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#### WD315 MARCH £4.00 GAMES WORKSHOP'S MONTHLY GAMING SUPPLEMENT & CITADEL MINIATURES' CATALOGUE SUPPLEMEN

111

NEW! CODEX TAU EMPIRE

Contraction of the





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#### COVER ART

Karl Kopinski











#### The Empire Expands

The new Tau Empire Codex takes an in-depth look at this very popular Warhammer 40,000 army, and they mean business. April 1st sees the release of loads of new Tau boxed sets and Citadel miniatures, including the Tau Sniper Drone team, Crisis Battlesuit Commander, the Vespids and some fantastic new Ethereals to lead your army. We've also got the awesome new Piranha, a two-man Fast Attack skimmer and the Sky Ray missile defence tank coming later in April. All available to Advance Order now (p140).

#### **Owen** Rees

It's no April fools that we're talking about models which are out next issue. We have a special Tau Army boxed set released on the 11th March with many of the above included. The army set includes: the new plastic Stealthsuits (not available separately for three months), the special edition Ethereal (only available in the army set) and Codex: Tau Empire, three weeks in advance. It's a real must for all Tau commanders.

#### **Chariots of Fire**

The Khand deploy in force to support their allies, the Easterlings, this month. This is the first time chariots have been introduced to The Lord of The Rings. Free Peoples of Middle-earth beware!

#### Gathering of Warbands

White Dwarf's Mordheim campaign continues a pace this month, and what a bloodbath it has been. Heroes have risen; the weak have fallen. Fancy rising to the challenge? All the main Mordheim gangs have been re-released as boxed sets including a brand new gang, the Frenzied Mob! Epic and Inquisitor have also received some new models. It's quite a month for Specialist Games.

#### **Desert Raiders**

For a limited time the Tallarn Desert Raiders are available again in our Hobby Centres. Next month we'll be looking at rules for desert battles and Tallarn armies. You won't want to miss the free Golden Demon booklet either...

Till next time, fellow hobbyists

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### HONDANS

## **TAU EMPIRE**

#### **18 THE GREATER GOOD**

The domains of the Tau grow ever faster. Hearken to the path of the Greater Good and share in their glory!



Rising star of the Tau military, Commander Shadowsun is forced to act to prevent Tau colonists being enslaved.







## **69 A SHADOW IN THE EAST**

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Three fiendish ways to deploy the wicked Men of Khand!

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Ways to paint your war-wains.

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A Khandish campaign by Mat Ward.

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Adam Troke builds a new themed army.



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Your letters, our miniatures.

# A SHADOW IN THE EAST

## **KHANDISH KING IN CHARIOT**



#### This box set contains one Khandish King in chariot and one Khandish King on foot

 KHANDISH KING IN CHARIOT
 £18

 Sweden
 Kr 270
 Denmark
 Kr 225

 Norway
 Kr 270
 Euro
 € 30

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 99111499057
 Sculpted by: Alan Perry and Michael Perry

#### ON SALE FEBRUARY 25th NORTHERN EUROPE MARCH 11th



Available in stores for a limited time

## **KHANDISH CHARIOTEER**



This boxed set contains one Khandish Charioteer

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 Denmark
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 Norway
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Sweden	Kr 140	Denmark	Kr 115
Norway	Kr 140	Euro	€ 15
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## NEW RELAKS

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#### This blister pack contains one horseman with either an axe or a bow

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	ode: 990614 oy: Alan Peri	16409601 ry and Michael P	erry

#### ON SALE FEBRUARY 25th NORTHERN EUROPE MARCH 11th

#### This box set contains three horsemen with axes and two with bows

 KHANDISH HORSEMEN (Box)
 £20

 Sweden
 Kr 300
 Denmark
 Kr 250

 Norway
 Kr 300
 Euro
 € 35

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 Sculpted by: Alan Perry and Michael Perry

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#### Available in stores for a limited time





## **KHANDISH WARRIORS**

This blister pack contains two warriors with axes and one with a bow

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KHAND	SH WARRIG	DRS (Box)	£20
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#### NEW RELEASES **DWARF COMMAND EORL THE YOUNG** This blister pack contains one This blister pack contains one **Dwarf Captain and one Dwarf** Eorl the Young on foot **Banner Bearer** and one mounted DWARF COMMAND 26 EORL THE YOUNG £12 Denmark Sweden Kr 85 Kr 75 Sweden Kr 150 Denmark Kr 125 € 10 Norway Kr 85 Euro Norway Kr 150 Euro € 17.50 Product code : 9906146501401 Product code: 9906146410001 Sculpted by: Alan Perry and Michael Perry Sculpted by: Alan Perry and Michael Perry ON SALE MARCH 25th NORTHER UROPE APRIL 15th **ON SALE MARCH 25th** NORTHERN EUROPE MARCH 11th

## WARHAMMER DWARFS THORGRIM GRUDGEBEARER ON THRONE





#### This box set contains one Dwarf Thorgrim Grudgebearer on Throne

 THORGRIM GRUDGEBEARER
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 Sweden
 Kr 300
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 Kr 250

 Norway
 Kr 300
 Euro
 € 35

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 99110205105
 Sculpted by: Alex Hedström

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**DWARF LORD WITH PISTOL AND AXE** 

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DWARF	LORD		63
Sweden	Kr 85	Denmark	Kr 75
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#### NAM HATAPAR

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This blister contains two Tallarn Officers

63

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## NEW RELEASES



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FERAL ORK SQUIGGOTH
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## **ORKEOSAURUS**

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## NEW RELEASES



#### This box set contains 1 Matriarch, 1 Sister Superior, 4 Sigmarite Sisters and 2 Novices.

## **MORDHEIM SISTERS OF SIGMAR WARBAND**



#### This box set contains 1 Vampire, 1 Necromancer, 2 Dregs and 4 Zombies.

UNDEAD WARBAND £20 Product code: 9911303036 Sculpted by: Michael Perry, Mark Harrison and Mark Bedford.

#### **ON SALE MARCH 4th**





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£15

## **MORDHEIM: BLOOD ON THE STREETS**

This box set contains three card buildings for Mordheim, including a ruined Coaching Inn. BLOOD ON THE STREETS

Product code: 99021199001

**ON SALE MARCH 4th** 



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#### Includes Codex: Tau Empire

#### **Contents Include:**

- 1 Special Edition Ethereal with shield drone.
- Tau Battlesuit Commander
  2 XV8 Crisis Battlesuits
- 6 Vespid Stingwings
  3 XV25 Stealthsuits
- 1 Sniper Drone team
- 12 Firewarriors
- 16 Kroot
- 9 Gun Drones • 1 Hammerhead Gunship



**SPECIAL EDITION** 

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**RELEASED EARLY!** 

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NEW RELEASE TAU ARAN DEAL On sale 11th March

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Sweden Kr1900 Denmark Kr1600 Norway Kr1900 Euro €200 mgerous if used incorrectly. Prices correct at time of guing to Product code: 60110113004

**RELEASED EARLY!** 

# NEWS EALUF HEUSE

**This Summer Games** Workshop will be running a new global campaign, The Fall of Medusa V! Kicking off in July and running until the end of August, this international event will see a frenzy of gaming activity across the world and **Citadel Miniatures** releases for many of our Warhammer 40,000 races.

Whether you serve the dark forces of Chaos, follow the calling of the Adeptus Astartes, or seek to the devour the world's inhabitants at the head of a Tyranid hive fleet, you will be able to battle to the last on Medusa V, as every Warhammer 40,000 army will be involved. So choose your side carefully, start building your armies and be ready to answer the call to WAR! Watch out for more information on this world-shattering event in the pages of White Dwarf 316, as well as a free campaign booklet that will accompany White Dwarf 317!

## THIS SUMMER A WORLD WILL DIE

### WORK IN PROGRESS: WOOD ELVES LORDS & HEROES COMING LATER THIS YEAR









# **CITIES OF DEATH**

magine battlefields where snipers atop towers of ruinous masonry rain death down upon your men, where mighty Dreadnoughts push their way through bullet-riddled walls by dint of pure machine strength, where every corner may hide an enemy booby trap, every sewer shelter an ambush, and where lances of brilliant light from orbiting spacecraft punch down through the dust-choked air to level skyscrapers...

These are the battlefields of Cities of Death, the first in a brand new range of supplements that help you open your hobby to new vistas of war and destruction. Contained within its pages are rules for fighting within the cities of the 41st millennium, including cunning stratagems you can deploy to undo your opponent, and upgrades for your squads to better equip them for urban warfare. The game is supremely easy

The new buildings are made up of interlocking panels that can be assembled in multiple ways.

to get into, all you need is your regular Warhammer 40,000 army – it doesn't need converting – and a few buildings, and we've even made these for you! Our new range of tilebased building kits allow you to create all manner of futuristic structures, from small outposts that spice up a standard Warhammer 40,000 table, to enormous cities that will dominate the board.



 New supplement
 Multiple building kits
 Deadly urban warfare in the 41st millennium

**COMING IN JUNE** 

K

# FOR CADIA!

#### Forge World

## All you Imperial Guard Cadian players are in for a treat this month as Forge World releases its Cadian accessories.

The new components are designed specifically to compliment the existing plastic kits and include such options as a standard squad with variant poses, heads and kit, a squad with respirators and Cadian Veterans with shotguns.

## www.forgeworld.co.uk







All the models were designed by Mark Bedford, Daniel Cockersell, Simon Egan and Will Hayes.

#### **NEW! INDEPENDENT STOCKIST**

J J TOYS 4C Ken Road Clevedon Somerset BS21 6EL Tel: 01934 418151

#### WARHAMMER HISTORICAL

The massive success of *Legends of the Old West* and its supplement *Frontier: Blood on the Plains* will be joined by *The Alamo*. This lavish book deals with one of the most infamous battles in the Old West when the Mexican army fought Texans at the Alamo mission in San Antonio. Check it out at:

#### www.warhammer-historical.com

## Mordßeim from Sirect

Inspired by the ongoing White Dwarf Mordheim campaign, Direct are offering the entire range of Mordheim miniatures with which you can create your warbands and go adventuring.

Our hobby specialists will be able to give any fledging adventurers advice on starting a new warband or indeed, getting hold of a copy of the game.

Venture to the Online Store and you'll find all of the available warbands, supplements and all manner of nefarious Hired Swords. So take up your sword and follow the signs to Mordheim below:

www.games-workshop.co.uk/store/mordheim



**ORTANT**BATTLE I
Long have the all

## ADVANCE NEWS – PRICE CHANGES

As of the 27th February we will be changing the prices on a selection of our products. To give you as much notice as possible so you can get your miniatures at the current price, we've listed the major changes below:

- Warhammer 40,000 plastic tank boxed sets change from ....£20 to £25
- Warhammer 40,000 plastic APC boxed sets change from ....£18 to £20
- Warhammer 40,000 plastic bikes change from .....£5 to £6
- Paint Pots change from .....£1.75 to £2

You still have a few days to get these miniatures at the old prices, so you can take full advantage of this notification!

### BATTLE BUNKER COPENHAGEN

Long have the armies of Copenhagen waited for an area in the centre of town in which to do battle with each other, so now Games Workshop is opening a huge Gaming Room in conjunction with Faraos Cigarer.

Bring your armies to the Copenhagen Battle Bunker and take to the field in the Gaming Room, which has enough space for over 20 gamers with 10 gaming tables, brimming with awesome terrain pieces.

Opening date: Monday March 6.

Win Glory and Honour in the First Copenhagen Battle Bunker Tournament. Purchase a special edition promotional miniature not for sale anywhere else.

Battle Bunker opening hours: All Weekdays, but Mondays are especially reserved for Veterans.

## GOLDEN DEMON 2005 BOOKLET – FREE NEXT ISSUE

Back by popular demand is the Golden Demon winners' booklet. Free with next issue, it features ALL the Bronze, Silver and Gold winning entrants from 2005's competition, as well, of course, the Golden Demon Slayer Sword winner.

Also included are a number of commended entries that almost made the cut but just missed out.



The victors pose for the camera on the Golden Demon winners' day.

NEW! BLACK LIBRARY MERCHANDISE

Above: Sisters of Battle t-shirt tied in to the novel 'Faith and Fire' and von Carstein Pendant. With lavish photography featuring insets and detailed shots of particularly intricate entries, this is the MUST have collector's booklet from what was a milestone in Warhammer Single

Mall

Gold, painted by

XNIGHTS OF THE GRAN

BARONY OTH DANNED

Joe Hill

Golden Demon history. So, whether you missed the event altogether and are desperate to see the winning entrants for the first time, or you wish to re-live the day and have a permanent souvenir, don't miss next issue of this very magazine – if you do, you'll be disappointed!

#### THE WINNERS' DAY As a thank you, the winner's displayed in the booklet were recently invited on an exclusive tour of the Design Studio and the Citadel Miniatures Hall. A great

day was had by all, who saw a LOT of cool stuff.

BLACK INDUSTRIES QUESTING FOR THE GRAIL

Following on from the release of this month's Bretonnia sourcebook, *Knights of the Grail*, Black Industries bring you *Barony of the Damned: An Adventure in Mousillon*. This book is a selfcontained campaign that builds on the information in *Knights of the Grail*. The dead do not rest easy in Mousillon, as players will discover when they try to complete their dark mission. Amidst the filth and the squalor, they will find conspiracy, betrayal and the dark hand of the undead.

For more details on this and all other WFRP products, visit:

vw.blackindustries.com



Last month we revealed the forthcoming availability of components for our The Lord of The Rings range. Building conversions for your captains and heroes, or getting hold of a particular Gandalf, has never been easier. This will revolutionise The Lord of The Rings hobby, opening up a huge array of hitherto impractical possibilities. Just flick over to Ordering Direct on page 136 to see a sample of the components.



WARHAMMER 40,000 CAMPAIGN WEEKEND:

# DARK STARS

The Imperium is under threat. Armies of Tyranids, Tau, Orks and Eldar, each with their own agendas, make ready to attack Solypsis. It is a world beset by many enemies. A world plagued by war and suffering. A world preparing to die. The planet's fate lies with you in this prelude to the Medusa V campaign.

To play, you will need a 1,500 points force and also a legal Combat Patrol for your chosen army that follows the army building regulations in the rules pack. These can be downloaded from the UK Events Diary online.

PLEASE NOTE! Each xenos race will only have fourteen tickets available, so book yours now to avoid disappointment.

#### Ticket Price: £45

Your ticket covers seven games across both days; lunch on both days and an evening meal on Saturday.

Age limit: 16+

20th & 21st May 2006, WARHAMMER WORLD, Nottingham FOR FURTHER DETAILS CALL: 0115 91 40000

www.games-workshop.co.uk/events

# TAU EMPIRE aca tun danatna ecca

The Tau are totally unique within the Warhammer 40,000 universe, and their very presence throws the other races into stark relief. Where the mighty Space Marines are dogmatic and zealous, the Fire Warriors of the Tau are pragmatic and dedicated to the Greater Good. Where the Imperial Guard relies on mass assaults consisting of thousands of men and tanks, the Tau focus

\Upsilon Designer's Notes 18-31

Codex: Tau Empire author Andy Hoare takes us through the new Citadel miniatures and army list

on swift raids, every detail planned to the last. Where the Imperium is hide-bound and superstitious, ever looking backwards to a dimly-recalled golden era of prosperity, the Tau look forward, to a time when the doctrine of the Greater Good will unite the stars and all the peoples of the galaxy.

## 💮 Battle Report 33-48

New special character Commander Shadowsun leads an army in an attempt to stop a Dark Eldar raid



#### 🕥 Colour Schemes 50-55

Tips on modelling your Fire Warriors and reproducing the 'Eavy Metal Tau colour scheme

# The Greater

#### Broadsides

Strength 10 railguns are perfect tank killers, and will penetrate Armour 14 on 5+

#### Ethereals

The commanders of the Tau army. A superior intellect ensures coherent tactics

#### Sniper

These new teams are best used to pin the enemy with their precision rail rifles

#### **Firewarriors**

Though only BS3, Fire Warriors can lay down withering levels of fire

#### Piranha

Fast, mobile and able to outflank and take out enemy support units

## <sup>66</sup> It is not our technology that will enable us to prevail. It is our shared sense of honour and commonality <sup>99</sup>

Shas'el Sa'cea Or'es



# Good

Warriors of the Tau Empire, rejoice! With this brand new version of the codex comes a number of fresh units, technologies and vehicles to better aid you in your struggle to bring order to the galaxy.

Crisis Team

Tau jetpacks allow additional movement in the shooting phase

#### leadids

New allies of the Tau. Able to move into enemy lines quickly

MANY OF THE IMPERIUMS SYSTEMS ARE POORLY UNDERSTOOD, RESULTING IN LESS THAN OPTIMAL BATTLEPIELD PERFORMANCE

THERE HAVE BEEN NO TRUE ROVANCES IN IMPERIAL SCIENCE FOR NEARLY 12000 TAUCUR

CONTEMPLATION OF THE MECHANISMS OF IMPERIAL TECHNOLOGY HAVE REVEALED TO OUR EARTH CASTE THAT HUMANITY ONCE POSSESSED A HIGHER SCIENTIFIC UNDERSTANDING OF THE UNIVERSE THAN NOW. THEY ARE A DELUDED RACE. WORSHIPPING THE ARTEFACTS OF THEIR ANCESTORS AS IF THEY LIVE. SUCH WEAKNESS OF REASON CAN ONLY HOPE TO FURTHER THE CAUSE OF THE GREATER GOOD. Shadowsun has been promoted by the Ethereals to take over those duties so treacherously abandoned by the renegade Commander Farsight. She is protected by the experimental XV22 Stealth armour, 2 Shield Drones and a Command Link Drone. See her in action in our battle report, starting on page 33.

ander Shadowsun

A FEARSOME APPEARANCE IS NO WARD AGAINST RIGHT INTENTION. THIS ARMOUR IS EASLY PENETRATED BY SUPERIOR TAU WERPONRY

# Imperial Technological Weaknesse

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THE IMPERIUM UTILISE A SYSTEM OF CONSTRUCTION BASED UPON THE ADVANCED TEMPLATES OF THEIR ANCESTOR CIVILISATION THIS UTTLE KNOWLEDGE IS OFTEN APPLIED WITHOUT CONSIDERATION, AND INFERIOR MATERIALS USED IN MANUFACTURE



#### 🏈 Army List

The complete Tau army list that allows you to choose your forces for a tabletop battle, featuring the Kroot – savage allies, and the Vespid – swift, winged auxiliaries that fight for their Tau masters. Also included are wargear, battlesuit systems and vehicle upgrades.

#### Background

An overview of the Tau empire covering its origins, culture and its methods of waging war.

#### Hobby Section

Sixteen full-colour pages packed with advice and tips on collecting, modelling and painting a Tau army.

#### Special Characters

Three renowned Tau characters are detailed, the senior Ethereal Aun'Va, the renegade Commander Farsight, and the newly emergent heroine of the Tau Third Phase Expansion, Commander Shadowsun.

Tau Empire

## **Designer's Notes**

The Tau Empire has been growing rapidly over the last few centuries, and it is now beginning to infringe upon the domains of other major galactic powers; powers such as the Imperium of Man. The Tau seek to bring the wisdom of the Ethereals to the worlds of Mankind, but the Imperium will not listen. This new Codex takes us to the fringe of the galaxy as the Tau gear themselves up for their third period of expansion – they are mustering for war...

The Tau's dominion grows apace, so much so the book has been named Tau Empire in recognition of their conquests in the name of the Greater Good. There are also some mighty fine Citadel miniatures to represent another of the Tau's alien auxiliaries – the Vespid. These flying insectoids hail from a world where there is a certain crystal that produces a radiation that, when put in a fancy new Tau gun, is very good at killing Space Marines... the Tau have keen eyesight that allows them to pick out detail, they lack the ability to focus as quickly as other races. This explains their 'average' level of Ballistic Skill. The last Codex provided the vehicle-mounted targeting array, a sophisticated targeting system. But now the Tau have refined this system to allow for its use as a battlesuit support system option, overcoming this particular physical deficiency."

There are new vehicles – a new tank and a skimmer. "The Sky Ray provides indirect point attack," Andy explains. "It functions alongside a Tau team with a marker light, using its seeker missiles to destroy unseen targets, and highlights the interdependency of the Tau army," says Andy. "The Piranha is completely different – it's a light scout vehicle; they work in squadrons of up to five models, and are best used to grab objectives."

Back in the real world, advances in our own, slightly more humble, technology of plastics manufacture made

## his new Codex takes us to the fringe of the galaxy... as the Tau gear themselves up for their third period of expansion

In fact, the Earth caste have been really busy in the five years since the Tau first burst onto the galactic stage, creating even more potent weapons to further the aims of the enigmatic Ethereals.

"With any new iteration of an existing army list comes new toys to try out," says Andy. "The Tau armoury has been expanded, providing players with a number of options that fit the feel of the race in terms of its constantly developing new technologies. For example, though these new kits a reality. "Increasing digitisation of the design process helps Citadel produce better and better models, and rapid prototyping has also started to come of age," Andy tells us. "We decided to take advantage of this. Models that originally weren't destined for the range were suddenly possible, so we made them." All for the Greater Good, of course. Doubtless Imperial Commanders will baulk at the idea, but if you can't beat them, join them. The Tau welcome all. **Fire Warriors** 

## Well-armed and armoured, Fire Warriors form the backbone of the Tau combined arms philosophy.



With a rapid fire, Strength 5, range 30" gun, Fire Warriors can be a headache for many armies. Try applying the 'Everything counts in large amounts' tactic – at 10 points each you could easily accomodate 72 of them in a 1,500 points army. Ow!







Snipers



The Sky Ray is used to provide point attack fire support against armoured opponents.



Burst cannons, Gun Drones or smart missiles provide back-up to the Sky Ray's six seekers.

The Sky Ray can either use its own twin-linked markerlights or rely on those of Fire Warrior and Pathfinder teams, meaning it can fire its seekers indirectly over much of the battlefield.

Seeker missile rat



The Sky Ray, like the Hammerhead, is based on the ubiquitous Devilfish chassis.







The Piranha is fielded in squadrons of one to five, and is ideal for threatening isolated enemy units.

The fast speed of the Piranhas means they are suitable for snatching objectives towards the end of a battle. But be careful, with Armour Value 10, they are susceptible to the small arms of even the least enlightened of races.



Cun drones

Two Tau pilot the Piranha, one to fly, the other to operate weaponry.

T'olku sept

Detachable Gun Drones form part of the Piranha's armament.

The Piranha can upgrade its burst cannon to a fusion blaster, making it a superb tank hunter.

> Tau vehicles use powerful antigravitic engines.



Some of you may think you've seen these models before... And you'd be right. The Piranha and Sky Ray were originally released by Forge World , and we've used new tech to bring them from resin to plastic.

#### **Tactics**

The Tau may be weak in close combat, but they are gifted with serious firepower and a large degree of mobility. The key to victory lies in minimising the effects of the race's weakness, through utilising its manoeuvrability, and in using that mobility to bring its firepower to bear on the enemy. The new options open to Tau players stress this style of play, and reward greatly those who master it. The Tau have many tools at their disposal with which to gain victory, from the infinite variety offered by the highly customisable battlesuits, to the use of allies to cover specific tactical niches. Each element of the army has its role to play in expanding the borders of the Tau Empire - each fights for the Greater Good!

## Battlesuits

Battlesuits remain one of the signature features of the Tau army. With multiple new options, battlesuits present both old and new Tau gamers with more flexibility than ever before.



## **Crisis Battlesuit Commander**

Tau Commanders get a new section of the armoury to themselves: Special Issue Wargear. This section contains unique items of recent creation that have yet to become common to Tau forces.

Items such as the cyclic ion blaster, vectored retro-thrusters and the ejection system provide you with the opportunity to devise some ingenious wargear combinations unique to your own style of play. Each of these parts are represented in the new Commander set by metal add-on parts for the XV8.







## **Stealth Teams**

A major addition to the Tau range are the new plastic Stealthsuits. These communicate the fact that each is in fact a small battlesuit, consistent with the larger XV8 Crisis suit.





Compare the new XV25 Stealthsuit (right) with the smaller XV15 (left). The XV25 demonstrates the Tau's superior grasp of technology and rapid advancement through science. Being a development of the older XV15, it sports numerous advantages over its predecessor, including space for a Battlesuit support system.

## Tau Weapons List



## Broadsides

The formidable XV88 battlesuits remain a major contributor to the Tau's overwhelming firepower.

These battlesuits now have access to the advanced stabilisation system, allowing them to utilise the Slow and Purposeful special rule.







## Vespids

Vespid Stingwings are an alien race whose world has been subsumed into the Tau Empire. The Stingwings move as Jump infantry and utilise unique and deadly AP3 weapons. They are a Fast Attack choice.

## **MORE ON VESPIDS NEXT MONTH!**

## A Young Race

The Tau have only recently left the world of their birth, but have rapidly expanded their influence to cover a sizeable area of space on the eastern rim. This dense stellar region is home to a bewildering variety of worlds, many of which the Tau found to be populated by sentient races. Those that would hear the word of the Ethereals – the Tau ruling elite – were welcomed into the burgeoning empire. Those that would not were destroyed. "The old codex focussed on the Damocles Gulf Crusade, but in this book we've fleshed out all the phases of expansion," says Andy. "We're trying to put across the idea that the Tau Empire expands in waves. The Tau are almost an artificially dynamic race – leaving you to wonder whether they might turn inwards if that energy weren't directed outwards."

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DALY ARTHAS ()SA'CEA VIORLA TAUN KELSHAN 10 T'AU AUTAR 0-15 N'DRAS VASH'YA T'OLKU LANDFALL D'YANOI · TASH'VAR ORK'AN FAL'SHIP

FI'RIO

## Aun' Va

'The Master of the Undying Spirit' is the pre-eminent Ethereal of the T'au sept. He has taken a hand in recent events by decrying Farsight.



## Ethereals

There are three new Ethereal models to lead your brave Fire Warriors into the heat of battle.

The new Ethereals (out next month) are some of the most beautiful Citadel miniatures in the range. Clad in ornate robes, these models have action poses which show the Ethereals not only as leaders, but as creatures of action. Gary Morley sculpted the Ethereals, of which three are available, with a fourth accompanied by a Shield Drone only available in the Tau Army set

The Ethereals command unswerving loyalty from all other Tau. If they join a unit of Tau, that unit becomes fearless. All Tau units that can see one may reroll any Morale check. However, if he dies, all Tau must make a Morale check. None of this applies to their alien allies, they do what the Ethereals say, but are not under their mysterious influence.



## Tau Armoury

#### Markerlights

Instead of a single model benefiting from the markerlight's ability to 'illuminate' targets, entire units can increase their Ballistic Skill, ignore Cover Saves, bypass Target Priority or ignore the effects of Night Fighting. Each of these benefits 'costs' one markerlight hit, and they can be combined in all manner of ingenious ways.

#### **Marker** Drone

This drone carries a networked markerlight, granting the accompanying unit the benefits of its markerlight hits.

#### **Shield Drone**

The Shield Drones now have the same Armour Save and Toughness as the model they are protecting, meaning that the owning player can choose to remove them in response to incoming fire.

#### **Cyclic Ion Blaster**

RangeStrAPAssault18"345Rolls to wound of 6 countas AP1.

#### Command and Control Node

Friendly models within 12" may use the bearer's Leadership for Target Priority tests.

#### **Ejection System**

Allows Tau characters to survive the destruction of their battle armour.

#### **Positional Relay**

One reserve unit may enter play on a roll of 2+.

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## GUNLINE

With their grasp of high technology, the Tau can lay down an impressive barrage of high strength fire.



This is a terrifying army for opponents to face, and is able to outshoot virtually everyone in the game. The Fire Warriors alone can feasibly pump out 72 Strength 5 hits a turn at 12"! And let's not forget that the Ethereals' Honour Guard have BS4. The tactics of this army depend upon the pinning abilities of the drones and Sniper teams, especially devastating when used to trap units in front of the Fire Warriors. The Kroot are great for holding up the enemy and keeping them off your gun line, and even if enemy assault troops do get through, the Fire Warriors' Photon grenades (-1 Attack for assaulting units) and 4+ Armour Save should allow them to survive. Meanwhile, the Broadsides can happily pop enemy tanks or smear heavily armoured troops across the battlefield. As for the Commander's Assault 5 ion blaster, well, that's just rude.

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Commander – Shas'el	50
Cyclic ion blaster	1
Fusion blaster	12
Positional relay	1:
Ethereal	50
Honour Guard – 12 Fire W	arriors 144
Photon grenades	12
	298 Points
L-	
3 Broadsides Target locks	298 Points 210 15
3 Broadsides	210
3 Broadsides Target locks	210 15

12 Fire Warriors	12
Photon grenades	1
12 Fire Warriors	12
Photon grenades	1:
20 Kroot	14(
Shaper with pulse rifle	20
2 x Krootox	70
20 Kroot	140
Shaper	21
10 Kroot Hounds	60
	721 Points
8 Gun Drones	96
	96 Points

# **AIR CAVALRY**

2004's Warhammer 40,000 update makes air assault a viable tactic for rapid firing Fire Warriors.



2	
Commander - Shas'	o 75
Airbursting fragmentat	tion projector 20
Plasma Rifle	20
Command and control	node 10
Bodyguard Team	70
Burst cannons, plasma	rifles
& multi-trackers	66
L	- 261 Points
<u> </u>	
5 Stealthsuits	150
Fusion blaster	2
L	152 Points
Hammerhead	90
Railgun	50
Burst cannon	10
Hammerhead	90
lon cannon	15
Smart missile system	20
L	275 Points
	hanna

	8
Devilfish	8
3 rail rifles	3
Shas'ui bonding knife	1
6 Vespids	9
Piranha	6
Fusion gun	
	The second secon
	366 Points
12 Fire Warriors	120
Photon grenades	120
<b>12 Fire Warriors</b> Photon grenades Devilfish Sensor spine	120 1: 8(
Photon grenades Devilfish	
Photon grenades Devilfish Sensor spine 12 Fire Warriors	120 1: 80 10
Photon grenades Devilfish Sensor spine	120 1. 80 10 120

Moving forward never seemed a good idea with the Tau in the past, but that is no longer the case. Nobody likes it when a bunch of self-satisifed aliens jump out of a tank and rapid fires the stuffing out of their favourite unit. That's what this army excels at. Dynamic and adaptable, it makes 'Rhino Rushing' seem terribly old hat. Infiltrating Stealthsuits cause the enemy a headache from turn 1, while the Crisis team, supported by the new and equally swift Vespid, bound across the board to annihilate Armour Save 3 targets. The Fire Warriors and Pathfinders can go where they please, snatching objectives from under the nose of your irate opponent, and if any of his tanks manage to avoid being blasted by your Hammerheads, you can whiz your super-fast Piranha up behind them and fusion gun them in soft parts at the rear.



# The Kroot

A tactically flexible Kroot Carnivore squad is easy to field, as Krootox and Kroot Hounds in the new Codex: Tau Empire are unit upgrades for the unit, rather than separate entries in the army list. The Kroot may look thin, but their alien musculature gives them a respectable Strength 4 while their rifles count as two clos combat weapons in assault. They can be used to counter assault any units that break the Tau firing line, or be sent ranging ahead with their Infiltrate rule.

The carnivorous and highly adaptable alien Kroot are a major part of the Tau's armed forces.



## **Pathfinders**

These versatile scouts are a vital part of any Tau army.



A combination of pulse carbines and rail rifles make Pathfinders good at pinning.

## White Dwarf

#### WD 316 MARCH

Index Xenos: Vespid Learn more about this intriguing new race.

Modelling Tau Tanks Painting and modelling tips for Tau skimmers.

#### WD317 APRIL

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Modelling Tau Battlesuits Cool tricks to personalise your Tau elite.

#### Krootox carry a rider who fires the Kroot gun, a larger version of the standard rifle. Though primitive, it is sufficiently powerful with a 48" range and Strength 7 to knock out light vehicles. The Krootox is also good in assault, though their inclusion prevents Kroot Kindreds Infiltrating.

A high Initiative of 5 and 2 Attacks make Kroot Hounds valuable additions to your Kroot squads.

## Devilfish

## This skimmer has been up-gunned to make it a more efficient infantry fighting vehicle.



Gun Drones remain the default choice, but these can be upgraded to smart missiles. A Pathfinders' Devilfish fulfils a role as forward scout. Advanced optical devices allow a deep striking unit to avoid scattering, so long as its target point is within the line of sight of the transport.

### **Release schedule**

NB Release dates may be different in Northern Europe, see New Releases on p2.

#### HQ

- Crisis Battlesuit
- Commander • Ethereals
- 1st APRIL 1st APRIL
- Ethereal with Shield Drone\* 11th MARCH
- \*Tau Army Deal, see p10.

#### Hites

- Crisis Battlesuits OUT NOW
   Stealthsuit team\*\*
   SUMMER
- \*\*Available early in Tau Army Deal or
- Battle Force from 11th March, see p139.

#### Troops

- Tau Fire Warriors OUT NOW
- Kroot OUT NOW
   Krootox OUT NOW
- Kroot Hounds
   OUT NOW
- Kroot Shaper
   OUT NOW
- Devilfish
   OUT NOW

#### **Fast Attack**

- Piranha team
   Sun Drones
   OUT NOW
   Vespid Stingwings
   1st APRIL
- Pathfinders
   OUT NOW

#### **Heavy Support**

<ul> <li>Broadside</li> </ul>	OUT NOW
<ul> <li>Sniper Team</li> </ul>	1st APRIL
• Hammerhead	OUT NOW
Sky Ray	29th APRIL

#### **Special Characters**

- Aun' Va Shadowsun
- 22nd APRIL 29th APRIL





HONOUR

HOLD

RESEARCH

CORRUPT

WAAAGH!

PRESERVE

ENSLAVE

DEVOUR



# THIS SUMMER A WORLD WILL DIE

Ucacity of the month's battle report! Cap the Tau

Welcome to this month's battle report! Can the Tau, led by the prestigious Commander Shadowsun, defend their colony against the nefarious Dark Eldar? Read on to find out...

The Tau are back with a vengeance, with a brand new Codex and a whole load of new models hitting the shelves any time now. And that must mean it's time to put the army through its paces in traditional battle report fashion, so who better to talk us through the army's performance than the author of the new Codex, Andy Hoare? Andy's chosen one of the two new Tau special characters, Commander Shadowsun, to lead the army against a Dark Eldar force commanded by his fellow Games Developer, Adam Troke. Adam developed a taste for the fast and deadly playing style of the Dark Eldar after playing against Graham McNeill's Black Templars in White Dwarf 311 battle report, and so was eager to take them to battle once more.

The scene is set – the firepower of the Tau against the speed and close combat ability of the Dark Eldar. Whatever happens, it's going to be bloody!

#### THE KOLN INTERVENTION

At the outset of the Third Sphere Expansion, Tau forces, led by Commander Shadowsun, gathered at the empire's outermost colony, a lonely world known to the Tau as Kol'n. The advance elements of Shadowsun's forces, while making planetfall, were stunned to receive a distress signal from the world's only settlement. An alien race, unknown to the Tau, had launched a savage attack.

Shadowsun's force was outnumbered, the aliens' raiding fleet sending wave after wave of fast skimmers to drag captured Tau back to their slave ships. Worse still, the aliens' attack had destroyed the Tau's primary inter-system communications node. If the Tau could not call for aid, they were doomed.

Shadowsun knew that the settlement housed a secondary communications system, and hastily gathered what forces were to hand to lead a counter-attack to capture it. The communications node could be activated through one of two control points located nearby. If Shadowsun could activate it she would be able to call nearby Fire and Air caste forces for aid. If not, the Third Phase Expansion might be stalled before it had even begun...





# Warriors of the Third Expansion



Raised by wild guinea pigs in the lawless Home Counties, Andy came to work for Games Workshop in 2001. Codex Tau is the latest book on which he has worked, with other credits including Codex Necrons, Warhammer 40,000 and Warhammer Realms: Lustria. He is currently collecting an Imperial Guard army, which provides an outlet for his unhealthy fascination with tanks.



#### LOOK OUT FOR SHADOWSUN

I hope to see Commander Shadowsun cause some damage, working alongside the Stealth team to sow disruption and destruction amongst the Dark Eldar. Her jetpacks, combined with her ability to shoot two different enemies per turn, to survive return fire AND to jump out of combat if she does get charged, should prove an interesting combo.

Andy: I've always liked the Tau, ever since I was shown their first Codex the day I joined Games Workshop. It's the army dynamics that I enjoy the most, its ideal of cohesion. Being a bit of a student of real world military history, this 'combined arms' approach appeals to me, and makes for a very strong tactical theme. Having written and playtested the new codex, I'd picked up a few tricks, many of which were honed to optimum sneakiness by chats with existing Tau players, some of whom have been very successful with the army. Hopefully, this battle report would afford me the opportunity to put into practice some of the lessons learned.

My plan was to split my army into two elements. The first would provide a solid firebase, and for this I took some the new Sniper Drone teams. These are great against both infantry and light vehicles, and are useful for inflicting pinning tests on the enemy. These would be backed up by an ion cannon-armed Hammerhead gunship and a Broadside team, whose railguns I hoped would be as useful against vehicles at long range as their smart missile systems would be against infantry up close. The second element of the force would consist of mobile units - Crisis battlesuits, a Stealth team and the two Devilfish-mounted Fire Warriors teams.

Commander Shadow	sun 175
XV22 battlesuit	
Multi-tracker advanced	target lock
Drone controller	
Command-link drone	
2 Shield Drones	
2 fusion blasters, bondir	ng knife
L	175 Points
2	harden and the second
3 Crisis battlesuits	75
Plasma rifles	60
Missile pods	36
Multi-trackers	15
3 Stealthsuits	90
Burst cannons	
Shas'vre	10
Hard-wired target lock	5
Fusion blaster	2
I	293 Points
0	
5 Vespids	80
Strain Leader	22

**102** Points

Hammerhead	91
Ion cannon	1
Smart missile system	20
2 Broadsides	14(
Advanced stabilisation system	20
Smart missile system	
3 Sniper teams	240
525 P Fire Warriors team one (12)	
Fire Warriors team one (12)	oints 120
Fire Warriors team one (12) 6 pulse rifles	
Fire Warriors team one (12)	
Fire Warriors team one (12) 6 pulse rifles 6 pulse carbines	120
Fire Warriors team one (12) 6 pulse rifles 6 pulse carbines Devilfish	120 80
Fire Warriors team one (12) 6 pulse rifles 6 pulse carbines Devilfish Fire Warriors team two (12)	120 80
Fire Warriors team one (12) 6 pulse rifles 6 pulse carbines Devilfish Fire Warriors team two (12) 6 pulse rifles	120 80


#### **ARMY STATS**

#### Tau Advantages

- High Strength weapons
- Mobile
- Good Armour Saves
- Lots of tricks and toys

#### **Tau Disadvantages**

- Will be murdered if the Dark Eldar get in amongst them!
- Will be outnumbered if they spend too many points on cool toys



#### **Deployment and Tactics**

My plan was simple, though I'd need to be flexible in its execution. I intended to draw the Dark Eldar on to the guns of my firebase, which was set up on the extreme right. This position would cover two of the three objectives and hopefully blow away any Dark Eldar that tried to claim them. The mobile element would be deployed on the left, and used to perform counter-attacks mid game, before moving in to claim or contest loot counters. I accepted the risk of losing the firebase to a Dark Eldar assault, but it was ultimately a worthy trade. The key to keeping the Dark Eldar from overrunning my lines entirely would be target selection. Take down the fastest, most threatening enemy and victory would be mine!

## The Kabal of The Black Heart



Adam's not a super villain in training, doesn't leap off rooftops for fun and wasn't raised by guinea pigs. That probably makes him one of the 'normal' members of Games Development, While he's normally found defending the Shire from all comers, he's an avid Warhammer 40,000 player. Prone to excessive enthusiasm it's easy to lure him into a theoretical debate on radicalism in the Inquisition or the nature of the missing legions. Try it some time.



LOOK OUT FOR INCUBI

With power weapons and a 3+ Save these battle-hardened killers are more than a match for the best assault troops in the 41st millennium. There's nothing in the Tau army that can match these warriors in an assault, so the Incubi should be able to annihilate any opposing units in close combat. Adam: In all the games I've played using the Dark Eldar a few things have become apparent. First is that they are a fun army to use. Second is that, used correctly, they are incredibly dangerous. They have some of the best ranged weapons and assault troops in the game. They may be fragile, but they're really good at dishing out the pain.

My force is lead by No'Akei. Backed up by an Incubi Retinue she should be able to hack apart any Tau foolish enough to get in her way.

Four Raider squads form the bulk of my army, and should be perfect for grabbing objectives, while the squad of Mandrakes can advance and decide where to strike at the last minute. A Warp Beast pack is a must – they're fast and will make mincemeat of any Tau they can sink their teeth into.

Heavy support comes in the form of a Ravager, which will target the Tau vehicles and battlesuits. I've added a squad of Scourges armed with four splinter cannons to kill off Fire Warrior squads, and a Talos because it's rock hard! I also took a Reaver Jetbike squadron, giving me some extra speed and killing potential and a Haemonculus – mostly because it looks great.

#### ARMY STATS

#### **Dark Eldar Advantages**

High Leadership

- Lethal long-range weapons
- Ultra-mobile
- Strong Ballistic/Weapon Skill

	400 Points
Destructor	15
Scissorhand	5
Haemonculus	25
Incubi Master	18
Raider	55
Blaster	6
6 Incubi Retinue	150
Combat drugs	25
Shadow field	25
Splinter pistol	1
Agonizer	20
Dark Eldar Archon	60

Warp Beasts\* 75 **5** Mandrakes 75 **150 Points** 

\* Although you need a unit of Wyches to take Warp Beasts, Adam really wanted some, so we let him off.

#### Dark Eldar Disadvantages

- Low Toughness and Armour Save makes them vulnerable to incoming fire & dependant on Cover Saves
- Open-topped vehicles can be flimsy

Ravager	10
Kavagei	10
7 Scourges	11:
4 Splinter cannons	8
Talos	100
·[	397 Points
)	
9 Warriors	72
Raider	55
Splinter cannon & blaster	15
9 Warriors	72
Raider	55
Splinter cannon & blaster	15
9 Warriors	72
Raider	55
Blaster	5
	416 Points
5 Reaver Jetbikes	125
	125 Points





#### **Deployment and Tactics**

My plan is really simple, so simple in fact that I might even remember to stick to it. I've planned to divide my army into three chunks, each tasked with capturing a single objective. The Reaver Jetbikes, and one Raider squad will take the left flank, two Raider squads and the Talos will take the centre, while No'Akei and the other two Raider squads will focus on the right flank. The Warp Beasts, Ravager, Scourges and Mandrakes will be seeded across my battle line, ready to plug any gaps and take the battle to the Tau if the opportunity presents itself. I've got so many dark lances I'll be able to blast any Tau vehicles into next week, and enough Warriors to make sure those objectives are mine!



## **Turn One**

#### Loot Counters

Whilst taking turns to place the three loot counters the guys agreed that one should be placed on the landing platform. Why? Because it looked cool, that's why! It transpired that the platform was roughly 12" high, and the guys agreed before the game began that Adam's Scourges and Raiders, and Andy's Stingwings and Devilfish, would all be able to reach the platform and claim the objective, but that the scenery piece was otherwise impassable terrain. They agreed to measure any firing at or by models on the platform horizontally only.



#### Dark Eldar

Adam: Take the objective. That's all I've got to do (and it's probably worth reminding myself of it at the start of each turn). With that in mind I started moving my troops. The Ravager slunk out from behind the rocks that were concealing it, and locked onto the Tau Hammerhead. All the Raider squads raced forwards, and one disembarked, taking up position near the centre objective. The Reaver Jetbikes turbo-boosted towards Andy's Sniper

Drones. Lastly the Scourges and Warp Beasts moved up, making use of cover to protect them from the enemy.

My shooting was really set to be the best thing about this turn. Six dark lances and a disintegrator should make a real mess of Andy's army. I won't labour the point: My shooting was rubbish. Out of all those shots, I managed the sum total of Stunning a Hammerhead. Worst Shooting phase ever.

The Raider squad makes for the communications node.





Raider-borne troops come under fire as they race towards the Tau lines.

#### Tau

Andy: Well, I knew they'd waste no time getting stuck in, but those Reaver Jetbikes were way too close for comfort! They were staring down the barrels of nine rail rifles though, and that's not a place you'd want to be. Before bumping them to the top of the 'to kill' list, however, I had a little manoeuvring to carry out.

The Broadsides used their all-new battlesuit support system, the advanced stabilisation system, to move. This new toy allows them to move according to the Slow and Purposeful Universal special rule, and they would therefore be able to fire their heavy weapons this turn, despite having moved. In the Shooting phase, the Broadsides opened fire on the Reavers, using their smart missile systems to take down three Jetbikes. The remainder were cut down by fire from all three of the Sniper Drone teams, the Spotters using their networked markerlights to ensure the drones' hits were on target.

The speed and skill of the Reavers is no match for Tau firepower!

Meanwhile, on the left flank, one of the Devilfish opened fire on one of the two Raiders making a wide sweep across the extreme end of the table. Its burst cannon took it down, four of the Raider's passengers dying in the ensuing explosion. Nice.

#### Markerlights

Markerlights are laserdesignators - if the model firing the markerlight hits its target, then other Tau units can fire upon that target with increased effect. The biggest change to how they used to work, and the one that Tau players will love the most, is that a successful markerlight now allows not just one model but an entire unit to improve its chance of hitting the target. On top of this, markerlight hits can be used for purposes other than increasing Ballistic Skill - they can modify enemy Cover Saves, Pinning tests and have a variety of other effects. Best of all, they are stackable, meaning that multiple markerlight hits can be used to impose cumulative effects upon your enemy.

## Turn Two

#### **Dark Eldar**

Adam: Curses. First I kill nothing, then Andy blows away a sizeable portion of my army. I can see the way this one is going to be. Still, taking the objective is my only concern, and with that in mind my Raider squads (that still had Raiders) closed in on their targets. The Ravager, eying up a killshot on the Hammerhead, prepared to fire again. Elsewhere my army slunk forwards. If I achieved nothing else this turn, I did have control of two objectives. That's enough to win!

The Shooting phase was better than last turn. I killed a Sniper Drone – have that you fiend! That's all. Despite firing four dark lance shots at the Hammerhead, unleashing 16 shots from my splinter cannons into the Crisis team on the right flank, and another dark lance on the Devilfish, all I managed was killing one measly Sniper Drone. It's about this time in a battle report that you start to wonder what you did to offend the Dice Gods.

Turn Two, and the battle is in full swing, with the Dark Eldar advancing toward the Tau firing line.



Shadowsun blasts the Talos.

Charge Movement

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Standard Movement



#### **Objectives Held**

check

#### Tau

Andy: As the smoke cleared after Adam's turn I was pretty amazed to see that my army had emerged entirely unscathed. The Dark Eldar were an awful lot closer however, so I'd have to be meticulous with my movement and target selection in order to eliminate the most dangerous threats. I could see that a lot would hinge on this turn – if I could do sufficient damage I should have been able to hold Adam's forces at bay. If not, they'd be overrunning my lines in short order.

The Movement phase was spent getting as many units as possible into positions from which they could shoot. I manoeuvred the two Devilfish troop carriers around so that they could fire on the Archon's Raider, and moved the tag-teamed Crisis suits and Vespid to target the passengers as they, hopefully, disembarked from the vehicle's flaming wreckage. In the middle, Commander Shadowsun and the Stealth team zipped forward, to a position from which they would be able to fire upon the Talos before using their jetpack move to jump back to safety behind the rock spires in the Assault phase. This they achieved, Shadowsun's twin fusion blasters taking a wound from the monstrous construct.

The Shooting phase went like a dream, the culmination of which was the Archon's Raider crashing to the ground and two of the Incubi dying in the resulting explosion. Although the passengers disembarked to a position from which the Vespid couldn't see them, two of the Crisis battlesuits could, and downed a further two Incubi. All in all a pretty effective turn!

#### Jetpacks

Tau battlesuits are classed as 'Jump Infantry, Jetpack'. This enables them to make an additional 6" move in the Assault phase so long as they are not engaged in close combat. Tau jetpacks add a huge level of tactical flexibility to the army, allowing units equipped with them to redeploy in the Assault phase after firing their weapons in the Shooting phase. Alternatively you could use the additional movement to follow up an enemy unit that has been forced to fall back, whilst another, more subtle, manoeuvre is to pilot your army on the battlesuits, moving, firing and moving again, to avoid close combat or to close in on your objectives.

## Jurg Three

Adam flanks his Ravager with his surviving Raiders for protection.



#### Haemonculus

These master torturers go to war with a baffling array of sinister weapons and, for just 25 points, are the perfect way to add some extra punch to a Dark Eldar force. Watch out for the destructor. This template weapon can have an Armour Penetration as low as 1, spelling certain destruction for any unfortunate warriors caught in its acidic spray.

**Rules chec** 

#### Dark Eldar

Adam: Things were starting to look pretty grim by now. My only consolation was that little Slaughtometer which was still reading 2-0 to me. As long as I remembered the objectives, things would be just fine.

My Movement phase involved rushing the Mandrakes towards the Sniper Drones. The Mandrakes had to reveal this turn, and the Sniper Drones had been so frustrating up until now, that it was time for them to die. The Raider Squad holding the centre objective ducked into better cover, where they were less likely to fall foul of Andy's shooting, and the Warp Beast pack moved in to support them. With Shadowsun slinking about, perhaps they'd be able to sink their teeth into her. My Archon, bless her cold heart, was pinned down for now.

In the Shooting phase the Talos managed to hit and kill one of Shadowsun's Command Drones, and the Raider squad nearest to the Tau building hit the Devilfish with a blaster, shaking the crew but causing no permanent damage. The Scourges gunned down four of Andy's Vespids with a hail of splinters, shredding the winged aliens and making my day seem a little brighter.

The best was yet to come though. The Mandrakes charged two of Andy's Sniper Drone squads and killed one model from each. In return, the poor outclassed drones did nothing, and promptly fled from the field of battle. Huzzah!

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#### **Objectives Held**

#### Tau

Andy: So, Adam's attack had struck home, pretty much overrunning my right flank in one move. I needed to contain the Dark Eldar that were claiming the loot counter, and so manoeuvred the Broadsides and Hammerhead into positions to open fire on the Dark Eldar as they consolidated.

In the Shooting phase the Broadsides brought down the Ravager, (thanks once again to their advanced stabilisation system) and the Stealth team almost finished off the Talos with their burst cannon, taking it down to a single wound.

The climax of the Shooting phase came when Commander Shadowsun repeated her hit-and-run attack on the Talos, her twin fusion blasters destroying it utterly before she leapt backwards once more.

#### I've got a brand new combo

The Tau army is all about mutually supporting units, the various combinations fitting together in different ways depending upon the enemy being fought. Several notable combos were in effect in this battle, such as **Commander Shadowsun** and the Stealth team working together to take out the Talos. Another was the Crisis suits working together with the Vespid, a potentially deadly combination when used against enemy with a good Armour Save, such as Space Marines, or, in this case, the Incubi.

43



**Objectives Held** 

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#### **Dark Eldar**

Adam: Remember the objectives? I still have two and Andy has none. The only problem was that I was starting to run out of army to hold them with. Across the board I pushed forwards with the units that weren't busy holding objectives. My Archon leapt out from the ruins of her destroyed Raider and headed straight for the Crisis Battlesuit team, and the Warp Beasts in the centre set their hungry eyes on Shadowsun.

Turn Four

In an apparent lapse of sanity, I then moved the Raider squad led by the Haemonculus off towards the remaining Sniper Drones. I have no idea what I hoped to achieve. I certainly wasn't thinking of the objectives.

My shooting was paltry again, stunning the Hammerhead but doing nothing else. The Assault phase was better. The Raider squad and Haemonculus cut down all three Sniper Drones, leaving just the Tau Spotter to defend himself. The best was in the centre though. An avalanche of fangs and claws, the Warp Beasts slaughtered Shadowsun's drones and smashed her to the ground, the Beastmaster dealing the finishing blow.



Shadowsun falls, yet Adam fails to consolidate into the Stealth Suits

Turn Four, and the Dark Eldar still have the upper hand.

#### Combat Drugs

Archon No'Akei, using combat drugs to boost her abilities killed a Crisis battlesuit, although they held firm under her onslaught. Sadly, she wasn't half as lucky, and suffered two wounds as Adam greedily used four of the Combat Drugs abilities.



#### **Tau**

Andy: Commander Shadowsun was undone! Time to unveil the Master Plan.

First to take control of the loot counter atop the landing pad. This task was assigned to Fire Warrior team 2, whose Devilfish we had decided could reach the top. These were accompanied by the two surviving Stingwings, who would lend their support in case the Dark Eldar pulled some final trick from their spiky little sleeves.

Fire Warrior team 1 prepared to execute the tactic beloved of Tau commanders, disembarking from their Devilfish and blasting away. The Fire Warriors opened fire on the Scourges, the cover afforded by the crater saving all but three. Unfortunately, the survivors stood their ground, and looked a tad angry too...

Lastly, the Stealth team leapt forward. They opened up on the Warp Beast pack, and although all but two of the beasts survived, the remainder fled. The Stealth team used their jetpack move to follow up, keen to gun down the remainder in the next turn.



## **Turn Five**

#### Dark Eldar

Adam: There was a time that I had two objectives, now though, I've only got one. Things were getting pretty hectic out there, with Dark Eldar and Tau dying in droves. There wasn't a lot left to do other than hold on to the centre objective for dear life, and deny the others to Andy.

My remaining Raiders got into position to bring the Hammerhead down. Up until now I had been pursuing a peculiar vendetta against it, but now I realised it really had to go since it was the only unit Andy would be able to contest the objective on the left flank with. The Warp Beasts managed to rally this turn. This was a mixed blessing though, because they were staring down the guns of Andy's Stealth team once again.

My Shooting phase was reasonably effective. Generally everything missed, or did nothing, but the Scourges were awesome! Between them they shot down five of the Fire Warriors hiding behind the Devilfish – who promptly failed their Morale check and fled 4" away.

My Archon killed a Crisis battlesuit again in assault, but came undone when the remaining member of the Tau squad bludgeoned her unconscious. On the right, the Haemonculus destroyed a Sniper Drone, and the rest fled off the table. Everything was balanced on a knife-edge.

#### Fight with fire and courage and nothing can stand against us. 37

#### Tau

#### **Commander Shadowsun**

**Andy:** We were both stunned by the small number of units left on the table. By this stage in the game I was feeling confident that I wasn't making a total fool of myself, but I still needed to make sure the Dark Eldar had no opportunity to deny me objectives at the end of the game. Alpha-level games can go like that – a couple of enemy Scoring Units left alive at the end and all your hard work is undone.

Speaking of Scoring Units, the Fire Warrior team atop the landing pad heroically rallied, consolidating back towards the loot counter. Meanwhile, Fire Warrior team 1's Devilfish made use of its landing gear, settling to the ground and thereby interposing itself between the Scourges and its passengers, who had by now regrouped. This team was only just hanging on to Scoring Unit status, but one volley from those Scourges could ruin that.

In the centre, the Stealth team advanced. The Shas'ui gunned down the remaining Warp Beasts, while the Shas'vre used his target lock to draw a bead on the nearby Raider, which he blew from the sky.

Lastly, on the right flank the Hammerhead swept in and claiming the loot counter. Provided its luck could hold out for just one more turn, things were looking good.

## Turn Six



The Devilfish saves the day, killing enough Dark Eldar to render the squad useless as a scoring unit.

#### Dark Eldar

Adam: Disaster! Andy's Fire Warriors had rallied, the Mandrakes were dead the Scourges were fleeing. All I could do at this point was try and hold the centre. The Raider squad on the objective moved up to shoot at the Stealth team, the last Raider took aim at the Hammerhead and the Scourges fled closer to the board edge.

My shooting was good, considering what there was. The Raider squad wiped out all but one of the Stealthsuits and the Scourges managed to break the Fire Warriors on the building trying to claim the objective – they only fled 2", but if they didn't regroup, then it would remain uncontested. Lastly, the Raider fired at the Hammerhead again. After dozens of shots at the blasted thing, I finally destroyed it!

If I could hold on to the centre objective and score a draw, I'd be a very happy gamer indeed!

#### Tau

Andy: The objective atop the landing pad would be mine only if the Fire Warriors fleeing from the Scourge's fire could rally. This they did, using their consolidation move to run back along the arm – all very dramatic, especially in the last turn of the game!

With the Stealth team no longer a Scoring Unit and the Hammerhead

downed, there was only one way of contesting, or perhaps even claiming the central objective. I needed to take the Dark Eldar warriors claiming the central loot counter down to less than half of their original strength.

This was achieved in one fluid manoeuvre by Fire Warrior team one, who embarked into their Devilfish, which then swept across the table to contest the central objective. That left the score at one loot counter in the hands of the Tau, one uncontested and one contested. Not a bad result, but one I felt it would have been rude not to improve upon. This the Tau did as the Devilfish fired its pulse carbines at the Dark Eldar warriors, killing one of them and finally robbing them of Scoring Unit status.

As the game drew to a close, the remaining Broadside picked off the Raider. The Dark Eldar attack upon the Tau colony had been repulsed, and the Tau were able to activate their communications nodes and call for aid. Although both sides had paid a terrible price in the lives of their warriors, the Tau had won, claiming two of the three loot counters at the end of the game. The third was uncontested, thanks to the Dark Eldar having shot down the Hammerhead gunship that had swooped in to take it towards the end of the game.

#### **Devilfish Troopers**

**Objectives Held** 

Have some of your Fire Warriors armed with pulse carbines – these are Assault 1, with a range of 18", which means they can be deployed in the second rank of the Fire Warriors without the worry of them being out of the 12" rapid fire range. The chance to inflict a Pinning test makes them well worth the inclusion.

## Summary



## **Greater glory for the Greater Good**

Andy: A convincing win for the Tau, but things certainly looked a bit shaky for a turn or two. If I had had a bad run of shooting in the first couple of turns, or if I had made some bad target selection choices then the Dark Eldar would have been in amongst my army in short order and once there they would have sliced through most of my units in no time. At the other extreme, I might have shot down the Dark Eldar before any had been able to close in on my lines, which although a glorious victory for the Greater Good would have made for a pretty dull battle report. What transpired was somewhere in between. By drawing a large part of Adam's army on to the static element of the Tau, I was able to keep the mobile element moving, inflicting damage and contesting objectives to the end. The army performed as I hoped it would, with various units working well together. I would have liked the chance to introduce the Incubi to the Stingwings, showing off what the Strength 5, AP3 neutron blasters can do, but the Incubi were caught in the flames of their destroyed Raider before being gunned down by other units, so the chance never came. Maybe next time!

#### You don't want to do it like that!

Basically, Adam fell for my brilliant Master Plan! I think his only real mistake was attacking on such a wide frontage. By doing so he inadvertently ensured that few of my guns were ever out of range of at least one of his units. Were I playing the Dark Eldar, I would have concentrated my attack on one point, at one end of the Tau line, using the army's inherent mobility to fight where and when I chose. And the point I would have chosen to do so would have been the mobile element of the Tau army, encircling and dealing with it in one go while the static element watched on helplessly. In the event, Adam's attack, while devastating in places came in piecemeal, and focused too much upon the element of the Tau army I had determined was, essentially, sacrificial. His efforts would have been better spent on negating the Tau mobility and destroying those units likely to end the game contesting objectives. Of course, it's all very well saying that with the benefit of hindsight...

### Bring me a new army

Adam: Wow! So many dead models – utter carnage across the whole battle front. To be honest I botched it horribly. My failure to destroy the Hammerhead over the course of five turns became an obsession. With all those dark lances I could have been blasting Broadside suits, turning Stealth teams into molten slag and giving those Devilfish something to worry about. I was determined to leap onto the objectives and hold them to the end, and what I should have done was blow Andy's army away. I had the long-range firepower to hurt him, and could have fought for the objectives later in the game. The fact of the matter is, my plan went wrong, my dice were abysmal and even then, I nearly had it. Andy should be grateful he was so lucky.

#### That's the way to do it

How am I meant to critique a winning performance? Although I'd have made different selections in the army had I been using the Tau (I'm a big fan of Kroot, especially now Krootox are part of the unit upgrades), I can't really fault the way he used his force. He unleashed the 'Fish of Fury' tactic to great effect, and kept that squad in the game by covering them with their tank while they rallied. His Devilfish acted as air-cavalry, and it worked great. By keeping the Stealth team and Shadowsun back from the action they were able to launch a savage counter-attack on my troops holding the centre. Nope, if I'm going to be fair about it – Andy did a good job. So in my best Punch voice: That's the way to do it.



# TAU BATTESUTS





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Warriors of the Fire Caste

Fire Warriors are the Tau Empire's front line troops, expanding its frontiers with each battle they fight. Whether fielded as solid walls of infantry, or mounted in Devilfish transports as air cavalry, no Tau army can do without its Fire Warriors.

### **Basic Assembly**

When assembling your models, consider the angle at which the warrior's weapon is held and which way his head is looking.

- The weapon held up high, with the head posed at an angle looking along the gun, so the firer is aiming (1) and (3).
- It might be lowered or raised, with the warrior looking away, holding fire whilst he observes an enemy's movements (2) and (5).
- Held to the side, while the warrior is walking (6), or held in one hand whilst the other prepares a grenade or activates a scanning device (4).





## **Advanced Assembly**

A few conversions in each Fire Warrior squad can help personalise your army.

- Cutting and bending limbs to create running (1) and (4) or crawling poses (2).
- Using Green Stuff to fill gaps created by posing (6), or to remodel hands (4), (5) and (6).
- Mixing parts from kits, such as (3), which incorporates pieces from the Tau Tank Accessory sprue.
- Adding extra detail, (6) for example, has a pin for an aerial.



#### **Using Green Stuff**

To get an effect like this (i), cut the top off the the arm to create a flat surface. Varying the angle of the cut changes which direction it will point. Pin the joint for strength, then fill in the gap with Green Stuff. Leave it to dry for 20 minutes, then press lines into it with a sculpting tool to mimic the cloth of the undersuit. His hand (ii) has also been resculpted.

The model at the bottom has had his wrist (iii) and knee joint (iv) similarly repositioned. He is carrying his helmet, which was made by removing the neck with a modelling knife from a Tau helmeted head.



## The T'au Sept

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T'au is an arid, desert world, the favoured climate of the Tau race. The colour scheme is quite easy to paint using the Layering and Extreme Highlighting techniques, the latter being applied to the armour, over a black undercoat. Tau equipment is very hi-tech and clean, so take your time and try to be neat with your lines.



For more on layering and extreme highlighting, check out pages 38 and 40 of How to Paint Citadel Miniatures.



## **Details** Painting Tau Skin



### Sept Markings

The Tau utilise a great many markings and insignia, many of which determine such things as the wearer's rank and unit. These are derived from the ancient warpaint worn by the Fire caste in the earliest history of the race. Although the exact form these markings take can be varied according to your own tastes, their colour is tied to the sept from which the wearer originates.

The Tau use a wide variety of stripes and circles to indicate rank, role etc. Although you don't need to 'translate' them exactly, they come in handy as a simple squad numbering system. Simply count a single stripe as team one, two stripes as team two and so on. Team leaders wear the same identity stripes, but these fill larger areas of their armour.











All models in an army will usually have the same colour sept markings, and the squad markings are applied to drones and transport vehicles associated with the unit.



## **Sniper Drone Team**



**Stealth Team** 

Codex Grey





Fortress Grey



Many of the principles discussed in relation to the Fire Warriors apply here.







This Sniper Drone and Spotter have been painted by Neil Hodgson

#### Deep red basecoat mix

- 4 parts Scab Red
- 2 parts Chaos Black
- 3 parts Scorched Brown

#### Deep red highlight mix

- 4 parts Scab Red
- 2 parts Chaos Black 3 parts Scorched Brown
- 1 part Bleached bone

in the same colours as the 'Eavy Metal Stealth teams, as both are equipped with stealth generators.







Cadians are ambushed by Tau of the Sa'cea sept.





## FISTS OF DORN

#### For Glyn James the Crimson Fists are the archetypal Space Marine Chapter. He's toiled long and hard to produce an excellently painted force of Rogal Dorn's finest.

s some of us hobbyists are wont to do, Glyn James took a protracted break from the joys of the tabletop gaming after spending much of his youth in the hobby. That was, until a year ago, when he took a painting tutorial, picking a Space Marine Commander as his test subject. Twelve months later, Glyn has firmly come back into the fold, with an ever-growing army of Crimson fists.

Now well-established, Glyn's army is constantly developing. "I just wanted to do a couple of Tactical squads," he says. "But I kept on painting, and as my army moved on I looked at my earlier models and thought, 'they're not as good as my later stuff'."

As a result Glyn is constantly updating his miniatures. Older models are 'retired' – particularly force commanders – when new models are released or Glyn's painting style develops further. Some he shuts away in a dusty drawer, others are summarily demoted to squad sergeants.

Glyn works in the armed forces and as a result he has a strict painting regime – usually getting about two or three hours of painting in a day. "I like to get the sergeant looking tasty first, that's the number one man," he says, "I also paint one model at a time. It takes a while, but I like to make sure my highlighting is sharp and smooth. Generally I paint only two or three models a week, though I did get my new force commander finished in only two days."

What's more remarkable about Glyn and his army is that he began them with very little knowledge of the Chapter, being more attracted to them for their dark colour scheme, not their history. "When I first started painting Crimson Fists I didn't know much about Codex organisation," he admits. "So none of them have any Chapter or company identification. But as I got into it, I thought that, because they've got a lot of red bits, I'd make them into the third company."



#### CHAPLAIN

Glyn's Chaplain, based on a Veteran Space Marine Sergeant, is one of the most striking models in the army. "I filed off the detail from the Veteran Sergeant's helmet," explains Glyn, "and then used Green Stuff around the eyes to build up a skull." Glyn deliberately picked a model wearing old MK6 heresy armour. "I wanted it to look like a set that he'd inherited. Either that or he's been around for a long time and has always worn that armour." His inspiration for the conversion came from a drawing. He copied the double robing effect depicted on the artwork and added an icon to his backpack to represent an Iron Halo.



#### QUICK AND EASY CHAPTER MARKINGS

TRANSFERS

Tranfers are a really simple way of applying heraldry and insignia to your Space Marine squads. A variety of different, Chapter-specific sets are available.

#### SHOULDER PADS

Over the years, Games Workshop has produced shoulder pads for a wide range of Space Marine armies, many of which are available from Games Workshop Direct.

#### FORGE WORLD

Forge World makes a range of resin accessories for your models, including variant chest plates and shoulder pads for power and Terminator armour, as well as a number of doors, plates and other Chapter-related vehicle ornamentation for a number of vehicles.



For everything you need to know about Space Marine insignia, check out these two excellent books. Insignium Astartes has a full breakdown on Codex Chapter and squad markings, including company colours, multiple variations and personal heraldries. How To Paint Space Marines has many painted examples of Space Marine models, as well as uniform guides to over 100 different Chapters of the Adeptus Astartes. and a wealth of hobby tips and guides to help you achieve the best finish possible.

FROM THE

For more details go to: www.games-workshop.co.uk /store/spacemarines

#### ROGUE TRADER



Warhammer 40,000: Rogue Trader, which was released in 1987, featured the Crimson Fists on the cover. The artwork, which also appeared on the first Space Marine plastic boxed set, inspired Glyn to collect the Chapter.

www.games-workshop.co.uk/spacemarines 57

#### SHOWCASE



Force Commander

This is Glyn's latest force commander, a model he painted in two days just for this showcase. "I used a lot of gold originally," he explains, "but he started to look like Jimmy Saville in Terminator armour, so I toned it down a bit."

"I've put a winged skull on all my Sergeants' backpacks or helmets to show rank," explains Glyn. He uses this iconography instead of a banner pole, "For a standard bearer to have a flag, that's fine but it's not very practical for a Sergeant, running around the battlefield.



Sergeant



Veteran Space Marine with power fist

Veteran Space Marine with lightning claws



Veteran Space Marine with power weapon



Space Marine Apothecary



Glyn James' Crimson Fists Command squad





Glyn has afforded his Venerable Dreadnought the same honour as his other characters and added gold iconography to the sarcophagus.



Jervis Johnson is one of Games Workshop's longest-serving games developers. **Every month in this** column he brings you top secret information from the very heart of the Design Studio. In this, the first, Jervis reveals plans for an exciting new range of supplements...

## STANDARD BEARER

### A World of Confusion

t's been becoming clear, even to us in the ivory tower that is known as the Games Workshop Design Studio, that the number of different types of rulebooks, Army books, supplements and annuals we're producing is confusing. Let's take Warhammer 40,000 by way of an example - we have the rulebook and the Codexes, of course, but we also have campaign supplements like the Eye of Terror, annuals like Chapter Approved, the Imperial Armour books from Forge World, not to mention the articles in White Dwarf magazine and on the web. This makes it difficult to keep track of things - even the Warhammer 40,000 Games Development team struggles - and I can't imagine what it's like for someone starting out in the hobby. It's just as well we have such

great staff, in our shops and operating our phone lines, who can help!

It has become obvious to us that we need to make it easier for players to navigate their way round our books and supplements; however, and this is really important, we don't want to dumb our games down. We want to keep on producing material that explores the full breadth of the Games Workshop hobby, it's just that we want to make it clearer to everyone how the material we produce fits together. The way we've decided to go about this is to start clearly labelling the supplements we bring out for a core game as either being an Army book or being an expansion. These labels will become very important, as the two kinds of books are quite different in nature...



#### Army Books

These are called Codexes in Warhammer 40,000, Army books in Warhammer, and Sourcebooks if they are for The Lord of The Rings Battle Strategy Game. In future, all new Army books will be clearly labelled as a reference book providing the necessary information to use one or more ranges of Citadel miniatures in a game. So, for example, a new Ork Codex will contain all you'll need to use Orks in games of Warhammer 40,000. Of course, this is how things work already, it's just it hasn't been as clearly defined before.

Collecting an army and fighting battles with them is the bedrock of the Games Workshop hobby; there is a lifetime of pleasure to be had playing our games in this way. On the other hand, we all know there is much more to the Games Workshop hobby than just this, and this is where the expansions come in...



Examples of Army books

#### Expansions

The expansions are self-contained supplements that allow a player to play different styles of game. This isn't a new idea; in fact the Warhammer 40,000 rulebook includes an expansion, called Kill-team. What is new is our commitment to bring out expansions for all of our core games. I can't talk too much about what expansions we're working on, as they're still in an early planning stage. Suffice to say we have several very interesting irons in the fire, the first of which you'll see this coming summer (see the news section for a sneak peek – Ed). Again, any expansions we decide to make will be clearly labelled as such on the cover. This is important, because if you're going to use an expansion, you will be expected to let an opponent know when you arrange the game, and both of you need to know what is an expansion and what is not.



#### **Moving Forward**

In reality, these changes will have very little impact on you as gamers, apart from making your lives a little easier. For example, all the changes mean to tournament organisers is that they must specify which expansions are being used in the tournament they are holding. This will make it a lot clearer to players which army lists and rules they can or can't use, which has to be a good thing. But please note that this is going to be a slow, evolutionary change – we can only re-label books when we produce a

C These changes will make it far easier to bring out lots of new expansions! new edition – but you will start seeing the changes quite soon.

All of which is great, but I'd be a big fat liar if I didn't admit that for me, as a games designer, the most appealing aspect of these changes is that they will make it far easier to bring out lots of new expansions! It really is very exciting, and I will return to this subject in a future column to let you know what we have planned. Until then, have fun, and may all your dice rolls be 6s (Except for Leadership rolls, obviously – Ed).



If you want to comment on this column then you can do so on the forum: www.games-workshop.co.uk/forums/gamesdevelopment/

## Thy Soul to Reep

#### Part two of a Mordheim campaign, by Nick Kyme and Andy Hall

Belcome fair traveller, to part two of our Mordheim campaign. Venture forth with the Bhite Swarfers and friends as they descend into the Lity of the Samned to do battle with each other. Here is their tale...

In part one we gave you the background to our campaign based on the South-West quarter of Mordheim, the Death's Head District, and the Temple of Morr. In part two we reveal the next part of the story, present the three special scenarios used in the campaign and the players' warbands.

Steel yourselves, as we return to Mordheim...

#### The Story So Far

Soloman Vantor, High Priest of the Temple of Morr in Mordheim, was changed by the cataclysmic events surrounding the landfall of the comet the Hammer of Sigmar. Believing he, and only he, could minister to the dead and bind their souls so they might be delivered unto Morr's embrace. Soloman stayed behind after the comet struck. He sent away his six closest followers to spare them and set about the task of guiding the vast numbers of the dead to their final rest. But the wyrdstone shards expelled by the comet changed him in ways he could not have predicted. Now, instead of laying the souls of the fallen to rest, he is gathering them...

From across the Empire, the six Priests each received dream-visions that they believed to be from Morr himself, bidding them to return to the city. So it was they ventured forth with warriors on toe to confront Soloman, but to what purpose only he knew.

#### The Dark Truth Revealed ...

Further and further did the Priests delve into the heart of the city, their allies with them, and gradually did they uncover the true, insidious nature of Soloman's grand design and the depths of his madness.

In the dark nights did Soloman send out his acolytes; creatures... 'changed' by exposure to wyrdstone, much like their master. Corpses they brought to him, all in varying stages of decomposition. Upon each did Soloman performed the rites of binding, but not to Morr's arms and benefaction did he intern them. Oh no, for as well as breaking into crypts and digging up graves to provide corpses, the acolytes scavenged the ruins for hell-forged iron. This substance, much like all of the cursed earth around Mordheim, was taited by evil. At the top of the shattered temple, did the acolytes work, bending and forging the iron until a device of pure evil was wrought – the Soul Engine.

Of Soloman's own design, inspired by dark tomes he discovered in the darkest reaches of the city, the Soul Engine, due to its hell-tainted origins, could trap and enslave souls – an energy so powerful that it could raise a mere mortal to the lofty heights of godhood. This was at the heart of Soloman's malfeasant ambition, his desire to become as Morr himself, a deity, a soul reaper.

The light emanating from the temple, an eldritch luminescence bathing the city, came from the burgeoning Soul Engine. But in order to reach his goal and attain godhood. Soloman needed six particular souls, those that served a higher power, much like him. The six Priests whom he had banished from the city would be his candidates. Indeed, it was not Morr that bade them return to the City of the Damned, it was Soloman. If he could bring them to the city and destroy them, his dread design would be complete. Yet, the Priests are unaware of it. Even battling amongst themselves as they believe each of their former colleagues to be motivated by nefarious purposes. As they close upon Soloman, they are unaware of his dark plan, and that they are inevitably walking straight into a trap... "At the top of the shattered temple, did the acolytes work, bending and forging the iron until a device of pure evil was wrought – the Soul Engine."

#### Skull Hapers



Owen: Five games, three wins and Malacias lives!

With Sprint, Malacias can now keep pace with the Dire Wolves. With two S5, WS 5 attacks there's not

much opposition, his only match so far, the bovine beauty that is Byrax's Minotaur.

A lowly Dreg, Blidun, nearly became a legend. Playing the Possessed, Blidun was charged by one of the gang's namesakes. He avoided the beast's claws and promptly took him out. Then Blidun charged the Magister and nailed him too! Was he destined for great things? Nick, however, crushed my euphoria by killing him in the next game.



Malachias von Carstein: Owen's Captain is awesome in close combat, with 2 Attacks and a Strength of 5 using his halberd. Cramner: The Necromancer has the Spell of Awakening allowing him to make dead enemy Heroes into zombies!

Cranium Crackers: Zombies are fairly poor warriors but a cheap and effective meat shield that raise a warband's Rout threshold.



**The Black Hounds:** Dire Wolves are very fast with a charge of 18°. On the charge they get +1 Attack too, making them deadly.

By allowing them to parry, a sword is useful to protect your Wizards.

Thandrul & Gaine: Fearless in combat, Rik's Slavers will charge any foe

**Thorgrek:** Rik's Thane has a high Leadership of 9, making the warband difficult to Rout.

**Rasmussen:** The Engineer in the warband increases the ranges of all Dwarf weapons by +6".



Axlings: The axe and hammer combination of Rik's Beardlings add +1 Attack. Spearlings: With spears the Beardlings will strike first, even if charged. Antonio: With BS4 the Tilean Marksman is a deadly shot.

#### Treasure Hunters of Raraz Sharrenruf

**Rik:** My inexperience took its toll early on in the campaign as I lost the opening two games, the first of which was against the Possessed. Despite having the high ground and enough crossbows to do the job, I



Rik Turner

was making post-game Injury rolls for my entire warband, including the Priest.

Fortunately, my luck improved. In game three against Andy's Reiklanders, I despatched his captain with the first shot. After a heated bow exchange, Andy routed and I claimed my first victory.

With just Christian's Beastmen left, I'm wondering if spending 80 gold crowns on an Ogre Bodyguard is such a good idea against his Minotaur...

A hammer is a good weapon against tough opponents that are hard to injure. It stuns an enemy on a 2-4, instead of a 3-4.

#### Mordant Men



Nick: Five wins out of five – result! This is flattering though, considering how close a lot of my games were...

Nick Kyme

The Undead were my first opponents. A tough game ensued against Owen's dead

men – I was taking Rout tests. But I clung on long enough and forced the Vampire to quit the field, but I lost two of my hapless Flagellants and was forced to pay a king's ransom for the return of one of my captured Heroes.

Against Kliver's Men (Andy's Reiklanders), I fought tactically and thanks to a flukey combat round, gave his Heroes a thrashing and won that game too.

Both games with Rik's Dwarfs and Christian's Beastmen ended with voluntary routs – most unsatisfying. Taking on the Possessed was a hard fight, though. But the Witch Hunters prevailed and I go into the final game at full strength. No pressure, then.





A great weapon adds +2 to a warrior's Strength.



Witch Sniffers: At WS4 and S4, Warhounds are tough in packs.

The Penitent: Flagellants are hardy fighters with S4 and T4

#### Carnas's Bonebreaßers



Christian: My first game (I had never played before) was against James' more experienced Possessed warband. I can say now that it was quite a learning curve. I came out a bit worse for wear, losing one of my Gors, but thankfully keeping my 200 gold crown Minotaur who was flattened by one of the Possessed. Post game, I replaced the Gor with a Bestigor, before tackling Owen's Undead.

Christian Byrne

I would describe this game as cow-tastic, after whopping the hounds, the frenzied beast knocked the Vampire flat. I won



- go cow<sup>1</sup> After that I had to tackle Nick's superior Witch Hunters - I got loads of extra experience for this. My newly aquired hounds were taken out of action and I fled before he hurt the rest of my livestock.

Goat Boys: Gors are tough fighters with WS4 and T4.



Carnak and Voranth: The Beastman Chieftain and Bestigor are the Heroes in this warband.

Minotaur: If frenzied, the Minotaur has a monstrous

seven Attacks

#### Scenario: the gaol

The battle in the Gaol grounds is a Skirmish. Both Warbands have happened upon the area at the same time and are fighting it out for control, so they can loot it. Little do they realise the presence of the dreaded 'Warden'...

#### terrain

Choose any one neutral table edge of a 4'x4' area and place a large ruined building on the chosen table edge just on the table. This represents a part of the Gaol. The rest of the gaming area represents the Gaol grounds and terrain should be set up in a mutually agreeable manner.

#### set-up

Each player rolls a D6. The player with the highest score decides which warband sets up first. In the case of a tie, the warband with the lowest rating decides. The first player chooses the table edge he wants to set up on, and places all of his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge. Players cannot choose the table edge that has the Gaol building on or the edge opposite the Gaol.

#### starting the game

Both players roll a D6. The player with the highest score takes the first turn. The Warden and the Inmates (see below) take a turn after both players have had their turn and are effectively a third player ie, after the last player has finished his turn, the Warden and the Inmates get their first turn. Play then continues as normal.

#### special rules

The Warden and his Lackeys: Hidden within the dark recesses of the Gaol is a thing known by local scavengers and warbands as 'The Warden'. No one knows what it once was, some say it was a large guard dog, others that it is a bonded and mutated group of prison guards. Whatever its true origins, the Warden now wanders the ruins of the Gaol feeding off any foolish enough to enter its realm. The Warden is served by a group of 'Inmates' – surviving convicts of the cataclysm since driven mad. They will attack and capture any in their wake so their master may feed.

The Inmates have the same stats as a Dreg, you can also use Dreg models to represent Inmates on the tabletop. There are three Inmates in the scenario; they will work together as a mob and must stay within 2" of each other at all times. They will move towards – and charge, if in range – the nearest warrior. If the Inmates manage to injure a warrior then ignore the out of action result on the Injury table, instead the warrior will be treated as stunned for D3 turns. Whilst a warrior is stunned the Inmates will carry the warrior towards the Warden (unless impeded by being charged, etc) at a rate of 4" (they cannot charge or run whilst carrying the warrior). Note that two Inmates can carry the warrior without reduction in their movement, however, if reduced to one Inmate then the remaining Inmate can only move 2" a turn. If they reach the Warden in time, the stunned warrior is consumed. The warrior is taken out of action and is considered dead for the purposes of the campaign.

The Warden has the same statistics and abilities as a Possessed with two random mutations (players should decide the randomisation method for themselves). You can also use a Possessed model or any Chaos Spawn miniature to represent the Warden on the tabletop (*we used a Chaos Troll – Ed*) The Warden will move towards – and charge, if in range – the nearest warrior. If it wins a combat it will move towards the next nearest warrior.

NOTE: Both the Warden and the Inmates all start the game within the Gaol and move out of this building towards the warriors that are closest to it at first and then the warrior that is closest to them, as described in the rules above.

If a Hero enters the Gaol and remains there until the end of the game he will gain +1 dice for Exploration (even if an enemy warrior is present). ending the game

When one of the warbands fails its Rout test, the game ends. The routing Warband loses and their opponents win.

#### erperience

+1 Survives. If a Hero or Henchman group survives the battle.

+1 Winning Leader. The Leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. A Hero gains +1 Experience for each enemy he puts out of action (this includes the Inmates).

+2 Slaying the Warden. Should a Hero or Henchman group put the Warden out of action they gain +2 Experience.



Mordheim's Gaol was not only used to imprison the city's criminals but those of the surrounding areas. Even with the daily executions that took place in Executioner's Square the crumbling building was literally full of society's detritus from the humble debtor to callous murderers. When the comet crashed into the city, a great crack fractured the Gaol in half allowing the few surviving prisoners to escape. However, even two years later rumours persist that someone or something still inhabits the dark recesses of its inner sanctum.

#### Scenario: executioner's square

One of the oldest places in Mordheim. Executioner's Square was named for obvious reasons, the daily executions were a crowd puller making the area busy and surrounding businesses successful. Now the gallows and chooping block stand deserted amongst the rubble. Since Mordheim's downfail the many victims of Executioner's square - the guilty and innocent alike - have returned as restless spirits eager to scream their anger at all who pass or linger.

#### Both warbands have come to

Executioner's Square with one purpose – to fight. Such places are often the arena for so-called 'pitched battles', open, bloody and vicious. Little do they realise of the latent spirits, yearning to vent their anger against them.

#### terrain

This scenario is played on a 4x4' playing area as normal. No buildings can be placed in a central 2x2' area although they can be placed along this boundary as this represents the square. Rubble pieces and other such flotsam can be placed in around the square as normal. In the centre of the square, place a piece of terrain to represent the gallows and/or chopping block. Place terrain in the remaining gaming area as normal. The scenario works best if this is particularly dense.

#### set-up

Each player rolls a D6. The player with the highest score decides which warband sets up first. In the case of a tie, the warband with the lowest rating may choose. The first player chooses the table edge he wants to set up on, and places all of his warriors within 8" of it. His opponent then sets up within 8" of the opposite edge.

#### starting the game

Both players roll a D6. The player with highest score takes the first turn. If the result is a tie the player with the smaller warband, in terms of actual models, may choose to go first or second.

#### special rules

Anger of the Damned: The restless spirits of Executioner's Square vent their eternal anger at any who roam in or close to the square. They manifest as concentrated and violent gusts of wind; the howling is their screams of rage. At the beginning of each players turn roll a D6. On a roll of 1 the spirits stay silent and nothing happens this turn. If the result is a 2 or more a spirit attacks. If the number is even (2,4,6) then the player whose turn it is must choose one of his warriors to be attacked. If the number is odd (3,5) then his opponent must choose one of the controlling player's warriors to be attacked. Note it is always the player whose turn it is that is attacked by spirits, the only difference is whether or not he or his opponent chooses the affected model.

An attacked warrior is automatically hit by a Strength 2 attack (no armour modifiers) and is blown directly backwards D6". If an attacked warrior is in an elevated position such as a gantry or an upper floor of a building then there is a good chance he may be blown off and if this is the case treat the model as falling. If a model is blown into a piece of terrain (such as a mound of rubble or the wall of a building) or blown into another warrior, friend or foe, then the warrior (or both warriors if it hits another model) is knocked down but may get up at the start of his next turn should he survive.

#### ending the game

When one of the warbands fails its Rout test, the game ends. The routing warband loses and their opponents win

#### erperience

+1 Survives. If a Hero or Henchman group survives the battle.

+1 Wining Leader. The Leader of the winning Warband gains +1 Experience.

+1 Per Enemy Out of Action. A Hero gains +1 Experience for each enemy he puts out of action.

+1 Trophy from the Square. If a Hero manages to stay on the gallows (or the piece of terrain representing the gallows) at the centre of the square for one complete turn then he gains +1 Experience.





#### Scenario: the cemetery of st.voller

A grim and foreboding place, the Cemetery of St Voller had a dire reputation even before the comet struck and changed Mordheim forever. Now, the cemetery is a haunted place, where the dead do not rest easy. Indeed, many of the graves are open and the numerous tombs and mausoleums of the city's more opulent patrons, cracked like rotting wounds. Though whether this is from the attentions of ambitious grave robbers or the stirrings of the unquiet dead, who knows ....

One warband is out searching the cemetery's grounds for loot, in part at their Priest's behest and to pilfer what remains on the corpses of the rich and influential. The cemetery, though, is vast and the warband spread thin. In the shadows of a vast statue, depicting the cemetery's patron they are set upon by another warband, lying in wait ...

#### terrain

Starting with the attacker, each player takes it in turn to place a piece of terrain. As the warbands are battling in a cemetery, there should be a large number of graves, mausoleums, tombs etc. Some of these can be erected on mounds and some should be open. In the centre of the battlefield should be a large statue - the image representing St. Voller. We suggest that the terrain is set up in an area roughly 4'x4'.

#### set-up

This battle is essentially based on the Surprise Attack scenario in the Mordheim rulebook. As such the set-up is identical to that of this scenario, found on page 133 of the Mordheim rulebook.

#### starting the game

The attacker always gets the first turn. However, if the warband has either Wyat Lagus or Borin Fatalismus as their Priest, they will automatically get the first turn instead. Note if both warbands have this Priest, then the attacker goes first.

#### special rules

See page 133 of the Mordheim rulebook for details of when the defender's reinforcements arrive.

Open graves: Open graves are treated like being on the edge of a ledge for warriors within 1" of them. If a model falls into an open grave they suffer a Strength 2 hit and must climb 2" to get out next turn.

The Unquiet Dead: After each player has taken a turn and always rolling at the start player's turn who went first, roll a D6. On a roll of 1 or 2, D3+1 zombies (these are the same as the Undead warband Henchmen on page 89 of the Mordheim rulebook) emerge from the graves. These

models are be placed by the player with the lowest warband rating within 1" of any grave. The zombies don't move and attack until the end of the second player's turn. They will always move towards the nearest model, choosing a living one, if they are equidistant, and charging if possible. Note, they will even attack other Undead models but not if they are also the Unquiet Dead.

The Statue of St. Voller: Though Mordheim is lost and a wholly depraved place, the spirit of St. Voller still exerts some guardianship over the cemetery. Any of the Unquiet Dead that rise from the graves may not move within 3" of the statue as its holy aura repels them

#### ending the game

The game ends when one warband fails a Rout test. The routing warband loses.

#### erperience

+1 Survives. If a Hero or Henchman group survives the battle they gain +1 Experience.

+1 Winning Leader. The leader of the winning warband gains +1 Experience.

+1 Per Enemy Out of Action. A Hero gains +1 Experience for each enemy (and Unquiet Dead) he puts out of action.

## NEXT MONTH: Ihe final battle of the campaign!



# GRAND + TOURNAMENT

## 13th & 14th May 2006 WARHAMMER WORLD, Nottingham

#### What you need to attend:

- A Blood Bowl team based on the restrictions stated in the event pack.
- The full rules pack is available as a download on the Web.
- All miniatures must be fully painted and based.
- All participants must be over the age of 16.
- Purchase a ticket from Direct on 0115 91 40000.
- Tickets cost £50.

#### What does the ticket cover:

- You play six rounds of Blood Bowl 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 Gallery.

Death Match artwork courtesy of Black Library

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

## CITADEL Citadel PVA Modelling Glue TOOLBOX

This month's hobby focus is on the humble yet invaluable PVA Glue. Here, we look at applications of this product beyond simply sticking scenery together.

#### **Textured Paint**

- 1 part water 1 part paint
- 10 parts PVA 10 parts sand

This mix is very handy for painting scenery, particularly if used to blend in features, such as the joins where buildings meet their bases, or in the gaps between rocks on rough ground.



#### Sealing

1 part water

1 part PVA

When making terrain out of polystyrene, you must seal the surface before you spray paint it. The example below is of a piece of untreated polystyrene after spraying. As you can see, without the sealant applied it has melted.







With a PVA seal

#### Wash Mix



1 part PVA

Washes can be difficult to master, but they are worth practising, as not only do they give a fine result but they are quick. This wash mix gathers in the recesses well and dries to a matt finish.



#### **Studs and Rivets**

PVA glue

1 paperclip

You can create rivets and studs with PVA glue and a straightened paperclip. Pour some PVA onto a palette and let it dry for a few minutes. Then dip the tip of the paperclip into the glue and carefully dab it onto the pad.



Application

Undercoated

#### **PVA FACTS**

PVA, or 'white glue' is a water-based glue suitable for all modelling work. It will bond sand, flock, cardboard and wood.

PVA stands for polyvinyl acetate. PVA sets best at room temperature in an area with good ventilation.

- It dries clear. If you spill it, wipe it up immediately with warm soapy water.
- It might peel off your cutting pad but it won't come out of your clothes once dry, so soak any spillage on cloth in warm water and wash immediately. It is non-flammable.
## CTHE CORDOFFRINGS STRATEGY BATTLE GAME

#### How to introduce a friend to The Lord of The Rings

n my mind, there can only be one response to someone who says "...but I don't want to play The Lord of The Rings." It's a two-step process, the first being to adopt a decadent east-European accent and say "Of course you want to play The Lord of The Rings. Everybody wants to play The Lord of The Rings." If they haven't run off at this point (remember to roll your 'r's, that's very important), sit them down at a gaming table.

Now you need to judge their character type. Some folk grew up on far too much Robin Hood. They believe in truth, honour and justice, and can't look at a balcony or chandelier without trying to work it into a



devious escape plan should the evil villain choose to storm the building. Give this person a Good force, headed up by a suitably dashing Hero (Treebeard is perhaps not your first choice) and play a scenario on a board covered with stairways, perilous drops and, if possible, a chandelier. By the time they've had Aragorn fight a dozen Orcs on a narrow stairway with blinding swordplay (and possibly some repartee) they'll be enjoying themselves far too much to worry about the lack of armour saves.

For the bad guys, I admit, it's a bit different. Derring-do is not particularly the stock-in-trade of, say, a Ringwraith. Generally speaking, the forces of Evil appeal most to the other sort of gamer, the one who either a) has a goatee beard, b) has purple hair or c) plays piano. They generally like houses with basements that can be turned into secret lairs (or gaming rooms) and dream of having minions to do their bidding. The unbridled joy they will receive when a gajillion Goblins back Gandalf up against a wall (or preferably, a lava flow) and give him a Moria-style makeover will quickly win them over. From thereon in, it's easy ...

Mat Ward

Loot, Pillage, Plunder Collecting Variags of Khand

The Wrath of Keiseimu! A campaign pitting Khand against Gondor

Khandish Chariot Painting Workshop





Got questions about your army? Find the answers at: www.games-workshop.co.uk/thelordoftherings/

### Loot, Pillage, Plunder Collecting Variages of Kband

The Khandish hordes have a raison-d'être that would make Genghis Khan proud: get there quick, hit them hard, and steal their stuff. Mat Ward heads off in search of various ways to add them to your current army and beyond.

#### Get an Axe



#### Pelennor Fields Warband 500 points

#### Heroes

The Witch-king of Angmar on a Dark Steed Khandish Chieftain with bow

#### Warriors

- 8 Orc Warriors with spears
- 4 Ore Warriors with Ore bows

- 4 Orc Warriors with two-handed weapon
- 8 Orc Warriors with shields
- 2 Warg Riders with throwing spears
- 2 Warg Riders with Orc bows
- 2 Warg Riders
- 6 Khandish Warriors with two-handed axes
- 3 Khandish Warriors with bows

kandish Warriors use axes almost exclusively, occasionally choosing to use a bow as an alternative. This makes them quite specialised – better suited to close combat. Lacking heavy armour or shields of any kind, they'll not fare well in any kind of extended shootout with most Good forces, so you'll want to get in close as quickly as possible, or

use them in support of other troops. Fortunately, Khandish Warriors are relatively cheap in points cost, so you can easily add a handful to an existing force.

Here I've added a small Khandish warband – available as the 'Khandish Warriors' boxed set – to an army of Minas Morgul (as might have been seen at the Battle of Pelennor Fields). It's worth noting that the Khandish contingent is led by its own Chieftain – always a must when mixing different factions into the same themed army. This is also a fantastic way to get started with Khandish Warriors, as it allows you to buy a small group and get a feel for how they work before building up an entire army's worth.

#### 🤉 Get a Horse 🤇

K handish Horsemen are among the most reasonably priced in the game, weighing in at only 11 points each for a warrior with a bow. This, combined with the fact that they are braver than Warg Riders, makes them a worthy addition to your army! Even better are the chariots. Though they have a points cost slightly greater than two Khandish Horsemen, chariots are fantastic due to their status as monstrous mounts. They can even move full rate and still pepper your enemies with arrows. I've decided to exchange the cowardly Warg Riders for the reliable Khandish cavalry – including two chariots.  $\Gamma$  ve had to take the Khandish archers out (I'll need the models to represent dismounted Horsemen) so  $\Gamma$  ve added a couple more warriors, to keep my infantry well represented, leaving me a spare Khandish Warrior from a blister of three.

#### Pelennor Fields Warband 2 496 points

#### Heroes

The Witch-king of Angmar on a Dark Steed Khandish Chieftain with bow

#### Warriors

8 Orc Warriors with shields8 Orc Warriors with spears

- 4 Ore Warriors with Ore bows
- 4 Orc Warriors with two-handed weapons
- 2 Khandish Charioteer with bows
- 2 Khandish Horsemen
- 9 Khandish Warriors with two-handed axes

#### - A Pinch of Hero

#### Pelennor Fields Warband 3 503 points

#### Heroes

Khandish King with bow on a Khandish chariot Khandish Chieftain with bow Khandish Chieftain with bow

#### Warriors

- 1 Khandish Charioteer with bow
- 1 Khandish Charioteer
- 6 Khandish Horsemen
- 22 Khandish Warriors with two-handed axes

B y now, you'll wondering why you've even got anything other than Khands in your army – and rightly so. The time has come to replace the rest of your Orcs with Variags. Of course, as a side effect, you'll probably want to lose the Witch-king as well. You don't have to, it's perfectly acceptable to include him in a themed army such as this, but think of all those points you can spend on axes and bows instead!

As a word of caution though, make sure you've enough Heroes to properly lead your chaps to battle. Khandish Kings, especially, deserve a mention here. Mounted on a chariot and allied with a particularly formidable stat-line, not to mention the fact that they count as a banner to Khandish Warriors, you'd have to be crazy not to want one. Although other chieftains can hold your line, this is the man you want to lead your attack.

All trace of something without a sashimono has now left the building to make a purely Khandish force. I've achieved this by simply adding another box and two blisters of Khandish Warriors, as well as a Khandish King in chariot. This leaves me with an army of 32 models that conforms to the Battle Scenario rules. It looks absolutely stunning on the tabletop and is, without doubt, a fully themed force. Success!

#### -No Pay, No Slay s

would be most remiss if I didn't talk about the Mercenaries of Khand, honourless warriors who will travel anywhere and kill anyone – if the price is right. Mercenaries, by and large, have the same options and troops as regular Variags – they lack only Chariots and Kings. They also have a few wrinkles of their own. Firstly, they're often cheaper than regular Variags – which means that you can field more of them. Secondly, they have a higher Fight value and a

Heroes

lower Courage – they'll fight like demons until they start losing. Finally, there is a 1 in 6 chance that they won't turn up and fight, but that's what you get for hiring honourless scum!

With all that said, are Mercenaries worth taking? Absolutely. Most of the Evil armies, be they Khands, Haradrim, Easterlings, or even (to an extent) Mordor, have trouble getting that elusive Fight 4 into their armies without spending lots of points. This is where the Mercenaries come in. Seed them throughout your regular troops and you're onto a winner – they're cheap enough that you'll have them in numbers, and the two-handed axes and high Fight value are a nasty combination.

Bob McFarlane's Haradrim Raiding Force, shown below, highlights a great way to use Mercenaries. On average, he can expect at least 17 models to turn up to the battle, leaving him with a vast force with which to smite the enemy.

#### Haradrim Raiding Force 499 points

#### Warriors

Hasharin Haradrim Chieftain with spear and bow 2 Khandish Mercenary Chieftains with bows 18 Haradrim Warriors with spears
5 Haradrim Warriors with bows
12 Khandish Mercenaries with two-handed axes
6 Khandish Mercenaries with bows

## Khandish Chariot Painting Workshop

Sometimes partially assembling a Citadel miniature and painting it in separate chunks is easier than painting one that has been fully assembled.

#### ------ Preparation \_\_\_\_\_

Level:	Intermediate	Colour Palette
Time:	Approximately 8 hours total	
Tools:	Modelling knife Modelling files PVA glue Superglue Fine Detail brush Small Drybrush Standard Brush	Ràmertes Rômert
Materials:	Chaos Black spray paint Green Stuff Modelling sand Spare bases Static grass	Cooperates Cooper



Chariots are a deadly part of the Khandish arsenal.

#### Construction

Instead of assembling and painting the chariot as a single piece, it's much easier to treat the model as five separate models or 'sub-assemblies': the chariot itself, the charioteer, his banner and the two horses. Using a small amount of superglue, attach each sub-assembly to a spare base for easy handling.



#### **Back Banner**



The Khandish emblem will need to be painted on both sides of the banner, so keep it separate.

#### a second second property of



Attach the charioteer's axe to his hand with superglue.

#### The Chariot



Assemble the chariot in one piece, complete with the bow glued to the chariot's fairing.



2 Fit the pins in the haft of the chariot into two pinholes in the base of the chariot. Once the superglue is dry, fill these holes with Green Stuff.

#### The Horses



Both horses come with separate legs. Glue these on with superglue.



Fill the gaps where the legs join the horse's body with Green Stuff.

#### → Painting ⊂

Undercoat all the sub-assemblies with Chaos Black spray paint – apply more Chaos Black to the recesses where the spray does not reach if necessary. When using the brighter colours of Blood Red and Shining Gold, you should apply several thin coats of paint to get a good coverage.

#### Metal

Paint the metal with Boltgun Metal, then apply Black Ink to shade this basecoat before highlighting with Chainmail.

Skin Start with Tanned Flesh followed by Dwarf Flesh, highlighted with Elf Flesh.



#### Paint leavin unpai

Skull Paint with Codex Grey, leaving the recesses unpainted, then highlight with Fortress Grey, followed by Skull White.

#### Sash

Apply a coat of Vomit Brown, then use a mix of Bronzed Flesh and Flesh Wash, with Bleached Bone highlights.



te th to

Gold Paint the gold areas Shining Gold, then highlight with Mithril Silver.





Carefully paint the bridle work Scorched Brown, then apply thin highlights of Tanned Flesh.



Animal skin, ropes and sashes on quivers Apply a coat of Graveyard Earth, shaded with a mix of Brown and Black inks, then highlight with Kommando Khaki.

#### **Gold trim**

Paint on several coats of Shining Gold, then apply a Chestnut Ink wash. Finally, highlight with Burnished Gold.

Tassles Apply a coat of Vomit Brown, then Bleached Bone highlights.

**Chariot Metal** 

Paint the metal

on the bridle

Chainmail.

Black cloth

Drybrush the undercoated cloth with Codex Grey then apply a lighter drybrush of Fortress Grey.

**Boots** Use Dark Flesh to paint the boots, then highlight with Tanned Flesh.

#### Wood and quiver Start with a basecoat of Dark Flesh, then highlight with an equal parts mix of Dark Flesh and Bleached Bone.

Red Cloth Use Scab Red to paint the red cloth, highlight the creases and the edges of the material with Blood Red.





#### The Base

Glue sand to the base, then apply a wash of Brown Ink. Once dry, apply a drybrush of Bubonic Brown, followed by Bleached Bone. Finally, glue static grass to the surface of the base in patches.

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#### Painting a Khandish Icon

A common symbol that appears on most models within a Khandish army is the sun icon. Although a steady hand is needed when painting any intricate details. this stage-by-stage guide will make it quicker and easier to paint these distinctive symbols on your Khandish banners.







2 Next paint triangles at the top and bottom of the circle.



3 Add black triangles to either side of the circle.



**4** Then add four more triangles between the ones already painted.



5 Paint in the entire shape with Chaos Black.



5 Paint the inside of this shape with Vomit Brown.



7 Paint a black circle in the centre of the shape.



8 Then paint a Vomit Brown circle on top, leaving a circular line.



**9** Apply Bleached Bone highlights to finish the icon.

#### > Final Assembly <

Once all the parts are dry, carefully break the horses and the chariot from their bases and test assemble them on the base supplied with the kit. When you are happy with the position on the base, glue the horses in place, then the chariot. After that, texture and paint the base so that it matches the rest of your army. Finally, glue the banner to the charioteer's back on the pinhole, then attach the warrior to the pinhole in the base of the chariot. Be aware that after assembling the model you may need to touch up parts of the miniature.

THE LORD OF THE RINGS ADVANCED PLAYSHEET

## COURAGE

A Courage test is always taken in the same way. Two dice are rolled and added together, and the warrior's Courage value is added to the total. If the total score is 10 or more, the test is passed. If the score is less than 10, it is failed.

In the case of mounted warriors only the rider needs to test – mounts do not need to make a Courage test so long as they have a rider.

# THROWN RIDER CHART

## Dice Result

- The rider falls and suffers a S3 hit. If he survives, rider is placed lying by mount and moves no further that turn. If engaged in combat, the model fights lying down.
- 2.5 The rider is placed standing by its mount and moves no further that turn. The model may not act further that turn, including shooting. If engaged in combat, it cannot strike blows.
- 6 The rider is placed standing by mount – there is no further penalty.

# SCATTER CHART

## Dice Result

- Vour opponent may nominate one of your Battlefield targets or a Siege target within 6"/14cm of the initial target as the new target. If no alternative target is within 6"/14cm, or if the player does not want to do this, the shot misses completely.
- 2-5 Your opponent may nominate one of his own Battleffeld targets within 6"/l4cm of the initial target as the new target, if he wishes. If there is no other suitable target within 6"/l4cm, the shot misses completely.
  6 The shot lands exactly on target.

# WHEN TO TEST

A model must take a Courage test for the following situations:

- When attempting to charge a terrifying enemy.
- **2.** At the start of a move once its force is Broken.
- 3. Mounts must test if they are separated from their rider.

# BATTERING CHART

- Dice Result 1 No effect.
- 2-5 Damaged. You score 1 Batter Point
- on it (strikes with a Strength of 10 cause 2 Batter Points of damage). 6 Broken in. The target suffers 2 Batter

The turn is over. Begin another

5 End

turn starting with Phase 1.

**broken m.** Ihe target surfers 2 batter Points (strikes with a Strength of 10 cause 4 Batter Points of damage).

# SWIMMING CHART

## Dice Result

- **1** Remove the model as a casualty.
- 2-5 The model may move up to half its move through the water. If it reaches
- the bank it may make a Climb test to pull itself out of the water onto a bank
  - 6 The model may make its normal move through the water. If it reaches the bank it may make a Climb test to pull itself out of the water onto a bank.

Apply the following cumulative modifiers to the Swimming chart.

- Model is wearing no armour/Mithril armour: +1
- Model is wearing heavy armour/Dwarf heavy armour: -1
- Model is carrying a shield: -1

# THE LORD OF THE RINGS BASIC PLAYSHEET

MOVE CHART

# THE GAME TURN

## Phase

- side with priority moves first. Once with priority has finished its shots, priority shoots first. Once the side Both sides roll a dice to establish Both sides move their models. The the side with priority has made its which side has priority that turn. Both sides fight in hand-to-hand Both sides shoot. The side with combat. The side with priority moves, the other side moves. decides the order in which the other side shoots. combats are fought. **1** Priority 3 Shoot 2 Move 4 Fight
- Max. move 10"/24cm 12"/28cm 0"/24cm 12"/28cm 6"/14cm 6"/14cm 5"/12cm 4"/10cm 5"/12cm 5"/12cm 6"/14cm Man/Woman/Elf/Wizard Type of Model Ent/Troll/Spirit Moria Goblin Orc/Uruk-hai Giant Spider Warg/Horse Fell Beast Gollum Hobbit Eagle Dwarf

Weapon R							一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一一
		trength	h Move Pen.	Weapon	Range	Strength	Move Pen.
		2	Half	Uruk-hai			
	"/56cm	2	Half	Crossbow	24"/56cm	4	All
	"/42cm	2	Half	Throwing		and the second s	
	24"/56cm	3	Half	weapon	6"/14cm	3	None
	"/42cm	3	Half				

# WOUND CHART

DEFENCE

1	Viewweitereiter Viewweiter V		device are setter ©, TM and/or © Games Workshop Ltd 2000-2006, variably registered in the UK and other countries around the world. All Rights Reserved	The Return of The King which are © MMM liver Line Productions, Inc. All failtes Reisened. The Lord of The Rings The Failurssip of The Ring. The Year Works, The Return of The King and the names of the characters, items, events and places threen are trademarks of The Sau Zeenz Company doba. Token Enterprises under second to than the extension of the characters, items, events and places threen are trademarks of The Sau Zeenz Company doba. Token Enterprises under second to than the extension of the characters. Items, events and places threen are trademarks of The Sau Zeenz Company doba. Token Enterprises under second to than the extension of the characters. Items are trademarks of the Sau Zeenz Company doba. Token Enterprises under second to the failed to the trademark of the trademark of the Sau Zeenz Company doba. Token failed the trademark of the Sau Zeenz Company doba. Token failed the Characters are the trademark of the Sau Zeenz Company doba. Token failed the Characters are the Characters and the Characters are the trademark of the second the Characters are the trademark of the Sau Zeenz Company doba. Token failed the trademark of the Sau Zeenz Company doba. Token failed the trademark of the second the trademark of the second the characters are the trademark of the second the second the trademark of the second the trademark of the second the trademark of the second the second the second the trademark of the second the s	Copyright © Games Workshop Limited 2006 excepting all materials pertaining to the New Line theatrical productions: The Fedoraship of the Ring: The Two Tovers: and	not prove tatal, the model is considered to have expended all of its movement for that Move pnase.	matter how far. The warrior plummets to the ground quite effortlessly! Assuming the experience does	a drop of more than double the model's height, no Jump roll is required to make the descent no	suffers one Strength 3 hit for each full 1" or full 2cm of fall. So, a model that fails 4"/10cm suffers	jumps/falls in this way it is automatically placed lying on the ground at the foot of the drop and	Jumpine or falling down a drop more than twice the model's height is dangerous. If a model	complete its move if it has any left.	completes its remaining move. model leaps over the obstacle and can	the obstacle is reached, the model 6 Effortlessly bounds across: The	up or down. If the top or bottom of cannot move further this turn.	The model particular to all the different states	sd,			s on how to work 1	bh an an	falls to the ground.	DICE RESULT DICE RESULT	THE CLIMB CHART THE JUMP CHART	reter to the Clumb chart below; a dice on the following table:	imbing and	HT ALL ST	downwards counting the distance as double $distance is addition roll a attempt to jump something that is more than d_0$	terrain and move the model upwards or point in its movement. No model may	so that it can be chimoed steadily. In this across it.	olds		CI IMPINIC II IMPINIC		THE LORD OF THE RINGS BASIC PLAYSHEET
<u>\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\</u>	8720cm 44. 9 7 3 10 2 Tusk Weapons, Mahûd Chieftain y for details.	Hasharin 67/14cm 5/3+ 4 4 3 2 4 The Base of Kage Shik Useen Personanai Agiliy 1/1/3 Mahdat Chieftain 67/14cm 4/- 4 5 2 2 5 3/2/2	he Serpent Lord 67/14cm 5/4+ 4 5 3 3 5 Poisoned Arrows, Ascendant	Mordor Troll Chieftain         6"/14cm         7/5+         7         8         3         4         Terror, Throw Stones         2/1/1           Goldmin/Smessed         6"/14cm         4/.         4         2         2         4         Cave Dweller, See Rulebook         1/0/1	67/14m 4/- 4 5 2 2 3	Grishnakh 6/14cm 4/ 4 5 2 2 3 3011 Shagraf 6/14cm 5/ 5 5 2 4 3011	10"/24cm* 7/. 7 7 1 6 4 Terror, Venom, Pounce, Hunting Insect	Master of Battle	Durbúrz, King of Moria S7/12cm 44 4 6 2 2 4 Cave Dweller, Itom Fish 3/22 Shorkov Woren 107/22cm 4/ 4 5 2 7 3 3/11	67/14cm 2/- 3 3 1 1 2 Sec Rulebook	an the White 67/14cm SJ- 4 S. I 3 7 Suff of Prover, Verse of Charmand, Polante	Lurf2 07/14cm 5/4+ 3 5 2 2 4 27/17 Balroe 07/14cm 10/3+ 9 9 4 10 7 Lua Tomr, Resigned to Wang, Assemic Evil 07/10/0	raiths 67/14cm 5/- 4 8 1 1 6 reav. The Will of Ead, Humanger of Full 40	8 1 1 6 Terror, The Will of Evol, Harburger of Evol	The Mouth of Sauron 67/14cm 4/- 4 5 2 2 4 Dark Sized 1/4/1			67/14cm 6/- 4 7 3 3 6	67.14cm 5/3+ 4 5 2 2 5	ge 6"/14cm 4/. 4 6 2 4 Expert Rider, Royal Standard of Rohan	Emmer 67/14cm 5/4+ 4 6 2 2 5 Expert Rider 3/2/2 Emmer 67/14cm 5/4+ 3 3 1 1 5 Expert Rider 2/2/2	n 6"//4cm 5/- 4 4 2 2 5 Expert Rider	d. Mighty Ent 67/14cm 8/4+ 8 8 3 7 Brak Sum Terror. They Sum Vodina Creature	Arven Evenstar 6/14cm 64- 3 3 1 2 6 Woodland Creature, Expert Rider 1/3/1 Creather 24/5/6cm 84- 6 8 2 3 6 Hz Termer Load of the Bastes 1/1/1	Gir-gatad 0-714cm 9/3+ 4 7 3 3 7 Luceage of the 1 <sup>-</sup> Born, woostaaw Cosawe 3/3/1 Haldir 6/714cm 6/3+ 4 4 2 2 6 Woodland Creature, Expert shot 3/1/1	6"//4cm 7/- 4 6 3 3 7 Lineage of the I' Born, Woxdland Creature	1 67/14cm 6/3+ 4 7 3 3 7 Laneage of the 1" Born. Woodland Creature	Gimli S <sup>7</sup> /12cm 6/44 4 8 2 2 6 Axes of the Dwarves	6"/14cm 6/3+ 4 7 3 3 6	6"/14cm 6/3+ 4 4 2 2 6 Deadly Shot, Woodland Creature	task 4'/10cm 3/3+ 2 4 1 1 4 Defender of the Mark. Hern of the Riddermark and 4'/10cm 3/3+ 2 4 1 1 4 Guard of the Citadel	Findle of the 9 fingers 4"/10cm 3/3+ 2 6 1 2 6 it.Will New Kully Hall House its Hare 1/3/1 Samwise the Brave 4"/10cm 3/3+ 2/3) 3 1 2 5 21/3	67/14cm 5/- 4 5 1 3 7 Sun alfones bays, Chandring The White Rater	Good Heroes Move F S D A W C Special Rules M/W/F	THE LORD OF THE RINGS ADVANCED PLAYSHEET

#### **'EAVY METAL**



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Khandish Charioteer

Khandish Mercenary Chieftain

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## The Wrath of Keiseimu!

A New Campaign pitting Khand against Gondor

This map-based campaign for two players allows you to recreate a Khandish horde sweeping out of the eastern lands towards Osgiliath.

The map below represents the territory of Ithilien, where the fighting is taking place. The playing area is split into 25 hexagonal regions (or hexes), some of which are shaded green to represent dense areas of forest. Twelve regions are marked with icons, either the White Tree or Keiseimu's icon of the blazing sun, that represent each player's base territories.

#### The Forces

Each player has six different counters in his army, representing a different part of his force. At the start of the campaign, beginning with the Good player, each player places a counter on one of his base territories.

There are no restrictions as to which counters can be placed where, provided that they are placed on a base territory of the owning player.



In addition, some of the counters have special rules of their own, which may influence where you choose to place them (see page 86 and 87). Once the counters have been placed, the game can begin.

#### Playing the campaign

The Campaign phase follows a similar sequence to the main game:

- Priority phase Both sides roll a dice to establish which side has priority this turn.
- 2 Move phase Both sides take it in turns to move one army, starting with the side that has priority.
- **Fight phase Resolve any battles** that have occurred as a result of the Move phase.
- 4 End phase The turn is over, army counters withdraw or retreat (where appropriate). Regions are claimed. Players begin again from Phase 1: Priority.

#### **Priority Phase**

Priority is determined by both players rolling a dice. The player with the highest score wins. If the roll is tied, priority passes to the player who did not have priority. The Good player automatically has priority in the first turn of the game.

#### Move Phase

Starting with the side that won priority, players take it in turns to move their armies. Armies may move into any adjacent hex and any number of armies can share a hex. Most armies may only move once in each Move phase, though some can move up to two hexes. However, if an army moves into a hex containing an enemy army, its move ends. Armies may not move if there is an enemy army in their hex. If an army moves into a region containing an enemy army, the forces engage and will battle with one another in the Fight phase. The army that was already present in the region may not move that turn.



Dense terrain can hamper progress across the campaign map as well as the gaming table.

#### Moving through dense terrain

Ithilien is very heavily forested. When an army marches into a particularly overgrown region, there is a chance that they may become entangled and not reach their destination. When an army moves to or from a region of dense terrain (marked green on the map), the controlling player must roll a 4+ on a D6 – if this roll is failed, the army may not move and loses any further movement in that turn.

#### **Fight Phase**

During this phase, players resolve any battles that have been provoked in the Move phase. All counters in an area must fight – both players field all the troops that they have in that hex. For example, if two counters of Warriors of Minas Tirith were in the same hex as one counter of Khandish Warriors, the Good player would have 200 points of Warriors of Minas Tirith whilst the Evil player would have 100 points of Warriors of Khand (see page 86).

To decide which scenario is used to resolve the game, both players roll a D6. If the result is a draw, use the scenario of the roll (ie, if both players roll a 6, play scenario 6). Otherwise, the player with the highest roll can choose which scenario is used from the following list:

- D6 Name
- 1 The Relief Force
- (p188 of the main rules manual) 2 Take and Hold
- (p189 of the main rules manual) 3 Cornered!
- (p190 of the main rules manual) 4 Stop the Herald!
- (see overleaf)
- 5 Ill met by Moonlight (see overleaf)
- 6 Pitched Battle (p191 of the main rules manual)

In each game, players follow the deployment conditions and special rules as normal – all of the scenarios are played on a board 48"/112cm by 48"/112cm. It's important to make a note of which side won each game and whether it was a Major or a Minor Victory.

#### End Phase

Any armies that were defeated in the preceding Combat phase must now suffer the consequences. If they suffered a Major Defeat they must retreat, and are immediately moved to a friendly base region of the opponent's choice. If they suffered a Minor Defeat they may instead withdraw to an adjacent region of the opposing player's choice. Retreating armies may not move into regions already occupied by either friendly or enemy armies.

Armies that are not able to withdraw must retreat. Armies unable to retreat are destroyed and are removed from play. Note that other than the disadvantages of withdrawal or retreat, armies otherwise suffer no ill effects – they are returned to full strength in subsequent turns.

#### **Claiming Regions**

All regions (other than the base regions) begin the game unclaimed. At the close of the End phase, any region with a Gondor counter in is claimed for Good and any region with a Khandish counter in is claimed for Evil. This applies whether or not the hex was already claimed ie, if a Khandish counter is occupying a Gondorclaimed hex at the close of the End phase, it changes to Khandish control.

#### Winning the game

If, at the end of any End phase, one player has 15 or more hexes under his control, his side wins the game! If Gondor wins, Ithilien has been held and Keiseimu has been thwarted. If the Evil player wins, Minas Tirith could soon find itself under siege from the servants of Sauron.

## Stop the Herald



This Gondorian messenger is in serious danger of being silenced.

#### Description

A small party of the Free Peoples is relaying an important message. Along their way they are ambushed by foes sent to destroy the message and all who carry it. Will the Evil forces get to the bearer before they are rescued by their army's patrols?

#### 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 6"/14cm of the centre of the map – one of these models carries the despatch – mark this with a



counter or a coin. When this has been done, the Evil player deploys his models at least 15"/35cm from any Good model. The Good player then deploys his remaining models anywhere within 6"/14cm of the board edge.

#### Objectives

The Good force is attempting to carry the message off the board.

Major Good Victory/Evil Defeat. The message exits the table and at least half of the starting Good force is still alive.

Minor Good Victory/Evil Defeat. The message exits the table and less than half of the starting Good force (including a Hero) is still alive.

Minor Evil Victory/Good Defeat. The message exits the table and less than half of the starting Good force is still alive. All Good Heroes have been slain.

Major Evil Victory/Good Defeat. The message fails to exit the table.

#### **Special Rules**

The Message. The only way to take the message from the model carrying it is to kill the bearer in close combat. At this point, any of the models that were fighting the bearer in that turn can get the item. Move the marker accordingly. If the bearer is slain by missile fire, the item is placed on the ground where they were standing. Models may not purposefully drop the message.

# Ill met by Moonlight

#### Description

On a dark and stormy night, two armies have blundered into one another. However, the torrential downpour has disheartened both sides, and every warrior is thinking of flight. Can either commander impose their will long enough to seize victory?

#### **Starting Positions**

Both players roll a D6 – the player with the highest score chooses a board edge and deploys his entire force between 6"/14cm and 12"/28cm from it. The other player then deploys his entire force the same distance from the opposite edge. The Good player then rolls a D6 for each of his models – the Evil player may move the indicated models that many inches (double the result for centimetres). Finally, the Evil player rolls a D6 for each of his models – the Good player may move the indicated models that many inches (double the result for centimetres).

#### Objectives

This is a battle to either death or desertion -no quarter shall be asked, nor any given.

Major Good Victory/Evil Defeat. The Evil force has been wiped out and at least half of the Good force remains.

Minor Good Victory/Evil Defeat. The Evil force has been wiped out and less than half of the Good force remains.

Minor Evil Victory/Good Defeat. The Good force has been wiped out and less than half of the Evil force remains.



48"/112cm

Major Evil Victory/Good Defeat. The Good force has been wiped out and at least half of the Evil force remains.

#### **Special Rules**

Wavering Resolve. The combination of torrential rain and pitch darkness has taken its toll upon the warring combatants –

both sides start the game Broken and will have to test their courage at the start of each move.

48"/112cm

The Dark of Night. Due to the reduced visibility, models may not charge, shoot at, or use magical powers against models that are more than 6"/14cm away.



Fighting the desire to flee, both sides battle to the death.

#### **Khandish Raiders**

Example army choice

The Evil player has access to many fast moving units; horsemen and chariots of Khand, useful forces with which to encircle and destroy the defending armies of Gondor.



2 x Khandish Warriors Represents 100 points of Khandish Warriors Special Rule: None



2 x Khandish Horsemen Represents 100 points of Khandish Horsemen Special Rule: May move two hexes each turn

Each group must have one Hero included in its total points value.



1 x Khandish Charioteers Represents 100 points of Khandish Charioteers Special Rule: May move two hexes each turn



**1 x Keiseimu, King of Sar-Khand** *Represents Khandish King riding in a chariot, armed with bow* 

#### \_\_\_\_ Defenders of Ithilien



#### Example army choice

During the Fight phase, players may select an army chosen from the troop types that correspond to the counters he has in the contested territory. The Good player starts the game with the following counters.



#### 1 x Rangers of Ithilien

Represents 100 points of Rangers of Gondor Special Rule: Does not have to roll when moving into dense terrain



1 x Knights of Minas Tirith Represents 100 points of Knights of Minas Tirith Special Rule: May move two hexes each turn

Each group must have one Hero included in its total points value.



3 x Warriors of Minas Tirith Represents: 100 points of Warriors of Minas Tirith Special Rule: None



1 x Captain of Ithilien Represents 100 points of Citadel Guard, including one of the following: Cirion, Faramir, or Madril Special Rule: None



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# Army of Cirith Ungol

Theming a The Lord of The Rings army

Determined to expand his The Lord of The Rings collection and get some more models painted, Adam Troke sets about creating an army themed around Cirith Ungol – ready to attend a tournament in icy Finland.

#### The Army of Cirith Ungol 498 points

Heroes Shelob Shagrat Gorbag Ringwraith Warriors 23 Orc Warriors Orc Banner Bearer 6 Uruk-hai with two-handed axes 3 Orc Trackers with bows

#### 1. Shelob

Shelob brings a very specialised fighting ability to the army with a Fight value and Strength of 7. In addition, thanks to her Monstrous Creature rule, she can knock even Cavalry to the floor.

#### 2. Ringwraith

Ringwraiths are excellent at taking Good Heroes out of the game with their lethal array of spells. Combine this with their Harbinger of Evil special rule, (reduces the Courage of all nearby enemies by 1) and they're a potent choice for any Mordor army.

#### 3. Gorbag

3

Although he's no match for Shagrat, Gorbag is still a decent enough Hero thanks to his 3 Might points. He's such a loathsome character in the film, he'd hardly be my first choice – but for only 45 points he's got to be worth considering. Ithough I already have plenty of Evil models for The Lord of The Rings, I've not yet got around to building a force with a theme. So when I was invited to attend the Fanatic III tournament in Lahti, I realised that it was the perfect opportunity.

One of my favourite scenes from the book is the infighting that breaks out inside the tower of Cirith Ungol, where Shagrat, Gorbag and hordes of Ores and Uruks all set about slaughtering each other for possession of the mithril coat! Shelob, in all her bloated glory, is one of the most striking images from the movies and books too, and since I built and painted her almost a year ago, a Cirith Ungol themed force seemed like a great choice for my newest army.

All of the models that are appropriate for a Cirith Ungol force are found in the Mordor section of the Rules Manual, although some are more appropriate than others. In the movie, we see lots of Mordor Orcs and Mordor Uruk-hai, so that's a pretty good steer on what the army should contain, but it doesn't end there. Here is an example army that I think best represents the forces of Cirith Ungol.

Shagrat and Gorbag provide a healthy 6 Might points, which allow me to perform heroic moves aplenty. Shelob and the Ringwraith bring some serious Hero killing power to the army, with their high Courage to keep the army in check if the worst happens. Orc Shaman Orc Shamans are great additions to an Evil force thanks to the Fury magic power. This one spell can really make a difference in any battle that is going badly for the Evil player.

Twenty-three Orc Warriors provide a good foundation for the force and the six Urukhai bring some much-needed muscle to the throng. Three Orc Trackers use up the remaining points of the army, providing a scouting party who range ahead of the rest of the force.

4. Shagrat

A hulking Uruk-hai with a Fight and Strength value of 5, and 3 Might points, it's difficult to imagine a Cirith Ungol army without Shagrat. He's a good leader, a great fighter, and for 55 points an absolute steal!

#### 5. Mordor Uruk-hai

Uruk-hai are better than Orcs and a match for almost anything a Good player can send their way. Their higher Fight, Courage and Strength value are huge assets, and can make a big difference in a game.

#### 6. Mordor Orcs

Mordor Orcs are cheap and nasty. Good in a fight and due to their low cost, they come in reasonable numbers. However, their low Courage means they need a Hero around to keep them fighting.

#### 7. Orc Trackers

Great shots with a bow, Orc Trackers are a nice cheap way of adding some shooting to a Mordor force. They have a low Defence though, so they need looking after if you're going to get the most out of them.

#### Painting a Cirith Ungol Army

I've never been the world's best painter, so any army that I attempt has to have a strong unifying colour scheme to make up for any shortfall I have in skill and technique. I therefore settled upon four main colours, the limited palette unifying the army nicely, and being quick and easy to apply.

#### Adam's Green Mix

I wanted a green colour that looked dull and dirty so I decided to create my own, thus 'grotty green' was born. To make my green paint, mix equal parts of Goblin Green and Shadow Grey. I made up a lot and kept it in mixing pots, ready for when I needed it.

#### Green

In the Cirith Ungol scenes in the film, there is a very green look to everything, something I tried to reproduce in the colours of the army.



Paint the green mixture (see left) onto the cloth areas



Add a small amount of Rotting Flesh into the mix to use as a highlight.





Basecoat the area with Scorched Brown.



7 Finally, for a brighter highlight, add more Rotting Flesh.

#### Metal

All the metal in the force, from armour plates to axe-blades, was painted in the following way.



Basecoat the area with Chainmail.



Apply a wash of diluted L Black Ink

final highlight.

#### The Rule of Ink

Pick out the raised

L areas with Dark Flesh.

I am a huge believer in the qualities of Brown Ink. Once I had painted each model, I finished it with a coating of Brown Ink, diluted with water in a 1:3 mix. The best thing about doing this is that it conceals a multitude of painting inadequacies!

#### **Light Brown**



Use Bestial Brown for the base colour.



Then highlight this with L Snakebite Leather.



#### **Painting Shelob**

As a 10 year old I horribly misread the description of Shelob in The Lord of The Rings. Since then, no matter how hard I've tried, I've always imagined her in a pallid, fleshy hue. So, when I painted my own Shelob model, I decided I'd go with my childhood image, and give her a sickly colour scheme - it looks really nasty, and pleases my inner child.

- 1 I started with a basecoat of Bestial Brown, over a Chaos Black undercoat.
- 2 Over the course of about three stages, I added more and more Bleached Bone to the Bestial Brown, lightening Shelob at each stage. The Bleached Bone mixed into the brown creates a very unpleasant looking pinky colour.
- 3 Once I'd got her flesh to a suitably icky colour, I gave her a wash of watereddown Brown Ink (see The Rule of Ink), being sure to cover the whole model carefully.
- Lastly, two coats of 'Ardcoat varnish finished her off. Not only did these toughen her up for the tabletop, but they also made her glisten in a wet and sickly way.

#### Cirith Ungol Tactics <</p>

With this army, I have some specific plans in mind on how it will perform on the battlefield. Basically this breaks down into four very simple tactics.

#### Get stuck in

My army is not designed to compete with the enemy at long range, its number one aim is to get into close combat as quickly as possible. Bearing in mind the shooting potential of some Good armies, this is doubly important. A full-speed charge across the battlefield is my main aim, with the Orc Trackers keeping back, taking pot-shots at exposed enemy Heroes and banners.



#### The Aura of Doom

Thanks to the Ringwraith's Harbinger of Evil special rule, there is a special role for him in this force. While the battle rages, he needs to lurk close to the enemy, placed so that he can't be charged. This way, when I break the Good force, as many of the Good models as possible will be within 12"/28cm, and will suffer the -1 penalty to their Courage test.



#### The Spider Surprise

Shelob moves ahead of the main force, making use of cover to get into range without being targeted by enemy shooting. Because she moves fast and can traverse all terrain like it's open ground, she should be able to leap out of cover and cause some real trouble. Her primary targets are enemy Heroes and banners; cut off the head, and the body will die. Something like that anyway.



#### Preparing for the Break-up

Even your most cunning plans can go to pieces, and you find your force broken. That's when the panic checks kick in. But, to stop my army from dissolving I've got a simple plan. I'll pull my remaining Heroes back into my lines so they can use their Stand Fast! to good effect and keep the Ringwraith (the model with the highest Courage value) out of harm's way, to hold the line steady.



(91

# COMBAT READY!

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#### The Spirit of the Game

Take a good look at the picture above and imagine you are the Dwarf player. It's the beginning of your last turn and your opponent has already gone. The Dwarfs are winning by roughly 500 points. The Slayer is the last survivor of a unit worth roughly 300 points which wiped out two units and the battle standard, capturing their banners for an additional 300 points, so the Dwarf is worth 600 victory points.

If you leave the Wyvern unengaged, you can unleash your Thunderers and Cannons on the monster, itself worth over 400 points, plus 200 points for the banners of the units it has destroyed.

BUT it is every Slayer's dream to meet a glorious end. And the blood of your Clansmen slain by the beast is calling for vengeance. Such charge will mean death for the Slayer, and the loss of the game for you. It's time to declare charges. What do you do?

Charge, for Grugni, Grimnir and Valaya! Have you mistaken me for a puny Manling? 2 Don't charge, shoot it with everything! After all, Warhammer is not a role-playing game...

What did you choose? In my opinion the right answer is neither.

You see, the way you play should always take into account your opponent. If you are playing a tournament-oriented power gamer, then do not charge, as he would think you silly if you did. But if you are playing a person that loves the background of the Warhammer world, has a themed army and makes gurgling noises as he moves his Chaos Spawn, then charge in!

This is an extreme example, but the point I am trying to make is not to impose your style on other people, be gentlemanly and adapt your game to create an experience that both players are going to enjoy, for fun should be the reason for gaming.

Sometimes it's fun to win, and sometimes it just doesn't matter. Alessio Cavatore The Way of The Necrarch

Battle Under The Earth Rules for fighting underground

Meet the Ancestors Using Classic Dwarf miniatures



Got questions about your army? Find the answers at. WWW.games-workshop.co.uk/warhammer/ WARHANNER

## BATTLE UNDER THE EARTH Deep below the mountains of the world the December of the world the December of the world the December of the base

#### Deep below the mountains of the world, the Dwarfs and Night Goblins have been fighting each other for many centuries. Phil Kelly and Gav Thorpe decided to recreate one of these bitter battles.

**G** av: As many readers will already know, I think Dwarfs are great, while Phil has been making a mischief of himself around the Studio with his mate Paul Gaynor's Night Goblins army. When we decided to arrange a game, we started talking about how cool it would be to fight the battle underground, like in the Warhammer background. Never shy of a little self-promotion, I directed Phil to a chapter of my novel Grudgebearer where the Dwarfs are fighting in a hall overrun with Night Goblins, and we agreed it would be a great premise for a game.

We wanted this to be a full Warhammer battle, not a tunnel fight skirmish, and concentrated on devising an interesting scenario rather than lots of special rules for being underground. Feeling inspired, we decided to head down to the DIY store and see what we could find to recreate an overrun Dwarf hold. All together it took us a day to buy the materials for the table and get it ready – all for less than thirty quid. We had a great time, and it took only a little thought and not much effort to embark on the project – and if Phil and I can do it, I reckon most gamers could!

2

#### THE DUELLING FLOOR

Our floor tiles came in a batch of 11 - don't ask us why – so we had a couple left over after covering our 5x4 table. We used one for the raised area in the centre of our board, the other we cut up to use as bases for scenery features.

The last tile we intended to place in the centre of the throne room as a duelling arena for settling matters of honour. To make it grandiose we used spiral beading to form pillars for each corner (a), and ran some special beading around the edge (b).

#### TILETASTIC

suitable.

These tiles can be easily laid out on your gaming table in a simple pattern to represent a Dwarf hold. Afterwards, they can be packed away, taking up virtually no space. The best thing about it is that it leaves the old gaming board (or dining table) unscathed. There are several types of tile that are Slate tiles – These are very realistic, but are also expensive and heavy. But if you have lots of money and a car to transport them, why not spoil yourself?

Segmented tiles – Again, these look great, having already been divided up into 'flagstones' that are the perfect size for a Dwarf hold. However, one

(2)

pack can cost about 15 quid, and you'll need two packs for a good-sized table.

Vinyl self-adhesive tiles – Cheap and lightweight, these tiles come in various styles and colours. We picked up two packs, choosing two different styles so our board had a bit of variety to it when they were laid out in a pattern.

#### RUMBLE IN THE RUBBLE

Making rubble is easy, and it makes great difficult terrain. Take a spare tile and break off a small section by scoring the tile with a modelling knife, then snapping it down the line. Then stick rocks to it – we used several pieces of slate taken from a plant pot. Job done!

#### PILLARS OF THE COMMUNITY

Whilst scouring the DIY store Gav had a brainwave – buying beading (strips of decorative wood for applying to the edges of furniture and walls), cutting it into lengths and gluing it back to back. We bought about four feet and cut it into sections. Stick a 40mm square base on either end. Add a bit of rubble to the bottom, and bingo; instant pillar!

#### MAKE ROOM FOR MUSHROOMS

Gav, being a fun guy, decided he wanted to recreate the mushroom patches that the Night Goblins cultivate. He bought some wooden doorknobs and stuck them to a 40mm round base with small mushrooms made from adhesive putty and the odd contribution from the Night Goblin sprue.

GATEWAYS These are the gateways that Gav refers to on page 97.

3

#### MAKING MORE TERRAIN

As Gav and Phil were focusing on the basics, resident scenery meister Chad Mierzwa put together some more spectacular, Dwarf scenery sections.

#### DWARF KING'S THRONE

**Chad:** This was an ambitious project, to show the skill of the Dwarf stonesmiths. I wanted the throne to be elevated considerably and to give an air of unapproachability. The throne and dais also had to be usable in a game of Warhammer to justify their size. With this in mind I used large flat areas of foam board. Regiments can march up the steps, and the top platform provides an excellent base for artillery batteries.

#### HOW TO MAKE WARGAMES TERRAIN

This is the ultimate one-stop guide for anyone interested in making terrain. It clearly explains how to build all manner of scenery pieces with clear stepby-step guides for creating everything from simple obstacles to looming buildings.



#### MINING TRAIN

**Chad:** I wanted to create a simple piece of terrain that could serve as an objective. Mining carts are typically Dwarfish and their contents might give a reason for the two armies to meet.

6

7

The cart itself was made from pieces of plastic card and Warhammer 40.000 Ork artillery wheels, each wheel studded with a drawing pin. The contents of the cart were made with a small hill of Green Stuff covered with glue and gravel.



#### THE GAME

**Gav:** The scene Phil and I attempted to recreate sees a Dwarf army led by King Barundin fighting to reclaim some of the outer workings of Zhufbar. In the book they encounter a large Night Goblin horde in one of the throne rooms and... well, I'll not spoil it if you haven't read the book!

Anyway, at the start of the battle, the Dwarfs are entering the hall, while the Gobbos are waiting for them. The Dwarf army readies itself for battle as more Goblins pour into the hall. To recreate what happens, we used the following rules:

- The only Night Goblin forces to start on the table are Shamans, missile weapon-armed units and war machines. They can be deployed anywhere on the raised dais, which counts as a hill.
- Three gateways are placed as indicated on the previous pages. One Night Goblin unit can enter per gateway per turn, using the rules for a unit returning to the table after pursuing an enemy. Each unit may contain one character.
- Barundin and his Hammerers are deployed anywhere within 6" of the gateway indicated on the Dwarfs' side of the table, as is one unit of missile troops. The remaining Dwarfs must enter like the Goblins – one unit a turn (with up to one character) comes through the gateway.
- The Dwarfs take the first turn.

#### VICTORY CONDITIONS

There is no maximum number of turns. Beginning with the fourth turn, at the end of each complete turn, update the current victory points total earned by each army. Do not count table quarters or for troops currently fleeing (only those destroyed or off the table), but do include captured banners, dead generals, etc.

If the Night Goblin victory point total is at least 500 victory points and double or more the current Dwarfs' total, the Night Goblins have inflicted enough casualties to force Barundin to retreat, and have won. If the Dwarfs reach 1,000 victory points before the Night Goblins have won, then the Dwarfs have managed to establish a foothold in the hall and have won. This is based on a Dwarf army of roughly 2,000 points. If the force you use is smaller or larger, the VP target for the Dwarfs is equal to half the points value of their army.

Does your beard hang low? Does it dangle to and fro? Can you tie it in a knot? Can you tie it in a bow? Can you sling it on your shoulder, Like a silly manling soldier? Does your beard hang low?

Longbeards marching song

#### THE UNDERGROUND REALMS

This terrain chart represents the underground passageways, caverns and halls that wind beneath the Warhammer world. These regions are usually sparsely inhabited, though some may positively teem with Skaven or Night Goblins, seeking refuge from the burning sun above. Battles tend to be close-fought and desperate in the bowels of the earth, with dark tunnels and forgotten mine workings running red with blood. This table could represent any of the following: Dwarf Holds, the Underway, Skaven Tunnels, Hell Pit, Goblin Warrens, Greenskin-infested Dwarf Holds, Ogre Caverns, Gorger Labyrinths, the Ulricsberg, the Black Spines, Cursed Pit or a Dragon's Lair, among others.

To generate an item of scenery roll 2D6. You may re-roll duplicate rolls or, if you wish, add to an existing feature.

#### **2D6 Result**

- 2 Treasury An abandoned treasury laid open to the lucky and the brave by an earthquake, the lure of which is strong enough to keep prospective plunderers fighting to the last. Any unit with a model within 6" of the Treasury becomes Unbreakable.
- 3 Mirror pool A pool so still it reflects the torches of its discoverers like a constellation of stars. The pool has a causeway of flat stones across which skirmishers can pass. Other than that it is impassable terrain.
- 4 Fungus Patch A patch of fungus sprouts from the floor. They release clouds of hallucinogenic spores when anything comes close. Any unit within 12" of the fungus must test for Stupidity at the start of its turn.
- 5-6 Rubble A mound of masonry and rubble fallen from the ceiling or the remnants of abandoned grand work. Rubble is very difficult terrain and hard cover.
- 7-8 Pillar A great column, now encrusted with the debris of disuse or the ramshackle constructions of verminous squatters. Roll a dice. On a 1-4 the pillar still stands and counts as impassable terrain. On a 5-6 the pillar has fallen and counts as an obstacle.

- 9 Collapsing Mine Workings Broken spars jut through tonnes of chiselled rock like jagged teeth, and ominous rumbles come from above. This area is still unstable, and only the desperate or foolhardy would seek a shortcut across this uneven and treacherous terrain. Collapsing Mine Workings count as very difficult terrain. A unit that ends its turn on this terrain feature must roll a dice. On a 1 or a 2 the unit is hit by the equivalent of a stone thrower (opponent chooses where).
- 10 Chasm A chasm is a deep, steep-sided gorge. It cannot be crossed anywhere along its length except at a bridge include one wide enough for a small unit to cross. Chasms must enter from a board edge but can taper out if you wish.
- 11 Dais A dais that holds the throne of a long-dead lord. This platform is treated exactly like a hill. Any model upon the throne itself benefits from +1 Leadership.
- 12 Lair A terrible subterranean monster has made its lair in one of the many caves that riddles the underworld, and its roars alone are often enough to drive interlopers away. This terrain feature causes Terror.

#### **GROBKAZ-A-GAZAN RECLAMATION THRONG**

Dwarfs 2,265 points army





#### **CHARACTERS**

Barundin, King of Zhufbar **218** points Dwarf Lord with shield, Rune of Cleaving, Rune of Fury and Rune of Resistance.

Fondar, Runesmith 122 points Shield (Runestaff), two Runes of Spellbreaking.

Hengrid, Thane 140 points Bearer of the Standard of Zhufbar, Battle Standard Bearer, Master Rune of Grungni.

Lorki, Dragon Slayer 125 points Master Rune of Swiftness, two Runes of Fury.

#### CORE

**20 Dwarf Warriors** 205 points Hand weapons, shields and heavy armour, with Veteran, Standard Bearer and Musician.

**20 Dwarf Warriors** 205 points Hand weapons, shields and heavy armour, with Veteran, Standard Bearer and Musician.

**12 Dwarf Quarrellers** 142 points Hand weapons, crossbow and light armour, with Veteran.

**12 Dwarf Thunderers** 178 points Hand weapons, Dwarf handgun and light armour, with Veteran.

#### 178 points

**12 Dwarf Thunderers** Hand weapons, Dwarf handgun and light armour, with Veteran.



#### SPECIAL

**18 Dwarf Hammerers** 271 points Rune of Battle, hand weapons, great weapons and heavy armour, with Gate Keeper, Standard Bearer and Musician.

#### **16 Dwarf Miners**

#### 226 points

Blasting charges, hand weapons, great weapons (picks) and heavy armour, with Prospector, Standard Bearer and Musician.

**15 Dwarf Ironbreakers** 

255 points

Rune of Courage, hand weapons, gromril armour and shields.

#### THE UNDERGROUND UNDERLINGS OF MA THE GRUB

Goblins 2,131 points army

(G)	CHARACTERS		20 Night Goblins
No.	Ma the Grub, Night Goblin Warlord	149 points	Hand weapons and bows, with N
	Great axe, light armour, Orcskin Shield and	Guzzla's	Standard Bearer, Musician, Fanati
	Backbone Brew.		
		G	SPECIAL
	Innigo the Pale, Night Goblin Shaman	95 points	11 Snotling Bases
	Level 2 upgrade.		
			2 Goblin Spear Chukkas
	Hooligan Tuesday, Night Goblin Shaman Level 2 upgrade and Nibbla's Itty Ring.	120 points	Each with two crew with hand we
			1 Goblin Rock Lobber
	Merv, Night Goblin Shaman Level 2 upgrade.	95 points	Three crew with hand weapons.
unicersit			Night Goblin Squig Herd
all	CORE		Four Night Goblins, four Squig Ho
1	55 Night Goblins	272 points	Squigs.
	Hand weapons, spears and shields, with Nigl	nt Goblin	
	Boss, Standard Bearer, Musician, Fanatics and	d Netters.	Night Goblin Squig Herd
			Four Night Goblins and 6 Squigs.
	33 Night Goblins	156 points	
	Hand weapons, spears and shields, with Nigh	it Goblin	RARE
	Boss, Standard Bearer, Musician, Fanatic, and	l Netters.	4 Trolls
ETS:			CALLER FOR DECEM
10.11		MON.	
-			The second s

20 Night Coblins 140 points Night Goblin Boss, tics and Netters. 275 points

2 Goblin Spear Chukkas	70 points
Each with two crew with hand weap	ons.
1 Goblin Rock Lobber	70 points
Three crew with hand weapons.	
Night Goblin Squig Herd	248 points
Four Night Goblins, four Squig Hopp	pers and twelve
Squigs.	
Night Goblin Squig Herd	92 points
Four Night Goblins and 6 Squigs.	
RARE	
4 Trolls	200 points

#### THE BATTLE

The idea was to use as many of our models as possible, so it was more a case of putting everything on the table rather than worrying about army lists (that's why the points values are a bit crazy). That's also why Phil has two units of Squigs, although normally you are only allowed one! We worked out the points values of the units as we moved them onto the table, so that we could keep a

**1** Gav: The Quarrellers began the game with a sterling effort – their first round of firing targeted one of the Spear Chukkas and all of their hits landed on the crew, wiping them out.



**3** Gav: Although my Quarrellers managed to destroy the Rock Lobber, the crew survived and promptly ran across the dais to man the abandoned Spear Chukka. By the fifth turn my line was beginning to look much sounder, although Phil's earlier attempts to *Eadbutt* my characters and Champions was eating up my Dispel dice and the Quarrellers had taken some punishment from Gaze of Mork. The Hammerers were wiped out to a Dwarf by ranged fire, although I did deny Phil bragging rights By saving three of them from short bow shots.



running total of victory points earned. To stop Fanatics ruling the battle, we decided the biggest unit had its full allowance of three Fanatics and the other Night Goblin units had D3 each, rolled at the time of release.

As we've only got a small amount of space to describe a battle full of great moments, we thought we'd give you our personal highlights.





**4** Phil: The Gobbos closed in on the Dwarfs, releasing Fanatics all over the place and causing some mayhem, but the Dwarfs refused to Panic – between the whirling ball-wielders, magic and shooting Gav must have passed a dozen Leadership tests by turn 5. The fighting started on turn 7, with the Trolls charging the unit of Miners. Gav announced his unit had Breaching Charges. Fire? You mean I wouldn't get to regenerate the D6 Strength 6 hits they were going to inflict on my poor Trolls? As it happened, the Miners only caused two wounds, not even enough to remove a single Troll. Unfortunately, the Trolls lost the combat and fled, getting run down by the Miners. **5** Gav: The victory over the Trolls was heartening, and the Miners and a unit of Warriors ended up fighting against Ma the Grub and his enormous unit, as well as some vicious Squigs. Meanwhile, on my right flank the Night Goblins with short bows had fled from an Ironbreaker charge, fortunately panicking all three of Phil's Shamans the next turn. There was no magic for the rest of the game as they fled from the table (fortunately, because my Runesmith had already vacated the hall after a failed sortic against the Night Goblin Archers). A fanatic whirled through some newly arrived Thunderers killing five of them and then disappeared out of our gateway! We could picture him bouncing down the stairway beyond slaughtering surprised Dwarfs.



6 Phil: Things were getting close in turns 8 and onwards. The results of the combats would be vital. Ma the Grub had been doing well, but was obviously tiring and only killed a single Miner in the 10th turn. This poor show meant I lost the combat, and he'd already used his Backbone Brew the previous turn. Night Gobbo Leadership being what it is, my general and his huge unit fled and were run down by the Miners.



Phil: My final turn came next, and Gav was on 1,027 VPs to my 1,852, so he was winning. My Spear Chukkas had been excellent throughout and I looked to them one more time. A keen shot across the hall hit the flank of the last four Miners carrying one of my banners. The first one died... then the second... and the third... and the last one! The banner clanked to the ground from the Miner's dead hand, reducing Gav to 927 VPs. The really good news was the Warrior unit on my left breaking, letting me capture their standard although they managed to get away. By the end of the turn I had 1,952 VPs without the banner I would have been 2 VPs short of a victory, with it I had won by 98 VPs. Yay!

#### FINAL POINTS TOTAL

Dwarfs:	927
Goblins:	1,952



#### GRUDGE BEARER by Gav Thorpe

by our morpe

For further underground reading, why not look out for Gav's latest novel Grudgebearer. It's an epic tale of lost Dwarven honour and the quest to regain it.

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## LORDS OF THE KARAK ANKOR

If you don't want some of your favourite classic Dwarf Special Characters to be laid down in the Halls of the Ancestors, then why not update them using the upgrades and runes available in Warhammer Armies: Dwarfs?

#### KING KAZADOR OF KARAK AZUL

270 points



he tale of King Kazador is a tragic story indeed. Once given to the greatest enjoyments of life, such as drinking, singing, Goblin hunting and counting his gold, Kazador is now a joyless shadow of his former self. He sits brooding in his throne room, plotting his revenge against the Orc Warlord Gorfang Rotgut. It was Gorfag that attacked Karak Azul and slaughtered many of Kazador's subjects, capturing more and dragging them back to his dungeons. Most insulting of all, Gorfang raided the King's throne room, where he shaved the

King's son and nailed him to the throne as the greatest insult he could imagine. Now Kazador wishes for nothing more than to see Gorfang slain and his prisoners released – or their bodies returned if they no longer live.

	М	ws	BS	S	Т	W	I	A	Ld
King Kazador	3	7(8)	4	4	5	3	4	4	10

King Kazador is a Dwarf Lord and can be taken as a Lord choice in any Dwarf army. He must be fielded exactly as presented, and no extra equipment can be bought for him.

Weapons & Armour: The Hammer of Karak Azul with the Master Rune of Smiting (causes D6 Wounds); Rune of Striking (+1WS, on profile); The Armour of the King of Karak Azul bearing a Rune of Stone (+1 save) and a Rune of Resistance (re-roll failed saves); and The Thunderhorn which bears a Master Rune of Dismay (Enemy must take Ld test to charge).

#### THE ARMY OF KARAK AZUL

The army of Karak Azul can include plenty of Longbeards, accompanied by the mercenary Long Drong's Slayers, and other Dogs of War. Thorek Ironbrow is the greatest Runelord of Karak Azul and, in larger battles, can accompany the King with his Anvil of Doom.



Long Drong's Slayer Pirates join the Karak Azul throng.

#### RUNELORD KRAGG THE GRIM

#### 290 points



**K** ragg is the Master Runelord of Karaz-a-Karak. He is the oldest and by far the most powerful living Runesmith – a gnarled old Dwarf, strong and enduring as a weather-beaten oak. His expression is one of eternal disapproval, his beetling brow and granite-like face a withering condemnation of younger, more frivolous Dwarfs. Kragg

rarely emerges from the Underhalls of Karaz-a-Karak, preferring instead to labour secretly on his lore, which he jealously guards. Perhaps one day he will find a worthy successor, but so far no one has proven themselves, much to the chagrin of many an aspiring Runesmith.

#### INCLUDING KRAGG THE GRIM IN THE ARMY OF KARAZ-A-KARAK

When Kragg goes to war he brings with him some of the finest rune items he has created. To represent this on the battlefield, you could include several units of elite warriors (such as Longbeards, Ironbreakers and Hammerers) with runic standards. Similarly, don't be shy with the Engineering runes for your war machines!

	M	WS	BS	S	Т	W	I	Α	Ld
Kragg the Grim	3	6	4	4	5	3	3	2(3)	9

Kragg the Grim is a RuneLord and can be taken as a Lord choice in any Dwarf army. He must be fielded exactly as presented, and no extra equipment can be bought for him.

Weapons & Armour: Kragg's Hammer, which bears the Rune of Fury (+1A, included on profile) and a Rune of

Might (Double S vs T5 or higher); Kragg's Armour, this suit of gromril armour bears the Master Rune of Gromril (1+ save); Rune of Shielding (2+ ward versus shooting and magic missiles); Kragg's Runestaff which bears Rune of Spellbreaking (automatically dispel one spell), a Rune of the Furnace (immune to fire-based attacks) and a Rune of Brotherhood (may deploy with Rangers or Miners).

Elite units with runic standards often accompany Kragg the Grim.

#### THE GRUDGE OF DRONG

everal years ago we released the Grudge of Drong campaign pack, detailing events before the War of the Beard. Though I don't have space to give the background for all of the characters involved, I thought it'd be good to look at those we made specific models for.



#### **QUEEN HELGAR**

A Dwarf Lord (Lady?) with gromril armour, shield and an axe bearing the Master Rune of Skalf Blackhammer. She is accompanied by Loki Whitebeard, a Battle Standard Bearer.



#### **DRONG THE HARD**

Drong is a Dwarf Lord with gromril armour, shield, a great weapon, the Master Rune of Kragg the Grim and two Runes of Cleaving.



**SKAG THE STEALTHY** Skag is a Dwarf Thane with gromril armour, a great weapon and three Runes of Luck.

#### KING ALRIK RANULFSSON OF KARAK HIRN

Ven amongst a race as steeped in custom and tradition as the Dwarfs, King Alrik is regarded as particularly devoted to the customs of his ancestors. Perhaps it is because Karak Hirn, as one of the Grey Mountains holds, is regarded by many Dwarfs as being somehow new and unproven (despite being several thousand years old) that makes Alrik such a stickler for the old ways. Borne into battle upon the shield of his great-great-great-Grandfather Kurgaz, considered a giant amongst Dwarfs and founder of Karak Hirn, Alrik has endeavoured to settle many scores from the Karak Hirn Book of Grudges.

	М	WS	BS	S	Т	W	1	A	Ld
King Ranulfsson	3	7	4 .	4	5	3	4	4	10

King Ranulfsson is a Dwarf Lord and can be taken as a Lord choice in any Dwarf army. He must be fielded exactly as presented, and no extra equipment can be bought for him.

Weapons & Armour: Shieldbearers. The Axe of Retribution which bears a Grudge Rune (re-roll to hit one nominated enemy) and a Master Rune of Breaking (destroys magic weapons); Hrappi-klad, this suit of gromril armour bears a Rune of Shielding (2+ ward versus shooting and magic missiles); Helm of Eagles which bears a Master Rune of Challenge (enemy unit must charge or flee); Kurgaz's Shield, The massive shield Alrik stands upon bears a Rune of Luck (a single re-roll to hit, to wound, armour or ward save).

290 points

#### THE ARMY OF KARAK HIRN

Being a staunch traditionalist, King Alrik prefers his army to be equipped with the most tried and tested weapons. This means avoiding black powder weapons such as cannons, Organ Guns and handguns (as well as Gyrocopters, which are positively new-fangled!) and concentrating on Quarrellers, Grudge Throwers and Bolt Throwers.



King Ranulfsson puts his faith in tried and tested weapons.
### ENGINEER GUILDMASTER BURLOK DAMMINSON

255 points

urlok Damminson is regarded as one of the greatest engineers of all time. In his youth he and his accomplice Sven Hasselfriesan made many great discoveries and invented some of the most outlandish and powerful machines ever to grace a Dwarven workshop - not that the Engineers Guild was aware of most of their work at the time. However, following some unwise experimentation with pressure vessels, Burlok lost his left arm. After this near-fatal event, Burlok became much more of a traditionalist, although Sven continued with his illicit research until eventually dismissed from the Guild after enduring the embarrassing Trouser Legs Ritual. Burlok replaced his arm with a mechanical version, which he has tinkered with continually over the years. Nowadays, he is the terror of younger Engineers, who find it hard to believe that he was once considered among the most radical of their order.

	М	WS	BS	S	Т	W	I	A	Ld
Burlock Damminson	3	7	4	4(6)	5(6)	3	4	4	10

Burlok is a Dwarf Lord and can be taken as a Lord choice in any Dwarf army. He must be fielded exactly as presented, and no extra equipment can be bought for him.

Weapons & Armour: Burlok's Hammer which bears the Master Rune of Swiftness (always strikes first); Burlok's Armour, this suit of gromril armour bears the Master Rune of Adamant (+1T, shown on profile); Burlok's Mechanical Arm which is represented with two Runes of Cleaving (+2 Strength in total, shown on profile).



### BURLOK'S ENGINEERS

An Engineer-themed army is easy to achieve simply by choosing plenty of Master Engineers and war machines. Upgrade the crews to have Engineers, and for your Core choices field several units of Thunderers.

> Dwarf Cannon and Engineer

### THE LORDS OF KARAK KADRIN

The rules and background for Ungrim Ironfist and his son, the War-mourner Garagrim Ironfist, can be found in the Storm of Chaos supplement. Although you can use the Slayers of Karak Kadrin army list to represent the forces of these warriors during the dark days of the Storm of Chaos, you can readily field a Karak Kadrin army using the revised Dwarf army list. There is no restriction on units of Slayers, so simply fill up your Special choices with Slayers and already you've got a pretty strong theme!



Ungrim Ironfist, Slayer King of Karak Kadrin



Garagrim Ironfist, War-mourner of Karak Kadrin

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## WARHAMMER THE WARY OF Tactica

Horrifyingly ugly and barking mad, the reclusive Necrarchs like nothing better than abducting a handful of terrified villagers and taking them back to the lab. Paul Gayner's army is a fine example of a host of these deranged night-terrors' minions.

n my book, Necrarch equals numbers. Hordes of cheap, rotting undead make for a tough defensive army that never runs away and distracts the enemy with a punishing magic phase. Huge numbers of undead shamble slowly closer, while Zombies claw themselves out of the ground to surround the enemy and attack his war machines. Terrified and surrounded, the enemy will be dragged down by sheer weight of numbers and your Zombies and Ghouls should be tucking into fresh brains for supper. Nice. Here, I've outlined which units I prefer to take and why, but the trouble with Undead army selection is that almost everything in it is worth having, and there are never enough points. I still haven't quite figured out how to successfully get my points back from Banshees, Grave Guard or that dreaded cannonball magnet, the Black Coach, so I'll leave you to figure out what to do with them vourselves.

### 1. Necrarchs

Equipped with the Ring of Night (5+ ward save) for a bit of protection, and either the Biting Blade (-1 armour save) to help peel open heavy cavalry or a Sword of Striking (+1 to hit) letting him hit most things on a 2+, you'll only hear 'he's only a Necrarch Count' once.



### 2. Wraiths

Even Fear-causing troops have to pass a test to attack Wraiths and they are good at tying up enemy champions in challenges. If I have the points to spare, my Wraith carries the Cursed Book – a nifty little item that evens up the score between your infantry and their enemies.

### 3. Wights

A Wight battle standard bearer keeps your Skeletons on the board longer – you can forget about losing at least one Wound per turn from outnumbering. They make good bodyguards too, as their Killing Blow deters enemy characters from assassinating your General.

# NECRARCH



A solid centre of infantry can guard your characters, soak up missile fire and provide you with the full +5 combat resolution for ranks, standard and outnumbering. When it comes to the crunch, ensure you can outnumber your enemy by taking two maximum-sized units.

### 5. Bat Swarms

10

Bat Swarms are expensive, but they can be used as a great 'handbrake' unit. As skirmishing fliers, these nippy critters can be a real irritation: flap over and settle behind a ranked up unit, stop it marching for as long as you like, and fly out of the way if anything tries to get ready to charge.

### 6. Ghouls

Let these guys guard your infantry's flanks and chase off enemy skirmishers. Keep them close to your General, as they tend to run away. With a Toughness of 4, they also make an excellent missile screen.

### 7. Necromancers

Taking a Necromancer is almost obligatory. It can be tempting to take two, but with your Necrarch you generate a respectable amount of power dice anyway. Once you start killing off enemy Wizards, you'll also be free to dominate the magic phase.

### 8. Dire Wolves

With a 9" move and an 18" charge, Dire Wolves are nearly always in charge range of something. If you can protect them from being shot at, from Turn 2 you should be able to charge any incautiously placed war machines or foolish lone Wizards.

### 9. Fell Bats

With a dramatic 20" move they can get behind the enemy on Turn 2. However, they can fall to bits if they attack anything big on their own, so let them charge alongside your slower units.

### 10. Black Knights

Capable of killing tough, wellarmoured foes, The Banner of the Barrows can make their Strength 6 Killing Blow attacks really count.

### 11. Spirit Hosts

Impervious to enemy attacks, capable of marching 12" through difficult terrain and able to guard an entire flank from 2" inside a wood, Spirit Hosts rarely fail to perform. However, they're not cheap, so keep them close to your battle standard and heal them whenever you can.

### Von Helsnicht's Dark Crusade

Lord

The Necrarch Absolom von Helsnicht had avoided society for two hundred years. Secluded in the towering castle and laboratory he shared with his scuttling experiments and drooling ghoul-servants, he subsisted on the blood of madmen, arsonists and murderers 'donated' by the locals. A fine agreement; all ended by the meddling of the Church of Morr...

### VON HELSNICHT

Helsnicht is a combination of a classic Chaos Sorceror and Zecharias' head. The left hand is too big, but I like to think he grew it in a vat.



### SILIPUS THE DARK Hero

Von Helsnicht's right-hand man. He has a helmet from an old Wight on Nicodemus' body and a Genestealer hand.



### BLACK KNIGHTS Cavalry

Defeated Templars of Morr. This mix of Zombie and Knight parts gives a recently-dead look.





I boarded up the windows of my Coach, making it as uneven and crooked as possible. Hands and arms from the Zombie sprue give the impression of trapped souls groping for fresh victims to drag in with them. I replaced the two nightmares with a pack of five wolves which I chained to the chariot haft, and I painted the whole coach to look like a ghostly apparition.



The Necrarch variant army list allows you to take unridden Zombie dragons as Rare choices, and I thought one would be the perfect centrepiece for the army. It's a combination of various dinosaur and dragon bits, with papier-mâché wings over a wire frame. Note the poor unfortunate reluctantly donating his life-force to keep the beast 'alive' – a Priest of Morr, of course.

### Tips from the Crypt

### VON HELSNICHT'S TOP TRICK - RAISE THE DEAD

Zombies aren't great (see right), but for all their incompetence in a scrap, they still have their uses. Raising new units via Invocation of Nehek is such a fantastic trick that it's almost an artform. No other army can potentially end the game with more troops than it started with, so make the most of it, and summon as many of the freshly dead as you can.

Always go for Zombies when raising a new unit because of the bonus +1/+2/+3 to the dice roll, lessening the odds you'll get less than 5 and see the spell flop. Raised units have a shorter life expectancy on the battlefield than unarmed halflings, and Zombies give up 25% less victory points when the inevitable smushing comes along.

The spell has as many uses as you can think of for a unit of troops:

- Raise at 45° to the front of charging knights to redirect them.
- Raise a wide formation to block line of sight from missile troops.
- Support your Dire Wolves or Fell bats by raising next to a well-defended war machine.
- Raise in the flanks of engaged units to cause panic.
- Charge frenzied troops in the rear and watch them overrun backwards (always good for a laugh).
- Claim table quarters.
- The list just goes on ...

So, raise as many Zombies as you can, but don't expect them to actually do anything in combat, and just remember: the only good Zombie is a free Zombie.

### "No other army can potentially end the game with more troops than it started with, so make the most of it"

### **CURSED FOES**

### **Those Dwarfish Folk**

Everyone evil hates Dwarfs, with their stupid beards. Necrarchs are no exception. With some of the best shooting and anti-magic around, they can blow your Skeletons to bits from halfway across the board and hamstring you in the Magic Phase so you can't replace your dead. Screen using your Ghouls, use Fell Bats and Dire Wolves to hit Stone Throwers and Cannons straight away, and send your Black Knights or Spirit Hosts to see off their Quarrellers or Thunderers early on. Tie up maniac Slayers with Bat Swarms or Spirits, then turn on the infantry blocks and hit them from everywhere <u>at once – assuming you've got any skellies left.</u>.

### Other Undead

Up against more Undead you can be in trouble, especially when fighting those sword-mad Blood Dragons who massively outclass the bookworm Necrachs in combat. In an undead army, nothing runs away and no-one is bothered about Fear in the slightest. Best advice is to concentrate on killing Necromancers as soon as you can, and eliminate the small units of irreplaceable troops — ghouls, bats, wolves – anything that can't be summoned! Once you've got the enemy down to little more than a few static blocks of infantry, you can get on with the serious business of separating that upstart vampire's head from his shoulders... (although, if it is a Blood Dragon, best let a Wraith do it for you).

### HELSNICHT'S ESSENTIALS

### Nehekhara's Noble Blood

This bloodline gives you another magic level, combining the benefits of a 15 point Spell Familiar and the extra Power/Dispel dice of a 50 point Power Familiar – all for the bargain price of just 45 points. You've now got a Lordlevel spellcaster who can kick the stuffing out of almost any other wizard foolish enough to face him.

### Invocation of Nehek

With three casting levels (3+, 7+ and 11+) and three uses (raise a new unit, add to a unit, or heal wounds) this is one of the most versatile spells in the game, and guarantees you'll never have to chuck spare Power dice away at the end of your Magic Phase. Even on the lowest casting level of 3+, you can always benefit from raising another D6 skellies or restoring a wound to a Fell Bat, Spirit Host or dying Necromancer. As the first spell on the list, any spellcaster can automatically select it, so make sure everybody knows it.

### Take the Skellies

Zombies suit the Necrarch image perfectly, but be warned: they're a bit under talented (my word, wbat a pun -ed). Skeletons with hand weapons and shields are cheap at 8 points each and get a decent 5+ save. Zombies, on the other hand, routinely get slapped so hard that they fall to bits in just a round or two of combat. With no chance of attacking until their opponents have a poke first, zombies make Goblins look like crack troops. They do, however,

allow you to shout "BRAIIIIINS!" every turn.

> Paul's Wight Battle Standard Bearer.





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## The Art of Warhammer HEAVY CAVALRY

Tactics for Using Cavalry in Warhammer



The thunder of a heavy cavalry charge is often the last thing the enemy hears before being swept from the field. Whether they be the noble Knights of Bretonnia, the moldering Black Knights of Sylvania or the deadly Chaos Knights of Khorne, heavy cavalry are rightly feared throughout the Warhammer world. Their awesome power is matched only by their significant expense. So, the canny general must ensure they are used to best effect.

Jeff Leong



### It takes more than just a horse

Just riding a horse doesn't make a warrior a heavy cavalryman. Heavy cavalry have an Armour save of 2+ or better, which provides superb protection from both close combat and missile attacks. This Armour save is critical, as it allows heavy cavalry to survive the withering hail of fire they must often endure and still be effective in combat. With some notable exceptions (Chaos Knights and Knights of the White Wolf come to mind), heavy cavalry also have lances, further enhancing the power of their charge (lances add +2 Strength on the charge). And finally, heavy cavalry must be fast enough to close quickly with their foes and run them down when they break. In game terms, heavy cavalry need a speed of 7" or greater, which ensures that they have a longer charge range than infantry and gives them the critical advantage of a 3D6" pursuit move.

Heavy cavalry units are the premier shock troops in the Warhammer world, but they are not invincible. If used poorly, even the mightiest soldiers will fall. I've found that heavy cavalry are best used as line-breakers, flankers, hunters, or reserves.

### **TACTIC ONE: Line-breaker**

The line-breaker is by far the most common role for heavy cavalry. The combination of superior charge range and significant charge bonuses spells the doom of many opposing formations. Although the heavy cavalry charge seems to be a no-brainer, it can backfire if not planned appropriately.

Your line-breaker unit must be able to break the enemy unit on the charge, and you can do so only through Combat Resolution. Breaking your foe ensures that your knights can pursue and, in so doing, not only destroy the enemy unit but also reposition themselves to get out of range of enemy retribution. In **Figure 1a**, the unit of eight Empire Knights must break through the Chaos battle line. Their charge hits home on a unit of 20 Marauders who are guarding the flank of the Chaos force. The four Empire Knights in the front rank and their champion strike at the vile Northmen, hit three times, and cause Wounds on all three attempts.

The horses add another Wound, which bounces off the barbarians' armour. Although the Marauders cannot penetrate the Knights' superb defenses and cause no Wounds, the combat is tied - their initial Combat Resolution of five (i.e. three ranks, a standard, and an outnumbering bonus - Unit Strength 17 for the Marauders after three casualties vs. Unit Strength 16 for the Knights) is equal to the combat resolution of the charging Empire Knights (i.e. 3 Wounds, a rank, and a standard). The Knights are now stuck in combat and at the mercy of the nearby Chaos Warriors, who are positioned for a devastating flank charge (Figure 1b). In this case, the costly Empire Knights will likely be destroyed for little loss to the Chaos army. Never forget only combat resolution wins combats.

Even if combat resolution is in your favour, the enemy will not necessarily allow you an easy victory. A canny opponent will

often flee from a fight he's likely to lose, thereby stranding your heavy cavalry in charge range of other units. In Figure 2a, the Empire general has now dispatched a unit of 10 Inner Circle Knights against the Chaos incursion. As they manoeuvre into the centre of the battle line, the Knights are faced with two units of 20 Marauders and a unit of 20 Chaos Warriors. Knowing that combat resolution is on their side, the Knights declare a charge against the central unit and are confident that they will break the Marauders and pursue them through the Chaos battle line. However, the canny Chaos general has other plans. The Marauders elect to flee and roll a total distance of 8", more than enough to escape the Knightly charge (Figure 2b). Since all three units were eligible charge targets for the Inner Circle Knights, they cannot redirect their charge to either of the remaining units and must move their failed charge distance.

### "Heavy cavalry units are the premier shock troops in the Warhammer world"

They are now stranded, well within charge range of the Chaos infantry units, and likely to be driven back in the next Chaos turn (Figure 2c). There is little you can do to keep your opponent from taking such cowardly actions, but you can make sure he pays a steep price – have a backup plan to exploit the hole made by the fleeing unit. Fast Cavalry are superb at doing so and can speed into the enemy rear area to wreak havoc, but even a solid infantry thrust through the newly exposed area is possible.

### **TACTIC TWO: Flankers**

Straight into the teeth of the enemy isn't always the best place to go. Consider using your heavy cavalry as flankers. With their long charge range and superb charge attack, heavy cavalry are devastating on the enemy's flank. As long as your unit is at least three models strong (and thus over the Unit Strength of 5 required to remove rank bonus), you needn't worry so much about Combat Resolution. Back to the previous situation, if the Empire Knights had been able to charge the Marauders in their flank instead of their front, the result would have been different (Figure 3).

The Empire Knights would be at a huge advantage. If we assume that they cause the same number of Wounds (3) as before, they now have a combat resolution of six (3 Wounds, a rank, a standard, and a flank) versus two (a standard and outnumbering) for the Chaos side. The Marauders must now make a Break test at -4 to their Leadership, a test they are unlikely to pass.

That's all well and good, but getting into position to make that critical flank charge can be rather difficult. Here are a couple of tactics I like to use to get the enemy into just the right position – the bait and the switch.



















Cold One Knights are at the heart of the Dark Elf strike force.







Often, the best way to break up an opposing battle line is to bait your enemy into charging one of your units and force him to abandon his position. This tactic is most effective when the bait unit is capable of charging him in the next turn, presenting a 'charge or be charged' scenario. In **Figure 4**a, the Dark Elf Corsairs have advanced on the Empire Swordsmen and ended their move just within the charge range of both units. As you can see, the Dark Elves have also positioned their Cold One Knights to the flank of the Corsairs to support them and also threaten the Empire line.

The Empire general must now choose either to stand fast and accept the combined Druchii charge or to charge and hope to use his momentum to overwhelm the Corsairs quickly and pursue them out of danger. The Empire player, depending on his Captain to tip the scales in his favour, chooses to charge, but the Corsairs flee, escaping back to regroup (**Figure 4b**). The Swordsmen now move forward 4" (due to the failed charge), which opens up their flank to the Cold One Knights. Not a good day to be an Empire Swordsman.

Although a good general will protect his flanks as he advances, make sure you switch



his positioning once he charges. The charging unit must align with the unit it charged, which makes the positioning of your units very important. In **Figure 5a**, the High Elf general is awaiting the charge of the Bretonnian Knights.

His Silver Helms are hanging back to protect the flank of his Spearmen, who will doubtless be charged by the Bretonnians. Even though the Spearmen hold, the Silver Helms support them, as they are still in the front arc of the Bretonnian Lance and so unable to charge. However, if the Spearmen had been positioned a little differently (**Figure 5b**), the Silver Helms would have been in perfect flank charge position. Although both approaches are useful, the switch can often be an effective tactic, as many opponents won't realise what you're doing until it is too late.

### **TACTIC THREE: Hunters**

I learned this one the hard way – a less common, yet extremely effective, role for heavy cavalry is to act as missile hunters. After falling victim to the repeater crossbows of my Dark Elf Warriors once too often, a regular opponent decided to field a small unit of Empire Knights to silence my shooting troops





In Lance Formation, Bretonnian Knights are some of the hardest-hitting heavy cavalry.

and protect his more vulnerable infantry. Their good speed and superb armour make the Knights ideal against missile troops. On average, it takes 12 hits from S3 shooting to kill a single Knight (18 hits if he's Toughness 4). Thus, Knights can take quite a bit of punishment before they go down. Since my opponent's Knights were often able to charge in their second move, it was rare that my Repeater Crossbowmen could do enough damage to stop the heavy cavalry before they charged. Once they charged, the Knights invariably won. I fielded my Repeater Crossbows, like most missile units, as a relatively small unit. Thus, I didn't have the ranks to repel even a small force of heavy cavalry. The five Knights would usually do 3 Wounds, giving them a combat resolution of five (3 Wounds, a standard, and outnumbering) to my combat resolution of one or two (a rank and perhaps a hill) - not a pretty sight for the Druchii Warriors. However, as the commander of heavy cavalry in these situations, be wary. Your opponent may try the bait tactic on you. A shooting unit can be a constant annoyance and is often hard to pass up. Just watch out for the countercharge your enemy may be preparing.

### **TACTIC FOUR: Reserves**

Another superb use for a heavy cavalry unit is as mobile reserves for your force. Even the best battle line can break down as the battle progresses, as a result of a brilliant play from your opponent, a big mistake on your part or just plain bad dice. That's when the reserves come in. Heavy cavalry units are perfect for filling that hole – their good closing speed allows them to bring their combat power to bear quickly and usually buys a turn or two for the rest of your army to respond.

As shown in **Figure 6a**, the Bretonnian Duke has deployed his Knights of the Realm in a reserve role as he prepares to face the vile Orcs. Beset by their greenskin foes, the Knights Errant are overwhelmed, allowing the Orc Boyz free rein down the flank of the Bretonnian host (**Figure 6b**). However, the Duke's forethought is rewarded, as his reserve Knights are able to charge the Boyz before they can cause havoc in his army (**Figure 6c**). Although the Knights are unlikely to win the combat (it will be difficult to overcome the Boyz's initial combat resolution of five – three ranks, a standard, and outnumbering), the heavy cavalry unit should be able to hold the greenskins back long enough for help to arrive.

Had the Knights not been in reserve, the entire Bretonnian battle line would have had to reform or risk being compromised.

### So what do I need?

Heavy cavalry units are expensive. While a large unit of Knights is always hard for the enemy to counter, it may be far too expensive to use in every role. By carefully planning out your strategy, you can be sure to get the biggest bang for your buck.

A line-breaker unit needs to be able to break through against even the most determined foe. As a result, these units tend to be much larger - 8 to 10 models are typical, and they are often arrayed in two ranks. There are a couple of units (basically, Chosen Chaos Knights and Grail Knights) that can fill this role with smaller numbers, mainly because of their massive number of attacks. In either case, line-breakers typically have full command (including Standard Bearer, Champion, and Musician) to ensure maximum combat resolution and may even have a combat character attached to add additional Wounds. The extreme end of this approach is the super-heavy cavalry unit - 16 or more models in a 4-deep formation. This formation gives an initial combat resolution of five from three ranks, a standard, and outnumbering (with a Unit Strength of 32 or

greater). Combined with the speed and hitting power of heavy cavalry, this unit is a true hammer, but an extremely costly and strategically risky one.

Flankers need not be large units, as they need only a Unit Strength of 5 to be able to accomplish their task. Since each cavalry model has a Unit Strength of 2, a unit of five models can take two casualties before it drops below this threshold. In addition, flankers typically support other units. A musician is always a good bet, but the decision whether to include a standard bearer depends on the unit's role.

Like flankers, hunter units need not be large and rarely require command. As mentioned earlier, even a small unit of heavy cavalry with no standard or champion can defeat the typically small units of missile infantry and war machine crews you're likely to encounter. Again, a musician is good here, but you can skimp on the other command models.

Your reserve units must be able to fill multiple roles. As a result, they usually number five or six models, typically with full command. In a pinch, such a unit can function as a decent (if slightly underpowered) line-breaker should the situation dictate, but the unit is still cheap enough that you can afford to have it hanging back.

### DON'T FORGET: You're not Invincible

War machines can be devastating to heavy cavalry units – the combination of the heavy cavalry's unit sizes and war machines' ability to ignore armour saves can quickly reduce your costly cavalry to nothing. The quickest way to lose your unit is to allow one of these engines of doom a shot down your flank. Don't overreact to war machines, but keep them in mind. Make sure you use your valuable heavy cavalry accordingly.





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# ASTRONOMICAN

EXCUSES, EXCUSES



**Brian:** In the words of Jervis Johnson, events are "an excuse to play games." There's no simpler way of putting it. Dozens of gamers having a fantastic time playing games they love, who wouldn't want to be part of that?

Brian Aderson

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playing their part in the outcome of a campaign story.

As UK Events Manager, working behind the scenes of our events usually means I can't play in them. Recently though, I had the chance to game in a Grand Tournament for the first time. Six games of Warhammer later and I was hooked. I didn't win every game, far from it in fact, but I did meet six great gamers who enjoy tournaments as much as I did, that weekend. I plan to play in many more tournaments in the future. For me the Grand Tournament was a great excuse to play games. Not only are events an excuse to play, they're an excuse to paint an army, refine your tactics and to meet fellow hobbyists who you'd never get the chance to play any other time.

From my point of view, as a hobbyist and an event organiser, events are one occasion where I can justify excuses.

Brian Aderson Games Workshop UK Events Manager

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In order to satisfy the hobby needs of their gaming populous, Exeter boasts a total of seven 6'x4' tables – that's a lot of hobby loving!

Nick: As soon as you enter the Exeter Gaming Room the first thing you'll get is a real good hobby vibe. "That's what we like to do here; lots of hobby loving and talking to people," says manager Gary Harris. You can certainly feel the hobby 'love'; a towering Moria board soars up to the ceiling – so high it's like you're in the Dwarf halls themselves – and there are walls ornamented with helmets, halberds and all manner of other paraphernalia.

### **HOBBY KNOWLEDGE**

It's an experienced team that you'll find in Exeter. Along with Gary, there are three full-timers who have a total of twelve years of Games Workshop experience between them (spread pretty evenly too) and Gary has been around for over five years himself. "My guys are so hobby orientated – there's a lot of hobby love here," says Gary. The team use their combined hobby experience to run lots of tournaments and campaigns for all our core systems and Specialist Games, which have a strong following here. "We recently ran an Inquisitor campaign," Gary tells us, "called 'Mechanicus' and based on a forge world."

### **GOING CLUBBING**

Clubs are something that Gary is keen to promote through the Exeter Hobby Centre. "We encouraged Kurt

in the Dice and Dagger club," he says (you may remember Kurt's club from last month's White Dwarf). "We've also just opened a club in Whipton and some of the ex-staff members have started clubs in Torquay and Brixham." Clubs are a very important part of the hobby for Exeter, something that Gary explains, "It's something I've always believed, that clubs are the way forward."

Crusading for clubs is not the only way that Gary releases his righteous fervour – he also collects a huge force of Black Templars that he's currently rebuilding. "I did at one stage have 20,000 points." And amongst that were some eighteen Land Raiders and fifteen Crusader squads – ouch! "My ambition is to collect another 20,000 points," Gary tells us.

### **LEGENDARY HERO**

Gary is a bit of a hero. He likens himself to a company Chaplain and why not, for as well as all the hobby stuff he does in the Gaming Room and for clubs, Gary has also organised three Conflict events and most recently helped organise the Bring and Battle at Games Day 2005! He even came in on his day off to speak to White Dwarf for this very article. "I work for Games Workshop and I want to come in no matter what." Highly commendable and much appreciated, Gary!



### Find your nearest Gaming Room on these pages on our website: www.games-workshop.co.uk/storefinder by calling us: 0115 91 40000

### THE RED LEGION

Full-timer John Gendle is a fan of Chaos and Orcs, so much so that when he made an army for Storm of Chaos he combined the two. "I didn't want to do a Chaos army," says John of his 'Khorne Orcs'. "So I thought, 'What about an Orc army that has wandered into the Chaos Wastes?'" Below are the results of this strange melding – note the red skin on the Warboss and the bizarre Squig Spawn.



**Above:** When he fields the army in battle, John uses the characteristics for a Chaos army. His Black Orcs are Chaos Warriors, his Warboss a Lord and so on. **Right:** These are some of Gary's converted Necrons.

### GAMING ROOMS ACROSS THE UNITED KINGDOM

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 A place for experienced gamers Gaming Rooms give older gamers a place to play games without distraction. All gamers who attend will have some degree of experience, so you should have no trouble finding a challenging opponent.

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# FRONTLINE STORE NEWS & EVENTS

### **UPCOMING EVENTS**

Just some of the hobby activities planned during Easter at Trafford. For details and dates, simply give the guys a call.

#### RAVAGES OF THE EMPIRE

Set around the Tau 3rd phase colonization during the Eye of Terror. All the games in this Warhammer 40,000 map campaign are based on the planets the Tau captured during this period. It isn't just Tau and the Imperials that are involved, either. Other races are taking advantage of the turmoil, trying to obtain the planets for their own purposes.

### Kill-teams only.

DATE: 7th April - 21st April

### FAITH IN RUINS

The Imperium, in the form of the Black Templars ,are striking back at the ever expanding Tau Empire, launching a daring assault to reclaim an Imperial shrine. The Tau forces, led by Commander Shas Shi Or'es, won't give ground easily and a brutal battle is in the offing.

Places are VERY limited so book now or you'll miss out.

DATE: 19th April



Conversion Competition

Paint and convert a Nemesis creature for your Kill-team games. The best one will be declared the winner.

DATE: 20th April



Nick: Now open is Games Workshop Trafford Centre. A premier location if ever there was one, our new Hobby Centre in Trafford opened its doors on the 5th of November to the kind of characteristic fanfare associated with such an explosive night. Owen Rees and I, ventured over to the new store to find out what it was like...

'Opening its doors' is a bit of misnomer as strangely, GW Trafford has no door... or shop front for that matter - you can just walk right in from the centre's main thoroughfare. It's weird, but cool.

GW Trafford is something of a return rather than breaking new ground, as manager lan Brown explains, "This isn't the first time there's been a Hobby Centre at Trafford," he says. "We had one a couple of years ago." lan has been a manager for just over three years and worked in as plethora of stores including: Southport, Warrington, Chester and more besides. He's an ardent gamer, "I field Grimgor's 'Ardboys and Bretonnians in Warhammer," he tells us. In 40K Ian's Imperial Guard are devised to take on Necrons and Tyranids, "They're the Cadian 23rd, from the story in the Codex." It's the short folk he swears by in The Lord of The Rings, "My love is for Hobbits."

### **TEAM WORK**

Ian is ably abetted by a crack staff whose hobby interests include Ryan Waite's Eldar army, Stuart Skelhorn's Chaos Daemons, 'Harry's' mysterious Unnamed Space Marines and Simon Norström's Black Templars. "It's the first army that my son and I collected," says Simon. Between them, the staff members have a wealth of experience and delight in talking to hobbyists about their armies.

If you want to come over and do some gaming, painting or indeed find out about any of the hobby activity going on, get in touch with the guys on the number below.

### Call: 0161 7550065 for more information





Left: There are some cool tables for Warhammer 40,000, Warhammer and The Lord of The Rings at Trafford.

Right: A sample of the Trafford guy's miniatures.

Bretonnian Duke lan's General rides a Royal Pegasus, so the perfect entourage for him are some Pegasus Knights.

Farmer Maggot Another of lan's models, this Hobbit has mushrooms modelled from Green stuff on the base.



Eldar Warlock This is a model from Ryan Waite's 'shocking pink' Ulthwé army.



Space Marine Commander This special edition Games Day 2005 miniature leads Harry's intrepid unnamed Space Marine Chapter into battle.



**OPENING TIMES** Games Workshop Trafford Centre is open between the following times: Monday - Friday: 10am - 10pm Saturday: 10am - 8pm

Sunday: 12pm - 6pm

### **GAMES WORKSHOP LEAMINGTON SPA**



D aemonhunters, Inquisitors of the Ordo Malleus, are well-known for their zealous pursuit of the destruction of Daemons, the possessed and other nefarious Warp creatures. Indeed some Inquisitors are so determined in their mission they are willing to tread the path of the radical and employ the very tools of the enemy to seek out and destroy them.

Paul Cocks, of Games Workshop Leamington Spa is one such radical. His exquisite Inquisitor and henchmen are part of an emerging Daemonhunters force you can see at the Hobby Centre. "I think it was the imagery of the Daemonhunters that attracted me the most," Paul says of his decision to collect the Ordo Malleus. "I was really inspired by the Dan Abnett novels too." Eisenhorn, the star of the books is somewhat dubious in his methods, something Paul seeks to emulate in his own Inquisitorial warband. "I like the radicals," he tells us. "They're a bit different and there's lots of conversion opportunities.

### TOUCH of the RADICAL A DAEMONHUNTERS SHOWCASE



Inquisitor – Paul's Inquisitor was based on a Dark Elf Black Guard and a
plastic Cadian torso. "I wanted some ornate armour," he says of the Black
Guard legs he used. The coat was made from Green Stuff, with cuffs added to
the Cadian arms. The model carries a plasma pistol from the Space Marine
Assault sprue, wields Inquisitor Lord Torquemada Coteaz's Daemonhammer,
and is topped off with a head from a plastic Warhammer Marauder.

• Acolyte – A Warhammer 40,000 Missionary serves amply as an Acolyte. "I really like using cool models, something that's slightly unconventional," Paul says of his choice. It's a perfect choice; Paul uses the tome atop the Missionary's staff to represent the Grimoire of True Names carried by his Inquisitor. It's worth remembering when choosing models for Inquisitorial henchmen that they often carry an Inquisitor's equipment for him. It opens up a lot of conversion options.



- Sage Nothing drastic here, just a normal Sage model straight out of the blister. "He's my favourite Sage," Paul tells us.
- Warrior An Imperial Guard Veteran, from some Imperial hive world. "I wanted a different model with a plasma gun," Paul explains.



• Familiar – The crow model from the Warhammer Lord of Nurgle. "Birds are often wizard's familiars," says Paul, "it shows his radical bent."

### DAEMONHOST

Not exactly an Inquisitorial henchman, Paul's Daemonhost is still part of his retinue and worthy of special attention.

"It was inspired by the Cherubael artwork in the Inquisitor rulebook," says Paul. To create the model, he used the legs from a Daemonhost model and the torso, arms and head from a Beastman Ungor.

To get the pieces to sit seamlessly was a tricky task, "I used a large amount of Green Stuff around the neck, waist and abdomen to camouflage the joints," Paul explains.

Besides components, Paul used some other pieces to affect the conversion. "The shackles around the body are made from Green Stuff and cheap pendant chain." The bolts in the Daemonhost's body are brass rod and the parchment/seals are made of foil and paper. Finally, the plate that hinges the chains into place was made from plasti-card.

The model took two weeks to convert. The painting took a further week. Time well spent on what is a unique and inspiring conversion.



### GAMES WORKSHOP MILTON KEYNES



## **URBAN JUNGLE**

The Abraxian 55th regiment

**F** rom the blasted cityscapes of the 41st millennium come the dour fighters of the Abraxian 55th, an Imperial Guard regiment created by Milton Keynes full-timer, Tom Knight.

Tom, a full-timer for some two years and at Bedford for a year prior to working in Milton Keynes, has primarily used Catachan models to represent the Abraxian 55th. This squad is part of a bigger 2,000 points force.

"It's the fact that the Imperial Guard are, at the end of the day, just guys and still fight," he says of his rationale for choosing them. "To my mind they're even braver than Marines as they don't have the armour and resources that Space Marines have."

With this regiment, Tom has taken the Catachan miniatures out of the heady tropical environment they're most commonly linked with and brought them to an entirely different jungle – an urban one. "They're a cityfight army," he explains, "with lots of flamers and combat weapons."

Though Tom has eschewed the jungle route with these models, this isn't his first Catachan army, "I had them when they first came out, and painted them up as a jungle-based force," he tells us. Tom's been a fan of the Catachan troops from the very beginning, "I started with the original metal box set," he says, and prefers them to the more prevalent Cadian-esque armies, citing the particularly harsh gravity of the Catachan home world and its effects on the guard's physiology as the reason why, "I really like the poses and exaggerated

musculature of the Catachans," Tom says.

The Abraxian 55th are a mechanised regiment, so have a lot of Chimeras to ferry around all those deadly flamers and maniac close combat squads. As they are an army predisposed to urban warfare, the greyish colour scheme is effectively urban camouflage.

### PAINSTAKING

Tom is quite a fan of trying out different techniques, and the Abraxian 55th were actually part of an exercise in painting flesh as well as a themed army project. "There are seven layers of flesh that make up the skin," says Tom. Naturally, this meant each model commanded a hefty amount of painting time, "I think it was about four hours on each model."

### EQUAL OPPORTUNITIES

It's not just men that get to fight against the enemies of the Imperial Guard and Tom is very much of the mind of an equal opportunities employer when it comes to his guard regiment. "It's a male and female company," he explains. "It was inspired by reading the Ciaphus Cain novels from the Black Library. Also, there's not that many Catachan models and I wanted to break up the look of the regiment with female models from other ranges."

The Abraxian 55th are still in the process of being finished, "I tend to get halfway through an army, then start a new one," Tom confesses, (don't we all) but you can see some of Tom's other models at the Milton Keynes store, where he's more than happy to share his inspiration and a few tips.

















The deadly cityfighters of the Abraxian 55th wear urban camo colours.

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## 2006 GRAND TOURNAMENT SEASON

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Visitor information, opening times, and even a webcam Can be found on the Warhammer World website.

### Calling all Imperial Citizens Games Workshop Brighton campaign day

The city of Lomas is in peril. Insidious alien cults have wormed their way into the fabric of your society. You know this. They have threatened your existence. Imperial forces are on the way to liberate you. Join them and rebel against the alien oppressors. Fight the Hive Mind, the Imperium will protect you...

Nick: This is just some of the propaganda surrounding the Battle for Lomas, a themed campaign day staged recently in Warhammer World by GW Brighton manager, Cairan O'Connor. I went down to the event to see whether the citizens would join with the Space Marines or throw in their lot with the 'Nids.

For the uninitiated, Lomas is a city on Ichar IV and the battleground for a brutal city conflict

### SPRAWLING CITY

The action in the campaign took place over 48° of table representing Lomas. There were over twenty players from GW Brighton, Eastbourne, Crawly and Tumbridge Wells and a staggering 16,000 points showdown, with potentially 8,000 points of city militia in the balance!

### INSPIRATION

Cairan was the visionary behind the event, "I was inspired by collecting Ultramarines and the background of Ichar IV," he says, "I read the paragraph about Ichar IV in Codex: Tyranids, the running street battles with civilians caught in the middle, and liked the notion of the Astartes trying to reclaim a hopeless situation."

### YOUR HISTORY

A game based on a historical theme is a great way to provide a narrative, but be aware that they

### "This is the first event I've brought my army too. Now I can write some background for it, based on the battles I've played here." - Rob Le Beau, hobbyist

between the Tyranids and the Adeptus Astartes. Caught in the middle of this maelstrom are the citizens of Lomas and the city militia.

"It's a propaganda war," says Cairan of the background for the battles. "The Tyranids have established Genestealer cults in the city and are threatening the civilians that if they side with the Space Marines they'll be destroyed," he explains, "The idea behind the games is, do the civilians trust the Space Marines to save them and risk being butchered by the Tyranids or do they support the Hive Mind in the vain hope things will go better for them?"

### KEEP THE FAITH

The day was broken up into three games; the outcome of each would have a bearing on the next game played and the final third game. It's a good way to stage or play any narrative event or one-day campaign.

"The first two games are about swinging the faith of the populous," Cairan explains. Basically, if the Imperials are winning, the third faction in the battles the city militia (represented by Imperial Guard players and whose allegiance is not fixed) will be more likely to side with the Space Marines in the final game. "The role of the militia is decided by the first two games and their results," adds Cairan. Whoever gains control of the militia will have a distinct advantage in the final game. won't, or even shouldn't, always be fair. "I've always been a fan of unbalanced games. I like the historical element you get with them."

Battle for Lomas isn't the first time Cairan has written and organised an event of this ilk. "I did the Gauntlet of Sand for Warhammer," he reveals, "It was about a lone adventurer on his way back to Altdorf and a treasure map he found in Khemri." Another 40K event he's done is Terror Dawn. Based on the Eye of Terror, it involved a secret war where generals had to give orders to their troops from the comfort of Bugman's, they couldn't actually see their models and had to rely on delayed communiqué's from their commanders at the gaming table. These campaigns take dedication too. In order to stage Battle for Lomas, Cairan had to get up at 3am and travel four hours to Nottingham!

If you like the sound of Cairan's Events and would like to know more about them and indeed the plethora of other hobby stuff going on at Brighton then why not pop in for a chat if you're in the area or give them a call?

Indeed, if you'd like to get involved or even stage events like this, then Warhammer World is the perfect place to do it. Check out the Warhammer World Events Diary each month to find out what's happening or get in touch with our events team if you want to stage your own event.



Over fifty civilian models were converted for the Battle for Lomas campaign. Here are a couple of examples of how you too can make civilians for your games and <u>scenarios.</u>

### **PROFILE:** Cairan O'Connor



Cairan has been the Brighton manager two and a half years

but his illustrious Games Workshop career has seen him working as a manager in our Woking Hobby Centre too, for some four years.

For Warhammer 40,000, he's a fan of Ultramarines, Thousand Sons and Eldar, whilst he can be seen commanding armies of High Elves, Dark Elves and Wood Elves for Warhammer (and before you ask, no, he doesn't have pointy ears). In The Lord of The Rings, it's the brave men of Gonder and the brutish Uruk-hai with which he takes to the table.

# **CLUBS & COMMUNITY**

All the information you need about clubs, whether you want to participate or start one of your own.





Ithilien is usually played over three 6' x 4' boards but we had to cram it into two of these boards just to be able to fit it on the page!

"Up to six players can play at once," Ken explains, "Then after a turn you move down one board and command something else." This way everyone can have a turn controlling powerful miniatures like the Mûmak or Witch-king. After six turns someone else who wants to play takes your place, so everyone can enjoy it.

"There's nothing worse than being at a show and getting stuck in a big game," says Ken, "You don't get to see the rest of the show or play any other games."

### FOR THE GLORY OF GONDOR!

Ken South is a hobbyist beyond compare. He writes for Fanatic, has playtested The Battle of Five Armies and he's even speed-painted a Battle For Macragge boxed set in four hours, but it is the countless massive participation games he runs of which he is most proud.

**Nick:** Ken has been a hobbyist longer than most of us on White Dwarf have been alive. In those 31 years his passion has not diminished. If anything, through the masses of events he has run for both official Games Workshop and independent shows, it has grown.

A teacher in Kent, Ken's mammoth gaming odyssey began humbly enough.

"I came to a couple of Open Days and met up with Rick (Priestley)," he says, "He suggested I run a big Warmaster game for Games Day. It went down really well and I was asked to bring it to other shows. That was five years ago." During that time Ken has been busy; running loads more large-scale participation games, something he does many times a year. "The game uses the Siege of Gondor and The Battle of Pelennor Fields supplements," Ken tells us, "I'm trying to show what can be achieved by using these books together." Ken also aims to make the game appeal to all levels of gamer, "The big thing I try to do whenever I take a game to a show is make it accessible," he says, "For advanced gamers there's the spectacle of a massive battle, for beginners I try to relate the game to the films."

Ken's mammoth efforts are purely voluntary, he does it all for his love of the hobby, "It's about putting something back and the satisfaction of showing people what's achievable if you put your mind to it," he says, "and meeting people playing games that you've helped on the way."

### There are over five hundred models involved in the Ithilien game. Ken claims he could paint them all in about a week!

Last year alone Ken appeared at over twenty events, including Conflicts, Open Days, Games Day, tournaments and more besides.

As well as Conflict Norwich, Bristol and London, Ken was at Games Day this year too.

"I ran a The Lord of The Rings mega-battle," he tells us, "It's called Ithilien and based on the border wars prior to the Fellowship being formed, when Faramir and Boromir fought side-by-side."

It'll be the fourth time Ken has run the game, such is its popularity. Due to its sheer scale, we simply had to show it to you.

Ken's motivation for what he does is that he wants to give back what the hobby has given him and make it as easy to get into as possible. "When I was nine there was no Games Workshop hobby as such. Even during the years of my childhood it wasn't like it is now. The fact of the matter is there's a hobby out there and the more accessible that is the better."

Ken has certainly come a long way since those early days. His house is rammed with classic Games Workshop games, a testament to his journey. Ken has grown with his hobby, his role as a hobby celebrity is proof of that, but he's pretty humble about what he does. "Now it's got to the stage where I write articles for Fanatic and put on games – it's pretty cool really."



126 CLUBS & COMMUNITY

More information about clubs and community events can be found on the Games Workshop and GCN websites.



When playing this game before, Ken has cycled through over sixty gamers, a feat only topped at last year's The Lord of The Rings Open Day in a Helm's Deep game in which over a hundred hobbyists participated!

### THE CLAYTON WARLORDS



The Battle for Lomas event, as featured in this month's Warhammer World section, was also attended by the Clayton Warlords, a new GCN club.

Roger Smith is one of the guys that runs the club and though they've only recently joined the ranks of the GCN, they've been affiliated with Games Workshop for sometime (in fact, Roger's son Laurie is a staff member in the Brighton Hobby Centre).

Roger Smith

"We've been going for six years," Roger tells us. "We've a broad age range who attends our club, from 12 to older, and we play Warhammer and Warhammer 40,000 regularly."

The Clayton Warlords are very active gamers; at least four tournaments a year are held by them and they have a regular showing of 32 gamers a night.

If you live in the Brighton area and fancy going along to find out what the Clayton Warlords are doing then check out the Community section of the website and look for GCN clubs.

### www.games-workshop.co.uk/community

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Bracknell Forest Gamers Contact: Daniel Currey Phone: 07951 816 613 E-mail: d.currey@talk21.com Bridgend YMCA Games Club Contact: Matt Churchil Phone: 01656 668298 nd@yahoo co uk velvetfie

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Edinburgh Pub Bowl League Contact: Dave Avery Contact: Dave Avery Phone: 07837 380713 E-mail: daveryedin@hotmail.com

Gambit Games On (Bellingham) Contact Gareth Wynn E-mail: Gareth wyn808@ntiworld.com

Gatekeepers Wargames Club (Shrewsbury) Contact: James Sherry Phone: 01743 369605 or 07792 469648 E-mail: n.sherry@btopenworld.com

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Contact: Ian Widdows Phone: 01642 503207

St Aidans Warrior Club Contact: Paul Fletcher Phone: 01415 770196 E-mail: paulmcgregorfletcher@hotmail.com

Stirling Wargamers Contact: Paul Brooks Phone: 07879 612 033 E-mail: paul@treeandleaf.plus.com

Sutfolk 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.tribe@ntlw orid.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: 07863 311481 E-mail: votemoose@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: walbertonwargamers@yahoo.co.uk Phone: 01245 554185

Watford Wargames Federation Contact: Robert Phipps Phone: 01494 465244 E-mail: rp@a-b-a.co.uk

Yeovil Games Contact: Chris Lowe Phone: 07811 843747

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

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Rainhill Wargames Club Contact: Paul Tennant

Redcar Ironbeards

The Spiky Club (Reading) ontact: Sean Curtis hone: 07798 825696 ·mail: ookthelibrarian@hotmail.com

# THE EVENTS DIARY

All the information you need about clubs, whether you want to participate or start one of your own

### UPCOMING EVENTS

Are you running an event and are a Hobby Centre, Independent stockist, GCN or WPS club? If you want to advertise it for free in this fine publication simply drop us an e-mail at:

christianb@games-workshop.co.uk

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

• 1st	March	WD318	(June)
• 1st	April	WD319	(July)

<ul> <li>1st May</li> </ul>	
Please note al	l dates and details are

correct at the time of going to print but are subject to change.

### Events diary abbreviation quide

WH	Warhammer
40K	
BB	Blood Bowl
WAB	Warhammer Ancient Battles
WPS	Warhammer Players' Society
WECW	Warhammer English Civil War
Epic	Epic Armageddon
LOTR	
GW	Games Workshop
GT	Grand Tournament



TOURNAMENT

### 13TH-14TH MAY WARHAMMER WORLD

CALL: 0115 91 40000 www.games-workshop.co.uk/events/diary

### MARCH

### DAMOCLES GULF CAMPAIGN Date: 26th March, 2006

Venue: OMG Control Gaming Centre Sheffield Details: The expansionist Tau Empire has reached the edge of Imperial

space 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?

Tickets cost £15 include lunch (you will need a 1500 pt army)

Contact: 0114 243 4633

Website: www.games-workshop.co.uk/events

### APRIL

### IST BIRTHDAY OPEN DAY Date: 1st April, 2006

Venue: OMAN Gaming Centre Sheffield Details: To celebrate being open for one year we are holding a huge birthday event featuring participation games, painting and gaming competitions, mini tournaments for 40K LOTR and Warhammer and, best of all, it's all FREE!!

Contact: 0114 243 4633 Website: www.games-workshop.co.uk/events

### NO JOKE - HOLD THE LINE

### Date: 1st April, 2006

Venue: CMC Contentor Guildford

Details: Help the Imperial defenders of Medusa V fortify their positions and build some 40K defences. Do you have what it takes to spend a day in the trenches ...? Contact: 01483 451 793 Website: www.games-workshop.co.uk/events

### A SHADOW IN THE EAST

Date: 1st April - 15th April, 2006 Venue: OMAN Oxford Oxford Details: The forces of Sauron are on the move. In the east, Khamûl has gathered his army and advances on Gondor. Can the Free Peoples hold back this tide? LOTR Campaign - STARTS with 'The Rising in the East'. Contact: 01865 242 182 Web: www.games-workshop.co.uk/events

### THE TAROS CONSPIRACY Date: 1st April - 15th April, 2006 Venue: OMENCERCEP Oxford

Details: On the planet of Taros, deep in Ultima Segmentum, valuable shipments of materials are going missing. Located so close to the Tau Empire, two Inquisitors have been despatched to investigate these irregularities, along with a delegation from the Departmento Munitorum.

40K Campaign - STARTS with 'First Contact' Contact: 01865 242 182 Web: www.games-workshop.co.uk/events

### TRAITOR

Date: 1st April - 15th April, 2006 Venue: OMENCERED St. Albans

Details: On the tranquil world of Medusa V the governor Baron Ashworth has stopped paying the planet's Imperial tithes. An intervention force led by the Black Templars Space Marine Chapter has been despatched to eliminate the rebel. Upon arrival, they are ambushed by a highly mobile Tau strike force. It appears treachery is afoot as full-scale warfare erupts over the surface of Medusa.

### 40K Campaign - STARTS with 'Assault on Governor's Palace' Contact: 01727 861 193

Web: www.games-workshop.co.uk/events

### ENEMY AT THE GATES Date: 1st April - 15th April, 2006

Venue: OMENCONSECO Staines

Details: Imperial Commander, Vladimir Krensky, waits. On his desk the offer of surrender sits. Where is the support he requested? How long can they hold ... "The damned xenos will

see how we face death. Death before dishonour". 40K & BFG Campaign - STARTS with 'First Strike' Contact: 01784 460 675

Web: www.games-workshop.co.uk/events

### HERALD OF THE EMPEROR Date: 1st - 2nd April, 2006

### Venue: WARHAMMER WORLD

Details: Inquisitor campaign that follows an epic and mysterious story, spanning the galaxy from the Eye of Terror to Holy Terra itself! Only one character decides your fate in these detailed narrative games. Call for more details and be a part of history. Contact: GW Worcester - 01905 616 707 Website: www.games-workshop.co.uk/events

### RETURN TO ARCHON III Date: 3rd - 14th April, 2006

Venue: OMENCERCE Hemel Hempstead Details: The Warp storms that plague the outer rim of the Medusa system have temporarily cleared. Imperial Astropaths have pinpointed the location of the legendary mineral planet of Archon III. Unfortuantely, they have also detected Xenos communications, obviously en route to the planet. Can you stake your claim to the resources of this deadly world? Contact: 01442 249752

Website: www.games-workshop.co.uk/events

Website: www.games-workshop.co.uk/events

### h bero's thee Date: 1st - 14th April, 2006

Venue: Will Wycombe Details: Archaon, Tyrion, Valten - all great heroes, from such humble origins. Are you such a being? Come and find out. Chart the rise of your champion from mere serf to great hero and general of legend! Warhammer Campaign Contact: GW High Wycombe - 01442 249 752

### THE FATE OF MI'SENUKOS Date: 5th April, 2006

### Venue: @ Uxbridge

**Details:** The sept world of D'yanoi has been caught in the tendrils of Hive Fleet *Alcrohydra*. The only Fire Warrior cadre available is that of Mi'yenukos, can they turn the Tyranid tide before it consumes D'yanoi?

40K Combat Patrol tournament Contact: GW Uxbridge – 01895 252 800 Web: www.games-workshop.co.uk/events

### ENEMY OF MY ENEMY

### Date: 5th April, 2006

### Venue: Woking Woking

**Details:** After weeks of conflict, the Tau Ethereal Aun'Shaala has negotiated a temporary ceasefire. All communications from the north of the city have ceased. Both sides have agreed to send teams to investigate the strange structure uncovered near the centre of the market district. Can the peace hold...? **40K Kill-team event** 

Contact: GW Woking – 01483 771 675 Web: www.games-workshop co.uk/events

### THE LORD OF THE RINGS GRAND TOURNAMENT

Date: 8th - 9th April, 2006

### Venue: WARHAMMER WORLD

**Details:** The Grand Final is here! The best players from heats one to three face off to decide the champion. For this two-day event you will need two 500 points armies – one Good and one Evil. The event includes lunch on both days and dinner on the first day only. Details can be found on the Games Workshop website. Tickets cost £50. **Web:** www.games-workshop.co.uk/events

### DOUBLE CROSS

#### Date: 8th April, 2006 Venue: Maidenhead

Details: Inquisitor Nhilun Castor has held diplomatic talks with the Tau, persuading the Tau council to share their most advanced plasma technology as a gesture of peace. However, Castor is a true servant of the Emperor and will not abide the xenos to live... He plans to spring a trap on the Tau, seizing their technology whilst delvering a crippling blow to their forces. To make matters worse, other xenos races are also eager to get their hands on the technology which is said to be of Doomsday proportions! Bring 1,000 points. Contact: GW Maidenhead – 01628 631 747 Website: www.games-workshop.co.uk/events

### LAUNCH THE GRUNDENBURG

### Date: 8th April, 2006

### Venue: Contraction Reading

**Details:** Join a Warhammer aerial spectacular! Eagles, Hawks and Gyrocopters & possibly some larger things take to the skies as the giant Grundenburg airship prepares to launch...

Contact: GW Reading - 01189 598 693 Web: www.games-workshop.co.uk/events

### **GCNE OPEN WAR 5**

Date of Event: 22nd April 2006, 9am till 6.30pm. Venue: WARHAMMER WORLD

Details: Warhammer 40k (1,500 points), WFB (2,000 points), Epic (3,000 points). £10 to enter, discount for club bookings. Contact Details: Entry forms downloadable from website soon. e-mail: info@1stcompanyveterans.net Wabils: www.1stcompanyveterans.net

Website: www.1stcompanyveterans.net/events

### 40K DOUBLES TOURNAMENT Date: 30th April, 2006

Venue: Control State Control Sheffield Details: Pair up with a friend to battle against others in this competition of deadly duos. To play you will need two Combat Patrol forces of 500 points and a friend to play with. Details of the rules will be sent with the event pack. Tickets cost £20 including lunch on the day.

Contact: 0114 243 4633

Website: www.games-workshop.co.uk/events

### WATCH THE SKIES Date: 27th April, 2006

### Venue: OMENCORECTOR Swindon

**Details:** Tau forces control the skies and most of the capial city of Medusa V. Kill-teams of the Officio Sabatorum may offer the only hope left to Governor Praxas. If these elite Imperial troops could penetrate the Tau battle lines and disrupt the power relays for the Tau communications array, there might still be a chance to call for aid and defeat the xenos filth. **40K Kill-team event.** 

### Contact: GW Swindon - 01793 436 036

Web: www.games-workshop.co.uk/events

### MAY

### Warhammer Doubles Tournament Date: Sunday 7th May, 2006

Venue: CMCSCORECCO Gaming Centre Sheffield Details: Pair up with a friend to battle against others in this competition of deadly duos. To play you will need two Border Patrol forces of 500 points and a friend to play with. Full details of the rules will be sent with the event pack. Tickets cost £20 including lunch on the day.

Contact: 0114 243 4633 for more details. Website: www.games-workshop.co.uk/events

### GRAND TOURNAMENT BLOOD BOWL Date: 8th - 9th May, 2006

### Venue: WARHAMMER WORLD

Details: The 2006 Blood Bowl Grand Tournament is coming this year. Which race will dominate the pitch? Who will claim the coveted trophy? It could be you, but you have to be in it to win it! Website: www.games-workshop.co.uk/events

### The Lord of The Rings Tournament Date: 21st May, 2006

Venue: Contact: Solo points themed force. No named Heroes, maximum of 2 Captains, no more than a third of your force armed with bows, four games. Tickets cost £15 including lunch on the day. Contact: 0114 243 4633 for more details. Website: www.games-workshop.co.uk/events

### JUNE

### SGCNE MORDHEIM 'The Curse'

Date of Event: June 10th, 2006 Venue: Portbury Knights, Portbury Village Hall, Portbury, Bristol. Just off Junction 19 of M5.

Details: 500 points starting warbands. Painting standards – minimum of three colours and based. Tickets are £5 in advance. Contact Details: alanvowles@msn.com for reservation details. Website: http://groups.msn.com/PortburyKnights



CAMES NORKSHO

8TH – 9TH APRIL WARHAMMER WORLD

CALL: 0115 91 40000 www.games-workshop.co.uk/events/diary



20th – 21st MAY WARHAMMER WORLD CALL: 0115 91 40000 www.gomes-workshop.co.uk/events/diary





### 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.
- Some stores are not open everyday, such as the Gaming and Events Centre in Sheffield. Please ring relevant store for details.
- 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 knewl



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 gueres.



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!



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



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.



**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 induge in even more hobby activity.

### COMERCIPCIES 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.

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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 (\*) 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 Broedway, Tel: 0117 925 1533 GW BRISTOL (CRIBBS CAUSEWAY Unit 129, The Mail: Tel: 0117 959 253 BRISTOL, Area 51

### PORTISHEAD, Makit YATE, Hoggosourus Toystore: Tel: 0145 432 6586

BEDFORDSHIRE

rs. Tel: 0123 427 3663 LUTON, Ottakers: Tel: 0158 248 6990 LUTON, Final Fantasy

### BERKSHIRE

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#### BIRMINGHAM AREA

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 GW SUTTON COLOFIELD;
 46:47 Bimmingham Road; Tel: 0121 364 3174

 GW WOLVERNAAPTON;
 9 King Street, Tel: 0180 281:0466
 Hill Centre. Tel: 9135 446 1818 0 King Store GW WALSALL GW VALSALL Control Store Shopping Centre Control Store Shopping Centre ACOCKS GREEN, Jeff's Games and Workshop GREAT BARR, Gaming Crypt EDGEBASTON, Wayland's Forge RUBERY, Roy's Hobbies & Toys: SUTTON COLDFIELD, Digital Dragons:

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### 0142 923 3199 HARTLEPOOL, Westgate Department Store: CORNWALL

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0152 384 510 LANCASTER, Micro Morkets LEIGH, Storktown Limited: Tel: 0194 267 1116 LEIGH, Toymast MORECAMBE, Richard Lancaster OLDHAM, Ottokers: POULTEN LE FYLDE, Aabas backstore Specially shopping, Tat 0125 385 1116 PRESTON, Toymoster: Tel: 0177 288 7799 ROCHDALE, Microshack: ROSSENDALE, Rossendale M ST HELENS, Wargames World THORNTON-CLEVELYS, Toy2sove Collectables: WIGAN, Wigan Model Centre:

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I just recently received the following from a Dwarf neighbour. I have extracted the main point from his lengthy scroll as follows:

HI FRHHBRYNYM KK FHFYK FYHHKS. BYN KHFYKMYNMIFN FKFAFK YS "GEWDGE" FYNYFKMFYIY. YHI FDSHK, FYNYFFRHBYIY.

Apparently, he was upset about the spelling on the backpage of WD311. He claims... well, simply not believable... but that it says, "Never forget a geudge" and that some "manling" has transposed the 'e' and 'r' because they are adjacent runes within the Dwarf tome (page 73!). Translated, his scroll runs to 15 pages, 14.5 of which are baseless insults. Nevertheless he was adamant that I send a message to you via "the mail". Since he was sharpening his axe and threatening to deliver it personally, I felt it wise.

David Nicolas.

PS I am sure Grombrindal's mother did have a beard – such baseless accusations.

Will we ever hear the end of this! - Owen.

### Stand and deliver

I play Wood Elves, amongst other armies, and my regular opponent fields various combinations of greenskins against me. A couple of versions of Warhammer ago, when the Wood Elves were first released (!), he charged a unit of 12 Gobbo Wolfriders against a line of 18 Glade Rider Archers during a battle. I chose to Stand and Shoot and had incredible luck, mowing down 11 of the unlucky greenies with more 5's and 6's than you can shake a stick at! His remaining rider, the Champion, with a capital "C", rolled double 1 for his panic test and charged into my Elf Champion, shouting out a challenge. I accepted and he hit me with every attack he had, including the wolf, for Orion's sake! Not only hit, but wounded too. Every dice was a winner. Then I got to save, only I didn't, not one wound. After a moment of stunned silence from both sides, we counted

up the combat results. Guess what? Even with the bonus for outnumbering, I lost the combat. No Standard Bearer or Musician or rank bonus – it was one long line of riders against another. Then I rolled double 6 to compound the Wood Elves' shame, and as they were only a matter of six inches from my table edge and had to roll three dice to determine distance retreated, you can picture the inevitable result...

One Gobbo Champion vs eighteen of Orion's finest? No contest. Hope this brings a smile. I truly fear those little green fellows, for I know of what they are capable of. Aaargh, Doomdivers!

Paul 'Kipper' Sowerbutts.

If only Guy had the same luck as your friend! - Owen

Brothers of the Sun I took a trip to my local GW Hobby Centre (Eastbourne). Ignoring my fiancés comments, I proceeded to grab as many brushes, paints and Space Marine miniatures that I could afford and started painting again after a break of twelve years.

My army (The Brotherhood of the Sun) now consists of 44 miniatures and 7 vehicles. People that have seen my figures have said that I should send some pictures in. I am not sure how they compare to others hobbyist's models, but decided to pluck up the courage and e-mail you anyway.

Paul Noble.

Considering you've had a twelve year break, these are really good for a first army. Your fiancée is now a Games Workshop widow I hope you realise – Owen



The Brotherhood form a heavily armoured line.

### Quad-mania

Been reading through the WD letters page and at the mention of the possibility of hobbyist's models being featured in Doc Butcha's Klinic, I couldn't resist sending in a few pictures of my Imperial Guard Rough Riders on quad bikes, in the hope they are of

sufficient quality. Hope they prove an interesting glance, if nothing else.

J.Townshend.

Great quad bikes! Might 'borrow' your idea for my drop troops ;) – Owen



Battling buggies of the Imperial Guard.

### WHISPERS FROM THE WARP ...

Rob Ilott... messages forwarded. Thomas Bradley... soon you'll get a whole lot of what you want! Joseph Barker... have you seen the Tyranid homepage online? Matthew Macdonald... exciting scenario. Niall Gallagher... that's a lot of cocktail sticks. Aldo Stocco... simple, don't be biased and do what The you'd do and let the dice do the talking. Janusz Urbanski... glad you like The War of The Ring. Otto Ekman... Arena of Death is generally character vs character match ups. Jay Gallagher... works for most, not for some. Perry Humphreys... the Mines of Moria boxed set is your answer. George Fry and Tom Bond... Ultramarines were out at the time and try the website. Daniel Brock... it'll never happen. Richard Potrowski... please write to the Black Library. Josh Malkinson... yes, yes and yes to the latter!



Fuel for the Furnace, White Dwarf UK, Games Workshop, Willow Road, Nottingham, NG7 2WS e-mail whitedwarf@games-workshop.co.uk We reserve the right to edit all letters for space, content and style

Rik: Last

back in

month (i.e. way

November), all

my hard work

painting Blood

Ravens finally

paid off, as I

gathered

### WHITE DWARF PAINT STATION What the team are painting this month.



Owen: As well as playing the superb White Dwarf Mordheim campaign, this month I have also been playtesting my

**Owen** Rees

Imperial Guard against friend Jonathan Carter's Witch Hunters

for the 40k GT Final. Switching my Hellhound for two Sentinels with lascannons turned out to be more flexible and deadly and I scored a Solid Victory against an army I have always struggled against.

I've also been painting Red Scorpion tanks for Forge World's next book, Imperial Armour IV: The Anphelion Project. Here's how the Rhino turned out.





together the finished army of Space Marines and headed for the Sabbat Crusade Campaign Weekend.

Based on the planet of Solypsis, located in the Sabbat Worlds, the forces of Chaos have undermined the local government, turning the population against the Emperor. Refusing to let this heresy go unpunished, a task force of the Imperium's finest launch a sudden and massive counter-strike.

The event itself was truly awesome and over the course of the weekend I played many games of which, I am pleased to say, I managed to win more than lose or draw. You can read a full account of the weekend and the results of the games played, together with the conclusion to the story of Solypsis, at the address below:

Finally, during this festive season, the guys at head office organised a painting competition with a winter theme - paint a miniature with a snowy base. You can see my entry below - gotta love those Dwarfs...

### www.games-workshop.co.uk/campaignweekends



Christian: The lure of Chaos has once again proven too strong to resist. I have returned to my first love, the Black Legion! This

army was looking tired and dull, so I have decided to spruce them up with a fresh coat of paint and a revamped army list. More to follow on them.

Like Rik, I have entered the painting competition here at head office and decided to paint this old Games Day Wolf Priest.





I've played that many games. First up Nick Kyme - to the streets of Mordheim. Owen and I paid a visit to the Chelmsford Bunker and duked it out in a practice game in anticipation of our WD Mordheim campaign. On the subject of said

Nick: Battles a

month. Smoke

is still rising

off my dice;

go-go this

campaign, I've fought all my battles with my Witch Hunters and the Mordant Men have been victorious on every occasion! So, now I'm pooling my gold crowns for a few tasty hirelings ....

There's been blood on the streets, but carnage on the Warhammer

battlefield too as Karak Kyme took on an old foe in the form of Gareth Hamilton at his favourite gaming club, Gobstyks. Alas, the Dwarfs who teamed up with fellow Dwarf player Will Platten - were defeated by an Empire force commanded by Gareth and team mate, Pete Delafield - bah!

I was back to winning ways with. 40K though as, yet again, I fought my brother with my Necron horde and came out on top. There were a few hairy moments and it was such a good game that I've devised a new colour scheme for the flayer horde - hopefully, you'll see some examples soon...

Watch the Community pages in future issues for full reports on the Chelmsford Bunker and Gobstyks.



Nick is so confident in the curse of the WD Editor; he's not even looking at the game.

The revamped Black Legionaries, these three will soon be joined by many more.



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