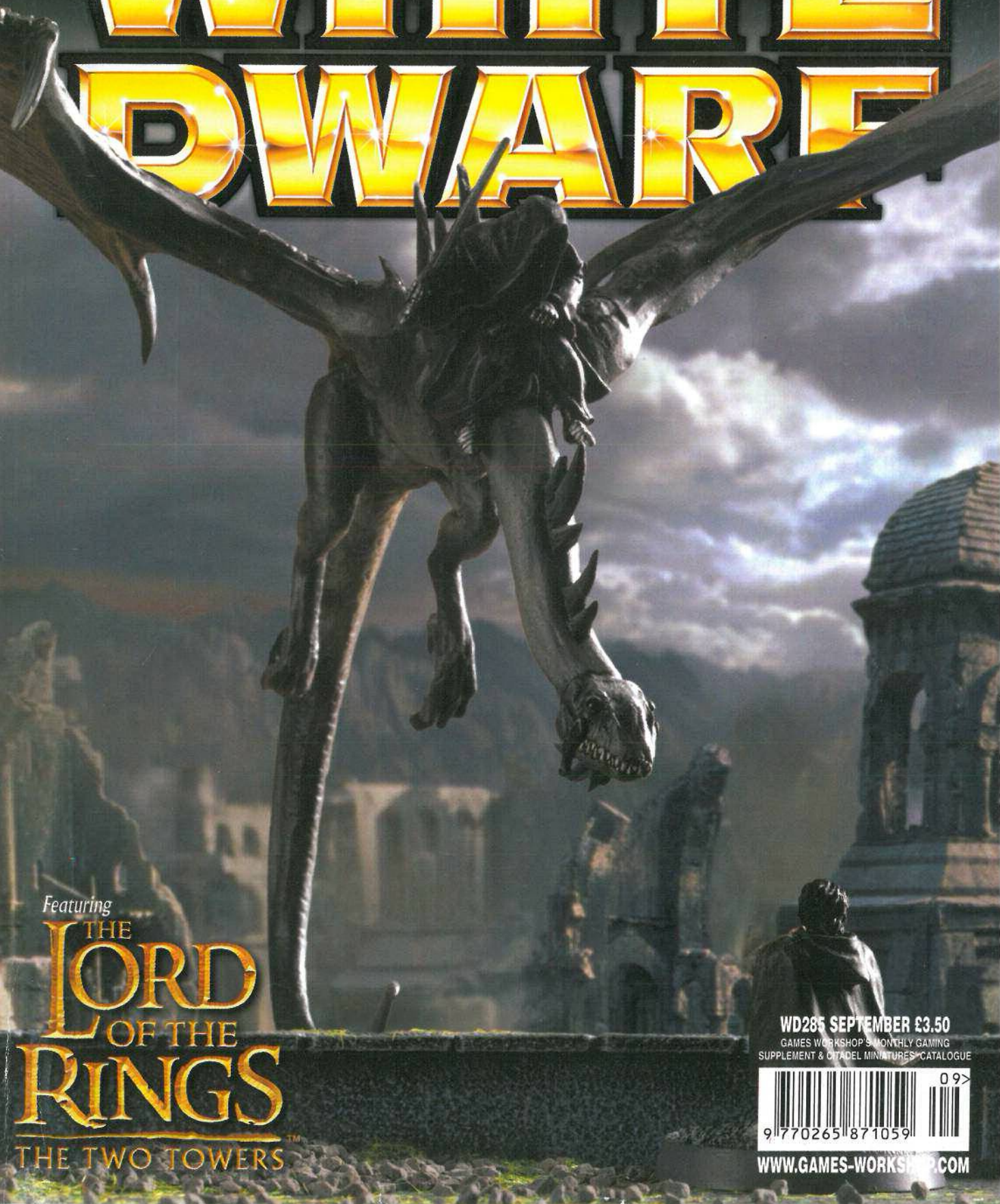


GAMES
WORKSHOP

NEW! WARHAMMER 40,000 CODEX: IMPERIAL GUARD

WHITE DWARF



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THE TWO TOWERS

WD285 SEPTEMBER £3.50

GAMES WORKSHOP'S MONTHLY GAMING
SUPPLEMENT & CITADEL MINIFIGURES CATALOGUE



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EDITORIAL

Editor: Paul Sawyer

Contributors: Gavin Thorpe,

Andy Chambers, Alessio Cavatore, Anthony Reynolds, Graham McNeill, Andy Hoare, Pete Haines, Matthew Ward, Phil Kelly, Matt Keefe, Jervis Johnson, Steve Cumiskey, Tammy Hays, Adrian Wood, Dylan Owen, Bo Tolstrup, Che Webster, Adrian Champion, John Carter & Martin Bunting.

PRODUCTION

Production Team: Andrew Stewart, Matthew Hutton, Sean Turtle, & Paul Rudge.

ARTWORK

John Blanche, Alex Boyd, Paul Jeacock, David Gallagher, Nuala Kennedy, Paul Dainton, Neil Hodgson, Karl Kopinski & Stefan Kopinski.

CITADEL DESIGN TEAM

Jes Goodwin, Brian Nelson, Juan Diaz, Aly Morrison, Alan Perry, Michael Perry, Trish Morrison, Mark Harrison, Alex Hedström, Colin Grayson, Dave Thomas, Dave Andrews, Tim Adcock, Gary Morley, Adam Clarke & Martin Footitt.

'EAVY METAL TEAM

Keith Robertson, Neil Green, Mark Jones, Kirsten Williams, Neil Langdown, Darren Latham, Seb Perbet & Kevin Asprey.

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GAMES WORKSHOP

Willow Road, Lenton, Nottingham, NG7 2WS

EDITORIAL

THE SANDS OF TIME...

Eight years ago I was part of Mail Order, producing the Citadel Journal (God rest its soul) and all the promotional paraphernalia, such as flyers, posters, etc. (In those days we used to wear green polo-shirts emblazoned with 'Mail Order Troll'.)

However, I recently realised that the Trolls have evolved somewhat since my time and this was underlined when I was showing visitors around GW HQ here in Lenton not long ago.

During the tour I ventured into our sales area and was explaining that this was where our Mail Order Trolls worked, the very same people that were on the other end of your phone selling you all manner of hobby supplies. Out the corner of my eye I noticed the less than happy face of Glen Robinson, head of this section of the company and I duly made a mental note to have a chat with him about just how far I'd pushed my foot down my throat...

Chatting with Glen later I quickly realised things have changed a LOT recently:

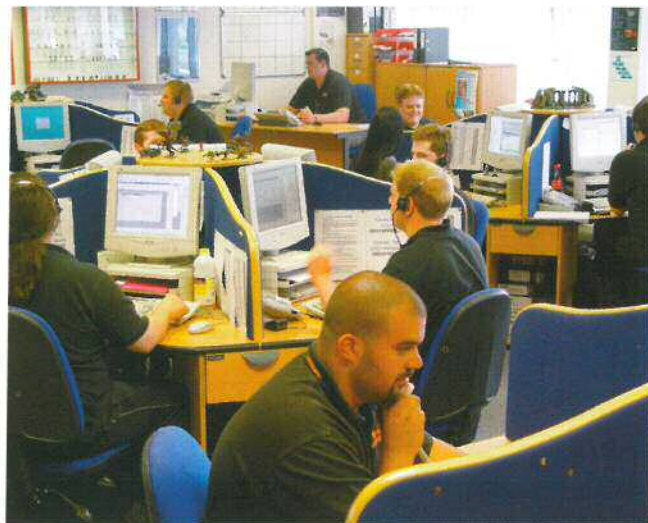
First and foremost, they are no longer called 'Mail Order' – the department's role is much wider than sitting on a phone all day taking orders and the amount of postal orders we receive has dwindled to nothingness as the webstore has grown massively in popularity (most of our orders are now made online).

The nomenclature 'Troll' is also consigned to the history books – they are now 'Hobby Specialists'. Glen was very proud of this change in direction and he pointed out that we no longer have salesmen at the end of the phone – hobbyists know what they want and don't need someone telling them what to buy. However, if advice is needed they are ideally placed to offer suggestions. None of the Hobby Specialists receive any form of sales training as they are there to provide a very different service for callers.

Each member of the team is an expert in all fields of the hobby, be it painting, modelling or any of our game systems.

A staggering 70% of calls are from people simply looking for advice about the hobby. On average the team receives about 500 calls a day with the majority being from the UK, although many also from overseas.

So, what can these Hobby Specialists provide us with? I hope you're sitting comfortably because



their repertoire is incredibly large...

As mentioned earlier they are a great resource for rules questions. If you need a rule clarifying or want advice on putting an army list together for your new army, for example, their advice is only a phone call away.

The team also have a great wealth of knowledge as regards painting and converting. Need help with a painting technique or are after advice on what bits to use in a conversion? You know where to call for a friendly chat and a few pointers.

As you'd expect they know their way around our product range and with over 17,000 items that's no mean feat! If you need advice on what's available, be it back catalogue or new release, they will be able to advise you.

You can also order from our massive back catalogue of miniatures or components from our classic or collectors' ranges. Some of these items hark back to 1986! We also have a colossal loose component service for you to customise and convert your models. The Hobby Specialists will be on hand to guide you through the system.

The entire Specialist Games range is available through this channel. On top of that our Hobby Specialists are on hand should you need help with the rules or further information.

It would be remiss of me not to plug subscriptions for this wondrous magazine (if you haven't got one, take one out you shandy-drinking lightweight!) but the team also offer subscriptions to Warhammer Monthly, Blood Bowl Magazine or any other of our

periodical publications. Just call the Hobby Specialists team.

Tickets for our events such as Games Day, the Warhammer Grand Tournament, etc, are also available from the Hobby Specialists – in fact it's the only place you can get tickets for all of our events throughout the year.

To hear Glen's near evangelical preaching about how his new team is so much different from my era made me feel suddenly very old. On the other hand it's all rather exciting and, in my opinion, a great step forward for the hobbyist.

The phone lines are open between 9am and 9pm Monday to Friday and between 10am and 6pm on Sundays.

So, give them a call next time you need help with any aspect of our hobby – their number is:

0115 91 40000

SPECIAL THANKS

And finally I have to say a massive thank you to all those who rallied around to make this issue happen following some extreme and unexpected problems this month. Nathan Winter, Adam Shaw, Dylan Owen, Andrew Sharman and Sean Turtle stand up and take a bow, I couldn't have done it without your help...

Until next month,

Paul Sawyer

Editor





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Please mark your envelope clearly with the name of the game you are writing to us about. If you want a reply you must enclose a self-addressed stamped envelope (overseas readers should include IRCs). We receive an enormous amount of mail. We do read every letter but it may take a little time for us to reply to you, so please be patient!

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Product Code: 60249999285
ISSN: 0265-8712 09

- 84** **Fanatic News (Specialist Games)**
Jervis Johnson's monthly column.
- 88** **Battle Report (Warhammer)**
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- 107** **The Lord of The Rings**
This month, we bring you Elven tactics, a painting masterclass, character updates, and Mark Jones shows us how to build a barrow terrain piece.

EYE OF TERROR THE FINAL COUNTDOWN

Abaddon, scourge of the Imperium, has been waging unholy war against the forces of the Emperor of Mankind in this his 13th Black Crusade.

Players across the world have chosen whether they are for or against The Despoiler's attempt to wrest the Cadian Gate from the Imperium's control. Thousands of games of Warhammer 40,000 and Battlefleet Gothic have been played and there is still time for more!

The global campaign ends on 31st August so gather your forces and make your last Herculean efforts to turn the tide of the campaign in your favour.

Check out the Eye of Terror campaign website:

www.eyeofterror.com

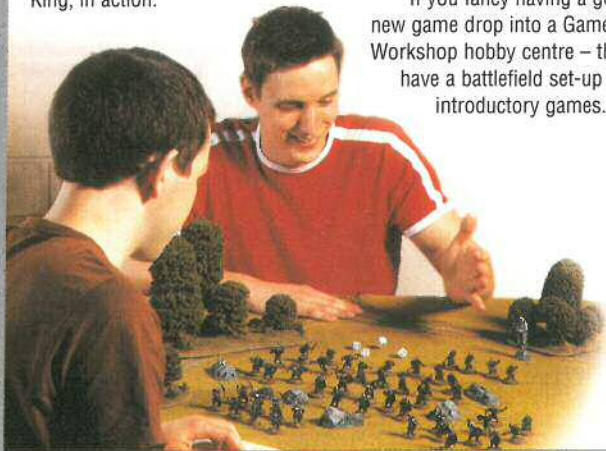


THE RETURN OF THE KING

Within days of The Two Towers DVD being launched (only a few days after this issue first hits the shelves), you'll get the chance to see (and try out!) the new version of The Lord of The Rings strategy battle game, The Return of The King, in action.

From September (after Games Day on the 12th to be exact), you'll be able to pop into your local hobby centre and check out the new The Return of The King miniatures and manual, including the new Mordor Orcs and Warriors of Minas Tirith.

If you fancy having a go at the new game drop into a Games Workshop hobby centre – they'll have a battlefield set-up for introductory games.



EVENTS DIARY WHAT'S ON AND WHERE

Are you running a tournament or organising a campaign day? If you want your event advertising in this fine publication all you need to do is drop us a line on:

eventsdiary@games-workshop.co.uk

The closing dates for receiving details for publication in the following issues are as follows:

3rd September for WD287 (November 2003)

6th October for WD288 (December 2003)

5th November for WD289 (January 2004)

OCTOBER

CALL TO ARMS

Date: 4th - 5th October 2003

Venue: Warhammer World, Lenton.

Details: 2-day tournaments for Warmaster and Battlefleet Gothic. 1-day tournaments for Mordheim (Saturday) and Necromunda (Sunday). Tickets are £40 for Warmaster and Battlefleet Gothic, and £25 for Mordheim and Necromunda.

Full details for each system will be sent with your tickets. Tickets on sale now.

Contact:

specgt@games-workshop.co.uk

Website:

www.games-workshop.com/gt

Games Workshop and Northamptonshire Council present:

SLAYER DAY

Date: 19th October 2003

Venue: The Pemberton Centre, HE Bates Way, Rushden, Northamptonshire.

Details: Featuring 'Conflict' tournaments for Warhammer 40,000 (1,000pts painted army), Warhammer (1,500pts painted army) and The Lord of The Rings (1,000pts of painted forces). Also participation games, painting workshops, painting competition, scenery making for non-tournament Open Pass attendees. Tournament tickets £25 - full details for each tournament will be sent with your tickets. Open Pass tickets £6. Tickets on sale now.

Contact:

events@games-workshop.co.uk

Website:

www.games-workshop.com/events

WARHAMMER GRAND TOURNAMENT 2004: HEAT TWO

Date: 25th - 26th October 2003

Venue: Warhammer World, Lenton.

Details: 2,000pts painted Warhammer army – full details will be sent with your tickets. The weekend will include six games and ticket prices include two lunches and Saturday's evening meal. Tickets on sale now, priced £40 each.

Contact:

whgt@games-workshop.co.uk

Website:

www.games-workshop.com/gt

NOVEMBER

GAMES WORKSHOP OPEN DAY

Date: 16th November 2003

Venue: Warhammer World, Lenton.

Details: Great participation games for many of our game systems, latest releases and sneak previews, 'Eavy Metal painting advice, Fanatic Specialist Games, Terrain Factory (make it and take it away with you!), Conversion Corner, Design Studio guests and seminars.

Tickets £10, on sale from September.

Contact:

events@games-workshop.co.uk

Website:

www.games-workshop.com/events

WARHAMMER 40,000 GRAND TOURNAMENT 2004: HEAT TWO

Date: 22nd - 23rd November 2003

Venue: Warhammer World, Lenton

Details: Fight for a place in the finals of this, the most prestigious tournament in the 40K gamer's calendar. You will require a 1,500pts painted Warhammer 40,000 army - full details will be sent with tickets. The weekend will include six games and ticket price includes two lunches and a Saturday's evening meal.

Tickets on sale from 23rd August 2003, priced at £40 each.

Contact:

40kg@games-workshop.co.uk

Website:

www.games-workshop.com/gt

DECEMBER

THE LORD OF THE RINGS STRATEGY BATTLE GAMES DAY: THE RETURN OF THE KING

Date: 14th December 2003

Venue: Warhammer World, Lenton.

Details: Take part in the adventure and join us for a day of The Lord of The Rings battles, painting and scenery-making workshops. Also the opportunity to meet the artists and designers of the game. 'Bring & Battle' tables will be available for your painted 250pts armies, whilst all other games are participation with miniatures provided.

Tickets £10, on sale from September.

Contact:

events@games-workshop.co.uk

Website:

www.games-workshop.com/events

SIEGE OF DARKNESS

The rumbling of war machines heralds this newest expansion for the WarCry CCG: 120 new cards bring more power to both the Grand Alliance and the Hordes of Darkness, and allow new strategies to come into play, as well as fortifying previous decks. War machines are in the spotlight, with both sides getting some deadly siege engines. Warhammer Fantasy favourites like the Steam Tank, the Helblaster Volley Gun, and the Chaos War Marmoth make an appearance.

This card set includes:

- 120 new cards that bolster both factions present in the WarCry CCG.
- 9-card randomly assorted boosters with a bonus Gold Piece card for WarCry's unique and ever-expanding redemption system.

- The first introduction of Skaven and Bretonnian units.
- Featuring high calibre art by some of the top artists such as Sam Wood, Adrian Smith, Wayne England and April Lee.

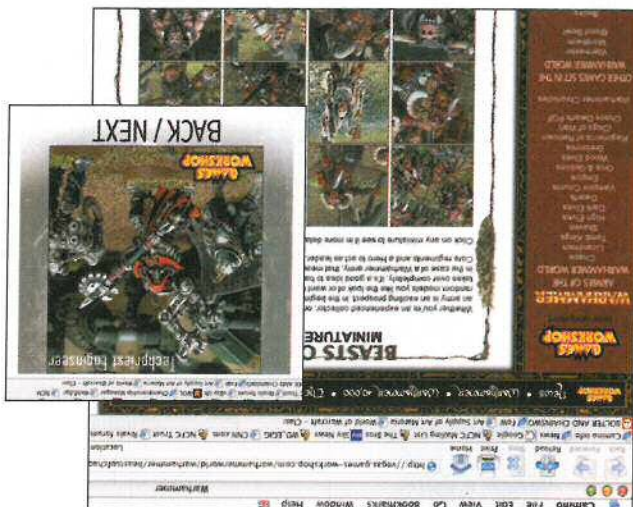
For more details check out the WarCry website:
www.war-cry.com



PAGES FROM THE PORTAL

Check out our website on www.games-workshop.co.uk for all the latest updates including breaking news, sneak-peeks of forthcoming miniatures, hobby articles and much more. We regularly update the UK website with new articles and literally thousands of pages for you to browse through. Every week we update the news page with all the latest articles, new releases, poll of the week, events information and our awesome sneak-peeks where you can see high quality images of upcoming miniatures:

To see the current sneak-peeks, check out the following links:
www.games-workshop.com/news/uk/previews/warhammer/default.htm
www.games-workshop.com/news/uk/previews/helldortherings/default.htm



WIN GLAMDRING!

WARHAMMER 40,000 COLLECTIBLES
● New in the Warhammer 40,000 Collectibles range is the introduction of the first alien, a Tau Fire Warrior based on the character Kais that you can play as in the new Fire Warrior computer game from THQ! This fantastic figure is armed with pulse rifle and carries a Tau sword, which was developed for the computer game. Kais is a hand painted limited edition figure, with each model being hand numbered.
Also available now is the third series of the Space Marines Warriors of the Imperium, included in the series is a Crimson Fists Marine in MKVI power armour with battle damage (from the Rogue Trader front cover). Dark Angels Veteran Sergeant with plasma pistol and power sword, Ultramarines Space Marine with missile launcher.
These great new limited edition figures in the Warhammer 40,000 Collectibles range are available from: www.sideshowtoy.com and direct from our soon to be launched "Collectibles" website: www.warparfacts.com

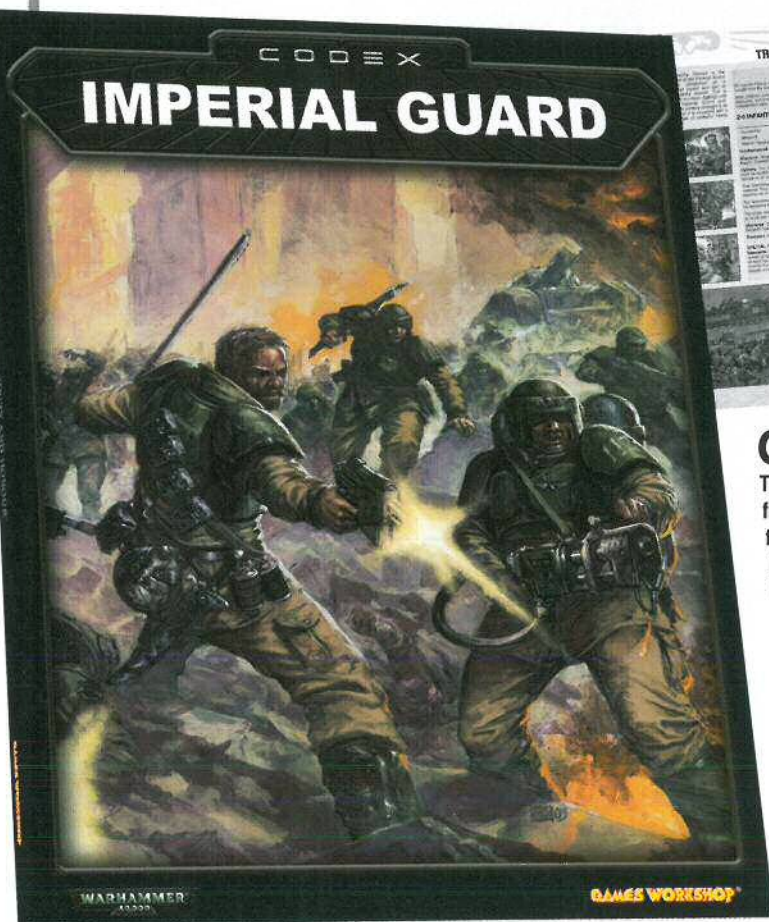
WARHAMMER 40,000 COLLECTIBLES

For over 30 years the Battle Orders Ltd. has been supplying movie weapons – that's full-size replicas of the real thing. Gamers will instantly recognise their two towers authorised and approved weaponry, featuring their latest additions – Narsil and Sridler's sword.

Battle Orders have kindly given us a life-size replica of Gandalf's sword, Glamdring, worth £250 (right). We'll be giving this superb prize away in a competition on page 109 which is exclusive to readers of White Dwarf. Make sure you pay a visit to the Battle Orders website: www.battleorders.co.uk

or call on 0870 443 0182 for a full catalogue if you are interested in collecting from a vast array of showcase weaponry.

VICTORY OR DEATH



CODEX: IMPERIAL GUARD

The Imperium of Man is beset in all quarters by perfidious traitors from within, savage aliens from without, and Warp-spawned fiends from beyond. Across countless warzones, the warriors of the Imperial Guard form the staunch backbone of the desperate war to hold back the relentless tides of the Imperium's enemies.

Of all the armies in Warhammer 40,000, the Imperial Guard has the potential to field the most models. This needn't be the case, but if an impressively large army is what you are looking for then you need look no further than the Imperial Guard. Even with a generous amount of vehicles, an Imperial Guard army can field upwards of a hundred men in a standard 1,500 points game, and the sight of so many figures arrayed in close order firing lines beneath their standards is an awesome sight. This 80-page book contains background, painting and modelling guides, and full rules for fielding an Imperial Guard army.

CADIAN COMMAND HQ

A regiment's most competent soldiers are formed into a Command squad, and these men are often equipped with specialised equipment or given extra training to enable them to function as medics or vox-operators. Often, a soldier who has displayed gallantry above and beyond the call of duty may be permitted to carry the regimental standard that allows units within 12" to re-roll all failed Morale tests meaning that units close to the standard will carry on fighting to the last man.

This boxed set contains 1 Officer, 1 Medic, 1 Standard Bearer, 1 Vox-operator, 1 Cadian with meltagun and 1 Wounded Cadian, designed by Mark Harrison and Brian Nelson.

These models require assembly.



CADIAN OFFICERS

The most senior officer of an Imperial Guard army leads the men of his company from a Command squad. He directs their actions and commands its most powerful weapons. He is in constant communication with his subordinates, coordinating attacks and providing a solid anchor of leadership. They can also choose additional equipment from the Imperial Guard Armoury, such as the Macharian Cross that allows a unit within 6" of the Officer to be redeployed up to 12" away, demonstrating his superior knowledge for tactics.

This blister pack contains 2 Cadian Officers, designed by Mark Harrison.



Officer with laspistol and power fist



Officer with plasma pistol and power weapon



Officer with chainsword and bolt pistol

CADIAN BATTLEFORCE

The Cadian Battleforce boxed set is the ideal way to start your Imperial Guard army or expand an existing one. Imperial Guard squads supported by Leman Russ battle tanks form the core of any Imperial Guard force. Extremely versatile, they can easily hold a defensive position, unleashing a deadly rain of lasgun fire as the enemy move forward or pound the enemy from range with the extremely powerful and destructive battle cannon.

The Cadian Battleforce plastic boxed set contains enough parts to make:

- 20 plastic Cadian Shock troops
- 3 Heavy Weapon teams
- 1 Imperial Guard Leman Russ
- 1 set of Gothic ruins

These models require assembly.



NEW RELEASES

IMPERIAL GUARD LEMAN RUSS

The Leman Russ Battle Tank is the most commonly found tank in Imperial Guard regiments. It is a simple design and one that has stood the test of time better than most; its versatility and relative ease of construction make it the tank most often requested by Imperial officers to be attached to their infantry formations. The Leman Russ is armed with a destructive battle cannon; its powerful Strength 9 shells are capable of smashing apart both infantry and vehicles with ease and the shriek of its incoming barrage is rightly feared by the enemies of the Emperor.

This boxed set contains enough plastics parts to make 1 Imperial Guard Leman Russ tank. The kit also contains the new Tank Accessories sprue, designed by Tim Adcock and Brian Nelson.

This model requires assembly.



The new Imperial Guard Tank accessory sprue

HOBBY STARTER SET

Containing a pair of clippers, glue, basing materials, a Citadel paintbrush, a mini painting guide and nine of the most regularly used colours in our paint range, this hobby starter set will provide a great platform for all your hobby needs. It allows you to easily remove multi-part components from a sprue, assemble, paint and then base them, leaving you with a finished model ready for the battlefield.

This box contains the following: Nine Citadel Colour paints: Skull White, Chaos Black, Goblin Green, Sunburst Yellow, Bestial Brown, Enchanted Blue, Blood Red, Elf Flesh and Chainmail, a Citadel Starter brush, a Citadel Colour painting guide, a pair of modelling clippers, Citadel plastic glue, Citadel superglue, a static grass pack and a modelling sand pack.

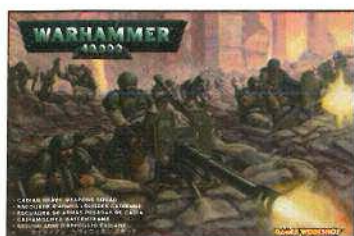


CADIAN HEAVY WEAPONS SQUAD

A Heavy Weapons platoon is where the greatest proportion of the regiment's most powerful weapons are gathered together. They are equipped with the heaviest man-portable weapons in the regiment and are invaluable in providing defence against enemy armoured vehicles, large alien creatures and enemy troop formations. Weaponry such as the mortar is ideal for laying down a hail of suppressive fire that can pin infantry formations in place. They are also able to fire indirectly, lobbing their shells over woods or hills to strike at foes who would otherwise be hidden.

Designed by Brian Nelson and Tim Adcock, this multi-part boxed set contains enough parts to make 3 Cadian Heavy Weapon teams. Each Heavy Weapons team can be armed with either 1 heavy bolter, 1 autocannon, 1 lascannon, 1 mortar or 1 missile launcher.

These models require assembly.



Cadian mortar team.



Cadian lascannon team.



Cadian missile launcher team.



Cadian heavy bolter team.



Cadian autocannon team.

CADIAN SPECIAL WEAPONS

An Imperial Guardsman armed with either a plasma gun or a meltagun provides an Imperial Guard platoon with a very powerful assault weapon, allowing the unit to deal with the heaviest of armour or the toughest of enemies.

This blister pack contains 1 Cadian with meltagun, and 1 Cadian with plasma gun, designed by Mark Harrison.



PRICE LIST

CODEX: IMPERIAL GUARD£12.00

Denmark	kr	125.00	Sweden	kr	150.00
Euro	€	17.50			

CADIAN ARMY BOX SET.....£125.00

Denmark	kr	TBA	Sweden	kr	TBA
Euro	€	TBA			

CADIAN BATTLEFORCE£50.00

Denmark	kr	600.00	Sweden	kr	700.00
Euro	€	80.00			

CADIAN OFFICERS.....£6.00

Denmark	kr	70.00	Sweden	kr	80.00
Euro	€	10.00			

CADIAN COMMAND HQ.....£15.00

Denmark	kr	200.00	Sweden	kr	250.00
Euro	€	25.00			

CADIAN SPECIAL WEAPONS.....£6.00

Denmark	kr	70.00	Sweden	kr	80.00
Euro	€	10.00			

CADIAN HEAVY WEAPONS SQUAD.....£20.00

Denmark	kr	225.00	Sweden	kr	270.00
Euro	€	30.00			

IMPERIAL GUARD LEMAN RUSS£20.00

Denmark	kr	250.00	Sweden	kr	300.00
Euro	€	35.00			

PATHFINDERS WITH RAIL RIFLE.....£6.00

Denmark	kr	70.00	Sweden	kr	80.00
Euro	€	10.00			

MORGHUR.....£7.00

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KHAZRAK£7.00

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Euro	€	11.00			

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Denmark	kr	250.00	Sweden	kr	300.00
Euro	€	35.00			

CHAOS CENTIGOR BOXED SET£25.00

Denmark	kr	300.00	Sweden	kr	350.00
Euro	€	40.00			

CHAOS CENTIGOR.....£6.00

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Euro	€	10.00			

KHORNGOR CHAMPION.....£5.00

Denmark	kr	55.00	Sweden	kr	65.00
Euro	€	8.00			

KHORNGOR MUSICIAN & STANDARD.....£6.00

Denmark	kr	70.00	Sweden	kr	80.00
Euro	€	10.00			

KHORNGOR.....£6.00

Denmark	kr	70.00	Sweden	kr	80.00
Euro	€	10.00			

HOBBY SET.....£25.00

Denmark	kr	250.00	Sweden	kr	300.00
Euro	€	35.00			

Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

NEW RELEASES

CADIAN ARMY BOXED SET

The Army box is the best way to collect a complete Cadian Imperial Guard army in one go, containing Codex: Imperial Guard, 1 HQ choice, 2 Troop choices, 1 Fast Attack choice and 1 Heavy Support choice. It has everything you need to create a balanced Cadian Imperial Guard army to protect the worlds of Man and launch your attacks on the enemies of the Immortal Lord, the Emperor of Mankind.

The Cadian Army boxed set contains:

1 Codex: Imperial Guard

1 Command squad

1 Infantry Platoon containing:

1 five-man Command squad and

3 ten-man Infantry squads

1 Armoured Fist squad containing:

10 Guardsmen and

1 Chimera transport

1 Imperial Guard Sentinel

3 Heavy Weapons teams

These models require assembly.



Also includes this special edition Regimentsman Standard Bearer designed by Brian Nelson



PATHFINDERS WITH RAIL GUN

Driven by the need to serve the greater good, the Tau have laboured ceaselessly to further refine their formidable rail gun technology. The result is the rail rifle, a version of the rail gun light enough to be used by a Tau warrior on foot. With a Strength of 6; the impact is such that a target will frequently be hurled backward, this combined with the distinctive whine of the hypervelocity slug has been seen to have a demoralising effect on enemy morale and will therefore cause a pinning tests in any unit that suffers a wound from this powerful weapon.

This blister pack contains 3 Pathfinders with rail rifles, designed by Mark Harrison, Michael Perry and Alan Perry.

These models require assembly.



CHAOS KHORNGOR

The toughest, strongest and most disciplined of Beastmen are known as Bestigors. The most favoured of all Bestigor may even bear the Mark of one of the Great Powers, such as Khorne. Bestigor marked by Khorne are called Khorngor and are subject to *frenzy*, giving each model +1 Attack. In addition *frenzy* makes the unit immune to all psychology allowing them to charge the most terrifying of creatures.

These models may require some assembly.



A Khorngor regiment ready for war.



Gouge-horn: This blister pack contains 1 Khorngor Champion, designed by Aly Morrison.



Khorngor: This blister pack contains 2 Khorngor, designed by Aly Morrison.

Musician & Standard: This blister pack contains 1 Standard Bearer and 1 Musician, designed by Aly Morrison.

NEW RELEASES

CHAOS DRAGON OGRE SHAGGOTH

As Dragon Ogres grow older, they grow larger, continuing to increase in size as the centuries pass by. It is thought that only death in battle can destroy a Dragon Ogre, for otherwise they will survive until the end of time. Shaggoths are enormous and awesomely powerful, able to tear apart entire regiments of soldiers at a single stroke. When armed with a great weapon that gives the Shaggoth five Strength 7 Attacks, even the most heroic warriors clad within the toughest armour tremble. Being *terror*-causing very few units will actually stand and face these monstrous creatures.

This boxed set contains 1 Dragon Ogre Shaggoth, designed by Alex Hedström. This model requires assembly.



MORGHUR

Born almost three centuries ago, the creature known as Morghur was far from a human child. With tooth and horn, he ripped his mother apart in his gory entrance to the world. As he moves forward everything in his presence is irrevocably changed because of his Spirit-Essence of Chaos special rule that affects all units, friend or foe within 8" of him. Each unit affected must pass a Leadership test or suffer D6 strength 4 hits with no Armour saves allowed. If one or more wounds are caused then a Chaos Spawn is created with a number of wounds equal to the amount caused. The Chaos Spawn is controlled by the Beastmen player and immediately charges the enemy unit from which they were created, ensuring that Morghur is rightly feared.

This blister pack contains 1 Morghur model, designed by Alex Hedström. This model requires assembly.



KHAZRAK

Possessing a ruthless cunning far above that of his bestial kin, Khazrak the One-eye is the most dangerous and powerful Beastlord of the Drakwald. It is he who has plagued the castles and towns of the region for several years, attacking without warning and then slipping away into the shadows, leaving no trail to follow. Armed with the lethal magic whip Scourge which, if it wounds, allows Khazrak to immediately roll to wound again and again until the roll to wound is failed, makes Khazrak more than capable of killing multiple-wound characters in one round of combat.

This blister pack contains 1 Khazrak the One-Eye, designed by Michael Perry and Aly Morrison.

This model requires assembly.



CHAOS CENTIGORS

Centigors are a disturbing cross between four-legged creatures, such as horses and oxen, and the bipedal beasts of Chaos, merged together by the warping powers of Chaos. Centigors are creatures of the forest, able to gallop along winding tracks and weave through the trees with great speed. Using their Move Through Woods special rule Centigors units suffer no movement penalty for moving through wooded terrain, allowing them to use such terrain features to outmanoeuvre their enemy and attack them from their flanks or rear.

This blister pack contains 1 Chaos Centigor, designed by Alex Hedström.

These models require assembly.



Centigor regiment: designed by Alex Hedström, this boxed set contains 5 Chaos Centigor models and includes enough parts to make a Champion, Standard Bearer and Musician.



Chaos Centigor: This blister pack contains 1 Chaos Centigor model, designed by Alex Hedström.

Andy Chambers is the Warhammer 40,000 Overfiend and so oversees Chapter Approved. This month he's put Pete Haines, the creator of Codex: Imperial Guard, to work on describing how he went about designing this new codex.



CHAPTER APPROVED

BY ANDY CHAMBERS

Greetings citizens and welcome to this month's Chapter Approved. This month Pete Haines explains the thoughts and processes behind the new Imperial Guard codex.

CODEX: IMPERIAL GUARD DESIGNERS' NOTES

The re-release of Codex: Imperial Guard comes at an auspicious time. Finally the Cadian Shock Troops plastics set is available and suddenly there is a whole new flavour of Imperial Guard army to be collected. The Imperial Guard have got to be the easiest army to identify with, being fundamentally, well, human. They are pitted against the might of hideously powerful alien killing machines and

prevail through determination, firepower and a bayonet with some guts behind it. Moreover they are well-equipped with some of the heaviest weapons imaginable mounted on their awesome battle tanks. This alone makes the army a favourite of the treadhead or 'tank fancier' fraternity which I must confess to being a member of myself.

I had expected the task of reworking the Imperial Guard codex to be a relatively

easy one (fool that I was). Naturally enough though life cannot be allowed to be simple and the arch-daemon of awkward timing flapped maliciously into the picture. Before the release of Codex: Imperial Guard the preceding codex would be Codex: Eye of Terror. Pretty obviously any campaign set around the Eye of Terror would inevitably involve the Cadian Shock Troop regiments and these would therefore have to be one of

WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new scenarios, weapons, rules and army list entries of all types, frequently stolen from codexes in progress here at the Studio. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out and just plain brilliant additions to the game (as reviewed and arbitrated by that well-known model of fairness and balance – me). If you've got something good for Chapter Approved then write to me at the address given here.

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

Andy Chambers
(Chapter Approved),
Games Workshop,
Willow Lane, Lenton,
Nottingham,
NG7 2WS, UK

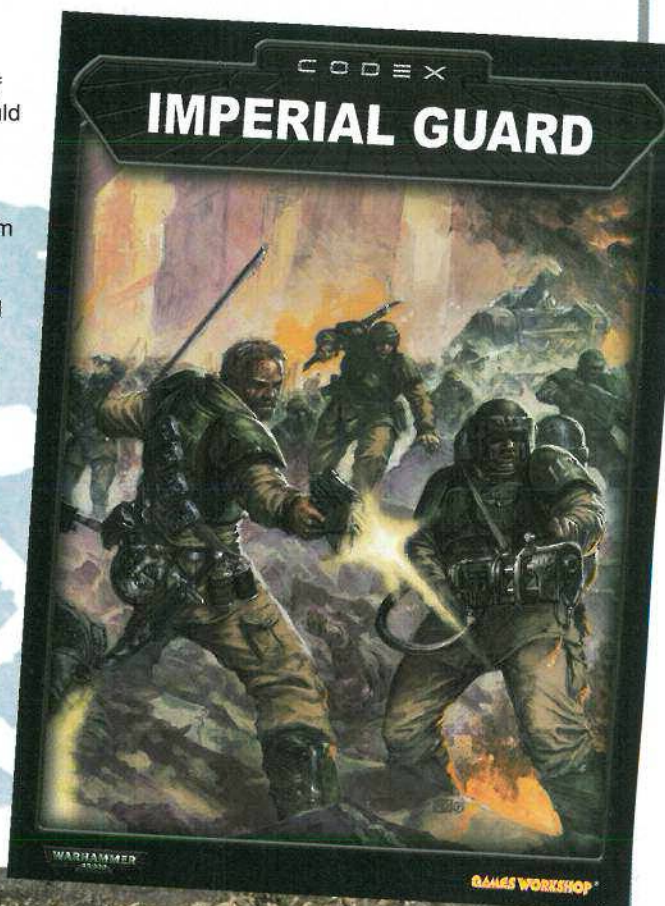


the armies covered in the Campaign codex. This made things tricky as the Cadian list would have to initially dovetail with the old Imperial Guard codex and then seamlessly switch to point at the new codex when it was released. Equally importantly I had to be sure that the Cadian rules fitted within the broader context of the Imperial Guard and wouldn't be invalidated by the new Imperial Guard codex. The consequence of all this is that it seems an age ago that I sat down and tried to list what the issues I wanted to address in the new Imperial Guard list actually were.

Essentially the old list seemed to be rattling along reasonably well. I had two main observations. Firstly the Imperial Guard armies I saw all seemed to be remarkably similar in composition. Each seemed to be based around a Demolisher, a Leman Russ and a Basilisk. None of them seemed to make much use of the Elite options on the list and all of them preferred not to actually move if they could help it. This made them a bit predictable and I wanted to give the army some diversity back. I had to be fairly cautious though because if I overdid it then the Imperial Guard army

might become a human wave of bayonet waving maniacs capable of trampling over the likes of the Tyranids and that would just be wrong.

Secondly there wasn't much that made them visibly part of the Imperium of the 41st millennium. Commissars were not being used that much and there wasn't any other weirdness to mark Guard armies apart. I have always been fascinated by the real world armies of the twentieth and twenty-first centuries and understand that a lot of players use the Imperial Guard army as a sort of homage to them. Warhammer 40,000 is big enough to absorb a homage and still have its own distinctive qualities though and I wanted there to be more Imperium madness available.



The defenders of Command Bunker 135 advance to meet the charge of the Black Legion.



My answers to these problems were deliberately minimalistic. I did not want to create a new Imperial Guard army, just make a few interesting tweaks that wouldn't annoy anyone with an existing army.

In order to encourage more diverse armies I decided I would have to look closely at all the troop types that had become unfashionable and try to make them more worthy of selection.

I felt that players perceived the Guard as a shooting army and tended to optimise it along these lines. Once this decision is made then there are two considerations that drive army selection. First in order to win games that require you to move, seize ground and attack the enemy you need to shoot the enemy stone dead in record time and advance unopposed. Second is that the one thing you cannot allow is for your shooting power to be compromised to the extent that an enemy can actually outshoot you. These two considerations result in army compositions being honed to shoot and nothing else. In this context half the list entries become moribund.

The answer was to bear this in mind when classifying other troop types. This is part of a form of thinking that Games Development is trying to adopt increasingly, that is, to consider a troop type in light of what it can contribute to the army of which it is part. In this way a troop type that is nothing special in one army is actually amazingly useful in another. In the Eldar army for example

Striking Scorpions are often overlooked in favour of Howling Banshees but if a Tau army could include Striking Scorpions how valuable would they be?

A BIT OF SPIT AND POLISH – REVAMPING ELITE PICKS

The results of this analysis should be apparent in all the Elite entries plus Rough Riders. In general the points costs have come down and some extra flexibility and/or options have been added. Let's take a peek at some of them.

Hardened Veterans are cheaper and can infiltrate, they no longer pay an arm and a leg for their weaponry either. Fundamentally I decided that it was impractical to charge much more for Veterans than for normal Guardsmen as they were still Toughness 3 with a 5+ save and all their improved Ballistic Skill of 4 was likely to earn them was a quick elevation through the ranks of the enemies' target priority lists. Being better is useful but only if you live. Now I hope they are worth taking a risk on.

Ogryns are not Ogres, having them wander lascannon-swept battlefields wielding big clubs did not seem right. Since their inception the ripper gun has been their weapon of choice and I wanted to reinforce that. I also had a recollection of Bone'eads from the distant past, Ogryns that had been operated on to be smarter and act as middlemen between Guard officers and Ogryn rankers. I hope it will be harder to ignore Ogryns in their revised format.

Ratlings didn't need much work really. I would prefer to see them presented as a little bit more sneaky and a little bit less 'honest yeoman of the parish'. I saw them as being the guys who sold black market goods to the troops and organised illegal gambling rings. If Sergeant Bilko were in the Imperial Guard he would be a Ratling. One extra rule to make them hide rather than running off quite so easily was all it needed.

Storm Troopers were too expensive and had options such as Infiltrate built in which magnified their cost without always being usable. I had actually forgotten the last time I fought a Guard army that used Storm Troopers, which is a shame as the idea behind the troop type is excellent. Having seen the fantastic new Kaskin models as well I knew players would want to use them and didn't want the rules to act as an obstacle.

Rough Riders needed some help too. I didn't want players to regard the hunting lance upgrade as compulsory so lowered the base cost and increased the cost of the lance upgrade. I made the lance a little bit more flexible and added a few more options. Most importantly I extended the 'fleet' rule, you know the one fleet of foot, fleet of claw, fleet of wing, and now, fleet of hoof. Now we can legitimately say that a hormagaunt is as fast as a man on a speeding horse rather than faster. The effect is that Rough Riders become a great mobile reserve as well as opening the



Colonel Hanek discusses tactics with his advisors during the defence of Kasr Derth.



A Chimera APC provides cover for an Armoured Fist unit as they cautiously advance.

possibility of the Imperial Guard seizing the initiative in a game with a massed lancer charge. Now that would be unexpected!

The overall effect of all this fiddling will be that selection is no longer quite so straightforward for Imperial Guard players. By missing out on a squad or two (and most importantly their heavy weapons) a player can include something quite worthwhile that gives him different options in a game or even a sporting chance in a mission that would normally be the death of him. To add extra incentive I have made one or two changes to heavy weapon points

costs that may change the way the old efficiency and optimisation programs run in players' personal battle computers. For those who are less obsessed with the finer points and have been selecting Ogryns and Veterans for years because they are cool then just keep doing it. This might be the time to claim you were right all along.

BY THE RIGHT, WEIRD IT UP. PUTTING THE IMPERIAL INTO THE IMPERIAL GUARD.

The other area where I was determined to do something was in making an Imperial Guard army look like it is

wrapped up in the quasi-religious fervour and madness of the Imperium. When you look at the artwork that has done so much to define the Imperial Guard down the years there always seems to be a crazed preacher waving a holy book at the aliens or a posse of strangely dressed priests holding apocalyptic banners standing on a nearby hill. I decided to restore this sort of lunacy by introducing different types of advisors as well as bringing back Techpriest Engineers. The Advisors include Sanctioned Psykers (already evident from the Cadian list), Priests and a slightly revamped Commissar. The Commissar is still dangerous to be around but the sheer terror inspired by his presence can inspire a unit leader to try that little bit harder. The Priest is just the man to work the troops into a fervour of indomitable rage, on the downside they may just use their missile launcher as an improvised club. Techpriest Engineers have a particular role for those Imperial Guard players who love their tanks and hate it when anyone blows away their tracks or cannon. Accompanied and aided by their servitors the Techpriest can make field repairs to motive or weapon systems to get vehicles moving again. He can also carry the wrath of the Machine God to the enemy or direct the fire of his bodyguard Gun Servitors.

The objective here was not to introduce anything overpowering but to bring colourful and diverse characters to the Imperial Guard. There will not be enough of these guys to substantially change the style of an army but they do help to remind everyone about who exactly the Imperial Guard are.



MAKING ROOM FOR THE FUTURE

One little understood criterion of planning ranges is that it is important to ensure that there isn't so much kit that it won't all fit in a Games Workshop store. This means that when we re-release a codex we have to take a long-term view on what we want in that range. In the case of the Imperial Guard there are numerous things we could develop in the future if only there was room in the range. Because of this the Griffon Mortar and Leman Russ Exterminator were dropped from the list. If you have some don't worry the profiles for them will be kept in print elsewhere and you will be able to keep using them. The gap that omitting them leaves in the list will be filled up in due course and will help to make the Imperial Guard an even more interesting army.

PERSONALISING YOUR ARMY – DOCTRINES

One feature I like to build into armies is the scope for the player to make his particular army unique in some way. I remember being very impressed by the rules for designing your own Hive Fleet in Codex: Tyranids and have been keen to introduce similar possibilities for other armies ever since. The Imperial Guard are really an obvious candidate for similar treatment, there are after all over a million worlds in the Imperium and any one of them could be the homeworld of a regiment. That regiment will have qualities based on the homeworlds climate, flora, fauna, religion, political system, sociology and economics (and loads more besides). This gives limitless possibilities for conversion and modelling. It also gives lots of scope for little rule tweaks to reflect the character you want.

In order to create this effect I started by listing all the different world types I could think of and then, for each, detail the likely special rules I would need. This process quickly ground to a halt, most worlds would after all contain several features. Would an Armageddon regiment be made up of criminal hivers, Ash Waste nomads, jungle-dwelling Ork fighters or some mix thereof? Working top-down in this way just wasn't going to work. A world might be 90% water but trying to make a regiment with swimming skills and amphibious Leman Russ was going to be pointless as it would be fighting most of its games against land-based armies.

I decided instead to work from the bottom up. I would define some special rules that would have a reasonable and generic effect in 'typical' games of Warhammer 40,000 and then work out what having that skill would say about the world troops using it came from. In



Engineer Gant inspects his charges before the Battle for Hive Infernus.

this way I would avoid writing special rules that would never be used and still allow players to personalise their forces in as diverse a way as possible. The results seemed OK so I applied the acid test and used the special rules (or Doctrines) I had come up with to define some of the famous Imperial Guard regiments of Warhammer 40,000. Amazingly everything held together pretty well and although there was a lot of testing and refinement still to do I was confident that the Doctrines idea was going to work.

Doctrines remain an option though, the Imperium is just too big and regiments have been around for too long for me to be happy saying "you must use

Mordians this way". The sample regimental Doctrines are just that, samples depicting one particular regiment of each type. Players are at liberty to come up with their own mix of Doctrines or just use the standard army list as they wish, at the end of the day they are the ones doing the gluing and painting.

CONCLUSION

So, you now know the logic behind the new codex. With the new plastic Cadians and all the splendidly sculpted metal miniatures out there there's plenty of excellent models to choose from so it's time to start recruiting.

Have fun!



Colonel Renik surveys the advance of his forces from his Command post.

With the release of the new **Codex: Imperial Guard** army book, and the full range of plastic kits for the Cadians, Hobby Department member **Steve Cumiskey** offers a guide to the new models and how to get the most from them.

MODELLING WORKSHOP

Steve Cumiskey's Cadian Regiment

The new generation of Cadians have finally arrived, marking the second regiment of the Imperial Guard to get plastic troopers. While the new design warms the heart of old nostalgia freaks like myself, who remember the original Imperial Guard plastics, what really makes them exciting is that Brian Nelson has designed not one, but two interchangeable plastic kits.

That flexibility, along with the wealth of accessories for extra detail, should provide enough material for Cadian modellers to build an army of unique and characterful soldiers.

Here's a few ideas to help you get to know the new Cadians, and get the most out of them.

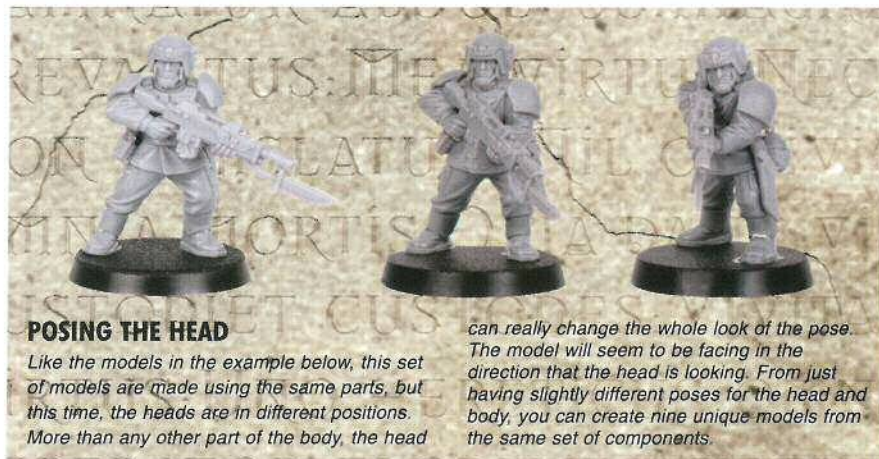


Example 1. Using the base as a direct source of dramatic positioning, the model takes on a more striking pose.

POSING THE BASIC MODELS

The first thing to think about on a new set of models is the pose. The most basic part of the pose is the position of the legs on the base. In the first example, the model is standing off centre on its base.

The space on the front of the base focuses the attention on that side of the model, giving it an extra sense of drama, as well as showing off the detail on the front of the model.



POSING THE HEAD

Like the models in the example below, this set of models are made using the same parts, but this time, the heads are in different positions. More than any other part of the body, the head

can really change the whole look of the pose. The model will seem to be facing in the direction that the head is looking. From just having slightly different poses for the head and body, you can create nine unique models from the same set of components.



Example 2. By making the initial decision to set the model further back on the base, the illusion of speed is generated.

In the second example, the model is positioned towards the back of its base, with most of the space to the front. This helps to create a sense of forward motion, as well as balancing the weight of the model, which always helps.

The example below shows what a difference even slightly changing the pose of a model can make. All three are made from the same components. The only change in each model is the position of the bodies. The difference in the body

positions isn't particularly big (they're all still in a fairly natural position), but the pose creates three distinct models.

The design of the models means that the weapon arms fit comfortably in only one position. This makes matching up the gun arm with the supporting arm easier. It's a good idea to stick on the weapon arm first and then the supporting arm straight away. By using polystyrene cement, you give yourself a little time to adjust the arms if they don't meet perfectly. To get an idea of what the different arms look like on a finished model, take a look at the quick guide on the opposite page.

One thing to keep in mind when putting the models together is keeping the pose feeling natural. A good way to check this out is just to stick the parts of the model together with Blu-tak before you go ahead with the gluing. This gives you a chance to see how the model will look before you start gluing. You could even try taking up a pose yourself, to get the feel of how a real person would stand.



Left: By simply changing the orientation of the body, a model can take on a much different feel.



Example 3. It's always good practice to experiment with the poses of your models to ensure their assembly looks natural – Blu-tak is perfect for this stage.

THE ACCESSORIES SPRUE

Apart from just making the model look more detailed, the accessories can also be used to cover joins on converted models like the kneeling Cadian shown.



They can also be used to add bulk to models like the one in the photograph that appears too slight.



USING THE ACCESSORIES

As well as the basic parts of the Cadians, both kits come with a lot of accessories, from grenades and ammo bags to spades and sandbags. The clusters of gear on the main Cadian sprue, have been designed to be easily separated into single pieces of equipment to make placing them on models in different poses easier.

Adding the spare helmet to a model with a bare head, or using the empty bayonet scabbard on a model with its bayonet already on its rifle adds a little realism to the model, and gives it character.

COMBINING THE SPRUES

Both of the crew in the heavy weapons teams are kneeling.

Swapping parts from the Cadian kits gives you a chance to add more variety to the heavy weapon teams.



A standing or firing loader can be added to any of the teams, while the firer from a missile launcher team can be made to stand. The bare head would also fit in with the weapons team, as would the vox-operator pack and helmet.



The main kit can benefit as much from taking parts from the heavy weapons team. The pointing arm in particular is great for a sergeant or vox-operator, while the kneeling legs from the weapons crew can add some diversity to your basic units.

Beyond the possibilities touched on here, you can use the Cadian sprues to add more variety to the plastic tank crew in your tanks, or even add Catachan sprues to your Cadians to give even more variety to your force. The basic frames are really all you need to build the ranks of an Imperial regiment.

THE HEAVY WEAPONS TEAMS

The fact that both the heavy weapon operators are on a single large base, means that the team is basically a mini diorama. In reality, a heavy weapons team would be surrounded by ammunition packs, sandbags and trenching tools.

Part of the function of the accessories on the heavy weapons team is to prevent the base from seeming unnaturally flat. Here's a chance to add those extra details, like resting lasguns and empty helmets to help create a realistic scene.



THE ARMS

The sprue containing the weapon arms has a letter beside each pair of arms. You can use this quick guide to select the arms you want for your models.

B. Aiming with weapon relaxed.



D. Aiming with weapon tight to the shoulder.

F. Held at rest. Includes a bayonet.



G. The lasgun is held level, but out from the body. Includes a bayonet.

H. Lasgun raised slightly above level. Includes a bayonet. This is the only set of arms which does not have the left hand attached to the gun. The empty left hand can be used to hold the rifle, while the other holds a grenade (picture 6).



Adrian Wood takes a look at how the resident scenery designer Mark Jones went about creating the impressive Imperial defence blockades featured in the brand new Imperial Guard codex. From start to finish, all you need to know about recreating this excellent scenery.

MODELLING WORKSHOP

Building Imperial Defences



Defence lines in the 41st millennium are the products of the massive forge worlds that supply arms and munitions to the Imperium's combat forces. Prefabricated sections of manufactured barricades are transported to the front line, where they are placed at the disposal of Imperial Commanders. The pieces are set in place by the Imperial Guard and then partially buried. A cunning Commander will position the parapets in such a way as to maximise his force's defensive firepower.

The set of defences that can be seen in Codex: Imperial Guard is based on a simple design that was easily adapted to produce a number of variations. For instance, polystyrene sheet was added to alter the height of the parapet and sections of card wall were cut away to make space for artillery. Also, due to the

modular nature of the terrain set, it could be set up to produce a huge number of different layouts.



All the defences were made using a set of templates by terrain maker Mark Jones. There are two sets of templates with the walls attached on either side of the base. Regardless of which one you

choose to make, the same method applies, there are just different templates. Follow these instructions and have a go at making a set of defences.

The defence templates can be downloaded from:
www.games-workshop.co.uk/imperialguard

MATERIALS NEEDED

- 10mm foam board
- A sheet of card
- A sheet of thicker card
- Sand
- Gravel
- Flock
- Ready-mixed filler
- Textured paint

TOOLS REQUIRED

- Modelling knife
- Masking tape
- PVA glue
- Pencil
- Metal ruler
- Sandpaper

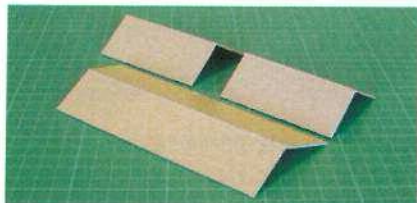


Deployment of Imperial defences can be crucial to a Commander's success – or failure.

THE FLOOR AND WALLS



Once you've printed out your templates, begin by cutting out the base template. Place it on the foam board and trace around the outline. Using a metal ruler to keep the lines straight, cut out the shape with your modelling knife.



Cut out the wall templates and trace the outlines onto thin card. Remember to draw the dotted score line onto the outlines you've traced. Cut out the wall shapes and score along the dotted line with the back of your modelling knife. Fold along the scored line before taping the walls in place on the base.



Starting with the middle wall, apply a piece of tape to the bottom edge, leaving half the tape free to attach to the

base. Place the wall against the base and fold down the rest of the tape to attach the pieces together.



In the same way, tape the left and right walls on either side of the middle wall.



To complete the parapet, the middle and outer walls need to be taped together.

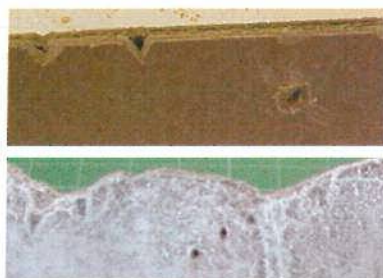


One at a time, line up each of the short walls with the long middle wall, and apply tape to both halves of the walls to hold them in place.



To further strengthen the model, apply PVA glue to the inside of the joins.

BATTLE DAMAGE



To create the appearance of battle damage, carefully cut away small sections of the upper wall with your modelling knife. Make these cuts uneven and random – this will create a more natural feel. Drill holes in the card with a pin vice to simulate hits from small arms fire, and then rough up the edges. Ensure that you make this battle damage nice and deep so that a coat of textured paint won't obscure it.

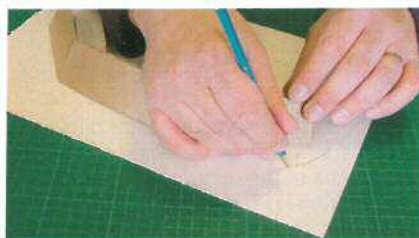


Trace each end of the walls onto card. Cut out the triangles and try to fit them in place without any tape. This is so you can see if they are the right size and is called a test fit. Once you are happy with the shape, tape them inside. Now it is time to make a base for your model.

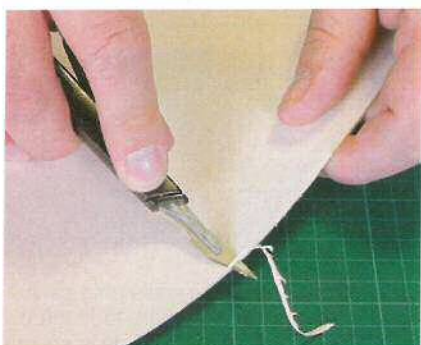


Hold the barricades!

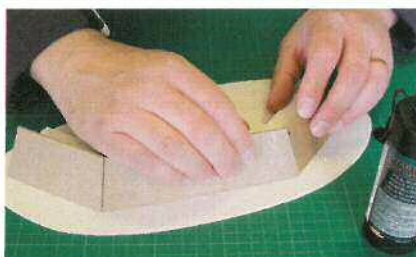
THE BASE OF THE DEFENCES



To make the model's base, draw an outline around the wall section onto the thick card. Draw the outline roughly 25mm from the edge of the walls. Cut out the shape.



To create a natural bevelled edge to the base, hold your knife roughly at a 45° angle and slice away the square edge.



Now that the base is finished with its bevelled edge, glue the completed parapet to it. Set the model aside to dry.

FINISHING THE DEFENCES



Use ready-mixed filler to blend the walls into the base and fill in any gaps. Once dry, smooth the edges down with sandpaper.

TEXTURING THE MODEL



Glue sand and gravel to the base of the walls to give the appearance of the defence having been buried. Paint the walls of the defence with textured paint. You can buy this from DIY stores or make your own by mixing together emulsion and sand.



PAINTING THE DEFENCES

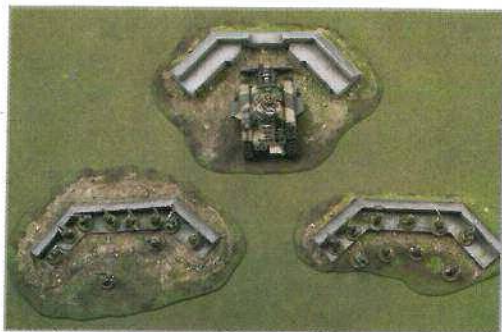
To paint the finished model, begin by undercoating it Chaos Black spray. Drybrush the wall Dark Flesh, followed by Codex Grey and finally a lighter drybrush of Fortress Grey. Paint the ground a basecoat of Bestial Brown, followed by a drybrush of Vomit Brown. Finish off with a light drybrush of Bleached Bone.

To complete the model, paint PVA glue onto the base of the defence and apply flock.

DEFENCE WORKS

As these defences are so easy to build you can make a whole system of barricades in no time at all. Not only that but with a little imagination each one can have a unique design. For his set of terrain, Mark made all sorts of alterations to the models.

He raised parapets by adding extra layers of foamboard, whilst one model became an emplacement for a Leman Russ. To accommodate the tank, he raised the walls on 25mm polystyrene foam and cut a section out of the wall. Finally he used the defence as the starting point for a tall guard tower. Here you can see just a few of the different defence layouts you can create with a full set of this terrain, in the same way an Imperial Commander will plan his defences.



Deployment of Imperial defences can be crucial to a commander's success – or failure.

There are many ways to enjoy the Games Workshop hobby, including painting, modelling, gaming, collecting and making scenery. If you are new to wargaming, collecting and painting an army can seem like a daunting task. However, putting together a great looking army isn't difficult, it just requires a little patience and the right tools...

HOBBY EQUIPMENT

A guide to paints and painting accessories.

CITADEL PAINTS

Skull White
Chaos Black
Scab Red
Red Gore
Blood Red
Blazing Orange
Fiery Orange
Golden Yellow
Sunburst Yellow
Bad Moon Yellow
Scorched Brown
Graveyard Earth
Bestial Brown
Snakebite Leather
Desert Yellow
Bubonic Brown
Vomit Brown
Bleached Bone
Dark Flesh
Terracotta
Vermin Brown
Tanned Flesh
Dwarf Flesh
Bronzed Flesh
Elf Flesh
Liche Purple
Warlock Purple
Tentacle Pink
Midnight Blue
Regal Blue
Ultramarines Blue
Enchanted Blue
Ice Blue
Hawk Turquoise
Catachan Green
Dark Angels Green
Snot Green

Scorpion Green
Scafy Green
Camo Green
Kommando Khaki
Rotting Flesh
Codex Grey
Fortress Grey
Shadow Grey
Space Wolves Grey

METALLICS

Boltgun Metal
Chainmail
Mithril Silver
Tin Bitz
Shining Gold
Burnished Gold
Beaten Copper
Brazen Brass
Dwarf Bronze

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Flesh Wash
Red
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Chestnut
Magenta
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This box set contains 5 plastic Chaos Warriors, 6 paint pots, a paintbrush & painting guide.

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Citadel Colour Spray Cans 250ml £4 each

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Be careful when using glue and make sure you read and follow the instructions on the packaging.



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Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50

Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Paint Station

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Models & paints etc. not included.
Dimensions: 60cm x 40cm approx.

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Swedenkr 270.00
Euro.....€30.00



'Ardcoat Gloss Varnish

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a 12ml pot.

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Swedenkr 80.00
Euro.....€10.00



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Swedenkr 60.00
Euro.....€6.50



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1 cutting mat, 1 steel rule and
one modelling knife.

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Swedenkr 180.00
Euro.....€20.00



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Swedenkr 45.00
Euro.....€5.50



Green Flock

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Denmark.....kr 40.00
Swedenkr 45.00
Euro.....€5.50



Modelling Sand

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Swedenkr 45.00
Euro.....€5.50



Electrostatic Grass

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Swedenkr 45.00
Euro.....€5.50



Curved Pliers

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BASING



Paint the base & leave to dry.



Apply PVA glue to top of base.



Dip in material.



The completed model.

ADVANCED BASING



Bestial Brown



Overbrush Snakebite
Leather



Drybrush Snakebite Leather
& Skull White



Lightly overbrush
Skull White

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LURE OF THE GODS

COLLECTING A CHAOS ARMY

Over the past few months White Dwarf editor Paul Sawyer has been building a Chaos army for Warhammer. With £30 to spend each month the army has steadily grown in size, and after early losses on the battlefield it's become a force to be reckoned with...



NO TIME TO TALK

It's been a couple of issues since I last penned these articles and in the meantime my Chaos Lord, Vradchuk the Heinous, and his followers have been rather busy on the battlefield so rather than bore you I'll dive straight into the game reports...

WORLD'S BEST PIZZA

I was honoured to be asked to fly to Chicago as special guest at Adepticon. This event is an annual affair which covers not only Games Workshop games but also has a healthy portion devoted to other games. My first thoughts were "Hmmm, Chicago in March? Not exactly the sun-kissed beaches of the Caribbean". Never being one to turn down a free trip overseas, though, I jumped at the chance and was mightily glad I did.

Before I forget – many thanks to everyone who looked after me so splendidly during my time in the Windy City (Josh, Drew, Duane, Nick, Ogre et al). It was, without doubt, the best time I've had at a convention anywhere in the world.

Aside from generally chatting to all and sundry and beating my friend Ryan Powell 2-0 at Blood Bowl, I took in a painting tutorial with Jennifer Haley and Anne Forster (well known names to all who follow the showcase standard of painting – Jennifer is the current US Golden Demon Slayer Axe holder). It really was an education to

hear Anne and Jennifer talking about painting red in fourteen stages...

I was also fortunate enough to meet another American hobby icon – Joe Orteza. Joe has a very distinctive style when it comes to painting and sculpting and he gave me a few tips on how to convert models and more importantly how to use Green Stuff effectively. What made it even better is that Joe is one of the nicest guys you could wish to meet and made time for anyone who asked his advice, no matter the hour.

Aside from milling around in a sleep-deprived trance for most of the event, I was to be pressed into earning my keep by being the fall guy, er, prize in the Warhammer King of the Hill tournament. Simply put, the player that won the tournament would play against Vradchuk's horde. Great! I get to play a tournament winner – looks like another defeat for Vradchuk's lads then.

Vradchuk's force for Adepticon was:

Characters (718 points)	
Vradchuk, Lord of Chaos	241
<i>Chaos armour, hand weapon, great weapon, Helm of Many Eyes.</i>	
Riding scythed Chariot	120
<i>Barded steeds, crew member with halberd & heavy armour.</i>	
Qae'larne, Enraptured of Slaanesh, Exalted Champion of Slaanesh	206
<i>Hand weapon, great weapon, Chaos armour, shield, Mark of Slaanesh, Armour of Tortured Souls, Steed of Slaanesh.</i>	

Uuz'Bedyre, Chaos Sorcerer151
Level 1. Hand weapon, Chaos armour, Barded Chaos Steed. Two Dispel Scrolls.

Core (794 points)

Scythed Chariot	120
<i>Barded steeds, 2 crew members with halberds & heavy armour.</i>	
6 Warhounds	36
6 Warhounds	36
16 Warriors of Chaos	302
<i>Halberd, heavy armour & shield. Full Command.</i>	
5 Chosen Knights of Chaos	300
<i>Full Command. War Banner.</i>	

Special (405 points)

16 Daemonettes	240
5 Screamer of Tzeentch	165

Rare (75 points)

1 Fiend of Slaanesh Spawn	75
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Total: 1,992

THE FOLLY OF MANKIND

There was a slight change of plan when event organiser Josh Wimberley asked me if I'd play another game first – this time against the player with the best Sportsmanship award. After a few running repairs to my army I was ready to face this fresh quarry: one Ralston Heath and his Empire army. Ralston is well known on internet forums, such as the Warhammer Players Society message boards (www.players-society.com), and assumes the alter ego 'Skeetergod' in such environs. These two reports are

much more substantive than my previous efforts as they didn't rely on my selective memory – many thanks to Michael Holt and Jamie Ott for recording the battles.

The scenario was 'Totem Hunt' – a specially designed scenario which matched the classic Pitched Battle scenario apart from each banner captured being worth 100 VPs with the army battle standard being worth 200 VPs (in addition to the normal VPs given for taking standards).

Ralston's Empire army was thus:

Characters (735 points)

Holy Sister Bertha,
Warrior Priest of Sigmar148
Heavy armour, Icon of Magnus, Crimson Amulet, great hammer (deployed with the Swordsmen).

Brother Gunther,
Warrior Priest of Ulric141
Heavy armour, shield, Biting Blade, White Cloak (deployed with Greatswords).

The Reverend Schultz,
Warrior Priest of Sigmar151
Hammer, Dawn armour, shield and horse (deployed with the Pistoliers).

Wizard Atremus295
Level 4. Orb of Thunder and Rod of Power.

Core (675 points)

20 Swordsmen165
Full Command. Hand weapon, light armour and shield.

Detachment: 10 Halberdiers60
Halberds and light armour.

Detachment: 10 Militia50
Additional hand weapon and light armour.

8 Huntsmen80
Hand weapon, longbow.

10 Handgunners105
Hand weapon and handgun. Marksman with Hochland long rifle.

10 Handgunners105
Hand weapon and handgun. Marksman with Hochland long rifle.

Detachment: 10 Halberdiers60
Halberds and light armour.

Detachment: 10 Militia50
Additional hand weapon and light armour.

Special (584 points)

20 Greatswords270
Full Command. Greatsword and full plate armour.

Great Cannon100

Great Cannon100

6 Pistoliers114
Hand weapon, two pistols and light armour.

Total:1,994

We rolled up our spells with Ralston taking *Bane of Forged Steel*, *Distillation of Molten Silver*, *Transmutation of Lead* and

Commandment of Brass for Wizard Atremus. Uuz'Bedyre took the ever faithful *Dark Hand of Death*. Ralston won the roll-off to go first, and chose to take the initiative.

Turn One

The first turn began with Ralston moving his Huntsmen forward and marching the Pistoliers to the left flank of the Chaos army. In the Magic phase, Ralston was able to activate the *Orb of Thunder* stopping the Screammers from flying. During the Shooting phase a well-aimed cannon ball destroyed one of the Tzeentchian Daemons. I manoeuvred my army right, ignoring Ralston's feint on the left flank.

Turn Two

No charges were declared by the Empire and their Magic phase came to nothing. In addition, the Shooting phase was surprisingly disappointing as only one Warhound was killed by the huntsmen whilst the Fiend of Slaanesh only suffered a single wound. That could have been a LOT worse.

In my turn I decided to take the bull by the horns – I couldn't stand around and let the Empire army pepper me with missile fire, I had to get stuck in. I charged the Huntsmen with a pack of Warhounds with both sides inflicting 1 wound, although the Warhounds lost the combat due to unit strength, promptly fled and were cut down by the pursuing Huntsmen. The overrunning Huntsmen proceeded to attack my Sorcerer for every remaining turn of the game...

The Daemonettes, however, did much better, winning the combat against the Halberdiers but they were unable to catch them as they fled. My other

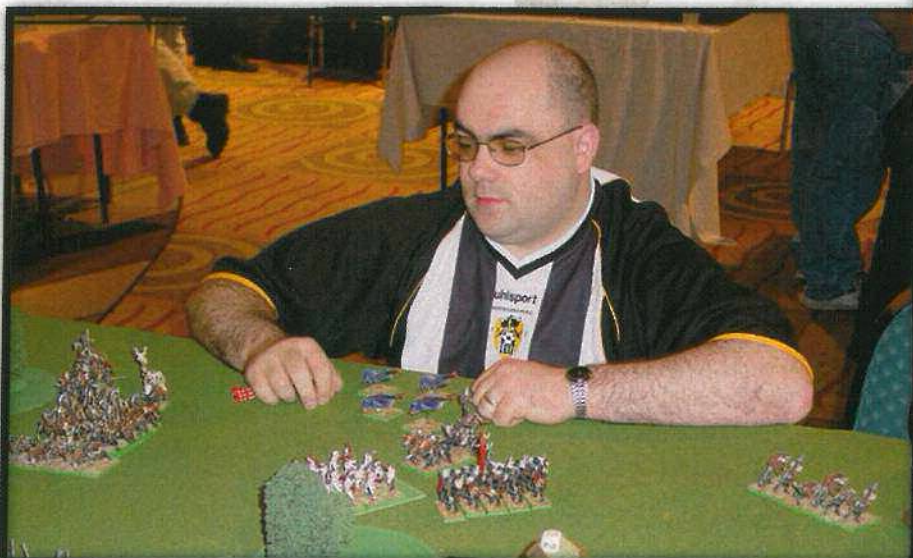
pack of Warhounds took on the Free Company with each side killing two opponents but the Warhounds lost, again due to unit strength. Luckily they held thanks to the army general, Vradchuk being close by.

Turn Three

The fleeing Halberdiers rallied and Ralston's Swordsmen charged the Chaos Warriors. Once again the *Orb of Thunder* was activated meaning the Screammers spent another turn flapping around feebly. The Free Company's combat with the Warhounds ended in a stalemate with no wounds suffered. The Swordsmen, mainly due to the mighty Warrior Priest, killed four Chaos Warriors with two Swordsmen being destroyed in return. The Chaos Warriors lost by 5 (unit strength, combat result, ranks) and fled 3". Not good at all. The Ruinous Powers were kind to me on this day, however – as I was about to remove my unit from the battlefield, Ralston rolled double 1! Could the tide have turned?

In my turn the Fiend of Slaanesh smashed into the flank of the Free Company, the Daemonettes charged the now rallied Halberdiers, the Screammers stumbled into the Handgunners, the Chariot and the Chaos Sorcerer both charged into the Swordsmen's exposed flank, and the Chaos Knights smashed into the Great Sword's Halberdier detachment. This was a big turn for Vradchuk – with all these charges going on I needed to be breaking some of the Empire units and running into the missile troops and characters if possible.

The fleeing Chaos Warriors rallied and steeled themselves for next turn's charge. In combat the Screammers killed three Handgunners and destroyed the unit in the pursuit.



Deployment is always the trickiest part of the game for me and this game would be no different...

Ralston deploys his army. He set up so it would be very difficult to get to his missile troops and war machines.



Although the Free Company killed two more Warhounds, the Fiend of Slaanesh killed three Free Company in return and the combat was drawn.

The Daemonettes, which were now in Ralston's deployment zone, killed four Halberdiers and ran them down. Unsurprisingly, the Chaos Knights wiped out the Greatswords' Halberdier detachment and overran 15" which unfortunately exposed their flank to Ralston's cannon a mere 6" away. Every silver lining has a cloud and this looked like being a cloud with several dead Chaos Knights in it...

Turn Four

With the battle in a crucial stage and things swinging from one general to the other, the Pistoliers failed their charge and made a prime target to receive Vradchuk's furious charge next turn. *Transmutation of Lead* was successfully cast on the unit of Chaos Warriors meaning they suffered a -1 to hit and -1 to their Armour save. The Cannon which had a near-perfect shot down the rank of Chaos Knights fell short killing only one Knight – it seemed that this Great Cannon wasn't so great (shoddy human workmanship, certainly not up to the highest of standards you can only find from a Dwarf engineer...) after all! That had been a big moment and things were looking like they were slipping from Ralston's grasp...

The Great Cannon crew desperately loaded grapeshot and aimed at the dangerously close Daemonettes but then misfired and exploded. In combat the Free Company were hacked apart by the Fiend of Slaanesh and the Warhounds killed the remaining five brave soldiers. The Warrior Priest took aim at the Chariot, causing a wound with none in return, forcing the Chariot to flee. Ralston refrained from pursuing the fast moving Chariot and left himself exposed in the open.

In my turn I charged the Chaos Warriors into the rear of the Swordsmen who fled. The Daemonettes chased off the Cannon crew and my Chariot rallied. There was no further combat and it looked bleak for the Empire.

Turn Five

Ralston threw the Pistoliers into combat with the rallied Chaos Chariot. Atremus the Wizard cast *Distillation of Molten Silver* (2D6 S4 magic missile attacks that count as fire) on the Chaos Knights, incinerating one. The remaining Handgunner unit opened fire on the Chaos Spawn killing it. Reverend Schultz and his Pistolier unit managed to take 2 wounds off the Chariot receiving only 1 wound in return, but the Chariot held firm.

I sent Vradchuk and his Chariot charging into the Swordsmen and their leader, Holy Sister Bertha, whilst my Warhounds, Chaos Knights, Qae'larne and the Screammers crashed into the remaining Handgunner unit. Ralston opted to stand and shoot at the Screammers and inflicted 3 wounds on the Daemons, felling one.

After killing 2 Pistoliers, the Chaos Chariot ran them down as they fled and ended up overrunning into the

flank of the Greatswords. Vradchuk slammed his Chariot into the Swordsmen killing eight, breaking them, capturing their banner and also running into the Greatswords. The Handgunner unit was overwhelmed by the combined attacks of the Screammers and Qae'larne and were butchered.

Turn Six

Ralston elected to charge the Huntsmen into the Chaos Sorcerer, who fled. The remaining Free Company charged into the Chaos Chariot. The Chariot only inflicted 1 wound on the Free Company and also took a wound. Unit strength and ranks were enough to force the Chariot to flee. Vradchuk inflicted 5 wounds on the Greatswords taking 1 wound in return. The stubborn Greatswords tested and failed! Vradchuk ran them down to capture his second banner of the day and reclaim the banner taken when his Chaos Warriors had fled earlier.

Charges were declared against the Wizard Atremus by Qae'larne, the Chaos Knights and the remaining Warhounds. The Chaos Warriors and the remaining Screammers charged the Free Company. All fleeing units rallied. Uuz'Bedyre was finally able to cast a spell, killing two Huntsmen with *Dark Hand of Death*, causing the unit to panic and flee. In close combat Qae'larne, Enraptured of Slaanesh, easily despatched Atremus. The Chaos Warriors inflicted 5 wounds on the Free Company, while the Screammers added a further wound to the tally then chased down the unit as it fled.

The end result is a complete victory for Vradchuk in a game that in the first couple of turns looked very good for Ralston's Empire army. Victory was achieved by Vradchuk holding two enemy standards to Ralston's none, although wiping out the entire Empire army did help...



Vradchuk speeds by in his chariot as the Chaos Warriors take on the Swordsmen.

It was easy to see why Ralston was voted Best Sportsman in the tournament – a really nice bloke who gave me a tough game even though in the end it looked bad for the Empire.

LEARNING POINTS

1. *Orb of Thunder*. This item should have been nullified by a *Dispel Scroll* but I was fixating on the Level 4 Wizard too much. This meant the Screamers weren't as effective as usual in a game where they would normally have been very effective in dealing with the Empire war machines and missile troops.

2. I still hate Elves. I know this has nothing to do with my game against Ralston but it's always worth saying again...

GREEN TIDE

With one victory under my belt it was time to play the big game against the winner of the tournament, Mike Marko and his Greenskins. It would be a classic Pitched Battle game and despite having beaten Greenskins each time I'd faced them with Vradchuk's army, I was still apprehensive to be playing a tournament winner...

Mike's Orcs & Goblins horde was:

Characters (401 points)

Grumgore Bloodtusk,	
Orc Warboss	146
<i>Great Axe. Dead 'Ard Armour.</i>	
Narblet, Night Goblin Big Boss	57
<i>Light armour. Army Battle Standard.</i>	
Fizzbang,	
Level 2 Night Goblin Shaman	145
<i>Dangly Wolnotz. Dispel Scroll.</i>	
Porklette, Goblin Big Boss	53
<i>Hand weapon, great axe, light armour. Riding Wolf.</i>	

Core (1204 points)

Red Fang Boyz	153
<i>25 Orc Boyz with choppa and light armour. Full Command.</i>	
Broken Bones Boyz	303
<i>25 Orc Big 'Uns with spears, light armour and shields. Full Command. War Banner.</i>	
Black Crag Howlas	210
<i>15 Goblin Wolf Riders with spears, light armour and shields. Full Command.</i>	
Da Scoutas	72
<i>6 Goblin Wolf Riders with short bows.</i>	
Red Eye Clan.....	174
<i>36 Night Goblins with spears and shields. Standard Bearer and Musician. Includes 2 Fanatics and 2 Netters.</i>	
Bad Moon Clan.....	173
<i>37 Night Goblins with short bows and shields. Standard Bearer and Musician. Includes 2 Fanatics.</i>	

Mike Marko ponders his next move. I enjoyed this game of Warhammer more than any I've played so far.



Valley Boyz	44
<i>20 Goblins with hand weapon and shield. Musician.</i>	

Piles of Snot	75
<i>3 bases of Snotlings with rocks and sticks.</i>	

Special (190 points)

Da Charging Wagons	120
<i>2 Goblin Wolf Chariots.</i>	
Dinna on a stick	70
<i>2 Goblin Spear Chukkas.</i>	

Rare (205 points)

Borg Smash'm.....	205
<i>1 Giant with tree.</i>	

Total: 2,000

We rolled for spells with Uuz'Bedyre taking his favoured *Dark Hand of Death*, and Mike rolling *Gaze of Mork* and *Brainburster* for his Shaman. Mike won the roll-off for first turn and elected to take it.

Turn One

The first thing to mention about this game was how every time he had to make Animosity checks Mike would chant "where there's a whip, there's a way". It seemed to work as he rarely failed these checks...

Mike deployed his army across pretty much all of his table edge and I countered that by taking a refused flank option and leaving only the Screamers on my left flank.

The Greenskins marched forwards en masse. In Mike's Magic phase the *Gaze of Mork* took a wound off one of the Screamers, and in the Shooting

phase a Chaos Knight was skewered by one of the Goblin Spear Chukkas.

I sent the Screamers onto the far left flank to use their slashing attacks on the Goblin Wolf Riders, killing one. The rest of the army marched forwards with the Fiend of Slaanesh and Qae'larn headed to secure the right flank. I sent the Warhounds on my right to draw out the inevitable Fanatics in the Night Goblin mob, which they duly did. This would mean that both of us needed to tread carefully for fear of running into these fungus beer crazed lunatics.

Turn Two

Mike elected to charge the Screamers with the Goblin Wolf Riders who promptly failed their Fear test and were destroyed. The Night Goblins and a Chariot both charged one of my Warhound packs which was, unsurprisingly, wiped out and the Chariot overran into the Daemonettes. The Night Goblins overran into the Chaos Chariot.

I countered this by sending Vradchuk's Chariot smashing into the Big 'Uns mob containing Mike's Warboss. I also sent Qae'larn charging into the Goblin mob on my right flank. This was a really stupid thing to do given that they had a big combat resolution (full ranks, outnumber and standard) but Mike had said how they were 'Super-Goblins' as they'd seen off a lot of hard opponents. I wasn't going to fall for that kind of provocation until he mentioned they'd killed a Dwarf Lord and then the red mist descended and I charged...



In addition to the two characters charging, I sent the Screammers into the Night Goblin mob and the Warhounds rallied.

In the Combat phase all the pent up anger and frustration that Vradchuk had bottled up from his early losses spilt out. In the resultant carnage ten Big 'Uns were killed and the rest fled, taking their Warboss with them.

Turn Three

This turn wasn't good for Mike. Firstly he failed to rally his fleeing Big 'Un mob (led by his Warboss) and they fled off the table...

Mike's Chariot then charged my Chaos Knights, killing one. In return the Knights destroyed the Chariot for its temerity.

In my turn the Chaos Knights charged the Giant and, in a pretty poor show of strength, only caused one wound off the huge creature. The Giant reacted by swatting a Knight from its saddle.

Elsewhere the Chaos Warriors charged the Wolf Riders killing two whilst the Wolf Riders reciprocated by killing a Chaos Warrior. Out on the flank, the Fiend of Slaanesh only accounted for two Goblins. All in all a successful turn for me although the Knights and Chaos Warriors should have done better.

Turn Four

The loss of his general and Big 'Uns meant that Mike had it all to do to beat me, but there were still plenty of things that could go wrong – I have an unhappy knack of grasping defeat from the jaws of victory...

It started ominously as the Goblin

Shaman caused a wound on Vradchuk with *Gaze of Mork*.

In the Combat phase, the Chaos Warriors despatched three Wolf Riders and lost one of their own number in the mêlée. Neither side was prepared to give any ground though as the Wolf Riders made their tests. The Giant's

combat with the Knights ended in a draw as nothing much happened.

In my turn Vradchuk charged his Chariot into the Night Goblins and the resultant carnage saw them fleeing, only to be run down under the Chariot's scythed wheels...

My other Chariot charged the Goblin Wolf Chariot which fled. Luckily it stopped just at the table edge! On the right flank there was a stalemate as the Goblins exacted two wounds on the Fiend and received two in return.

The Chaos Warriors killed three Wolf Riders whilst the Goblin Boss ran through a Chaos Warrior. This was enough to see the Wolf Riders flee.

The Screammers of Tzeentch charged the Orc mob causing four casualties with no wounds against them. The Giant was wounded by the charging Daemonettes and he swatted one of the Daemons of Slaanesh aside as the stand-off continued.

Turn Five

The game was all over bar the shouting at this stage and was more about how much of a bloody nose Mike could give me before I destroyed his Greenskins.



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A development of Veterans' evenings run by some hobby centres (marked with a red dot on the store list below), are special Store Clubs. These are evenings where the hobby centre closes to the public, and only club members (age 16+ only) are allowed to come in and play. They are a great way to meet new people and expand your knowledge of the hobby.



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Index Malleus



A series
focusing on the
threat to the safety
of Mankind

THE LOST AND THE DAMNED

The foul slaves
of Chaos

by Andy Chambers

The insidious lure of Chaos is pervasive and all-corrupting. Of those who become ensnared by it only the very strongest will reap the favour of the Gods. The rest are swept into the ranks of the Lost and the Damned – Traitors, mutants and spawn of Chaos doomed to fight and die in their thousands at the whim of their fickle and uncaring masters.

Physical Characteristics

Those who fall under the sway of Chaos take many forms, they may be human or alien or some foul crossbreed of both. In many cases it is impossible to even tell what they once were. The stigmata of Chaos worship corrupts all creatures into hideous mockeries of their former selves with twisted limbs and warped bodies. Their flesh scored by weals, sores, buboes and tumours which are merely outward signs of the corruption within.

The fall may be gradual or literally occur overnight. In general those most recently lured into the paths of Chaos with the promise of rich rewards are the least marked. Their ranks are made up of warriors, pirates and renegades who have chosen to turn against their kind in exchange for the promise of power. Many times over the history of the Imperium entire regiments and whole worlds have been corrupted by Chaos and turned Traitor, becoming the most hated of all of its enemies.

A heretic may see the truth and seek redemption. He may be forgiven his past and will be absolved in death. A Traitor can never be forgiven. A Traitor will never find peace in this world or the next. There is nothing so wretched or hated in all the world as a Traitor.

Cardinal Khrysdan

Traitors may only evince minor stigmata such as markings of the skin or other disfigurements easily hidden. They often effect heavy garb of armour or robes, commonly replete with masks, helms or hoods to hide their shameful marks. They use blasphemous icons and forbidden runes to show their allegiance, as if their base betrayal can be set aside or removed at will, but the true followers of Chaos know they are already eternally damned. Entire legions can be made up of Traitors like these, like the feared warriors of the Blood Pact, or the infamous Traitor 9th. They are

commonly heavily equipped and may have icon daubed tanks, walkers and armoured vehicles to support squads of well-armed infantry.

In time those Traitors who survive will devolve further and join the packs of mutants which form the bulk of the largest legions. Among mutants the Mark of Chaos is plain to see with horned heads vying with gross distensions and inversions to produce the most bestial of aspects. Mutants commonly bear their marks openly, showing their dedication to the gods of Chaos in the hopes of gaining attention for their deeds. Such armour and weaponry that they have will be mismatched and battle-scarred like its bearers.

Among mutants it may be possible to discern the influence of one or other of the Chaos gods. Mutants strongly dedicated to Khorne the Blood God are commonly thick-necked or otherwise burly, horned and/or shaggy-haired, bestial-looking creatures. Those of Slaanesh, the Prince of Pleasure, may be long limbed and brightly marked. The hideous mutants of Nurgle display all the foul bloating, weeping sores and bursting buboes to be anticipated from those dedicated to the Plague Lord. Tzeentchian mutants rapidly start to transgress physical description as they warp constantly in to shapes pleasing to the Changer of the Ways, but they are the most likely to lose their humanoid form to sprouting wings, tentacles and pseudopodia.

The most extreme mutants bear little resemblance to men at all, be they bipedal, quadrepedal or otherwise locomoted. Such mutants are often massive and bulky but it is not known whether these are humanoids warped beyond recognition, animals touched by Chaos or the fusing together of several once-distinct individuals into a roiling, unrecognisable mass.

Homeworld

The legions of the Lost and the Damned are composed of the most



vicious mutants and depraved Traitors from an area of infernal space where Chaos rules. Most famously they swarm out from the Eye of Terror, where the Immaterium spills into the galaxy in a maelstrom of warp energy.

The creatures of the Warp have but one trait with which you need concern yourself – their undying contempt for the Emperor. It is your task to quell the rebellion they preach, and the only sure way is to destroy them utterly.

Qualtak Shoran

In this region of space, worlds exist where the laws of physics and nature do not apply and the landscape is constantly shifting at the whim of the Chaos power that rules the planet. As Abaddon's Chaos Space Marines ready themselves for another raid or Black Crusade against the Imperium, the fiercest mortal slaves from the prayer gangs and cannibal packs of the daemon worlds battle night and day (or whatever passes for it in their perverted realm) to fight their way aboard the transports. They believe a place fighting for Chaos will be an opportunity to win the attention of the lords of Chaos, perhaps even a chance to gain the favour of the Gods themselves. More than anything it is a way to escape the eternal torments of the Eye of Terror and regain the mortal realm.

Other realms also spew forth their own legions of the Lost and the

Damned. Any region of space riven by the power of Chaos will produce such hordes; be they the accursed pirate strongholds of the Maelstrom, the Traitor planets of the Sabbat cluster, or the benighted nether worlds of the Eastern Fringe. Any great Chaos incursion throws up its own legions as the most ambitious, warlike and amoral fighters flock to its banners to carve their reputations or to die trying. Heretics and Traitors join triumphant Chaos forces in the hopes of survival by serving a new master. These find themselves callously expended to prove their worthiness to serve Chaos, or to render up their souls if they have nothing more to offer.

First contact

The righteous forces of the Emperor first came into contact with the forces of Chaos in the legendary times of the Great Crusade. As the newly created legions of the Adeptus Astartes, the Emperor's Space Marines, forged outward from Terra they liberated thousands of worlds. On the most corrupted by Chaos they found horribly debased mutants swarming like locusts, and possessed daemonhosts by the score.

Such befouled places were ruthlessly cleansed with fire and sword, temples and icons obliterated with melta bombs, monstrous living cities pounded by orbital strikes. In many cases they were razed utterly, as

commanders became too horrified by the madness they saw and chose to blast whole planets to dead ruin in preference to letting it continue. On other planets the benighted denizens had fallen into many and varied forms of Chaos worship, subtler and more insidious. These Chaos-tainted were silver tongued and cunning and joined the Emperor's crusade only to spread their poison further and betray their oaths at a time of their own choosing.

Possession was once nine-tenths of the lore. It is so even today, but we must blind ourselves to the tenth that remains and was once human. Duty requires we put aside such considerations and root out uncleanness in thought and deed. There can be no other course of action. No one can be adjudged innocent of compliance. Better to self-destruct than acquiesce.

Inquisitor Enoch

In those times the threat of the alien was perceived as the greatest of all, and the dangers of Warp entities and uncontrolled psykers poorly understood by most of the Emperor's servants, despite his constant admonishments to the contrary. Across the widely spread legions of the Emperor's crusade new allies were welcomed for the aid they could render in the great task of freeing Humanity. Even mutants of particular strains judged stable enough were

From the curse of the mutant.

Our Emperor, deliver us,

A morte perpetua.

Domne, libra nos.

That thou wouldst bring them only death.

That thou shouldst spare none,

That thou shouldst pardon none,

We beseech thee, destroy them.

Excerpt of the Fede Imperialis. Commonly known as the Battle-prayer of the Adepta Sororitas.

permitted to prosper and fight in the ranks of the Imperial Guard. This is a practice which remains to this day, although under drastically tighter constraints of genetic purity than was once the case.

As the crusade reached ever outwards to the Eastern Fringe recidivism and treachery constantly flared in its wake. Rebellious armies of Traitors and mutants tyrannized worlds just recently liberated as power hungry commanders, governors and renegade Space Marines tried to carve out their own empires. Even after centuries of fighting such Traitors, Chaos resurged utterly during the cataclysmic Horus Heresy as the Imperium was torn asunder by civil war. In those dimly remembered times the Lost and the Damned trod upon the sacred soil of Terra itself, dying in their millions at the walls of the Emperor's Palace.

From that far off day to this the Imperium has been continually plagued by the Lost and the Damned, from scrofulous hordes of mutants to Traitorous armies. In spite of the best efforts of Inquisitors and loyal forces everywhere, the lure of Chaos remains as pernicious as ever.

Combat Capabilities

The combat capabilities of the Lost and the Damned are as variable as the myriad faces of Chaos. A force like the Traitor 9th, a full military unit recently turned to Chaos, will be the equivalent of a fully equipped Imperial Guard regiment with supporting Leman Russ battle tanks, Basilisk mobile artillery pieces, Sentinel scouts and other armour. While formidably equipped, Traitors often lack the moral fibre of loyalist troops as their command structures, officers and commissars will have been

ravaged when they mutiny. Such forces are most dangerous in a ranged battle where their heavy firepower can be brought to bear with little risk of hand-to-hand combat or close assaults.

The greater hordes of the Lost and the Damned are poorly equipped. They bear a bizarre array of weaponry forged on daemon worlds, everything from baroque lasrifles and autoguns to beast-muzzled heavy stubbers and flamers, but have little in the way of heavy weaponry. In contrast to Traitor units, mutants must rely on sheer weight of numbers to overcome superior opponents. Packs of mutants are driven forth to overrun their enemies regardless of casualties, dragging them down in bloody wave attacks. In these attacks it is the larger mutants and Chaos Spawn which pose the greatest danger, possessed as they are with the weight and strength to crush the most stalwart defenders.

Any force of the Lost and the Damned may be riven with the horrors of daemon possession, its denizens freely opening themselves to Warp entities in rapturous bouts of self-destruction. Worse still the insane chants and tainted icons of the mortal followers of Chaos can open a path for daemons to enter the physical realm. The tumult of the battlefield, the psychic screams of the dying are meat and drink to these entities and even the smallest crack in reality can open a way for the infernal hosts to manifest, hunt and feed. The Lost and the Damned may be expended in their thousands by their unseen lords to achieve this single aim.

The weak will always be led by the strong. Where the strong cry out against fate, the weak bow their heads and succumb. There are many who are weak and many are their temptations. Despise the weak for they flock to the call of the Daemon and the Renegade. Pity them not and scorn their cries of innocence - it is better that one hundred innocents fall before the wrath of the Emperor than one kneels before the Daemon.

First Book of Indoctrinations

Most deadly of all are the insane daemon engines which can be found spearheading the most important attacks. Daemon engines are hellish fusions of forged metal and Warp-spawned magic, living beasts

charged with infernal life and driven by the insane murder-lust of a bound daemonic entity. Such creations are heavily armed with cannon, flamers and missiles but still take a perverse pleasure in ripping apart their opponents with steel-shod claws.

If Chaos Space Marines are in the warzone they will usually be in direct control of the greater masses of the Lost and the Damned.

They provide an elite striking force and the prime elements of a merciless command structure. The presence of such veteran warriors of the Long War makes the Lost and the Damned immeasurably more dangerous, their war-craft and unrelenting hatred lending the hordes a frenzied determination and reckless bravery which is a terror to behold.

Threat Index and Imperial Policy

Of all the threats facing the Imperium of Mankind that of Chaos is the greatest. The corruption of Chaos can turn the very forces of the beneficent Emperor against themselves. The numberless hordes of the Lost and the Damned demoralise and pervert all they come into contact with. Of the Lost and the Damned none are more loathed than the Traitors. Traitor forces use their base betrayal as advantageously as possible, assailing vulnerable targets with surprise attacks before entrenching themselves against retribution in some ground of their choosing. Thus the later stages of a campaign against the Lost and the Damned are liable to take on the aspect of a series of close sieges. All too often the rise of Chaos will result in a series of costly, bloody fights through hives and fortresses as loyalists fight to purge the corruption and free those enslaved by it.

In the case of a populist uprising inspired by Chaos demagogues and heretics the force will be less militaristic but more numerous, with people from all walks of life pressed into service with whatever arms and armoured units they can build or loot. Mutants and the repressed dregs of society are all too easily swayed into rebellion against the rule of the Imperium, styling themselves as an underground resistance or self-righteous freedom fighters. The ultimate nightmare for the loyal servants of the Saviour of Mankind is

the corruption of a hive or civilised world, where Traitorous forces can number in the millions.

In the face of Mankind's retribution some Traitors and mutants try to escape into the hinterlands of whatever planet they are on to form smaller guerrilla forces to plague loyalist forces for months or years at a time with ambushes and raids. Wherever they can, Traitors will attempt to link up with other invading Chaos Legions. Revolts are timed to

coincide with the arrival of Chaos warships in order to create havoc and confusion among the defenders.

Imperial policy towards all manifestations of Chaos is uncompromising, they are to be eliminated with all means possible, as quickly as possible. Even those who have witnessed the power of Chaos are treated with suspicion as the tiniest seed of corruption can blossom into the corruption of entire worlds.

We are at war with forces too terrible to comprehend. We cannot afford mercy for any of its victims too weak to take the morally correct course. Mercy destroys us, it weakens us and saps our resolve. Put aside all such thoughts. They are not worthy of Inquisitors in the service of Our Emperor. Praise his name for in our resolve we only reflect his purpose of will.

Inquisitor Enoch



One of the new troop types featured in the *Lost and the Damned* army list are the Traitors. Bo Tolstrup has decided to convert a whole army of these humans who have thrown their lot in with the forces of Chaos.

TRAITORS!

BO TOLSTRUP'S CONVERTED CHAOS TRAITORS



Bo's Traitors, lead by an Agitator and backed up by the firepower of a Heavy Stubber.

Mention Chaos to most people and they immediately think of one enduring image: the nemesis of the Imperium, the Chaos Space Marines legions. However, I find the endless hordes of humans who have turned to Chaos much more inspiring.

My fascination with Chaos, and Traitors in particular, began when I read the original Gaunt's Ghosts novel, *First and Only*. During the course of the story, the Gaunt's Ghosts find themselves facing assaults by countless Traitors, lead into battle by only a few Chaos Marines. This perfectly illustrates the way these troops work on the battlefield: wave upon wave of lightly armed cannon fodder absorbing the firepower of the enemy, backed up by a few mighty warriors.

With this image firmly entrenched in my mind I was determined to collect an army that would allow me to fight battles exactly like those described in the book. The idea was so strong that I spent almost a year bugging Andy Chambers into writing a full-blown 'Codex Cultist' army book. Eventually a draft army list of the 'Lost and the Damned' landed on my desk. One of the new Troops choices available to the Chaos player were the Traitors, humans who had gone over to Chaos, complete with Imperial weapons, kit and training. They were just what I'd been waiting for so I began to think about putting together a complete army. The next thing to do was to assemble a squad of miniatures.

In contrast to mutant models, which can be assembled from almost any parts you care to mention, Traitors are human troops. They should be based on Imperial Guardsmen and not look too outlandish. As Catachan Jungle Fighters are multi-part models, they are just what I wanted. However, I didn't just want an army of Catachans masquerading as Traitors. They needed something to set them apart from regular Imperial troops. They needed the Mark of Chaos.

Of all the Chaos gods, my favourite is the plague god, Nurgle. Disease-ridden troops, rotting bodies and grasping tentacles are the stock in trade of the Lord of Decay. From a modelling point of view the minions of Father Nurgle are always the most interesting to make. Of course, they couldn't look too mutated, just blessed by the touch of pestilence. Using the Catachans as the basis, I built my first squad of Traitors with the addition of plastic parts from my bitz box.



with lasguns afterwards. The Chaos Marauder torso fits well with the bulky Imperial limbs, whilst the Skaven torso

makes the trooper look shrivelled and hunchbacked.. To emphasise the Chaos feel further I added armour plates from the Marauder sprue. The next stage was to add their heads. I experimented with Zombie heads and then the final piece of the puzzle fell in place.

Some time ago I'd seen a model with the top of the head cut off and replaced by the top of a Chaos Warrior's head, cut just below the vision slits. I liked this look very much and wanted to emulate it. The horns were cut off the helmet that was then sliced in two. With the helmet ready I cut the Zombie head at the jaw and then glued the parts together. The helmets looked ripe for one last finishing touch. One of the most striking helmets I've seen is the classic Prussian helmet, which features a spike on the top. The Chaos vehicle sprue furnished me with what I needed. With the heads glued in place, I now had some pretty ugly looking Traitors with a serious health issue. Now they needed a leader and some extra firepower...

THE TRAITORS

From the start I decided to choose different torsos for each trooper, and then simply add the Catachan arms, complete

THE AGITATOR

The squad leader would need to have the same feel as the rest of the squad, but with enough extra kit to make him stand out. Rather than begin with the standard



Catachan torso I chose to use part of a Chaos Warrior instead. The whole appearance of the model changed, appearing even more hunchbacked than his troops. To my eyes he looked like Quasimodo, so that became his nickname.

Now I had the body and legs of the model sorted out, the next stage was to attach a head and arms. The Chaos Marauder head with the topknot had just the right expression I wanted. In my opinion the classic weaponry for the leader of a squad are close-combat weapons. The laspistol arm from the Catachan sprue was paired with a hand weapon from the Chaos Marauders. To create the right look, I posed the head minus its topknot so that the model looked in the direction he was pointing the gun. The finishing touch to the model was a piece of shoulder armour and a banner pole. To create a banner pole, I used the comm-link. A length of wire replaced the plastic aerial and I finished the banner off with a skull from the Chaos vehicle sprue.



HEAVY STUBBER

To tie in with the First World War feel of the spiked helmets, I built a heavy stubber reminiscent of a gatling

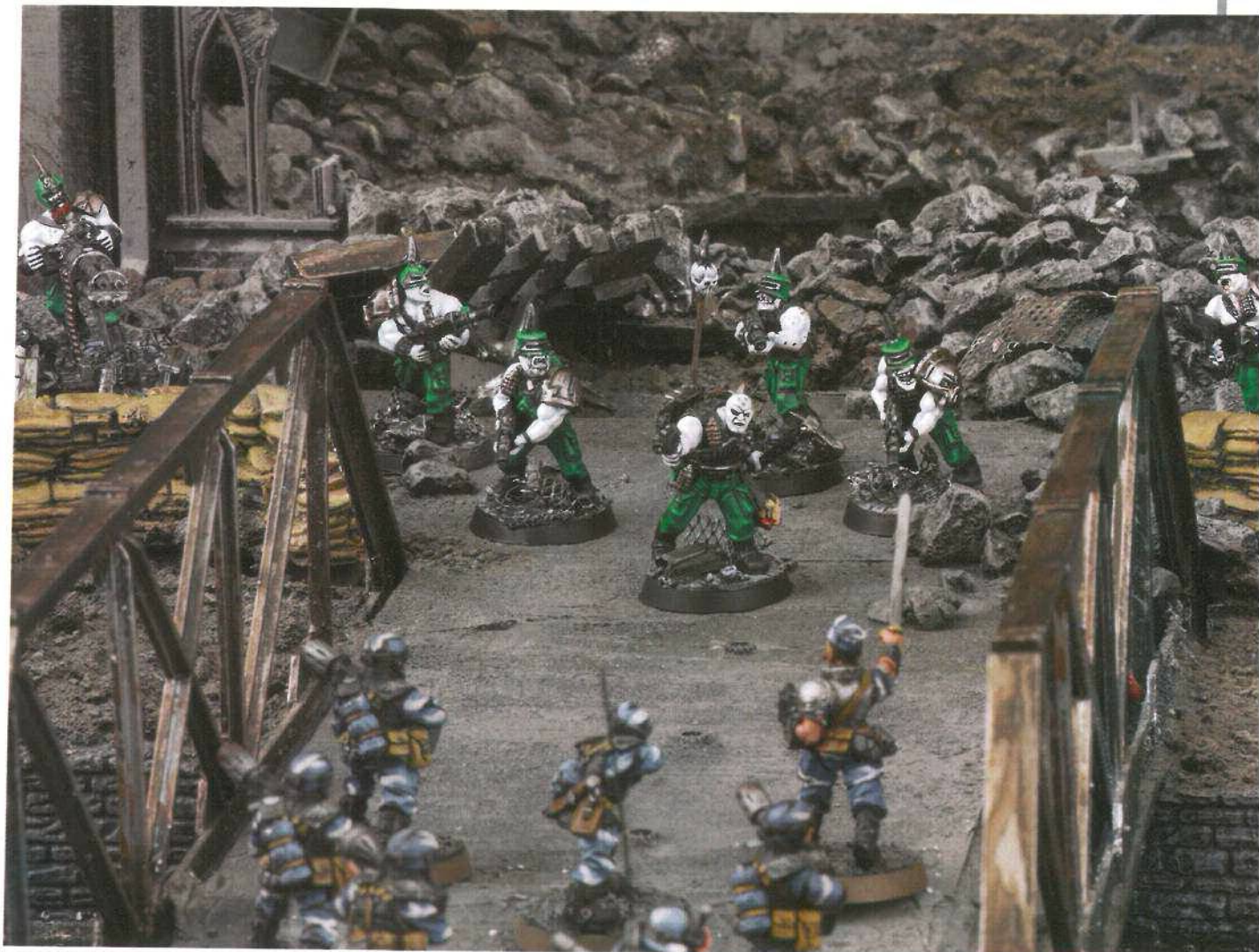
gun. The basis of the weapon is an Ork shoota with the barrel of a Tau burst cannon added to the end. A plastic foot from the Tau Crisis Suit was used as the weapon's base, with a length of wire extending up to support the gun barrel. The bullet belt was extended to reach the ground and an Ork gun sight added. The Marauder arms originally carried weapons, which were cut away to make handles for the gun. I decided to take an axe shaft and use it to connect the hands together. This was then glued in place to finish off the weapon.

PAINTING THE SQUAD

To contrast with the incoherent appearance of the mutants I decided to give the squad a uniform. Green is the colour normally associated with Nurgle, so that became the colour of the cloth. To make a discordant colour scheme Snot Green was combined with a sickly pale skin tone. This was made from a base colour of Shadow Grey highlighted by Skull White.

TO BATTLE

I'm really happy with my first squad of seven models. They have just the look I want, Imperial Troops who've turned to follow the Chaos god Nurgle, but without simply becoming mutants. It's now time to crack on with collecting the whole army. As well as adding more Traitors, I really fancy trying my hand at a Defiler, and then a Leman Russ, converting it to fit in with the models I've already assembled. So until next time, give disease a chance.



The traitors clash with the Imperial forces on Cadia.

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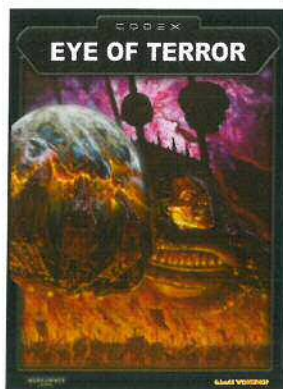
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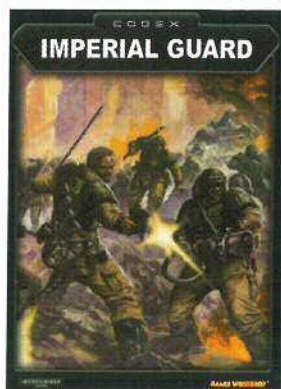
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Che Webster takes us through the Warhammer equivalent of 40k in 40 minutes – Warhammer Border Patrol. This shorter game is perfect for a lunch time, or when you don't have space to set up a full battle...

Che: Having played Warhammer for many years, one of the most frequent challenges has always been finding enough time in which to play a good game regularly. With the burdens of work, home life, family commitments and the like it can be tricky to get the three or more hours needed to play a leisurely 2,000 points game.

Inspired by Tim Eagling's work for the Warhammer 40,000 game (40K in 40 Minutes), we set out to come up with a solution to playing a good game of Warhammer in under an hour.

WARHAMMER BORDER PATROL

Warhammer games in under an hour...

WHERE TO START?

The first thing in getting a faster game is to play a smaller scenario and focus on making the experience exciting and challenging into the bargain.

Warhammer Border Patrol is built around the idea of meeting engagements between two expeditionary forces. The really clever bit is in the scenarios which feature seeking to capture a key position, item or building rather than simply bashing the opponent.

All the time it is vital to remember the spirit of the game and try to resist the urge to do extreme things to your army – this is all about patrol type forces not the awe-inspiring massed horde with the big beasts and gribbilies.

RULES OF ENGAGEMENT

Each player will need a Warhammer army that conforms to the special limitations below:

- You must choose an army of not more than 500 points.
- You must have a **single** Hero to lead the force, but the Hero may not be an Army Battle Standard Bearer.
- The army must consist of at least **two** units and no more than **four** units (excluding the Hero).
- You must have at least **one** Core choice.



- You may take **one** choice of either Special or Rare Units, but not both.
- You must include at least **one** infantry unit of 10+ models.
- No unit may be larger than 25 models.
- No unit may carry a magical standard.
- No single model may cost more than 125 points.
- An army may have no more than **one** chariot or war machine. This also applies to choices that allow more than one item per pick, like Goblin Wolf Chariots. You may only buy **one** per choice.

Here are a couple of army specific notes:

- Bretonnians do not have their Army Battle Standard Bearer.
- Tomb Kings must have a Liche Priest as the Hero. He will also act as the General. However, the Liche Priest is allowed to be purchased with up to 165 points.
- Tomb Kings may have more than one Chariot.
- A Vampire Thrall may lead a Vampire Counts army.

SCENARIOS

The key to the quality of these games is in the scenario. We have come up with several that work and have included a couple of examples

on the next page. However, here are the broad guidelines on how to get the most from a scenario so you can design your own:

- Use a gaming space of around 3' by 4', using the short edges to deploy along. This gives you a nice depth but limits the flank manoeuvring for such small armies.
- Have a definite purpose to the scenario, preferably a 'sudden death' type ending. This will keep the game brief and focused instead of devolving into a shooting contest.
- Try to theme the scenario to the armies you use if you can. Keep the scenery sparse but use two or three nice features on the battlefield.



Mark Chambers

VAMPIRE COUNTS

Mark: Undead are a terrible foe to fight at 500 points as the whole army causes *fear* and has the potential to raise more models during the battle. I chose a Necromancer Champion to make this a real possibility, a unit of Ghouls, a unit of cheap Zombies and a unit of Skeleton Warriors with spears, and three Fell Bats to fly over my opponent and slow them down.

TYPE	No.	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Pts each	Pts total
HERO														
Lucius Gore L2 Wizard, Necromancy	1	4	3	3	3	3	2	3	1	7	0	2nd Level Mage, Fear	100	100
CORE														
Skeleton Warriors Gore's Spears	12	4	2	2	3	3	1	2	1	3	6+	Spears/Shields, Fear	9	108
Zombies Gore's Servants	17	4	2	0	3	3	1	0	1	2	0	Spears/Shields, Fear	6	102
Musician	1	4	2	0	3	3	1	0	1	2	0	Braindead, Fear	10	10
Ghouls Gore's Claws	15	4	3	0	3	4	1	3	2	6	0	Poison Attacks, Skirmishers, Fear	8	120
Fell Bats Gore's Wings	3	1	3	0	3	3	2	3	2	6	0	Flying unit, Fear	20	60



Ben Ward

DWARFS

Ben: I used Dwarfs in this campaign as I was interested to see how they would perform in the small but fast and brutal 500 points arena. As an average Dwarf Warrior is only 7 points even if you tool them up, they are still relatively cheap and allow quite a bit of flexibility. Unfortunately they are about as fast as a sedated snail so I have taken a bit of firepower to try and stop any would-be sneaky flanking manoeuvres.

TYPE	No.	M	WS	BS	S	T	W	I	A	Ld	Save	Notes	Pts each	Pts total
HERO														
Runesmith Worgm, Worgmogn	1	3	5	4	4	4	2	2	2	9	5+	Hand Weapon, Gromril Arm	78	78
CORE														
Warriors	11	3	4	3	3	4	1	4	1	9	4+	Hand Weapon, H Armour, Shield	9	99
Standard Bearer	1	3	4	3	3	4	1	4	1	9	4+		19	19
Warriors	10	3	4	3	3	4	1	1	1	9	5+	Double-handed W'pon, H Armour	10	100
Veteran	1	3	4	3	3	4	1	1	1	9	5+	Double-handed W'pon, H Armour	20	20
Standard	1	4	3	0	4	4	1	1	3	8	5+	Double-handed W'pon, H Armour	20	20
Crossbowmen	10	4	3	0	4	4	1	1	3	8	6+	Hand Weapon, C Bow, L Armour	12	120
SPECIAL														
Bolt Thrower												3 Crew, Hand Weapon, L Armour	45	45



SCENARIO 1: CAPTURE

This scenario is adapted from the rulebook (pages 207-208) and is ideal for Border Patrol games. The two expeditions meet to capture a single objective and deny ground to the enemy. In our games we have used temples, shrines, supply buildings, tunnel entrances and important hills as examples of good objectives. The key is to make a piece of scenery the clear target and then play the scenario as written with the following change:

- Use no more than 4' by 3' of battle table. Deploy along the thin edges, giving a deep narrow battlefield.

BATTLEFIELD

The objective is placed in the middle of the battlefield. This could be a treasure-filled tomb, a keep, village, hill, or anything else you think appropriate to fight over.

DEPLOYMENT

- Both players roll a dice, the player who scores highest may choose which side of the table to deploy on.
- The players roll a dice, the highest scorer may choose whether to start deploying first or second.
- Taking it in turns, each player deploys one

unit at a time, at least 18" from the opposing deployment zone.

- All war machines in a player's army are deployed at the same time, though they can be deployed in different parts of the battlefield.
- Champions are deployed with their unit, all other characters in the army are deployed after all other units, all at the same time. Characters may start the battle with units if you wish.
- Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as described in the rules for Scouts.

WHO GOES FIRST?

Both players roll a dice, the player who finished their deployment first may add +1 to their dice roll. The player who scores highest may choose whether to go first or second (re-roll ties).

LENGTH OF GAME

The game lasts for a random length. At the end of the fourth turn roll a dice. On a 2 or more, play a fifth turn. At the end of the fifth turn roll a dice again, on a 3 or more play a sixth turn, etc.

SPECIAL RULES

There are no additional special rules.

VICTORY CONDITIONS

The army with the unit closest to the objective at the end of the battle wins. Fleeing units, monsters and characters can't capture the objective. If both players have a unit equidistant from the objective, one player wins if their unit is worth more than double the points value of the closest enemy unit to the objective. Otherwise it is a draw.



SCENARIO 2: FLANKING MANOEUVRES

In this scenario, a special adaptation for Border Patrol, two forces are split in an attempt each to outflank the other. The generals must coordinate their split patrolling forces and lay claim to the battlefield.

BATTLEFIELD

Use no more than 4' by 3' of battle table. Use the long edges for deployment giving a wide, shallow battlefield. The deployment areas should be 18" apart, and allow for 12" to each flank.

DEPLOYMENT

- Before any deployment, each player assigns up to one third of their army (in points) to be a flanking force. Each player must put at least 50 points into the flanking force. Units cannot be split between the two forces. The player must also write down whether these are flanking to the left or the right.
- The players roll a dice each, the highest scorer is allowed to choose a table edge.
- Each player rolls a dice and the highest scorer may decide whether to begin deploying first or second.
- Taking it in turns, each player deploys one unit at a time, no closer than 18" to the enemy deployment zone. Units can be no closer than 12" to the neutral table edges.

- All war machines in a player's army are deployed at the same time, though they may be deployed in different parts of the battlefield.

- Champions are deployed with their unit. All other characters are deployed after all other units in a player's army, all at the same time.

- Scouting units are not deployed with the rest of the units. Instead they are placed on the table after all units in both armies have been deployed, as described in the rules for Scouts.

WHO GOES FIRST?

Both players roll a dice, the player who finished their deployment first may add +1 to their dice roll. The player who scores highest may choose whether to go first or second (re-roll ties).

LENGTH OF GAME

The game lasts six turns.

SPECIAL RULES

At the start of each player's third turn, they start to roll to see if their flanking force has arrived. Roll a dice. On a roll of 4+ the flanking force turns up. If it does not turn up, roll again at the start of subsequent turns, adding +1 to the dice roll after the first. Thus, they will turn up on a 3+ on the fourth turn, 2+ on the fifth turn, and so on).

The units in the flanking force move on from the table edge nominated before the battle, in the opponent's half of the table. Units may not charge on the same turn that they move onto the table, but do not count as starting their move within 8" of the enemy and so may march. You do not have to move all units on at the same time; units that are left off the table can move on in subsequent Movement phases.

VICTORY CONDITIONS

The standard Victory Points are used to determine the winner.



TEAM PLAY SPECIAL RULES

Border Patrol games last from 30-45 minutes on average, depending on the scenario you play. In addition, we have come up with some rather neat Team Play rules to allow pairs of players to pull together a 1,000 points force and play a battle in around an hour. These rules are the basis of the Warhammer Doubles Tournament and allow for some pretty whacky alliances.

ARMIES

Players will fight with two armies allied together for the battle. Each army may ally with only the armies shown on the following Alliances chart:

Simply cross-reference the races you wish to ally. The following notations represent:

B = Battle Brothers – same race, so no problems.

X = Disallowed – cannot ally under any circumstance.

T = Trusted allies – no special rules, alliance is permitted.

D = Distrustful allies – permitted, but allied units and characters within 6" of each other suffer a -1 Leadership penalty (after other modifiers).

You may only select to play with a team-mate who has an army you are permitted to ally with.

Each player is paired with their team-mate, and each will bring an army that conforms to the Border Patrol rules.

Taken together, the players armies should total no more than 1,000 points, including two Heroes capable of acting as Generals.

Before each battle the General must be decided using the following rule:

- Each player on the team rolls a dice, with the opponents witnessing the roll – re-roll any ties.

- The highest rolling player will lead the army in this battle. Their Hero acts as the General.
- Both forces will react to the General as per the Warhammer rules.

SCENARIOS

Each game will use one of the following Scenarios. These can be played on a standard table of any reasonable size.

To determine the Scenario played, roll a dice and consult the following table:

D6 Roll	Result
1-2	Capture
3-4	Meeting Engagement
5-6	Flank Attack

SCENARIO 1: CAPTURE

- Use the scenario from the Warhammer rulebook, pages 207-208.

SCENARIO 1: MEETING ENGAGEMENT

- Use the scenario from the Warhammer rulebook, pages 203-204.

SCENARIO 3: FLANK ATTACK

- Use the scenario from the Warhammer rulebook, pages 205-206.

PARTING WORDS...

After a few months of playing with these rules I have finally got a regular game in a reasonable time. In addition I have retired my Dwarf army and started to build a new Lizardmen army. In short, painting 500 points of models is an easier proposition and you can get some good games in every week. For me it's a lunchtime thing which keeps me playing more Warhammer than I have previously imagined possible. Oh, and the games are a whole new challenge. Don't believe us? Try it for yourself!



Che's 500 point Lizardmen army begins to take shape.



Once they're all stuck together, Che begins painting. A red undercoat is applied first.



A brown wash is then applied, followed by some red drybrushing on the scales.



Finally, Che bases the models and has the beginnings of his 500 points army.

	Empire	Orcs & Goblins	Lizardmen	Skaven	Chaos	Tomb Kings	Vampire Counts	Dark Elves	High Elves	Wood Elves	Chaos Dwarfs	Brettonnians	Dwarfs	Dogs of War
Empire	B	X	T	X	X	D	X	X	T	D	X	T	T	T
Orcs & Goblins	X	B	X	T	T	X	D	D	X	X	D	X	X	T
Lizardmen	T	X	B	X	X	D	X	X	T	T	X	T	T	T
Skaven	X	T	X	B	T	D	X	D	X	X	D	X	X	T
Chaos	X	T	X	T	B	D	D	D	X	X	T	X	X	T
Tomb Kings	D	X	D	D	D	B	X	D	D	D	D	X	D	T
Vampire Counts	X	D	X	X	D	X	B	D	X	X	D	X	X	T
Dark Elves	X	D	X	D	D	D	D	B	X	X	D	X	X	T
High Elves	T	X	T	X	X	D	X	X	B	T	X	T	D	T
Wood Elves	D	X	T	X	X	D	X	X	T	B	X	T	D	T
Chaos Dwarfs	X	D	X	D	T	D	D	D	X	X	B	X	X	T
Brettonnians	T	X	T	X	X	X	X	X	T	T	X	B	T	T
Dwarfs	T	X	T	X	X	D	X	X	D	D	X	T	B	T
Dogs of War	T	T	T	T	T	T	T	T	T	T	T	T	T	B

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Battlefleet Gothic has been a regular fixture in White Dwarf over the past few months and with the Eye of Terror campaign now well underway, Matt Keefe looks further ahead and takes us through some of the new developments on the horizon in the grim darkness of the far future...

LOOK TO THE STARS

THE FUTURE OF BATTLEFLEET GOTHIC

The last few months have seen a massive upsurge of interest in Battlefleet Gothic, what with the Eye of Terror campaign in progress and a rash of coverage in White Dwarf. The game itself was originally released more than four years ago, so now seems like the perfect time to look back at how the game has grown, and also look ahead to some of the upcoming developments we have in the pipeline for the game.

A BIG UNIVERSE

When Battlefleet Gothic was originally released it was, of course, a game focusing on the ships, battles and events of the Gothic War. Barring the basic rules of play, everything in the rulebook (the fleet lists, the campaign rules, the background and to some extent the scenarios and subplots) were themed around that war.

Now, of course, since the game came out we have continued to release quite a number of new ships and whole new fleets. Shoehorning these additions to the game into the Gothic War seems increasingly unrealistic ("What do you mean you didn't know the Necrons were in the Gothic War? They were there all along, we just forgot to tell you!"). In future, we intend to counter this by

releasing new models as part of a tightly themed series of articles and new releases centring on a particular conflict or event, in the same way as the Gothic War was the focus of the original game.

The first example of this was the recent Battlefleet Armageddon which focused on the Third Armageddon War and introduced no less than two new Imperial battleships, four Imperial cruisers, a new Imperial escort, four new Ork battleships and a new Ork battlecruiser. Alongside this the magazine ran new fleet lists, sub-plots, scenarios and background.

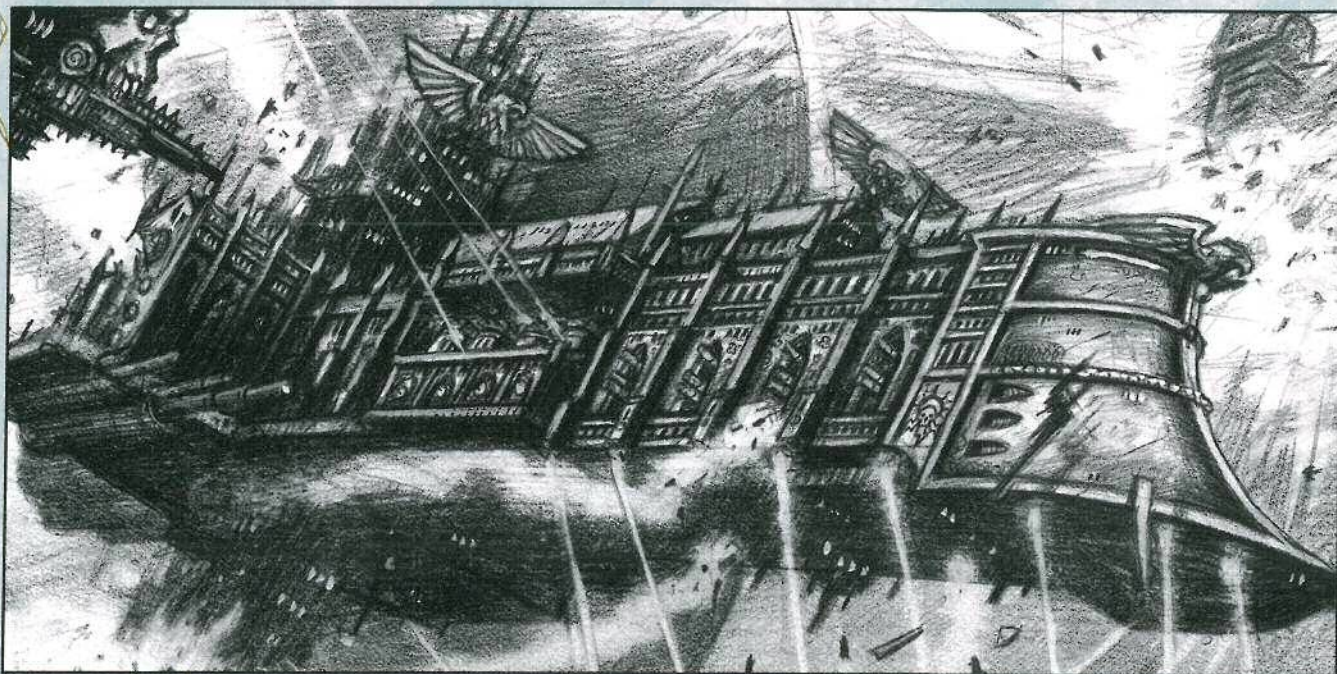
The Eye of Terror followed, with Battlefleet Gothic participating fully in the campaign. As well as the 13th Black Crusade fleet list which you may have seen in White Dwarf a couple of issues ago.

Along these lines, when the much-anticipated Tau are released later this year, their releases will run parallel to a series of 'Battlefleet Damocles' articles spread over about three issues of the Battlefleet Gothic magazine, to provide a context into which the new fleet enters. This isn't to say we'll necessarily release any new Imperial vessels at the same time, or bombard you with new fleet

lists, special rules or ship classes – by and large there is no need – but more importantly we will be providing the background (most likely including scenarios and campaign details) of the conflict, cautiously introducing variant fleet lists or alternative options as we need to.

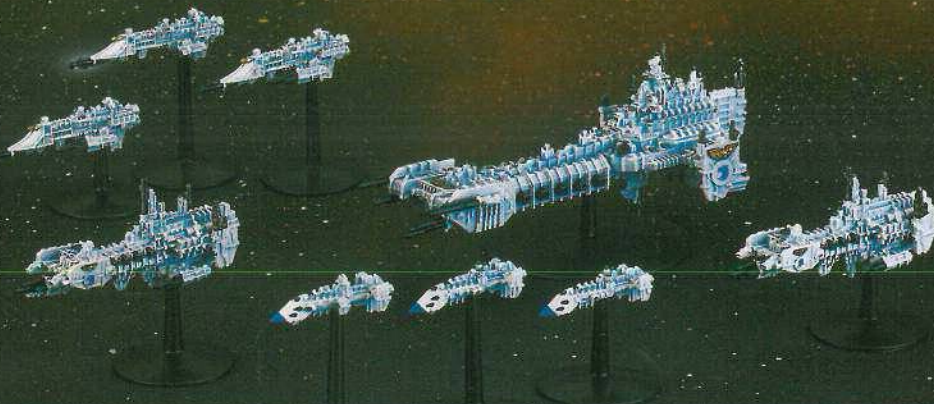
REINFORCEMENTS

Obviously, the most tangible additions to any game are the shiny new models which occasionally emerge to grace gaming tables everywhere. Battlefleet Gothic has certainly received a more than generous dose of reinforcements since its release, in the shape of new fleets for the Space Marines, Necrons, Tyranids and Dark Eldar, as well as new models for all the fleets from the original game. The Orks have also received a new 'Waaagh!' fleet list, representing a full Ork battlefleet rather than the Pirate fleets from the rulebook. This is a format we are likely to follow in future, adding new variant fleet lists for the existing fleets. One such fleet, the Chaos Space Marines, have already been covered as part of the Eye of Terror campaign and there's every chance we'll go on that way, introducing new fleet lists alongside each new theatre of war we explore.



SPACE MARINES

First covered in White Dwarf soon after the release of the game, the Space Marines were the first new fleet to be added. With their powerful bombardment cannons and fearsome assault troops for boarding actions, the Space Marines are an astonishingly powerful fleet. They excel at planetary assaults and close range bombardments, but fittingly are few in number and always run the risk of being outnumbered.



NECRONS

Originating in Battlefleet Gothic magazine, Issue 2, the Necrons were the first fleet released by the Fanatic Studio. Necrons utilise ancient yet incredibly advanced technology in their ship design, completely lacking the shields and attack craft of the younger races. This makes for a truly unique Necron fleet, one utilising incredible speed and awesome firepower (including many weapons unknown to other races) to overwhelm their opponents.



TYRANIDS

The Tyranids began life as a set of rules by Andy Chambers allowing people to utilise their scratch-built models. Since then, a full range of Tyranid vessels has been produced and are available now. Tyranid ships are not so much built as 'grown' in the same manner as their ground forces. The resulting individuality of each Tyranid ship makes for a very interesting fleet, one where you as the player are free to create your own Tyranid monstrosities from a list of sizes and weapons, rather than selecting from fixed ship classes.



DARK ELДАР

The Dark Eldar are notorious as pirates and raiders, customising their vessels to meet the bloody whims of their captains. For this reason, when designing the Dark Eldar fleet we simply constructed two broad classes of vessel – the Torture class cruiser and the Corsair class escort – to which players can add a variety of weapons, producing several different vessels within each class. Like the Eldar Corsairs, Dark Eldar are fast, brutal pirates with powerful and accurate weaponry at their disposal.



TAU

With fleets now available for all the other Warhammer 40,000 races, only one remains without a presence in space. That will all change in October with the long awaited release of the Tau for Battlefleet Gothic. The Tau are undoubtedly one of the most requested Battlefleet Gothic releases ever, and Citadel designer Tim Adcock has really pulled out all the stops to make sure the models live up to that. The brand new figure range will be accompanied by a complete fleet list, written by Warhammer 40,000 Games Developer Pete Haines. The Tau will make their full debut in Battlefleet Gothic magazine issue 17, but over the next couple of pages you'll find a special preview of the forthcoming fleet.

The Tau fleet is a huge project, and the ships you see here represent just the tip of the iceberg – the essential core elements of the fleet. Beyond this, the next few months will see a number of special additions to the Tau fleet such as the Kroot Warsphere, Messenger class starship and other novelties.

ORCA CLASS STARSHIP

The Orca was designed to provide the Tau fleet with an escort. Unable to build a drive light enough to produce a normal escort the Orca is transported within a capital ship's gravitic sheath. Once unleashed, however, it is a powerful gunship able to contend with any Imperial or Ork class.



DEFENDER CLASS STARSHIP

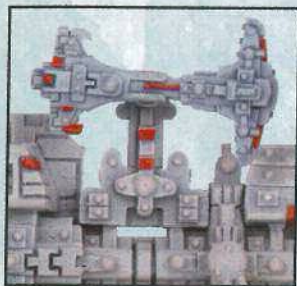
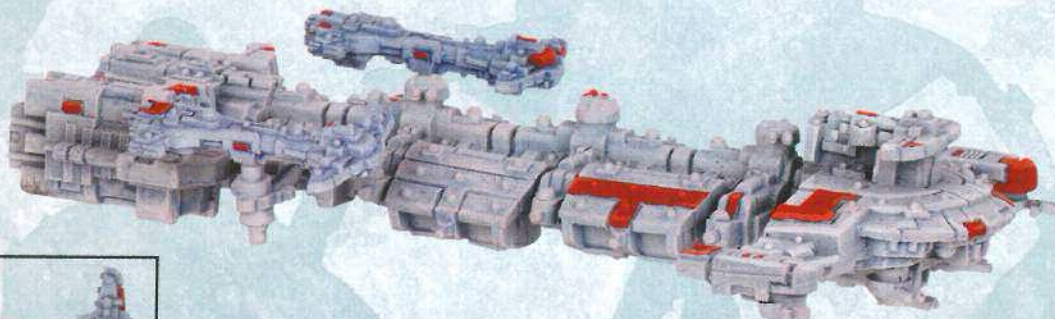
Just as the Hero is the Tau response to the Imperial Lunar class the Defender is their answer to the Imperial Sword class. The Defender is the only true escort in the Tau fleet and is used in squadrons to provide close support for the larger vessels.



Tau Patrols engage elements of Battlefleet Damocles at the end of the Damocles Gulf Crusade.

EXPLORER CLASS STARSHIP

The Explorer was the breakthrough for Tau science that made the empire possible. It was the galleon of the Tau Empire and for nearly a hundred tau'cyr it was the only class of ship continually in production. Conflict with the Orks was the class's death knell. It was not a specialist warship and its weaponry was incapable of keeping terrorships and killkroozers at a distance. As a consequence work on other elements of the fleet, such as the Merchant class, was accelerated.



MERCHANT CLASS STARSHIP

The Merchant class was originally developed to be the new workhorse of the empire. Conflict with the Orks caused significant revision of the design with field modifications that allowed virtually all the cargo space to be converted to weapons systems if needed. The continued requirements of the fleet ensured that the Merchant class remained predominantly a warship until the Hero class was laid down.



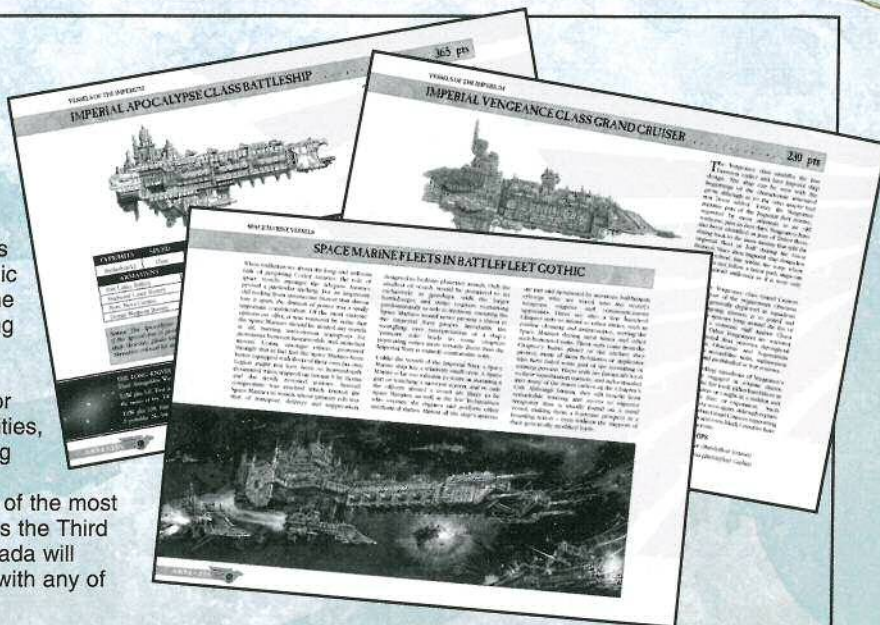
HERO CLASS STARSHIP

The pinnacle of Tau technology, the Hero class was the product of Tau experience during the Damocles Gulf Crusade. The Tau were determined that they should have a ship that could match the Imperial Lunar class. As became evident, they failed but they did succeed in producing a credible ship of the line.



ARMADA

Since its release, Battlefleet Gothic has generated a huge amount of material – 16 issues of the magazine, months and months of White Dwarf articles, Warp Storm, and an annual. With so many new fleets and new rules covered, it seemed about time that everything should be pulled together into one complete Battlefleet Gothic supplement. So, this December, we will be releasing Battlefleet Gothic Armada, a 160-page supplement covering all the fleets released since the original game, including the Tau, along with all the additional ships released for existing fleets. As well as this, the book will include about half a dozen fleet lists for various races, incorporating the new ships. Rarities, such as the Ramilies class star fort and Demiurg vessels (both from Forge World) will also be covered, as will space battles from two or three of the most important conflicts of the 41st Millennium, such as the Third Armageddon War. Along with the rulebook, Armada will provide absolutely everything you need to play with any of the fleets in the Battlefleet Gothic game.



FORGE WORLD

It's not just the Fanatic Studio who are churning out new additions to the Battlefleet Gothic game. Forge World, too, have been making their contribution with treats such as the Ramilies class star fort, Eldar light cruisers and a variety of useful models for transports, freighters and attack craft. Coming soon from Forge World is the Grey Knights strike cruiser – a variant of the existing Space Marine strike cruiser designed specially for use by the daemon-hunting warriors of the Grey Knights chapter. Forge World assure me that their releases will continue, with orbital stations planned for the Imperium, Eldar and Tau.



Grey Knights strike cruiser



Imperial Q-ship



Imperial troop transport



Imperial escort carrier



Imperial fuel transport



Demiurg stronghold ship



Imperial armed freighter



Imperial defence monitor



Eldar transport



ON THE WEB...

The Specialist Games website (www.specialist-games.com) is an important part of support for all our games, Battlefleet Gothic included. Fanatic webmaster Keith Krelle has put a lot of work into the site recently, and all the Battlefleet Gothic content can be accessed directly at www.battlefleetgothic.com or via the Specialist Games homepage.



Forum – a new development for us. These will be a series of online message boards where players can discuss anything they want about the hobby in general and Battlefleet Gothic in particular. Since this forum is open to the admirals of all races, we thought it would be rather unfair to let the Inquisition run it with their usually stern grip, so the forums will be moderated by game enthusiasts to keep a level playing field.



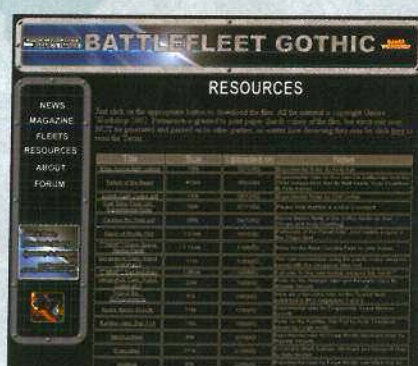
Fleets – a new section which contains the profiles for many of the ships in the Battlefleet Gothic game. To start with, we present the complete Chaos and Imperial fleets from Battlefleet Gothic. We'll be adding to this regularly to cover all the existing fleets, and thereafter to include new ships as we can.



News – details of the most recent updates to the site, new releases of figures and magazines, and any other exciting news about the Battlefleet Gothic hobby.



Magazine – details the current issue of the magazine plus a list of back issues, with contents lists for each magazine and, in many cases, downloadable versions of the most useful articles!



Resources – here you'll find advice on painting, designer's notes, scenarios and anything else we come across which we think will be helpful to fans of the game! This section will be updated regularly, so check back often.

BATTLEFLEET GOTHIC MAGAZINE

For nearly three years Battlefleet Gothic has been supported by its own regular magazine, dedicated to all the news and new releases for Battlefleet Gothic, as well as providing new rules, scenarios and background for the game. Many of the fleets which have since become permanent additions to the game began life as experimental rules in the magazine. Recent issues have seen such delights as the Battlefleet Armageddon fleet list, new Ork Battleships, Daemonships and the Chaos Space Marine fleet list. In the near future we'll also be covering the Tau fleet to coincide with the release of the models, as well as introducing rules for Rogue Traders as part of the surrounding 'Battlefleet Damocles' series of articles.

Contact your local Games Workshop for more information on Battlefleet Gothic magazine, or to get hold of it!



THE STATE OF PLAY

Finally, it seems a good idea to take a look at the future of the rules themselves. Of course, over time any games system will inevitably require certain additions, clarifications and revisions to the rules and Battlefleet Gothic is no exception. On these pages we present some of the 'experimental rules' which are currently being tried out by the game's players and developers alike. Experimental rules are a system we use for all the Specialist Games, whereby we publish rules in a trial form to allow players to write in and let us know what they think of the proposed changes. After this, at a suitable annual juncture, a select group of individuals known as the High Admirals assess all experimental rules and decide which should become official additions to the game. Remember that the experimental rules are just that, so if you decide to try any of them out, be sure let us know what you think!



ORDNANCE

Since Battlefleet Gothic was released, ordnance has often proved to be a rather too dominant feature of the game. To counter this, we have introduced an experimental rule which replaces the 'run out on doubles' limitations on ordnance with the following rules for special orders and launch limit for attack craft.



Special Orders: Reload Ordnance

Ordnance needs to be loaded and armed in order to be launched. Ships are considered to start the game with torpedoes in tubes and attack craft fuelled and ready to go. However, once the ship has launched its ordnance it must use Reload Ordnance special orders before it can launch ordnance again. If the ship passes the Leadership test its ordnance is successfully reloaded and it may launch ordnance in the Shooting phase, or keep the ordnance ready for launch in a later turn. Use the Fleet data sheet to keep track of which vessels have ordnance loaded.

Maximum number of attack craft

Broadly, ordnance splits into two kinds – torpedoes and attack craft. A fleet of ships is limited in the number of attack craft squadrons it can support in battle at any one time due to constraints of fuel, launch bay space, traffic control, and so forth. At the start of each player turn, total up the number of launch bays in their fleet; this is the maximum number of Attack Craft markers the fleet can have in play. If there are less attack craft in play additional markers can be launched in the Shooting phase to bring the number up to the fleet's maximum, but it can never be exceeded by launching more craft than there are launch bays.

Note that this means if a ship is lost the number of Attack Craft markers may temporarily be higher than the number of bays in the fleet. This merely prevents the launch of further attack craft until the number of markers in play drops below the fleet's revised maximum. Again, use the Fleet data sheet to keep track of the number of launch bays ships have loaded and ready to go.

NOVA CANNON

There are two common gripes about the current Nova cannon rules.

The first is that, with practice, players' guesses can become startlingly accurate, making hits virtually automatic. Obviously, the standard of a player's guessing ability isn't an exact match for the lifetime skills of a ship's master gunner so there is a good argument for taking the choice out of the players' hands.

The second is that a lot of playing time gets wasted while the firing player agonises over how far he should guess. Whilst it is entertaining to watch your opponent suffer before guessing a couple of times, it can get tedious.

A further consideration is that when engaging ships that are equipped with Nova cannon you will often have to measure the range. This effectively tells the Imperial player exactly how far away you are and can result in considerable unpleasantness on the following turn. While Imperial Admirals doubtless do their best not to take unfair advantage it is very difficult for them to disregard this sort of information once it surfaces.

The solution is the following rule that replaces the Nova cannon rules on page 22 of the Battlefleet Gothic rulebook. The restrictions about firing

Nova cannon while on Special Orders remain in place.

When firing the Nova cannon place the Template anywhere between 30cm and 150cm away from the firing ship in its forward arc. The whole template must initially be between the minimum and maximum ranges. It does not have to be centred on a single enemy vessel and can be placed so that it touches more than one ship. It may not be placed over friendly ships and the nearest enemy ship must be at least partially under the template unless the firing ship first passes a Leadership test.

When the template is placed check the range:

If the template is within 60cm of the firer, roll a Scatter dice. If this is a 'Hit' the template is left where it is, if it is an arrow the template is moved D6cm in the direction shown.

If the template is beyond 60cm of the firer roll a Scatter dice. If this is a 'Hit' the template is left where it is. If it is an arrow the template is moved 2D6cm in the direction shown.

Any vessel whose base is under the hole at the centre of the template takes D6 hits. Any vessel whose base is partly or completely under any other part of the template takes a single hit.

ESCORTS

One of the more common concerns expressed by players is over the effectiveness of escorts, especially when faced with those dreaded assault boats. The problem with assault boats, of course, is that whenever they hit they perform a hit-and-run attack which (5 times out of 6) inflicts a critical hit on the enemy vessel. The danger to escorts comes from the fact that they are automatically destroyed if they suffer a critical hit. Changing the rules for escorts would be a rather drastic step, and one which could upset their balance against larger ships, so instead, take the following considerations into account when dealing with escorts.

EXPERIMENTAL RULE: VICTORY POINTS FOR ESCORTS

If using this experimental rule, Victory Points for escort squadrons should be worked out for each squadron as a whole, not for each individual escort. So, at the end of the game score the following Victory Points:

- If the entire escort squadron has been destroyed, the opposing player scores Victory Points equal to the total points value of the squadron.
- If half or more of the escorts in the squadron have been destroyed, the opposing player scores Victory Points equal to 25% of the total points value of the entire squadron.
- If less than half of the escorts in the squadron have been destroyed the opposing player scores no Victory Points for the squadron whatsoever, regardless of how many individual escorts have been destroyed.

Canny players will notice that this means even destroying the most expensive escorts in a squadron will net you relatively few gains if you leave many smaller, cheaper escorts unscathed. Likewise, this also makes disengaging a useful tactic for escorts, where previously many players chose to simply run their escorts to destruction – rather out of character for vessels which have otherwise remained in service for centuries! Subsequently, score the following Victory Points for escorts which disengage:

- If half or more of the escorts in the squadron were destroyed before disengaging, the opposing player scores Victory Points equal to 25% of the total points value of the squadron.
- If less than half of the escorts in the squadron were destroyed before disengaging, the opposing player scores Victory Points equal to 10% of the total points value of the squadron.

Okay, now after reading that I know some of you may well be thinking that while escorts won't give such easy Victory Points to your enemy any more, they still end up destroyed and off the table nonetheless (which after all, is a pretty gutting feeling for any player). Part of this concern probably arises from some misconception as to what escorts actually are.

Even relatively small escorts are immense vessels, hundreds of feet long, manned by at least a couple of hundred crew and bearing weapons, systems and structural features acquired over centuries of repairs and refits. Well armed and well trained boarding parties may well be able to fight their way through to the bridge, the main gundeck or another crucial area of the ship and once there wreak terrible damage (represented by a critical hit), but they could never come close to physically destroying the ship. The fact that

CLARIFICATION: BRACE FOR IMPACT



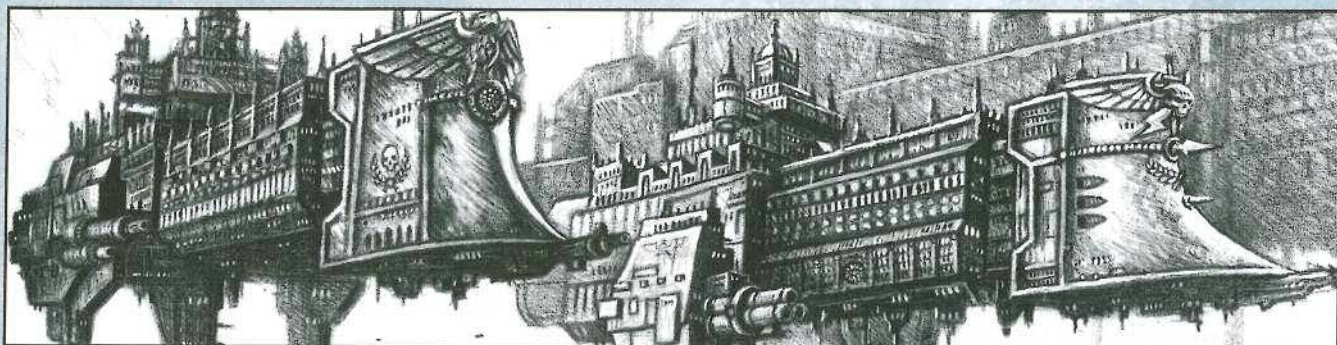
Brace for Impact allows a ship to make a special saving throw against each hit it suffers. It's worth noting that critical hits (such as those from assault boats) are still hits, even though they don't inflict any Damage Points per se. Therefore, escorts and capital ships

alike can Brace for Impact when hit by assault boats. In this case, you must declare that you are Bracing for Impact before the opposing player makes his 'to hit' rolls (ie, you can't wait to see which critical is scored before deciding whether or not to use the special order). If the Brace for Impact is successful, all the assault boats then roll their hit-and-run attacks and, as normal, any which score a '1' are discarded. After this you can make saving throws for each critical inflicted.

Cynics will note that against whole waves of assault boats, even Bracing for Impact is unlikely to save a poor beleaguered escort. In truth, however, the overall effect is likely to reduce the number of escorts in each squadron which are brought down by assault boats (since the enemy will be forced to throw more assault boats against each individual squadron) and, combined with the new Victory Points for escorts, may well make escorts a more viable proposition.

escorts are removed from play simply shows that one or more of their key systems have been damaged, or that a substantial portion of their crew has been slain and they will not be an effective fighting vessel anytime in the immediate future. The actual hull of an escort is likely to escape a hit-and-run attack with very little damage, and in all likelihood the escort will simply drift powerless through space as its crew struggle to repair the damage done by the boarders, or fight to regain control of the vessel, breaking their way out of isolated pockets and slowly overwhelming the outnumbered boarders.

Of course, such recoveries take time, so the escort is considered inoperable for the remainder of the battle and their small size makes them no threat to other vessels in a collision, hence they are not represented by wrecks or hulks once removed from the game. Considering this, you should think of 'destroyed' escorts as having suffered debilitating damage, rather than having actually exploded in a burst of flame (which is a very rare event indeed). A few days after the battle, however, there's every chance your precious little escorts will be in full working order once again, albeit with one or two hasty Heath Robinson style repairs to show for it.



Campaigns are a great way to develop a grander scale to your battles, and we here in the Studio are no different. Dylan Owen has reprised his role as campaign coordinator for one such conflict, and here he reveals some of his secrets.

The realms of the Bloodlands campaign have been expanding their frontiers since last month, nibbling away at the tribelands on their borders. The realms have yet to come to blows against each other, preferring to consolidate their power to the detriment of their weaker neighbours, either through brute force or subtle diplomacy. The rules for conquering or manipulating minor realms are given later in this article. But first, a few words on the role of the campaign referee and an insight on the creation of the campaign map...

The Campaign Referee

If you are intending on playing any campaign, a campaign referee is integral to its success. The referee is there to sort out any queries the players have about the campaign and to iron out any rules disputes. He organises opponents for the players to battle against and, to keep the campaign flowing, ensures that battles are resolved should players might have difficulty playing all their games. Another role is to design unusual scenarios and events to keep the players interested (playing Pitched Battles all the

THE BLOODLANDS CAMPAIGN

The Studio Warhammer campaign

time can eventually lose its appeal). Essentially, he should be an impartial adjudicator, there to maintain fairness and the players' enthusiasm.

The referee could control a realm of his own, though this puts him at an unfair advantage as he is aware of exactly what the other players are up to. It is best, if he wants to involve himself in battles, that he takes the part of the minor realms, defending their territories against the larger empires.

Minor realms are territories not controlled by any player, and I wanted to include these in my campaign for several reasons. First, I wanted to play games myself, and including minor realms allowed me to fight battles against the other players without having to jeopardise my position of neutrality. Also, I used minor realms as a buffer zone between players' realms, allowing them to expand their empires without encroaching upon each others' territories from the word go. In their first battles they would face a different array of races and would not get bogged down fighting the same players each season, and weaker players would not fall prey to stronger ones right from the

start, giving everyone a fair chance at expanding their empire.

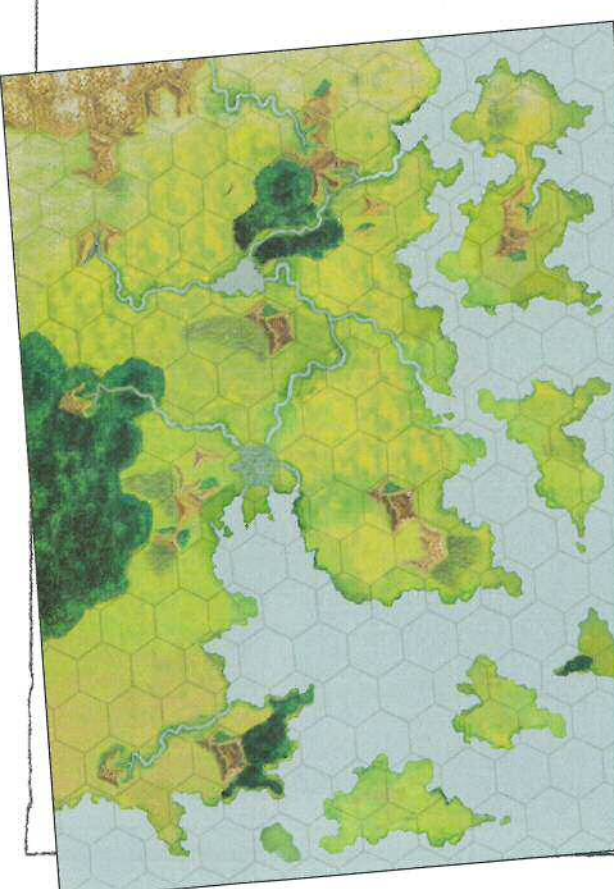
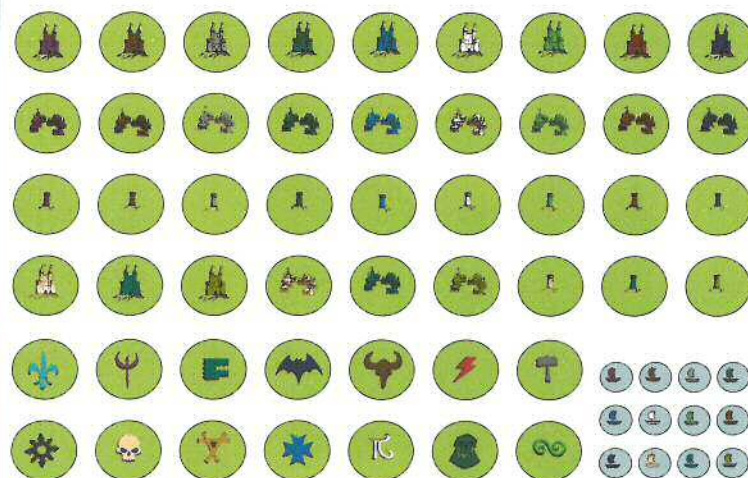
I also wanted to be able to draft in other players who wanted to participate in the campaign but could not commit themselves to playing a couple of games every season – they could take the role of a minor realm when needed.

One aspect of the campaign I am running which makes being the referee so much fun is that of creating scenarios for players who want to perform acts of subterfuge or sabotage against their rivals. At the end of the Winter season, I set aside a special 'Subterfuge phase'. During this phase each player could spend Revenue to buy acts of subterfuge (at an incremental cost of 1 for the first act of subterfuge, 2 for the second, 3 for the third and so on to stop filthy rich empires swamping their enemies with dirty tricks). Each player had then to describe in secret to me what he intended. So far the Bloodlands has seen raiders attacking enemy towns to steal their Revenue, Skaven Plague-Monks attempting to poison a tribe of Lizardmen to soften them up for invasion, and a kidnap attempt on the General of a Chaos horde by the Ghouls

We have Dylan's campaign map along with a set of icons to represent your cities, towns, garrisons, armies and fleets for download on our website.

All you need to do is go to the White Dwarf page on our website at the following address and follow the on-screen instructions:

www.games-workshop.com/whitedwarf



of Lord Krassus the Necrarch. These games were played as skirmishes (each side having about 250 points of troops) and gave us an excuse to dig out our copies of the Mordheim rulebook, providing a fun break from the full-scale battles usually played during the Campaign season.

The Map

If you want to design your own map, Appendix One in the Warhammer rulebook (page 232) has some useful guidelines. I had a copy of the old Mighty Empires map tiles which I used to design my own map, and these tiles have been resurrected on the Games Workshop website for you to download:

www.games-workshop.com/whitedwarf

The map I created works best if there are between six and twelve realms – any more and it becomes increasingly time consuming for the referee to keep track of everything. I had eight players interested in controlling realms at the start of the campaign, but left enough spare territories in case others decided to enter at a later date. I designed a rectangular map using about 170 map tiles to accommodate these realms. This map and all the icons that you need to represent player's realms, minor realms and fleets have been included on the Games Workshop website as above.

Realms

Once you have your campaign map, you should decide where the player realms are located. Each player should begin with a city, three towns and two garrisons. If you have fewer than seven players, you should consider making the map smaller or giving each realm more settlements at the start. Settlements should be grouped together so they are adjacent to at least another one in the realm. A coastal settlement could be within two or three territories away from another coastal settlement in the realm, as seafaring nations can have better links with settlements further away, using the ocean as a channel of communication. The referee may wish to give realms with settlements on the coast a free fleet to begin with otherwise their choice of invasion may be restricted (fleets will be discussed in full next month).

Bear in mind the background of a particular race when placing a realm – High Elves prefer islands or coastland, Dwarfs dwell in mountainous areas, while Men settle around rivers. Wood Elves and Beastmen, thrive in forests. The effects that different types of terrain have on the campaign will also be covered next issue.

As a guide, note how the realms are distributed on the map from last month's Bloodlands article. No player settlement is placed closer than three territories away – it should take at least a couple of seasons before players are able to attack each other. Intervening territories are settled by minor realms.



Steve Cumiskey's Empire army clashes with Gareth Richards' Tomb Kings.

Minor realms can be of any race you choose. The type of minor realm that populates your map is determined by the types of armies available among your friends or gaming group. In our campaign, players wanting to play games as tribes in the campaign fielded Chaos, Beastmen, Skaven, Orc, Strigoi and Lizardmen armies, so these were the minor realms I chose to populate the map. There was little point having a Bretonnian minor realm as no one plays with a Bretonnian army, for example.

I predetermined the position of minor realms on the Bloodlands map after deciding where the player realms would go. I grouped two or three minor realms together to represent a conglomeration of weaker tribes forming a loose empire – it seemed more realistic than having the different races scattered haphazardly about the map.

With the map now populated, all that is left to do is give the landmarks and settlements names.

Settlement names

Your map will become a much more 'real' place if you name the different areas. If you look at the campaign map from last month you will see such enigmatic places as The Bone Plains, The Sea of Wrecks, or the Desolation of Rundroki. Naming areas on the map immediately gives a sense of narrative to the campaign – it sounds so much more stirring when a player orders his army to march across the Fields of Woe to invade their enemies! Also, players should be persuaded to name their settlements and the referee should give names to the minor realms. This has a practical importance when it comes to giving orders. If towns and garrisons are left unnamed, it will be difficult for the players to describe where they want their armies to invade to and from. Write the name of the settlement neatly on the settlement marker below the icon.

THE EIGHT GREAT CITIES OF THE BLOODLANDS

The most sinister settlements are the crumbling necropoli of the Tomb Kings: Auropolis, whose shining walls are capped with gold, and the Sceptre of Light, over whose sprawling mausoleums the sun is said never to set.

In the icy north are the rival holds of Karak Angaz of the Dwarfs, and Dundbakgabab of their Chaotic kin. These are set deep in their mountain fastnesses, fire and smoke from their furnaces blackening the sky.

The dark cliffs bordering the bay of Hell's Mouth in the Isle of Shadows are dominated by the blasphemous tower of Ravenburg, where the Necrarch Krassus performs his twisted experiments. Southwards is the Ruinous Isle, home of Castle Threnodes, its brass walls groaning with the still living captives encased within – sacrifices to the dark gods.

Far westwards, hidden among the sea of green known as Fellhallow Forest, is the Elven city of Darkmere, crafted from the living trees themselves, invisible in the vast canopy to those wandering the forest floor far below.

Finally, secreted among the tunnels and caverns of the Chitterdeath Peaks sprawls the city of Fellkeep, home to a million ratmen. The stink of the filthy warrens, and corruption of the warpstone gathered there pollutes the air and waters for leagues around.

MINOR REALMS

Players who control minor realms only take part in the campaign to defend their territory when it is attacked by one of the player realms. Minor realms never invade, except in certain circumstances detailed below.

Of course, if a player who controls a minor realm wants to take a more active part in the campaign, and the referee agrees, he can do so, perhaps leading his underdog army in a bitter revolt against the power of the major empires. Anything is possible within the confines of the campaign – it is up to the referee to reward innovative ideas that improve the story.

During the course of the campaign, the major realms – those controlled by the main players – will be able to interact with minor realms in several ways:

- They can invade them.
- They can seek out alliances with them.
- They can attempt to subdue them with a display of military supremacy.

Invading Minor Realms

When you invade a minor realm, simply challenge a player who fields an army of the type which inhabits the invaded territory.

The defenders of a minor realm usually consists of 1,500 pts. Minor realms are weaker and less well-led than organised armies. However, players controlling minor realm armies should not be put off by the fact that they have 500 points less than the invaders (invading armies are always 2,000 points). Bear in mind that all they have to do is secure a winning draw in order to achieve the mission objectives – to defend their territory. Even if they force the attackers to win only a minor victory, they have succeeded in slowing down their advance, as invading armies can only pillage adjacent territories if they score a solid victory or a massacre (see last month's article).

As mentioned before, many players in the Studio campaign have excelled themselves playing the defenders of minor realms, humiliating more powerful armies. If you can consistently do well against an opponent who outnumbers you in points, you have truly proved that you excel at the game of Warhammer!

Victory or Defeat?

At the end of a battle where a 2,000 points invading army has attacked a 1,500 points minor realm army, use the chart below to determine the scale of victory instead of the chart in the Warhammer rulebook so as to take into account the unbalanced forces involved:

VP Difference	Scale of Victory
0-149	Draw
150-449	Minor Victory
450-749	Solid Victory
750+	Massacre

You can pillage adjacent territories belonging to minor realms of the same race as the one which you conquered following the normal rules for pillaging (see last month's Bloodlands article). Minor realms count as garrisons, so pillaging a territory belonging to a minor realm means that you replace it with one of your own garrisons.

If the usual Pillaging rules were followed, it would be disadvantageous to invade a minor realm that did not have neighbouring territories of the same race – you would be unable to reap the reward of a great victory because you would be limited in which territories you could pillage. Because of this, the Subjugation rule has been introduced.

Subjugation

Instead of pillaging you can try to subjugate other neighbouring minor realms (but not territories belonging to major realms) by intimidating them with demonstrations of military prowess. Essentially, a subjugated minor realm sends envoys to your court offering their unequivocal loyalty – if you can't beat 'em, join 'em!

After a battle's results have been resolved, for every Pillaging action you sacrifice, you can attempt to subjugate any Minor Realm adjacent to the territory you have conquered that season, even one allied to another player's realm. You can only attempt to subjugate an adjacent territory once each season.

The Subjugation roll

Make an immediate D6 roll with the following modifiers:

+1 if you scored a Massacre against the minor realm you attacked this season. Minor Realms are more likely to swear fealty to you if you shock and awe them with acts of brutal violence against their neighbours.

+1 if you are already allied with a territory belonging to a minor realm of the same race.

-1 if the minor realm is allied to another realm.

-1 if you are trying to subjugate a minor realm in mountainous or forest terrain. Dwellers of such wild lands are notoriously unfriendly to outsiders.

On the score of a 4 or more the minor realm you are trying to subjugate allies with you. A natural roll of 1 always fails to subjugate a minor realm. For rules on allies, see below.

Multiple Envoys

If two or more major realms attempt to subjugate the same minor realm then each player follows the procedure given above. The minor realm allies with the player who achieves the highest score, assuming that a score of 4 or more was achieved. If two or more players score an equally high score then the minor realm is undecided and does not ally with anyone.

Losing a Battle versus a Minor Realm

If you lose the battle and the victorious minor realm massacred your army, it pillages the territory you invaded from.

The minor realm is so flushed with success that it pursues the defeated invaders as they retreat homeward, and sack the undefended lands.

DIPLOMACY

Minor realms are not just on the map for you to invade or subjugate. You can also spend Revenue as gifts to persuade neighbouring minor realms to join you in alliance. This takes place during the Winter season, between the Construction and Order Armies phases:

Winter Season phases

- 1) Revenue
- 2) Construction
- 3) Diplomacy
- 4) Order Armies

Diplomacy with Minor Realms

To win an alliance with a minor realm you must send over an envoy to begin negotiations with it. You can send out as many envoys as you want, but can only attempt to win over each minor realm once per Diplomacy phase.

You can only send envoys to a minor realm adjacent to your realm that is not already allied to another player's realm.

Depending on their race, some minor realms will never ally with each other. If a race suffers from *hatred* against another race (such as Dwarves against Greenskins) then those races can never ally (or be subjugated).

The method of seeking an alliance with a minor realm is determined as follows:

- Pay Revenue to represent the expenses of sending out the envoy on his mission. It costs 1 Revenue for every territory controlled by the minor realm you are attempting to ally with.
- Roll 1D6 in the presence of the campaign referee or another player. Add the following modifiers:
Add +1 to the score for each extra

Revenue in bribes you want to spend to sway the minor realm's decision.

+1 to the score if you scored a Massacre in a territory adjacent to the minor realm you want to ally with last Campaign season. Minor realms will be more compliant with such an impressive show of your empire's strength.

+1 if you are already allied with a minor realm of the same race as the one you are seeking an alliance with.

-1 if any of the territories you are trying to ally with are in mountainous or forest terrain.

-1 if, this season, you have attacked a minor realm of the same race as the one you are trying to ally with.

If you score 5 or more then the minor realm you are attempting to ally with accept the terms of your treaty and joins your realm as an ally. If you score 4 or less, or roll a natural 1, the ruler of the minor realm scorns your blustering efforts at diplomacy, kicks your envoy out and steals any gifts he brings. Any Revenue spent on this attempt is lost.

Multiple Envoys

If two or more players send envoys to the same minor realm then each player follows the procedure given above. The minor realm allies with the realm which scores the highest, assuming a score of 5 or more was achieved. If two or more players score an equally high score then the minor realm is undecided and does not ally with anyone. All Revenue during such diplomacy is lost.

ALLIED MINOR REALMS

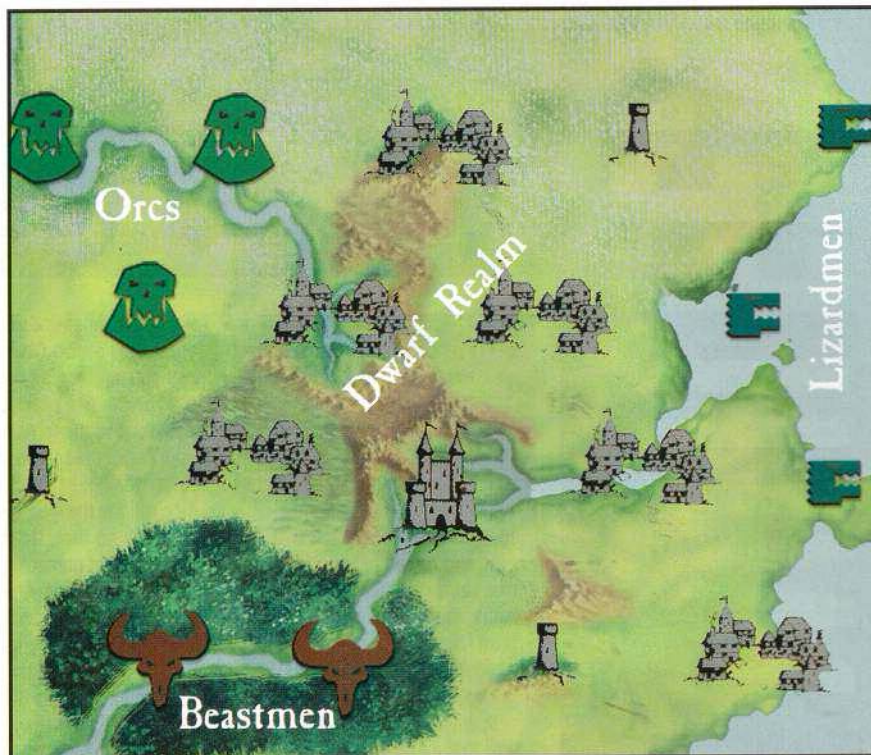
Treat allied minor realms as you would territories you control, except that they provide you with no revenue or city support, and you cannot build anything in the territory at all. You can attack from the territory with one of your armies, however. You can also attempt to raise an allied army to fight for you!

If anyone attacks one of your allied minor realms use a 1,500 points army of the appropriate race to defend. It is best to find a player who has an army of that race to fight the battle for you.

Hiring Allied Armies

If your realm has secured alliances with neighbouring minor realms then you can try to persuade one of them to provide you with an army.

Each ruler can try to hire one allied army each Winter. The race of this army must be the same as the ally you are trying to raise an army from. Eg, if you have allied minor realms of Orcs and Marauders, your allied army must be either a Greenskin or a Marauder army.



Example of allying with minor realms: The Dwarf Realm shown on the map above has three different minor realms on its borders. One minor realm is Orcs, which Dwarfs hate, so can't ally with. Another is Beastmen in forest terrain, and the other is Lizardmen.

The Beastmen control two territories, so it costs a minimum of 2 Revenue to send an envoy to them. However, it is worth the Dwarfs putting an extra amount of Revenue, perhaps up to 4 more, if they want to ally with the Beastmen as they are forest dwellers and less inclined to be friendly towards outsiders.

The Lizardmen control three territories, so it would cost the Dwarfs at least 3 Revenue to seek an alliance with them. None of the Lizardmen's territories are in mountains or forest, so the Dwarfs can spend less extra Revenue persuading them. They decide to try to ally with the Lizardmen, spending the minimum 3 Revenue plus an extra 3 revenue in bribes.

The referee determines whether the Dwarf ambassador is welcomed or turned away (or perhaps put in a pot and eaten!). He rolls a 2, adds +3 to the score for the extra Revenue spent on gifts, and the diplomacy succeeds, meaning that Dwarf armies can now attack from the Lizardmen's territory, and the Dwarf Realm can petition their Lizardmen allies for an army to fight for them.

Find a player who has an army of that race to fight the battle. If you cannot find a player then the tribe makes its excuses and refuses to fight for you.

It costs 1 Revenue for you to equip and supply the allied army. However, first you must try to persuade your allies to provide you with a force.

Roll 1D6 and the following modifiers:

- +1 for each extra Revenue in bribes to spend to sway the tribe's decision.
- 1 if you are trying to persuade a minor realm in mountainous or forest terrain to fight for you.

If you score 4 or more then your ally acquiesces. You may deploy the allied army as a 1,500 points army during the Orders phase (treat any of the army's home territories as its home 'city').

After the allied army has invaded, it returns to its homeland and you must persuade it once more next Winter season if you want it to fight for you next Campaign season.

If your ally refuses to send you an army, the Revenue you spent is lost and you cannot try to persuade another ally in the same season.

In next month's article, the scope of the Bloodlands campaign is further explored – you'll find details on specific terrain and how it affects troop movement, plus rules for using fleets to invade distant shores. We will also take a look at how the Undead realm of the proud Tomb King Phat the Indefatigable is faring against the mortal races, as Phil Kelly explains how his dreams of world domination are unfolding...

MARK OF THE WULFEN

EYE OF TERROR

WARHAMMER 40,000 WORLDWIDE CAMPAIGN

Matt Hutson continues his fight for the forces of Order in the Studio 'Fast and Furious 40k in 40 minutes' campaign. This is the final month and Matt plays his first game with his full 1,500 points force.



Matt: Since last month I've been busy painting and have managed to get to the stage where I

have 1,500 points of painted models. I have also played two games and registered for the Eye of Terror campaign (we work three months ahead so at the time of writing this the campaign is about two weeks off from starting).

The first game I played this month was 1,000 points against the Tau of Steve Cumiskey. Army selection was easy, I just took every model I had, including the Wulfen pack. For reasons I stated last month I had decided not to use them for a while but in the end they turned out to be my most effective pack. Using their Animal Rage special rules they managed to engage a unit of Fire Warriors on the first turn. The Storm Claws bikers led by my Wolf Lord also proved to be highly effective and managed to kill a unit of Battlesuits and an Ethereal caste member. In fact the only thing that went badly for me was my meltagun-armed Grey Slayers pack getting wiped out by the Tau's firepower in a single turn.

The game was pretty one-sided and ended with Steve only having 6 Pathfinders left. In return my casualties were pretty light as I had only lost eight Grey Slayers.

The second game I played was against Owen Rees' Dark Angels using 1,500 points forces. Owen is a regular gaming opponent of mine and games against him are always very tight and a lot of fun to play. Dark Angels versus Space Wolves also has a bit of history to it and so have a few special rules. The most notable one being that both sides always hit each other on a 3+! I guess I wouldn't be needing any wolf tooth necklaces.

I've stuck with the Wulfen because they did so well last month. To fit them into my 1,500 points force I had to drop four Grey Slayers (two from each pack). Knowing that Owen always takes a few Rhinos to

transport his squads I also dropped one of the Storm Claws Biker packs and instead took a Long Fangs pack armed with two plasma cannons and two lascannons to deal with them.

The game turned out to be closer than expected. Owen won the dice roll for the first turn but decided to let me go first. On the right flank, as in the last game, the Wulfen got into close combat straight away, this time against the Dark Angel Scouts. They were promptly routed enabling the Wulfen to consolidate into a Tactical squad. The Rune Priest and meltagun-armed Grey Slayers pack also teleported to this flank ready to charge next turn.

The Long Fangs held the centre and managed to severely weaken an opposing Devastator squad with their big guns.

On the other flank the Storm Claw Bikers and Fenrisian Wolves led by the Wolf Lord held back as they were opposed by an Assault squad, Dreadnought and two Rhinos.

In the next turn the most notable events were my Fenrisian Wolves running off the table after they were tank shocked by a Rhino. To confound things two ten-men

Tactical squads then charged my Storm Claws Bikers from their Rhino transports. The right flank turned into an absolute bloodbath with the Dark Angels being reduced to one Marine and two Scouts and the destruction of their Dreadnought by my meltaguns (although they did wipe out the Wulfen).

From here on, the game was largely a stalemate. Owen slowly managed to kill my Bikers with the combined efforts of the Tactical squads, Assault squad and Chaplain. What held him up though was my Wolf Lord who he just couldn't kill. Owen eventually managed to chase him off the table but not before he had lost 10 Tactical Marines, six Assault Marines and his Chaplain.

After adding up the Victory points Owen finished with 23 more Victory points than me which we called a draw. As ever, the unit of the game for me was my meltagun-armed Grey Slayers who managed to kill two Dreadnoughts, a Land Speeder, a Tactical squad and a Scout squad.

Now that I have 1,500 points the next step I'm going to take is to fill out the Grey Slayers packs and Wulfen so that they each have 10 members. Also, I quite fancy a unit of Storm Claws to beef up the force's close combat potential. I have also got my eye on the Games Day special edition miniature which this year is a Space Wolves Wolf Priest. If I'm serious about using the Wulfen his ability to allow them to ignore *Animal Rage* could make them more flexible to use.



▲ The Wulfen rip the Fire Warriors apart.



▲ After routing the Scouts, the Wulfen follow on into a Tactical squad.

FENRISIAN WOLVES

I've used Chaos Hounds for my wolves because they are pretty savage looking and not without a Chaos mutation or two. I figure that although the 13th Company have managed to stave off the mutating effects of the Eye of Terror the Fenrisian Wolves probably wouldn't have been so lucky and, let's face it, they are giant 'Space Wolves' so a few horns and tusks are probably in character anyway.



WOLF LORD RAGNBORG

The conversion for my Wolf Lord is based upon the White Scars commander model. The look and feel of the White Scars chapter is quite feral and so not totally unlike the Space Wolves 13th Company. To tie him in with the Space Wolves a bit more I have swapped the head with one from the Space Wolves sprue. I have also turned the model's cloak to fur. To do this I simply gave it a coating of Green Stuff then, using a drill bit from my pin vice, roughed it up to give it the appearance of fur.



SPACE WOLVES 13TH COMPANY FORCE LIST – 1,500 POINTS

HQ

Wolf Lord Ragnborg 194 pts
Runic armour, runic charm, Space Marine bike, wolf tail talisman, master-crafted frostblade, frag grenades, meltabombs & 1 Fenrisian Wolf.

Rune Priest

226 pts
Runic armour, Belt of Russ, runic charm, minor psychic power, master-crafted rune axe, plasma pistol & frag grenades.

Elites

Wulfen Pack 120 pts
5 Wulfen

Troops

Grey Slayers Pack 176 pts
Wolf Guard Pack Leader with master-crafted power weapon & bolt pistol, 2 Grey Slayers with meltaguns, 3 Grey Slayers with bolters and close combat weapons. All have frag & krak grenades.

Grey Slayers Pack

146 pts
2 Grey Slayers with flamers, 6 Grey Slayers with bolters & close combat weapons. All have frag & krak grenades.

Fast Attack

Storm Claws Biker Pack 240 pts
Wolf Guard Pack Leader with master-crafted power weapon, 2 Storm Claws with close combat weapons, 2 Storm Claws with power fists. All have bikes, frag & krak grenades.

Fenrisian Wolf Pack

150 pts
15 Fenrisian Wolves

Heavy Support

13th Company Long Fangs Pack 248 pts
Wolf Guard Pack Leader with bolt pistol & close combat weapon, 2 Long Fangs with lascannon, 2 Long Fangs with plasma cannon.



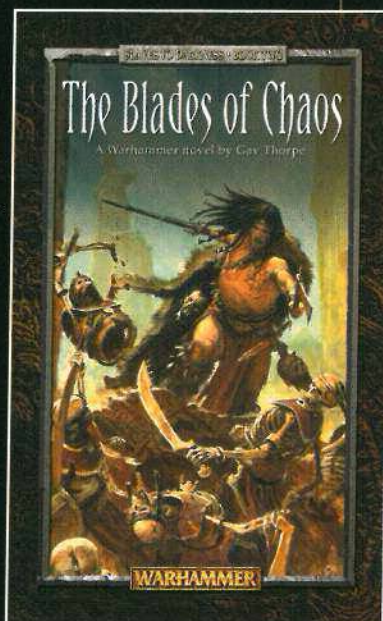
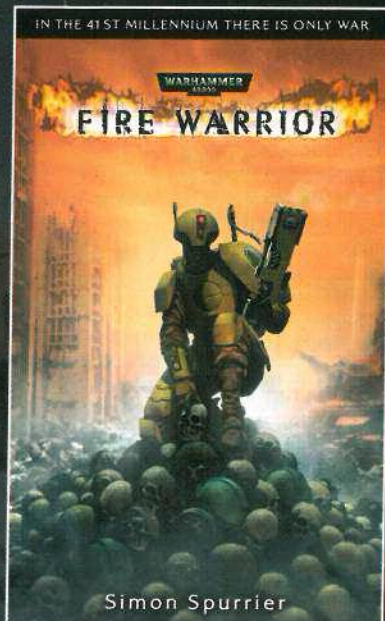
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by Gav Thorpe

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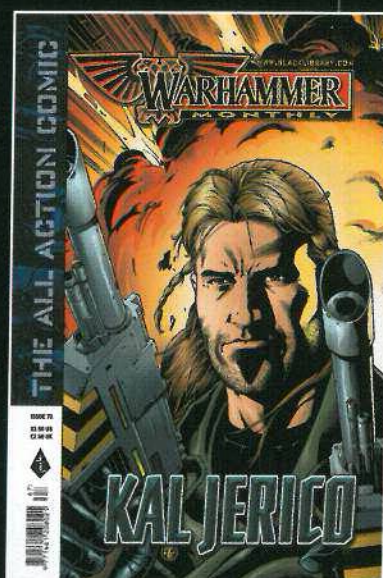
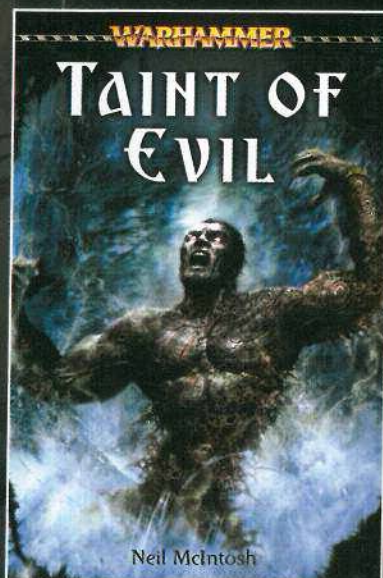
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Novel

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Anthony Reynolds has been gaming with his Chaos army for a number of years. He always seems to be drawn back towards the infernal powers. With the release of the Beastmen Armies book, here are his musings as he plans out a new Beastmen army for himself...

COLLECTING A BEASTMEN ARMY

Anthony Reynolds joins the Wild Herd

Well, it's happened again. There I was, painting up a few Eldar models for my budding craftworld, trying to paint up a Blood Bowl team that can survive for more than two games and adding some more models to my Vampires, when we start working on Beasts of Chaos. It wasn't

long before all these other projects were pushed rudely to the side of my modelling desk to make room for a few Beasts of Chaos. The Eldar looked especially put out as my attention turned away from them. A few beast models started to turn into a few more, and well, kind of turned into the start of a whole army of them. Such is the lure of Chaos, I guess...

Originally I was just going to add a few extra units to my existing Chaos army, but I couldn't quite decide which units they should be. That's when I started thinking about making a small army of just Beastmen, and began drawing up a few 1,000 points army lists. A 1,000 points force is big enough to play fun games with, but it is still small enough so that it isn't too intimidating to paint. This second point proved to be very important. My idea of starting a Beastmen army coincided with a charity event that was being run by the Australian Studio – the 24-hour Painting

Challenge. Perhaps foolishly (but with good, charitable intentions), myself and marketing bloke (and ex-'Eavy Metal painter) Ben Jefferson decided to enter into this event – which entailed painting up a 1,000 points army within 24 hours (hence the name!). So, what did I plan for my first 1,000 points?

THE WILD HERD

First off, I started thinking about what sort of Beasts army I wanted. Did I want one dominated by the Beast Herds, rushing forward and utilising the Ambush rule to encircle the enemy in an unruly mob? Or did I want to concentrate on big nasties like Trolls and Dragon Ogres? A fast army consisting of Centigors and Hounds of Chaos, or a slower, more solid force of Bestigor? Some mix of all the above? Choices, choices!

Perhaps more importantly, when I sat down and looked at what I wanted in the army, the miniature designers were still in the process of making the new models.



The plastic Beastmen were looking awesome, and so I decided I would hold off from putting any Beast Herds into my army – I wanted to use those new plastics, so would have to add them into the army later on. I had a quick look at what was in the range and was staying there, as well as keeping an eye out for models that I just liked the look of.

By this point, I knew I wanted a 1,000 points army, but I also knew in the back of my mind that I would probably end up expanding this to 2,000 points eventually as the new models became available. So, I sat down and put pen to paper – trying to come up with a rough army list that I would find fun and effective to use, as well as one that used models that weren't being redone.

The first choice was to be my General; some of the new models that were in the process of being made looked awesome, and I knew that I would eventually get them. Nevertheless, I always like converting models, and this seemed like a good chance to make a unique model that I would feel happy using. In 1000 points, I couldn't take a Lord, so that kept a mighty Doombull out of the picture. And did I really want my first character to be a Shaman? In the end, I decided that to start with I'd take a Wargor. Later on I could always use him as a Beastlord if I wanted to. I knew I would pretty much always be taking at least one Wargor/ Beastlord to battle, so he seemed a good place to start.

Having made my choice of General, I set about thinking what else I wanted in the budding army. I went for a big unit of Bestigor. These guys rock – they are faster than normal units of infantry (well, except Elves, but they aren't exactly normal), and certainly pack a punch with their great weapons. I was tempted to give them the Mark of Khorne for that extra Attack, but decided that I'd stick with Chaos Undivided to start with. I knew that I wanted my Wargor in this unit, but I didn't want to commit my General to any specific power just yet. Perhaps when I expand the army I'll make this Wargor and his Bestigor marked by Khorne, but for now that can wait.

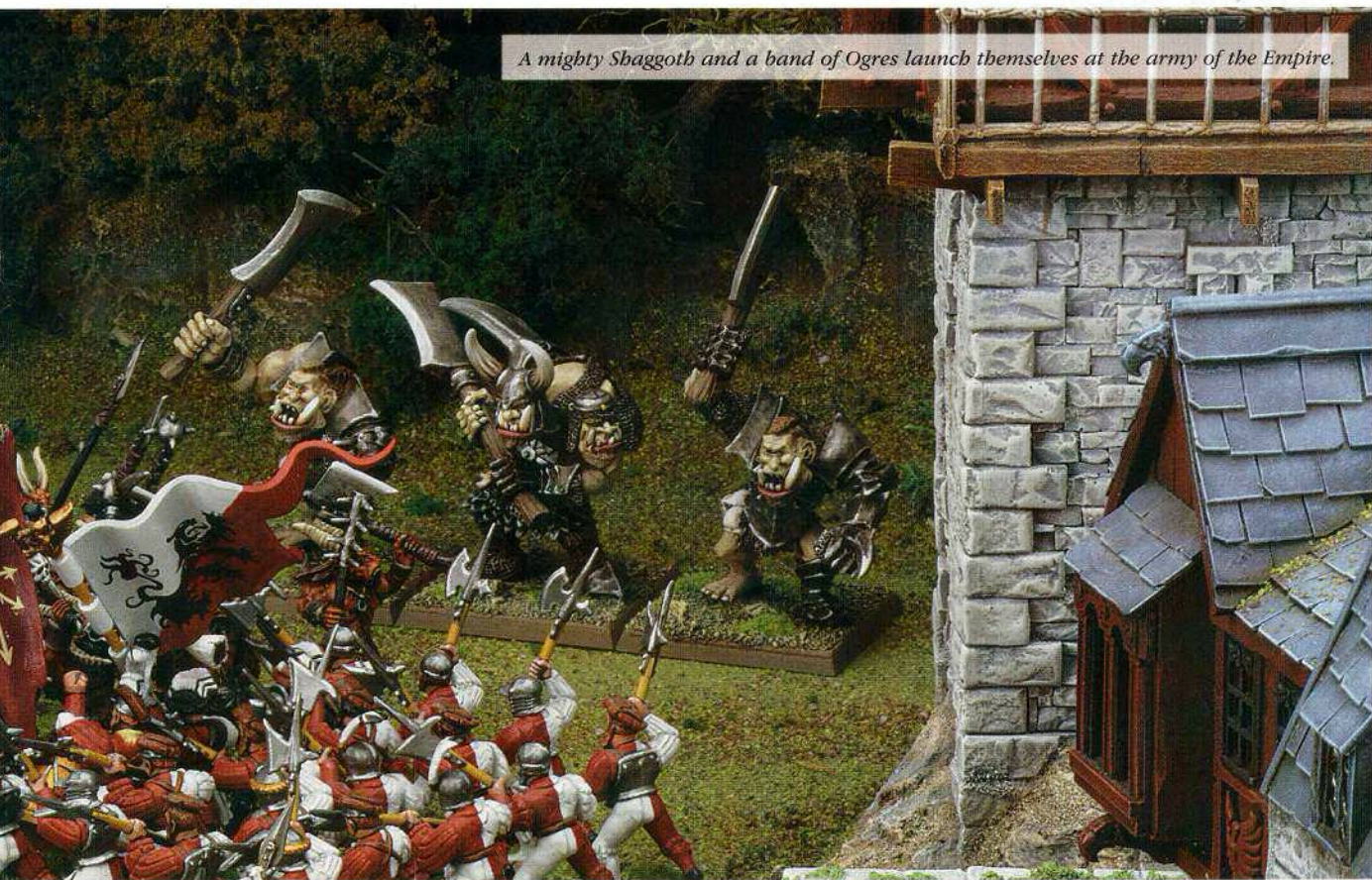
Right. Next I wanted something really nasty. I went for Minotaurs because, well, I quite like Minotaurs. Great weapons in hand, this unit of three models can punch out 9 Attacks (10 if I make one of them a Bloodkine) at Strength 6. That's gotta hurt. They are fast enough to either rush forward to attack the enemy as soon as possible, but I'm leaning towards using them as a supporting unit for the Bestigor, protecting their flank.

Realising that I needed some more Core troops before getting carried away by all the exciting stuff in the Special and Rare unit choices, I plumped for a couple of Tuskor Chariots. While the rest of the army would outpace them a little at the start of the game, I would make this work

for me by deploying them both on the flanks, protecting my units of Bestigor and Minotaurs from things trying to sneak up. Hopefully the mere threat of the Chariots on the flanks would make people wary, because ideally I didn't want them getting drawn away from my army – I plan on trying to get a Chariot charging at the same time as a unit. So, when the Bestigor charge, I'd like a Tuskor Chariot going in there with them, and when the Minotaurs charge, a Chariot would be at their side too. I don't think there is much that could stand up to these sort of combined charges.

Right, what next? I seemed to have gone down the route (for now) of hard-hitting units, so thought I might as well continue. I wanted some more big guys, perhaps Ogres, but decided in the end for Trolls. I love Trolls, I think they are ace. I've never been all that lucky with them in games, but I just like them, and I always think I can get more out of them. Also, they are very resilient to punishment with their Regeneration, and not at all bad in combat. Now there were some new Trolls being made, but I already had one that I'd made a bit Chaosity (he's furry), so decided to make a few mates for him. They could work in the same manner as the Minotaurs, but operate on the other side of the unit of Bestigor. I'd consciously make sure they are always near the General to hopefully stop them going *stupid* at the wrong time.

A mighty Shaggoth and a band of Ogres launch themselves at the army of the Empire.





Anthony's Beasts of Chaos army.

To round out the army, I decided that I did want some magical support. A Bray-shaman would come in handy to protect me from harmful magic. Equipping him with the Staff of Darkoth allowed me to guarantee a good movement spell, which I would try to use to throw my Bestigor into combat and surprise my enemy.

My cunning ploy would be to get into a position where my opponent thinks I have only a few spells left, and draw out his dispels. Then, using my Power Stones, I would cast *The Wild Call*, hopefully making me more likely to get this potentially devastating spell off.

So that's the plan. My Bestigor would be the game winner, supported on each flank by Minotaurs and Trolls respectively, and in turn their flanks would be protected by Chariots. The Bray-shaman would flit around the place keeping out of the way, and hopefully his spells could aid the Beasts (see *aside for 1,000 points army list*).

Here is my final 1,000 points worth of troops. Oh and by the way, yes it did get painted in 24 hours, with much coffee and good conversation.

HEROES

Wargor, additional hand weapon, Armour of Damnation, Mark of Chaos Undivided. 94 pts

Bray-Shaman, Level 2 Sorcerer, Staff of Darkoth, Power Stones. 160 pts

CORE

20 Bestigor, Gouge Horn, Standard Bearer and Musician, Mark of Chaos Undivided. 270 pts

Tuskor Chariot 85 pts

Tuskor Chariot 85 pts

SPECIAL

3 Minotaurs with great weapons 138 pts

3 Chaos Trolls 165 pts

TOTAL 997 pts

THE BEAST CALL GOES OUT...

So, now that I have my 1,000 points of Beastmen painted up, and the new models have finally arrived, what will I be adding into my army? I've been tinkering with lists for quite a while now (all part of the job of playtesting), and I'm planning what to get next.

With another 1,000 points, it allows me to take a Lord. I'm tempted by a Doombull, but think I will opt for the cheaper Beastlord – he is a mean fighter in his own right, and I figure I have already spent quite a lot of points on relatively few models, so want to bulk the army out a little. I think that I will upgrade the model I made for my first 1,000 points and make him the Lord. Since he already

has two hand weapons (and they happen to be axes), I think I will give him the tasty Axes of Khorgar.

Plastic Beastmen have arrived, and there has been much (drunken) rejoicing among the Herdstones. I'll have some of those, thanks! Two small herds will do nicely as a start, I think. I will keep the units small, to use as distractions and screens (possibly to ambush with), as I see my army being dominated by several hard-hitting units.

Another solid unit will help the army out a lot, so I think a further unit of Bestigor is on the cards. After seeing the Pestigor, I think I will opt for them – they look great, and I fancy painting some more Nurgle stuff to go along with the Plaguebearers I've already got. With the Mark of Nurgle, the Pestigor cause *fear*. Now, I know how good *fear* can be from using my Strigoi army, and also how effective a weapon it can be if used right, and in large numbers. Large numbers is the key – outnumbering your enemy so if you beat them, even by one, they break automatically. With that in mind, I think I'll go for a big unit of 25, topped off with a War Banner to make it more likely that they will win their fights.

I think I'll add a couple of extra characters – mainly for modelling opportunities. A Wargor with the Mark of Nurgle will help make sure that the Pestigor win their fights (and thus auto-break the enemy), so I'll go for one of them. With a great weapon he is a formidable fighter, and with the Armour of Damnation and an extra wound, he should be still alive in following rounds to fight, even though he will be striking last. Plus, painting up a Nurgle character will be fun.

LORDS

Beastlord, Axes of Khorgar, heavy armour, Mark of Chaos Undivided. **166 pts**

HEROES

Wargor, great weapon, Armour of Damnation, Mark of Nurgle. **139 pts**

Bray-shaman, Level 2 Sorcerer, Staff of Darkoth, Dispel Scroll. **160 pts**

Bray-Shaman, Level 1 Sorcerer, Power Familiar. **125 pts**

CORE

Beastmen Herd (6 Ungors, 5 Gors), Foe-render, Musician and Standard Bearer. **94 pts**

Beastmen Herd (6 Ungors, 5 Gors), Foe-render, Musician and Standard Bearer. **94 pts**

25 Pestigor, Gouge-Horn, Musician and Standard Bearer, War Banner. **405 pts**

19 Bestigor, including Gouge-Horn, Standard Bearer and Musician, Mark of Chaos Undivided. **258 pts**

Tuskor Chariot **85 pts**

Tuskor Chariot **85 pts**

SPECIAL

4 Minotaurs with great weapons, Bloodkine and Standard. **224 pts**

3 Chaos Trolls **165 pts**

TOTAL 2,000 pts

I will also take another Bray-shaman, both for the additional magic offence and defence. Totalling up all this, with some minor tweaking, comes to 2,000 points. Now I've got a plan that I'm quite happy with, I will start getting those models together!

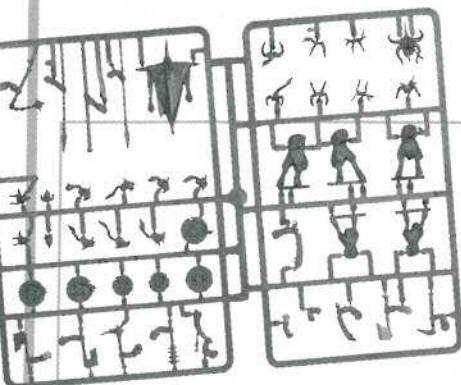
Of course, this is not the be-all-and-end-all of my army list, because there is still some cool stuff that I'd love to get in there, namely Centigors and the fabulous new model of the Shaggoth. I'll probably get these done eventually (I think they look too good for me to resist for long). And I've just seen the models for new Mounted Daemonettes. Oh my, when will it stop?



Suffering from the highly addictive 'army of the month' syndrome, Paul Rudge found himself painting his first herd of the new plastic Beastmen.

PAINTING WORKSHOP

Paul Rudge's Beastmen Gor



THE SPRUE

The fantastic new plastic Beastmen sprue contains enough parts to make 3 Gor armed with both hand weapon and shield or, alternatively, an additional hand weapon and 2 Ungor armed with spear and shield. The sprue also includes parts to make both a Standard Bearer and Musician.

In addition the sprue contains 7 different Gor heads and 7 separate and interchangeable hairpieces allowing you to create 49 different head and hair combinations; this combined with the varied selection of different weapons and bodies means you can personalise each individual Beastmen miniature in an entire army.



Before the herd was glued together suitable poses were first test-fitted using Blu-tak, to ensure the final positioning of the models were correct.



GETTING STARTED

The model was first given an undercoat with Chaos Black spray. Any areas that the spray had missed were then painted over with watered-down Chaos Black.



The model was painted starting with the largest area first, in this case the skin, which was given a basecoat of Bestial Brown.



To define the muscles of the model Chaos Black mixed 50/50 with Scorched Brown was used to line the muscles.

The skin was then drybrushed with a mix of 2 parts Bestial Brown and 1 part Kommando Khaki. Next, Bestial Brown mixed equally with Kommando



Khaki was used to highlight the muscle tone and facial features, picking out all of the raised features.



Any areas of fur and hair where the earlier drybrushing had strayed were then painted over with watered-down Chaos Black.



COLOUR PALETTE

	Chaos Black		Bubonic Brown
	Codex Grey		Bleached Bone
	Scorched Brown		Brown Ink
	Bestial Brown		Blood Red
	Dark Flesh		Goblin Green
	Graveyard Earth		Boltgun Metal
	Kommando Khaki		Brazen Brass

Using Dark Flesh the areas of fur and hair were then carefully drybrushed.



Then, using a mix of Dark Flesh mixed equally with Kommando Khaki, these areas were lightly drybrushed creating a highlight.



Next, the hand weapons were lightly

drybrushed Codex Grey. The belt was painted with an equal mix of Chaos Black and Codex Grey and then given a simple highlight of Codex Grey.



A basecoat of Graveyard Earth was then applied to the hooves, horns and any areas of clothing.



To add shading, and help define the details of these areas, they were then given a wash of 1 part Bestial Brown mixed with 3 parts water.



All areas of clothing were then given a simple highlight of Kommando Khaki.



The hooves and horns were then carefully detailed, again using Kommando Khaki.



The weapons, buckle and other small metallic details were painted Boltgun Metal and the small jewellery-type pendants were painted Brazen Brass.



To simulate the effects of ageing, all of the metallic areas on the model were given a wash of 1 part Chaos Black, 1 part Bestial Brown and 3 parts water.



To further suggest their savage nature and lust for battle, the weapons were given a bloodied appearance, by roughly painting a combination of Blood Red mixed with two parts Brown Ink onto the weapons.



The teeth were simply picked out using Kommando Khaki.



Using a Fine Detail brush the eyes were carefully painted Blood Red.

THE SHIELD

The shields on the Ungor were lightly drybrushed Codex Grey. The metal details were then painted Boltgun Metal, the thin strap was picked out using Kommando Khaki, the metal pendant painted Brazen Brass and the



tooth painted with Bleached Bone. The metal areas were then given a wash consisting of 1 part Chaos Black, 1 part Bestial Brown and 3 parts water.

THE BASE

The top of the base was painted with PVA glue and then dipped into fine sand. When fully dried, the base was first undercoated with Chaos Black and then painted Bestial Brown. The sand was then drybrushed with Bubonic Brown and given a wash of Brown Ink. When completely dry, it was again drybrushed using a mix of 1 part of Bestial Brown and 1 part of Bubonic Brown. The side of the base was then painted Goblin Green and



small clumps of Static Grass were applied with PVA glue to finish.

To protect the Beastmen miniature from the rigours of gaming it was given a protective coating of Purity Seal (matt varnish).



With the release of a new army for Warhammer, Mark Jones, Studio scenery builder, always makes a specially designed scenery set for them. Steve Cumiskey went and had a chat with Mark to find out how he made a Beastmen Herdstone for the Beasts of Chaos.

MODELLING WORKSHOP

Building a Beastmen Herdstone



The herdstone is at the heart of Beastmen culture, forming a focus for gatherings of the tribe. As such, it makes a great piece of terrain to add to your collection if you have a Beastmen army. We asked Mark Jones, who built the herdstone for the Beasts of Chaos Armies book, to tell us how he made it.

MATERIALS NEEDED

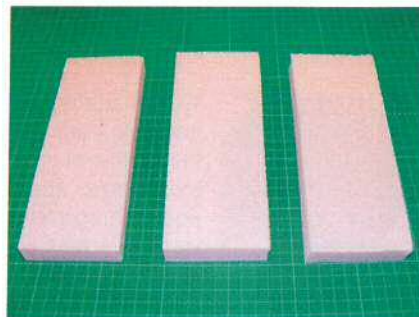
- A sheet of 1" thick polystyrene
- PVA glue
- Textured paint
- Ready-mixed Polyfilla
- Sand
- Gravel
- Flock
- Thick card
- Cocktail sticks

TOOLS REQUIRED

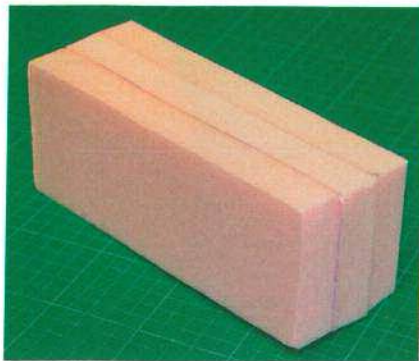
- Long bladed craft knife
- Craft knife
- Steel ruler

THE BASIC SHAPE

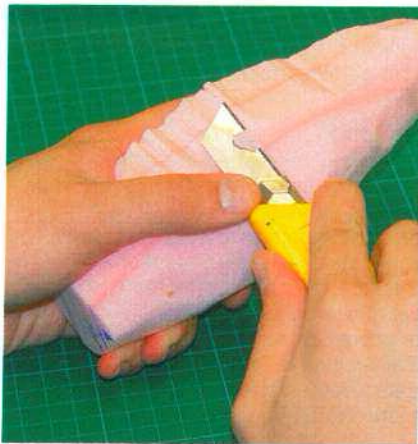
Mark out three rectangles on the sheet of polystyrene, each measuring 8cm wide and 20cm high. Cut them out with the long bladed craft knife, making sure to cut away from yourself to avoid accidents.



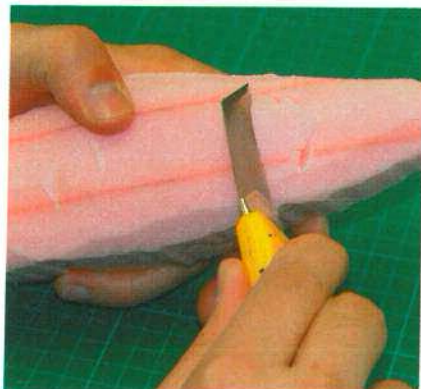
Before you glue the rectangles together, insert three cocktail sticks into the middle rectangle, and then through each rectangle as you glue them on. This will help hold them in place while the glue is drying. When glued together, the three rectangles will form a single block, 8cm square.



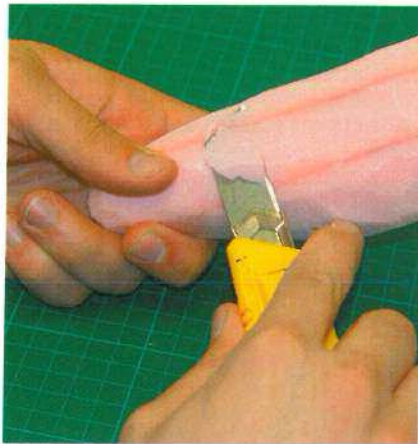
Using your long bladed craft knife, begin to roughly cut out the shape of the herdstone. To keep the herdstone looking angular and crude, rather than precisely sculpted, make sure you cut it into a slightly irregular shape.



With the herdstone taking shape, you can begin to add the worn ledges that cover its surface. Start making some roughly horizontal cuts.



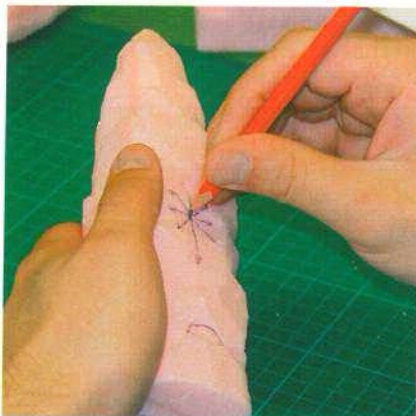
Then carefully cut downwards to meet the horizontal incisions. To produce a more chiselled look to the ledges, don't cut the line exactly vertical. Allow it to go deeper into the face of the stone. Repeat this over the surface of the herdstone, to give it the appearance of being roughly hewn.



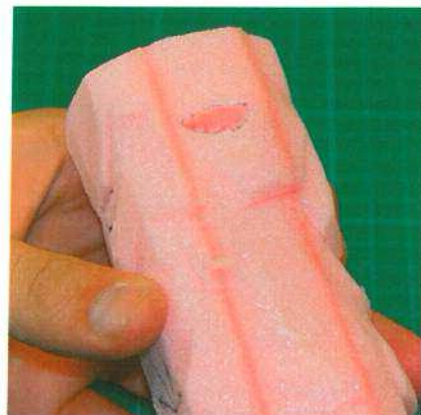
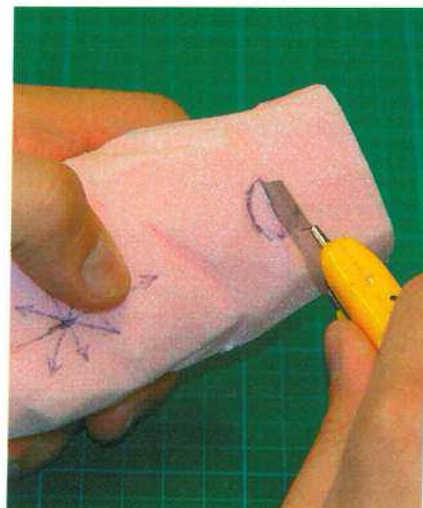
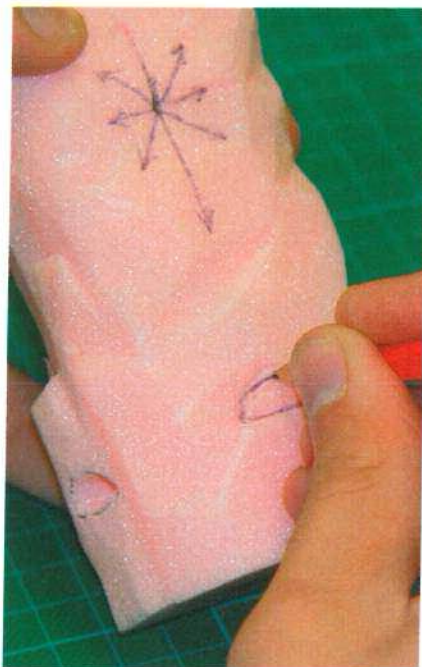
DETAILING THE HERDSTONE

The herdstone itself has a few additional details, such as Chaos star symbols and alcoves that contain the herd's war trophies.

To cut Chaos symbols and signs into the surface of the herdstone, start by drawing on the symbol with a pencil, then deepen and widen the design with a small craft knife, so that the detail isn't lost when you apply the textured paint later on.



To make the alcoves, begin by drawing the shape of the alcove on the herdstone, then slowly pick away the polystyrene with a small craft knife.



The alcoves are now complete, ready to accept the trophies of the herd. Carving of the stone complete, it's time to move onto the base.

BASING THE HERDSTONE

Cut a base for the model from the thick card. The base should be slightly larger than the width of the herdstone itself. Glue the stone to its base with PVA glue. When the glue is dry, fill any gaps with polyfilla.



Once the filler has had time to dry, paint the herdstone and base with textured paint to give it a rough, stone-like surface.

Finally, paint the base of the herdstone with PVA glue and sprinkle sand and gravel to give the base a rougher texture.

TROPHIES

Herdstones are normally decorated with bits of weapons, armour and the skeletons of defeated enemies. The best source of these items is your bits box. There's no particular hard and fast rule for how much of this stuff you should have on your herdstone, as long as it doesn't look too neat. On Mark's herdstone, he used a mix of smaller parts glued tight around the base, mixed with a few taller spears resting against the stone. This adds character and detail, without distracting too much from the herdstone itself.



For the Studio model, Mark glued the trophies in place before he painted the stone itself. This meant that some of the bits fell off during the painting process, but did leave shadows behind on the rock.

PAINTING THE HERDSTONE

Undercoat the model with Chaos Black spray, then paint the entire model with Dark Flesh paint. The Dark Flesh layer will give a slightly more natural feel to the rock as later layers are added. With the first layer dry, begin to lighten the colour of the stone by drybrushing it with Codex Grey.

Add some Bleached Bone to the Codex Grey for the next stage. Apply the paint like the last layer but, this time, avoid painting into recesses and shadowed areas.



Mix in a little Skull White for the final highlight and then it's time to define the ledges a little more. Use a mix of Chaos Black and a small amount of Dark Flesh drybrushed into the recesses of the shelves to add shade.



Finally, streak the edges of the ledges with Skull White to give it the appearance of a rock.



FINISHING THE HERDSTONE

With the stone painted, feel free to cover the base of the herdstone with Chaotic runes and fill the alcoves with skulls. Paint the base of the model and glue flock to the edges with PVA glue to suit your gaming table.

SUMMARY

When you've finished building your own herdstone, you could just add it to your gaming table as normal, but as a Beastmen general there's no reason why that should be the end of it. The Beastmen decorate their herdstones with trophies from their defeated enemies, so why not do the same? Simply glue on a new trophy from your defeated enemies to commemorate battles fought during a campaign.





With the new releases of the Beasts of Chaos, the full force of bestial power is once again unleashed on the Warhammer world. Tammy Hays investigated the process that 'Eavy Metal painter Darren Latham used to fully capture the deadly magnificence of this model.

'EAVY METAL MASTERCLASS

DRAGON OGRE SHAGGOTH

Painted by Darren Latham



PREPARATION

The model was assembled using glue and then affixed to its base. It was then undercoated with Chaos Black spray. Any sections of the model missed by the spray were painted with watered down Chaos Black paint.

PAINTING THE MODEL



The skin of the lower part of the Shaggoth's body was painted with a basecoat of Catachan Green mixed with an equal amount of Chaos Black. Rotting Flesh was added to this mix for successive highlight stages. More Rotting Flesh was added to

the mix and applied to the skin in lines to pick out the muscle structure. The recesses were given an additional wash of equal parts Brown Ink and water.



Red and Purple inks were mixed with equal parts water and glazed into the folds of the belly.



The bottom of the belly and the underside of the tail were highlighted further by adding more Rotting Flesh to the mix.

Tanned Flesh was used as a basecoat for the upper body. A mix of equal parts Dark Flesh and water was then painted onto the skin as a wash to shade the recesses. For further shading a

mix of Brown Ink with equal parts water was added to the skin. To highlight the skin, Tanned Flesh was applied again leaving the darker colour in the deepest recesses. Dwarf Flesh was then painted on as the next highlight, followed by Dwarf Flesh mixed in equal parts with Elf Flesh. For a final highlight Elf Flesh was used on its own. Watered-down Bleached Bone was used to pick out the sharpest raised detail and the face.



Red Ink, Purple Ink and water were mixed together in equal amounts and glazed over the face.



The loincloth was painted in a basecoat of Scab Red. For the first highlight Red Gore was painted over the basecoat, followed by a highlight of Red Gore mixed with Blood Red. Blood Red mixed with equal

parts Tanned Flesh was painted on as the next highlight, followed by a highlight of Tanned Flesh, concentrated around the edges. A final highlight of Dwarf Flesh was painted onto the sharpest edges of the cloth. A mix of equal parts Brown Ink, Red Ink and water was then applied to the cloth, and a little Brown Ink was applied around the studs.

FINE DETAIL



A mix of equal parts Terracotta and Scorched Brown was painted over the hair as a basecoat. A little Bleached Bone was added to this mix for each successive highlight stage. A Brown Ink wash mixed with a little water was applied and the last highlight stage repeated.



The scales were kept black and highlighted with Chaos Black mixed with a little Bleached Bone. More Bleached Bone was added to this mix for each successive highlight stage.



The axe blade and the arm braces had a basecoat of Boltgun Metal applied. Chainmail

was dappled on top of that with a small drybrush, followed by a coat of Mithril Silver applied in the same way. The edges of the blade were painted with thin lines of Mithril Silver. An equal parts mix of Brown Ink, Black Ink and water was then applied over the whole of the metal areas.



The gold banding was given a basecoat of Brazen Brass, followed by a highlight of Shining Gold. Shining Gold was mixed in equal

amounts with Mithril Silver for the final highlight. Flesh Wash mixed with water was applied to the entirety of the banding, while Brown Ink was carefully applied around the studs. The final highlight stage was then repeated.

FINISHING TOUCHES



Graveyard Earth mixed in equal amounts with Chaos Black was painted on the horns, claws and nails, applying it in lines working towards the tip. These lines were then highlighted with Graveyard Earth, followed by two more highlight stages adding Bleached Bone to the Graveyard Earth. Another highlight of Bleached Bone was applied and, finally, the very tips were painted with Skull White.



The leather straps were painted with a 30/70 mix of Chaos Black and Bestial Brown. Bleached Bone was added to this mix for each successive highlight stage.



The eyes were painted Chaos Black first, then Vomit Brown. They were then highlighted with Bleached Bone and a small slit of Chaos Black was painted in the middle.



Terracotta was used as a basecoat for the imps in his hair, with Vomit Brown added for each successive highlight stage. Their hair was drybrushed with Codex Grey.



Finally, the rocks upon which the Shaggoth stands were drybrushed with Codex Grey and then Bleached Bone. Sand was glued to the base with PVA and after that had dried, Black Ink was applied over the top. This was then drybrushed with Bubonic Brown and then with Bleached Bone. Small tufts of Static Grass were then stuck to the rock and the sand with superglue. To finish it off the edge was painted with Graveyard Earth.



The unearthly Shaggoths can almost live forever... and are a deadly foe.

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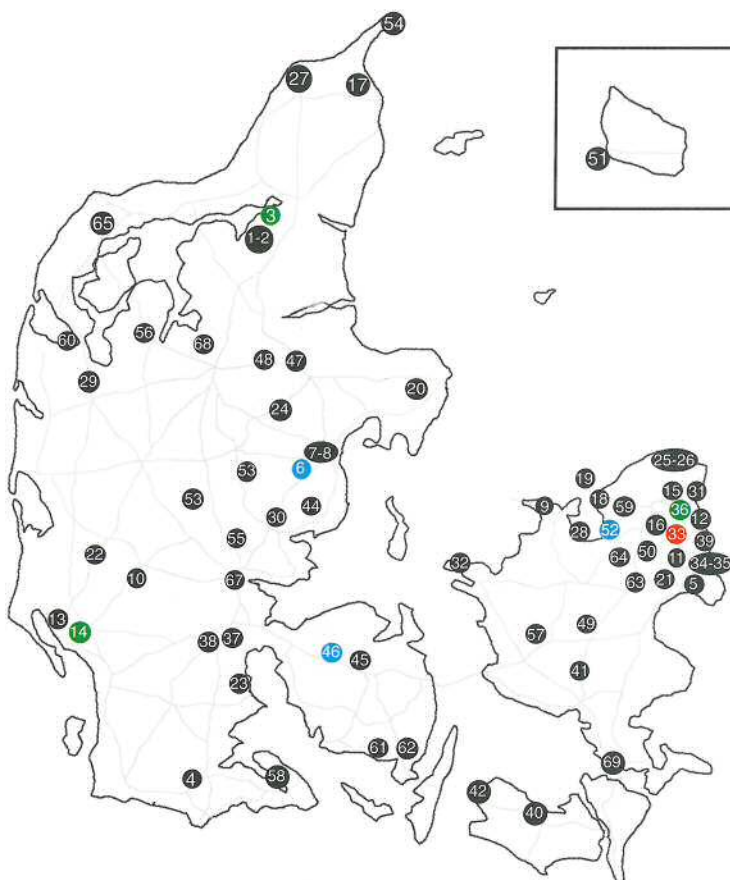


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43 66

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NEW COURSE STARTS IN SEPTEMBER 2003.

Andy Chambers has applied the lash in a big way this month. Not only has he managed to get Pete Haines to divulge his thoughts behind Codex: Imperial Guard but he has also squeezed new rules for Mounted Daemonettes and Tau rail rifles, as well wargear for the forces fighting around the Eye of Terror.



CHAPTER APPROVED

BY ANDY CHAMBERS

Greetings once more to this mighty tome. Scrivener Haines has prepared a treatise on those sirens of Slaanesh the Mounted Daemonettes, and, as if his heresy did not run deep enough, also brings details of a troop type of the foul xenotype known as the Tau, in the form of the Pathfinder rail rifle. Furthermore, Scrivener Hoare has completed his work on those honours won by the combatants in the 13th Black Crusade.

MOUNTED DAEMONETTES OF SLAANESH BY PETE HAINES

Note: Mounted Daemonettes can be added to Chaos Space Marines & Lost and the Damned armies only if they would normally be allowed Slaaneshi Daemons.

Through clouds of musk-scented mist ride the Daemonettes of Slaanesh, their dark, desire-laden eyes always casting about for their next victim. Mounted on swift-striding Daemon Fiends of Slaanesh, the sinuous grace of these predators belies their speed and deadliness.

WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new scenarios, weapons, rules and army list entries of all types, frequently stolen from codexes in progress here at the Studio. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out and just plain brilliant additions to the game (as reviewed and arbitrated by that well-known model of fairness and balance – me). If you've got something good for Chapter Approved then write to me at the address given here.

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

Andy Chambers
(Chapter Approved),
Games Workshop,
Willow Road, Lenton,
Nottingham,
NG7 2WS, UK

FAST ATTACK

DAEMONETTE ON STEED OF SLAANESH

	Pts/Model	WS	BS	S	T	W	I	A	Ld	Sv
Mounted Daemonette	28	4	0	4	3	1	4	1+2	8	-/5+

Number/squad: 5-10

Weapons: Claws, lash tails and fangs (all included in profile above)

SPECIAL RULES

Summoned: Mounted Daemonettes are always summoned to the battlefield. See the Summoning rules on page 12 of Codex: Chaos Space Marines for more details.

Invulnerable: Daemons are unnatural creatures made from the very stuff of Chaos itself and are therefore very difficult to destroy. They all have the Daemonic Aura ability and have a 5+ Invulnerable save.

Instability: Daemons are subject to the Daemonic Instability rules on page 12 of Codex: Chaos Space Marines. See the Instability rules for more details.

Spawn of Slaanesh: Mounted Daemonettes have Warp Scream and Daemonic Talons (the extra Attack has been included in the profile above). Also their riding beast confers Daemonic Mutation (In this case Daemonic Mutation refers to the whipping lash of the tail possessed by the riding beast which is used to inflict exquisite agonies on the Daemonette's victims. The extra Attack has been included in the profile above) and Daemonic Speed.

Warp Scream is a piercing, disorientating shriek that reduces the Initiative of any enemy in close combat by -1.

Daemonic Talons is a gift which confers a pair of close combat weapons on the Daemonette. These claws can penetrate any armour and inflict wounds on the toughest of foes. On a roll to hit of 6, an automatic wound that allows no Armour save is inflicted. On a vehicle armour penetration roll of 6, roll a further D6 and add it to the score.

Daemonic Speed confers the ability to move like cavalry, as detailed in the main Warhammer 40,000 rulebook.





Noise Marines summon a pack of Mounted Daemonettes to counter-attack the Tyranids.

The 14th Company of the 410th Mordian Iron Guard came to a gentle rise and swept up in perfect order. As they reached the top they came to a halt even before Captain Dechoff could yell the order.

Ahead of them was a low valley full of waving, waste-deep violet fronds, the bodies of dozens of Mordians lying amongst the blooms. The knife-shaped leaves had pierced them so that they now hung there as securely as if they had been shot while crossing razorwire. On the other side of the valley was a low entrenchment, all along it sprang the banners of the enemy each defying reason with its blasphemous images and unspeakable slogans.

Dechoff was taking no chances. He had no idea what danger lay in the field ahead of them but recognised the insignia of the 5th Company on the corpses and knew they had been good soldiers.

"Flamers, clear me a path, first, second and third platoon, assault columns, follow the flamer paths. Fourth, fifth and sixth platoon, covering fire. Mortars, target the centre of the ridge, autocannon on overwatch, be ready for any surprises. Fourteenth Company, for the Emperor, advance."

The splendidly uniformed troops went into action with their customary élan. The violet leaves curled away from the roaring flames and smouldered darkly when struck – a path

was cleared though. The assault columns moved forward and into a ragged volley from the opposite hill, lasfire mingled with slug throwers. Men fell but the returning precision volleys from their supporting platoons raked the Chaos emplacements drawing disturbingly ecstatic screams from the enemy.

Through the roar of weapons fire came a distant jingle of delicate bells and chimes, a warm wind washed down the valley tinged with a sweet, cloying scent. The Mordians either gagged or stood transfixed. The fire from the heretic lines stopped completely as they sensed the approach of their mistresses. The stillness was cut by a grating, rending din as etheric claws slashed through the skin of reality. A black, ragged scar was torn along the ridge as dark lights played around the blasphemous banners of the heretics. Beyond the rift was a glimpse of the realm of madness, despair and nightmare and leaping through it came the daemons of Chaos.

They were at once beautiful and loathsome. Svelte, pale, exotic daemon-women mounted on sinuous, hissing steeds. They wore deadliness and terror like a cloak. Some Mordians saw a vision out of hell that was uncomfortably seductive, others saw their darkest desires made manifest. The damned troop of daemonettes spurred forward through the sea of purple flowers, the razor-sharp leaves grazing the flanks of the beasts and the thighs of their riders like

gentle caresses. In response the riders gave voice to a deep-throated moan that rolled ahead of their advance, slowing time as in a dream and clouding the minds of the unfortunate Mordians.

There was no time to react, the supporting autocannons, safely ensconced behind the lines only began to fire as the lead daemonettes and their mounts were a blur wreathed in the viscera of their victims. Men moved in slow motion compared to them and with each lash of a tail or sweep of a claw a broken wreck of a soldier fell.

Captain Dechoff roared at the reserve platoons to counter-attack but the horror in the valley was too much even for the Iron Guard and squad by squad they began to fall back. Men who would willingly plunge into battle with hulking Orks, were chilled to their souls by the daemonettes. Despite Dechoff's imploring, the retreat became a rout.

Dechoff knew how the regimental Commissar would view this shameful defeat, but looking at the victorious daemons feeding on the still-warm hearts of the fallen and the way the burnt, trampled purple blooms reared up, impaling the freshly slain he resolved that he would never see this scene in his dreams. Dropping his laspistol, his spirit broken beyond repair he began to walk helplessly down into the valley towards the waiting daemon-women.

TAU RAIL RIFLES BY PETE HAINES

To the disgust of the Imperium the Tau are constantly improving their technology. Driven by the need to serve the greater good, Earth caste scientists and workers have laboured ceaselessly to further refine their formidable rail gun technology. The result is the rail rifle, a version of the rail gun light enough to be used by a Tau warrior on foot without the aid of a battlesuit.

At this stage the rail rifle is undergoing field trials with specialist units. It may one day be issued more widely or it may be refined further before being mass-produced. The relatively slow rate of fire, the bulk of the weapon and the currently unstable targeting mechanism still do not meet the stringent demands of the Ethereal and Fire Castes. Even so it is a

lethal weapon using a linear accelerator to fire a solid slug at extreme velocity. In the Tau armoury only Broadside armour has been found to offer any protection against it and it will mortally wound even the larger Tyranid bio-organisms. The impact is such that a target will frequently be hurled backward by its terrifying power and this combined with the distinctive whine of the hypervelocity slug has been seen to have a demoralising effect on the enemy.

Pathfinder teams augment their normal weaponry with rail rifles. Up to three Pathfinders in a team (but not the Team Leader or Shas'ui) may replace their

pulse carbine and markerlight with a rail rifle at a cost of +10 points each. If desired, these models may further upgrade their rail rifles with the Target Lock Interface at +7 points. All rail rifle users must be upgraded if any are.

Target Lock Interface: This enables the model to target a separate enemy unit to that engaged by the rest of his own unit. When the Target Lock Interface is used, the rail rifle suffers from the 'Get Hot' weapon rule, see page 59 of the Warhammer 40,000 rulebook. If the interface is not fitted or if all members of the unit engage the same target, this does not happen.

Type	Range	Str	AP	Type	Notes
Rail Rifle	Range 36"	Strength 6	AP3	Heavy 1	Pinning test

Components were scattered across the range as the target drone was utterly shattered. From the firing steps Shas'O Vir'la Mc'drek radiated satisfaction. Beside the tall commander, the slim form of Aun'Vre Tolku Va'Shant was impassive and inscrutable. With a curt gesture he signalled for the exercise to be repeated.

Before him were members of the Earth and Water castes and one Fire Warrior. The Water caste, Por'El'Bork'an'Kassad, bowed elegantly and smoothly reprised his prepared speech on the qualities and applications of the new rail rifle, focusing his attention on the Ethereal like a child desperate for its parents' praise. His Earth caste colleague, a technician, operated the controls to activate another target drone. The Fire Warrior loaded a fresh power cell into the rail rifle as Kassad reminded everyone that although the rifle came pre-loaded with a hundred rounds of trilium-tipped solid darts, the energy requirements of the weapon were too great to be met solely by the integrated power cell. The cartridge cell provided enough surplus power for a single shot, and although this slowed the weapon's rate of fire, adequate compensation was to be found in the penetration and stopping power of the shot.

The target drone hummed up from its silo and began an erratic flight across the range. The Fire Warrior hefted the long, rectangular rifle and adjusted a dial on the side of his helmet where a flex from the weapon's sighting mechanism was plugged into his external interface node. Kassad continued to explain that the improved target lock allowed a team leader to designate different targets to all members of his unit equipped with the device enabling multiple enemies to be suppressed. It was clear to the experienced Mc'drek that the bulk of the weapon made



manual sighting awkward. This slightly offended his warrior sensibilities, but he had long since learned that technology was his greatest ally in battle.

The Fire Warrior aimed and fired. There was a brief screech as the dart sped to its target before striking it centrally with such force that it was not only smashed but scattered all over the range. Mc'drek beamed again and glanced at the Aun'vre to bask in his approval, but the Ethereal's attention was on the Fire Warrior marksman. After the shot had been discharged the Shas'ui had swayed and tumbled backward. He gripped his helmet and tore it off, dropping the prototype rail rifle to the ground. The onlookers were horrified as the Fire Warrior sought to tear out his hardwired target lock interface with his bare hands before stiffening and crashing to the floor. Mc'drek knelt by him but drew back when Va'shant spoke.

"Do not bother, he is dead." Turning to the paling Kassad he continued.

"The interface is still malfunctioning, the

weapon's power requirements are overloading the targeting mechanism and causing fatal feedback. You had promised that this error had been corrected."

The tone was factual not accusational but even so Kassad fell to his knees.

"We have reduced the defect incidence three-fold, exalted one. In time it will be corrected but the weapon does all that you have asked of it."

Mc'drek stood over the cowed Por, his hand on the hilt of his bonding knife.

"You dare supply a weapon that will kill my warriors? What do you connivers know of the battlefield, of honour, of courage, why..." Va'shant's hand was on his shoulder.

"You are right of course Mc'drek. Still we will soon need such a weapon to protect all our castes. Perhaps the price is a price we must pay, to serve the greater good."

The anger drained from Mc'drek. He nodded.

"Aye, for the greater good."

EYE OF TERROR CAMPAIGN HONOURS BY ANDY HOARE

With the 13th Black Crusade raging across the regions surrounding the Eye of Terror, history is being written with every battle fought. The deeds done in these dark times will form the legends of future ages, and those who throw themselves wholly into the fight for Humanity's future will be the heroes, or despicable villains worshipped or reviled by future generations.

BACK HOME FOR TEA AND MEDALS

As wars are fought, so honours are won, and the purpose of this article is to recognise the hard-won victories of those fighting in the Eye of Terror campaign, by allowing them access to some new and unique items of wargear. These can be carried into battle to proudly proclaim to all comers that the army has fought in the Eye of Terror campaign, and not only survived, but prevailed in the greatest conflict witnessed by the Imperium since the Horus Heresy.

Designer's Note: One thing you'll notice about these honours is that they are all geared towards use in campaigns. This is so they are not treated as purely beneficial items of wargear, but instead encourage players to engage in a narrative style of play, and to allow modelling opportunities that reflect the army's progress in a campaign.

NEW WARGEAR

These honours are borne proudly by the most trusted warriors of the army. Accordingly, they can only be taken by certain characters, as stated in each item's description, and are purchased from the character's wargear allowance. Only one honour may be carried in the army, and it must be carried throughout the campaign for its effects to apply.

Should the bearer be killed and his side lose the battle, roll a D6. If the result is a 4+ then the army manages to retrieve the honour or keep hold of it as they retreat. On any other result, it is lost, crushed beneath the stampede of routing troops or captured to be proudly displayed in the feasting halls of the victor – it may not be used again for the remainder of the campaign.

SPACE MARINES – HONOUR SCROLL

Space Marine Chapter Standards are often inscribed with all manner of scrolls recording victories in individual actions or campaigns. Those Chapters fighting in the defence of the Cadian Gate have added many new honour scrolls to their banners, ensuring such battles will be remembered so long as the Chapter stands.

The scroll records a resounding victory against a foe specified at the beginning of the campaign. It is applied to a Chapter banner already carried by a standard bearer. Every unit in the army may choose to purchase the Fearless ability, which applies when fighting the enemy specified in the banner, rather than purchasing a

Battle Honour, at the cost of 1,000 Experience Points per unit.

Points: 30 points

Bearer: Standard bearer.

IMPERIAL GUARD – DEFENSOR CADMIUM

The Defensor Cadium, a mighty standard bearing the symbol of the Cadian Gate, has been issued to those regiments who have served with honour and distinction in the defence of Cadia and the surrounding systems. Those who march to war under its shadow are filled with a purity of purpose and possess an exceptional esprit de corps. They are amongst the finest warriors that Humanity can field, and the Defensor Cadium proclaims their boast to any who stand before them.

When participating in a campaign, units normally become Elites upon attaining their third Battle Honour. However, an army bearing the Defensor Cadium is elite in itself, and so its squads are not detached to bolster other forces. No units in the army become Elites choices upon acquiring their third Battle Honour.

Points: 15 points

Bearer: Any Veteran in the HQ Company Command Squad, apart from the Standard Bearer (who carries the Company Standard), the Medic, or a model with a vox-caster.

SISTERS OF BATTLE – SACRED RELIC

The Sisters of Battle are known to venerate the mortal remains of a plethora of saints and martyrs, and even bear these relics into battle as potent symbols that the greatest heroes of the Imperium watch over them. Many Adepta Sororitas have been martyred to the Despoiler, throwing themselves into the defence of the Cadian Gate with a righteous fervour, and it is often the remains, or relics of these martyred heroines who are carried into battle at the head of the Faithful.

The bearer's unit may choose to purchase Faith Points instead of rolling on the Battle Honours tables. One Faith Point is added to those generated by the bearer for each 1,000 Experience Points spent by her or her unit.

Points: 30 points

Bearer: Celestian Superior, or a Veteran Celestian Sister Superior in a Celestian Bodyguard.

CHAOS SPACE MARINES – DEFILED ASTARTES BANNER

The Traitor Legions revel in the defilement of the symbols of the Emperor's power, and there is no greater target for their desire to corrupt than a captured Chapter Banner of their erstwhile brethren of the loyalist Adeptus Astartes.

Tarnished by runes painful to behold, the captured banner is borne at the head of

the Chaos Space Marine army by a mighty champion of the Legion, acting as a terrible insult to the honour of its former owners, and as a symbol of perverse pride to the servants of the Ruinous Powers.

The banner must be modelled to represent a specific loyalist Chapter.

Should the banner bearer survive a battle against the Chapter whose captured banner he carries, his unit gains +200 Experience Points. If the banner bearer is killed, and the army loses the battle to the specified Chapter, the enemy squad that retook it gains +200 Experience Points, and the banner may not be used again (it is returned to the Chapter's reliquary to be re-sanctified).

Points: 10 points

Bearer: Chaos Lieutenant or Chosen Champion.

LOST AND THE DAMNED – THE EYE OF HORUS

When the Lost and the Damned rallied to the Despoiler's cause, those most favoured Arch Heretics were presented with dread icons that sealed their unholy oaths of servitude. These icons take the form of the symbol of the Eye of Horus, mounted upon an iron pole that drips with the blood of those sacrificed in its forging – a permanent reminder that the Despoiler is watching the bearer's every action.

If the unit carrying the Eye survives the game, it earns +200 Experience Points. If it is completely wiped out, every squad in the army loses D6x5 Experience Points and the honour may not be used again. If the unit falls back off the table it earns no Experience Points for any actions that battle, but it doesn't lose any either.

Points: 20 points

Bearer: Arch Heretic

DARK ELДАР AND ORKS – GRISLY TROPHY

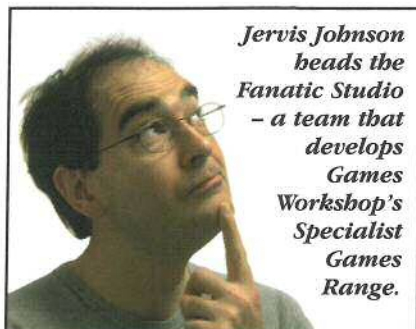
There are many amongst the baser or more vindictive xenos species that take great pride in displaying the severed heads of those they have bested in mortal combat. These trophies are often carried into battle by a trusted bearer, mounted upon cruel spikes or poles, and provide a compelling reminder to the leader's subordinates that he, and he alone, has the right to rule the force.

The grisly trophy is a potent symbol of its leader's hold over his warriors. Whilst the trophy is carried, every unit in the army may choose which Battle Honours to acquire, rather than rolling for them randomly.

Points: 35 points

Bearer: Orks – Nob in Warboss's Bodyguard (not a Grot!)

Dark Eldar – Incubi Master in a Dark Eldar Lord's retinue.



*Jervis Johnson
heads the
Fanatic Studio
- a team that
develops
Games
Workshop's
Specialist
Games
Range.*

SEPTEMBER'S FANATIC NEWS

Specialist Games news from the Fanatic Studio

As I type this editorial it is the start of the summer, and the weather outside is simply gorgeous. If it wasn't for the fact that I have some really superb new miniatures to tell you about then I might almost regret being stuck inside working at my computer. Fortunately, however, I do have some great models to tell you about, including some of my favourite releases in the Specialist Games Range so far.

Hard on the heels of the recently released Stagecoach set for Mordheim comes the brand new Carnival of Chaos set. I just love these models! Technically the Carnival of Chaos is a Nurgle Warband for Mordheim, but rather than doing just any old Chaos warband, designer Mark Bedford has really gone to town and created a fantastically characterful set of models that represent a warband that travels round the Empire disguised as a

group of travelling players. There are some really lovely touches within this range, but my favourite has to be the Nurgling 'band' where each model is playing a different and rather unpleasant looking musical instrument. Fantastic stuff! Rules, background and scenarios featuring the Carnival of Chaos can be found in Town Cryer magazine 27.

This month's Blood Bowl releases include two new star players; a fantastic new version of Ramtut III by Khemri team designer Phil Bowen; and Zara the Slayer by Shane Hoyle. Zara is actually a star player that plays against Undead team's rather than for them (you'll have to read BB Magazine to find out why) and is in my opinion one of the best Blood Bowl miniatures we've ever made... but I've always been a sucker for a certain other female slayer, so I guess I might be biased. We also have the brand new Necromancer team, rules and background for all of these models appear in BB Magazine 9.



A Zombie, Flesh Golem and Werewolf from the New Necromancer Team

NEW RELEASES

This section lists all of the latest releases from the Specialist Games Range. To find out about prices and availability you can visit your local Games Workshop store, or contact Games Workshop Mail Order on 0115 91 40000, or visit the Games Workshop online store at: www.games-workshop.com/storefront.

Item	Game	Release Date
Battlefleet Gothic Magazine 16	BFG	July
Warmaster Magazine 18	Warmaster	July
Screaming Bell	Warmaster	July
Doom Wheel	Warmaster	July
Warp-lightning Cannon	Warmaster	July
Necromunda Magazine Issue 3, v2	Necromunda	August
Van Saar Booster Pack	Necromunda	August
Town Cryer 27	Mordheim	August
Carnival of Chaos	Mordheim	August
Plague Cart	Mordheim	August
Frenzied Mob	Mordheim	August
Blood Bowl Magazine 9	Blood Bowl	August
Ramtut III	Blood Bowl	August
Zara the Slayer	Blood Bowl	August
Necromancer Team	Blood Bowl	August
Necromancer Booster Pack	Blood Bowl	August
Warmaster Annual 2003	Blood Bowl	August



Zara the Slayer and Ramtut III

And that's all for this month. As ever, if you have any questions or feedback about the Specialist Games Range then you can write to us at **Fanatic Studio, Willow Road, Nottingham, NG7 2WS**, or you can email us at:

fanatic@games-workshop.co.uk.

I look forward to hearing from you.

Best regards,

Jervis Johnson
Jervis Johnson
Head Fanatic

QUESTION OF THE MONTH

Every month a message is plucked from the dozens sent to us to be answered in the newsletter.

"How do I get hold of Specialist Games Range miniatures? My local Games Workshop stockist doesn't carry them."

Quite a few people ask us how to get hold of Specialist Games Range miniatures. This is mainly because very few stores in the world carry the full Games Workshop range including all of the Specialist Games Range. Instead most stores only carry miniatures for Warhammer, Warhammer 40,000 and The Lord Of The Rings) in any depth, and will generally only have a very small selection of Specialist Games Range miniatures, if they carry any at all.

The reason for this is simply that very few stores have the space to carry the entire Games Workshop range, and even if they do have enough space to carry the full range, ensuring that they have the right level of stock for specialised lines is no easy matter. Specialist Games

tend to be popular in some places and not in others, and this makes it very easy to end up with miniatures that stay on the shelves for ages while others sell out very quickly indeed.

In the past this 'boom or bust' pattern has caused severe problems for the Specialist Range, and at one time threatened our ability to carry the range at all. Now it would clearly be a bad thing for the Specialist Games Range to disappear simply because it is a difficult range to manage, so instead we have put in place a number of measures that ensure that we can continue to carry the range and manage it effectively.

The way we've gone about this is to make the rules, catalogues and magazines for the Specialist Range available in stores, while the bulk of the rest of the range is available only through Mail Order and from our online store. We also have a 'direct order through stores' service that is available from Games Workshop hobby centres. This service allows you to order

Specialist Games miniatures at your local store.

Now it would clearly be even better for you to be able to wander into your local store and buy what you want right then and there, and trust me, if we could do this in a manageable way then of course we would. Sadly, though, the highly specialised nature of the Specialist Range makes it impossible to provide the same type of service that we can offer on our Warhammer Games. Hopefully you will agree with me that the extra couple of hoops you need to jump through in order to be able to get hold of Specialist Games Range models is far preferable to them not being available at all.

All of which is a very long-winded way of saying that if you can't find the Specialist Range miniatures you want in your local store, then you should first ask if they have an instore order point via telephone, and if the answer to this is no you should get in touch with your local Games Workshop Mail Order team, or visit your local Games Workshop online store.

Contact Us! We welcome feedback on the magazines and experimental rules we publish. We also have letters pages that need filling, so don't hesitate to get in touch! We can be contacted via e-mail at: fanatic@games-workshop.co.uk or by post at: **Fanatic, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS.** (Note, if you have a sales or purchasing issue then you should contact your local Mail Order, as they will be able to help you much better than we can!).



*Carnival of Chaos
Plaguebearer and Strongman*

SPECIALIST GAMES MAGAZINES

Most of the Specialist Games have their own bimonthly magazine, jam-packed full of new rules, articles, letters and other cool stuff. Here's a list of the magazines that are currently available:

- Blood Bowl Magazine
- Town Cryer Magazine (for Mordheim)
- Necromunda Magazine
- Warmaster Magazine
- Battlefleet Gothic Magazine
- Exterminatus Magazine (for Inquisitor)

Fanatic magazines are extremely popular and are always highly sought after. The only way to guarantee your copy is to have it delivered to your door by subscription! Subscriptions run for the next 6 issues, plus you get the following benefits:

- Your copy delivered direct to your door
- You'll never miss an issue
- You'll save money on the postage

To find out about prices and availability you can visit your local Games Workshop store, contact Games Workshop Mail Order on (0115) 91 40000, or visit the Games Workshop online store at:

www.games-workshop.com



*Carnival of Chaos
Plague Cart*

SURFING THE WEB

All the Specialist Games have great websites full of free downloads, resources and up-to-date news. Here are their URLs:

www.BloodBowl.com
www.Mordheim.com
www.Epic40000.com
www.Necromunda.com
www.Warmaster.co.uk
www.BattlefleetGothic.com
www.Exterminatus.com
www.Specialist-Games.com

The websites now contain an article archive. This will tell you rules are experimental, official or House rules. Some can be downloaded as free PDFs. Check out the website for more details.

Although there are over 200 Games Workshop stores around the world, there are also many independent stockists of Games Workshop products. Among the 500 of these in the UK, you'll find that a great number of them have areas dedicated to gaming and painting. We sent Ian Huxley to Ilkley...

WEST YORKSHIRE BATTLE ROYALE!

Bretonnians and Greenskins do battle in Ilkley...

Ian: Not a lot of people know this but one of the best kept secrets about independent stockists in the UK is that not only do they sell a wide range of Games Workshop products, but a large number of these also have areas of their shop dedicated to gaming and painting as well.

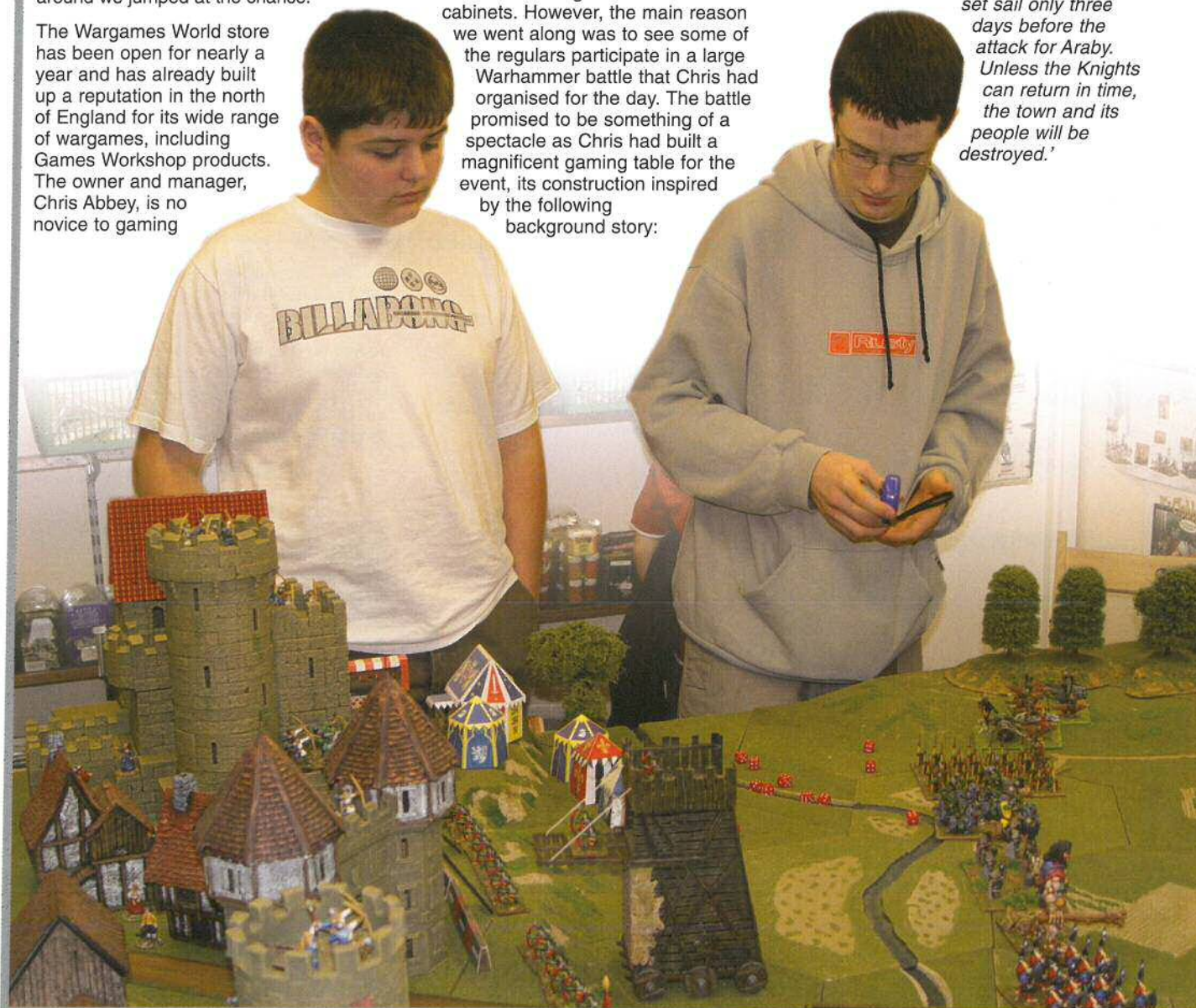
Based in Ilkley, Yorkshire, Wargames World is one fine example of this – and when they invited us to have a look around we jumped at the chance.

The Wargames World store has been open for nearly a year and has already built up a reputation in the north of England for its wide range of wargames, including Games Workshop products. The owner and manager, Chris Abbey, is no novice to gaming

and has been playing since 1981. He is ably assisted in the running of the store by Adam (chittering Skaven disciple), Matthew (pointy-eared High Elf devotee), and Sally who handles all the on-line requirements. The shop is conveniently divided into two areas – a painting area and the gaming area, which is surrounded by miniatures cabinets crammed full of painted armies.

It's all well and good looking around the store and checking out the armies in the cabinets. However, the main reason we went along was to see some of the regulars participate in a large Warhammer battle that Chris had organised for the day. The battle promised to be something of a spectacle as Chris had built a magnificent gaming table for the event, its construction inspired by the following background story:

'Deep within the fertile lands of Bretonnia lies a small coastal town not far from the glades of Arden Forest. Bursting from the forest a Greenskin horde charged its way to the town intent on laying siege to its walls and slaughtering the inhabitants. The town is at the mercy of the Orcs and cursed with a stroke of fate that will spell almost certain doom for the beleaguered population, the Count and his bravest Knights had set sail only three days before the attack for Araby. Unless the Knights can return in time, the town and its people will be destroyed.'





From left: Matthew, Chris and Adam, the enthusiastic staff from Wargames World, Ilkley.



The Bretonnian Knights charge in against the Greenskin horde!



The battlefield is made up of small connecting boards which can be easily dismantled.

To briefly summarise what happened on the day the 'breakout scenario' game began with the Bretonnian Knights disembarking from their galleon surprising the Orcs who had already begun the siege. The beginning of the game did not offer much hope for the Bretonnians as they lost their General and his Hippogriff to a riderless Wyvern and also had to suffer the embarrassment of watching the supposedly courageous Grail Knights turn and flee from the charge of an oncoming Giant. All hope of a quick decisive victory looked lost when, in what must count as a blessing from the Lady of the Lake herself, the Bretonnian Sorceress unleashed the *Comet of Casandora* which killed (big breath) one Goblin Chariot, a Goblin Shaman, eight further Goblins, seven Boar Boyz, five Black Orcs, one Ogre and one River Troll. Watching this destruction the remaining Knights charged into the Orc line with renewed vigour. Decimated by the charging Knights, the Orc line quickly collapsed and the siege was over.

Strictly speaking it was an Orc victory. However, with the majority of the Orc line destroyed or fleeing the battle it was agreed that the Bretonnians had saved the town and rescued the population from almost certain death and the celebratory feast could begin. Well that's the way the Bretonnians told it anyway!

The highly detailed table Chris had constructed, complete with castle and moored galleon, really helped to set the scene, and with two well-painted armies the game attracted quite a lot of attention both from passers-by and regular shoppers.

Why not pop in and see what the next awesome project is that Chris and his staff are secretly planning?

The Wargames World Shop is open seven days a week, 12:00pm until 5:30pm (except Saturday which is 10:30 until 5:30pm). Friday evenings between 8:00pm and 11:00pm, veterans can game and chat about the hobby without any interruptions!

For further details about this and other forthcoming events at Wargames World, call them directly on 01943 607500. Alternatively visit them on-line at: www.wargamesworld.com



There are many classic confrontations in the Warhammer world and none is more stirring than when the Wood Elves defend their arboreal home against the vile Beastmen raiders...

CARNAGE IN THE FOREST

A Warhammer battle report

Warhammer Armies: Beasts of Chaos is the new kid on the block and as such it would be remiss of us not to show what it can do in a battle report.

This battle will be a classic Pitched Battle scenario between the destructive Beasts of Chaos and the valiant defenders of the forest, the

Wood Elves. Fittingly taking command of the Studio's Beasts of Chaos army is Gav Thorpe, the man behind the new Beasts of Chaos Armies book. Across the battlefield the forest dwellers were under the more than able command of Martin Bunting, an experienced tournament player and long-time forest lord.

With each army having a vast array of special rules and a varied selection of skirmishing unit choices, the battlefield was kept very simple, allowing both armies a chance to show off their special tactical abilities.

So, with both armies readied for war, let the battle for the sacred woods commence...

Heavy rain whipped at the dark canopy of leaves, accompanied by a rumble of thunder. The torrent muffled all other sound as Raargha picked his way through the wet leaves that matted the forest floor, his warherd spread out on either side of him.

Rendtooth, Raargha's oldest Bray-shaman, was a few dozen paces ahead, barely visible in the gloom of the wood. He stood beside a great tree, whose gnarled roots rose up yards from the ground in great twisting loops, the cavities beneath filled with skulls, shattered weapons and other trophies. Using a sharp stone embedded in his braystaff, Rendtooth was carving a design into the thick bark of the tree, the wound trickling with blood-like sap.

"The smoothskin-born, they come," Rendtooth told the Beastlord as he stopped close by, hesitant to approach too closely, the magic in the air prickling his fur. "Cattle they bring, and mead and children. Morning sunwards, not far, not far at all."

"Good," snarled Raargha, motioning to Hurgha and Skor to join him.

The bulky Wargor, Hurgha, padded quickly between the large boles of the forest's heart and placed a reverential hand on the tree-shrine before crouching in deference before his leader. Skor, smaller but brasher than Hurgha, strutted at the

front of his herd, casually nodding to Rendtooth before spraying his scent on the sacred tree.

Amongst the hag tree's contorted branches were more trophies of battle, and Raargha took three strides to the Chaos heart and reached up, pulling his battle standard from the mess and thrusting it towards Hurgha.

"You take my banner, and with Skor you wait to snap trap," he told them, waving his free arm in a circle to the south. "Take your hounds, Huargha, and keep them close."

Both the Gors nodded in acceptance of their orders and exchanged narrow-eyed looks with one another. Their competition was good, Raargha knew, and they would fight to outdo each other to please him. As long as they kept to the plan, he did not care. They raced off ahead of the main herd to prepare their ambush.

A few minutes later Raargha and his warriors were bounding through the forest towards the new human settlement. The rain had ceased and the breeze brought the scent of peat fires.

Raargha stopped suddenly, nostrils flaring, eyes wide.

There was something else on the wind, almost indiscernible from the smoke-stench, but sickly sweet to his senses. He drew his massive axe free from the belt across his back and sniffed again. It was unmistakable.

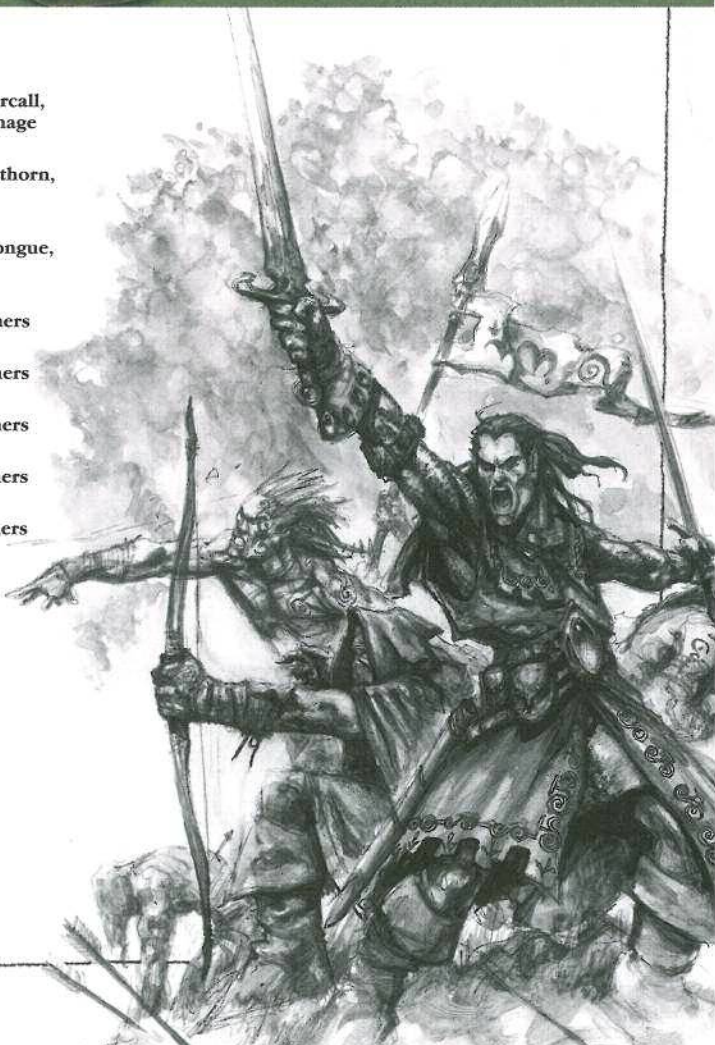
Elf-scent.





DEPLOYMENT

	Raargha, Beastlord		Aronril Thundercall, Wood Elf Archmage
	Hurgha, Wargor Battle Standard Bearer		Zancel Heatherthorn, Wood Elf Mage
	Rendtooth, Bray-shaman		Elenor Quivertongue, Wood Elf Mage
	Grayrag, Bray-shaman		5 Wood Elf Archers
	Skor's Beast Herd		5 Wood Elf Archers
	Bror wgar's Beast Herd		5 Wood Elf Archers
	6 Warhounds		5 Wood Elf Archers
	5 Warhounds		5 Wood Elf Archers
	Tuskgor Chariot		5 Wood Elf Archers
	16 Khorngor		5 Wood Elf Archers
	4 Minotaurs		5 Glade Riders
	8 Centigor		8 Wardancers
	1 Beast of Nurgle		8 Dryads
	1 Spawn of Chaos		8 Dryads
			2 Great Eagles
			5 Waywatchers
			1 Treeman



IF YOU GO DOWN TO THE WOODS TODAY...



Gav Thorpe

Gav: During the development of the Beasts of Chaos army, from the White Dwarf preview list to the finished Armies book, I paid particular attention to how they fought against the Wood

Elves. With the different troop types and special rules of the two armies interacting together, the result is a much more fluid, skirmish-like affair than the set piece 'line-up-and-fight' battles you get with other armies. This is a great representation of the ongoing war between these two races in the depths of the forests far from the eyes of men.

It also means that both players have unique challenges to face. After our first battle (see the box on the right), I made a few minor revisions to my army list. The main change I made was to include a Beastlord as my general. The potential of Ambush to really put pressure on the Wood Elves early in the game was going to be vital. Normally the mobility of the Beast Herds allows them to avoid trouble unless they want it, using terrain and their high Movement to skirt enemy units that are too solid for them, and picking on weaker units or supporting the more sturdy Bestigor, Minotaurs and other hard-hitting units in the army.

However, these benefits are greatly offset by the Wood Elves' ability to take several small units, as well as numerous Skirmish and Scouts units. All of this meant that it would be a very fluid game. If I could get stuck into the enemy lines, I had a good chance of rolling down them and sending them packing. On the other hand, if Martin could disrupt my attack with missile fire and his own close combat units, I would find it difficult to take out those scattered Wood Elves. There is rarely a single, obvious target to avoid or concentrate on, unlike most other armies when you can identify one or two units that are going to be the biggest threat (and source of Victory Points!).

In the end, I had my Beastlord, Raargha, with the Horn of the Great Hunt. This adds +1 to the Leadership of units when they are taking their test for Ambush, which would prove useful for ensuring that my herds turned up behind the Wood Elves, thus causing maximum consternation in Martin. I didn't want to spend too many points on my characters, so I simply equipped him with some Chaos armour for a bit of protection, and a great weapon for causing damage to the enemy. Though a considerable fighter, Raargha's usefulness is in his Leadership, to keep

THE FIRST SKIRMISH

Originally, my army had been led by a Dragon Ogre Shaggoth Champion. However, in the first game I played against Martin, this not only proved to be a little unwise (with his lack of the Ambush ability) but was compounded with some truly inappropriate dice-rolling, swinging events against me from the outset.

Martin's ability to roll well over the odds on his rolls to wound aside, there were two critical failures of the dice which basically left me high and dry. The first was a failed Panic test on one of my Beast Herds, using the Shaggoth's Leadership as well, which saw them flee from the table in my first turn, leaving a massive hole on my left flank that I never recovered from. Secondly, my Beast of Nurgle managed to get to grips with Martin's

the herds from running and to coordinate the ambush.

Following along this line of reasoning, a Battle Standard Bearer was a must. It was imperative that even if I didn't win combats with the Beast Herds, they remain fighting and pin the enemy in place until I could attack with other units in the army. To give one of the units extra punch on the charges, Hurgha the Wargor carried the Beast Banner to give each model in the unit he accompanies an extra attack on the charge.

Finally, the last two character slots were filled with the Bray-shamans Rendtooth and Brayrag. Two Shamans allowed me to have a couple of Dispel Scrolls (a little bird had told me that Martin favoured quite a large amount of magic...), whilst still giving me some points to spend on other magic items. One of these was the Staff of Darkoth. This contains a movement spell, *The Wild Call*, that the Shaman can cast in the Magic phase like any other spell, to charge with a unit of Beastmen, Warhounds or Bestigor. Combined with the possibility of getting *Unseen Lurker* from the Shadows Lore, this could give me the edge over the swift Wood Elves. This was given to Rendtooth, while Brayrag was given another item to complement this role – the Dark Heart, which adds +D3" to the charge move of a unit.

The bulk of the army was fairly similar to many armies I had used during the development of Beasts of Chaos. The heart of the army is the two Beast Herds, two Warhounds units, and the Bestigor. In this battle, one unit each of the Warhounds and Beastmen would be sent

Waywatchers and then completely failed to hurt them! If this wasn't enough, Martin then went on to inflict an unlikely three Wounds on the Chaos Spawn with his attacks, slaying it. This left the Waywatchers free, combined with his Archers, to wreak havoc on my Centigors and Hounds, effectively destroying the whole of my right flank...

So, it was pretty clear after three turns that I wasn't going to stage a comeback, and that this battle report would be a few pages of me very predictably getting shot to pieces while running around trying to get into combat. It was fun to play, but wouldn't have made a great read, so I had another look at my army list and we tried again in the afternoon! This battle report is the result of that second game.

into ambush, while I had some points spare to upgrade the Bestigor to Khorngor, making them frenzied. This was risky against Wood Elves, who have lots of small, manoeuvrable units to lead them on a merry dance, but I figured that if he did have anything tough like a Treeman, the Khorngor could pose a serious threat to those units.

These were backed up by two Chariots. Beastmen Chariots aren't particularly tough, certainly not as difficult to destroy as Chaos Warrior Chariots, but combining the charge of a Chariot with that of a Beast Herd isn't too difficult and can be enough to deal a deadly blow to an enemy unit.

Next up, I invested in some Centigor. Not only do I think the new models are fantastic and wanted to use them because of that, but the addition of fast-moving cavalry to a Beastmen army can cause your opponent some real dilemmas. They can also move through woods without penalty, and I would use this ability to clear out any Waywatchers, Scouts or other Wood Elves lurking in the foliage. However, they are a little unpredictable, being drunk most of the time, so I had to hope that my infamous bad luck didn't visit me too often, otherwise they could spend much of the game wandering around suffering from *stupidity* or get *frenzy* at just the wrong moment and go chasing after shadows.

Lastly, I wanted some 'big guys' in the army. You can't have that wonderful selection of Minotaurs, Trolls, Giants, Spawn and Chaos Ogres to choose from without picking something! Also, the higher Toughness of these creatures could cause serious problems for the Wood Elves, and would hopefully soak

up a bit of their shooting. In the end I split my remaining points between a unit of Minotaurs (who are just plain nasty, and their higher Leadership makes them one of the more reliable units in the army) and a couple of Spawn. Chaos

Spawn can be one of those 'win big' or 'lose big' units, either wobbling about ineffectually, or zooming across the table like the gods themselves were chasing them and doing over the enemy in short fashion. Taking two would hedge my

bets that one of them might do something useful. I had just enough points left to upgrade one to a Beast of Nurgle, with an eye to using its Poisoned Attacks on a Treeman if I was presented with the opportunity...

REPEL THE INVADERS!



Martin Bunting

Martin: Beastmen are always going to prove a tricky army for the Wood Elves to conquer. Both of these armies were very evenly matched on paper, having

manoeuvrability and a good selection of troop types to suit most, if not all, battle scenarios. For the battle report I decided to take my classic tournament army selection, which included a good mix of units. The tactics of this army involved volleys of missile fire from the five main Archer units with support from the Waywatchers. This, in turn, would be backed up with a good selection of combat troop types such as Dryads and Wardancers. I also decided to add a bit of speed in the form of a unit of five Glade Riders including a Champion and holding aloft the classic War Banner. With their 18" charge they would help keep Gav's Centigor at a safe distance, I finally selected a good old Treeman for its *terror* causing capabilities and devastating Tree Whack ability (always useful against Chariots).

I opted for a Level 3 Mage Lord equipped with the Hunting Spear – renamed the 'Bunting Spear' for this battle – and the Vambraces of Lightning for protection, backed up with two rather capable Level 2 Mages, one equipped with the Hail of Doom Arrow and the other acting as the all too familiar scroll caddy. The only issues I had with regards to characters was keeping them alive, as the majority of my units were far too small to provide adequate safety.

I was sure that Gav would have a number of units with the Ambush ability, so my deployment would be crucial. With this in mind it would be a benefit if I was able to get the first turn after all, with the Wood Elf Archers not suffering a penalty for shooting at long range, this would at least give me a fighting chance of (hopefully) causing a couple of Panic tests before Gav had even had a chance to move. To the trees!

DEPLOYMENT

With the terrain placed and the Wood Elves winning the roll for table side selection, I chose the side that would benefit my Archer units, giving them a superior view over the battlefield. I positioned two of my Archer units on the hill over to the right directly opposite Gav's two Tuskgor Chariots. The other two Archer units were positioned well over on the left flank to ensure that the Warhounds and Centigors were kept at bay. The fifth unit was placed just to the right of the centre, also with the Chariots in their sights. The Wardancers were positioned behind the two units on the right hand flank awaiting any potential ambushing units, and the Dryads and the Glade Riders placed so that they could move up and secure the large woodland that lay in the centre of the board. My three Mages were distributed separately across my deployment,

with the hope that the two Level 2 Mages might get the *Howler Wind* spell off, which would possibly slow down those non-skirmishing units.

For his spells, the Mage Lord selected spells from the Lore of Heavens, rolling *Second Sign of Amul*, *Portent of Far* and *Storm of Cronos* (the re-rolls gained from *Second Sign of Amul* would come in handy when using the Hunting Spear, methinks!). Both of the Level 2 Mages went for spells from the Lore of Life; in turn both got the *Howler Wind*, one got *Father of Thorn*, the other rolling *Mistress of the Marsh*. Not that many magic missiles, I noticed. Looking across the battlefield, Gav's force, even with the two units not on the table ambushing, outnumbered the Elves nearly 2 to 1. Ouch! – this could hurt, I thought. Better get the first turn, and guess what...



Raargha's Ravaging Beast Horde

CHARACTERS

LORD: Raargha, Beastlord

Mark of Chaos Undivided. Great weapon, Chaos armour and the Horn of the Great Hunt. 141 pts

HERO: Hurgha, Wargor Battle Standard Bearer

Mark of Chaos Undivided. Hand weapon, heavy armour and the Beast Banner. 149 pts

HERO: Rendtooth, Bray-shaman

Hand weapon, Level 2 upgrade, Staff of Darkoth and 1 Dispel Scroll. 160 pts

HERO: Grayrag, Bray-shaman

Braystaff, Level 2 upgrade, the Dark Heart and 1 Dispel Scroll. 166 pts

CORE

Skor's Beast Herd

12 Gor with hand weapon and shield, 8 Ungor with spear and shield. Full command. 159 pts

Bror wgar's Beast Herd

12 Gor with two hand weapons, 8 Ungor with spears. Full command. 151 pts

6 Warhounds

36 pts

5 Warhounds

30 pts

1 Tuskgor Chariot

Mark of Chaos Undivided, the Ungor driver has a spear, the Bestigor warrior has a great weapon and the Chariot has scythed wheels. 85 pts

1 Tuskgor Chariot

Mark of Chaos Undivided, the Ungor driver has a spear, the Bestigor warrior has a great weapon and the Chariot has scythed wheels. 85 pts

16 Bestigor

Hand weapon, great weapon, heavy armour, Mark of Khorne, and the War Banner. Full command. 292 pts

SPECIAL

4 Minotaurs

Great weapons, Bloodkine and a Standard Bearer. 224 pts

8 Centigor

Hand weapon, spear, light armour, shields. Full command. 187 pts

RARE

1 Beast of Nurgle 75 pts

1 Spawn of Chaos 60 pts

TOTAL 2,000 pts





Guardians of the Grove

CHARACTERS

LORD: Aronril Thundercall,
Wood Elf Archmage
Hand weapon, longbow, Hunting Spear
and Vambraces of Lightning. 285 pts

HERO: Zaneel Heatherthorn,
Wood Elf Mage
Hand weapon, longbow, Level 2 upgrade
and 2 Dispel Scrolls. 155 pts

HERO: Elenor Quivertongue,
Wood Elf Mage
Hand weapon, longbow, Level 2 upgrade
and Hail of Doom Arrow. 135 pts

CORE

5 Wood Elf Archers
Hand weapons and longbows. 65 pts

5 Wood Elf Archers
Hand weapons and longbows. 65 pts

5 Wood Elf Archers
Hand weapons and longbows. 65 pts

5 Wood Elf Archers
Hand weapons and longbows. 65 pts

5 Wood Elf Archers
Hand weapons and longbows. 65 pts

5 Glade Riders
Hand weapons, spears, light armour, shields.
Horse Master, Standard Bearer and the
War Banner. 162 pts

SPECIAL

8 Wardancers
Two hand weapons and a First Dancer. 134 pts

8 Dryads
Forest Spirit. 176 pts

8 Dryads
Forest Spirit. 176 pts

2 Great Eagles 100 pts

RARE

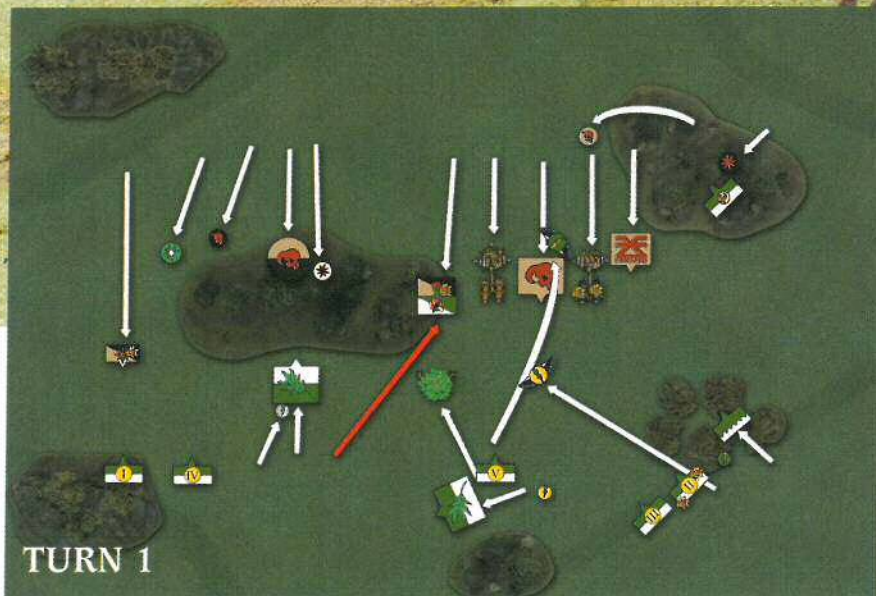
5 Waywatchers
Hand weapons and longbows. 100 pts

1 Treeman 250 pts

TOTAL 1,998 pts







BEASTS OF CHAOS TURN 1

Gav: Winning the first turn was a definite bonus. Less shooting to face, less magic to face, and my ambush turning up nice and early in the battle – that was more the start I would need. This smooth start continued with the Centigors not being too drunk this turn, and the Beast Herd passing its Unruly test and doing what it'd been told – on a D6 roll of a 1 they have to head towards the closest enemy, charging them if possible.

There wasn't too much fancy manoeuvring to be done yet, so it was a simple surge across the battlefield. The Beast of Nurgle responded nicely with 9" of movement, while the Beast Herd occupied the woods that ran down the centre of the table. Over on my left, the

Chaos Spawn was given Waywatcher duty (hopefully it would do a better job than the Beast of Nurgle in the previous game) and scrulched and splunged its way into the woods looking for the Wood Elf super-scouts.

I opened the spellcasting with *The Crow's Feast* from Rendtooth, targeting one of the Archer units on the hill. From their position they could pick and choose what they were going to shoot at, so I wanted to thin their numbers down as quickly as possible. The combined power of the Wood Elf Mages failed to dispel the attempt (Ha!) and two Archers were torn to pieces by the flock of magical flesh-eating birds unleashed by the Bray-shaman. They remained steady though, passing their Panic test.



Next, Brayrag turned his attention to a bit of protective magic, using the spell *Pelt of Midnight* to make the Warhounds on the right more difficult to target with shooting. Martin let this pass, and so would need 6s to hit them while the spell continued to take effect. And that was it. Overall, it was a good start, it was just a matter of how much damage the Wood Elves' shooting and magic would do, and then see how my Ambush fared...

WOOD ELVES TURN 1

Martin: Well, you guessed it, Gav got the first turn and, just as I thought, he moved at full pace across the battlefield. I didn't need that. With those Ambush units sure to make their appearance next turn, things were already starting to worry me. I had no choice but to charge the Glade Riders forward and hopefully take care of those looming Centigors. Next I moved the Dryads up to the edge of the woodland to await the eventual arrival of the herd containing Gav's Beastlord general. Behind them I moved one of my Level 2 Mages with the intention of casting the *The Howler Wind* spell in my Magic phase. I moved one of the Giant Eagles behind the

The Wood Elves take the fight to the Beastmen...



Minotaurs to slow things down a little and positioned the other Eagle in such a position that if the Minotaurs should charge they would be forced away from the Treeman (a typical divert the charge manoeuvre; Eagles are excellent units to use for this due to their cheap points cost and that 20" flight move). Finally the Waywatchers moved from their hideout to the edge of the wood... the cracking of the branches from the nearby Chaos Spawn sort of gave things away a little.

Hunting Spear. Incidentally the Hail of Doom Arrow was fired at one of the Chariots. It split into ten arrows hitting seven times causing five wounds then Gav went and saved four of them even with the Strength modifier (ouch!).

Combat did not go much better – the Glade Riders lost out but managed to pass their Break test, but things were about to get worse, the ambushing units were just about to turn up...

In the Magic phase, Gav stopped my attempt to cast *Portent of Far* upon the Glade Riders and also dispelled *Father of the Thorn* that I tried to cast upon one of his Tuskor Chariots. I did, however, manage to successfully cast *The Howler Wind*, but the only unit that it would affect in Gav's next turn would be the Centigors and they were already locked in combat. The Shooting phase came and went and proved quite ineffective. The Waywatchers shot at the Khorngor, but Gav successfully saved the two wounds that they received by rolling a double 6! One Warhound died and one of the Chariots took a wound from a combination of arrow fire and the



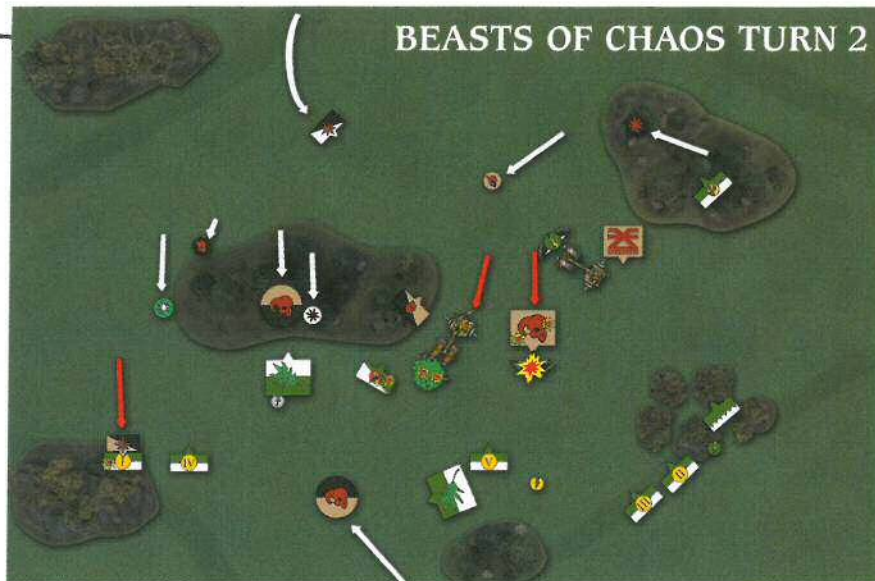
Battle reports are fought in Warhammer World and draw visitors like magnets!

BEASTS OF CHAOS TURN 2

Gav: I had briefly regretted my boldness with the Centigors when the Glade Riders had charged in, but they had admirably held their ground and a protracted combat was always going to be in their favour with their higher Toughness and Strength, provided I could stop any other Wood Elf units getting involved. All-in-all I had expected to take more casualties in the enemy turn, and certainly *Pelt of Midnight* had stopped the Warhounds on the right from being turned into pincushions. I hoped I could show Martin that it had been a mistake to allow the Warhounds to get across the board relatively unscathed, and so they charged at the Archers in the woods.

The best chance I had of hurting the Treeman was with a Chariot on the charge – a good number of impact hits, the Tuskgor Strength bonus on the charge and the Bestigor warrior with his great weapon could do some damage to the oaken behemoth, though the Chariot would likely get smashed into the ground in return by the awesome Tree Whack attack. Passing their Terror test, the crew urged their piggy beasts into a lumbering run, heading straight towards the walking shrubbery.

The Minotaurs had nothing to lose by charging the Great Eagle – they couldn't march because of the proximity of the Treeman so a failed charge when the Eagle fled would be the same as their normal move. Except the Eagle didn't



flee... What was Martin up to? Surely he didn't think the avian monster would stand up to the attacks of the bull-headed monstrosities?

In a display of untimely insobriety, the drunkenness of the Centigors got the better of them and they had to test for *stupidity*, which I duly failed, so only half of them would be attacking this turn. That wasn't so good. On the plus side, the Beast Herd continued to behave itself and would carry on moving forward in an orderly manner. Well, as orderly as Beastmen can ever get!

Then it was time to spring the ambush! I gleefully marked the points on the table edge where the ambushing units would enter. The Beast Herd entered just to Martin's left, to draw the Dryads away from their position protecting the Archers and enable me to overrun or pursue straight along his line should I win the combats that were bound to ensue. If I'd come on straight behind them, I would have ended up facing my own army, and that's not always the best thing to do, as your units end up intermingled with each other and blocking their lines of sight and charges.

The Warhounds came on behind the Archers on my far right, to support the Warhounds already in combat. Well, they were supposed to, but unfortunately they failed their Leadership test and a roll of the Scatter dice showed that they had actually been behind my army all the time! You stupid mutts! In an effort to salvage something from their errant wandering, I moved them into a position to charge the Great Eagle behind my army, hopefully giving Martin enough cause to move the pesky giant budgie. To ram home the point, the unengaged Chariot turned to face the Great Eagle as well.

In a burst of rapacious speed, the Chaos Spawn burst through the woods towards the Waywatchers, but unfortunately the difficult terrain slowed it just enough to

stop short of contacting them. Still, it had tried its best and would hopefully get its chance soon.

The Magic phase went swiftly. I successfully cast *Unseen Lurker* on the Beast Herd, but Martin produced the first of what I was sure would be a few Dispel Scrolls to stop the extra movement. In an attempt to get them stuck into the Dryads, Rendtooth drew upon the power of the Staff of Darkoth to cast *The Wild Call*, something Martin hadn't been expecting, but unfortunately failed to cast the spell.

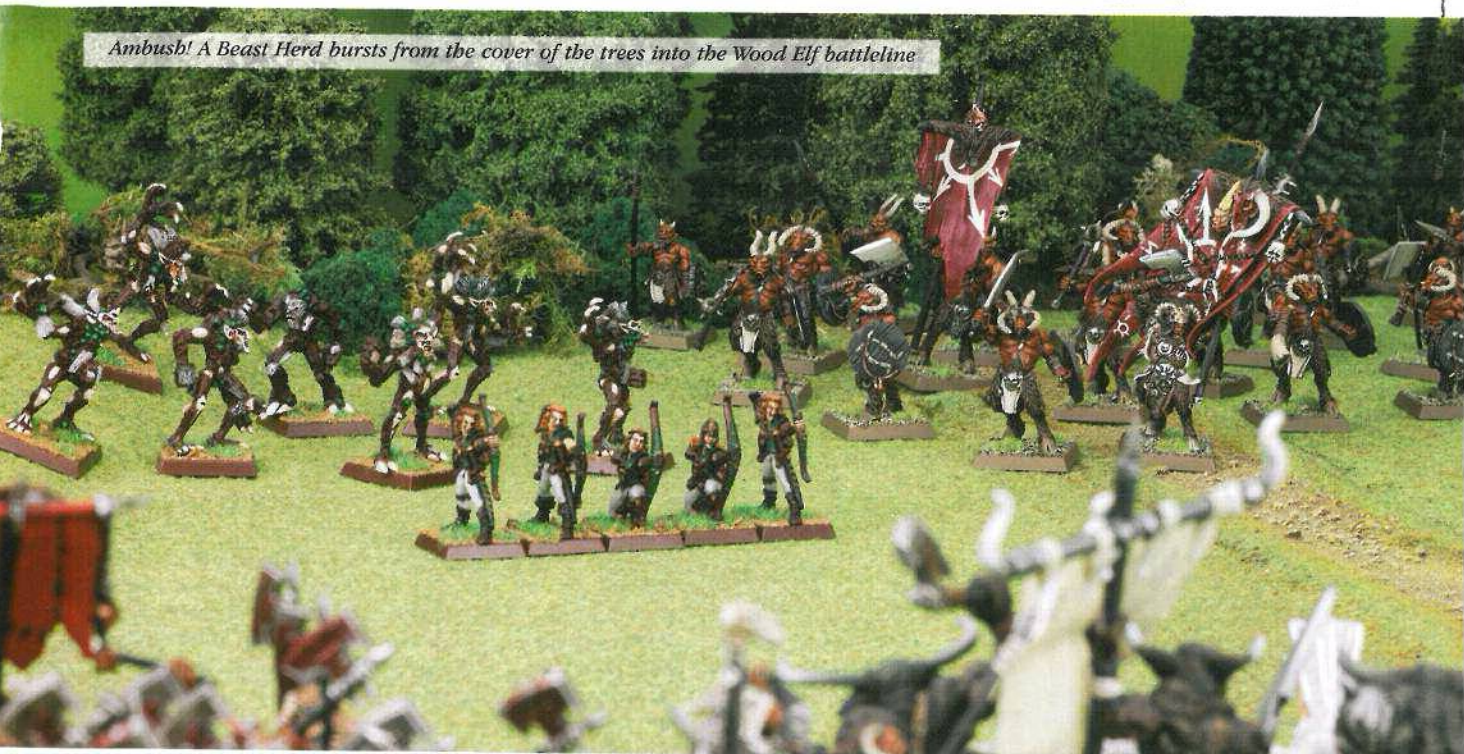
On my right flank, the Warhounds leapt at the Archers, but a poor set of To Hit rolls meant that only one of the Wood Elves fell to the charging beasts. To add insult to injury, the sylvan bowmen proceeded to inflict two wounds back, winning the combat by a single point. This was too much for the Warhounds, who turned tail and fled, the Wood Elves trotting out of the woods after them despite the shouts of their general to hold their ground. Curses! Combined with the failure of the other Warhounds to show up, this left both the Archer units on that flank free to shoot at the Beast of Nurgle as it surged towards them. Double curses!

The charge of the Chariot started well, with the gigantic Treeman suffering two Wounds from the impact hits. Unfortunately, despite the Strength bonus of the charge, the Tuskgors did no damage, and even the great weapon of the Bestigor failed to bite home. In return, the Treeman inflicted a single Wound on the Chariot, drawing the combat. This was going to get messy in future rounds...

Unsurprisingly, the Minotaurs hacked apart the Great Eagle with their axes. Rather than overrunning, their Bloodgreed meant they had to stop and feast on the bloodied remains, right in the middle of Martin's Archer units.



Ambush! A Beast Herd bursts from the cover of the trees into the Wood Elf battleline



In the continuing combat, two of the quadrupedal Beastmen were felled by the Glade Riders and their steeds, and only a single Elf fell to the Centigor Champion and his warriors. The Centigors had lost the combat by the smallest of margins but luckily their nerve held and they stayed to fight for another round.

After a busy turn of successes and disappointments, I waited in anticipation of Martin's response to the ambush, and the Minotaurs threatening his centre.

WOOD ELVES TURN 2

Martin: With the Centigors failing their *Stupidity* test and only having half their attacks, I felt that the Glade Riders were lucky in their last turn. Next turn they would need some assistance so I

declared the charge with the Dryads. Due to the Centigors being *Stupid*, no Fear test was required this phase. However, I was quietly confident that this would be a Wood Elf victory. With the Warhounds broken and a pursuit roll of only 2", the Archers on the left flank repositioned themselves within the safety of the nearby woodland. I now had to place the second Dryad unit to assist and prevent the second ambushing Beast Herd unit from doing too much damage. With this in mind I moved my General further up the hill and into safety. The only surviving Eagle moved to the side of the Khorngor ready to lead them away in my following turn.

The Wardancers moved to the edge of the woodland, ensuring that they were out of the Khorngors' charge range. Next I moved the Waywatchers out of

the forest, as again the Chaos Spawn was really unnerving the elite Elven bowmen. However, I noticed that Gav's Bray-shaman was in a somewhat unprotected position, so they suddenly had a new target.

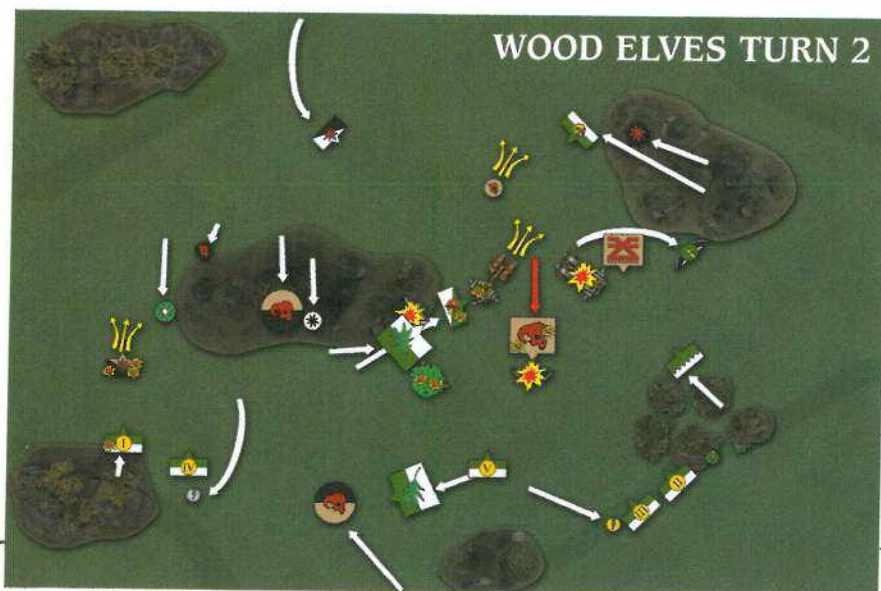
That was it for movement – magic next. First of all I tried to cast *Second Sign of Amul* but failed. Next I attempted to cast the *Father of the Thorn* upon the Minotaurs. Gav this time let me cast this spell, which proved a costly mistake. I rolled a double 6 and got 6 wounds killing two Minotaurs dead. Serves them right for butchering the Eagle. Next I attempted *Storm of Cronos* from the Mage Lord but Gav dispelled this.

In the Shooting phase I managed to cause an additional two wounds upon the already damaged Chariot and destroyed it. The Mage Lord lobbed the Hunting Spear down the hill into the Minotaurs but failed to hit and the Waywatchers shot at the lonely Bray-shaman, managing to cause a wound upon him.

In the Close Combat phase, the Treeman that had held to the Tuskor Chariot's charge last turn smashed his fists down and caused an additional two wounds; the Chariot in turn broke and ran.

The Dryads smashed into the flank of the Centigors, opting for the Oak Aspect giving them +1 Strength. They killed three, the Centigors broke and both the Dryads and the Glade Riders pursued, the Elven riders chasing them down and claiming the banner. This in turned panicked the nearby Bray-shaman... things were looking up! However, the two Beast Herds had yet to see combat.

WOOD ELVES TURN 2



BEAST OF CHAOS TURN 3

Gav: Martin had gambled on the Dryads swinging the fight between the Glade Riders and Centigors, and it had paid off. The odds had been in his favour, but if they had failed to break the Centigors,



Martin watches intently as Gav moves in for the kill

Raargha and his Beast Herd would have been able to get in on the act, almost certainly defeating both the Dryads and Glade Riders in one swoop due to their extra ranks and numbers, and before any blows had even been struck. As it was, Martin's decisive move had settled the matter, and now the Glade Riders were behind my army and ready to cause all kinds of problems for me. In addition, the Chariot panicking had left the Minotaurs unsupported, as I couldn't rely on the Khorngor holding their position faced with Wardancers and a Great Eagle who could easily lead them away from the fighting.

However, both the Beast Herds could now possibly get into combat and hopefully regain some of the momentum lost by the stalling in the centre. The ambushing Beast Herd charged the Dryads, positioned to continue their attack towards the Wood Elves' centre if they could break through this turn or the next. The best I could do with Raargha and his herd was a move towards the Dryads, and hope that *Unseen Lurker* or *The Wild Call* would propel them into a fight.

The fleeing Chariot rallied and so too did my Bray-shaman, which at least restored a semblance of a force in my centre, though the Warhounds that had been defeated by the Archers continued

to run and left the battlefield, tails tucked firmly between their legs.

The Beast of Nurgle continued its slimy advance towards the Archers, amid the hail of ineffective shooting from them, while the Chaos Spawn pushed through the woods still seeking the elusive Waywatchers.

The gods favoured me in the Magic phase, Braygrag hurling Raargha and his warriors forward with *Unseen Lurker*, cast with *Irresistible Force*. Rendtooth then cast *Crow's Feast* on the Glade Riders, which the Wood Elf Mages failed to stop. Unfortunately, the seven hits inflicted on the fast cavalry failed to cause any wounds... typical!

Rather wisely, Martin chose Aspect of the Willow for both Dryads units, which meant that my fighters would need 6s to hit. This was particularly effective against the Beast Herd with the Beast Banner as it would lessen the effects of their extra Attacks, which they only benefited from in this initial round.

Brorgar, Foe-render of the Beast Herd accompanied by Raargha, fought in single combat against the Forest Spirit of the Dryads, but was unable to hit against the Willow Aspect-protected Champion. In return, he was cut down by the vicious Dryad. The rest of the unit, including Raargha, fared just as poorly



and didn't inflict a single casualty, but lost two of their number to the return blows. There was a tense moment as I took the Break test, but they passed. Next turn the Dryads would be easier to hit, as they have to change Aspect each turn, but they were faster and would strike first.

In the other combat between more Dryads and Skor's Beast Herd, there was both victory and defeat. Like Brorgar, Skor was killed by the Forest Spirit Champion of the opposing unit, but at least the rest of the unit managed to chop down two of the Dryads. Then disaster struck – Hurgha, the Wargor with the Battle Standard, was killed! With little armour to protect him, he was more vulnerable than the Beastmen in the unit with their hand weapons and shields, and Martin had directed as many attacks towards him as possible, with the desired result (from his point of view, at least). Despite this, the Dryads had still lost the combat, but also managed to pass their Break test.

Aspect of the Willow had seriously taken the shine off what should have been a glorious turn for the Beastmen, and I had to hope that the advantage of numbers would quickly tell against the Dryads so that I could get stuck into those wonderfully weak Archer units skulking in the Wood Elves' deployment zone.



WOOD ELVES TURN 3

Martin: I don't believe it, a failed Fear test and then *Unseen Lurker* cast with irresistible force. I feel that both Dryad units were very lucky, the Willow Aspect saving them on both occasions. However, this turn they would have to select a different Aspect. With no charges to declare I moved the Eagle into position to draw the Khorngor away

from the hill and the Wardancers leapt out to the Khorngors' flank. The Waywatchers moved again from that potentially dangerous charge of the Chaos Spawn. This time Gav moved his Bray-shaman to within the safe proximity of the Warhounds. I also moved the Treeman into position to cause a couple of Terror tests upon the Beast Herds in Gav's next turn. Shooting did very little this phase, only managing to kill one of the Warhounds. Despite the amount of shots at the Beast of Nurgle over on the left flank I managed to cause no wounds. It appeared that it might get into combat in Gav's next turn.

Combat turned into a bit of a bloodbath with both sides taking heavy casualties. This time both Dryad units opted for the Birch Aspect, which allowed them that crucial extra Attack. The unit fighting the Beastlord's herd killed six Gors, with the Forest Spirit stepping forward to issue a challenge, causing a wound upon the mighty Beastman Lord that accepted. It was then, unfortunately, split into two by the Lord's mighty axe. The Dryads fled and were caught by the pursuing herd; the other Dryad unit fared slightly better, managing to kill the army Standard Bearer but unfortunately losing the combat by 1 due to the Beast Herd's Musician. They broke but managed to escape, the pursuing Beastmen smashing into the flank of the nearby archer unit. All Panic tests were passed and I sat back and contemplated what to do about those two Beastmen units that would be upon the hill within another two turns.

In true raiding style, the Beastmen rampage through the Wood Elf ranks





Taking the Giant Eagle bait, the Khorngor are ambushed by the Wardancers.

BEASTS OF CHAOS TURN 4

Gav: I always tell people to take a Musician for their units, and the last combat round had proven the point, allowing the remnants of Skor's Beast Herd to break the Dryads and pursue into the Archers. Also, Raargha and his Beast Herd had now worked themselves into a position where they could threaten the Wood Elf Archers, or more likely move across to confront the Wardancers.

Just as things were coming back together, disaster struck! In payback for the Irresistible Force on *Unseen Lurker* of the previous turn, Lady Luck shunned me on the General's Terror test for the close proximity of the Treeman. Scared by the hulking wood giant, the unit fled rather than chasing after the fleeing Dryads, leaving them in an ideal position to be charged by the Glade Riders in Martin's next turn. The Khorngor, scenting the Great Eagle in front of them, charged in, even though this meant that they would probably finish caught up in the woods beyond. Frenzy is always a double-edged sword.

The Warhounds charged in against the Waywatchers, losing only one of their number to the Elves' stand and shoot charge reaction. Hoping the Warhounds would be able to tie up the Waywatchers



for a turn or two (after the experience of the other Warhound unit against the Archers I didn't hold out hope of breaking them!), the Chaos Spawn lurched back towards the Wood Elf line to support what was left of the main attack. My General and his Beastmen were looking like dead meat against the Glade Riders and, in a desperate move, the indestructible Chariot parked itself right in front of the Elven cavalry. There was a chance that they could still pursue or overrun into the Beast Herd if they overcame the Chariot, but I preferred the chances of escaping a 3D6" pursuit

move over the full 18" charge of the Glade Riders...

The Minotaurs were hurled into the fray, boosted by *Unseen Lurker* from Brayrag, which Martin failed to dispel. This took them slap bang into an Archer unit, and there was little doubt that the three fragile Wood Elves would fail to stand up to the might of the Minotaurs. If any of the nearby Wood Elves failed the inevitable Panic tests it would be a bonus. Rendtooth attempted *The Oxen Stands* to automatically rally the fleeing General and his Beast Herd, but Martin's

Mage pulled out another of her Dispel Scrolls and foiled the Bray-shaman.

It looked as if the remaining Great Eagle would join its kin as a bloodied pile of feathers, until a poor set of To Hit rolls meant that it only lost a single Wound. In return, the feathered pest managed to kill the Khorngors' Champion! Despite this, the Beasts won the combat and the Eagle fled, the Khorngor plunging into the woods after it, as I suspected would be the case. There was little chance they would play a further part in the game since it would take them the two remaining turns just to extricate themselves from the trees.

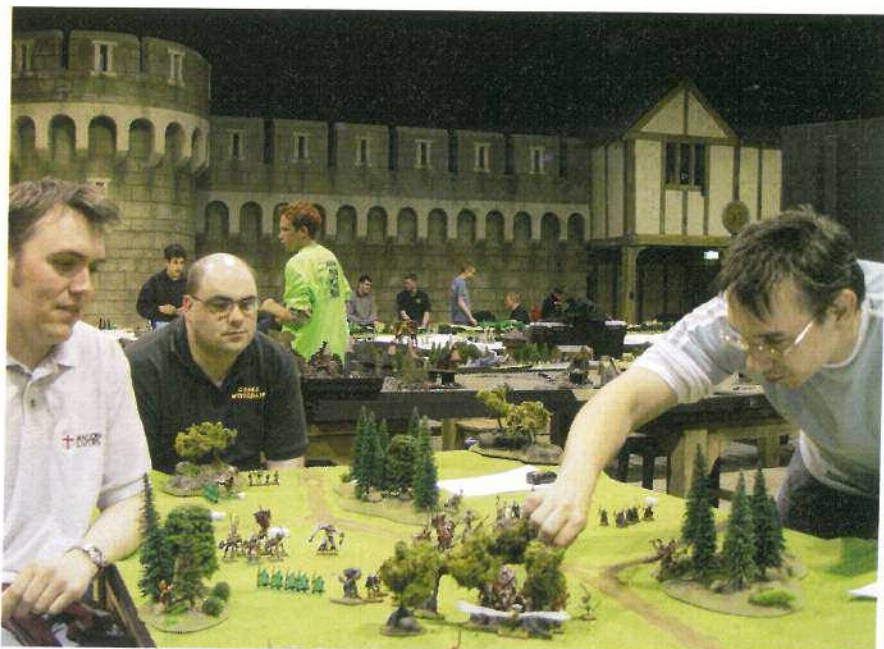
The Minotaurs made short work of the Archers, killing them all and stopping again to feast on their bodies. This had the added effect of panicking the closest Wood Elf Mage, who hitched up her robes and fled for the table edge. The Warhounds, like the Khorngor, were a disappointment and failed to inflict any casualties on the Waywatchers, who slew two of the dumb pooches for their trouble and broke them.

Skor's Beast Herd performed to their potential though, breaking the Archers by sheer numbers and ranks, and swiftly running them down. If only Raargha and his mob had been there to support the attack, it would have looked scary for Martin, but as it was, I could feel the battle slipping away from me.

WOOD ELVES TURN 4

Martin: Well that Terror test sure made things a bit interesting – looking at the position that Gav placed the Chariot, the Glade Riders had no choice but to charge. If I could inflict just one more wound and overrun, I could wipe out his General's herd. The Khorngor charged the Eagle as planned but strangely the Eagle survived and rallied, and in went the Wardancers against the Khorngors' flank. I also managed to rally the Mage that had fled due to the Archer unit being decapitated by the lumbering Minotaurs. Don't you just hate those movement spells?

Magic. First of all *Second Sign of Amul*, and this time Gav let it go and I got one re-roll. Next I managed to cast *Storm of Cronos* and caused three wounds upon the Minotaurs, taking out the Standard Bearer. Finally I cast *Father of the Thorn* upon the Beast Herd and caused five wounds, which caused the unit to *panic* and flee.



Concentration is etched on the players' faces as the battle moves into its end game.

Shooting this time managed to cause one wound upon the Beast of Nurgle that had yet to get into combat due to the half movement imposed upon it by *The Howler Wind*. In the Combat phase the Glade Riders manage to score that final wound upon the Chariot, destroyed it and overran into the fleeing Beastlord's unit, but failed to catch it. The Wardancers performed the *Woven Mist* into the flank of the Khorngor and incredibly hit fifteen times, causing seven wounds with Gav taking four casualties after saves (ouch!). They lost the combat and broke, fleeing only 4" with the Wardancers pursuing the full 12" and running them down, capturing the standard. The decisive turn, I feel.



BEASTS OF CHAOS TURN 5

Gav: A crushing victory had been out of the question since that fateful Terror test, but I had started doing some damage to Martin's army and there was still the chance of a draw or possibly a narrow victory to be grasped, if I could scavenge up Victory Points at every opportunity. A bit of luck would be needed, but if the Beast of Nurgle could deal with one or both Archers units on my right, that would scrape me a few, and there was still the Bloodkine Champion of the Minotaurs who could be a threat to that fragile Archer unit on the hill.

To give me any chance of salvaging some dignity, if not a win, the Beast Herds had to rally, and thankfully they did. They weren't exactly in the ideal position I would have chosen, but at least there were enemies in charge range. Obviously sensing my plan, the Beast of Nurgle rumbled forwards and managed to get stuck into the Archers unit. Something was going right at least!

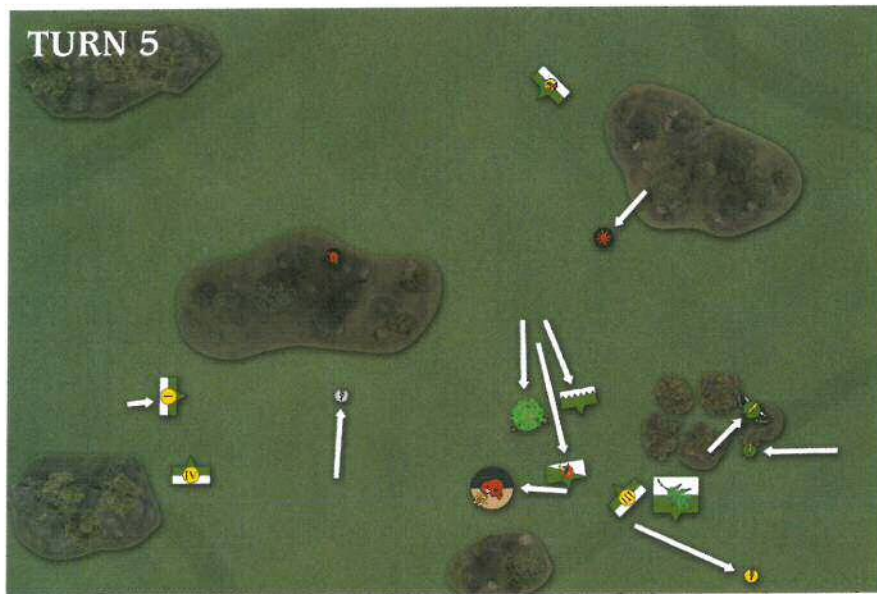
Both Shamans had worked their way into a position where they could target one or other of the Beast Herds with their movement spells, and this was the priority for the Magic phase. Of course,

Martin knew this, and used six of his Dispel dice to quash Brayrag's *Unseen Lurker*, no doubt saving a Dispel Scroll for Rendtooth's *Wild Call*. This proved unnecessary in the end, as the Brayshaman miscast the spell, knocking himself to the ground and effectively ending his part in the battle.

Fervently muttering, "Don't roll a 1, don't roll a 1" as I rolled for number of the Beast of Nurgle's Attacks, I rolled a 1... The attacks missed and, having obviously been trained by those Waywatchers, the Archers had the audacity to inflict a wound in return. They had won the combat, but at least the noisome Beast was Unbreakable and would hopefully get another go at them in Martin's turn, leaving it free to desperately lunge after the other Archers in Turn 6.

WOOD ELVES TURN 5

Martin: With the Nurgle Beast having finally entered into combat, but somehow not inflicting any wounds on the charge, it just spelt out to me that Gav's ability to roll the dice had vanished, and to add insult to injury the Archers caused that extra wound in combat this turn, and slew the Nurgle Beast. With the combined attack from the Wardancers, Glade Riders and Treeman, Gav's General's unit managed to lose the combat by fourteen. With that we shook hands, I apologised for my obscene amount of luck and we called it a day.



Smoke from the pyre of Beastmen bodies polluted the air of the glade, rising up into the cloudy sky. Aronril Thundercall grimaced in disgust at the stench, but it was little discomfort compared to the waves of nauseating power emanating from the corrupted tree that lay a little further away. She could feel its presence leaking

out into the ground beneath her, tainting the water that ran into the roots of all the trees, hanging heavy on the air. It made her bones ache and she wanted to be sick.

Morssoross the Treeman walked past her with long heavy paces, his branches whipping in agitation, a deep angry rumbling emanating from his core. He strode to the contorted Chaos tree and, gripping it in his powerful hands, twisted it and wrenched it, snapping branches and roots until it had been pulled from the earth. The trophies beneath it were crushed under his footsteps as he carried the foul trunk towards the fire.

Where the hag tree had been there was now a great hollow, its edges scorched, and at its centre lay a pulsing stone that shone with a dark light. It was no bigger than an acorn, but the power of the pure warpstone throbbed in the mage's head. Fighting back the sickness and

pain, she approached closer, whispering a spell of protection to fend off the harmful magic. She plucked the warpstone from where it nestled in the blackened earth, her hand scorched by its touch, and closed her eyes. Agony surged through her nerves and rippled along her skin as she released the mystical energy contained within, letting it flow through her body, changing it, filtering it, releasing it into the air and ground in a wave of healing power.

With a cry, she slumped to the ground, the stone, now dead, falling from her limp fingers. Unconsciousness threatened, but she fought back the urge to succumb to the pain, and pushed herself to her feet. Reaching into her belt, she pulled forth a small piece of root, taken from the great Oak of Ages in distant Loren, and planted it in the hole left by the warpstone.

Shuddering violently, Aronril whispered a prayer to Isha to heal this wounded land, and called upon Kurnous to grant her the strength to hunt down the other vile creatures despoiling these woods.



...YOU'RE SURE OF A BIG SURPRISE



Gav Thorpe

saves, for example), and turns when it seemed that someone had cursed the dice (the Terror test springs to mind...).

The game started well, then foundered as my army got bogged down by the Glade Riders and Dryads, and then looked to be picking up again until the debacle of the Wardancers against the Khorngor (15 hits! Whoever gets all but one of their Attacks to hit?), and the unfortunate business with the fleeing General.

It's an oft-heard lament – the dice were against me – and one that I'm not going to use here, because it wasn't the dice that beat me, it was Martin. Inopportune Terror tests and bad rounds of combat are to be expected by any good general. Plan for the worst, they say... However,

Gav: Dice Karma, you just can't avoid it! Overall, I would say my luck was average in this game, in the sense that I had periods of extreme jamminess (that Chariot that couldn't fail its saves, for example), and turns when it seemed that someone had cursed the dice (the Terror test springs to mind...).

a Warhammer player of Martin's calibre knows when to exploit these lapses to the best advantage, and the Wood Elves are such a flexible army that they can concentrate their archery and close combat units to great effect in these situations. The sacrifice of the Dryads (which it was, all things considered) bought just enough time for the rest of Martin's army to do enough damage to isolate the Beast Herds. This meant that, dodgy terror aside, he was still in a comfortable position to deal with them at the end.

I also made errors, while Martin made few mistakes, if any. I realise, as I write this, that I had completely forgotten about the extra Dispel dice granted by the Mark of Khorne on the Bestigors... It might not have been a battle winner, but an extra dice in the enemy Magic phase can be disproportionately useful sometimes. I'm sure to get some stick for that. Also, due to the Wood Elves' magical dominance, I was very reluctant to risk either of my Bray-shamans, which meant that the Dark Heart never came into effect because I didn't want the bearer to get into combat! One for a Wargor rather than a Bray-shaman, I think.

Fighting Wood Elves with Beastmen is great fun. There's always something going on, and both armies have their own strengths and weaknesses that match up in a very characterful way. The ability of the Beasts to move with almost as much freedom as the folk of Loren, combined with the Ambush ability, is enough to concern any Wood Elf general. However, their own ability to respond quickly and effectively to these threats is probably better than any other army in the game. That is, of course, providing you don't do anything rash, and prioritise the threats properly. Martin did this to good effect, and in the end it felt more like a surgeon's table than a battlefield.

So, a shake of the hands and a shake of the head ended this latest confrontation. The game was immensely enjoyable, and I look forward to facing Martin again some day, perhaps at a Warhammer Players Society Tournament sometime soon.

Of course, I'll have my Dwarfs then, and then I'll show him what a tough army really is...

THE FOREST IS SAFE



Martin Bunting

Martin: What a great game! To be honest, and I'm sure all of you will agree I was lucky, the dice were certainly with me in this battle as they had been all day. Gav and I actually played a battle

before this very game and Gav came second in that game too, but again I will have to put it down to luck; in that game the Waywatchers were placed in a rather risky forest right in the depths of Gav's deployment zone. In Gav's first turn he managed to roll high on his Nurgle Spawn's movement dice and charged into the elite Elven scouts. He caused no wounds and in return I rolled three hits and then rolled three 6's killing the Spawn dead in one Combat phase. Now I'm sure you will all agree that that has to be lucky!

I really knew that I would have to play very well indeed to fend off those Beast Herds. They offer the best of all worlds in my book: speed, toughness and that very valuable rank bonus in combat. My only answer was the Dryads and to a certain extent they did the job, *terror* as always proving a very important part by scaring off Gav's General's unit at a critical moment.

In this battle I used all of the units I had spent points upon and that's when Wood Elves work the best – without the support from the various units the army has to offer it becomes a little more

challenging to win games convincingly. Wardancers and Dryads, when used together, can be devastating and where would the Wood Elves be without that *terror*-causing Treeman?



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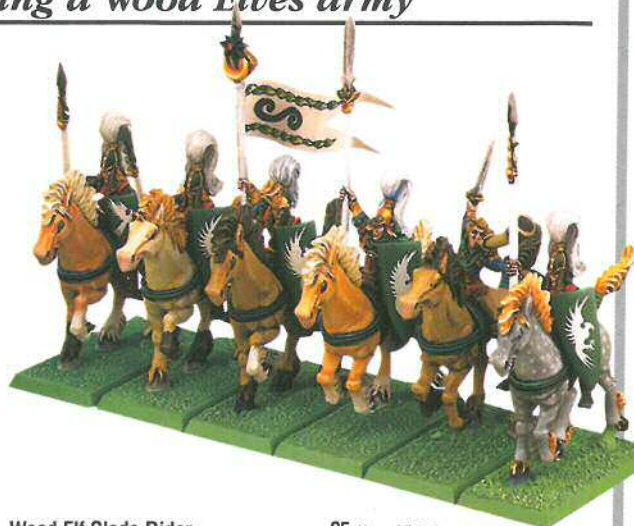
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THE LORD OF THE RINGS

STRATEGY BATTLE GAME™



In This Issue:

- Shadow & Flame Masterclass
- Character Updates
- Building a Barrow
- Ringwraith Scenario
- High Elves Tactics



With the absence of Ring-bearer Alessio Cavatore, Matthew Ward takes a look at what's going on The Lord of The Rings-wise in the Games

Development department.

THE RING-BEARER SPEAKS...

Matthew Ward discusses all things The Lord of The Rings

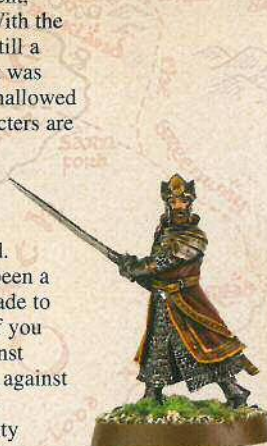
Hah! Having packed Alessio off on the slow boat to New Zealand (rumours that he left voluntarily by aeroplane on a fact-finding mission about The Return of The King film are all lies, as are the whispers that he'll be back in a mere fortnight) it falls to me to introduce this month's The Lord of The Rings segment.

Work on The Return of The King is going great guns at the moment, with the main book approaching completion as a result of Alessio's diligent efforts. While he's languishing in New Zealand's sunny weather (for the record, the rain is beating with unrestrained fury against the windows here in Nottingham as I write) I'm busy putting the finishing touches to the appendix to the main book: The War of The Ring. For those of you who haven't heard about it, The War of The Ring takes a look at what's going on in the rest of Middle-earth at the time of The Return of The King. In the final days of the Third Age, the Free Peoples combat Sauron's armies all across Middle-earth – not just in the realm of Gondor. With scenarios set in Rhovanion, Lothlorien and even Erebor, The War of The Ring pays tribute to that struggle.

On another note, I know that many players who have bought The Two Towers, but not The Fellowship of the Ring, have lamented about the difficulty in getting hold of the rules for some of the characters from the first book – particularly Lurtz and Gil-galad. While working on The Return of The King, Alessio decided that it was only fair that all of the film characters, past and present, should appear within one volume. With the release of The Return of The King still a few months away, we thought that it was only fair to print them within these hallowed pages right away! Most of the characters are pretty much unchanged from when they were first printed, though one or two (such as Elendil and Isildur) have been tweaked a little. One notable exception to this is Gil-galad. Over the last few months there has been a consistent plea for a change to be made to the High King of the Elves. Many of you felt that he didn't compare well against other kings, such as Elendil, or even against his own herald, Elrond. After a little tweaking, Gil-galad is now the Mighty King of the Firstborn once more and definitely one of the most powerful Heroes in the game. Combine this with the new

rules for Elven blades and trial rules for Élnaith, (High Elven cavalry) and this issue is a real treasure trove for High Elf players (it's only fair, Evil got a Fell Beast last month!).

Anyhow, that's all from me. Alessio will be back next month.



Isildur



Gil-galad, High King of the Elves

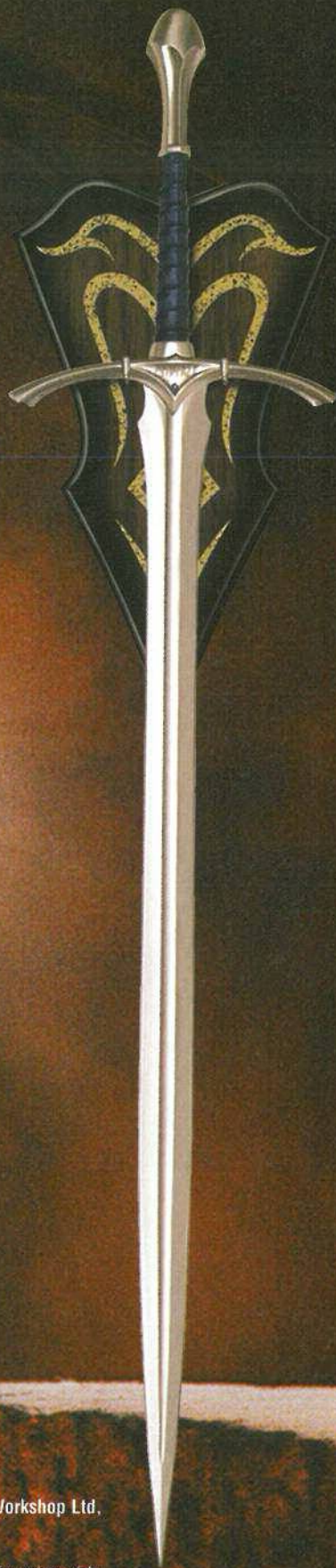


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2. What is Gandalf the White's Might value in The Lord of The Rings Strategy Battle Game?
3. Who played Gandalf in The Lord of The Rings films?



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Entrants should send their answers, along with their name, address, age and telephone number to:

Gandalf's Sword Competition, White Dwarf, Games Workshop Ltd, Willow Road, Lenton, Nottingham NG7 2WS

Entries must be received no later than Tuesday 21st October.

1. Only residents of UK and Eire aged 21 years or over are eligible for prizes, excluding employees of the Promoter, their families, agents or any other person connected with the administration of this competition.
2. Entries are limited to one per household, and must include the entrant's age.
3. Eligible entries must be received not later than 21/10/03. The Promoter cannot accept responsibility for late, lost or misdirected entries.
4. 1 winner will be chosen at the judges sole discretion by 31/10/03 from the list of complete and correct entries.
5. The prize consists of one 1 full-size replica of Gandalf's sword. No cash alternative. Limit 1 prize per entrant.
6. Winners will be notified by 28/11/03. Winners must confirm receipt of the prize notification and provide all details requested by the Promoter within 1 week of the above date, failing which the Promoter reserves the right to draw alternative winners.
7. By accepting the prize, winners agree and give their explicit consent (for the purposes of any data protection legislation) - unless otherwise stated in writing - that the Promoter can use their name and likeness for advertising and promotional purposes.
8. The judges' decision is final and no correspondence will be entered into. Entry indicates acceptance of the rules as final and legally binding.

Denmark	kr	150.00
Sweden	kr	180.00
Euro	€	20.00

The Fog on the Barrow-downs

Designed by Alan Perry and Michael Perry, this boxed set contains 4 Barrow-wights, 4 Paralysed Hobbits, 1 Goldberry and 1 Tom Bombadil models.

These models require assembly.

THE FOG ON THE BARROW-DOWNS £20.00

Denmark	kr	250.00
Sweden	kr	300.00
Euro	€	35.00



Barrow-wights

Designed by Alan Perry, this blister pack contains 2 Barrow-wight models.

These models require assembly.

BARROW-WIGHTS £6.00

Denmark	kr	70.00
Sweden	kr	80.00
Euro	€	10.00



4 Paralysed Hobbits



Barrow-wights

Tom Bombadil

Goldberry

THE LONG DEFEAT

With the Forces of Evil gaining the fearsome Fell Beast, this month it's the turn of the Forces of Good. Adrian Champion explains how to get the most out of the High Elves.

Tactics for using High Elves in your games

Throughout the many ages of Middle-earth, the High Elves have stood firm against the legions of darkness. Their nobility, grace and deadliness on the battlefield make them the most valued of allies and the most feared of opponents. But the world is changing; the numbers of High Elves in Middle-earth are gradually dwindling as they head in ever greater numbers to the Grey Havens, seeking to return to the Undying Lands in the West. For those that remain, it is only a matter of time before they must follow. Until then, they continue to fight what Galadriel describes as 'the long defeat'.

THE FINEST WARRIORS OF MIDDLE-EARTH

If you have the privilege of commanding a force of High Elves you can be confident in the knowledge that there are no finer troops in the game. All High Elves are supreme warriors, their Fight value of 6 being enough to decide a tied combat against all but the most fearsome of foes. Not even the fighting Uruk-hai can match the martial prowess of the Elves! Never

underestimate the importance of having a higher Fight value. A solitary Elf surrounded by 5 Uruk-hai will still have a 26% chance of winning the combat, all thanks to the fact that he automatically wins any ties! In combat against superior numbers, you will always have this advantage to help counteract the extra dice your opponent gets to roll.

Even more crucial in a longer game is the sheer bravery of the High Elves. With a Courage value of 5, they will fight on long after any other army would have started to disintegrate. An Elf warrior is as brave as many of the heroes of other races, a trait that keeps a High Elf army fighting as a cohesive unit even once it is down to half strength.

ARCHERS

Archers are both the greatest asset and the weakest link of any High Elf force. Let us be clear, Elven archers are the finest in the game. The Elf bow has a 24"/55cm range, hitting on a 3+ and striking with a very respectable Strength 3. Massed Elven

bowfire can devastate an opposing force before they even get into charge range. Your first step to building a High Elf army should be to take the maximum number of these missile armed troops you are permitted. All your other warrior models are there to support and defend the archers – it is the bowmen that will win you the game. Move them into a good firing position and unleash as many shots a turn as you possibly can. Don't be afraid to fall back each turn while firing – if it means you get to kill more enemy models before close combat starts then it is all to your benefit to do so.

The downside of your archers is that the High Elf models do not come equipped with a hand weapon, consequently they suffer a -1 to their dice roll in combat. This makes them the most obvious targets for your opponents to assault. As they are the weak link in your battle-line, your archers will need support from either spearmen or swordsmen in close combat and to ensure that their flanks are not exposed to enemy charges.

The Elves steel themselves for the Orcs' charge.



ARMOUR

All High Elves come equipped with a suit of Elven heavy armour of extraordinary quality. This gives them a base Defence of 5, increased to a 6 if they choose to take a shield too. One thing to note about the difference between Defence 5 and 6, is that it only really affects you in close combat. If your opponent is fielding ranged units, they will mostly be either a Strength 2 Orc bow or a Strength 4 crossbow. In both cases, the weapon needs the same dice score to wound regardless of whether your warrior is equipped with a shield or not. Only in close combat against Strength 3 enemies does the shield make it any harder for you to be wounded. This means you are not restricted to erecting a shield wall around your non-shield equipped warriors; you can place any troops you wish into the firing line without giving your opponent a softer target to aim at. In close combat against Orcs and Moria Goblins, your shield equipped warriors will form a strongpoint in your lines that will prove very difficult to kill.

MOVEMENT

A minor point, but one that should not be overlooked, is that High Elves are capable of moving 6"/14cm in the Movement phase. Against the slower moving Orcs and Moria Goblins, this is a small yet vital advantage that will allow you to control who gets to charge who in close combat. By moving your troops to a point 6"/14cm away from the enemy lines, you force your opponent to either close



ELVEN BLADES

The Elves fight with elegant curved blades of exceptional craftsmanship. These weapons are so finely balanced that a skilled Elf warrior can swing their very long blades in a fluid series of cuts and thrusts. Elven blades are hand weapons, but a model wielding one can declare at the beginning of any Fight phase that he is going to use it with both hands. For the duration of that Fight phase, the Elven blade will count as a two-handed weapon. If the warrior also carries a shield or spear, then he cannot use his Elven blade as a two-handed weapon.

Designer's note: After much consideration (and influenced just a little by the opening sequence to The Fellowship of The Ring) we decided it was time to make a change in the way Elven hand weapons work. All Elves (Warriors and Heroes) that carry a hand weapon or a two-handed sword as their basic equipment in either The Fellowship of The Ring or The Two Towers now count as being armed with an Elven blade instead. An Elven blade can be combined with other weapons, but cannot be used as a two-handed weapon if the model also carries a shield or spear.

the gap and leave themselves open for your charge next turn, or they must hold off and wait for the priority roll to swing in their favour, giving you more time to soften them up with your archer units. Your enemy's ability to outnumber your troops is lessened if you take advantage of your superior speed. Think carefully before charging straight in – if you have priority then your opponent can use his supporting troops to counter charge and surround your troops.

ELF BLADES

After listening to the feedback from Elf generals, a very important change is about to be implemented to the rules for Elven swords. Whereas before they all counted as two-handed weapons, all Elven blades can now be wielded as either one OR two-handed weapons. This flexibility to switch between regular strikes and slower but stronger hits means that Elven swordsmen can adapt to the tactical situation better than any other warriors on the battlefield.

The most obvious use for swordsmen is to deploy them in pairs. One warrior uses the faster blow to increase the chance of winning the fight, the other uses the stronger blow to increase the chance of killing the enemy. In this way, a balance can be achieved between the two options that will give you the best of both worlds. Against high Defence creatures such as the mighty Balrog, your best chance of defeating them is to surround them with as many swordsmen as you can and using their +1 to wound ability. If you require a dice roll of 6/6 to wound, the +1 modifier conveyed by the sword counts for BOTH dice rolls in the same way as using a Might point does. Used in this way, your chance of wounding a Balrog drops from a 1 in 36 chance to just a 1 in 9!

SPEARMEN

Elven spearmen come equipped with shields, giving them a higher Defence in close combat and the ability to use the shielding rule. The spears themselves allow you to 'fight through' a friendly

model, allowing more Attack dice to be rolled in combat. Even if you do lose, the spearman cannot be struck! It's a win-win situation and should be exploited whenever possible.

There are two ways to use spearmen in combination with your swordsmen: fighting through them and fighting alongside them. If an Elf blade is being used as a normal sword, then a spearman can add his dice roll to the combat by 'fighting through' without risk to himself. What can often be of more use would be to fight alongside the swordsmen. This would allow the swordsman to use the double-handed strike while the spearman's faster blow would win the fight for them. Fighting alongside also helps to trap a foe, leading to double strikes if you can block them from backing away from you. You can even combine both methods, having two swordsmen in base contact with an enemy and a spearman fighting through one of them.

HEROES

In the same way that the High Elven warriors are the finest available, so are the Heroes that lead them. Let's take a closer look at how best to use them in the game.

GIL-GALAD

The last High King of the Elves, Gil-galad is an awe inspiring sight in close combat. With a Fight value that exceeds all but the Dark Lord Sauron and the Balrog, he can be relied upon to win most of the combats he ever takes part in. His Fearless ability means that you can trust him to engage terrifying foes without exception. I'm sure many of us have tried to send a Hero up against Sauron only to fail the Courage test by rolling snake-eyes at some point. Gil-galad is made of much sterner stuff.

Aeglos, Gil-galad's spear, inspires Terror in his foes. When fighting the cowardly forces of Mordor, your opponent will find it difficult to persuade his Orcs to charge you. It will be rare for Gil-galad to be surrounded and trapped. One note about



Gil-galad leads the Elves against the Orcs.

the spear though: Don't be tempted to use it to fight through a friendly model. No Hero would fight from the second rank – make sure that Gil-galad is in base-to-base contact with the enemy, this way he will benefit from all 3 of his Attacks instead of just the 1 he could use by fighting through.

ELROND

Gil-galad's herald is only slightly less mighty than the King he serves. Equipped with his Elf blade, even if he uses it as a double-handed weapon he can still use his Might store to bump his dice roll to a 6 if needed. Against the tougher foes like Sauron, Elrond is the perfect choice to accompany Gil-galad. (As it should be of course!) Gil-galad can concentrate on winning the fight, and Elrond can deal the killing blow with his two-handed weapon.

GLORFINDEL

Glorfindel is rather rare amongst the existing High Elf heroes in that he can lead the army from the back of his trusty steed. His exceptional abilities in close combat are magnified when combined with the usual cavalry bonuses of Extra Attack and Knock Down. Care must be

exercised though, as it is all too tempting to use the extra speed afforded by the horse to go charging off into combat all alone. If the enemy draws Glorfindel out like this then he will be swiftly surrounded and brought down. They will also attempt to shoot his horse from under him at the first opportunity. A far better way to use this mighty Elf lord is to keep him behind the main Elf lines. This will keep him shielded from harm until battle is joined. Once close combat has begun, the 10"/24cm move of the mounted Hero will allow him to redeploy quickly to shore up the battle-lines where they are weakest.

KNOW YOUR ENEMY

Finally, it would be wise to examine how your opponents will seek to defeat your army. Understanding your weaknesses compared to your opponent's strengths is your first and most important line of defence. Let's take a look at each of the principal enemies you will face.

MORIA GOBLINS

The vast hordes of Moria Goblin armies will be relying on their weight of numbers to surround and outnumber you. If this is allowed to happen, trapped warriors and



double strikes to wound will lead to your brave Elves being cut down in droves. It is therefore crucial that you hold back from close combat for as long as possible while your archers thin the numbers of the approaching swarm. Fall back each turn while keeping up a steady rate of fire in order to maximise the number of shots your archers can make.

When rolling to wound, a Strength 3 Elf bow will require a dice roll of 5 or more to kill a Moria Goblin, regardless of whether they have a shield or not. Your targeting priorities are therefore not governed by how easily you can kill your opponent, but by the order that would most benefit you tactically. I would recommend that you start by targeting the enemy archers to remove the threat of incoming fire – even Goblin bowmen achieve a few kills each game and they should not be underestimated. Next, switch to targeting the spearmen who will be impossible to wound in close combat if they are fighting through another model.

Even though they are many in number, the Moria Goblins are weak and cowardly. Once the critical 50% casualty mark is reached they will have great difficulty in keeping order in the ranks. To make the most of this, you must endeavour to target the Goblin Heroes, Shamans and Drummers as early as possible – their morale boosting effects could be your undoing. A clever opponent will not give you many clear shots at them, so you must seize any opportunities as soon as they arise.

URUK-HAI

Saruman's fighting Uruk-hai are the deadliest of your potential foes. Their higher strength and their ability to form dense formations with their pikemen allow them to bring a lot of force to bear upon your troops in close combat. They also have the strongest ranged attack in the game with their crossbows.

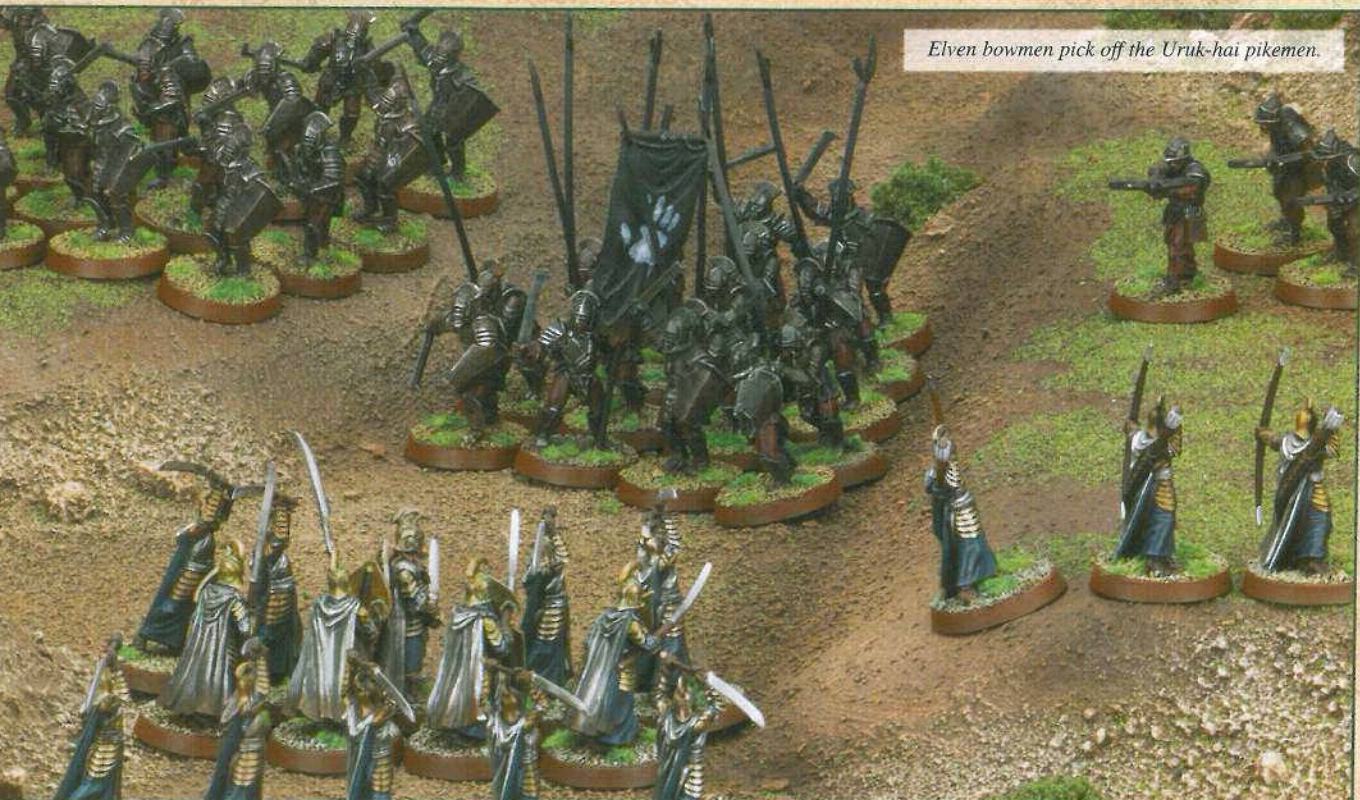
Do not be intimidated by the high strength of the crossbow, you still have the advantage when it comes to ranged warfare so long as you target the Uruk-hai without shields (bowmen and pikemen). An Elf targeting a Defence 5 Uruk-hai will have a 22% chance of achieving a kill. An Uruk-hai crossbowman targeting a High Elf has just under a 17% chance of getting a kill, a critical difference in odds that is in your favour. The balance is tipped even further by the fact that you can move 3"/8cm and still shoot while your enemy must remain stationary in order to fire. Astute use of terrain to launch ambushes will allow you to shoot without fear of return fire. Remember, even if your opponent screens his pikemen with a front rank of shield-armed warriors you can still attempt to target the weaker enemy in the second rank. So long as you can see part of the model it may be shot at – the model with the higher Defence in front merely counts as being "in the way". The worst that can happen is that you still hit the front Uruk-hai, but you increase your chances of getting a kill by going for the softer target behind him.

MORDOR ORCS

The Orcs will try to overwhelm you in much the same manner as the Moria Goblins will and the same tactics can be used against them. In addition, Mordor Orcs come equipped with two-handed weapons that increase their chances of wounding. Watch out for these, especially if you see them teamed up with a normal hand weapon.

The biggest threat from Mordor Orcs however, are the Warg Riders. These swift moving cavalry units have the potential to swoop in and engage your archers while the rest of the Orc army charges forward. Even if the Warg Riders do not kill the bowmen, they can still keep them occupied, meaning you will miss out on some crucial thinning of the Orcs' numbers before close combat. With the Warg Rider's charge bonuses and the Elf archer's -1 penalty for being unarmed, any Orc commander worth his salt will make a beeline for your bowmen. The Wargs should be your priority shooting target, especially as the riders have the only Strength 3 ranged attack (their throwing spears) on the Evil side. Those throwing weapons are more likely to wound your Defence 5 troops, so this is the time for that shieldwall!

If victory should elude you, do not despair. The time of the Elves is almost over in Middle-earth, victory is only a temporary delay of the inevitable, a fleeting glory that will pass all too soon. One day the last ship will set sail for Valinor and the burden of resisting Evil will fall to the world of men.



Elven bowmen pick off the Uruk-hai pikemen.

Élnaith (High Elf Cavalry)

Points value: 16



Since the launch of *The Lord of The Rings* game in 2001, avid hobbyists have been playing games, modelling and converting miniatures. In a recent staff tournament John Carter fielded an Elven force featuring converted cavalry, and whilst these figures aren't in the present *The Lord of The Rings* range, they are easy to convert, and so we've included his

rules below to allow all the Elven Lords out there to field their own cavalry. These are trial rules so you will need your opponent's permission to use them.

In the long history of Middle-earth no race has ever matched the Elves for their awesome skill in war. Mounted, they are the deadliest of foes, the skill of the Elven warrior matched by the power of a steed of equally ancient lineage. From the days before the Rings of Power through to the great days of the Last Alliance, the last sounds heard by many of the servants of Morgoth and Sauron were the hoof beats of the horsemen of the Firstborn.

This is the base profile for an Élnaith. If the Elf does not carry an Elf bow, then miss out the 3+ Shoot value when you copy the profile to your record sheet.

Wargear

The base profile for an Élnaith includes finely wrought heavy armour and an Elven blade.

Any warrior may be given additional items at extra cost:

Spear	Free
Elf bow	2 pts
Shield	1 pt

Shield. An Élnaith carrying a shield adds +1 to his Defence, unless he is also equipped with a bow. Note that an Élnaith equipped with both Elf bow and shield can still use the 'shielding' rule.

Special Rules

Expert Riders. Élnaith are expert riders. See the Expert Rider rule in the main rulebook.

The following is an addition to the entry for the Elven Captain in the main rules, adding the option of mounting him on a horse at extra cost:

Horse 10pts

Horse. An Elven Captain may be mounted on a horse.

	F	S	D	A	W	C
Horse	0	3	4	0	1	3



John Carter's converted High Elf cavalry seen here are conversions using metal and plastic High Elves and the plastic Riders of Rohan. Clipping plastic High Elves (metal Elf Spearmen needed the use of a modelling saw) in two at the waist, he joined their top halves to the waist and legs of plastic Riders of Rohan models similarly cut in two. Using Green Stuff to cover the joins at the waist and mould the two different models' cloaks into each other finished off the spear and archer cavalry models. The standard bearer was a spearman whose spear top was replaced with the standard top from the Elf in the Heroes of Helm's Deep set. The sword-armed leader was a plastic two-handed swordsman, whose sword was cut away (to be later replaced with one from Arwen), and whose arms were separated at the shoulders and repositioned.

Gil-galad (High Elf)

Points value: 140



	F	S	D	A	W	C
Gil-galad	8/-	4	7	3	3	7

Gil-galad was the High King of the Elves and mightiest warrior of his age. When Sauron assailed Gondor, Gil-galad swiftly led the Elves into war, fighting against Sauron. During this Last Alliance of Men and Elves Gil-galad fought on every battlefield, his bravery and leadership bringing inspiration and hope in those dark days.

Wargear

Gil-galad carries the mighty spear Aeglos. At additional cost he may carry a shield.

Shield

5 pts

Might: 3

Will: 3

Fate: 1

Shield. If Gil-galad carries a shield, his Defence value is increased by +1 and he can use the Shielding rule.

Special Rules

Fearless. Gil-galad is completely unafraid of his foes, no matter how terrifying. He does not need to test his Courage when confronting a terrifying enemy.

High King of the Elves. Such is Gil-galad's awesome presence on the battlefield that the range of his 'Stand fast!' rolls is 12"/28cm rather than 6"/14cm.

Aeglos. Aeglos is a spear. In addition, due to the fell reputation of his skill with Aeglos, Gil-galad causes terror while he carries it.

SCENARIO – GIL-GALAD'S HUNT

DESCRIPTION

Enraged by the hiding of the three Elven Rings, Sauron assembles the hordes of Mordor and launches an assault on Eriador. Taken by surprise, the Elves are slow to mobilise and only a small force, led by Elrond and Celeborn, is ready to meet the Dark Lord in battle. While his allies endure under the weight of Sauron's armies, Gil-galad orders his followers to their aid. Unfortunately, poor weather delays the High King's troops, and Elrond and Celeborn are cut off from all help. In a bold attempt to break a hole in the Orc defences, Gil-galad leads a small foray into the midst of the encircling army, hoping to cause enough confusion to draw enemy reinforcements away from his beleaguered kinsmen and buy time for his main army to arrive.

PARTICIPANTS

The Good side consists of Gil-galad, 1 High Elf Captain, 6 High Elves with Elven blades, 6 High Elves with spears and shields, 3 Élnaith, and 6 High Elves with Elf bows.

The Evil side consists of 2 Orc Captains, 12 Orcs with swords and shields, 4 Orcs with Orc bows, 4 Orcs with two-handed weapons, 12 Orcs with spears, 2 Cave Trolls, 4 Warg Riders armed with throwing spears and shields, and 4 Warg Riders armed with Orc bows.

POINTS MATCH

If you want to play this game with other forces, choose at least 400 points for each side.

LAYOUT

The scenario is played on a board 48"/112cm by 72"/180cm and should be covered with an even mix of trees, hills, and rocks.

STARTING POSITIONS

The Evil player splits his force into two numerically equal groups, each led by a captain. He picks a point on the board and deploys one force within 6"/14cm of that point. The Good player then nominates a second point on the board and deploys the second group of Orcs within 6"/14cm of that point. Finally, the Good player deploys his force within 6"/14cm of any table edge – he does not have to deploy them all together if he does not wish to.

OBJECTIVES

The game lasts for 20 turns.

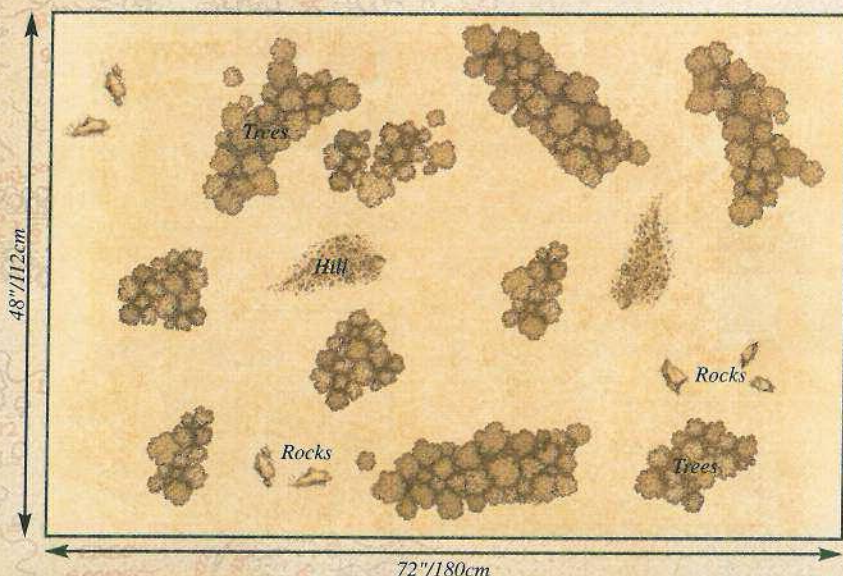
The Good side wins if more than 50% of the Orcs are slain and the Elves remain unbroken.

The Evil side wins if the Elves are reduced to 50% or below before the Orcs are.

If the turn limit expires before the 20 turns have passed, the game is a draw.

SPECIAL RULES

Elven Rings. Gil-galad bears both Vilya and Narya, giving him perception and stamina denied to ordinary folk. To represent this, he has 3 points of Fate at the start of the game rather than 1. In addition, should the Good side win Priority while Gil-galad is still alive they may instead choose to yield Priority to the Evil for that turn. If the Good side loses Priority there is no effect.



The Warg Riders attack.

With The Lord of The Rings containing so many characters, it was inevitable that some would not reach the silver screen. However, some have still emerged in the tabletop battle game. Tammy Haye takes a look at how 'Eavy Metal painted two friends of the Fellowship, and some of the Hobbits' dire enemies, for the Shadow & Flame release.

Painted by Darren Latham



PAINTING MASTERCLASS

Goldberry, Tom Bombadil, Barrow-wights and paralysed Hobbits.

ASSEMBLING THE MODELS

With no assembly needed for the models, they were first cleaned up with a craft knife and file, before being undercoated with Chaos Black.

TOM BOMBADIL



Tom Bombadil's coat was painted a basecoat of Regal Blue. Regal Blue was then mixed with equal parts Enchanted Blue for the first layer, with Skull White being added to this mix for the highlight.



Scorched Brown mixed with an equal amount of Bestial Brown was used as the basecoat of Tom's tunic. Bleached Bone was then added to this mix for the highlights.



The boots were given a basecoat of Snakebite Leather, and then highlighted with Bubonic Brown. A final highlight of Bleached Bone was then applied.



FINE DETAIL

Tom Bombadil's face and hands were first given a basecoat of Mid Flesh. Next, a layer of Dwarf Flesh was painted over that before a highlight of

Dwarf Flesh mixed with an equal amount of Elf Flesh was applied. A final highlight of Elf Flesh was painted on top, and his cheeks were given an additional glaze of heavily thinned-down Red Gore.



Bombadil's beard was given a basecoat of Scorched Brown, followed by a layer of Scorched Brown mixed with an equal part of Bleached Bone. A glaze of

Brown Ink mixed with equal amounts of water was then applied.



Terracotta was used for the basecoat of Tom Bombadil's hat, adding Bleached Bone to this for successive highlights. Small patches of Brown Ink were then painted on to resemble dirt.

FINISHING TOUCHES



His eyes were painted Skull White and a small dot of Chaos Black was painted in the middle.



The feather was painted Regal Blue with Skull White being added to this for successive highlights.



The belt and trousers were left black and highlighted with Codex Grey mixed with an equal amount of Chaos Black.



GOLDBERRY



Goldberry's dress was painted with Sealy Green with Skull White being added to this for successive highlight stages.

FINE DETAIL



Her face was painted with Mid Flesh and Dwarf Flesh was layered over that. Dwarf Flesh was then mixed with an equal amount of Elf Flesh for the next layer, followed by a

highlight of Elf Flesh. This was then mixed with an equal amount of Skull White for the final highlight. A heavily thinned-down glaze of Red Ink was then applied over the lips of Goldberry.



Bronzed Flesh was used as the basecoat for Goldberry's hair. This was then given a Flesh Wash glaze mixed with an equal amount of water and highlighted with

Bronzed Flesh mixed with an equal amount of Bleached Bone. Bleached Bone was applied for the final highlight.

FINISHING TOUCHES



The candle was given a basecoat of Bleached Bone and highlighted with Skull White. The flame was painted Skull White, then Fiery Orange and lastly Vomit Brown was painted over that.



Goldberry's belt was painted with Shining Gold followed by a layer of Shining Gold mixed with a small amount of Mithril Silver.

The necklace and headband were painted with Chainmail.



Goldberry and Tom Bombadil rush to the aid of the Hobbits.



PARALYSED HOBBITS



The shroud was painted Bestial Brown and highlighted with Bubonic Brown. This was followed by a highlight of Bleached Bone, and finally a highlight of Skull White.



Their skin was given a basecoat of Mid Flesh and highlighted with Dwarf Flesh. This was then highlighted with Dwarf Flesh mixed with an equal amount of Elf Flesh and finally with Elf Flesh.



The gold ornaments were painted Shining Gold and highlighted with Shining Gold mixed with an equal amount of Mithril Silver.

BARROW-WIGHTS: PAINTING THE MODEL



The cloth and flesh of the Barrow-wights were given a basecoat of Chaos Black mixed with an equal amount of Codex Grey. Space Wolves Grey was added to this mix for the first highlight and for the next two highlights successive amounts of Skull White were added.



Brazen Brass was used as the basecoat of all the gold parts. This was then highlighted with Shining Gold and finally given a wash of Flesh Wash mixed with an equal amount of water.



The metal armour was painted Boltgun Metal first and then highlighted, firstly with Chainmail and finally with Mithril Silver. Brown and Green inks were then applied in small patches.



The eyes were painted Snot Green and a small dot of Bleached Bone was painted in the middle.

Shadow and Flame features a scenario called *Fog On The Barrow-Downs*. The barrows contain the long-dead Barrow-wights who attack the four Hobbits as they journey to the town of Bree. Mark Jones spent some time researching the history of the subject. This was so that he could build a terrain piece with an authentic appearance.

MAKING A BARROW

Making terrain from the Shadow & Flame supplement



A barrow is an ancient burial site, dating back to the Stone and Bronze ages. Originally a simple pile of rocks used to cover a body, the barrow is the traditional grave of a chieftain. Over the centuries burial mounds grew in size to become a large chamber containing the fallen warrior, his weapons and other belongings kept for his journey into the afterlife. The large stone entrance marked the site like a gravestone.



With this information in mind, Mark began to construct a model that would not only be instantly identifiable as a burial mound, but would also be an exciting gaming piece.

Mark built the barrow so that the lid could be easily removed to allow access to models inside. To make a barrow yourself, download the template at:

www.games-workshop.com/lotr

and follow these instructions.

Materials Needed

- 25mm polystyrene sheet
- 10mm foamboard
- small pieces of slate
- sand
- gravel
- flock
- ready-mixed filler
- textured paint
- MDF

Tools Required

- modelling knife
- long-bladed craft knife
- foam sanding block
- PVA glue
- masking tape
- Five Minute Epoxy
- fret saw

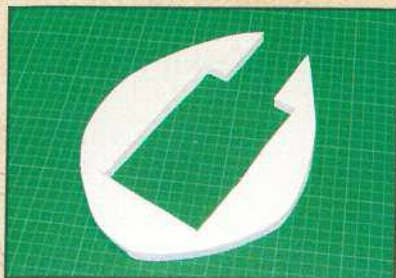
THE BARROW WALLS



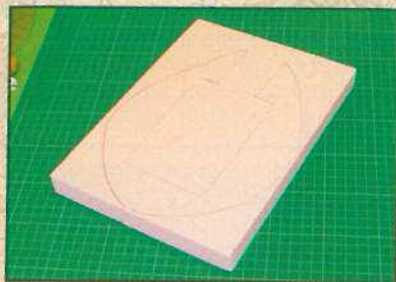
To begin making your barrow, mark out on the foamboard an oval shape roughly 250mm long and 190mm wide. This will become the foundations of the walls of the barrow.



Photocopy the barrow chamber template and cut it out with your modelling knife, being careful not to cut yourself. Place it in the centre of the outline marked on the foamboard. Move the template so that the narrow part of the template lines up with one of the narrow ends of the oval. Trace around the template onto the foamboard.

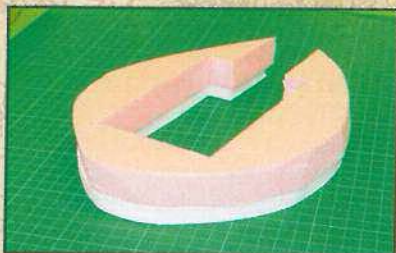


Cut around the outside of the oval with your long-bladed craft knife and then remove the inner chamber.

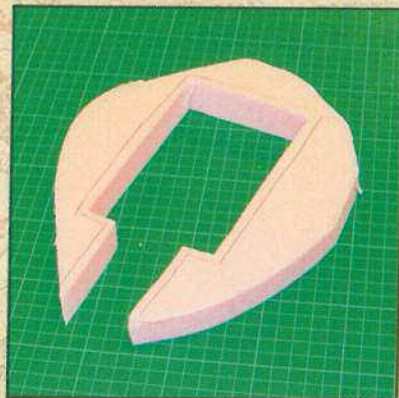


Place the foamboard on top of the polystyrene sheet and draw around the shape you have already cut out.

Cut around the outline using the craft knife; you will now have an identical shape to the foamboard foundations.



Glue the two pieces together. The foamboard foundations make the walls stronger and add extra height to the polystyrene.



Before you shape the polystyrene walls of the barrow, draw a guide outline around the edge of the inner chamber, approximately 6mm deep.

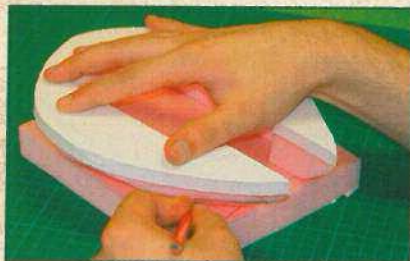


Begin to shape the sides of the barrow with your craft knife. Take your time and slice off only small slivers of foam at a time.

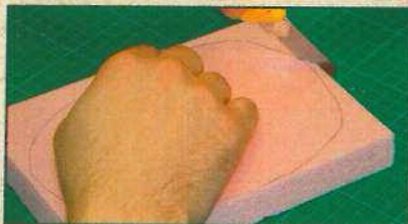
Using the line drawn on the top as a guide, cut right up to the edge of the line around the inner chamber. This creates a flat area all around the inner chamber for the removable ceiling.

The barrow walls are now finished and it's time to make a ceiling for the barrow.

MAKING THE CEILING OF THE BARROW



To make the removable ceiling or 'lid', begin by turning your completed wall section upside down. Place it onto a polystyrene sheet and trace around the top of the slope.



Cut around the traced outline with the craft knife. Place the resulting block of polystyrene on the top of the barrow to make sure it fits. Carefully trim the block to size if you need to.



Begin to slowly shape the lid, removing small amounts of polystyrene at a time. Place the lid on top of the walls so you can shape the slope to match the barrow walls.



Glue the flat side of the lid to a piece of card with PVA glue. When the glue dries cut round the lid with your modelling knife. This will help to strengthen it and stop the edges from becoming damaged.

MAKING THE BASE FOR THE BARROW



The next stage is to make a base for the barrow. The base will be approximately 10mm wider than the walls. Begin by placing the barrow walls on the 6mm MDF board, making sure there is at least 10mm between the barrow walls and the edge of the MDF. Draw an outline approximately 10mm out from walls and follow the shape. This will give a 10mm lip around the walls.

Using the fretsaw cut out the base shape, cutting the outline with the saw at an angle to create a bevelled edge. Smooth down the rough edges with the sanding block. Then glue the walls to the base with PVA.

THE DOORWAY



To make the doorway to the barrow, use two pieces of slate (you can buy slate from garden centres). Take two pieces of slate and position them to either side of the doorway. It's a good idea to have a round base handy to check if you can fit a model in the doorway. If you can't then simply trim the door until you can.



Don't forget to use the lid as a guide to the position of the slate. Once you are happy with its position, glue it in place with Five Minute Epoxy.

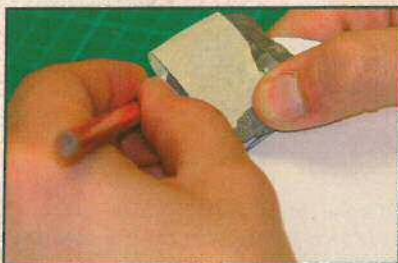
FIVE MINUTE EPOXY

This type of glue is perfect for gluing hard substances, like slate, onto models. It is stronger than PVA and the instructions for how to use it are straight forward and on the packet. Safety note: do take care not to get any of the epoxy on your skin.

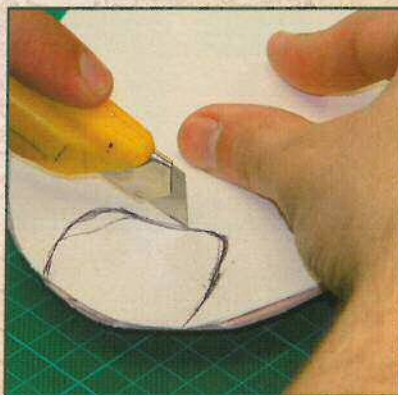
DOOR LINTEL



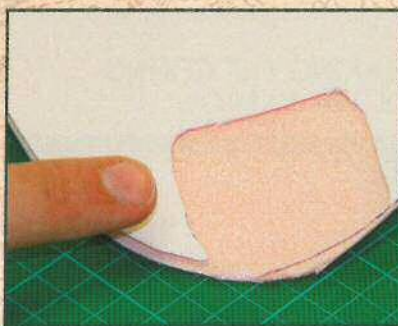
Now that the slate sides of the door are in place, a door lintel is added, also from slate. For convenience this is attached to the lid of the barrow. Choose a piece of slate that is narrow enough to fit between the pieces of slate already glued into the doorway. Tear off a piece of masking tape and put it on your desk. Hold the slate underneath the front of the lid so that it overhangs about 10mm. Check the position of the slate, to ensure it fits.



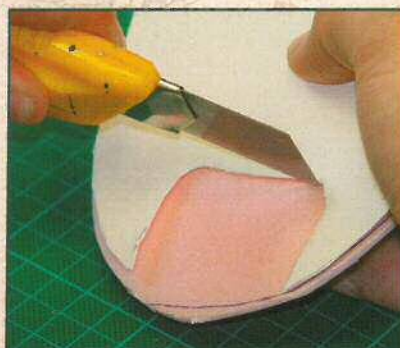
Take the masking tape and attach it to the lid and the slate to hold the two together. Remove the lid and trace around the slate onto the card.



Carefully remove the masking tape and the slate. Cut through the layer of card around the outline you've drawn.



Peel away the card to reveal the polystyrene beneath.



Cut a recess to accommodate the slate lintel, using the slate as a guide to how deep you need to cut the recess.

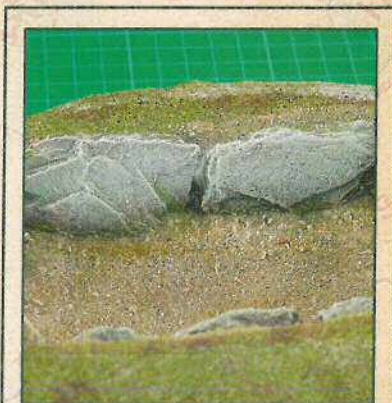


Glue the slate in place with the Five Minute Epoxy.

FINISHING THE WALLS



Use ready-mixed filler to blend the barrow walls into the base and fill in any gaps. You can also apply filler to the outer walls to break up the smooth surface.



INNER SLATE WALLS (OPTIONAL)

Mark lined the inner walls of his barrow with small pieces of slate. You can do this as well or, if you prefer, leave them as bare earth walls.

TEXTURING THE BARROW



Apply PVA glue to the floor (and walls if left bare) of the barrow and sprinkle on sand and gravel to create a rough earthy texture.



To finish off, paint the whole model with textured paint. This seals the model so that the spray undercoat doesn't melt the polystyrene. You can buy this from DIY stores or make your own by mixing together emulsion and sand.

PAINTING THE BARROW



To paint the finished model begin by undercoating it using Chaos Black spray. Paint the ground a basecoat of Bestial Brown, followed by a drybrush of Vomit Brown.



The slate stones are painted Codex Grey, followed by a drybrush of Fortress Grey. Weathered areas are painted a light, patchy drybrush of Bestial Brown, followed a second drybrush of an equal parts mix of Dark Angels Green and Camo Green.

To finish off the model, paint PVA glue onto the barrow and apply flock.

FOG ON THE BARROW DOWNS

The barrow uses lots of unusual techniques and materials, such as slate for the doorway and MDF for the base. This makes it an interesting modelling project for picking up new ideas for making terrain. As you can see, the barrow not only looks excellent, it's a practical gaming piece as well: the removable lid allows you easy access to your models and this is particularly handy for the the Fog on the Barrow-Downs scenario from the Shadow and Flame supplement. This features four of these models, so now you've made one, why not make some more?



TOP TIP: MAKING THE LID FIT THE BARROW

When making his model, Mark Jones decided to cut grooves into the lid so that it would fit the slate doorway.

To help keep it in position on the walls, he then cut a small notch in the rear of the lid. Putting it in place, he glued a small stone to the barrow to fit the slot. Of course, Mark had to take care not to glue the lid to the barrow!



The deadly Barrow-wights are quick to return to the barrows with their paralysed victims

Players who bought The Two Towers, but not the The Fellowship of The Ring have lamented about the difficulty in getting hold of the rules for the characters from the first book. All these characters will be reprinted in the upcoming The Return of The King but for the time being here they are.

HEROES & VILLAINS OF MIDDLE-EARTH

Character updates for The Lord of The Rings

HEROES OF THE FREE PEOPLE OF MIDDLE-EARTH



Bilbo Baggins (Hobbit)

Points value: 90

	F	S	D	A	W	C
Bilbo	3/3+	3	5	1	2	6

Might: 1

Will: 3

Fate: 3

Bilbo has lived a great many years and his days of adventure and travel seem far behind him. Though he has grown frail, his strong will and good heart have protected him from the terrible power of the Ring that he has guarded and protected for so long.

Wargear

Bilbo carries Sting and wears his Mithril coat. The rules for these are as described for Frodo – both bonuses have been added to Bilbo's profile (without them his Strength and Defence would be 2 each). Note that if Bilbo and Frodo are both included, Bilbo carries Sting and the Mithril coat, whilst Frodo carries the Ring.

Special Rules

The Ring. If Frodo is not in the force, Bilbo can carry the Ring, in which case the same rules apply as for Frodo.

Resistant to Magic. See page 43 of The Two Towers rules manual for details.

Throw Stones. If Bilbo does not move at all, he can declare he's 'stooping for a stone', and in the subsequent Shoot phase he can throw it, provided that he is not engaged in combat. This works exactly like a crossbow with a range of 8"/20cm and a Strength of 1.



Haldir (Wood Elf)

Points value: 55

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

Might: 3

Will: 1

Fate: 1

One of the guardians of the forest realm of Lothlorien, Haldir's faith in the alliance between Men and Elves was so great that he willingly led his warriors to stand side-by-side with the defenders of Helm's Deep.

Wargear

Haldir carries an Elven blade. At an additional cost he can have any of the following items:

Elf bow	5 pts
Elven cloak	10 pts
Armour	5 pts

Armour. If Haldir wears armour, his Defence value is increased by +1 to 5.

Special Rule

Expert Shot. If Haldir carries an Elf bow, he is allowed to shoot twice in the Shoot phase instead of once.



Haldir leads the Elves into the battle of Lothlorien.



Elendil strides towards the Dark Lord Sauron.

Elendil (Man)

Points value: 165



Elendil

F	S	D	A	W	C
7/-	4	7	3	3	6

Might: 3
Will: 3
Fate: 1

High King of the Dúnedain and of Gondor, Elendil led his people to Middle-earth where he met and befriended Gil-galad. One of the mightiest men that ever lived, Elendil's ultimate destiny was to fall before

Sauron's might, perishing alongside his friend and ally, Gil-galad, on the slopes of Mount Doom.

Wargear

Elendil wears finely crafted heavy armour and carries the sword Narsil.

Special Rule

Narsil. Narsil is a potent blade. Its powers allow Elendil to fight a heroic combat in the Fight phase without expending Might to do so.

Isildur (Man)

Points value: 100



Isildur

F	S	D	A	W	C
6/-	4	7	3	3	6

Might: 3
Will: 1
Fate: 2

Isildur was the older son of High King Elendil, ruler of the north kingdom of Gondor. In the final moments of the Last Alliance, he snatched victory from Sauron's grasp and the Ring from his

hand. By spurning the advice of the Elves and keeping the Ring, he set events in motion that would not truly conclude for hundreds of years.

Wargear

Isildur wears finely crafted heavy armour and carries a sword.

Special Rule

The Ring. If neither Frodo or Bilbo are in the force, Isildur can carry the Ring, in which case the same rules apply as described for Frodo.



The Fellowship travel through Eregion.



Gandalf the Grey (Wizard)

Points value: 150

Might: 3

Will: 6+1 free per turn

Fate: 3

	F	S	D	A	W	C
Gandalf	5/-	4	5	1	3	7

Of the Order of Wizards, Gandalf the Grey is second only to Saruman the White in power. It is Gandalf who leads the Fellowship until his loss in Moria at the hands of the

fearsome Balrog. Gandalf's magical abilities are a great asset to the Fellowship though he is also able to hold his own in a fight.

Note. Your force can only include one Gandalf – Gandalf the Grey or Gandalf the White.

Wargear

Gandalf carries his staff and a sword (hand weapon). He can use either to fight with – his staff is a two-handed weapon.

Special Rules

Staff of Power. Gandalf's staff is not only a symbol of his authority but a potent talisman. To represent his staff's power he can expend 1 point of Will each turn without reducing his own Will store.

Magical Powers

Strengthen Will. Range 12"/28cm. Dice score to use: 4+. Gandalf can use this spell to restore the Will of one friendly Hero within range. The target's Will value is restored to its maximum. Gandalf cannot use this magical power to restore his own Will.

Sorcerous Blast. Range 12"/28cm. Dice score to use: 5+. This power can be used against a single enemy model. There must be no other models from either side obscuring his view of the target but partially obscuring cover is ignored. If the power is employed successfully the target is blasted directly away from Gandalf – roll a dice and move the target that number of inches or double that number of centimetres (1-6" or 2-12cm). Any models that lie within the path of the model as it moves back are automatically moved aside and knocked

to the ground. If the model is fighting then all the models in the same conflict are knocked to the ground whether friends or foe. If models are blasted into obstacles they are also knocked to the ground. The target model counts as having been struck one blow at a Strength value of 5 and every model that is knocked to the ground is struck one blow at a Strength of 3.

Cast Light. Dice score to use: 2+. This power enables Gandalf to cause his staff to glow brilliantly. In darkness this illuminates an area 12"/28cm around him and anyone within this area can be seen as if it were daylight. Once cast this power lasts for the rest of the game so long as Gandalf has at least 1 point of Will remaining. If Gandalf's Will drops to zero the staff is extinguished. Because of the staff's brightness any enemy shooting at Gandalf or at a target that is partially obscured by Gandalf will require a roll of 6 to score a hit.

Immobilise. Range 12"/28cm. Dice score to use: 3+. The victim can do nothing further that turn. In combat his Fight value counts as 1 and he rolls one dice regardless of how many Attacks he normally has. If he wins a combat he will not strike. The victim can still use Might, Will and Fate but cannot make heroic actions. The effect lasts for the remainder of that turn.

Command. Range 12"/28cm Dice score to use: 4+. The victim can do nothing further that turn as described for Immobilise, except that the Good player can move the victim up to half a move as soon as the power takes effect. The player can do this even if the model has already moved that turn.

Terrifying Aura. Dice score to use: 2+. This power enables Gandalf to assume a terrifying aura. Once this power has been successfully cast Gandalf counts as terrifying to all Evil creatures so long as he has at least 1 point of Will remaining. If Gandalf's Will drops to zero the terrifying aura is extinguished. See the Courage section of the rules for more about terror.

HEROES OF THE FORCES OF EVIL



Sharku, Warg Rider Captain (Orc)

Points value: 55

Might: 3

Will: 1

Fate: 1

	F	S	D	A	W	C
Sharku	4/-	4	5	2	2	3

Sharku is the chief amongst the Warg riders, and the boldest of all that murderous horde.

Shield

5 pts

Shield. If Sharku carries a shield, his Defence is increased by +1 and he can use the Shielding rule.

Wargear

Sharku wears armour, has an orc blade (hand weapon) and rides a Warg. At an extra cost he may have a shield.

	F	S	D	A	W	C
Warg	0/-	4	4	0	1	2



Grishnakh, Orc Captain

Points value: 45

Might: 3

Will: 1

Fate: 1

	F	S	D	A	W	C
Grishnakh	4/-	4	5	2	2	3

Grishnakh leads the Mordor Orcs that catch up with the Uruk-hai carrying Merry and Pippin. He tries in vain to abduct them and take them to his master, Sauron.

Wargear

Grishnakh has a sword and armour. At an additional cost he may carry a shield.

Shield

5 pts

Shield. If Grishnakh carries a shield, his Defence is increased by +1 and he can use the Shielding rule.



Lurtz, Uruk-hai Captain

Points value: 60

Might: 3

Will: 1

Fate: 1

	F	S	D	A	W	C
Lurtz	5/4+	4	6	2	2	4

Amongst a brutal race, Lurtz is a brutal leader, careless of the lives of his warriors, hungry for the blood of his foes. Untiring and determined, Lurtz is a foe to be feared.

Wargear

Lurtz is equipped with a sword (hand weapon), armour, shield and an Orc bow.



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The defenders of Command Bunker 135 advance to meet the charge of the Black Legion.

