the necessary skills and talent to take on this challenge, then we would love to hear from you before Monday 24th August 2009. Please send copies of your work (which will not be returned to you) with your CV and covering letter to Anne Clarke at Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS or email hr.recruitment@games-workshop.co.uk.



Chaos in the Old World

As well as a glut of recent role playing game supplements, Fantasy Flight has been busy designing a brand new board game set in the Warhammer world, the first in many years. *Chaos in the Old World* is a game where the Ruinous Powers vie for dominance in the Old World, leaving corruption and destruction in their wake. Players become one of the four Chaos Gods, each with their own powers and play style. Khorne dominates in battle; Nurgle spreads corrupting filth far and wide; Tzeentch acts with magic, speed, and flexibility; and Slaanesh subtly manipulates all. With two different routes to victory and four ways the game can end, 'Chaos in the Old World' is the most aptly named game in years. We can't wait to try it out.



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

Listen While You Paint

Heart of Rage by James Swallow is a brand new story available exclusively as an audiobook CD.

Aboard the Imperial Navy frigate *Emathia*, Brother-Librarian Nord and Brother-Sergeant Kale of the Blood Angels make a startling discovery – a Tyranid Hive Ship, half-destroyed and drifting through space. The Blood Angels board the ship to locate a lost Scout team, but their fate is far from straightforward. Little do Nord and Kale realise the horrors awaiting them, for they not only risk their bodies, but their very sanity as well.



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

IN BRIEF

Ever since the article on the Perry twins in WD348, people have been on the lookout for the mythical Citadel Giant of old. Roland Meredith recently sent us pictures of his chief suspect – a giant miniature from the early 80s. Sorry Roland, nice try, but that particular giant was designed by Tom Meier. The hunt continues!

The normally (very) affable Jeremy Vetock seems to have had a drastic change of character of late. He's been seen skulking around the Studio keeping to the shadows, constantly nibbling a packet of green sweets and cursing anyone who gets in his way as 'man-thing'. We think he's been working a bit too hard.

In the sculpting area plans are afoot as Martin Footitt, Seb Perbet and Mike Anderson have already declared they'll be entering projects into this year's Golden Demon Open Competition.

Meanwhile, across the well-trodden carpet to 'Eavy Metal, Joe Tomaszewski is undecided if he'll be defending his title as the 2008 Open winner. Of course, this could just be Joe trying to psyche out his rivals…

WEB LORE

www.games-workshop.com

Adam Troke: With Planetstrike in full-swing here in the Studio, this month's web support definitely has an orbital invasion theme! Jim Sowter and I, supported ably by our legion of mono-tasked Servitors, have gathered together enough goodies to sate even the most avid invader!

As well as essential articles, showing you how to build and paint your brand-new Bastion, Ironclad Dreadnought, Skyshield Landing Pad and more, there's also a stonking guide to the new Citadel Paintbrushes in all their lovely matt-black glory, an essential tactics article for Planetstrike, and a detailed examination of all the new Warhammer 40,000 terrain released this month. Oh, and what could quite possibly be the most beautiful gallery of 'Eavy Metal Empire Wizards ever!



Prepare for Planetstrike

Every army is covered in this in-depth analysis of how your force can be made ready to become a Planetstrike attacker or defender. What does a good defence set-up for the Tau look like, how can the Eldar capitalise on their speed when attacking? All the answers, and more!

Also on the Web...

That's just the tip of our online coverage for this month. Several Servitors have burned out their primary cogitatory arrays producing more great content. If you visit the Games Workshop website you'll also find:

- Planetstrike – getting started
- A close look at the new 40K scenery kits
- Weapon effect markers and their uses
- Dreadnought assembly and painting
- The new paintbrushes in action



Wizards!

Later on in this very issue you'll be seeing some fantastically painted Empire Battle Wizards. For a full 360-degree video view of these beautifully painted miniatures, come and take a look at this article.



Bastion Assembly Guide

The definitive guide to building your Bastion kit from frame to finished building, and every stage in between. Our hobby experts detail every phase with clear, concise instructions and photos.

Did you Know?

Signing up to the Games Workshop website gives you many benefits. It's free and quick, and provides you with your own page where you can save your favourite online articles.

Finding any of the articles featured here is easy. The latest online articles published are linked directly from the Games Workshop homepage. Alternatively, you can visit White Dwarf's very own webpage (just look for the White Dwarf link on the top bar from any page of our website).

BECOME LEGENDARY

Recruitment at Games Day

We are always on the lookout for great people to come and manage one of our stores in our ever expanding chain.

Are you UK mobile? Do you have people management or supervisory experience? Have you ever considered a career working for Games Workshop?

If the answer to these questions is 'yes' our expert recruitment team are touring the countryside talking to people like YOU about joining our exceptional store manager training programme. You can meet them at one of our Become Legendary road shows; Check the website for more details

If you can't make it to a road show, fear not, for our recruitment team will also be available for a chat at the Recruitment Stand in the Pavilion hall at this year's Games Day, so there's no need to miss out!

If you want to find out more about a career with Games Workshop you should also check out our website below.

Do you have what it takes to Become Legendary?

www.become-legendary.com

SUMMER OF WAR

The Summer of War continues!

Through July and August Games Workshop stores are continuing to run a massive programme of games, tutorials and hobby activities as part of the Summer of War. Designed by the staff of your local Hobby Centre, these activities are keyed to the times of your local school holidays.

Check with your local store and their huge calendar of activities NOW to find out what they have planed and how you can become a Lord of War!

GAMES WORKSHOP® AGM

Warhammer World will be closed to the public on the 18th September when we will be holding Games Workshop's Annual General Meeting there at 10.00am. All company shareholders are welcome. If you are a shareholder and would like to attend, please confirm your attendance by email to *sue.ladbrooke@games-workshop.co.uk*

And the winner is...

Last Christmas we held a competition to find the best Citadel Realm of Battle Gameboard. The winner would not only win a signed print but also take home a piece of custom-made scenery, designed specifically for any army of their choice. With entries coming from all over the world, the task of selecting a winner fell to hobby masters Dave Andrews and Mark Jones.

Congratulations to Carl Woodrow for his highly detailed Epic Armageddon/Aeronautica Imperialis Gameboard. You can read our interview with Carl and see more pictures of his winning entry on the Games Workshop website.



WARHAMMER 40,000™

WAR ON ALL FRONTS

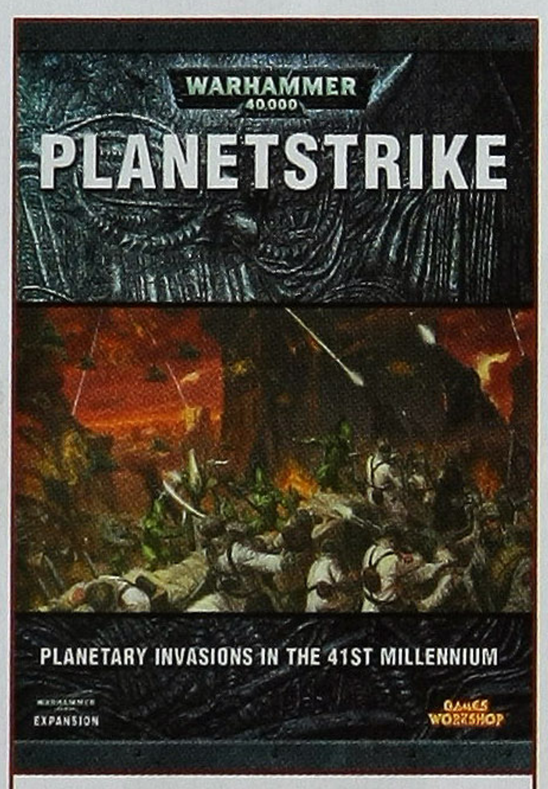
Planetstrike is here! Send your armies forth into the maelstrom of battle against the backdrop of a devastating planetary assault. Whether you would tear the planet asunder or annihilate the invaders, your actions will determine the fate of a world.







The Studio has been gripped by exciting battles of planetary assaults, which can mean only one thing: Planetstrike is here. Andy Hall cornered the evil genius behind this latest assault, the infamous Phil Kelly, to find out more.



Planetstrike is an 80-page Warhammer 40,000 Expansion that enables you to play out a planetary assault. Inside you'll find:

- **Organising a battle – how to set up and play a Planetstrike mission.**
- **Stratagems – events that can help you or hinder your foe.**
- **Campaigns – play through an entire planetary invasion.**
- **Glorious assaults – be inspired by some of the most famous planetary invasions.**
- **Infamous invasions – a hobby showcase.**

Andy Hall: Let's start with an overview. Planetstrike is obviously about invading and defending a planet, something that happens all the time in the war-torn 41st Millennium, but how did you transfer such an event to the tabletop?

Phil Kelly: Planetstrike is different from a normal game of Warhammer 40,000 in several ways. The first is that in a standard mission of 40K you kind of make up the narrative as you go along, reacting to the events on the battlefield as they unfold. But in Planetstrike, roles are assigned before you begin – as attacker and defender – so there's already a narrative in place. This means that games of Planetstrike have a strong in-built story; you need to decide the framing events and reasons why, for instance, the Space Marines are attacking or the Chaos Space Marines defending. Because of that I think this will appeal to a lot of players.

AH: It really does encourage that train of thought. I've found it's especially the case when you're playing with races you don't necessarily expect to see in the role of attacker or defender. For example, when I fought against a horde of Tyranids, who were defending Imperial bastions, we came up with the scenario that this was a counter-attack trying to retake a base days after the Tyranids had wiped out the original occupants.

PK: Yeah, exactly. So the second difference is that the battlefield itself is a major player in Planetstrike. I've termed it 'active' terrain – by that I mean scenery that you place or remove during the battle, and terrain with guns that you can shoot the enemy to pieces with. In Planetstrike the terrain does far more than just block line of sight and occasionally slow things down; it's as important an element to the battle as your finest troops. For the defenders, who are mostly the beneficiaries, I would even say it's more critical. That's because they get to set up the terrain, inhabit it, and use the in-built weapon systems.

AH: Obviously the emphasis is on the defender to set up the terrain to gain the maximum advantage, which leads me to a bit of a loaded question: doesn't that make it unfair on the attacker?

PK: The attacker gets his own set of advantages, some of which we'll touch on shortly, and illustrate in the battle report. But, as I've already mentioned, terrain can change during the game, and one of those situations is that the attacker gets to fire on the defender's position before the battle even starts. This is called a firestorm and represents in-orbit ordnance raining down on the defenders shortly before the arrival of troops. After all, you don't just drop into the teeth of the enemy's guns without getting them to dive for cover first! So the attacker gets a number of Strength 9 large blast templates to place anywhere on the battlefield, typically equal to the number of objectives plus a D6. They scatter as normal but an attacker can use them in two ways: either to make craters on open ground and create cover for when his troops arrive, or to thin out the defenders with his AP3 ordnance. Unsurprisingly, most players tend to do a little bit of both!

SIEGE BREAKERS

The job of an attacker in Planetstrike is to breach bastions and drive the enemy from their redoubts. No weapon or unit is more suited to this than the Ironclad Dreadnought. An Ironclad is normally armed with a power fist and a seismic hammer. The hammer not only includes a built-in meltagun, but also causes catastrophic shockwaves to tear through buildings and defence lines.

Such a formidable unit will inevitably attract a lot of enemy firepower, so the Ironclad is bulked out with extra armour, making it a particularly tough nut to crack. Some Chapters prefer to use their Ironclad Dreadnoughts not just for destroying enemy defences, but for flushing infantry out of them as well. To this end the Ironclad can be fitted with multiple heavy flamers and racks of hurricane bolters.



AH: Having been on the receiving end of a firestorm, I can tell you it's frightening, as you start taking casualties before the enemy has appeared; but it's not enough to counteract the defender's advantage of controlling the battlefield.

PK: This is another major deviation from the norm. Planetstrike differs from straight-up 40K in the two respects we've already discussed, but most significantly in the fact that this literally is a war on all fronts. What I mean by that is that there's no definitive board edge – troops enter the fray from all sides of the table, from above and occasionally even below. And as a result you will be walking around the table looking at it from different angles, moving troops into place ready to assault at opposite ends of the battlefield and really getting immersed into the story of it. There's a real vertical element to Planetstrike, which gives the game a whole new visual signature. We're into movie territory here, a movie with loads of special effects, where you shouldn't expect your hero to survive!

AH: The vertical feel to Planetstrike certainly comes through; playing as an attacker you really notice it.

PK: Absolutely, and that takes us back to the point of being an attacker and how the game balances the two roles. While the defender gets to set up the terrain and sit inside his defences, an attacker can potentially Deep Strike his entire force on to the battlefield. All infantry, jump infantry and monstrous creatures can appear anywhere on the battlefield, right from the start of the first turn. This enables the aggressor to plummet directly into the action and get on with the business of blowing away the foe and wresting control of the objectives away from the defenders. However, if – and it's a big if – you have a troop type that already has the Deep Strike special rule, then in games of Planetstrike they can assault on the same turn they arrive. This really is a key facet to how the Expansion works and is the attacker's biggest advantage over the defenders. I've seen the consternation on the defender's face when an Avatar or Carnifex has appeared onto the battlefield a few strides away.

AH: When designing Planetstrike were you worried that most people would be attracted to what seems to be the more dynamic role of the aggressor?

PK: No, that never concerned me because both roles offer tactical challenges. Playing the attacker is, as you say, very dynamic; it's about committing your forces in do or die gambits to clear the enemy and claim the objectives. Defending, on the other hand, pushes a different button. I think there's a shared memory all of us males have as young boys making a fort out of building blocks or sand and then saying, 'right, come and take it off me then'. That's the appeal of the defender, spending time building an infallible castle and daring the enemy to try and conquer it.



Vulkan He'stan is pretty tough in any game of Warhammer 40,000, but in games of Planetstrike he is downright lethal. He'stan makes all of the army's flamers, heavy flamers, meltaguns and multi-meltas twin-linked, which comes in handy especially when busting bunkers. Those melta weapons come into their own when cracking open a bastion, while poking a flamer through one of the fire points of a bunker lets you cook the occupants and take the stronghold intact!

AH: As a wargamer it's very liberating to come to an empty table and know you have carte blanche to populate it with terrain that will be hostile to the enemy. Because you have this freedom with not a single points value in sight, what's to stop you cramming the entire table with fortifications and bastions full of automated weaponry, making it next to impossible for the attacker to even get a small foothold?

> "If you've always wanted an army made entirely from Terminators – now's your chance."

PK: Well, that is theoretically possible. But there are a couple of factors a defender needs to bear in mind. The first is the practical point of you actually needing the terrain pieces to use them. It's all well and good wanting to make a fortress-city out of 30 bastions, multiple landing pads with interlinking Aegis lines – and that's a game I'd love to play, by the way – but if you've only got three bastions, you obviously can't do it, although it's a great thing to aspire to. The other point is that unmanned fortifications tend to fall a lot quicker than inhabited ones. Even with automated weapons, you're not going to keep the attackers away without your troops manning the lines and occupying your bastions. So the more fortifications you have, the thinner your troops will be spread. Finally, there's a couple of game balance measures. The firestorm barrage that happens at the beginning of every Planetstrike mission grows in line with the number of objectives on the table. The number of stratagems also has a direct correlation to the number of objectives on the table.

AH: 'Stratagem' will be a familiar term to players of previous Expansions.

PK: That's right, and they work in a similar way to Cities of Death stratagems. In the movie analogy I've already mentioned,

1. **Bastions are the predominant objective in Planetstrike. An attacker needs to end the battle with more objectives under his control than the defender to win a game. This is no easy task as bastions have armour 14 all round and need to be breached before the attacker can assault the enemy inside.**

2. **Imperial bastions are armed with automated weapons, usually one per facing, per level. The standard armament is either a lascannon or a heavy bolter. Automated weapons have a BS of 2 and will shoot at the closest visible enemy unit in the defender's Shooting phase.**

3. **Defence lines provide a 4+ cover save. Units that go to ground behind a defence line get an impressive 2+ cover save. The defence lines also count as difficult terrain to cross.**

4. **Interceptor guns are immobile artillery. They count as automated weapons but can be fired manually if there is an unengaged infantry model within 2" of the gun, in which case they use that model's BS. Interceptors can sacrifice shooting in their normal phase to target and fire at a single deep striking unit at the end of the enemy's Movement phase. This type of interceptor is a quad-gun, mounting four autocannons that count as Heavy 4 twin-linked.**

5. **Imperial Skyshield landing pads can be found on planets across the Imperium. A landing pad has an armour value of 13 all around. When the crenellations are raised the landing pad is considered to be shielded and gives all models on the structure a 4+ invulnerable save during the Shooting phase. When the crenellations are down the shielding is inactive but any model with a transport capacity can set down upon the pad and that vehicle's passengers may disembark freely, no matter how fast the transport has moved that turn.**



stratagems are the special effects, adding further depth to your games.

AH: Throughout we've talked about the importance of the two different roles. My favourite aspect of this is how Planetstrike actually allows you to tailor your force to being either the attacker or the defender.
PK: Planetstrike is the place to field all those armies you've thought about but never dared mention. If you've always wanted to use an army made entirely from Terminators, now's your chance. Tau players can field forces composed of nothing but Battlesuits; Tyranids can take nine Carnifexes in one force; Space Marines can bolster their defences with six Devastator Squads, while Eldar players can protect their strongholds with half a dozen Wraithlords. And it doesn't bear thinking about just how many tanks the Imperial Guard can bring to bear against an attacking enemy. The reason you can play with these unusual and fanciful combinations is because Planetstrike tinkers with the force organisation chart. The actual details vary depending on whether you're attacking or defending. Attackers get more Elites and Fast Attack choices, while defenders can bolster their fortifications with additional Heavy Support, as well as more Troops.

AH: I'm guessing it's because of the increased presence of these units that Planetstrike games rack up the body count even faster than a normal game of 40K?
PK: It's total war. You have to get used to it – your beloved models are going to get hurt! There will be times when a burning spacecraft careens into your fortress and alien monstrosities ravage through defence lines and troops alike. But it won't all go the attacker's way. Deadly crossfires, massed batteries of heavy weapons and nigh on impregnable bunkers can often halt the attacker in his tracks before he can even unfurl his tape measure. Planetary invasions are not for the squeamish, and destruction will reign from the very beginning. But we know you wouldn't have it any other way. ■

STRATAGEMS

Unlike Cities of Death, Planetstrike stratagems range in power and each one has a cost attached. They vary from simple things such as Ammunition Stores, to Las-mazes, Stasis Bombs and even grander effects, such as crashing spaceships. The most powerful types of stratagem, such as a Planetquake Bomb or redirected Meteor Strike, cost 3 or even 4 points.



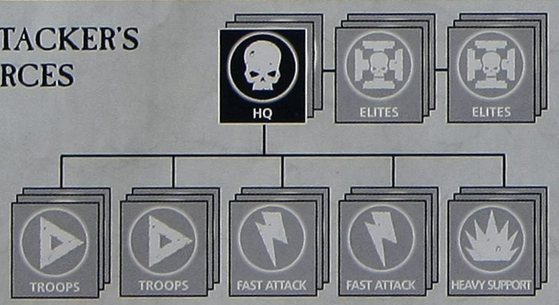


STRIKE FORCE CALGAR

Taking the role of attacker allows you to field a hard-hitting and dynamic force. White Dwarf's Glenn More shares his tactics for an elite Ultramarines attacking force.



ATTACKER'S FORCES



COMPULSORY
1 HQ

OPTIONAL
2 HQ
6 Troops

6 Elites
6 Fast Attack
3 Heavy Support

This army is very much based around the concept of a Space Marine surgical strike, designed to Deep Strike on target and do the maximum amount of damage possible. Marneus Calgar leads the Assault Terminators, the Librarian with his bunker-busting *Vortex of Doom* joins one of the Terminator Squads, and the Chaplain joins the other Terminators, each character considerably boosting the fighting strength of these units.

With all the deep-striking units being able to assault on the turn they land, this army is a force to be reckoned with. However, its success hinges on you getting your reserves to arrive in the correct order. Ideally you want Marneus Calgar and his Terminator Squad to arrive first as they are capable of flattening anything they assault, be it man, monster or bastion, and shrugging off a great deal of punishment in return. If your Dreadnoughts or Assault Marines show up instead, you may take a bit of a mauling from the enemy, but grit your teeth until the Terminators arrive.

Calgar's armour contains a teleport homer, so any Terminators entering on subsequent turns can lock on and land on target. Due to its Drop Pod Assault rule, the Drop Pod is guaranteed to land on Turn 1, bringing down the Dreadnought with multi-melta. The Drop Pod contains a locator beacon, which functions just like the teleport homer except the jump infantry can home in on it too, not just the Terminators. This helps the rest of the deep striking units to arrive safely. Combine all this with the Ground Observer stratagem, which allows you to re-roll your scatter dice for Deep Strike, and you can potentially land everything safely and on target… and then assault. Add in Supply Drop, which gives melta bombs to D3 units, and the Assault Squad has some nasty toys to play with.

You'll need to play boldly with this force. Sure, you can Deep Strike in a nice safe place, but to get the most out of your melta weapons, grenades and first-turn assaults, you're going to need to take a few risks and get up close and personal. Don't be discouraged if a few of your units don't arrive on the first turn, scatter or even suffer a mishap – it'll be well worth it for the squads that land on target and cripple the enemy's defences in one decisive and deadly swoop.

HQ

1 Marneus Calgar
Armour of Antilochus.
265 points

2 Chaplain
Terminator armour, storm bolter.
130 points

3 Librarian
Terminator armour, *Might of the Ancients, Vortex of Doom.*
125 points

ELITES

4 Terminator Assault Squad
2 Terminators with lightning claws,
3 Terminators with thunder hammers and storm shields.
200 points

5 Terminator Squad
5 Terminators, includes 2 Terminators with chainfists.
210 points

6 Terminator Squad
5 Terminators, includes 1 Terminator with chainfist.
205 points

7 Ironclad Dreadnought
2 hunter-killer missiles.
155 points

8 Ironclad Dreadnought
Assault launchers.
150 points

9 Dreadnought
Multi-melta.
105 points

10 Drop Pod
Locator beacon.
45 points

FAST ATTACK

11 Assault Squad
5 Marines, includes Sergeant with thunder hammer, melta bombs.
135 points

12 Vanguard Veteran Squad
5 Marines with jump packs and melta bombs, includes Sergeant with relic blade, 2 Veterans with plasma pistols, 2 Veterans with power swords.
275 points

Total: ***2000 points***

VISIONS OF INVASION

The beauty of Planetstrike is in its depth, which will provide invasion-based action for years to come. Phil Kelly examines the versatility of the Planetstrike missions.

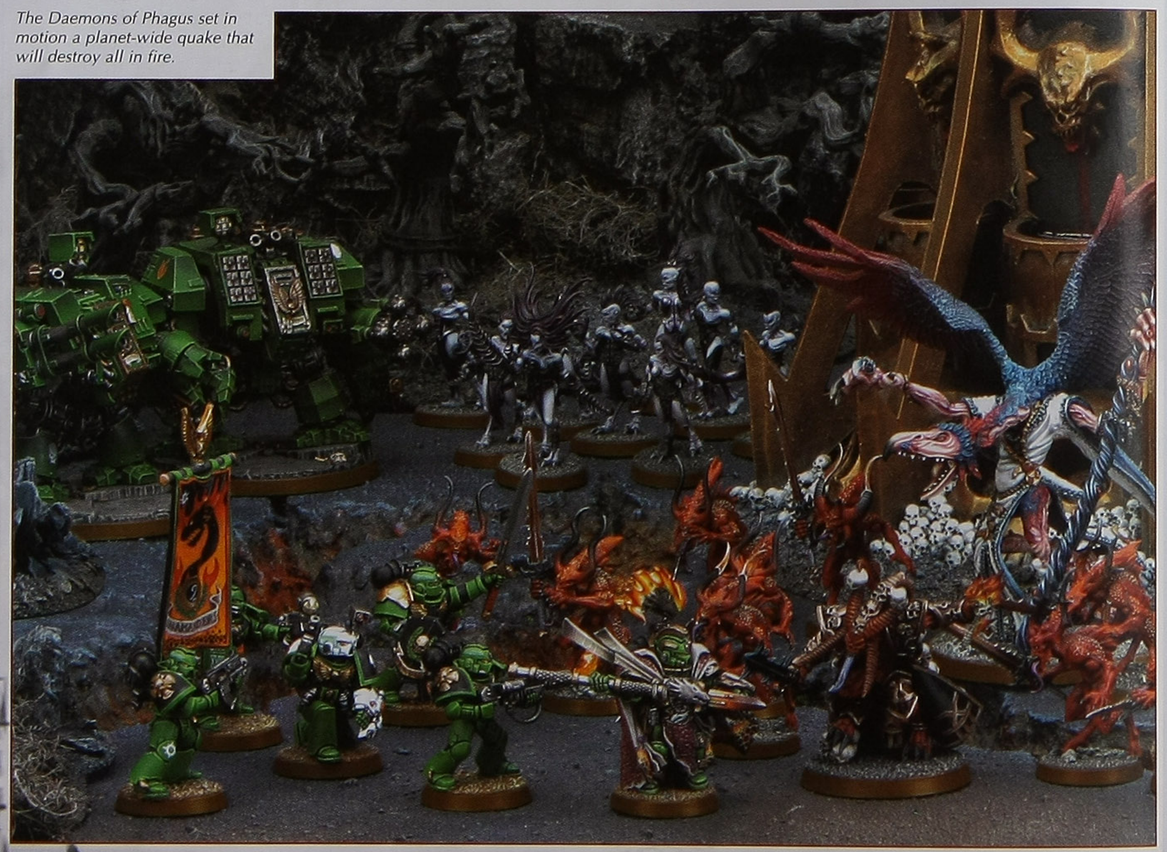
Purely by the expedience of the defender altering the terrain you can alter the dynamic of the game – adding a couple more objectives can make a massive difference to the gameplay, even if you and your opponent stick to playing the main Planetfall mission (see page 52 for a Planetfall game in progress). Then there are new terrain rules, nearly fifty new stratagems, and guidelines for including your own unique terrain pieces, ranging from alien bastions to full-scale futuristic fortresses.

As players hone their invasion skills, they will inevitably want to play through some of the cinematic and unusual missions detailed in the Planetstrike book. These allow you to defend or tear down an enemy emplacement, capture a vital bridge, repel an enemy strike at your headquarters, disable a force field generator, plant your sacred banner in the ruins of your enemy's fortifications, or even wage war during a planetquake as the world tears itself apart. Each has its own challenges, some are deliberately more dangerous to undertake than others, but all of them enable you to take a different slant on the concept of planetary invasion. The best thing about them is that you can play through them in order to enact a campaign of invasion from the first landings to the final, cataclysmic conclusion! Though the missions are left open-ended to allow you to put your own spin on the storylines, we've given a few examples to fire your imagination.

Planetfall

The archetypal Planetstrike mission, Planetfall centres around the first invaders to touch down upon the target world, their struggle to take a vital emplacement, and the grim troopers stationed there who are determined not to give an inch of ground. Taking objectives is of paramount importance, no matter how ruined they get in the process!

The grim and war-shattered fortress world of Cadia, target of a thousand Chaos invasions, primes its defence networks and interceptor batteries against a new foe – the Tyranids of Hive Fleet Hydra. Every man, woman and child makes ready to repel the Tyranid invasion and soldiers are sealed within their bastions and bunkers with orders not to rest until the invasion is repelled. The sky turns black as Hive Fleet Hydra disgorges millions of mycetic spores, wave upon wave of killer-beasts down onto Cadia's fortified surface.



The Daemons of Phagus set in motion a planet-wide quake that will destroy all in fire.

Desperate Assault

Desperate Assault is the attacker's battle to clear a beachhead for the rest of his invading forces, and the defender's tenacious fight to repel the invaders thus far. To claim victory all the defender needs to do is ensure that he still controls a single objective at the end of the game; but this is more difficult than it sounds, because the attacker has several bonuses, including a bastion of his own…

A Dark Eldar raiding fleet intends to invade the Imperial planet of Quixotia and kill every being in its capital city as a warning to the rest of the planet, but the Quixotic Elite and their famous Valkyrie brigades have other ideas. The Dark Eldar have capitalised on their initial lightning strike and are attempting to wipe out all human life in a certain sector, but if even a single handful of warriors can deny them, Imperial morale will soar and the Imperial forces will once again believe that faith and fury can overcome fear.

Seize and Destroy

A vital location deep behind enemy lines must be brought low and captured by the invader's troops if he is to break the back of the enemy armies. The defender must hold onto this crucial emplacement no matter what the attacker throws at him. This is a tough one for the attacking player.

Warlord Morglug the Krushinator, self-styled Emperor of the Blackeye Orks, gets a nasty surprise when the Raven Guard drop from the clouds to attack his pride and joy, the half-built Gargant Mekkagork. The incomplete war engine is being torn apart by the melta bombs of massed Assault Marines when Morglug's pet Warphead, Bugtoof, suffers a psychic seizure and possesses the burning Gargant. The Gargant jerks into a terrible approximation of life and opens fire upon the Raven Guard, jubilant Orks flocking from all around as black-hulled Drop Pods thunder from the skies.

Stranglehold

The attacker must break the back of the enemy's defence network by taking down a stronghold that the defenders believe impregnable. And not without good reason – the defender has been stockpiling ammunition for weeks, and is not afraid to detonate it if the situation gets desperate! In this mission the attacker must ensure every one of the defender's strongholds are destroyed – so build that castle nice and high!

The Chaos Sorcerer Ahriman has learnt the secret of turning stone into dust with but a single touch. He wastes little time in leading his Thousand Sons against their old enemies the Space Wolves, intending to tear down the mighty fortress known as the Fang. First he must conquer the Fang's gate, but surely such a feat will prove no challenge to a Sorcerer of Ahriman's stature…





Forlorn Hope

All around is mayhem and chaos as the attackers pound the planet with everything they've got, but still the stubborn defenders hold out in their fortifications. The attacking general has granted his personal banner to the invading armies, instructing them to prove his might by flying his flag high from the ramparts of the enemy's paltry stronghold. Should the banner be cast down or destroyed, none will fear the invading general's wrath, but if the banner flies, all will consider the invasion a success – this is more than just a fancy flag we're talking about…

Colonel Chenkov of Valhalla is a proud, stubborn and callous general who cares nothing for the lives of his men – after all, he's sent thousands of Imperial Guard troops to certain death to reclaim the legendary Forgeheart complex from the Tau. The defence lines are choked with the dead from both sides, but only now does Chenkov play his trump card – a full fleet of Valkyrie gunships containing not only Valhalla's best troops, but also his personal banner. Will they make it through the Tau's defences and live to plant the flag amongst their enemy's dead?

Planetquake

The planet has taken so much punishment that its crust is breaking apart and buildings tumble to rubble upon the heads of the warring forces. Notions of claiming territory or defending bastions are put aside in a desperate struggle to survive as the world itself literally starts to break apart all around the combatants.

A massed Space Marine invasion of the Daemon world Phagus is on the cusp of victory when vengeful Daemon-sorcerers work a great ritual to bring the planet's wrath boiling to the surface. Volcanoes erupt all over the lands, ripping continents apart. Can the Space Marines deal the death blow to the defenders in the midst of a full-scale planetquake, before Phagus' molten core boils them all alive?

SUMMER OF WAR

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Advice on painting and collecting an army worthy of the Dark Lord or the Free People of Middle-earth.

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WARHAMMER® TACTICA

The Soldiers of Sigmar



The army of the Empire is one of the most varied and versatile forces in Warhammer. We turned to seasoned Empire General Adam Troke to dispense his wisdom on how to use this army effectively.

The grandeur of the Empire army is hard to match – intricate banners flutter in the breeze above serried ranks of brightly uniformed soldiers. Cannon crews bellow orders to one another, lining up their massive war machines while the muscular chargers of the Knightly Orders paw the turf eagerly, their stoic riders clad in brightly burnished armour plates. Yep, when I think of the Empire that's the army I imagine.

I've played with the Empire as my primary Warhammer army for a fair-old time now (probably eight or nine years) and I've got a lot of games under my belt. One of the things that I've learned is how to get the best out of the humble soldiers of the Empire. You see, the individual men of the Empire fall short of the brutal strength of the Warriors of Chaos, the savage resilience of the Orcs or the preternatural agility of the Elves, but none of that stops them from being a highly effective fighting force.

'How's that then?' I hear you cry, 'If Empire men aren't any good, how can I win?' Ah, well, you've hit on the real point there: individually the men of the Empire will struggle against the myriad horrors of the Warhammer world – but together they can overcome any odds! Sounds a little hyperbolic, I know, but it's true (the last thing I want is for this to sound like the scene in any number of action movies where the hero stands up and stirs the hearts of the downtrodden, a la Independence Day). So, when I was asked to put some Empire tactics onto paper for White Dwarf I knew just what my focus would be: By utilising the unparalleled versatility of the Empire army and taking a variety of units in your army you can be ready to take on any foe and acquit yourself well.

So, the first thing to do is to look at the tools that we'll be working with, our proud, courageous and dependable men of the Empire!

We Are But Men!

It's warriors like these little guys here that will win the many battles that your Empire army will be fighting. Sure, you'll have heroes and lords to do some of the 'precision' tasks for you, but it's the rank and file that you need to rely on. Don't let the meagre profile fool you either, that's not where they're strength is – no, the strength of the Empire is found in their variety of wargear and the tactics they can use.

Consider, if you will, the humble handgun: Strength 4, with Armour Piercing, this bad boy is more than equal to the task of blowing an Orc's head off, punching holes in a Bretonnian breastplate or stopping a charge in its tracks. With tools like this, we Empire commanders can't go too far wrong.





M	WS	BS	S	T	W	I	A	LD
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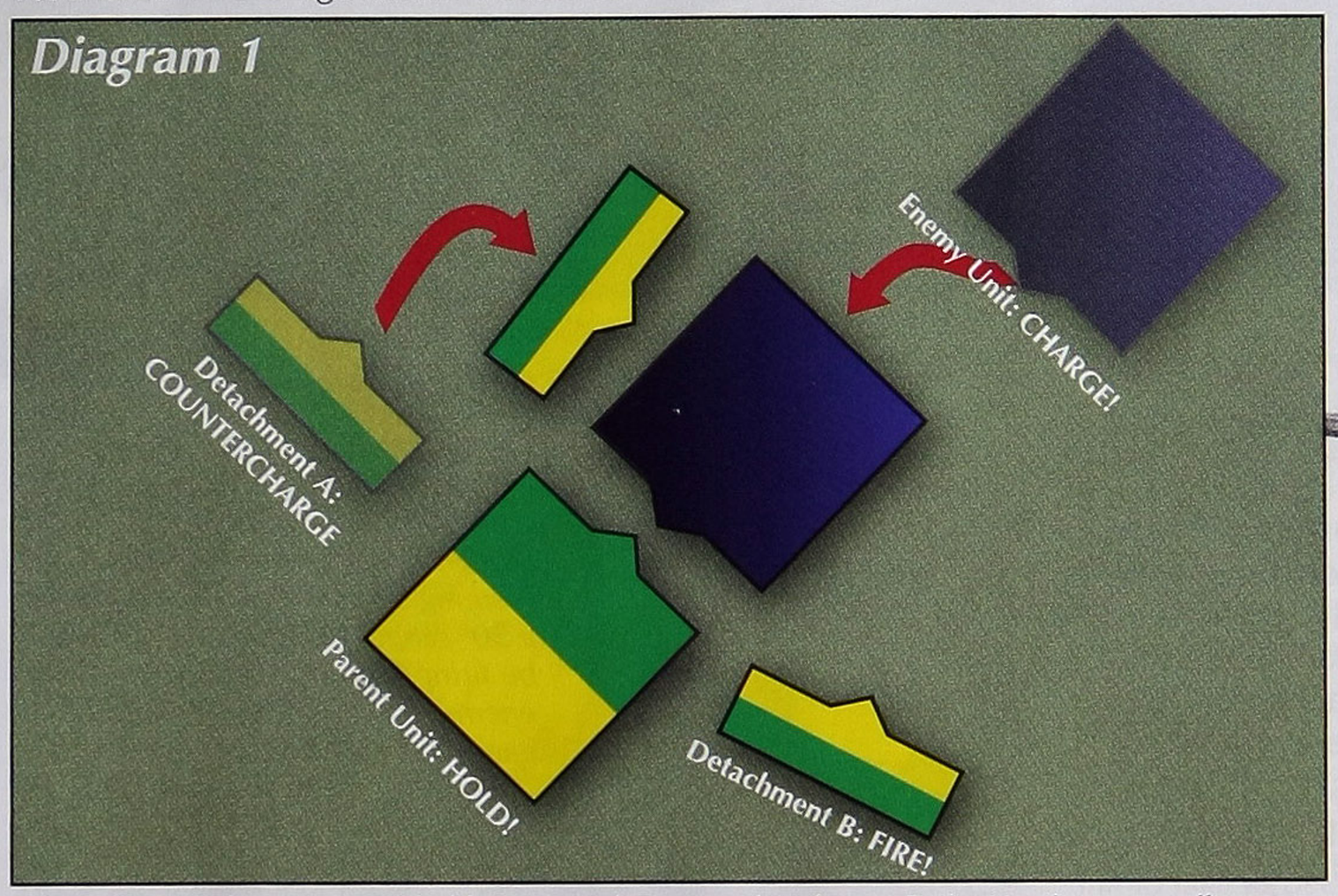
Detachments

The first thing I'd like to wax lyrical about is the Empire detachment. In a recent conversation here in the office, I remarked that if you're not using the detachment system, you're not using the Empire right, and while it does sound a little arrogant, it's still true! Detachments are the strongest tactical edge an Empire army has; they can offer support fire or a countercharge on behalf of their parent unit, and even join their parent unit in attack by launching a support charge. These benefits do a lot to make up for the weakness of men and have given me the edge time and again.

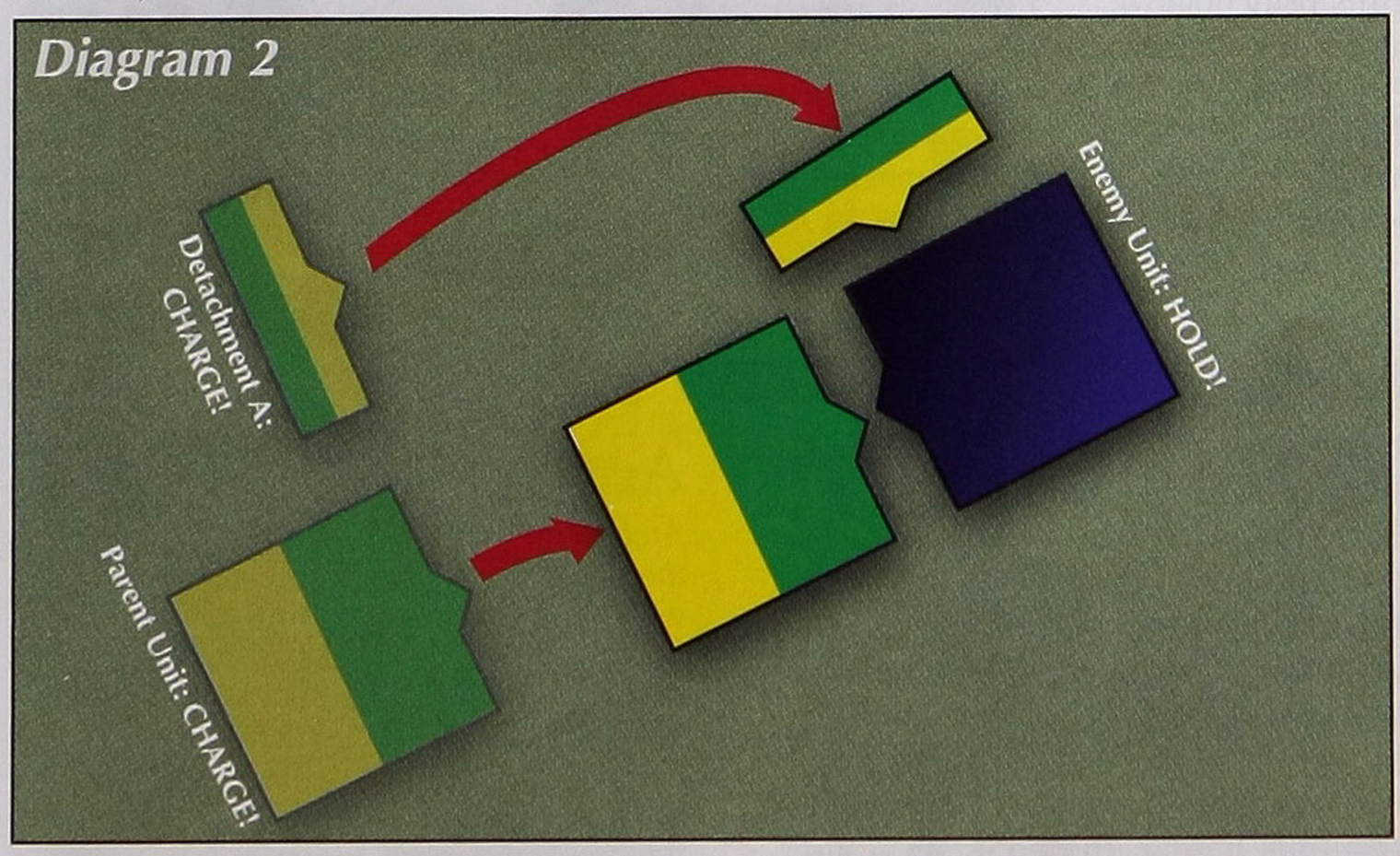
Consider Diagram 1, shown below. The Handgunners will stand and fire on behalf of the parent unit, which should thin the charging unit down a little, after which the detachment armed with hand weapons and shields will launch their countercharge – robbing the attackers of any rank bonus. They'll also attack first, which gives them a chance to do a little damage. The input of these two detachments has suddenly changed the 'static' combat resolution in the fight from 4 each to 6-1 in favour of the Empire (+3 rank bonus, +1 standard, +1 flank and +1 for outnumbering – and that's without having rolled any dice.

Diagram 2 proves that Empire detachments are good on the attack as well, they allow you to deprive the enemy of its ranks even on the offensive – you can't ask for better!

My own personal favourite deployment using detachments (it's unapologetically vicious to play against) is my 'shooting block' – 20 Handgunners supported by two further detachments of 10 Handgunners, who stand slightly back from the parent unit. This little formation hammers out a monstrous 40 handgun shots in each Shooting phase, and in the event that the parent unit is charged, the whole formation can stand and shoot with a staggering 40 shots too (bear in mind that detachments don't get the -1 to hit that units actually being charged suffer, so they're even more accurate). Odds are that the whole lot should inflict eight or nine wounds on a Toughness 4 foe in the turn that they charge. Deadly stuff!



When charged, the parent unit holds its ground. Support detachment B, the Handgunners, offer support fire. Meanwhile, support detachment A (the Swordsmen) then countercharge into the flanks of the enemy.



When the parent unit declares a charge, the detachment declares a supporting charge. Once all normal charges have been resolved, the detachment moves in against the same foe as the parent unit. Note that it can engage the flank of the enemy, even if it would normally have to charge the front.



The hill is an Empire player's best friend – not only does it look nice, but it enables a canny Empire commander to halve his unit frontage without sacrificing firepower.



Open Fire!

If there's a phase that the Empire really flourish in, in my opinion, it's the Shooting phase. This is where you can unleash furious volleys, causing carnage without having to risk the lives of your men! I've already spoken about my preferred tactic, using missile troops as detachments to even larger units of missile troops, but there are more options available than that.

The traditional shooting contingent of an Empire army is often termed the 'gunline', a massive and scary assortment of Handgunners, Crossbowmen and very often war machines (on which, more later). Along with the Archers, who make up the third element of this holy triumvirate of missile troops, these three missile units can pump out a withering hail of fire.

I always include some of each of the missile-armed state troops in my army. Typically I take something in the region of 40 Handgunners, 20 Crossbowmen and a group of 10 Huntsmen.

Don't forget

Don't overlook the phenomenally shooty Outriders and the devious Pistoliers either – both of these units are staggeringly good, although at slightly different roles. Outriders (who can each throw out a knee-knocking 3 handgun shots per turn) are best used as a 'fire-fighting unit' that you relocate to where you can best use their staggering firepower to obliterate the enemy. Pistoliers, by contrast, combine modest firepower (although, two pistols is really nothing to be sniffed at) with a fast, effective flanking force, capable of harrying the foe and blocking marches along the way. While I prefer the unsubtle firepower of the Outriders, both of these are frequent inclusions in my own armies.



Crossbowmen

There's no denying that crossbows are good! Like handguns, crossbows also have Strength 4 and though they lack the Armour Piercing special rule, they do have a 30" range, which means they can be firing into the ranks of the enemy from the first turn of the game! Awesome stuff.

Handgunners

Handgunners are great for use against all kinds of foe. Their high Strength, coupled with their Armour Piercing rule makes them simply tremendous. Of course, they can't move and fire, which is a shame, and the crossbow can shoot further, but for raw stopping power it's got to be the handgun.





Archers

Archers at first glance lose out a little to their crossbow and handgun cousins. Their weapons are only Strength 3 so they inflict no saving throw modifier at all, and their range is a modest 24". That said, they can move and fire, they skirmish (making them harder to target) and for a mere 2 points per model, they can be upgraded to Huntsmen, who have the Scout special rule. Huntsmen, in my opinion, are immensely valuable on the tabletop.

Stand and Fight

I'm happy to go on record as saying that the Empire army often struggles to hold it's own in the Close Combat phase, mainly because it's true – but don't let that frighten you out of taking combat troops in your force. Without a core of combat-oriented regiments in your army, you will lose if your shooting doesn't get the job done. As I said earlier, balance and variety is the Empire's greatest strength, and that means including some sturdy combat troops too.

Whichever regiments you opt for, always include full command groups in your units! Empire troops need every advantage they can get. Also, make sure that you include detachments of combat troops to accompany any of your units that are going to end up in a fight – if you're going to get into a scrap, you might as well bring the right tools, eh?

State Troops



I know they're different, but Spearmen, Halberdiers and Swordsmen can be placed in the same category with no issues. In a nutshell, these three fine regiments are your mainstays, and should form the heart of your counter-attack. You simply can't do without them in your army.

I select Halberdiers as detachments against tough, well-armoured armies (Dwarfs, Chaos Warriors); Spearmen to hold the battleline; and Swordsmen to take the fight to the enemy. Take State Troops in large units of 20+ models and kit them out with full command and detachments too!

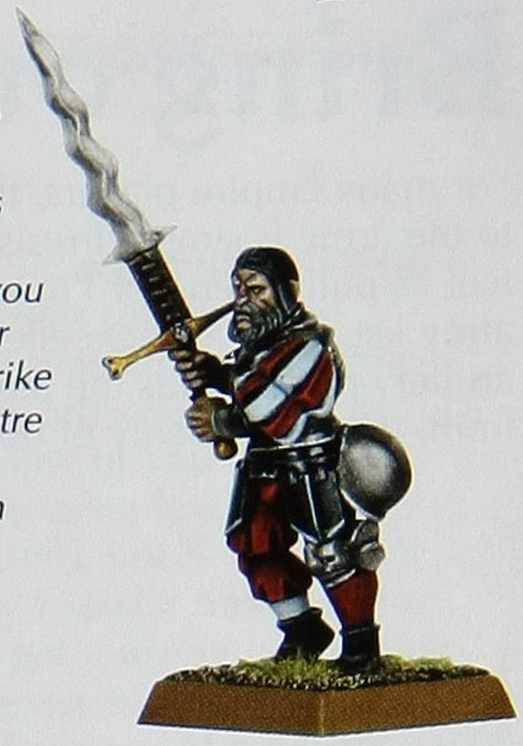
Knightly Orders

I love Empire Knights, so you're unlikely to get a balanced and reasoned opinion from me on this subject – I think they're the perfect counter-attacking unit. I normally sit mine within my gunline and wait for my opponent's advance to get snarled up by my shooting. Then, once he's been filled full of shot, bolts and arrows, and he's come within charge range, my Knightly Orders put spurs to horses and ride at them. I never, never go to war without at least one unit of these beauties. Never I say!



Greatswords

It doesn't get better than these in the Empire army. Greatswords wear the best armour, wield the best weapons and are even Stubborn for good measure. Work hard to ensure that you get to charge with them, so that their two-handed swords don't have to strike last. Greatswords make an ideal centre to your battleline, and with the addition of a detachment or two can hold their own against the very best the enemy can offer.





Flagellants

Crazy, doomsaying lunatics with flails? Great! An uncommon commodity in an Empire army, the Flagellants are Unbreakable, so the enemy will need to completely slaughter them to get rid of them. Use them to stop the enemy's best unit in its tracks while you prepare a decisive flank charge with your knights. Add the potency of their flails, the fact they never lose their Frenzy and the unpredictable (but always handy) The End is Nigh! special rule and you have a unit that's always worth a second look.

Warrior Priests

If you're looking to bolster your army's fighting strength, consider adding a Warrior Priest into your primary combat unit (in my army, this is either a unit of Swordsmen or Greatswords). The Warrior Priest will make the unit he has joined Hate the enemy, which is invaluable. If you're feeling particularly adventurous you can, of course, join your Warrior Priest with a unit of Empire Knights instead – a very effective union.

Free Company Militia

Free Company are probably the best unit to take as detachments, as their extra attacks are great against all but heavily armoured foes. Personally, I wouldn't take them as a large rank-and-file unit due to their lack of armour, although our esteemed editor swears by them, taking at least one unit of 25 with full command in most of his games.





The Rule of Detachments

I've almost laboured the point enough by now, but in case I haven't I'll say it once again: use the Detachment system! Every single State Troop unit you include simply must include a detachment to rob the enemy of their static combat resolution. You simply must, must do it!

That said, don't be afraid to flee with your detachment if it's charged. There's simply no point facing the brunt of an enemy offensive with a lowly detachment, which may well have the chance to rally and return to the fray at a later point.

Bring out the Guns!

For many Empire players, the artillery available to the army is simply irresistible, and I for one feel its pull whenever I'm writing an Empire army list. With four excellent (and unique) artillery pieces, plus the Steam Tank, to choose from, there are plenty of options to go around.



Steam Tank

This huge, clanking behemoth is the answer to many an Empire general's prayers. It's big, it's tough and it deals out enough punishment (in both shooting and ramming) to make a seasoned Warhammer player's eyes water. Use it to intimidate the enemy, look amazing, blow stuff up and ram the leftovers. In that order.



Helblaster

The original and best in 'area denial', the Helblaster puts out so much firepower that most foes won't go near it for fear of getting shot to ribbons – which is exactly what we want. Use it to anchor a flank, or protect the centre of your battleline.



Helstorm

Madder than a bag of Snotlings and packing a bigger boom than a match in a powder locker, the Helstorm is the last word in highly inaccurate, incredibly potent area-effect weapons. Hitting with it is hard to do, being hit by it is hard to survive. I love this war machine for its Strength 5, -3 saving throw modifying goodness.



Mortar

Never leave home without one (unless you're taking a Helstorm)! The Mortar makes light work of lightly armoured foes, especially tightly packed ones. Use it to blow up Skaven, Orcs, Goblins, Undead, Marauders, Elves and the like.



Great Cannon

Probably the most commonly seen artillery piece in the Empire army, the Great Cannon can mash up monsters, heavy cavalry and infantry with ease. It's best used against high-value, high-Toughness, multiple-Wound targets, where its awesome stopping power comes into its own.

Guessing Range

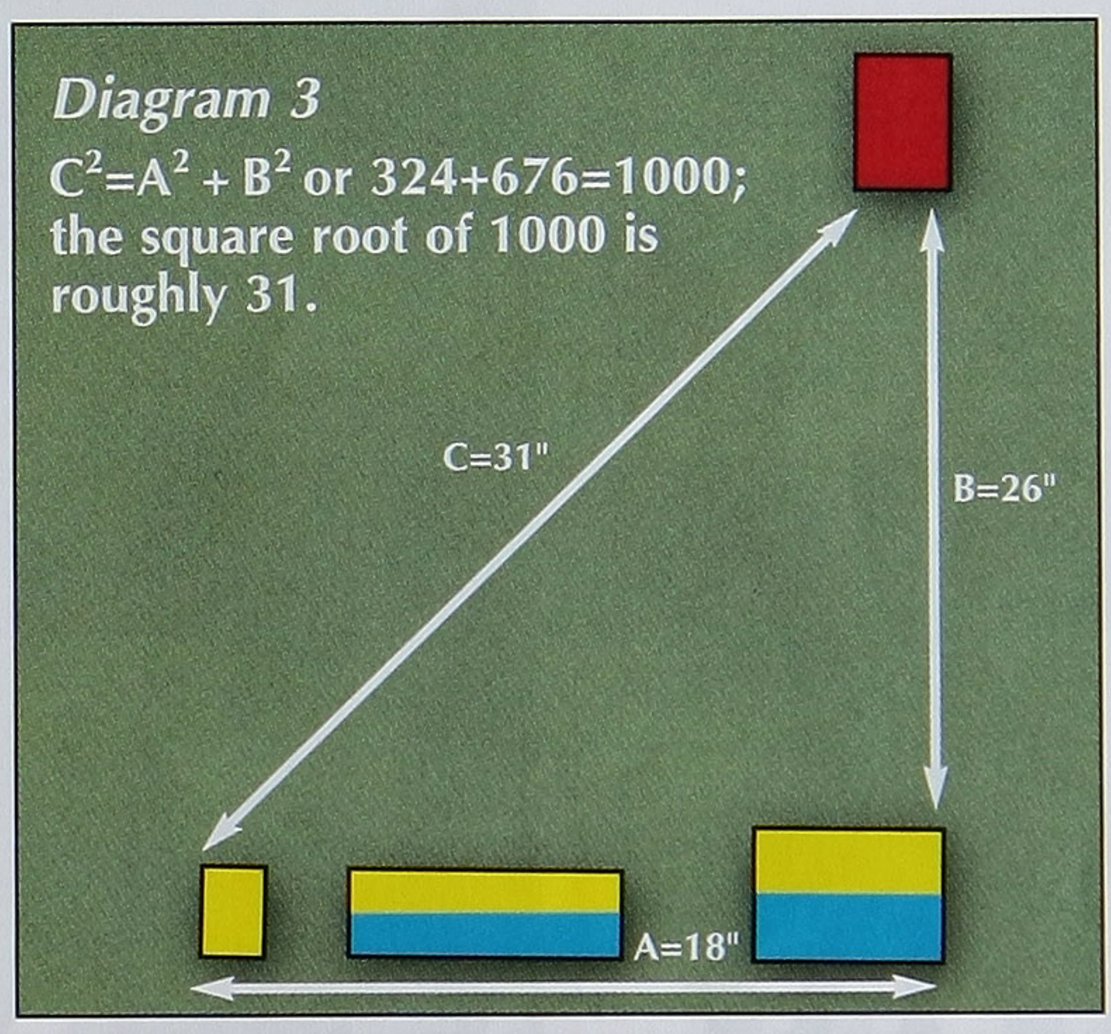
Some people struggle to guess range effectively. I know I did when I was but a journeyman Empire player. Now though, I have a system. Here it is:

- When you place your war machines on the table, make a mental (or physical) note as to exactly how far they are onto the board. When your opponent deploys his own troops, do the same. For example, my cannon's muzzle is 10" on to the board. My opponent's Giant is deployed 12" on. On a 48"-wide table that means that our units are only 26" apart. Whenever your enemy moves, watch hawkishly and remember what takes place – pay special attention to how far the unit moves.
- When you're firing with a Great Cannon, guess 5" short of the target.
- When you're firing with a Mortar, guess into the target's centre (normally a couple of inches further than the closest edge).
- When you're firing with a Helstorm, the best you can do is to guess 5" short. Just be accurate!

But, But... He's Diagonal!

Don't worry, my fellow artillery captains! By the cunning application of Pythagorean theory, we can effectively determine how far to guess. Pythagoras works by calculating the diagonal of a triangle, having determined the two straight elements.

Look at the diagram here. Because we're smart, and we measure where we're deploying our units, we know that our Great Cannon is roughly 18" away from the Handgunners. We also know that the Handgunners are about 26" away from the Giant. So, we multiply 18 by itself, 26 by itself, add the two totals together and determine the square root of the sum. In this instance about 31" *(I can't decide if this is just cheating or not... – Ed)*. Now, doubtless I've lost some of you (you're either howling about how beardy using maths to solve my guess ranges is, or you're bored), but if you're still with me not only have we finally found a 'real' use for my GCSE maths, but we've also got a pretty convincing method of working out how to guess ranges. Just keep a calculator handy when you're playing until you've got the hang of it.





Put Your Gold Crowns Where Your Mouth Is...

Well, I've talked about the ins and outs of the various Empire units, and what I think should be done with them all – so I thought it was about time to put down some hard recommendations. On this page you can see a recommended Empire army deployed in, what I consider to be the 'ideal layout' that it should adopt on the battlefield. I've also included some tips and ideas on how each element should act for best effect.

Looking at the force, it's what I would call a fairly 'typical' Empire army. It's got lots of firepower between the various missile troops (45 Handgunners, 10 Crossbowmen and 20 Archers) as well as a solid core of combat troops. The basic plan of action with this force is to hold ground for the first four turns of the game, with combat-oriented units advancing to secure board quarters from the enemy in the closing stages of the game.

Artillery

6" onto the board, the artillery will concentrate on key enemy units. The Great Cannon will mash heavily armoured units and monsters, while the Helstorm pummels large formations.

Knights

Five Empire knights should be more than enough to hold the flank, potentially sweeping round to threaten the enemy flanks.

Outriders

Perfect for protecting the flank with a wall of lead, the Outriders can also rapidly redeploy if they're needed elsewhere!



Handgunner Block

Intended to shoot the enemy into submission, 40 Handgunners should dominate the battlefield. Having a hill for these is very important! Note: You will often have to surrender a few shots from your Handgunners simply because you can't pack enough men onto the hill, *c'est la vie!*

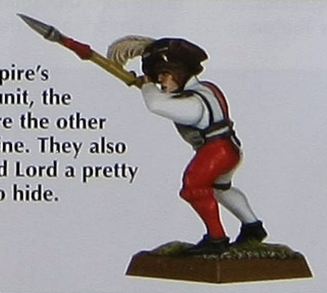


Greatswords & Detachments

The Greatswords and their detachments hold position with the main battleline, preparing to launch the counter offensive.

Spearmen

Perhaps the Empire's best defensive unit, the Spearmen secure the other end of the gunline. They also offer the Wizard Lord a pretty durable place to hide.



Huntsmen

Ideally these roving Archers will deploy ahead of the main force where they can slow down the enemy and sow disruption in his midst!



Adam's Devious Army List

Lords

1 Wizard Lord
Level 4 and Shroud of Magnus.
260 points

Heroes

2 Warrior Priest
Armour of Meteoric Iron and great weapon.
119 points

3 Empire Captain
Battle Standard Bearer, Standard of Arcane Warding and full plate armour.
113 points

Core

4 20 Spearmen
Shields, musician, standard bearer and Sergeant.
-Detachment 1
5 Swordsmen.
-Detachment 2
5 Handgunners.
240 points

5 20 Handgunners
Musician, standard bearer and Marksman with repeater handgun.
-Detachment 1
10 Handgunners.
-Detachment 2
10 Handgunners.
355 points

6 10 Huntsmen
100 points

7 5 Knights
Musician, standard bearer and Preceptor.
155 points

Special

8 20 Greatswords
Musician, standard bearer and Count's Champion.
-Detachment 1
10 Archers.
-Detachment 2
10 Swordsmen.
320 points

9 5 Outriders
Outrider Champion
121 points

10 Great Cannon
100 points

Rare

11 Helstorm Rocket Battery
115 points

TOTAL 1998 points

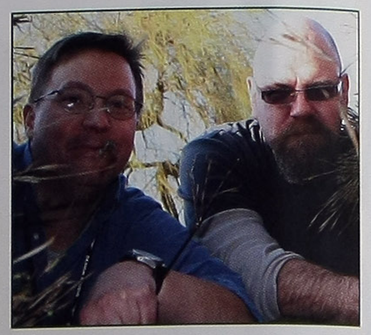
DAVE AND JERM'S

OLD WAR STORIES

THE FEW AGAINST THE MANY, MAD SCENARIOS, AND MAKING STUFF UP...

The battered remnants of several Catachan armies have one last chance to put things right before falling back to a defensive perimeter. The odds are stacked against them, but honour demands they seek glory, or die trying...

Jeremy: Although we are in the midst of our Warhammer campaign, both Dave and I found ourselves inspired by the new Imperial Guard models, terrain, and rules. Other gamers will instantly recognise the dangerous word 'inspired'. It is often used in lieu of 'distracted'. Dave and I have been in the wargaming hobby for ages and have no (or at least little) need for self-delusion. So there it is – we were both guilty of being distracted. There is always another hobby project calling you away from your current focus. Some might think that old gaming vets could steel their resolve against such temptations, but I think it's the opposite. The longer you've been gaming the more old favourites you have (man, I could go for a Blood Bowl league!) and the more you're ready to try something new. I've even heard Dave waxing nostalgic for Dark Future and talk about making up scenarios for the latest Codex in the same lunch hour. Both Dave and I have a soft spot for the Imperial Guard, and we agreed to take a break from Warhammer and have a great game with some of those new models. Here is how we organised our distraction!



Veteran gamers Dave and Jeremy recreate their famous 'Stumble in the Jungle'.

BRAINSTORMING

Dave and I started off listing what we'd do if we could play any Imperial Guard game. We scratched off the massive tank battle, as we didn't have enough time to paint or borrow the models we envisioned duking it out. A campaign against the alien Tau on the Eastern Fringe had exciting scope, but we were looking for a distraction from our current campaign, not an excuse to start another one. Although intrigued by the idea, I put off Dave's 'rolling road' retreat-in-good-order battle as, frankly, I don't have my Ork Warbikes painted yet, or the time to do it properly. So that left us with our heroic last stand idea or, as Dave dramatically put it – 'the few against the many'. This meant that both Dave and I could paint a few Imperial Guardsmen and then, after a few weeks, we could pit them against the green horde of my Orks. That was what we agreed, but like the majority of the plans Dave and I agree, it'll change a bit as we go along...

TELLING A STORY

As we looked over the Imperial Guard fantastically painted by the 'Eavy Metal team, both Dave and I gravitated towards the same idea. I like the Voystroyan range the best and Dave favoured the Cadian models, but for a last stand we both thought of the Catachans. The Catachan figures all seem to tell their own stories – tough heroes and independent and rugged troops that were well used to working behind enemy lines and going up against superior numbers. And that was it – our 'last stand' had morphed into a stealth raid by a small elite force against an overwhelming horde. Next we pored over the new Imperial Guard Codex to see what new troops and weapons we wanted to add to our strike force.

This is typically how Dave and I come up with our gaming scenarios, whether they are for our Warhammer campaign, a one-off game of 40K, or anything in between. First a strong idea leads us to the models and terrain, which in turn informs the kind of army lists and special rules we'll use. For us, all the elements seem to feed off each other.

Of course it is usually a bit more back and forth than this, as both Dave and I are happy to come up with new ideas all the way through the terrain set-up, model deployment, and even the game itself.

So, next on our list was choosing which models and terrain we wanted to use. As we talked back and forth the storyline began to emerge. A few heroic individuals and a few supporting squads and heavy weapons would converge to take on an Ork camp packed full of sentries, patrols and, should they be alerted, an absolute and overwhelming green tide of Ork reinforcements.

You can see in the sidebar how we wrote up the Imperial Guard army list: we dispensed with points and full units, but added special rules and a bit of background to each of the squads to add to the story.

The advance force of Black's Hellhounds.



BLACK'S HELLHOUNDS

Captain Black
Commanding Officer
A hard-nosed, foul-mouthed, nail-eating tough guy!

He-who-has-no-name
His name has been lost somewhere in the jungle, but during game play we referred to him as 'sneaky knife guy', which summed him up nicely.

Blaster Thompson
Demolition Expert
This guy first appeared on the list as 'ultimate blow-up demo guy'. He can set colossal bombs, throw demo charges, and more.

Bromhead
Master of Ordnance
After reading the new rules we both agreed we needed one of these great new characters. Those big templates will wreak havoc against the Orks.

Anti-Tank Support
2 missile launcher teams. As the only surviving remnants of their company, these Veterans count as always being under the effects of the *Bring It Down!* order.

2 Mortar Teams
Two mortar teams, which were once part of a heavy weapons company.

Squad 'Revenge'
(7 Guardsmen inc. Sergeant)
A shattered Veteran Squad that was preparing for a final suicide mission before Captain Black found them deep in a jungle grove and enlisted them to his cause. They bear two flamers and a heavy flamer.

Sureshot Murphy
Lone Sniper.

Grubbo McDuff
Lone Sniper.

Jungle Stalkers
(5 Veterans, including Sergeant)
Squad with special rules for being spotted and hiding in cover.

Doc Halliwell
Medic assigned to Squad 'Revenge'.

'Mad' Bomber Payne
Lone Guardsman with demo charges, who has clearly lost his mind!

Chimera
The Guardsmen have disguised this Imperial vehicle to look like a ramshackle and rusty Ork vehicle to fool the greenskins.

Sentinel
Battle-worn and camouflaged, Dave's Sentinel will be held in reserve until it's needed.

SCENARIO

BACKGROUND

The ground war for the shadow world of Kato was going poorly and the MXIV and MXXVI Catachan armies were pulling back from the barren dark plains, hoping to regroup in the fertile jungle forests near the equator. At least, that was the plan before the Ork Warlord Grok Skullstompa unleashed his latest offensive. The Catachans were mauled in battle after battle, as Grok himself led the spearhead that swept away the Imperial Guard armies. Entire formations simply ceased to exist.

Grok knew that 'da humies' were beaten for now and ordered his Mekz to build a kamp, refit the wagons, and gear up for a push off planet. He had big plans. The Death Skull Warlord knew there were still small bands of stragglers hiding in the jungles, but aside from providing sport, what could they do? He reckoned without the pride of the battered remnants of the Catachan MXIV.

Blaster Thompson

Loaded with high explosives, this demolition man was Dave's best chance to blow up a bunker or the pulsa rokkit.

MISSION

To regain honour, Captain Black assembled the shattered remnants of his disparate squads and companies to form a desperate assault force. He hoped to infiltrate deep into the enemy kamp and strike at any targets of opportunity to rip away the green heart of the alien invaders!

OBJECTIVES

As the Ork player I got to set the terrain up and therefore provide Dave with his 'targets of opportunity'. We had discussed a range of different objectives, but in the end I set up:

1. An enormous Ork pulsa rokkit (expertly built by Citadel sculptor Colin 'Mad Mek' Grayson).
2. Three Imperial banners – only one of which belonged to the forces of the Catachan MXIV!
3. And, secured away in one of the Ork bunkers, was Death Skull Warlord Grok.

SPECIAL RULES

Spotting Rules: The early turns of the game were all about stealth, so we used a modified version of the Night Fighting rules. Greenskins can see D6x2", but if at over half range they still need a 4+ to spot the foe. Squigs can see further, up to 3D6"

Sounding the Alarm: Anyone spotting the foe could sound the alarm. This alerted all models or bunkers within 2D6". This distance was automatically doubled if the spotters survived to next round. This was fun as it gave the Catachans a chance to 'break the chain' and silence the spotters.

Patrols: One patrol of Orks and one of Grotz follows a predrawn route across the board. Dave suggested that if they came within 12" of each other they make a Leadership test or shoot at each other – an excellent idea, but sadly never came into play!

Sentry Duty: All of the sentries were lone Grots (what Ork wants to stand guard?). Line of sight for sentries was restricted to 180 degrees – basically, the model's front arc. At the start of each greenskin turn a scatter dice was rolled to determine the direction the easily distracted Grot was looking in at the time! This was good fun, and the (seemingly) willfully ignorant Grotz continued to turn around at every inopportune moment, ignoring the knife-wielding jungle fighters creeping closer all the while!



Jeremy's incompetent Grot Sentries provided comedy relief in lieu of any look-out duties.

Captain Black

So long as the dread Captain Black was alive the mission still had hope. All Catachans were assumed to pass all Morale checks and could re-roll to hit and to wound rolls in close combat if Captain Black was still on the job.

ORK REINFORCEMENTS

Once alerted, each bunker rolls once per turn on the reinforcements table:

2	Nothing but the chirping of jungle crickets!
3	10 Grotz without a Runtherd
4-5	10 Grotz with a Runtherd
6-8	10 Ork Boyz (either slugga or shoota equipped)
9-10	20 Ork Boyz with two Big Shootas and Nob armed with a power klaw
11	30 Ork Boyz with three Big Shootas and Nob armed with a power klaw
12	Stompa – will come in from a random table edge in D3 turns. Place a marker on the spot the mechanical monster is to arrive from (as it can be heard smashing trees aside as it crashes through the forest!).

B Each Ork Bunker is marked.

He-who-has-no-name

This deadly knife-expert used the Stealth and Move Through Cover special rules along with his own Impossible to Spot rule to wreak havoc amongst the greenskins. In the end, it took a whole mob of Orks to bring him down.

CREEPING THROUGH THE JUNGLE

Jeremy: Dave started the game with two 'units' up to 6" into his deployment zone. He wisely chose the lone snipers, who immediately went to work silencing my Squigs. This cleared some space that he began moving his advance force into. He-who-has-no-name, with his special rule (could only be spotted on a roll of 6) brazenly worked his way towards the highest tower. Captain Black headed to sabotage the Ork Mekshop while the Jungle Stalkers took up a position to blast any Orks that emerged from the nearby bunker. Blaster Thompson hauled his arsenal towards my pulsa rokkit, obviously hoping the Deff Dread standing silent in the rokkit's shadow would not be roused. Amusingly, my clueless Grot sentries seemed determined to look the opposite way to anything useful.

Dave continued to winkle out my butt-scratching, nose-picking guards, until he uttered the fateful words 'I'll just wait until the patrol passes by to move these guys'. This foreshadowed the patrol and the tower guards spotting the Jungle Fighters. Clearly a bayonet reflected the pale moonlight!

The alarm went up, failing to alert the nearest Ork-filled bunker by an inch. Still, they would automatically raise full klaxon next turn, unless Dave could destroy two Grotz in the tower and my Grot patrol. Calling in his precious reserves, Dave rushed his camouflaged Chimera into the fray. His Sentinel came wading through the stream as well, unleashing its heavy flamer at the Grotz. Two perfect shots from the snipers dropped my tower sentries to the ground. And like that, silence fell over the camp.

Readers may bemusedly ask, why did the alarm fail to go off? Surely the Chimera's multi-laser or the horrid sounds of shrieking and burning Grotz would clue the rest of the Ork kamp? But no – we decided, it being an Ork camp after all, that such violence was not just accepted, but positively commonplace. What night at an Ork camp wouldn't have Grotz lit on fire and screaming? No, the alarm had to specifically be sounded and no amount of small arms or even ordnance fire could rouse the Orks!

Over several turns, He-who-has-no-name knifed a Grot sentry, climbed over the yet-to-be-alerted bunker, spiked the flakka-dakka gun, and worked his way towards the captured standard in the centre. Risking the certainty of being spotted by my obtuse Grotz, Captain Black grabbed the first banner. On the roll of 5+ it would be his company's standard, but on a low roll it was a useless rival company's banner.

THE ALARM GOES UP

Two sentries and my Ork patrol caught sight of the foe and alerted two bunkers and the motor pool. Suddenly 30 Ork Boyz emerged at three different locations, along with a fully crewed Trukk. We decided that the turn troops emerged from a bunker they could not assault, so I had to rely on Ork shooting. So not much happened. In response, Squad 'Revenge' piled out of their Chimera and unleashed two flamers and a heavy flamer into my tightly packed squads. The Trukk as it turned out, had been booby-trapped. It erupted into a fireball, slaying all the Orks with a whoosh! Thus began several turns that I can best equate to the amusement park game, *Whac-A-Mole*. Basically I would bring a squad of battle-hardened Orks out of my bunker, they would shoot and miss, in return being subjected to incredibly accurate missile fire, sniper shots, massed flamers, blasts from the Master of Ordnance or the best rapid-firing lasguns I have ever witnessed.

By the time I slew my first model, Dave had already killed over 50 Orks. But then my luck began to shift. Sort of. The great Ork Warboss Grok Skullstompa automatically arrived on Turn 7. On a roll of 4+ he'd have had time to put on his mega-armour, but sadly I rolled a 2. Still, what could a squad of Guardsmen do against my Warboss, scourge of the entire planet? Over two rounds of disappointing dice rolls (for me, anyway) Squad 'Revenge' took the Warboss out!

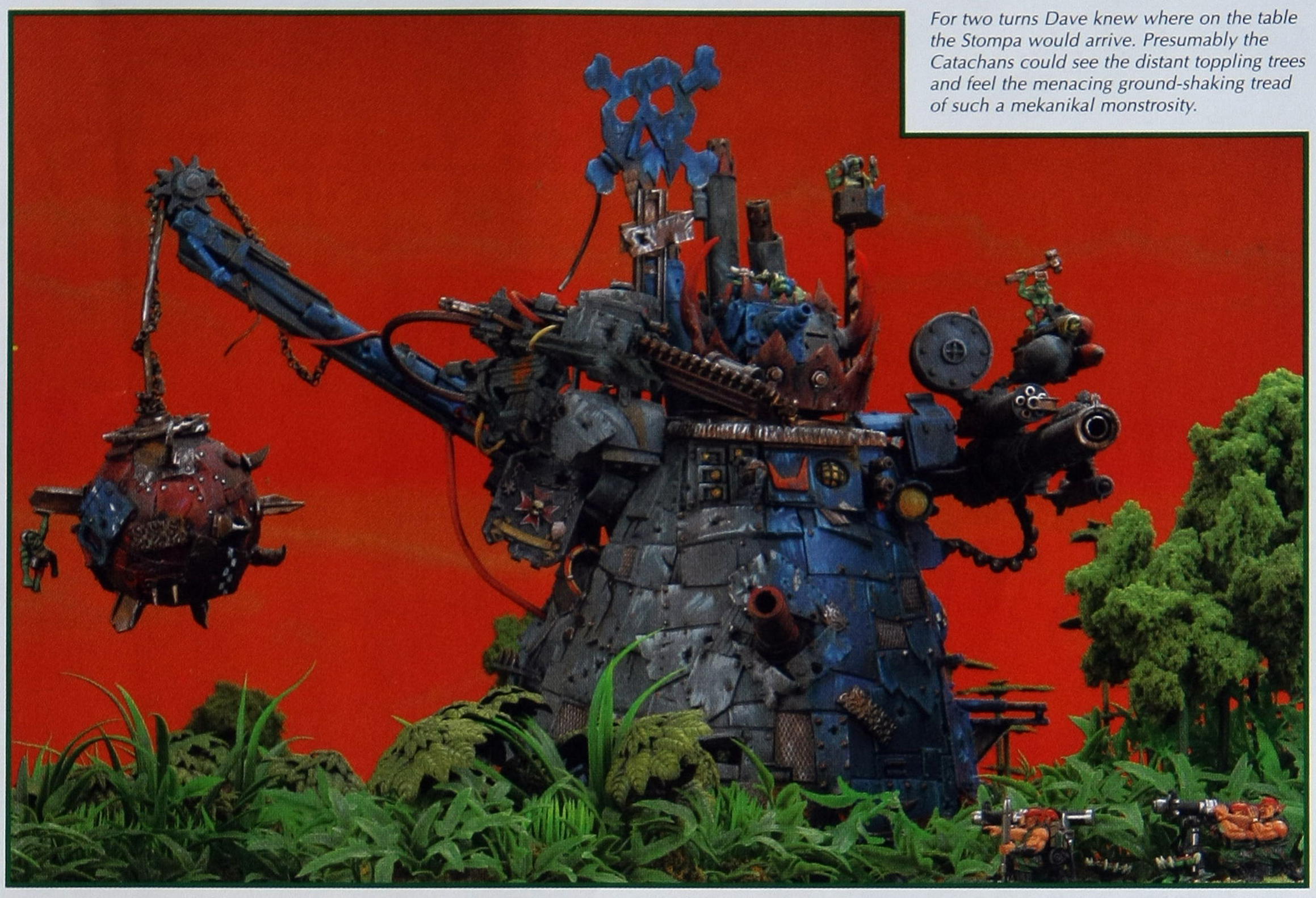
Things weren't going my way. But, as always happens in the best games, the momentum shifted again. I rolled low for reinforcements, getting nothing but Grotz, but then I got my

DAVE'S TAKE

Dave: What was fun was that the odds were so stacked against me, it seemed hopeless. The game was very cinematic – we couldn't have made up the results. There was sneaking, chasing, and plenty of gunned down Orks! That was probably the most enjoyable 40K mission I have ever played. The whole game teetered on a knife edge.



Captain Black grabs his company standard and pelts hell for leather across the stream, with most of the greenskin horde hot on his heels behind!



For two turns Dave knew where on the table the Stompa would arrive. Presumably the Catachans could see the distant toppling trees and feel the menacing ground-shaking tread of such a mekanikal monstrosity.

lucky roll of a double-6. A Stompa was coming!

In the ensuing commotion, Blaster Thompson placed his charges on the pulsa rokkit. His protégé, 'Mad' Bomber Payne, hurled his demo charge at my Deff Dread, blasting off the big shoota. The Grotz fired at the Guardsmen who had offed my, Warlord, dropping four of the 'umies, but the cursed Doc patched them all back up! At least my Dread had its revenge, killing Payne in combat.

The first roll, needing a 6, failed to explode the ticking time bomb on the pulsa rokkit. Knowing the Stompa was getting near, Captain Black raced from behind a Trukk, splashed across the stream (curse Dave's difficult terrain rolls!), and made the roll to find the correct flag. Deciding that the onrushing Grotz and Boyz would overwhelm him, the Captain ran back across the stream. It was a fantastic scene – the Captain pelting through the water with a horde in hot pursuit. With perfect timing the supporting mortars and Master of Ordnance dropped template after template onto the greenskins, blasting many to bits.

I ran a unit of Gretchin towards the bomb on the pulsa rokkit, hoping to disarm it, but I was many turns away. My Warlord was slain and the last objective, the company banner, was in the hands of Captain Black on the other side of the stream. But all was not yet lost, as my Stompa arrived! The supa-gatler was unleashed, stitching shell after shell into the jungle, blasting apart trees, leaves, and Guardsmen. I slew both mortar teams, a sniper, and put three hits on the cursed Master of Ordnance, who made all his cover saves. Unfortunately, as I couldn't draw a bead on the Captain (who was out of line of sight), he was safe. With no small degree of satisfaction I unleashed the deth kannon with its mighty 7" template onto my only target – the Master of Ordnance. Grot-guided rokkits immobilised the Chimera. The Grotz on the edge of the stream opened up with their weedy blastas, wounding the Captain, but once again Dave made all but two of his saves!

Bleeding and on his last legs, the Captain ran for the cover of the jungle aware that the deth kannon was tracking him for a final shot! Blaster Thompson ran towards the rear of the Stompa, hoping to plant an explosive. It seemed likely that, despite Dave's heroics, the Stompa would assure that no human lived to tell the tale.

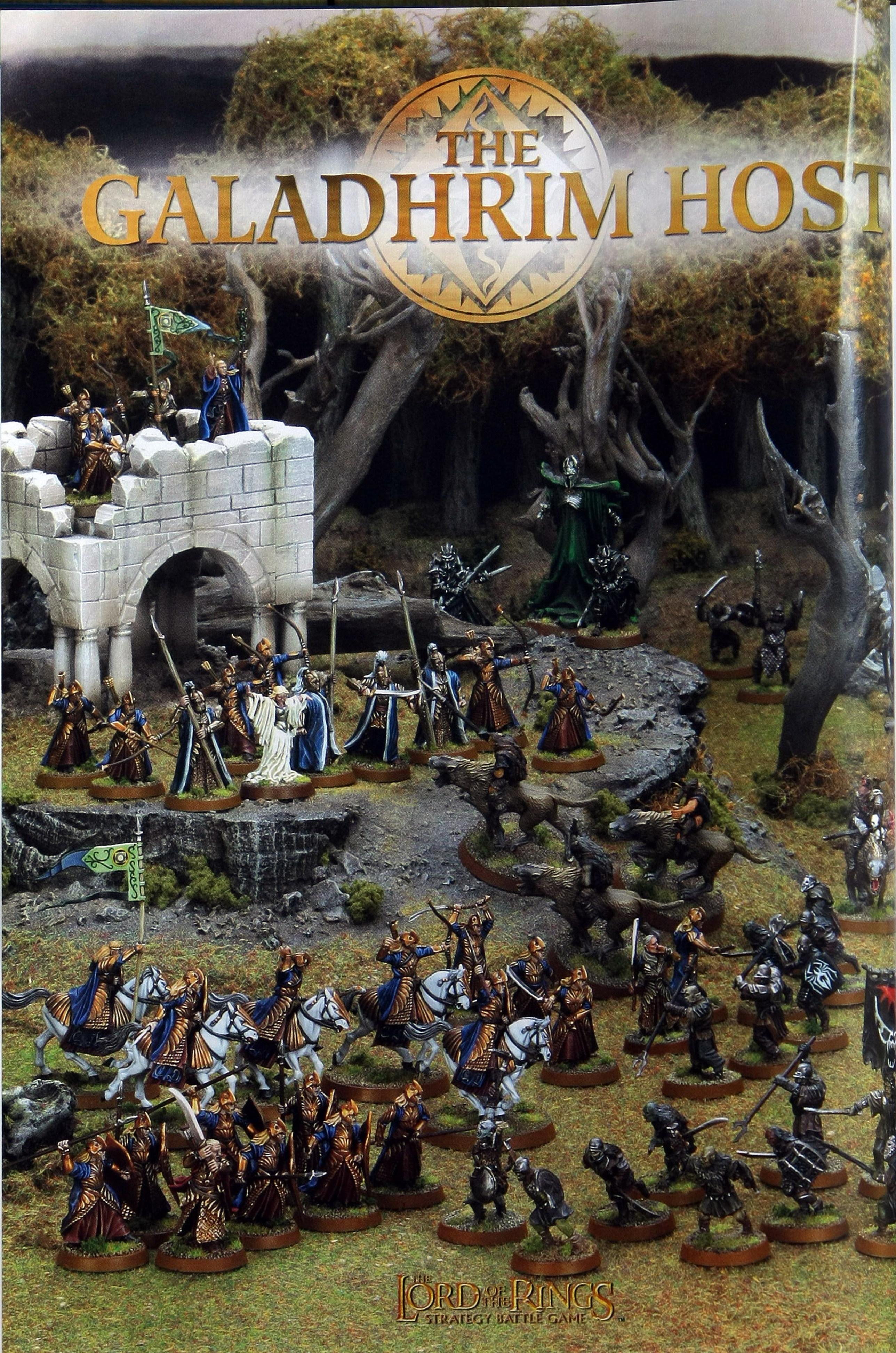
And then Dave remembered to roll for the charge under the pulsa rokkit. Boom! We decided that the satchel charge was Strength 10 with the large round template, we hadn't accounted for the pulsa rokkit. We agreed it should have a 4D6" blast, inflicting D6 Strength 10 hits on anyone hit. The resulting blast destroyed Grotz, Thompson, and put 6 hits on the Stompa! Dave managed to do two structure points of damage and an unbelievable 6 driver stunned results. That was 5 of my guns out of action next turn, assuring that Dave's wounded Captain could escape to join the Jungle Stalkers, who had 'looted' my Battlewagon last turn!

What a game! I loved rolling for the direction of each Grot sentry – they always looked the wrong way, but it had us laughing the whole game! The Stompa was so about to blast Dave's hopes away that I was gearing up for a major gloat, but that explosion allowed him to escape. Frustrating, but perfect!

WHAT'S NEXT?

Dirty, grizzled, and unshaven! And no, we aren't talking about the Catachans. Dave and Jerm will be back in a few months with more on their ongoing Warhammer campaign.

THE GALADHRIM HOST



THE LORD OF THE RINGS STRATEGY BATTLE GAME™

GALADHRIM

Mat Ward returns with a slew of new Galadhrim profiles for The Lord of The Rings Strategy Battle Game. It's time to don your pointy ears and string your bow...

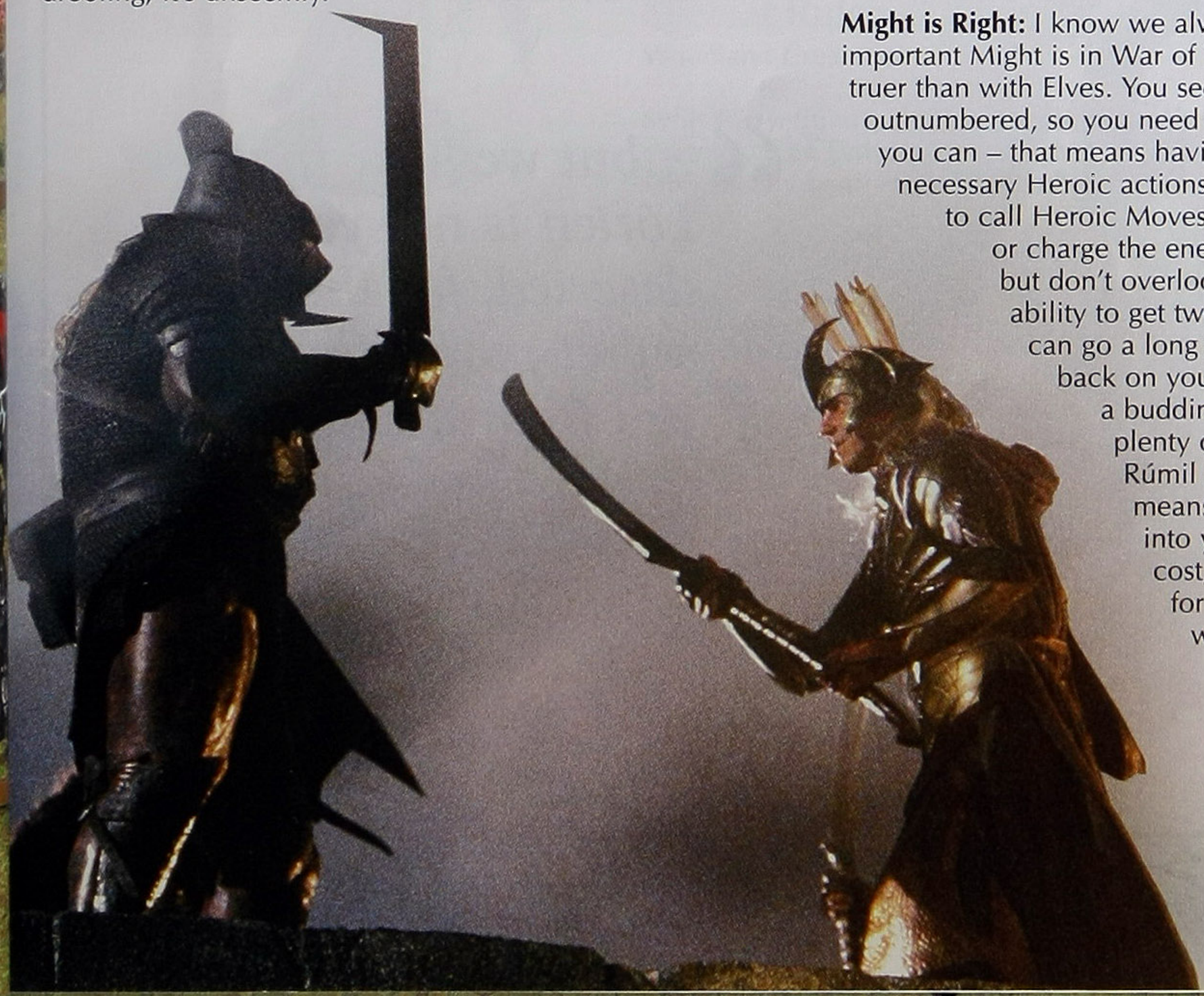
Well, hopefully by now most of you have had the chance to put the brand new Galadhrim through their War of The Ring paces. They've certainly seen their fair share of battles in the Design Studio, and are well on their way to being my personal favourite amongst the Good armies of Middle-earth.

But that's not what I'm here to talk to you about this month. This time, we're going to take a bit of a look at the Galadhrim in the Strategy Battle Game. Not only have I got some shiny new profiles for you, but there's an entirely updated Lothlórien army list for those who want to get stuck in right away, too. Some of you, I know, have a whole bunch of Galadhrim warriors squirrelled away in figures cases or on display shelves. Well, now's the time to dig them out and treat them to some reinforcements!

Mustering the Host

The arrival of the Galadhrim plastics means three important things for Lothlórien armies. First of all, it's now quicker to collect those deadly Galadhrim Warriors that form the core of your force. A Galadhrim Warrior isn't a great deal more expensive than a Man – a shield and spear-armed Elf is just two points more than his Mannish equivalent – but his Fight 5 is enough to claim the advantage when fighting against Orcs, Uruk-hai and even Black Númenóreans.

Important thing number two is the arrival of Galadhrim cavalry. Fear not, I'm not about to repeat last month's rant involving hedgehogs and other such nonsense. Suffice it to say that having a good chunk of cavalry in your army can be a very useful thing indeed, and Elf players have been crying out for this niche to be filled for a long time. If you're still not convinced, skip on a couple of pages and look at the profile. Specifically, look at the Fleetfoot special rule; you know, the one that lets the Galadhrim Knights keep their charge bonuses in certain types of difficult terrain. Oh, and they move 12"/28cm as well. Stop drooling, it's unseemly.



Lock Shields!

Lastly, but not leastly, your Galadhrim can now have shields. Up until now, one of the few weaknesses of a Lothlórien army is that it's had a tendency to, for want of a less colourful term, get splattered very quickly against certain opponents. Don't get me wrong, having a high Fight and Courage is great, but when you're limited to Defence 4, and Uruk-hai therefore wound you on a 4 (whilst you get to try and wound them on a 6, eek!) then you'll trade any magical rings you might happen to have lying about for a shield (even if the trader is clad in a black cloak and hisses *Baggginnnnsss* a lot).

Being able to form a proper shieldwall makes all the difference in the world, not only against Uruk-hai and other Strength 4 critters, but also against pretty much any Evil archery. It's always struck me as being rather unfitting that Galadhrim could sometimes lose a shooting war to Orcs, so I'm rather pleased about that.

We Shall Not Go Gently

So, do I have any straightforward but effective tactical advice for those of you who are tempted by the lure of Elvenkind? Well, I can certainly manage a couple of grubby nuggets of wisdom before I run out of space.

Death from Afar: If you're new to the Strategy Battle Game, you might not yet have realised just how darn scary it is going up against an Elf force armed to the pearly white teeth with Elf bows. The thing is, even experienced players forget that Elf Archers may be scary, but they're nowhere near as scary as Elf Archers lurking in a forest. Why is that? Well, Elves move through woodland terrain without penalty and, with careful positioning, can place plenty of difficult terrain between them and the foe. If the enemy wants to persevere then he can, but the Elf is likely to skip lightly away (probably singing as he goes) whilst the foe struggles his way through the undergrowth.

Might is Right: I know we always hammer on about how important Might is in War of The Ring, but nowhere is it truer than with Elves. You see, you're always going to be outnumbered, so you need to be as tactically flexible as you can – that means having plenty of Might to call the necessary Heroic actions. You're mostly going to want to call Heroic Moves (to get out of charge range, or charge the enemy before he charges you) but don't overlook the Heroic Fight – the ability to get two rounds of combat in a turn can go a long way to bringing the numbers back on your side. Fortunately for you, as a budding Galadhrim general, there's plenty of Might at your disposal. Rúmil and Haldir are both excellent means of getting a little extra Might into your army at a reasonable cost, and are practically obligatory for any Galadhrim army that wants to deliver a suitably thorough beating.

LOTHLÓRIEN ARMY LIST

The Elves can no longer muster the glittering hordes of yesteryear, yet though their power has faded their glory is still evident. This army list represents the defenders of Lothlórien in the Second and Third Ages of Middle-earth.

GOOD HEROES

Galadriel* — Points value 130
Take the Mirror of Galadriel ..... 25 pts

Galadriel, Lady of the Galadhrim** — Points value 125

Celeborn** — Points value 130
Take an Elven blade ..... 5 pts
Take heavy armour ..... 10 pts
Take a shield ..... 5 pts

Haldir* — Points value 70
Take an Elf bow ..... 5 pts
Take armour ..... 5 pts
Take an Elven cloak ..... 10 pts

Haldir, Defender of Helm's Deep — Points value 70

Rumil, Warden of Caras Galadhon — Points value 70

Elven Stormcaller — Points value 60

Galadhrim Captain — Points value 60
Exchange Elven blade for Elf bow ..... free

Wood Elf Captain** — Points value 65
Take an Elf bow ..... 5 pts
Take an Elven cloak ..... 10 pts
Take a Wood Elf spear ..... 5 pts
Take throwing daggers ..... 5 pts

GOOD WARRIORS

Galadhrim Warrior — Points value 9
Exchange Elven blade for spear ..... free
Exchange Elven blade for Elf bow ..... 1 pt
Exchange Elven blade for banner ..... 34 pts
Take a shield ..... 1 pt

Galadhrim Knight — Points value 18
Exchange Elven blade for Elf bow ..... 1 pt
Exchange Elven blade for banner ..... 34 pts
Take a shield ..... 1 pt

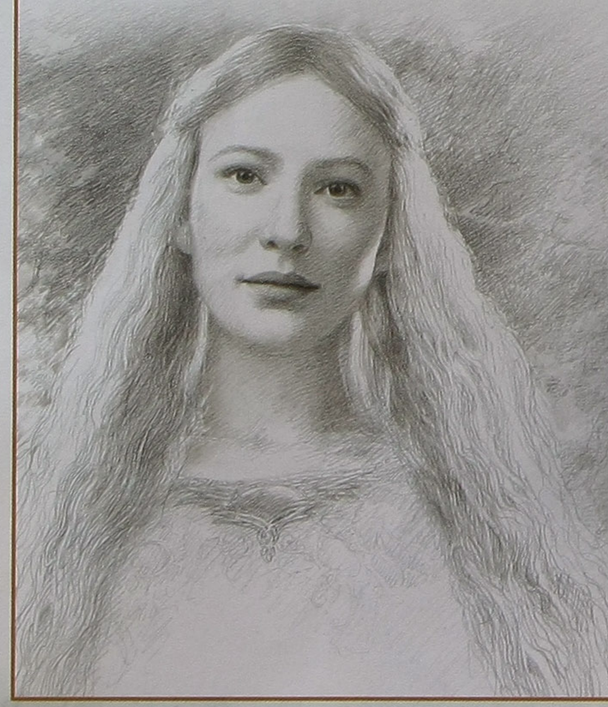
Guard of the Galadhrim Court — Points value 12

Wood Elf Warrior** — Points value 7
Take throwing daggers ..... 2 pts
Take an Elf bow ..... 2 pts
Take a Wood Elf spear ..... 1 pts
Take an Elven cloak ..... 5 pts
Take an Elven blade ..... 1 pts
Take a banner ..... 35 pts

*__The Lord of The Rings Strategy Battle Game__, pages 106-107
**__Fall of the Necromancer__, pages 38-41

ALLIES

Lothlórien can ally with the following armies: *Khazad-dûm, Eregion, Fangorn, The Fellowship, the Grey Company, Rivendell, the Grey Havens, Thranduil's Halls, the Host of the Hammerhand, Théoden's Host, Minas Tirith, the Army of the High King, Durin's Folk, the Wanderers in the Wild, the Wizards, and the Eagles.*



"...but we hear that Lórien is not yet deserted, for there is a secret power that holds evil from the land."

– Legolas, The Fellowship of The Ring

GALADRHIM HEROES

Haldir, Defender of Helm's Deep (Elf) ..... 70 points



Haldir is one of Galadriel's most trusted captains, a noble Elf determined to make the correct decisions in a dark time. In choosing to lead the Galadhrim to Helm's Deep, Haldir sets foot on a shadow path – one that ultimately claims his life.

	F	S	D	A	W	C	M / W / F
Haldir	6/3+	4	5	2	2	6	3 / 1 / 1

Note: *Your force can only include one Haldir.*

Wargear

Haldir carries an Elven blade, an Elf bow and wears armour.

Special Rules

Woodland Creature.

Allies till the End. Haldir is counted as being in range of a Banner if he is within 12"/28cm of Aragorn or Théoden. In addition, Haldir automatically passes Courage tests if Aragorn or Théoden are within 12"/28cm.

One Final Blow. If Haldir is slain in close combat, he immediately makes a single Strength 4 hit on every enemy model that was part of the fatal fight.

Rúmil, Warden of Caras Galadhon (Elf) ..... 70 points



Rúmil is brother to Haldir and, like his sibling, is a tireless protector of the Golden Wood.

	F	S	D	A	W	C	M / W / F
Rúmil	6/3+	4	6	2	2	6	3 / 1 / 1

Wargear

Rúmil carries an Elven blade, a shield and wears armour.

Special Rules

Woodland Creature.

Swift Parry. Rúmil's deft swordplay allows him to counter the attacks of his enemies. If an Evil model in a fight with Rúmil rolls a 6, that dice must immediately be re-rolled (remember that you cannot re-roll a re-roll).

Galadhrim Captain (Elf) ..... 60 points



When war calls, the Galadhrim are led to battle by their captains, experienced fighters with no loyalties save those to Galadriel and the Golden Wood.

	F	S	D	A	W	C	M / W / F
Galadhrim Captain	6/3+	4	5	2	2	6	2 / 1 / 1

Wargear

A Galadhrim Captain carries an Elven blade and wears armour. He can exchange his Elven blade for an Elf bow at no additional cost.

Special Rules

Woodland Creature.

Stormcaller (Elf) ..... 60 points



All Elves have an innate connection to the patterns and rhythms of the natural world, and use a blend of magic and skill to talk to beasts or seek tidings from the wind. Some of the Firstborn have talents that surpass others of their kind. One such group are the Stormcallers, Elves who do not merely harken to the elemental forces of the wind, but command it to their bidding.

	F	S	D	A	W	C	M / W / F
Stormcaller	5	3	4	1	2	5	1 / 3 / 1

A Stormcaller is a Hero, and can be included in any Rivendell, Grey Havens, Eregion, Lothlórien, or Thranduil's Halls army.

Wargear

A Stormcaller wears armour and carries a staff (hand weapon).

Special Rules

Woodland Creature.

Wild Channelling. If, when casting a spell, one or more of the dice rolled result in a natural 6 (i.e. not another number modified by Might etc.) the Will points used in casting the spell are not expended but are returned to the Stormcaller's pool of Will.

Magical Powers

Nature's Wrath. Dice score to use 4+.

Call Winds. Range 12"/28cm. Dice score to use 2+. This power can be used against a single enemy model. If the power is used successfully, the winds blow the target 2D6"/4D6cm directly away from the caster. If this brings the target into contact with another model or an area of impassable terrain, it stops 1" away from the obstacle. In either case, the model is knocked to the ground and may not move, for any reason, later in the turn.

GALADRHIM WARRIORS

Guards of the Galadhrim Court (Elf) ..... 12 points



Wardenship of the most treasured areas of Caras Galadhon is given over to the Guards of the Galadhrim Court. Each guard is an Elf of noble blood, whose lineage can be traced back to the earliest days of Middle-earth and whose glories and deeds are the stuff of song and legend. Though all Guards of the Galadhrim Court share similar armament, their training and battleskills are as varied as the leaves upon a tree, ensuring that Lothlórien will always be defended by warriors suited to the task at hand.

	F	S	D	A	W	C
Galadhrim Guard	6/3+	3	5	1	1	6

Wargear

A Galadhrim Guard wears heavy armour and carries a pike. He can exchange his pike for the following items at an additional cost:

Banner ..... *34 points*

Special Rules

Woodland Creature.

Fighting Style. Guardians of Caras Galadhon are deft and graceful even by the standards of Elves, and can wield their pikes with a speed that others cannot match. In addition to the normal rules for pikes, the Guardians of Caras Galadhon can use the rules for shielding. Note that the usual restrictions concerning shielding still apply, chiefly that a Guardian of Caras Galadhon that is shielding cannot be supported by another model with a spear or pike, even another Guardian of Caras Galadhon.

"You would be slain before you saw them"

- Haldir, The Fellowship of The Ring

Galadhrim Warrior (Elf) ..... 9 points

The Galadhrim are the foremost defenders of Lothlórien, ageless fighters who have tested their skill-at-arms in countless wars. Though seldom seen in the world beyond the Golden Wood, the Galadhrim are no less an important bulwark against Sauron's dark plans, for should Lothlórien fall then the rest of Middle-earth would shortly follow.



	F	S	D	A	W	C
Galadhrim Warrior	5/3+	3	4	1	1	5

Wargear

A Galadhrim Warrior wears armour and carries an Elven blade. He can exchange his Elven blade for a spear at no extra cost, he can also be given the following items at an additional cost:

Exchange Elven blade for an Elf Bow ..... 1 point
Shield ..... 1 point
Exchange Elven blade for a Banner ..... 34 points

Special Rules

Woodland Creature.

Galadhrim Knight (Elf) ..... 18 points

The Knights of the Galadhrim are perhaps the most fearsome cavalry to be found in Middle-earth. The Elves' mastery over their steeds is legendary, although it should more properly be described as a willing partnership between immortal Elf and mortal beast. They can guide their swift horses through the densest tangles of wood and stone. When combined with the peerless Elven skill at arms, this manoeuvrability and speed renders the Galadhrim Knights an irresistible force upon the battlefield, and one which cannot be denied by the desperate actions of mortal foes.



	F	S	D	A	W	C
Galadhrim Knight	5/3+	3	4	1	1	5
Galadhrim Steed	0	3	5	1	0	4

Wargear

A Galadhrim Knight rides a Galadhrim steed, wears armour and carries an Elven blade. He can exchange his Elven blade for the cost below and can also be given the following items at an additional cost:

Exchange Elven blade for an Elf Bow ..... 1 point
Shield ..... 1 point
Exchange Elven blade for a Banner ..... 34 points



Special Rules

Expert Rider, Woodland Creature.

Fleetfoot. Galadhrim steeds are amongst the swiftest and wisest horses still to be found in Middle-earth. In addition to the increased profile given above, Galadhrim steeds move 12"/28cm rather than the 10"/24cm that horses normally move. Note that the Galadhrim Knight's Woodland Creature special rule also applies to the Galadhrim steed, so the whole model treats woodland terrain as clear terrain for the purposes of movement – particularly important if the Galadhrim Knight charges!

WARHAMMER 40,000

FIRE IN THE SKY



As the Imperial Guard stand ever-ready, the Eldar prepare to strike. This month we bring you our first ever Planetstrike battle report. Andrew Kenrick introduces the carnage.

This month's title fight – the world's first Planetstrike battle report – sees the xenocidal Eldar of Biel-tan launch their invasion onto the Imperial world of Rubicon, and is set to be full of explosions, mounting death tolls and gory surprises. We tasked two of our friendly neighbourhood games developers with showing off what could be the most challenging and cinematic Warhammer 40,000 Expansion yet.

In the blue corner, we have Robin 'Doc' Cruddace, author of Codex: Imperial Guard and all-round Imperial commander. In a game of Planetstrike, players take a specific role, and today Robin will be playing the role of the defender. This means that he gets to set up the terrain in any way he wants and bolster his already formidable Imperial Guard army with as many gun-toting bastions, interceptor cannons, and Aegis defence lines as he can get his hands on, all without paying a single point from his army list. And, on the subject of Robin's army list, the defender can take up to six Heavy Support choices - that's quite a lot of tanks that he can take in his defence force, if he decides to! Of course, he might just opt for packing as many Guardsmen into his armoured bastions as he can, and hope to kill the Eldar with massed las-volleys.

GAME BRIEFING

- **Defender – Robin Cruddace, using Imperial Guard.**
- **Attacker – Phil Kelly, using Eldar.**
- **Mission – Planetfall.**
- **2000pts a side.**
- **This is Robin and Phil's fifth battle report against one another (including the multi-player Apocalypse game in March).**
- **Robin has only beaten Phil once in print! No doubt he'll be looking to even the score.**

In the red corner, taking the fight to the indomitable fortress lovingly set up by Robin, is Phil Kelly – author of Planetstrike and all-round xenos-sympathiser. Phil assures us that the attacker really has his work cut out for him because he is fighting the terrain as well as the enemy army, but we've known Phil for a while now and not only is he a jammy git, but he usually has a few surprises up his sleeve. Not least of which is the ability to take six Elite and Fast Attack choices, which is sure to make for a unique-looking Eldar army.

Despite the fact that Robin gets to set up an indomitable redoubt bristling with guns and other defences, Phil gets to unleash a terrifying orbital bombardment – amongst other things – upon the unsuspecting defenders. In Planetstrike only one thing is certain – the battlefield will quite literally change from turn to turn. We'll be surprised if all the scenery isn't reduced to smoking ruins by the end of the first couple of turns. Speaking of scenery, we couldn't resist using all of the new terrain, so we rustled up as many bastions, defence lines and interceptor guns as we could find. We also dug out the new set of Blastscape craters, confident that Phil will take the opportunity to use them over the course of the game.

Finally, unable to wait until next month's release, Robin managed to blag a couple of the new Imperial Guard tanks from the 'Eavy Metal cabinets, hoping that the addition of a Hellhound and a Leman Russ Punisher to the defending garrison will tax those invaders dearly.

> **"One thing is certain – the battlefield will quite literally change from turn to turn."**

So, can Phil's specially constructed Aspect Warrior warhost drop into the jaws of Robin's Imperial Guard complex and capture enough objectives to pull off a win, or will Robin's big guns carry the day? We sat back to watch the sparks fly...

PLANETFALL MISSION

There are six missions in the Planetstrike book (and you can read more about them on pg 26 of the feature), which allow you to play through an entire planetary invasion from bloody start to brutal finish.

For the battle report, we used the standard Planetstrike mission, Planetfall. A Planetfall mission is Planetstrike at its most straightforward and is a great way to get used to the rules of the game. The Planetfall mission represents the opening strike of a planetary invasion, as the attacker scrambles to overcome the foe's defences.

Attacker's Overview: You have been given the coordinates of the most vital part of the enemy defences – slaughter the foe and take the fortifications for yourself.

Defender's Overview: Your defence line is under attack! Protect your fortifications and punish the invaders for their insolence, regardless of the cost in lives.

Ending the Game: A Planetfall mission lasts between five and seven turns. Roll a dice at the end of turns five and six as normal to see if the game continues.

Victory Conditions: The attacker must take as much terrain as he can from the defender. The defender must hold his ground at all costs. The winner of the game is the side that holds the most objectives at the end of the game. A defending unit holds an objective if it is in base contact with an objective and no attacking units are in base contact. An attacking unit holds an objective if it is in base contact with an objective, regardless of the presence of other units.

Scoring Units: Unlike in a standard game of Warhammer 40,000, all units count as scoring units, regardless of the unit type.

Shock Tactics: The attacker may always choose to deploy his infantry, jump infantry, jetbikes, monstrous creatures and vehicles with the Deep Strike special rule by Deep Strike. Attacking units with the Deep Strike special rule may assault on the turn they enter play.

Scramble!: In a planetary invasion, speed is of the essence. All attacking units must start the game in reserve. Both attacking and defending units starting in reserve roll as follows to determine when they enter play:

	Turn 1	Turn 2	Turn 3
Reserves arrive on:	3+	2+	Automatically

The attacker's reserves either enter play by Deep Strike or from the attacker's drop zone. The defender's reserves enter play from a randomly determined table edge:

D6 Roll	Defending unit enters play:
1-2	From the table edge opposite the attacker's drop zone.
3-4	From any table edge touching the attacker's drop zone (defender's choice).
5-6	From the attacker's drop zone.

CADIAN 'CASTELLANS'





Robin: I've been waiting to get even with Phil ever since his Tyranids defeated my Imperial Guard a couple of months back. This time, revenge will be mine.

As the defender, I have the advantage of several bastions, massive armour 14 bulwarks packed full of heavy weapons and lascannons – who needs power armour when your troops are safely inside one of these? I also get to set up the board, one of the coolest aspects of Planetstrike. From the games I've played it seems that there are two schools of thought. The defender can either place his bastions close together, creating a single fortress-like complex, or separate them across the board. Both have pros and cons – placing the bastions close together allows the defender to concentrate his forces, but it runs the risk of putting all your eggs in one basket. On the other hand, spreading the bastions out makes the defenders job of covering them all more problematic, but the attacker will also need to split his forces to contest them. I'm going for something in the middle. Two bastions and a Skyshield landing platform will be placed together where I can concentrate the bulk of my force, and a couple more bastions will be positioned on top of the two hills. The advantage of this set-up is that all four of my bastions will be in line of sight of each other, meaning that they, and the Guardsmen within, can create a lethal crossfire for any enemy troops caught in the middle. In addition, if the main complex or one of the two hills should fall, the others will not be immediately threatened. I'll craft a series of Aegis lines, interceptor gun emplacements, and tank traps to complete my defence.

I'm taking two Infantry Platoons to man both the bastions and the interceptor gun emplacements. A Heavy Weapons Team and a Ratling squad will deploy on the Skyshield to cover the main complex and a Company Commander will enhance these units with his orders. The only advisor I chose was an Officer of the Fleet, whose ability to delay Phil's reserves made him worth his weight in gold. As the fighting was bound to get up close and personal I took a unit of Ogryns and a Lord Commissar to form a powerful counter-attack unit. I can take three HQ choices in Planetstrike, so bolstered one of the Infantry Squads in the main complex with a Primaris Psyker. Finally, no Imperial Guard army would be complete without armoured support. A Hellhound, a Valkyrie, two Leman Russ Battle tanks and a Leman Russ Punisher later and my army was complete. All of these vehicles have a template weapon of one description or another, ideal for dealing with those closely packed, deep striking units. I'll deploy all but the Hellhound on the table in order to maximise the amount of firepower I'll be able to kick out after Phil's forces landed in my killing fields.

With my defences set up and my forces deployed, I gave some thought to my choice of stratagems. I set up five objectives, so had five stratagem points to spend – I chose the Void Shield and Ammunition Store for the Skyshield to provide some additional protection and bonus to those deployed on this firebase. I then selected the Escape Hatch for the Ogryn's bastion, and Krak Attack to give the Eldar's deep striking units a nasty surprise before they could even touched the ground.

Right then Phil, the Imperial Guard stand ready; bring it on.

DEFENCE STRATAGEMS

In Planetstrike, each side gets a number of stratagem points equal to the number of objectives. The more objectives the defender sets up, the more stratagems both players can take! For this game, Robin set-up five objectives, so both players had five stratagem points to spend. Robin spent his as follows:

Void Shield (2): A void shield has an AV of 12 and must be destroyed before the building can be damaged. A void shield cannot be affected by the firestorm, and protects the building it's deployed on from any firestorm damage. Robin deployed his void shield on the Skyshield landing pad, to ensure that it weathered the firestorm – and possibly lasted a bit longer into the game too.

Escape Hatch (1): One of the bastions secretly has an escape hatch, which can be placed within 18" in the defender's Movement phase. The escape hatch is another access point, so can be used by either side to enter or leave the bastion.

Krak Attack (1): A combination of teleport homers strewn through a minefield of krak grenades makes for a potent trap. The krak attack is sprung when an opponent's squad Deep Strikes, hitting the unit with D6 S6 AP4 hits. Subsequent deep striking units trigger the cunning traps on the roll of a 1.

Ammunition Store (1): One unit occupying the building with the ammo store can re-roll to hit rolls each turn.

HQ

1. **Company Command Squad** with medi-pack, regimental standard, vox-caster, flamer, Officer of the Fleet, and Chimera with pintle-mounted heavy stubber. *200 points*
2. **Lord Commissar** with power sword. *80 points*
3. **Primaris Psyker** *70 points*

ELITES

4. **5 Ogryns** *210 points*
5. **5 Ratlings** *50 points*

TROOPS

6. **Platoon Command Squad** with standard, vox-caster and autocannon. *60 points*
7. **Infantry Squad** with vox-caster and sniper rifle. *60 points*
8. **Infantry Squad** with flamer. *55 points*
9. **Platoon Command Squad** with platoon standard. *45 points*
10. **Infantry Squad** *50 points*
11. **Infantry Squad** with Commissar. and flamer *90 points*
12. **Infantry Squad** with vox-caster and autocannon. *65 points*
13. **Heavy Weapons Squad** with missile launchers. *90 points*

FAST ATTACK

14. **Hellhound** with heavy flamer. *130 points*
15. **Valkyrie** with multiple rocket pods, heavy bolters and lascannon. *155 points*

HEAVY SUPPORT

16. **Leman Russ** with 2 heavy bolters and lascannon. *185 points*
17. **Leman Russ** with 2 heavy bolters and lascannon. *185 points*
18. **Leman Russ Punisher** with 2 plasma cannons and heavy flamer. *220 points*

Total: 2000

BIEL-TAN 'SKYBLADES'





Phil: I first got into Eldar because of the sheer coolness of the Aspect Warriors, just like I first got into the role of the attacker because of the lure of raining hellfire and damnation upon a planet. This battle report was the perfect occasion to enjoy both at once and give my good friend Robin a few explosive surprises to boot.

Due to all the extra force organisation choices available, I had a great opportunity to field an army with a strong concept behind it. Originally I had toyed with a Tau army consisting entirely of tooled-up battlesuits, but my loyalty to the pointy-eared ones proved strong. I plumped for an Elite-heavy Aspect Warriors strike force and, with some great advice from White Dwarf's Glenn More, hammered away with Codex and calculator until my force was ready for war.

Some of the more unusual Aspects really come into their own in games of Planetstrike. The super-mobile Warp Spiders can Deep Strike into play, shoot their S6 weapons, launch an assault and hit-and-run to safety all in a single turn. Swooping Hawks are fantastic at bounding around the place, crippling bunkers with their haywire grenades, performing multiple Skyleaps and snaffling objectives in the later game *(Do Eldar 'snaffle'? - Ed)*. No Dark Reapers though – they are excellent defensive troops but ill suited to a lightning-fast raid. Still, Robin's defence lines will prove no protection against my quicksilver Howling Banshee and Harlequin assaults, and because the attacker's troops don't have far to go to close with the defenders, my close combat units such as the Striking Scorpions and Shining Spears can get that all-important charge without getting themselves inconveniently killed on the way in.

I was a little worried about what Imperial Guard supremo Robin had up his regulation-issue khaki sleeve in return. As well as having gun-toting bastions, defence lines and interceptor batteries, Planetstrike defenders can take up to 6 Heavy Support choices, which in an Imperial Guard army translates to a possible 18 battle tanks – eek! Also, those AV14 bastions laugh off practically all conventional weaponry, and are kind of like another (free) set of stationary tanks unto themselves. I consoled myself with the thought that with my six Elite choices I could take lots of melta-toting Fire Dragons, perfect for taking out anything with an armour value, and that my Dire Avengers had the ideal weapons to decimate the Imperial Guard squads inside no matter how impressive their cover save. To give me even more anti-tank punch I took Fuegan himself, the daddy of all melta specialists. That's two firepikes hitting on 2+; and it doesn't get much meltier than that. I also fancied giving Baharroth a try as his amazing speed (and haywire grenades) could prove extremely useful. Mobility is of paramount importance in a Planetstrike, but luckily, those Eldar can move faster than a cheetah on roller skates when they need to.

Because we're playing a nice big game I still had enough points left to take two monstrous creatures, both capable of deep striking into play – I like the idea of a Wraithlord landing with a ground-shattering thump like a certain armoured superhero. He will be backed up by an Avatar of Khaine, who is doubly useful in a Planetstrike due to his own melta attack from the Wailing Doom. Hooray for extra HQ choices – with a front line like that, what could possibly go wrong? Let's hope the scatter dice roll hits!

ATTACK STRATAGEMS

As Robin set-up five objectives, Phil had five stratagem points to play with. Each stratagem costs a variable number of stratagem points to pick, from 1-point stratagems such as Dawn Assault to a destructive, but expensive, 4-point Meteor Strike. Phil spent his as follows:

Crash and Burn (2): Either destroyed in the fighting high above the surface of the planet, or downed by a ground-based defence laser, a burning spacecraft plummets onto the battlefield below. Crash and burn is used at the beginning of any of the attacker's turns, and hits with four 6" by 6" templates. The templates scatter 3D6" and any unit or building hit takes D6+1 S9 AP4 hits.

Laserburn (3): The attacker's spacecraft orbits high above, bombarding the defenders on the planet below with devastating barrages and lance strikes. Perhaps most deadly of these is a laserburn, a great laserbeam that literally burns a great scar across the ground. The laserburn is used at the start of the attacker's Shooting phase. The attacker places two coin-sized markers within 8" of each other. These markers scatter 3D6" and then an imaginary line is drawn between the two markers. Any models hit by the line suffer D3 S10 AP2 hits. Vehicles hit by the attack are hit in the side armour. After the attack a suitable crater should be placed, such as a Blastscape crater.

HQ

1. **Avatar** *155 points*
2. **Fuegan** *205 points*
3. **Baharroth** *200 points*

ELITES

4. **5 Harlequins**
   Includes Troupe Master, 2 fusion pistols and a Harlequin's Kiss.
   134 points
5. **6 Striking Scorpions**
   Includes Exarch with scorpion's claw.
   123 points
6. **6 Howling Banshees**
   Includes Exarch with mirrorswords.
   118 points
7. **5 Fire Dragons**
   Includes Exarch with firepike.
   100 points
8. **5 Fire Dragons**
   80 points

TROOPS

9. **10 Dire Avengers**
   Includes Exarch.
   132 points
10. **10 Dire Avengers**
    Includes Exarch.
    132 points

FAST ATTACK

11. **5 Shining Spears**
    Includes Exarch with star lance.
    202 points
12. **5 Warp Spiders**
    Includes Exarch with powerblades, Surprise Assault and Withdraw.
    157 points
13. **5 Swooping Hawks**
    Includes Exarch with Skyleap.
    132 points

HEAVY SUPPORT

14. **Wraithlord**
    with bright lance.
    130 points

Total **2000 points**

DEPLOYMENT

Deployment in games of Planetstrike works radically differently to a standard game of Warhammer 40,000.

After the players have decided who will play the role of the attacker and defender, and forces have been picked, the defender gets to prepare the battlefield. The defender sets up the board however he wants. This bears repeating, as it's a real departure from normal games where terrain set-up is by consensus: the defender can set the board up with as much or as little terrain as he wants. The defender places any defensive terrain – bastions, defence lines, interceptor guns and the like – alongside regular terrain. This set-up represents the fact that the planet is the home turf of the defending army.

After the board is set up, the defender decides which terrain features are objectives – in this game the four bastions and the landing pad were objectives.

After set-up, but before the defender deploys, the attacker nominates a board edge as his drop zone. The attacker's vehicles enter play from this board edge, along with any reserves that aren't deploying via Deep Strike. Phil picked one of the long table edges, as it was closest to the majority of the objectives.

The defender then deploys his forces wherever he chooses on the board, and can leave as many in reserve as he wishes. Robin deployed a squad in each of the bastions and focused the rest of his forces around the landing pad. He left a Hellhound in reserve.

After deployment, the attacker commences the planetary invasion!

SKYSHIELD

Models in a transport vehicle that lands on a Skyshield landing pad can disembark and move freely, regardless of how far the vehicle has moved. The landing pad can also raise its crenallations during the Movement phase, activating a powerful refractor field that gives anyone on it a 4+ invulnerable save. Robin's primary use for the Skyshield landing pad was as an armoured firebase for his Ratlings and heavy weapons to defend.



COMMS RELAY

Any player with a model within 2" of a comms relay may re-roll any of his reserve rolls he wishes. In combination with his Officer of the Fleet, the comms relay will go some way to ensuring the Imperial Guard reserves arrived on time, whilst the Eldar reserves will invariably be delayed.

ATTACKER'S DROP ZONE



The Imperium's defence lines, protecting a crucial vox-relay station.

BASTIONS

A bastion is a building with AV14, and follows all the normal rules for buildings in the main rulebook. One unit can occupy a bastion, and it has a single fire point on each side. Models can stand on the roof so that more of them can fire their weapons, but this makes the bastion open topped, giving attackers +1 to any rolls on the damage table. Robin kept most of his Guardsmen hunkered down inside the bastions, to make it even harder for Phil to destroy the strongholds. Robin kept his models on the ramparts, though, to help him remember which squad was inside which bastion during the game.

AEGIS DEFENCE LINES

Aegis defence lines provide a 4+ cover save, but this increases to 2+ if you go to ground behind them. Robin set the defence lines up to provide his Guardsmen in the open with a chance of surviving the firestorm – and the Eldar's first turn of shooting. The defence lines are difficult terrain, which makes them dangerous if the Eldar Deep Strike onto them, and also adds an element of uncertainty to any attempt to assault across them.

INTERCEPTOR GUNS

Interceptor guns come in two flavours: Icarus-pattern lascannons and quad-guns. They can be fired in the Shooting phase as normal, and if the defender has models within 2" they can use their own BS instead of the automated weapon's BS of 2. Interceptor guns also have another use – they can be fired at models arriving by Deep Strike in the attacker's Movement phase, instead of being fired in the defender's Shooting phase as normal.

TURN ONE



WRECKED BASTIONS

A bastion has an armour value of 14, and any penetrating and glancing hits roll on the Vehicle Damage table as normal. For convenience, we replaced any bastion that was destroyed (either wrecked or explodes!) with a crater, but you could easily use a Cities of Death ruin or convert your own wrecked bastion. A wrecked bastion still counts as an objective for both sides.

THE FIRESTORM

The first thing the attacker gets to do is rain hellfire and damnation upon his foe in a kind of preliminary bombardment known as a firestorm. With a bit of lucky dice rolling, Phil had no fewer than 10 highly explosive missiles to slam into Robin's carefully constructed fort before the game really started. Four of his firestorm templates resulted in little more than devastated patches of earth (and some nice big craters), but the other six managed to destroy three of Robin's interceptor guns, shake a battle tank and a bastion, kill a handful of Guardsmen, blow up a Leman Russ and even take out the remotest bastion in a spectacular explosion. This was a hell of a good crop, and Phil intended to compound it with more punishment in his first turn.

BATTLE INTEL

- **A** If a firestorm template scatters onto a clear area of the board, it may be replaced with a crater – this is a great way to get some cover down so that your deep striking troops don't get walloped in the defender's turn.
- **B** Deep striking close to the enemy lines can mean a seriously dramatic entrance, especially as troops with the Deep Strike rule can launch an assault the turn they come into play. However, the closer you deploy to the enemy the more chance of a Deep Strike mishap if the scatter dice are against you.

ELDAR MOVEMENT PHASE

Phil: In a game of Planetstrike reserves can arrive from the start of Turn 1, but the interference provided by the Officer of the Fleet meant that only a third of my reserves actually turned up. Those reserves that did make it past the Imperial Navy were shot at by interceptor guns or caught out by Robin's Krak Attack, which accounted for two of the deep striking Dire Avengers. Nonetheless, the subsequent volley of shuriken catapult fire killed all of the Imperial Guardsman except a lone sergeant (dubbed Sarge by Robin for his plucky heroism in standing firm). My Swooping Hawks also got a nasty surprise – Baharroth scattered onto enemy troops and hence was delayed a turn, and one of his nearby acolytes died on impact after scattering onto an Aegis line. The Fire Dragons felt the pinch, too, as Rob's guns used their Interceptor ability to fire out of sequence – this must have freaked them out because they failed to do any damage to the bastion looming up in front of them. My Warp Spiders had much more luck, taking out the Chimera nearby with no fewer than 6 penetrating hits, which pinned the squad inside and killed the vox-operator. Shut it, human!

Nearby, my Wraithlord had a great time flaming eight of the Guardsmen in the nearest redoubt and squishing another in close combat. The Swooping Hawks near my drop zone quickly got over their dodgy start by assaulting the nearest bastion and the squad outside it, stunning the stronghold with their haywire grenades and killing the vox-caster Guardsman. The Imperial Guard killed a Swooping Hawk in return and they won the combat due to their standard, but the Eldar held fast. Over to you, Robin…

Robin: Ouch! One firestorm and a turn of Eldar hurt later and my pristine battleline was looking a little worse for wear. I was half expecting a kitchen sink to plummet from the skies along with the firestorm barrages and Aspect Warriors. With much of my force still reeling from Phil's brutal attack, I needed reinforcements. Alas, my Hellhound didn't turn up despite a re-roll from the comms-relay. Phil's Fire Dragons had failed to breach the bastion's armoured walls and I wasn't about to give them a second chance. A Platoon Command Squad and Leman Russ Punisher moved forwards to eliminate the threat. By pinning my Company Command Squad, the Warp Spiders had stalled my ability to issue orders to my squads this turn. It was clear that I needed to target them as a high priority. The problem was that they had jumped behind the safety of the landing pad, out of sight of almost my entire force. With a scream of thrusters, my Valkyrie took off to bring its full arsenal to bear on them but completely missed the Warp Spiders. The Primaris Psyker attempted to blast the Dire Avengers, but promptly rolled a double-6 and suffered a wound. His Infantry Squad fared no better, as the Dire Avengers went to ground – a decision that saved them from harm.

As bullets and las rounds filled the air, the Fire Dragons were slaughtered. One of the bastion's heavy weapons locked on and killed two, whilst the Ogryns and Platoon Command Squad gunned the others down in an excellent display of shooting. In fact, they did too well and my Punisher had to find a different target. Unfortunately the only other unit the tank could see, the Warp Spiders, was just out of range – curses, if only I hadn't moved!

BATTLE INTEL

- **C** Baharroth attempts to Deep Strike next to the bastion, but scatters on top of it. Luckily for him, he pulls out of his dive just in time and is merely delayed.
- **D** The Dire Avengers emerge from the webway and straight into a Krak Attack – two are killed by the cunningly planted krak grenades.
- **E** Walking on from the drop zone, the Wraithlord flames eight Guardsmen sheltering in a crater created by the firestorm.
- **F** The Warp Spiders target the weak rear armour of the Chimera, scoring six penetrating hits and causing it to explode! Both the vox-operator and standard bearer from the Company Command Squad die in the blast.
- **G** Despite unleashing five melta shots at the bastion at point blank range, the best the Fire Dragons can manage is to stun it.
- **H** The Swooping Hawks assault both the bastion and the Infantry Squad. They destroy the bastion's interceptor gun with their haywire grenades, and kill two Guardsmen.

OBJECTIVES

ELDAR: 2

IMPERIAL GUARD: 3

TURN TWO (CONT...)

Robin: Hah, is that all you've got? Actually, that Laserburn was nasty and it cut through the Ogryns' bastion like a hot knife through an all too obvious cliché. Although the abhuman brutes have an impressive T5 and 3 Wounds, Phil's Wraithlord could crush even an Ogryn's formidable bulk to messy paste. As such I 'bravely' used my Escape Hatch stratagem to get out of harm's way. This not only foiled Phil's plan but it also had the pleasing effect of putting my hardest counter-punch unit in a position to squash one of Phil's Aspect Warrior units next turn, hurrah. Phil then announced that he was about to Deep Strike an Avatar onto the board. However, fate once again proved it had a sense of humour and, with a look of suspended disbelief, Phil rolled the scatter dice to find his towering Avatar had landed on top of my lowly Ratlings. A quick roll on the Deep Strike Mishap table and the embodiment of the Bloody-handed God had a terrible accident and was destroyed. It took Phil and I a good few minutes before we had recovered from our fit of laughter at the Avatar's ignominious demise. Not quite the David and Goliath stuff of legends, but I wasn't about to argue; extra rations for those abhumans, that's what I say.

My turn began with my Hellhound turning up from reserves on the far side of the main bunker complex. This left it with only two real targets: the Dire Avengers who were contesting my ruined bastion, and the Fire Dragons that had 'got lost' when they scattered on top of one of my bastions. It was enormously tempting to immolate the Fire Dragons just so I could use the old 'fighting fire (dragons) with fire' cliché, but they weren't really in a position to contest an objective. However, the Dire Avengers were. Right then, decision made; the flamethrower tank quickly reduced the entire Dire Avenger squad to cinder and ash, leaving the lone Sergeant who had survived the carnage so far to hold the objective – good work Sarge, have a cigar on me! You can light it on those burning embers where Phil's squad use to be.

The Ogryns moved towards the Howling Banshees, and the Valkyrie circled around to face the Warp Spiders. The aircraft fared better than it did last turn and one of the Aspect Warriors exploded as it was struck by a burst of heavy bolter fire. The bastions' automated fire also targeted the Warp Spiders, but all the Aspect Warriors made their saves. The weapons on the other side of the bastions rattled high explosive rounds off at the Shining Spears, who also managed to escape harm. My Ratlings took aim and opened fire on the Wraithlord, all five shots hitting thanks to the Ammunition Stores on the Skyshield. However, only a single shot wounded and the towering wraithbone construct passed its saving throw. A bellow of 'First rank, fire! Second rank, fire!' from the Platoon Commander saw Baharroth wounded five times, but the Phoenix Lord's armour proved true and not a single las round got through. Damn but those Aspect Warriors are tough. My Primaris Psyker then tried to conjure his powers to destroy the Aspect Warriors in an attempt to make up for his dismal display last turn. He clearly tried too hard and was dragged kicking and screaming into the void as he suffered another Perils of the Warp attack.

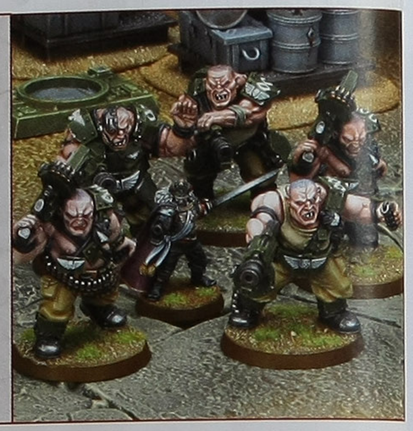
The Ogryns started the Assault phase by charging the Howling Banshees, not that there were an awful lot of them left following the shooting, but Ogryns aren't known for picking fair fights now, are they? The few Aspect Warriors that didn't have the good grace to die to ripper gun fire were flattened in the ensuing stampede. In a heroically brave (read: desperate) attempt to pin the Shining Spears down I charged both my Platoon Command Squads into combat, trusting that the two standards would help to make up for the Imperial Guard's close combat prowess. As it turned out, those standards meant I won the combat once more (hurrah) but Phil passed his Morale test (boo!).





ESCAPE HATCH

Robin originally intended to use the Escape Hatch stratagem to launch an Ogryn assault against the Eldar. But when the bastion was destroyed by Laserburn, the Escape Hatch provided a useful way for them to escape the wreckage and get into the fight. Robin's deployment of the Escape Hatch put them in the perfect place to launch a counter-attack.



INTERCEPTION

Robin used his Icarus-pattern lascannons during Phil's Movement phase, shooting down an incoming Dire Avenger and Swooping Hawk. The Imperial Guard next to the guns meant they fired with BS3. Of course, Robin's interceptor guns would have been even more potent, had Phil not targeted many of the quad-guns with his firestorm...





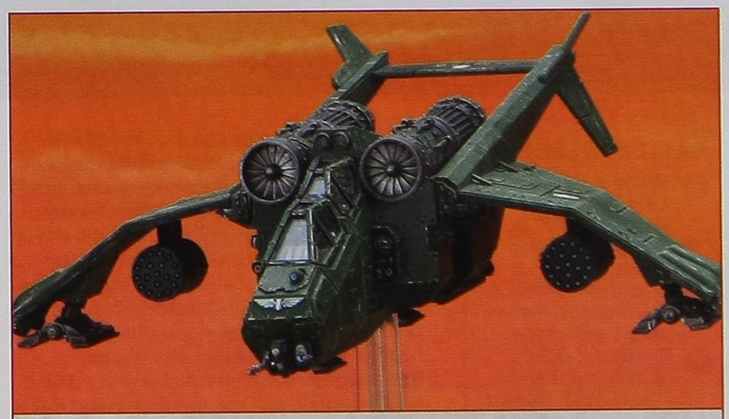
IMPERIAL GUARD TURN 2 MAP

ELDAR KEY

- F *Fuegan*
- B *Baharroth*
- 2 *Fire Dragons*
- 4 *Shining Spears*
- 5 *Warp Spiders*
- 6 *Wraithlord*

IMPERIAL GUARD KEY

- C *Lord Commissar*
- P *Primaris Psyker*
- 1 *Ogryns*
- 2 *Ratlings*
- 3 *Platoon Command Squad*
- 4 *Infantry Squad*
- 5 *Valkyrie*
- 7 *Leman Russ Punisher*
- 8 *Hellhound*



TARGET IN SIGHT

Whilst the Valkyrie could be used in conjunction with the Skyshield landing pad to ferry Imperial Guard back and forth across the board, Robin instead chose to use its formidable arsenal to harry the Eldar attackers. Although it managed to miss spectacularly on the first turn as it scrambled into action, it fared better on Turn 2, locking onto the Warp Spiders.

TURN THREE

ELDAR MOVEMENT PHASE





CRASH AND BURN

As the battle raged planetside, a similar battle was being fought high above the planet's surface and, at the start of Turn 3, this was brought home with a mighty crash as the wreckage of a destroyed spacecraft plummeted into the midst of the battlefield. The Crash and Burn stratagem allowed Phil to hit Robin with four templates, each of which dealt D6+1 S9 hits to anything it hit. Luckily for Robin it scattered wildly, but still managed to take down the Valkyrie.





SHADOW STALKERS

After the mishaps that plagued the Eldar deployment last turn, Phil decided not to take any more chances with his reserves. The Striking Scorpions walked onto the board from Phil's drop zone, stalking through the ruins of a wrecked bastion towards the nearby Guardsmen. The Imperial Guard die in droves, and are caught as they try to flee the Scorpions.

BATTLE INTEL

- **A** **The Swooping Hawks Deep Strike back in after using Skyleap, clearing the lone Imperial Guard sergeant from the wreckage of a bastion.**
- **B** **The Wraithlord charges into the Ogryn squad, killing 2 in the ensuing assault.**
- **C** **The still-smoking craters mark the impact of stricken spacecraft, whose wreckage cause havoc on the battlefield.**

Phil: A nice counter-attack from Rob, but I still had more units to commit left in reserve. My Striking Scorpions turned up near the newly destroyed bastion by my table edge, using their move-through-cover ability to assault the Guardsmen picking themselves out of the rubble. The Wraithlord passed his Wraithsight test and bore down menacingly upon the fat-headed Ogryns that had seen off my Banshees last turn. He was reinforced by another squad of Dire Avengers, who lost one of their number deep striking into the midst of the carnage but made up for it by taking out an Ogryn with massed shuriken fire (those big lummoxes take some killing, especially when in cover). The skyleaping Swooping Hawks made their presence felt with another risky Deep Strike, losing one of their number to dangerous terrain. As they swooped back onto the battlefield, they killed two of the primitive humans by the Skyshield with their grenade packs, before flitting over to the Sarge and gunning him down with lasblaster fire. I'll have that objective, thank you! The Warp Spiders went from strength to strength, killing three of the accursed Ratlings with monofilament mesh and forcing the rest to flee. Excellent, I got my gory revenge on those short-legged snipers, even though the survivors (and Robin himself) would no doubt be telling the story of how they shot down an incoming Avatar for years to come. At the quieter end of the board, the Fire Dragons turned around in disbelief at the sound of billowing flames, to see the rear of a Hellhound exposed to them. They advanced steadily, before gleefully taking potshots at the Hellhound with their fusion guns, which gratifyingly went up in a cloud of vile-smelling promethium.

It was during this Shooting phase that I decided to play the last of my trump cards – the Crash and Burn stratagem. This allowed me to rain four (four!) pieces of crashed spaceship down on the defenders as the battle for the planet rages in orbit above. Each of the pieces of spacecraft scatters 3D6", with no chance of correction, so it's a pretty haphazard weapon; but I was confident of causing some damage, because each piece inflicts D6+1 Strength 9 hits on anything it touches. In the end, only one of my fiery comets scattered *(I see you're as lucky with your scatter dice as you are with your saving throws! – Ed)* and although the Leman Russ Punisher and the largest of the bastions managed to shrug off a pair of direct hits, the Valkyrie was not so lucky, crashing down to earth in a tangle of wings and scrap metal. Look out below!

The Assault phase saw yet more carnage, with the Wraithlord ripping an Ogryn in two, although the bone-headed brutes remained steadfast against the silent monstrosity. The Striking Scorpions leapt upon the Imperial Guardsmen holed down in the rubble of the bastion on the edge of my drop zone, carving apart three of the lumpen humans with graceful slashes of their whirring chain-blades.

With a decent fleet roll, the newly arrived Harlequin troupe flipped and bounded into combat with the two Company Command Squads engaged with my Shining Spears. Baharroth soared over and added his power weapon to the fray, decapitating four men in a whirl of glittering blows, and before long the Shining Spears triumphantly rose above the bloodied remains of their primitive assailants once more.

BATTLE INTEL

- **D** **After the Deep Strike Mishap scatters them far from the action, the Fire Dragons find themselves with a target of opportunity – the rear armour of a Hellhound. The flame tank erupts into a huge fireball as the aspect warriors deadly melta weapons find their mark.**
- **E** **The Shining Spears and Harlequins finish off the last of the Guardsmen engaging them in melee in the centre of the board.**



Above. *The Punisher levels its guns at the Shining Spears ahead of it, unleashing twenty shots from its main gun, along with a heavy flamer and two plasma cannons. Even with Phil's luck, there was little chance that the Aspect Warriors could survive such firepower and all but one is blown out of the sky.*

Robin: As Phil's turn began, the well-humoured jibes and gaming banter resumed. I asked Phil if he had any more orbital barrages or mega super-lasers to throw at me. He answered no, but he did have a great big spaceship to crash on me! So I felt forced to quip, that it wasn't so much a spaceship but the broken fragments of his Avatar! Well, it made me laugh anyway *(So long as someone found it funny, eh Robin? – Ed).*

And so, I guess, I was asking for it. The smirk on my face was quickly replaced with a look of dismay as a rather large piece of falling spaceship smashed clean through my Valkyrie like a sledgehammer through a pane of glass. I'm sure I could hear Phil sniggering under his breath.

My Movement phase was rather short, the Leman Russ Punisher staying still to maximise the firepower it could put into the Shining Spears. My only other mobile unit, the Infantry Squad at the foot of the Skyshield, promptly ascended the ladders to face off against the Warp Spiders.

My bastions blasted away, but to little effect. The Infantry Squad in the last remaining bastion opened fire on the Swooping Hawks that had gunned down the Sarge! The Aspect Warriors quickly went to ground as autocannon fire thudded into the ruins. At last, my Leman Russ Punisher got a chance to fire, and it didn't disappoint, turning the Shining Spears into Swiss cheese in the time it takes to press the trigger. The lone survivor decided that in the face of such overwhelming firepower, discretion was the better part of valour and promptly retreated – what a wise fellow.

The Imperial Guard Infantry Squad on top of the Skyshield charged the Warp Spiders in a desperate do-or-die attempt to repulse the Eldar from the objective. No wounds were caused by any of the combatants and the fight ended in a draw. However, Phil opted to engage the Warp Spiders' jump generators and hit and run, extricating them from the melee and setting them up for another turn of shooting.

The Wraithlord killed another of the Ogryns, all of whom failed to wound the monstrous ghost-machine in reply. Thankfully the Ogryns passed their Morale test – it would have been a shame if the Lord Commissar had had to shoot the Bone 'ead after all. The Guardsmen that were holding their own against the Striking Scorpions suddenly ran out of luck and were butchered by the Aspect Warriors in short order. Bah, and there was I thinking they were made of sterner stuff.

OBJECTIVES

ELDAR: 3

IMPERIAL GUARD: 2

TURN FOUR



Phil: One sure-fire way to lose a game of Warhammer 40,000 is to get carried away blasting stuff to pieces and forget about claiming objectives. With that in mind, I jumped the Warp Spiders back onto the Skyshield, ran my Dire Avengers into the ruins of the Ogryn's bastion, and sent Baharroth darting over to its opposite number across the other side of the gate. It was still possible the Phoenix Lord could outclass his brother Fuegan even further with a lucky grenade attack. The Scorpions already had the objective nearest my drop zone, picking their chainswords clean of human remains, and the skyleaping Swooping Hawks had taken the remotest bastion from the brave but ultimately doomed Sarge. I had consolidated my early lead, but there was fun to be had yet.

In the Shooting phase, Fuegan woke up and rolled something that wasn't a 1, wrecking the Punisher with a pinpoint melta blast. The Warp Spiders on the Skyshield, relishing the look of surprise on the faces of the Guardsmen that had assaulted them last turn, opened fire and cut them to shreds. In the Assault phase Baharroth performed his party trick again and covered the last bastion in a crackling field of haywire energy, stunning it. Looking at the devastated battlefield I had a feeling that the game was pretty much sewn up. The only question was whether Rob could take out Baharroth with his last intact squad of Guardsmen…

Robin: Hmm, methinks it's all going (gone?) a bit wrong. Never one to give up, I set out to try and salvage some face by holding on to at least one objective. Fuegan, having finally managed to hit something, had destroyed my Leman Russ Punisher, and with the Ogryns still locked in combat with the monstrous Wraithlord, I only had a single Infantry Squad left. Worse, Baharroth was in contact with the bastion and out of sight of any of its fire points, so the automated weaponry couldn't target him at all.

In Planetstrike, the attacker claims the objective if any of his units can touch it, even if the defenders are contesting it, so I had to somehow remove Baharroth in order to claim the objective for the Emperor. There was nothing else for it, the Infantry Squad would have to get out of the safety of the bastion and hope they could hose the Phoenix Lord down in a torrent of lasfire. Alas, it was not to be, and though I scored 3 Wounds, the Phoenix Lord saved them all – curse Phil.

The assault between the Wraithlord and Ogryns continued to drag on, as both sides failed to inflict any wounds on one another. The game could have lasted another turn or more, but we decided to call it a day there – the Eldar held all of the bastions and my own numbers were dwindling, so we both agreed that carrying on any longer would be painful for my poor Guardsmen.

Above. *On the final turn of the game Baharroth leaps across the board to seize the bastion for the Eldar. The Imperial Guard only have one chance to reclaim it – leave the safety of the stronghold and gun the Phoenix Lord down!*

OBJECTIVES

ELDAR: 5

IMPERIAL GUARD: 0

FALL BACK!

TANK OF THE MATCH

I'm going to have to nominate a tank as my man of the match, purely because the Punisher shook off so much, well, punishment. It shrugged off firestorms, orbital lasers, and even a piece of burning spaceship, and it still managed to puree Phil's Shining Spears afterwards into the bargain. What a trooper!



Robin: Curse you Kelly, you broke my bastions. That game was brutal, but great fun. The stark change of the battlefield pre- and post-game speaks volumes of the carnage and destruction wreaked in games of Planetstrike. Phil played a brilliant game, perhaps only to be expected from the author of Codex: Eldar. Whilst you might have thought I had a similar advantage having written Codex: Imperial Guard, Phil also wrote Planetstrike, thus he had an unfair advantage – don't you agree? You don't? Oh well, I thought it was worth at least a try.

Throughout the game I was reacting to Phil's attacks instead of proactively directing the flow of battle myself. Easier said than done, however, when gigantic firestorms and orbital laserbeams are gouging apart your battlelines and the enemy are deep striking in right next to you. However, with hindsight, I should have put a few more of my units into reserve to help me take the initiative. My decision to keep them on the table and try to weather the firestorm was, as it turned out, not all that wise, particularly seeing as Leman Russ tanks can move on to the table from reserve and still fire without too much loss of firepower. As it was, I just presented more targets to Phil's unerringly accurate bombardments, which left the steel beasts destroyed or stunned and at the mercy of the Eldar ground troops.

Phil ably proved his tactical acumen by pouncing on my Company Commander early on in the game, leaving the rest of my force without his orders and leadership – with hindsight I probably should have hidden him away in a bastion. He also slaughtered the Officer of the Fleet, who had done a rather spiffing job of delaying many of Phil's reserves. There were also plenty of comedy moments, usually at the expense of a rather expensive unit such as an Avatar or a Valkyrie.

By using the Escape Hatch stratagem I was able to launch a counter-offensive with my Ogryns, flattening another of Phil's deadly Aspect Warrior squads, and I'm fairly sure the Sarge forced Phil to alter his plans after he survived the Dire Avengers' firepower.

You win another one Phil – I guess that makes our running score 4-1, but I'm already plotting my revenge. Next time Kelly, next time…

DEATH FROM ABOVE

Phil: That, it has to be said, was immensely gratifying. Even though I have played loads of games of Planetstrike, I am always taken aback by just how bloody they are! It's almost as if each player is fighting against two armies; the defending army and his gun-tastic terrain, and the attacking army bolstered by his firestorms and devastating stratagems. Combine that with a whole lot of deep striking and first-turn assaults and you have a game that kicks off with a bang and never lets up. Not a game for the faint hearted, I assure you!

To be honest I had a bit of an advantage against Robin in that I knew the game better than he did, and yet he played with grace and humour even when the dice were going against him. Kudos to him for that. My firestorm was really effective, and my two stratagems both took a high toll on Robin's defences, with the Laserburn smashing open a bunker and the Crash and Burn stratagem bringing down that Valkyrie just as it had the Warp Spiders in its sights. Though I lost a lot of men (and a god of war, grumble grumble) to my devil-may-care Deep Strike manoeuvres, enough of my risky gambles paid off that I had troops all over Rob's defenders, and hence kept the initiative right the way through the game. This is unusual in a game of Planetstrike, as a defender counter-attack can be brutal and the attacker has to work hard to claim the objectives at the end of the game. Luckily I fluked my way out of a lot of Robin's retribution and kept the bastions themselves suppressed so they couldn't carve out chunks of my Aspect Warriors units with their automated heavy bolters. In the end though, I was able to pick off Robin's bastions one at a time and the Imperial Guardsmen inside were easy prey once their ferrocrete walls were torn down.

I think it also helped that I targeted Robin's Commanders, Command Squads and vox-casters early on, dismantling the Imperial Guard command structure and preventing them from supporting the Infantry Squads on the frontline with their orders. These might sound quite small losses in isolation, but combined it meant that Robin was unable to bring my forces to counter my attacks, pinned as they were either defending another bastion or locked in a desperate melee.

But it wasn't just a truckload of successful saving throws, lucky gambles and potent stratagems that carried the day. I've never seen the Eldar work quite so well as they do in games of Planetstrike. Every Aspect excels at one thing, and if you can get them in place to do it, you can expect serious results. With their melta weaponry, Fire Dragons are perfect for taking out tanks and bastions alike; Warp Spiders, Striking Scorpions and Dire Avengers carve up infantry by the dozen, whether in melee or at range; and Swooping Hawks and Shining Spears are so mobile they can grab objectives in the blink of an eye. Maybe next time even my Avatar will do a bit better – it's hard to imagine him doing much worse, after all…

MAN OF THE MATCH

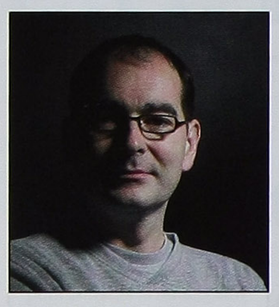
While I expected to be waxing lyrical about the Avatar at the end of the battle, the character that really shined in this game was Baharroth, who managed to destroy a bastion single-handed, capture another and dodge enough firepower to sink a battleship!







STANDARD BEARER



This month's Standard Bearer is all about the social side of the hobby, making friends and having a good time. We think Jervis just wants a big hug. Be sure to offer him one if you ever see him in person.

A few weeks ago, as I write this column (a few months ago by the time you read it!), I attended one of the tournaments being held at Warhammer World. I was meant to be playing, but unfortunately family commitments meant I had to drop out at the last minute.

However, even though I couldn't play, I did want to go to the event so that I could see some of the nicely painted armies and meet up with friends and colleagues. Fortunately I was able to get away from aforesaid family matters for a little while, and spent a very pleasant two or three hours meeting up with friends. There we spent the afternoon chatting about the hobby, looking at some wonderfully well-painted armies, ~~arguing about~~... sorry, *discussing* which of the armies looked the best, congratulating friends that were doing well, commiserating with friends that were doing badly, talking about the latest releases, wondering which player and/or which army would win the tournament, and all the other myriad things that hobbyists talk about when they get together. In a nutshell, I got to hang out with my friends, set the (hobby) world to rights, and generally have a great time.

As I drove away I realised that, for me at least, hanging out with friends and setting the hobby world to rights was the main reason that I attended tournaments at all, and I'm pretty certain that I'm not alone in this. It is, in fact, the reason that Games Workshop runs tournaments in the first place. Although it's fun to give out a trophy to the best player, our tournaments are primarily about giving players an opportunity to get together, play some games, and talk about the hobby. That's why the following phrase, or something like it, has appeared in our tournament packs from the very first Grand Tournament organised by the Studio back in 1995, through to the Throne of Skulls tournaments run by the Warhammer World team almost 15 years later on:

'The main reason we're holding the tournament is not just to find a "champion" player. Rather it is to get a whole bunch of players together and allow them to play their favourite game all weekend long! Above anything else we hope that you'll find the tournament an enjoyable and fun experience, where you get to live, eat and sleep Warhammer for a couple of days with an assortment of other Warhammer hobby fanatics that want to do exactly the same thing.'

However, tournaments are only of peripheral interest in this month's Standard Bearer. You see, hanging out with my friends that weekend, or rather the pleasure I derived from it, got me thinking about what motivates us to participate in the hobby – what our 'psychological hobby drivers' are, as it were. This is something of a hobby-horse of mine, and over the years I've developed the theory that you could, if you wanted to, draw a sort of 'pie chart' for every hobbyist, showing the different things that motivates us to take part in the hobby. Up until that journey home I'd always thought that the pie would have four slices, one for each of the following things:

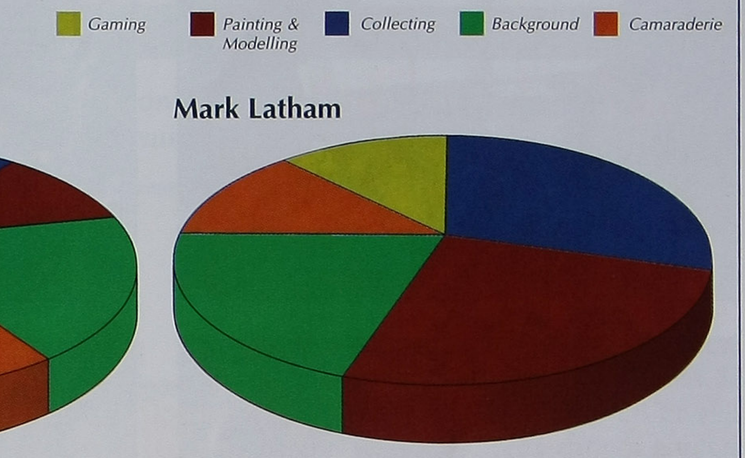
Gaming
Painting & Modelling
Collecting
Background & Storytelling

So, for example, a player that loves tournaments will have a large slice of 'gaming' pie, while a Golden Demon winner will have a large slice of 'painting & modelling' pie, the player that wants one of every model we've ever made will have a large slice of 'collecting' pie, and the player that invents a name and background for every model in their army and only plays themed scenarios will have a large slice of 'story' pie. My theory is that all hobbyists will have at least a sliver of all four slices of my hobby pie, as all of these things are important to the hobby. After all, if a player's interest was only in gaming and in none of the other things I mention, then they'd find a pastime where things like painting and modelling, collecting an army, and having an immersive background story or playing games that tell a story, were unimportant.



Jervis natters with fellow hobbyists around a table in Bugman's Bar, about the highs and lows of the day.

Hobby Pies



Jervis Johnson

As a games developer and writer it's unsurprising that the two largest slices of Jervis' hobby pie chart are gaming and background. If Jervis wasn't in this line of work these ratios may well have been more balanced. Next is 'camaraderie', if you've ever played against Jervis you'll know what a pleasure it is. Perhaps, surprisingly, his collecting slice is small; a look at his desk will tell you he's a bit of hoarder!

Mark Latham

Mark's largest slice is in collecting. He has a strong compulsion to collect every model for his chosen army. Painting and modelling is the other big slice, as Mark likes to relax by painting in the evening. However, the rigors of editing White Dwarf don't leave him with as much time as he'd like to game, so this slice is comparatively small, and was much larger a few years back.

However, my experiences that weekend made me rethink this theory – or, at least, expand on it somewhat. What occurred to me was that there is a fifth slice of hobby pie, one that I thought I'd call *camaraderie*. A quick Google search of the word on the internet found the following definitions of the term:

'Goodwill and light-hearted rapport between or among friends; comradeship.'

'The quality of affording easy familiarity and sociability.'

'Loyalty and warmth, friendly feeling among comrades.'

'A spirit of friendly good-fellowship.'

For me, the last of these, 'a spirit of friendly good-fellowship' is the best definition, and captures most how I felt when I attended the tournament, though 'loyalty and warmth, friendly feeling among comrades' is pretty good too. Anyway, however we define it, I think that camaraderie is another one of the primary drivers that draws people to the hobby. In fact I'd go as far to say that *all* of us love the hobby partially because of the friends we've made, and the chance it gives us to hang out with a group of people that share our own interests. As I pondered on this more I realised that over the years I'd met many, many people for whom 'camaraderie' was the biggest slice on their hobby pie chart. These are the people who tirelessly run the local games club or are always there on games night willing to play anyone, who can be relied on for a friendly smile and a chat whenever you meet them, and who receive the 'Most Sporting Opponent' award at a tournament.

The ways this spirit of camaraderie expresses itself are many and varied. For example, my friend Geoff loves Blood Bowl, and takes part in some of the many Blood Bowl tournaments held across Europe. Recently he explained to me that when he attends a tournament he tries to learn some of the language of the country he is going to, so he can converse with his opponent. After all, what would be the point of attending if he couldn't chat to the people he's playing against? Geoff knows that just playing Blood Bowl, wonderful game though it is, isn't the only reason for attending a tournament.

> **"I've met many people for whom 'camaraderie' was the biggest slice of their hobby pie."**

The importance of camaraderie to the hobby can also be found at the many great games clubs and groups that meet every week. A fantastic example of this is the Gobstyks games club in Lincoln, UK, founded by the redoubtable Gary James. Gary wanted to make sure that the club was especially welcoming and friendly, going so far as to ensure that there was always a 'meeter and greeter' whose job it was to chat to first time visitors and make sure they were comfortable and knew what was going on. Although Gary has now









We're very lucky in that our hobby is a sociable one. Long-lasting friendships are often made across the gaming table.

retired from the active running of the club, his spirit carries on, and Gobstyks remains a wonderfully friendly place to visit. Gary knew that a club needed to be more than just a space with gaming tables where people could play games.

On a more personal basis, writing about camaraderie can't help but bring to mind my oldest gaming buddy and friend Lewis Foti. I first met Lewis when I was 13 – it turned out that he was one of the few people at my school who also liked playing games with miniatures. Since then Lewis and I have played more games than I can count, and in the interim attended each other's marriages, celebrated the birth of each other's children, and taken part in the countless others of life's rituals that bind friends – or should I say comrades – together. We both know that while gaming brought us together in the first place, it is our friendship that has kept us together over these last (almost) forty years, and is likely to until one or the other of us shuffle off this mortal coil.

> **"Take some time right now to think about the friends you've made in the hobby."**

And that, I guess, in my usual round-about kind of way, is the real point of this month's Standard Bearer. Pie charts and crazy theories aside, if there's one thing I know, it's that the interests we all share bring us together, and that this is a really important and life-affirming part of the hobby. I get letters from all over the world, from Croydon to Hong Kong, written by people who share my interests and want to talk to me about the hobby and the subjects I witter on about each month in this column. Perhaps it's the hippy-child upbringing in me, but I must say that I love the fact that whatever our other differences, in a very real way we all speak the language of Warhammer. So, take some time right now to think about the friends and comrades you've made in the hobby.

And if there's someone you haven't seen for a while, why not drop them a line and ask how they are. I can pretty much guarantee that both of you will feel all the better for it – and hey, you never know, you may end up arranging to play a game!

And that's all for this month. As ever, please feel free to write to me if there is anything in this month's Standard Bearer you want to comment on.

Write to Jervis at:

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

CITADEL® BITZ BOX

Ork Shields

The new Ork shield packs are out this month (see p118), so we gave some to Chad Mierzwa, knowing that something suitably cool would appear.

On Your Boyz

Alex Boyd designed the new metal shields. He took the Orc Boss shield found in the Orc Warriors kit, sculpted by Brian Nelson, removed the dismembered hand dangling from the original and then worked up several designs in Green Stuff. These make excellent alternatives for your army and are particularly useful for marking out Big 'Uns.



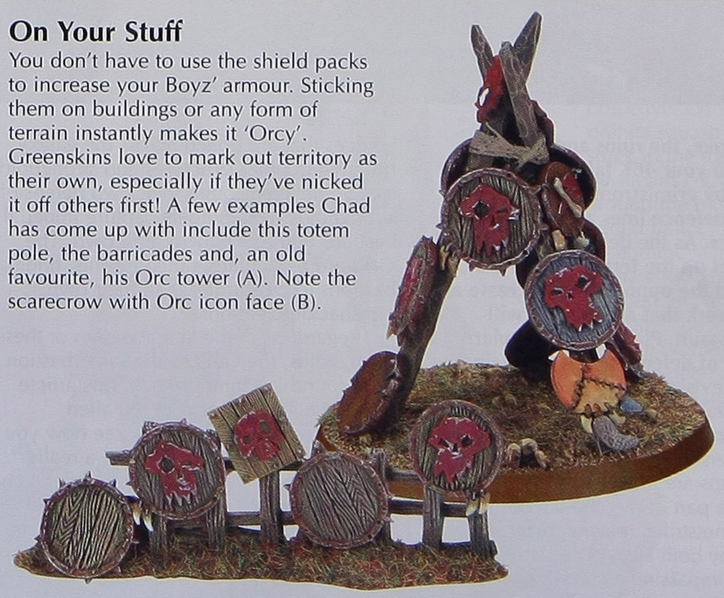
This icon is from the plastic shield frame. The various icons don't have to go on the shield backs and can be used as banner tops or anything else Orcy.



Now even your Gobbos can have big wooden shields, great for impressing their mates and cowering behind should they actually get in a fight.

On Your Stuff

You don't have to use the shield packs to increase your Boyz' armour. Sticking them on buildings or any form of terrain instantly makes it 'Orcy'. Greenskins love to mark out territory as their own, especially if they've nicked it off others first! A few examples Chad has come up with include this totem pole, the barricades and, an old favourite, his Orc tower (A). Note the scarecrow with Orc icon face (B).







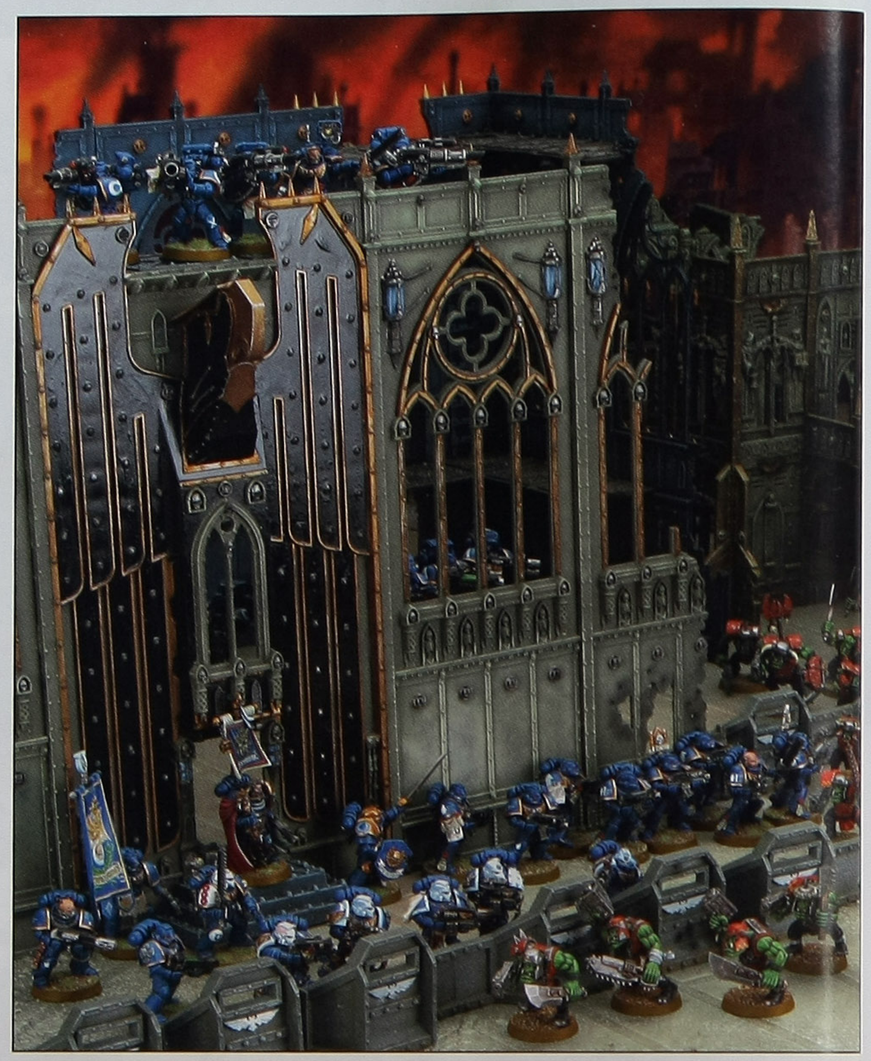
MODELLING WORKSHOP

PLANETSTRIKE

WARHAMMER 40,000

In the first of this issue's two Modelling Workshop articles, we take a look at the many fortifications available to the defender in a game of Planetstrike.

STRONGHOLDS OF THE GALAXY



In Planetstrike, the ruins and hills common to your 40K tabletop are bolstered by grim strongholds, interlocking defence lines and corpse-strewn craters. As the defending player is allowed to set up the terrain in any way, this gives him the opportunity to create a defence network that an attacker will struggle to assault. Players who regularly take the role of defender take a certain pleasure in devising devious traps and daring the attacker to run the gauntlet of his fortifications.

The cornerstones to these fantastic defence set-ups are the bastions. Bastions often play the part of the objectives in games of Planetstrike, making them fiercely fought over by both sides. The term bastion is an all-encompassing one; it doesn't just include the massive rockrete Imperial edifices that are dotted across the galaxy, but myriad other structures and strongholds too. Some aliens build their own defensible strongholds, while others capture Imperial bastions and make them their own. The Orks are particularly noted for this, finding bastions to be sturdier than their own ramshackle creations.

Regardless of the actual design of these strongholds, they all use the same bastion rules found in Planetstrike. In this article we take a look at some of the alien bastions we've come across, see how you can use the plastic kits to make a really impressive and unique building, offer some choice defensive set-ups, and also take a look at the new Shrine of the Aquila – an impressive kit that will look great on any battlefield no matter what type of 40K battle you're playing.

CHAOS BASTION

There are Imperial bastions on many worlds that have fallen into the clutches of the servants of Chaos. These bastions have been defiled and now sport dark sigils and spiked crenellations on walls where once the aquila was proudly displayed.

The Chaos Bastion kit contains all the frames needed to create your bastion, along with two Chaos Tank Accessory frames. How you corrupt your own Chaos bastion is left to you.

Chris Peach painted this Chaos Bastion. He basecoated the building with Charadon Granite and then lightly drybrushed it Rotting Flesh. The rust was first painted with a basecoat of Bestial Brown. Chris then used the Stippling Brush to stipple on some Blazing Orange. This was followed by another stippled layer, this time using a 1:1 mix of Vomit Brown and Blazing Orange. Once dry, the rust patches had a light drybrush of Chainmail, and were then washed with Devlan Mud. The drips and rust stains around the building were simply painted on with watered-down Bestial Brown or Kommando Khaki.



The Chaos Bastion is available to order; check out page 116 for more details. Chris has also added bits taken from the Chaos Icon Bitz pack, available from our webstore.



ELDAR BASTION

This Eldar structure makes for a perfect Planetstrike objective. Chris Peach made it using the top half of an orange squash bottle with a cheap wooden candleholder stuck to the top. The struts were fashioned from pieces of plasticard cut to shape. Jetbike canopies were placed around the base and weapons from the same kit were added to act as weapon points. Access to the bastion is via an entranceway made from the back half of the Wave Serpent kit. The large oval domes decorating the exterior of the building are actually wooden eggs cut in half – these can often be found in hobby and haberdashery stores.

The whole structure was textured, and then painted with a palette of Khemri Brown, Rotting Flesh, Bleached Bone and Skull White.

SKYSHIELD INSTALLATION

We asked master terrain maker Mark Jones to create a cool piece of terrain using some of the new kits and whatever else came to hand. The result was something a bit special...

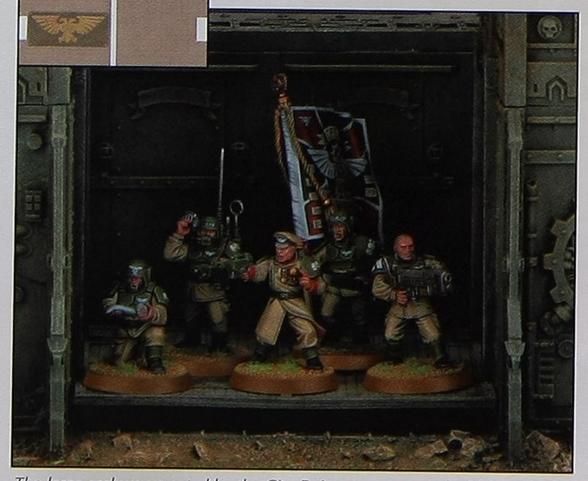
For more views and details of Mark's awesome Skyshield conversion, check out our website.

For this project Mark used the Skyshield Landing Pad kit and as many 40K City Ruins frames as he could get his hands on. The landing pad itself was built with little modification. The building and lift structure were then assembled to get the basic shape and attached to the end of the landing pad.

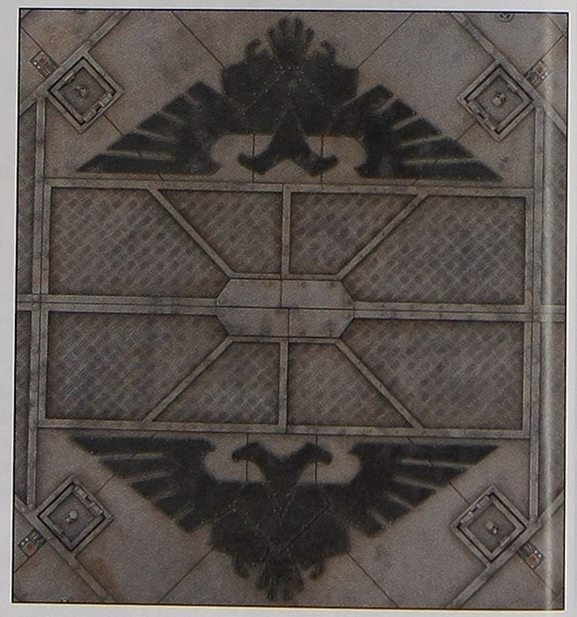




The lift platform was made from textured plasticard, plus a brass-etched aquila symbol from Forge World. Plastic rod was placed on each side of the shaft to function as guide runners for the lift.



The large archway created by the City Ruins components doubles as the lift shaft. Although the lift doesn't move up and down, it can be removed and placed at the top or the bottom of the shaft.



Mark wanted to give the structure a military feel, so he opted for a grey and green colour scheme on the exterior. The top of the landing pad was painted in grey and black. He weathered the installation to look worn and well-used, but not dilapidated.

ORK BASTION

Instead of building their own fortifications, Orks typically take captured buildings and make them their own in typical Orky fashion. This gives greenskin players plenty of opportunity to convert anything from bastions covered in glyph plates (see the bastion on page 19) to Ork landing pads littered with corrugated iron and debris.

Studio artist Alex Boyd has taken another approach and built an entire Ork defence network from scratch. For this bastion, he used a Stompa as the base! He cut the main body components into a rough circle, and then filled in the gaps with plasticard and spare Stompa plates. Extra sections of plasticard and various bitz from the leftover Stompa components were then stuck on until Alex thought the terrain piece looked finished (you can never quite tell with Ork structures). Doors and guns were added last of all – it's easy to get carried away when you're busy 'Orkifying' something, after all.

Alex sprayed the bastion Mechrite Red, and then applied a wash of Devlan Mud across the surface before giving it a rough drybrush of Chainmail and Tin Bitz.



Alex used the Stompa chest plate on this section, feeding the balcony struts through the nose and eye sockets.



TAU BASTION

This Tau turret was made by Mark Jones, based on a master model by Ray Dranfield, one of the guys who builds the great scenery for the gaming tables at the UK's Warhammer World. The original model was made from conventional materials, such as a large plant pot stand for the main base of the turret. The upper section was cast from a mould made from a large plastic dome. The weapon array – a rather potent twin-linked rail gun – was a little more straightforward to make; it comprises two Hammerhead rail guns mounted on top of a Sky Ray turret.



SHRINE OF THE AQUILA

With all the great Planetstrike terrain out this month, we're in danger of letting another brilliant scenery kit be overshadowed. The Shrine of the Aquila is a large, ruined building that will form the centrepiece of any terrain collection.

The Shrine of the Aquila is a massive building kit designed by Dave Andrews. It can be assembled in multiple ways and is completely compatible with the Warhammer 40,000 City Ruins frames, so you can either expand the kit or have it as part of the battlefield set-up with other city buildings for a great looking table.

A squad holding the shrine has a considerable advantage, as the building is so high, it affords models on top a commanding view of the battlefield for those true line of sight shots. Assaulting squads on the uppermost floor will prove troublesome, as you'll need to roll a six when charging just to reach them!

***Gold** – The gold on the eagle and window frames started with a basecoat using a 1:1:1 mix of Tin Bitz, Dwarf Bronze and Scorched Brown. This was highlighted with a 1:1 mix of Dwarf Bronze and Tin Bitz. For the final highlight, Mithril Silver was added to the previous mix in equal parts. Finally, Gryphonne Sepia was washed over the whole area to dull the colours back down.*

***Black** – The areas of black were simply basecoated Chaos Black followed by a layer of 'Ardcoat, giving the eagle a glossy finish.*





***Steel** – Nick didn't want to use both silver and gold on the shrine, as this would look too garish. Instead he went for a blue steel effect for the floor plating and entrance steps. These areas were first basecoated Fenris Grey and then washed with Badab Black. Nick then drybrushed the areas in three stages; first with Shadow Grey, followed by Codex Grey and then Fortress Grey. Finally, watered-down Graveyard Earth was painted into the recesses.*

For more about our new Warhammer 40,000 scenery range, log on to:

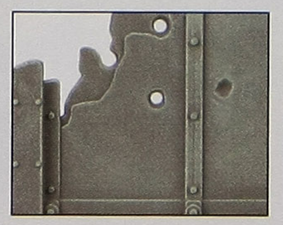
www.games-workshop.com

Painting Walls

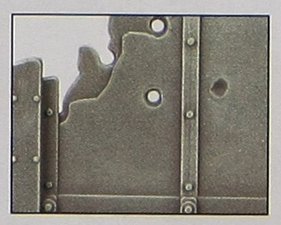
The shrine featured here was painted by Nick Bayton. The main walls were painted in four stages:



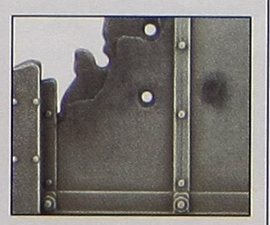
***Stage 1** – Nick started by using a 3:1 mix of Graveyard Earth and Shadow Grey. This was applied all over the building with the Spray Gun.*



***Stage 2** – The building was then drybrushed with a 4:3:1 mix of Rotting Flesh, Graveyard Earth and Shadow Grey. Nick used the large drybrush, applying the paint in circular motions to make sure all the detail was picked out and no brush strokes were visible.*



***Stage 3** – The next step was another drybrush, again using the large drybrush but this time applying pure Rotting Flesh.*



***Stage 4** – The final stage used a 1:1 mix of Skull White and Rotting Flesh, drybrushed on to the building. Chaos Black was lightly stippled on using the stippling bush around the bullet holes and the damaged edges of the walls.*

DEFENSIVE SET-UPS

In Planetstrike, the defender gets to set up all of the terrain. This allows him to devise a devious firebase to challenge the attacker. Here are two such examples of formidable defensive formations – the Planetstrike book contains even more.

THE ANVIL

So called because the attacker becomes mired in the defensive network, and your heavy weapons deliver the hammer blow to smash them apart. The Anvil works bests against close combat and horde armies, who are forced to close the distance. It's less effective against shooty forces, however.



Suggested Stratagems

Stratagems such as Mine Fields and Las-mazes work well alongside this set-up. Place them between the layers of defence lines, forcing the attacker to take dangerous terrain tests alongside difficult terrain tests.

THE GAUNTLET

This is a nasty set-up that forces the attacker to fight on your terms, funnelling him towards your guns. This set-up fares well against most forces – it can be very harsh! But beware – attackers with skimmers and fast vehicles can run the gauntlet quickly enough to negate many of the defender's advantages.



> "This is a nasty set-up… that funnels (the attacker) towards your guns."

Suggested Stratagems

To really make this set-up work you will need to take the Drop Zone Denial stratagem. Drop Zone Denial forces the attacker to pick a different drop zone. Use this when your opponent picks the edge closest to your bastions to force him to pick another and run the gauntlet.

PAINTING CHALLENGE

WIZARDS

WARHAMMER®

Our very own painting wizards – the painting luminaries from around the Studio – were challenged to paint an Empire Wizard from each of the Colleges of Magic.



Before we get down to the serious business of the Wizards painting contest, we take a look at the Colleges of Magic. Come hither, and be initiated in the arts of sorcery…

Before the Great War against Chaos, the people of the Empire had little to do with the Winds of Magic, believing it to be the stuff of Chaos, and therefore heretical.

Wizardry was constrained to fortune-tellers and herbalists, and even these crude Wizards were not safe from the attentions of zealous witch hunters. Those educated men who studied magic did so in great secrecy, and often fell from the path of righteousness quickly, to be consumed by evil sorcery and wicked ambition.

However, as the battles against Chaos wore on, Magnus the Pious came to realise that in order to triumph he would need to embrace aid from all manner of sources. Magnus' forces grew in number and power. Magnus requested aid from the Elves, and with the help of their Mages and the human Wizards, Chaos was eventually repulsed, Magnus himself decapitating the Chaos Gods' chosen avatar before the gates of Kislev.

Magnus was rightly declared Emperor soon after. The Old World had been saved, and the High Elves had left an indelible impression upon the history of the Empire. Magnus convinced the two surviving Wizards, Finreir and Teclis, to stay and teach mankind the ways of magic so that the Empire's lack of sorcerous expertise would never again leave the Old World so vulnerable to attack. The Colleges of Magic were formed soon after, each a place of learning for one of the lores that form the Winds of Magic. The High Elf mentors quickly came to the conclusion that man lacked the talents needed to grasp the full gamut of the magical winds and so recruits found themselves studying at the College that best suited their skills, aptitudes and, to a certain extent, personalities.

Within a few decades the Colleges were turning out accomplished Wizards, and men from all over the Old World flocked to Altdorf to enrol. The High Elf Mages returned to Ulthuan as other duties and destinies called, but the Colleges continued and still function to this day, training the Empire's Battle Wizards in one of the eight Orders of Magic.

The Wheel of Magic

The Wheel of Magic is a common sight within the magical tomes of the Empire. It shows the relationships between the eight Orders and the sorcerous winds that feed them. Each lore shares key words of command, rituals or abilities with other lores in close proximity, whilst existing in opposition to the lore that sits on the opposite side of the wheel. It is little wonder that men cannot master all eight of the magical winds simultaneously, for to do so would be to hold eight polar opposites in balance.



The Gold Order

Gold Wizards are alchemists. They are experts at smelting ores and the mixing of strange concoctions, the results ranging from the creation of unstable liquids to the enchantment of base metals.



The Jade Order

Jade Magic is intimately tied to nature and its power waxes and wanes with the seasons. Jade Wizards are reluctant to practise their arts in the winter, but are vibrant and full of energy in the summer.



The Celestial Order

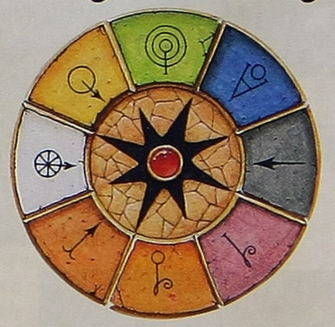
Celestial Wizards are seers and prognosticators who draw their power from the Wind of Azyr. They carry sextants, astrolabes and other mysterious tools for stargazing and scrying.



The Light Order

The Wind of Hysh is wilful and recalcitrant, so Light Wizards employ elaborate rituals to direct its power. Wizards who wield Light Magic are renowned for healing and protection.

The Eight Colleges of Magic





The Grey Order

Grey Wizards seldom stay in one place for very long, and as a result have gained a reputation amongst the common folk as being untrustworthy and deceitful; a reputation that is not wholly unjustified.



The Amber Order

Drawn to the Wind of Ghur, Amber Wizards are solitary folk who shun cities and the carefully cultivated lands of men. Amber Magic is the force of the wild, the most feral and bestial lore.



The Bright Order

Bright Wizards specialise in wild and explosive pyromancy. They are the most overtly destructive of the eight orders and are often mistrusted because of their fiery reputations and quick temper.



The Amethyst Order

The Wind of Shyish is the wind of death, granting Amethyst Wizards power over spirits and the dead. No wonder then that the sombre Amethyst College has a fell and feared reputation.

The Wizards Challenge

So now you know which College of Magic is which, it's time for our eight competitors to wet their brushes, crack open a few paint pots and start mixing pigment!

There's nothing like a bit of friendly rivalry to get the creative juices flowing and the 'Eavy Metal team are always up for a bit of painting one-upmanship – a chance to show off their considerable miniature-painting talents. With this in mind a painting-competition was touted and, with the recent Empire coverage in White Dwarf, the idea of painting Battle Wizards came about. Mike Anderson and Martin Footitt, two Citadel designers who are also past Painting Masters, also threw their pointy hats into the ring.

The rules were simple: the eight competitors each had to paint a Battle Wizard in the colours and style of a College of Magic randomly allocated to them. This was decided by drawing the various Lores of Magic out of a suitably shaped hat, provided by the editor *(Ask me no questions and I'll tell you no lies – Ed)*. To make their entry, they had to use the plastic Empire Wizard kit as the basis, although they were allowed to use components from across the Citadel range of plastics for conversion work. While five of the Orders are easy to represent with the bits available in the Empire Wizards kit, three of the Colleges – Amber, Grey and Jade – will be more challenging to envisage. Typically, these were the three Orders most sought after by the competitors, who jumped at the chance to showcase their modelling talents as well as their painting skills. As it was, Mike Anderson got Jade, Keith Robertson drew Amber and Neil Green pulled Grey from the hat. The five other Colleges were allocated as follows: Light to Fil Dunn, Gold to Joe Tomaszewski, Celestial to Darren Latham, Amethyst to Martin Footitt and Bright to Anja Wettergren.



Fil sticks his hand in the hat, avoids the mouse trap, and pulls out the note with 'Light' written on it.



Joe studies the Wizard frames and starts making plans on how to beat his fellow painters. They're a competitive bunch in 'Eavy Metal!

The participants had a tight deadline to work to, as no sooner were their Wizards finished then they were whisked away to be judged by Brian Nelson, the designer of the Empire Wizards kit, and Alan Merrett, long-standing chief judge at the UK Golden Demon. Whoever was declared the winner could look forward to nothing more than kudos for having the best-looking Wizard. Oh, and ten vouchers that could be exchanged for drinks in Bugman's Bar. The promise of a good pint always seems to add that extra bit of motivation. So, in no particular order, bring on the Wizards!

Jade Wizard, by Mike Anderson



Mike's Jade Wizard underwent some of the heaviest conversion work in the competition, with bits coming from a vast array of kits. As expected, the body is made from the Empire Wizard, with the robes cut at the sides to open them up at the front. The head comes from the Marauder Horsemen frame. 'I chose this head because I like the plaited beard, which gives it a very druidic look,' says Mike. The hood and sickle both added to this look and they came from the Corpse Cart frame. The other two notable additions were the owl and staff, both of which are from the Dryad frame. 'Because he's a Jade Wizard, I thought it was important that he had bare feet where visible, so I took a foot off a Flagellant and then carved it to fit under the Wizard's cloak.'

With the conversion work finished, Mike turned to painting the model. 'I used a very limited palette of greens and creams. All the greens were worked up from a basecoat of Orkhide Shade and then highlighted with either Gretchin Green or Kommando Khaki. The pale colours and red areas – such as those on the skin and beard respectively – were used as spot colours. The redness of the beard is especially good for drawing the eye in.'

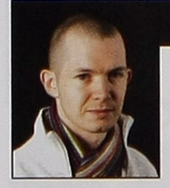








Light Wizard, by Fil Dunn



For his Wizard, Fil did a few small conversions to emphasise the look of a Light Wizard. Fil used the masked head, although he removed the beard, and added the candle from the Wizards kit to the top of the staff. 'I deliberately kept the colours relatively simple and cool, using white shaded with greys, and turquoise for the inside of the cloak and for some of the decorative flourishes on the lining. Even the skin was kept cool in tone by applying a wash of Space Wolves Grey and Liche Purple. This was so the only warmth on the model came from the lit candle, which gave me the opportunity to do some minor directional lighting effects upon the head, cloak and sleeves.'

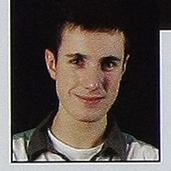
The globe held in the Wizard's hand is worth a closer look, not only is the milky, swirling effect a great piece of painting, and the refelection cast by the hand is actually painted on. 'This was done by attaching the right arm and globe onto the model, and then temporarily placing the left arm into position. I then shone a torchlight directly onto it, giving me an idea where the shadow was cast. As I painted it, I checked I was right at regular intervals by re-shining the torch. It's a very subtle effect but worth the effort.'







Gold Wizard, by Joe Tomaszewski

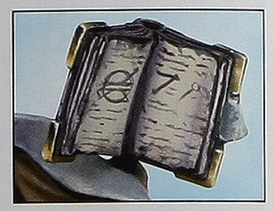


Perhaps it's fitting that Joe Tomaszewski picked out the Gold Wizard; a metallic colour for the master of the non-metallic metal technique. 'I resisted the temptation to cover the entire model in yellows and browns,' says Joe. 'I added more colours in to complement the model and define his shape. I chose purple because it contrasts well with yellow and fits in with the background of Gold Wizards as rich individuals, giving his cloak an opulent look. I used blue as a contrast colour on top of the staff and around his belt. I also applied some directional lighting around the blue, giving the crystal and staff top an unearthly quality.'

Looking closely at Joe's Gold Wizard, you can find lots of great little details that all add character to the figure. The gold hands of the model are a great example. 'I wanted to get across the idea he's cast so many spells he is now turning to gold. That's why the staff and book are also gold; everything he touches starts to change as well. The pages of the book are also blackened and sooty, as Gold Wizards are alchemists working with all manner of alchemical equipment.'







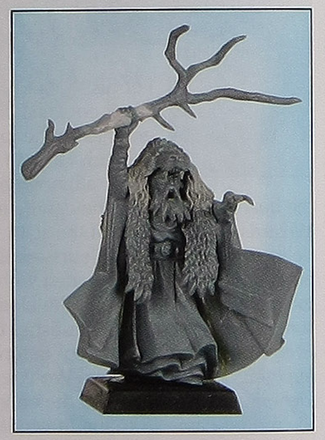
Amber Wizard, by Keith Robertson



Keith Robertson carried out some heavy conversion work on his Amber Wizard. The extra effort was well worth it, because the finished model is superb. The head came from the Chaos Marauder kit as Keith wanted it to look suitably weather-beaten. The lion pelt was actually made from two of the lion furs found on the White Lion Chariot frame. Keith made the lion's head fit over the Wizard's own noggin and then, with a little alteration, hung the pelt down the Wizard's back. He used the two paws from the second hide to hang over the Wizard's shoulder. The staff was made from two branches taken from the Dryad frame.

When it came to painting the model, Keith wanted to restrict his palette to earthy tones to reflect the nature of the Amber Wizard. 'You can't just paint in shades of brown, as you risk the model looking drab,' says Keith. 'So I added red to act as a contrast and spot colour. I really used a lot of reference for this. Real world references can be invaluable, especially when painting animals at this level; that's when you notice things you probably wouldn't if painting from memory. The black pores around the snout where the whiskers sprout from is a perfect example; it's things like this you pick up that add an air of authenticity and realism to your miniature painting.'









Bright Wizard, by Anja Wettergren



Anja Wettergren drew the Bright College. Anja wanted to create a Bright Wizard very distinctive from the Studio model, and so used the Prophet of Doom's flaming head from the Flagellant kit. 'I had to turn the brazier headpiece around so that the flames were fluttering in the same direction as the burning skull and staff,' says Anja.

For the painting, Anja stayed true to the look and feel of the Bright College and used a vibrant palette of reds, yellows and oranges. The inner robes were painted a bright orange to complement the dark red of the cloak. The flowing scarf and bottom of the cloak were painted yellow, with the white beard used as the spot colour.

'To add further character, I painted red script directly onto the Wizard's arm. In the reference material, the Bright Wizards seem to draw on themselves. I like the idea that he's tattooing his spells directly onto his body.'







Celestial Wizard, by Darren Latham



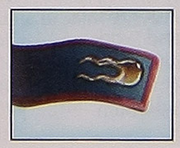
The Celestial College wouldn't have been Darren's first choice, but he delivered a gob-smacking miniature all the same. 'I used the competition as an exercise in painting blue, which isn't normally my favourite colour to work with,' says Darren.

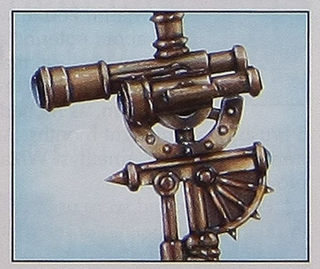
'I used three blue mixes, with Regal Blue as the base for each mix. The cloak was given a very rich, dark, purple tone by mixing in Warlock Purple. The robes were painted a light, denim blue by adding Codex Grey. The flowing ends of the scarf had a turquoise effect by mixing Hawk Turquoise and Regal Blue. I added Dark Flesh to each of the mixes for shading and Kommando Khaki for highlighting, to give a consistent palette to the whole model. 'There's always a danger that when you highlight with different colours on different areas of the model, it can give it a patchy, disparate look,' continues Darren.

One of the neat details are the comets at the end of the scarf; Darren wanted to give the illusion that these were 'pulling' the scarf ends. The celestial constellation on the back of the cloak with the twin-tailed comet outlined is simply astounding. 'I did a couple of subtle conversions as well,' says Darren. 'For instance, the staff has been augmented with the telescopes from the Empire Rocket Battery to add a bit of extra Warhammer weirdness.'













Grey Wizard, by Neil Green

Conversion duties on the Grey Wizard went to Neil Green. Neil decided on a simple-but-effective conversion, limiting the scratch-building to the staff and hood. He carved up the staff and added small nicks to it to give it a gnarlier appearance. The head was made from the bearded Wizard's head, with a hood that Neil sculpted out of Green Stuff.

'I used a very limited palette of greys and blues, with a hint of green on the inside of the robes,' says Neil. 'I worked up the grey areas with a smooth blend of about six stages from basecoat to highlight.'

We think Neil's being extremely modest here. The photographs don't do justice to how seamless the grey has been blended. Patience, skill and experience are required to get this kind of effect.

As well as the greys and blues, the brown of the staff and gold on the sword hilt helped break up the colours on the figure. Blue was used as a complementary colour, most notably on the gems imbedded in the sword hilt.













Amethyst Wizard, by Martin Footitt

Martin Footitt was nervous about entering a painting competition that would pit him against the 'Eavy Metal team, as he hadn't picked up a brush in about eight months. As you can see from his stunning Amethyst Wizard, his doubts proved groundless.

Purple and red were used as accent colours throughout the palette of the model. The cloak is seamlessly blended from black to a rich purple, while the red is used more subtly, and is most notably seen in the roses, the book and pinkish hue of the face. 'I know the roses should have been black, but I wanted them to have a dark red colour to contrast with the rest of the model,' says Martin.

Like the palette, the conversion work was very restrained; the Wizard was given a book, some dangling bones were added to his belt, and the long sleeves were hollowed out to make them sharper and thinner. 'I gave the model a lot of height, by placing him on stairs giving him a scythe and thinning the ends of the robes and sleeves down. I liked the idea of him towering over people, much like Death does when portrayed in movies.'

The book the Wizard is reading from needs a special mention, just for the freehand work on the pages. He's even painted on the page numbers and illuminated lettering! This intricate detailing was a masterstroke, which really caught the eye of the judges.







Judging the Wizards



The task of judging these fine models was given to Alan Merrett and Brian Nelson. Alan is an old hand at judging miniatures and has done it for many years all around the world, so he knows what to look out for. Brian's Wizard kit was fundamental to all the entries, so it would be interesting to hear his take on the models before him. To us Dwarfers looking on with interest, distinguishing between the quality of the entries seemed an impossible task.

'It's very hard, and always is,' agrees Alan when we mention that we're glad he's judging it and not us. 'And when you're dealing with painting at this level the task is nearly impossible. What you have to do is become very pedantic, acclimatise to the sheer brilliance of the painting on display and then become hypercritical, looking for the tiniest flaw that may separate one model from the next. It takes an iron will to do, because to rule out a model on what would be banalities in any other situation can be heart-wrenching.'

Brian was rightly impressed with all the entrants and especially enjoyed studying the three models that received the most conversion work. 'I think the painters who had to do Grey, Jade and Amber had the hardest jobs to do, and I'm blown away with what they've come up with. From the world-class blending on the Grey Wizard to the inventive use of components on the Amber and Jade.'

'In the case of this competition, what we're looking for is a model that best emphasises and represents the college,' says Alan. 'The miniature needs to encapsulate the themes of their Order, be correct in the background, and maybe even surprise us in how the painter has represented them'.

Darren's Celestial Wizard was chosen for just those reasons. The star chart on the back of the cloak, the brilliant base, the comets on the ends of the scarf are all great examples as to how he has incorporated the background; coupled with a world-class paint job, it marked him out as the winner.

But it was a close-run thing. The judges deliberated for well over an hour, Keith's Wizard came very close because Alan thought his representation of the Amber College was spot on. Martin's exquisite paint job on the Amethyst nearly swung it for him, as Brian was in awe of the freehand work done on the tome.

However, it was the Celestial College that won the day; many a telescope will be waved in celebration!

"The base is at the right pitch, with the circles mirroring the orb; and the cloak is phenomenal."

– Alan on the Celestial Wizard



THE WINNER!

After much deliberation, the judges declare Darren Latham's Celestial Wizard the winner – the second painting contest he's won in White Dwarf. Mark awards Darren with the certificate, and, more importantly, the drinks vouchers – and no, it's not because those Lathams stick together that he won!



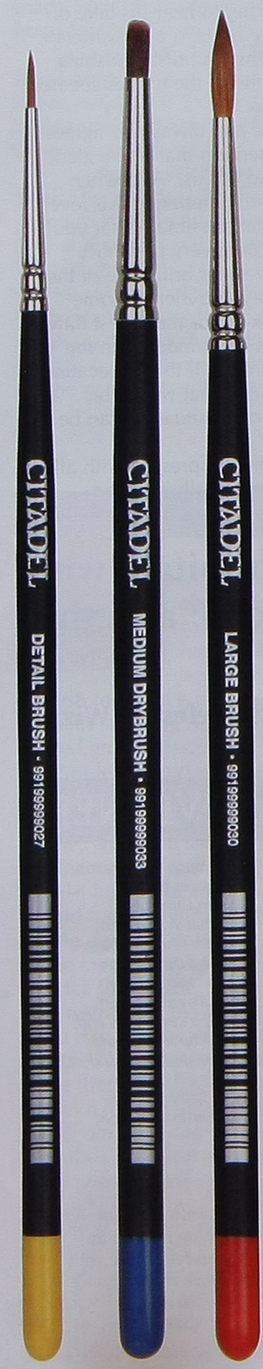
As space is tight in White Dwarf this month, we weren't able to show every detail of these stunning models as much as we'd have liked to. But have no fear – the web team's Jim Sowter has photographed them in all their glory, and put them on our website. Go to: www.games-workshop.com and see for yourself.

CITADEL™

Citadel Paintbrushes

HOBBY ESSENTIALS

Every few years we review and update our brush range as part of our quest for continuous improvement. In this extended edition of Hobby Essentials, Andy Hall went to find out more about the search for paintbrush perfection.





'Eavy Metal's Neil Green sets to work testing the new brushes.

Here's a question for you: do you own anything that is handmade? I bet you'll be struggling to think of anything. That's because we live in an age where everything, from your TV to your toaster, is mass produced. Don't worry, this isn't a veiled rant about modern production and manufacturing methods disguised as a White Dwarf article. However, if you're a hobbyist, then you can comfortably answer 'yes' to my question. That's because you probably own at least one Citadel paintbrush, and our brushes – every one that we've ever sold – are handcrafted tools made by highly skilled professionals.

Brush making is a highly skilled vocation and we entrust no less than the finest brush manufacturer in the world to make our paintbrushes. The factory where the Citadel brushes are made is located in sunny Lowestoft, England. The finest materials are used and the brush makers – who manually tie together every brush head – are given at least 18 months training before they are deemed ready to start crafting the brushes. No matter what colour paintbrush you have in your collection, whether it's the blue-handled brushes, or the red-handled brushes of yesteryear, they've always been made in this bespoke fashion. The handle colour of our brushes is about to change again, this time taking on a rather fetching matt black finish. But the changes are more than just cosmetic – we've been looking at ways to improve the individual quality of the brushes as well as the breadth of the range.



The brush makers, busy at their workstations in the Lowestoft factory.

The mainstays of the paintbrush range are all there, from the Fine Detail Brush to the Basecoat Brush, only now they sport stylish matt black handles and dipped colour ends, making them simple to identify at a glance. There's even a new Wash Brush, making it even easier to apply Citadel Washes over the surface of the entire miniature.

The tell-tale sign of a good quality paintbrush is the use of natural hairs for the brush head. It's not surprising then that the bristles on all our brushes, with one notable exception, contain natural fibres. That's because natural hair is much better for storing and carrying paint than man-made fibres. Man-made fibres are smooth at the microscopic level, so the paint tends to 'run off'. Natural hair, specifically sable hair, is made from millions of tiny overlapping scales, which increase the surface area, trapping far more moisture. In effect, the ridged surface gives the paint something to cling to, allowing for a far better stroke with the brush.

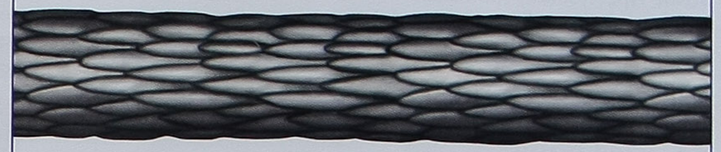
> **"Our brushes are hand-crafted tools made by highly skilled professionals."**

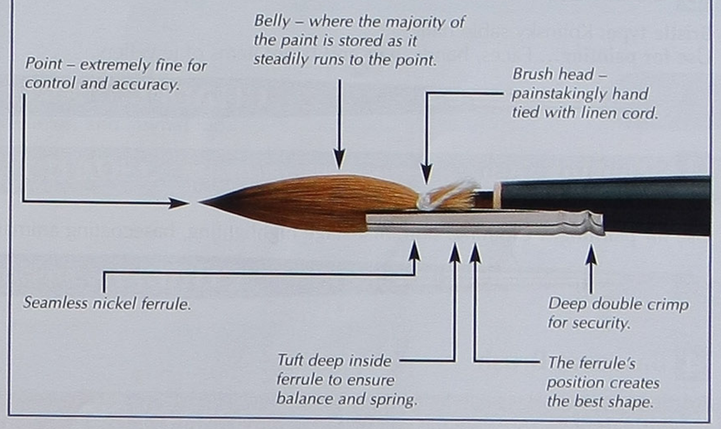
This is one of the reasons why the drybrush range has been redesigned. We've wanted to provide a natural bristle drybrush for quite some time, but the challenge has always been to get a natural hair that could do the job well while still providing good value. Mark Jones set about finding this elusive material. No mammal was safe from the search; Ptera-Squirrel hair proved too soft, Skaven fur seemed to have a will of its own, while those elusive Siberian Ambulls were too hard to find in the numbers needed. Bovine bristles were generally too coarse – the exception being dark ox hair. Dark ox hair, blended with nylon for stiffness and spring, gave us a brush that retained its shape while still being able to hold the paint under the robust actions needed for drybrushing.

The other new addition to the range is the stippling brush. This comprises short, custom-made, very stiff nylon fibres that work perfectly when painting on a stippling effect such as mud on vehicles or rust on armour and sprays of blood. In this instance man-made fibres proved the best material for the job. Will the inclusion of this brush see a massive increase in the use of the stippling technique on miniatures? Well, time *(and perhaps a future Painting Workshop – Ed)* will tell.

Anatomy of a Citadel Paintbrush

Kolinsky sable is made up of lots of tiny, overlapping scales. This characteristic makes it the perfect fibre for holding paint. When grouped within the brush head, the millions of scales draw up copious amounts of liquid, resulting in a large carrying capacity and a smooth stroke.

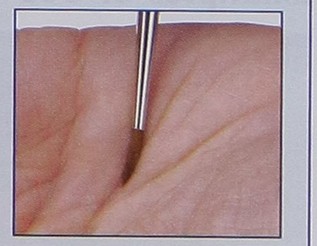




Looking After Your Brushes

Citadel brushes are high-quality implements that will give you many years of service if you look after them. Following these simple rules will keep your paintbrushes in tip-top condition.

- Rinse your brush thoroughly between colours and always give it a good wash at the end of each painting session.
- Wash your brush under cold running water until no more colour comes out – you can use a mild soap if required, but make sure all trace of it is rinsed out.
- After washing, repoint your brush. Draw the damp brush along a line of your palm, twisting it as you do so to bring the brush to a point.
- Never leave your brushes touching the bottom of the water pot for long, as this will cause the bristles to curl.
- Keep paint away from the base of the brush head and the top of the ferrule. If paint is allowed to dry in this area it will split the point and ruin the brush.
- Store your brushes handle down in an empty mug or similar upright container. Never let the weight of the handle rest upon the brush head for any length of time.



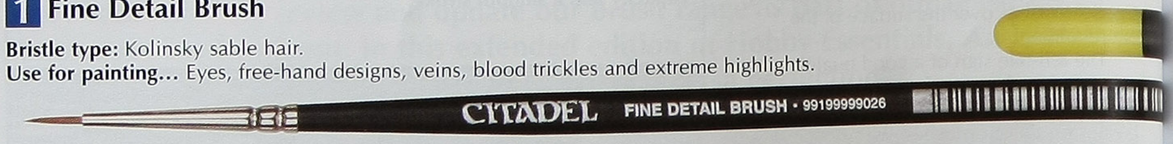


The New Citadel Paintbrush Range

Shown here is the entire range of paintbrushes. The colour bands are for easy identification, great for quickly swapping between brushes whilst painting.

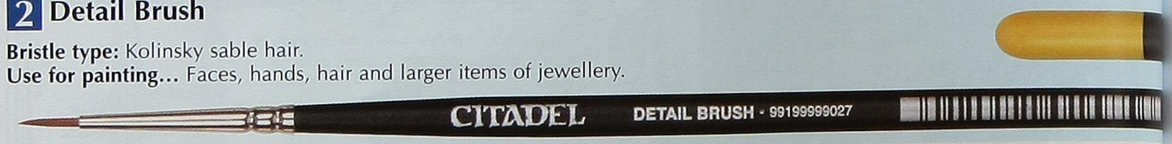
1 Fine Detail Brush

Bristle type: Kolinsky sable hair.
Use for painting... Eyes, free-hand designs, veins, blood trickles and extreme highlights.



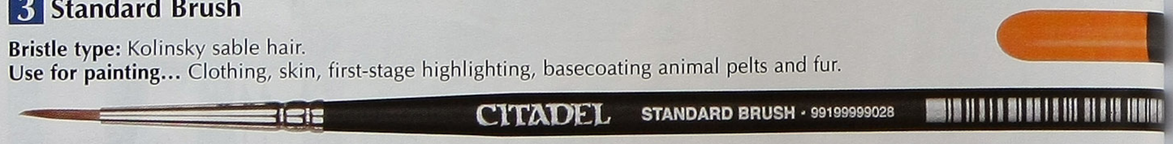
2 Detail Brush

Bristle type: Kolinsky sable hair.
Use for painting... Faces, hands, hair and larger items of jewellery.



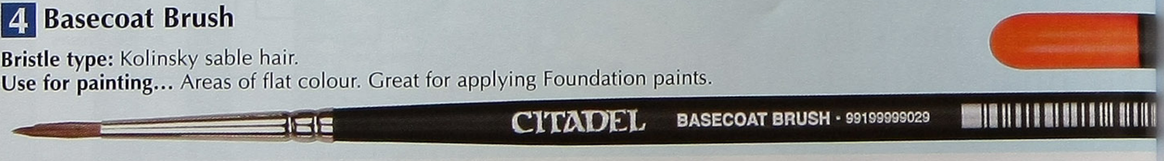
3 Standard Brush

Bristle type: Kolinsky sable hair.
Use for painting... Clothing, skin, first-stage highlighting, basecoating animal pelts and fur.



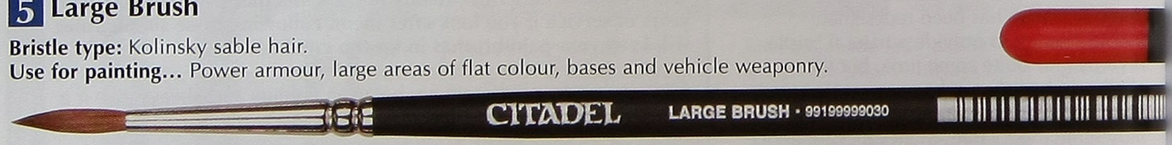
4 Basecoat Brush

Bristle type: Kolinsky sable hair.
Use for painting... Areas of flat colour. Great for applying Foundation paints.



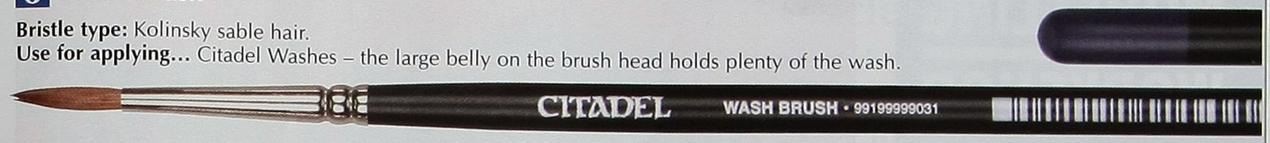
5 Large Brush

Bristle type: Kolinsky sable hair.
Use for painting... Power armour, large areas of flat colour, bases and vehicle weaponry.



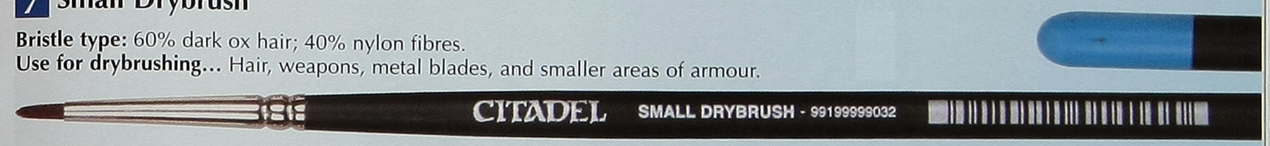
6 Wash Brush

Bristle type: Kolinsky sable hair.
Use for applying... Citadel Washes – the large belly on the brush head holds plenty of the wash.



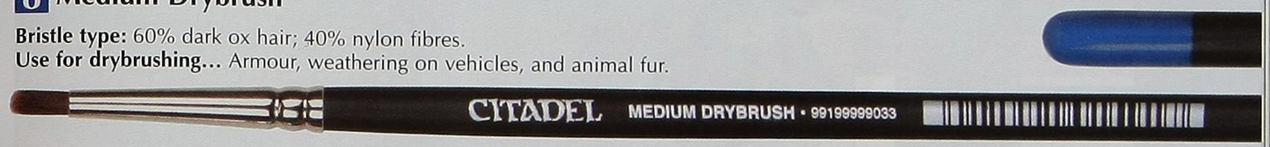
7 Small Drybrush

Bristle type: 60% dark ox hair; 40% nylon fibres.
Use for drybrushing... Hair, weapons, metal blades, and smaller areas of armour.



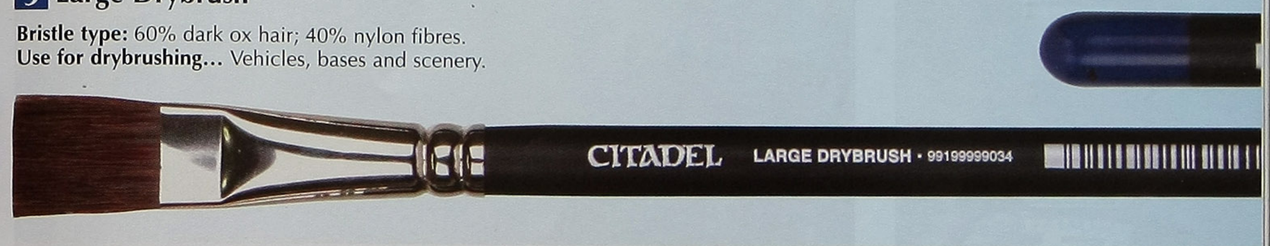
8 Medium Drybrush

Bristle type: 60% dark ox hair; 40% nylon fibres.
Use for drybrushing... Armour, weathering on vehicles, and animal fur.



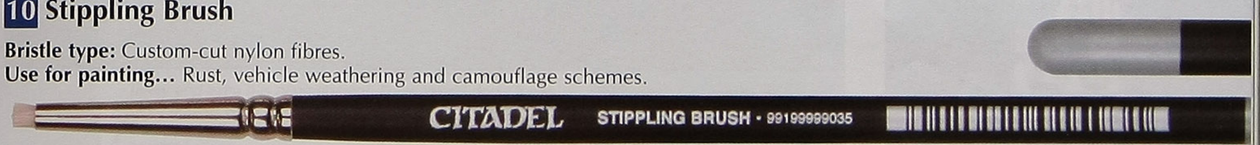
9 Large Drybrush

Bristle type: 60% dark ox hair; 40% nylon fibres.
Use for drybrushing... Vehicles, bases and scenery.



10 Stippling Brush

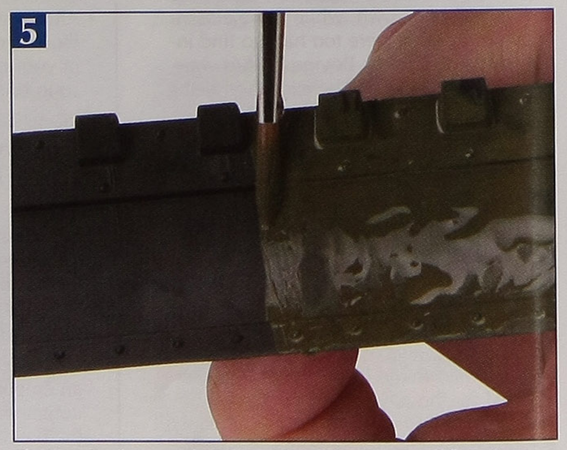
Bristle type: Custom-cut nylon fibres.
Use for painting... Rust, vehicle weathering and camouflage schemes.



Examples of Use



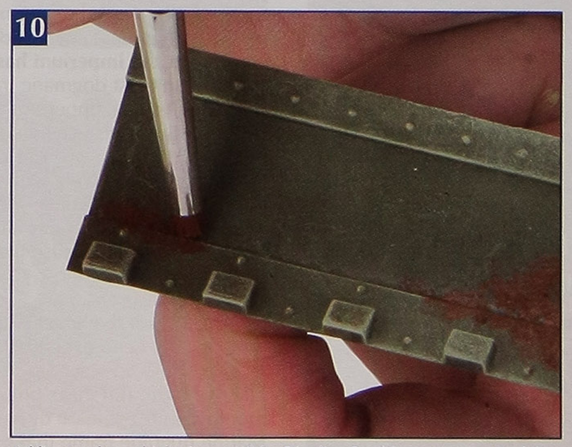
Here the Fine Detail Brush is being used to add a final, extreme highlight to the armour of Kor'sarro Khan. When painting intricate details on character models, the control allowed by the Fine Detail Brush is often needed.



The Large Brush is great for undercoating expansive areas of flat colour, such as this 'dozer blade. The large belly of the brush head holds plenty of liquid so you can paint quickly in efficient strokes.



To pick out the raised areas on a component such as the 'dozer blade then the Large Drybrush is the perfect tool for the job. The bristles are stiff but still allow paint residue to cling to the fibres and then transfer to the model.



Adding mud to vehicles is one of the Stippling Brush's many uses. Load the brush with the paint and then apply to the model in gentle 'stabbing' motions, gradually building up the layer to the desired effect.

SPACE MARINES

WARHAMMER 40,000

For this month's second Modelling Workshop, we take a look at some of the new Space Marine vehicle kits and upgrade pack.



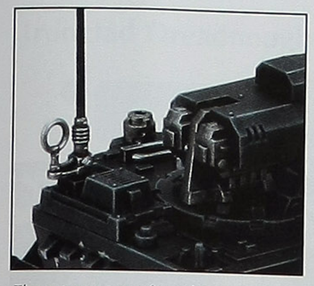
The Imperium is an empire in which technological advancement has come to a resounding halt, and is viewed with suspicion by the vast majority of the population. The Space Marine Chapters are in the honoured position of having access to the most advanced vehicles and equipment the Imperium has to offer.

This isn't just dogmatic tradition; no other force in the Imperium can break a siege with a precise charge of Ironclad Dreadnoughts, nor overrun a xenos battleline so effectively with a formation of Land Raider Crusaders. Space Marines have the best vehicles because they are called upon for the most dangerous missions.

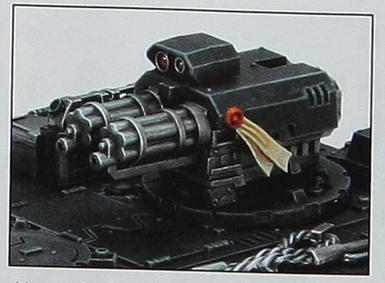
This month the Space Marine armoury has been expanded by the eagerly awaited Land Speeder Storm and Ironclad Dreadnought. But that's not all – next month sees the release of a new Space Marine upgrade frame that gives you plenty of extra weapons and vehicle wargear for use on your vehicles.



An Ultramarines Ironclad Dreadnought armed with a seismic hammer.



The antenna array from the accessory frame was glued onto the back of the tank, suggesting that it is the personal transport of an Iron Hands hero.



It's very simple to arm your Razorback with twin-linked assault cannons. Take the two assault cannons from the Accesory frame and fit them under the Razorback hood, before attaching it to the assault cannon mount. This plugs into the normal weapons mount on the Razorback roof.

Vehicle Upgrades

One of the many modelling options on the forthcoming upgrade frame is a twin-linked assault cannon – ideal for kit-bashing a Razorback.

There are plenty of purity seals and scrolls on the frame that you can use to decorate the hulls of your tanks.

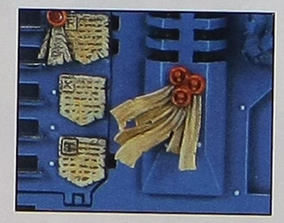




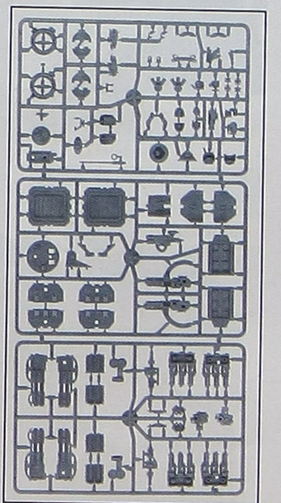
You can personalise your vehicle with the addition of a Crux Terminatus and other characterful iconography.



This Ultramarines Razorback is adorned with all manner of livery and extra bits of equipment. Forge World doors have been added, along with details from the Vehicle Command frame as well as the new Land Raider Accessory frame.







New Bitz Pack

Next month, we're releasing the Land Raider Crusader Upgrade Pack, a frame familiar to those who already own a Land Raider Redeemer or Crusader. It's packed full of options that you can use on any of your Space Marine vehicles.

Ironclad Dreadnought

No bunker or bastion is safe from the Ironclad, the bane of any defence network.

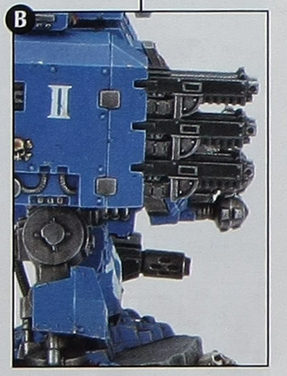


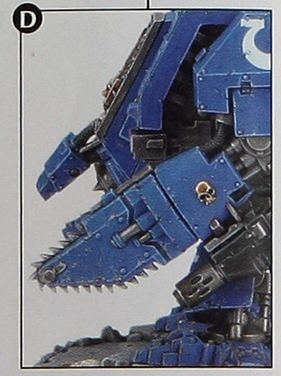
We recommend not permanently gluing your arms and weapons to the body of the Ironclad. That way you can tailor the armament to any battlefield situation. In a Planetstrike game you might want a seismic hammer, whilst for a standard mission a hurricane bolter might be preferred.



The kit includes options for all the weapons and wargear available to the Ironclad in the army list. For the right arm you can choose the Dreadnought close combat weapon (A) or the hurricane bolter (B). The left arm options include the seismic hammer (C) and the chainfist (D).







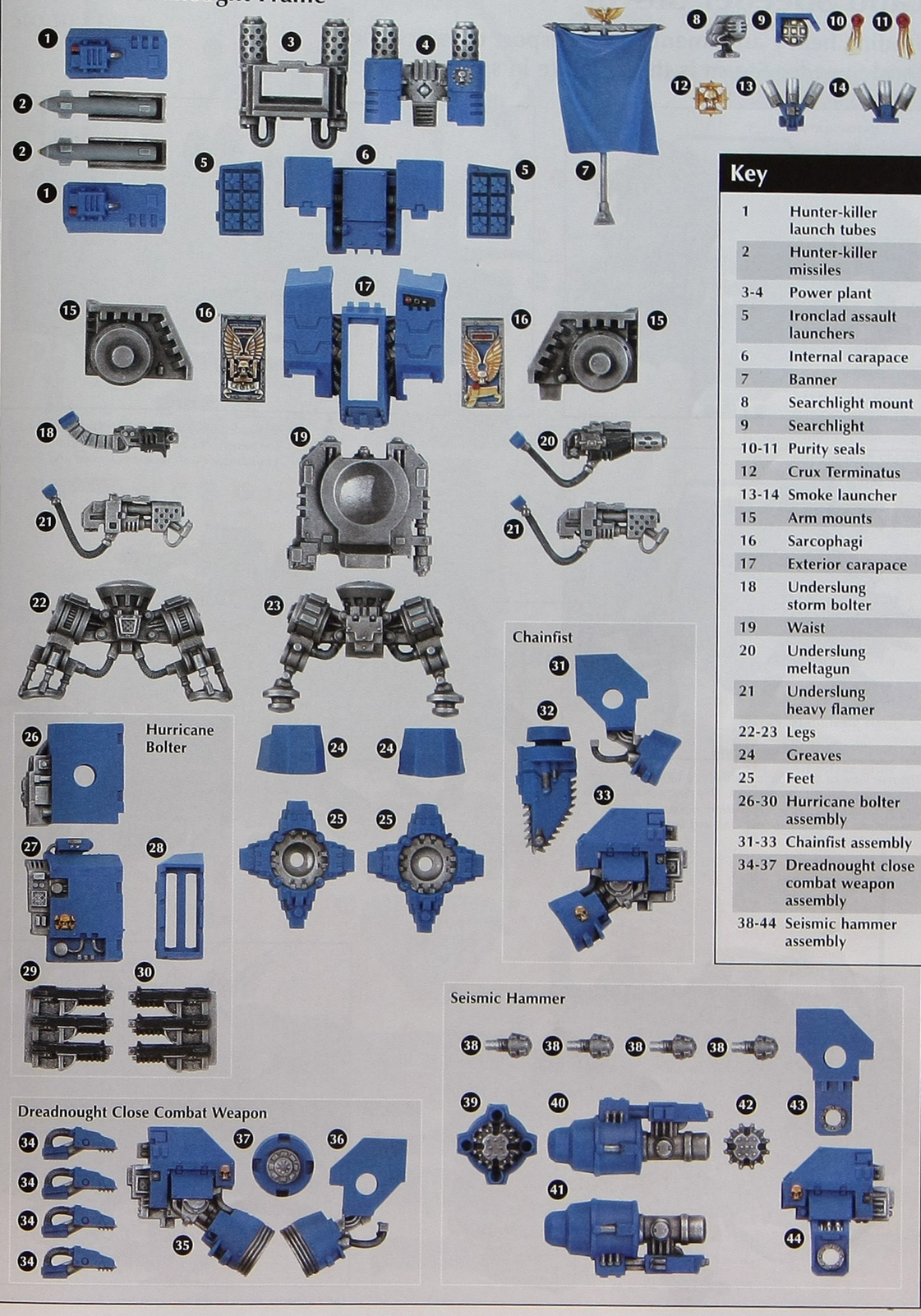


This Salamanders Ironclad is armed with a Dreadnought close combat weapon and seismic hammer. It is also kitted out with Ironclad assault launchers and a searchlight, all of which are available on the Ironclad frame.



This Crimson Fist Ironclad is armed with a hurricane bolter and chainfist combo. Note the crimson colouring on the casing of the chainfist, following the Chapter's famous livery.

Ironclad Dreadnought Frame

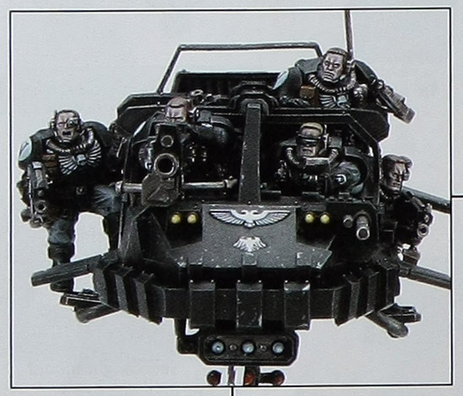


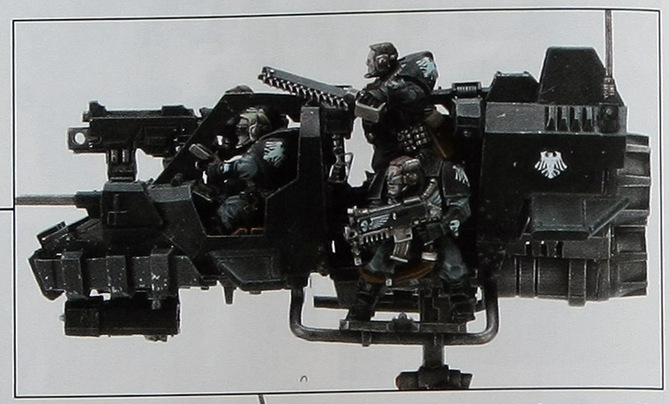
Key

1	Hunter-killer launch tubes
2	Hunter-killer missiles
3-4	Power plant
5	Ironclad assault launchers
6	Internal carapace
7	Banner
8	Searchlight mount
9	Searchlight
10-11	Purity seals
12	Crux Terminatus
13-14	Smoke launcher
15	Arm mounts
16	Sarcophagi
17	Exterior carapace
18	Underslung storm bolter
19	Waist
20	Underslung meltagun
21	Underslung heavy flamer
22-23	Legs
24	Greaves
25	Feet
26-30	Hurricane bolter assembly
31-33	Chainfist assembly
34-37	Dreadnought close combat weapon assembly
38-44	Seismic hammer assembly

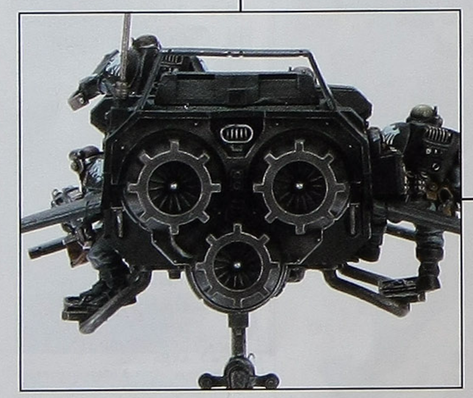
Land Speeder Storm

Trading heavy armaments for transport capacity, the Land Speeder Storm is the ultimate in speed and stealth.

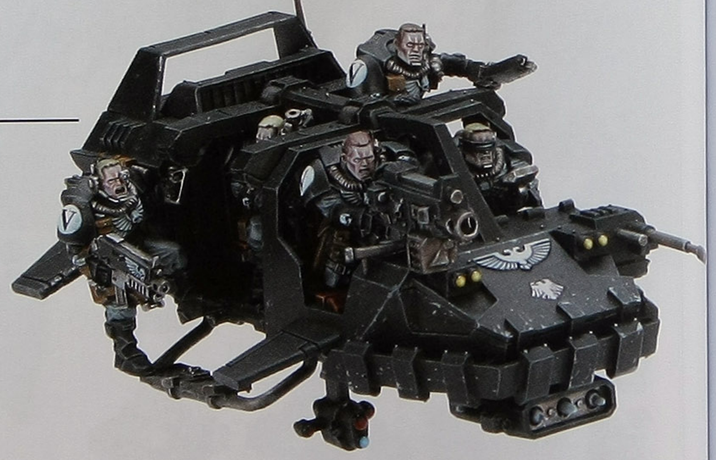




This side elevation shows the Scouts arrayed in the passenger compartment of the craft, ready to disembark with weapons locked and loaded.



The rear view of the vehicle highlights a different profile to that of the existing Land Speeder. This craft has three thrusters configured in a Y-formation, designed to compensate for the additional load and larger chassis.

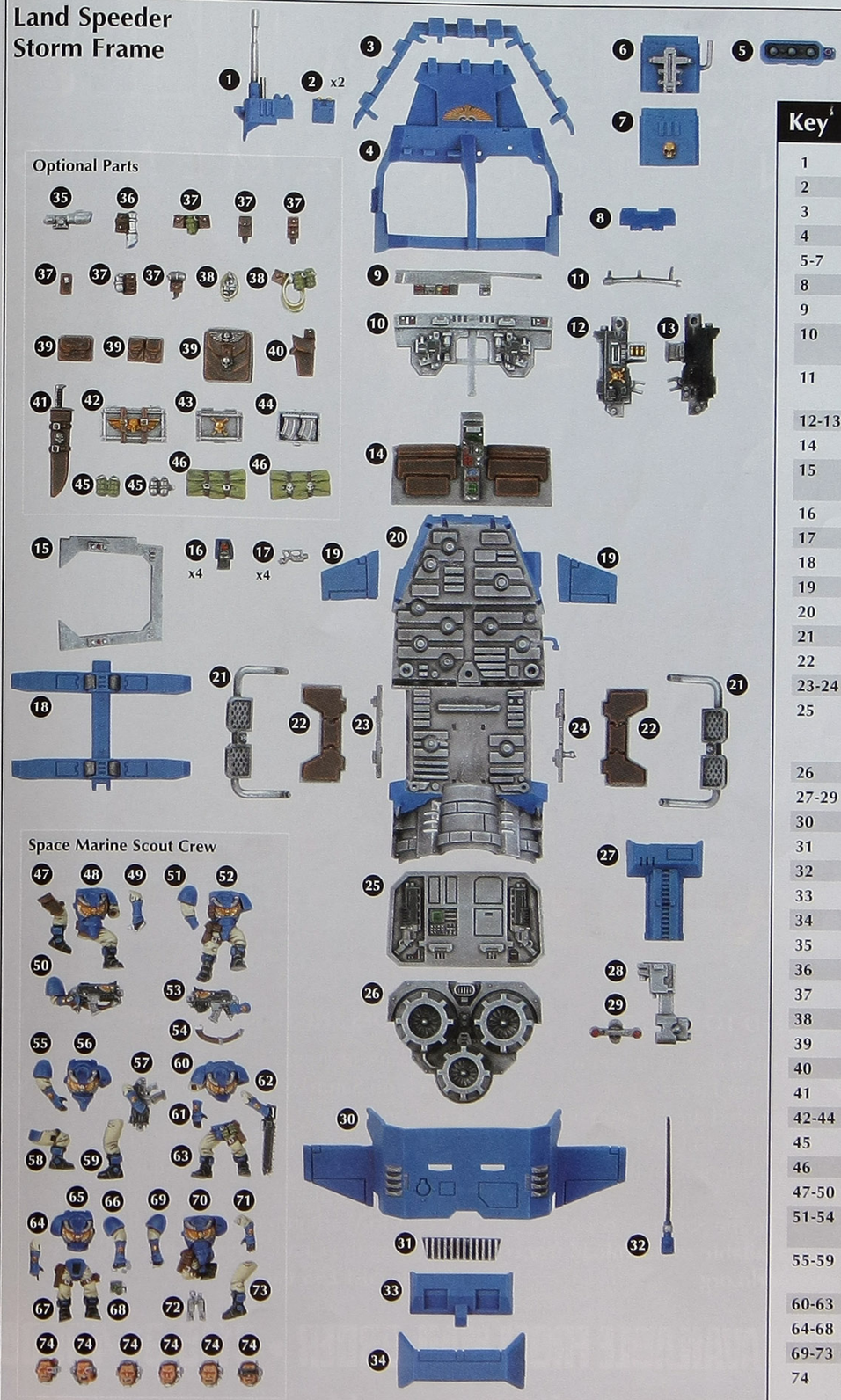






Land Speeder Storm of the Salamanders Chapter.

Land Speeder Storm Frame



Key

1	Sensor array
2	Headlights
3	Armoured bumper
4	Front canopy
5-7	Cerberus launcher
8	Wind shield
9	Dashboard
10	Compartment partition
11	Heavy bolter rail mount
12-13	Heavy bolter
14	Crew seats
15	Rappelling rig support plate
16	Rappel wire control
17	Rappel handles
18	Rappelling rig
19	Fins
20	Chassis
21	Treadplates
22	Rear seating
23-24	Step edging
25	Passenger compartment rear wall
26	Thrusters
27-29	Stabilising stem
30	Rear canopy
31	Air intake grille
32	Antenna
33	Air intake housing
34	Spoiler
35	Targeter
36	Spare targeter
37	Belt pouches
38	Belt accessories
39	Pouches
40	Holster
41	Sheathed knife
42-44	Ammo boxes
45	Grenades
46	Camo cloaks
47-50	Sitting Scout
51-54	Rappelling Scout
55-59	Scout loading weapon
60-63	Scout Sergeant
64-68	Pilot
69-73	Gunner
74	Scout heads

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WHAT WILL YOU NEED TO ATTEND?

- A 2000 point fully painted army if you are entering the Warhammer Heats.
- A 1500 point fully painted army if you are entering the Warhammer 40,000 Heats.
- A good level of understanding of the rule set you will be using.
- Somewhere to stay on the Saturday evening.
- **Tournament pack available to download from www.warhammerworld.org**

WHAT DOES THE TICKET COVER?

- Six games over two days.
- Lunch on Saturday and Sunday and an evening meal on Saturday.
- The ticket also includes tea and coffee in the morning on both days and doughnuts on Saturday morning to get you started.
- Access to Warhammer World facilities including the Citadel Miniatures Hall.
- **Tickets cost £55 each.**

TICKETS NOW AVAILABLE FROM MAIL ORDER • 0115 91 40000

WARHAMMER WORLD

www.warhammerworld.org

GAMES WORKSHOP®

GAMES DAY™ & GOLDEN DEMON 2009

We thought we'd take this opportunity to reveal some of the incredible displays, activities and products which will be available on the day.



It's that time of year when we are all gearing up for the enormous event that is Games Day. Tickets are available, gaming boards are being built and Golden Demon entries are being feverishly converted and painted. So that you all know what is going to be on offer this year, we've gone round Head Office, poking and prodding all manner of reticent souls, to extract from them their fiendish plans for Games Day!

EXHIBITIONS

Games Workshop's Citadel miniatures are staggering – the very best fantasy miniatures in the world, in fact – and the universes they inhabit are equally as grand in scale and intricate in detail, having been lovingly shaped and crafted across three decades. Part of what brings those places to life is the imagery used in the books and on boxes, adding colour and depth to the background text and the miniatures themselves. Once again UK Games Day will be hosting the Archive Exhibition, giving you the chance to see the original art which is used in so many ways.

This year the ever-impressive Space Marines Exhibition will be returning to the shores of the UK having travelled to the Paris, Baltimore, Toronto and Chicago Games Day events. These visits were merely a series of trial runs for this, the largest Exhibition we've ever held. With more original art, classic miniatures and memorable boxed products than ever before, the Exhibition has grown significantly. You'll be drooling at the glass and grabbing for your camera. Seeing something printed in a book is one thing, seeing the original pieces in the flesh is an experience not to be missed.

PREMIER EVENT

GAMES DAY PREVIEW

GAMES DAY & GOLDEN DEMON 2009

Games Day is Games Workshop's premier event, showcasing the many aspects of our Hobby, and tickets are already on sale!



This year's Forge World event miniature is a Commissar from the Death Korps of Krieg.



Black Library are pulling out all the stops this year, releasing a mighty six books as well as the exclusive Thunder From Fenris audiobook.

FORGE WORLD

The boyz at Forge World have already unveiled their events-only model for the 2009 show season; the Death Rider Commissar for the Death Korps of Krieg. Designed by Mark Bedford, this fantastic model, which comes with alternate arms, will only be available from Games Days and other shows attended by Forge World this year.

Forge World will of couse be bringing all their very latest miniatures, creatures and Super-heavy vehicles straight from the blast furnaces, together with one or two exclusive miniatures while stocks last. We hope to bring more on these new releases in a future issue.

ART COMPETITION

Once again we will be running our ever popular Art Competition, the theme for which is "Champions of Chaos". Entries can be Warhammer or Warhammer 40,000 themed and you will need to bring your entry with you as there are no facilities or materials to enable people to draw their entry on the day. Bring your entry to the stand, before 1pm, to register and you will be given a ticket to match your entry. You will be able to collect your artwork between 3:00pm and 3:30pm.

Please note artwork should be no larger than A4, (we always get some people with huge canvases, frescoes, replicas of the Sistine Chapel roof etc.) and there can only be one entry per competitor.

BLACK LIBRARY

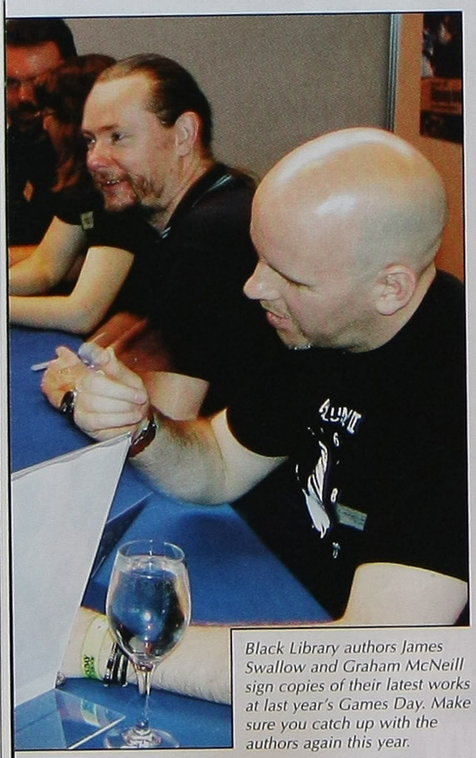
Games Day sees Black Library launch into action alongside Colonel-Commissar Gaunt and Imperial Commissar Cain!

Dan Abnett's *Blood Pact* – the next instalment in the best-selling Gaunt's Ghosts series – will be released on the day. We will also be selling a Games Day exclusive chapbook with a brand new tale starring Ciaphas Cain, and both Dan Abnett and Sandy Mitchell will be signing these new titles on the day!

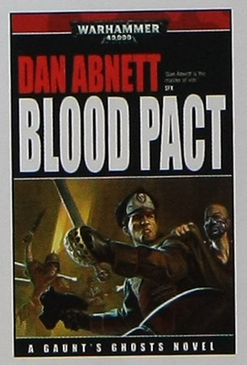
Space Wolf fans, watch out: Black Library is very excited to be pre-releasing *Thunder From Fenris* – an exclusive Space Wolves audio CD, featuring a brand new adventure that you can listen to while you paint! Alongside this, we are launching the second *Space Wolf Omnibus* and will have plenty of copies of the first volume as well.

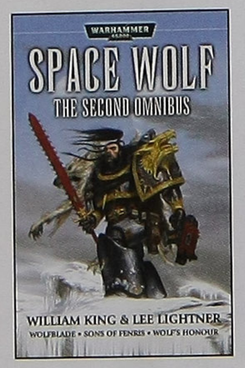
Other exciting releases on the day include *Innocence Proves Nothing*, *Shamanslayer*, and the next instalment in the thrilling Empire Army series, *Iron Company*. We will also be launching the new Imperial Guard novel, *Cadian Blood*, written by our new star author Aaron Debmski-Bowden and there will be a brand new edition of *Liber Chaotica*, and a free sampler of exciting forthcoming releases.

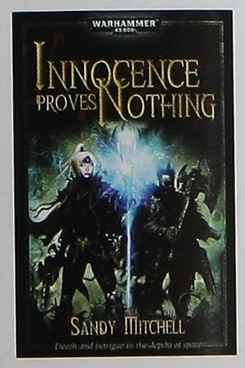
As well as Dan and Sandy, guest authors will include Graham McNeill, James Swallow, Chris Wraight, Richard Williams, Gav Thorpe and Nick Kyme. Also in attendance will be the talented cover artists Neil Roberts and Jon Sullivan.



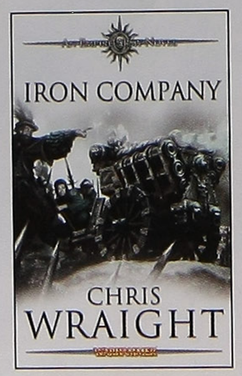
Black Library authors James Swallow and Graham McNeill sign copies of their latest works at last year's Games Day. Make sure you catch up with the authors again this year.

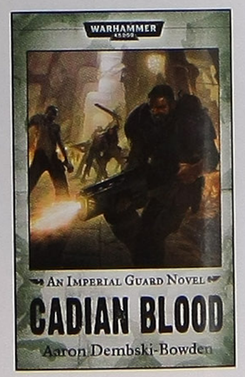
















Once again, this year's ticket includes the exclusive Games Day Miniature – a mighty Exalted Hero of Chaos.

10am to 4pm on Sunday 27th September 2009. Birmingham National Exhibition Centre (NEC). Tickets cost £30 and include this year's exclusive Games Day Miniature.

Games Day tickets are ON SALE NOW and are available from your local Hobby Centre, through Direct on 0115 91 40000, and from Games Workshop online:

www.games-workshop.com

GAMES DAY & GOLDEN DEMON 2009™

Entry Number ..... For official use only

OFFICIAL ENTRY FORM

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

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Description of entry .....

.....

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Category Number

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



Event Calendar

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



HEAT 1
•10th-11th October 2009
HEAT 2
•7th-8th November 2009
HEAT 3
•21st-22nd November 2009



HEAT 1
•17th-18th October 2009
HEAT 2
•14th-15th November 2009
HEAT 3
•28th-29th November 2009

SUMMER OF WAR

July

11th The Lord of The Rings Doubles Tournament

Date: 11th–12th July, 2009
Venue: Warhammer World, Nottingham
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 The Lord of The Rings Doubles Champions?

Each team will need two fully painted forces: one Good, one Evil, selected from the Legions of Middle-earth supplement. Each force must be made of two 350 point contingents.
Tickets: Tickets cost £85 per two-player team and includes lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.
Contact: Mail Order – 0115 91 40000
Website: www.warhammerworld.org

18th Tactica 2009

Date: 18th–19th July, 2009
Venue: Warhammer World, Nottingham
Details: The fortress world of Lenton has been besieged by aliens and heretics for as long as anyone can remember. While the enemies of the Imperium still march on this cursed rock, there can be only war!

Fight for your own glory, and that of your club in the face of the most complete tactical challenge. Compete in all nine scenario variations from the Warhammer 40,000 rulebook over two days of fanatical fun! Each player will need a fully painted 1000 point Warhammer 40,000 army.
Tickets: Tickets cost £40 per player and includes lunch on both days, and tea and coffee at the start of both days.
Contact: events@gamingclubnetwork.org
Website: http://tactica.gamingclubnetwork.org

August

1st Huddersfield Apocalypse

Date: 1st–2nd August, 2009
Venue: Laser Zone, 29 St Johns Road, Huddersfield, HD1 5DX
Details: The Cellar Dwellers gaming club invites you to join them in the Huddersfield Apocalypse Tournament. With prizes to be won for friendly and competitive play, battle your way through four games over two days with armies of 3000 and 5000 points.
Tickets: Tickets cost £30 per player.
Contact: sales@huddersfieldgames.co.uk

15th Warhammer Battlefields

Date: 15th–16th August, 2009
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: Battlefields Events represent a fantastic opportunity to play the sort of games you wouldn't be able to play under normal circumstances. Making use of different sized armies, challenging scenarios and unusual deployments, the event is geared towards empahsising the wider possibilities of the rules in a relaxed, social environment.
Tickets: Tickets cost £55 per player and includes lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.
Contact: Mail Order – 0115 91 40000
Website: www.warhammerworld.org

23rd The Lord of The Rings Doubles Tournament

Date: 23rd August, 2009
Venue: GW Wakefield
Details: Pair up with a friend to battle against others in this competition of deadly duos. To play you will need two warbands of 300 points using the armies from the Legions of Middle-earth supplement, and a friend to play with. Full details of the rules will be sent with the event pack.
Tickets: Tickets cost £15 per two player team.
Contact: GW Wakefield – 01924 369431

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

GAMES DAY & GOLDEN DEMON 2009

27TH SEPTEMBER AT THE BIRMINGHAM NEC

As part of the Birmingham NEC's ongoing programme of improvements, Games Day 2009 will be situated in the cavernous expanses of Halls 1 and 2, allowing us to hold, literally, the largest Games Day in history! Read a sneak preview of some of what we have in store for this year's event on page 103.

Visitors to this year's event are advised that seating in Halls 1 and 2 will be extremely limited.



CALL **0115 91 40000** FOR DETAILS



Art and Design Exhibition

25th May–13th July

An exhibition paying Humanity's defenders the respect they are due. Featuring iconic images and new art from the Archives and miniatures. Open daily; display may be limited during large events.

WARHAMMER WORLD

Summer Hobby Camps

Want to try something different during the School Holidays? Fancy assembling, painting and gaming with a brand new Warhammer or Warhammer 40,000 army? Then the Warhammer World Hobby Camps might just be the thing for you!

At each camp a group of gamers get together with like-minded hobbyists and spend the week assembling, painting and gaming with a brand new Warhammer or Warhammer 40,000 army.

Our goal is for hobbyists to learn a variety of skills and techniques that they can apply to their future modelling, gaming or painting projects. To help learn these skills we provide Hobby Camp Coaches, who advise and coach on all these areas.

The Warhammer World Hobby Camps currently cost £186.00, and includes a Large Army Carry Case, a Battalion or Battleforce of your choice and a cooked lunch with a dessert and a drink each day. We'll also provide the tools, paints, brushes and materials you need to create a battle-ready army.

For more details and to make a booking, contact Matt Lincoln on:

whworldevents@games-workshop.co.uk

Dates	Game Systems	Ages
27th–31st July	Warhammer & Warhammer 40,000	12–16*
3rd–7th August	Warhammer & Warhammer 40,000	16+
10th–14th August	Warhammer & Warhammer 40,000	12–16*
17th–21st August	Warhammer & Warhammer 40,000	12–16*
24th–28th August	Warhammer & Warhammer 40,000	12–16*

**Parents may attend with their children*

To find more exciting events and activities near you, go to:

www.games-workshop.com

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

AVAILABLE TO ORDER

Man the defences – Planetstrike is here! But fear not, as you can now order these exclusive defence bundles, to make even the most determined attacker think twice!

You can buy our products from the following sources

- Games Workshop stores — Page 108
- GW Online store — Page 119
  www.games-workshop.com
- Games Workshop Direct — Page 119
- Independent Stockists — Page 108

WARHAMMER 40,000

Planetstrike

Chaos Bastion

Athough Imperial bastions are scattered all across the galaxy, over time some have fallen into the hands of the enemy or been taken by the forces of Chaos. Once in the hands of the Dark Gods' followers, the corrupting effects of Chaos take hold. This kit contains one bastion and two Chaos Accessory frames.



CHAOS BASTION
99120102033 £28†, €38.50, 325dkr, 385skr/nkr

L.O.S Markerlight

Back by popular demand, the L.O.S Markerlight is useful for quickly determining which models have line of sight to a target during a battle. With all the extra terrain on the table in a Planetstrike game, this will come in handier than ever!





L.O.S. MARKERLIGHT
99220199040 £6†, €9, 70dkr, 80skr/nkr

The Spear of Sicarius

When leading a planetary invasion, the Captain of the Ultramarines 2nd Company often employs a battle formation known as the Spear of Sicarius. The Spear draws elements from several companies to form a hard-hitting elite around a core of Sicarius' own men.

- 1 x Captain Sicarius
- 1 x Command Squad (5 man)
- 6 x Tactical Squads (10 man)
- 4 x Terminator Squads (5 man)
- 2 x Dreadnoughts
- 4 x Assault Squads (10 man)
- 1 x Vanguard Squad (5 man)
- 9 x Drop Pods

142 Models!



THE SPEAR OF SICARIUS
99120101077
£610†, €890, 7155dkr, 8610skr/nkr

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Imperial Outpost

This set is great for small to medium games of Planetstrike. The two bastions can be completely surrounded by the defence lines for a sturdy fortification. And, with the Realm of Battle Gameboard included, you'll have a brilliant-looking terrain set.

Contents include:
- 2 x Bastions
- 2 x Icarus Lascannons
- 3 x Quad-guns
- 2 x Comms Relays
- 12 x Double Blast Shield sections
- 12 x Single Blast Shield sections
- 1 Realm of Battle Gameboard

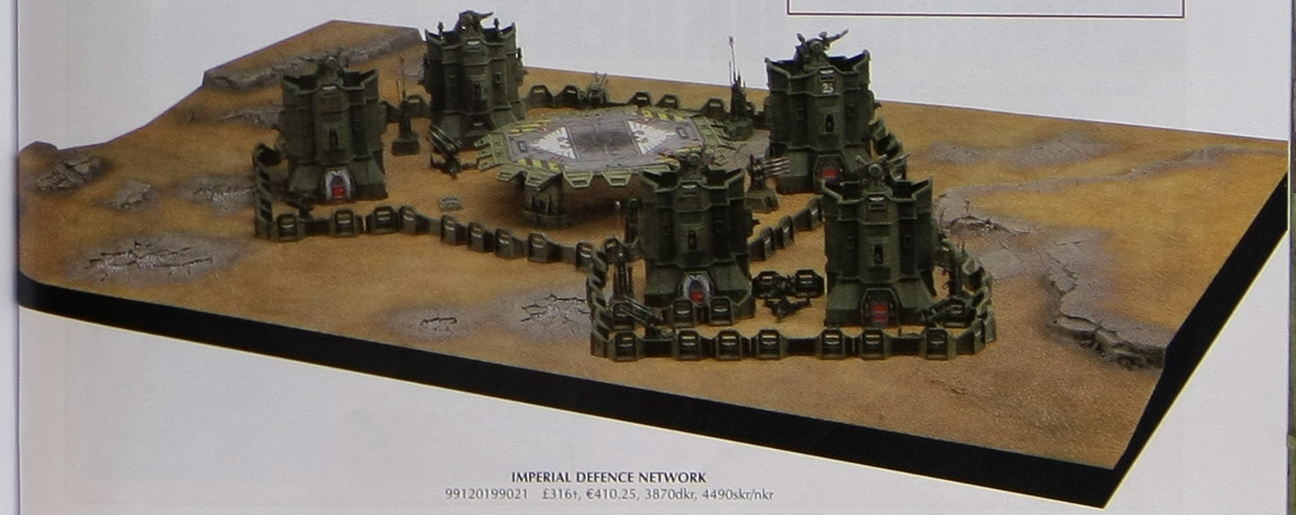


IMPERIAL OUTPOST
99120199020 £206†, €270, 2625dkr, 3030skr/nkr

Imperial Defence Network

This represents an established Imperial installation. With six objectives it's great for massive games of Planetstrike or giving you the option of limitless defence set-ups in smaller battles. Containing five bastions, a Skyshield Landing Pad and enough Aegis Defence Lines to stretch across two thirds of the Realm of Battle Gameboard, this really is a formidable terrain set.

Contents include:
- 5 x Bastions
- 1 x Skyshield Landing Pad
- 5 x Icarus Lascannons
- 7 x Quad-guns
- 5 x Comms Relays
- 28 x Double Blast Shield sections
- 28 x Single Blast Shield sections
- 1 Realm of Battle Gameboard



IMPERIAL DEFENCE NETWORK
99120199021 £316†, €410.25, 3870dkr, 4490skr/nkr

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Bitz Packs

Bitz Packs are for hobbyists who want to add that extra level of detail to their force, or create bespoke conversions. Here are some of the latest Bitz – check the online store for more.

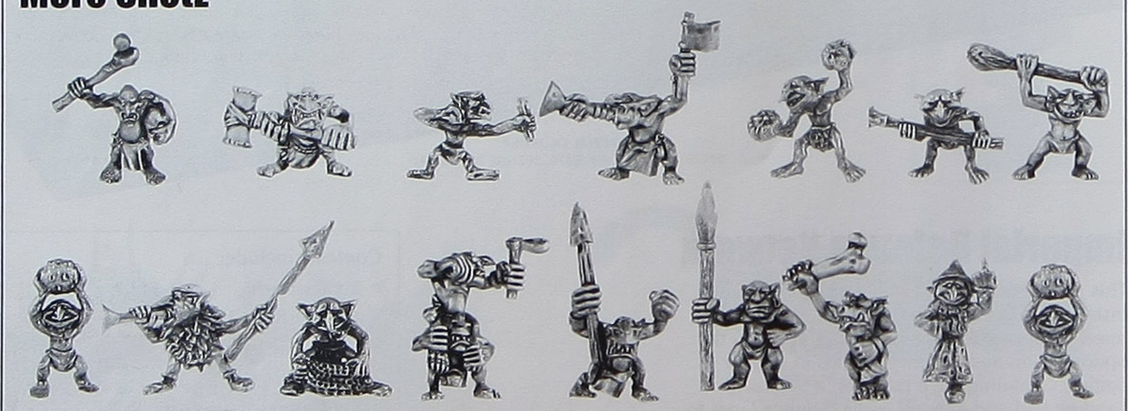
Orc Shields





ORC SHIELDS
99060209203 £6†, €9, 70dkr, 80skr/nkr

More Snotz



MORE SNOTZ
99060209205 £12†, €15.50, 140dkr, 160skr/nkr

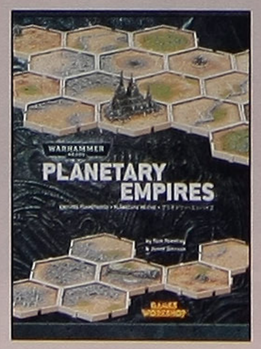
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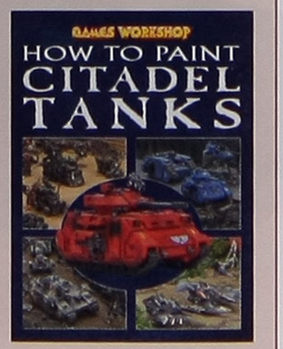
Can't wait to get your hands on the latest releases? Then our Advance Order service is for you.

- **Get the latest products delivered to your door on the day of release!**
- **If you have your orders delivered to your local store, we'll send them POST FREE!**

Warhammer 40,000
Released 4th of July
- Warhammer 40,000 Expansion: Planetary Empires
- Planetary Empires Hive City Tile
- Imperial Guard Hellhound
- Imperial Guard Leman Russ Demolisher
- Imperial Crashed Aquila Lander
- Ork Battlewagon Upgrade Pack

Citadel
Released 6th of June
- How to Paint Citadel Tanks





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HOW TO ORDER

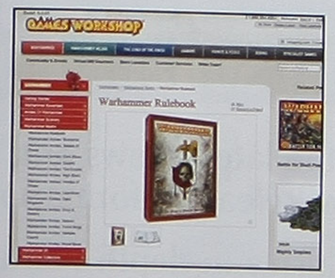
Our hobby range contains thousands of products, with more added every month. There are four ways to get your hands on GW products.

1 At Games Workshop Hobby Centres



- **Range of products**
  All our centres stock a large range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.
- **In-store order point**
  Many of our stores have a Direct in-store order point which you can use to access our entire range, including Specialist Games, Collectors and Bitz Packs allowing you to personalize and expand your miniatures collection.
- **Gaming Rooms and Battle Bunkers**
  All Gaming Rooms and Battle Bunkers provide the full range of Games Workshop services. However they are larger than a normal Hobby Centre and have many gaming tables, which makes them perfect for meeting fellow hobbyists.

2 On Our website at: *www.games-workshop.com*



At games-workshop.com we offer a fast, accurate and convenient service that allows you to order anything from our entire range of miniatures and other hobby products and have them delivered to your home or your local Hobby Centre.
- We aim to despatch all orders in three days, straight to your door.
- You can order ANY Games Workshop product.
- Our Advance Order service lets you order models and products before they are released, reserving your copy.
- Our complete range includes Specialist Games, Collectors and Bitz Packs, with new additions every month! Check out what's new today.

VeriSign Secured

3 By calling the Games Workshop Direct Customer Services team



Want to place an order? Need advice on the next purchase for your army? Got a question about Games Workshop products? Just pick up the phone and give us a call on: +44 (0)115 91 40000.

Our experienced team will guide you through the ordering process and will answer any queries you may have. They are also on hand for any individual tips and advice you may require.

MAIL ORDER OPENING TIMES
Monday: .....10am – 6pm
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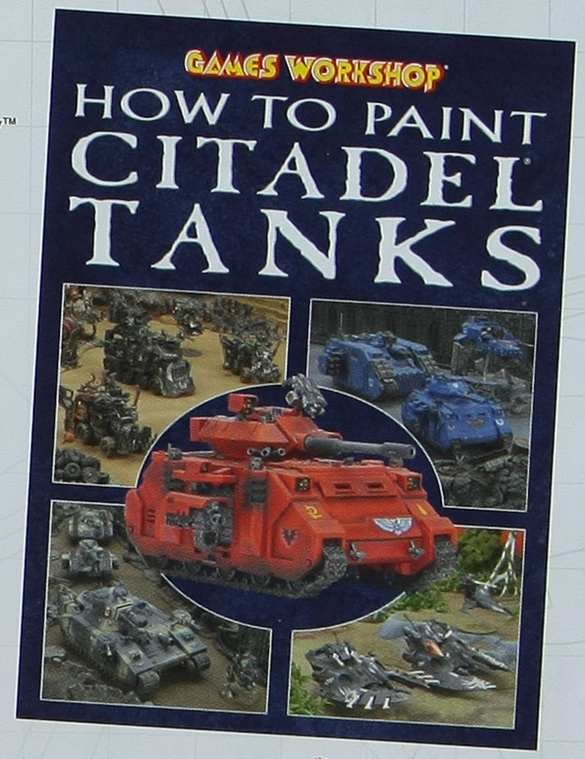
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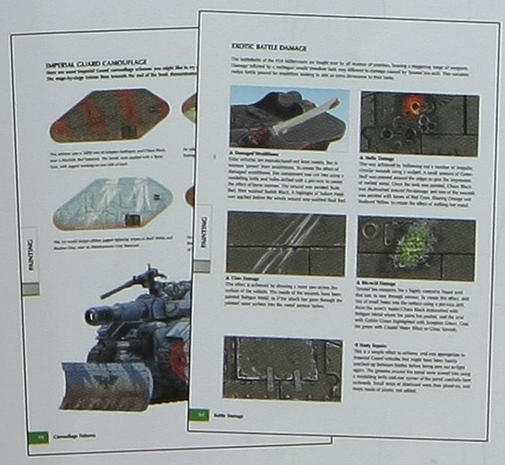
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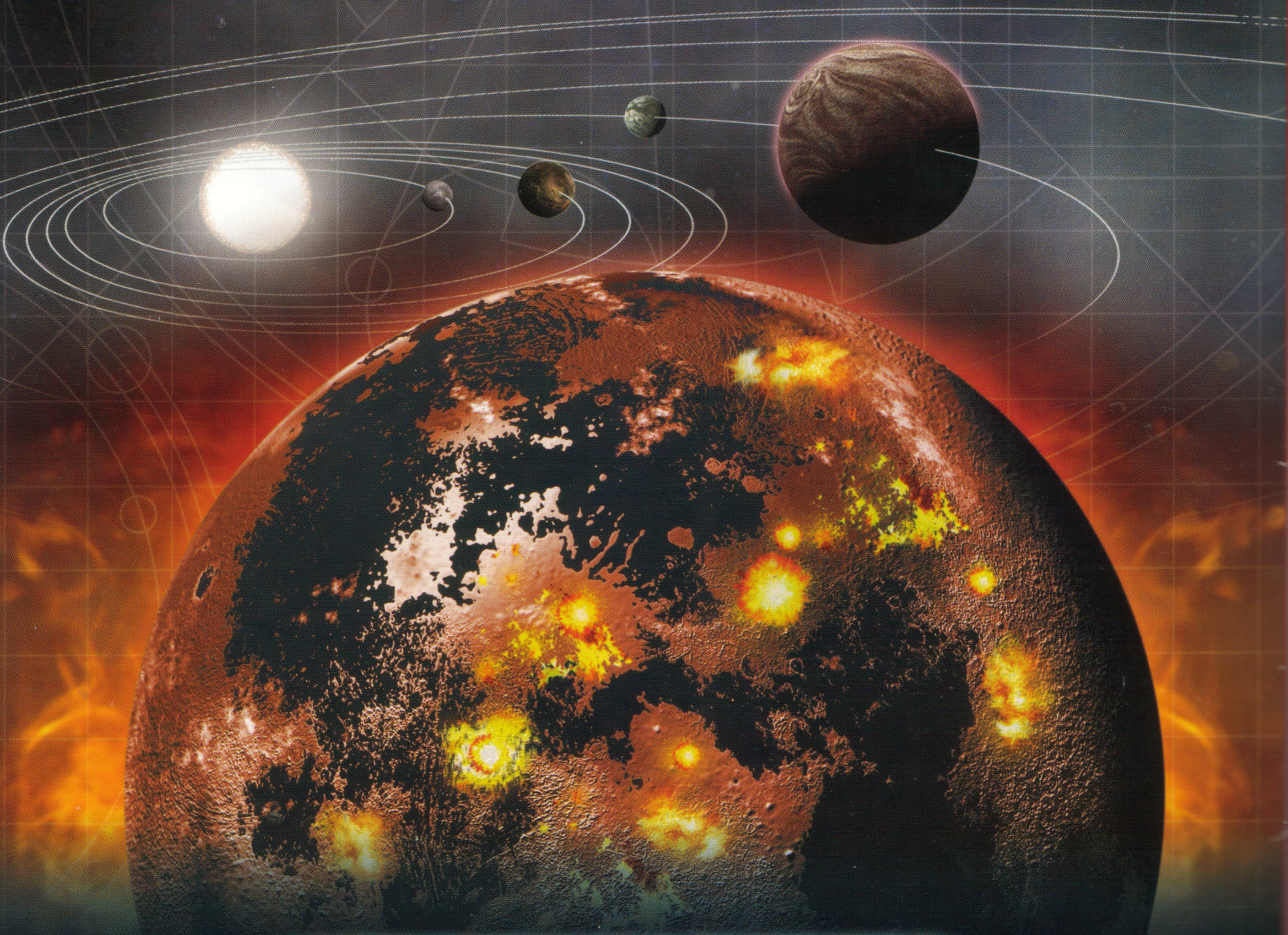
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