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NEW! WARHAMMER ARMIES: DWARFS

WHITE DWARF



Featuring

THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

WD313 JANUARY £4.00

GAMES WORKSHOP'S MONTHLY GAMING
SUPPLEMENT & CITADEL MINIATURES® CATALOGUE



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GAMES WORKSHOP

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Owen Rees

Month two in Grombrindal's hold... Rik has been bending the Mordheim rules, while Christian insists on having an Ogre warband. This month's challenge is to see if the Grimberian himself can take on the might of Kelly's Ogres in the Dwarf battle report (page 30). If Nick wins, White Dwarf's bragging

budget will be doubled ...



Will the Grimberian rise to the challenge in the Dwarf vs Ogres battle report?

The Big One

Games Day's been and gone (or at least for us in the WD time rift), and what a day it was! This year, with the new venue, really was special. I've been going to Games Day for the last 13 years and this was the best one. Find out what happened on page 14 and online at

www.games-workshop.co.uk/gamesday.



Check out what the White Dwarf team are up to this month on page 143.

Emperor's Guiding Light

You may have noticed some changes up the back of the mag. The Events Diary has been split up into themed pages, along with hobby news and reference information. Everything interesting to do with Warhammer World, Clubs & Community and our Hobby Centres (Frontline) is now all in one place. Nick and Christian have done a sterling job. Make sure you let us know what you think.

Lord of The Components

The thing I always enjoy doing with all my models is a touch of converting (eg my Imperial Guard). There's just something so cool about searching for those components to give your newest super character. For The Lord of The Rings we haven't had a miniatures range large enough to warrant components – until now! Need separate Elven shields, or that extra Troll for your Mordor catapult? Not a problem. This is just the first wave of components. Check out Direct on page 134.

Arming for the GT

Hobby-wise this month, I am continuing with my Heavy Weapons platoon. I know it looks like I haven't done much from last month, but there is a whole raft of these chaps (well, like a platoon of them really!). They'll be all done for next month; they have to be as they're for 40K GT Heat 3. The officer of this platoon, a one Major Harekon, was converted from the Krell model. I sawed his big banner off and changed the position of the powerfist. A bit of Green Stuff, replace the sword with a new undamaged one and give him a grenade... bob may just be your uncle! I am also starting a Mordheim gang for next month when White Dwarf has an injection of this great Specialist Game...

Till next time fellow hobbyists.

Owen
EDITOR



Product Code: 60249999313
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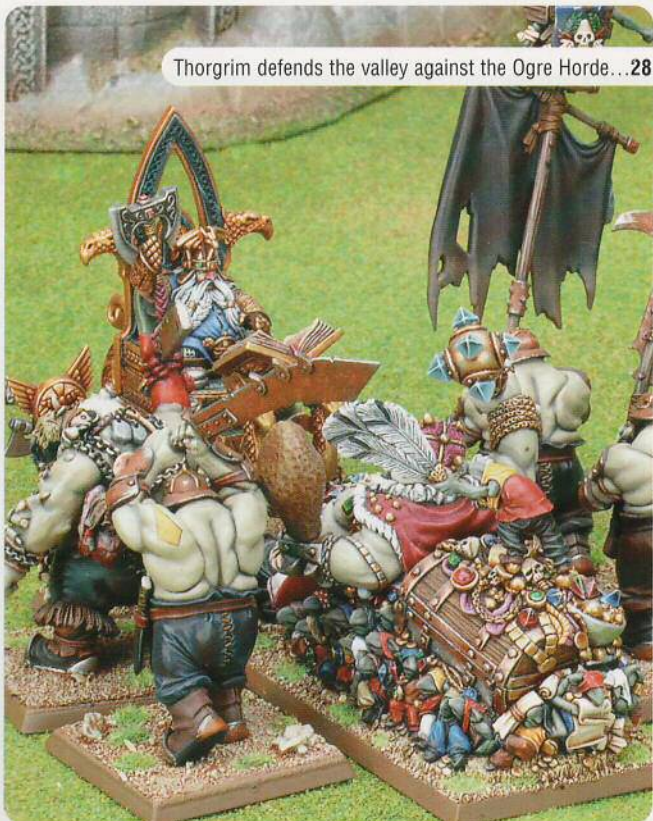
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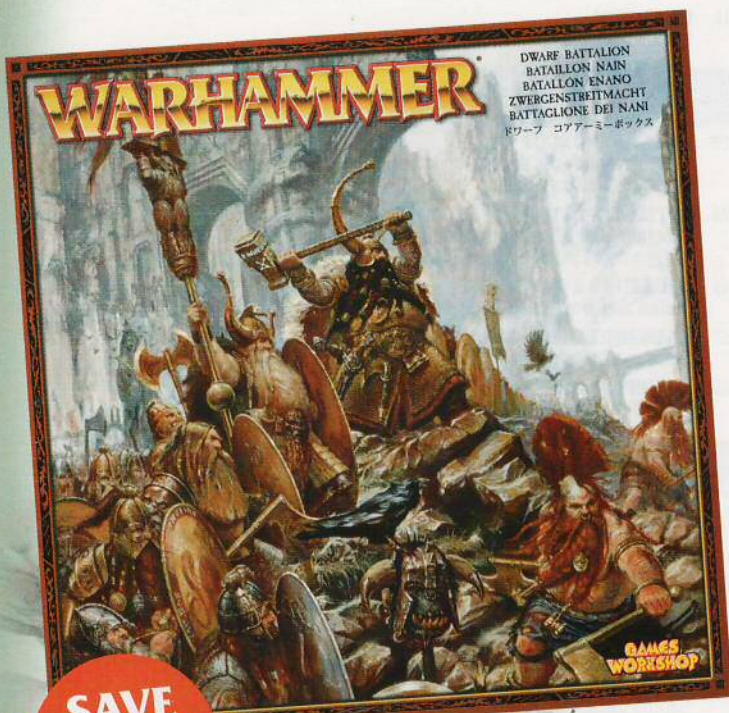
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The Shadow in the East is coming...

STONE AND STEEL!



SAVE
£7*

DWARF BATTALION

The Dwarfs are the most tenacious and determined race of the Warhammer world. Their mountain holds are under constant pressure from Orcs, Goblins and Skaven so they must frequently march out to defend their homes and hoards. Even in defeat they record and remember every affront, and will miss no opportunity to settle their grudges with the edge of an axe.

This box set contains 24 Dwarf Warriors, 16 Dwarf Thunderers and 1 Dwarf Cannon, sculpted by Colin Grayson, Aly Morrison, Tim Adcock and Martin Footitt.

*These models require assembly. * On buying equivalent miniature contents separately.*

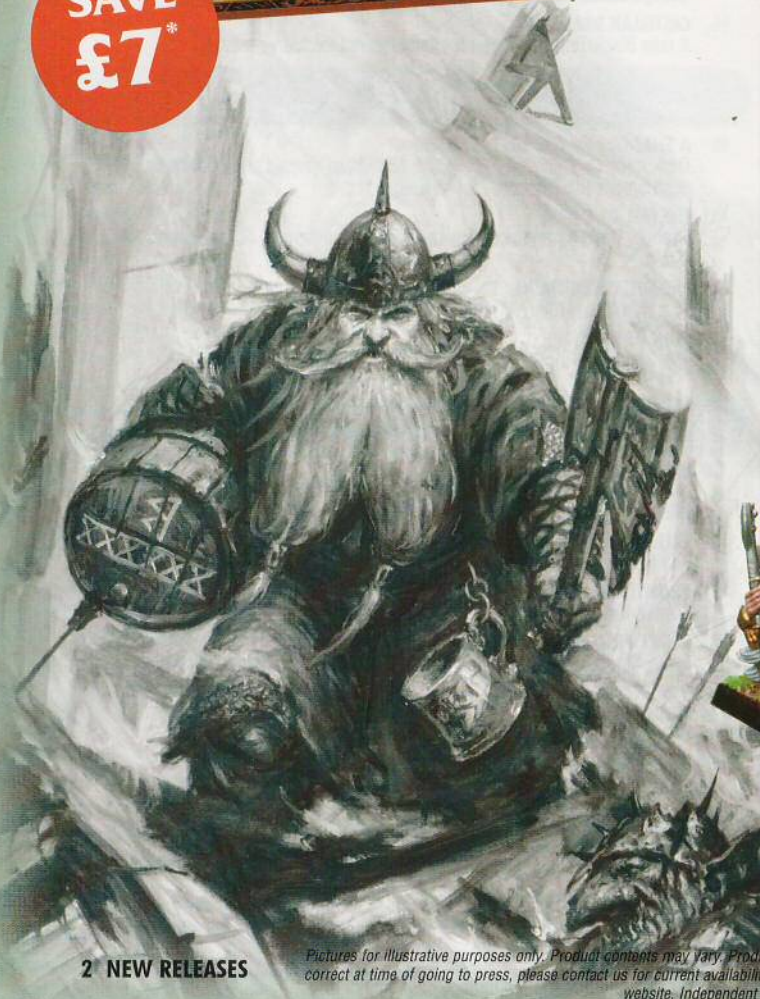
DWARF BATTALION

99120205004

£50.00

Denmark	kr 650.00
Sweden	kr 750.00
Norway	kr 750.00
Euro	80.00

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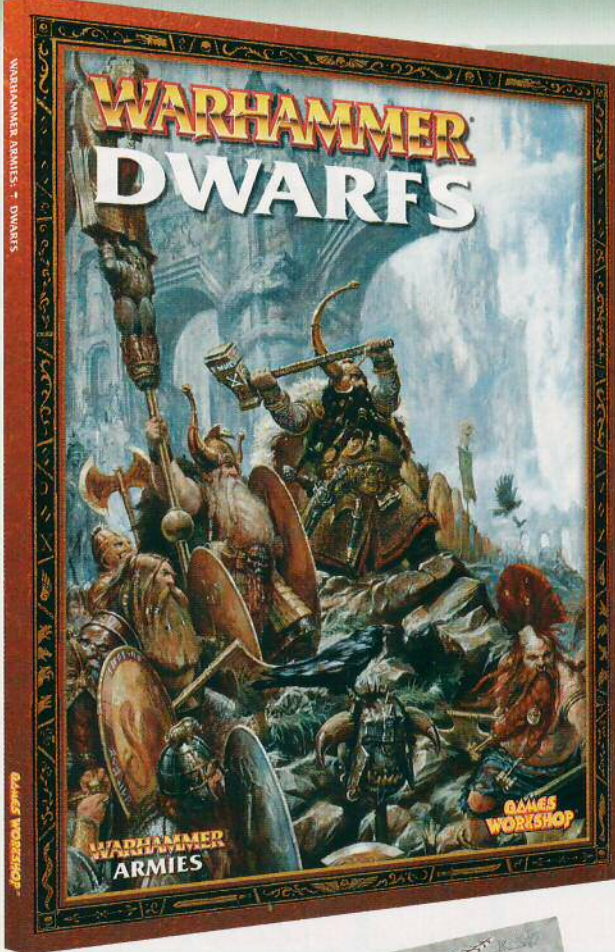
The Dwarf Cannon (or Organ Gun), Warrior and Thunderer sprues are all included in the Battalion boxed set. (Models shown at 30% actual size)



GET THE THUNDERERS AND CANNON FOUR WEEKS EARLY!



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DWARF ARMY BOOK

The Dwarfs are the most stubborn and determined warriors of the Warhammer world. What they lack in numbers, they more than compensate for with powerful war machines fashioned by their Engineers, with an ingenuity that goes far beyond any other race. Unwilling to use wild magic, they inscribe runes to bind their war machines and thereby create weapons of legend, unparalleled anywhere in the Old World.

Warhammer Armies: Dwarfs is one of a series of supplements for Warhammer. Each book in the series describes in detail an army, its history and its heroes.

Inside you will find:

- **Warriors of the Throng**

A complete description of the troops that make up Dwarf armies.

- **Complete Rune Lore**

Detailing how to harness the power of the runes to create powerful and unique magic items.

- **Lords of Legend**

Rules and background for King Thorgrim Grudgebearer, Runesmith Thorek Ironbrow and the legendary Josef Bugman.

DWARF ARMY BOOK

60030205003

£12.00

Denmark	kr 150.00
Sweden	kr 180.00
Norway	kr 180.00
Euro	20.00

RELEASED WEDNESDAY 28TH DECEMBER



DWARF RUNELORD

Runelords are ancient and powerful individuals. At the very least they will have endured hundreds of years of harsh apprenticeship under the demanding eye and unforgiving hand of their forebear.

The blister pack contains one Dwarf Runelord, sculpted by Aly Morrison.

DWARF RUNELORD

99060205108

£6.00

Denmark	kr 75.00
Sweden	kr 85.00
Norway	kr 85.00
Euro	10.00

RELEASED SATURDAY 14TH JANUARY



DWARF WARRIORS

A combination of physical and mental durability makes Dwarfs steadfast fighters. They will often fight to the last rather than admit defeat, and rarely run away even if the situation appears hopeless.

This box set contains 16 Dwarf Warriors, sculpted by Colin Grayson and Aly Morrison.

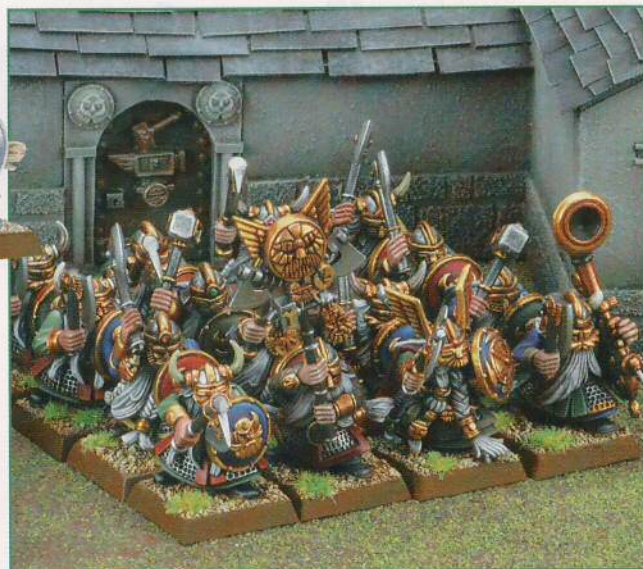
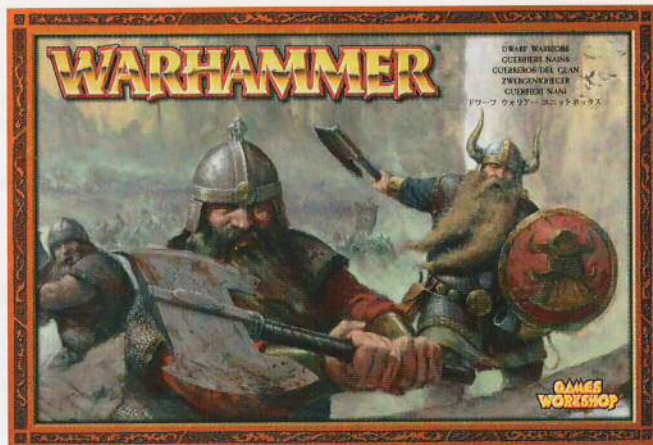
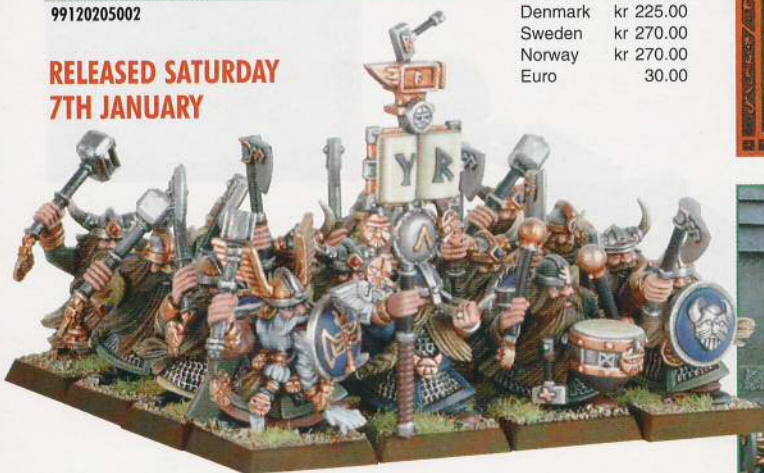
These models require assembly.

DWARF WARRIORS

99120205002

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7TH JANUARY**

	£18.00
Denmark	kr 225.00
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Norway	kr 270.00
Euro	30.00



Dwarf Warriors can also be configured to carry great weapons, as well as having enough extra components to turn them into Longbeards.

DWARF LORD WITH GREAT WEAPON

The most powerful fighters in a Dwarf army are its Lords and Thanes. Each of them has vast experience combating the enemies of their race, often built up over several centuries.

This blister pack contains one Dwarf Lord with great weapon, sculpted by Felix Paniagua.

DWARF LORD WITH GREAT WEAPON

99060205117

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	£6.00
Denmark	kr 75.00
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Norway	kr 85.00
Euro	10.00



JOSEF BUGMAN

Josef Bugman is the most famous Dwarf Master Brewer of all time. To a Dwarf, the art of brewing is a skill as worthy as that of the greatest artisan.

This blister pack contains one Josef Bugman model, sculpted by Michael Perry.

JOSEF BUGMAN

99060205109

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	£6.00
Denmark	kr 75.00
Sweden	kr 85.00
Norway	kr 85.00
Euro	10.00



DWARF GRUDGE THROWER

Grudge Throwers were originally simple stone throwers, used to command the approaches to Dwarf holds. It was during the War of Vengeance that the practice developed of inscribing grudges on the rocks to be used as ammunition, so great was the fury of the Dwarfs at the betrayal of the Elves.

This box set contains one Dwarf Grudge Thrower and two crewmen, sculpted by Tim Adock, Mark Harrison and Felix Paniagua.

These models require assembly.

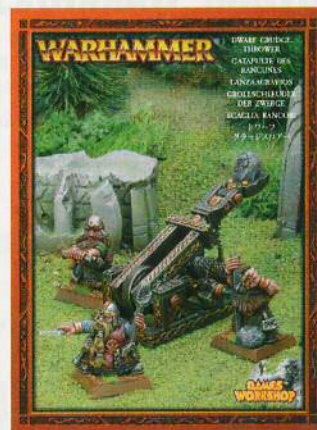
DWARF GRUDGE THROWER

99110205112

£18.00

Denmark	kr 200.00
Sweden	kr 250.00
Norway	kr 250.00
Euro	27.50

RELEASED SATURDAY 7TH JANUARY



DWARF MASTER ENGINEER

A Dwarf Master Engineer is an expert in many fields. He is first and foremost a doughty warrior whose skill alone merits a place of honour in the Dwarf throng. In addition, he is a consummate craftsman who can perform any task relating to metal or stone.

This blister pack contains one Dwarf Master Engineer, sculpted by Colin Grayson.

These models require assembly.

DWARF MASTER ENGINEER

99060205110

£5.00

Denmark	kr 60.00
Sweden	kr 70.00
Norway	kr 70.00
Euro	8.00

RELEASED SATURDAY 14TH JANUARY



DIRECT ONLY – DWARF LORD WITH GREAT WEAPON

The most powerful fighters in a Dwarf army are its Lords and Thanes. Each of them has vast experience combating the enemies of their race, often built up over several centuries.

This blister pack contains one Dwarf Lord with great weapon, sculpted by Felix Paniagua.

These models are only available to order through Direct, see page 134 for details.

DWARF LORD WITH GREAT WEAPON

£6.00

Denmark	kr 75.00
Sweden	kr 85.00
Norway	kr 85.00
Euro	10.00

RELEASED SATURDAY 21ST JANUARY



9947020511302



9947020511301

UPGRADE AND CRUSADE!

BLACK TEMPLARS CHAPTER UPGRADE

The Black Templars are the Emperor's crusaders, going forth to conquer the galaxy in His name as they fulfil the original mission intended for the Adeptus Astartes. Their zeal and righteous fervour is unquenchable, their loyalty unswerving. Few can stand against the fury of their blades or the wrath of their guns and live.

This box contains two sets of the Black Templars Chapter Upgrade sprues and one Black Templars Vehicle Upgrade sprue, sculpted by Colin Grayson, Dave Thomas, Mark Harrison, Martin Footitt and Tim Adcock.

These models require assembly.



Rhino and Crusader squad examples of the Chapter Upgrade sprue in action.

BLACK TEMPLARS CHAPTER UPGRADE

£15.00

99120101043

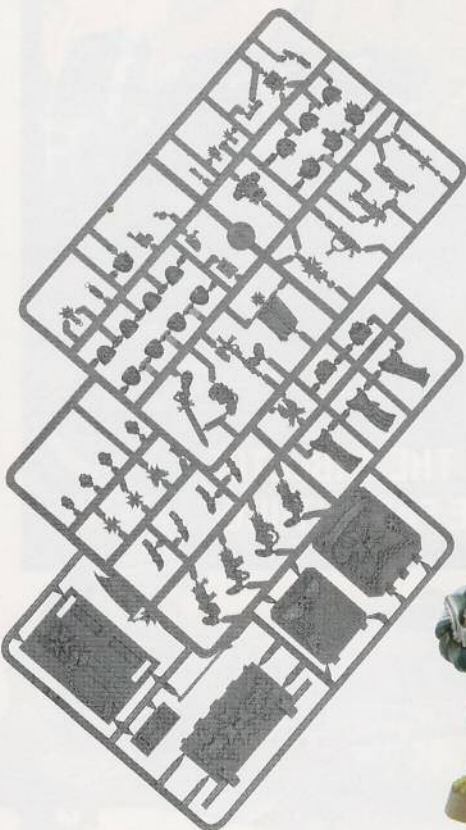
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Sweden kr 250.00

Norway kr 250.00

Euro 27.50

**RELEASED SATURDAY
7TH JANUARY**



CASTELLAN DRACO - Available while stocks last

Hero of the Vinculus Crusade, Draco fought a daemon-possessed traitor in a heretical temple and almost died for his efforts. Known as a zealous and fiery leader, Draco was rewarded for his actions in the Vinculus Crusade with the blade of the traitor, an ex-Inquisitor, and now leads his own command against the xenos Tau.

This blister pack contains one Castellan Draco, sculpted by Felix Paniagua.

CASTELLAN DRACO

99060101223

£6.00

Denmark kr 250.00

Sweden kr 300.00

Norway kr 300.00

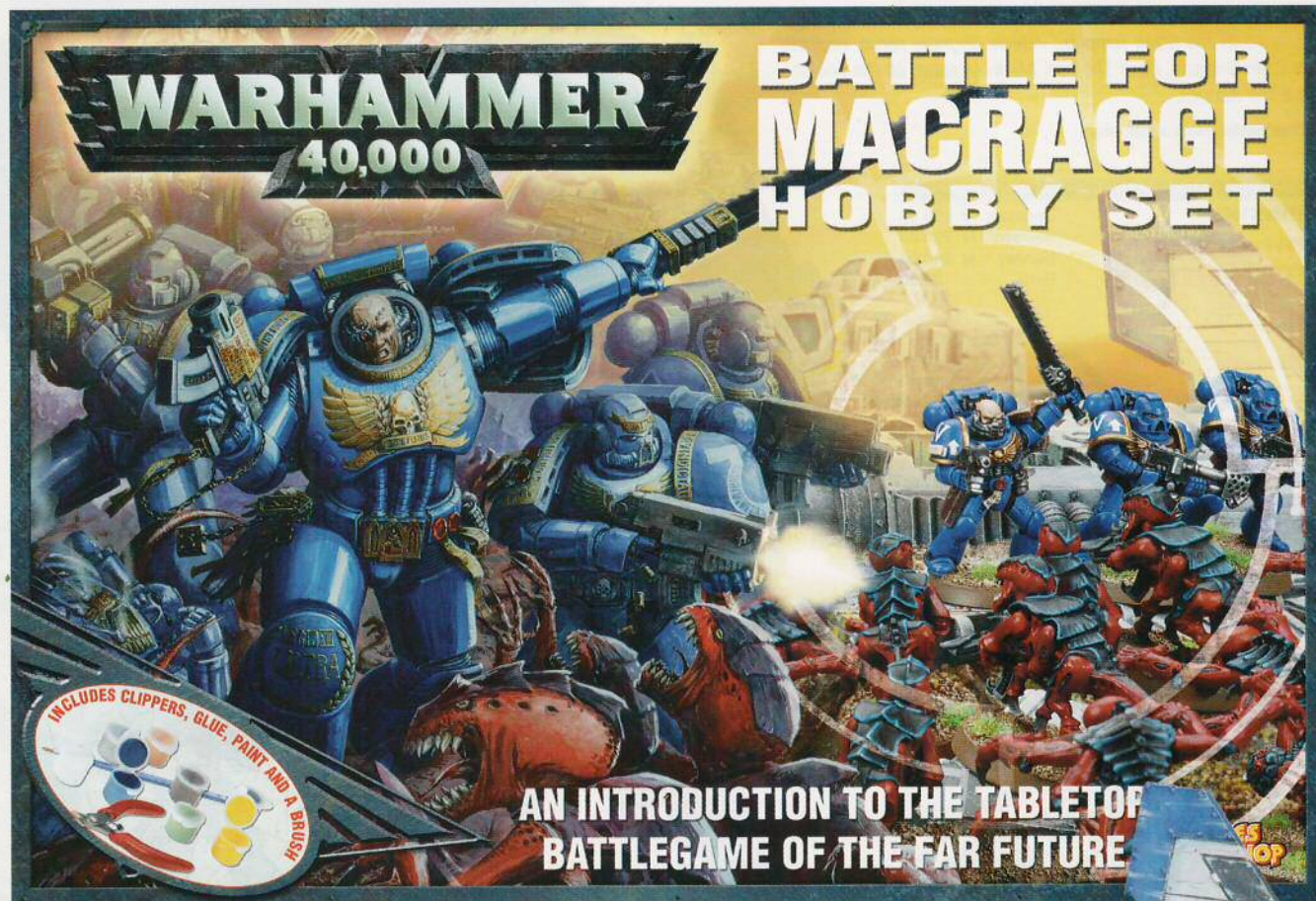
Euro 35.00

RELEASED SATURDAY 7TH JANUARY



NEW RELEASES

LET WAR BEGIN



NEW! BATTLE FOR MACRAGGE HOBBY SET

Brave Ultramarines, the greatest warriors of Humanity, clash with the alien menace of the ravenous Tyranids in Battle For Macragge, a Warhammer 40,000 starter set. Enact awesome battles between these two foes in the grim darkness of the far future. This hobby boxed set contains: 10 plastic Space Marines, 10 Termagants, 6 Genestealers, 8 Spore Mines, a crashed spaceship, objectives, dice, range rulers and templates. The set also has the Battle For Macragge 32-page manual, which takes you step by step through the rules system, and a 92-page version of the full Warhammer 40,000 rules, plus clippers, plastic glue, PVA glue, sand (for basing), 1 brush and 10 paints.

There's everything you need to get started with the game of Warhammer 40,000!

*These models require assembly. * On buying equivalent miniature contents separately.*

BATTLE FOR MACRAGGE HOBBY SET

60010199003

£50

RELEASED SATURDAY 3RD DECEMBER



EVERYTHING YOU NEED TO GET STARTED WITH THE GAME OF WARHAMMER 40,000!

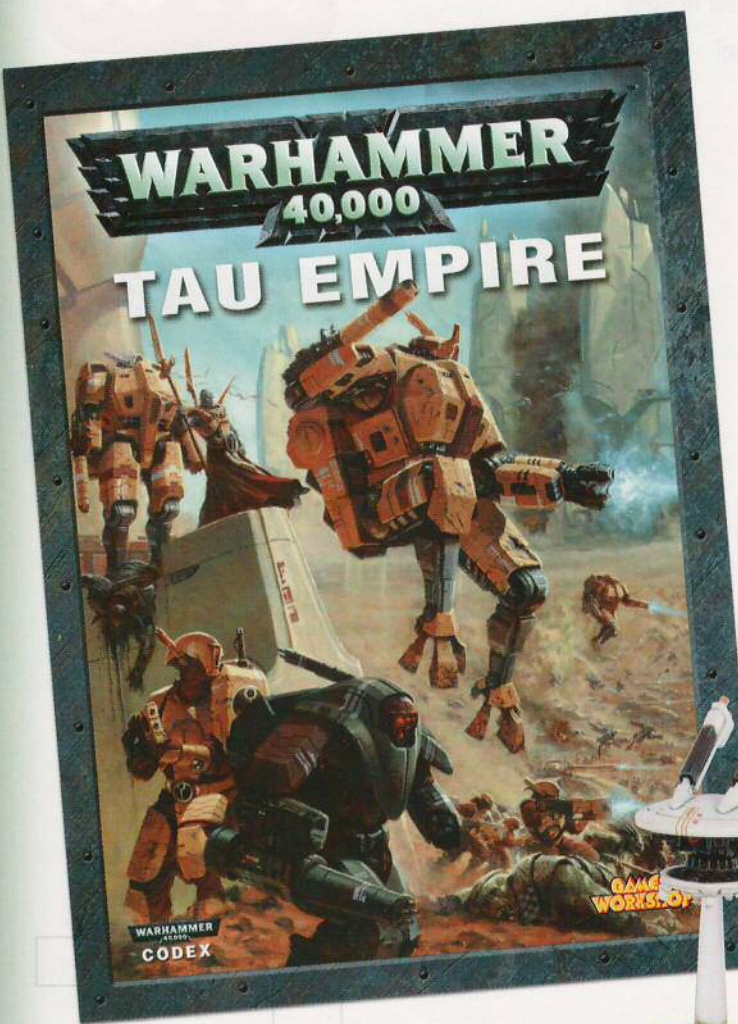
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Get all this Hobby equipment on top of the usual Battle for Macragge contents for only an extra

£10!

ALIEN NATION

THE TAU ARE BACK WITH A BRAND NEW CODEX. AUTHOR OF CODEX: TAU EMPIRE, ANDY HOARE SPOKE TO WHITE DWARF.



The Tau are back! And this time they've got a wider armoury than ever before. All Shas'o should prepare to receive a wide range of new equipment!

Advances in plastics manufacture were a large factor in the inception of the Codex, enabling us to make even more fantastic kits. "We've now got Stealth armour, the Sky Ray and Piranha in plastic," Andy explains. Forge World addicts will recognise some of these names, and the plastics closely follow the designs of the resin models.

"The Sky Ray provides indirect point attack with seeker missiles," Andy explains. It functions alongside a Tau team with a markerlight, thus highlighting the interdependency of the Tau army. "The Piranha is a scout vehicle," Andy says. "They work in squadrons of up to five and are best used to grab objectives," he explains. "The Stealthsuit is a new version, the XV25. It can take a single battlesuit support systems upgrade."

Bright new hope: Commander Shadowsun leads the third wave of Tau expansion; she is the shining hope for the future.



The New plastic Stealthsuits!



The deadly new Sniper drones and Controller



THE LORD OF THE RINGS

STRATEGY BATTLE GAME

FANTASTIC NEWS

Lord of the Rings components soon available!

One great aspect of the hobby is converting and personalising your own force, and through Direct you can access all manner of component parts and individual pieces unavailable off the shelf in stores. This service is already in place for Warhammer and Warhammer 40,000 gamers, and the big news is that The Lord of the Rings hobbyists will soon be able to access this service too.

In March we're launching the new The Lord of the Rings component range, allowing The Lord of the Rings hobbyists to collect, convert and paint to their hearts content.

In preparation of this great new offer we've picked just a few of the items that will become available in March for you to look at. You'll even be able to Advance Order them this month.

Check out page 130 for more info.

► Minas Tirith engineer captain, one of the models now available separately.



◄ **Woodland Beast:**
The mighty Wood Elf Stag, a deadly and worthy steed for any Wood Elf Lord.

On The Hunt

The New Wood Elf Lord on Stag

In the forest realm of Athel Loren sounds the horn of the Wild Hunt. At its call, the Wood Elves gather. Prepare for battle and to smite the enemies of the King in the Wood!

If you thought that with the advent of the Dwarfs that the Wood Elves had shrunk into the seclusion of their woodland realm, you'd be wrong. Coming soon, the sylvan ones will be reinforced by a host of new releases. The Wood Elf Lord on Stag, shown below, is just one of these great models. Keep watching the pages of White Dwarf for more...

WARHAMMER MARK OF CHAOS



The grim world of Warhammer will soon be realised on computer, as Warhammer: Mark of Chaos is unleashed.

The forthcoming game, produced by gaming giants Namco, pits huge Warhammer armies against each other on some incredibly evocative and detailed battlefields.

The back-story of the game is set a short time after the Great War Against Chaos during which huge armies of the Empire, High Elves, Skaven and Chaos clash. Each of these races is fully playable and comes with a whole host of troop options familiar to devotees of Warhammer. In Warhammer: Mark of Chaos the focus is firmly set on the battlefield, the real-time combat system ensuing frantic and adrenaline charged battles.

Within the armies themselves, Lords, Heroes and Champions can unlock new tactics, abilities and command larger units – there's even the option for characters to issue challenges to their enemy counterparts!

The battlefield itself is constructed from a variety of features—including forests, swamps, plains, and tundra—all of which can be customized, and destroyed throughout the course of a battle allowing for an infinite array of strategic options.

Warhammer: Mark of Chaos takes customization to a new level by allowing for body part swaps, weapon and armour enhancements, and more powerful controls to paint units and customize banners. Additionally, players can accent armies with mercenaries augmenting the look and play of their army. And it's a gaming experience that can be played in a variety of campaign and multi-player modes. The game is due for release during late 2006. Pay heed to the pages of White Dwarf for future developments.

FEEL THE BURN!

INTRODUCING THE NEW VARIANT HELLHOUND!

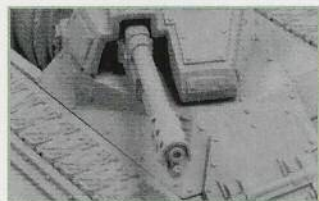
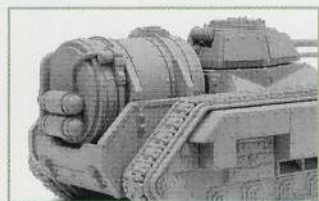
Grinding from the armouries of Forge World comes the new Hellhound tank. This piece of armour from the Imperial Guard combines rapid attacks with the devastating and demoralising effects of its inferno cannon.

Forge World



www.forgeworld.co.uk

Designed by Daren Parrwood, there are two variants available, the Artemia pattern Hellhound with its offset turret, and the Graia pattern complete with commander's hatch.



DARK APPAREL

In the grim darkness of the far future there is only war as there is no peace amongst the stars, only an eternity of carnage and slaughter, and the laughter of thirsting gods!

Black Library Merchandise brings to you this fantastic art print by Adrian Smith. This piece was used on the epic novel 'The Bleeding Chalice' by Ben Counter. Also new to BL merchandise are these fantastic Imperial Guard Camouflage t-shirt and cap, show your eternal vigilance and support as these and many, many more outstanding items from the worlds of Warhammer and Warhammer 40,000 can be found at www.blacklibrary.com/merchandise.

BL PUBLISHING



www.blacklibrary.com/merchandise



WARHAMMER ANIMATED

Dwarfs ambushed by the Undead in an eerie cemetery, Space Marines battling Tyrannids as they explore a shuttle crash site – these are the two scenarios pupils from Mill Hill School were re-enacting in stop-motion animation for a special Media project.

Warhammer World was the venue for these animated adventures, the idea to use Games Workshop miniatures for the project Fred Barrett's, a teacher at Mill Hill. Pupils, aged 13 – 15, were overseen by Media Tutor, David Bray who was on hand to provide technical advice. The project, part of a Summer School programme allowing students to develop planning, I.T and organisational skills, was made possible by motion capture technology donated to the school after previous success in a film making competition.

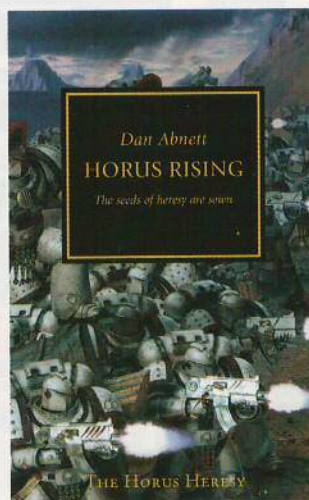
Both short films utilize blue screen, with audio added later during the post production stage and are a product of the painstaking efforts of two teams manipulating the models, frame by frame. The entire animations were fully scripted by pupils who are part of School's gaming club.



The club, which has an active following of some 60 students each month, meets regularly on Saturday mornings and Thursday evenings, and is open to outsiders too.

For more information on starting your own school club and for how to get further details about the animations, contact our Events team.

www.games-workshop.co.uk/events



THE HORUS HERESY

If you were lucky enough to make it to this year's Games Day, you may have caught a sneak glimpse of the artwork for the Black Library's upcoming Horus Heresy series. This new range of books will tell the full story of the Horus Heresy as seen through the eyes of the Primarchs, and Dan Abnett is currently penning *Horus Rising*, the first instalment! It's all exciting stuff and to whet your appetite, we've got a picture of the cover featuring art from Phil Sibbering.

BL PUBLISHING

RAISE THE DEAD

GW ONLINE

It seems the dark influence of Sauron has been making its presence felt at Games Workshop and as a result the King of the Dead and Warrior of the Dead army entries were missed out of the new *The Lord of the Rings* rulebook.

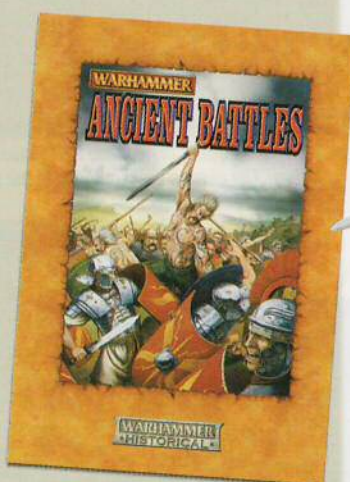
Furthermore, the Warg Chieftains are conspicuous by their absence in the *Mines of Moria* pocket-sized rulebook. Rest assured, the dark powers responsible for these acts have been suitably chastised.

For those hobbyists who already have this mighty tome or who rely on the *Mines of Moria* rulebook, fear not for full profiles and rules for all these miniatures are provided at the link below:

www.games-workshop.co.uk/thelordoftherings/gaming



Fans of Warhammer Ancient Battles will be pleased to hear about this month's Warhammer Historical release. Over the years, Warhammer Ancient Battles has been played and enjoyed by would-be generals leading armies from all areas of history. The rules have been added to and amended over the years and now its time to gather all of those updates together into one place. This new book not only contains all of the Warhammer Ancient Battles rules, but also all of the updates and errata, meaning that players will have everything they need in one handy volume. Note that

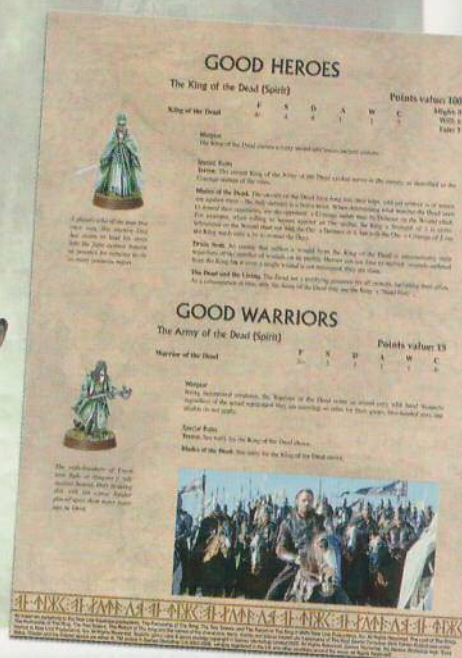


players will still be able to use their existing rulebooks and all of the added errata and updates are available free from:

www.warhammer-historical.com



The PDF's can be put straight into your rulebook.



GAMESDAY & GOLDEN DEMON 2005

ON WITH THE SHOW!

The most prestigious and eagerly anticipated date in the Games Workshop gaming calendar, Games Day and Golden Demon, went down in grand style again this year. With a massive new venue, incorporating even more stands and allowing unparalleled access for hobbyists, Games Day 2005 was hailed by many as the best ever. Intrepid reporters, Nick Kyme and Owen Rees found out why.



Nick Kyme

Nick: It always starts the same. Five o'clock in the morning. It's dark outside, cold too. But there's a realisation warming my hobbyist's heart as I stare bleary-eyed into the vanishing dark outside – it's Games Day.

It was the doors of the Birmingham NEC (National Exhibition Centre) that opened into the hobby wonderland that was Games Day this year. And boy – was it big – almost three quarters of a mile end-to-end. As Owen and I stared, near open-mouthed, we came to a sudden realisation – we needed a plan...



Owen Rees

Owen: Games Day was in three leviathan-sized halls at the NEC. The best way to tackle them was to split up – me and Games Day volunteer photographer Jon Carter took the Forum, Nick headed to the Pavilion, and we all shared

the spoils of the Arena!

THE FORUM

Owen: Bring and Battle games, army clinics with 'Eavy Metal, Scenery Make-and-Take, Aly Morrison's Conversion Competition, build a board in a day display, pre-release models on the sales stands and Forge World – the Forum really packs it in.

Bring and Battle

New to Games Day were the Bring and Battle tables. I spoke to Rich Packer and Gary Harris about how it was organised – gamers simply book a time to play with their Border Patrol, Combat Patrol or War Party forces,



Above: An empty Forum, resembling a deserted aircraft hangar.

Below: The queues build up outside the Pavilion.





The Forum not only packs in activities, but hobbyists too!

return at the appointed time and get gaming! It was popular – fully booked, in fact. That's all 42 tables with scenery and dice provided and around 420 gamers. Watch out for this area next year, it may well be bigger.

New Models!

Pre-release models went like hotcakes, many selling out – some as early as 12:30pm! Not to be outdone, Forge World was selling their wares too, many models for the first time.

Hobby Zone

The Hobby Zone; modelling and painting paradise like no other. All of these areas were staffed by 'Eavy Metal and Hobby Centre expert painters, providing tips and advice.

The Scrap Demon: Unlike the Golden Demon, this is a competition you convert a model for

on the day and to a restricted time limit at one of the three Conversion Competition areas. Everything is provided – even some expert tuition.

The Scrap Demon (pictured bottom right) was made three years ago by sculptor Aly Morrison as the prize. From this master, new trophies are cast. Each part of the model is made from relevant components; the arms from arms, the legs from legs and so on. Think you've got what it takes to win a Scrap Demon? Give it a shot next year!

Wood for the Trees: Elsewhere in the Hobby Zone was the Scenery Make-and-Take stand, assaulted on all sides by the ravenous hordes eager for instant trees and flock on cork action, with enough terrain for 1,500 hobbyists to take away!

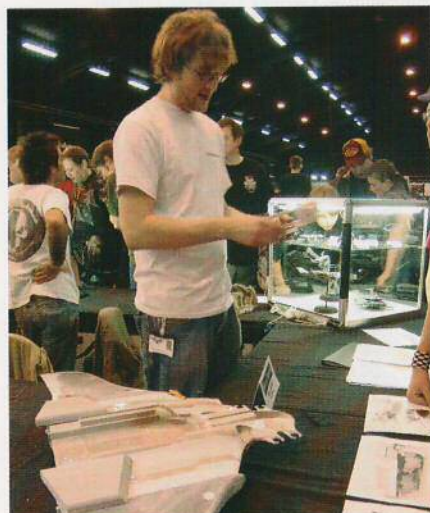
"It's great playing other hobbyists from around the country, and you are guaranteed a place. I'll definitely be doing this again next year."

- Ian Skinner and David Cardwell. Hobbyists on Bring and Battle.

NOTHING BUT THE FACTS

A few mind-blowing stats from Games Day 2005:

- 400+ tables
- Almost 100 display cabinets
- In the Hobby Zone, 5,000 pieces of scenery were made
- 4,000 entries for the Conversion Competition
- 1,500+ entries for Golden Demon
- 30 games were run by the GCN
- 9,000 hobbyists attended (the most ever!)



Will Hayes shows off the Tau Manta mock-up.



There was a glut of cutting and glueing in the Hobby Zone.



THE PAVILION

Nick: The Design Studio and the Archive and Art stand filled the lower part of the Pavilion. A raised area included Black Library, Black Industries and Warhammer Historical, as well as Dawn of War: Winter Assault and the new N-Gage game, Glory in Death.

Grand Designs

At the Design Studio area, Games Developers, artists and sculptors answered questions on a stand crammed with new models, Army books, supplements and concept art for releases over the next six months. "It's the first time people have seen the new Dwarf Army book," said Ant Reynolds, "It's a good job it's in plastic, so we can wipe the drool off." Nice.

It wasn't just Warhammer that people were getting excited about either as Adam Troke revealed, "The reaction to the Khandish Chariots and the new plastic Easterlings was awesome."

For Warhammer 40,000, the new Black Templars inspired zeal and much fervour amongst the masses. "Even non-players are digging it," Graham McNeill explained.

Both Jervis Johnson and Andy Hall headed up the Fanatic part of the Design Studio stand. "People wanted to know when all the new releases were coming out," said Jervis.

The Perry twins, Colin Grayson, Tim Adcock, Gary Morley and a host of other artists and sculptors were also attending. Where else could you satisfy your hobby curiosity so completely than at Games Day?

Author Signings

In the Black Library zone there was a glut of great authors and artists doing book signings all day! Sandy Mitchell, Gav Thorpe, Graham McNeill and, of course, Dan Abnett were amongst those kept busy by hordes of eager autograph hunters.

Art and Archive

Remember Dark Future? Well, that was the ancient game being played in the Archive area this year, just one of the many attractions.



In the Pavilion: Ant Reynolds and Colin Grayson talk Dwarfs (above), whilst Dan Abnett signs his umpteenth autograph and Chris Lucas indulges in some highway hysteria, introducing Dark Future to a horde of the uninitiated.

Fancy measuring up against a Rat Ogre or an Orc? Maybe you'd like to see how big a Dwarf really is? A size-chart in the Archive area depicted silhouette versions of the actual size of various Warhammer creatures for hobbyists to measure up against!

For art fans there was a real treat, as Jes Goodwin, together with a display of some of his most seminal work, answered questions about some of the designs that helped shaped our gaming universes.

All Out War!

With four huge plasma screens and sixteen terminals for hobbyists to play at, Dawn of War: Winter Assault created quite a stir. "We've been three-deep all day," said Graham Nicoll,

from Games Workshop's Entertainment Media Division, commenting on the massive queues.

This was not the only game on display. At the N-gage stand, up to six players could try out the new Glory in Death game. I even had a go myself. Watching my Space Marines deploy for battle and give a force of Orks a few rounds of bolter death was very satisfying!

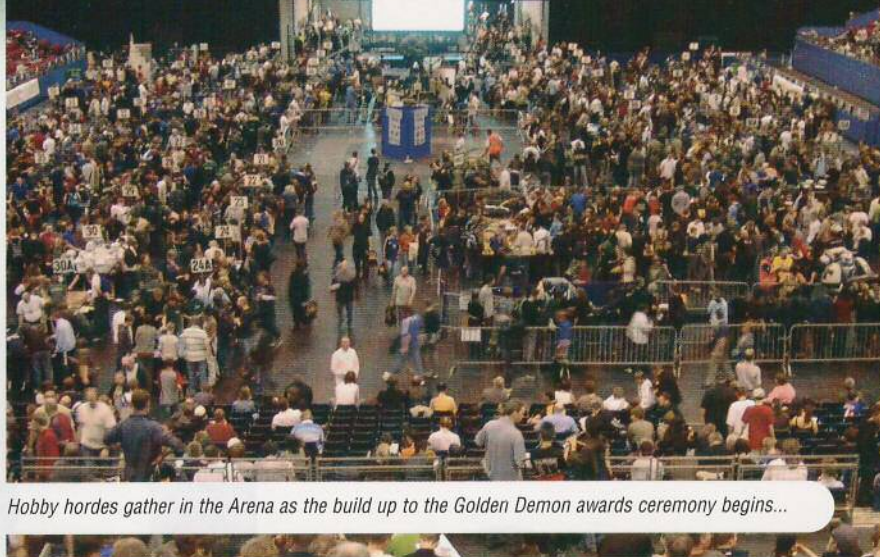
Black Library had a crop of books available to buy for the first time at Games Day, like the newest Gaunt's Ghosts, *His Last Command*. Black Industries put on a participation game of Warhammer Fantasy Roleplay and ten Sabertooth CCG tables gave hobbyists the opportunity to sample the latest WarCry and Dark Millennium decks.

ART COMPETITION

Between the Hobby Zone and the Bring and Battle tables was the Art Competition, now in its third year. Budding artists bring in their pieces for display to be judged by Design Studio artist, Karl Kopinski.

▼ This year's winners, maybe even potential future Games Workshop artists, were Patrick Colgan for the 15 and under category and Colin Howard for the 16 and over.





Hobby hordes gather in the Arena as the build up to the Golden Demon awards ceremony begins...

"All the new stuff is so accessible; the plasma screens are superb, they really break down barriers."

- Dan Jolly and Jay Court, hobbyists from Plymouth.

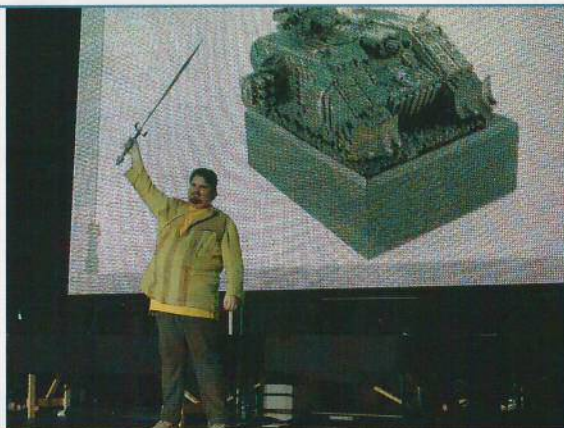


The epic spectacle of the Mega Battles (left: Warhammer 40,000, right: The Lord of the Rings), drew equally epic crowds.

ON SCREEN

Games Day 2006 saw a departure from the seminars of previous years. Plasma screens cunningly positioned throughout the NEC and huge wall banners displayed detailed images and information about forthcoming miniatures and projects, and displayed still images of Golden Demon entries too.

► The 2005 Slayer Sword winner Kiril Kanaeu holds aloft his prize.



GAMES DAY 2006: WATCH THIS SPACE!

Games Day 2006 is sure to be just as good, if not even better, than 2005. Tickets go on general sale in July. However, if you're one of Grombrindal's finest and have a subscription, you can guarantee yourself a place and buy yours a month early. Find out how to get a subscription on the back page.

In a few issues' time we'll also be showing all the Golden Demon winners in a special free White Dwarf feature. In the meantime you can find a selection of finalists and winners on the Golden Demon website. Keep an eye on White Dwarf and Games Workshop Online for more news on Games Day 2006.

www.games-workshop.co.uk/goldendemon

THE ARENA

A gamer's haven, the Arena was crammed. Amongst the many stunning gaming tables, the big crowd pullers were the Mega Battles, one each for Warhammer, Warhammer 40,000 and The Lord of The Rings. It was also the stage for the Golden Demon awards. Oh yeah; there was a big Baneblade tank grinding around too...

Warhammer Mega Battle: The Fate of Grom the Paunch

Nick: The Warhammer Mega Battle, The Fate of Grom the Paunch, was a 9,000 points a side battle with massive units – 160 Common Goblins, 40 Silver Helms and 20 Trolls are just a few of the huge regiments.

Warhammer 40,000 Mega Battle: Battle for Kalevala

Owen: An entire Chapter of Space Marines, the Steel Confessors, waged war on the massive Tyranid invasion of Hive Fleet Leviathan. Chapter Master Protonus, fought with the Terminator First Company across the nineteen 6' x 4' boards.

The Lord of The Rings Mega Battle: Minas Tirith

The largest game of The Lord of The Rings ever held at Games Day; the Minas Tirith Mega Battle. Minas Tirith, in its entirety, was on display as built by the very talented Warhammer World scenery team. It was so big, hobbyists could walk between the outer wall and the first level!

In Armoured Company

The mighty scaled-up Baneblade returned this year with a new lick of paint. The beast took nine whole days to paint and used the equivalent of 300 pots of Kommando Khaki. Yikes! Ex-Dwarfer Rudge and Paul Mooney from Forge World controlled the monster.

Club Style

The Gaming Club Network was at Games Day in force. Alan Vowles and the Portbury Knights staged two games, for Mordheim and Warhammer 40,000 Kill-team. Alan and his guys stepped in last minute to fill in a table slot, Mordheim being the obvious choice as it's the most popular GW game at their club.

END GAME

As the day drew to a close, the arena was the stage for the Golden Demon awards ceremony, the crowning glory of the entire event. With seating on three sides, facing a huge screen displaying the winning entries, everyone could enjoy the fantastic winning models in comfort.

Amidst much clapping, hooting and general merriment were the awards handed out; the final iconic image of the day, the Slayer Sword winner holding aloft his prize. It'd been quite a day, like no other Games Day in history – certainly it was the biggest. Just imagine what it'll be like next year...



DOK BUTCHA'S CONUERSHUN KLINIC

Deze 'ere Chaos lads were made from sum ov dem uuver beekees wot has dat empurur. Bet dat annoys dere bosses. Deere's loads ov bits on dem. Just makes me drool finking abart it!



WORLD EATERS TERMINATORS

By Wade Pryce

I took my inspiration from artwork in the Chaos Space Marine codex, Jes Goodwin's sketches and Chaos Terminator models from around ten years ago. They are all based on the new plastic Space Marine Terminators, and include pieces from a large number of plastic Warhammer and Warhammer 40,000 kits to show their devotion to Khorne the Blood God and the ancient nature of the suits of Terminator armour themselves. All the components I used were plastic, which made the conversions fairly straightforward and afforded me a vast range of pieces to select from.



MAKING METAL BANDING

The distinctive studded banding on the armour was made by pressing thin rolls of green stuff onto the surface, then shaping it with a wet sculpting tool and knife after it had dried for 15 minutes. The studs – over 100 on each model – were sliced off plastic bits and placed onto a spot of superglue with the tip of a knife.





WARHAMMER

Something a Bit Special



You know that feeling when you want to spice up a game a little? Something that helps break up all those straight-up fights? Before you think 'here we go, he's going to slag off

Pitched Battles for being boring', the straight fight really is how most Warhammer games are played, and with good reason. When I make an army list it is with a Pitched Battle in mind – let's face it, they are easy to set up with the minimum of fuss.

But I'll never forget my traditional Christmas game in which my old friend Paul had planned 'something a little different' and promptly presented me with a Pitched Battle that also involved herding undead pigs into football goals. We laughed a lot that night. However, for the less unhinged amongst you I would like to recommend using a special character once in a while. Here's a few good reasons:

- ☛ They are fully playtested and official.
- ☛ These living icons can freshen up an old army and give it new options.
- ☛ You can use them to represent a Lord choice when you don't want to use their special rules.
- ☛ They are invariably as hard as galvanised coffin nails.
- ☛ They are amongst the most amazing miniatures we produce, and make great display pieces.

I think everyone should have a favourite special character – for me it's Setra the Imperishable. Have a think about who yours would be. If he's from a race you collect, why not agree with your regular opponent to play a game using a special character, add 500pts to the value of the game to allow for the inclusion, and see how you get on?

If you need any more convincing about how much fun it is to fight two special characters against each other, go and read this month's battle report. Trust me, it's a real clash of the titans...

Phil Kelly

- ☛ Warhammer Chronicles Smallhammer
- ☛ Oath and Honour Dwarves Designer's Notes
- ☛ Dwarfs versus Ogres Battle Report
- ☛ By Axe and Gun Collecting a Dwarf Army
- ☛ Painting Workshop Metal Techniques



Got questions about your army? Find the answers at:

www.games-workshop.co.uk/warhammer/

WARHAMMER

DWARF
DESIGNERS'
NOTES

OATH & HONOUR

The new Dwarfs have arrived!



Nick Kyme takes up his axe and ventures forth to talk to the design team behind the new Warhammer Armies: Dwarfs to get the full story of this tenacious race.

The Dwarfs have been a favourite army since the very first edition of the Warhammer game. Over time they have been honed and refined and their ethos is set in stone, so this latest incarnation of the book doesn't stray far from the established imagery, background and the units you'll recognise. Instead Warhammer Armies: Dwarfs heralds something of a new era in the broader arena of the Warhammer game as a whole.

"It is the shape of army books to come," says Gav Thorpe, Warhammer Loremaster. "Over the years we've done different things; different presentation styles, background and colour sections. We've taken all those different elements, and added some extra material. There's a full Bestiary that includes detailed information on all the Dwarf units, we've re-presented all the original information about the different holds, the history of the Dwarfs and so on, and we've added more background on the guilds and the way the Kings and Dwarf society works. We wanted it to be, 'If you want to know about Dwarfs, get the Dwarfs Army book.'" This, gentle readers, is the definitive Dwarf book.



NEW!



Dwarf Runesmith



Dwarf Veteran from the plastic Thunderer set



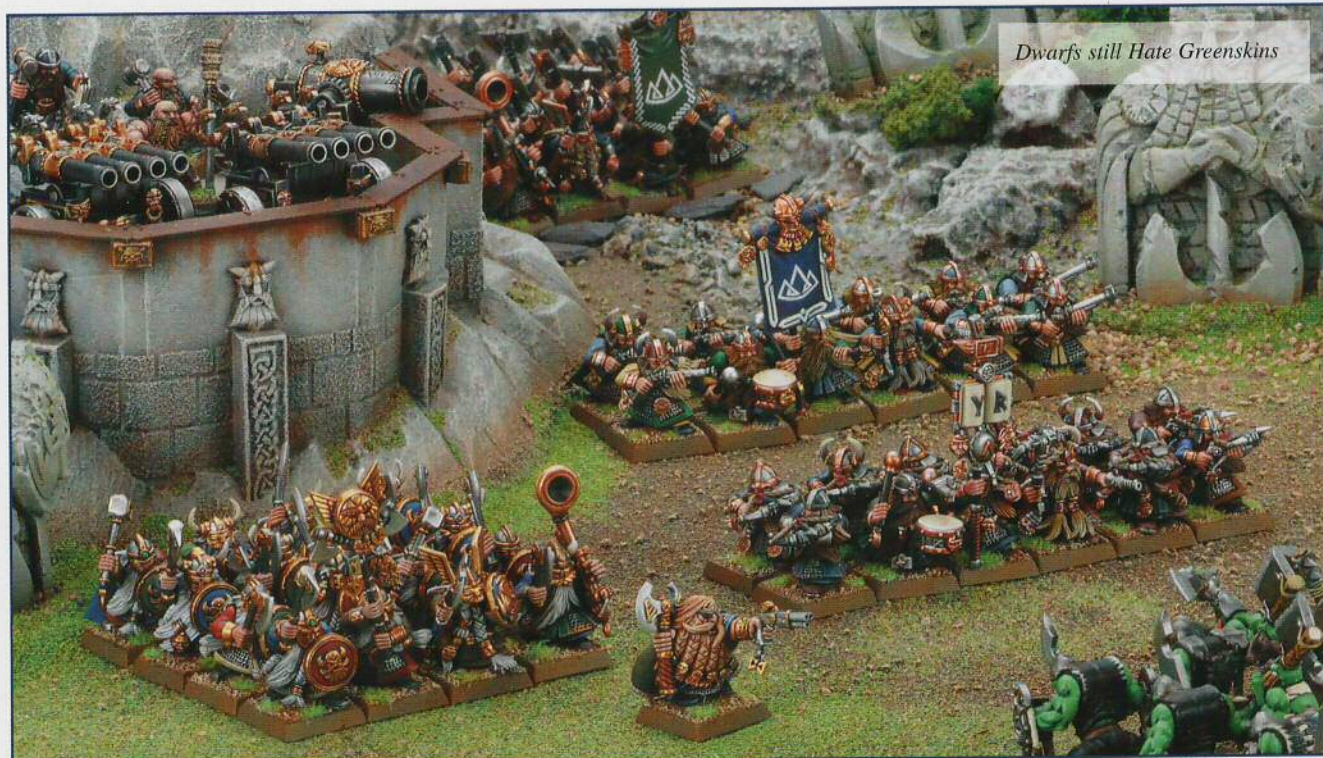
Dwarf Warrior from the plastic Warrior set



Dwarf Lord with great axe



Dwarf Engineer



The Army List

Although the army has not changed a great deal, there has been some tweaking which veteran Dwarf players will doubtlessly appreciate.

"There were certain choices that we knew we had to make more viable," says Gav. One of the most radical changes – well, radical by Dwarf standards – is the introduction of increased manoeuvrability, both directly and indirectly. This new approach to the Dwarfs was born out of a desire to introduce differing playing styles, which in the past have been intractable

"Players now have a genuine choice between a shooting army and an aggressive army."

as the mountains. But getting it right was a delicate task.

"We didn't want to give them skirmishers, monsters or cavalry – all that stuff just isn't Dwarfish – but Warhammer is a game of manoeuvres, so they need to have the option to move!" explains Gav.

Rather than out-and-out added movement, which is characteristically un-Dwarf-like, there are several subtle ways in which the Dwarfs can take the fight to the army. "There are things like Oath stones, which allow you to commit units," says Gav, "Put the Oath stone down and stay there – hold an area." This new item for Dwarf heroes makes such a manoeuvre more viable, because once it is set, the Dwarf unit ceases to have flanks and a rear anymore – it can fight on any front, so units surrounding them is less of a problem. "You can dictate the game a bit more," Gav tells us. "Dwarfs still won't necessarily get the charge, but the idea is that you can set your shield wall up in a desirable position, outside your deployment zone, and fight the way you want.

"But ultimately, Dwarfs are still a really good defensive army," Gav assures us. "They're got war machines, missile fire and heavily armoured troops. The important thing is that players now have a genuine choice between the one extreme of a shooting army and the other extreme of having an aggressive army."

The Cannon plastic kit. Allows you to build either a Cannon or a devastating Organ Gun.



NEW!





ANCIENT HEROES

Dwarf history is a rich tapestry from which to choose special characters. Thorgrim Grudgebearer makes a welcome return, as does Josef Bugman, complete with his Rangers.

"The archetypal characters, the ones that people grow up with, are the ones that have been around for a while. So we wanted to get Thorgrim and Bugman in there because they are two of the oldest special characters there are," Gav tells us.

Thorek Ironbrow, the Runelord, finishes off the trio and is the newest character of the bunch.



NEW!

Core of the throng

At the core of any Dwarf army is its units of Warriors; they are the rocks upon which the enemy's attack is dashed. What has changed is the way in which Longbeards and Rangers now appear; as upgrades for Warriors, and in the case of the latter, Quarrellers (the new name for Dwarf Crossbowmen).

This means Longbeards are now part of your Core choices. It also means that Rangers are a much more flexible unit in terms of how they can be equipped. As Warriors, they can be more heavily armoured. Also, a new rune allows them to be accompanied by a character. Furthermore, Warriors can effectively be 'double upgraded' to Longbeard Rangers, allowing an elite unit to set up right in the midst of the enemy! It allows for a more aggressive response to an enemy threat.



NEW!

Dwarf Warriors plastic kit

- 16 in the box, including Standard Bearer, Veteran and Musician
- Can be equipped with double-handed weapons
- Can be upgraded to Longbeards
- Combined with the Thunderers kit, you can make all the Core choices of the Dwarf army!



Lords of the Hold

As well as the Oath stone, Dwarf characters can also take Shieldbearers as wargear.

"One of the things that make an army look good is the general on the monster, but that is obviously something you can't do with Dwarfs because they don't ride any," explains Gav. "Having a character on an Oath stone or a Lord with Shieldbearers, allows you to make centrepiece models for your army."

NEW RULES!

SHIELDBEARERS

- Two extra WS5, I4 Attacks
- +2 Saving throw
- The Lord and his retainers count as a single, Unit Strength 3 model, even in challenges

HAMMER & ANVIL

The Secrets of the Runelords laid bare for all to see!



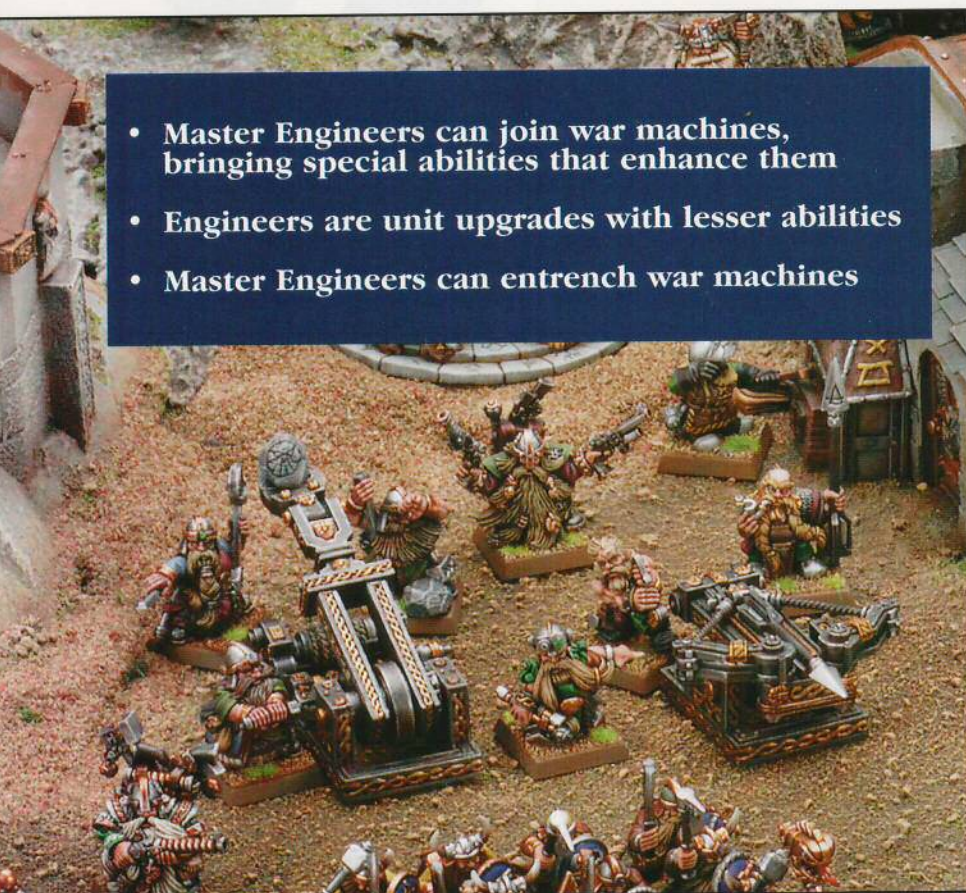
The Anvil of Doom has undergone the most dramatic overhaul of all. Again this was to encourage and support different styles of play to the old "Stand on the Hill" ploy.

The notion of the Anvil of Doom as a halfway house between wizard and war machine didn't fit into the Dwarf ethos of avoiding the overt use of magic, turning into a wizard by default. So, in the new book the Anvil has been removed from the Magic phase, and now fits into the Shooting phase. "It's a kind of magic war machine now, rather than something between the two, with three different runes that affect your army. Some of the powers are ranged attacks, while others help you with your manoeuvring."

"It's a magic war machine, with three different runes that affect your army."

- Rune of Hearth & Hold allows re-rolls on Fear and Terror tests
- Rune of Oath & Honour allows a single unit to move in the Shooting phase
- Rune of Wrath & Ruin blows stuff up!
- Runes may be struck with ancient power, increasing efficacy of each, but this can cause the anvil to explode

- Master Engineers can join war machines, bringing special abilities that enhance them
- Engineers are unit upgrades with lesser abilities
- Master Engineers can entrench war machines



STONE & STEEL

The Dwarfs' machines help to define their character, and the dour artisans behind their technology have been revamped, as have the Engineering runes and the war machines themselves.

"The idea was to have characters to make defensive positions for your war machines and upgrade them in certain ways," says Gav. This is now the remit of the Master Engineer, a hero level character in the new book. "We wanted to make them an attractive choice, as opposed to a Thane or Runesmith." It doesn't stop there. Engineers that accompany war machines as part of the crew – a kind of champion upgrade for the unit – have been introduced. Much like their Master counterparts, Engineers bestow some benefits on the war machines they accompany, as well as giving them more clout in combat. "It brings to the fore one of the areas that Dwarfs should be good at," Gav tells us, "They've got Engineering runes, and the Master Engineers. Engineers build on that strength."

ANCIENT ANCESTORS

THE DWARFS OF ALY MORRISON

“I think the first Dwarfs I sculpted were the Marauder range,” says Aly Morrison, sculptor of many of the new Dwarf models, “which included every variation of Dwarf known to Man”.

Back in those early days there was no fixed image as to what a Dwarf should be. Many incarnations emerged. “If you go back to Alan and Michael Perry’s range, there are Dwarfs in pith helmets, there’s a Dwarf Samurai, Medieval Dwarfs, Viking Dwarfs, Renaissance Dwarfs – it was a case of finding something that suited them. They’ve evolved in a very organic way. If you look at a lot of Games Workshop ranges, there’s a core of early figures that define what each has come to look like now. Dwarfs have chainmail. Dwarfs have beards. Dwarfs have, more or less, conical hats.” And now, we’ve taken it further, refining the look. “Dwarfs don’t use wood anymore – that’s for burning; fey Elf nonsense. If you can’t make something out of stone and iron, it’s not worth making.” Spoken like a true Dwarf.



(Above) Some classic Aly Dwarfs

“Dwarfs don’t use wood.
That’s for burning.”



This classic Goblobber (above) even came with a Dwarf Chef!



The classic Dwarf Hammerer

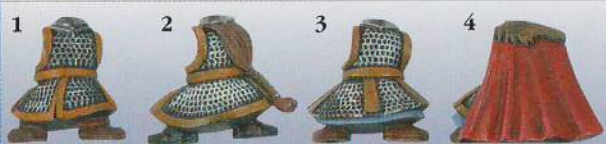


Though the new plastics allow you to make Longbeards, these excellent classic models are still available

DWARF SPRUES

BUILDING YOUR UNIT

The Warriors and Thunderers boxed sets enable you to build every Core unit in the Dwarf book!



Bodies

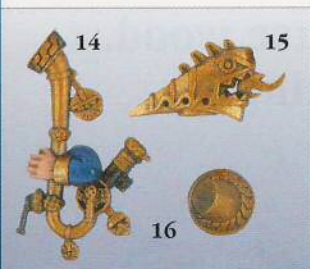


Masks

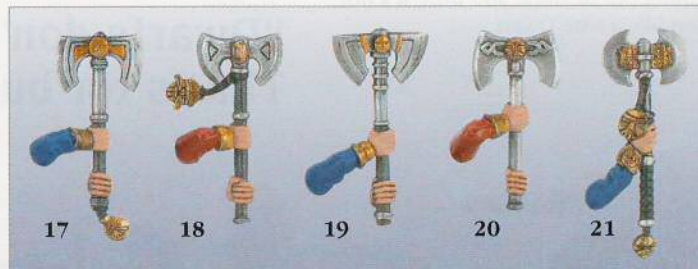
Heads



Shields



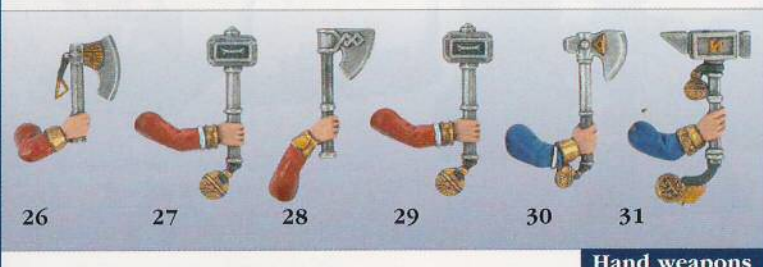
Musician



Great axes



Miscellaneous



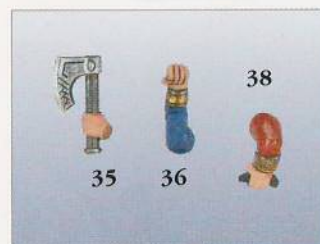
Hand weapons



Standards

Warriors sprue components

- | | | |
|-----------------------|-----------------------|---------------------------|
| 1-4 Body back | 15 Drake bell | 26-30 Hand weapon arm |
| 5 Musician's head | 16 Trumpet bell | 31 Champions' hand weapon |
| 6-9 Head | 17-20 Great axe arm | 32 Standard arm |
| 10 Champion's head | 21 Leader's great axe | 33 Flag standard |
| 11 Longbeard masks | 22 Mug hand - left | 34 Icon standard |
| 12 Shields | 23 Toolkit/bag | 35 Left hand axe |
| 13 Leader shield (x2) | 24 Horn (x2) | 36-38 Arms |
| 14 Trumpet | 25 Badges (x2) | |



Left arms



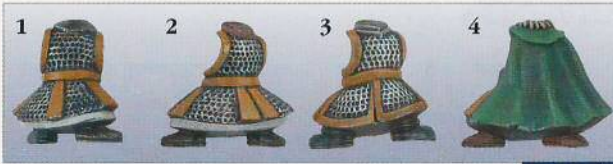
Warrior



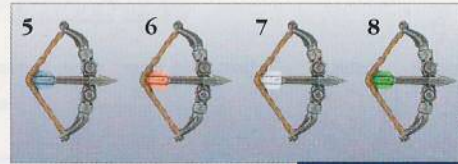
Longbeard



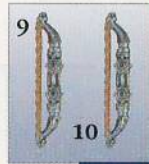
Warrior



Bodies

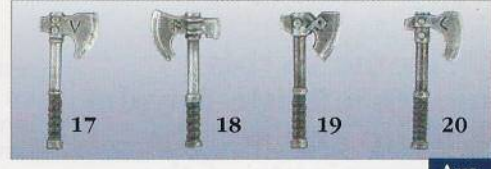


Bow & arrow



Bow

Heads



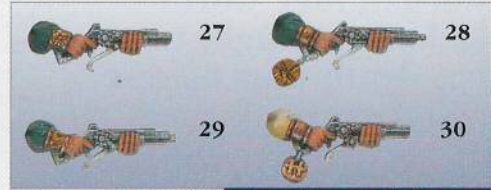
Axe



Right arm



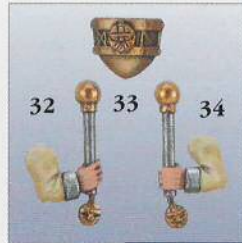
Handgun & arm



Crossbow stock & arm



Bucklers



Musician



Standards



Quivers



Miscellaneous

- | | | | |
|--------------------|------------------------|------------------|-------------------------|
| 1-4 Body back | 21-22 Right arm | 37 Flag standard | 44 Pistol & left arm |
| 5-8 Bow & arrow | 23-26 Handgun & arm | 38 Quiver (x6) | 45 Arm |
| 9-10 Uncocked bow | 27-30 Hand gun and arm | 39 Pipe | 46 Pistol and right arm |
| 11-14 Head | 31 Buckler (x12) | 40 Badges (x2) | 47 Pistol |
| 15 Musician's head | 32-34 Musician | 41 Pistol | 48 Ammunition belts |
| 16 Leader's head | 35 Standard arm | 42 Arrow | |
| 17-20 Axe | 36 Icon standard | 43 Axe | |

Thunderers sprue components

The Warriors set makes Longbeards, Warriors with great axes, or Warriors. The Thunderers set makes Quarrellers or Thunderers. Combine components from both to make Rangers or Longbeard Rangers!



Thunderer



Quarreller



Ranger

WARHAMMER

INTO THE VALLEY

GOLDTOOTH AND GRUDGEBEARER GO BELLY TO BELLY IN A CLASH OF THE TITANS!

Welcome to this month's Battle Royale! Roll up and see the heavyweights of the Warhammer World locked in a fight to the death that no one will forget!

In the red corner, we have the High King of the Dwarfs himself – Thorgrim Grudgebearer! This bearded brawler has notched up several centuries of bashing the brains out of those who have crossed everyone from his dog to his granddad! He's a Dwarf so important he even has his Thronebearers carry him to the tobacconist! Backed up by an Anvil of Doom, an army bristling with the best

artillery in the Warhammer World, and led into battle by White Dwarf's very own Nick Kyme, this guy could face an army of giants and not break a sweat!

In the blue corner, we have the biggest, meanest Overtyrant known to history! A behemoth who makes even the mighty Thorgrim look like a midget – give it up for Greasus Goldtooth the Shockingly Obese! His mountainous gut alone has been the death of scores of Ogres and countless Gnoblar! Is there anyone who can contend with a monster so rich he could buy the mountains themselves and still have enough left to purchase your trousers? Can the Dwarfs stand fast against the evil mastermind behind the Ogre Kingdoms book, Phil Kelly? Is there any way a Dwarf, no matter how brave, can avoid being crushed by the devastating momentum of an Ogre so fat he gave up walking years ago? Let the games begin!

GAME STATS

Points: 3,000

Scenario: Pitched Battle

Location: The Worlds Edge Mountains

Armies: The Ogre horde of the Overtyrant; The Throng of Karaz-a-Karak

Notable characters: Greasus Goldtooth Overtyrant of the Ogres

Thorgrim Grudgebearer
High King of the Dwarfs,
Lord of all Karak Ankor

Timeline: IC 2522



Thengeln's eyes narrowed as he regarded the horde camped upon the distant grassy plain; Ogres – hailing from the east, bent on destruction and death. Their hulking forms were sketched as grey silhouettes in the pre-dawn light breaking across the horizon.

Hawking a thick gobbet of phlegm on the ground, the warrior wiped a gnarled hand across his beard, and realised he wasn't alone. Another Dwarf sat at the lip of the craggy rise upon which he was standing. So still, Thengeln had at first thought he was a rock jutting from the very earth. Only a faint trail of pipe smoke betrayed him.

"Nought but savages," spat Thengeln, standing alongside the stranger.

The Dwarf, his face masked by shadows, responded gruffly and inaudibly, taking a long pull on his pipe. His eyes travelled past the narrow ravine where the rest of the Dwarf army was camped. Below the rise, warriors and Longbeards made ready, hefting shields and axes. War machines were tended and oiled by

Engineers. Thunderers primed and checked their finely wrought handguns.

Beyond, the valley widened, a great gulf of verdant green between the Dwarfs and their enemies. The Ogres' campfires were like vast pyres and a great cacophony of bellowing and roaring rent the air as they stomped and smacked their guts in unison – doubtless some kind of primal war ritual. A high palanquin, bedecked with jewels and festooned with gold glittered temptingly in the distant firelight. The Dwarfs, by comparison, were taciturn, though there was a glint in Thengeln's eyes as he regarded the palanquin's lustre.

"Beasts," he remarked, trying to mask his gold lust as he followed the stranger's gaze.

A derisive snort of agreement answered him.

Below, the Dwarf battle line was making ready; cracks of emerging dawn light shimmering off the edges of axes blades and shield rims. In the lightening sky above, darkness crept away from the

emboldened sun and a Gyrocopter made a lazy pass.

On the plains, the Ogres too made ready, the valley filled by a wall of brutish muscle as the horde gathered en masse. It was an imposing sight, the creatures hollering, baring teeth and bawling guttural challenges at the Dwarfs.

Thengeln started down the hill. His regiment, the Dour Hammers, were assembling. The battle would soon begin. Even as he did so, cannons were wheeled in place. He turned back to the stranger.

"Grungni watch over..." he began, the blessing arrested when he recognised the other Dwarf.

"My liege," he said reverently. It was the High King himself.

"Go to your brothers," barked Thorgrim Grudgebearer. Thengeln nodded and moved away down the hill.

Thorgrim clenched his fist as he recalled a particular insult inscribed on page 8,983 of the Great Book of Grudges. "Come the morn," he muttered to himself, "there will be a reckoning."



THE THRONG OF KARAZ-A-KARAK

A GRUDGE TOO FAR

Nick: Ogres eh? The big lads. The multi-Wound massive. An army with more big monsters (that'll be all of them then, barring Gnoblar) than most Dwarfs have had hot dinners. They're also led by the fattiest Arbuckle of them all – Greasus Goldtooth. Eck! But I have my own big boy. Thorgrim Grudgebearer is my general and this bad lad has the tools to really spoil Phil's day. The Axe of Grimnir inflicts D3 wounds and always wounds on a 2+ – a nice combo.

For my core, Longbeards are my first port of call. These venerable veterans are an upgrade for Warriors now and with their Old Grumblers rule, allow nearby units to re-roll panic tests. Handy. They'll be escorting the High King into battle.

The story of David and Goliath springs to mind, and we all know the result of that one.

With runes and special rules combined, they're immune to Panic, Fear and Terror, and Hate the Ogres to boot! No Dwarf army is complete without Warriors. Two units of them form the rest of my combat infantry; one armed with great weapons for Ogre bashing, the other with hand weapons and shields to resist being bashed.

I'm a BIG fan of Thunderers. With a +1 to hit for ALL shooting, how could I resist their damage potential? Speaking of doing damage, let's address that multi-Wound problem again. A cavalcade of war machines including two Cannon, a Bolt Thrower, Grudge Thrower, Organ, Flame Cannon and Gyrocopter will hopefully solve that issue. I've picked a Master Engineer for one of my Cannons. His expertise will allow the Cannon to inflict D6 wounds per wounding hit, instead of D3 – a must against Ogres. Of the rest, all except the Organ Gun and Gyrocopter inflict multiple wounds – I'll be looking to

whittle the Ogres down with these, and maybe panic a few too, especially with the Flame Cannon (Ogre Leadership is not great, so I want to exploit it).

Big monsters mean rapid movement (long legs you see). Now, even at the best of times, Dwarfs are slow and against Ogres doubly so. Ogres cause impact hits when they charge too. Never mind, I have an answer for that too! I can use the power of the Anvil to make my Dwarf units move in the Shooting phase (Rune of Oath and Honour) – even charge. I reckon this will be extremely useful to counter the Ogres' manoeuvrability and let me get some great weapon charges in. Another option is the Rune of Wrath and Ruin, which as well as doing damage, also halves

movement, buying time for my guns to wreak even more havoc. Yee har!

So that wraps it up. This should be a classic. The story of David and Goliath springs to mind, and we all know the result of that one. Except I've got shed loads of guns, instead of a sling...

DEPLOYMENT AND TACTICS

All those war machines and the territorial advantage dictate a simple plan – rank up around the hill, maintain a strong centre and pound the Ogres like my life depended on it (which it does). Any that get through the fusillade have the pleasure of being introduced to a wall of sharp axes. Thorgrim is worth a heck of a lot of points, so I want him scrapping like a Dwarf Miner in a gold rush. If the war machines do their job and the Anvil gets my Dwarfs charging I'll be able to dash the Ogres' attack on the rock of my defences – hopefully.

his Gorgers chewing their way through the Dwarf back line. With the artillery support digesting nicely in the Gorgers' bellies, they caused havoc, while Phil's flanking forces hammered Nick's Dwarfs from the sides. Despite this,



NICK KYME

Nick's a staunch Dwarf player, probably something to do with him being short and irascible himself. For

Nick, Dwarfs are THE hobby, and he has an enormous army of them. In fact, sometimes his expression betrays the fact that he finds it surprising there are other Warhammer armies at all. A prolific writer, Nick can often be found contributing to the magazine he loves the best – this one. Probably because it has Dwarf in the title.

THORGRIM'S THRONG

Dwarf Advantages

- High Leadership
- Fantastic armour
- Good combat and missile capabilities
- Thorgrim is one of the most powerful special characters in the game

Dwarf Disadvantages

- Slow
- Few in number

Grombrindal says: Young Thorgrim's no fool, but pride can make even the highest king behave like a bearding in a brewery. He has to hold his battle line tight and break the Ogres' might upon his shieldwall rather than charging off into the middle of them; that and making sure his powder's dry and Thunderers' sight keen.

A NEW GRUDGE

We play some games before writing a battle report, and on this occasion Nick and Phil had what they described as one of their best ever games. Phil used the very same plan he uses in this battle report, with

"Thorgrim saved the day for the Dwarfs, taking on Greasus and single-handedly stopping the Ogre advance," says Phil.

RESULT

Solid Victory to the Ogres.

THORGRIM'S DOUGHTY DWARF DEFENDERS

Dwarfs 2,998 points army



CHARACTERS

Thorgrim Grudgebearer 780 points

High King: Throne of Power, The Axe of Grimnir, The Armour of Skaldour, The Great Book of Grudges and The Dragon Crown of Karaz



Hengist Stonefell 345 points

Runcelord: Anvil of Doom, hand weapon, gromril armour with Rune of Stone and runic book with Master Rune of Dismay.

Vral Dunricsson 75 points

Master Engineer: Hand weapon, pistol and gromril armour.

CORE



The Hearthguard 169 points

16 Dwarf Warriors: Hand weapons, shields and heavy armour. Full command.



Dour Hammers 201 points

16 Dwarf Warriors: Hand weapons, great weapons, shields and heavy armour. Full command.



The Grimbeards 299 points

16 Dwarf Longbeards: Hand weapons, great weapons, shields and heavy armour. Full command with runic banner with Rune of Slowness.



Dragonbelchers 249 points

16 Dwarf Thunderers: Hand weapons, Dwarf handgun and light armour. Full command.

SPECIAL



Grungni's Wrath 145 points

Cannon: Three Dwarf crew and Engineer with hand weapon, brace of pistols and light armour. Inscribed with Rune of Forging.



Spike of Valaya 90 points

Bolt Thrower: Three Dwarf crew and Engineer with hand weapon, brace of pistols and light armour. Inscribed with Rune of Penetrating.



Grimnir's Fury 105 points

Grudge Thrower: Three Dwarf crew and Engineer with hand weapon and light armour. Inscribed with Rune of Reloading.



Karak's Wrath 140 points

Cannon: Three Dwarf crew and Engineer with hand weapon, brace of pistols and light armour. Inscribed with Master Rune of Immolation.

RARE



Fyre Wyrms 140 points

Flame Cannon: Three Dwarf crew with hand weapon and light armour.



Hail of Vengeance 120 points

Organ Gun: Three Dwarf crew with hand weapon and light armour.



The Steel Hawk Gyrocopter

140 points

GREASUS GOLDTOOTH'S HUNGRY MARAUDERS



PHIL KELLY

Author of the Ogre Kingdoms book, Phil is certainly no slouch when it comes to commanding the Warhammer World's fattest

army. He's had notable victories with his Ogre horde. When not pretending to be an Ogre, Phil can be found tickling his upper lip with the feathery end of a quill pen, staring off into the middle distance as he muses upon another army book. And no, we can't tell you what he's working on right now.

THIS IS GOING TO TAKE SOME SERIOUS GUTS

Phil: So how best for my Ogres to take down those troublesome Dwarfs, with their high Toughness and ridiculously good Armour Saves? Well, no matter how good the gromril, a twelve-foot scimitar through the head often offends, so the first thing I took was two chunky units of Ironguts. Getting a Bull Charge against an enemy with such stumpy legs shouldn't be tricky, so I kitted one Irongut unit out with the Bull Standard (allowing them to re-roll their Bull Charge wounds) and gave the Bruiser who leads them the Wallcrusher big name, meaning he causes an additional

Trappers completes my suite of anti-artillery units – if they can tie up but one war machine for a vital turn or two I'll be happy.

In case any interfering Gyrocopters slow down my march moves, I've taken two units of Leadbelchers – they are great at dealing with small nuisance units and double as flanking specialists. Sadly they do have a tendency to get shot to pieces, but hey, someone's got to catch those cannonballs.

Lastly, I needed someone to go toe to toe with Thorgrim himself. Step up Greasus Goldtooth the Overtyrant! The idea of two throne-mounted fatties slugging it out was just too humorous

The idea of two throne-mounted fatties slugging it out was just too humorous to pass up.

MOUNTAINS OF MUSCLE

Ogre Advantages

- Fast – they have a 6" move
- Multiple wounds
- Impact hits on the charge
- Cause Fear
- Greasus is very tough and has multiple special abilities

Ogre Disadvantages

- Average leadership
- Small, easily outflanked units

Grombrindal says: I've fought Ogres many times, and they can be a powerful frightening foe. If they can weather the fire from the Dwarf guns and get into the lines, the muscle of the Ironguts might even dent the good, Dwarf-made armour of the throng. Such things aside, Dwarfs are Dwarfs and Ogres are Ogres. I know who my gold's on.

impact hit. The other Ironguts just have to rely on ten attacks from their S6 weapons, poor things.

Next up are two stout units of Ogre Bulls, good all-round fighters who also let me take two units of Gnoblar to back them up with some much-needed rank bonus. At 40 points a unit these guys are always worth it. They also allowed me to take a Scraplauncher, whose large-template Killing Blow attack is the perfect way of disposing of Ironbreakers and their ilk. I would have taken two but for the large number of high-Strength artillery units in the Dwarf arsenal – instant death to incautious chariots, no matter how large or ill-tempered the beast pulling it.

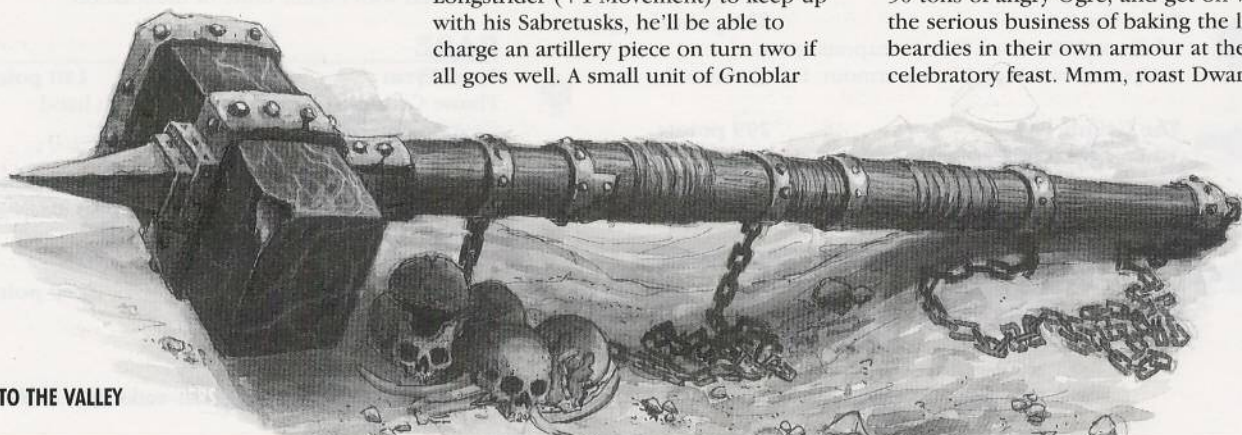
Speaking of artillery, there's no better way to silence those big guns than sending a slaving Gorgor or two after them. They'll also pose a real threat to the Anvil of Doom. These sharks-on-legs have killing blow, and turn up in the enemy's backfield – perfect anti-Dwarf units. Completing the pincer movement from the front is a Hunter, upgraded to a Longstrider (+1 Movement) to keep up with his Sabretusks, he'll be able to charge an artillery piece on turn two if all goes well. A small unit of Gnoblar

to pass up. Though I suspect Thorgrim's runed-up nastiness will eventually get the better of the big man, tons-of-fun here is about the only thing in the Ogre book that can get past Thorgrim's insanely good Armour Save and high Toughness.

The Overtyrant's Sceptre of the Titans confers S10 and causes D3 wounds – the perfect tool for taking out the seven-Wound mini-sumo (yes seven!) across the field. To even the odds a little, I took two Butchers – their combined Gut Magic should be able to bolster Greasus with +1 Toughness, Stubborn or even Regenerate at the critical moment, giving him a much-needed Saving throw.

DEPLOYMENT

My plan is pretty straightforward; put some hard-hitting and fast units on either flank and encircle the Dwarf army whilst the main force marches up the middle and the anti-artillery units take out the big guns. Then, when I have the Dwarfs surrounded, charge home with 50 tons of angry Ogre, and get on with the serious business of baking the little beards in their own armour at the celebratory feast. Mmm, roast Dwarf!



THE ARMY OF GREASUS GOLDTOOTH


Ogre Kingdoms 2,995 points army



CHARACTERS

Greasus Goldtooth the Overtyrant 565 points


Fatgut Wallcrusher 157 points
Bruiser: with great weapon, heavy armour, Ogre club


 **Jhareed the Hunter** 210 points
Hunter: Longstrider, 2 Sabretusks


Hudu the Butcher 175 points
Butcher: Skullmantle, Power Stone

Grubguts the Butcher 170 points
Butcher: Fistful of Laurels, Bangstick

CORE

 **The Skullcrunchers** 117 points
3 Ogre Bulls: with additional hand weapons

 **The Bully Boys** 250 points
5 Ogre Bulls: with full command, additional hand weapons, Lookout-Gnoblar

 **The Gutbargers** 315 points
5 Ironguts: with full command, Bull Standard, Lookout-Gnoblar



The Glory Guts 212 points
4 Ironguts: with standard bearer



The Stablings 42 points
20 Gnoblars: with Groinbiter



The Grablings 40 points
20 Gnoblars



Vesk's Lads 52 points
8 Gnoblar Trappers: with Snarefinger

SPECIAL



The Thunderlords 175 points
3 Leadbelchers: with Bellow



The Deathroarers 110 points
2 Leadbelchers



Old Faithless 165 points
Gnoblar Scraplauncher

RARE



Gorger 75 points



Gorger 75 points



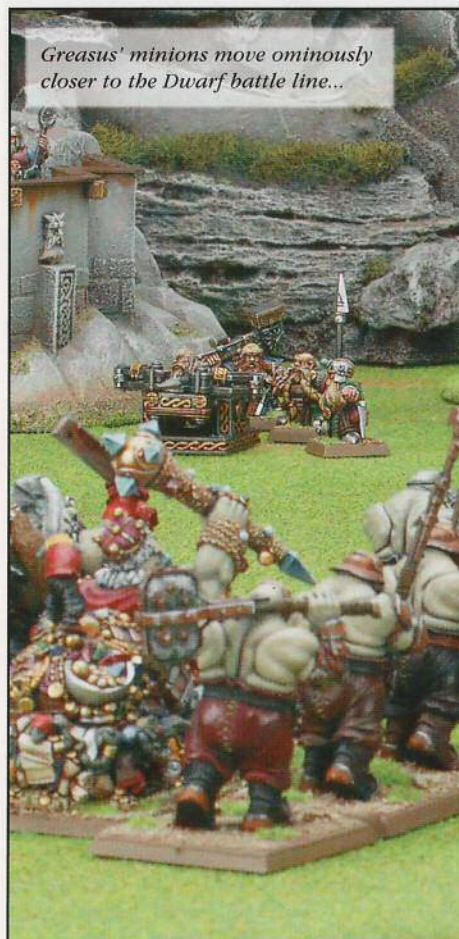
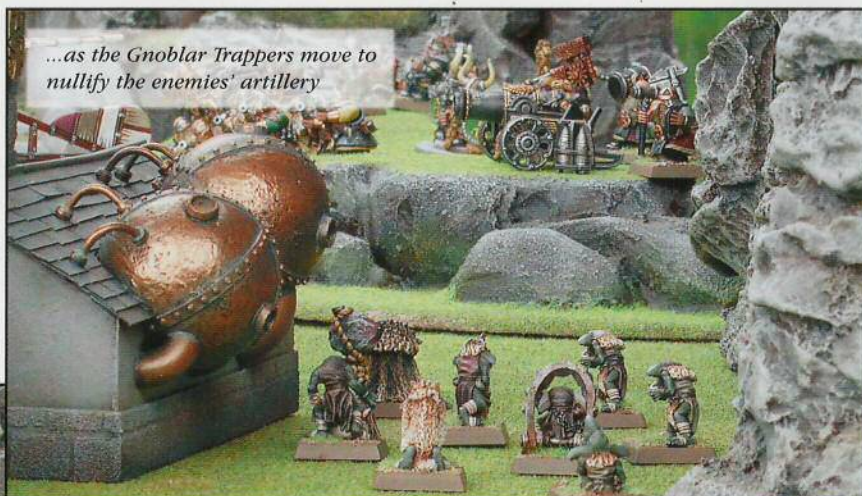
Feng the Unstealthy 90 points
Maneater: with Cathayan Longsword, heavy armour

DWARFS TURN ONE

Nick: The first turn was mine, handy when you've got lots of guns, and when you're facing a hundred tons of muscle screaming towards you at 12" a turn.

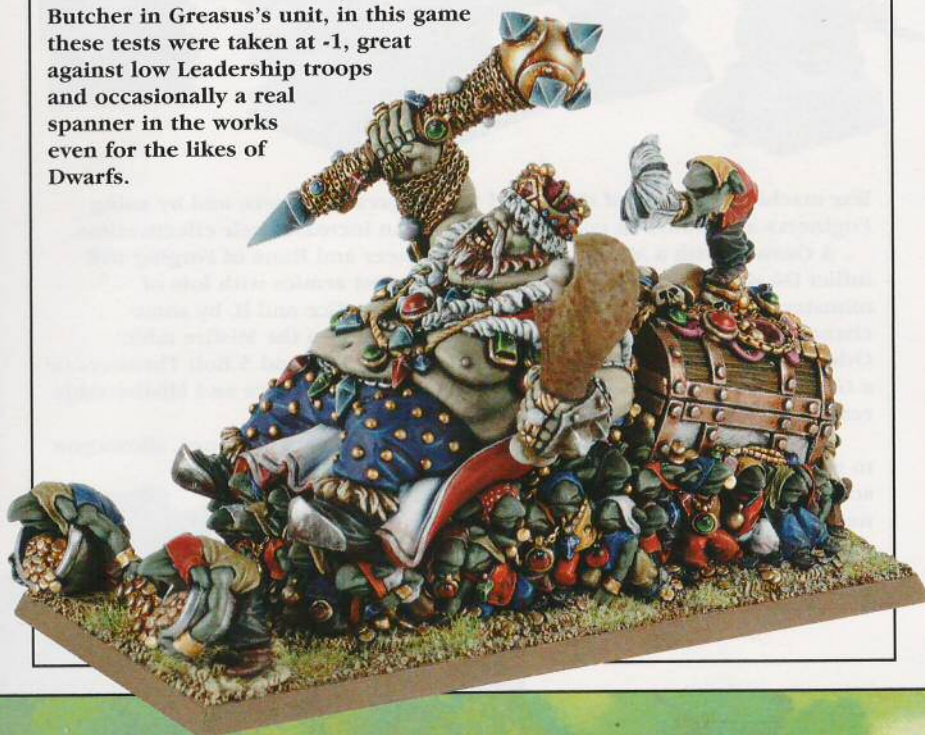
Before I could even tuck beards in belts to get moving, I had a Stupidity test to make. Greasus tried to bribe one of my Cannon crews, but they managed to resist. Keep your money fatty! With that minor inconvenience over, I shuffled forward with my Warriors and Longbeards as they were backed up against the hill, and my Gyrocopter whizzed overhead to close the gap with the pesky Trappers near my Organ Gun.

I knew Phil would waste no time piling forward; my deterrent – my war machines. Or so I thought... The Shooting phase was a wash-out, blind Skaven could've done better. After a bout of over shots from the Cannon crews, who'd packed enough gunpowder to level the Worlds Edge Mountains, misfires from the Grudge Thrower and Bolt Thrower, meant all I had to show for my efforts was one chargrilled Leadbelcher (gawd bless the Flame Cannon). Even the Anvil of Doom fluffed it (the Runelord was going for Ancient Power)! Pah! I can hear the Longbeards grumbling from here.



THE KING OF BLING

Greasus Goldtooth has an ability called *Everyone Has Their Price*, allowing him to bribe portions of the enemy army with gold and gems. D3 enemy units within Greasus's line of sight must take a Stupidity test at the beginning of their turn to represent their 'hesitation'. Combined with the Skullmantle item carried by the Butcher in Greasus's unit, in this game these tests were taken at -1, great against low Leadership troops and occasionally a real spanner in the works even for the likes of Dwarfs.



OGRES TURN ONE

Phil: Phew! That was lucky. Losing first turn could have been disastrous. But I swear I heard the faint sound of cogs whirring in Kyme's head as he recalibrated – Dwarf players tend to be very good at the art of guessing ranges once they have got their ranging shots in and Nick is no exception.

It always gives a shooty opponent a nasty shock when Ogres peg it a full 12" forward; I was well within charge range with some of my units for next turn and Nick was beginning to sweat. The Magic phase saw my Butchers flinging a lot of mud at the wall only for very little of it to stick. I cast five spells – only one got through – *Toothcracker* on Greasus's Ironguts, giving them +1 Toughness and making them Stubborn. The Butcher broke his teeth in the process, however, taking a wound.

My plan of using single dice to cast Gut Magic spells was kind of working, I just had the feeling Nick would pick another target for his artillery practice next turn. Heads down chaps! The Scraplauncher was just able to see the back of the Warriors on the right flank and managed to take out two and one of the Organ Gun crew. Go Gnoblar!

VICTORY POINTS TOTAL

Dwarfs: 100

Ogres: 200



DWARFS TURN TWO

Nick: The Ogres were coming at me with alarming speed and I had less time to make my missiles count. Still, I'd not lost much to the Ogre shooting.

Greasus was still trying to bribe my cannons, but with no joy. Movement wise, my line of infantry became a curve, facing off against the Ogre horde. That left the Gyrocopter setting his sights on the Trappers.

Of all the Ogre beasts coming at me, the Longstriding Hunter and his Sabretusks caused the most concern. They'd charge my Bolt Thrower next turn and I had to do something about it before the crew became cat food. So the Hunter and his pack got the lion's share of the missile fire. I swear this Ogre must have killed a lot of rabbits with lucky feet. Despite levelling the Bolt Thrower, the Flame Cannon and Grudge Thrower at him, he survived unscathed! Unscathed I say! Misfires, misses and malfunctioning Artillery dice confounded me once again.

I could take solace in my other shooting. The Thunderers blasted the guts out of the Leadbelchers, the second Cannon with the Master Engineer killed a Bull and the Organ Gun shot up another unit of Bulls, taking down two of the beasts – now that's more like it! Alas my euphoria was short-lived as the Gyrocopter only managed to kill one pathetic Gnoblar. With not enough casualties to cause a Panic test, it meant the Trappers would be able to charge my Organ Gun next turn. Oh dear.

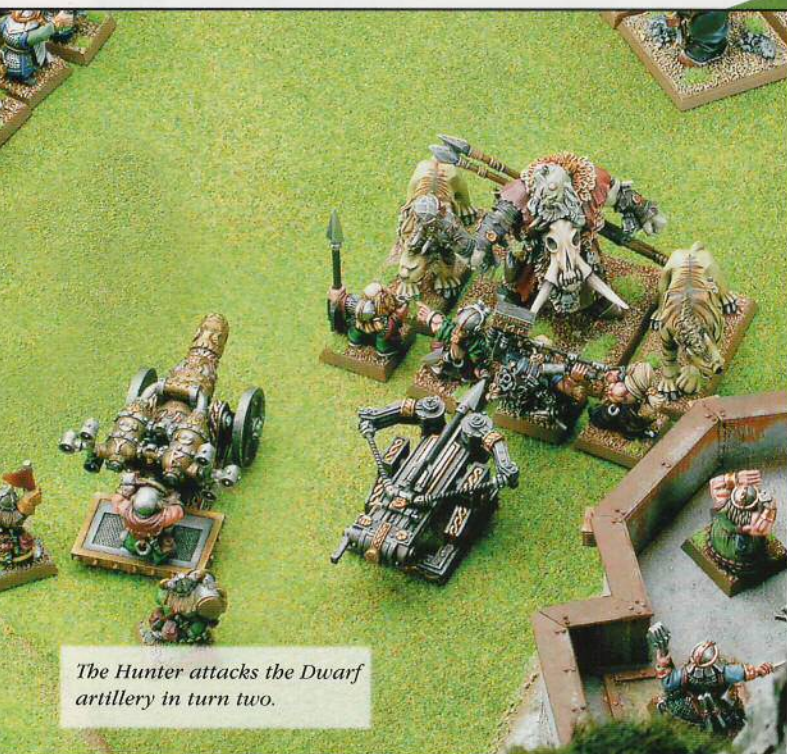
GUILD GOODIES



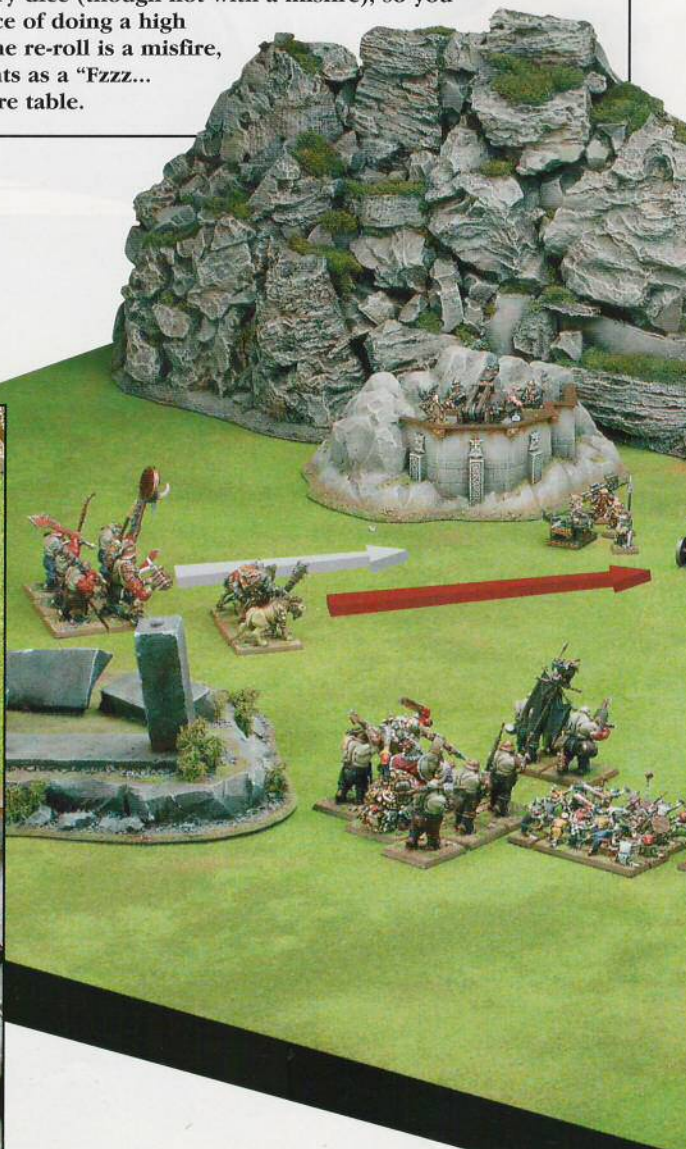
War machines are one of the Dwarf army's greatest assets, and by using Engineers and Runes in combination you can increase their effectiveness.

A Cannon with a Master Engineer, Engineer and Rune of Forging will inflict D6 wounds with each hit – useful against armies with lots of monsters – can re-roll a misfire on the Artillery dice and if, by some chance, it does misfire, you can re-roll the result on the Misfire table! Other war machines benefit too. So if you want BS4 and 5 Bolt Throwers or a Grudge Thrower where you can re-roll the Artillery dice and Misfire table results, then invest in some Engineers.

The Organ Gun, though it can't have any Engineers or Runes, allows you to re-roll the Artillery dice (though not with a misfire), so you stand a better chance of doing a high number of hits. If the re-roll is a misfire, don't worry; it counts as a "Fzzz... Clunk" on the misfire table.



The Hunter attacks the Dwarf artillery in turn two.



OGRES TURN TWO

Phil: I'd got my hopes up after Nick failed to kill my Hunter, but they were dampened faster than a Dwarf's throat in a pub when the rest of his shooting kicked in. That's quite enough of that thank you Mr. Kyme! My Trappers passed their Bicker test and charged the infernal machine's crewmen. On the left flank, my Hunter was in range for a charge on the Bolt Thrower due to his Longstrider ability (+1 Movement), and Nick had no option but to hold due to the Gunner's Pride rule. Behind the hill one of my Gorgers arrived, ready to charge the artillery next turn.

During the Magic phase Nick dispelled my Bangstick Bound item, passed the *Braingobbler*-induced Panic test inflicted on the Warriors, dispelled my *Toothcracker* spell, laughed off the 2D6 S2 hits from the Bonecruncher I hit his Gyrocopter with, and stopped my *Trollguts* spell. Bah!

The Scraplauncher, cautiously moving forward, killed the Engineer crewing the Cannon in a clatter of axe heads, rusty spoons and kitchen sinks. The other Gnoblar's weren't as accurate, their S2 Sharp Stuff bouncing off the Dwarf Warriors' shieldwall with an embarrassing tinkle.

And that may well have been what was trickling down their Trapper brethren's legs as they found out just how stubborn

GUNNER'S PRIDE



Dwarf artillery crew are Stubborn. There is a deep dishonour that accompanies the loss of a war machine, and Dwarfs are nothing if not sticklers about honour. However, their pride proves a disadvantage on the rare occasion that it might be prudent to flee from an artillery piece – like, say when you are charged by an angry Ogre and two out-sized cave-beasts.

Dwarf artillerymen can be. The puny Gnoblar's were unable to do more than tickle the Dwarfs, leaving the Beards one-nil up against the Noses. Still, the Trappers outnumbered the crewmen so the combat was a draw.

The artillerymen on the left flank had a trickier proposition as the Hunter and his giant tigers pounced upon them. The plucky Dwarf Engineer took a wound off a Sabretusk with his stand-and-shoot pistol shots before being comprehensively pounded into the ground for his trouble. The crew ran from the Fear-causing unit, allowing me to overrun into the Flame Cannon. Result!

POINTS TOTAL

Dwarfs: ▲ 300

Ogres: ▲ 290

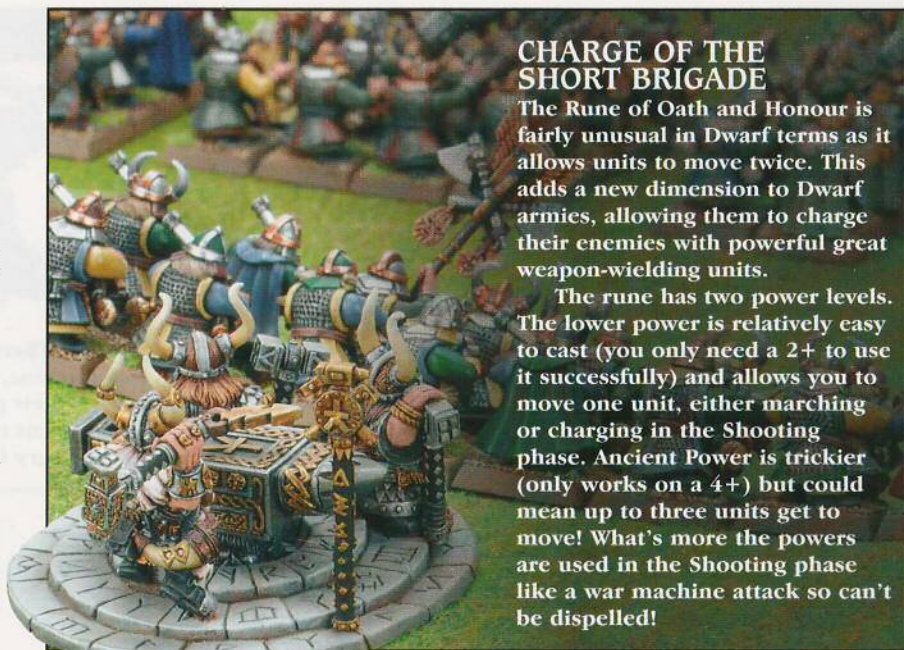


DWARF TURN THREE

Nick: With the charges coming in from both flanks, I had seriously depleted missile power this turn. Losing the Engineer to a spoon from the Scraplauncher (who but Gnobblars would throw a spoon?) was also annoying. On the plus side, I had the Anvil back in action and was weathering the Ogre Gut Magic well. Time to lay the smack down then. Thorgrim about-faced, hoping the re-powered Anvil could propel him into combat against the Hunter and his feline friends. If I let this one Ogre loose, he'd tear up the Flame Cannon and move onto my Thunderers and the rest of my hill-based blackpowder weapons. I couldn't let that happen.

Elsewhere, the Gyrocopter pilot decided, as his shooting was lacking, to steam in against the Trappers and help out the Organ Gun crew (with 2 Attacks and a Strength of 4, the Gyrocopter is actually pretty good in combat).

Finally, the Grudge Thrower, safe in its entrenchment, did some damage, killing one of Greasus's Irongut bodyguards and wounding another. The Thunderers killed another two Bulls who were accompanying one of Phil's Ogre Butchers, but sadly my Cannons were less effective. One overshot the Ogre Bulls unit brutalised by Thunderers and the other, obviously put off by the loping nightmare bearing down on them, failed to wound the grisly Gorgor.



CHARGE OF THE SHORT BRIGADE

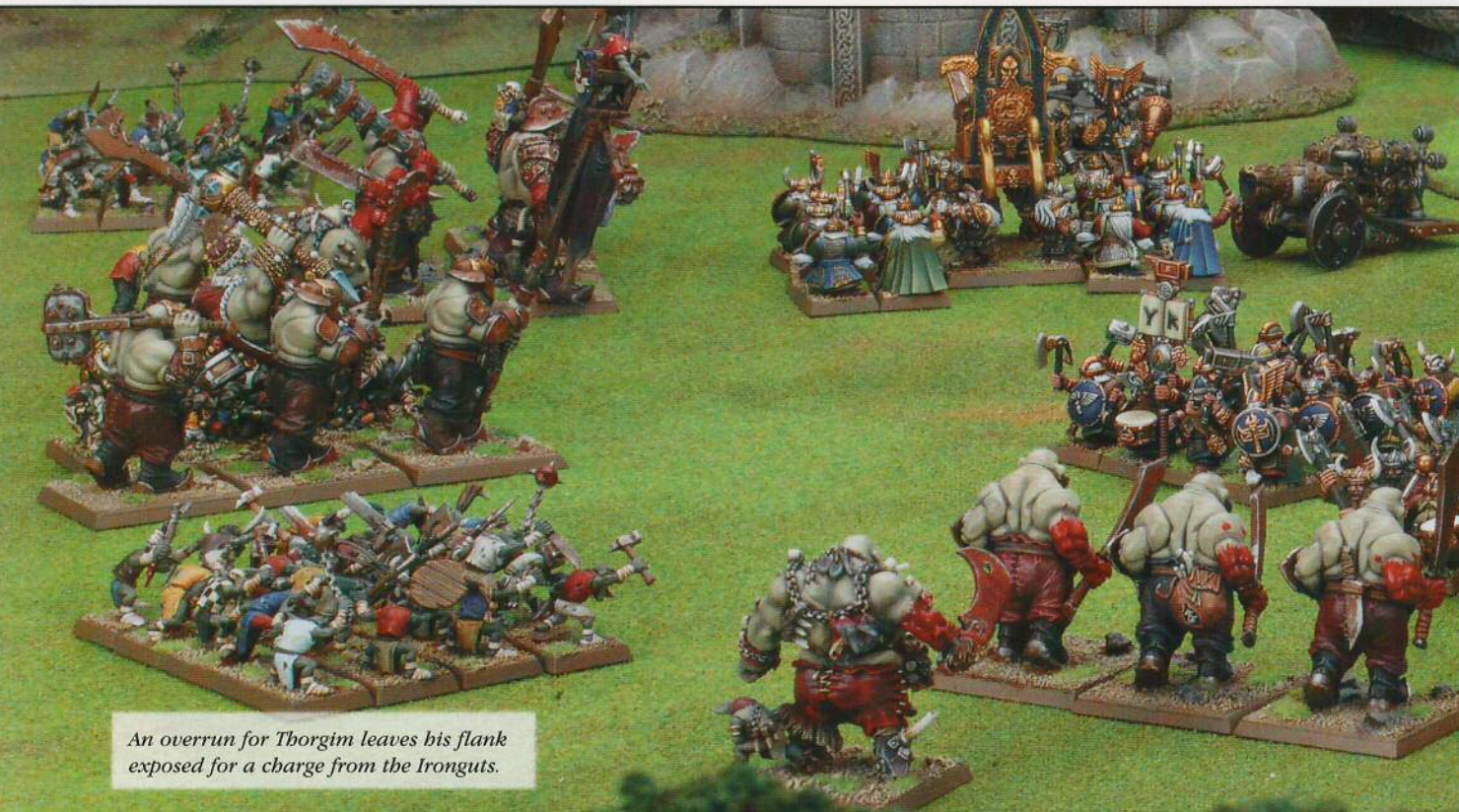
The Rune of Oath and Honour is fairly unusual in Dwarf terms as it allows units to move twice. This adds a new dimension to Dwarf armies, allowing them to charge their enemies with powerful great weapon-wielding units.

The rune has two power levels. The lower power is relatively easy to cast (you only need a 2+ to use it successfully) and allows you to move one unit, either marching or charging in the Shooting phase. Ancient Power is trickier (only works on a 4+) but could mean up to three units get to move! What's more the powers are used in the Shooting phase like a war machine attack so can't be dispelled!

But all that was secondary to me getting Thorgrim into combat with the Hunter. I went for normal power on the Anvil and struck the Rune of Oath and Honour. I passed, just, and Thorgrim charged into the Ogre harassing my Flame Cannon. Hurrah!

Unsurprisingly, Thorgrim and his Longbeards mashed the Hunter, slaying his last Sabretusk and running him off the board, taking the nearby Gnobblars with him. The unit pursued 2" – wow. It meant the Ironguts would probably

charge me on my right flank next turn, but I reasoned that I could weather the attack, being Stubborn and all, and at least they'd stopped the Hunter in his tracks. Time to dig in methinks. On the other side of the table, the Gyrocopter and the Organ Gun crew saw off the Gnobblars, the Dwarf in his incredible flying machine running them down, but at the cost of another artilleryman. Still, at least my best war machines were back in action. I just hoped they'd do some telling damage.



An overrun for Thorgrim leaves his flank exposed for a charge from the Ironguts.

OGRES TURN THREE

Phil: Gah! That Anvil ability is worth Greasus's weight in gold. Still, Thorgrim's Longbeards had presented their flank to my Ironguts, so in they thundered. I had a nasty shock when Nick sounded the Rune of Dismay and also revealed his Rune of Slowness, subtracting 2" from my Ironguts' charge range. I got away with it though, and their Bull Charge hit home. The Gorger on the hill was also lucky, charging the cannon whilst his brother troglodyte turned up to join the queue for the Dwarf buffet. On the right flank, the Bulls charged the warriors with great weapons, but sadly the Maneater failed his charge on the Organ Gun.

The Magic phase went well this time, with my Butcher casting Toothcracker on the small unit of charging bulls, making them Stubborn. I also finally managed to confer Regenerate on Greasus and his lads in time to take on Thorgrim himself next turn. The Shooting phase saw some classic Ogre mishaps as the Scraplauncher template scattered onto my Leadbelchers just as one of them misfired, causing himself two wounds. The other Leadbelcher, however, took out the last of the Organ Gun's crewmen. Finally!

With baited breath, we got stuck into the all-important Combat phase. In the backfield the Gorger chowed down on one of the cannon's crew, and even the Master Engineer couldn't wound the T5



monstrosity in return. Chomp! The Bulls on the right flank caused two wounds with their Bull Charge and a respectable six hits, but all of the wounds were saved. Though the Dwarfs did no wounds, the ranked-up unit still won the combat by three. No problem, I said, those Bulls are Stubborn. Famous last words. Off they ran, not only getting outpaced by the Clansmen but also leaving the Dwarfs about half an inch away from my Leadbelchers and their Butcher buddy. Fantastic.

Conversely, the Ironguts hit the Longbeards with the force of an avalanche: the Bull Charge combination

killing two Dwarfs with bellies alone before the great weapons took down another five. Though I had won the combat by a healthy nine points, Thorgrim held his lads steady. I'd given them my best shot, and yet they had stood fast.

POINTS TOTAL

Dwarfs: ▲ 779

Ogres: ▲ 425



DWARF TURN FOUR

Nick: After three turns of stoic resistance, my Dwarfs finally succumbed to gold lust. Both the Thunderers and heavily-armoured Warriors were affected. The latter wasn't too much of a problem, but with the Thunderers stumbling about and arguing like they'd been on a month-long kegger with Josef Bugman, I'd lost a valuable turn of shooting with them.

Bellowing challenges, my great-weapon wielding Warriors charged the last unit of Leadbelchers, determined to get retribution for the slain Organ Gun crewman. The Gyrocopter arced away from the mountains and got ready to unleash a salvo against the Gnoblar unit ambling towards my lines. Thorgrim and the Longbeard veteran both moved in the unit so they could bring their axes to bear against the Ironguts that had pounded them so royally last turn.

With most of my war machines dead or occupied, and the Thunderers dim-witted, I was at diminished capacity as far as missile fire was concerned. In fact the only casualties of note were a couple of wounds on Greasus's Ironguts

(they regenerated others – I knew that *Trollguts* spell was trouble) from my cannon and a wound on an Ogre Bull from the Gyrocopter's steam gun.

The Rune Lord, enemies all about him, struck the Rune of Wrath and Ruin successfully with Ancient Power, hoping to kill off the second Gorger who'd appeared behind my army and inflict as much damage on any other units he could (he was bashing that Anvil like it was a xylophone when he saw him!). The Gorger only took a couple of wounds, despite a mammoth 11 hits. Gulp! But I also blasted the Ogre Maneater, who was careering towards my lines with far too much confidence. He took a right pasting with another 11 hits, leaving a smoking crater as the only evidence of his existence.

In close combat, Thorgrim wielded his Axe of Grimmir with deadly accuracy, announcing to all and sundry why he's the biggest, bestest, baddest king of them all – Hoo yar! Three Ironguts lay dead after his rampage; a total of 9 wounds! It was

enough to break the resolve of the Ogres, who fled. With uncharacteristic Dwarfiness, Thorgrim and the Longbeards managed to keep pace as they pursued. Looked like I'd be taking one in the flank from Greasus and his Ironguts next turn too. Just had to hope my Stubbornness would hold out long enough for me to defeat the gargantuan Ogre Overtyrant.

In the other combats, the Warriors with great weapons broke the Leadbelchers with the Ogre Butcher, but failed to run them down as they fled, whilst the Gorger tore apart my Master Engineer valiantly defending the Cannon. With the Cannon crew wiped out, the beast loped onwards into the squabbling Thunderers...

⚡ THUNDER AND LIGHTNING

The Rune of Wrath and Ruin on the Anvil of Doom is particularly suited to missile-based Dwarf armies. Not only does it inflict D6 Strength 4 hits anywhere on the board, it also halves the movement of the unit it strikes – giving your other missiles troops more time to shoot them. Strike the rune with Ancient Power and you can affect up to three units with 2D6 Strength 4 hits. Devastating!



OGRES TURN FOUR

Phil: I had a nasty feeling that we'd reached the turning point of the battle. Still, there was plenty of game left. Greasus and his lads ploughed into the flank of the Longbeards, great weapons raised. Any other army would have been swept away by all these flank charges, but unfortunately Dwarfs are solid enough to take it on the beard. Meanwhile, the second Gorger, singed and angry, charged the Anvil of Doom with mouth gaping wide.

The lone Butcher, not wishing to replace his active *Trollguts*, cast a *Bloodgruel* to try and get a wound back, but it was predictably dispelled. The Scraplauncher, evidently rattled, scattered badly, and the only casualty this phase was notched up by an eager Gnoblar fighter who managed to get a Dwarf Warrior in the head with something sharp. Boink!

The Combat phase was far better. The Gorger, directing all its attacks at the Runelord, rolled a 6 to wound, promptly tearing off the wise grey head of the centuries-old warrior with his serrated teeth. Ha! No more metallurgic doom for this battle. Sadly the Anvil Guards were Unbreakable, so he'd just have to bite their heads off as well. To the right, his fellow cave-dweller tore apart a couple of the ranked-

LAND SHARKS

Gorgers are Ogres who have been banished to a troglodytic existence in the caves for being born without a belly. Only the strongest survive in the warpstone-laced labyrinths they dwell in. They are perpetually ravenous, these mentally disturbed eating machines, and they often show up at battles, drawn by the smell of blood.

GORGER

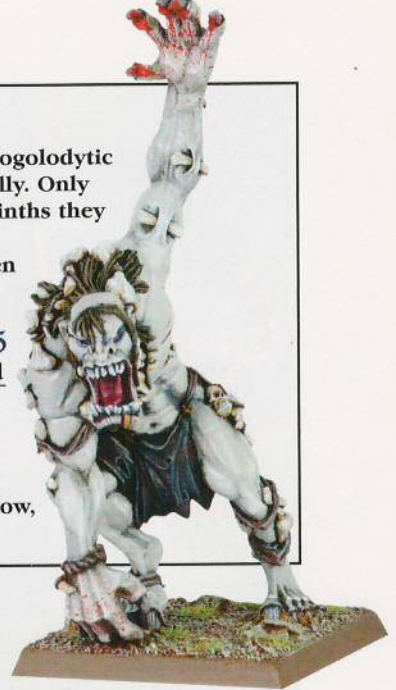
POINTS/MODEL: 75

	M	WS	BS	S	T	W	I	A	Ld
Gorger	6	3	0	5	5	4	2	4	8

Unit size: 1

Weapons: Gaping maw and crusted talons

Special Rules: Cause Fear, Unbreakable, Killing Blow, Bloodscent, Ravenous



up Thunderers, losing the combat but holding fast.

In the centre of the field the Ironguts smashed home, and along with Greasus's mighty sceptre their great weapons made a bloody mess of the Longbeard's flank. Six doughty Dwarfs went down, and the bearded ones lost the combat by eight. Unfortunately, due to the presence of their High King they would rather die to a man than let the Ogres break them – there was a lot of Stubbornness on this battlefield. It looked

like we were going to get our title fight after all...

POINTS TOTAL

Dwarfs: ▲ 1,749

Ogres: ▲ 882



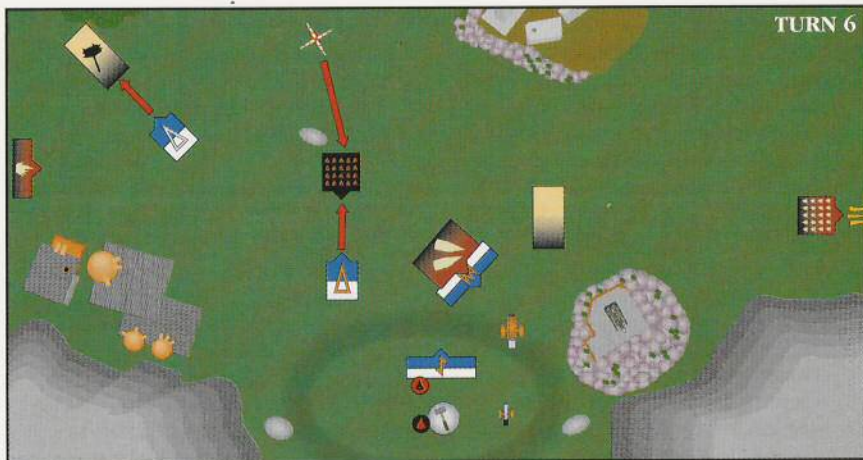
DWARF TURN SIX

Nick: Greasus was still in it, his annoying Regenerate ability thanks to the *Trollguts* spell prolonging his life. Thorgrim had to fend off yet another offer of riches to stop him from hurting the Over Tyrant. But he ignored it. His throne is made of gold already after all.

The Gnoblar unit wedged between the Warriors and Gyrocopter got charged by both. Not a very fair fight, but there was nothing else to put to the axe. The Warriors with great weapons, after their victory against the Scraplauncher, charged the infernal beast-machine, chasing it off the board amidst the manic hooting of its Gnoblar crew. The rest of the Dwarf army was locked in bloody hand-to-hand fighting.

Normally an unimportant part of the turn for Dwarfs, the Magic phase was very significant. Clutching my 2D6, I tried to dispel the *Trollguts* spell that had so dogged Thorgrim's axe. Glory be, it worked. Greasus was at my mercy.

The Grudge Thrower tried a shot at the distant Ogre Butcher and Leadbelcher who had recently rallied on the board edge. The guess was good (a mighty 48", no less), but alas the war machine had other ideas, misfiring again (those crewmen will be shaving their heads and dying their beards orange before the next battle). Predictably the Warriors and Gyrocopter crushed the Gnoblars, running them down as they fled. The Thunderers and Anvil Guard held on against the Gorgers (though one of the Anvil Guards got munched) who were doubtless using axe hafts as toothpicks, there was so much Dwarf flesh between their teeth. But then, Greasus's moment of destiny.



Greasus only had one wound left, in spite of his regenerating antics. Thorgrim struck and, praise Grungni, the Over Tyrant was at last slain! Greasus's Ironguts still had a fight left in them and mauled what was left of my Longbeards, who'd been little more than spectators for the combat. Despite the casualties, the Dwarfs won, but the Ironguts held, so the battle continued. I only hoped Thorgrim could smite them as he had everything else.

OGRE TURN SIX

Phil: Greasus had finally bitten the dust, but there was still a chance to run Thorgrim down with the remainder of his unit. The Butcher on the right flank rallied, Leadbelcher in tow, ready to salvage some Victory Points if nothing else. He slung a *Braingobbler* at the Warriors on the right flank, hoping to panic them, but Nick laughed it off. Leadership 9 on basic warriors – as good as most races' generals!

The Combat phase saw the Gorgers fail to kill off their opponents. One Anvil Guard still stood, and the Thunderers continued their stalwart defence. Thorgrim caused a mighty six wounds on the Ironguts, though they snuck one past the king's saves in return. However, when all looked lost, they regenerated four of the wounds. They'd won!

With nine hundred Victory Points at stake, Nick had to make a very important Leadership test, albeit on a Stubborn Leadership of 10.

Guess what? That blasted Dwarf wouldn't budge. Game over!

POINTS TOTAL

Dwarfs: ▲ 2,441

Ogres: ▲ 1,077

RESULT: SOLID VICTORY



HAIL TO THE KING!

Thorgrim Grudgebearer is one of the toughest characters in the entire Warhammer World. Borne aloft on his Throne of Power he has an extra four veteran attacks and a mammoth 7 Wounds. The Armour of Skaldour gives him a 1+ Armour Save and a 4+ Ward Save, making him almost indestructible.

In combat, the High King is fierce. His characteristics are already impressive but with the Axe of Grimgnir, wounding on a 2+, dishing out D3 Wounds per hit and ignoring Armour Saves, he's a nightmare. He's immune to Fear and Terror too, and Stubborn. He's also got the Great Book of Grudges which means he re-rolls missed hits in the first round of a combat against any opponent. Grrr!

BELLY FLOP

Phil: Ouch! Though my Ogres gave a good fight, the stunties did exactly what they are famous for (stubborn little tanks that they are) and grimly fought on in the face of overwhelming force to win the day through sheer determination. I put the result down to four distinct factors; unusually for this kind of match-up, none of them involve artillery.

- The Anvil of Doom, albeit indirectly, changed the course of the game when it allowed a badly out-of-position Thorgrim to countercharge my Hunter. If the hairy great goat hadn't have fallen to Thorgrim's Anvil-powered escapades I'd have neutralised or killed all of the Dwarf shooting units by turn four.
- Thorgrim, the one-man army, his big stick and his magic diary. He cost nearly a third of the Dwarf army's points but earned his keep. Clearly our only real candidate for man of the match.

GRUDGE PAID IN FULL

Nick: I've never played Ogres before and here I was going toe-to-toe with the author of the army book and on more than one occasion I feared another beating was in the offing. I have to admit, I thought the artillery was going to save me. But some dodgy dice rolling left it a little flat – although the Thunderers performed well. But it was really Thorgrim and his Dwarf warriors that won the day. They took their beatings well and dished them back out with interest. It just goes to show that Dwarfs really are some of the toughest nuts to crack, even with a sledgehammer force like the Ogres.

Here are a couple of Ogre factors that significantly affected the game:

- *Trollguts* is an absolute nightmare. Without it, I would've killed Greasus twice over. He regenerated a total of 7 wounds! Had I defeated him

- The way Nick handled the Ogre Magic phase – although I got a few key spells through and managed to bolster my units here and there it just wasn't enough.

- The Dwarf infantry held due to their Stubbornness and the best Armour Saves points can buy. Damn but they're tough – I was beating those Longbeards by 8 or 9 points of combat resolution and they didn't budge an inch.

I think Nick was unlucky with his artillery – he could have reaped a fearsome toll in the first two turns even though I was going hell-bent to neutralise his firebase. Unlike some shooty armies, it is far from over when the enemy reaches the Dwarf lines. Even the basic infantry proved too hard to best, with Ogre clubs bouncing off shields and heavy armour all over the place. Hats off to Nick and the stunties, though I can always content myself with the fact Mr. Kyme described our practice game as 'getting a right tonking'.

earlier, or been in a better position to fight then Thorgrim could've turned his attentions elsewhere. My advice, dispel *Trollguts* at all costs!

- Gorgers are tough. Though they stumbled after slaying the Cannon crew and master Engineer, they neutralised my Thunderers and killed off my Runelord. There were certainly a few sweaty moments fighting against them.

Phil quite graciously said I was unlucky with my artillery, and I guess that was true. But their relative ineffectiveness was also down to his cunning tactics. You really can't ignore war machines with the Dwarfs. I had a bad day at the office with them but they still inflicted some hefty damage, so Phil was wise to confound them.

The end result probably belies the closeness of this game. Had Thorgrim

Next time I think I'll just feed Thorgrim a few hundred Gnoblar to keep him busy whilst the big lads get on with the real work!

IF I HAD A HAMMER

Phil: I think Nick played this one very well, so I'm hard pressed to pick fault in his strategy. If I were to go for one bit of advice it's don't hit the Anvil so hard! In my experience with playtesting the thing it's unwise to use its Ancient Power ability unless you REALLY need to – though the rewards are high the risks are just too great. Nick was lucky to escape with a mild misfire in the early game but just think what he could have achieved with another two turns of Anvil-inspired mayhem! I shudder to think...

failed one of his numerous Break tests then the outcome would look very different; same too if the Hunter had made it through to the rest of my war machines. Until we meet again on the field of battle, Mr. Kelly.



DWARF OF THE MATCH

Thorgrim Grudgebearer

TAKING THE BULL BY THE HORNS

Nick: Phil played well, but I guess the assault on Thorgrim was optimistic. It meant he could really punish the Ogre units that mattered and reap the most Victory Points. The Overtyrant was also woefully outclassed by him. I would also risked the Scraplauncher a bit more. The Rhinox is pretty hard, combined with a Bull Charge it could have cracked the Dwarf armour that vexed Phil so. His reticence to commit it is understandable though, given its demise to the Grudge Thrower in the first turn of our practice game. Phil played well, thwarted only by the real difference in strength in our armies – the Dwarfs had Thorgrim Grudgebearer and the Ogres didn't.

Thorgrim sat alone in the half-darkness, a flickering lantern flame the only source of light. It accentuated the lines in his ancient, weathered-beaten face and threw long shadows like daggers across the pages of the Dammaz Kron, over which he pored.

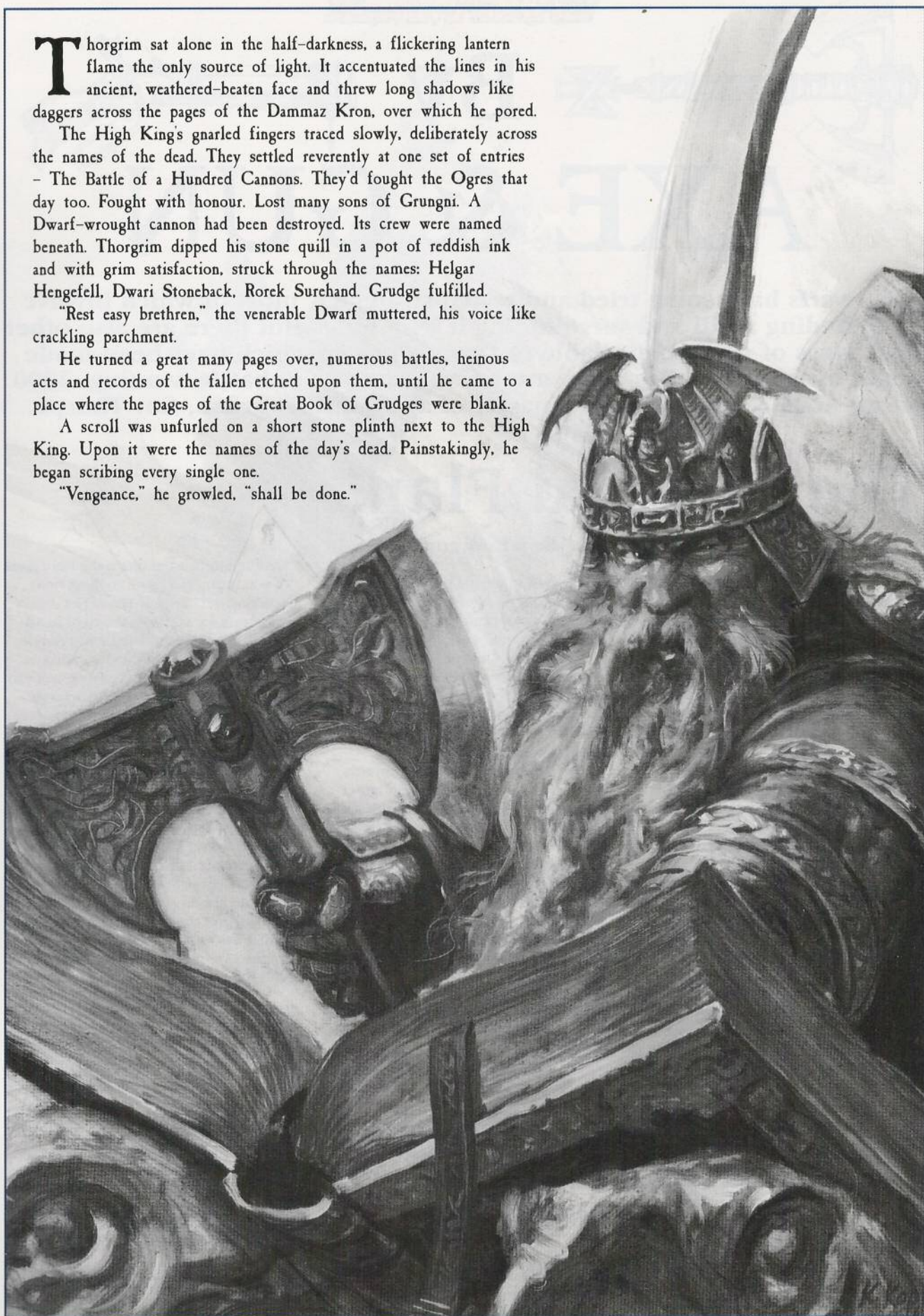
The High King's gnarled fingers traced slowly, deliberately across the names of the dead. They settled reverently at one set of entries – The Battle of a Hundred Cannons. They'd fought the Ogres that day too. Fought with honour. Lost many sons of Grungni. A Dwarf-wrought cannon had been destroyed. Its crew were named beneath. Thorgrim dipped his stone quill in a pot of reddish ink and with grim satisfaction, struck through the names: Helgar Hengefell, Dwari Stoneback, Rorek Surehand. Grudge fulfilled.

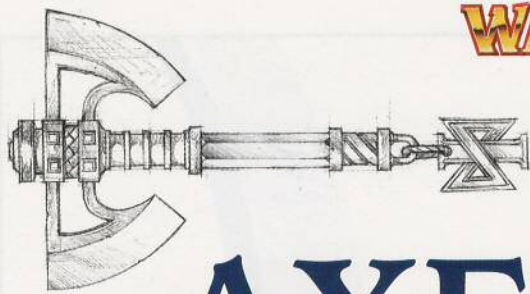
"Rest easy brethren," the venerable Dwarf muttered, his voice like crackling parchment.

He turned a great many pages over, numerous battles, heinous acts and records of the fallen etched upon them, until he came to a place where the pages of the Great Book of Grudges were blank.

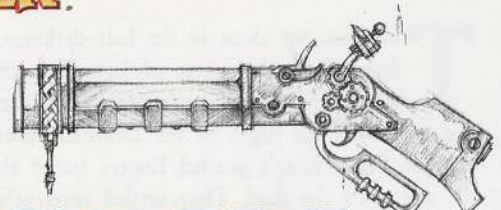
A scroll was unfurled on a short stone plinth next to the High King. Upon it were the names of the day's dead. Painstakingly, he began scribing every single one.

"Vengeance," he growled, "shall be done."





By



AXE & GUN

Dwarfs have some tried and tested strategies, most of which involve finding a hill and surrounding it with guns. But there are also other ways of warfare available to them, some of which have been made easier by the new rules. Here are a few examples of battle-winning, 2000 points armies created by the master of all things Dwarfish, Gav Thorpe.

The Refused Flank

A classic Dwarf tactic for a mixed army of short, hairy grumblers

One of the main features of this army, selected by the author of the Dwarfs book Pete Haines, is that it is a Dwarfs battalion box combined with the new army deal. But what may seem like an army of convenience is in fact a versatile force; one that offers a number of tactical options to the player.

The basic strategy of a mixed Dwarf army is to use missile fire to batter the enemy units as they cross the field, and then move forward and engage the tattered remnants with your dedicated close combat units. There's one particular strategy that really helps you achieve this, given that Dwarfs aren't the speediest of armies – the Refused Flank.

Funnel your enemy

The premise of the refused flank is to ignore half of the battlefield and force your opponent to fight on a narrower front. This is very important for Dwarfs, as they can frequently get outflanked, and their low movement rate means that units can't quickly redeploy from one part of the battlefield to another.

The Refused Flank gets around these difficulties by anchoring one flank against the edge of the battlefield while using close combat troops to protect the other. There are few armies willing to attack ranked Dwarfs head-on, but if you use the Refused Flank properly, you offer them little other choice.

Create a zone of death with your missile troops and war machines at the

left edge of the battlefield. Good placement of the Organ Gun is important here, as it can devastate tricky units such as skirmishers.

Placing the Organ Gun amongst your missile units does not restrict its field of fire much and allows it to cover the flank of your combat troops effectively, whilst gaining some protection against charging.

Placing the cannon as far towards the flank as possible will give it better shots against targets such as single ranks of knights or fast cavalry, because it forces these units to keep the cannon in their front arc to minimise casualties. The cannon is also the best place for your Master Engineer in this set up. He allows you to protect this vulnerable flank war machine with an entrenchment and his presence.

Advance!

With your missile troops and war machine battery making a mess of

anything in front of them, the right flank of your army can move to meet units avoiding the barrage. The Slayers are a good unit for securing the right hand end of your line, and since you're not really worried about them winning as much as slowing up the enemy, you can deploy them in quite a wide frontage. Your opponent will be pretty unwilling to commit an expensive unit against the Slayers, but if he does, hold the Warriors with Great Weapons close at hand.

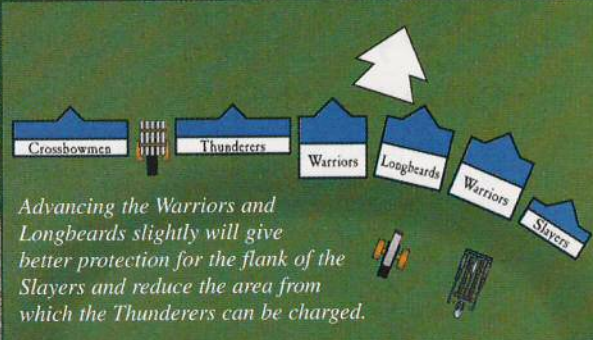
Between the Slayers and the missile troops, you should endeavour to force your opponent onto your axes in close combat, where your Dwarfs are more than capable of handling themselves. With the Battle Standard positioned centrally for those important Break test re-rolls, and the General close at hand too, it has to be something pretty impressive to break through a Dwarf unit from the front.

And if it is powerful enough to do that, then why haven't you flattened it with your cannon?



Dwarf Lords and Thanes are very resilient in combat and are best at the centre of your line, where they can meet threats head-on.

Volgrim's Steelfists



Volgrim Jormgard	132 points	20 Warriors	225 points
Thane with shield, Rune of Stone, Master Rune of Flight and Rune of Cleaving		Great weapons, Veteran, Musician and Standard Bearer	
Hrafn	95 points	16 Thunderers	249 points
Runesmith with a Rune of Spellbreaking		Veteran, Musician and Standard Bearer	
Kranden Klinkagrul	120 points	16 Quarrellers	201 points
Thane with Battle Standard, Rune of Stone and Master Rune of Swiftess		Veteran, Musician and Standard Bearer	
Brugvald	89 points	9 Slayers	132 points
Master Engineer with handgun, pistol and great weapon		Giant Slayer, Standard Bearer and Musician	
16 Longbeards	247 points	Cannon	100 points
Shields, Veteran, Musician, Standard Bearer and Rune of Courage		Rune of Reloading	
20 Warriors	205 points	Grudgethrower	85 points
Shields, Veteran, Musician and Standard Bearer		Rune of Burning	
		Organ cannon	120 points
		Total	2,000 points

Guns, Guns, Guns

Why bother hitting things when you can blow them up at a safe distance?

This army relies purely on shooting prowess to eliminate the enemy. Although it is effective it is very much the one-trick pit pony, and can run into problems against fast moving armies or when fighting armies with several units with special deployment rules.

Effective shooting starts with good deployment, because if you have to move your units around then you reduce your missile fire.

The inability of shooting-heavy armies to redeploy effectively during the game makes the inclusion of the Rangers essential. Not only can you see where the enemy is before placing them on the table, but Rangers can be deployed as a wide missile unit; or they can be fielded in ranks and trust great weapons to do the damage. Or both.

There's a Movement phase?

The chances are that the enemy will try to get across the battlefield. The longer you stop this happening, the more damage you'll do.

Enter the Gyrocopter. Its speed makes it perfect for getting into annoying places that are going to stop

the enemy marching. Don't be afraid to run away when charged – the new, improved Gyrocopter can move on the turn it rallies in a similar way to Fast Cavalry. Remember that its average flee distance is 10-11", so watch out for flyers and fast cavalry.

Orange and deadly

The lone Dragonslayer is almost as good as the Gyrocopter for giving opponents headaches. The freedom with which he can slip around units or through terrain means that you can get him into position to threaten several units.

Remember, he's not there to win, he's there to die heroically, holding up a unit or two in the process and allowing you to fire at other targets. That said, he doesn't do very well against heavily armoured units or enemy characters.

Choosing your targets

In each Shooting phase you should have a priority list of targets. Your army isn't going to win simply by shooting at anything and everything.

First off, shoot the fast ones. Flyers and cavalry can get to your lines quickest, and even if they might not break you in combat, they can stop a

unit shooting while their friends arrive. The next big threat is enemy war machines, which can threaten your own artillery. Cannons excel at targeting war machines because they don't randomise their hits, so get rid of these quickly.

But do your maths! One model killed can be enough to reduce a unit's rank bonus by a point, a few models might rob them of an Outnumber bonus. Also, against armies with 7 or less basic Leadership, it's better to cause two or three Panic tests than it is to wipe out a single unit. A fleeing unit can panic other units and you can always chase it down with the Gyrocopter!

Getting a bit tricky

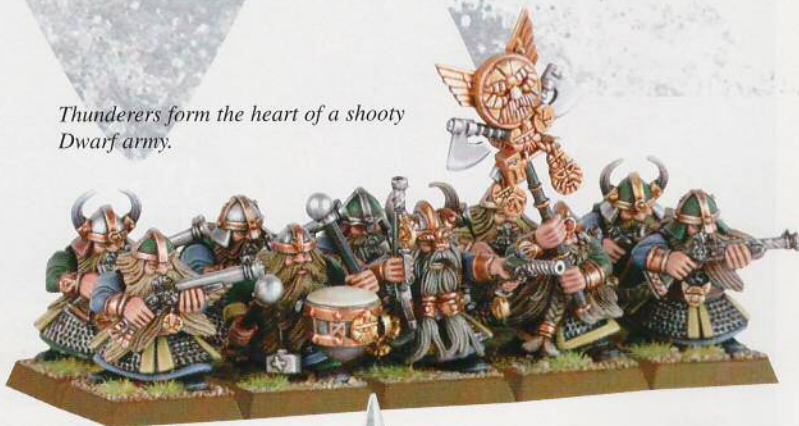
There are a few tricks up the sleeves of this army. Firstly, there's the Anvil of Doom. The most obvious use is the hits inflicted by the rune of Wrath and Ruin. Don't get carried away and try an ancient power every turn, that's a sure way to break your ancient heirloom.

As you are blasting him to pieces, your opponent may well forget that you also have the rune of Oath and Honour, so you can surprise him with a 12" sprint from the Dragonslayer, or catch him unawares with ranked-up Rangers.

The war machines with runes on have magical attacks. This makes life difficult for ethereal creatures and daemons.



Thunderers form the heart of a shooty Dwarf army.



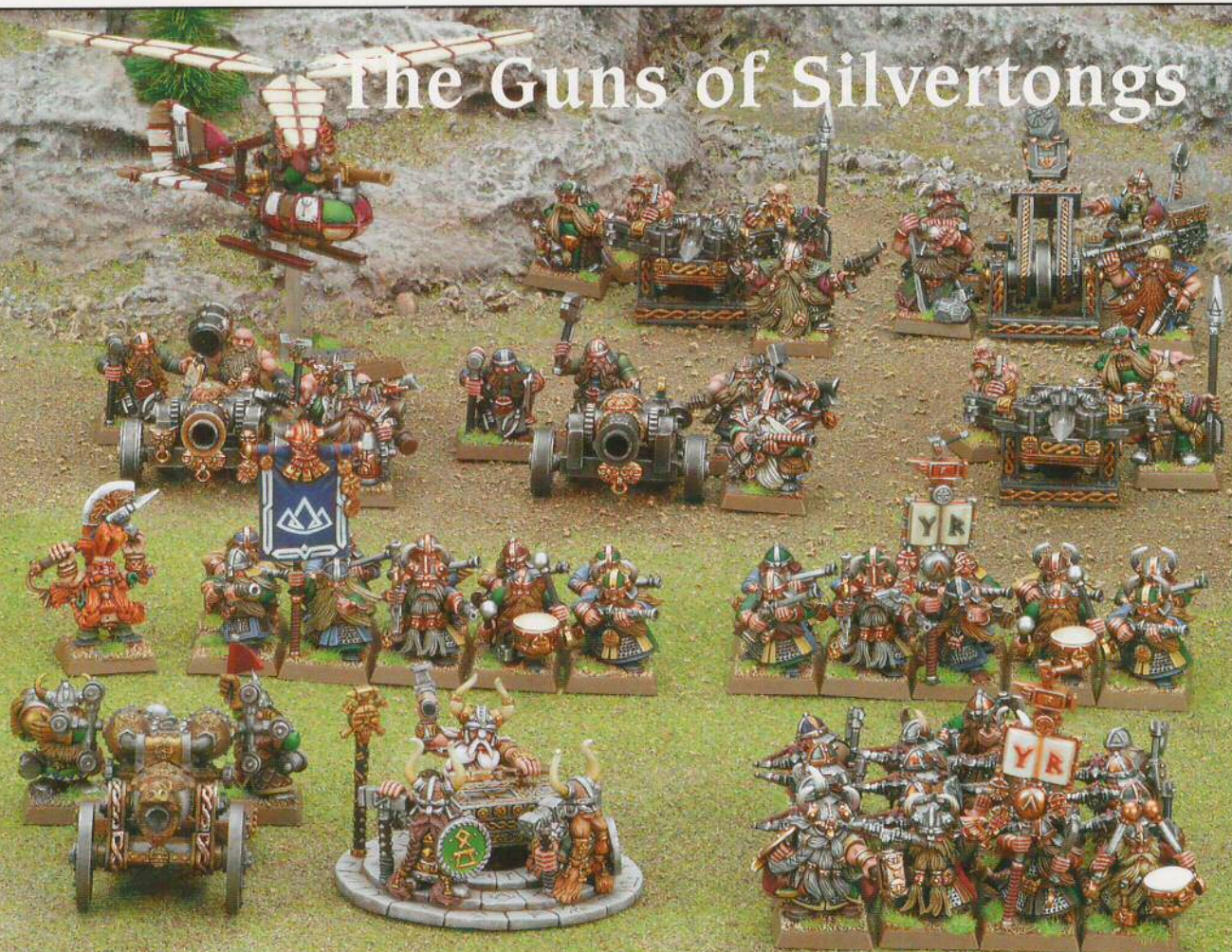
Flame Cannons are useful as much for their panic-inducing attacks as they are for the casualties they cause.



Should a unit get around the flank of this army, they won't be able to resist the easy points from the Bolt thrower. Then BOOM! 2D6 Strength 4 hits from the Rune of Immolation.



The Guns of Silvertongs



Skobi Silvertongs 365 points
Runelord with Rune of Spellbreaking, Master Rune of Dismay and Anvil of Doom

Arulf Gandrin 112 points
Thane with shield, Rune of Brotherhood and Rune of Fury

Barak Grobidrengha 125 points
Dragonslayer with Master Rune of Swiftiness and two Runes of Fury

10 Thunderers 165 points
Veteran, Musician and Standard Bearer

10 Thunderers 165 points
Veteran, Musician and Standard Bearer

16 Rangers 249 points
Crossbows, Veteran, Musician and Standard Bearer

Cannon 140 points
Engineer and Rune of Forging

Cannon 105 points
Engineer with handgun and Rune of Fortune

Bolt Thrower 75 points
Master Rune of Immolation

Bolt Thrower 90 points
Engineer and Master Rune of Skewering

Grudgethrower 125 points
Engineer with handgun and Rune of Accuracy

Gyrocopter 140 points

Flame cannon 140 points

Total 1,996 points



Without a hill, your line risks becoming stretched, making the units unable to support each other. In this situation it is better to concentrate your war machines in support of each other.



With a hill, the classic castle tactic becomes a viable choice.

Marching Axes

Sometimes, a sharp object to the head is the only way to resolve a grudge

I've long been an advocate of the assault Dwarf force. The enemy are going to be faster than you anyway, so just get stuck in rather than let them pick all the fights. Strollaz' Rune enables you to do this.

Character delivery

Dwarf characters are hard as nails in close combat, and most opponents will avoid them or attack their unit with overwhelming odds.

The Dwarf Lord in this force is formidable indeed, and will even give a Khorne Chaos Lord or Blood Dragon Vampire Lord a run for his money. Against almost any model he will be hitting on 2+ thanks to his Rune of Snorri Spangelhelm. Orc Warlords will be crying into their fungus beer when you add in the re-rolls for Hatred! Leading his Hammerers, the Lord forms the point of your attack, and with his bodyguard's Rune of Slowness may even get to charge occasionally. Don't be shy with him, get him stuck into the enemy and force them to fight.

Watch those flanks

The bane of any Dwarf unit is its flanks. Fast cavalry or newly-raised Undead charging into the flank or rear robs them of their combat resolution and puts them at a serious disadvantage. With your army marching towards the enemy host, it becomes vital that you don't make it easy for them to slip around the side of your men.

So, we fall back on the best flank-anchors in the army – the Slayers. Just as they do with the Refused Flank, your Slayers are a serious sticking point for an enemy unit and against lighter troops are good enough to deal some serious damage. Use the Slayers a little like an orange-crested sheepdog – herd the enemy into the front of your army.

On the other flank we have the Organ Gun. But surely, you ask, it'll get left behind? Not if you move it along with your units. Only your Gyrocopter is unaffected by Strollaz' Rune, so the Organ Gun can get a free move forward too. This enables you to position it to either pour fire into the enemy

deployment zone, or ward away marauding units trying to approach the flank of your army. And if there isn't anything worth firing at for a turn, move it forward again.

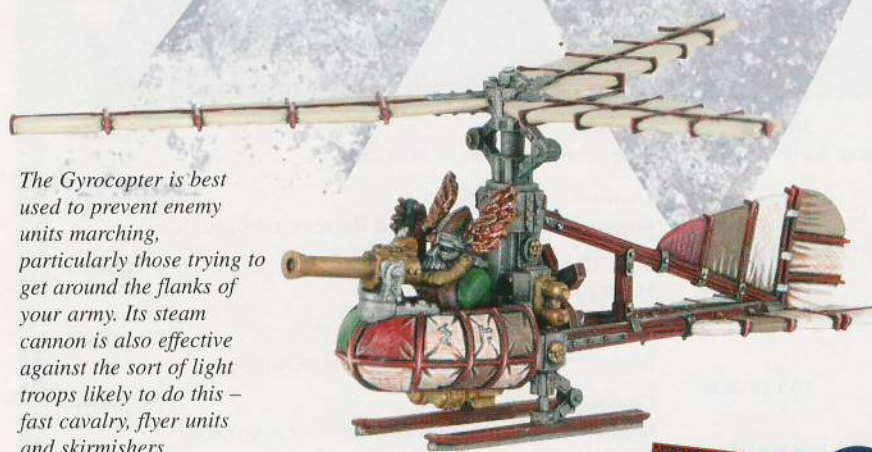
Grind it out

The only army better at protracted combat than Dwarfs are the Undead, but that's only because they cheat and allow the dead 'uns to get back up again. This means that if you can withstand the inevitable charge, it's only a matter of time before you gain the upper hand and force the enemy to start taking Break tests.

With this army it is vitally important to keep your Gyrocopter alive if possible. This is because your reduced pursuit move means that even if you win a combat there's a good chance the enemy will get away and have a chance to rally, especially cavalry and flyers that flee 3D6". If you think you are going to win a combat and break the enemy, it might even be worthwhile charging in with the Gyrocopter in that turn, to get yourself a useful pursuit move.

Keep pushing forward and always pursue unless you would get suckered into a really obvious counter-charge. Even without your rank bonus your blocks of infantry can hold their own against skirmishers and fast cavalry, even when charged in the rear.

Without high mobility troops you have to be aggressive. There's a chance that when an enemy unit rallies it'll be in charge range next turn (and without a banner if it had one) and you can push them even further back or off the table. If it doesn't rally, have your Gyrocopter handy to chase them down as they flee.

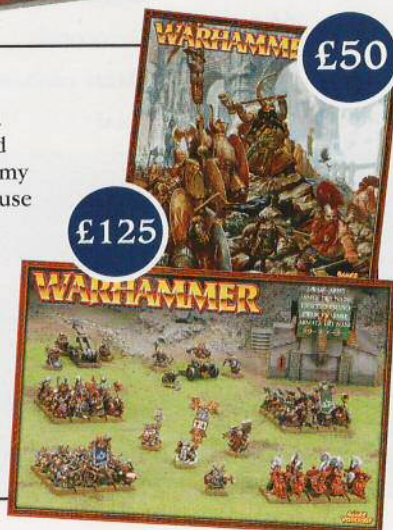


The Gyrocopter is best used to prevent enemy units marching, particularly those trying to get around the flanks of your army. Its steam cannon is also effective against the sort of light troops likely to do this – fast cavalry, flyer units and skirmishers.

Volgrim's Steelfists

You can get this complete 2,000 points army, a special edition standard bearer, army book and make yourself a saving by buying the Dwarf Army set and Battalion set! That's a good thing because Dwarfs hate to be parted from their gold.

GET both the Army set and the Battalion set for Volgrim Steelfists 2,000 points army.

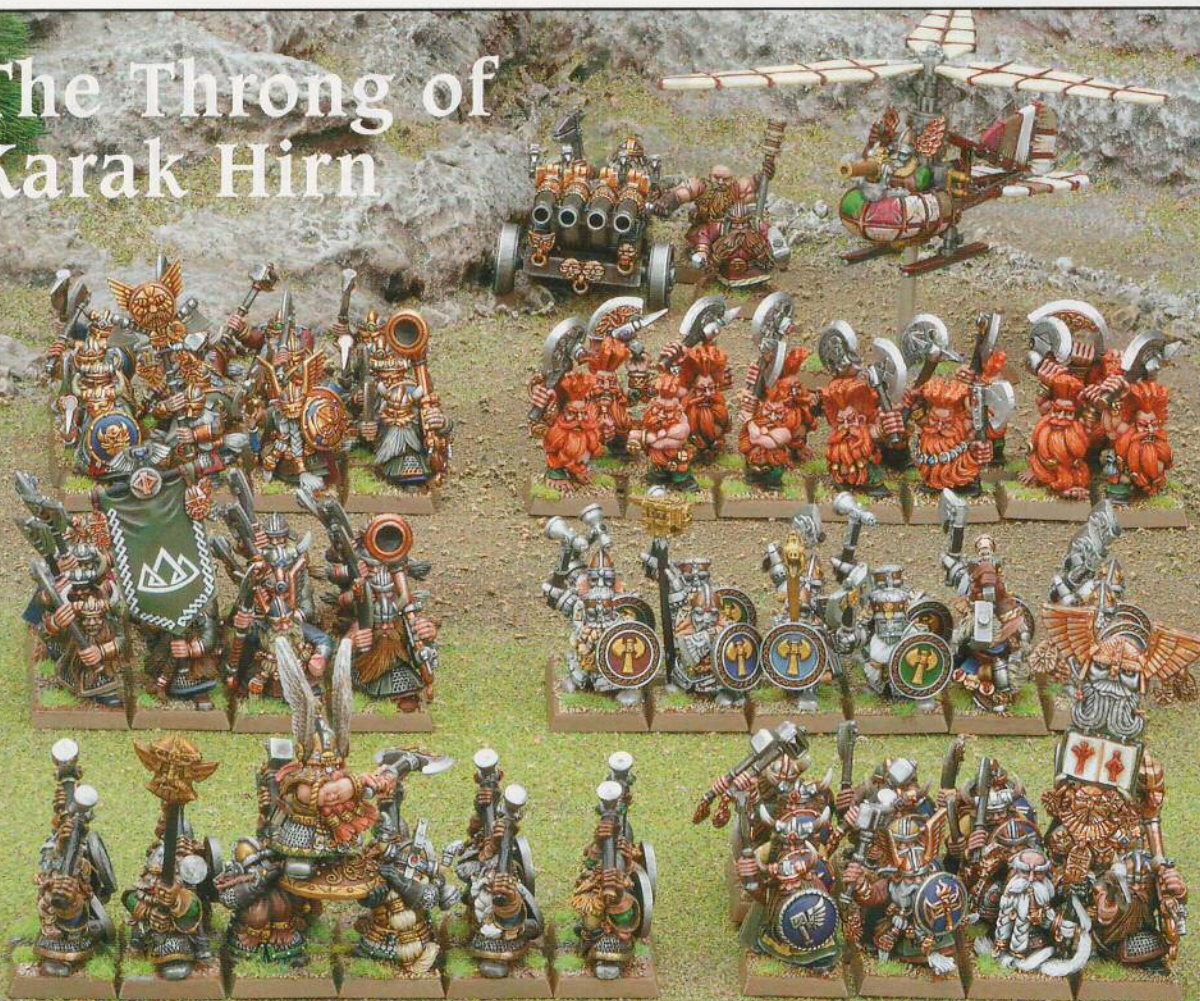


Gav Thorpe

Long-standing Games Workshop chap Gav has been with the company since the 90's, working his way up from

Snotling wrangler through White Dwarf's employ (where he combed beer foam from the venerable beard) to become a trusted Dwarf Thane. He loves Dwarfs so much that it is dangerous to use the word in earshot of him...

The Throng of Karak Hirn



King Alrik 301 points

Lord with Shieldbearers, Rune of Stone, Rune of Preservation, great weapon with Master Rune of Kragg the Grim, Rune of Snorri Spangelhelm, Rune of Fury and Talisman with Rune of Fate

Morgrim the Stout 147 points

Runesmith with shield and three Runes of Spellbreaking

Barthrekki Gunndadram 145 points

Thane with Battle Standard and Strollaz's Rune

16 Longbeards 242 points

Shields, Standard Bearer, Musician, Veteran and Rune of Battle

15 Warriors 150 points

Shields, hand weapons, Musician and Veteran

16 Warriors 185 points

Great weapons, Standard Bearer, Musician and Veteran

11 Ironbreakers 223 points

Standard Bearer, Musician, Veteran and Master Rune of Grungni

13 Trollsayers 143 points

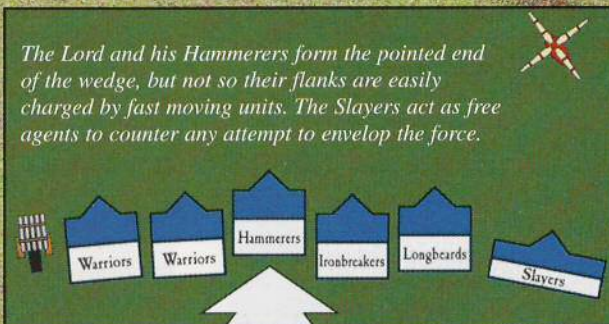
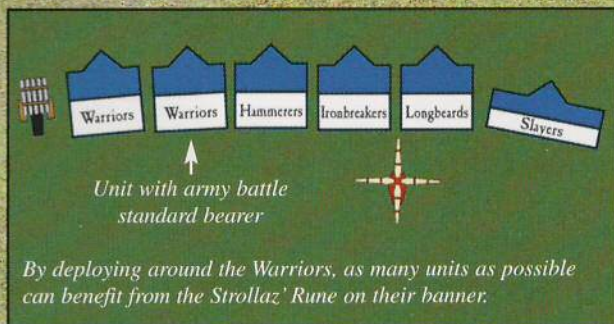
10 Hammerers 204 points

Shields, Gatekeeper, Standard bearer and Rune of Slowness

Gyrocopter 140 points

Organ Gun 120 points

Total 2,000 points





Warhammer Chronicles takes a look at the Warhammer game, examining different ways to play as well as introducing new scenarios, mini-games, and the occasional Regiment of Renown. If you think you have something for Warhammer Chronicles that fits the bill then write to us at the address below.

Warhammer Chronicles
Games Workshop
Willow Road, Lenton
Nottingham
NG7 2WS, UK

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

If you want to try out any new rules included in Warhammer Chronicles, always remember to agree with your opponent that you are going to use them well before the game.

WARHAMMER

CHRONICLES

SMALL GAMES

In the Studio we've recently been playing lots of 500 points games, quick contests of might that have their own set of challenges and tactical puzzles to crack. Jervis Johnson explains why small is beautiful.

Jervis: A couple of months ago I described in a battle report how it was one of the first games of Warhammer I'd played for some time. I had a great time, and I determined then to play more battles. However, I also decided I should start off with small games so that I could relearn the intricacies of the rules (it really had been a long time since I last played!). A bit later I was chatting to an experienced Warhammer player about small games. I was surprised when he told me, "But Jervis, small games don't work all that well. Here, try the house rules we use to make them more balanced and fair..." I was surprised, as I had already played a 500 points game with Alessio Cavatore, and neither of us felt that it hadn't worked.

I went to Alessio with my friend's house rules, which made us look closely at the Warhammer rulebook. What we realised was that the rules do seem to imply that games of around 2,000 points are the norm. This was purely accidental, and had come about when we set 2,000 points as the size of game used in our tournaments because we felt that it was the largest game that could be played to a conclusion in the couple of hours allowed for each round. In fact the Warhammer rules are designed to work for games of about

500 points or higher, not straitjacket players into playing one style of game. We also realised that pretty much all of our playtesting of new army lists was carried out with armies of 2,000 or 3,000 points. This raised a worrying point: how well did the army lists work if you did play games of less than 2,000 points? Did they in fact work at all? Well, there was only one way to find out, and that was to get people playing small games. What we found was that though small games work fine, they feel different to larger games. I think it is this that had caused my friend to come up with his house rules; in effect he was trying to make them play in the same manner as a tournament game.

All this is a long-winded way of explaining why we're presenting this Warhammer Chronicles. We realise that we've been guilty of concentrating on 2,000 to 3,000 point games of Warhammer in White Dwarf, when what we should really be doing is exploring the full breadth of the Warhammer hobby. We're going to make sure future articles and battle reports in White Dwarf look at all styles and sizes of game, from compact 500 points games right through to 5,000 points+ monster games. In the meantime, hopefully these army lists will inspire you to try a few small games out yourself.

TACTICS

Shock Value

There's not much in life more fun than taking a unit of heavy cavalry in a 500 points game. It comes with a risk since, metaphorically speaking, you're putting a LOT of eggs in one basket, but assuming you don't get cannoned, stone throwered or ratling gunned to death – it tends to pay off. Empire Knights, for example, cost just 155 Points for a unit of five with full command. Lead them with a cheap Captain, and away they go.

Since most players take smallish, cheap units in games of this size, something like heavy cavalry can really make a world of difference – smashing apart all but the most determined regiments. Try it and see.

Adam Troke

SMALL GAME? YOU NEED...

Fast Cavalry

With an empty field, fast cavalry come into their own, being able to harry the foe with little fear of being engaged in combat. Many Fast Cavalry units also have additional abilities.

Special Rules: Can move and fire; fire all round; can move if they rally the turn after choosing to flee.

Drawback: High points cost; many types fragile in combat.



Stubborn Troops

Troops like these Black Guard are extremely difficult to break, meaning they are very likely to blunt your opponent's assaults.

Special Rules: Always take Break tests on unmodified leadership.

Drawback: High points cost.

HEAVY INFANTRY

Infantry equipped with hand weapon and shield can survive a great deal of punishment, especially if they are clad in heavy armour like these Dwarfs.

Special Rules: +1 Armour Save

Drawbacks: Use of a shield and hand weapon precludes the use of other weapons' special rules.



RATTLING GUNS

The meanest war machine in the game gets meaner in 500 points games. Don't take two if you want to keep your friends.

Special Rules: D6 multiple shot weapon that keeps on firing until it rolls the same result twice.

Drawbacks: It can make as big a mess of your army as it can of your opponent's!



TACTICS

Young Guns

In an Empire army of any size, your first port of call ought to be Pistoliers. These guys are a bargain at 19 points and can excel in almost every battlefield role you can think of. They're Fast Cavalry, so they can easily get around the enemy's flanks or rear for that all-important combat bonus. They can put out enough Strength 4, -2 Armour Save shots that no unit in the game can afford to ignore and they can dish out a significant amount of hurt when they charge.

Graham McNeill

Skaven Raiding Party

500 Points



Alessio Cavatore loves Skaven. He's not been playing with them much lately, but recently he dusted off his old force of classic models and rediscovered his ratty passion.

Warlock Engineer

Warp-blades, warp-energy condenser, supercharged warp-power accumulator, Storm Daemon & Warpstone Charm.

5 Gutter Runners

135

20 Clanrats

Musician, Standard Bearer, Clawleader & ratling gun.

2 Globadiers

2 Rat Ogre Packs

185

20

100

Tomb Defenders

500 Points



This is Kyoko Okuda's second army, her first being Lizardmen. Her Tomb Prince leads her Skeleton Warriors in the game, making them a formidable combat unit.

Tomb Prince

Light armour and shield.

Liche Priest

Staff of Ravening.

104

160

16 Skeleton Warriors

Hand weapons, shields, Musician, Standard Bearer and Champion.

10 Skeleton Warriors

Hand weapons and bows.

153

80

Wolf Bandits

500 Points



Guy Haley has been playing with Greenskins for 20 years, and is very keen on all-Goblin armies in small games, as he can take lots of troops of different kinds and still afford to take a couple of heroes.

Goblin Big Boss
Light armour, shield, Wolf and Wollopa's One Hit Wunda.

61

Goblin Shaman
Dispel Scroll.

80

9 Goblin Wolf Riders
Light armour, shields, spear, Musician, Standard Bearer and Wolf Rider Boss.

138

5 Goblin Wolf Riders
Shield, short bow.

65

Goblin Wolf Chariot
Extra Wolf and extra Goblin.

70

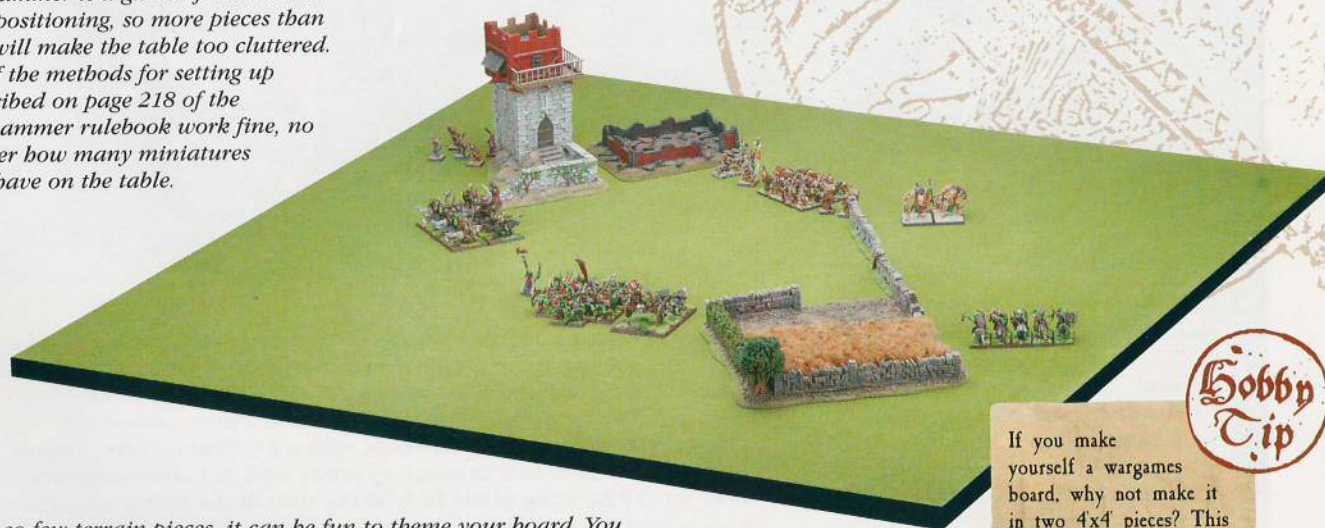
22 Goblins
Shields, spears, Musician, Standard Bearer and Boss.

86

ALL ABOARD

Large games of Warhammer demand battlefields of 6' x 4' or bigger, but when playing games of 750 points in size or less, you may want to play on a smaller, 4' x 4' table.

About three pieces of scenery is perfect for a game of this size. Warhammer is a game of manoeuvre and positioning, so more pieces than this will make the table too cluttered. All of the methods for setting up described on page 218 of the Warhammer rulebook work fine, no matter how many miniatures you have on the table.



With so few terrain pieces, it can be fun to theme your board. You could battle over a farm or inn made up of two buildings and a section of wall, or a Dwarf mining complex consisting of a hill with a minehead in it, a forge and a small watchtower. They add a bit of narrative to a game and can be used as centrepieces for larger battles.



If you make yourself a wargames board, why not make it in two 4x4 pieces? This makes it easier to store, and if you want a small game, you only have to get half of it out.

Brettonnia, Land of Heroes

Mike Mason creates a brand new Bretonnian army from a Battalion boxed set

Mike: The Bretonnians are my favourite Warhammer army. I've always admired the miniatures and splendid colour variations that can be applied to them.

To make things easy for myself and to get best value for money, I bought a Bretonnian Battalion boxed set. This gives a fantastic range of miniatures upon which to base a force. The Battalion includes 16 Men-at-Arms,

16 Bowmen, 8 Knights of the Realm as well as 3 Pegasus Knight – over 650 points worth. I also saved £24!

I wanted to start playing with my army as soon as possible, so I began writing up various 500 points armies, trying to make the most of the miniatures from the box. Bretonnian armies must include one Paladin who must be upgraded to a Battle Standard

Bearer. Whilst this is free it does mean that the Paladin cannot be the army's General, so I needed two Heroes to make the army legal. As I also had to field a unit of Knights of the Realm, I needed to make every point count. I'd have liked to have given my Paladins a Virtue and a blessed heirloom, but my 500 points ran out, so victory will have to be down to their trusty lances.



Paladin 80
Shield, lance, barded Bretonnian Warhorse.

Paladin 74
Barded Bretonnian Warhorse, Army Battle Standard Bearer.

9 Knights of the Realm 240
Musician, Standard Bearer and Gallant.

14 Peasant Bowmen 103
Light armour, Villein, Skirmish.

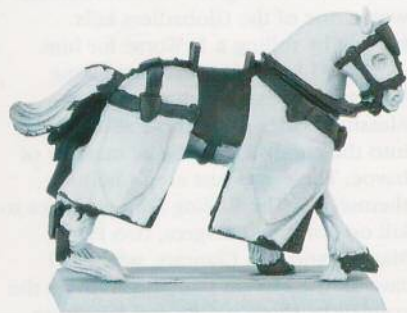
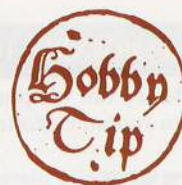
THE 500 POINTS WAR!

My Knights can destroy nearly everything in their path as long as they can keep the initiative and charge the enemy. With my two Paladins in the Knights unit I can deliver a devastating 12 Attacks at +2 Strength! But if they get bogged down in a long combat my chance of winning is lost. However, with a 2+ Armour Save, I think the Knights can handle themselves pretty well. If I also remember to pray for the Blessing of the Lady at the start of the game, my guys also get a 6+ Ward Save.

I need every unit to be flexible, so by paying the extra point per model, I can make the Bowmen skirmishers.

PAINTING BRETONNIAN HORSES

There are lots of horses in a Bretonnian army. Here's how to paint them like Mike's.



- 1** A white base makes the colours brighter. Paint the underside of the barding, armour, leather and hooves in Chaos Black. Next paint the horse Scorched Brown.



- 2** Drybrush the armour Chainmail. Paint over mistakes on the barding with Skull White, as dark spots of Chainmail will show through delicate colours.



- 3** Paint the quarters of the barding with a 1:1 mix of Sunburst Yellow and water, and a 1:1 mix of Enchanted Blue and water. For highlighting, mix your base colours 1:1 with Skull White. Add twice as much water to this mix.



- 4** Carefully cover the horse's legs, eyes and sides with Chestnut Ink. Once that dries, dry-brush the horse's skin Graveyard Earth.



- 5** Dab a tiny amount of Mithril Silver onto the rivets in the horse's leathers, then paint the horse's teeth Skull White. I then painted the shields on the caparison, lining them with Chaos Black.



ON TO 1,000 POINTS

Though it's great fun to play with, the army looks spartan. I wanted to field a small unit of Men-at-Arms but I just couldn't afford them and I can't fit in my three Pegasus Knights either, so I decided to build a 1,000 points army.

The 1,000 point force really makes the most of the Battalion box, using everything up and adding a Damsel, two Paladins and one extra Knight. By building and painting the army up in stages of 500 then 1,000 points I've not wasted any models and put together a flexible force.

Jene de Montfort (Paladin) 125
Shield, lance, barded Bretonnian Warhorse, Virtue of Stoicism and Gauntlet of the Duel.

Francene Chatte (Damsel) 129
Level 2, barded Bretonnian Warhorse, Potion Sacre.

Simon de Montfort (Paladin) 89
Barded Bretonnian Warhorse, Army Battle Standard Bearer, Virtue of Discipline.

3 Pegasus Knights 195
Musician, Standard Bearer and Gallant.

9 Knights of the Realm 240
Musician, Standard Bearer and Gallant.

16 Peasant Bowmen 117
Villein, Skirmish.

16 Men-at-arms 107
Musician, Standard Bearer, Yeoman.

FORWARD TO BATTLE!

To try out his plucky band of Bretonnians, Mike accepted a challenge from Alessio. He'll be fine, after all Alessio's only an Italian ex-tournament champion using an army for which he wrote the rules...

We're playing on a 4' x 4' gaming board. Alessio and I dice off to take turns placing the three pieces of terrain – a clump of trees, a hill and a destroyed building. I win the next dice off and choose to take the edge with the hill and the trees on it as I don't want to give Alessio the opportunity to use either to his advantage.

I elect to have my army pray for the Blessing of the Lady, which means all my troops get a 6+ Ward Save as long as they don't flee from a combat or refuse a challenge fortunately I can't see any of Alessio's Skaven wanting to fight my Paladins in single combat!

Next we take turns to place our units. Whilst I just have two units (my Bowmen and my unit of Knights with the two Paladins), Alessio has loads! Oh my. This is going to be hard. Alessio deploys his Gutter Runners in the clump of trees – far too near my Knights for my comfort.

Alessio takes the first turn. The Gutter Runners move forward towards my Knight's flank whilst the rest of his force advances. Alessio's Warlock Engineer carries a Storm Daemon and a Warpstone Charm, giving him D6 Strength 5 hits which I don't manage to dispel. Can you believe it. My lack of magic may well hurt me in this battle. He rolls a 6 and causes 5 wounds on my Knights. At least my heavy armour and Ward Save count – I save all 5! The

Warlock next decides to use Warp Lighting, unleashing 2D6 Strength 5 hits upon my Bowmen. Five Wounds on my unit and then Alessio rolls a 1 – causing a wound upon the Warlock. The Lady is smiling on me. I just hope she keeps smiling... Oh dear, the Bowmen fail their Panic test and flee 6" towards the table edge.

Thankfully, in my turn I manage to rally my Bowmen and move my Knights away from the Gutter Runners as I don't want to be charged in the flank so early in the game.

My go is over all too quickly, and it is Alessio's turn again. He moves his Clanrats out of my Knights' line of sight. The Warlock detaches from his unit and kills two of my Knights with his pesky magic stick. I return fire with my Bowmen, hitting two Gutter Runners but cause no wounds. I reform the Knights to face the Skaven front on.

Despicable rats! They have managed to get the charge initiative! My cavalry just doesn't have the room to manoeuvre and I'm charged to the front by the Clanrats and to the flank by the Rat Ogres. Curses! Naturally my Bretonnians will not quake before such furry vermin and I stand to take the charge.

The Warlock tries to soften me with Warp Lightning, causing two wounds on my Knights. But I save those. What a pity none of his own troops are wearing so much armour – he kills three of his

own Clanrats and knocks a wound off both of his Rat Ogres! To make matters worse one of the Globadiers kills himself by rolling a 1. Worse for him.

Now I know for sure that eating Warpstone messes with your head – Alessio decides to fire his Ratling Gun into the combat, causing all manner of havoc. These rats just aren't helping themselves. The Ratling Gun manages to kill one of the Rat Ogres, two Pack Masters and two Clanrats, whereas I save all the hits on me. Alessio loses the combat by three points and his entire army flees!

Over the next three turns Alessio rallies his troops, but they are now spread out and my Knights pick them off one by one. I lose my Bowmen to the Gutter Runners, but my Knights finish the game by chasing the Gutter Runners off the table.

Now that's what you get for playing with Warpstone!

Mike Mason

Mike Mason is the head of the UK events team, the fearless band who bring you Games Days, tournaments and other events. There are men like him all over the world, organising amazing Games Workshop days. To find out what's happening in your locality log on to:

www.games-workshop.co.uk/community

TACTICS

Monster Monster!

Fear and Terror-causing units are scary in 500 points games. Even a single Chaos Spawn or a pair of Rat Ogres can make all the difference. Firstly, the enemy's Leadership is likely to be significantly lower. This means more failed Fear tests, handing the initiative over to you. Secondly, there are fewer missile weapons about to ruin your monster's day. Use them as part of a combined charge with a ranked unit and you're home free. Lastly, it looks damn good having a monster or two marauding around as part of your force. Raargh!

Phil Kelly



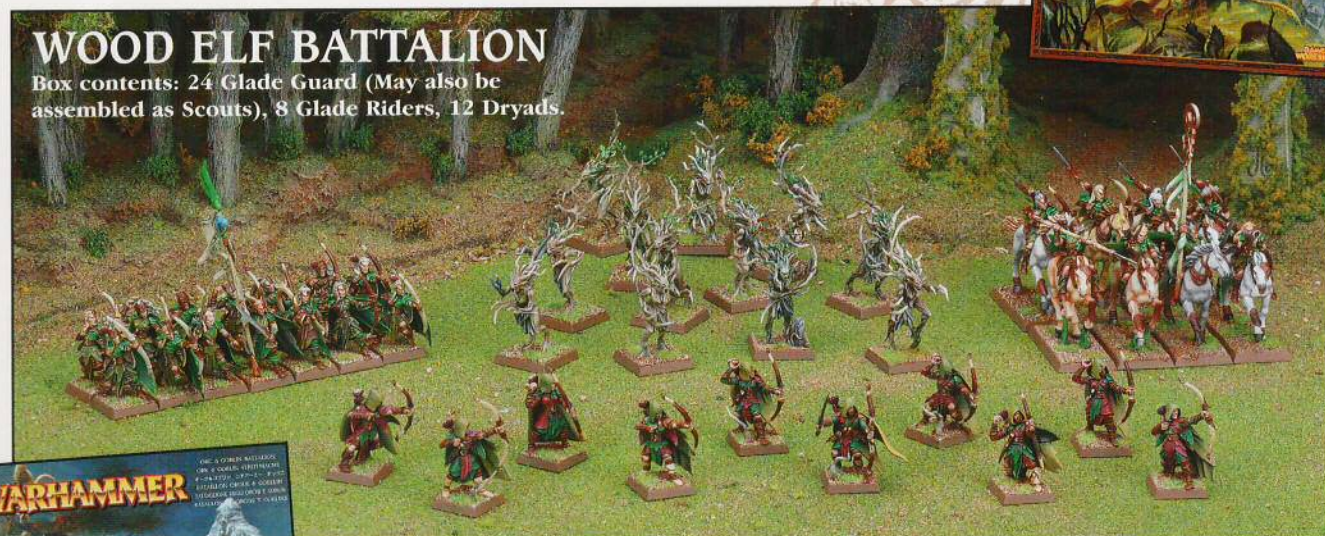
BATTALIONS

Warhammer Battalion boxed sets are the perfect way to start a new Warhammer army. Each contains a wide range of plastic troops that are well suited to forming a 500 points army or the core of a large force. Even better, they offer a significant discount on buying the regiment sets individually!



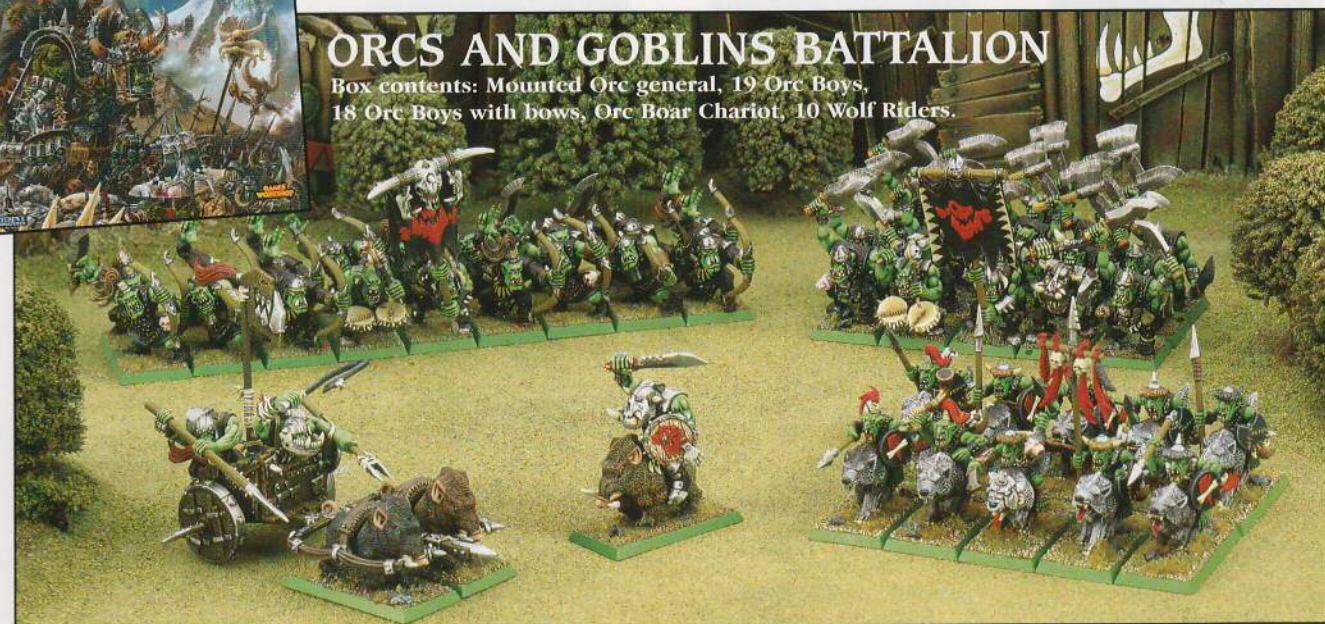
WOOD ELF BATTALION

Box contents: 24 Glade Guard (May also be assembled as Scouts), 8 Glade Riders, 12 Dryads.



ORCS AND GOBLINS BATTALION

Box contents: Mounted Orc general, 19 Orc Boys, 18 Orc Boys with bows, Orc Boar Chariot, 10 Wolf Riders.



Also Available

Bretonnians

16 Men-at-Arms
16 Bowmen
8 Knights of the Realm
3 Pegasus Knights

Skaven

40 Clanrats
20 Plaguemonks
6 Giant Rats
3 Pack Masters
2 Rat Ogres

Lizardmen

24 Saurus
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24 Skinks

Empire

1 Mounted General
12 Empire Knights
18 Soldiers of the Empire
8 Free Company
1 War Machine (made up as either a Cannon or Mortar).

High Elves

16 Spearmen
16 Archers
8 Silver Helms
High Elf Bolt Thrower

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6 Ogre Bulls
4 Leadbelchers
4 Ironguts
24 Gnoblar Fighters

Tomb Kings

3 Chariots
16 Skeleton Warriors
8 Skeleton Horsemen
16 Skeleton Archers

Dwarfs

16 Warriors
8 Longbeards
16 Thunderers
1 Cannon

**£50
EACH**

METAL TECHNIQUES

PAINTING WORKSHOP

Armoured troops feature in many Warhammer armies. Using these methods for metallics can increase the speed of your army painting.

There are a number of painting techniques that can be applied to painting armour. Layering offers the most control, particularly when painting flat metal plates, whilst drybrushing picks out raised edges, which is effective for the textured surface of chainmail. Over the following pages we'll look at using these techniques, drawing upon the wide

range of metal Citadel paints and inks, which are designed to make colouring and shading easy. The new Dwarfs with their intricately decorated metalwork are an excellent showcase for painting metal, but these methods are applicable to all races, and by simply using different colours, mixing and matching them to suit your own painting habits, you can achieve a wide variety of styles.

IRON ARMOUR

DRYBRUSHING



- 1 Drybrush the surface with equal parts Chaos Black and Boltgun Metal.



- 2 Build up drybrushed highlights using Boltgun Metal.



- 3 Drybrush lighter strokes of Chainmail onto the raised detail.



- 4 Apply the lightest drybrush of Mithril Silver.

LAYERING



- 1 Layer the model with a 1:1 mix of Chaos Black and Boltgun Metal.



- 2 Apply Boltgun Metal, leaving the base colour in the recesses.



- 3 Highlight the edges of the model with a thin layer of Chainmail.



- 4 Apply fine lines of Mithril Silver to the edges of the armour.

WASH



- 1 Paint a solid layer of Boltgun Metal onto the metal areas.



- 2 Apply a wash of Black Ink all over the base colour.



- 3 Drybrush the edges of the armour Chainmail.



- 4 Finally, drybrush a Mithril Silver highlight.

HIGH ELF STEEL



- 1 Paint the armour with a thin basecoat of Chainmail.



- 2 Apply a Blue Ink wash.



- 3 Layer on Chainmail, leaving a little of the wash's colour in the recesses.



- 4 Highlight the edges with Mithril Silver.

ORC ARMOUR



- 1 Layer Tin Bitz over the model, leaving the black undercoat showing in the recesses.



- 2 Drybrush with Boltgun Metal, pressing down hard with the drybrush.



- 3 Apply Brown Ink all over the armour, making sure it goes into the recesses of the model.



- 4 Apply a final highlight of Chainmail onto the edges of the Orc's armour by lightly drybrushing it.

SKAVEN ARMOUR



- 1 Paint the armour with a Boltgun Metal basecoat.



- 2 Apply a wash of Dark Green Ink all over the armour plates.



- 3 Lightly drybrush Boltgun Metal onto the edges of the armour.



- 4 Finish off the armour with a light drybrush of Chainmail.

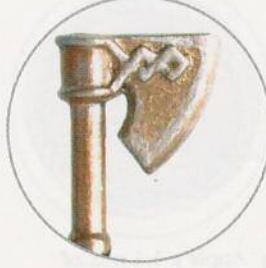
BRONZE



- 1 Paint a Brazen Brass basecoat onto the metal areas of the model.



- 2 Leaving a little of the basecoat in the recesses, layer on Dwarf Bronze.



- 3 Use a 1:1 mix of Dwarf Bronze and Mithril Silver to highlight the metal.



- 4 Finally, highlight with Mithril Silver thinned with a little water.

GOLD EFFECTS

DRYBRUSHING



- 1** Paint Brazen Brass onto the metal areas.



- 2** Heavily drybrush Shining Gold onto the model.



- 3** With a 1:1 mix of Shining Gold and Mithril Silver, drybrush lightly.



- 4** Drybrush Mithril Silver onto the raised edges of the model.

LAYERING ONE



- 1** The base colour here is Brazen Brass.



- 2** Once the dark base colour has been applied, layer on Shining Gold.



- 3** Highlight the gold with a 1:1 mix of Shining Gold and Mithril Silver.



- 4** Apply small highlights of Mithril Silver diluted slightly with water.

LAYERING TWO



- 1** Dwarf Bronze is a good base colour for gold.



- 2** Apply a layer of Shining Gold, leaving the base colour in the recesses.



- 3** Paint the edges of the metal plates using a layer of Burnished Gold.



- 4** Mix equal parts of Burnished Gold and Mithril Silver and apply fine highlights.

WHITE UNDERCOAT



- 1** Paint Shining Gold all over the metal areas.



- 2** Apply a 1:1 mix of Brown Ink and Flesh Wash to the model.



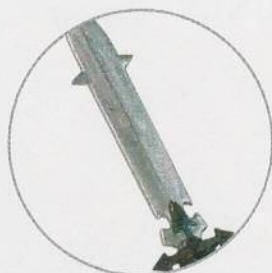
- 3** Once the ink is thoroughly dry, layer Burnished Gold onto the flat surfaces.



- 4** Finally, drybrush it with equal parts of Burnished Gold and Mithril Silver.

MAGIC METAL

INKING



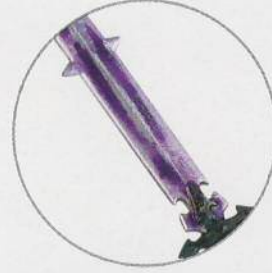
1 Paint the weapon's blade with a layer of Boltgun Metal.



2 Layer on Chainmail, leaving the original colour in the recesses.



3 Apply a wash of Purple Ink over the surface of the blade.



4 Add a little ink to Mithril Silver and apply this mix to the blade's edges.

NON-METALLIC



1 Paint the blade of the weapon with a layer of Regal Blue.



2 Apply Enchanted Blue, leaving the base colour showing at the weapon's guard.



3 Shade the blade of the weapon using a wash of Blue Ink.



4 Using a Fine Detail Brush, paint on stylised lightning flashes of dilute Ice Blue.

SHOWCASE



▲ These Dwarf Ironbreakers wear highly polished gromril armour.



► Ink washes make this Skaven Stormvermin's armour look dull and tarnished.



◀ The layering of metallic paints makes this Silver Helm's armour look clean.



▼ Using different metal effects on Orc regiments emphasises their disorderly appearance.

RISE OF KINGDOMS

WARHAMMER CAMPAIGN WEEKEND



28th & 29th January 2006
WARHAMMER WORLD, Nottingham

What you need to attend:

- A 2,000 points Warhammer army and a 500 points Warhammer Border Patrol force, designed according to the restrictions stated in the event pack.
- The full rules pack is available for download at: www.games-workshop.co.uk/events/diary
- All miniatures must be fully painted and based. All participants must be over the age of 16.
- Attacking Armies – Vampire Counts, Beastmen, Hordes of Chaos, Dwarfs, Dogs of War, Ogre Kingdoms.
- Defending Armies – Wood Elves, High Elves, Bretonnians, Empire, Dogs of War, Ogre Kingdoms.

- Tickets can be purchased from Direct Sales on 0115 9140000.
- Tickets cost £45.

What does the ticket cover:

- You play 5 rounds of Warhammer over two days.
- The ticket includes lunches on Saturday and Sunday and an evening meal on Saturday. It also includes tea and coffee in the morning on both days and doughnuts on Saturday to get you started.
- You also have access to all the Warhammer World facilities over the two days including the new Citadel Miniatures Hall.

FOR FURTHER DETAILS CALL: 0115 91 40000
www.games-workshop.co.uk/events



WARHAMMER® 40,000

SOMETHING A BIT DIFFERENT



One of my favourite armies is my Witch Hunters force. It's a small, elite, highly mobile force and I've been playing the same composition for a while now. I've had no reason to change it – why

should I? It's served me very well over the last year or two.

Yet, I've never got around to adding Arco-flagellants to my army. I've painted up a unit of Sisters Repentia, but rarely use them. The same goes for my Penitent Engine.

But what if I were to play the army using the rules for fighting in a jungle? These have recently been made available as a free download from the Games Workshop website. No doubt the flamers would be as useful as ever, but the tanks might be best left at home in favour of more infantry.

How would the army do in a game using the swamp fighting setting presented in White Dwarf 305 (Actually, I know as I

playtested the rules with them, but bear with me I'm being rhetorical!)

How about a battle set on a daemon world? That isn't a rhetorical question, as Adam Trope has written some rules for fighting in such an environment. Perhaps now is the time to try out those Sisters Repentia, or to take that unit of Grey Knight Terminators I've been meaning to paint since they were released!

What I'm trying to say is, the universe of Warhammer 40,000 is a bizarre and varied place, and I think games should seek to reflect this. Though I'm sure many worlds are flat and green (with two small woods and a hill), many more are dangerous, wild, treacherous, barren, arid, rocky, airless, saturated, gaseous, shifting... or just plain weird! Playing games set in different environments encourages us to look at our armies in a different light, to learn new tricks and to shake things up a bit.

Time to write up some rules for fighting on lighter-than-air floating rock formations in the upper atmosphere of gas giants...

Andy Hoare

☠ CHAPTER APPROVED
DAEMON WORLDS

☠ ARMY SHOWCASE
GEORGE DELLAPINA'S
IMPERIAL GUARD

☠ TACTICA
BLACK TEMPLARS

☠ RISE TO GLORY
THE TALE OF A
BLACK TEMPLAR



Got questions about your army? Find the answers at:

www.games-workshop.co.uk/warhammer40000/

WARHAMMER
40,000



CHAPTER APPROVED

By Adam Troke &
Andy Hoare

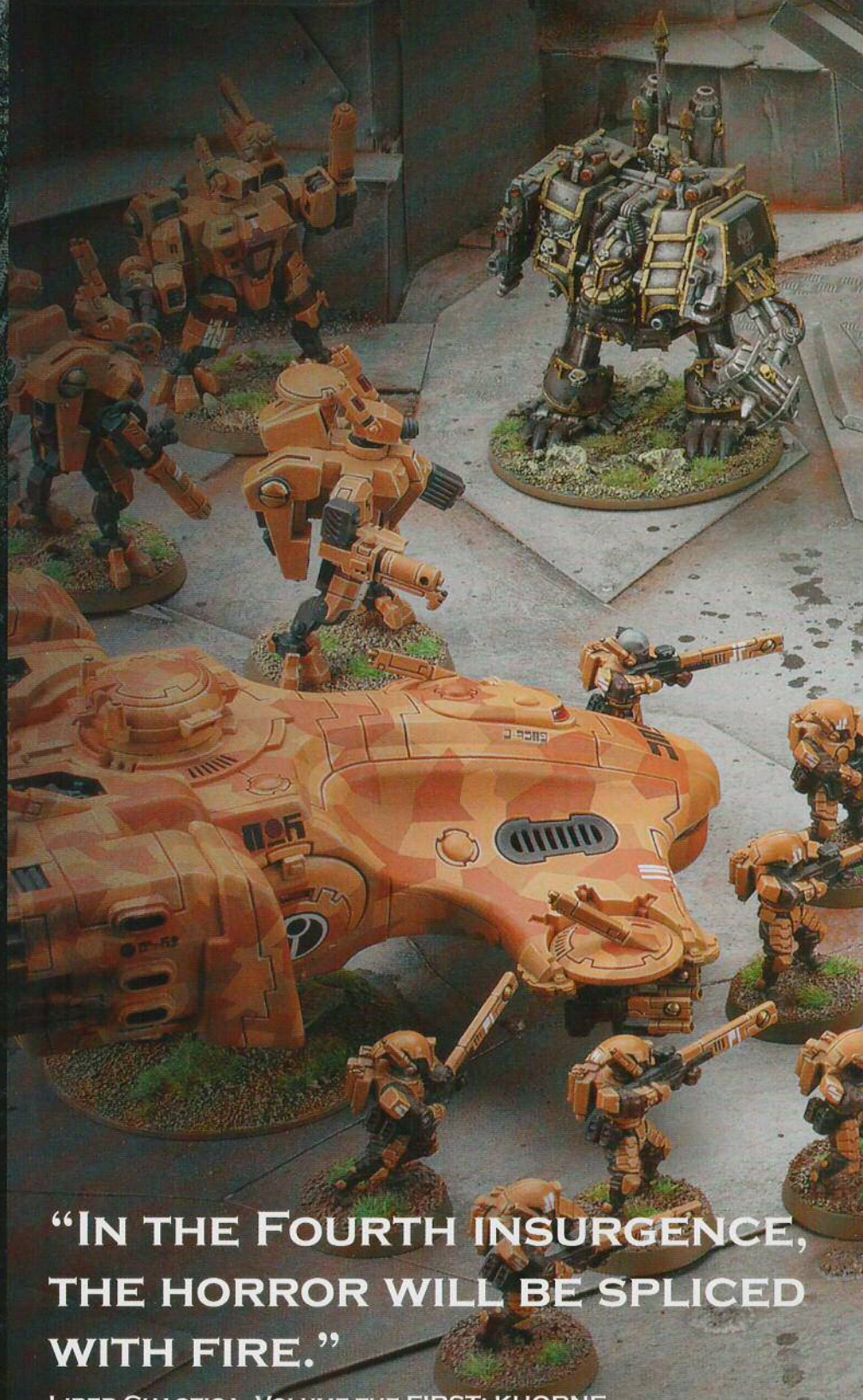
Chapter Approved takes a look at the Warhammer 40,000 games, introducing new scenarios and rules. If you've got something interesting for Chapter Approved then write to us at the address below.

Chapter Approved
Games Workshop
Willow Road, Lenton
Nottingham
NG7 2WS, UK

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

All quotes from Liber Chaotica courtesy of The Black Library.

DAEMON



**“IN THE FOURTH INSURGENCE,
THE HORROR WILL BE SPLICED
WITH FIRE.”**

LIBER CHAOTICA, VOLUME THE FIRST: KHORNE

WORLDS



This month, the notoriously depraved heretic, Scrivener Adam Troke, and his accomplice in heresy Archivist Hoare, provide rules for playing games of Warhammer 40,000 set within the nightmare landscapes of a daemon world.

Considering the millions of worlds within the galaxy, it is unsurprising that some fall fully under the influence of Chaos. Each and every one of these is a vile place lorded over by the damned. On the daemon worlds life is war; war in the name of Chaos. Armies both mortal and daemonic battle together in an endless celebration of strife. The Chaos powers revel in the adoration of their warriors, and savour the blood that is shed

in their honour. Should the pace of conflict slacken, a Chaos Power will invite a rival to invade one of his worlds so that they can enjoy the sport of battle. During these wars of amusement, the Chaos Powers often gamble on the outcome of single combat between two mortal Champions, the wager being possession of the planet itself!

A daemon world close to Imperial controlled space will often find itself the subject of attack by the forces of The

Emperor. Such attacks are often led by the Grey Knights, their special training and abilities meaning that they are the only warriors that can undertake the task and escape with their sanity intact. Other men are often committed in support. These are suicide missions for all but the elite of the Ordos Malleus, but the shadowy figures that order such forays readily commit entire armies of men to insanity, destruction or damnation to fulfil their goals.

FIGHTING ON A DAEMON WORLD – NEW RULES

Playing your games in this environment provides a unique set of gaming challenges and excellent modelling opportunities. These rules are intended to sit on top of any of the normal missions. They significantly change the nature of them, so part of the challenge is figuring out how best to survive and still pound the enemy into the ground. While your own travails with the environment may prove frustrating, watching your opponent's

favourite unit getting slaughtered or driven mad more than makes up for it.

Remember that an army sent to a daemon world is expected to die. In the case of the Imperium, any Guardsmen that survive will be 'purified' anyway. These rules are dangerous. If that bothers you, go and sit in the corner and try to forget what you have read. If not, the Emperor has a use for you...

AREA TERRAIN

All area terrain on a daemon world is considered "Extra Dangerous". Any model that enters it must take one more Dangerous Terrain roll than normal for its type. For example: A bike model driving through a wood on a daemon world will require two Dangerous Terrain tests, rather than one. In addition, area terrain is such terrifying stuff that no models may regroup within them.

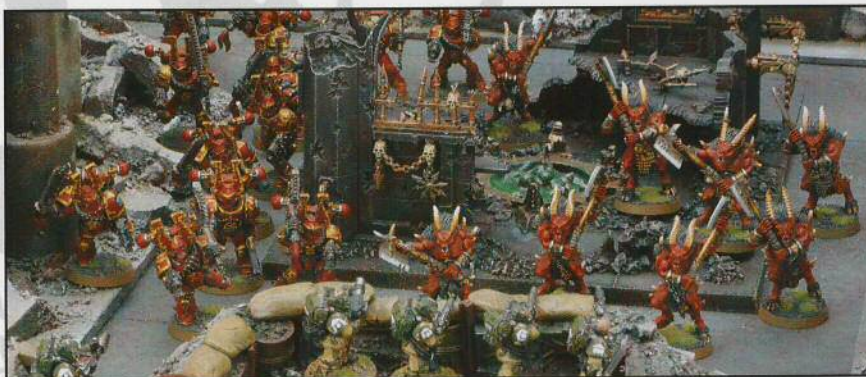


WOODS AND JUNGLES

Living within the wooded areas of a daemon world are twisted creatures dangerous enough to survive the terrible environment. Any model that moves within the wood suffers a Strength 6 (AP -) hit on the roll of a 4+. The owning player allocates the hits. Vehicles take this hit against their rear armour.

BUILDINGS AND RUINS

Echoing with the screams of tormented souls and often still daubed with their remains, buildings on a daemon world are grizzly places ill-suited for the living. All models (except Daemons) that enter a building suffer a -1 penalty to their Leadership. In addition, any unit attempting to move out of the building must take their Difficult Terrain test with one less dice than normal.



SWAMPS, POOLS AND RIVERS

Whatever horrors lurk in the foetid and stagnant rivers of a daemon world are best left undisturbed. The fact that such creatures can dwell within them speaks of their strength and ferocity. Models that enter this terrain must take an Initiative test. If they fail, they are dragged under the surface and devoured. The owning player allocates which models are affected. Models with an Armour Value are considered too big to eat, and suffer from dangerous terrain instead.

LANDSCAPES

Before you place any terrain or forces on the table you need to determine the nature of the daemon world on which your armies are fighting. Simply roll a D6 on the table below (or choose the result you want if you've modelled up a board specifically).

1 Realm of Boiling Blood. A person that lingers too long or treads carelessly on this world risks serious injury from the superheated vitae that bubbles and shifts beneath their feet. Any Infantry model that remains stationary in the Move phase (not counting those locked in assault) must take an Armour Save or suffer a wound.

2 Plaguescape. Blessed (or cursed) by Father Nurgle, this planet is coated in a knee-deep film of pestilent filth. At the start of each player's turn take one Toughness test for each unit on the board – a 6 is always a fail. For each point that the test is failed by, remove one model as a casualty. For units with a mixed Toughness, use the majority. Daemons and models without a Toughness characteristic are immune to this landscape (Models that have the Mark of Nurgle, are not immune).

3 Mutatosphere. The very air of this place blows with the mutating powers of Chaos, the changing powers of Tzeentch overcoming those of weak mind or spirit. Many are the times that friends have turned on each other at the whim of the Changer of Ways. If a unit

takes and fails a Target Priority test, the opposing player may nominate any unit in line of sight as the target instead. This includes friendly units. Daemons are not affected by this landscape.

4 Perversoria. Describing the landscapes favoured by the Dark Prince is a task liable to drive a man insane. Even the strongest willed and most dedicated warriors can find themselves enraptured by its perverse beauty, their sanity slowly rotted away by the tantalising terrain around them. At the start of their turn each player should take a Leadership test for all of his units on the board. If the test is failed, the unit may do nothing this turn. Fearless models are not immune to this effect, although they may re-roll the test if failed. Models without a Leadership characteristic, models locked in assault and Daemons are all immune to the effects of this landscape.

5 Daemonican. This world is so heinously mutated by Chaos and the power of the Warp that the very surface of the world appears alive and suffering. All models (except Daemons) suffer a Leadership penalty of -1 when playing on this landscape.

6 Place of Damnation. The air crackles with psychic discharge and the sky darkens with sinister portents. Fortunately for the armies involved the warping power of Chaos has not yet fully taken hold of this world. No additional effects.

“WE MUST CHANGE, AND CHANGE, UNTIL CHANGE IS OUR MASTER, FOR NO BEING, NOT GOD, NOT MORTAL, CAN CATCH AND HOLD THAT WHICH HAS NO FORM.”

LIBER CHAOTICA, VOLUME THE FOURTH: TZEENTCH.

CHAOTIC MANIFESTATIONS

After both players have deployed, but before the game begins, each player rolls a D6. This is the number of Chaotic 'things' each may place. Each player takes turns in placing a counter anywhere on the table. The other player then rolls a D6 and a Scatter dice and moves the counter the distance and direction indicated.

Each player turn the first unit to move within 6" of each counter may trigger a Chaotic manifestation. Roll on the following table to determine the result. This means that each counter can only take effect once each player turn. Once the manifestation has revealed itself, place an appropriate marker to show what it is.

Chaotic manifestation markers may not be targeted, harmed or removed in any way, they simply represent the potential for something really nasty to happen, rather than something that can be destroyed.



D6 Score Effect

- 1 Strange happenings.** Scatter the counter 2D6 in a random direction, if it leaves the playing area it is removed. No other effect. Roll again on this table the next time a unit moves within 6" of this counter.
- 2 Slaughter beast.** The squad is attacked by a ravaging slaughter beast, and suffers D6 Strength 6 hits (AP-), resolved in the same way as shooting.
- 3 Mind horror.** As the mind horror manifests itself it tears at the sanity of those nearby. The effected unit reduces its Leadership by 2 for the rest of the game. These effects can accumulate. A unit that is permanently reduced to Leadership 0 is destroyed. Daemons, Fearless units and those without a Leadership value are unaffected.
- 4 Blood fountain.** A member of the squad is blasted apart by the raw power of Chaos, his body bursting into a fountain pillar of blood and gore. The controlling player must nominate a single model in his unit. On a 2+ this model is slain.
- 5 The horror.** A phantasm of incredible evil manifests itself with an intense psychic explosion. The effected unit is immediately broken and must make a Fall Back move. Daemons and Fearless units are unaffected.
- 6 No effect.** Thank the Emperor.

THE EVER-CHANGING WORLDS OF TZEENTCH

Worlds ruled by the Lord of Change are incomprehensible places. The towering citadels of powerful sorcerers float on rocky islands high above the ever-fluid land. Landscapes are formed and reformed in minutes, lightning skitters across the ground, rains of brightly coloured liquids fall upwards, and the winds themselves are alive with the hysterical chatter of ensnared souls. What creatures survive upon such worlds rarely hold their shape for long, as constant mutation and evolution are inflicted upon them by Tzeentch's shifting will.

The textured surface of this daemon world was made by gluing textured wallpaper to a baseboard. The electrical effects were painted into the cracks with Royal Blue and Ice Blue paint.



This floating monolith, characteristic of a Tzeentchian world, makes a nice alternative to a hill.



This pool of Chaos was created by cutting a hole out of a piece of polystyrene and then gluing it to a piece of hardwood. The rocks were made from additional pieces of polystyrene, with some Horrors of Chaos used for the pool Daemons. After painting the bottom of the pool, Water Effects was used for the liquid effect of the pool.



THE TOOLS OF CHAOS

Daemons have no choice over what they are. They are created from the very stuff of the Warp, teased from it by the nightmares of the living, or formed by the caprice of their insane masters. They constantly seek ways to breach the wall between real space and the Empyrean, and even the weakest of them is capable of causing havoc in the material realm should they break through. Deadliest of all are the Daemon Princes, for they were once mortal, and though changed beyond all recognition, they yet retain their individuality and purpose of will.



The alluring Daemonettes of Slaanesh hold their victims enraptured, even as they slaughter them.



Plaguebearers are the victims of Nurgle's rot, whose role is to endlessly number the count of Father Nurgle's contagions.



Bloodletters are the minions of Khorne, deadly fighters whose martial skills are near impossible to match.



Radical Inquisitors will sometimes bind a Daemon to a mortal host, forming a powerful, if fickle, slave.



Many Daemon Princes were once Space Marines; now they wield power undreamt of by their loyalist kin.

DAEMONOLOGY

In this Chapter Approved there are a number of rules references to Daemons (no surprise there then). The term Daemons refers to the following: Daemonhosts, Greater Daemons and Daemon Packs, Daemon Beasts, Nurglings, Daemonically Possessed Vehicles (like Defilers) or those with the Parasitic Possession, Living Vehicle, or Mutated Hull upgrades, Eldar Avatars, Possessed Chaos Space Marines, and Chaos Lords with the Daemonic Stature gift and/or over 50 points of Daemonic Gifts. If you come across or create more models that you think these rules may apply to, use your best judgement.

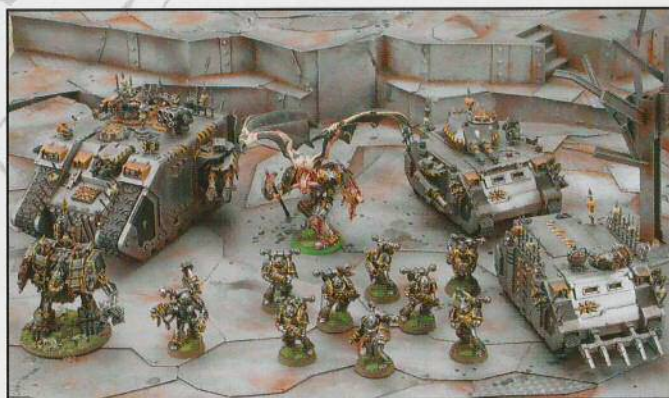
THE FERROUS WORLD OF THE IRON WARRIORS

Several of the Traitor Legions rule their own daemon worlds. Medrenngard is one of these, the fortress world of the Iron Warriors, situated deep within the Eye of Terror. The surviving Primarchs of the Traitor Legions transformed the worlds they found themselves upon, using their new daemononic powers to alter the landscape to their liking. Perturabo made his a world of metal and industry, an iron-skinned planet studded with mighty fortifications, a place where trees of steel push razor-sharp branches toward the monochrome sky.

A Tau expeditionary force try to foolishly (and fatally) explain the concept of the Greater Good to the Iron Warriors.



This Iron Tree was made from bits of plasticard girder, while the plates that coat the planet are layers of overlapping card and plasticard of differing thicknesses, studded with rivets made of plastic rod.

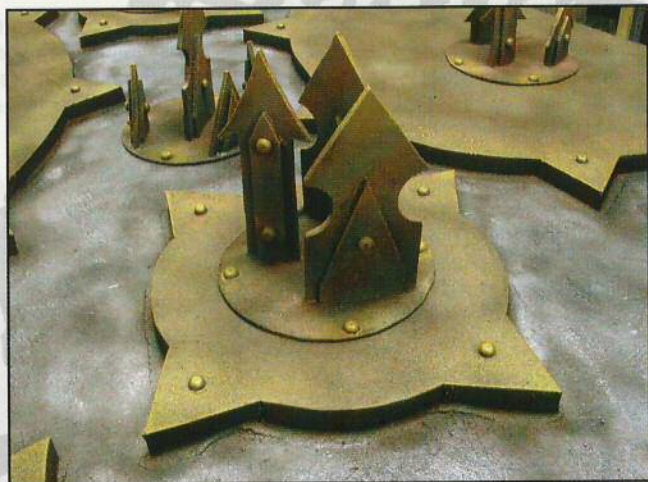


BATTLEZONES

The 41st millennium is a nasty place, with literally millions of ways to get killed. *Codex: Catachans* (available from Games Workshop online) and *Battlezone: Swamp Worlds* (back in *White Dwarf* 305) are two more battlefields on which to throw your armies into the warm embrace of the enemy's guns. Both offer dangers to the warriors fighting there, as the climate, flora and fauna conspire to make life as miserable (and/or short) as possible.

CHAOS TERRAIN IDEAS

Chaos is, by its very nature, chaotic, and the worlds touched by it can take on a bewildering array of forms. When creating Chaos terrain, only your imagination can hold you back. Here are examples of other gamer's scenery pieces from around the world to inspire you.



CLUB TOGETHER

Building terrain like this on your own may seem a bit daunting, so why not get together with a group of people and make a daemon world together? Check out your local clubs and Games Workshop Hobby Centres for like-minded Warp-creatures who could help you create your own Realm of Chaos! Check out www.games-workshop.co.uk for details of clubs and stores near you.

BEWARE THE WARP!

For more inspiration on these deadly worlds, check out the *Bloodquest: Into the Eye of Terror* graphic novel, which follows the adventures of a group of disgraced Blood Angels as they quest across a planet affected by all of the major Chaos gods! For an even deeper look into the terrifying power of Chaos read *The Liber Chaotica*, the insane scribblings contained therein hold so much information on the ways of the Ruinous Powers, even the holiest of the Emperor's servants approach it with caution...



These books are published by Black Library, for more information go to:

www.blacklibrary.com

THE GREY KNIGHTS

The Grey Knights are among the best warriors in the entire galaxy. Only the purest of men may join their secret order, for their purpose is singular and perilous; the Grey Knights exist for the express purpose of expelling dangerous Warp entities from real space. They are among the few of the Emperor's servants who may visit a daemon world and survive.



The leaders of the Grey Knights are powerful Psykers.



Grey Knights often go into battle armoured in Terminator armour.



Grey Knights may be included in any Imperial Army. Full rules for them can be found in *Codex: Daemonhunters*.



A *Daemonhunters* army made up of an Inquisitor (HQ) and two squads of Grey Knights (Troops). Playing with such a force on a daemon world makes for a perfect themed game.

The Death of Golia VII

At noon, on the day of the Feast of the Emperor's Ascension, 845.M41, the jade green skies of Golia VII turned rust red. Three days later, those skies were raining blood. The streets of the world's capital ran with gore and panic gripped the populace.

The Governor's council called for calm, but in closed session heard that the world was in the path of a Warp storm of unprecedented scale. 'Why had the Astropaths not warned of such an event?' They wished to know, but the Astropaths were absent. Their bodies were found later the same day, faces locked in twisted rictus screams and blood drained from every orifice.

Ignorant of the true nature of such a phenomenon, Governor Torres mobilised his Planetary Defence Force. Of a population of 900 million, one in five adults were issued arms in defence of their world. Defence against what, they had no inkling.

Thousands-strong labour corps were mustered. Men and women toiled under the vile rain to erect mile upon mile of defence lines. Six major cities were ringed with fortifications. A million troopers manned each line. A thousand artillery

pieces awaited the order to bombard the plains before them.

But still the blood rain fell, and no enemy came.

As the days drew on, the defenders' nights were haunted by terrible dreams. Dreams of violence and torment, filling each with a soul-draining dread that refused to lift with the coming of daylight. Each day, fewer defenders stood at their posts. The desertions began as individuals disappeared in the night. Soon entire companies were found to have deserted their posts and the provosts were forced to enact summary mass executions lest the rout spread to the entire force.

Yet no enemy came.

Three weeks after Ascension Day, doomsayers and flagellants began to gather in the cities. Vast processions threaded the blood-slick streets, howling and wailing filling the air. The Emperor had abandoned them they cried. They were unworthy of life they screamed. The Emperor had sent doom and damnation upon them, punishment for their faithlessness.

Initially tolerated by Golia's rulers, the prophets of doom soon began to undermine efforts to prepare the world for the coming disaster. Enforcer and Arbiters units attempted to contain the crowds of demented flagellants, but were turned upon in a frenzy of zealous outrage. Violence and unrest swept through the cities and several PDF regiments were withdrawn from the defence lines in an attempt to quell the rioting. Running battles erupted and in short order, anarchy ruled the streets.

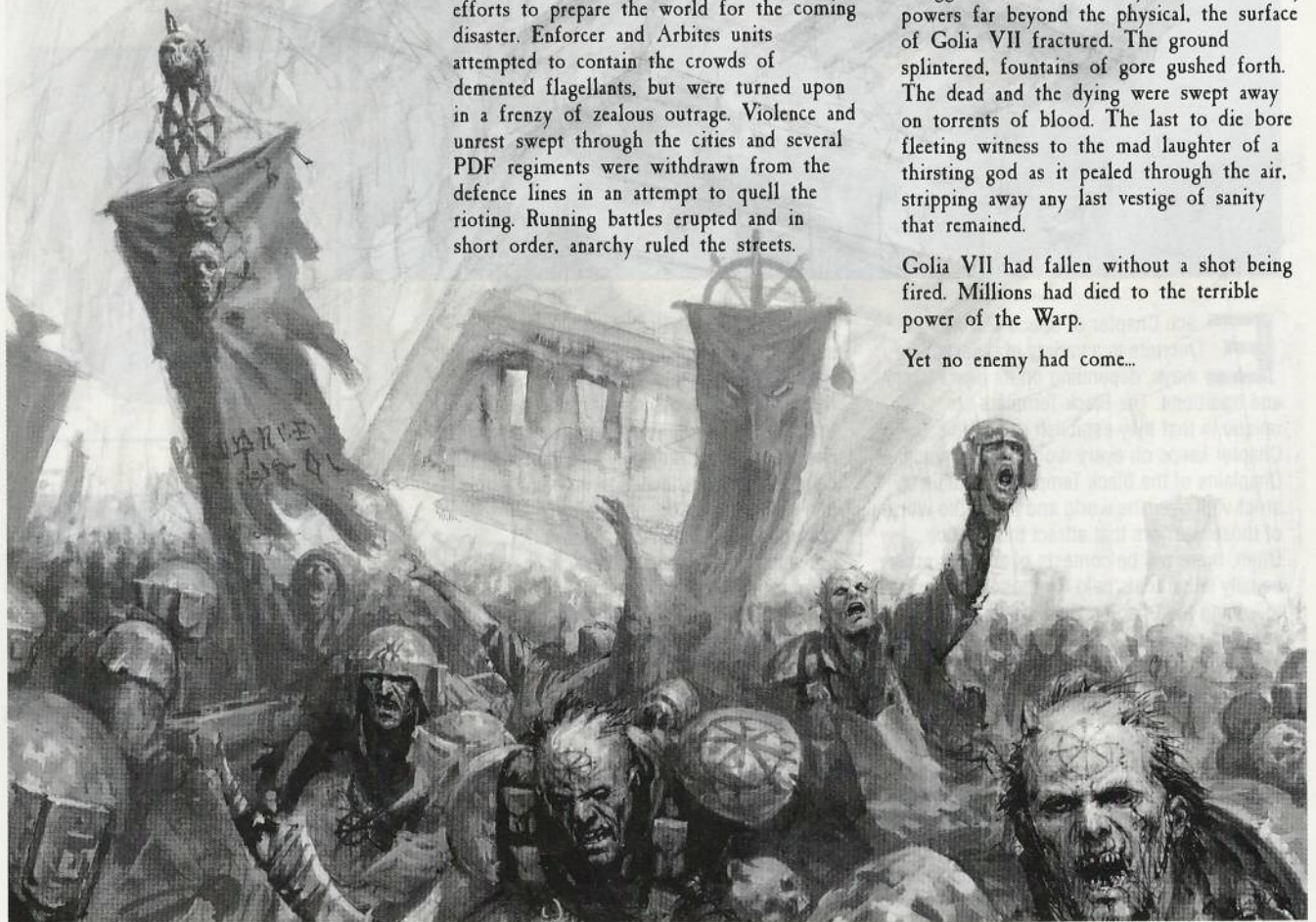
Word of the unrest soon reached those units at the defences. Entire regiments determined that they were wasted manning blood-filled trenches – their efforts would be better spent defending their homes from the mad crowds ravaging the cities. Within days, the lines were deserted, vast columns of warriors snaking back to the cities.

Once there, the defence units and the flagellants clashed. As lightning the colour of lava split the skies, brother fell upon brother in an explosion of savage bloodletting. The Warp storm erupted, smothering Golia VII in its deadly embrace. Nightmares that had lurked at the edge of men's waking moments became flesh in the blink of an eye, and horrors walked the earth. Many defenders were driven mad in an instant, collapsing gibbering where they stood. Others let the insanity wash over them, welcoming it, inviting it, drinking it in. These became, for but a short time, as gods amongst men, for their smallest imaginings were made solid reality.

At the height of the storm, man tore at man; all sanity and reason fled. Primal rage replaced will and devotion, and hundreds of millions died locked in dreadful, bitter struggle with their countrymen. Wracked by powers far beyond the physical, the surface of Golia VII fractured. The ground splintered, fountains of gore gushed forth. The dead and the dying were swept away on torrents of blood. The last to die bore fleeting witness to the mad laughter of a thirsting god as it pealed through the air, stripping away any last vestige of sanity that remained.

Golia VII had fallen without a shot being fired. Millions had died to the terrible power of the Warp.

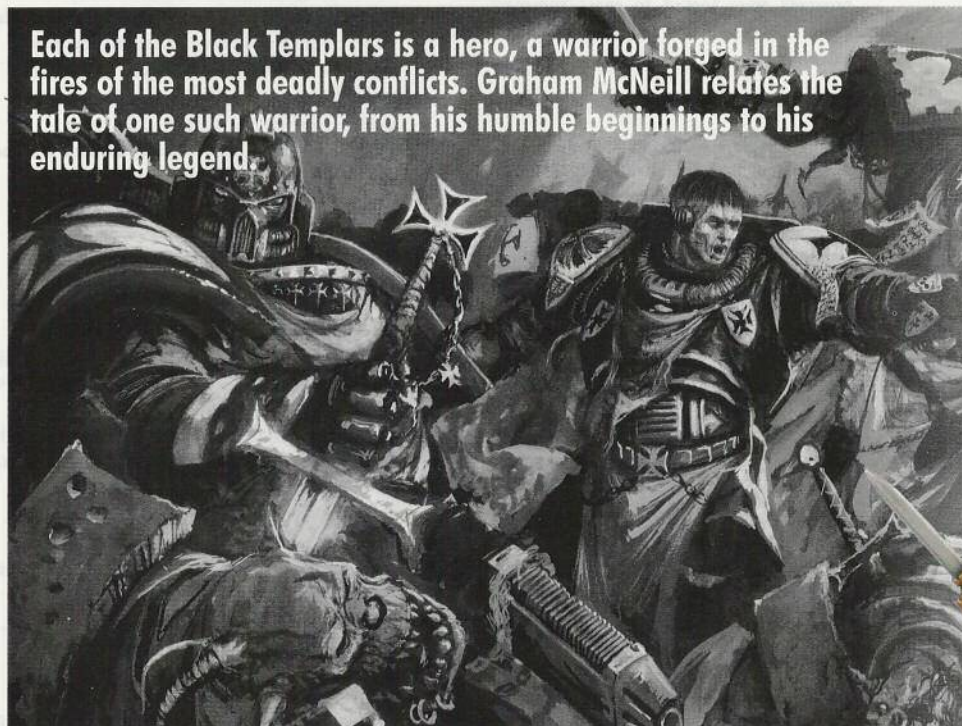
Yet no enemy had come...



RISE TO GLORY



Each of the Black Templars is a hero, a warrior forged in the fires of the most deadly conflicts. Graham McNeill relates the tale of one such warrior, from his humble beginnings to his enduring legend.



Each Chapter of Space Marines recruits in a variety of different ways, depending on its own history and traditions. The Black Templars are unique in that they establish monolithic Chapter keeps on every world they conquer. Chaplains of the Black Templars maintain a strict vigil over the world and judge the worth of those warriors that attract their notice. Often, there will be contests of arms or other equally lethal trials held for those who aspire to joining the Chapter. Only the bravest warriors can hope to reach the final stages of selection and even then only a fraction will meet the Chaplains' high standards.

APOTHEOSIS

An aspirant is brought to the Chapter keep where the Chapter's Apothecaries administer tissue compatibility tests to the aspirant and hunt out latent mutation to ensure that he is of sufficient purity and strength to become a

Neophyte. Not all survive these processes, as the Black Templars tolerate no weakness. Should the aspirant survive, he becomes a Neophyte and so begins the ritual surgery that will turn him into a superhuman warrior. Here too, an aspirant may fail, thanks to the degeneration of knowledge. Implant surgery is heavily ritualised, and is often accompanied by scarring, incantation, prayer, fasting and arcane practices that compromise medical efficiency.

Once a Neophyte begins his training, he severs all links with the world of his birth and begins a life dedicated to the Emperor. Once he is deemed ready, he will be taken under the wing of an Initiate and complete his training in the fires of battle, where he will either learn or die. When he finally becomes an Initiate himself, he can no longer be considered human. Any chance for a normal life is gone forever, but though this is a great and terrible sacrifice, it is made willingly.



THE BOY

Among the lethal worlds of the Gorgon Cluster, Pragos II is the most inimical to human life. The pull of a trio of erratically orbiting moons wrack the planet with massive earthquakes, planet-wide hurricanes and volcanic eruptions of unimaginable scale. But though a tempestuous environment, it has given rise to many forms of life. The most fearsome are flying monsters that ride the hurricane currents and prey upon the techno-barbarian tribes who survive by building their settlements high in the mountains, only venturing out to hunt in the lulls between storms. But they are not helpless, for such adversity breeds great spirit, and many are fierce warriors who fight boldly against the predators and other tribes as they seek to claim the high ground.

Paresh Rammius of the Paramec tribe had fought alongside his father and brothers to defend their people many times from the ravages of the storm beasts. But one night many beasts came at once and the Paramec were wiped out. Only Rammius survived, driving off the last beast as the other monsters dragged his tribe to the deep caves

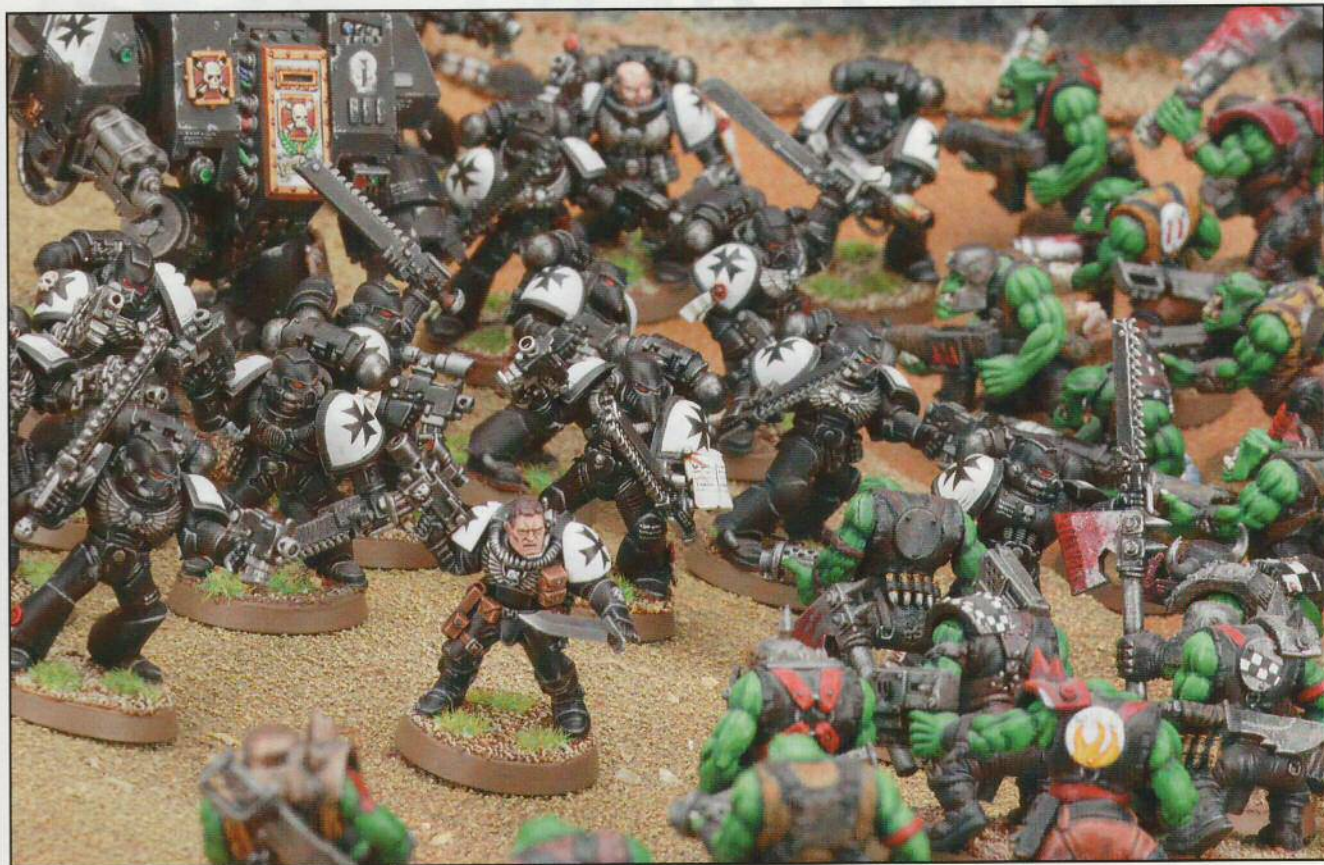
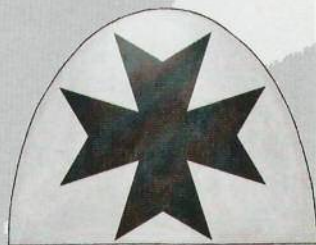
"LET THE ASPIRANT'S FIRST LESSON BE OBEDIENCE, FOR FOOLISHNESS IS BOUND TO HIS HEART. BUT THE CHAPTER'S DISCIPLINE AND THE WILL OF THE CHAPLAIN SHALL DRIVE IT FAR FROM HIM."

RECLUSIARCH DEVELAIN OF CEPHIAN IV

where they made their lairs. Mad with grief, Rammius set off to meet his death in battle and slew seven creatures in their nests before being brought low. But before the beasts could devour him, armoured warriors in black marched into the caves and drove the monsters back with massed bolter fire. The Black Templars carried Rammius back to their Thunderhawk and returned to the Chapter keep on Pragos IV, where the Castellans of the Chapter maintain a vigil on the death world, searching for potential recruits from its warrior caste.

Rammius was deemed a suitable aspirant and, after recovering from his wounds, was subjected to physiological and

spiritual testing to ensure that he met the Chapter's stringent requirements. Rammius spent another six years at the Chapter keep, training under the auspices of Chaplain Alberas and receiving the Chapter's holy gene-seed, until at last he was apprenticed to Initiate Koverich and despatched on the Crusade of Brotherhood to aid their fraternal Chapter, the Crimson Fists, against the Ork menace. Here he fought with great courage, earning praise from the Sword Brethren for his conduct. Many more campaigns were to follow until, at the conclusion of the Vinculus Crusade, Koverich decreed that Rammius was ready for full initiation into the brotherhood of the Chapter.





THE WARRIOR

Honoured with his blessed suit of power armour and raised to the rank of Initiate, Brother Rammius exemplified what a Black Templar should be – honourable, zealous and utterly loyal to the Chapter and Emperor. Rammius went on to fight alongside many of the Chapter's greatest heroes – Dreadnought Sibertas, Marshal Wikeris and Castellan Mefridus – though none would make as great an impact as his comradeship with a Castellan named Helbrecht. Over the decades, the two warriors formed a close bond of kinship that would last all their days.

As an Initiate, it was Rammius's responsibility to pass on what he had learned to the next generation of Black Templars. Thus, when Castellan Mefridus led his Crusade to the Chapter keep of Fergax, its Castellan, Chaplain Auacyn, presented the Neophytes he believed were worthy of further training to Rammius and the other Initiates.

Rammius selected a Neophyte named Varin, swearing an oath to train him in the methods of war and induct him into the mysteries and history of the Black Templars. After re-supplying at Fergax, Castellan Mefridus led his warriors into the Hell Stars

**"IT IS THE DUTY OF THE
INITIATE TO PASS ON WHAT
HE HAS LEARNED OF THE CRAFT OF DEATH
AND THUS PAVE THE WAY FOR THE HEROES OF
THE FUTURE."**

of the Garon Nebula to fight the crystalline xeno creatures of the region. The battles there were fierce, as the foul aliens were able to focus deadly energies through their bodies into beams of intense power that could defeat even the formidable protection granted by Terminator armour. In the course of the campaign, Rammius trained Varin in the skills of bolter drill, close combat, battle tactics at squad and Fighting Company level, and the proper reverence for battle gear. But as dedicated a tutor as Rammius was, it was in battle that his greatest lessons lay, every swing of his chainsword and each shot of his bolt pistol instructing Varin better than words alone ever could. At the end of seven years of fighting, Rammius decreed that Varin's

training was complete and elevated him to the rank of Initiate where he took his place in the Castellan's Company. Rammius was to train many more Neophytes during the long years of the Crusade, most of whom survived to become Initiates themselves and train Neophytes of their own. At the Crusade's completion, upon the aliens' final bastion world, a giant crystal warrior of the Garon Nebula tore through the Black Templars' lines and would have slain Castellan Mefridus but for the intervention of Rammius, who smashed the beast to shards with one blow of a powerfist. In recognition of this mighty deed, Mefridus inducted Rammius into his personal household, elevating him to become one of the Chapter's Sword Brethren.



INITIATE RAMMIUS

THE HERO



Rammius was no longer required to train Neophytes, instead he was now a member of Mefridus's personal household, a living example of the ideal of the Black Templars and something for the Neophytes and Initiates to aspire to. Marine-artificers took Rammius's armour and spent thirty days and thirty nights embellishing it with inscriptions, crusade seals and personal heraldry to mark him out as a warrior of heroic stature. Rammius was brought before Mefridus and anointed with holy oils by the Chaplains before Cenobyte Servitors solemnly clad him in his newly decorated battle gear as the Chapter's Master of Sanctity intoned the ninety Sacred Verses of Revulsion. With Rammius now fully armoured, Mefridus himself clipped the red and cream cloak to his shoulder guards.

Rammius served in the Sword Brethren of Mefridus for over seventy years, earning a reputation as a warrior of skill and courage. He slew the Chaos Renegade Maaloganz in combat and held the breach at Issimar Prime for an entire day in the face of numberless hordes of mutants. His courage steadied the line at Gaugelas and, at Corinth, he toppled

**"WHERE THE NEOPHYTE
SEES ONLY THE DIFFICULTIES
AND THE INITIATE ONLY THE ADVANTAGES IN ANY
GREAT ENTERPRISE, THE HERO SEES BOTH."**

HIGH MARSHAL HELBRECHT

an Ork Dreadnought to save the life of Marneus Calgar, Chapter Master of the Ultramarines. And, as his legend grew, so too did his desire to further prove himself.

After the death of High Marshal Kordhel and the election of Helbrecht as Chapter Master, Rammius immediately petitioned Mefridus for permission to join Helbrecht in his newly declared crusade against the Cythor Fiends of the Ghoul Stars. Though saddened to see one of his most valued warriors go, Mefridus consented to Rammius's request. Helbrecht was only too glad to accept his old brother-in-arm's offer and gratefully included Rammius in his Crusade force, accepting his renewed Oaths of Fealty. The Ghoul Stars are a desolate region of the galaxy, vast tracts of wilderness

space where the light of the Astronomican grows dimmer and dimmer the further it is penetrated. The Crusade fought for many years to break the outer defences of the Cythor Fiends' systems, with every planet captured only after much blood had been shed. Only the heroic actions of Rammius and the warriors of the Sword Brethren helped turn the tide. Eventually, the core worlds of the alien systems were within reach, but upon beginning the assault, the forward elements of the Crusade found each eerily empty, utterly bereft of life. But before the mystery could be explored further, a desperate call for aid came from the world of Armageddon. The Ork Warlord, Ghazghkull Thraka had invaded with an Ork army the likes of which had never been seen before.



THE LEGEND



High Marshal Helbrecht rallied the warriors of three Crusades at the Chapter keep of Fergax where all swore Oaths of Vengeance under his banner before setting off for the battlefields of Armageddon. The Imperial defenders were barely holding on, but with the arrival of the Black Templars and many other Astartes fleets, the tide began to turn.

After consultation with his Sword Brethren, Helbrecht realised that the war would be won or lost in space and thus gathered all the ships of the Space Marines under his command. Clad in an ancient suit of Terminator armour that had once belonged to the heroic Captain Navarre, Rammius led many of the most successful boarding actions in the war, with his finest hour coming on the Ork kroozer, *Dethburna*.

The *Dethburna* was an infamous vessel that had crippled the Ultramarines battle barge *Severian* and destroyed the Raptors' Aegis squadron, among many other vessels, and Rammius swore a mighty oath that he would see the *Dethburna* destroyed.

In the third month of the war, he was to get his chance. Rammius discovered the *Dethburna* in low orbit around one of the moons of the planet Chosin and led a force of strike cruisers to destroy it. Catching the Orks by surprise, the Black Templars stormed the *Dethburna*, planting demolition charges throughout the ship as they went. But the

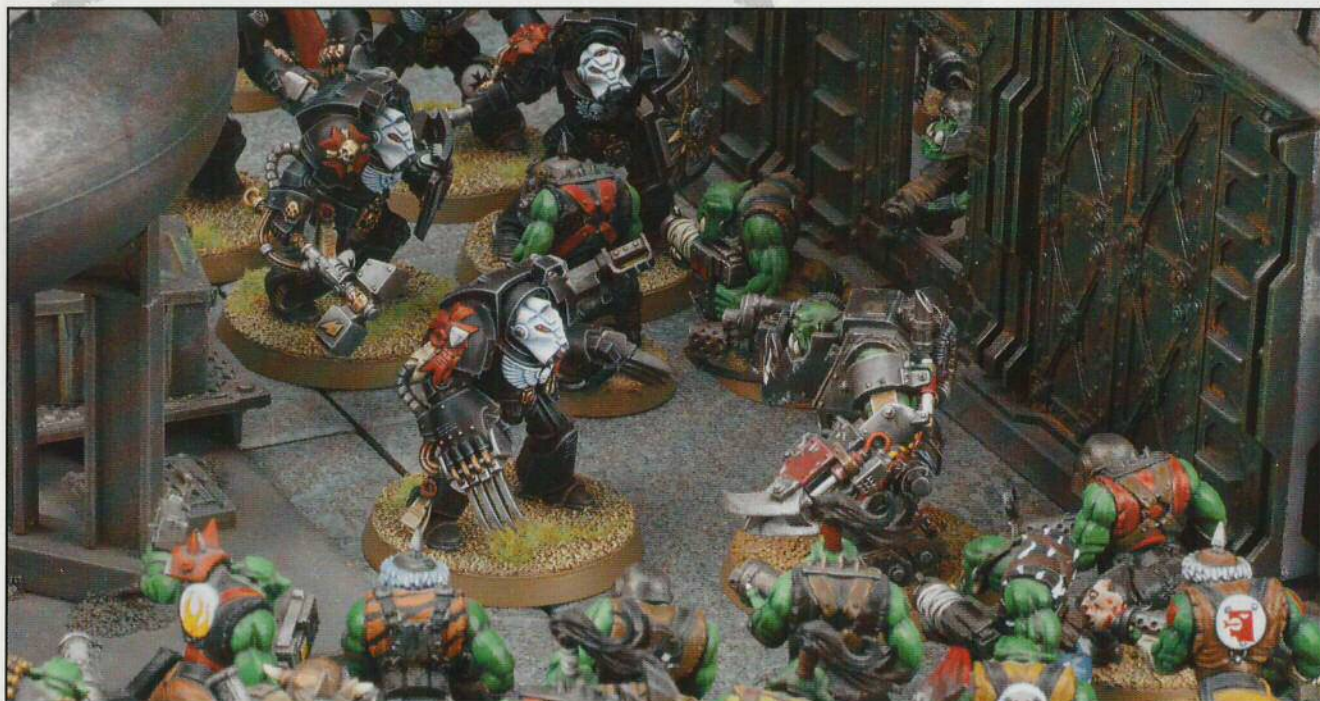
"MANY GREAT LEGENDS LIVED BEFORE BROTHER RAMMIUS, BUT MOST ARE UNMOURNED AND ARE CONSIGNED TO UNREMEMBERED HISTORY. SUCH SHALL NOT BE RAMMIUS'S FATE, FOR HE LIVES ON IN GLORY AND, WITH OUR MINISTRATIONS, SHALL DO SO FOR A THOUSAND YEARS AND MORE."

TECHMARINE SIMAGUS, GUARDIAN OF THE SEPULCHRE

Dethburna was crewed by thousands of Orks and slowly the noose began to close on the Black Templars. Knowing he had achieved what he had set out to do, Rammius ordered the withdrawal, but such was the number of Orks that the Black Templars were now all but cut off from their escape. Rammius led his Sword Brethren Terminators in a desperate breakout, smashing his way through the closing Ork trap. The Black Templars punched through the gap Rammius had created and fell back in good order to their Thunderhawks. Rammius fought until the last of his warriors had escaped, but, as he prepared to follow, he found himself facing a monstrous Ork Mek with a colossal power claw and the two engaged in a mighty battle. Already weakened and badly wounded, Rammius defeated the huge Ork, as its power

claw sheared through his Terminator armour to mortally wound him. Seeing their brave leader fall, the outraged Sword Brethren fought their way back to recover his body as the demolition charges began to explode, tearing the *Dethburna* apart.

Upon escaping to the strike cruisers, the Apothecaries were amazed to find that Rammius still lived, and they desperately fought to save his life. The task was hopeless, but with his last breath, Rammius begged for the chance to fight on in the name of the Emperor. Such was his standing within the Chapter that his request was granted. An Honour Guard of Initiates, all of whom Rammius had trained, bore his remains to the Sepulchre of Heroes where the sarcophagus of a mighty Dreadnought awaited him...



RAMMIUS'S LAST STAND

Rammius's Last Stand is a Breakthrough mission. The Black Templars player is the attacker and must include at least one unit of Sword Brethren Terminators in his army selection as well as a Space Marine Commander in Terminator armour to represent Rammius. The entire Black Templars army must be on foot, and no vehicles (with the exception of Dreadnoughts) may be taken. The Ork player is the defender.

SCENARIO SPECIAL RULES

None

SET-UP

Number the short board edges 1 and 2. The Ork player must split his force into two parts, one for each short board edge. Each force must include whole units, units may not be split between forces. Number these forces 1 and 2 to correspond with the short board edge numbers.

- Forces chosen from the Elites section of the Ork army list do not have to be allocated to a force – they can be positioned in either force later.

- The Black Templars player deploys all his forces in his deployment zone.
- The Ork player deploys his units. They may not be positioned within 18" of any enemy unit and must be closer to their allocated short board edge than the opposite short board edge. He then deploys his Elite units, they can be placed anywhere, but not within 18" of any enemy unit.
- Roll a D6; on a 1 the Orks get the first turn, on a 2+ the Black Templars get the first turn.
- This battle is fought on an Ork ship. You should use a large amount of scenery, preferably of a mechanical nature if you have it, and set it up to form corridors, with a few open spaces to create the effect of rooms within the ship.

MISSION OBJECTIVE

The Black Templars player must get as many units off the board as he can. If he manages to get half or more of the units in his force off either short board edge, or up to 12"

along the long table-edges from each corner, he wins. A unit with any survivors still counts towards this. Rammius himself does not count towards this, but any other characters do. If the attacker does not manage this then the defender wins.

Death of a Hero: If Rammius is killed during the course of the battle, every unit in the Black Templars army – even those not normally bound by the rules for Righteous Zeal – must make a Righteous Zeal move at the beginning of the next player turn.

Line of Retreat: Defending units fall back normally. Attacking units forced to fall back do so towards the board centre. Once they reach the board centre, they automatically regroup, regardless of numbers remaining, enemies in close proximity or anything else (the situation is that desperate!).

Game Length: The game lasts six turns.

Alternate forces: To play this mission with alternate forces, simply pick two armies of equal points value. The attacker chooses one of his HQ units to take the place of Rammius.

"LIFE IS A PRISON; DEATH A RELEASE."

In the midst of the furious combat, Rammius saw a hulking Ork with a massive, piston-driven claw slaughtering its way through his brethren. Dark-armoured bodies were hurled through the air by the beast, black smoke belching from the exhausts of its wheezing mechanical armour and a roar of fury echoing from the ship's walls. Protected by rusted plates of metal that would have taken four strong men to lift, the Ork was a powerhouse of primal brutality. It was much bigger than all the others, and Rammius knew it must be the war-leader of this particular band, and pushed his injured body painfully through the raging mêlée towards it.

The creature turned to face him as he swung his lightning claws for its midriff, bringing its wheezing claw around to block the blow. Orange sparks flew as the two weapons met. With a speed surprising for such a gigantic beast, it lashed out with its sledghammer fist. Rammius threw his arm up, feeling the strength of the blow even through his

Terminator armour. He lunged forward, thrusting his crackling fist towards the Ork's chest, the blades screaming as they tore through the sheets of iron.

Rammius grunted as he forced the lightning-sheathed blades deeper into the Ork's body. Its powerfully muscled arms gripped him in a crushing bear hug and pulled him from his feet. Too close to use its power claw without decapitating itself, the Ork settled for merely crushing him to death. Rammius felt the creaking of his armour as it fought against the pressure of the Ork's machine-assisted muscles. The Ork's face was inches from his own, its spittle coating his helmet in its barbaric, guttural tongue. It chest heaved and its shoulders shook as Rammius twisted the lightning claw in the wound. The Ork's coal-red eyes were inches from his own and, with all his might, he lowered his head and slammed his helmet into the centre of the Ork's face. He felt its nose break, smashed to splinters by the force of his head-butt.

The iron grip on his body lessened for a second and he hammered his helmet against the Ork's face again, feeling more bones of its skull break as it twisted its head in a vain attempt to avoid his blows. Its grip loosened and Rammius collapsed in agony as it came at him again. Weakly, he raised his arm in a last, desperate act of defiance, but the Ork hacked it from his body with one powerful sweep of its power claw. Sparking cables and spurting fluids bathed the plates of his Terminator armour as his severed arm dropped to the deck with an almighty clang.

The Ork loomed close and hacked at him like a butcher. Each blow sheared plates of armour and chunks of flesh from his body, but even as death reached up to claim him, Rammius swung his remaining lightning claw up so that the blades rested squarely in the centre of the Ork's face.

"No Pity! No Remorse! No Fear!" he yelled, and thrust the lightning-sheathed blades through the Ork's head and clove through what passed for brains.

TACTICA BLACK TEMPLARS

Run your crusade effectively

The Black Templars have all the advantages power armour, great statistics and good weaponry can offer. They are also close combat monsters with a penchant for destroying the Emperor's foes face-to-face. But their zeal means that they will often advance recklessly. Here seasoned generals offer tips on how to best use or destroy a force of these warrior-knights.



FIRE SUPPORT

Andrew Harris: Crusader Squads are the heart of any Black Templars army, and my own crusade includes five of these units. The first two are the core of my force; two units each of nine Initiates and two Neophytes with meltagun and power fist, led into battle by the Marshal and Emperor's Champion. The enemy cannot ignore these squads and, of course, any casualties inflicted will only drive them on faster thanks to Righteous Zeal. These units rarely survive the battle above half strength, but they distract the enemy, and give as good as they get once they get across the table.

The remaining three are what I call my fire support squads. Three squads of five Initiates, each with a plasma gun and one each of lascannon, plasma cannon, and missile launcher.



DREADNOUGHT

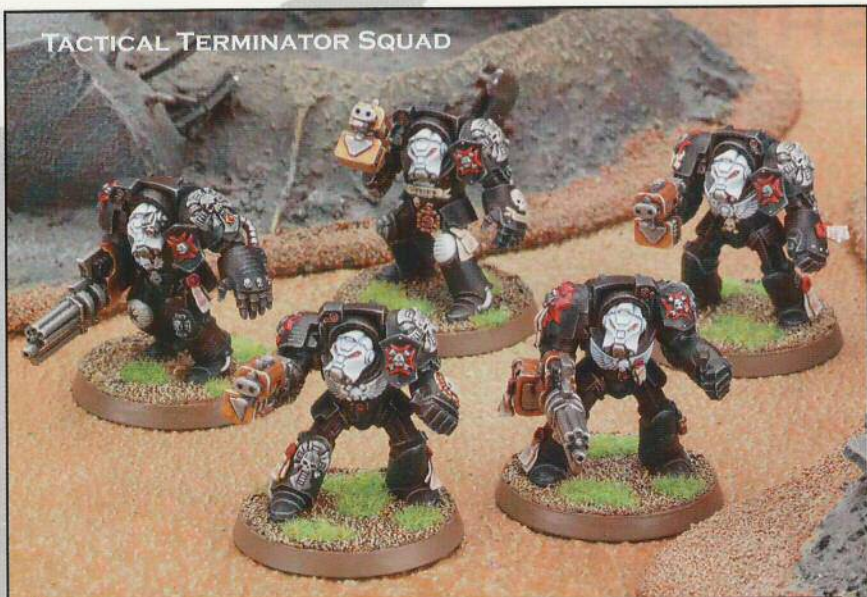
My army currently stands at 1,350 points, so I'm going to add a Dreadnought. Its variety of weapon fits can further enhance my long-range fire capabilities or provide close combat muscle.



FIRE SUPPORT SQUADS

Small, fire support units deploy in cover and provide suppressing fire for my two big Crusade units. I have found my opponents ignore these units to concentrate on my Crusade squads. As such they are frequently untouched and able to fulfil mission objectives at the end of the game.

TACTICAL TERMINATOR SQUAD



I always take a unit of five Sword Brethren Terminators with two assault cannons and crusader seals. This unit remains in reserve and teleports into battle. By the time they arrive, the enemy is under pressure from the rest of my force, allowing the Sword Brethren to tip the balance. Against forces without many AP1 or 2 weapons, they begin the game on the table; this flexibility of deployment is one of their strengths.

EMPEROR'S CHAMPION

I give my Emperor's Champion, Rudorffer the vow Abhor the Witch, Destroy the Witch. It doesn't have any drawbacks, and it's very useful if the enemy army actually includes a psyker!



"SUFFER NOT THE UNCLEAN TO LIVE"

MARSHAL

I prefer a Marshal over a Chaplain as a leader as a Marshall's leadership can be used by the whole army, not just one squad. This Leadership 10 benefits the army in two ways; they are more likely to surge forward when they take Righteous Zeal tests, and they are more likely to pass Target Priority tests, an important consideration when you take into account the Kill Them All rule.

In my games, Rudorffer leads one Crusade unit, my Marshall Hartmann the other. Both have Crusader seals.



LANDSPEEDER TYPHOONS



I have two individual Land Speeder Typhoons. These vehicles have the speed to complete a number of mission goals and add valuable heavy weapons to my force. The fact that vehicles do not have to take Target Priority tests is useful in a Black Templars army, since they don't need to worry about the Kill Them All rule. I prefer the Typhoon over the more heavily armed Tornado; Tornados tend to not last long, as the range of their weapons is the same as that of the enemy's light guns, many of which can penetrate armour 10.



RHINO RUSH

Graham Bailey: Driving your troops at high-speed across the table is an effective tactic known as 'The Rhino Rush'. Although they cannot assault when they disembark, rapid firing bolters from a whole squad of Space Marines are very nasty. I back it up with a Land Raider Crusader loaded up with an eight-man Sword Brethren Terminator squad or a 15-strong Sword Brethren squad. In both cases I use them as tooled-up close combat squads. This is an expensive target, but when it works there are few things that can counter it. Even if (or in my case, when...) the Crusader gets destroyed, the squad within will usually come away unscathed, and your opponent will have used a lot of firepower to destroy the vehicle, leaving many of your other units untouched. I usually take small squads in Razorbacks to support the Crusader. Because of Righteous Zeal I opt for very few heavy weapons, limiting myself to one Plasma Cannon for one of my squads, the rest being equipped with assault or close combat upgrades. The guns on the Razorbacks make up for this lack of heavy firepower.

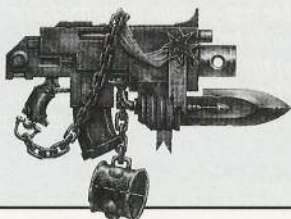


"UPHOLD THE HONOUR OF

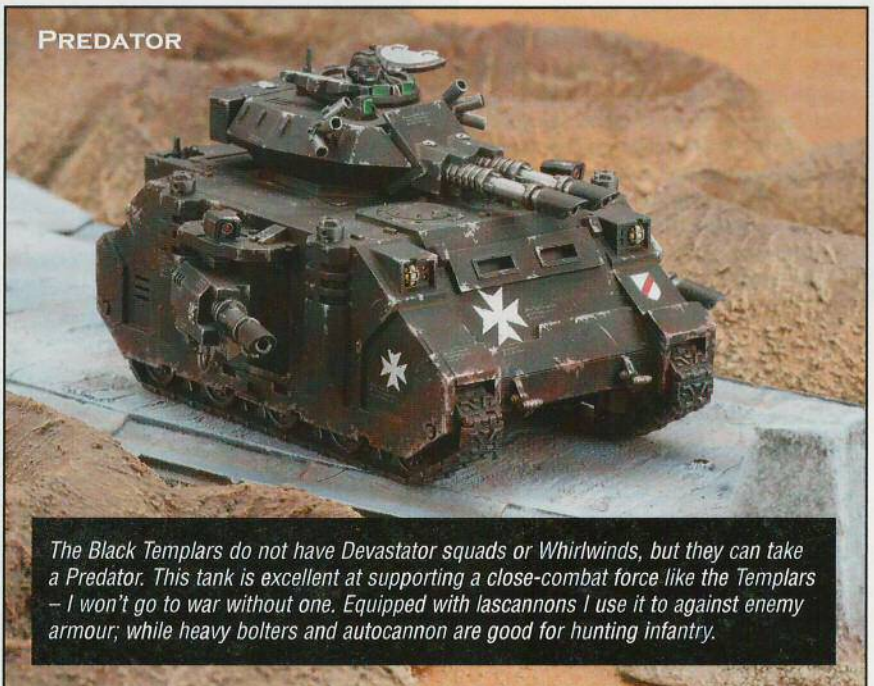
SHINY AND NEW

This version of the Black Templars army list has a few major differences to the previous version of the list.

- ☠ Vows have a points cost and are selected before the game
- ☠ They have no access to Whirlwinds
- ☠ The Emperor's Champion's Black sword is a +2 Strength power weapon



PREDATOR



The Black Templars do not have Devastator squads or Whirlwinds, but they can take a Predator. This tank is excellent at supporting a close-combat force like the Templars – I won't go to war without one. Equipped with lascannons I use it to against enemy armour; while heavy bolters and autocannon are good for hunting infantry.



EMPEROR'S CHOSEN

☠ Righteous Zeal

If a Black Templars squad suffers a casualty to shooting, a passed Leadership test will see them surge forward D6".

☠ Crusader Squads

There are no Scouts in the chapter, instead, 'Neophytes' (Space Marines in training) are combined with 'Initiates' (full battle brothers) in one squad of up to 20.

☠ Kill Them All

Black Templars suffer -1 to their Ld when rolling for target priority.

☠ Blessed Hull

Vehicle upgrade; removes advantages of Lance weapons.

☠ Cenobyte Servitors

Chaplain wargear. Each adds +1 to a squad's Righteous Zeal roll.

☠ Vows

One of four oaths selected for the army before the battle, each has a different effect on the force.

☠ No Pity! No Remorse! No Fear!

Black Templars are Fearless when in assault.

☠ Crusader Seals

Allows re-roll of the Righteous Zeal move.

THE EMPEROR"

CHAPLAIN

A unit led by a Chaplain can choose whether to pass or fail Righteous Zeal tests. Combine this with his command squad's Infiltrate ability and you can be in combat or take objectives fast. The Chaplain can take Cenobyte servitors, which increase the range of the Righteous Zeal move, although this is at the expense of Infiltrate.



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CRUSADER ASSAULT

Connor Buckley: I love using Assault Terminators. With either my Marshal or Emperor's Champion at their head, they are almost unstoppable. I don't believe that the elite of such a zealous chapter would be happy to sit in their Battle Barge, waiting to teleport down, there is only one way for my Terminators to arrive on the battlefield and that is in a Land Raider Crusader. It's a lot of eggs in one basket (even if it is an Armour Value 14 basket!) but it's a risk worth taking.

BLESSED HULL

Watch out for the Eldar. Their lance weapons can leave a Crusader a smouldering wreck. I always take Blessed Hull, which helps Assault Terminators arrive safely at their destination ready to dispense the Emperor's wrath.



“NO PITY! NO REMORSE! NO FEAR!”

RIGHTEOUS ZEAL

The new Righteous Zeal rules are great. My opponents have to concentrate a lot of fire into a squad, because once a single Black Templar is lost, there's a good chance that the others will be coming a lot closer! But if one squad is targeted exclusively it means that your other units will be spared. It is very enjoyable watching your opponent as they look at a Crusader Squad 15' away and wonder whether to shoot or not.





SMITE BACK!

How to beat Black Templars.

SHOOTY ORKS

Alan Borthwick: My Orks have a lot of Flashgits and Shoota boyz, so here are ideas for fighting the Black Templars with a shooting-heavy Ork army.

I exploit Righteous Zeal by getting one of my Warbuggies to flank the Black Templars. As they have to go towards the nearest enemy, they will go charging off sideways or even backwards when shot, giving my army longer to shoot at them. While it's tempting to try to whittle each unit down, focus on the Crusade units one at a time – don't provoke them all into surging forward.

You don't have to worry about Veteran Sergeants with power fists and three attacks in this army, so use Killa Kans. They can tear through Black Templars, holding them up. You need to make sure that the Templars don't get to your lines. A Chaplain and command squad with furious charge can make a mess of, well, pretty much anyone, so keep your Tankbustas and Zzap guns on target, or risk having the middle of your army turned into a bloody mess.



CHAOS COMBAT

Matt Plonski: Greetings, fellow devotees of the Chaos gods! One of the great things about playing Black Templars is that they are just as keen to get into combat as you. This usually results in a fun game with none of the silly 'fire and retreat' tactics that so many more cowardly armies employ!

I advocate the same tactics for Chaos as Paul details above, but although the beginning of a battle should be the same, your choice of troops dictate that you deliver the *coup de grace* in a slightly different way. Bloodletters and Daemonettes are especially effective against power-armoured opponents, and Berserkers, Chosen and Possessed can all out-class a Black Templars Space Marine.

As for that poor Emperor's Champion... You don't have to worry about throwing your Chaos Lord at him. Swamping him with assault troops also works quite well. It's true that I have seen the deluded corpse-worshipper hold off a Carnifex in single combat, but I'm pretty sure that any Great Unclean One worth his boils could cause the Champion to re-think his faith.

FLANKING ELДАР

Ugo Olivetti: Black Templars don't have access to Whirlwinds, psykers, or cheap infiltrators, which will help you outmanoeuvre them. But since they are Space Marines, you can't go far wrong with starcannons. A Wraithlord can hold the line and War Walkers, with their high rate of fire, are good for hunting down fast units. Vypers are also an interesting option. Jetbikes, however, lose their Toughness advantage if the Black Templars choose the Suffer Not the Unclean to Live vow.

Aspect Warriors need to be chosen carefully. Howling Banshees suffer against Black Templars, Striking Scorpions, on the other hand, do well – good armour makes all the difference. With Fortune cast upon them, they become even better. Fire Dragons' fusion guns are the bane of Space Marines, but since their weapons are quite short ranged, keep them in cover until you need them. Dark Reapers also come into their own, as you don't need to worry about Whirlwinds.



CAUTIOUS TYRANIDS

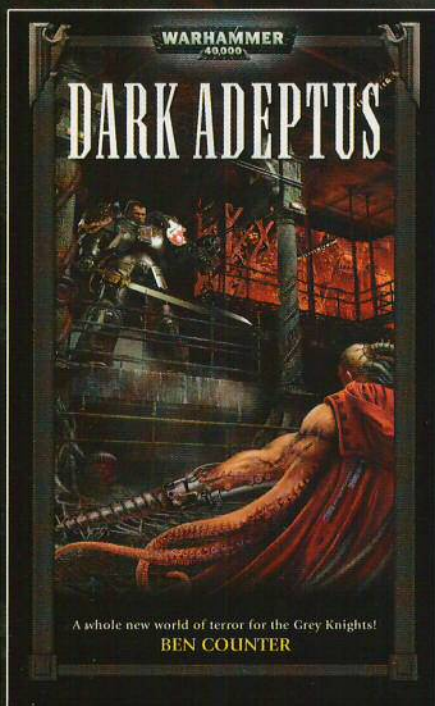
Paul Gebhart: Tyranids can turn Righteous Zeal to their advantage by luring units away from the main battleline and then swamping them. Do not commit to an all out attack, the Black Templars will be expecting this and many of them are more than a match for the faster Tyranids. Pick a unit in the Black Templars army. Shoot at that unit with everything. Due to the Tyranid's lack of AP3 weapons it'll take considerable firepower to reduce their numbers, so don't split your fire.

With luck, the Black Templars unit will be forced to advance, and be seriously weakened by your shooting attacks. Mob this unit with assault troops. Make sure you have enough models to get a Massacre result so you can use the D6 Consolidation move to get back into position to repeat this tactic or move on to engage the main Black Templars force. The Black Templars may consolidate into your units during a Righteous Zeal move. This is not necessarily bad since they will not get a charge bonus, and hopefully they'll be in the middle of a sea of razor-sharp claws!



Find more about the Black Templars at:

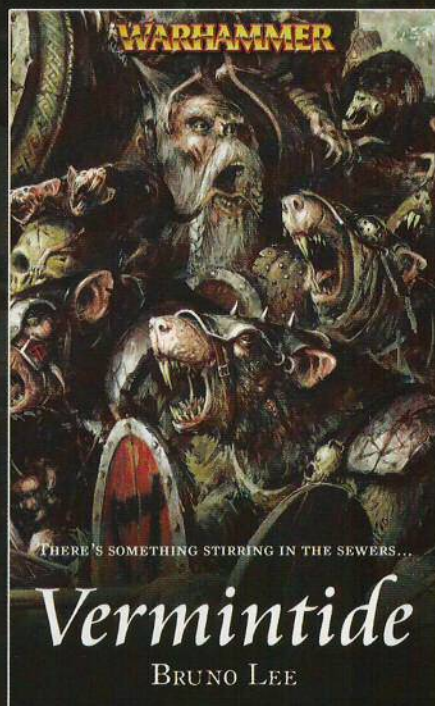
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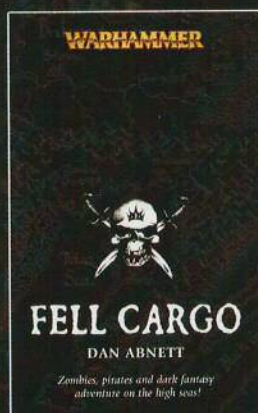
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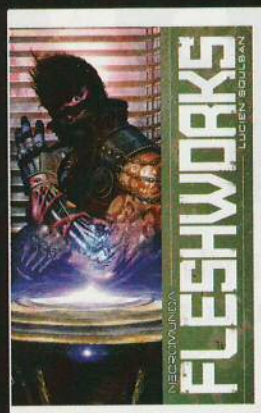
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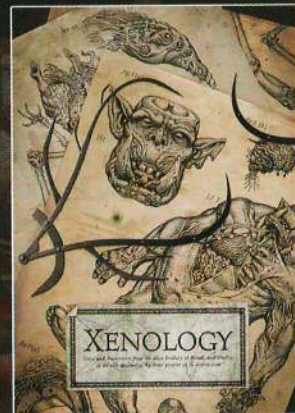
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DRAGON

Well-known for his vibrantly painted Ork tribes and tournament-busting armies, George Dellapina takes us on a tour of his freshly completed Imperial Tank Company





SLAYERS

IMPERIAL GUARD SHOWCASE



Whenver George Dellapina does something, he doesn't do it by halves. His Speed Freeks take the demented Orky need for speed to accelerated levels with a raft of bizarre and beautiful Ork vehicles (see WD 294). His Feral Orks are the product of the craziest Pig Doc's warped imaginings, with lavishly converted Cyboars, and Squiggoths that make skyscrapers seem small (WD 298/ 299). It comes as no surprise then, that George's Imperial Guard Tank Company, dubbed the Dragon Slayers, are no exception to this rule of extremes.

"I love tanks," says George, self-evident perhaps, but not the main reason he went for a tank force. "No one ever seems to build an army that goes all out one way," he explains. "An all-or-nothing army. I wanted a



George has converted three Sentinels to accompany the 16 tanks in his army.

"I pivoted with three of the tanks and charged with the rest. People were expecting me to be static – they didn't know what to do. I decided I had armoured cavalry."

force that was totally and utterly mechanised."

All George's tanks are named after characters from Arthurian legend, with his Command Tank, fittingly called Arthur. This theme came about not when he was planning the army, but actually at the tournament for which he built them. "The updated rules for Warhammer 40,000 made tanks more versatile, as it means they can move and shoot their battle cannons, which is exactly what I expected to do," George explains. On the day, though, George had a brainstorm, and found himself employing his tanks in an unusual way – he used them to Tank Shock his enemy off the board. "I decided to be a cavalry commander," he says, "so I pivoted with three of the tanks and charged with the rest. People were expecting me to be static – they didn't know what to do. I decided I had armoured cavalry," he continues, "and my tanks became knights. I started introducing the players to my knights before each game, which I named after those of the round table." And so it was that the Dragon Slayers were born.

This tank company was a labour of love for George. If you look at his models in detail, you'll notice a lot of extra paraphernalia and additional bodywork sections, all sculpted by the man himself, quite a task, and one that has taken several years.

SPIRITUAL LEADER

George's Commissar tank, Excalibur, was the first vehicle he built. Like all of George's models, it has had many hours lavished upon it – the purity seals are all hand made. This abundance of spiritual motifs is not just to make the tank look good.

"The Commissar is reading litanies of faith – he inspires the army. In the game the seals represent Extra Armour. His faith protects him!"



KING ARTHUR

The command tank, Arthur, has been heavily modified using two Leman Russ tank kits. It has double-width track guards, capped by double-width track guards. He has also replaced the turret with a Forgeworld variant to further set it apart.



The Engineer's Chimera has been extensively modified to reflect his status.



SPECIAL OPS



All the infantry is heavily converted.



This model with comm-link, rebreather and night vision goggles is George's favourite.



George's troopers have camouflage that matches that on the tanks.

George's Dragon Slayers are supported by elite Storm Trooper units. If the tanks are George's broadsword, used to pound the enemy with ordnance and charge them with their sheer bulk, then the Storm Troopers are his rapier, striking with surgical precision at weak targets and objectives.

"I see Storm Troopers as the SAS of the Imperial Guard – jumping out of vehicles, doing special missions," he explains.

George has only 17 Storm Troopers in total; two six-man squads and a five-man converted Command Squad. "They're hard as nails" he says. "They're part of a much-bigger force, Inquisitorial Xeno-hunters – I've modelled Inquisitorial mandates onto some of the figures," he explains.

This level of additional sculpting and painstaking conversion work takes time. Each figure took 30-35 hours, and he stayed up for a week prior to the tournament painting the army.

DOCTRINES

In order to make his Storm Trooper force a legal army, George needed to tailor his army specifically. It's a fine example of how clever use of Doctrines or Traits enables you to create a heavily themed army.

- **Restricted Troops – Storm Troopers:** Allows Storm Troopers to be chosen.
- **Drop Troops:** Allows his infantry and Sentinels to Deep Strike.

• **Grenadiers:** Allows 0-3 extra Storm Trooper squads to be chosen as Troops. In George's case, he did this so his units would fill the minimum unit requirements rather than to get more squads.

• **Special Equipment – Carapace Armour:** George took this doctrine so he could equip his Command Squad with Carapace armour, purely so they'd fit in with the rest of his heavily armoured Storm Troopers.

If the tanks are George's broadsword, used to pound the enemy with ordnance, then the Storm troopers are his rapier, striking with surgical precision

CAMOUFLAGE

When it came to constructing the camouflage for both his armoured division, George employed some fairly simple materials: "I based the camo on car body mesh. I cut it into strips and manipulated them into the recesses and

contours on the models," George explains, "I then pushed in small jungle plants, followed by diagonally arranged clump foliage to represent the indigenous plant life of the region they are fighting in."

The transports are a hybrid between Rhinos and Chimeras with scratch-built components.



COMMAND SQUAD

The command squad is built from Cadian plastics, over which he has sculpted carapace armour out of Green Stuff.



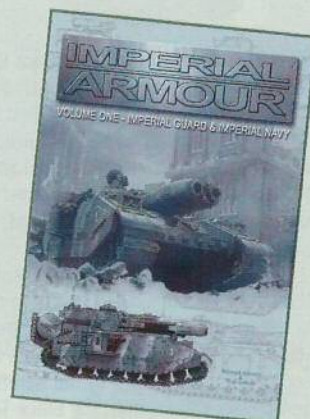
George's Storm Trooper Commander. The Commander's axe is made up of 17 individual parts!



Above and below: George's Command Squad Medic. All his equipment is hand made. Even down to the buttons on his comm-link.



George is adept at sculpting Green Stuff, the result of many years of modelling.



IMPERIAL ARMOUR

If you're a tread head, you might want to check out Imperial Armour book one. Published by ForgeWorld, this 288 page book has a galaxy's worth of information on the tanks and other fighting vehicles of the Imperial Guard, including rules for variant tanks, different shell types, an alternative Armoured Company list and more, all illustrated by beautiful photos of the vehicles in action and a ton of technical drawings.

YOU CAN FIND THE RULES FOR ARMoured COMPANIES IN WD296 OR AT:

www.games-workshop.co.uk/imperialguard

CASTELLAN DRACO

Black Templar's Special Character



Draco is a Black Templars Castellan and follows all the appropriate rules presented in *Codex: Black Templars*. He must be used as presented here and purchase no additional weapons or wargear. He may however been given a Command squad at the usual cost.

Draco first rose to prominence as part of Marshal Ludoldus' Sword Brethren during the bitter Vinculus Crusade. A once-mighty Inquisitor Lord, Vinculus had fallen and succumbed to the ways of the heretic and the daemon worshiper. Both the Black Templars and the Battle Sisters of the Order of the Bloody Rose, who had been the Inquisitor's former allies, combined to crush the cancer of Vinculus' treachery before it could spread. They finally cornered the arch-traitor in the volcano-mines of the Pelergon IV, with Draco leading the Sword Brethren in assaulting the heart of the heretic's power. In Vinculus' blasphemous temple, hidden deep within the

Khornate Daemon that wore Vinculus' flesh came forth to destroy the blood-soaked champions. In the brutal battle that followed, the terrible daemon slew the remaining Sword Brethren only to fall at last with Draco's blade piercing its black heart. With the death of their master the cultists fled into disarray and their resistance collapsed, as did the walls of the temple. The Black Templars and Sororitas made short work of purging the outer galleries of the tainted filth and it was Marshall Ludoldus himself who fought

Slowly and painfully reconstructed with the finest bionics the Chapter's apothecaries could devise, Draco was bestowed with the rank of Castellan and given a relic suit of the Chapter's finest armour. This suit was his badge of honour, and Draco was further recognised when presented with the former Inquisitor's blade as a mark of gratitude from the Ordo Hereticus.

Since then, Draco's career has gone from strength-to-strength. He has earned both the respect of his peers and much glory, leading numerous heroic boarding action in the Isaac Cluster Pirate Wars and against the splinters of Hive Fleet Leviathan. Currently, he is charged with his own independent command, leading a crusading force of his brethren against the incursions of the Xenos Tau.

**"HERALDED AS A LIVING PARAGON OF
RIGHTEOUSNESS."**

mine network, the Astartes and the Battle Sisters encircled the enemy so none could escape. For hours, Draco and his battle-brothers held the breach against waves of blood-cultists and their mutated beasts. Eventually though, even the mighty Black Templars began to fall. The survivors became ever more zealous in their fury, determined to hold until the last. It was then that the

his way to the breach where Draco's brave band had fought. Draco's smashed and broken body, burned by the fires of the Warp and shattered by the stones of the fallen temple, was recovered miraculously still alive from the ruins. He was carried with great reverence back to the Marshal's strike cruiser and heralded as a living paragon of righteousness.

	Points	WS	BS	S	T	W	I	A	Ld	Sv
CASTELLAN DRACO	107	5	5	4	4	2	5	3	9	3+

Weapons: Draco carries a boltgun, master crafted Power sword and frag grenades.

Wargear: Draco is equipped with a suit of artificer armour, crusader seals and bionics.

SPECIAL RULES

Independent Character: Castellan Draco is an Independent Character. See the Black Templars characters special rule for more details.

Rites of Battle: Castellan Draco has led his warriors through the heat of battle, with a depth of faith and self-belief unmatched by mortal men. He is able to fire the zealous ardour of his warriors and coordinate units under his command with ruthless efficiency, monitoring inputs from other squads' auto-senses and imparting his great wisdom with but a word. If Castellan Draco is on the table, then all other Black Templars units may use his Leadership for Morale, Pinning or Leadership tests.

Command Squad: Castellan Draco may lead a Command squad or a Terminator Command squad. See the unit entries for details.

There is a scenario that includes Draco and his men online, you can find it at:
www.games-workshop.co.uk/blacktemplars



THE LORD OF THE RINGS STRATEGY BATTLE GAME™

Cordial Croats and displaced Dwarves



A few weeks ago now my wife and I returned from our summer holiday, and one of the things we got up to in our little jaunt around Europe was attending the Agram Summer Arena 2005 – what a

blast we had. Each summer the Agram club in Zagreb hosts a tournament for The Lord of The Rings. I've been twice now and it's too good an event to miss! See www.ums-agram.hr/eng/index.php for more details.

I'm a huge fan of organised play events like this, because of the friendly competition. Players from five different countries all enjoying the same hobby together, and getting involved in some really tense and exciting games. The UK Grand Tournament was my first taste of this kind of experience, and now I have two tournaments on my annual calendar. Conflict events are a great way to dip your toes into the competitive gaming pool, if you're new to it. There are Conflicts in several regions around the UK, and in a lot of other countries too, so keep your eyes out

for them if you fancy pitting yourself against perfect strangers.

The only words of advice I'd offer are these: first, if you have to travel, do so safely. Make sure you're taking a friend or parent with you if you're a minor, and arrange accommodation before you set off (if you need it). Second, label your miniatures case, and don't leave it on the station platform. I had a grim experience of the latter, when I got onto a train in Austria, and was halfway through Slovenia before I realised I'd left my armies at the station! My Haradrim and Dwarf armies haven't been sighted since.

White Dwarf also has a list of great events on page 122 that you can get involved in, so check that out. So, get out there and have fun, meet some new people, and play games with them. Be safe, and keep a tight hold on your armies!

Oh... and if you happen across a bunch of very upset and hopelessly lost Dwarves and Haradrim in central Europe, ask them if they're mine. It's just as well there are so many gorgeous new models coming out next month – I've got to start rebuilding somewhere.

Adam Troke

- ✦ A Shadow in the East Preview
The Easterlings are coming!
- ✦ The Misty Mountains Part 2
New campaign rules and scenario
- ✦ The Return to Dwarrowdelf
Fighting in the depths of Moria



Got questions about your army? Find the answers at:

www.games-workshop.co.uk/thelordoftherings/

A Shadow

In the war-torn land of Ithilien, a mighty army is preparing to descend upon Minas Tirith, an army not seen this deep into Gondor for many years. The Easterlings have arrived!



The Battle for Ithilien

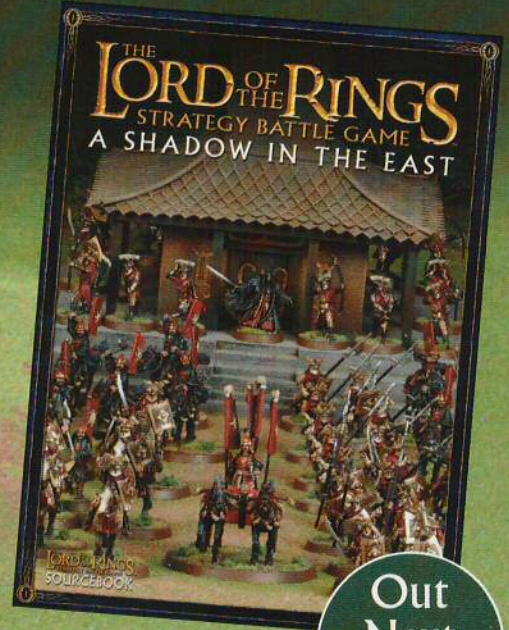
The main section of the book deals with an Easterling invasion of Ithilien. Characterful scenarios are bound together into a new campaign that charts the efforts of Ithilien's defenders as they strive against the might of the Rhûnish war machine.

Colours of Battle

A Shadow in the East contains painting guides and colour scheme information for the Rhûnish invaders. You'll find variant banner designs for the Khandish warriors, as well as suggestions on how to make your Khandish mercenaries stand out from the rest of the army.



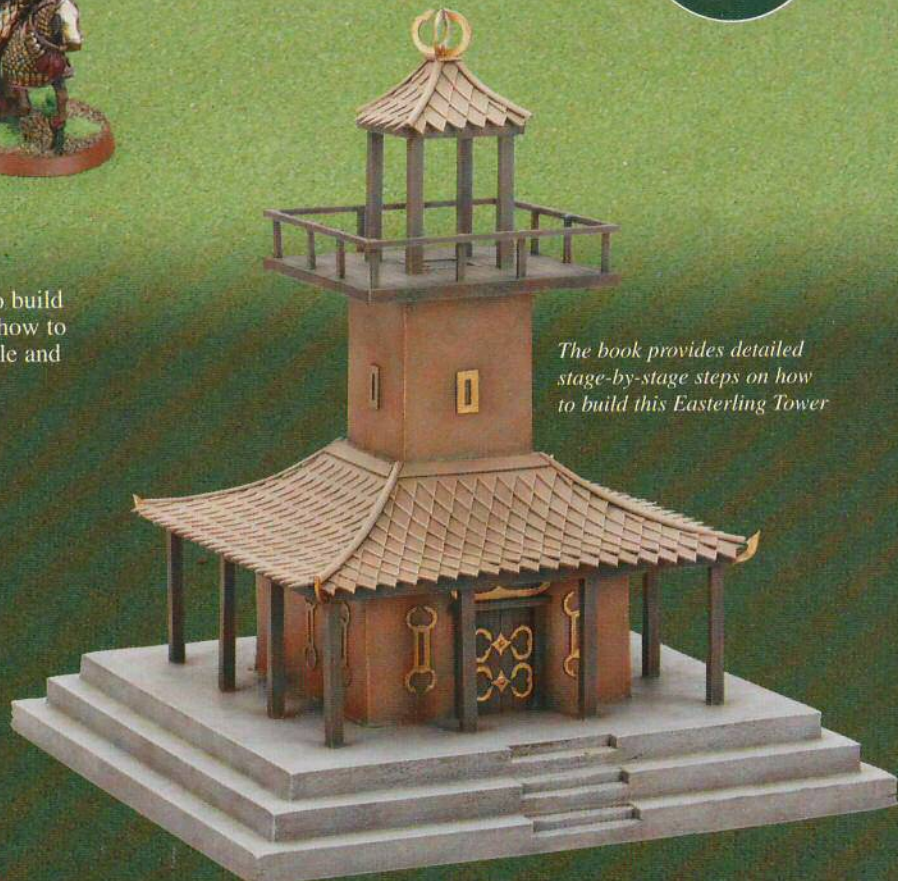
in the East



Out
Next
Month

Building a Better Battlefield

Within the book's pages you'll be shown how to build Easterling watchtowers and temples, as well as how to construct Khandish tents and stockades, in simple and easy-to-follow steps.



The book provides detailed stage-by-stage steps on how to build this Easterling Tower

Iron Clad Evil

Unlike most of Sauron's armies, the Easterlings are incredibly well organised. They are also absolutely dedicated to his cause. As such, the warriors of Rhûn are dangerous warriors and a lethal addition to any Evil army. A Shadow in the East release sees a brand new boxed set of plastic Easterling Warriors, adding the option of bow-armed Easterling warriors to your force for the first time. There are also metal heavy cavalry in the shape of the unstoppable Easterling Kataphrakts.



Easterling Kataphrakts



The new plastic Easterlings come equipped with either spears, hand weapons or bows

Something Nasty in the Dark

The only Ringwraith named by Tolkien, Khamûl the Easterling is a characterful addition to any themed Evil force. As a Ringwraith Khamûl has the usual host of dark powers at his disposal, but also has a few nasty tricks of his own to inflict upon the Forces of Good.

	F	S	D	A	W	C	M/W/F
Khamûl the Easterling	5/-	4	8	1	1	6	2/12/2



The Crimson Tide

A Shadow in the East presents Evil players with an entirely new force to collect: the Variags of Khand. Designed and sculpted by Alan Perry and Michael Perry, these light horsemen are reinforced by infantry and, a first for The Lord of The Rings Strategy Battle Game, chariots! All Variags have a sashimono-style backbanner, allowing players to easily personalise their force with unique heraldry. In addition, players have the choice of fielding their Variags as mercenaries; better fighters than regular Khandish warriors, but not as reliable once things start to go badly.

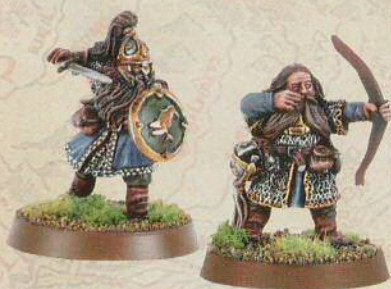


Variag horsemen
and infantry



Stand Firm Free People of the West!

A Shadow in the East presents new Heroes to lead the forces of Good to victory. From the films hails Madril, Faramir's second in command. From the book, Eorl the Young rides forth to lead the Rohirrim. Last but not least, we've created three new Heroes to add steel to the Free Peoples' efforts: Cirion, a noble captain of Gondor, and Múrin and Drár, two Dwarves from the Iron Hills.



Drár & Múrin



Cirion, Lieutenant
of Amon Barad



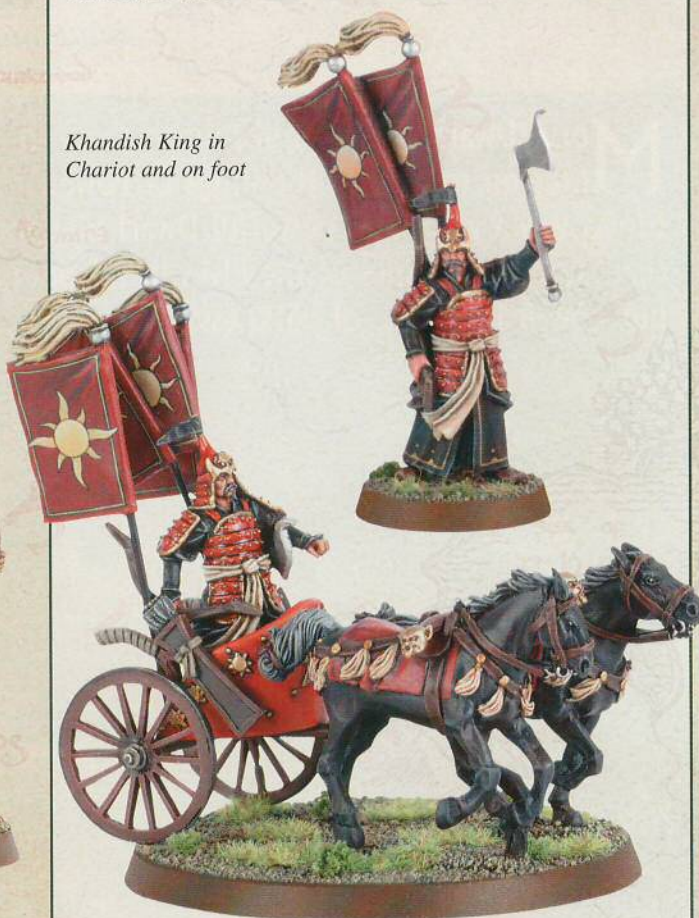
Eorl The Young

Wheels of Destruction

Chariots are exclusively used by the Variags of Khand. They can be employed as sturdy archery platforms by Warriors and Heroes, or spurred forward into the heart of the enemy, cutting through infantry and cavalry alike.

	F	S	D	A	W	C
Khandish Charioteer	3/4+	3	4	1	1	3
Khandish Chariot	0	3	6	0	3	0

Khandish King in
Chariot and on foot



A Shadow in the East is available next month. Check out issue 314 of White Dwarf for the Designer's Notes and a battle report where Design Studio Loremaster Gav Thorpe's defenders of Gondor take on Alessio Cavatore's evil Easterlings!

The Return to Dwarrowdelf

Additional rules for games set in Moria, by Mat Ward

Moria. Dwarrowdelf. Until Sauron came to Erebor to reclaim the Rings of Power, Moria was a great and powerful Dwarf kingdom that rivalled the cities of the Elves in splendour, but now it is a place of darkness...



**"Moria, wonder of the
ancient world."**

The Fellowship of The Ring

Moria Battle Scenarios

The halls of Dwarrowdelf are a fantastic and evocative setting for Battle Scenarios, however there are a few additions we recommend that you make to the rules if playing a scenario here.

1. As the Dwarrowdelf terrain lends itself to a three-dimensional gaming area, place a few ladders around the board to allow access to all of the levels. These can be made from balsa wood, or you can use the ones in the Uruk-hai Siege Attackers boxed set.
2. A Dwarrowdelf board can often be almost as tall as it is wide. You'll find you get a more dynamic game if you play Battle

Scenarios set here on a 24"/56cm x 24"/56cm board. For missions where models have to escape the table, you should set up your board so that they have to climb or descend at least 12"/28cm.

3. Flying creatures, such as Fell Beasts and Eagles, will not enter the depths of Moria and so players should agree not to use these models whenever playing any of these scenarios.

A Crumbling Realm

Over the years, Moria has begun to decay – its halls and passageways falling into disrepair under its new Goblin rule. The varied terrain and features within Moria provide additional rules and considerations.

Broken Walkways

Stone endures, and Dwarf-crafted stone lasts even longer, but to all things there is an end. The passage of time has taken its toll on many of the walkways in the city of Dwarrowdelf. Many are unstable, and some have even completely collapsed.

In-Game Effects

Broken walkways have two rules that are applicable when playing a game within Darrowdelf:

1. The gaps in walkway sections can be jumped, providing that they are close enough together and the jumping model is tall enough (see page 19 of the The Lord of The Rings rules manual for details). However, unlike the normal Jumping rules, if the Jump test result is a 1, the model falls down the gap between the two sections. If the drop is more than twice the height of the model, it takes a Strength 3 hit for every 1"/2cm fallen.
2. A walkway that has already started to collapse is incredibly unstable footing for anyone that traverses it. During the Priority phase, the controlling player rolls a dice for each of his models in base contact with the edge of an unstable walkway. On the roll of a 1, the part of the crumbling stone falls away resulting in the model that was standing there falling to the ground below. If the drop is more than twice the height of the model, it takes a Strength 3 hit for every 1"/2cm fallen.

Placing the Walkways

Always try to set up your board so you give a sense that these walkways once led somewhere. It's always worth placing a mix of broken and whole sections of walkways onto a table, as too many broken sections might slow the game down too much. Finally, remember to make sure that any broken sections are spread out across the board, so their placement does not disadvantage one player more than another.



Weapon Stashes

Dwarves are famous for their skills at smithying weaponry and armour. Opening a sealed chest in Dwarrowdelf is more likely to yield something deadly than something sparkling and delicate.

In-Game Effects

In the Mines of Moria box, there are several terrain pieces that can be used to represent weapon stashes (such as the treasure chest and the axe). Any unengaged model (Good or Evil) in contact with one of these markers at the end of the Move phase may exchange their weapon for either a shield, a Dwarf bow, or a two-handed axe; they must also abandon any bow or shield they are carrying if they select a two-handed axe. Remember to exchange the model for a suitable replacement, or to mark it with a counter so you can remember what has changed.

Placing Weapon Stashes

These can be found anywhere within Dwarrowdelf. As with other terrain effects, it's best to scatter them randomly around the board to prevent one player receiving an unfair advantage.



Mine Workings

The western reaches of Moria are festooned with all manner of mining equipment. In happier days, these would have been used to great profit, providing the Dwarves with raw materials they could forge into fabulous works. Even now, many of these relics still function.

In-Game Effects

Even if one side loses the battle, possession of enough mine-workings will allow them to scavenge sufficient iron, gold or mithril to have justified the expedition. Mine workings have no effect on the game itself (other than blocking movement and line of sight, as appropriate) but can influence the victory conditions. If playing a Take and Hold or Pitched Battle scenario, the player who controls the most mine workings may move the Win/Loss result by one, ie, an Evil player could turn a Major Good victory into a Minor Good victory, or a Good player could turn a Minor Evil victory into a Draw. Whoever has the most models with bases wholly situated on a mine working's base controls that terrain feature.

The Seat of Kings

Many royal halls existed within Moria, but greatest of all was that which housed the Throne of Acclamation, where a new king would accept the responsibility of ruling his kingdom.

The Throne of Acclamation

Set high up in one of the great halls of Dwarrowdelf, the platform that supports this throne shows no sign of the decay that has begun to affect other parts of Moria. It remains a place of great reverence to the Dwarves and a site they will fight all the harder to reclaim.

In-Game Effects

To represent the fervour that this location inspires in Dwarves, this terrain piece has two special rules:

1. All Dwarves on the same platform as the Throne of Acclamation are considered to be within range of a Banner (ie, may re-roll a dice when trying to win a fight).
2. All Dwarves on the same platform as the Throne of Acclamation must always charge if they are able to – they cannot bear the thought of their foes taking a foothold on the royal seat.

Rubble Barricades

With so much stone and debris around, creating a rubble blockade is often the simplest way of blocking off a tunnel or platform. Once left undefended, however, they can be easily dismantled by the enemy.

In-Game Effects

Rubble barricades act like normal obstacles as described on page 19 of the main rules manual. In addition, any model in base contact with a rubble barricade at the end of the Combat phase may attempt to dismantle it. The controlling player rolls a dice and adds the Strength of the model. If the result is 8 or better, the barricade is removed.

Placing Barricades

Whilst you can merely set these up at random to represent where sections of the ceiling have fallen in, it's far more evocative to place them across walkways and other defendable positions (see right). Remember that if you do this you may be making some gaps impossible to jump and therefore blocking access to some board sections.

Placing the Workings

Mineworkings should be placed quite far apart so they don't give one player a distinct advantage. You'll want to place them on the lower levels of a Dwarrowdelf board, possibly next to chasms or rubble barricades, to create the impression of a mine.



Placing the Throne

This terrain piece makes a superb objective in a 'Take and Hold' scenario. Whilst Dwarves will fight all the harder for control of it, they will also be easy to draw off into ambushes. If you want to make sure that the Throne of Acclamation really dominates the table, you can set it atop other pieces of your Dwarrowdelf terrain and make it even taller.



Special Rules

To add further variety to your games, you can use these special rules by rolling a D6 on the following charts at the start of the game.

D6 Roll	Result
1	No effect
2	The Mines are No Place for a Pony
3	Ancestral Seat of the Dwarves
4	Unstable Footing
5	Tremors
6	Unnatural Darkness

1. No effect.

2. The Mines are No Place for a Pony. Steeds dislike being underground and become difficult to control. All cavalry models must take a Courage test at the start of their move. If this test is failed they throw their rider and flee (the steed is removed from the game). Roll on the Thrown Rider table on page 49 of the rules manual.

3. Ancestral Seat of the Dwarves. Some areas of Moria radiate an aura of intangible nobility – a remnant of the Dwarf realm of old. Such a presence makes some Evil creatures wary and more likely to flee. All Goblins and Trolls suffer a -1 penalty to their Courage.

4. Unstable Realm. Most of the stairways in Moria have fallen into disrepair and if a fight occurs on a walkway or stairway, there is a chance that the combatants will lose their footing. At the start of the Fight phase the controlling player rolls a D6 for each of his models in such a fight. On the roll of 1-3, the model loses its balance and falls from the nearest edge. Models that fall in this way suffer damage as described in the main rules manual.

5. Tremors. This part of Moria is prone to earthquakes. To represent this, whenever players are tied in the Priority roll a tremor has struck and all models on the board are knocked to the ground. Models with a Strength of 6 or greater are only knocked to the ground if the winning roll for Priority was 4+.

6. Unnatural Darkness. The underground realm of Moria is a dark and shadowy place, with some areas blanketed in an unnatural darkness. At the start of the game, roll on the Gloom table to determine the level of visibility.

Gloom Table

D6 Roll	Result
1	Pitch Black
2-5	Oppressive Darkness
6	Ample Light

1. Pitch Black. The darkness is unnatural, and so total that warriors can barely see a hand in front of their face, let alone other warriors. Each time a model wishes to charge, cast a spell at, or shoot at an enemy, he must first roll greater than or equal to the distance in inches that separates them on a D6 (or 2D6 if measuring in centimetres). If this dice roll is not sufficient, the model can then attack a different enemy within the distance rolled. Might may be used to modify this roll.

2-5. Oppressive Darkness. Some light penetrates the dark, but most creatures cannot see far in such poor light. Elves, Dwarves, Trolls, Orcs and Moria Goblins can only see 12"/28cm away and may not charge, cast a spell or shoot at targets outside this distance. All other creatures can only see 6"/14cm into the darkness and may not charge, shoot at, or cast magical powers at other models outside this distance.

6. Ample Light. A hazy light streams in through the windows and pierces the veil of darkness providing sufficient light to fight by normally.



Modelling Moria

These terrain pieces are easy to build and can turn your table into a convincing segment of the Mines of Moria, especially when added to the scenery projects from *The Fellowship of the Ring*.

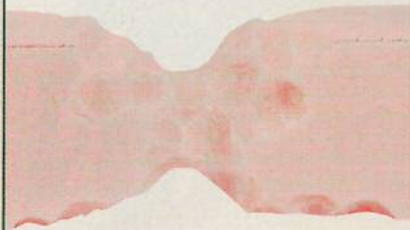
Barricades

Using a scrap of thick card, roughly cut an oval base 2" x 1" and then, using scrap pieces of polystyrene foam, build up a rock pile approximately 1" high, and glue it together with PVA glue. Make sure you start with the largest pieces at the bottom and add the smaller pieces to the top.



Broken Walkways

The aim when making a broken walkway is to create the impression that it's been damaged and is dangerous to cross, rather than completely broken in two – it's easier to incorporate into the rest of your terrain that way. Either cut a new walkway or use an existing one if you prefer, then use your thumb to gouge pieces of the foam out of the surface. Keep the pieces, you can use them to make the small rock piles that form the barricades (see above).



The Throne and Platform

Start by making a five-tier rock to match the others already in your collection, this time leaving the top of the spire flat (see page 66 of *The Fellowship of The Ring* book for details). To produce the octagonal shaped platform, begin by cutting a 5" square out of polystyrene foam. Measure and mark 1 1/2" from the corners with a pen and ruler, then draw a guideline between the two points. Repeat this on all four corners and then cut off the corners.

The throne is made from 4mm foamboard, using the same template as the Seeing Seat on page 81 of *The Fellowship of The Ring*. Once the throne is assembled, cut a 40mm piece of foamboard for its stone plinth. To give a similar octagonal appearance to the platform, measure 10mm from each corner and cut away the corners. Then glue the throne, plinth and platform onto the rock spire.



Painting Rocks

1 First, spray the rock with Roughcoat spray paint. Make sure that it covers all of the polystyrene.



2 Next, use Chaos Black to paint the rock. Once this is done, paint Dark Flesh into the recesses.



3 Using a large flat-headed brush, drybrush the rock Codex Grey followed by Rotting Flesh.



Scenario: The Fall of Moria

It was not the Goblins that made Moria what it is today. In the middle years of the Third Age, the Dwarves delved ever deeper into the roots of the mountains, seeking iron and mithril. So greedily they mined, unceasing in pursuit of these precious minerals, that their caution was lost. One fateful day, their excavations awoke something that should never have survived the bitter wars of the First Age – a Balrog of Morgoth.

Records do not indicate what precisely stirred the Balrog from its slumber but, once awakened, there was no stopping its rampage. It slew Durin, king of Moria, and countless other Dwarves. Other evil creatures were drawn, like moths, to its dark fire. A remorseless tide of shadow and flame swept over the proud kingdom of Dwarrowdelf. Those caught beneath it were slain and only those who fled before it managed to survive. This scenario re-enacts Durin's final battle against the Balrog, deep within the catacombs of Moria.

Layout

The scenario is played on a board 36"/84cm by 36"/84cm, representing the very heart of the Dwarven kingdom. It is set up as shown on the map. Feel free to expand the platform network with any additional pieces that you have made – the more the merrier!

Starting Positions

The Good player deploys the Dwarf King in contact with the Throne of Acclamation (A). All other Dwarf models are deployed anywhere on the board, but no model may be placed within 3"/8cm of another. No Evil models are placed at the start of the game – they will enter as the game goes on – see the special rules for details.

Objectives

The Evil side wins if the Good force are all slain within 20 turns. If the game goes on for 21 turns or more, the Good player wins! Unfortunately this won't affect the fate of the Dwarves – they'll still be eaten by Goblins, but they'll at least have put up a good fight.

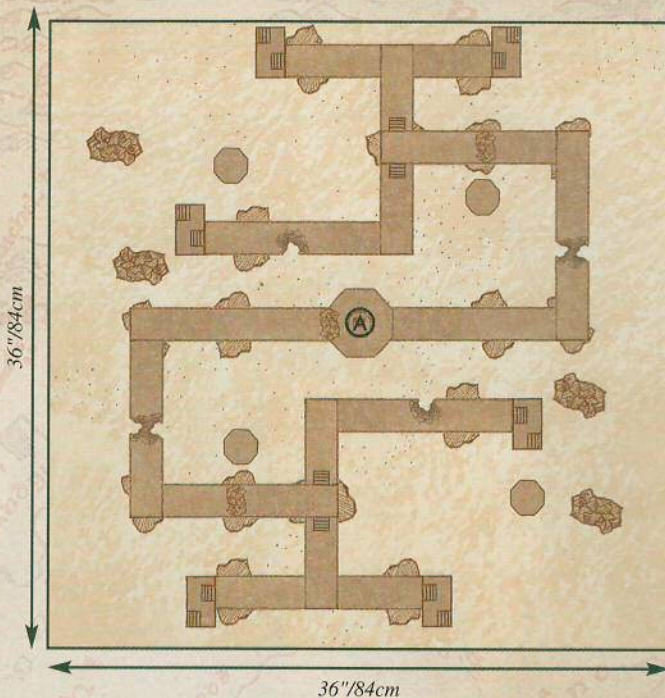
Special Rules

This scenario uses the special rules for barricades, platforms and the Throne of Acclamation, as described earlier.

The Flame of Udun. The Balrog does not start the game on the board, but moves onto the table at the end of the first Evil Move phase. He may move onto the board from any point on any edge, but must be on the lowest level – he cannot start on one of the platforms. He can always re-roll climb tests in this scenario, as he starts to ascend in pursuit of the Dwarves. Finally, due to lethargy from his dormancy, the Balrog has a Fight value of 6 for this scenario.

Durin's Armoury. In this scenario the Dwarf King wears his armour, helm and also carries Durin's Axe and Durin's Horn. These Dwarven heirlooms of amazing craftsmanship have the following special rules.

Durin's Axe. This axe is so light that it can be swung in deadly arcs with little effort to the wielder. The Dwarf King may re-roll one of his dice when determining who wins the fight. In addition, he adds +1 to his dice roll on the to Wound chart.



Durin's Horn. The sounding of this horn can cause fear in the hearts of all Evil creatures. The Dwarf King causes terror.

Durin's Helm. Woven through with Mithril, this helm is proof against all but the strongest blow. Each time the Dwarf King takes a wound, roll a D6 – on a roll of 6, the wound is discounted, exactly as if a point of Fate had been used.

Durin's Armour. This is a suit of fine mithril and includes a shield. The Dwarf King has a Defence of 9.

Goblin Tide. At the end of each Evil Move phase, the Evil player rolls a 2D6. This is the number of Goblins that have arrived at the battle. They can enter the board from any edge. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally. Slain models may re-enter play in this way.

The Final Battle. This is an epic conflict in which no quarter will be asked or given. Models do not take Courage tests for their force being Broken in this scenario, however, they still take tests for Terror.

Points Match

If you want to play this scenario with alternative participants, choose an Evil force of about 600 points and a Good force of about 400 points. Both sides must include at least one Hero – the Hero on the Evil side must cost at least 150 points. Up to 33% of either side may be equipped with bows.



The Dwarf Defenders

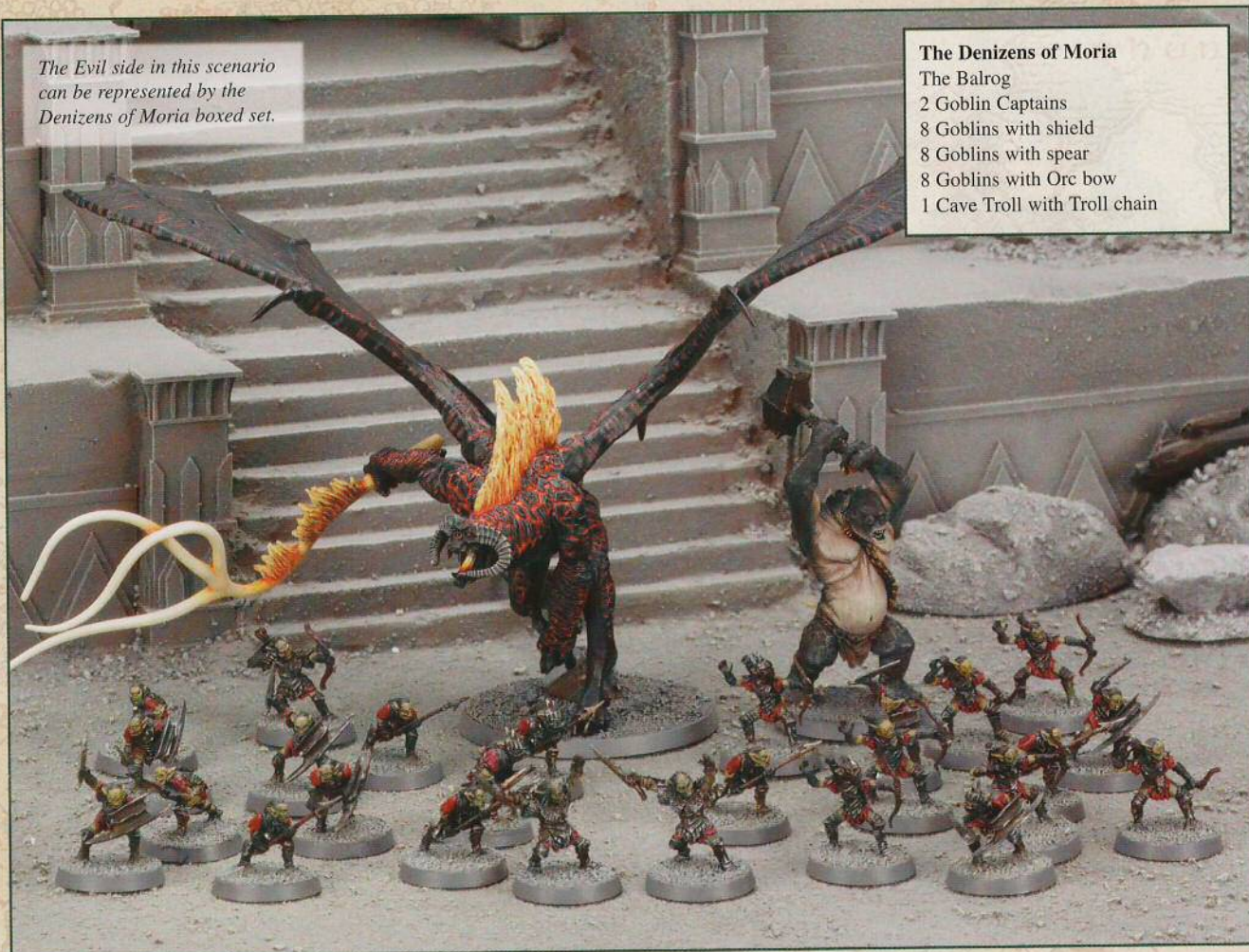
- 1 Dwarf King
- 2 Dwarf Captains
- 8 Khazâd Guard
- 6 Dwarves with shield
- 3 Dwarves with two-handed axe
- 6 Dwarves with Dwarf bow



The Evil side in this scenario can be represented by the Denizens of Moria boxed set.

The Denizens of Moria

- The Balrog
- 2 Goblin Captains
- 8 Goblins with shield
- 8 Goblins with spear
- 8 Goblins with Orc bow
- 1 Cave Troll with Troll chain



The Misty Mountains

Part 2 of a set of campaign rules by Mat Ward

The foothills of the Misty Mountains ring to the clash of arms as we present the last of the three Battle Scenarios, and the finale for our campaign. There are also statistics for the Goblin King Azghûr, a new kind of Troll, and special rules for hiring Evil warriors and fortifying Good villages. Fight now to decide whether it is Man or Orc that rules the mountains!



A Cave Troll model can be used as a Mountain Troll.

Evil Warrior

Mountain Troll

Points Value: 70

	F	S	D	A	W	C
Mountain Troll	5/-	7	6	3	3	4

Called 'Snow Trolls' in the land of Rohan, Mountain Trolls are more intelligent than other breeds – though this says very little. In battle they are formidable foes, being stronger and braver than the Cave Trolls that normally accompany Moria Goblins to battle.

Note: Mountain Trolls may only be used by the Evil player in the final scenario.

Wargear

Mountain Trolls do not really need weapons, although they may occasionally carry a suitable bludgeon, such as a hammer.

Special Rules

Terror.

Evil Hero

Azghûr, Scavenger King of the Misty Mountains

Points Value: 65

	F	S	D	A	W	C	M/W/F
Azghûr	4/-	4	6	2	2	4	3 / 1 / 1

Note: If you field Azghûr before the final scenario and he is slain, the Good player wins the campaign. Azghûr may leave any of the Battle Scenarios at any time by moving off any board edge.

Wargear

Azghûr wears crude heavy armour.

Special Rules

Backstabber. The Scavenger King is at his most dangerous when his foe is cornered. When striking trapped models, he receives +1 to his rolls to wound.



The Goblin King model is perfect to represent Azghûr in this campaign.



The village defenders keep the Wargs at bay.

Scenario: Plunder!

Azghûr has directed his followers to descend upon a village and strip every last item of value from it. The attack is made in the dead of night and, though the Goblins can see plainly in the darkness, the sentries set by the villagers are less fortunate. Can the alarm be raised before all is lost?

Starting Positions

Before the game starts, the Good player divides his force into two numerically equal groups. One group, chosen by the Evil player, is deployed within 12"/28cm of the centre of the map. The Evil player then deploys his force anywhere within 6"/14cm of any board edge. The remaining Good models are deployed anywhere on the board, no closer than 6"/14cm to another Good model.

Objectives

The Good force is attempting to defeat the Evil force and so save their lives and possessions. The game ends when all Evil models are slain or have left the board.

Major Good Victory

The game ends and no Loot counters have been stolen.

Minor Good Victory

The game ends and two Loot counters have been stolen.

Minor Evil Victory

The game ends and four Loot counters have been stolen.

Major Evil Victory

The game ends and six or more Loot counters have been stolen.

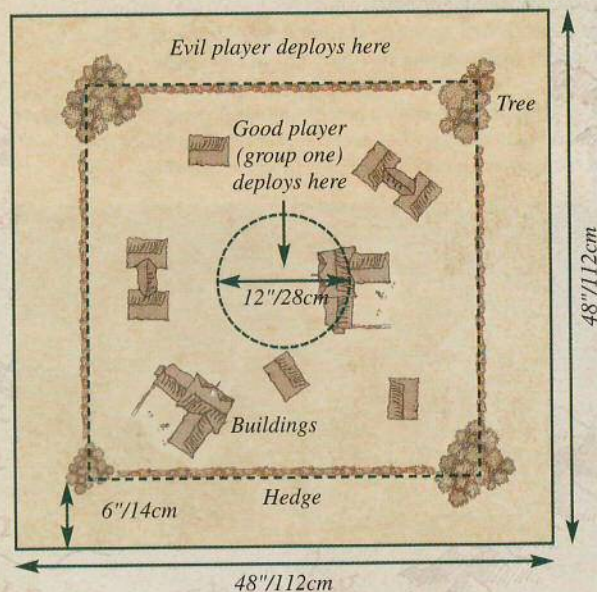
Special Rules

Sentries. The second group of Good models are the sentries for the village. At the start of the game, these behave exactly as laid out in

the Sentry rules in the main rules manual on page 73. The other Good models do not move until the alarm has been raised, but can detect Evil models in exactly the same way as the sentries.

Loot. A Goblin may claim a Loot counter by moving into contact with a building – place a counter in base contact with the Goblin.

A Goblin can also seize an unclaimed counter by moving into base contact with it during the Move phase. The counters are otherwise treated as light items, as described on page 72 of The Lord of the Rings rules manual. A counter is considered to have been stolen only when the Goblin carrying it moves off the board.



Special Rules

Hiring Evil Mercenaries

After the first campaign turn, the Evil player may spend Loot points to get more troops. This is done at the start of the 'Mustering Attackers' phase. For each Loot point the Evil player expends, he may add 15 points worth of models to one of his warbands for that turn only. These models can be any mix of Goblins, Orcs or Uruk-hai. Though they fight as normal during the game, such allies are fickle and will desert after one campaign turn. Remember, although hiring such troops may aid you early in the campaign, each Loot point spent before the end will make the final scenario all the harder.

In the final scenario, the Evil player may also spend points on Mountain Trolls.

Uruk-hai scouts



Mordor Orc warriors



Moria Goblin warriors



Building Good Defences

After the first Campaign turn, in the 'Muster Defenders' phase the Good player gets D3 'Defence points' that he can exchange for a variety of upgrades. Each upgrade must be assigned to fortify one of his villages. Once bought, upgrades last for the rest of the campaign,

though they remain in the same village – they cannot be transferred between locations. Dedicated players may want to sketch out a map of each settlement so that the layout remains the same in future games.

Weapon Stash

1 Defence point

In the middle of battle weapons break and ammunition is spent. Extra supplies of such items can be kept close to hand so that a warrior may replace his gear.

A weapon stash can be placed anywhere within the defender's deployment zone. Any Good models within 3"/8cm of a weapon stash may re-roll any 1s when shooting.



Symbol of Ancient Days

1 Defence point

Across Middle-earth there are ruins built by the Elves or Númenóreans. Evil beings recognise the touch of a higher power upon these artefacts and fear them.

A symbol of ancient days can be placed anywhere within the defender's deployment zone. Any Evil models within 6"/14cm of the symbol suffer a -1 penalty to their Courage.

This ancient statue is taken from the Ruins of Middle-earth box.



Palisade

2 Defence points/section

Though walls take a great deal of time to build, once they are completed a village can be all but invulnerable to anything other than a fully-fledged assault.

Each palisade purchased allows the defending player to set up a 12"/28cm section anywhere within his deployment area. These are treated just like obstacles (as described in the main rules, page 19). In addition, any model that attempts to jump the Palisade takes a Strength 5 hit if they roll a 1 in the Jump test.

The palisade is made of cocktail sticks, as are the spikes. The earthen mound is a trimmed and flocked piece of insulation foam.



Well

1 Defence point

Once fire catches hold it can consume even a large timber building in a handful of minutes. A supply of water close at hand helps combat this threat.

A well can be placed in the defender's deployment zone. If a well is part of a settlement the defenders may add +2 to rolls to extinguish fires in the Pillage! scenario.

This well is from the Mines of Moria terrain sprue.



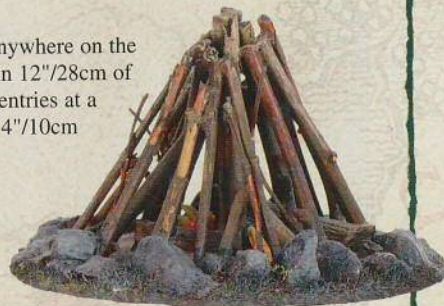
Bonfire

1 Defence point

Most raids, particularly those embarked upon by Goblins, happen in the dead of night. As such, a good light source is of great benefit to sentries, enabling them to spot interlopers at a much greater distance.

A bonfire may be deployed anywhere on the board. Any Evil models within 12"/28cm of a bonfire will be spotted by sentries at a range of 8"/20cm rather than 4"/10cm in the Plunder! scenario.

This bonfire is made of artfully arranged gravel and twigs on a card base.

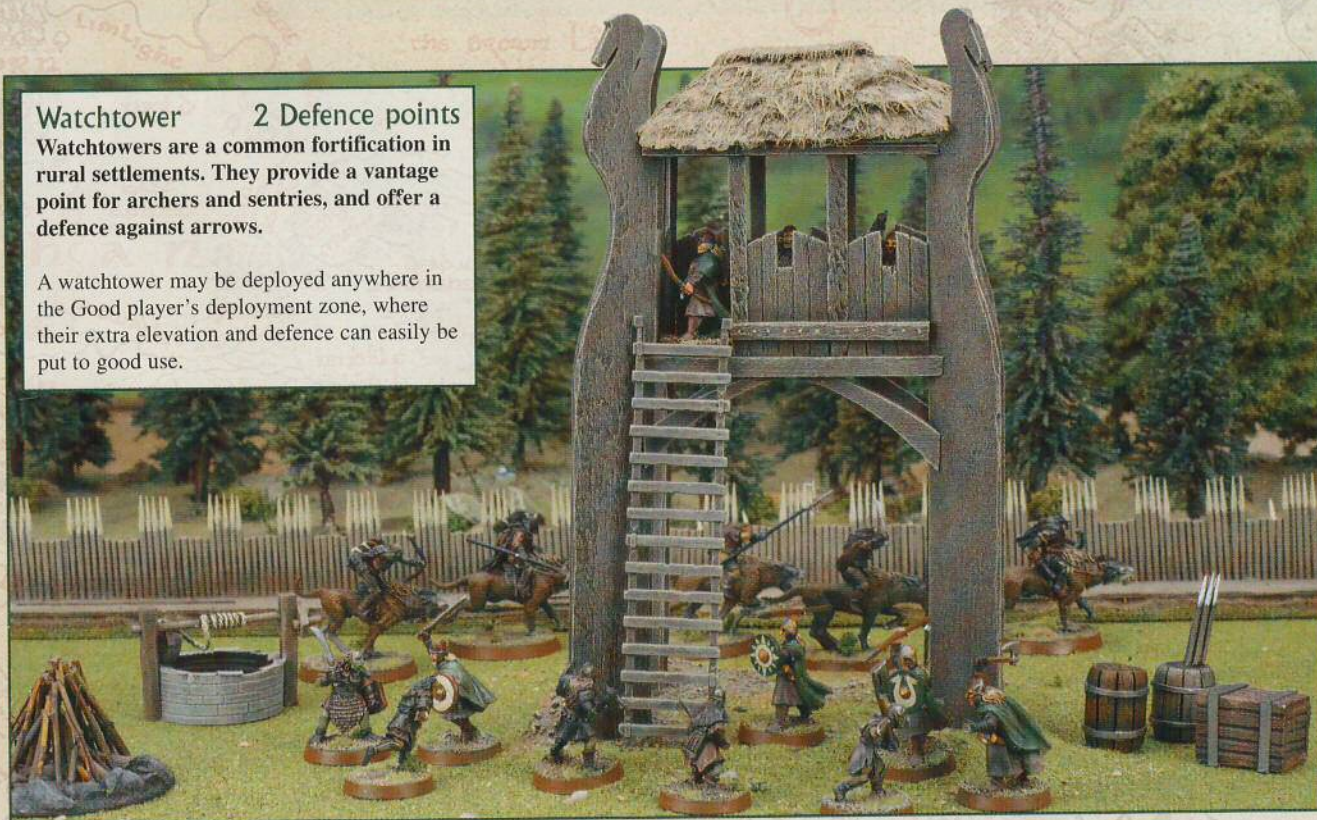


Watchtower

2 Defence points

Watchtowers are a common fortification in rural settlements. They provide a vantage point for archers and sentries, and offer a defence against arrows.

A watchtower may be deployed anywhere in the Good player's deployment zone, where their extra elevation and defence can easily be put to good use.



Scenario: The Hunt For The Scavenger King

Every village within striking distance of Azghûr's lair has borne the brunt of his greed. Such a state of affairs can no longer persist. Seeking aid from any who will lend it, the villagers send a force up into the Misty Mountains, searching for the Goblin King's lair.

After many days of wearying and frustrating traipsing through the cold and uninviting mountains, a sign of Azghûr's

passing finally comes to light – a trail scuffed and worn by many feet that leads into a great cave. Within the dank cavern dwell the Goblins that have brought such misery to the surrounding area for so long. Being the brave soul that he is, Azghûr scurries for safety at the sight of deserved vengeance, sending his troops to confront the vengeful villagers. Can the forces of Good find Azghûr before they are overwhelmed?

Good



- 1 Elven Captain
- 1 Captain of Men
- 1 Dwarf Captain
- 1 Wandering Hero
- 2 Mannish Warriors with bows
- 2 Mannish Warriors with throwing spears
- 2 Mannish Warriors with shields
- 2 Dwarves with shields
- 1 Dwarf with a two-handed weapon
- 3 Dwarves with Dwarf bow
- 6 Wood Elf Warriors with Elf bows and Elven blades

For our men of Eriador, we used Warriors of Rohan on foot

Evil



- Azghûr, Scavenger King
- 2 Goblin Captains
- 1 Goblin Drum
- 2 Mountain Trolls*
- 2 Warg Riders with throwing spears
- 2 Warg Riders with shields
- 2 Warg Riders with Orc bows
- 8 Goblins with shields
- 8 Goblins with spears
- 8 Goblins with Orc bows
- Hired Warriors

**Use Cave Trolls to represent Mountain Trolls.*

Points Match

This is a highly specialised scenario and, as such, does not lend itself easily to a Points Match. However, if you wish to play this game with other forces, agree upon the combatants with your opponent.

Layout

This scenario is played on a 48"/112cm x 72"/180cm table. Scatter the board with as much suitable terrain as possible, focusing on rocky outcrops and so on – if you've made the Dwarfondelf terrain set featured in *The Fellowship of The Ring* and elsewhere in this issue, then this is ideal to represent Azghûr's lair.

Starting Positions

Starting with the Evil player and then alternating, the players place a total of eight counters to represent the possible hiding places of the Scavenger King. Counters can be placed anywhere on the board provided that no counter is within 6"/14cm of another or 6"/14cm of a board edge. When this has been done, the Evil player splits his force into six numerically equal groups and deploys them anywhere on the board – different groups may not be deployed within 12"/28cm of another. The Good force enters the board from an edge of the Good player's choice at the start of the first turn – they may not charge in the turn they arrive, but may otherwise act normally.

Objectives

The game continues until Azghûr has been killed or the Good side wiped out. If it is the former, the Good player wins; the latter is an Evil victory. In the unlikely event that both sides meet their objectives in the same turn, the game is a draw.

Special Rules

Wandering Hero. The villagers have petitioned their allies to join them in this final battle. The Good player can choose a Hero from the following list, but there are disadvantages that balance out simply selecting the most powerful Hero.

Radagast the Brown or Gandalf the Grey or Glorfindel or Elladan and Elrohir. Bold champions of the Free Peoples, any of these Heroes will readily come to the aid of your villagers, but will allow the Evil player to field an extra Cave Troll. Elladan and Elrohir count as one choice.



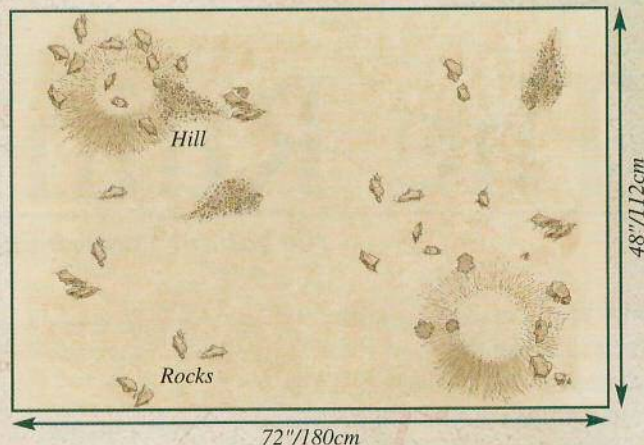
Radagast
the Brown

Elladan and
Elrohir

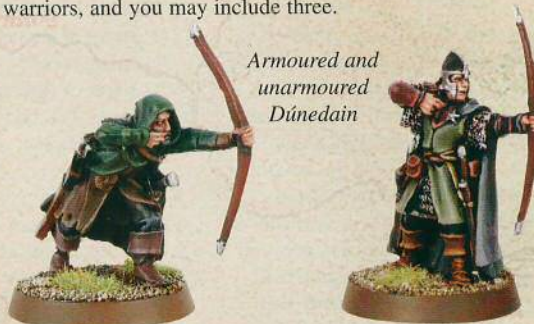


Gandalf the Grey

Glorfindel



Dúnedain. There is no disadvantage to selecting these skilled warriors, and you may include three.



Gildor. There is no disadvantage to selecting Gildor.

Arwen. Like her brothers, Arwen often travels the wild outside Rivendell. There is no disadvantage to selecting Arwen.

Aragorn. A masterful ranger, Aragorn may re-roll the dice when searching for Azghûr. However, he seems to draw foul creatures to him – the Evil player may field two additional Cave Trolls.



Gildor

Arwen

Aragorn

Hired Warriors. Azghûr knows that this battle will determine whether he lives or dies, so has been expending his ill-gotten gains to lure more warriors to his side. For each Loot point the Evil player has amassed at the end of the campaign, he may add 15 points of Warriors to his force. These may be chosen from Moria Goblins, Orcs, Uruk-hai or any kind of Troll.

Finding the Goblin King. The Good player may search for Azghûr at any of the counters by moving one of their models into base contact. They then roll a D6 – on a 6, Azghûr is there and the Evil player places him within 6"/14cm of the counter (Might may not be used to modify this roll). If he has not already been placed, Azghûr will always be under the last counter to be searched. Azghûr may not leave the table in this scenario.

The Ruin of Rohan

The Valiant Rohirrim versus the Evil of Isengard

Mat Ward details a scenario recreating the Riders of Rohan's attempt to aid a village that has come under attack from a combined force of Orc Warg Riders and Uruk-hai

As Saruman launches his attack on Rohan, many areas are already suffering from Orcish raids conducted at Sauron's behest. Between the Uruk-hai of Isengard and the legions of Mordor, Rohan is hard pressed, yet neither direction nor reinforcement comes from Edoras. Many villages are left to fend for themselves, with old men and boys pressed into service to fight the trained warriors of the Dark Lord and the White Wizard. One such village in the extreme north of Rohan is more fortunate than most for, when it is their time to be assailed, part of Éomer's

Éored is close at hand. Seeing the danger to the village, they spur their horses towards the battle.

Participants

Good

- 1 Captain of Rohan
- 8 Warriors of Rohan with shield
- 8 Warriors of Rohan with shield and throwing spear
- 8 Warriors of Rohan with bow
- 16 Riders of Rohan
- 8 Riders of Rohan with throwing spear

Evil

- 1 Uruk-hai Captain
- 1 Orc Captain (rides a Warg)
- 6 Warg Riders with shield
- 6 Warg Riders with Orc bow
- 6 Warg Riders with throwing spear
- 10 Uruk-hai Warriors with shield
- 10 Uruk-hai Warriors with pike

Points Match

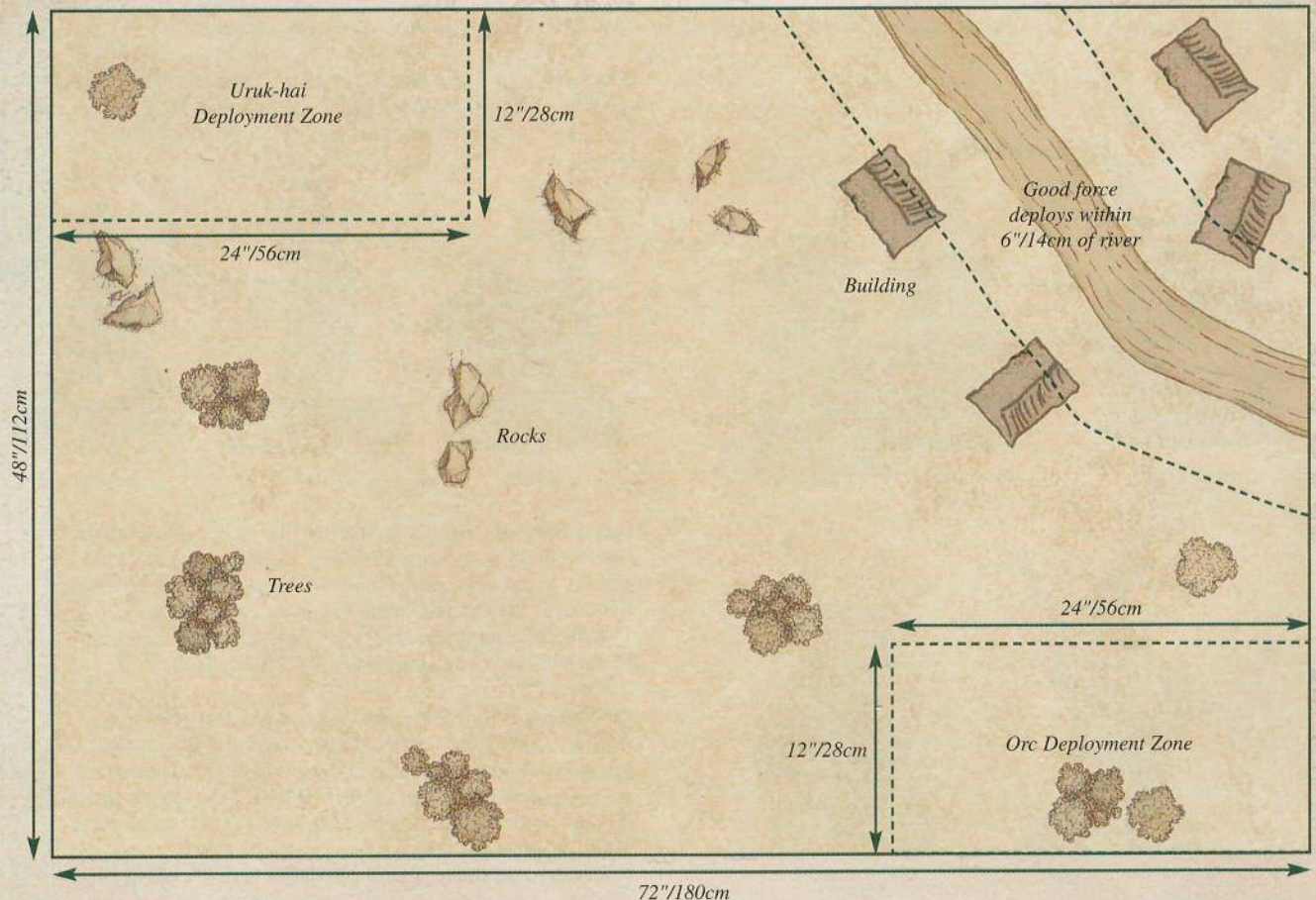
To play this scenario with different forces, choose approximately 500 points of troops for each side. Both sides must include at least one Hero and may equip no more than a third of their warriors with bows.

Layout

For this scenario use a board 48"/112cm by 72"/180cm. A river flows through one corner of the battlefield around which a small Rohirrim village is clustered. This counts as difficult terrain but can be crossed. The rest of the board should be covered with a few hills and occasional trees.

Starting Positions

The Good player deploys his force within 6"/14cm of either bank of the River. The Evil player then deploys the Orcs and Uruk-hai within their respective deployment zones (see map).



Objectives

The Good side wins if the Evil force is annihilated. The Evil side wins if it reduces the Good side to 25% or less of its starting strength. In the unlikely event of both sides meeting their objectives in the same turn, the game is a draw.

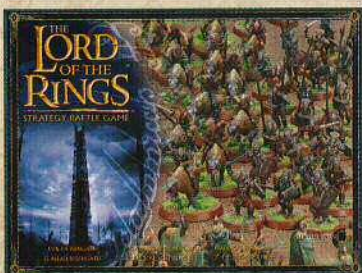
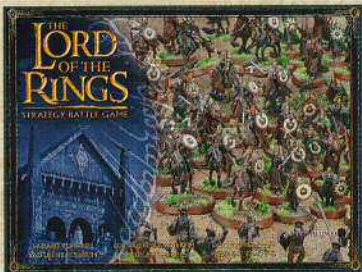
Special Rules

Peasants. The defenders of the village are, in the main, old men and children – warriors hardly up to the task of thwarting the bestial invaders. All Warriors of Rohan in this scenario are Fight 2 and Courage 2.

Twin Assault. The Orcs are pledged to the service of Mordor and Sauron, whilst the Uruk-hai are subjects of Isengard and of Saruman. Accordingly, they have little trust for each other and take no confidence in the presence of their allies. To represent this, each force is considered separate for the purposes of determining whether they have been reduced to half strength or not for the purposes of Courage tests. In addition, Orc Warriors will only use the Stand Fast! and heroic actions of an Orc Hero, and Uruk-hai will only use the Stand Fast! and heroic actions of an Uruk-hai Hero.

Battle Forces

Many of the models you will need to play this scenario are now available in the Valiant Rohirrim and Evil of Isengard box sets. The two new packs are an easy and cost-effective way to start collecting a new The Lord of The Rings force.



The Riders of Rohan charge to the villagers aid



THE LORD OF THE RINGS

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THE ASTRONOMICAN

The Emperor's Guiding Light



Owen Rees

Owen: The Astronomican has changed – in fact it's had a complete overhaul. It will now better represent the talents of the UK hobby community... ie, what you hobbyists do out there; your miniatures, armies, terrain, clubs, events and hobby tips and tricks!

get involved or join up and any events that players can get involved in. This month we feature a profile on Games Workshop's Community Team.

Front Line

An untapped hive of hobby awaits in our Hobby Centres. Every month we go over the top and look at what our staff and Hobbyists are painting and playing. Miniatures, in-store events, hobby tips and interviews are just some of the things to dazzle you! This month, check out GW Birmingham, Leicester and the imaginative work of Mark Edwards on his White Panther Space Marines from our Nottingham store.

And More!

We've still got all the old favourites, including our ever-popular letters page. Fuel for the Furnace, Gaming Rooms and Ordering Direct. Here, you'll still find all the components for the New Releases, Advance Orders and more. We've got some great plans and ideas. This is just the beginning...

Owen Rees

Warhammer World

Discover the latest models to enter the Citadel Miniatures Hall, check out the exclusive items available from our famous Dwarf bar, Bugman's, and schedule your hobby calendar with our Events Diary in the Warhammer World section. We'll be focussing on something different every month for our premier visitor's attraction, including all the news, the best armies from tournaments and campaigns, and more.

Clubs and Community

Here we showcase all the treasures unearthed from the Hobby Community. There's a whole host of great stuff out there and we're determined to find it! We throw the spotlight on GCN clubs, including how to



Community

All the latest news and events from Warhammer World, hobby centres, clubs and the community.



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OVER THE PAGE FOR MORE!

**WARHAMMER 40,000
DOUBLES TOURNAMENT**
14TH-15TH JANUARY

**WARHAMMER
RISE OF KINGDOMS**
28TH-29TH JANUARY

**WARHAMMER
GRAND TOURNAMENT
GRAND FINAL**
4TH-5TH FEBRUARY

**WARHAMMER 40,000
GRAND TOURNAMENT
GRAND FINAL**
4TH-5TH MARCH

**THE LORD OF THE RINGS
GRAND TOURNAMENT**
8TH-9TH APRIL

**BLOOD BOWL
GRAND TOURNAMENT**
13TH-14TH MAY

Located in Lenton Nottingham, Warhammer World is the place to come for a great Games Workshop experience. Within its castle courtyard you will find a wide array of awesome gaming tables built by Warhammer World's scenery team. All of Games Workshop's current game systems are represented, from cathedral ruins for the Warhammer 40,000 universe, to the rolling plains of the Warmaster board. Whatever game you play, Warhammer World is the place to fight your war!

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- Available for Club or Gaming Group activities (subject to availability).
- Citadel Miniatures Hall.
- Sample the legendary hospitality of the Dwarfs at Bugman's Bar!

•RING 0115 9168410 FOR MORE DETAILS.

The Citadel Miniatures Hall

Games Workshops crown jewels are now on display in the Citadel Miniatures Hall and it's free! Including the work of the 'Eavy Metal team, this new display also showcases models from former Golden Demon winners and highly individual painters, modellers and artists such as John Blanche from the last 30 years. This gives all visitors the opportunity to view new and historical miniatures and models they would simply never otherwise see.

It is an exhibition of the finest painted miniatures in the world, on show in a gallery setting and presented with gravitas, history, purpose, place and respect. For more information e-mail or call:



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Lots of great merchandise, like mugs, shirts and miniatures are available.

Bugman's Bar is the place to sit and relax with a thirst-quenching refreshment after visiting the museum. It is custom-built to provide an appropriate finish to any visit to Warhammer World, with a great selection of drinks and mouth-watering meals.

The Master Brewer's favourite drinking hole also offers its patrons the opportunity to take home a memento of the experience, in the form of limited edition mugs, tankards and busts, as well as the great Dwarf himself, Josef Bugman – and exclusive to Bugman's Bar. These items cannot be purchased anywhere else. For more information, e-mail or call:

bugmans@games-workshop.co.uk

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CLUBS & COMMUNITY

All the information you need about clubs, whether you want to participate or start one of your own

UPCOMING CLUB EVENTS

Are you running an event and are a GCN or WPS club? If you want to advertise it for free in this fine publication simply drop us an e-mail at:

nickk@games-workshop.co.uk

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

- 1st December for WD314 (March)
- 1st January for WD315 (April)
- 1st February for WD316 (May)

Please note all dates and details are correct at the time of going to print but are subject to change.

Events diary abbreviation guide

WHWarhammer
40KWarhammer 40,000
BBBlood Bowl
WABWarhammer Ancient Battles
WPSWarhammer Players' Society
WECWWarhammer English Civil War
EpicEpic Armageddon
LOTRThe Lord of The Rings
GWGames Workshop
GTGrand Tournament

JANUARY

The GCN Presents:

Yorkshire Open Tournament WARHAMMER 40,000

Date: Sunday 22nd January 2006
10am - 6pm

Venue: Leeds Night Owls Gaming Club, Headingley Community Centre, North Lane, Headingley, Leeds

Details: Painted 1,500 points Warhammer 40,000. Tickets £10; prizes for winners.

Contact: Steve Nolan 07793198516; itssteve@hotmail.com; www.leedsnightowls.co.uk

FEBRUARY

The GCN Presents:

Yorkshire Open Tournament WARHAMMER

Date: Sunday 26th February 2006
10am - 6pm

Venue: Leeds Night Owls Gaming Club, Headingley Community Centre, North Lane, Headingley, Leeds

Details: Painted 1,500 points Warhammer. Tickets £10; prizes for winners.

Contact: Steve Nolan 07793198516; itssteve@hotmail.com; www.leedsnightowls.co.uk

STARTING A CLUB? SPEAK TO OUR TEAM

In the UK, Games Workshop has a dedicated team of Community Hobby Managers whose job it is to help the formation and development of Gaming Clubs. The team's responsibility lies in helping hobbyists who enjoy our games to form and get the most from their own group.

Whether it's helping a local secondary school build a club ready for the School League, working with independent clubs who want to join the Gaming Club Network (GCN), or just encouraging a bunch of friends to take a step towards forming their own group, the Community Team is there to help.

If you are interested in forming your own Gaming Club or getting involved with any of our Community initiatives, please get in touch with us! We have a range of information packs we can send you and, when the time is right, we can send one of our Hobby Managers to visit you.



BEK HAWKY

Community and Events Advisor

Bek is the first point of contact for all community enquiries. She gives advice to anyone wanting to set up a club. You can call between 9.30 - 5.00 weekdays.

She also arranges meetings with relevant Hobby Managers, so if you want to get in contact with anyone else on the team please give her a call.

Hobby Profile: Warhammer 40,000 Armies: *Space Wolves* and *13th Company*. Warhammer Armies: *Wood Elves*. The Lord of The Rings Armies: *Warriors of Rohan*.



CHE WEBSTER

Community and Events Operations Manager

Che manages the support team based at Head Office, and works closely with the team managers. He also looks after all the "odd-ball" stuff that comes into the team, including questions about intellectual property, event volunteering, and invitations for GW to attend independent shows.

Hobby Profile: Warhammer 40,000 Armies: *Tau* and *Tyrannids*. Warhammer Armies: *Chaos* and *Orcs*. The Lord of The Rings Armies: *Dwarves* and *Moria Goblins*.



MATT ANDERSON

Community Manager

Matt helps to develop and support all hobby clubs. He recruits, trains and manages team of Hobby Managers. Matt looks after the national support of the community - including schools, libraries and all manner of other clubs.

Hobby Profile: Warhammer 40,000 Armies: *Space Marines*, *Nurgle Chaos Space Marines*. Warhammer Armies: *Chaos*, *Khemri*, *Wood Elves*.



ROB WYNESS

UK Community Hobby Manager

Rob develops and supports clubs in the West Midlands, South West and Hampshire.

Hobby Profile: Warhammer 40,000 Armies: *Templars of Ultramar*. Warhammer Armies: *Empire*. The Lord of The Rings Armies: *Uruk-hai*, *Men of Gondor*, *High Elves*.



GIUSEPPE "PRINCE" PRINCIPE

UK Community Hobby Manager

Prince develops and supports clubs in the Midlands, and East Midlands.

Hobby Profile: Warhammer 40,000 Armies: *Eldar* and *Space Marines*.

Warhammer Armies: *Goblins* and *Wood Elves*. The Lord of The Rings Armies: *Moria Goblins*.



DAREN MCANINCH

UK Community Hobby Manager

Daren develops and supports the Thames Valley, London and East Anglia area.

Hobby Profile: Warhammer 40,000 Armies: *Armageddon Steel Legion* (15,000 points!).

Necrons, *Space Marines*, *Daemonhunters*. Warhammer Armies: *Undead*, *Empire*, *Dogs of War* and *Chaos* (another 15,000 points). The Lord of The Rings Armies: *Daren has painted all of the models for the scenarios in The Fellowship of The Ring and is most of the way through The Two Towers*.



ANDY JOYCE

UK Hobby Manager

Andy is developing and supporting clubs in the North West and Yorkshire area.

Hobby Profile: Warhammer 40,000 Armies: *Grey Knights*, *Imperial Guard Infantry*.

Imperial Guard Tank Company, *Emperor's Children* (what's with these guys and their 15,000 point armies -ed), *Iron Hands*, *Dark Angels* and *Necrons*. Warhammer Armies: *Khemri*, *Bretonnians* and *Chaos*. The Lord of The Rings Armies: *Mordor Orcs*.

Contact:

clubguy@games-workshop.co.uk
schools@games-workshop.co.uk
Phone: 0115 916 8380

Or write to:

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

More information about clubs and community events
Can be found on the Games Workshop and GCN websites.



OUR GAMING CLUB LIST IS HERE TO HELP
YOU FIND THOSE CLUBS THAT ARE MEMBERS
OF THE INDEPENDENT GAMING CLUB
NETWORK.

THE GCN ROLL OF HONOUR
The clubs listed here all have:

- A committee of at least three members to run their affairs openly.
- Public liability insurance to protect the members against accident.
- A good standard of club rules and a club constitution.
- A child protection policy.
- A policy of submitting the committee for CRB Disclosure.

As part of our commitment to customer service and safety we do not promote any club outside of the Gaming Club Network.

www.gcnm.org.uk

1st Company Veterans (Warhammer World)
Contact: Chris and Scott
E-mail: info@1stcompanyveterans.net

Battlenet (Norwich)
Contact: Richard Miller
Phone: 07710 702297
E-mail: Richard@battlenet.co.uk

Battlescar (Poole)
Contact: Paul Cleveland
Phone: 01202 385 632
E-mail: paul@battlescar.co.uk

Blackfish (North Walsham)
Contact: Guy Blashill
E-mail: guyblashill@yahoo.co.uk

Bracknell Forest Gamers
Contact: Richard Currey
Phone: 07951 816 613
E-mail: d.currey@talk21.com

Bridgend YMCA Games Club
Contact: Matt Churchill
Phone: 01656 668298
E-mail: velvetfiend@yahoo.co.uk

Brighton Warlords
Contact: Peter Cooke
Phone: 0797 409 4240
E-mail: Peter.cooke423@ntlworld.com

Chelmsford Bunker
Contact: Gareth Williams
Phone: 01245 348542
E-mail: cdgareth@tiscali.net

Celchester Games Club
E-mail: info@celchestergamesclub.co.uk
Phone: 0791032 8924

Chelmsford Bunker
Contact: Gareth Williams
Phone: 01245 348542
E-mail: cdgareth@tiscali.net

Dice and Dagger (Bude)
Contact: Kurt Baker
E-mail: celtotkernow@aol.com

Dudley Darklords
Contact: Paul Sheldon
Phone: 01384 288 360
E-mail: kpsheeldon@ic24.co.uk

Dursley Games Club
Contact: Dan Bishop
Phone: 01453 549 377

Edinburgh Pub Bowl League
Contact: Dave Avery
Phone: 07837 380713
E-mail: daveryed@btinternet.com

Gambit Games On (Bellingham)
Contact: Gareth Wynn
E-mail: Gareth.wynn808@ntlworld.com

Gatekeepers Wargames Club (Shrewsbury)
Contact: James Sherry
Phone: 01743 369605 or 07792 469648
E-mail: n.sherry@btopenworld.com

Gobstys (Lincoln)
Phone: 01522 803310
E-mail: info@gobstys.co.uk

Hyde Clarendon Strategy Games Club
Contact: Paul Mather
E-mail: paul.mather@timeside.ac.uk

Jersey Privateers Gaming Club
Contact: Richard Mallet
Phone: 07797 725481
E-mail: director@black-helicopters.com

Kirriemuir Wargames Club
Contact: Michael Anderson
Phone: 01382 454068
E-mail: www.kirriemuirwargamesclub.co.uk

Leeds Night Owls
Contact: Steve Nolan
Phone: 0113 225 0461

Maccwargames (Macclesfield)
Contact: Duncan Harradine
Phone: 01625 612 579
E-mail: Harradine2002@yahoo.co.uk

Madgamers (Maldenhead)
Contact: Denis Jackman
Phone: 01628 540934
E-mail: DENIS_JACKMAN@hotmail.com

Middlesbrough Gamers Club
Contact: Shaun Atherton
Phone: 01642 272 021
E-mail: Shaunatherton@netscape.net

Newmarket Dwarf Wargames Society
Contact: Chris Peachey
Phone: 01638 720861
E-mail: nkdwarf@hotmail.com

North West Warriors (Kendal)
Contact: Adam Turner
Phone: 07905 410 067
E-mail: Orc69@hotmail.com

Northumbrian Adventurer's Guild
Contact: Mark Anderson Coulter
Phone: 07906 193711
E-mail: nagonline@hotmail.co.uk

Nuneaton Model and Gaming Club
Contact: Brian McCormack
Phone: 07976 884 558

Old Buckenham Bone Crushers
Contact: Paul Girling
E-mail: www.banhamandthebucks.co.uk/wargames

Oxford Gaming Club
Contact: Mike Sharp
Phone: 07802 764143
E-mail: Mike.sharp4@btopenworld.com

Phoenix Gaming Club (Rushden)
Contact: Stephen Mawson/Darrell Lee
Phone: 07951 728142

Portbury Knights
Contact: Alan Vowles

Phone: 07771 985488
E-mail: alanvowles@msn.com

Rainhill Wargames Club
Contact: Paul Tennant
E-mail: paultennant@hotmail.com

Redcar Ironbeards
Contact: Ian Widdowson
Phone: 01642 503207

The Spiky Club (Reading)
Contact: Sean Curtis
Phone: 07798 825696
E-mail: ookthelibrarian@hotmail.com

St Aidans Warrior Club
Contact: Paul Fletcher
Phone: 01415 770196
E-mail: paulmgregor@fletcher@hotmail.com

Stirling Wargamers
Contact: Paul Brooks
Phone: 07879 612 033
E-mail: paul@treeandleaf.plus.com

Suffolk and Essex Gamers
Contact: Lord R Banbridge-Kiddy
Phone: 01787 211 254

Swindon and District Wargamers
Contact: Paul Nettle
Phone: 01793 700609
E-mail: nettle.inbe@ntlworld.com

Tanelorn Wargames Club
Contact: Martin Turner
E-mail: Martin.Turner@Hess.com

TGC (Tamworth)
Contact: Phil Hannigan
Phone: 01827 287446
E-mail: philhannigan2002@yahoo.co.uk

That Dam Gaming Club (Newmillerdam)
Contact: Iain Dalton
Phone: 07963 311481
E-mail: votermoose@hotmail.com

The Middlesbrough Gamers Club
Contact: Shaun Atherton
Phone: 01642 272021
E-mail: shaunatherton@netscape.net

The Sad Muppet Society (Basingstoke)
Contact: David Offen-James
E-mail: muppet@genesis-sf.org.uk
Phone: 0118 920 489

Tolworth 1st Founding
Contact: Peter Corps
Phone: 07788 790136

Tunbridge Wells Wargame Society
Contact: George Gush
Phone: 01580 753 680

Walburton Wargamers
Contact: Mike Roddham
E-mail: walburtonwargamers@yahoo.co.uk
Phone: 01245 554185

Watford Wargames Federation
Contact: Robert Phipps
Phone: 01494 465244
E-mail: rp@b-a-a.co.uk

Yeovil Games
Contact: Chris Lowe
Phone: 07811 843747

WARHAMMER 40,000 OPEN COMBAT PATROL DOUBLES TOURNAMENT

Date: 11th February, 2006

Venue: Bracknell Rugby Club

Age: 12+

Details: Warhammer 40,000 Combat Patrol doubles tournament. Entry is £10.

Contact:
Bracknell Forset Gamers –
07951936955

Website:
www.bfggiants.bravehost.com

APRIL

The GCN Presents:

OPEN WAR 5

Date of Event: Sat 22nd April
2006, 9am till 6.30pm.

Venue: Warhammer World

Details: Warhammer 40k (1,500points), WFB (2,000points), Epic (3,000points). £10 to enter, discount for club bookings.

Contact Details: Entry forms downloadable from website soon.

e-mail: info@1stcompanyveterans.net

Website: www.1stcompanyveterans.net/events/

JUNE

The GCN Presents:

MORDHEIM 'The Curse' NATIONAL CHAMPIONSHIP

Date of Event: Saturday June 10th 2006

Venue: Portbury Knights, Portbury Village Hall, Portbury, Bristol. Just off Junction 19 of M5.

Details: Mordheim. Standard 500 points starting warbands. Painting standards – minimum of 3 colours and based. Tickets are £5 in advance.

Contact Details: alanvowles@msn.com for reservation details.

Website:
http://groups.msn.com/PortburyKnights



Games Workshop's Community Team is in the final stages of signing up clubs to the UK School League 2006. If you are involved with a Gaming Club in a UK Secondary School and you would like to get involved, we may still have a place or two to spare. Read on for more info...

The School League

The School League is a series of hobby activities centred on gaming, painting and socialising that lasts for a few months. Throughout this period members of the club take part in games of Warhammer, Warhammer 40,000 or The Lord of The Rings which culminate in a National Championship Final in July 2006.

Join up

The School League is a great excuse to play loads of games, finish painting armies and generally spend more time together talking hobby. It is also a good excuse to go out on trips and meet up with the clubs in the other schools near to you. Both freshly set up clubs and groups that have been running for some time are

equally likely to benefit. This is because the League not only strengthens and renews skills within the club but also offers the opportunity to start relationships with clubs in other schools.

What you need

The Schools League is open to UK secondary schools who have hobbyists involved in an active Gaming Club. You will also need gaming tables, terrain and small armies built using the format given in the School League pack.

Further information

Simply contact us and state which league you would like to join: Warhammer, Warhammer 40,000, or The Lord of The Rings. We will send you the School

League Pack and all the information that you need to get involved.

Contact Information:

E-mail: schools@games-workshop.co.uk
Phone: 0115 916 8380
Post: UK Community School League Games Workshop Head Office
Willow Road
Lenton
Nottingham
NG7 2WS

We are rapidly filling all of the available places so contact us immediately to avoid missing out. Places are limited and offered on a first-come first-served basis.



FRONTLINE

STORE NEWS & EVENTS

UPCOMING STORE EVENTS

Are you a Hobby Centre or Independent Stockist running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at:

nickk@games-workshop.co.uk

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

- 1st December for WD314 (March)
- 1st January for WD315 (April)
- 1st February for WD316 (May)

Please note that all dates and details are correct at the time of going to print but are subject to change.

Events diary abbreviation guide

WH Warhammer
40K Warhammer 40,000
BB Blood Bowl
WAB Warhammer Ancient Battles
WPS Warhammer Players' Society
WECW Warhammer English Civil War
Epic Epic Armageddon
LOTR The Lord of The Rings
GW Games Workshop
GT Grand Tournament

FEBRUARY

Yorkshire Open Tournament WARHAMMER

Date: 12th February, 2006

Venue: Gaming Centre Sheffield

Details: The Yorkshire Open tournament just got bigger and better. Now in its 5th year demand has forced us to split it into four heats across the whole of Yorkshire. If you think you have what it takes to be the best, then come along. You will need a 1500 pt Warhammer army to take part. Tickets cost £10.

Contact: 0114 243 4633

Website:

www.games-workshop.co.uk/events

DARKNESS FALLS

Date: 4th February, 2006

Venue: Nexus, Reykjavik, Iceland

Details: A massive 40K battle occurring on the mining world of Zenith. A massive 9,000 pts of Imperials fight against a 15,000 pts modular terrain table. Scheduled on Friday and Sunday.



GW BIRMINGHAM

Alex Chavanne, Brett Low (Manager), Mark 'Archie' Evans, and Scott Cooke (crouched at the front).



Nick Kyme

Nick: It's a little known fact, but there's been a Games Workshop in Birmingham for almost 20 years. Birmingham was actually the 4th Games Workshop store ever; the original was opened in 1985 in the Bridge Link but they've moved around a bit since then. Well, true to form they've moved again and this

time they're within a mere thirty feet on their original location, all those years ago, in the Bridge Link in Birmingham.

"We've come home really," says manager Brett Low, who's trying to get the message out that the store has moved, for the benefit of his hobbyists.

The "Low" Down

Manager of Birmingham Brett Low has worked for Games Workshop for over ten years (and been a hobbyist for even longer than that – since he was 11 in fact). He's been at Birmingham for two years and is a devotee of all our game systems. I got the 'low-down' on his hobby interests...

"For Warhammer 40,000 I'm building a Black Templars

army," says Brett, "I'm a real fan of these, they're like knights in space." It's Gondor that Brett favours in The Lord of The Rings, "The Knights of Minas Tirith are my favourite; I've got thirteen in my army, led by a converted Faramir on horseback," he tells us. "Vampire Counts are the army I've had the most gaming success with though," he admits. "I use Blood Dragons, because they're honourable Vampire knights on a quest to destroy their kin," he adds vehemently. Easy tiger.

Brett regards himself as a top gamer, "I usually do very well," he says cheekily. A challenge methinks? "I don't do tournaments so much – I prefer campaign weekends," he says. "One of my most memorable victories in the Midlands vs West Midlands managers tournament, was against a Skaven army devised by a fourth place Grand Tournament winner and commanded by Simon Dickinson from Leicester (you can read all about Simon and the Leicester store on these very pages – Nick)," Brett tells us, "I killed over 100 models in one combat," he laughingly boasts, "this was after turn two in which two thirds of my army was dead – it was my most impressive comeback."

OPENING TIMES

Monday, Wednesday and Friday 9.30 – 6.00
Tuesday and Thursday 9.30 – 8.00
(These are Birmingham's Game's Nights)

Saturday: 9.00 – 6.00
Sunday 11.00 – 5.00
(All beginner gaming is done on Sunday)

BIRMINGHAM MINIATURES SHOWCASE

Together with Brett, Birmingham has a four-man posse. Here are some of the models painted by Brett's staffers in the store...

Models: *Duellist*- Scott Cooke. *Black Templars*- Brett Low. *Dark Elf Shade*- Mark Evans.



LOCATION, LOCATION, LOCATION

The Birmingham Hobby Centre has recently moved...

They are at:

The Bridge Link, connected to the Bull Ring shopping centre (not actually in the Bull Ring) in Birmingham.

How to get there:

Either...

Via the Bull Ring – head for a map or computer terminal in the shopping centre and look for the Bridge Link.

Or...

Via Newstreet Station – Go to the top of the escalators (this area is called the Palisades), turn right and follow signs to the Bridge Link/Bull Ring.

Telephone: 0121 6337193



Contact: Jokull (+354 698 0852)

Website:
www.warhammer.is/darknessfalls

MARCH

DAMOCLES GULF CAMPAIGN

Date: 26th March, 2006

Venue: Gaming Centre Sheffield

Details: The expansionist Tau Empire has reached the edge of Imperial space, their presence there inadvertently bringing war to the Eastern Fringe. Will the Imperium of Man crush the fledgling Tau Empire or will the superior technology of the Tau win the day for the Greater Good?

Come along and take part in this story driven campaign day where your actions will decide the fate of worlds. You will need to bring a 1,500 pts Warhammer 40,000 army. Tickets cost £15 including lunch.

Contact: 0114 243 4633

Website:
www.games-workshop.co.uk/events

APRIL

FIRST BIRTHDAY OPEN DAY

Date: 1st April, 2006

Venue: Gaming Centre Sheffield

Details: On the 1st of April, Games Workshop's Gaming Centre will have been open for a whole year. To celebrate, we are holding a massive event. There will be huge participation games, a visit from the stars of White Dwarf and Warhammer 40,000, The Lord of The Rings and Warhammer mini tournaments. Check out the Games Workshop Events website for more details.

Contact: 0114 243 4633

Website:
www.games-workshop.co.uk/events

THE MAIN EVENT! THE BATTLE TO LIBERATE EPIMAIN IV.

Inquisitor Eckert of the Ordo Hereticus has gone to Epimain IV to investigate rumours of witchcraft and psychic powers amongst its population. After several months of covert observation, he has discovered a mutation of the Gene Magus trait in the populous. Calling upon aid from the ministorum, he has eliminated several of these powerful hybrids. Word has now reached Eckhart of a Genestealer Cult rising on Hive Delphinus. Utilising the last remaining Imperial strong points of the Arbites compound – the spaceport and the Ecclesiarchy palace of peace – from here the cleansing of the planet will commence. Suffer not the alien to live!

FORCES:

Witch Hunters vs Genestealer Cultists

MISSION TYPE:

Cleanse

DETAILS:

Saturday 11th February 2006, 12-4pm.

Games Workshop Birmingham located on the bridge link between the Bull Ring and Palisades shopping centres.

To be played on award-winning board (Best of show/Space Marine trophy Games Day 2005), which will be in GW Sutton Coalfield after the event.

Contact telephone: 0121 6337193

Completely converted Genestealer Cult army.

All miniatures provided on day.

Fight for the freedom of Epimain IV! Either as a devout Witch Hunter or an insidious cultist, your actions will influence victory or defeat for either side...

If you are interested in playing in this awesome game, featuring a fully converted Genestealer Cult, please call the Store and reserve your forces today!





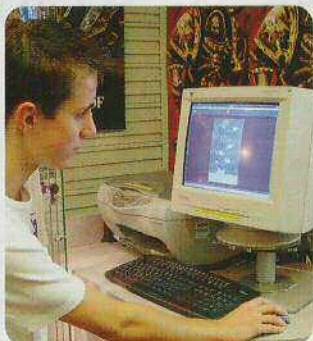
Leicester's Warhammer 40,000 table



Hobbyists play the Mines of Moria



Some of the impressive models on display



The store has a PC that can be used to make army lists and banners as well as keeping track of campaigns and leagues



GW LEICESTER

Leicester Manager
Simon Dickinson

Nick: Games Workshop Leicester is a Hobby Centre with a difference. If you've never been for a visit, I urge you to go, because it's big, and I mean huge. It's a bit of a wonder then that Leicester is just a Hobby Centre, not a Gaming Room.

Simon Dickinson, the store manager, ably steers this flagship and has this to say, "It's a Gaming Room." In essence he's right. There's a whole clutch of tables throughout the vast Hobby Centre. "On games nights,

putting in the information for league tables – it does all the work for you," he laughs. It makes running campaigns very simple, not only that but players can keep their lists and results in a readily accessible folder in the store – so no need to worry about forgetting your army list or working out complicated results.

Simon's an avid hobbyist too, with armies devoted to all our major game systems. He plays Skaven for Warhammer, Necrons in Warhammer 40,000 and has a

"There's enough space to play everything, whenever you want."

Simon Dickinson, Manager GW Leicester

we can extend the tables and play two 6' games," says Simon. Roughly speaking, Leicester has seven 6'x4' boards available on Veterans nights, with an impressive eight slots on the painting table, and four 4'x4' and one 6'x4' boards and the same painting space on a Saturday. That's a lot of gaming. "It's all on one level," Simon explains, "so all the atmosphere is in one place." With so many tables the variety of gaming is also exhaustive. "There's enough space to play everything, whenever you want," Simon tells us. "You're guaranteed a game."

Simon has been in Leicester since the beginning, some eight years, and a manager for three of those, and no one knows his hobbyists better than him. It allows him to stage loads of great events and campaigns with lots of involvement. "It really helps in building a hobby community," he says.

Campaigns are a regular feature in Leicester. "Any leagues or campaigns tend to last about a month," says Simon. This keeps the gaming fresh and hobbyist's interest piqued. To help with the organisation of leagues and campaigns, Leicester is one of very few Hobby Centres to provide a fairly unique service to its hobbyists.

"We have a PC that we use to make army lists and banners," Simon reveals. "The best thing about it is

themed Citadel Guard/Guard of the Fountain Court force led by Beregon for The Lord of The Rings. So if you fancy challenging any of those armies, just rock up to the Hobby Centre with your army.

Leicester is currently on the look-out for GCN clubs to use the store as a venue. If you are a club in the Leicester area, or indeed if you like to find out and get involved with any of the cool hobby activities in the store then call the guys on: **0116 253 0510**

THE MERCENARIES TOURNAMENT

One of Leicester's recent events was the Mercenaries Tournament. This event is somewhat unique in that three games are played but the first two are played with random army lists chosen from other participants in the tournament. Only with the last game do you get to use your own force.

The idea is to become proficient using other armies and also to build a force that, cunningly, only you know how to use well.

The last tournament used 'Combat Patrol' forces, but future tournaments of the same ilk are planned in the future for Warhammer and The Lord of The Rings.

CALL: 0116 253 0510 for more information

THE BLACK HAWKS TAKE FLIGHT

Nottingham Central Showcase



Mark Edwards

Mark Edwards, staffer at Games Workshop Nottingham Central, is a man that likes to use his imagination, nowhere more so than devising his own Space Marine Chapters. Diligent readers who have been collecting this esteemed magazine for a while may recall Mark's work in an

earlier issue (WD242) – his White Panther Space Marines.

Well, now Mark has a new Chapter, the Black Hawks, and here's where he tells us why. "I've always been a Marine fan," says Mark, "but I don't like collecting other people's armies – I like mine to be distinctive."

You can't get much more distinctive than by creating your own Chapter and Mark has made his Black Hawks individual in the sense of their appearance by using MKVI 'beaky' heads on all his helmeted models. "These were very difficult to track down," Mark reveals. Not only that, but all of his backpacks are from the Space Marine Command Squad box, again bearing the avian symbolism from which the Chapter takes its name.

Mark also uses an original colour scheme (believe it or not, he picked the main colours randomly!) for his models too: purple, black and bone. The colour of his shoulder pads are important as they indicate what type of squad a model is from.



Black: indicates a Tactical squad



White: indicates a Veteran (this includes Terminators and Sergeants too)



Red: indicates a Devastator squad

Make a Stand

So they stand out from the crowd, Mark uses 40mm bases on all his models, "They look more heroic and



imposing on big bases, you just need to use a bit of common sense when playing with them," he says.

By using such large bases on all his models, it also means Mark can make the bases more scenic and it also aids stability. "After you've spent ages painting a model, the last thing you want is for them to fall over on the battlefield," Mark explains.

Tooled Up

"I used Grey Knight weapons for my Veteran squad," says Mark. "They are only used as close combat weapons in the game, but it's just something else to make them individual."

Mark's force numbers around the 2,000 points region, but he usually plays just 1,500 points games. "I like to have some flexibility," he says, "to always be able to try something different and keep my opponent guessing."



PAINTING BONE

Bone features quite heavily on Mark's models here's how he achieved the effect.

- Start with a Chaos Black undercoat.
- Use Vomit Brown and Flesh Wash as your basecoat.
- Highlight with Vomit Brown and Bleached Bone.
- A final highlight of Bleached Bone can be added to the very edges for extra definition.



CONFLICT 2006

WAR IS UPON US!

STORE FINDER

A Games Workshop Hobby Centre is much more than just a shop...

++IMPORTANT NEWS++

HOBBY STORE OPENING TIMES

Games Workshop Hobby Centres have recently changed their opening hours. The new opening times are as follows:

Monday - Friday: 12pm – 6pm
Saturday: 10am – 6pm
Sunday: 1pm – 5pm

There are, however, the following exceptions:

- Stores in shopping centres still open and close according to shopping centre times.
- Each Hobby Centre has one late club night. The specific night this is held on is dependent upon the store.
- During November and December, stores will open at 10am where possible for Christmas shopping.
- To find out more information, pay a visit to your local Hobby centre or give the staff a call.



FREE PAINTING AND MODELLING ADVICE

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



FREE GAMING AND TACTICS ADVICE

All our staff are experienced gamers (after all it's what they do for a living!) They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.



BEGINNERS

Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on **Sundays**, so whether you want to learn how to charge your knights into your opponent's battle line or lead a squad of Space Marines into battle, all you need to do is come along!



FULL RANGE OF PRODUCTS

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



IN-STORE ORDER POINT

All of our stores are fitted with a Games Workshop Direct in-store order point which you can use to get your hands on all of our Specialist Games products, plus many exclusive miniatures, components and classic models with which to customise your Warhammer, Warhammer 40,000 and The Lord of the Rings forces.



HOBBY ACTIVITIES

Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. On **Sunday** evenings many stores run specific activities for those who have graduated from the Beginners' Programme, whilst one weekday night a week, there is a **Games Night** for players to indulge in even more hobby activity.



HOBBY CENTRES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops in 16 different countries across the world. What follows is a listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East. Games Workshops open seven days a week, with gaming into the evening on certain nights. Call your local Hobby Centre for more details. You can find a full list of our UK retail outlets on our website, shown below.

If you're still unsure as to where your nearest stockist is located, why not call Games Workshop Direct on **0115 916 40000**. Stores highlighted in yellow indicate new stores. Stores in **green** are elite Northern European stores; stores in **blue** are Northern European partnership stores. To be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting. Hobby centres marked with a cross (x) have Gaming Room facilities.

www.games-workshop.co.uk/storefinder

Find your nearest Hobby Centre or independent retailer on these pages
on our website: www.games-workshop.co.uk/storefinder
by calling us: 0115 91 40000

AVON

GW BRISTOL (CENTRAL):
13 Broadview, Tel: 0117 959 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 128, The Walk, Tel: 0117 959 2629

BRISTOL, Area 51:
Tel: 0117 924 4655

PORTRISHEAD, Makin:
Tel: 0127 564 4751

YATE, Hoggosaurus Toystore:
Tel: 0145 432 0566

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, Tel: 0123 427 3663

LUTON, Ottokers:
Tel: 0158 245 6599

LUTON, Final Fantasy

BERKSHIRE

GW MAIDENHEAD:
Unit 2, 17 Market Street, Tel: 01628 863 1747

GW READING:
111 Broad Street Mall, Tel: 0118 959 6693

BRACKNELL, Ottokers:
Tel: 0134 446 6124

NEWBURY, Miniature Merchants:
Tel: 0135 522 5175

SANDHURST, Toyworld:
Tel: 0126 267 3350

WINDSOR, Ottokers's Bookshops Windsor:
Tel: 0175 385 6425

WINDSOR, WJ Daniels:
Tel: 0175 385 2105

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit 14, Building Link, Tel: 0121 633 7193

GW DUDLEY:
Unit 36, Merry Hill Centre, Tel: 0136 448 1818

GW SOLIHULL:
694 Warwick Road, Tel: 0121 705 7907

GW SUTTON COLDFIELD:
46-47 Birmingham Road, Tel: 0121 354 3174

GW WOLVERHAMPTON:
9 King Street, Tel: 0190 231 0466

GW WALSHALL:
Unit 27, Old Square Shopping Centre,
Tel: 0182 272 5207

ACOCKS GREEN, Jeff's Games and Workshop:
Tel: 0121 708 5175

GREAT BARR, Gaming Crypt:
Tel: 0121 360 2059

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ST NEOTS, Westgate Department Store:
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112 Grafton Street, Tel: 0124 451 1967

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CONGLETON, Deans Toys & Cycles:
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CREWE, ABC Models Sport:
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NANTWICH, Funfare LTD:
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NANTWICH, The Model Shop:
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 Fakenham Industrial Estate, Tel: 0132 885 2750
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 Tel: 0191 255 1564

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GW COVENTRY:
 Unit 39, Upper Lower, Cathedral Lanes Shopping Centre, Tel: 0247 822 5111
GW LEAMINGTON SPA:
 32 Regent Street, Tel: TBC
BEDWORTH, Railway & Modellers Junction:
 Tel: 0247 631 6283
KENILWORTH, Abacraft Arts & Pictures:
 Tel: 0192 651 1294
LEAMINGTON, A Trinders Toy Town Ltd:
 Tel: 0192 847 3501
NUNEATON, Nuneaton Education Co/Tas Nuneaton Bookshop:
 24 Abbey Street, Tel: 0247 634 2000
RUGBY, Joto Railways & Models:
 Tel: 0178 856 2372
STRATFORD-UPON-AVON, 3 Windsor Place:
 Tel: 01789 259592

WILTSHIRE
GW SALISBURY:
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GW SWINDON:
 50 Fleet Street, Tel: 0179 343 6026
DEVIZES, Hoggosaurus Toystore:
 Tel: 0138 072 3841
MALMESBURY, SP5 Stationery:
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MARLBOROUGH, H Duck:
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 Tel: 0122 376 8415
SWINDON, Spot On Models:
 Tel: 0179 352 2098

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EVESHAM, Battle Honours UK:
 Tel: 0136 645 875
REDDITCH, Hoggosaurus Toy Store:
 Tel: 0192 749 6949
STOURPORT ON SEVERN, TP Activity Toys:
 Tel: 0129 987 2600

YORKSHIRE
GW BRADFORD:
 4 Piccadilly, Bradford, Tel: 0127 473 9430
GW DONCASTER:
 Unit 10, The Colonnades, Tel: 0130 232 0535
GW HARROGATE:
 53 Station Parade, Tel: 0142 356 4310
GW HULL:
 50 Parkgate Street, Tel: 0148 258 9676
GW LEEDS (central):
 12-16 Central Road, Tel: 0113 242 0834
GW LEEDS (WHITE ROSE):
 Unit 28D, White Rose Centre, Tel: 0113 272 3470
GW SHEFFIELD (central):
 16 Fitzwilliam Gate, Tel: 0114 275 0114
GW SHEFFIELD (MEADOWHALL CENTRE):
 Unit 519, High Street, Upper Mall (next to entrance near Boots), Tel: 0114 226 9836

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 86 Kirkgate, the Ridings Centre, Tel: 0192 438 9431
GW YORK:
 53A London, Tel: 0190 462 8014
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 Tel: 0127 472 4733
BRIDLINGTON, Croppers:
 Tel: 0126 267 7727
HALIFAX, Halifax Modellers World:
 Tel: 0142 534 9157
HALIFAX, Magazine World:
 Tel: 0142 233 0547
HALIFAX, Toymaster:
 Tel: 0142 235 3988
HARROGATE, Toymaster:
 Tel: 0142 365 4315
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 Tel: 01484 307040
HUDDERSFIELD, Toymaster:
 Tel: 0148 454 4064
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HULL, Mayfair Toymaster:
 Tel: 0148 286 2777
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 Tel: 0164 360 7500
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LEEDS, Royal Armouries Museum:
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Tel: 0113 243 9900

NORTHALLERTON, T & M Grover Ltd:
Tel: 01823 971 3534

OTLEY, Toymaster:
Tel: 01934 346 2003

PICKERING, Puffers of Pickering:
76 Pickering Road, Pickering, YO21 1JH, Tel: 01751 472762

PICKLINGTON, Chylds Play:
Railway Street, Tel: 01775 930 0041

RICHMOND, Anything Games:
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SCARBOROUGH, Maison Militaire:
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SCARBOROUGH, Space, Myth and Magic:
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SHEFFIELD, Toymasters:
Medowhall Shopping Centre, Tel: 0114 256 9979

SHEFFIELD, Wargames Emporium:
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WAKEFIELD, R H Buckley:
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WHITBY, John Anderson - Toymaster:
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51 High Street, Tel: 0292 964 4917

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ABERYSTWYTH, Albartross:
Tel: 0191 681 7539

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Tel: 01248 837 1457

BRECON, J Clark Toys & Gifts:
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BRIDGEND, Joust for Fun:
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CARDIFF, Dice and Dice, Computer and Video Vision:
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Royal Building, Pwllheli, Tel: 01239 614060

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GWERSYLLT, Brite Ideas:
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GW DUNDEE:
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GW EDINBURGH:
236 High Street, Tel: 0131 220 6540

GW FALKIRK:
12 Cow Wynd, Tel: 0138 462 4553

GW GLASGOW:
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PAISLEY, Paisley Model Centre:
80-82 Arden Road PA1 3TB, Tel: 0141 889 4221

SHELTAND, Harrys Dept Store:
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STIRLING, De It @ Your Leisure:
Tel: 0175 682 2075

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Tel: 0188 850 2910

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BANGOR, Replay Games:
149 High St, Co Down, Tel: 0438 145 2270

BANGOR, Stewart Miller & Sons:
40 Main St, Co Down, Tel: 0486 127 0109

COLERAINE, Moores:
111 Church St, Co Derry, Tel: 0126 544 44

CRUMLIN, Lilliput Construction Co:
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Dillon Terrace, Co Mayo, Tel: 096 76876

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BRAY, Mr Harris & Sons:
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Dun Laoghaire Shopping Centre, Co Dublin, Tel: 01 234 011

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6A The Corn Store, Co Galway, Tel: 091 593 006

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GALWAY, Model World:
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GALWAY, Toy City:
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Newbridge Bridge St, Kerry, Tel: 066 976 1919

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Dock Rd, Co Limerick, Tel: 061 225 886

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Church St, Co Galway, Tel: 091 841 403

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SLIGO, WA and AF Woods:
Co Sligo, Tel: 071 914 202 110 478

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TULLAMORE, Robbins:
William St, Co Offaly, Tel: 0506 21541

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38 The Quay, Co Waterford, Tel: 051 852 227

WESTPORT, World of Wonder:
Bridge St, Co Mayo, Tel: 059 26331

THURLES, Toymaster:
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61 Parnell St, Co Tipperary, Tel: 052 23973

TIPPERARY, Whelons':
64-65 Main Street, Co Tipperary, Tel: 062 51336

WATERFORD, Fitzmaurice Toymaster:
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A Seakins St, Co Wexford, Tel: 053 29188

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HASSELT, D-Six:
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LEUVEN, The Dice Pool:
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ANTWERPEN, Celtic Cross:
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ANTWERPEN, Red Dragon Games:
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HALLE, Top 1 Toys Halle:
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HASSELT, Oberon:
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OOSTENDE, Timms:
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ROESELARE, Willy's Woreld:
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TOURNAI, Interoys Tournai:
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SLAVONSKI BROD, Lest:
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Kacovec 5, 42000, Tel: 00385 4220061

ZAGREB, Land of Magic:
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GW KOBENHAVN:
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Holle midtvej 123, 1, 2840, Tel: 4545 1782

HORNSET, ABC center:
Skovsengen 6, 8543, Tel: 8609 5033

HORSENS, Bag & ide Horsens:
Horsensvej 20, 8700, Tel: 7551 1711

HORSENS, Legokaden Horsens:
Horsensvej 15, 8700, Tel: 7551 6011

HORSBOLM, GAD Horsholm:
Hovedgade 55 C, 8900, Tel: 4564 0408

HUMLEBAK, EB Games:
Søndervej 45, 8000, Tel: 4919 1229

KALUNDBERG, Koch's Bager & Papir:
Kordingsvej 9, 4400, Tel: 5951 0094

KJELLERUP, ide & Hobby:
Søndergade 12, 8620, Tel: 8668 1320

KOBENHAVN S, EB Games:
Hochvej 45, 3400, Tel: 3296 7552

KOBENHAVN K, EB Games:
Kaleveds Brygge 58, 1560, Tel: 3312 7172

KOBENHAVN K, EB Games:
Nygasse 4, 8000, Tel: 3332 0245

KOBENHAVN N, Stenborg Bag & ide:
Narregade 31, 8000, Tel: 8619 4311

KOBENHAVN K, Fantask:
Skt. Pedersstræde 35, 1453, Tel: 3393 8538

KOBENHAVN K, Bag & ide Fikseret:
Fikseretvej 13, 1560, Tel: 3393 8538

KOBENHAVN S, Bag & ide Amager:
Amager Center 103, 2300, Tel: 3254 3666

KØGE, Køge Bag & Papirhandel:
Narregade 12, 4600, Tel: 5965 0080

KOLDING, EB Games:
Søndervej 45, 8000, Tel: 7550 1079

KOLDING, BO, Bager Kolding:
Kolding Storgade 52, 6000, Tel: 7550 3634

KOLDING, Good Games:
Løstgadesvej 19, 8400, Tel: 7550 0304

LEMNIG, Legokaden Lemvig:
Torvet 12, 7550, Tel: 7613 0726

LYNGBY, BO Bager Lyngby:
Lyngby Stenvej 84, 2800, Tel: 4587 0445

LYNGBY, EB Games:
Lepjensvej 1760, 2800, Tel: 4587 0509

MARIBO, Legokaden Maribo:
Kongensgade 3, 3600, Tel: 5476 2521

NASTVED, Georg Christensen Bag & ide:
Åkøvej 10, 4700, Tel: 5572 2024

NASTVED, Holsted Bag & ide:
Nastved Skovvej 10, 4700, Tel: 5573 4241

NASTVED, Lørdag Bag & ide:
Torvevej 3, 5700, Tel: 5572 0116

NAKSØV, Tusind ting:
Søndergade 12, 4900, Tel: 5492 2867

NYKØBING F, Bag & ide Nykøbing F:
Jern

ODENSE C, BO Bøger Odense C
Vestergade 59-61, 5000, Tel: 6611 4033

ODENSE D, BO Bøger Rosengårdscentret
Horsensparken 32, 5210 Gårdsø, 5220, Tel: 6619 9928

ODENSE E, EB Games
Odensevej 78, 5000, Tel: 6395 0070

RANDERS, Bog & ide Randers
Brødsgade 6, 8900, Tel: 8643 0610

RANDERS, Byrge Sørensen Hobby
Højvangsgade 4, 8900, Tel: 8643 0516

RANDERS, Randers Hobby Import
Aalegade 12, 8900, Tel: 8643 9323

RINGE, Fjords Bog & ide
Kinepologvej 2, 5750, Tel: 6382 1125

RINGKØBING, Buddy Legatelj
Årsgade 4, 9500, Tel: 732 0017

RINGSTED, Buddy Legatelj
Nerrigsgade 16, 4100, Tel: 6787 1480

RISIKOV, Bog & ide Væjby-Risikov
Væjby Centrum Fjersborgvej 5, 8240, Tel: 8621 5329

RODOVRE, B.O. Bøger Rødovre
Rødovre Centrum 116, 2610, Tel: 3641 0485

RODOVRE, EB Games
Rødovre Centrum 68, 2610, Tel: 3672 1227

RONNE, Dorte's Hobbystue
Lindhøj 14, 3700, Tel: 5695 9648

RONNE, William Dam Bog & ide
Sydvestvej 35, 5700, Tel: 6605 9167

ROSKILDE, EB Games
Stationen 2, 4000, Tel: 4637 1516

ROSKILDE, Flensborg Bog & ide
Sydvestvej 14, 4000, Tel: 4635 0098

ROSKILDE, Ønskelag
Alagade 290, 4000, Tel: 4632 9463

SABY, Bøger & Papir Saby
Grønnegade 22, 9300, 9646 1644

SKJERN, Bog & ide Skjern
Jernbanegade 14, 6800, Tel: 9735 1066

SILKEBORG, Bog & ide Silkeborg
Vestergade 91-93, 8600, Tel: 8662 0287

SILKEBORG, Byens Hobby & Fridid
Børgen 43-45, 8600, Tel: 8661 5815

SKAGEN, Legekæden Skagen
Sct. Lovengade 40, 6900, Tel: 7644 5468

SKANDERBORG, Schmidt Bog & ide
Aalegade 82, 6600, Tel: 6632 0027

SKIBBY, Bog & ide Skibby
Byggestræde 2, 4200, Tel: 4761 2502

SKIVE, Jydsk Boghandel
Nørregade 13, 7300, Tel: 9751 2599

SLAGELSE, Bog & ide Slagelse
City 3 Jernbanegade 7, 4200, Tel: 5850 0015

SLAGELSE, EB Games
Vestergade 22, 4200, Tel: 5852 1120

SLAGELSE, Uldretten
Nygade 2, 4200, Tel: 5853 5038

SORO, Legekæden Soro
Holberg anken 11, 4180, Tel: 6783 3705

SØNDERBORG, Bøgecentret
Vestergade 17, 6400, Tel: 7416 2071

SØNDERBORG, Bog & ide Sønderborg
Perlegade 16, 6400, Tel: 7416 1820

ST HEDDINGE, Hobbystalden
Lægstofvej 19, Lejtofte, 4880, Tel: 5650 8610

STENLØSE, EB Games
Stenløse Center, 3600, Tel: 4717 3660

STENLØSE, Legekæden Stenløse
Stenløse centrall 48, 3600, Tel: 4717 3220

STRUER, Hanne Madsen Bog & ide
Gøstergade 14, 7600, Tel: 9788 0408

SVENDSBORG, B.O. Bøger Svendborg
Gøstergade 22, 5700, Tel: 6512 2259

SVENDSBORG, Farve & Hobby Hjørnet
Hjørnegade 7, 5700, Tel: 6521 3131

TÅSTRUP, EB Games
City & Bank 341, City & Bank, 341, Tel: 4399 2245

TÅSTRUP, Genbrugsbutik
Køgevej 95, 2630, Tel: 4371 6115

THISTED, Bog & ide Thisted
Vestergade 14, 7700, Tel: 9792 0399

THISTED, Buddy Legatelj
Vestergade 14, 7700, Tel: 9792 1033

THISTED, Jensen Bog & ide
Storøvej 5, 6270, 7472 2341

TORSHAVN, P/F Thomas Dam Wholesale
Roka 2148, Faro Islands, Tel: 25631 1400

VARDE, Bog & ide Varde
Køgevej 95, 8800, Tel: 7322 0040

VARSELØSE, Bog & ide Varsløse
Byggestræde 45-47, 3500, Tel: 4266 31400

VEDBÆK, Bog & ide Trørød
Trørød Tårnvej, Trørød, 70, 2950, Tel: 4599 1328

VÆJBY, B.O. Bøger Væjby
Aalegade 10, Søndergade 24-26, 7100, 7562 0544

VIBORG, Bøtke Bunker
Jernbanegade 19, 8800, Tel: 8890 1740

VIBORG, L. K. Bog & ide
Sct. Minnas Marked, 8800, Tel: 8862 7762

VIBORG, Schous Bog & ide
Højvangvej 8, 8800, Tel: 8725 7334

VIBY, Rybner Bog & ide
Viby Centrum, 8260, Tel: 8611 9930

VORDINGBORG, Legekæden Vordingborg
Aalegade 60, 4700, Tel: 5534 9421

IMATRA, Kirjo-Lohja Alex Ky
Marsikankuja 2, 55120, Tel: 358 5 4319555

JAMINKIPOHJA, Vanha Kaarli
Kansakatu 259A, 25210, Tel: 338 3 4782866

JÄMSÄ, Jarkko Saari
Väster 1, 42100, Tel: 358 14 7497216

JÄRVENPÄÄ, Askertelutarkkeliike Taitto
Hietalajantie 13, 04400, Tel: 358 50 4137 60

KAJAANI, Lepäkerätty
Keskikatu 33, 47100, Tel: 358 6 6133 773

KERAVA, Antti Varikallio
Pii 38, Tokkatu 1, 04201, Tel: 358 9 2944210

KARHULA, Eagle Card
Eteläisen Karjalantie 7, 46600, Tel: 358 5 214238

KOKKOLA, Kotikatos
Rintamäentie 8, 07100, Tel: 350 0 8225425

KOKKOLA, Kotikatos
Kotikatos Kotikatos, Rintamäentie 8, 07100, Tel: 358 5 822 5425

KOUVOLA, Muovilepo
Västerkatu 1, 45100, Tel: 358 5 3179755

KUOPIO, Kirjo ja Lehtilinen
Kuntinkatu 23, 70100, Tel: 358 17 281975

KUOPIO, Crazy Station
Puhokatu 14, 70100, Tel: 358 17 2866 550

KUUSANKOSKI, Kirjo Savinen
Kansakatu 201, 45700, Tel: 358 5 3748271

LOHJA, Lohjan Kirjakauppa
Laurinkatu 40, 08100, 358 19 334150

MAARIEHAMN, Dillen
Lindgatan 7, 22100, 358 18 15578

MIKKELI, Muppeli
Porssamäenkatu 21, 50100, Tel: 358 15 361611

NUMMELA, Kimmon Peli & Lehti
Tuusmies 1, 3100, 358 9 2299041

PIETARSALMI, Pietarsaaren Kirjakauppa
Isokatu 11, 65000, Tel: 358 5 7230959

PORI, Porin Pöytä
Hermantori 2 Krs, 28100, Tel: 358 2 633 2880

POVOVO, Askarteluaitto/Hobbyden
Mannerheiminkatu 10, 00100, Tel: 358 19 5242775

RAAHE, Raahen Astartelu la Paperi
Läntökatu 20, 91000, 358 10 333333

RAUMA, Wanhon Rauman POP-peli
Nortankatu 14, 26100, Tel: 358 2 629460

RIIHIMÄKI, Babyroom
Kaupunkikatu 3, 71100, Tel: 358 19 765355

ROVANIEMI, Ligalcenter Jössi
Puhokatu 23, 90100, Tel: 358 19 3506045

SALO, Selon Haraste
Vihkonkatu 21, 24240, Tel: 358 16 3560545

SAVOLINNA, Savonlinnan Antti Varikallio
Oskarikatu 5, 57100, Tel: 358 15 334412

SEINÄJOKI, Fantasielinen
Vesälätkatu 21, 60100, Tel: 358 40516338

SEINÄJOKI, Pitkälätkieko
Vesälätkatu 21, 60100, Tel: 358 6 4177880

TAMPERE, Ise Koskikeskus
Koskikeskus, Kalev 28, 33100, Tel: 358 3 2251850

VAASA, Nirunna
Rauhankatu 19, 65100, Tel: 358 6 3127027

VALKEAKOSKI, Valkeakoskenkirja
Kaupunkikatu 3, 37800

GIBRALTAR

GIBRALTAR, Bon-Mau Hobbies
15 Parliament Lane, Tel: 00350 547415

GREECE

ATHENS, Fantasy Shop: Peristeri
Lefkadiou 175, 15200, Tel: 0030 210 5774544

ATHENS, Action Hobbies
Choragou, Tel: 0030 210 6584515

ATHENS, Fantasy Shop: Holandri
Kolokotroni 3, 61, Tel: 0030 210 6897936

ATHENS, Fantasy Shop
Sofiasmitten 1, Tel: 0030 210 8921672

ATHENS, Fantasy Shop: Ag. Paraskevli
Agrou, Ioanninou 249, Tel: 0030 210 8065312

ATHENS, Fantasy Shop: Kifissia
Drosini & D. Kivakou 16, Tel: 0030 210 8010041

ATHENS, Fantasy Shop: Pelopon
Kerkiras 115, Tel: 0030 210 4159757

ATHENS, Fantasy Shop: Exarcheia
Thessalonikou 43-45, Tel: 0030 210 3828827

ATHENS, Kalissa Amarousiou
Korathi 7, Tel: 0030 210 6141615

ATHENS, Kalissa Chess & Games
Kerkiras 115 & Ispoliteia 114-72, Tel: 0030 210 366480

ATHENS, Kalissa Glyfadas
Xorhoni 4, Tel: 0030 210 8980 087

ATHENS, Kalissa Halondriou
Goukissa, Pliatou, Tel: 0030 210 6808485

ATHENS, Kalissa Monakaras
Tolia Sofiasmitten, Tel: 0030 210 8813 900

ATHENS, Kalissa Pagratlou
116 34, Pl. Mesologiou 24, Pagnati, Tel: 00 30 210 7216 318

ATHENS, Kalissa Peirala
Kerkiras 115, Tel: 0030 210 40296 636

ATHENS, Kalissa Pigasos
Dioi 22, Tel: 0030 210 5786707

CHANIA, Kalissa Chanlon
73-100, 199 Kydrias St, Tel: 0030 2821088996

CRETE, Fantasy Shop: Herakleion
Kerkiras 2, Tel: 0030 2810 215137

CRETE, Kalissa Hania
Kydonias 107, Tel: 0030 28210 88996

HALKIDA, CD Corner
Meston 24, Tel: 0030 2223 067315

KALITTEA, Fantasy Shop Kalittea
Iakoukous 110a, Tel: 0030 23810 29782

LARISA, Kalissa Larissas
Koumoundourou 22, 0030 2410 537337

MAROUSI, Bøtke Bunker
Olimpiou 9, Tel: 0030 210 62528738

PATRA, Fantasy Shop: Patra
Patras 75, Tel: 0030 2510 221014

PATRAS, Kalissa Patras
Goukissa & Sert 75, Tel: 0030 2510 6825632

PERISTERI, Kalissa Peristeriou
Dioi 22, Tel: 0030 210 5786707

PIREUS, Dragons Eye Store
Piræas 45, Kerkiras, Tel: 00302 108690189

THESSALONIKI, Fantasy Shop: Thessaloniki
Pl. Neofytou 2 & D. Drosini, Tel: 0030 210 240193

THESSALONIKI, Kalissa Thessaloniki
546 22, Sira 4, Tel: 00 30 2010 257 397

VOLOS, Fantasy Shop
Goukissa 100 & Goukissa 48, Tel: 0030 24210 28782

HUNGARY

BUDAPEST, Silverland
1036, Lajos u. 40, Tel: 0036 125 04167

BUDAPEST, Treilbørlang
1061, Aradkai u. 33, Tel: 0036 132 13279

GYOR, New York
9021, Arany u. 13 II em, Tel: 0036 706 012 310

MISKOLC, Deron
8235, Deryne u. 7, Tel: 0036 404 1156

SZOMBATHÉLY, Sarkanyut
9700, Kassuth u. 20, Tel: 0036 706 188 515

SZEKESFEHÉVÁR, Legendak Csarnoka
8000 Nyiré u. 42, Tel: 0036 703 857 928

SZEKES Csillagvet
8722, Csopel u. 15, Tel: 0036 233 371 601

VESZPRÉM, Sarkanyut
8200, Kassuth ut. 10a, Tel: 0036 706 994 130

ICELAND

REYKJAVIK, Nexus
PO Box 5085, 125, Tel: +354 582 0011

ISRAEL

HAIFA, Kihoro
Halla Green Park, Tel: 00972 48903232

HERZLIA, Frank
Sokotzu 29, Tel: 00972 99596077

RAMAT HASHARON, Topuash
Oshankin 33, Tel: 00972 95404713

RAMAT HASHARON, Topuash Fantasy
Sokotzu 29, Tel: 00972 99596077

TEL-AVIV, Kihoro
Markaz baalei Haimelche 12a, Tel: 00972 36289320

TEL AVIV, Frank
Even Green 60, Tel: 00972 38961828

LITHUANIA

KAUNAS, JSC in Dixia
Droguisties str. 15, 51228 Kaunas 31, Tel: 0037 37763203

MALTA

MALTA, Forbidden Power
63 Trq Maria o'Barri, Msida, Tel: 00356 21 227999

MALTA, K Hobbies Ltd
Mpesch Road, Fgura Pla 13, Tel: 00356 21 686423

NETHERLANDS

GW AMSTERDAM
Rekin 36, 1012 TK, Tel: 0031 20 622 3863

GW DEN HAAG
Schootenlaan 126, 2511 AX, Tel: 0031 70 982 7838

GW HARELEM
Gestrat 22, 2011 GA, Tel: 0031 23 551 7677

GW ROTTERDAM
Van Oortcamovergras 482, 3012 AP, Tel: 0031 10 280 0268

ARNHEM, Spelkwartier Arnhem
Nieuwland 34-36, 6811 EL, Tel: 0031 26 370 2026

DE BOSCH, De Dobbeltelien
Hofmestergat 90, 5211 MS, Tel: 0031 06 537 55 687

BRED, Modelbouw Blik
Boelelaan 23, 4811 GA, Tel: 0031 76 521 8506

LEESWARDEN, Spelkijn
Voorsteek 84, 8911 TH, Tel: 0031 58 213 1112

LEIDEN, Vliegershup
Turfmarkt 2, 2312 CD, Tel: 0031 71 513 2785

MAASTRICHT, Vlieg-er-uit
Brusselaan 70, 6211 PG, Tel: 0031 43 325 1655

ZWOLLE, Goemse-Struf
Dieperlooterpiaas 34, 8011 VX, Tel: 0031 36 421 6385

ALKMAAR, Bookers & Strippers
Botermarkt 19, 1811 HP, Tel: 0031 72 512 1213

ALMERE HAVEN, Fantasia
Kerkplein 1, 184-64, Tel: 0031 36 531 6917

AMERSFOORT, Spellenwinkel
Schierstade 4-6, 3811 EA, Tel: 0031 33 473 0322

ASSEN, Pils
Strookstraat 1, 9401 KV, Tel: 0031 59 231 3262

BERGEN OP ZOOM, Big Toys Toys
Leijenvestergade 23, 4511 AJ, Tel: 0031 16 425 0848

DEN HAAG, Spellenhuis
Zoutmarktstraat 94, 2518 GT, Tel: 0031 70 364 4782

ENSCHDE, Pipelines
Grootstraat 34, 7011 GA, Tel: 0031 53 435 5727

GRONINGEN, Krikke's Hobbyshop
Nieuwe Weg 26, 9711 TE, Tel: 0031 50 312 9514

NIJMEGEN, Moonen & Mariken
Van Weidenstraat 70, 6511 MP, Tel: 0031 24 323 6119

TILBURG, Lobyrihmb Tilburg/Breda
Lengeweg 175, 5026 ST, Tel: 0031 15 844 3700

ALMELO, Semberg Modelbouw
Grootstraat 136, 7607 CW, Tel: 0031 54 681 2861

ALPHEN AAN DEN RIJN, Top 1 Toys Aris & Van Ponne
Postbus 66, 4800 CB, Tel: 0031 17 247 2254

AMSTELVEEN, Het Onzenbord
Paviljoen 59, 1185 2B, Tel: 0031 20 641 2552

AMSTELVEEN, De Groot Toy Special Store
Rienbrandhof 42, 1181 ZL, Tel: 0031 20 347 3344

APODOORN, Top 1 Toys - De Kinderdroom
Groot 115, 7211 ZG, Tel: 0031 355 071 948

BERGEN OP ZOOM, Stripwinkel Gilles de Geus
Boezem 4, 4011 NG, Tel: 0031 16 434 7482

BERGVEY, Wouters Technohobby
Parkstraat 31, 2517 BT, Tel: 0031 49 795 0248

BUSSUM, Bøtke Modeltrainers
Laadweg 9, 1402 BA, Tel: 0031 55 691 0410

DELFT, Top 1 Toys Speldorado
Hippolytusbout 21-25, 2611 HM, Tel: 0031 15 213 4516

DE BOSCH, Gamemore
Voorsteek 62, Tel: 0031 6524 77 888

DEVENTER, Knibbel Comics
Nieuwstraat 38, 7411 LM, Tel: 0031 57 081 6879

DORDRECHT, Hobby Modelbouw Dordrecht
Kerkplein 1, 3311 CX, Tel: 0031 78 651 2711

Ede, Tinnen Soldaat
Weerden 24, 6714 CS, Tel: 0031 31 805 3266

EINDHOVEN, Gamesworld
Willemstraat 17, 5011 HB, Tel: 0031 40 245 4391

DEN HELDER, Proton Modelbouw
Zuidstraat 3, 7211 GS, Tel: 0031 22 361 3068

GEELEN, Taclica
Angelsstraat 3, 6163 CJ, Tel: 0031 46 475 3016

GOES, Fantasy Store
Goukissa 115, 4401 JW, Tel: 0031 11 325 8174

GORINCHEM, Natten Modelbouw
Kerkstraat 30, 4201 JW, Tel: 0031 18 363 8000

GOUDA, Interloys v/d Wal
Nieuwe Markt 70, 2801 GP, Tel: 0031 18 251 3525

GOUDA, The Movie Store
Lange Grootstraat 114, 2801 LV, Tel: 0031 18 252 2550

GRONINGEN, Wirwar
Oude Kijk in 1 Jatsstraat 40, 9712 EL, Tel: 0031 50 314 8424

HENGLO, Top 1 Toys Mickey van Wozal
Burg, Hoernstraat 14-17, 7551 EE, Tel: 0031 74 291 2200

JOEREN, Het Gelo Teken
Grote Oost 35, 1621 BR, Tel: 0031 22 821 8623

LEEUWARDEN, Brattinga Speelgoed
Sct. Jansstraat 4, 8911 HT, Tel: 0031 58 212 6682

LEIDEN, Talkienwinkel
Hoge Rijnkade 185, 2314 AD, Tel: 0031 71 541 2328

LEIDEN, Freetime Warrior
Aardewijk 20, 2312 CB, Tel: 0031 071 515622

LELYSTAD, Treinenhoek
Botter 44-15, 8243 JE, Tel: 0031 30 025 3160

MAASTRICHT, Houjnel
Burgemeester Constan 18, 6226 GV, Tel: 0031 43 363 6778

NEUMEN, Schellens Speelgoed
Parkstraat 24, 5871 GG, Tel: 0031 40 283 2984

OEKSTOEST, De Tombe Toys for Boys... and Men
De Kerkmarktstraat 17, 2341 GS, Tel: 0031 71 517 4977

OPINEN, Spelkelder
C. van Ooyenstraat 25, 4184 ES Opinen

OUDE-BEIJERLAND, Moutis Model-Hobby
Groenburgh 32, 3261 RP, Tel: 0031 18 652 1931

PANNINGEN, Top 1 Toys Marc Janssen
De Kerk 48, 4801 AX, Tel: 0031 077 405065

ROERMOND, Bloemboetiek Hermien
Nieuwstraat 60, 6043 ED, Tel: 0031 47 532 1710

ROOSENDAAL, Jodan
Oude Markt 58, 4701 PM, Tel: 0031 16 555 7964

SCHIEDAM, BTS
Grootstraat 49, 3114 CB, Tel: 0031 10 473 075

SCHIEDAM, Top 1 Toys Anniek
Hooftstraat 133, 5481 AD, Tel: 0031 073-547758

SITTARD, Atomik Sittard

Stationsstraat 19, 6131 AX, Tel: 0031 46 451 5074

SLUIS, Top 1 Toys E. v/d Vijver
Oude Kerkstraat 7, 4524 CT, Tel: 0031 11 746 1393

SOEST, Top 1 Toys Soest
Vijverstraat 10, 3761 CSE, Tel: 0031 35 629 0444

SPIJKENISSE, Lord of Magic
Spiekenstraat 7, 3201 AP, Tel: 0031 181 619061

TIEL, Goblincave
Zonnemarktstraat 12, 4001, DZ, Tel: 0031 344 654 600

UDEN, Goblincave
Zonnemarktstraat 12, 4001 GS, Tel: 0031 41 327 0562

UTRECHT, Eft Fantasy Shop
Oude gracht 237, 3511 NH, Tel: 0031 30 281 7187

UTRECHT, Whoops
Springweg 1, 3511, Tel: 0031 30 230 4123

UTRECHT, Never Never Land (Wieder & Kugent)
Oude gracht 332, 3511 NH, Tel: 0031 30 238 2293

VELSERBROEK, Mol Plastic Modelbouw
Oude Markt 7A, 5911 NL, Tel: 0031 77 354 2888

VENLO, Modelbouw Luthort
Kasselerstraat 103, 6016 GH, Tel: 0031 38 422 10

WASSENAR, Top 1 Toys Kouwenhoven
Langstraat 79, 2242 KJ, Tel: 0031 7031 5311 0211

WORMERVEER, Mini-Wonders
Antillenstraat 1, 1821 AT, Tel: 0031 75 640 161777

WINTERWIJK, Top 1 Toys Winterwijk
Middelenstraat 10, 7101, Tel: 0031 35 261 2827

ZOETERMEER, RC-Pluipstap
Dorpstraat 179, 2712 AJ, Tel: 0031 79 316 0560

ZUTPHEN, Vreemde Zaak
Groene markt 2, 7201 HX, Tel: 0031 551 1566

ZWOLLE, Boekenhoek
Vestergade 25, 8012 DH, Tel: 0031 38 422 10

Zwolle, Top 1 Toys - De Wit
Droelstraat 97-99, 8011 RD, Tel: 0031 038 421 7176

NORWAY

GW OSLO
Møllergate 7, 0179, Tel: 22332990

BERGEN, Avalon Bergen
Furuseten 4, N-5013, Tel: 22333308

KRISTIANSTAD, Hobby Hus
Lindensgt. 12, N-4012, Tel: 38020310

TRONDHEIM, Avalon Trondheim
Kongens gate 31, N-7012, Tel: 73512888

ÅLESUND, Ringo Lekeland
Skjerve 1851, N-6100, Tel: 7014840

ÅLESUND, Kremmerhuset
Lengelands 224, Sjøvikvei, N-6022, Tel: 70149770

ÅLESUND, EB Games
Grimmergt. 1, 6001, Tel: 701 287 87

ARENDAL, Norli Arenasenter
Løve 10, N-4840, Tel: 925543

BÅRUM, Ringo Barums Verk Leker
Vesthus vegen 2, N-1017, Tel: 70133850

BERGEN, YES Vi Leker Oasen Leker
Kongensgt. 31, N-7012, Tel: 73512888

BERGEN, Ringo Lekeland
Ode Næstveit 16, N-5221, 59222590

BJØRKLINGEN, FX Hobby
FX Hobby AS, Bjørklingsvei 2, 1940, Tel: 63551195

BO I TELEMARK, Ringo Bo
Løve 10, N-4840, Tel: 925543

BODØ, Underholdningsmagneten
Sandgt. 3, N-8006, Tel: 75052070

DOKKA, Yes Vi leker Dokke
Sandgt. 3, N-8006, Tel: 75052070

DRAMMEN, Skotland Lys & Leker
Drammes 54320, Tel: 81112090

EGERSUND, Ringo Glasomagneten Ogry
Storgt. 33-36, N-4370, Tel: 61419100

FLISA, Ringo Smør
Storgt. 33-36, N-4370, Tel: 61419100

FREDRIKSTAD, Yes Vi leker Leketorget
Storgt. 33-36, N-4370, Tel: 61419100

F

Lilla Akeravägen 16, N-0383, Tel: 22731777
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Our store is designed to be as easy to use as possible, with the catalogue matching the entries in the Army book, so you can always find what you're looking for.

CHRISTMAS SHOPPING

With Christmas just around the corner, we've grouped together some great gift ideas, so why not point your relatives at the Online Store and get models not socks this year?



THIS MONTH'S ADVANCE ORDERS

CAN'T WAIT TO GET YOUR HANDS ON THE LATEST RELEASES?

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99061464099 £12.00



EASTERLING KATAPHAKT
99061464097 £5.00



MÚRIN AND DRÁR
99061465013 £10.00



KHANDISH KING IN CHARIOT (INCLUDES MODEL ON FOOT)
99111499057 £18.00



KHANDISH WARRIORS (3 FIGURE BLISTER PACK)
99061464095 £6.00

ADVANCE ORDER FROM 24TH DECEMBER

(released 4th February)

- Dwarf Bolt Thrower

ADVANCE ORDER FROM 31ST DECEMBER

(released 11th February)

- A Shadow in the East
- Easterlings boxed set
- Easterling Kataphakt boxed set
- Easterling Kataphakt
- Khamûl the Easterling (foot and mounted)

ADVANCE ORDER FROM 7TH JANUARY

(released 18th February)

- Cirion and Madril
- Murin and Drar

ADVANCE ORDER FROM 14TH JANUARY

(released 25th February)

- Khandish King in Chariot boxed set.
- Khandish Warriors boxed set
- Khandish Horsemen boxed set
- Khandish Warriors
- Khandish Horseman
- Khandish Chieftain (foot and mounted)

*£2 postage only applies to Advance Order products being delivered to addresses in the UK or Ireland. Orders including Advance Order products will be held until the last available product is released.

You can Advance Order all these new models!

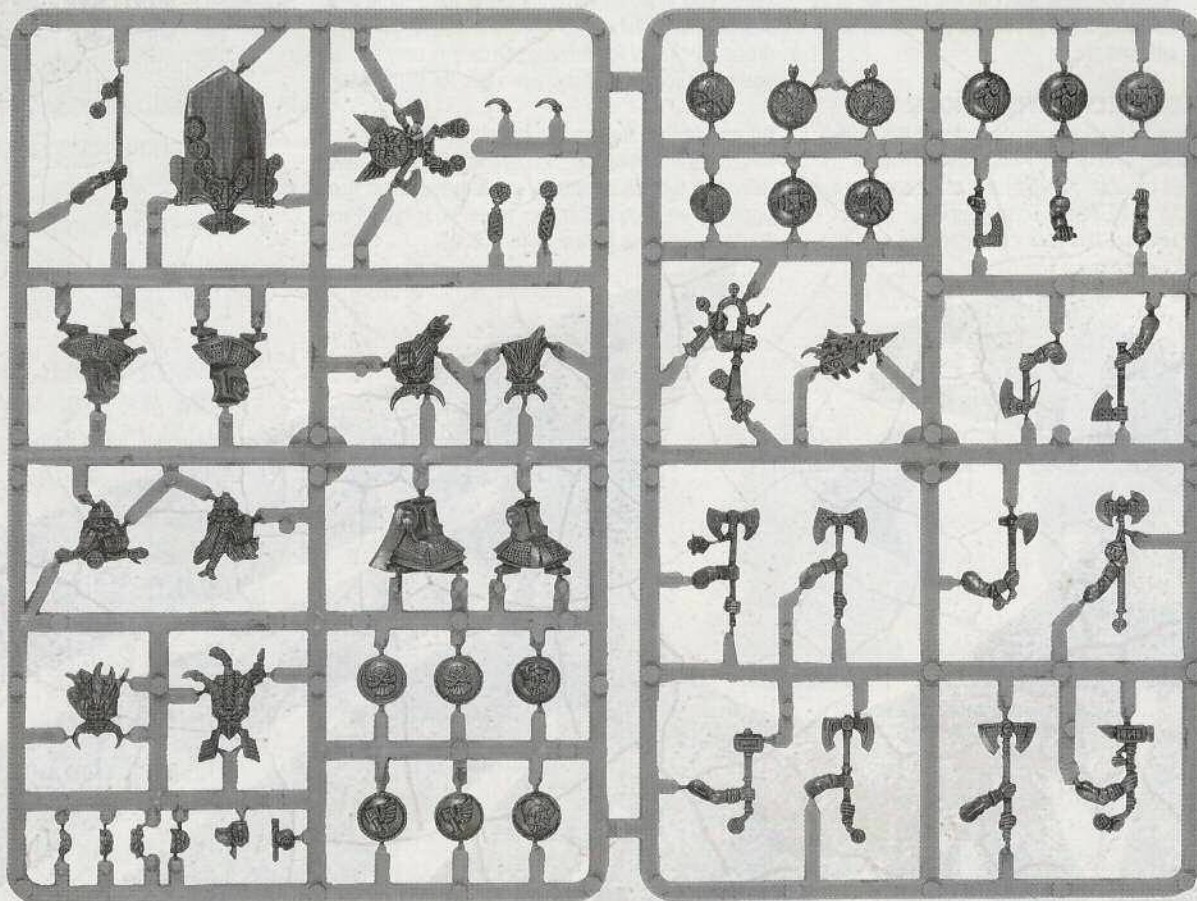
THIS MONTH

- Dwarf Warrior sprue
- Chaplain Grimaldus and Retinue
- Black Templars Vehicle upgrade frame
- Black Templars Chapter upgrade frame

RECENT RELEASES

We continue our focus on the Black Templars this month as well as beginning to look at the new Dwarf range. On these pages you'll find the components that will allow you to further expand and customise your own Black Templar force, as well as adding to an existing Dwarf army.

All of these components are available to order online, so if you've got a particular conversion in mind or you want to get that certain character model it couldn't be easier to buy all the most up-to-date components you need.



DWARF WARRIOR SPRUE
99380205004 £6

Sprue shown at 50% of actual size



CENOBYTE 1
9947010132004 £3



GRIMALDUS BACKPACK
9947010132002 £2



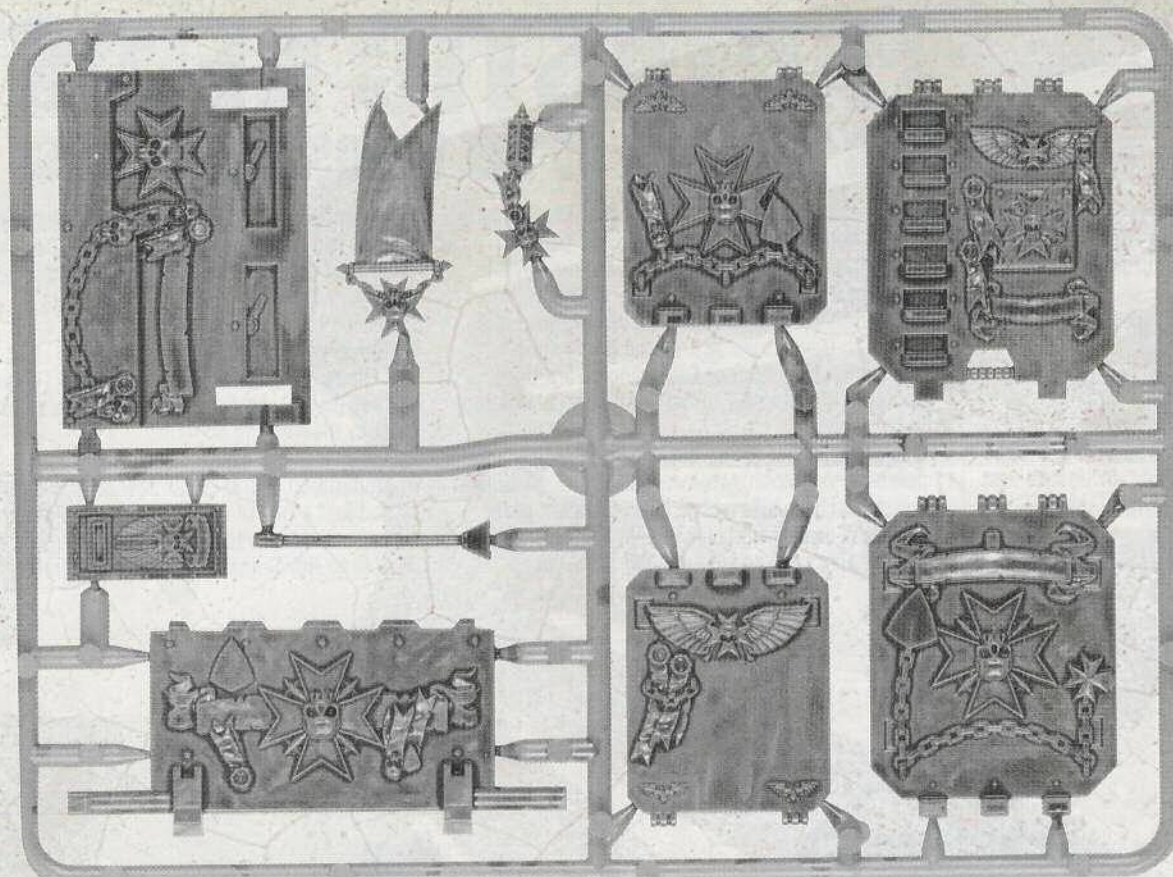
GRIMALDUS BODY
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CENOBYTE 2
9947010132003 £3

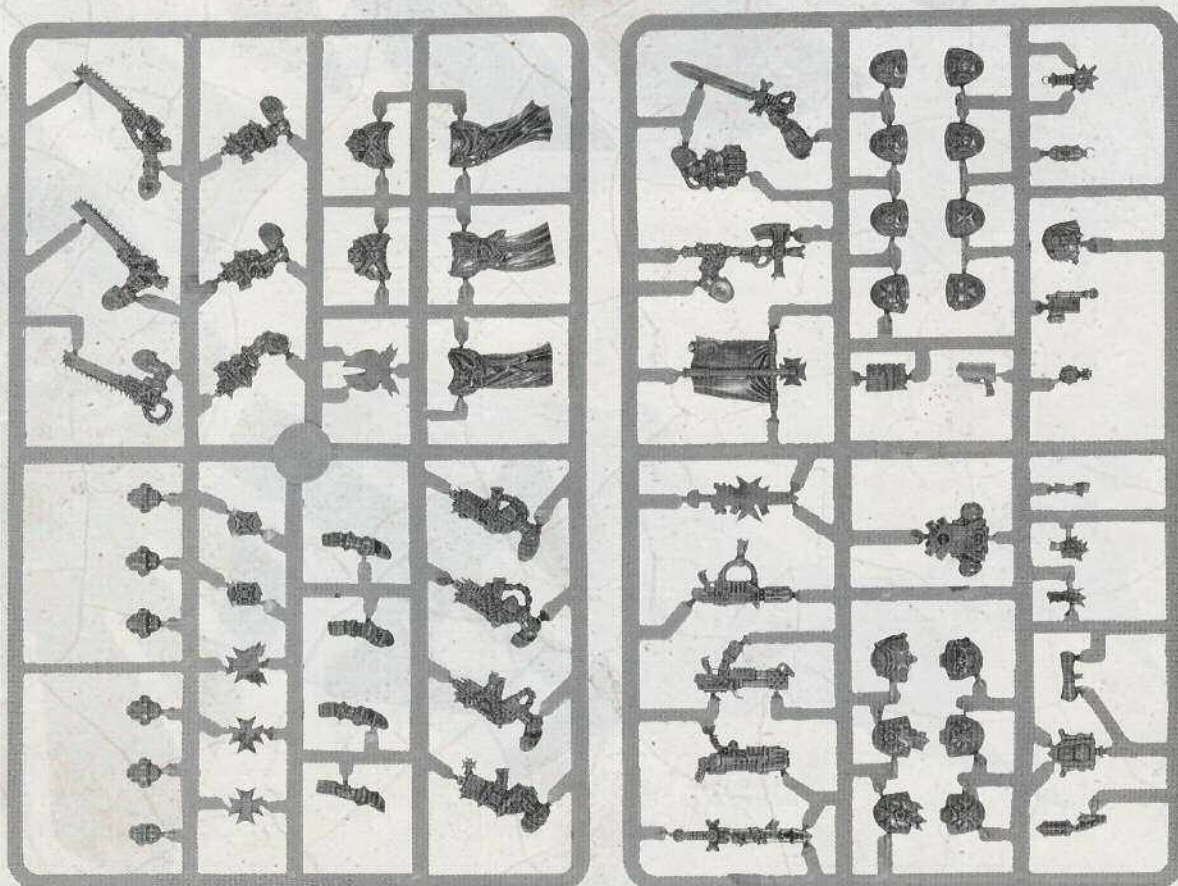


CENOBYTE 3
9947010132005 £3



Sprue shown at 50% of actual size

BLACK TEMPLARS VEHICLE UPGRADE FRAME
99390101015 £6



Sprue shown at 50% of actual size

BLACK TEMPLARS CHAPTER UPGRADE FRAME
999390101014 £9

FANTASTIC NEWS

FOR THE LORD OF THE RINGS HOBBYISTS!

THIS MONTH

- Plastic Balrog Wings
- Metal Balrog Head
- Metal Mordor Orcs
- Mordor Catapult Troll
- Dol Amroth horses & shields
- Haradrim horses
- High Elf Shields
- Mouth of Sauron's horse
- Metal Ringwraiths on foot
- Minas Tirith engineer Captains
- Mordor engineer Captain

Ever since the launch of The Lord of The Rings in 2001, thousands of enthusiasts have been collecting, painting and playing with our great range of miniatures representing all the protagonists of Middle-earth, from Aragorn and Frodo, to Cave Trolls and Wargs it will soon include a whole host of Easterlings from the upcoming 'A Shadow in the East' sourcebook too.

One great aspect of the hobby is converting and personalising your own force, and through Direct you can access all manner of component parts and individual pieces unavailable off the shelf in stores. This service is already in place for

Warhammer and Warhammer 40,000 gamers, and the big news is that The Lord of The Rings hobbyists will soon be able to access this service too.

In March we're launching the new The Lord of The Rings component range, allowing The Lord of The Rings hobbyists to collect, convert and paint to their hearts content.

In preparation of this great new offer we've picked just a few of the items that will become available in March for you to look at. You'll even be able to Advance Order them this month.



BALROG HEAD
9947149900303 £3



BALROG WINGS
99381499003 £6

AVAILABLE TO ADVANCE ORDER FROM JANUARY 16TH 2006



MORDOR CATAPULT TROLL
99111466019 £15



MORDOR ORC 1
99470146200501 £2.50



MORDOR ORC 2
99470146200502 £2.50



MORDOR ORC 3
99470146200503 £2.50



MORDOR ORC 4
99470146200504 £2.50



MORDOR ORC 5
99470146200505 £2.50



MORDOR ORC 6
99470146200506 £2.50



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99470146200507 £2.50



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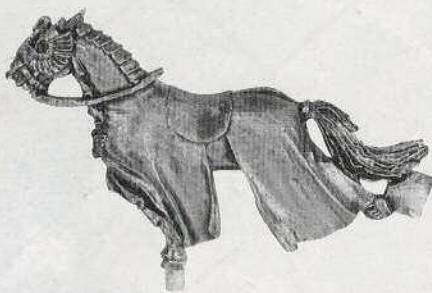


MORDOR ORC 14
99470146200514 £2.50

AVAILABLE TO ADVANCE ORDER FROM JANUARY 16TH 2006



DOL AMROTH HORSE 1 LEFT
9947146406211 £1.25



DOL AMROTH HORSE 2 LEFT
9947146406209 £1.25



DOL AMROTH SHIELD 1
9947146406206 £0.60



DOL AMROTH SHIELD 2
9947146406208 £0.60



DOL AMROTH SHIELD 3
9947146406205 £0.60



DOL AMROTH SHIELD 4
9947146406207 £0.60



DOL AMROTH HORSE 1 RIGHT
9947146406210 £1.25



DOL AMROTH HORSE 2 RIGHT
9947146406212 £1.25



HIGH ELF SHIELD
9947146300605 £0.60



CELEBORN'S SHIELD
9947146302002 £0.60



HARADRIM HORSE 1 LEFT
9947146406903 £1.25



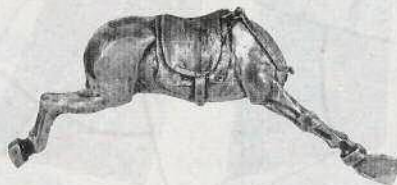
HARADRIM HORSE 2 LEFT
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MOUTH OF SAURON HORSE LEFT
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RINGWRAITH 3
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9947149902201 £4



MORDOR ORC ENGINEER CAPTAIN
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9947149900107 £5

THIS IS JUST A VERY SMALL PART OF THE ENTIRE RANGE.

Over the next few issues of White Dwarf we'll keep you abreast of the latest progress and showcase more of the great components that will become available to collectors, gamers and painters of The Lord of The Rings! If you can't wait another month to see more of the component range, check out the Online Store. Throughout January we'll be updating it with an even larger selection of the range, that will become available in March (meaning you can advance order it now!).

www.games-workshop.co.uk/store

AVAILABLE TO ADVANCE ORDER FROM JANUARY 16TH 2006

FUEL FOR THE FURNACE

Your mighty missives as read by Grombrindal himself!



GROMBRINDAL'S PICK OF THE MONTH

My name is Nicola Brierley, one in a minority of female hobbyists. Like most gamers, I have lost count of how many times I have been told to "clear those models off the table". So I decided to show my parents that this hobby has many good points. For my 'A' Level English coursework I decided to analyse a 40K intro-game given by Games Workshop, Manchester.

Recently, I got my results for this unusual, yet fascinating, essay and I got my first ever A. This proves that Games Workshop miniatures don't just take up room on the kitchen table. They also help us boost our grades. None of this would have been possible if Games Workshop staff didn't give such enjoyable and exciting intro-games. Keep up the good work!

Nicola Brierley

Well said Nicola, and well done on the coursework! All those big words in White Dwarf and the Army books in my formative years, plus the maths required to shoot my mate's Giant with a great Cannon, did wonders – Owen

WHISPERS FROM THE CHAOS WASTES

Edward Fenning... Ross Graham... Tidarion, Quarandir and Karonin... Stories to the Black Library, Elves! Billy Leonard... Alexander Graham and JJ Larger... Keep checking the GW UK website for career opportunities. Toby Durr... It's a combi-meltagun. Daniel Davison... Gareth Edgell... I've passed on your letter to the Hobby Experts. Mark Tuckett... The next one will be 40K. James Probert... We'll buy a calculator. TJR... That's because they are in the Storm of Chaos book. Neil Towers... Peter Hoff... A lot of people use that technique, I'm sure we'll look at it one day. Ross Wilson... A list of what counts as Imperial Guard Infantry for doctrine purposes is at the start of the doctrine section. Lachlan Campbell... We can't do that. Xavier Veys... For the time being, you'll just have to convert one. David Carey... Oli Griffin... Liam Whear... Arthur... Andrew Christianson... Callum Dilks... Wolf Riders, every time. Jonathan Stubbs... They are cool, aren't they. Joe Diamond... Timothy Brown... Darije Custovic... Hopefully this issue has answered your question. Mike Emrick... Peter Tisdall... TJR they did. Conor B... Duncan Bennett... Tom Waring... Choose basing that suits your regular gaming table. Mikael Højgaard... Yes, we do. Robert Hordijk, Oliver Canning, Adam Grant, Colm Kelly... No, sorry. They're exclusive to the Army deals, Oliver Milne... Maybe we will, maybe we won't! Sam McCall... We'd like to show you in future. Daniel Phillips... Yes. Jesse Heyninck... Philip Walsh... It is possible, trust us. Oliver Canning... James Patching... Xabre... Tomas Henderson... Stephen Bailey... We can't tell you that! Vincent Lim... What, Warhammer 40,000 not good enough for you? Julian Hall... The first two are our mistake, the last intended only to give people stat-lines to use in games. Jon Younie... Yes, but it'd have to be really short, as we'd put it on the letter's page. Keith Wilson... I would have read it, but there is nothing there!

SUPER SWARM

By way of reply to the challenge for the largest 1,500 pts 40K army as issued in WD308 page 65, I would like to submit my Tyranid swarm, weighing in at 170 models. It's quite fun to outnumber an opponent 4 to 1 instead of 2 to 1. However, it's not as easy to play with as expected. With 6 large broods of Gaunts, there are only 3 synapse broods.

The key is here to completely shield the synapse creatures from every possible enemy firepower, which is quite hard to achieve. Still, it's a nice variant on my standard 1,500 pts list.

The challenge goes ever on! What has Mr Kelly done :) – Owen



Look at all them bugs!

WISH GRANTED

I've been watching with growing envy, other people sending in pictures of their models and getting them published in the most holiest of tomes, White Dwarf. I hope to be one of them in the future. Here are some pictures of my latest project, The Kult of Speed. ALL models are, of course, converted, some more heavily than others... The pictures were taken at Games Workshop's Veteran's Night in Oslo.

Lars Karl Oskar Wennerstroem

Your wish has been granted Lars, may the blessing of the

small hairy ones bestow great speed on your red contraptions – Owen

CAPILLARY TOWERS

In WD308, in the article Tyranid Invasion, you use a certain type of polystyrene to build the capillary towers which is not constructed of the balls that ordinary polystyrene is made of. I would like to get hold of some but I have so far been unable to. Could you tell me where you got it from?

Sure, florists and most good hobby stores sell these round polystyrene balls – Owen.



Red wunz go fasta, honest...



WHITE DWARF PAINT STATION

What the team are painting this month.



Rik Turner

Rik: Well, this month it's been all about the Dwarfs and with the Great Short Ones now released, I couldn't wait to get my

grubby little mitts on the new Dwarf plastics!

As well as Dwarfs, 2006 sees the return of Mordheim to the pages of White Dwarf as we run our very own campaign (more on this next issue). With a new army to collect and a stash of wyrdstone to be found on the streets of Mordheim, I could feel the thin tendrils of temptation taking hold of my soul once again...

The new plastic Dwarf Warriors and Thunderers are absolutely amazing, possessed of an extraordinary level of detail and including a plethora of components and spare bits that are completely interchangeable between regiments, making for some truly unique Dwarf armies and hobby opportunities.

So armed with a handful of Dwarf sprues and the ever-useful Mordheim accessory sprue, I began crafting my new Dwarf warband, the Treasure Hunters of Karaz Skarrenruf.



Two of Rik's Mordheim adventurers.



Nick Kyme

Nick: I've had to don an extra pair of pants this month. Yeah baby, that's right, it's Dwarf time – get in! Okay, so most of the

year is Dwarf time for me, but with the release of Warhammer Armies: Dwarfs and a mountain-hold of new models, I'm very excited. Praise be to Grungni!



Nick's Bolt Thrower, the Spike of Valaya.



Christian Byrne

Christian: This month has seen me weather the endless storm of Dwarf mania (as you see, my colleagues are obsessed

with them). I have recently returned my attention to my Space Marine Chapter, known as the Imperators. Apart from the

models you see here, I have also finished a venerable Dreadnought and am about two thirds of the way through a Terminator squad and a Scout squad. However, I have only managed to paint one Razorback (I'm going to need at least three). I also recently finished both High Elf and Chaos armies, so I'm going to concentrate on trying to win a game of Warhammer, rather than paint up another army.



The Imperators look the business!

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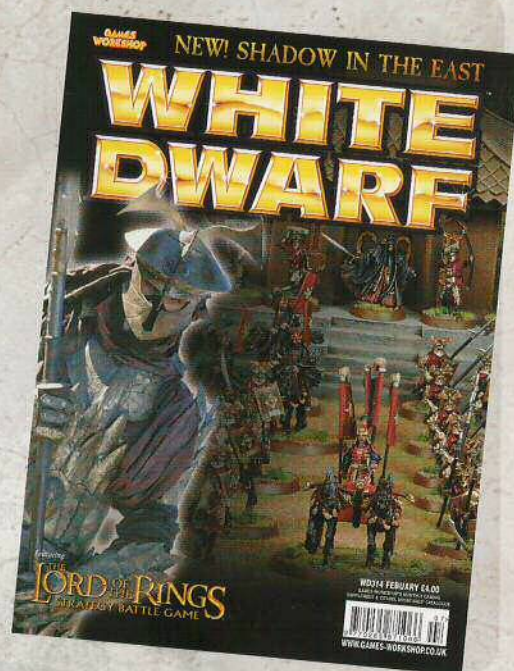


THE COMING OF THE SHADOW

Free Peoples of Middle-earth despair. A dread shadow creeps across the horizon; the evil men from the east have come!

Next month, the latest supplement for The Lord of The Rings, A Shadow in the East, is unleashed upon an unsuspecting world. Sauron's dark forces are bouyed up by a veritable war host of Easterlings, together with their Khandish allies, who ride chariots into battle! These miniatures have to be seen to be believed.

With articles for the venerable Dwarfs, righteous Black Templars, and more besides, the next issue of White Dwarf is going to be a stormer!



THE LORD OF THE RINGS

- A Storm from the East – Our inaugural A Shadow in the East battle report pits the men of Rhûn against an army of Gondor, led by Aragorn himself!
- Servants of Sauron – How to build an Easterling themed army.
- The Rhûnish Border – Construct your own Easterling fortress with this modelling workshop.



WARHAMMER

- Secrets of the Runes – Tactics for picking runes in your Dwarf army.
- Dwarf Artillery – How to make scenic bases for your war machines, so they stand out on the battlefield.
- The Revolting Moot – The Halflings are revolting! The tale of Marius Leitdorf's quashing of a Halfling uprising in the Empire.



WARHAMMER 40,000

- Marshals of the Black Templars – Background on some of the greatest heroes in the history of the Black Templars.
- Son of Creature Feature – Rules and background for a veritable menagerie of bizarre gribbilies native to the 41st millennium.
- Tactics: Lords of Death – Dark strategies unearthed for getting the best from Necron Lords in battle.



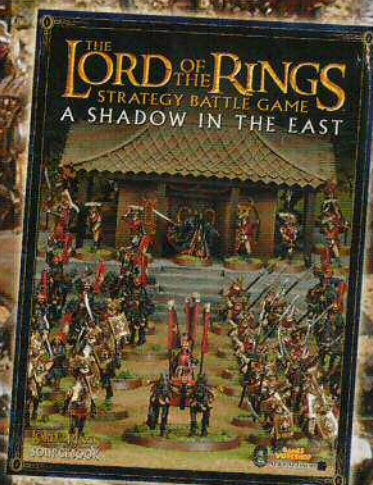
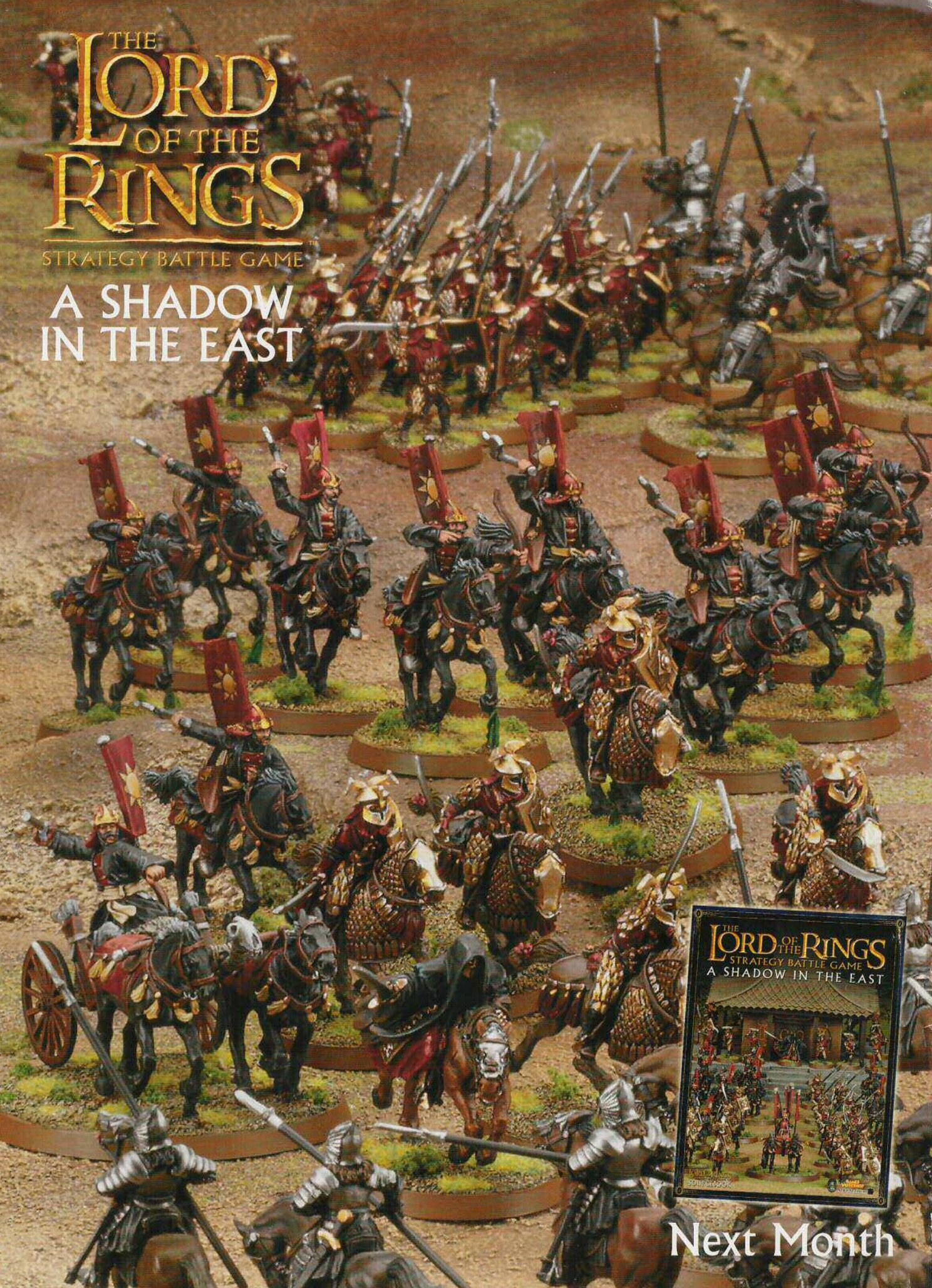
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THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

A SHADOW IN THE EAST



Next Month