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Studio Editor: Guy Haley  
Deputy Editor: Mark Latham  
Art Editor: Markus Freknier  
Signers: Matt Hutson, Sean Turtle,  
Mark Raynor & Glenn More  
Copy Editor: Michelle Barson

WHITE DWARF REPROGRAPHICS

Simon Burton, Sean Cutler, Kris Jagers,  
and Dave Morrison

## CONTRIBUTORS

Neville Cavallaro, Andy Hall, Andy Hoare, Neil Hodgson, Kevin Johnson, Mark Jones, Phil Kelly, Graham McNeill, Dominic Murray, Gavin Thorpe, Adam Troke, Matthew Ward, and Adrian Wood.

## ARTWORK

John Blanche, Alex Boyd, Paul Dainton,  
David Gallagher, Neil Hodgson,  
Nuala Kinrade, Karl Kopinski,  
and Alun Davies

## CITADEL DESIGN TEAM

Jim Adcock, Mike Anderson, Dave Andrews, Joan Diaz, Martin Footitt, Colin Gattison, Les Goodwin, Mark Harrison, Alex Hedstrom, Gary Morley, Aly Morrison, Trish Morrison, Brian Nelson, Seth Porter, Alan Perry, Michael Perry, Steve Safely, and Dave Thomas.

## EAVY METAL TEAM

Fil Dunn, Pete Foley, Neil Green,  
Neil Langdown, Darren Latham,  
Keith Robertson, Anja Wettergren,  
and Kirsten Williams.

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## COVER PHOTO-ART

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# 20 GIANT

## 20 ATTACK OF THE GIANTS

The Giants are a debased and scattered race, doomed to wander across the Warhammer world.



## 30 BATTLE REPORT: CLASH OF THE GIANTS

No less than FOUR giants lend their muscle to Empire and Orcs & Goblins armies in this fight to the death.

## 46 TAU EMPIRE



### 46 MODELLING WORKSHOP: WAR MACHINES OF THE TAU EMPIRE

Tips on getting the most from Tau vehicle kits.

### 50 INDEX XENOS: VESPID

The winged bane of Space Marines dissected.

## 62 DESERT WAR



### 62 DESERT WAR

Designer's notes on Forge World's Taros Campaign book, Tallarn showcase from Hobby Specialist Pete Jarman, rules for playing in deserts and brand new scenario from the Taros Intervention.

## ALSO IN THIS ISSUE

### 16 NEWS

The White Dwarf tells you the future!

### 44 STANDARD BEARER

Jervis reveals exciting new developments for Citadel miniatures.

### 56 THE FALL OF MEDUSA V

Are you ready for this year's global campaign?

### 74 A LITTLE READING

Conversions inspired by Black Library novels.

### 78 'EAVY METAL: THE HEROES OF ROMAN

Beautiful models painted beautifully.

### 82 WAR HOSTS OF MIDDLE-EARTH: GONDOR AND MORDOR

Four ways to theme The Lord of The Rings armies.

### 87 DOK BUTCHA

The Dok takes a look at a seriously nasty Ogre Maneater.

### 88 MODELLING WORKSHOP: BATTLEFIELDS

Build a table for wargaming at home!

### 94 TOOLBOX

Clip, cut or saw? A tricky question answered.

### 96 THY SOUL TO KEEP - PART THREE

The climax to our ongoing Mordheim campaign, who will win?

### 103 ASTRONOMICAN

Crimson Fists, Desert Orks, GW Hull showcase, GCN Club Chelmsford Bunker - the Astronomican packs a hobby punch this month.

### 120 DIRECT

New Tau components and Fall of the Necromancer advanced order.

### 126 FUEL FOR THE FURNACE

Your letters, our miniatures.





## Contents Include:

- XV8 Battlesuit with 2 Gun Drones
- 3 XV25 Stealthsuits with Gun Drone
- 12 Kroot Mercenaries
- 12 Firewarriors
- Devilfish

\* On buying equivalent miniature contents separately.

# TAU

## FIRE WARRIORS



## KROOT MERCENARIES

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# TAU EMPIRE

## CODEX: TAU EMPIRE

64 page Codex, complete with background, army list, colour pages and more!

### CODEX: TAU EMPIRE

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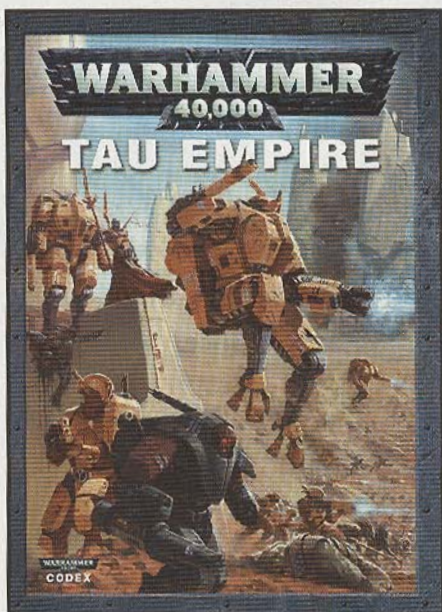
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Written by Andy Hoare

ON SALE APRIL 1st

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### TAU MILITARY ORGANISATION

The most significant part of the Tau Empire is the Tau Empire. This is a vast, sprawling empire of billions of Tau, who are a single-minded, technologically advanced race. They are a single-minded, technologically advanced race. They are a single-minded, technologically advanced race.

**TEAM TAU (LAW)**  
The Tau Empire is a single-minded, technologically advanced race. They are a single-minded, technologically advanced race. They are a single-minded, technologically advanced race.

**CODEX (TAU) (KAP)**  
The Tau Empire is a single-minded, technologically advanced race. They are a single-minded, technologically advanced race. They are a single-minded, technologically advanced race.

### SAMPLE 'HUNTER CADRE' COMPOSITION

The Tau Empire is a single-minded, technologically advanced race. They are a single-minded, technologically advanced race. They are a single-minded, technologically advanced race.

### BATTLESUITS

The battlesuits of the Tau Empire are a single-minded, technologically advanced race. They are a single-minded, technologically advanced race. They are a single-minded, technologically advanced race.



XXV-B Battlesuit with various options



XXV-B Battlesuit

### HEAVY SUPPORT



XXV-B Battlesuit

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## TAU ETHEREALS



This blister pack contains one Tau Ethereal

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# TAU BATTLESUIT COMMANDER

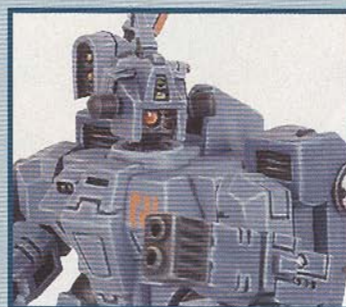


This box set makes one Tau Shas'o or Shas'el in battlesuit with special issue wargear

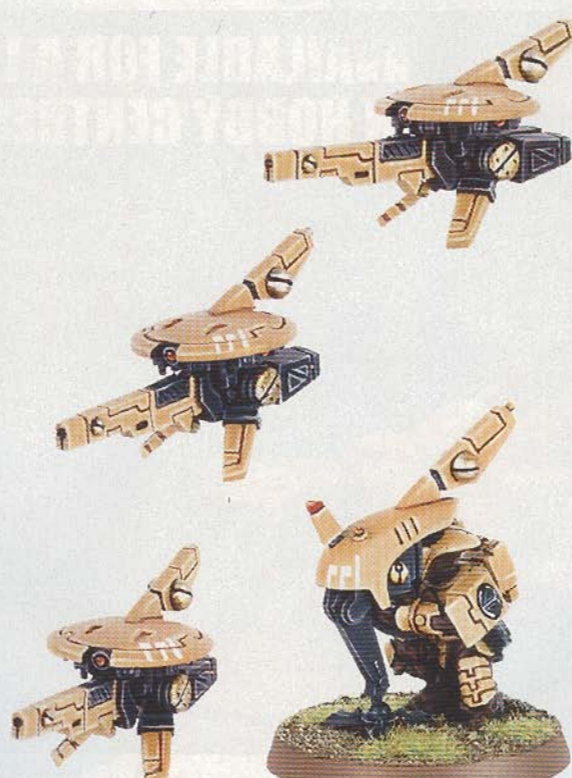
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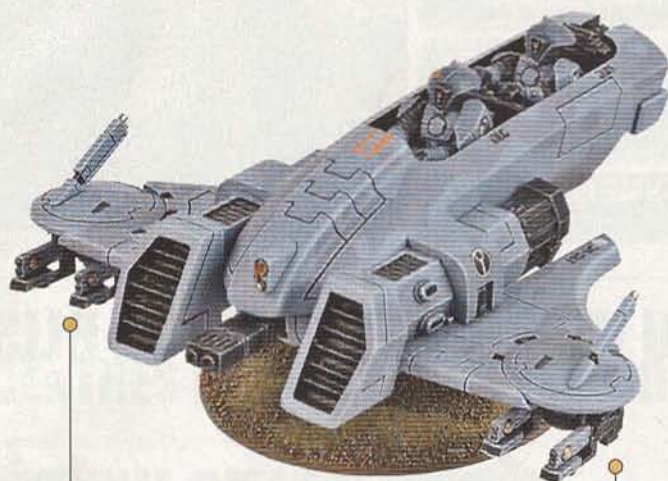




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**Includes two Gun Drones!**

**Fusion blaster variant**



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# TAU EMPIRE



>>> MORE ON PAGE 50

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## VESPID STINGWINGS BOX



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>>> MORE ON PAGE 50

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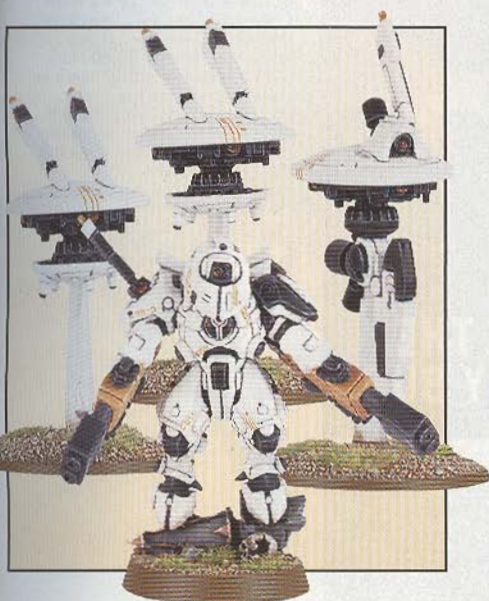
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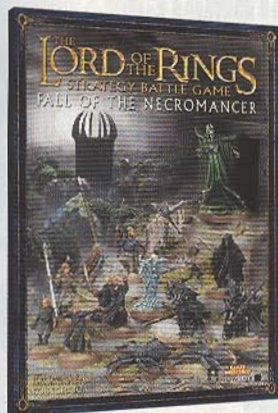
# WARHAMMER 40,000

## Tau Commander Shadowsun



# THE LORD OF THE RINGS STRATEGY BATTLE GAME

## Fall of the Necromancer



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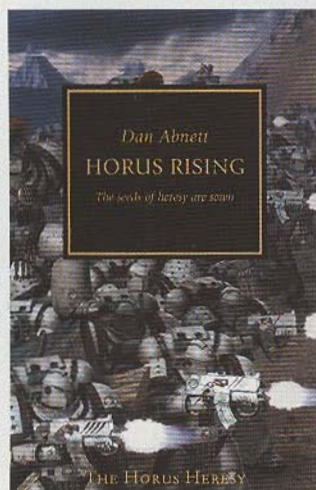
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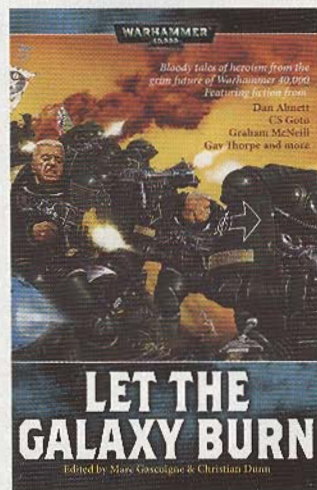
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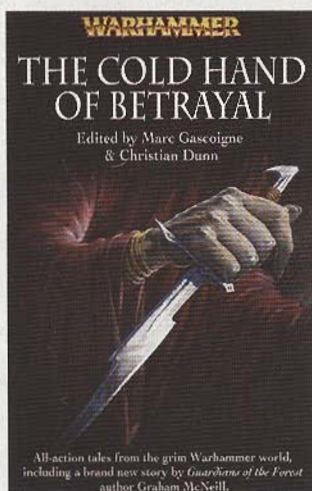
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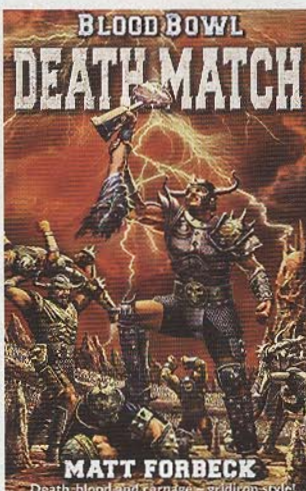
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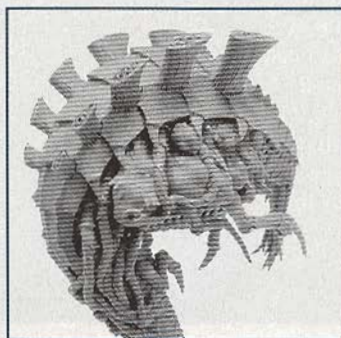
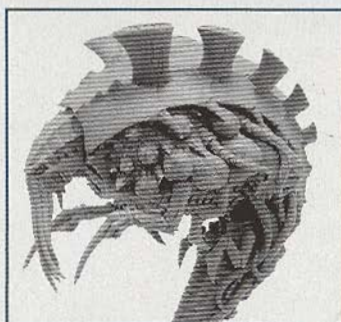


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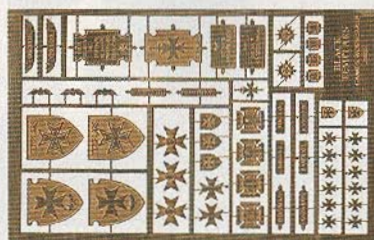
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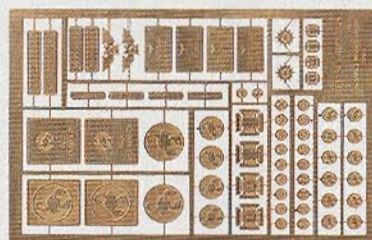
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## TYRANID RIPPER SWARMS

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**ON SALE FEBRUARY 27th**





# A SUMMER

This month we begin the build-up to our brilliant new worldwide campaign, The Fall of Medusa V. Now's the time to get busy building your armies so you too can join in with the struggle!

Medusa V is an industrial world whose proximity to the volatile warp phenomenon Van Grothe's Rapidity makes it of prime strategic importance. But the Rapidity is showing signs of erupting, a catastrophe that will consume the Medusa system in a coruscating storm of raw warp energy. Medusa V is about to die, but upon its surface armies gather, for each has something to gain from the coming storm...

You may have heard some of this before, but what you don't know is that we are releasing a whole slew of fantastic Citadel miniatures to coincide with the event. You can see some of these, and how to register, on page 56. You can also see the Vostroyans. Doubtless you have also seen our brilliant new Warhammer 40,000 buildings, and heard about Cities of Death, the rules supplement that allows you to engage in urban combat in the 41st Millennium, but that's not all...

## TAU STEALTH SUITS

This plastic kit gives you enough pieces to build a Stealth Team of three and a Gun Drone. It includes all weapons and equipment options in the box.



## LUCIUS THE ETERNAL

Chaos get lots of attention this Summer, with Lucius, the Slaaneshi champion who cannot be killed, being chief amongst the Imperium's worries.

ALSO AVAILABLE FOR CHAOS NURGLE DAEMON PRINCE



# OF WAR!



## SPACE MARINE SCOUTS

The second plastic Scouts box set provides a unit of Scouts armed with sniper rifles. It also contains a missile launcher, meaning all Scout options are now available in plastic.

**ALSO AVAILABLE FOR SPACE MARINES** **NEW CHAPLAIN**



## THE FALL OF MEDUSA V



## FREE NEXT MONTH!

Read all about the history of the benighted world of Medusa V and the forces that are assembling to fight there in our free 32-page booklet! Discover the shameful secret behind the Vostroyan Firstborn's noble history, learn why Ygethmor the Deceiver covets Medusa V, and plenty more besides.



## ELDAR SUPPORT WEAPON PLATFORMS

Add extra firepower to your Guardian squads with these heavy guns. Each box contains one platform, complete with ALL weapons available in the army list.

**ALSO AVAILABLE FOR ELDAR** **NEW RANGERS**



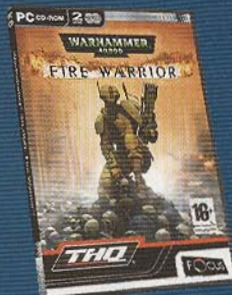
# IMPERIAL CITY IN FLAMES!

This image of the forthcoming imperial City set, including a staggering ten Imperial buildings with multiple variations, was so amazing we simply had to show it off.

What's more it's available to Advance Order very soon. See page 125 for details.

## ADVANCE ORDER 1st APRIL!

### RETURN TO FIRE WARRIOR



Remember Fire Warrior, released way back in 2003? Well now it's available on budget PC CD-ROM, so if you've never played the game before, here's your opportunity to sample it for a really good price.

Also re-released is Warhammer 40,000: Dawn of War, again at the RRP of just £9.99.

Fire Warrior and Dawn of War are available to buy now from all good software retailers and [www.focusmm.co.uk](http://www.focusmm.co.uk) for just £9.99.

### WARHAMMER WORLD PRIVATE EVENT ANNOUNCEMENT

Sorry guys, thought we ought to let you know that between 28th-31st July 2006 Warhammer World gaming arena will be cleared of gaming tables for a private GW event. Gaming should be back to normal on the 1st August. We apologise for any inconvenience this may cause and hope that this advance notice will give you the chance to make alternative arrangements.

*Brian Aderson*



### BRISTOL CARNAGE

This tournament, outside of the UK Grand Tournament at Warhammer World, is the only other large-scale singles tournament being held by Games Workshop this year, with Conflicts switching to doubles format.

It's a great way to get a taste of the fun of tournament play. There will also be the chance to buy pre-release products not yet in Hobby Centres, and a painting competition.

- Singles tournament, 100 Warhammer 40,000 tickets, 60 Warhammer tickets, 24 The Lord of The Rings tickets. All tickets £25 each.
- You need 1,500pts for Warhammer, 1,000pts for Warhammer 40,000 and a single force (Good or Evil) of 500pts for The Lord of The Rings.
- Tickets available as of Saturday April 1st 2006, from GW Bristol.
- Doors open 9am on Sunday, June 11th 2006.
- Held at the British Commonwealth Museum, Bristol.

**CALL FOR DETAILS: 0117 925 1533**

### INDEPENDENT STOCKIST ERRATA

Last month we had some gremlins in our system and printed the wrong details for one of our new Independent Stockists. Here's the correct details with our apologies:

**JJ TOYS**  
4C Ken Road  
Clevedon  
Somerset  
BS21 6EL  
01275 341819



# HORUS IS RISING...

Alongside the Black Library's major new Horus Heresy series comes a range of tie-in merchandise. With such iconic imagery, it seems only fair to share this glorious poster depicting Horus's Legion in action! Add to that the uber-cool Horus Rising t-shirt and the seeds of heresy are well and truly sown!



[WWW.BLACKLIBRARY.COM/MERCHANDISE](http://WWW.BLACKLIBRARY.COM/MERCHANDISE)

**+RECRUITMENT++RECRUITMENT++RECRUITMENT+**

**MAY 2006: OPEN DAYS IN AMSTERDAM**

**Do you...**

*Have a passion for the gaming and Hobby culture? Have the desire to give the very best in customer service? Want to enjoy your job and continuously improve and learn?*

Then come and find out about career opportunities in Games Workshop Northern Europe!

People we would like to meet:

- Are fluent in Dutch and English
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If this sounds like you, then send your CV and a covering letter, in English, to:

**Mariette van Beek, HR Advisor, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS, UK; or e-mail [mariettev@games-workshop.co.uk](mailto:mariettev@games-workshop.co.uk)**

We will contact you to book an appointment.

Your letter should specify the kind of position you are looking for and the reasons why you would be the ideal person to do this job. Please also consider if you would be prepared to move to the UK or if you prefer to stay in the Netherlands or Belgium. The letter should be in English.

There's more information on the website: [ne.games-workshop.com](http://ne.games-workshop.com), or speak to staff in our Retail stores.



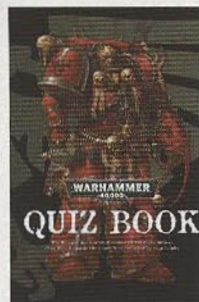
**CLOSING DATE: WEDNESDAY 26 APRIL 2006**

## ULTIMATE KNOWLEDGE

Fans are always keen to test their knowledge of the Warhammer 40,000 universe and to master the large amount of background information requires a very special person. Now you can test yourself with the Warhammer 40,000 Quiz Book from the Black Library.

- How many Great Companies are there in the Space Wolves?
- Who is the Eldar god of war?
- What is tactical dreadnought armour also known as?

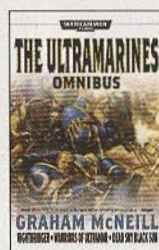
Don't worry they get harder (and if they're too hard, then the answers are in the back!).



## ULTIMATE ULTRAMARINES

Also coming up from the Black Library is the great value Ultramarines Omnibus.

This awesome book includes the novels *Nightbringer*, *Warriors of Ultramar* and *Dead Sky*, *Black Sun* as well as short stories – all from our very own Graham McNeill!



## WARHAMMER HISTORICAL

### ALAMO PREVIEW

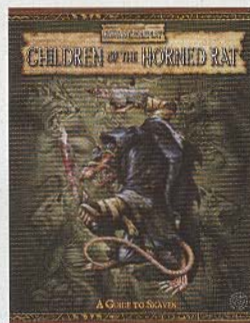
Last month we told you about Warhammer Historical's upcoming *The Alamo* supplement. This month we've sneaked out the cover art to show you!

This is a supplement to *Legends of the Old West* and you can find loads more info on the entire range over at the Warhammer Historical website.

[www.warhammer-historical.com](http://www.warhammer-historical.com)



## STIRRINGS FROM THE SEWERS

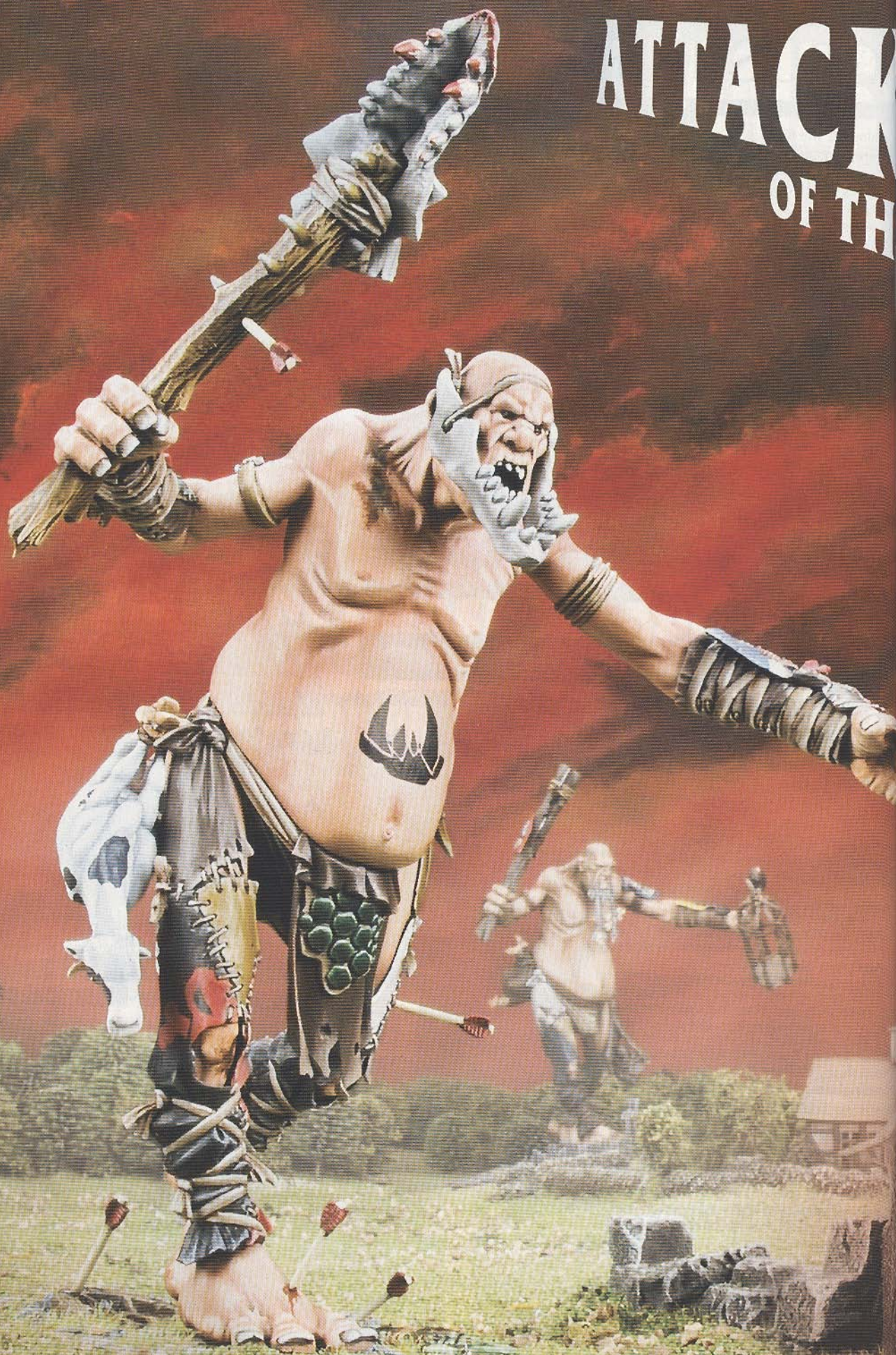


The foul Skaven ratmen make their appearance in the latest Warhammer Fantasy Roleplay supplement, *Children of the Horned Rat*. Crammed with everything Skaven, this is the perfect sourcebook for players and GMs alike to explore the underworld. Just don't go into the sewers alone...

[www.blackindustries.com](http://www.blackindustries.com)



# ATTACK OF THE





# GIANTS

## Be Amazed...

At the versatility of this enormous plastic kit!

22-27

## Quiver with Fear...

As four of these monstrosities take to the field!

31-43

## Gape in Awe...

At the power of this beast in your games of Warhammer!

28-30

**Giants are huge, stupid monsters who blunder about searching for flesh and beer. But it was not always so, for theirs is a tragic story...**

**M**illennia ago, the Giants lived in castles hewn from the vast peaks of the Mountains of Mourn, their realm a peaceful archipelago of plateaus surrounded by a sea of white cloud. Civilisations rose and fell below, but these Sky-titans remained hidden from the eyes of the smaller races.

This world was shattered when the Ogre homelands were destroyed by the coming of the Great Maw, forcing the Ogres into the mountains. A war in the heavens ensued. Though the Sky-titans were mighty, the Ogres' numbers prevailed, and they held feast after feast in the castles of their

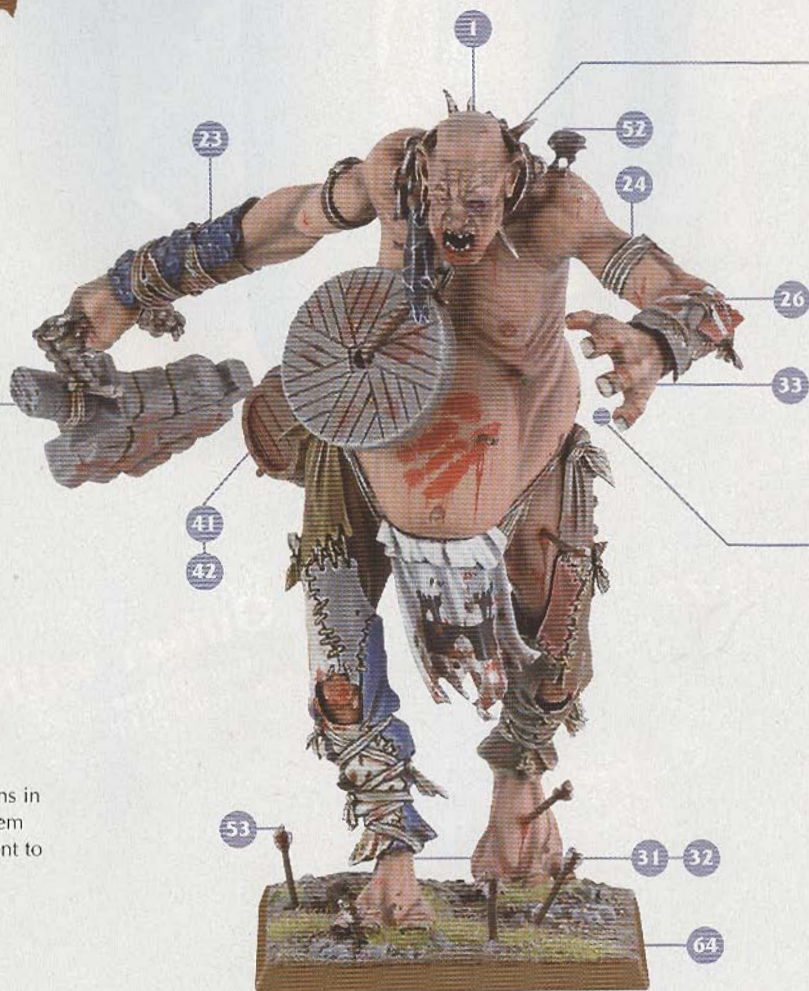
victims before pulling down their fastnesses and hurling them into the valleys below.

The few surviving Sky-titans fled. Forced into small tribes, they became inbred, their intellect dwindling. Now the last remaining giants are nomads, terrorising the Old World as mercenaries or brutes.



# OGRE KINGDOMS

Captured by Ogres and violently subdued, Slavegiants are chained and broken and forced to fight.



Slavegiants wield chains in battle. The rules for them are thus slightly different to those of other Giants.



All Slavegiants are collared by the Ogre Tribes that captured them.



A millstone hangs round the neck of this Giant, a symbol of its servitude.

Components shown at 50%

## Crogg the Blind

Once the ruler of Mount Thug, Crogg was brought low by a Deathmaw Ogre raiding party, but not until he had ripped apart a dozen of his assailants. The Tyrant who captured him had Crogg's single eye put out with a red hot spear to ensure his obedience. But Crogg is a cunning beast. His remaining senses become sharper each year, and he is no longer as helpless as his captors believe. He will soon have his bloody revenge upon the Deathmaw tribe.

Of all kinds of Giants, the Slavegiant is the most pitiful specimen. In the lands that once belonged to the Sky-titans, their bewildered descendants are fair game to the Ogres who now rule the area. The few Giants that remain in the Mountains of Mourn are solitary, hunted individuals, camping in the tumble-down halls of their ancestors, unaware of how far they have fallen. They hide from the Ogres who will, at best, beat them into submission and chain them to cave a floor. At worst, they will be eaten alive.

It is a mark of power for an Ogre Chieftain to have a captive giant in his tribe, for they are terrible weapons of war.

Yet Slavegiants are not quite as dangerous as their free kin, having had their spirit beaten out of them. They are characterised by the signs of servitude – Ogres keep them in chains at all times, and many are

**“ At best, they will be beaten and chained, at worst, they will be eaten alive. ”**

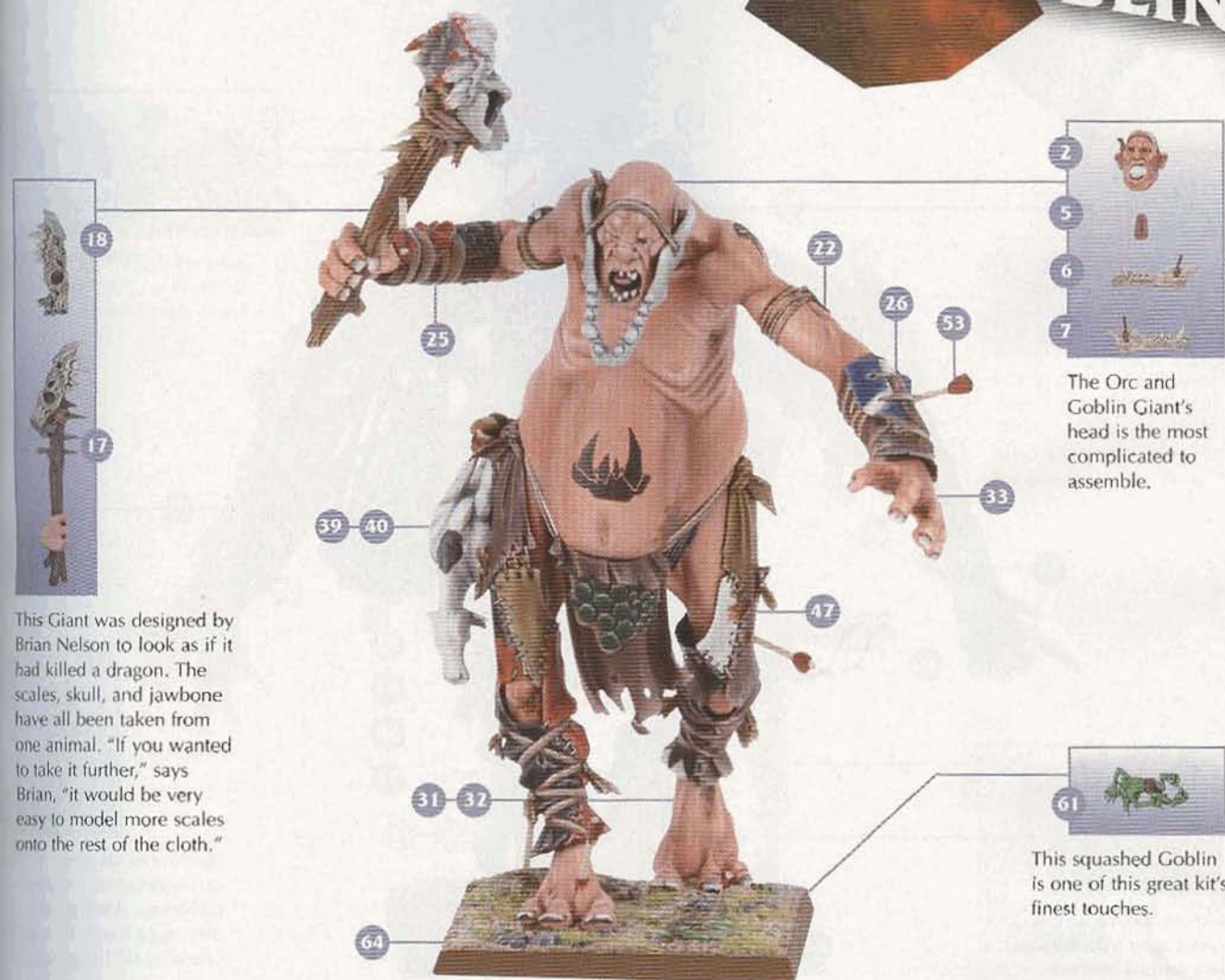
collared and have heavy objects hung round their limbs to slow them down.

In the game they are not Stubborn, though the chains they wield in battle do give them a particularly nasty attack when fighting large opponents.



There are few things more belligerent than a Giant, but Greenskins certainly qualify.

# ORCS & GOBLINS



This Giant was designed by Brian Nelson to look as if it had killed a dragon. The scales, skull, and jawbone have all been taken from one animal. "If you wanted to take it further," says Brian, "it would be very easy to model more scales onto the rest of the cloth."

The Orc and Goblin Giant's head is the most complicated to assemble.

This squashed Goblin is one of this great kit's finest touches.

The Giants who live alongside Orc and Goblin tribes are perhaps the happiest of their kind, for in the Greenskins they find kindred spirits who delight in breaking things almost as much as the Giants do. Although it costs a fortune in Goblins and captives to keep a Giant's massive appetite sated – even more than it would to keep a Troll quiet – for most Greenskin warlords the presence of a Giant is a welcome one. Not only do they scare the wits out of the enemy, but many Greenies revere Giants as living embodiments of Mork and Gork, the perpetually quarrelling Orc gods. They are very much part of the tribe, at one with

the Orcy spirit of carefree violence. In fact, so buoyed up are they by the Greenskins appreciation of them, that eventually many of these giants come to see themselves as nothing but enormous Orcs, and will daub

**“ They are part of the tribe, at one with the Orcy spirit of carefree violence. ”**

themselves with tribal symbols, strap the jaws of enormous beasts to their own to emulate the classic Orc profile, and go into battle bellowing warcries in the few words of rough Orcish their feeble brains can remember.

## Little Gork

When raiding a Dwarf brewery with his mates, the Giant formerly known as Big Lugg caught a stone from a Grudge Thrower right in the face. The projectile failed to smash his skull, but it did rob him of his wits. Big Lugg awoke convinced that he was in fact Gork. Before long he had smeared his hands and feet with green paint, and he now takes any opportunity to jump up and down on any non-greenskin he finds, shouting 'Waaagh!' at the top of his voice.



# CHAOS

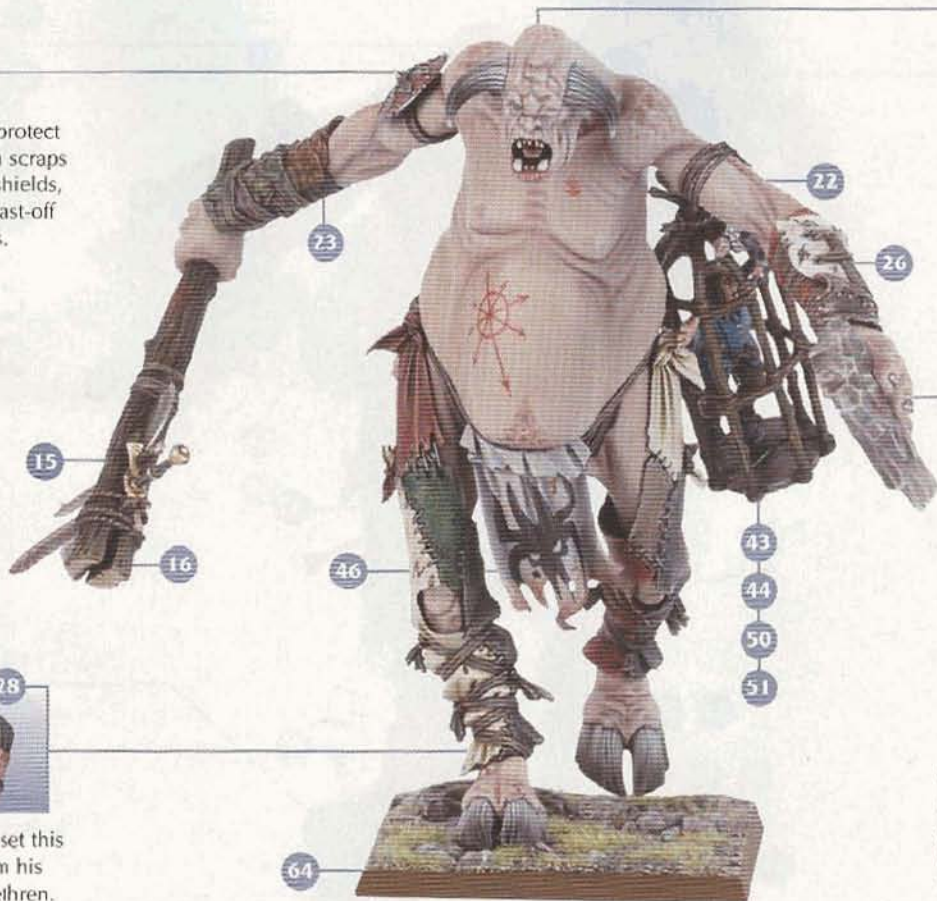
There are many Giants in the Chaos Wastes, not all of which may be regarded as entirely natural...



A lot of Giants protect themselves with scraps of armour and shields, in this case, a cast-off Chaos Warrior's.



This horned head is particularly fearsome.



Cloven hooves set this Giant apart from his less warped brethren.



Herdstones are great centrepieces for Beastman gatherings. Alternatively they make handy tools for Giants to kill things with.

Components shown at 50%

## The Gourmet of Tilea

There is a tale in Tilea of a gourmet who was a glutton of the first order. He imported food from all over the world, and became addicted to a delicacy from the north – a delicate white meat. Under investigation, he made a pact with the gods. Soon he hungered for raw human flesh, and had grown to three times his size. By the time the Knights of the Blazing Sun came for him he was a Giant, his mouth large enough to swallow a man whole.

Chaos Giants are the most variable of their kind, and can be found in a bizarre array of shapes, forms and hues that range from slightly sickening to outrageously offensive to the eyes. There are many large and lumbering beasts in the far north, and although the Giants of the Troll Country and Norsca are true – albeit warped – Giants, what those creatures are who live further toward the pole, in the Chaos Wastes, is debateable. Some are men or other smaller races swollen by untamed magic to massive size, others are less identifiable, huge quivering masses of random body parts that could once have been a Giant, but

could well have been something else.

Because of this, Brian Nelson had a big challenge when making the Chaos Giant.

"He needed a slightly different body shape to reflect the warping power of

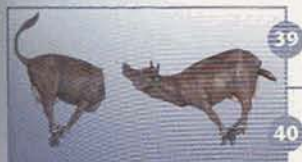
**“ Others are less identifiable, quivering masses of random body parts. ”**

Chaos,” he says. “The plastic frame made it unfeasible to add to the actual torso, so the impression had to be conveyed with the horned head, hooves and the herdstone. Chaos is more difficult by its nature – it’s more warped.”

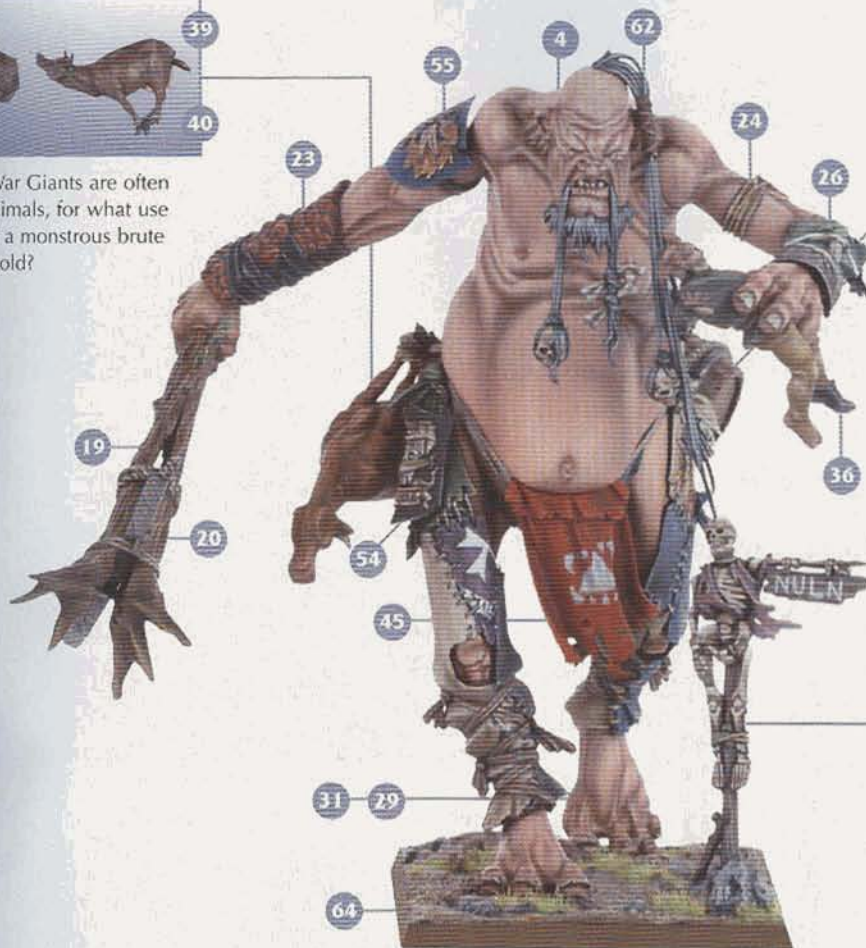


Sometimes the best way to stop a Giant eating all your livestock is to pay it to join your army.

# DOGS OF WAR



Dogs of War Giants are often paid in animals, for what use does such a monstrous brute have for gold?



Giants crave beer above all other things. Consequently, the best way to get one to jump up and down on your foe is to buy him a drink!



There are lots of great touches in the kit. This one would look great on a base of its own!

Components shown at 50%

Many Dogs of War Giants are first recruited when they wander into civilised lands from the mountains they inhabit. It is, after all, better to have a useful soldier than to have a 30-foot tall menace wandering around the countryside eating shepherds and being a nuisance. Not all Giants are evil creatures, and some of them still possess the peaceable natures of their Sky-titan forebears. They are just very thick, and often very hungry, two things which, when put together in the body of a Giant, do not make for the maintenance of the peace.

There are instances of towns or cities adopting Giants as defenders or mascots,

and the travelling menageries that wander the Empire will also sometimes have a Giant on their books.

The Giants that make their living from war tend to be brighter than others, and

**“The Giants that make their living from war tend to be brighter than others.”**

will have scraps of equipment from all over the world. Most exotic of these mercenaries are the Giants of Albion, the boggy isle which boasts the world's largest population of Giants, who can sometimes be found in the armies of the Old World.

## The Middenheim Giant

Amongst the defenders of Middenheim during the Storm of Chaos was a Giant nicknamed Thunderball, the loader for the colossal cannon known as Ulric's Thunder. Sadly, Skaven infiltrators saw Thunderball as an easy target. They used warpstone to mutate his body into a writhing mass of tentacles as he slept. He rampaged through the streets, eventually being felled by Count Valmir von Raukov's Dragon Bow.



# BUILDING YOUR GIANT

## Heads



## Dragon Jaw



## HEADS

- 1 Slavegiant head
- 2 Orcs & Goblins head
- 3 Chaos Giant head
- 4 Bearded head
- 5 Tongue

## DRAGON JAW

- 6-7 Dragon jaw left & right

## TORSO

- 8-9 Front & back torso

## LEGS

- 10-11 Left leg front & back
- 12-13 Right leg front & back

## WEAPONS

- 14 Masonry flail
- 15-16 Sword club shaft & head
- 17-18 Dragon skull club & head
- 19-20 Gravestone club & head
- 21 Herdstone

## ARMS

- 22 Left arm extended
- 23 Right arm extended
- 24 Left arm bent
- 25 Right arm bent
- 26 Shield vambrace

## FEET

- 27-28 Cloven hooves
- 29-30 Four toed feet
- 31-32 Three toed feet

## HANDS

- 33 Four fingered left hand
- 34 Five fingered left hand
- 35 Clenched left hand
- 36 Left hand holding lunch

## LOWER TORSO

- 37 Groin
- 38 Rump

## ACCESSORIES

- 39-40 Dead cow left & right
- 41-42 Barrel front & back
- 43-44 Cage front & back
- 45 Captured Halflings
- 46 Fabric loin cloth
- 47 Dragon scales loin cloth
- 48 Millstone
- 49 Spiked collar
- 50 Running peasant
- 51 Vulture
- 52 Crow
- 53 Arrow x11
- 54 Empire shield
- 55 Bretonnian shield
- 56 Goat water flask
- 57 Chaos shield
- 58 Skeleton in gibbet
- 59 Statue club
- 60 Skeleton sign post
- 61 Squashed Goblin
- 62 Top knot
- 63 Pitchfork
- 64 Sculpted base

## Torso



## Legs



## Weapons



## Arms



## Feet



## Hands



## Groin & Rump





## Accessories



## Base



## BASIC ASSEMBLY

### TIP 1

The Giant is such a huge kit that it's worthwhile taking your time with it. Fit all the parts together before applying glue to make sure you see how they attach and carefully trim them if necessary.

### TIP 2

Some parts of the model have noticeable joins. To remove them, apply plenty of glue and then press the two pieces together until a bead of melted plastic appears. Once dry, trim it away with a craft knife.

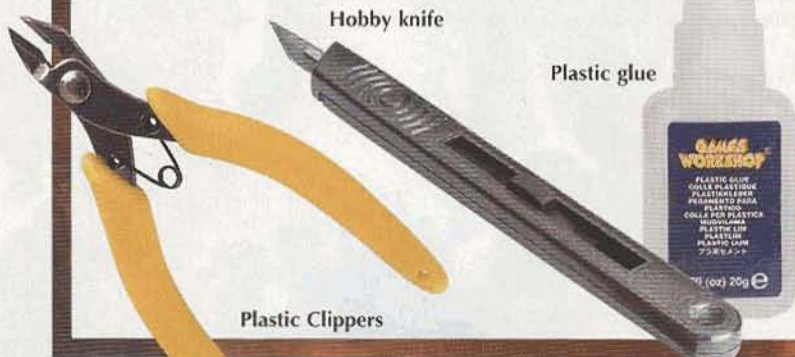
### TIP 3

Although it is important to clean up any visible mould lines on the model, don't trim away what appears to be a mould line on the Giant's neck - it's a guideline for where to place the head!!!

The core of the Giant model is its torso and legs. Everything else that you attach is specific to the type of Giant or your own taste, but the basic model is always built the same way. It was designed to go together like this: first attach the groin to the front of the Giant's body below the belly, then glue on the back. Finally glue on his rump. Whilst the body is drying, glue the legs together. Once these parts are dry, assemble them as shown below.



## TOOLS USED





# GIANTS FOR HIRE

The following armies may hire a Dogs of War Giant as a Rare choice:

- \* Empire
- \* Tomb Kings
- \* Dark Elves
- \* Skaven
- \* Vampire Counts
- \* Dogs of War

## RARE UNIT: DOGS OF WAR GIANT 205 points

	M	WS	BS	S	T	W	I	A	Ld
Giant	6	3	3	6	5	6	3	Spcl	10

Unit size: 1

**Equipment:** Big club, rock, tree or similar

**Special Rules:** Large Target, Terror, Ignore Little 'un Panic, Stubborn, Fall Over, Move, Giant Attacks.

### Special Rules

**Large Target; Terror; Stubborn:** These are exactly the same as the rules of the same names from the Warhammer rulebook.

**Ignore Little 'un Panic:** Units of cavalry-sized or smaller models do not cause panic in Giants.

**Move:** Giants move over normal sized obstacles such as walls and fences without breaking stride. Treat them as open ground when working out how far the Giant moves. However, when crossing such obstacles the player must test to see if the Giant falls over (see below).

**Fall Over:** Giants are ungainly and frequently befuddled, as a consequence of which they often trip, stumble or fall down. When a Giant falls over, it can easily squash anything it falls on. A Giant must test to see whether it falls over in any of these situations:

- 1) When it is beaten in close combat. Test once results are established but before taking Break or Panic tests.
- 2) At the start of the Movement phase if it is fleeing.
- 3) When it crosses an obstacle. Test when the obstacle is reached.
- 4) If the Giant decides to Jump Up and Down on an enemy. Test immediately beforehand.

To see if the Giant falls over roll a D6. If the result is a 1, the Giant falls over. If a Giant is slain then it falls over automatically. To determine which direction the Giant falls, roll a Scatter dice – the arrow indicates the direction in which the Giant falls. Place a Falling Giant template with its feet at the model's base and its head in the direction of the fall. Any models lying completely under the template are automatically hit. Any models partly covered are hit on a 4+.

A model hit by a falling Giant automatically takes one Strength 6 hit which causes D3 wounds. If the unit is in combat and the Giant has fallen over whilst attempting to Jump Up and Down, wounds inflicted by a falling Giant count towards the combat result. In addition, a Giant that falls over automatically suffers 1 wound itself. If the Giant is in combat then this wound counts towards the combat result.

Once on the ground, a Giant may get up in his following Movement phase, but may not move that turn. Whilst on the ground a Giant may not attack, but he can still defend himself after a fall so the enemy must still roll to score hits on him. If forced to flee whilst on the ground, the Giant is slain – the enemy swarm over and cut him to pieces. If the Giant gets the opportunity to pursue foes whilst he's on the ground he stands up instead. A Giant may attack on the turn it stands up.

**Giant Special Attacks:** Giants do not attack in the same way as other creatures, though they select their targets as normal. To determine what happens, roll a D6 on one of the tables at the start of each combat phase. Which table you use depends on the size of the Giant's victim. When fighting characters riding monsters, decide whether to attack the rider or mount, as normal, and use the appropriate table for the size of the target.

*Giant fighting big things (Ogres, Kroxigors, Minotaurs or similar sized or larger creatures including chariots):*

D6	Result
1	Yell and Bawl
2-4	Thump With Club
5-6	'Eadbutt

*Giant fighting anyone smaller than above:*

D6	Result
1	Yell and Bawl
2	Jump Up and Down
3	Pick Up and...
4-6	Swing With Club



Snotlings



Dwarf

You are here



Human



Chaos Warrior

Big



# Giants are no longer the sole remit of a select few armies – below are rules for including Dogs of War Giants in your games!

**Bl and Bawl:** Giants are deafeningly loud and tend towards poor hygiene. Neither the Giant nor models in contact with him fight if they have not already done so this round. Additionally, the Giant's die automatically wins the combat by 2.

**Pick Up and...** : The Giant stoops down and selects a model (Giant player's choice) that is within base contact or touching a model in base contact. The target may make a single attack to try to fend off the Giant. If this attack hits and wounds, then the Giant's attack fails; otherwise he grabs the model. Roll a D6 to see what he does next:

## D6 Result

- 1 Stuff into Bag.** The Giant stuffs the victim into his bag along with sheep, cows and other plunder. The model is effectively a casualty and can do nothing whilst in the bag, but if the Giant should be slain any enemy trapped in his bag are freed unharmed at the end of the battle. Victory points are not awarded to the enemy for freed models.
- 2 Throw Back into Combat.** The victim is hurled back into his own unit like a living missile. This causes a wound on the victim with no saves of any kind allowed, and D6 Strength 3 hits (saves as normal) on the unit.
- 3 Hurl.** The victim is hurled into any enemy unit within 12" of the Giant – randomly determine which. This causes a wound on the victim with no saves of any kind allowed, and D6 Strength 3 hits (saves as normal) on the unit. If no enemy units are in range, treat this as result 2 instead.
- 4 Squash.** This doesn't really bear thinking about. Suffice to say the model becomes a casualty and is removed from play.
- 5 Eat.** The Giant gobbles his victim up, swallowing him whole. The model is removed from the game.
- 6 Pick Another.** The Giant hurriedly stuffs the victim into his bag or under his shirt (or down his trousers if they're really unlucky) and attempts to pick up another victim. The second victim makes a single attack (as above) to avoid being picked up. Trapped models are effectively casualties, exactly as explained in the Stuff into Bag result described above.

**Thump with Club:** The Giant picks one model as his target and brings down his club with a mighty stroke. The target may attempt to avoid the blow by passing an Initiative test (use the lowest if the enemy has several different values). If failed, the target is struck and takes 2D6 wounds with no armour save. If a double is rolled the Giant's club embeds itself in the ground and the Giant cannot attack in the following round while he frees it (this ceases to apply if the combat ends before the next round).

**'Eadbutt:** The Giant headbutts his enemy, automatically inflicting 1 wound with no armour saves. If the victim is wounded but not slain then he is dazed and loses all of his remaining Attacks – if the target has not yet attacked in that combat round, he loses those Attacks; if he has already attacked, he loses the following round's Attacks.

**Jump Up and Down:** The Giant jumps up and down vigorously on top of one enemy unit in base contact. First, the Giant must test to determine if he falls over. If he falls over, work out where he falls and calculate damage as already described. Any wounds caused by the fall (on either side) count towards the combat result. Assuming that the Giant remains on his feet, the unit sustains 2D6 Strength 6 hits allocated as shooting hits. A Giant that starts to Jump Up and Down will do so in the next combat phase, and will continue to do so until he falls over (test every turn) or until the combat ends.

**Swing with Club:** The Giant swings his club across the enemy's ranks, inflicting D6 Strength 6 hits, allocated as shooting hits.



Ogre



Old Giant



New Giant!

Models shown at 85%



# STURGART'S IMPERIAL COMMAND

1,999 Points



Mortar 75



10 Crossbowmen  
(Detachment to  
Swordsmen) 80



Great Cannon 100



10 Free Company  
(Detachment to  
Halberdiers) 50



20 Swordsmen  
Sergeant,  
Musician and  
Standard Bearer 165



19 Halberdiers  
Sergeant,  
Musician and  
Standard Bearer 139



15 Greatswords  
Count's Champion,  
Musician and  
Standard Bearer 210

Krieger Hauptmann  
(Captain)  
Full plate armour  
and Battle Standard 83



Rudius Firespite  
(L2 Battle Wizard)  
Doomfire Ring and  
Dispel Magic Scroll 145



Lord Sturgart Darobad  
(Templar Grand Master)  
Sword of Fate and Holy Relic;  
rides a barded warhorse. 255

7 Knights Panther of  
the Inner Circle  
First Knight, Musician  
and Standard Bearer 222

Burplap  
(Dogs of  
War Giant) 205



Gungaduff  
(Dogs of  
War Giant) 205



GIANT  
TACTIC

The Giants are employed as spoilers in this army. Using Terror to disrupt the enemy and their speed to attack the flanks, they can force the Greenskins to alter their plans and allow the Empire troops to hit them where it hurts with relative impunity.



1,990 Points

# DEFF'S KILLERS

Spear Chukka

35

Spear Chukka

35

Fuggli (Giant)

205

Bug (L2 Night Goblin Shaman)  
Ditto's Double Doin Doo  
Dahs and Nibbla's Itty Ring

157

27 Night Goblins  
Spears, Boss,  
Musician, Standard  
Bearer, 3 Fanatics and  
3 Netters

182

28 Night Goblins  
Spears, Boss, Musician,  
Standard Bearer,  
3 Fanatics and  
3 Netters

185

15 Black Orcs  
Boss, Musician,  
Standard Bearer,  
Great Weapons  
and Gork's  
Waagh Banner

243

Goblin Wolf  
Chariot

60

Little Gork  
(Giant)

205

Deff (Black Orc  
Warboss)  
Armour of Mork

185

Grub (L2 Orc Shaman)  
Dangly Wotnots,  
and Dispel Scroll

150

8 Goblin Wolf Riders with  
spears, Boss, Musician and  
Standard Bearer

118

Goblin Wolf  
Chariot

60

8 Orc Boar Boyz  
Boss, Musician and  
Standard Bearer

182

GIANT TACTIC

The Giants in this army fill the role of shock troops. Because they are Stubborn and have Ld 10, they are more than capable of holding up a nice big Empire unit whilst the rest of the Orc army manoeuvres into position to administer the coup de grâce.

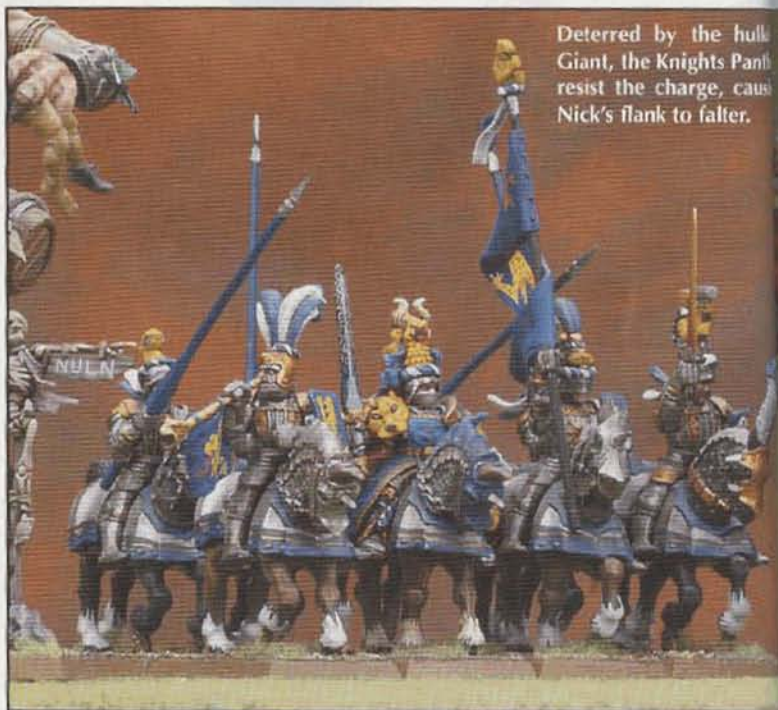


# TURN ONE & TWO

## EMPIRE

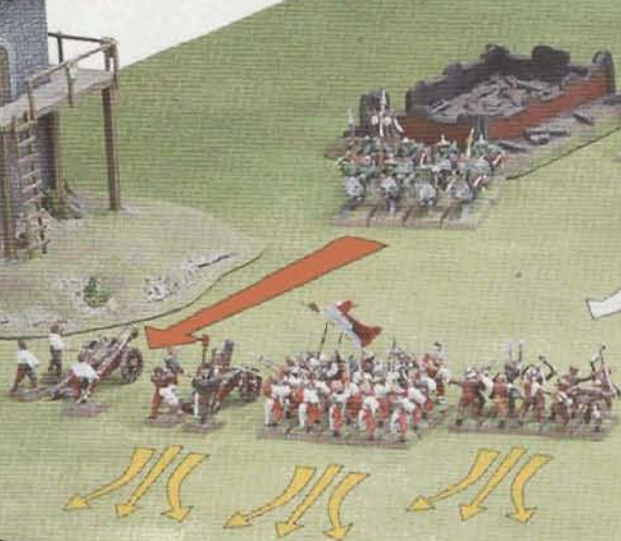
**Nick:** "On one flank, the Knights and my Giant, Burplap, closed with Phil's Giant – I was determined to take the brute down! On the other flank, and in the centre, my infantry blocks held firm and prayed to Sigmar that the war machines and crossbows would wreak havoc. Alas, they didn't – a measly three Night Goblins the sum of their efforts. My Wizard was spectacularly useless. Phil, on the other hand, had much more success – his Spear Chukka causing 3 Wounds on poor Burplap."

"Though wounded, Burplap started Turn 2 by charging Fuggli, although he received a nasty 'Eadbutt for his trouble. The Knights dithered, causing my flank attack to falter before it had begun. In the centre, Gungaduff charged the Black Orcs, and although he was badly wounded by Fanatics, he made the Black Orcs and the Warlord flee – hurrah! Meanwhile, my war machines blasted the Wolf Riders, but the little blighters stayed put – bah! The Crossbowmen also nailed a Fanatic – just five more to go."



Deterred by the hulking Giant, the Knights Pantheon resist the charge, causing Nick's flank to falter.

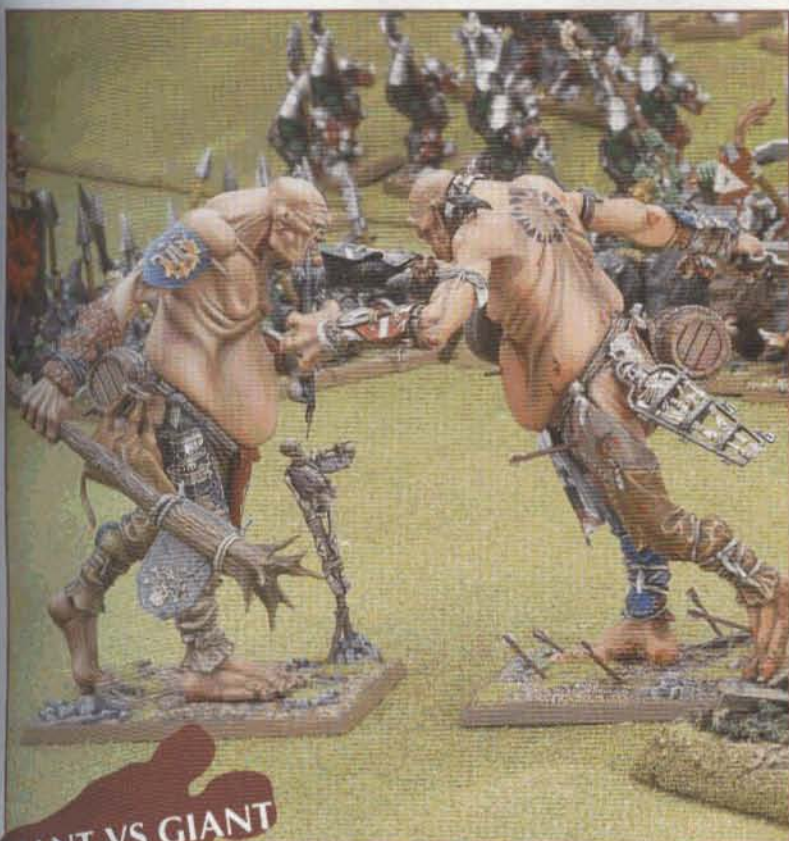
## TURN 2



GIANT V

but Phil's m  
'Eadbutt his  
meant that  
finished off  
a staggering  
his killer, c





## GIANT VS GIANT

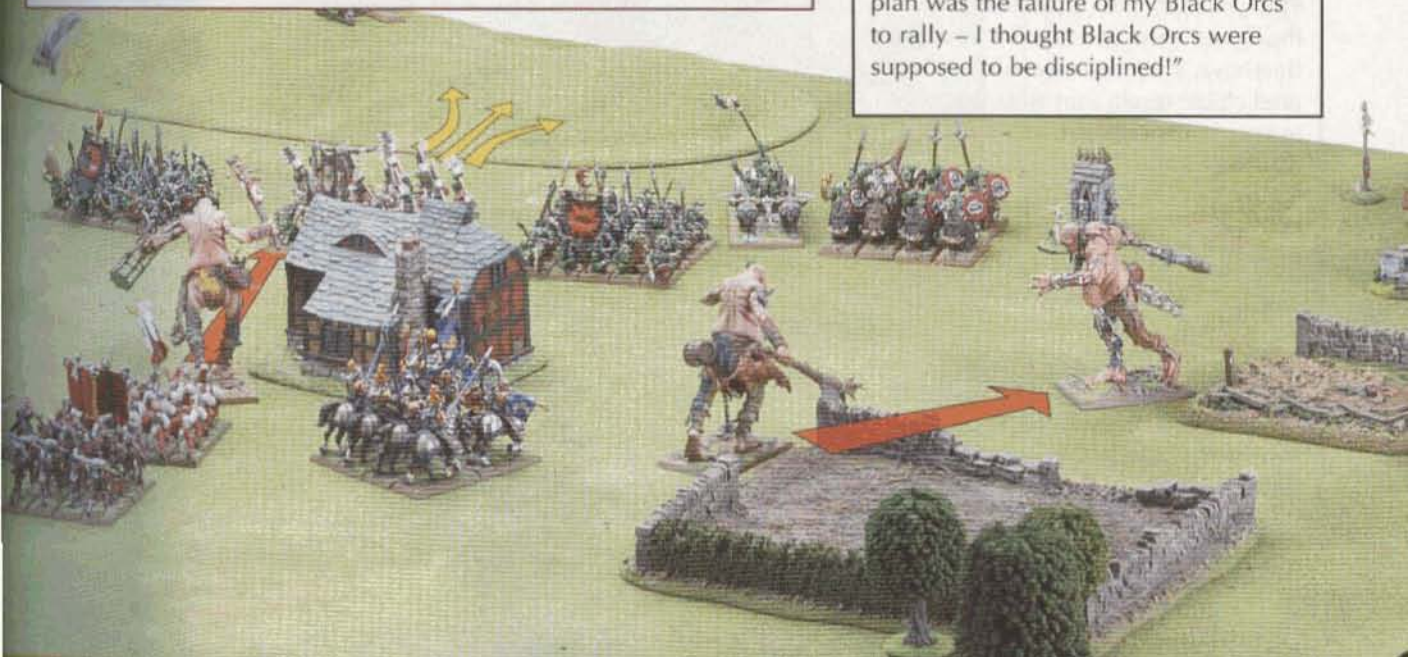
All eyes were on the fight between the two Giants in Turn 2. Nick's Giant stormed in with a Thump with Club result, but Phil's managed to dodge it with a successful Initiative test and 'Eadbutt his foe in return! This not only caused a wound but also meant that Nick's Giant could not attack next turn. Phil's Giant then finished off the helpless Burplap with a Thump with Club that caused a staggering nine wounds! Nick's slain Giant then toppled bodily onto his killer, causing two wounds in his death throes. The irony...

## ORCS & GOBLINS

**Phil:** "Mercifully free from Animosity, my greenskins belted forward towards the Empire lines. I set up one Giant on the left flank, making sure that the Knights could not charge past Nick's own Giant to get at him, and that I could counter-charge with my Boarboyz and Wolf Chariot next turn. The left flank saw my other Giant, Little Gork, supported by the Wolf Riders and the Wolf Chariot. I was hoping to force his artillery's attentions away from my Giants, whilst concentrating my own fire on Nick's lumbering twosome."

"The first part of the plan worked, with my Spear Chukkas doing sterling work, and even my Night Goblin Shaman wounding a Giant with a successful 'Eadbutt spell."

"In Turn 2, Fanatics were whirling everywhere, and I grinned evilly as one careened through the stalled Knights, killing four of them. The Fanatics on the right flank smashed through the Free Company detachment, sending them packing, and their Wolf Rider cousins on the right flank wreaked a bloody revenge for their fallen mates by killing two of the cannon crew and riding the last one down. The Mortar crew panicked as a result, which was a bonus. The only thing not going to plan was the failure of my Black Orcs to rally – I thought Black Orcs were supposed to be disciplined!"





# TURN THREE



## EMPIRE

**Nick:** "The Grand Master hurled himself at Phil's Giant and killed him outright with the Sword of Fate! My Wizard was finally galvanised into action, turning a Fanatic to cinders with his Doomfire Ring. However, by the end of the Shooting phase there were still three left. My infantry advanced steadily – with all my artillery dead or fleeing, I had to take the fight to Phil. Finally, Gungaduff caused the Night Goblins to flee as he loped towards them, only to run them down. This was too much for a Wolf Chariot, which panicked and fled too, and not even a blow struck!"

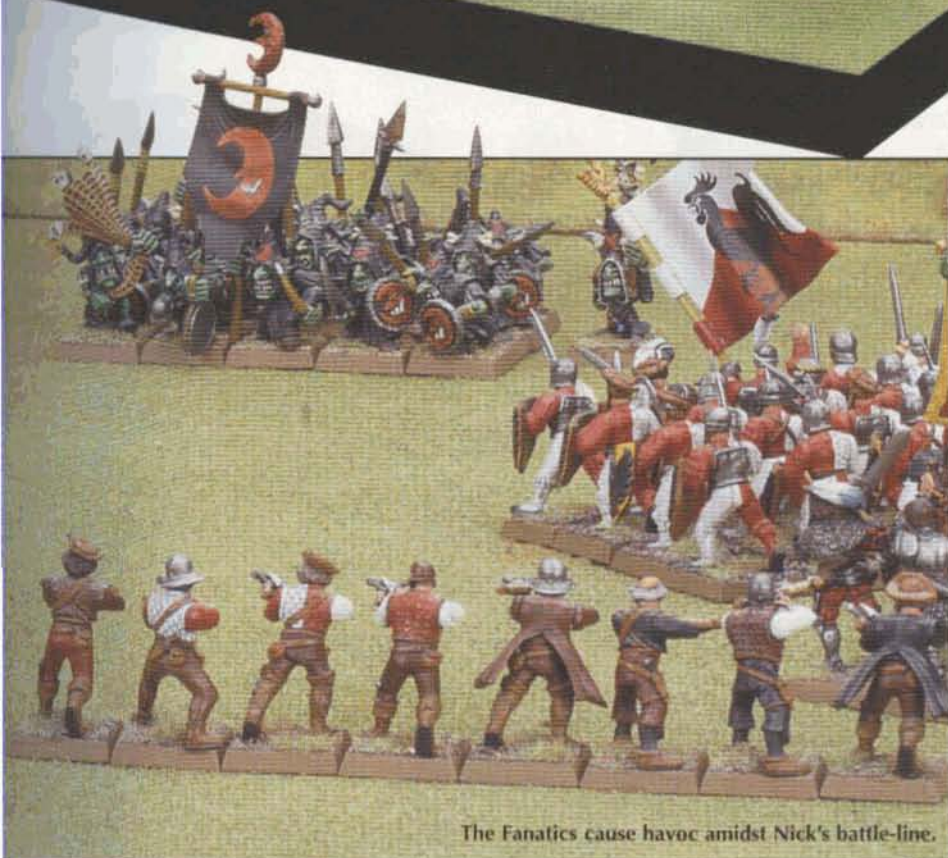
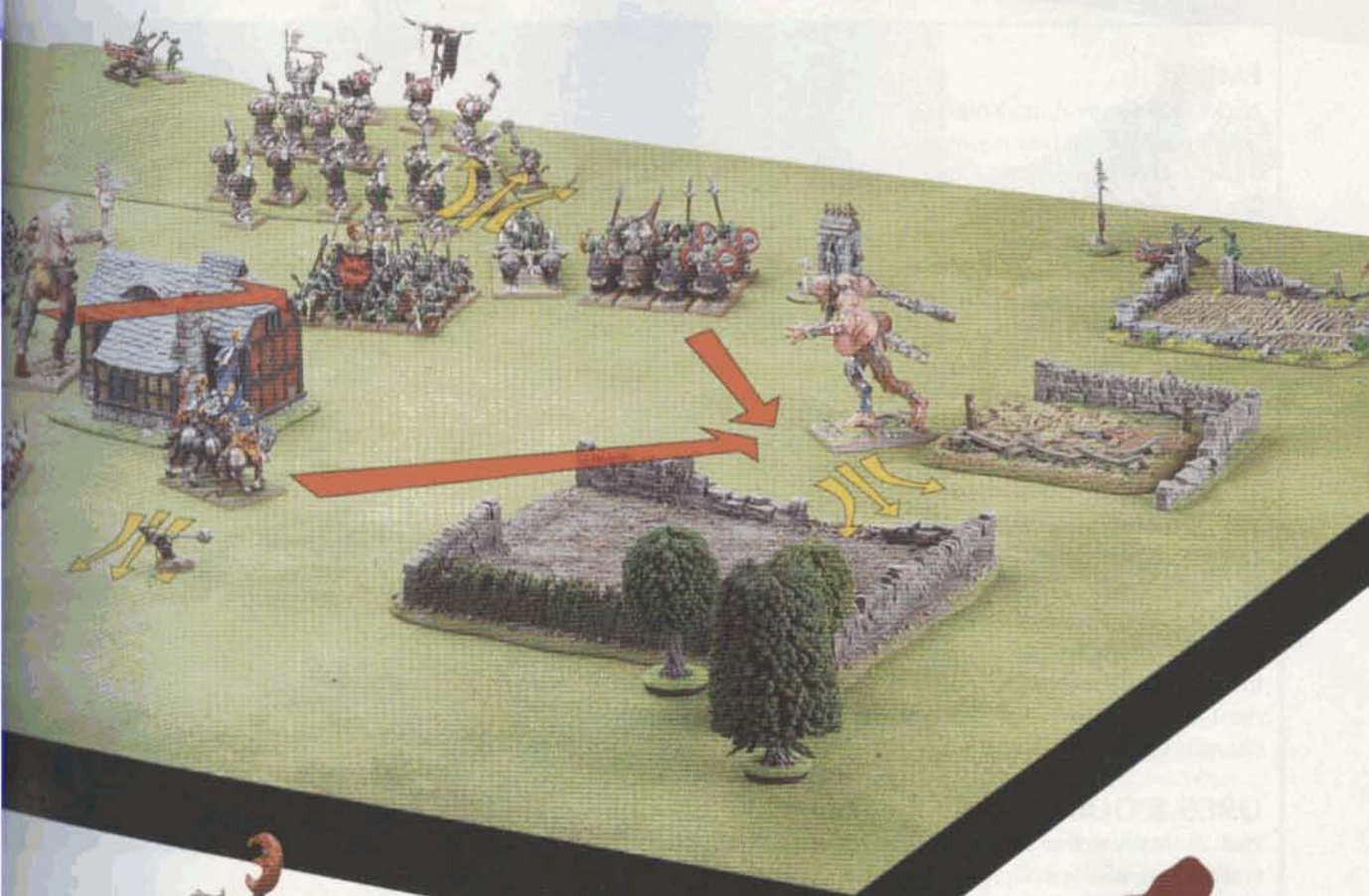
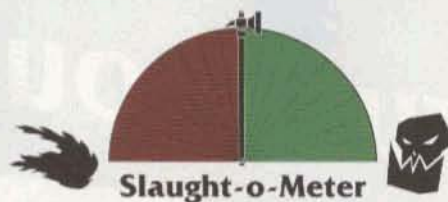
## ORCS & GOBLINS

**Phil:** "As planned, I counter-charged the Grand Master with a unit of angry Boarboyz. The ensuing challenge had a predictable result – my Boss was sliced in two, but Nick's Lord still lost the combat and fled, never to return. My Spear Chukkas sealed the deal with a cracking shot, sending the Knights running for their lives. See ya!"

"The right side was looking less rosy – my Night Goblins had failed their animosity test, and my Wolf Chariot was destroyed by a revoltingly lucky stand and shoot reaction from Nick's crossbowmen. Still, my other Giant was holding the flank together."







The Fanatics cause havoc amidst Nick's battle-line.

## RUN AWAY!

Giants can cause one hell of an impact even before they get stuck in. Both Phil and Nick felt the effects of Terror in the first few turns, with Phil's Black Orcs running away as they were charged by Nick's Giant and failing to rally the next turn, taking them out of the game for a full three turns. On the right flank, Nick suffered a similar fate, with his big Halberdier unit turning tail and fleeing from Phil's Giant, leaving his flank in tatters.



# TURN FOUR

## EMPIRE

**Nick:** "No General, no Knights – eek! Don't panic; I still had my infantry intact and Gungaduff the Giant. The big fella charged the rallied Black Orcs and got so excited he Jumped Up and Down, turning six Black Orcs to jam. Sadly, the Warlord killed off the badly wounded Gungaduff, who then proceeded to fall on top of the Black Orcs, killing four more – Hoorah!

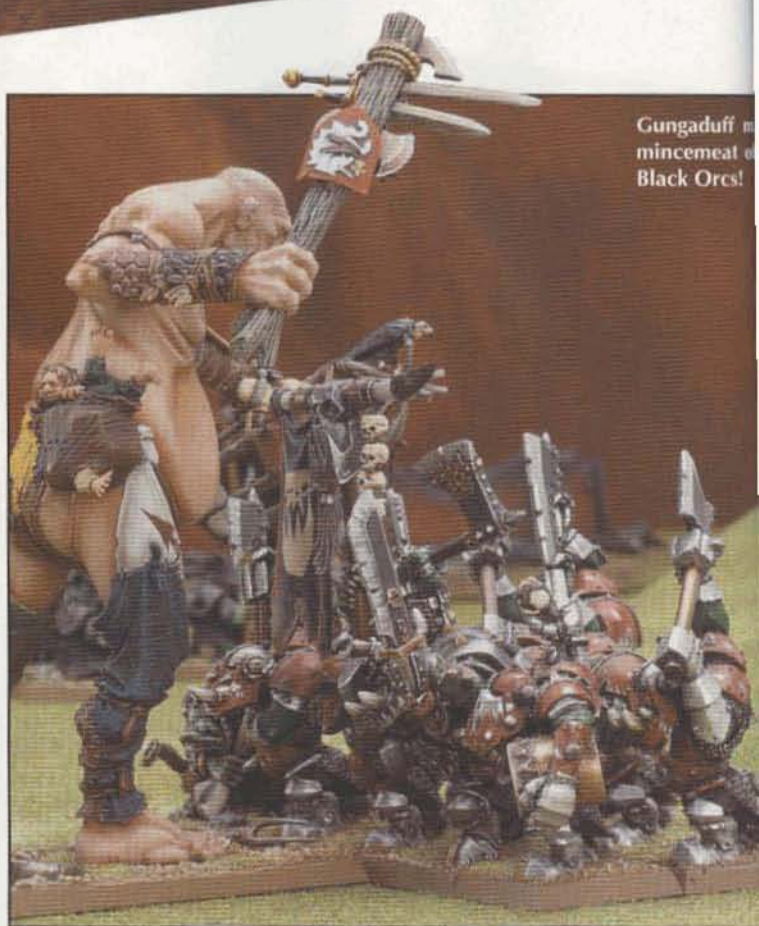
"The Night Goblins fled in the face of my charging Swordsman, so I moved up the Greatswords ready to support them. I'd been very cautious with this unit so far, but I felt that holding them in reserve would pay dividends later. Rudius killed another Fanatic with a Fireball – one to go. Of all my troops, the Halberdiers were probably the most nervous – they were about to be charged by Phil's Giant..."

## ORCS & GOBLINS

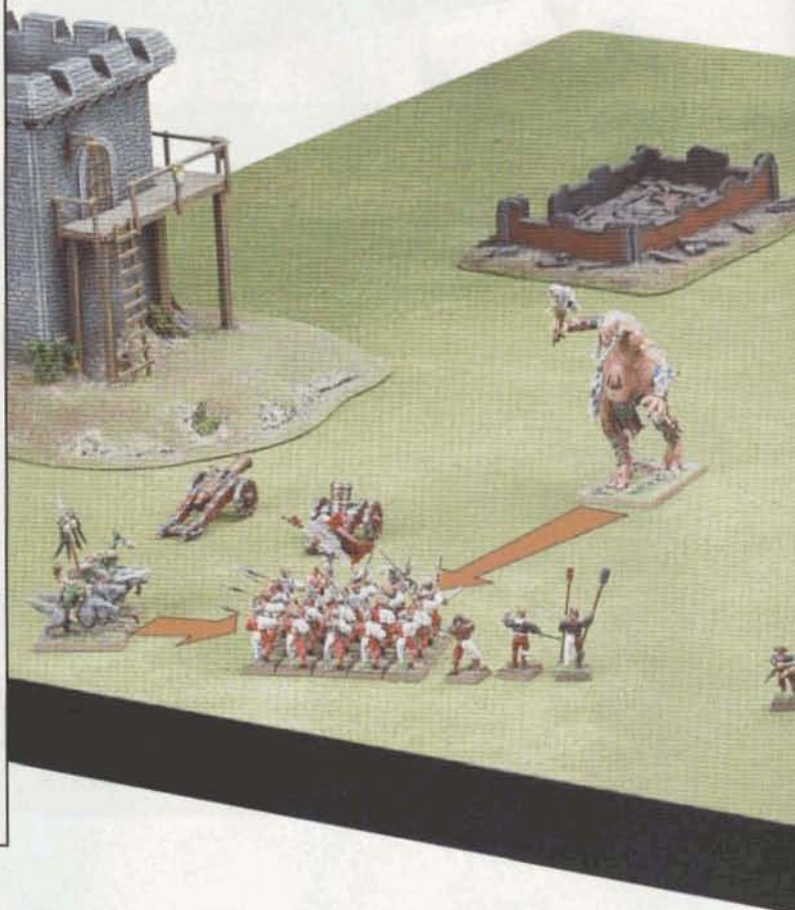
**Phil:** "I finally got to charge the Halberdiers with my Giant, supporting him with the remainder of the Wolf Riders. My Boar Boyz about-faced to threaten the big Spearmen unit approaching Deff and his recently rallied Black Orcs.

"My Orc Shaman was ready to unleash havoc with a Brain Bursta when, somewhat ironically, his brain burst. Even the Shaman's Dangly Wotnots couldn't avert the miscast, as I'd rolled three 1s! To add insult to injury, he took a Black Orc to the Great Green with him. My Goblin Shaman made some amends by killing the Greatsword champion with an 'Eadbutt spell.

"I cheered up fast when my Giant rolled a 'Pick up and...' result for his attack – always entertaining! Despite needing a 6 to hit from a failed Fear test, Nick's Empire Captain managed to fend off the fumbling Giant and wound him into the bargain. Gah! Even with the Wolfboyz' rear charge, the combat was a draw. The tide was turning fast."

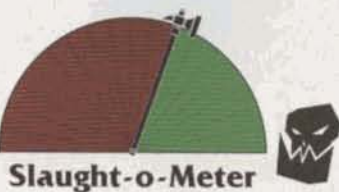


Gungaduff m  
mincemeat  
Black Orcs!



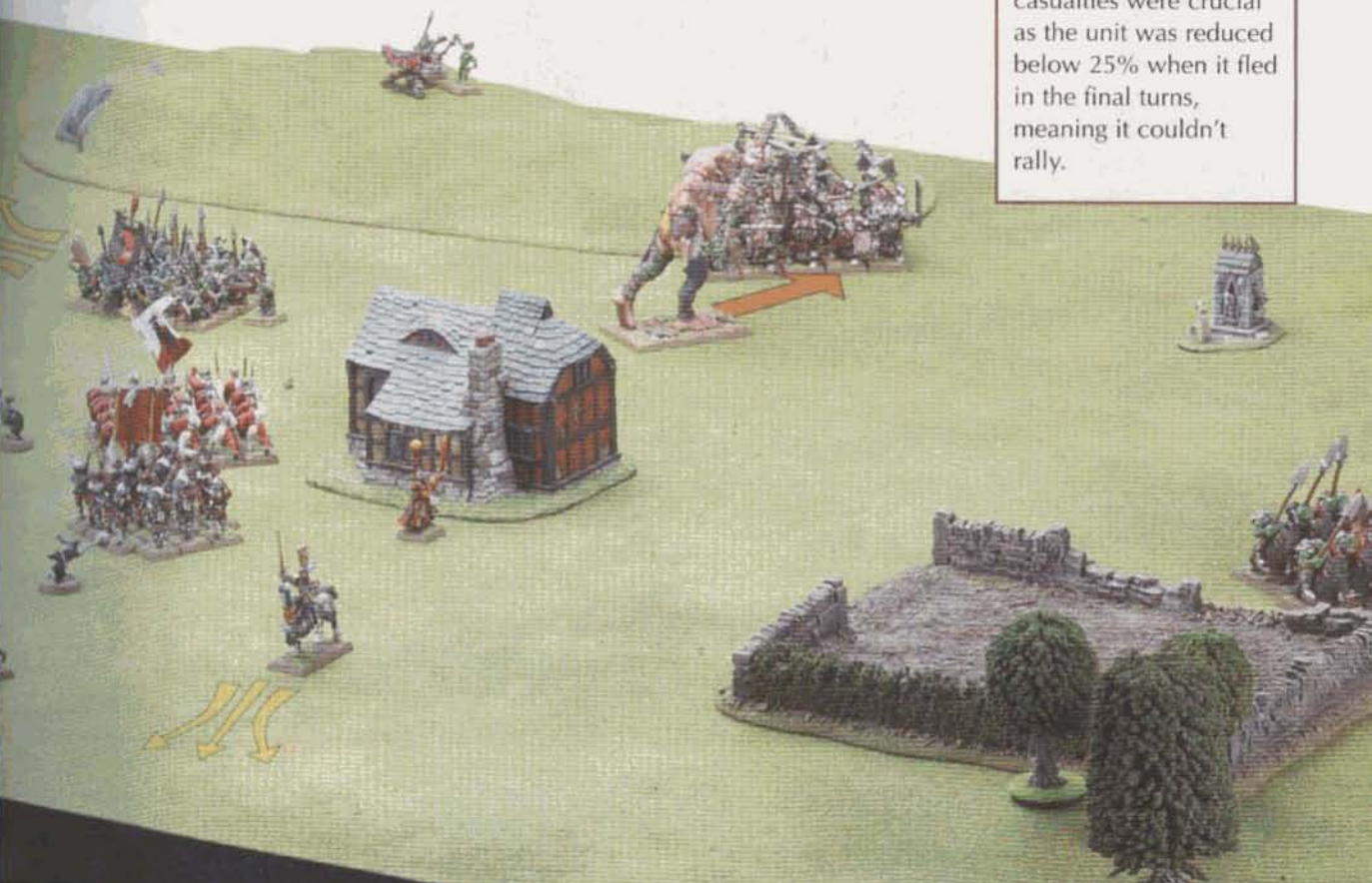


Little Gork fails to pick  
up Nick's Captain.



CRUNCH!

Even in death, Giants are deadly. Several tons of brutish beast falling on top of you is enough to ruin anyone's day. Both Nick's Giants were particularly vicious after being slain. One fell on top of Phil's Giant, causing the wounds that enabled the Grand Master to slay it in the following turn (he caused 5 wounds in total), while the other nailed four Black Orcs (almost as many as were killed by the Jump Up and Down). These casualties were crucial as the unit was reduced below 25% when it fled in the final turns, meaning it couldn't rally.





# TURNS FIVE & SIX

## EMPIRE

**Nick:** "My Halberdiers were holding their own against Phil's Giant, who must have had sore fingers after my Captain thwarted his Pick Up attacks. In the combat that followed, the Giant tried a Yell and Bawl, but my troops held firm. The beast triumphed finally, picking up my Captain and throwing him across the battlefield to land squarely in my Greatsword unit. Bizarrely, he survived and filled in the incomplete back rank of the unit!"

"The Swordsmen were facing off against the Black Orcs, and I was banking on their rank bonus being enough to send them packing. This heroic stand left me open to a flank charge from the Boar Boyz next turn – that was going to hurt. Meanwhile, the dogged Halberdiers, even without their Captain, slew the last Giant. The Greatswords got stuck into the Night Goblins but, due to the Netters, could only manage a draw. With units locked in combat, a seemingly doomed unit of Swordsmen and a hapless pantomime Wizard achieving very little, I had to hope I could hold out."



**A LITTLE PICK ME UP!**

Giants are bizarre creatures, fun to play and wonderfully unpredictable. Take Phil's Giant throwing Nick's Captain into the Greatsword unit. That turned out to be quite fortunate as it enabled the Captain to join the unit and make up the missing model in the last rank left by the dead champion. The piece of luck was crucial as it meant the unit got the extra +1 to combat resolution they needed to beat the Night Goblins, causing them and their Shaman to flee in the last turn of the game!





## TURN 5



### ORCS & GOBLINS

**Phil:** When the going gets tough, the tough get going, so I had charged my Black Orcs – all four of them – into the waiting swords of the Empire unit ahead. Suicide? Perhaps, but all I needed to do was hold them for a single turn and my Boar boyz would smash into the flank and run them down. I was confident in the abilities of Deff and his ladz. Too confident, as it turns out – the Swordsman champion skewered the Black Orc Boss, and though Deff and his ladz killed four humies in return I still lost the combat. I passed the break test, but it was merely a stay of execution. Next turn the beleaguered Black Orcs were not so lucky and fled, too depleted to rally. The Boar Boyz got their flank charge, skewering Spearmen left right and centre. They ran down the Empire troops, recapturing the Black Orc banner, but it was too late to save the hefty chunk of Victory Points represented by Deff's unit. The momentum of my attack had been halted by Nick's Giant and his suicidal heroics. The Kymester had turned what had looked like total defeat into a draw.



The valiant Swordsmen finally see off the Orc General and his ladz!



# SUMMARY

**“Anarchy was the only master in a game more unpredictable than the path of a Goblin Fanatic.”**

**“It was highly entertaining to see the Giants tipping the balance by belly-flopping their opponents!”**

## A FUNNY OLD GAME

**Nick:** Okay, it's corny but adequately describes this battle – what a laugh! Anarchy was the only master in a game more unpredictable than the path of your average Goblin Fanatic. My plan went to pot from the outset, having to send Gungaduff to do over the Greenskins on my left flank. Followed by the Knights' total failure to make an impact, I thought it might be curtains. However, the Giants came up trumps, doing crucial wounds

## MASS DESTRUCTION!

**Phil:** I can confidently say that the inclusion of four Giants in this battle report ensured that:

- 1) The game was total chaos from turn two onwards.
- 2) We had twice as much fun as a normal game.

I'll never forget the spectacle of my Giant ducking out

even when they died and ultimately changing the course of the game. Hats off also to the brave Halberdiers, who staved off a Giant's assault and eventually killed it – it also treated us to the funniest moment of the game, the Captain joining the Greatswords by way of becoming a human lawn dart and helping to win the combat. What a game, shame about the Knights Panther – never did place much faith in horses...

of the way of his gigantic enemy's club, only to come back in with a headbutt that knocked his assailant senseless. Classic! Never before have I seen so many flying foreheads in a single battle. It was also highly entertaining to see the Giants tipping the balance of the game by belly-flopping their opponents as they were finally toppled. The tide of the game really swung round about Turn 4, and it's mainly due to the failure of the Black Orcs to deliver – Deff will have a phobia of Giants for some time to come!



**GIANT OF THE MATCH**

### Gungaduff

- Scared away Black Orcs
- Scared away Night Goblins
- Scared away Goblin Chariot
- Killed 10 Black Orcs (4 by falling onto them)



OK, so it's an impressive miniature. But what can it achieve on the battlefield?

# THE BIGGER THEY ARE...

➤ **Counter-attack.** A shooty army without much punch in close combat can really use a Giant as a fast counter-attack unit. Keep him in reserve, in case any enemy unit makes it through your storm of firepower – then let 'em have it with the big lad.

➤ **Double whammy.** A pair of giants marching forward in concert is so intimidating for your opponent he will most likely break his battle plan wide open to try and counter the threat, leaving the rest of your force ready to turn the ensuing chaos into a massacre.

➤ **Flank anchors.** Try protecting your flanks with Giants – as they cause Terror, your enemy's flanking units will probably have to take that all-important test on their own Leadership, as they usually range beyond the General's field of influence.

# ...THE HARDER THEY FALL!

For those of you who can't hire Giants, here's how to get rid of the brutes!



## Repeater Bolt Throwers

Giants are large targets, so missile fire is at +1 to hit them. Short range for a bolt thrower is 24", so these Elf-crewed skewer launchers will usually be hitting Giants on a 2+. Combined with a high rate of fire, it is possible to turn a Giant into an enormous kebab in a mere two shooting phases.

## Slayers

Dwarf armies can field a type of warrior called a Giant Slayer. Guess what? They are even better than your average Slayer at taking down Giants – they couldn't care less about Terror, they hit and wound Giants on 3s, and never, ever run away!



## Trebuchets

Bretonnian players know all about nailing Giants with a well-timed Grail Knight charge, but there is a much safer – albeit less chivalrous – way to take them down. Use Trebuchets to fling big rocks at the monstrosities, and if you're lucky enough to get a direct hit, consider it dead!







**Veteran Studio games designer Jervis Johnson tells us why he is so excited about the new Giant kit....**

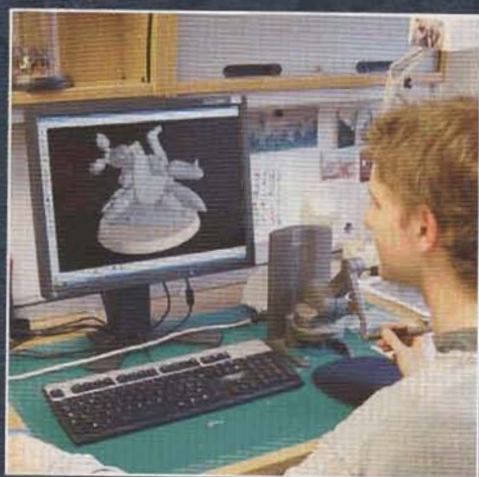
# STANDARD BEARER

## New Model Armies

In this month's instalment of Standard Bearer I thought I would take a closer look at the new plastic Giant we have released for Warhammer. I'm not planning to go on about what a great kit it is (even though it really is an awesome kit!), or how a Warhammer army that can include a Giant simply won't be complete unless it has one (though the army really will be sadly lacking without at least one of the new Giants), or about the amazing opportunities the kit offers the expert modeller (though I do expect to see quite a few Giants appearing in Golden Demon competitions from now on). No, what I want to talk about is why the release of the new plastic Giant is something that's important even if you don't have an army that can include a Giant, and even if you don't play Warhammer.

### Plastic is the word

You see, the key word here is not Giant but plastic. For while the Giant is an awesome, ground-breaking Citadel miniature, that is bound to set the gold standard for Warhammer kits for years to come, it's the fact that it's one of the last plastic kits we will make the traditional way. The great lumbering brute is nothing less than the herald of a series of technological innovations that are going to redefine the way that Games Workshop makes plastic models.



Martin Footitt at work on our sculpting computer.

I'd like to be able to explain what these innovations are for all you technologically-minded types, but unfortunately it is far beyond anything an old Luddite like me can understand. Suffice to say that they are using magic ju-ju machines with lasers and computers to create the models. Personally, I think they should start using dry-ice machines to add to the effect, but sadly my own innovative, ground-breaking ideas have gone unheeded.

But I digress. Not content with just being able to use computers to make Citadel miniatures, the boffins have come up with a machine which allows us to reverse the process and create a computer

### THE OLD WAY

Traditionally, we make our models out of Green Stuff, plasticard and the odd off-the-peg plastic or resin part, before turning them into a mould and casting them in plastic or metal.



**“The great lumbering brute is nothing less than the herald of a series of technological innovations that are going to redefine the way that Games Workshop makes plastic kits.”**



version of a physical object. Once again, I have to admit that I'm hazy on the tech being used, other than that it uses laser beams and computers. It's all very Star Trek, though sadly without the lovely alien women in skin-tight costumes!

### What it all means

The implications of these innovations are profound; it's now possible for a sculptor to create a model on a computer. Alternatively, a sculptor can work traditionally and then have that model converted into a computer version. This means we'll be able to make new plastic models much more quickly, which has to be a good thing for all concerned.

If this was all that was going on right now, then it would be exciting enough, but the fact of the matter is that the innovations I've been talking about aren't confined just to the Studio. Equally ground-breaking new techniques are being developed by the unsung heroes that staff our plastics manufacturing plant.

These innovations will make it much more straightforward for us to make new plastic kits, and this in turn means we can start to conceive of a time where the bulk of the models that make up an army will be made in plastic. Up until now it's really been just the regiments or popular troop choices that we made in plastic, with a couple of notable exceptions, but I predict that within the next decade players will be able to field 'all-plastic' armies for all of our games.

But that is not all, oh no, not by a long chalk. The new technologies being developed also mean that we can consider making things in plastic that we could never have dreamt about making before. We can consider making more terrain features, such as the plastic hills we included in the Battle Of Five Armies boxed game. Most excitingly of all, it has allowed us to think about making some really large plastic kits, even bigger than the Giant or the Mûmak; a siege tower for Warhammer, perhaps, or maybe a super-heavy tank for Warhammer 40,000? All of this is beside the other improvements that the new tech offers us. It really is all rather exciting...



After being made, the Carnifex was scanned into the computer, allowing us to do all kinds of funky things with it.



### Good things come...

Having got you frothed up into a frenzy of anticipation (well hopefully, anyway), I'm going to have to bring things back down to earth again. Like all good things, it is going to take a little while for these techniques to really start to kick in, so don't expect to see a slew of plastic kits being released tomorrow. When all is said and done, the Giant that inspired this article was mainly designed using the old-fashioned techniques we've developed over the years for the rest of the kits in the Citadel range. In fact it is only the base on which the Giant stands that was designed 'virtually'. Even so, the Giant still qualifies as the forerunner of a host of innovative new designs, and you will soon begin to see more kits that have benefited from the cutting-edge work carried out by our sculptors, master mould-makers, and the guys in our plastics plant. A brave new world beckons!

### THE NEW WAY

This upcoming Eldar support platform was partially created virtually.



If you want to comment on this column then you can do so on the forum:

[www.games-workshop.co.uk/forums/gamesdevelopment/](http://www.games-workshop.co.uk/forums/gamesdevelopment/)



# War Machines of the Tau Empire

Assembling and painting sleek Tau tanks is different from building angular vehicles. Here's how to get the most from your kits, including some basic and advanced construction tips, how to paint Tau vehicles and a masterclass by painter Chad Mierzwa.

## Vehicle Accessories

Additional parts such as stowage and crew make any tank appear more realistic and 'lived in'. Tau vehicles have a cleaner look than vehicles from Imperial or Ork armies, but the addition of a commander, and wargear such as sensor arrays, make them look more individual. Weapon options can also be dealt with in a practical way.

## Assembly Tips

Tau tanks have smooth, curved armour plates so mould lines and blemishes from attachment points look obvious. There are plenty of unusual features too, such as whether the model is mounted on a flying base or stands on its landing gear.



- Parts can be damaged if you clip them off the sprue too closely.



- Leave plenty of sprue attached: trim it flat with a modelling knife.



## Mould Lines

Unfortunately, mould lines and flash are an inevitable part of the plastic casting process. These are generally very easy to remove, as they can be scraped off with a hobby knife.

## Basing

There are a number of ways to base a Tau tank – it comes down to personal preference. If you have a model with its landing gear down, you can get the best of both worlds by mounting it on a removable flying stand.



- This Sky Ray has been glued to a flying base, which has been flocked.



- By drilling and pinning the model to its flying base, it can be removed at will.



## Tank Commander

The commander is an optional detail that can be added during assembly. Alternatively, you may find it easier to assemble and paint the commander before gluing him into the cupola.



- 1 Glue the commander's body into the cupola.



- 2 Attach the arms to the torso.



- 3 Position the commander's head.



- 4 Use a Fire Warrior head for a simple conversion.

## Wargear

We recommend specific places to attach the additional wargear that comes with the kit but feel free to put them where you like.



- 1 Front wings/nose.



- 2 Under the nose.



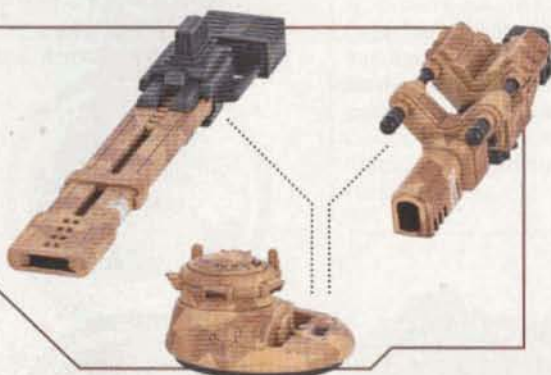
- 3 Fit them instead of the Gun Drones.



- 4 Specially designed recesses.

## Weapons options

If you want the option to change weapons from game to game, why not assemble both the railgun and ion cannon, holding them in position on the turret with pins?



Some parts on the kits, such as the Drones, are designed to be removed. Others, like the engines, can be movable. Make a note of which parts you want to be able to move, then take extra care not to glue them during assembly.



Movable Parts



Engine close-up







# Painting your Piranha

The armour plates on Tau vehicles look best with extreme highlights painted onto the edges. Tau use camouflage patterns, but quite unlike those used by other races – it is much more geometric in style. However, you could take inspiration from other sources, such as animal hide (see Imperial Armour volume three).

## Camouflage



- 1 Apply several thin coats of Vomit Brown over a black undercoat. Once dry, use a soft pencil to draw the pattern on the hull.



- 2 Start to fill in the camouflage pattern. Paint some of the shapes Bronzed Flesh.



- 3 Fill in the rest with a 1:1 mix of Vomit Brown and Vermin Fur.



- 4 Carefully paint in the panel lines with Bestial Brown thinned down with water.

## Flat panel lines



- 1 Start by lining in the panel lines with thinned down Bestial Brown.



- 2 Apply extreme highlights to the edges using Bronzed Flesh.



- 3 Highlight the prominent edges of the panels with a 1:1 mix of Bronzed Flesh and Skull White.



- 4 Mix more Skull White into the highlight colour and apply to finish off.



Use these colours to paint Sept markings on your vehicles.





# Masterclass

Chad Mierzwa has given this Hammerhead a stunning paint job, featuring a fully painted crew compartment and a multi-layered camouflage scheme. Here's how he achieved these effects.

## Camouflage



Stage 1  
Catachan Green was stippled in patches onto the black undercoat.



Stage 2  
Codex Grey stippling was applied on top of the Catachan Green.



Stage 3  
A 1:1 mix of Catachan Green and Shadow Grey was applied next. A final stipple of Catachan Green was applied to mute the colours.



Stage 4  
Masking tape was cut into rough lightning bolt shapes and applied to the hull.



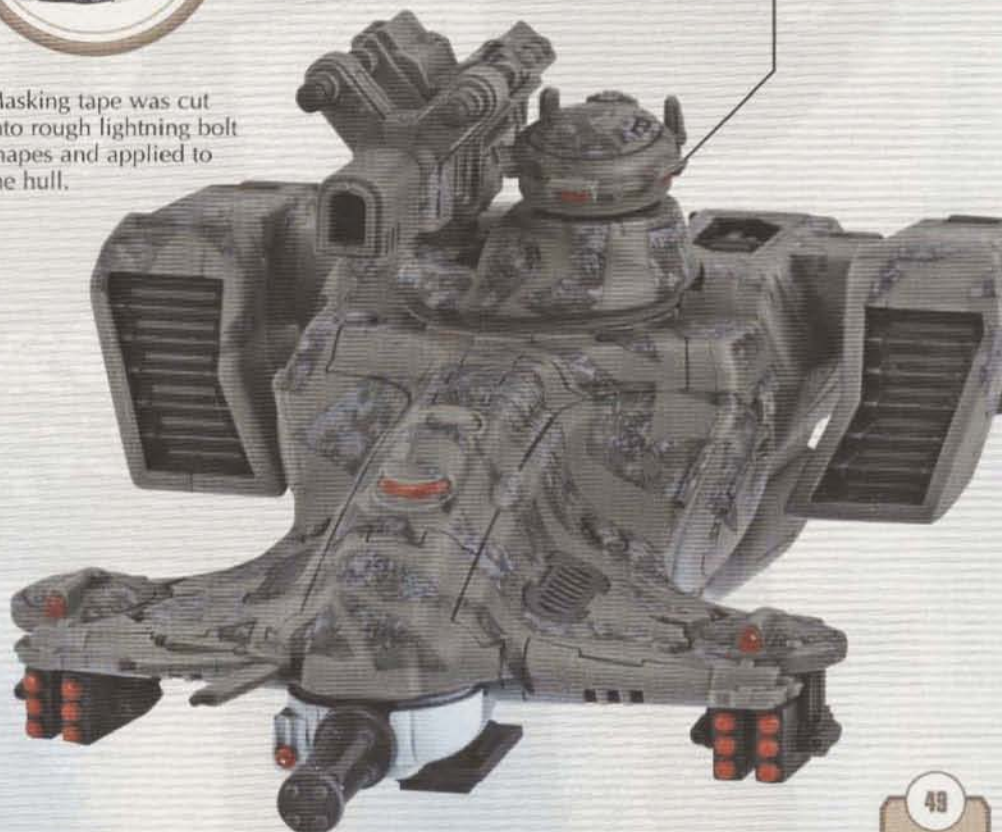
Stage 5  
The tank was painted with dark grey paint, then the tape was removed to reveal the camouflage.

## Stippling

Stippling is used to build up patches of colour such as camouflage. Use a large drybrush and wipe most of the paint off. Rather than drag the bristles across the surface of the model, dab the paint on, creating random patterns. With successive highlights, build up some areas to get a mottled effect.

## Crew Compartment

A wash of Bleached Bone was applied over a Skull White undercoat. The seats were painted Catachan Green, and highlighted with Rotting Flesh. The doors were painted with a 1:1 mix of Codex Grey and Chaos Black, and highlighted with Fortress Grey.







## index Xenos

From the lectures  
of Lord Inquisitor  
Eusebius Nomandes,  
Ordo Xenos

The Vespide Stingwings are an alien race subservient to the Tau Empire, and they pose a threat even to the Imperium's best armoured warriors.

# The Vespide

The Stingwings hail from the storm-wracked, high-pressure gas giant of Vespide, where they evolved amidst drifting, lighter-than-air rock islands. Each island is an independent nation, with its own leadership and traits.

Vespide is fully integrated into the Tau Empire, lying as it does close to the Tau Sept world of D'yanoi. Upon contact with the Tau, the Stingwings displayed no hesitation in joining the empire, and now fight in Tau armies, where they are afforded an uncommon respect by the warriors of the Fire Caste.

There are a number of characteristics that make the Stingwings extremely valuable to the Tau. The first factor is the Stingwings' weaponry. Each Stingwing carries a neutron blaster fitted with a crystal harvested from the deepest reaches of Vespide's cloud seas. The weapon was designed by the Tau Earth caste, and it is capable of emitting a short-ranged, but deadly stream of radiation. This blast will ignore all but the most sturdy of armour, reducing biological matter or delicate machine components to cinders.

The second advantage the aliens possess is their wings, upon which they are able to fly, weaving in and out of cover to close on their foe. Those few warriors who have survived a Stingwing attack state that they appear from nowhere, darting out from concealment to unleash a devastating burst of neutron fire.

These two features combine to dictate the most common tactic used by

Stingwings. The Tau frequently direct their allies to attack through dense terrain – the type of ground from which the enemy would scarcely expect the Tau themselves to approach. It often comes as an extremely unpleasant surprise to an enemy when he discovers the flank he thought anchored by dense terrain has in fact been infiltrated by fast moving aliens. The Tau, specialising as they do in combined arms warfare, launch mechanised and battlesuit attacks at key enemy points, timed to strike at the exact moment the Stingwings assault.

To date, the Tau Empire has fielded the Vespide Stingwings in a number of campaigns, where they have gained a terrifying reputation, and are already the subject of a number of battlefield myths. One early account that was believed by many held that the Vespide are prone to consume their own fallen. This tale was taken as canon by many in the Imperium's upper command echelons, but is now believed to have been a simple case of misidentification between the Stingwings and the barbaric Kroot; another race subservient to the Tau.

The name 'Stingwing' is in fact an appellation coined by Imperial Guardsmen of the 15th/11th army group posted to defend the frontier worlds bordering the northern marches of the Tau Empire. The name is entirely appropriate to the aliens' style of attack, which has made them feared by almost every race that has faced them on the field.

++Ordo Xenos clearance  
Alpha Subject:  
KV/R5-27 'Vespide'; Tau  
Empire auxiliary warrior  
++Genotype:  
Class 3 insectoid  
++Primary features:  
Silica-based chitinous  
exoskeleton; striated  
visual cortex;  
tridactylous  
++Capture Date:  
4279892.M41  
++Date of Interrogation:  
0298892.M41  
++Autopsy date:  
0432892.M41  
++Date of psychic  
interrogation:  
04332892.M41  
++Held:  
Tokumaga Lunar Fortress  
of Inquiry; Brar VII  
++Attending explicator:  
Inquisitor Torkwill  
Kriegheim

++See attached files  
'IG-VIIa.3971 Stingwing';  
'IX-982(ef) Tau Empire';  
'KV/r5-29 Autopsy';  
'DM2291- Damocles  
Crusade' ++





#### Commania Helm

The Commania Helm worn by senior Slingings (strain leaders) appears to facilitate communication between the Taz and their subjects, whose minds are very different. Without the strain leader to convey the Taz's instructions, however, the remaining Slingings are likely to become disoriented and unable to coordinate their actions with those of their allies.

**++See attached sub file**

**"Xenos Field Precautions 222.ZX.946"++**

#### Ogyl

Adult Slingings have three pairs of "eyes". The uppermost pair is believed to see in the ultraviolet spectrum, the middle in the mid range, and the lowest in the infrared.

**ADEPT'S NOTE:** No visible military reception.

**++See file "Post-autopsy interrogation/specimen 6"++**

Antenna (controls balance, minor olfactory senses)

Wings

Sclerotized veins protected by armored shell

#### Mechaplasium armor

The armor worn by the Slingings is of Taz origin, and is constructed of a similar composite material to that worn by Taz infantry. The Vorpid are believed to be capable of manufacturing this material in their own production facilities, and may now be doing so in large quantities.

Telope segment armored tarsus/taw

The Slingings' hard claws allow them to excavate tunnels in the rock of their drifting islands, though mechanical devices now perform this function.

Armored plates

These protect key body parts, including major internal organs and frontal portions of limbs.

Vestigial sternite/armored tergite

The Slingings are possessed of a vestigial stinger. No post-battle reports exist to indicate this is used as an offensive weapon, despite initial rumours to this effect.

#### Sept markings

Many of the Vorpid nations have reportedly established working relations with specific Taz Sept worlds, and often sport the markings of the Sept forces they accompany to war.

**++See attached file "Know the Xenos, Kill the Xenos (3.1)"++**

#### Vorpid Neutron Blaster

The bulk of the neutron blaster is of Taz manufacture, the Vorpid not yet having attained the technical facility to fabricate it themselves. The crystal is reportedly harvested by the Vorpid, and the neutron radiation within discharged by the weapon. Only a Slinging may operate a neutron blaster, for continued exposure to its radiation is ultimately lethal to other races. In addition, it has been theorized that the harmonics of the aliens' constantly vibrating wing membranes modulate or aid the containment in some manner.

Neutron containment crystal mount (crystal removed from weapon)

**++Ordo Xenos access only++**

Skin coloration appears linked to the subject's nation of origin, and may vary accordingly. Marking appears consistent within strains, though much variation in patterns is noted within each nation.





## index xenos

### T'au

This Stingwing unit sports armour and markings indicating that it serves with the Fire Caste forces of the T'au Sept. The blue mottling on the warriors' chitin link them to the strain that served alongside the famous Commander Puretide at the Dal'yth counter attack, one of the first battles in which the Tau fought alongside the Vespids.



### Sa'cea

The orange markings on the weapons here indicate this strain is serving with forces from the Sa'cea Sept. The colouration of the armour conforms to a pattern worn by Sa'cea Hunter Cadres when operating in urban warzones. This example was seen on Kee'an Prime, a settlement to the galactic south of Medusa V.



**"Watch the flanks  
for these Xenos,  
my brothers, for  
death is heralded  
by the sound of  
their wings."**

Scout Sergeant Morphidious,  
Astartes Brazen Claws



## Vior'la

These Vespids bear the red markings of the Vior'la Sept, and their armour is of a pattern shared by Fire Warriors of that world. They demonstrate the fact that, although the blue colouration of the first example is the most common, many of the Vespids nations exhibit unique skin and chitin colours.

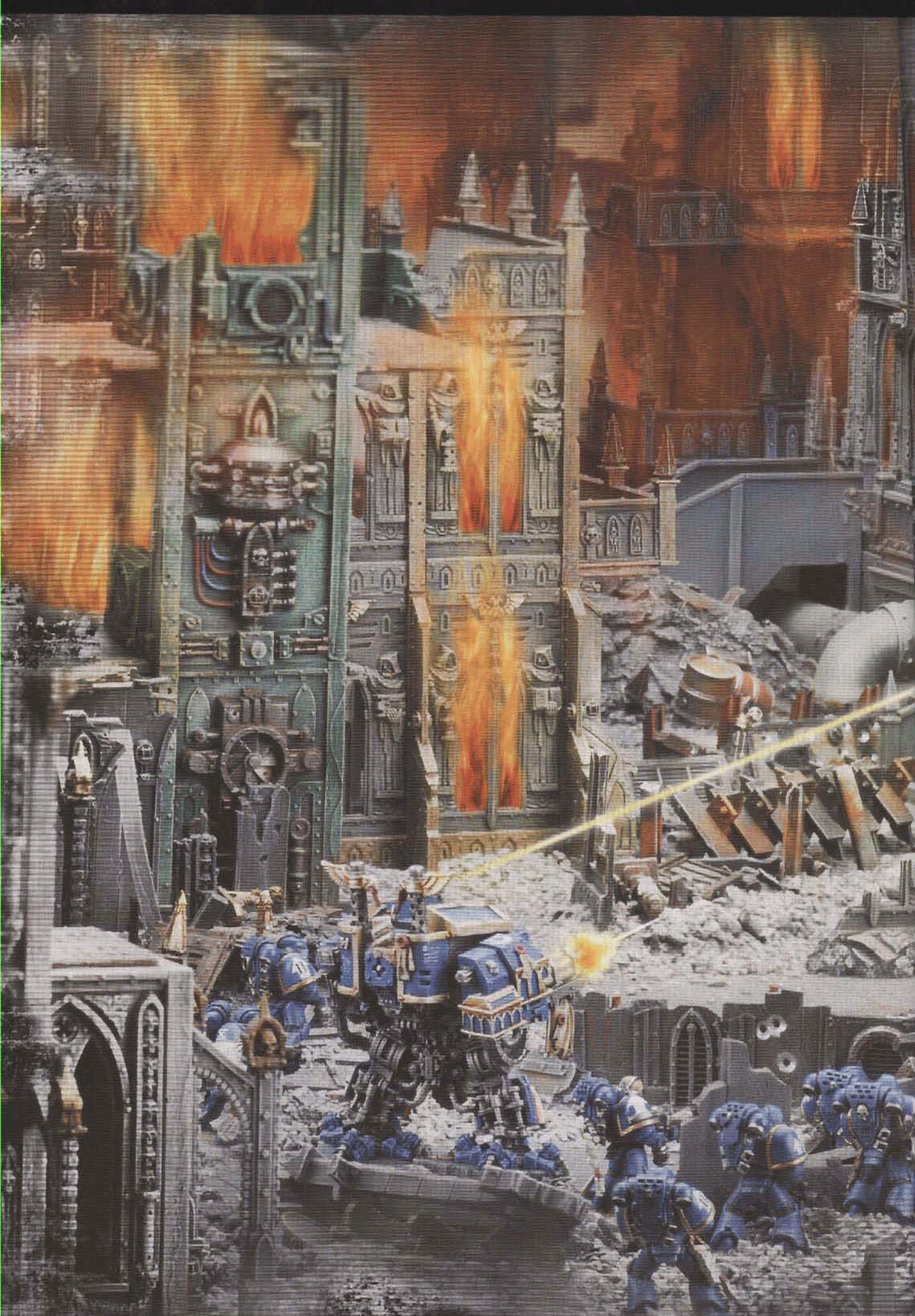


## D'yanoi

D'yanoi is the Tau Sept world closest to Vespids, and its Hunter Cadres are frequently accompanied by Stingwing allies. These Stingwings bear the blue Sept markings of D'yanoi, but not the brown armour commonly worn by D'yanoi Fire Warriors. This may indicate that they are serving in an expeditionary force upon another world.











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# REGISTRATION BEGINS 21.06.06

## GLOBY AWAITS YOU ONLINE

Registration for the Medusa V worldwide campaign could not be easier, just log on to [medusav.games-workshop.com](http://medusav.games-workshop.com) and provide your name, e-mail address and a password. You will then be sent an e-mail with a unique identity code which will enable you to activate your account. After this, you will be able to post the results of your Warhammer 40,000 battles online, and help to decide the difference between glory and defeat for your faction upon the blasted surface of this warp-doomed world.

### Website Features

- **Service Record**  
Tally your triumphs and defeats
- **Unique battlefields**  
Battle over spaceports, ruined cities, agri-complexes, ice wastes and more
- **Leader Boards**  
Measure your might against the rest of the world
- **Scenario ideas and objectives**  
More ways to play
- **Hobby Section**  
Comprehensive modelling and painting guides

### Special Events

All Games Workshop stores and many independent retailers will be running battles and other events over the duration of the campaign. Participation will be reflected upon your Service Record with special campaign ribbons and citations. Check White Dwarf and the web for more details!

### New Releases

The Medusa V campaign will be supported by a range of new Citadel Miniatures. Some of these are detailed on the following pages, but this is only a taste of what is to come. White Dwarf will bring you the full details of these models as they are released.

### Timeline

- 03.05.06 Website online
- 07.06.06 Website opens
- 21.06.06 Registration begins
- 05.07.06 Campaign starts
- 30.08.06 Campaign Ends
- 01.09.06 Results posted



# MEDUSAV.GAMES-



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RESEARCH



HOLD



CORRUPT



WAAAGH!



PRESERVE



ENSLAVE



DEVOUR



HARVEST



# THE FALL OF MEDUSA V

THIS SUMMER A WORLD WILL DIE

WORKSHOP.COM





## Imperial Guard



Regiments from across the Imperium flock to Medusa V, and the honour of leading them has fallen to Lord Marshal Graf Harazahn of Vostroya. Harazahn has vowed to secure complete control of the planet in the name of the Emperor, no matter the cost.

**NEW!** Vostroyan Commander

## Orks

The hulk of the infamous Bad Moon Warlord Nazdreg Ug Urdgrub has crashed into the world of Medusa V. Nazdreg's Weirdboyz have warned him of the end of the planet, and the Warlord means to escape.



**NEW!** Ork Big Mek



## The Tau Empire



From their hidden facilities on Medusa V, the Earth caste strives to undo the last check on Tau power – their lack of Warp travel. Their Etheric Scanners, pointing at Van Grothe's Rapidity, are harvesting data, in a bid to unlock the unknown mysteries of the Warp.

**NEW!** Tau Stealthsuit

## Eldar

The webway was once the Eldar's key to power. Now shattered, it may prove to be their undoing – the portal on Medusa V is permanently open. The power of Chaos must be prevented from entering the webway, so swears Elarique Swiftblade of the Alaitoc Craftworld.



**NEW!** Eldar Ranger





## Dark Eldar



Dark Eldar Archon

Slaves are the coin of the Dark Eldar realm, and slaves in war are easy to take. Archon No'Akei, Daughter of Pain, plans to take as many as she can, so that she may return to Commoragh in triumph, and cast down her former master Asdrubael Vect.

## Necrons

The minds of the Necrontyr are full of loathing for flesh, yet it is within flesh that reside the souls they crave. The storm offers them a rich opportunity – if tamed, it could seal off the world, allowing them to feed in peace forever...



Necron Destroyer Lord



## Space Marines



NEW! Space Marine Chaplain

Captain Sicarius of the Ultramarines, hero of the Medusa Schism, has returned to the Medusa system at the head of a crusading force drawn from dozens of chapters of the Adeptus Astartes. They know the power of Chaos, and that Ygethmoor must be stopped.

## Chaos

Abaddon has dispatched Ygethmoor to Medusa V. This fearsome Chaos Sorcerer has foreseen a planet scoured by the changing power of Chaos, transmuted into a Daemon World, himself as its master.



NEW! Daemon Prince

96:18:42:16  
WARP STORM IMPACT



# TYRANIDS

In the crucible of urban war, a new strain of Tyranid is evolving, a breed of Lictor that is all but invisible. Should it be reabsorbed by the hive-mind, it would further the cause of the Great Devourer across the galaxy.

## Tyranids

The new Biovore provides long-range fire support for the Tyranid hordes, while the 'Death Leaper' Lictor species spreads terror in Medusa V's teeming hive cities.



NEW! Biovore



NEW! Death Leaper

*The Tyranid hive-mind is but one threat Medusa V's defenders face.*



THE FALL OF  
MEDUSA V



# Ordo Xenos

Message Decryption Simulator

Destination

Nemesis Tessera

Telepathic Duct

Astropath-T

999

Agent

Lord Inquisitor Kryptman

Reference

Inq/3/1159168

## New threat upon Medusa V

The God-Emperor is not fond of Medusa V. Even if the Tygrand Hive Fleets do not return to the Hive Ships and allow them to reclaim its genetic code. Should that happen the Hive Fleets will reproduce this highly successful mutation on a galactic scale. Every single Tygrand that reaches Medusa V has to be exterminated immediately. Emperor only knows if we have enough arms in system to halt an entire splinter fleet, and even if we succeed the planet is doomed by the encroachment of Von Greth's Rapidity. With this in mind I advise we consider the alternate sanction of Exterminatus.

The Emperor Protects,  
Lord Inquisitor Kryptmann

atins. 128.999/M41

Other dark day on Medusa V. This vile  
hive's nest they call a Hive city is plagued  
constant rumours of a murderous ghost.  
seen the corpses to prove it. The  
sacrifice we are using as a medic  
business as usual - the uprising is  
pace in the upper spires of the Hive.  
sheet, on the altar. Emperor watch  
Not so much a body as a collection of  
bodies. One poor soul's ravaged face will  
to the grave - something had  
into his mouth and nostrils before  
pieces. This is no ghost, but for  
information we have about it, it may as

we even managed to salvage a piec-capture from  
the servo-skull, though it cost the lives of three  
good men.

Poised to strike, it split second before its claws  
punched into Chavensk's chest. Then, as we  
opened fire, it disappeared completely. Some cha-  
meleonic ability, it burst out from a disused life  
shaft we had checked mere seconds before. How  
can you fight something you cannot see?

And where the hell are they? They will be here. It  
always seems to be the same. The same old  
nightmare, and ends up with the planet being  
overwhelmed by a tide of war.

Medusa V is doomed and we will see it

atins. 129.999/M41

was right - there's a Tygrand out  
Underhive.  
the thing they are calling the Leaper.  
chance eyes. A flash of blood and bone as  
allergic and a blur of white as it took  
in and Rorska.



# DESERT

The Taros Campaign book, Tallarn Imperial Guard





# WAR

and desert fighting rules.

## TAROS CAMPAIGN



The Taros Campaign is the third book in the Forge World Imperial Armour series. It's available in our Hobby Centres right now and, to coincide, the Tallarn Desert Raiders are being re-released. The book also ties in nicely with the latest Warhammer 40,000 release, Codex: Tau Empire.

**I**mperial Armour 3: The Taros Campaign much like its predecessors is a lavish, glossy, hardback volume, literally rammed with background, rules and illustrations. Where it differs, however, is the campaign element to the book, which is described in comprehensive detail.

The book weighs in at a mighty 320 pages, comprising of the following sections:

**Detailed and immersive campaign background and story**

The campaign is broken down into seven chapters, starting with the background of Taros and the outbreak of hostilities, through the major conflicts of the war and the eventual conclusive battles and actions.

**Hundreds of lavish photographs**

Full-colour images and black and white pseudo-war photography litter the book throughout and include battle scenes, maps, sketches and more.

**Vignettes and forces background**

Exquisite, never-before-seen vignettes including The Raptors Space Marine Chapter, Tallarn Desert Raiders, Kroot Gnarloc Riders and Elysian Drop Troops.

**Hundreds of technical drawings**

In full colour, these precise drawings depict all of the vehicles involved in the conflict on both sides, encompassing exhaustively the Raptors, Tallarn Desert Raiders, Tau, Elysians and more.

*continued next page...*





*"Tactics are broken down and analysed, war diaries from the major protagonists offer insights into the unfolding conflict."*



*Imperial Warhound Titan*

**Forge World**



*Tau Orca*

*continued from previous page...*

#### **New vehicle rules**

A host of new vehicles, all available from Forge World, are described with full rules and background.

*Tau; New battlesuit variants, Tetra Scout Speeder (a smaller version of the new Piranha), drone sentry turrets, Tiger Shark, Barracuda, Orca, the awesome Manta and many more.*

*Imperial; Bombard, Drop Sentinels, Aquila Lander (a crashed version is available in the Battle For Macragge box game), Thunderhawk transporter and Warhound Titan.*

#### **New army lists**

Three new army lists to use with the forces described in the book, the major protagonists of the conflict.

- 23rd Elysian Regiment: Drop Troops
- The Tallarn Imperial Guard
- Tau Auxiliaries

#### **Scenarios**

A near-exhaustive raft of scenarios, enabling you to re-enact the pivotal moments and battles of the campaign, from the ill-fated 'Attack on the Governor's Palace' to the desperate 'Mission Deathblow'.

#### **Appendix**

As if all that weren't enough, there's an Appendix section that includes updated and new rules for Super Heavy Vehicles, Flyers and a host of Taros inspired colour schemes.

### **DEATH IN THE DESERT**

The storyline in The Taros Campaign is incredibly involved and compelling, reading like an authentic war journal. It's exciting too – the accounts of the massive battles and tactical manoeuvrings are akin to some of the heroics ripped out of a Black Library novel.

Add to that tactics, maps and diagrams, the vast array of schematics, technical drawings and other imagery and you've got a comprehensive volume describing a conflict in such exhaustive detail, and in every possible theatre of war, as has never been described before.





# TAROS CAMPAIGN

*Rough Riders – Carrying powerful hunting lances, Rough Riders pack a powerful punch in close combat and are a common sight in Tallarn armies.*



## THE DESERT RAIDERS

The Tallarn are mobile guerrilla fighters, evasive and opportunistic. They are especially well-known for their hard-fighting Sentinel squadrons and are masters of hit-and-run warfare. Tallarn are all accomplished riders; often they will use riding mounts to move from battle to battle, dismounting only when they are close to the enemy and wish to employ stealth. Once the enemy are sighted, the Tallarn will stalk them relying on their practiced marksmanship and lightning-quick curved knives to achieve victory.

**Preferred special weapon:**

Plasma gun

**Preferred heavy weapon:**

Missile launcher

- Priests
- Hardened Fighters
- Rough Rider squadrons
- Light Infantry
- Sharpshooters



*Desert Raiders squad – These are the brave fighting men who make up your platoons. The preferred weapons of a Tallarn squad are the plasma gun and missile launcher.*

## CAPTAIN AL'RAHEM

Captain Al'rahem is one of the legendary heroes of the Tallarn Desert Raiders. Although there are no rules for him as a special character, you can still represent him in your games using the profile of a Heroic Senior Officer and the wargear given below:

WS	BS	S	T	W	I	A	Ld	Sv
4	4	3	3	3	4	3	9	5+

**Wargear:** Master-crafted power weapon, master-crafted plasma pistol, Macharian Cross, Trademark Item (sunglasses) and refractor field. His command HQ can be upgraded as normal.

**Points:** 160

Captain Al'rahem has had an illustrious and decorated career. For the full background behind this character and his exploits follow the link below.

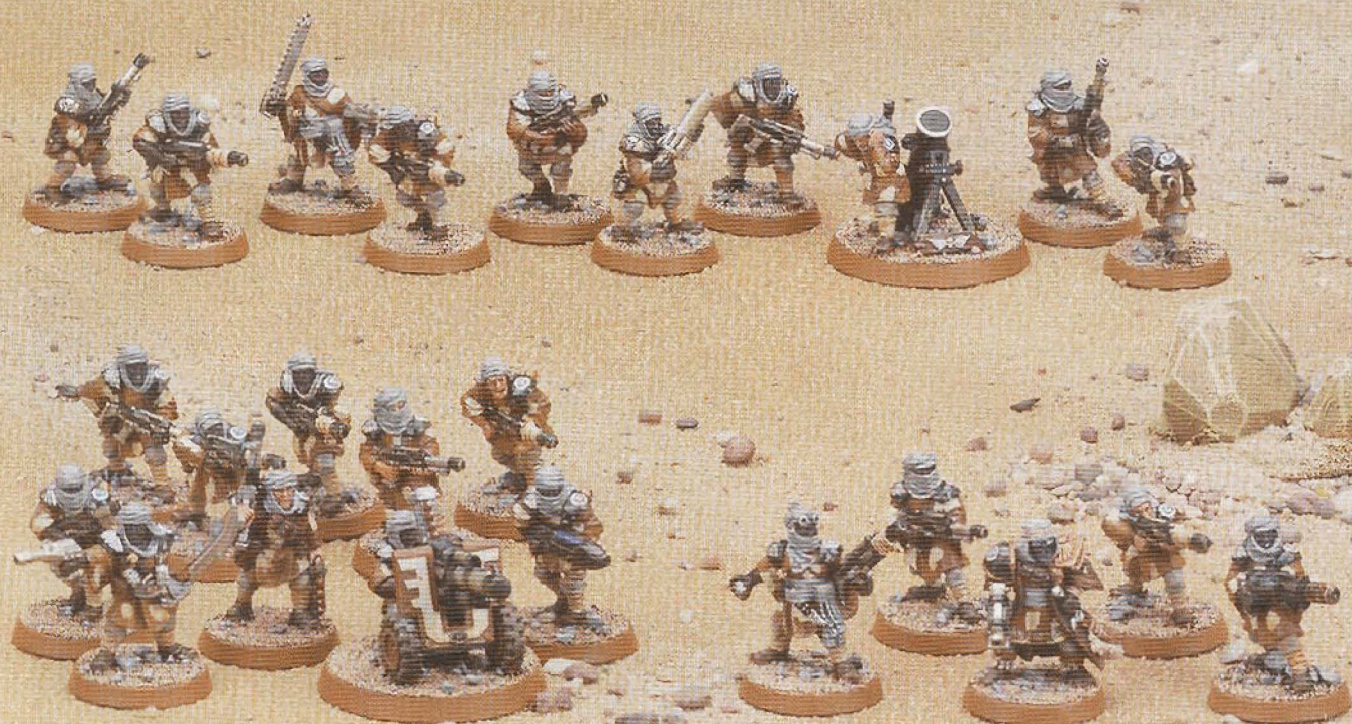


IMPERIAL ARMOUR 3: THE TAROS CAMPAIGN AVAILABLE NOW – £55





# TALLARN DESERT COMBAT



Pete Jarman has been with Games Workshop for over 5 years, the past year spent in Direct. He is currently working on too many projects to mention, but took time out to paint this ace Tallarn Combat Patrol.

**Pete:** I have done a few Imperial Guard armies in the past, so with the re-release of the Tallarns (My favourite metal Imperial Guard regiment since the plastic Cadians replaced all my metal ones!), this was the perfect opportunity to resurrect my passion for the Emperor's finest.

## ARMY SELECTION

400 points isn't a lot to play around with for most armies but Guard are relatively inexpensive, man for man, so you can have your cake and eat it!

**Doctrines:** It's all too easy to make an Infantry squad cost over 100 points with all of the skills and wargear available – not very practical in such a small game – so I decided to stick with a standard Guard army and not use doctrines.

**Troops:** A standard Infantry platoon led by a Junior Officer was a solid base for my force

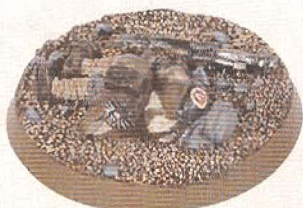
– with lots of models to put on the table and an impressive amount of firepower as well.

Squad One, with both a grenade launcher and mortar, would deal with large units. The mortar could also suppress enemy fire with its pinning attack.

Squad Two, with an autocannon and plasma gun, would deal with light vehicles, and high Toughness/high armour save troops.

I gave the Junior Officer a bolt pistol and a lucky Guardsman got a melta gun, but otherwise I left them without upgrades – their role would be to plug any holes in my line or to boost the firing of another unit.

**Elites:** To support the Infantry, was a unit of seven Hardened Veterans with a missile launcher. The Sergeant got a boltgun (just because I really like the Lieutenant model, I couldn't bear to convert him!). Their higher



The army includes these great objective markers.



# RAIDER PATROL



## PAINTING

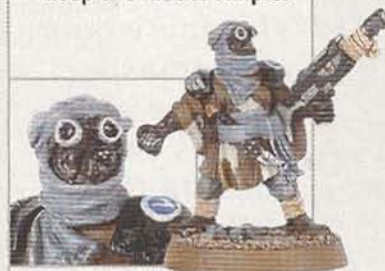
- Chaos Black undercoat
- Use a fairly brown and co-ordinated camouflage colour scheme to tie in with their desert raiding background.



- Basecoat Bestial Brown with patches done in Snakebite Leather and Bleached Bone.



- Pouches and accessories were either left black or painted Scorched Brown to keep the model simple.



- Headscarves and trousers were painted Fortress Grey. This helped the overall composition of the model whilst not making it look out of place or too bright.

BS allows me to deal with anything I may miss (literally – I have notorious bad luck!) with the rest of the army.

**Fast Attack:** The five Rough Riders give the force some edge in close combat. I can leave them back to counter-attack the enemy if they get too close to my front line. Alternatively, I can use them to get around the table quickly with their Fleet rule to take objectives or annoy my opponent. Their lances are a bit of a 'one trick pony' (*oh dear – Ed*), so I have to be careful when I commit them to combat.

Finally, I went for a Sentinel, giving me another weapon to deal with armoured transports before they (or the troops inside) became a threat.

## SUMMARY

All in all, this is a scouting force, both in composition and background (I prefer to


make pretty armies for my games rather than practical) – something I aim to continue when I expand the army.

## EXPANSION

Rather than using the Tallarn doctrines given in the back of Codex: Imperial Guard, I'll choose a few of my own to represent a different formation. I want them in Chimeras, so the Mechanised alternate Regimental Organisation is a must, and backed up by Ogryns (I want to try some ideas for converting from the Warhammer plastic Ogres). I'll also choose Rough Riders and may be tempted to take the Xeno Mounts specialist kit (see WD292 or the Chapter Approved section of the website for the rules) to beef them up in close combat (providing I can bring myself to pull the models off their horses!). Lastly, I'll take the Sharpshooters skills and drills, just so I can re-roll all those 1s when I shoot (trust me – there are loads of them!).



## THE EVACUATION



Seriously wounded and then taken prisoner by the Tau, General Syckava of the 23rd Elysian Drop Troop regiment was the highest-ranking Imperial officer captured during the Taros campaign. His regiment had been all but annihilated at hydro-processing plant 23-30, but he survived. Because of his rank, the General was singled out from the other prisoners, given medical treatment on his shattered arm and transported under guard to the headquarters of the Tau supreme commander on Taros, Shas'o R'myr.

Tau operations were being conducted from a compact command complex situated in old mine workings underneath a nondescript cluster of old mine buildings just west of Tarokeen. The bloodied and dusty General was led down to meet his nemesis. Within, waited the Shas'o, alongside him stood his advisor, in long priestly robes. Another civilian, a diplomat or negotiator, was also present to act as an interpreter, as were three wary bodyguards, eyeing the human General closely.

The Shas'o commended Syckava on his regiment's courage and bravery, but he must now realise that the war on Taros was lost. He assured the General that Taros would soon be part of the Tau Empire. After questioning the General about the Imperial Guard's remaining strength, and their future intentions (all questions which the General stoically refused to answer), the Ethereal asked if the General would act as an emissary to his superiors. The Ethereal had an ultimatum for the Gue'la, a ceasefire offer to end the bloodshed and allow the humans to withdraw unmolested, if they disarmed. The Tau would allow transport ships free access to Taros to evacuate their soldiers and personnel under the ceasefire agreement, as long as the largest war ships withdrew from the system. The Ethereal also offered to turn over the renegade Planetary Governor Aulis, whom they had under close guard, in a prisoner swap for all the Tau captives the Emperor's forces were holding.

In return for his assistance the General would be assured a new position commanding the human auxiliaries now under the Tau's control on Taros. With the Emperor's forces defeated the post of 'Commander of the Taros Garrison' would be his for life, an honoured position with all the attendant wealth and status human commanders seemed to crave – if he helped the Tau now.

General Syckava flatly refused the Ethereal's offer. To act as an emissary and offer terms to his higher commanders would turn him into a traitor to his Emperor. He would not be a messenger and broker a ceasefire, even if it bought him a future life of luxury. If the Tau wanted the Emperor's forces off Taros, they would have to eject them. He finished by assuring the Tau commanders, "We will fight you every step of the way."

Rebuffed, the Shas'o sent the General back to rejoin the other prisoners. There would be no swift end to the war. It was a lapse in security that would cost the Tau dearly. The other prisoners were divided up and sent as new labour to distant mines. Despite his severe wound, all the time he had been a prisoner General Syckava had been observing, taking in details. As a high-ranking officer he had had access to maps and secret information about Taros and the overall campaign plan that the other prisoners had not. He would put that knowledge to good use. From his observations he had a good estimate of the location of the Tau command post, and from his transport's flight path a good idea of which mine he was en-route to. General Syckava had been a loyal servant of the Imperium all his life, he was still one, and he would not lie down whilst the Tau completed their ultimate victory. He planned to escape, or die in the attempt. Gathering a small group of Elysian prisoners about him, men who were still loyal to their former commander, Syckava made a plan to escape from the mine and strike out for the nearest Imperial Guard lines.

He did not wait long to act. On the first night at the mine Syckava and five men overwhelmed three human guards, stole weapons and water canteens and struck out into the desert. The escapees split up to confuse pursuit. Using his inside knowledge Syckava headed westwards, to where he believed the 331st Tallarn regiment's lines were positioned.

The guards did not bother to organise any pursuit. There was nowhere to run, and without supplies nobody could survive the deserts for long. The escapees were dead men.

They were almost right. After three days under the merciless sun Syckava was on his last legs. Stumbling westwards, down to the dregs of his water, face and hands blistered by the heat he finally collapsed. By a last desperate act of will power, rather than lie down and die he scraped a vague outline of a large Imperial eagle into the sand, and prayed to the Emperor that somehow somebody would see it.

**"The Tau would allow transport ships free access to Taros to evacuate their soldiers and personnel under the ceasefire agreement, as long as the largest war ships withdrew from the system."**



Taros is a fairly barren and desolate planet, encompassed largely by hostile desert terrain. It does, however, have one chief and salient virtue – it is a mining world and the ore it provides to the neighbouring Stygies VII forge world is vital in the production of Imperial tanks and other vehicles, hence its strategic value to the Imperium.

## SCENARIO: THE FLIGHT OF GENERAL SYCKAVA

General Syckva and a handful of Elysian survivors have escaped the Tau mines into the desert, desperate to return to Imperial lines. Cresting a high dune he discovers he is not alone in the arid landscape, a Tau reconnaissance operating in the area has picked them up on their radar.

Believing they are doomed, Syckva resigns himself to labour in the mines, just when a patrol from the 331st Tallarns appears...

### THE BATTLE

General Syckva and his men are caught in fairly open terrain between the Tau and Tallarn patrol forces. Armed with nought but a stolen las pistol and some improvised weapons, Syckva and his men cannot contribute to the battle and must escape.

### SET-UP

The game is fought on a 4'x4' table. It is largely open terrain but high dunes and other natural terrain provide some cover for Syckva and his men. Alternatively, you could roll on the desert terrain generator on page 50 to determine the nature of the battlefield.

1. General Syckva and the other Elysians are placed in the centre of the table first, before either of the Tau or Tallarn forces arrive.
2. Before any units are placed, General Syckva and his men (controlled by the Imperial player) may make a single move.
3. Both sides roll a D6. The highest roll may decide whether to take the first turn. All units for both sides are in Reserve, although as Syckva effectively takes a turn before anyone arrives it is treated as turn two as soon as it is the first player's turn (ie, their units will arrive immediately on a roll of 4+). After this initial move, Syckva will then take his turn with the Imperial player.

4. The Imperial player comes on from the table edge Syckva is heading towards, and the Tau player the opposite edge.

### OBJECTIVE

The Imperial player must ensure that Syckva gets to safety by exiting (whilst not falling back) off the Imperial table edge.

The Tau player must destroy Syckva before this happens. If Syckva is Falling Back when he exits the table edge he is considered destroyed (lost in the desert) and it is a victory for the Tau.

### SPECIAL RULES

**Reserves, Dusk and Dawn.**

**General Syckva and his men:** General Syckva has the characteristics of an Imperial Heroic Officer but note that due to his weakened state he has 1 less Wound and 1 less point of WS, BS and I.

General Syckva is accompanied by four other Elysian prisoners. They have the characteristics of normal Imperial Guardsmen but have 1 point less of WS, BS and I.

Syckva is armed with a laspistol, whilst his men are armed with close combat weapons.

**Combat Patrols:** Both forces are up to 400 points each chosen within the Combat Patrol restrictions given in the Warhammer 40,000 rulebook.

**Rough Riders:** These desert veterans are constantly patrolling the dunes, ever ready for signs of trouble. If the Imperial Guard player chooses Rough Riders these will always arrive automatically from Reserve.





# FIGHTING IN DESERTS

## ROLL 2D6 FOR EFFECT

- 2 **Desert Creatures:** Roll a D6 to determine the nature of the creatures encountered. 1-3: Sun Worms. Players take it in turns to place D3 Sun Worms on the battlefield. They may not be placed within 12" of any table edge or within 12" of each other. Any model moving within 6" of a Sun Worm must take a dangerous terrain test. 4-6: Sand Worm. Roll a D6 at the start of each player's turn. On a 1, the opposing player must place the blast template anywhere on the table and then scatter it 2D6" (it always scatters, even if you roll a 'Hit') to represent where the Sand Worm attacks. Every model under the template is hit as per the normal rule for blast markers. Every model affected must roll equal to or under their Initiative (a 6 always fails) or they will be sucked down into the sand by the creature and are removed as a casualty.
- 3 **Sangar:** See below
- 4 **Deir:** See below
- 5 **Hammada:** See below
- 6 **Wadi:** See below
- 7 **Sand Dune:** See below
- 8 **Oasis:** See below
- 9 **Scrub:** See below
- 10 **Mesa:** See below
- 11 **Blinding Heat Haze:** Designate an area of the battlefield 3D6" x 2D6" affected by the heat haze - any model in this area or shooting through it suffers a -1BS. Any unit inside this area suffers a -1 to Ld.
- 12 **Sandstorm:** The sandstorm covers an area equal to the ordnance template in size. Line of sight is blocked for models shooting through it. A model inside the sandstorm may shoot, but suffers a -2 to BS and -1Ld. They also suffer D3 Strength 1 hits each turn at the start of their turn. Roll a D6 for the sandstorm at the start of each player's turn. On a 1 it dissipates and is removed, 2-5 nothing happens, 6 another sandstorm appears and is placed D6" from original as indicated by the scatter dice (this will always scatter, even if a 'Hit' is rolled). Roll for all the sandstorms separately, at the start of each player's turn.

The harsh desert environs of desert worlds around the Imperium are a brutal and unforgiving theatre of war, very distinctive and different in comparison to more conventional battlefields.

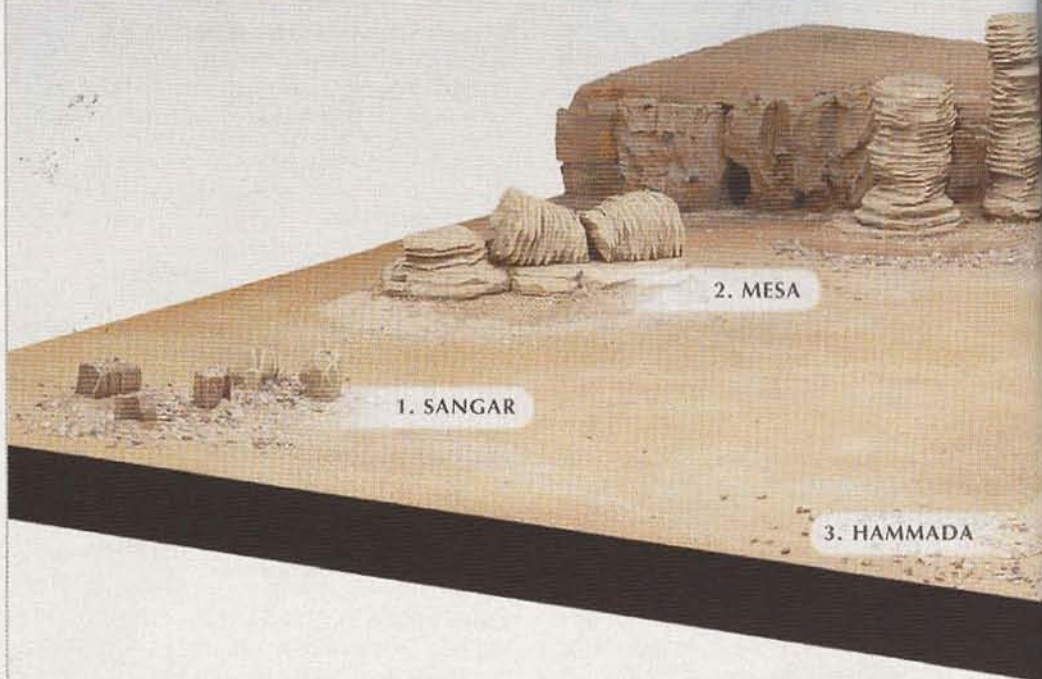
Below are some terrain types that you can use in games fought on a desert battlefield and a desert terrain generator.

## TERRAIN GENERATOR

Before you play any battle on a desert world or similar environment, roll 2D6 on the desert terrain generator below to determine the terrain type.

Players should roll a D6 to decide who gets to place the first piece of terrain, which will then alternate between them. Once both players are satisfied there's enough terrain on the board it's time for battle!

Alternatively, both players could simply choose the terrain they want to use and place it any mutually agreeable manner.



## DESERT TERRAIN TYPES

### TERRAIN TYPE

Deir

Hammada (3)

Wadi (5)

Mesa (2)

Oasis (7)

Scrub (4)

Sand dune (6)

Sangar (1)

### DESCRIPTION

Shallow dip in open ground.

Open ground strewn with loose rocks.

Deep gulley formed by flash flooding during infrequent rainy seasons

Flat-topped, rocky outcrop formed by fast-flowing water of eons past.

WYSIWYG, or Size 3 area terrain.

Low, dry grass and bushes, Size 1 or 2 area terrain. Hills.

Loose rocks piled high, as the ground is unsuitable for trench digging.



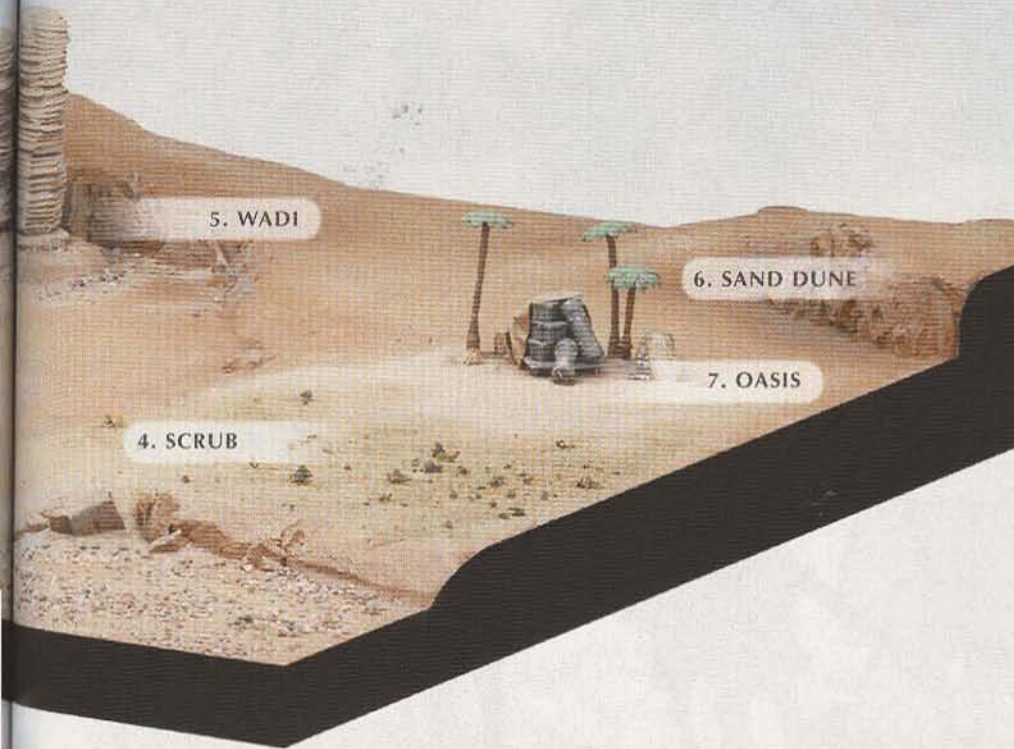
## SUNWORMS

Sun Worms are just one of the many deadly denizens of the desert. They are likened to small biological batteries that reside half in the sun and half in shade, capturing and utilising solar energy to survive.

The danger inherent with Sun Worms is not overt like some of the foul and ferocious

creatures of the 41st millennium, rather it is the energy conserved in their bodies that poses the most severe hazard. The solar energy stored by Sun Worms is released sporadically, as a defence mechanism, in the form of a powerful electrical charge. Such a blast can easily be fatal.

The army includes these great objective markers.



### EFFECT

6+ cover save.

Difficult terrain.

If very narrow, this might be dangerous terrain, as they are hard to spot. If wider – troops may pass down it unimpeded, but climbing into, out of, or over it in one move counts as difficult terrain.

WYSIWYG. Difficult terrain test required to scale, open terrain across top.

5+ cover save.

6+ cover save.

Hills

Fortifications.

## Tactica DESERT WARFARE

By Andy Hoare

Nick's asked me for a few words on the subject of fighting games of Warhammer 40,000 in desert terrain, so looking over his terrain generator, these are my thoughts.

Obviously, the defining feature of a desert table is the open ground. Open ground does not have to mean lack of cover, but it does mean the enemy will be able to draw a bead on your forces from almost anywhere else on the table. More crucially though, it means that movement will be far easier to coordinate across an army, so tanks and transport vehicles won't get bottle-necked like they would on a more conventional table.

This can be dealt with in two ways. One way is to dig in, but beware of forming long, defensive lines. These will be quickly outflanked and rolled-up, as fast moving enemy assault units will be able to move in on the extreme ends. Instead of forming a line, think about deploying in defensive strong points, with your heavy weapons arranged within, covering every angle of approach.

The opposite tactic is to utilise fast moving units, as these will come into their own in the open terrain, where they can move around without being slowed by terrain, bringing lots of force to bear exactly where and when you choose. A great example of this would be a Tau army heavy on Fire Warrior teams mounted in Devilfish troop carriers. The vehicles will have plenty of room to manoeuvre, and thus mass their attacks on enemy units of their choice, the Fire Warriors disembarking to Rapid Fire their foe into a sticky mess. Of course, the downside of taking lots of vehicles into open desert is the enemy's long range anti-tank weapons will be able to target them, so be sure to pick your targets carefully, coordinating your attacks to quickly reduce the enemy's ability to hit back at you.

Lastly, a famous general once described desert warfare as a "tactician's dream, but a logistician's nightmare". Once underway, you'll have an idea why!



## TALLARN ARMY

By Matthew Toone

These are some of Matthew Toone's Tallarn models. Matthew hails from the Isle of Wight and bought the Tallarns when they were first released, but has only recently got around to painting them!

The distinctive red turbans indicate officer status in the army. The more high-ranking miniatures also have a bluish tinge to their tunics and fatigues, unlike the yellow-brown of the standard troopers.

A throw back to his historical gaming, Matthew has modelled his own thin 'bases' for his models and flocked them appropriately.



Matthew was a historical war gamer originally and based his Tallarns on a huge Sudanese Colonial collection. "You don't see many warriors with dark skin in Warhammer 40,000 – but Tallarns fight in deserts, so it seemed like a good choice."

## TALLARN ROUGH RIDERS

By Rhys Knight

Rough riders are a very underused troop type, and I always like to have the 'underdogs' in an army. Also, I had just watched 'The Mummy' and all of those guys on horseback look cool.



## TALLARN CAMO SCHEMES By the UK White Dwarf Team.



Ice World – Rik Turner

Forest – Nick Kyme

Red Desert – Christian Byrne

Ash Wastes – Owen Rees



# THE WAR FOR TAROS BEGINS...

## 2006 In-store Easter Campaign

The Taros Campaign is raging in a Games Workshop store near you this Easter holiday. Ring your local Hobby Centre to find out how the

war is being played in your area and how your armies can get involved! To find your nearest Games Workshop see page 114.



*Elysian Drop Trooper squad*



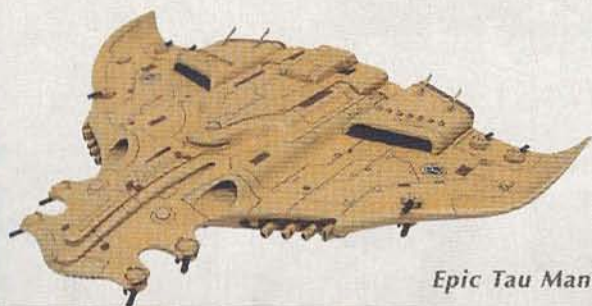
*Elysian Drop Trooper heavy weapons (heavy bolter and mortar)*

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*Tau Tetra  
Light Skimmer*



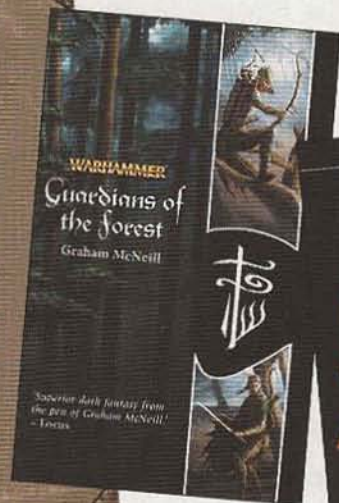
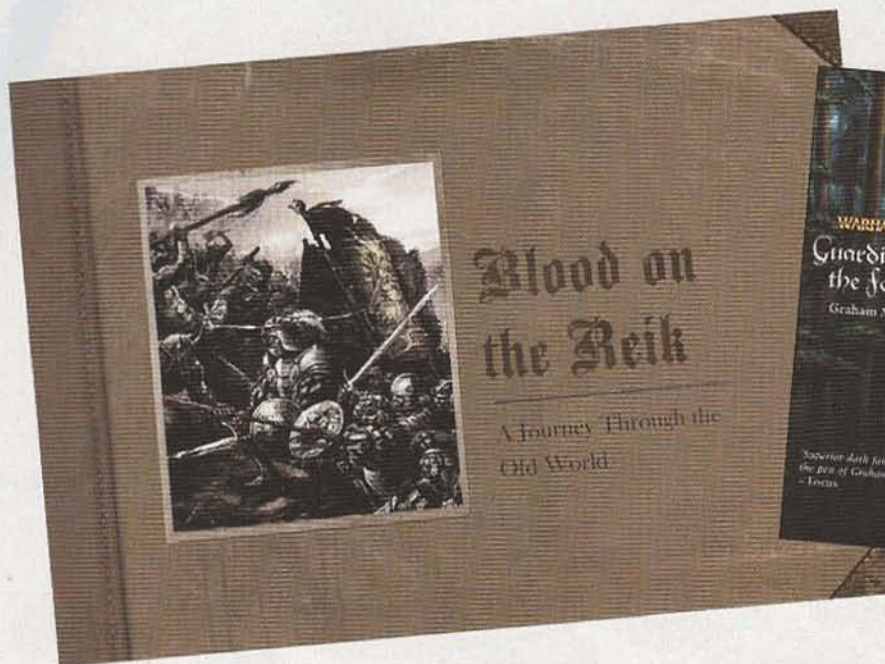
*Epic Tau Manta*



### BATTLEFLEET GOTHIC AND EPIC: ARMAGEDDON

Fans of Battlefleet Gothic and Epic: Armageddon will be delighted to learn that there are scenarios and army and fleet lists for both systems, enabling you to fight the campaign out in space and on a grand scale as the conflict reaches its height.





# A LITTLE READING...

## ...can go a long way

The novels and art books published by Black Library explore the rich backgrounds of Warhammer and 40K. With a little work, you can bring those novels to life on the tabletop. Dave Taylor shows us a few examples from his Empire army.

**Dave:** The novels and art books published by the Black Library are among the best places to gather ideas for building an entirely new army or adding some great flavour to an existing force. I've always been a fan of Dan Abnett's work, and *Gilead's Blood* and *Hammers of Ulric* have inspired a number of army themes for me. Also, Robert Earl's *Wild Kingdom* has me thinking about a new Rhinox conversion I'd like to work on.

*Blood on the Reik* is a great book that has provided me with a slew of modeling ideas. Filled with page after page of great sketches by Dave Gallagher, this book explores the

darker, grittier side of life in the Empire. It's not all frilly shirts and fancy plumes, you know – sometimes, it's about mad women swinging cats!

For more on the Black Library, check out [www.blacklibrary.com](http://www.blacklibrary.com).

Black Library books are available at: most good bookstores, the Games Workshop Hobby Centres and the online store:

[www.games-workshop.co.uk/store/blacklibrary](http://www.games-workshop.co.uk/store/blacklibrary)



The peasants of this small hamlet are stirred to action by the 'fire and brimstone' oratory of the Warrior Priest and his preacher.



## BRINGING THE ARTWORK TO LIFE

### Warrior Priest

This guy was a fairly simple conversion that combined a mix of pieces from my bitz box: a Space Marine Sergeant torso, Chaos Marauder legs, Empire Militia arms, a Bretonnian head, and Karl Franz's hammer. He'll be a Warrior Priest in my Empire army.



### Lamplighter



This lamplighter model is based on an Inquisitor's Henchman. The toughest part was hiding the promethium tanks on his back. He'll serve as a standard bearer in a Free Company regiment.

### Executioner

Everyone fears the executioner! I made this charmer with Free Company legs, a Marauder torso and arms, and a Beastman axe. I built up the hood with layers of Green Stuff and added studs cut from a plastic rod. This model will become a Sergeant in a unit of Free Company soldiers.



### Amethyst Wizard



The Amethyst Wizard was a pretty straightforward conversion. I cut the plasma pistol away from a Daemonhunter Acolyte, replaced it with a Zombie hand holding a skull, and added the scythe blade from Typhus. I used Green Stuff to form a simple hood over the bionic eye and wires that covered his head. To add a little more stature, I placed the Wizard on a few rocks made from Green Stuff.

He will, of course, become a Wizard in my Empire army when I want to use the Lore of Death.

### Preacher

This character was, by far, my favourite sketch from *Blood on the Reik*. This drawing was full of gritty humour and wild fanaticism – just perfect for a Prophet of Doom!

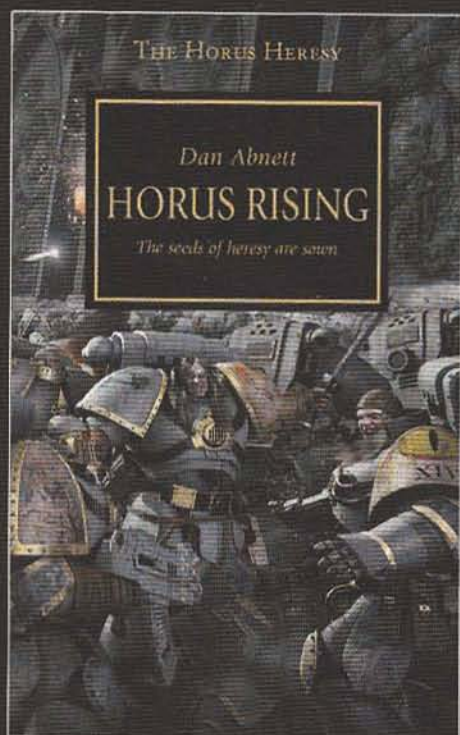
Getting him right was really a matter of assembling the right parts: the Bretonnian monk model as the blind strongman, a spare shield as the stand, and Zombie and Free Company parts for the zealot. The enormous book on his back is from the Inquisitor range, and the screaming head is from a Space Wolf. Converting Rule #1: NEVER throw anything away!





# The Horus Heresy

# HORUS RISING



**The start of a major new series that tells the greatest ever story from the Warhammer 40,000 universe!**

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Novel • £6.99

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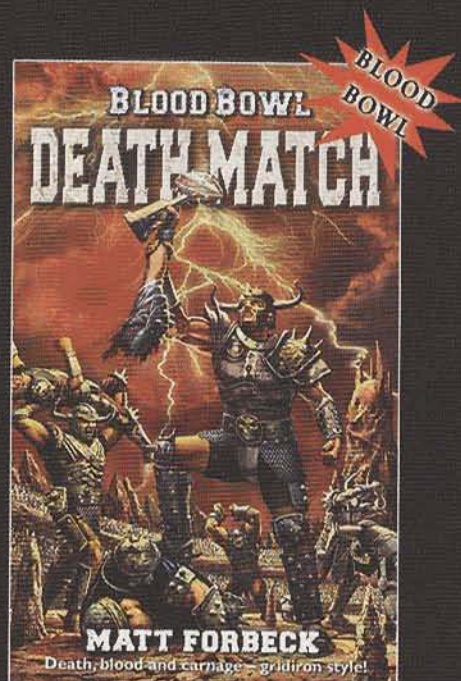
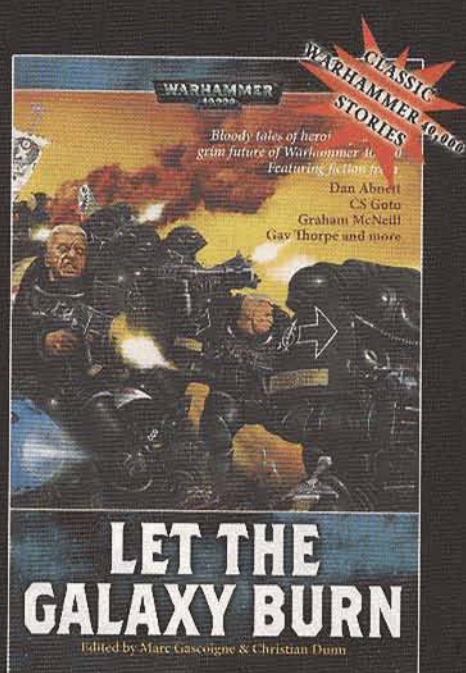
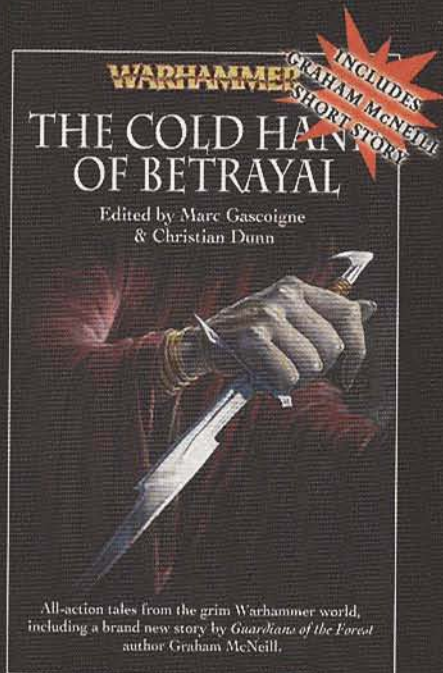
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by Matt Forbeck

The seconds are counting down and the Bad Bay Hackers are in the most crucial game of their lives. Can they survive to the final whistle or will the game of Blood Bowl be the death of them?

Novel • £6.99





# 'EAVY METAL



'Eavy Metal are the most talented team of professional miniature painters in the world. This month, we take a look at their heroes of Rohan models.

## EORL THE YOUNG

NEW!

Eorl was the first king of Rohan, a province gifted to him by the Steward of Gondor in gratitude for his aid at the Battle of Celebrant. He is depicted here wearing a stately white cloak and carrying a broad shield, artefacts of an earlier time.



Eorl's armour and the horse barding are painted in the same way, giving both horse and rider a coherent look on the battlefield.

Eorl's beard has been defined with shading to help the pale colour stand out against the flesh tones.



The shield carried by Eorl is larger than those borne by his descendants. The devices and boss have been painted gold, against a dark green background.

## PAINTING EORL THE YOUNG

**Pete Foley:** "Eorl is painted in bright colours as he was a king, so he is bound to have been cleaner than everyone else at the time, also, unlike Théoden and the other members of the Royal House of Rohan we've done, he wasn't living during the War of the Ring, which were desperate times."

"Even though Eorl is very brightly coloured, we undercoated him black like we do all our models. We tend to layer our The Lord of the Rings models, as the different elements are a bit too small for blending. The cloak is the brightest element, and I painted that Fortress Grey to begin with, gradually layering it up to pure Skull White through a number of mid-tones, mixes of Skull White and Fortress Grey, adding more white each time. The trick with bright colours like this is to use thinned paint and a lot of coats to get a consistent finish."

"Horses can be quite difficult to paint, there's too much to go into here, but keep an eye out for The Two Towers supplement, out later this year, in which there will be a detailed guide to painting horses a variety of colours."



## TOP TIP: BASES

- 1 Stick sand to the base with PVA
- 2 Wash the sand with Brown Ink
- 3 Drybrush it with Snakebite leather
- 4 Drybrush it with a 1:1 Snakebite Leather/Fortress Grey mix
- 5 Drybrush it with the same mix, with a little Skull White added
- 6 Paint the edge of the base Bestial Brown
- 7 Glue patches of Citadel Static Grass and clump foliage to the base



## ÉOMER, MARSHALL OF THE RIDDERMARK



Éomer's intricate armour is painted from the 'inside out'. Begin by painting all of the metallic areas, then re-undercoat the straps with Chaos Black before painting the red leather.



The brown tones are consistent all over the model, and the saddlecloth is painted in the distinctive Rohan green.



Colour Reference

## THÉODEN, KING OF ROHAN



A Rohan motif is painted onto the back of Théoden's armour. This is a great way to add extra detail to a model, requiring a fine brush and a steady hand.



Théoden's shield is plated entirely with bronze, and his horse's armour is a dark, patterned leather, reflecting his regal status.



Colour Reference

THE LORD OF THE RINGS  
STRATEGY BATTLE GAME

# HEROES OF ROHAN



## GAMLING, CAPTAIN OF ROHAN



Folded cloth on a model always provides a good opportunity to practice your shading and highlighting skills.



The Royal Standard of Rohan is the main focus of this model, and has been given special attention, particularly on the white horse motif.



Colour Reference

## ÉOWYN, SHIELD MAIDEN OF ROHAN



Colour Reference

The helmet at Éowyn's side is painted in the same colours as that of a normal Warrior of Rohan's.



As Éowyn is disguised as a regular Rohirrim, her armour and clothing are quite drab. This makes her golden hair a focal point.

## COLOURS OF ROHAN

### Green cloaks and cloth



### Leather armour and details



### Red leather details



### Gold details



### Armour and weapons





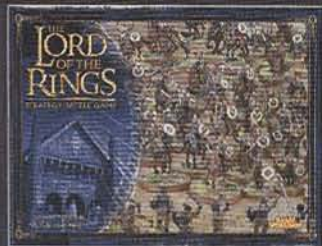
# VALIANT ROHIRRIM



**B**old horsemen, the Rohirrim are staunch allies of Gondor, and many times have they aided them in war.

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## THE LORD OF THE RINGS STRATEGY BATTLE GAME

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- Éomer
- Éowyn
- Gamling
- Rohan Royal Guard



Helm's Deep Théoden.

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# Regions of

## The Army of Minas Tirith

Full of well-armed, well-trained veterans, this army represents the might of Gondor before the War of The Ring. This particular army is primarily a garrison force, as would defend the outposts of Gondor, like the Glamorgarth or Amon Barad. As such, it is quite slow to move and manoeuvre, managing without cavalry and more lightly armoured scouts. In gaming terms, it's a durable force, relying on the high Fight and Defence of its heavily armoured warriors to preserve them from the worst a foe can muster.



746 points

5 Citadel Guard  
with longbows 50



8 Warriors  
with bows 64



8 Warriors  
with shields 64



8 Warriors  
with spears 72



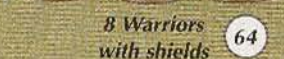
Beregond 25



Captain with shield 55



8 Warriors  
with shields 64



Captain  
with shield 55



8 Warriors  
with spears 72

Boromir, Captain of the  
White Tower with the  
Banner of Minas Tirith 225



### Boromir, Captain of the White Tower

When you want the best, and aren't afraid to pay the cost, Boromir is the Hero you need. With 6 Might Points and 3 each of Will and Fate, he's a veritable powerhouse. As if that were not enough, the Horn of Gondor further augments his fighting ability, whilst the Banner of Minas Tirith gives a marked boost to every friend in close proximity.

There's nothing subtle about Boromir – get

him stuck into the enemy, as quickly as possible. While he can become a little vulnerable if there are a couple of Nazgûl floating around the battlefield, you shouldn't worry for Gondor's first son. Even Mordor Trolls, which normally cause havoc with Good Heroes, can't guarantee taking him down whilst the banner flies aloft – a Fight 7 Boromir is not a foe to be taken lightly.



# Middle-earth

Four themed armies for The Lord of the Rings battle games.

THE  
**LORD  
OF THE  
RINGS**  
STRATEGY BATTLE GAME

## The Guardians of Ithilien

This force represents Gondor's defenders at the end of the War of The Ring: small bands of swift-moving veterans, seeking and destroying the servants of the Enemy. Such an army is often outnumbered, and relies on whittling down the foe from a distance before unleashing a devastating cavalry charge to shatter the remnants.

Gaming with a force of this kind requires an excellent grasp of timing, knowing when to abandon archery in favour of ferocious melee. If you've directed your fire correctly and well, your troops will sweep all before them. If not, it could be a very costly day for Gondor.



751 points



### Damrod, Ranger of Ithilien



At just 20 points, Damrod is incredibly good value. As a Hero, he's invaluable for adding a little bit of resolve to a wobbly section of the battleline, not to mention his always-useful point of Might for when you have to get that vital charge.

### Madril, Captain of Ithilien



Though Madril is not a first-string hero he is excellent value. He contributes 3 Might points, and has a Shoot value of 3+. Beyond that, he has an invaluable special rule that allows Good reinforcements to get to the battle more quickly.



# The Army of Morgul Vale

The army that the Witch-king leads to the siege of Minas Tirith is drawn from the four corners of Mordor and beyond. It is an army of Orcs, Trolls and much worse.

Playing games with an army like this requires keeping a careful eye on how many of your minions you're expending – too many, and you won't have enough to complete your goals, too few, and Good Heroes are likely to survive round after round of combat. It's generally a good idea to let your Trolls set the pace of the battle; if they're wading through the enemy without much trouble, mass your Orcs to swarm an enemy Hero. If your Trolls are in trouble, back them up as soon as you can...



**741 points**



## Gothmog, Lieutenant of Morgul

Gothmog is quite possibly one of the best Evil characters that can lead your army. Firstly, he's an excellent fighter, with a profile that puts every other Orc (and quite a few Men) in the game to shame. With a moderate amount of backup, Gothmog is more than capable of making a mess of anyone foolish enough to cross his path.

His true worth, however, lies in his 'Master of

Battle' special rule. With Gothmog lurking nearby, Good Heroes will be unwilling to commit themselves to Heroic actions, because Gothmog will be able to counter with one of his own for free! The only way for them to prevent him from doing this is to tie him down in combat and, as we've already discussed, that can be a very risky proposition indeed.



# The Black Gate of Mordor

At the final battle of the War of The Ring, the cream of the free world comes face to face with the elite of Sauron's armies. Threaded amongst the multitudinous Orcs there are hulking Trolls, and cruel-eyed Easterlings. More intimidating still, the Nazgûl swoop and dive overhead – a shadow that none can escape.

An elite army, this force can give and take damage with the best of them, the only problem is that it doesn't have a horde of reinforcements to fall back on. Victory lies with making your Heroes count and careful use of the Transfix and Compel magical powers to swamp vulnerable Heroes.



748 points



## The Mouth of Sauron

The Mouth of Sauron is often overlooked by Evil players when they're picking Heroes, as they often choose to spend points on a second Troll or Nazgûl. That said, he's worth a second glance. With a profile comparable to a Captain of Men, the Mouth of Sauron is a competent fighter and leader – a valuable thing in the coward-rich ranks of Mordor.

What makes him particularly valuable is his small, but focused, array of magical powers. Generally speaking, spellcasters aren't fantastic in combat, they can Transfix a foe, but not capitalise upon it. This is not true of the Mouth of Sauron. With two Attacks and a Strength of 4, he's more than capable of stunning an enemy Hero and then rushing in to finish them off.





WARHAMMER 40,000 CAMPAIGN WEEKEND:

# DARK STARS

The Fall of Medusa V: The Beginning

\*\*\*incoming transmission\*\*\*

**T**he Imperium is under threat. Armies of Tyranids, Tau, Orks and Eldar, each with their own agendas, make ready to attack. 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+**

\*\*\*transmission ended\*\*\*



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# DOK BUTCHA'S CONVERSHUN KLINIC

**H**ello dere. We've gotta reel big boy in dis munt, a Hogre wot eats Oomies like youse lot. He's a tuffy dis one, big enuff to make even my boss fink twice abart hittin' 'im. Not dat he'd not hit 'im, 'e's a bit fick.

## OGRE MANEATER

by Chris Straw

I decided to see if I could make an Ogre Maneater from a plastic Bull. This is easier than it sounds, as there are plenty of extras in Citadel kits that can be used to represent a veteran Ogre's equipment. Additionally, I wanted to add a unique sense of movement to the model, so it is more extensively converted than strictly necessary. The most complicated part was the shoulder, which I remodelled with Green Stuff.

To finish the model off I added plenty of piercings, inspired by the artwork from the Ogre Kingdoms book.



## IRON RING PIERCINGS

1 Roll up a small, pea-sized lump of green stuff.



2 Place the Green Stuff on the Ogre and make an indentation in the centre with a blunted cocktail stick. This will form the ring shape.



3 Chop off the pointed end of the cocktail stick so it is flat. Use this to smooth the centre of the ring and expand the circle.



4 Allow the ring to dry. Add a small bead of Green Stuff to the edge of the ring and smooth it on one side.



5 Drag the Green Stuff down to give the impression that the weight of the ring is pulling on the Ogre's skin. Neaten the Green Stuff 'skin' in the centre of the ring with the cocktail stick.



## TOOTH PIERCINGS

These are made from small pieces of plastic rod sharpened with a modelling knife and then cut to size. Glue them in place and add Green Stuff as in step 5, above, but here smooth the putty out on both sides to make the tooth look like it has been pushed through the skin.





## MODELLING WORKSHOP

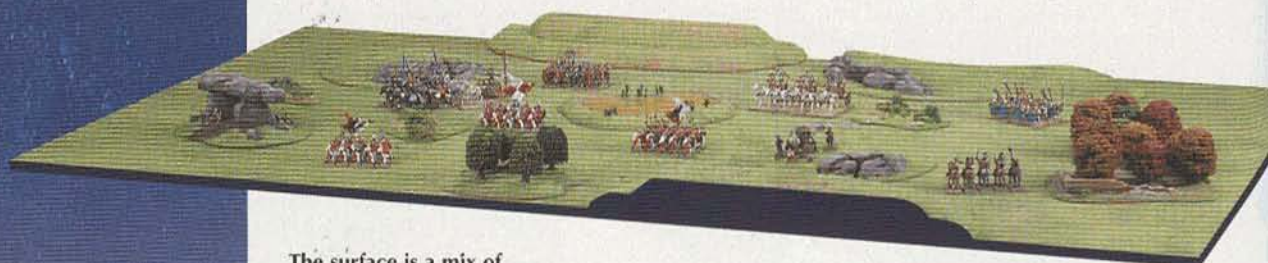
An ambition of almost every gamer is to own a "games room" where vast battles can be waged. The sad truth, however, is that most of us don't even have a wargames table, much less a room. Here's a few tips to help you build your own, practical gaming board.

# BUILDING BATTLEFIELDS

Any wargame is more enjoyable when played across a well finished battlefield. The table below looks fantastic not because it has been crafted by experts or because a lot of difficult techniques were

used, but because matching flock and static grass has been added to the table surface and all the terrain features. Although larger in scale, this process is no different than flocking a model's base.

This wargames table has been made from a flat wooden board purchased at a DIY store.



The surface is a mix of Citadel modelling flock and static grass.

## TERRAIN

No battlefield is complete without terrain. Though you can make your own, Citadel makes a range of basic scenery pieces designed specially for our games, so you can have your own warzone up and running in next to no time.



Static Grass Hills



Brick Walls



Barrels and Crates



Hedges



Sand Bag Barricades



# SIMPLE BOARDS

## BLANKETS AND BOOKS

### Old favourite

Newcomers to wargaming may scoff at this classic set-up, but draping a blanket over a table and some books is easy to do and looks surprisingly effective.

### ↑ Advantages

- The price varies, but it is usually quite cheap.
- Blankets are very easy to store.
- Very durable and machine washable.
- Quick to set up and put away.

### ↓ Disadvantages

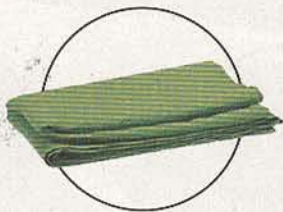
- You will require a large, flat area to spread your blanket out on.
- Finding cloth in suitable colours for a battlefield is not always easy.

Blankets are great if you can find the right colour. We got this one from a craft store.

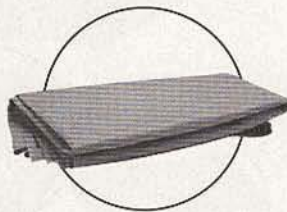
You can add rocks and pebbles from your garden to the blanket for easy scenery.



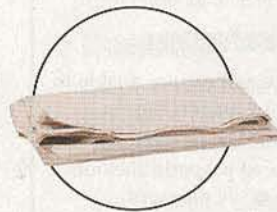
Stacked books or even rolled-up jumpers make good hills.



Green blankets are great for games of Warhammer or The Lord of the Rings.



Grey blankets are perfect for games of Warhammer 40,000.

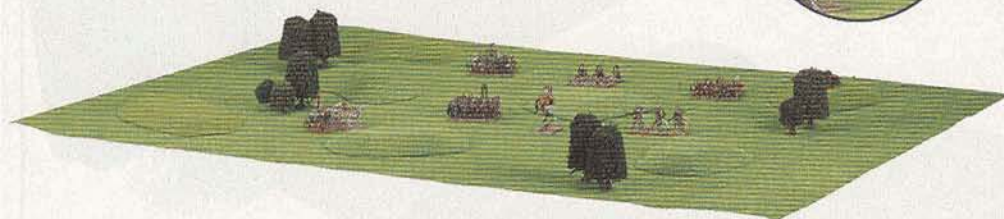


You can use a white blanket to represent a snow battlefield.

## GRASS MATS

This grass mat is available from Games Workshop.

Much of our Citadel scenery matches the grass mat perfectly.



Grass mats can be glued to a board for a more permanent gaming fixture.

Grass mats are made specifically to look like realistic ground cover.

### Easy option

A grass mat is a specially made scenery product that can be rolled out, instantly turning a table into a battlefield in much the same way as a blanket.

### ↑ Advantages

- Quite affordable. The Citadel Grass Mat is £15.
- Grass mats are easy to roll up and store.
- Quick to set up and put away.

### ↓ Disadvantages

- You will require a large, flat area to spread out your grass mat.
- Over time it may crease or tear.



# POLYSTYRENE BOARDS

## MODULAR BOARDS

### Advanced option

Modular boards are made from several square or rectangular sections of polystyrene, resulting in a lightweight, portable gaming area in sections.

### ↑ Advantages

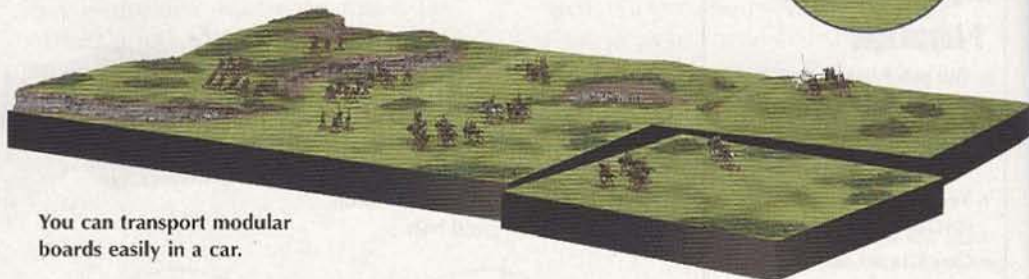
- Easier to store and transport than its larger counterparts.
- Polystyrene is light and can be cut and shaped with a craft knife.

### ↓ Disadvantages

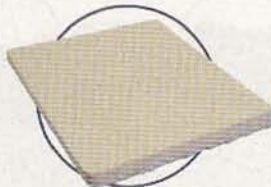
- You will require a table to rest your sections on.
- If not edged with tape and stored properly, they can be easily damaged.
- Can be expensive, depending on the materials you use.

When not in use, these modular tiles can be stacked away neatly on a shelf in a closet.

Modular boards open up exciting possibilities, such as modelled-on scenery.



You can transport modular boards easily in a car.



High Density sheets are very strong and versatile and can even be sanded into shape.



Low Density sheets, while not as robust, are cheaper and more readily available.

## FOLDING BOARDS

This 8'x4' gaming board has been constructed out of 2'x4' sheets of low density polystyrene that have been taped together and hinged with duct tape. Additionally, one side has been flocked green for games of Warhammer and The Lord of the Rings, while the other side has been painted grey for Warhammer 40,000.



This board is perfect for storing under a bed or on top of a wardrobe.

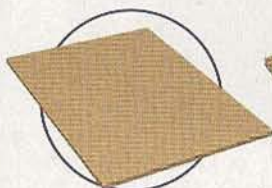
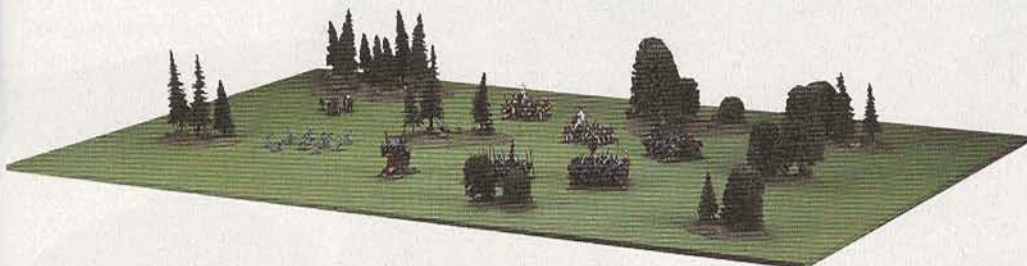


# WOODEN BOARDS

## FLAT BOARDS

This 6'x4' wargames table has been made from a flat wooden board that has simply been painted green.

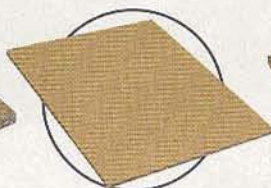
You can base your scenery yourself to match your gaming board's finish.



MDF, or Medium Density Fibreboard, is extremely sturdy.



Chipboard is quite thick, but the corners can be easily damaged.



Hardboard is quite cheap and tough but can warp.



Plywood has many intersecting layers to prevent warping.

## Wood is good

Perhaps the most common type of battlefield is simply a flat, wooden board placed atop a strong base. The base may be something like a sturdy folding paste table or a dining room table.

### ↑ Advantages

- A very cheap option.
- Materials are easy to get hold of.
- Can be purchased and painted the same day.

### ↓ Disadvantages

- Not the easiest table to store, but it can be kept in a garage or stored under a double bed.
- Good durability, but some types of wood may warp if stood on end or allowed to get damp.

## DIFFERENT FINISHES

Painting the board is the easiest way to complete it, but not necessarily the best looking. There are many options for finishing the board, only limited by how much time and effort you want to expend.



Grass Mat



Snow Flock



Grass Flock



Sand painted green



Sand painted ash grey



Sand painted Martian

## WHERE TO FIND IT ALL

If you have a Games Workshop store near you, you will find that it is a great place to start as quite a lot of hobby supplies, like flock, terrain and paint, are readily available. Most crucially, the staff there will be happy to direct you to local shops for items such as wood and polystyrene needed to construct your gaming table.



Citadel manufacture a variety of terrain items, kits and accessories so you can make a great looking battlefield with the utmost ease...

# TAKE COVER

## ESSENTIAL TERRAIN FOR YOUR GAMES

### PLASTIC HILL

A two piece hill that can be assembled in two ways. Combine two sets for a really big hill!

**£15.00**

Sek/Nkr 250.00, Dkr 200.00, Euro 27.50

*Supplied unpainted and unflocked*

### HILLS

Three plastic hills.

**£12.00**

Sek/Nkr 180.00, Dkr 150.00 Euro 20.00

### BATTLEMAT

This 6' x 4' grass mat is the quickest way to make a battlefield.

**£15.00**

Sek/Nkr 250.00, Dkr 200.00, Euro 27.50

### HEDGES AND WALLS

Contains three hedges and three walls.

**£10.00**

Sek/Nkr 150.00, Dkr 125.00, Euro 17.50

## MODELLING MATERIALS



### STATIC GRASS

**£4.00**

Sek/Nkr 60.00, Dkr 50.00, Euro 6.50



### MODELLING SAND

**£4.00**

Sek/Nkr 60.00, Dkr 50.00, Euro 6.50



### MODELLING FLOCK

**£4.00**

Sek/Nkr 60.00, Dkr 50.00, Euro 6.50



### MODELLING GRAVEL

**£4.00**

Sek/Nkr 60.00, Dkr 50.00, Euro 6.50





### MIGHTY FORTRESS

Nothing is more impressive on the table than a castle! Also available in component parts.

*Supplied unassembled and unpainted  
Miniatures not included*

**£50.00**

Sek/Nkr 750.00, Dkr 650.00, Euro 80.00



### WARHAMMER 40,000 BATTLEFIELD ACCESSORIES

Two versatile sprues of tank traps, oil barrels, supply cases and more!

*Supplied unassembled and unpainted*

**£6.00**

Sek/Nkr 85.00, Dkr 75.00, Euro 10.00



### URBAN BARRICADES

Contains six sandbag barricades.

**£10.00**

Sek/Nkr 150.00, Dkr 125.00, Euro 17.50



### WARHAMMER 40,000 CHAPEL OF SANCTUARY

A fully painted ruined chapel complete with stained glass. A great battlefield centrepiece.

**£20.00**

*Miniature not included*



*Miniatures not included*

### JUNGLE PLANTS

Four sprues of jungle foliage, perfect for Death World and Lustrian tables.

**£20.00**

### WATER EFFECT

237 ml of liquid for creating water features.

**£12.00**





# CITADEL Cutting Set, Clippers and Saw

## TOOLBOX

Citadel produce a range of essential hobby items, each designed with specific modelling tasks in mind. A well-stocked modeller's toolbox should include a knife, a pair of clippers and a saw, each of which is best used for specific tasks. Here, we take a look at the intended uses of these items, and provide a few safety tips for them.



### Cutting Set

- 1 knife
- 1 cutting mat
- 1 metal rule
- Spare blades

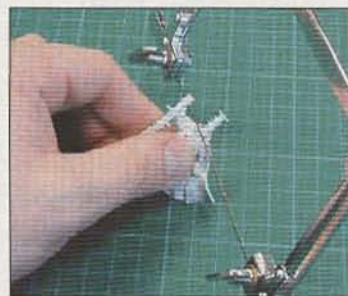
A good craft knife is essential for cleaning up miniatures prior to assembly and for removing small parts from plastic frames. Games Workshop sells a cutting set, which provides you with a knife and a cutting mat that will protect your work surface. The kit also comes with spare blades and a metal rule.



### Plastic Cutters

- 1 pair of cutters

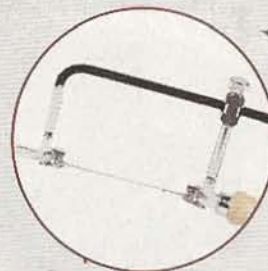
A pair of cutters is your first port of call when removing parts from a plastic frame. They can also be used to remove tags from metal castings. Games Workshop plastic cutters have been designed with this purpose in mind and have a fine point for reaching into plastic frames and a flat back to leave an even surface when cutting.



### Modelling Saw

- 1 saw
- Spare blades

When converting miniatures or removing large tags you will need to use a saw. If you want to remove arms, legs or heads, don't be tempted to reach for the plastic cutters. The modelling saw offers greater control when cutting small parts.



### CUTTING TIPS

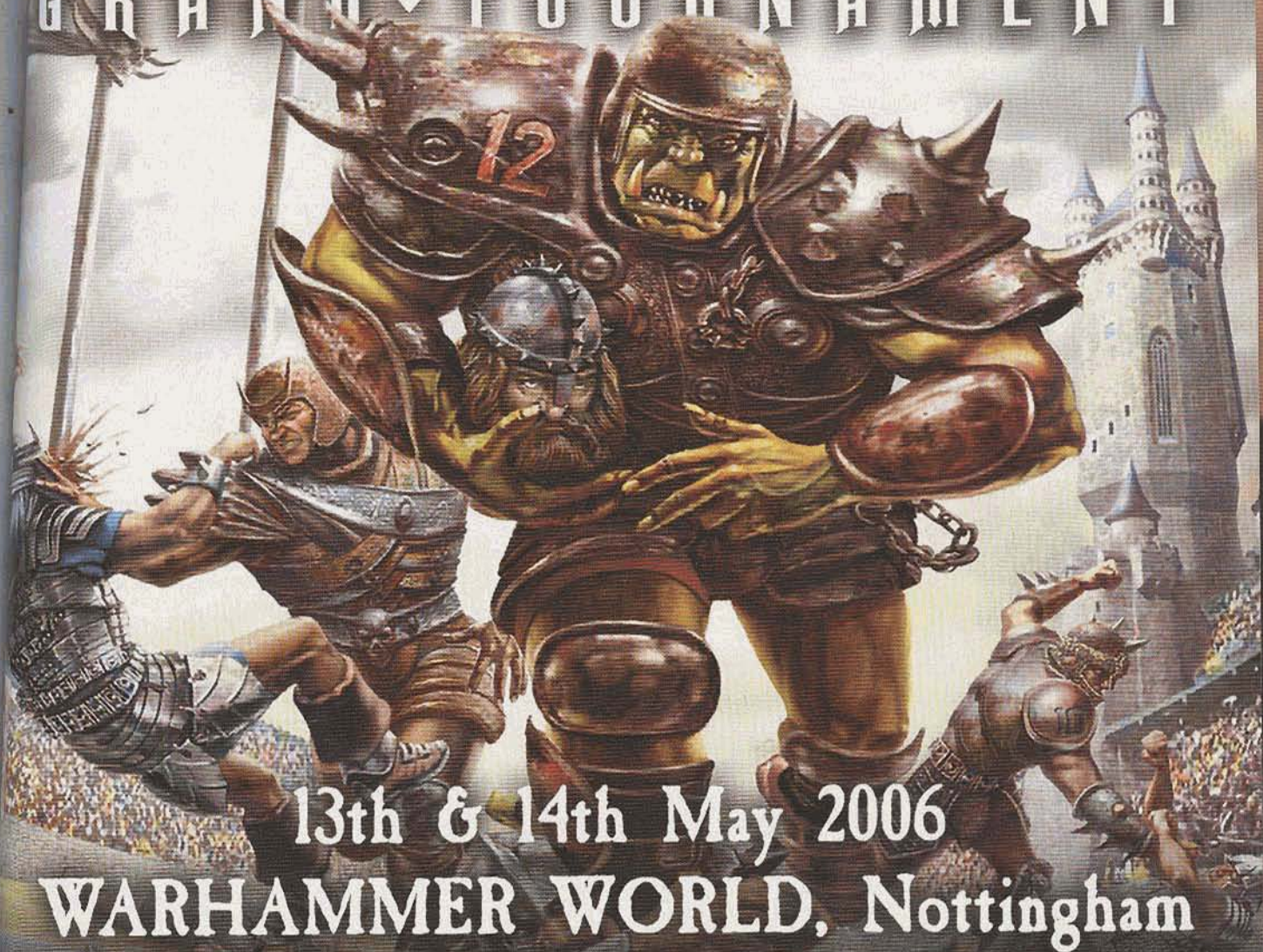
Choosing which tool to use – knife, cutters or saw – should be a careful consideration before you attempt any cutting activity.

- When removing parts from a plastic frame, aim to cut the frame rather than the model.
- Use a knife to remove mould lines by scraping the miniature.
- Always cut on a cutting mat. Unlike your table, these are self healing.
- When using a saw it is best to clamp the miniature or part in a vice to hold it steady and reduce the risk of the saw blade twisting and breaking.



# BLOOD BOWL

## 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 Sales 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](http://www.games-workshop.co.uk/events/diary)



# MORDHEIM

## Thy Soul to Keep

Part three of a Mordheim campaign. by Nick Kyme and Andy Hall

**S**crew your courage to the sticking post, brave traveller, as we journey to the City of the Damned for the last time. Our destination is the Temple of Morr and the final battle for the fate of the lost souls of Mordheim...

In this final instalment of the White Dwarf Mordheim campaign we reveal the final multi-player scenario, feature the remaining two warbands and discover who the victor of the campaign will be.

### The Story So Far...

Soloman Vantor, High Priest of Morr has been changed by the chunks of altering wyrdstone buried deep in the earth of Mordheim. Crazy with power and seduced by delusions of godhood, Soloman has constructed a device of evil - a Soul Engine, capable of trapping souls and using them to fuel his power and desires of ascension.

Soloman's will does not go unchallenged however; six priests, the original acolytes of Vantor, have ventured back to the City of the Damned to prevent the ritual. Little do they realise they are being drawn slowly, inexorably into a trap. For only if Soloman can claim the souls of the six priests will his godhood be assured.

The priests and their followers, warbands of brave warriors and despicable villains, have battled each other to reach the Temple of Morr and the final confrontation with Vantor.

The outcome? In the balance...

"If Soloman can claim the souls of the six priests his godhood be assured"



# Those that flock to Mordheim...

At the time of Mordheim the Empire is fractured and as a player



Andy Hall

**Andy:** My warband, Kliver's Bows are one of those who disappear without trace in Mordheim. So, where did it all go wrong? In a word: Youngbloods.

Losing my Heroes early on against the Witch Hunters (my Champions died and Kliver suffered a deep wound), meant no income.

The next few games were little better, with the encounter against Owen a clinical killing exercise by his Vampire. At least with some Youngbloods hanging around, staying out of trouble, I could've generated some income and replenished my losses. Ah well...



James Griffiths

**James:** I emerged from my fist two games with one win, no deaths, few injuries, a good haul of gold, an extra attack for each Possessed and an evil grin on my face!

Game three was one of those rare occurrences when every dice I rolled was great and every dice my opponent rolled was terrible, resulting in me wiping out every last Dwarf in Rik's warband and gaining much experience.

Against Nick's Witch Hunters though, every dice I rolled was terrible and every dice he rolled was great! I lost the game and a Beastmen... permanently.

In my final game - The Gaol - things fell apart. I split my attack to try and take out Andy's Reiklanders and the Gaoler at once, but the Gaoler ripped through my warband and I lost the battle.





# final scenario: the temple of morr

The warbands have fought long and hard to make it this far. Now, upon the blasted grounds of the Temple of Morr do they meet; all of Vantor's banished Priests together at last. Across the ruined structure of the great temple do they stare at each other, in its highest tower an eldritch light blazes. Here lies the Soul Engine - they can feel its very power draining the life out of them as they stand there - the culmination of the High Priest's madness. Vantor must be destroyed and his nefarious machine with him, for good or ill...



The warbands have fought their way to the grounds of the Temple of Morr and find their adversaries there too. There can only be one victor now; overthrow Vantor and defeat your enemies - to battle!

## terrain

This scenario is staged over a 4'x6' area. The Temple of Morr should be placed in the middle of the table with the Soul Engine at its centre (use a counter or small coin to represent it if you don't have a suitable model) and is surrounded by various small ruins, graves, mausoleums etc representing the temple grounds.

## multiplayer game

The Temple of Morr scenario is a multiplayer game. For all the rules on how to set-up and the order of play, download the Chaos on the Streets rules from: [www.specialist-games.com/mordheim](http://www.specialist-games.com/mordheim)

And look for it in the Articles section. If you are fortunate enough to own a copy of the Mordheim Annual 2002, the rules can also be found there on page 26.

## set-up

See the Chaos on the Streets rules. Please note the Warband with the highest rating automatically goes first and chooses which segment to set up in. Soloman Vantor is placed inside the Temple within 2" of the Soul Engine. His deranged disciples accompany Vantor, and they should be placed 10" away from the Soul Engine. There are eight disciples and two should face toward each of the table edges.

## special rules

**Morr's Blessing:** Though it was Soloman Vantor's subterfuge that drew the Priests to Mordheim, it is Morr's will that they should stop him from the sacrilege he is trying to enact. If any of the Priests of Morr are injured and cannot take part in the final scenario they will be available for the game but suffer a -1 to Strength and Toughness.

**Soul Engine:** This evil device, wrought from the tainted iron littering Mordheim and bent into shape by dark magicks, throbs with malevolent sentience. Any warrior within 8" of the Soul Engine (barring Soloman Vantor) at the start of their turn must try to resist its evil effects by passing a Leadership test. If they fail they instantly suffer a wound with no Save for anything.

Any model that is taken out of action in this way adds +1 to Soloman Vantor's Wounds (this can take him above his starting level). If any of the Priests are taken out of action for any reason in the game, their souls will instantly be consumed by the Soul Engine and increase Soloman's power (see below).

The Soul Engine, whether its power is coveted by the Warbands or shunned by them, must be destroyed. It has the following profile:

**Toughness 6 Wounds 4**

The Soul Engine is tough and the only sure way to be rid of it is to tear it apart in close combat, as such any wounds caused by missile fire or magic are ignored on a roll of 3, 4, 5 or 6.

**The Disciples of Vantor:** These foul wretches, who serve Vantor, count as Dregs armed with clubs.

**Moving and Fighting with Vantor and his disciples:** Vantor and his disciples are effectively treated as an extra player each turn. They will move and fight after the last player takes their turn.

Vantor will always remain within 3" of the Soul Engine, but if a warrior is on the same level as him and within charge distance, he will charge them. If he takes the model out of action he will then move back to within 3" of the Soul Engine. He will never move off the level with the Soul Engine on for any reason.

The disciples move in groups of two. Each model in a group must remain within 3" of each other at all times. They will remain at 10" away from the Soul Engine unless a model approaches within charge distance, in which case they will charge them. After the combat is over they will move back to 10" away from the Soul Engine.

Both Soloman and the disciples are immune to psychology. All Alone tests and will not Rout.

## ending the game

Unlike most games of Mordheim, the game ends as soon as the Soul Engine is destroyed. The warband that achieves this is deemed the winner and indeed the winner of the campaign!

However... If Soloman Vantor manages to survive and all the warbands are destroyed or routed then all the players



have failed and Vantor will go on reaping souls until another band of heroes can stop him...

#### experience

**+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 he puts out of action. This includes any of Vantor's disciples.

**+2 Destroys Soul Engine.** A Hero gains +2 Experience for destroying the Soul Engine.

**+2 Slays Soloman Vantor.** A Hero gains +2 Experience for taking Soloman Vantor out of action.

### Soloman Vantor - High Priest of Morr

Once the benevolent benefactor of Mordheim's deceased, Soloman's quest began nobly enough but now he is a raving madman. Imbued by the wyrdstone saturating the damned city, Soloman has become a deadly creature.



Soloman has the following profile:

M	WS	BS	S	T	W	I	A	Ld
4	3	2	4	4	3	6	2	9

**Weapons/Armour:** Vantor is armed with a staff and wears light armour.

**Skills and Mutations:** Fuelled by prolonged wyrdstone exposure and the power from the souls he has already gathered, Vantor has become more than just a mere mortal. He has the skills; Step Aside, Mighty Blow, Resilient, Lightning Reflexes and Dodge. Vantor also bears the following mutations; Daemon Soul and Hideous (this is more a result of the dread energy surrounding him from the Soul Engine rather than any horrific physical abnormality).

#### special rules

**Soul powers:** Soloman has already developed powers over the dead, seeking to become a version of Morr himself, albeit a dark and crazed one. He already has the power Portent. Each time a Priest of Morr is taken out of action during the battle Soloman may increase in power. The effects of which are detailed in the table below.

#### Priests Power

- 0 Portent** Vantor may re-roll all Step Aside and Dodge rolls. The second result stands.
- 1-2 Dread Aura** All hand-to-hand attacks against Vantor suffer a -1 to hit. Warriors immune to psychology are unaffected.
- 3 Resurrection** At the end of his turn, Vantor can resurrect D3 of his disciples taken out of action of a roll of 5+.
- 4-5 Hand of Death** Vantor now fights as unarmed but suffers no penalties from it. If he rolls a 6 to hit, he automatically wounds and for any wounding hit he adds +1 to injury rolls and ignores Armour saves.
- 6 Path to Godhood** Vantor adds +1 to his Attacks, Strength and Toughness, and has the rules Skull of Iron and Staggered, but not down (see p34 of Chaos on the Streets in the Mordheim 2002 Annual or on the specialist games website).

And so it was revealed that the dream-visions the Priests of Morr believed to have been sent by the Death God were a ruse by Vantor to gather them in one place so he could feast on their souls and attain dominion over all mortals. As the Priests and their accompanying warbands surrounded the ruined temple, all knew a reckoning was close but would they serve their own petty agendas or fight for the salvation of the war-torn world?

Wyat Lagus set his warband of foul chaos creatures on the Reiklander Mercenaries. A bloody fight ensued inside a ruined building; four mercenaries went down before they finally killed a corrupted Ogre. Reinhart Mortarian, the priest who had hired the Reiklanders, slew one of the foul Possessed with a vial of holy water.

Meanwhile, numerous warbands clashed at the stairs to the main entrance, each desperate to be the first to enter the great temple ruin. With the aid of his Dire Wolves it was Malachias von Carstein who took that honour, charging Vantor with preternatural fury. However, the Arch-Priest of Death was barely human and even the Vampire struggled as they traded blows.

As Malachias and Vantor fought, Beastmen flooded into the temple ante-chamber that was dominated by the soul engine: a gyroscopic mass of spinning metal rings, a large chunk of wyrdstone hung at its centre. As more creatures entered, the dread machine began to take its toll. Spirit forms were visibly ripped from their bodies and sucked into the glowing wyrdstone; the gyroscopic rings spun faster. Laughing manically, Vantor launched himself at Malachias, just as Borin Fatalismus, crashed through the stained-glass window.

Distracted, Malchias struck Vantor a fatal blow and the corrupted Priest fell, mortally wounded. Vantor crawled towards his soul engine but Borin prayed to Morr and his god severed Vantor from his mortal coil. The Arch-Priest would go and meet his betrayed master.

Borin approached the soul engine, wary of the Vampire skulking close by. He immediately felt its power: maybe he could put the machine to good use? End the needless suffering of so many in this dark time? As if reading his thoughts the Vampire hissed, and threw his black blade into the wyrdstone core of the machine. The stone shattered and the large metal rings spun erratically and then broke apart, metal shards flying in all different directions.

The temple collapsed. The citizens of the Old World blissfully unaware that their meagre lives had been saved by a creature of pure evil...

**Andreas Falstad,**  
the battle of Morr's Temple



# Hired Swords

Hirelings bought for the final game - even Lady Magritta of Marienburg doesn't have this much muscle!

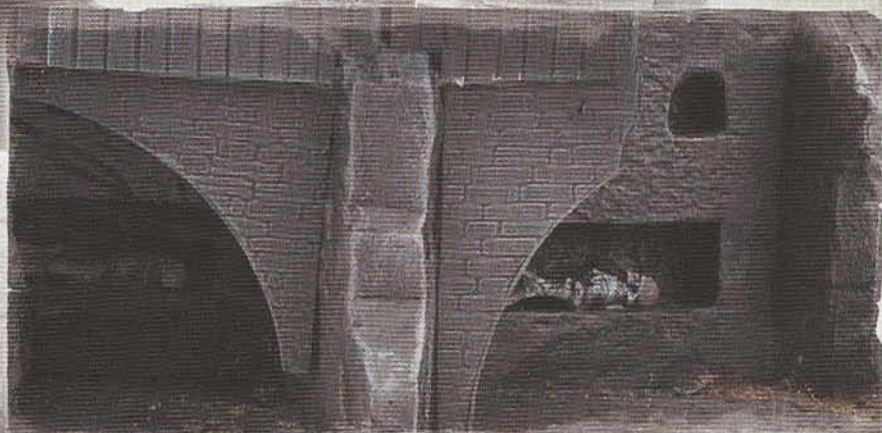






# The Temple of Morr

By Stu Morris from  
Games Workshop Sutton Coldfield





# CONFLICT

## REGIONAL EVENTS 2006

### CONFLICT SCOTLAND

The Crowne Plaza Glasgow,  
Congress Road,  
Glasgow G3 8QT.

Sunday 21<sup>st</sup> May 2006.  
10am-6pm.

### CONFLICT SOUTH

Alexandra Palace,  
Alexandra Palace Way,  
Wood Green, London.

Sunday 18<sup>th</sup> June 2006.  
10am-6pm.

### CONFLICT NORTH

De Vere Whites Reebok Stadium,  
De Havilland Way, Horwich,  
Bolton BL6 6SF.

Sunday 4<sup>th</sup> June 2006.  
10am-6pm.

#### Tournament ticket — £40 (admits two people)

To become a regional champion, get yourself  
and your gaming partner to the battlefield at  
one of the locations listed above.

#### Regional Doubles Tournaments:

##### The Lord of the Rings

(250 points force of either Good or Evil per player.  
Each Doubles pairing must be either Good or Evil.)

##### Warhammer 40,000

(400 point Combat Patrol force per player.)

##### Warhammer

(500 points Border Patrol force per player)

**Age restriction 12+**

#### Open Pass — £10 (admits one)

Each Conflict event offers a wide range  
of hobby activities for Open Pass  
(non-tournament) ticket holders:

- Conflict Painting Competition.
- Painting advice and tips from experts.
- Terrain Factory — make scenery and take it home.
- Participation Games.
- Army Workshops and tactical advice on army composition.
- The latest releases and hobby supplies.

Games Workshop reserve the right to alter or vary the event due to circumstances or events beyond our control without being obliged to refund monies or exchange tickets. This does not affect your statutory rights.

Please ask Staff at your local Games Workshop Hobby Centre for further details.

You can also check our website at: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events) for more details about these and other events.

**WARHAMMER**

**THE LORD OF THE RINGS**  
STRATEGY BATTLE GAME

**WARHAMMER**  
40,000

**NEW LINE CINEMA**

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# THE ASTRONOMICAN

WHITE DWARF ONLINE NEWSLETTER



Rik Turner

**Rik:** Greetings citizens! For the last few years, these have been the opening words of the Inquisitor Online Newsletter, penned by none other than Yours Truly (aka Inquisitor Robespierre) – a righteous tome, charged with

bringing you the latest news and articles of the Games Workshop website straight to your e-mail inbox.

## DEATH OF AN INSTITUTION

Alas, these are Inquisitor Robespierre's last words – having no doubt been charged by his peers for his prolonged use of unsanctioned psykers and subsequently dispatched.

All of which brings me to the following: I am saddened to announce that the Inquisitor Newsletter is no more. Having served us well for more than five years, the decision has been made to discontinue the newsletter under its current guise. But fear not, as I am delighted to announce that the decision has been made to begin work on the all new, White Dwarf Online Newsletter!

## BIRTH OF A NEW AGE

With an all-new look and, wait for it... pictures... the new White Dwarf Online Newsletter has been completely redesigned, and will continue to bring you all the latest news and articles, as well as the occasional exclusive not found anywhere else on the website or here in White Dwarf. WD Online will now hit your inboxes on Tuesdays, allowing you to read forthcoming articles and new releases published on the following Friday – three whole days before anyone else gets to read them, as well as letting you catch an even earlier glimpse of any Sneak Peeks and exclusive announcements.

If you haven't already received a copy of the new WD Online Newsletter, the first of these new despatches will be winging its way to you soon.

## WD ONLINE SUBSCRIPTIONS

If you don't currently receive the Inquisitor Newsletter/WD Online Newsletter and would like to, you can find full subscription details on the Games Workshop website at the address below.

Rik Turner

**[www.games-workshop.co.uk/wdonline](http://www.games-workshop.co.uk/wdonline)**

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## Community

All the latest news and events from Warhammer World, hobby centres, clubs and the community.



## Store Finder

Want to find a Games Workshop hobby centre or independent stockist near you? They're all here.



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It's possible to buy our products online or over the telephone; all the information is right here.

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# FRONTLINE

## STORE NEWS & EVENTS



*This Moria board was made by Dan. "I used expanding foam," he says, "and with chunks of wood and polystyrene set in to it, I created a reverse mould." Once removed these made natural-looking corridors and rocky clefts. For the rocks, Dan used plaster bandage to coat the foam and then used textured paint to finish them off. "It's good for organic rock," he says.*



**GW HULL**

Dan Doughty - Manager, GW Hull

## HOBBY HOMECOMING

**Nick:** Nostalgic. That's a good word to describe how I felt when I revisited Games Workshop Hull, the store of my youth. It'd been a while, so had my rose-tinted glasses slipped or was Hull as lustrous as ever?

Of course, the latter was true and as I stepped through its doors, I was overcome with something akin to that feeling you get when you walk into a Games Workshop store for the first time. You see, back when I was a mere boy, Hull was the first GW store I ever went to. It was a special occasion, heading out across the Humber Bridge with my brother in his dinky VW hatchback.

Obviously, things had changed but it still had that hobby magic I remembered so fondly...

Dan Doughty, is the man at the helm for Hull these days. He's been at the store since March 2005, but like me, coming to Hull was something of a nostalgic return for him, too. "I used to work at the store fifteen years

ago," says Dan. This was way back when it first opened in 1990 and since that day it's always been at Paragon Street - one of the real warhorses amongst GW stores. "It was weird coming back," Dan explains, "strange, but familiar." I know how you feel.

Being a hobbyist for so many years, Dan has collected a few armies. He's currently working on his Emperor's Children Chaos Space Marines. He's also a big fan of Inquisitor, "I like working with large scale models," he tells us. This is evident in his 40K army, which has a large Daemon Prince based on the Necron Deceiver.

**CONTACT DETAILS:** If you fancy a trip to Hull then give the guys a call and find out what's happening in the Hobby Centre.

**CALL ON: 0148 258 9576**



# SHOWCASE

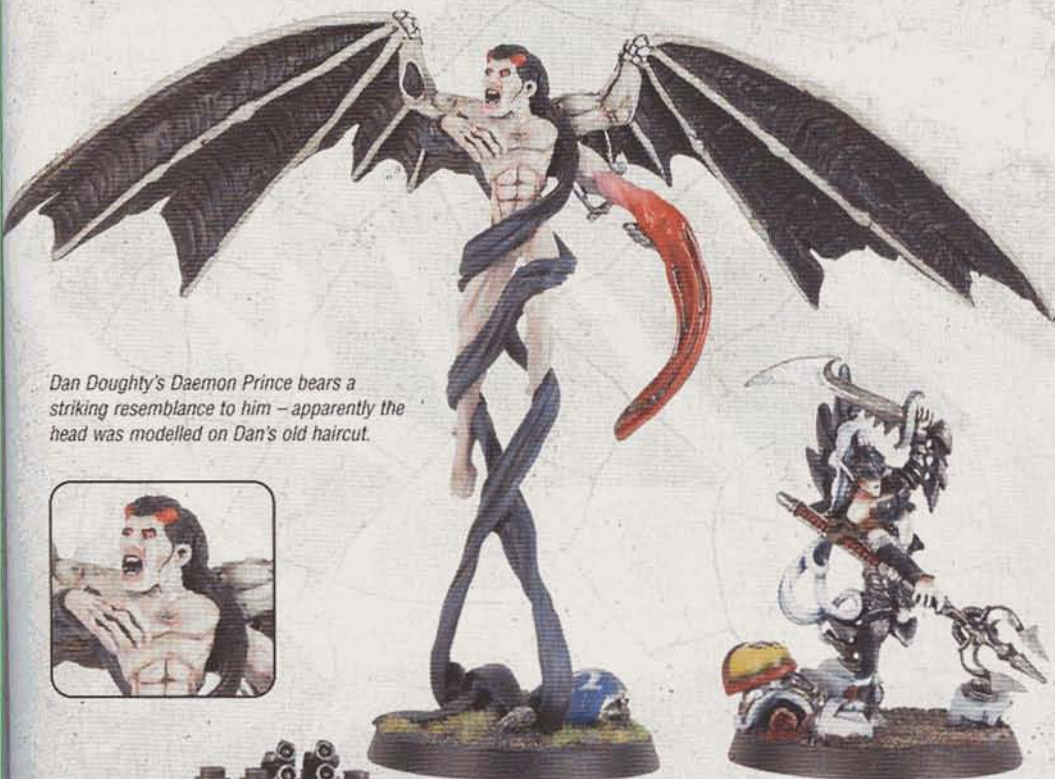
Some of the great models on display at the Hull Hobby Centre.



Mordheim Magister and Possessed – Robbie Crawford



King of the Dead – Dom Tallentire



Dan Doughty's Daemon Prince bears a striking resemblance to him – apparently the head was modelled on Dan's old haircut.



Dark Eldar Wych – Dom Tallentire



Emperor's Children Dreadnought – Dan Doughty



Orc Shaman, Orc Warlord – Robbie Crawford



## HARDCORE GAMING



Nick Langrick

To say Hull is the tournament capital of the north isn't so far fetched if their results are anything to go by.

Full-timer Nick Langrick gave me the skinny on their gaming exploits. "We won five out of eight tournaments we entered this year," Nick says, quite humbly, referring to the Hull tournament team. Nick also won his heat at the 40K GT this year and the guys have had success at the Doubles Tournament at the Gaming and Events Centre in Sheffield, the WPS GT, Conflicts and other independent gaming events. Considering Nick has only been going to tournaments for just over a year, that's quite an achievement!

So devastating are the Hull boys' performances that they've carved something of a reputation in tournament circles. "We're notorious on the Net," Nick explains, laughing, "the fear is coming," but adds, "It's not about winning though. It's good for me, really lifts me up and I've met a lot of friends too – it's social as well." Well, that's what it's all about, Nick – but the winning's nice too though, I bet.





Dave Binnie

Of the many chapters of the Adeptus Asatrites, it's the Crimson Fists that float Dave Binnie's boat. A popular choice amongst hobbyists, owing to their appearance on the original Rogue Trader book (the very first version of Warhammer 40,000), Dave has a different reason for choosing Rogal Dorn's brethren.

"I based them on a Black Library book from the Soul Drinker's Trilogy; *Crimson Tears*," he says.

Dave's Crimson Fists are part of the second company and are made distinctive by the prolific bionics in the army. "It was during an Ork invasion that the Crimson Fists were taken out by their own defences – I wanted to reflect the fact that the chapter is full of injured veterans," Dave explains.

The colour scheme Dave uses on his Space Marines is simple, effective and achieves a high gaming standard for any tabletop. It's good lesson for anyone who struggles to get an army painted up quickly or if you have a lot of troops, like an Imperial Guard player for example.

Dave currently has around 1,000 points of Crimson Fists, including lots of tanks and transport vehicles as it's a mechanised force. Next, he plans to paint up a Command squad and some more transport vehicles. A particular conversion he has in mind is Captain Reinez, a character from *Crimson Tears*, who wields a thunder hammer.



# ROGAL DORN'S MEN

## CRIMSON FIST MINI-SHOWCASE



### Terminators

One of Dave's tactical plays involves his Terminators. "I give them cyclone missile launchers," he says, "which most people don't rate that highly next to the assault cannon. However, if you give them the Tank Hunters skill they can cause some havoc."

*"I based them on a Black Library book from the Soul Drinker's Trilogy; *Crimson Tears*."*

### Librarian

"The Librarian is my favourite model," says Dave. "I based it on the Tigurius special character and removed all the Ultramarines insignia. I'm really please with his Servo-skull too."



### Tactical & Devastator Squads

Dave has modelled snow flock on his bases. "It sets off the dark blue colour scheme really well."

## CRIMSON FIST COLOUR SCHEME

- ① Undercoat Chaos Black.
- ② Basecoat power armour with watered down Regal Blue and Chaos Black mix.
- ③ Wash this mix over the armour to 'stain' it.
- ④ Fine line the edges of the armour with Regal Blue.

- ⑤ Use a mix of Regal Blue and Skull White to pick out the very edges of the armour.
- ⑥ For the shoulder pads and any red areas use Red Gore as a basecoat.
- ⑦ Highlight Red Gore with Blood Red.
- ⑧ Use Red Ink to 'dilute' the effect.



# DESERT ORKS

Blood Axes from  
GW Gloucester

These cool Ork conversions are part of staff member, Andy Vaughn's, Blood Axe army. Andy works in our Gloucester Hobby Centre and describes his motivation for collecting the greenskins as, "They're just fun – the Klan thing is really cool."

Andy has plumped for one of the sneakiest, and arguably least Orky Klans going. He was inspired by the Ork character, Boss Snikrot – who leads the Red Skull Kommandos and is in Codex: Orks – and explains his penchant for using Imperial Guard vehicles in suitably Ork-like fashion, "I looked at the Guard list, then the Ork list... I'm thinking... then I've got a plan."

"They fight as one disorganised mass," says Andy of his tactics and his twenty five-Ork mobs in his army "There's nothing like rolling fifty dice and killing one Space Marine," he laughs.

Andy has 1,500 points of Blood Axes and to the right is just a sample of his great converted models. If you want to chat to Andy about his army and indeed, see the rest of the army, why not take a trip to Gloucester.



**Killer 'Sentinel' Kan (left):** In an all-Imperial Guard based army, Sentinels were the obvious choice to base the Killer Kans on. "They were the closest thing," Andy tells us. "I used a mix of plasti-card and Green Stuff to finish the conversion off."



**Sneaky Snipers (right):** These are Andy's Lootas. "I just love deserts and desert warfare," Andy explains of his camouflage choice. As for converting them... "It's just a head and some feet surrounded by Green Stuff. Andy has three snipers and three spotters. "They represent a special weapon choice he says – everything mirrors the Imperial Guard."



GW SUTTON COLDFIELD

## BULL CHARGE!

These dynamically posed Ogres are currently rampaging in our Sutton Coldfield Hobby Centre. "They were a combined effort by all the staff," says Adam Sharpes, the manager. "We wanted to do something a bit different," he continues, "and at the time, we all collected Ogres."

There are a variety of different poses, from extended postures and bull charging, to one of Adam's favourites, the backhanding bellow.







# WARHAMMER WORLD

Games Workshop's premier retail store and events venue



## WARHAMMER WORLD HOBBY CENTRE

Warhammer World is a great gaming venue but it also has a Hobby Centre too. It stocks the Specialist Games Range, as well as Forge World items and a limited range of Warp Artefacts products.



One of manager, Chris Pritchard's, Dark Elves, a Sorceress – on display in the Hobby Centre.

Located in Lenton Nottingham, Warhammer World is the place to come for a great Games Workshop experience. Within its castle courtyard you will find a wide array of awesome gaming tables built by Warhammer World's scenery team. All of Games Workshop's current game systems are represented, from cathedral ruins for the Warhammer 40,000 universe, to the rolling plains of the Warmaster board. Whatever game you play, Warhammer World is the place to fight your war!

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## 2006 GRAND TOURNAMENT SEASON



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It's also only place to get exclusive Bugman's merchandise. Below are just a selection of the Dwarf treasures available...



Left: The special edition Josef Bugman model – only available at Bugman's!



Bugman's Coffee Mug, Ale Jug and Bust.



Bugman's Half Pint Tankard



Bugman's Pint Tankard



Bugman's Goblet

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The Citadel Miniatures Hall contains the finest collection of painted miniatures in the world.

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# CLUBS & COMMUNITY

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

## IN THE BUNKER

WHITE DWARF VISITS THE CHELMSFORD BUNKER GAMING CLUB

### Humble Beginnings....

Ron, the manager of the Chelmsford Hobby Centre is President of the club – though it is soon to be taken over by Tony Healey – which, like many, had pretty humble roots. "It started off in a garage," he tells us. Compare that to today, with its fifty-something members.

The Bunker has been running for four years and in that time has cultivated a regular following and developed a superb playing atmosphere, as Owen and I experienced when we fought out a Mordheim game. The club runs lots of events and campaigns. "We play a lot of

The Chelmsford Bunker is possibly one of the oldest gaming clubs in the GCN – certainly it was one of the first few clubs to become part of the Gaming Club Network. Owen Rees and I made the long trip down south to visit the guys who run it, sample the club's atmosphere for ourselves and, of course, play a few games.

Nick Kyme



Here, Tony and Gareth try to outwit each other in *The Battle of Five Armies*.

## CYBER PSYKER

Community forum and UK White Dwarf. You'll see Darren on our forums under the guise of MOD-home of the witch known for being the lynch general, and we discovered a latent cyber psyker, Darren Wadland, lurking in the Chelmsford Bunker. Darren moderates a number of forums, including the Clubs and all areas including the internet.



Chelmsford is well known for being the lynch general, and we discovered a latent cyber psyker, Darren Wadland, lurking in the Chelmsford Bunker.



The guys who run the Bunker (left to right) Jamie Shepherd (Club Junior Rep), Gareth Williams (Secretary), Tony Healey (Club President) James Stamp (Events Organiser) and David Chilvers (Club Web Manager).



This clash, a preamble practice game before the Mordheim campaign appearing in *White Dwarf*.



A great atmosphere generates a lot of gamers, intent on their hobby.



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

The Lord of The Rings," says Ron, "and ran a big event for The War of The Ring campaign." They also have two or three campaign and tournament weekends a month.

## Bring and Battle days

Tony explains, "We invite clubs to bring and battle days. This is basically to show them how to run their own clubs and tournaments." There is an elite group at the Chelmsford Bunker and their wealth of experience and expertise shows in the variety of games played. For example, a Mordheim campaign devised by club Treasurer, Mike White, was in full flow when Owen and I visited, whereas Tony was playing club Secretary, Gareth Williams at the Battle of Five Armies.

## Want to know more?

And for further information about the club and how to get in touch with them see our GCN listings at the bottom of the page.

Owen and I thoroughly enjoyed our visit and would urge anyone who can make it to Chelmsford to take a look - we're sure you won't be disappointed.

## GW CHELMSFORD

The Chelmsford Bunker has strong links with their local GW Hobby Centre, where gamers can meet up before heading to the club. Below, we've provided a sample of the store. If you want to find out more give the guys a call.



CONTACT GW CHELMSFORD ON: **01245 490048**



A 41st millennium trench system board.



The winter-based Warhammer table, complete with frozen river.

## The Dice and Dagger Club

Remember the Dice and Dagger Club from WD314? Well Kurt Baker, President of the club, has devised a new club logo and launched a website with details about the club and upcoming events. For more information get in touch with our Community Team on:



[www.games-workshop.co.uk/community](http://www.games-workshop.co.uk/community)

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[www.gcnm.org.uk](http://www.gcnm.org.uk)

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**Battletent (Norwich)**  
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**Battlescar (Poole)**  
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Phone: 01202 385 632  
E-mail: [paul@battlescar.co.uk](mailto:paul@battlescar.co.uk)

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E-mail: [guyblashill@yahoo.co.uk](mailto:guyblashill@yahoo.co.uk)

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Phone: 07951 816 613  
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Phone: 01656 668298  
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**Brighton Warlords**  
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Phone: 01752 837 133

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Phone: 01273 421359  
E-mail: [Gareth.wynn88@btworld.com](mailto:Gareth.wynn88@btworld.com)

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Phone: 01743 369605 or 07792 469648  
E-mail: [n.sherry@btopenworld.com](mailto:n.sherry@btopenworld.com)

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Phone: 01628 540934  
E-mail: [DEBIS JACKMAN@hotmail.com](mailto:DEBIS JACKMAN@hotmail.com)

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Phone: 01638 720861  
E-mail: [nktdwarf@hotmail.com](mailto:nktdwarf@hotmail.com)

**North West Warriors (Kendal)**  
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Phone: 07905 410 067  
E-mail: [One69@hotmail.com](mailto:One69@hotmail.com)

**Northumbrian Adventurer's Guild**  
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Phone: 07906 193711  
E-mail: [ragonline@hotmail.co.uk](mailto:ragonline@hotmail.co.uk)

**Nuneaton Model and Gaming Club**  
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Phone: 07976 884 558  
**Oxford Gaming Club**  
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Phone: 07802 764143  
E-mail: [Mike.sharp4@btopenworld.com](mailto:Mike.sharp4@btopenworld.com)

**Phoenix Gaming Club (Rushden)**  
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**Plymouth Association of Wargamers**  
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Phone: 01642 503207

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E-mail: [david@sadmuppets.org](mailto:david@sadmuppets.org)

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Phone: 07798 825696  
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Phone: 01415 770196  
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Phone: 01793 700609  
E-mail: [nettie@btopenworld.com](mailto:nettie@btopenworld.com)

**Tanelorn Wargames Club**  
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E-mail: [Martin.Turner@btopenworld.com](mailto:Martin.Turner@btopenworld.com)

**TGC (Tamworth)**  
Contact: Phil Hannigan  
Phone: 01827 287446  
E-mail: [philhannigan2002@yahoo.co.uk](mailto:philhannigan2002@yahoo.co.uk)

**That Dam Gaming Club (Newmillerdam)**  
Contact: Phil Hannigan  
Phone: 07863 311481  
E-mail: [voetmooze@hotmail.com](mailto:voetmooze@hotmail.com)

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Contact: David Offen-James  
E-mail: [muppet@btopenworld.co.uk](mailto:muppet@btopenworld.co.uk)  
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Phone: 07788 790138

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Phone: 01246 554165

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Contact: Robert Phipps  
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E-mail: [rp@b-a.co.uk](mailto:rp@b-a.co.uk)

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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](mailto:christianb@games-workshop.co.uk)

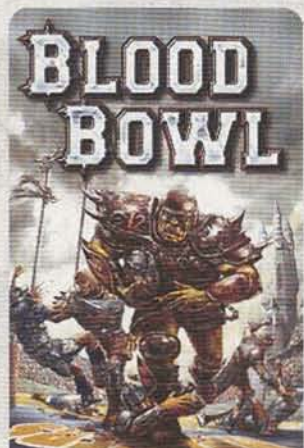
The closing dates for receiving details for publication in the following issues are:

- 1st April WD319 (July)
- 1st May WD320 (August)
- 1st June WD321 (September)

Please note all dates and details are correct at the time of going to print but are subject to change.

### Events diary abbreviation guide

WH	Warhammer
40K	Warhammer 40,000
BB	Blood Bowl
WAB	Warhammer Ancient Battles
WPS	Warhammer Players' Society
WECW	Warhammer English Civil War
Epic	Epic Armageddon
LOTR	The Lord of The Rings
GW	Games Workshop
GT	Grand Tournament



## GRAND TOURNAMENT

13TH-14TH MAY  
WARHAMMER WORLD

CALL: 0115 91 40000

[www.games-workshop.co.uk/events/diary](http://www.games-workshop.co.uk/events/diary)

## MARCH

### DAMOCLES GULF CAMPAIGN

Date: 26th March, 2006

Venue: **GAMES WORKSHOP** 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](http://www.games-workshop.co.uk/events)

## APRIL

### 1ST BIRTHDAY OPEN DAY

Date: 1st April, 2006

Venue: **GAMES WORKSHOP** 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](http://www.games-workshop.co.uk/events)

### NO JOKE - HOLD THE LINE

Date: 1st April, 2006

Venue: **GAMES WORKSHOP** 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](http://www.games-workshop.co.uk/events)

### A SHADOW IN THE EAST

Date: 1st April - 15th April, 2006

Venue: **GAMES WORKSHOP** 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](http://www.games-workshop.co.uk/events)

### THE TAROS CONSPIRACY

Date: 1st April - 15th April, 2006

Venue: **GAMES WORKSHOP** 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 Departamento Munitorum.

40K Campaign - STARTS with 'First Contact'

Contact: 01865 242 182

Web: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## TRAITOR

Date: 1st April - 15th April, 2006

Venue: **GAMES WORKSHOP** St. Albans

**Details:** On a tranquil Imperial world, 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 planet's surface.

40K Campaign - STARTS with 'Assault on Governor's Palace'

Contact: 01727 861 193

Web: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## ENEMY AT THE GATES

Date: 1st April - 15th April, 2006

Venue: **GAMES WORKSHOP** 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 out... "The filthy 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](http://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](http://www.games-workshop.co.uk/events)

## FANATIC DEN HAAG

Date: 2nd April, 2006

Venue: Bridge-Sociëteit Noordeinde

**Details:** Spellenhuis runs their first Fanatic in Den Haag. Open for newcomers to the hobby who can learn about gaming, painting and collecting here. The Fanatic also includes a tournament for Warhammer and Warhammer 40,000 (Age 12+).

Contact: Spellenhuis - +31 70 364 47 82

Website: [ne.games-workshop.com](http://ne.games-workshop.com)

## RETURN TO ARCHON III

Date: 3rd - 14th April, 2006

Venue: **GAMES WORKSHOP** 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. Unfortunately, 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](http://www.games-workshop.co.uk/events)



## A HEROS TALE

Date: 1st - 14th April, 2006

Venue: **GAMES WORKSHOP** High Wycombe

**Details:** Archon, Tyrion, Valtin - 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

Website: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## THE FATE OF MI'YENUKOS

Date: 5th April, 2006

Venue: **GAMES WORKSHOP** Uxbridge

**Details:** The sept world of D'yanol has been caught in the tendrils of Hive Fleet *Alcroydra*. The only Fire Warrior Cadre available is that of Mi'yenukos - can they turn the Tyranid tide before it consumes D'yanol?

40K Combat Patrol tournament

Contact: GW Uxbridge - 01895 252 800

Web: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## ENEMY OF MY ENEMY

Date: 5th April, 2006

Venue: **GAMES WORKSHOP** 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](http://www.games-workshop.co.uk/events)

## THE LORD OF THE RINGS GRAND TOURNAMENT

## GRAND FINAL

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](http://www.games-workshop.co.uk/events)

## DOUBLE CROSS

Date: 8th April, 2006

Venue: **GAMES WORKSHOP** Maidenhead

**Details:** Inquisitor Nihilus 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 delivering 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](http://www.games-workshop.co.uk/events)

## LAUNCH THE GRUNDENBURG

Date: 8th April, 2006

Venue: **GAMES WORKSHOP** Reading

**Details:** Join a Warhammer aerial spectacular! Eagles, Hawks and Gyrocopters & some larger things take to the skies as the Grundenburg airship prepares to launch...

Contact: GW Reading - 01189 598 693

Web: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## GONE 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](mailto:info@1stcompanyveterans.net)Website: [www.1stcompanyveterans.net/events](http://www.1stcompanyveterans.net/events)

## HAMMERS OF CHAOS

Date of Event: Sunday 24th April, 2006

Venue: **GAMES WORKSHOP** Gaming Centre Sheffield

**Details:** In the wake of the Storm of Chaos the Middle Mountains have become the abode of Orcs, Necromancers and Chaos warbands. They are trapped between the anvil of the mountains and the hammer of the Empire and its allies. If the Empire is to withstand another incursion, the mountains must be cleansed!

Tickets cost £15 (including lunch). You will also need a 1,500pts army.

Contact: 0114 243 4633

Website: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## 40K DOUBLES TOURNAMENT

Date: 30th April, 2006

Venue: **GAMES WORKSHOP** 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 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](http://www.games-workshop.co.uk/events)

## WATCH THE SKIES

Date: 27th April, 2006

Venue: **GAMES WORKSHOP** Swindon

**Details:** Tau forces control the skies and most of the capital 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 fiith.

40K Kill-team event.

Contact: GW Swindon - 01793 436 036

Web: [www.games-workshop.co.uk/events](http://www.games-workshop.co.uk/events)

## MAY

## Warhammer Doubles Tournament

Date: Sunday 7th May, 2006

Venue: **GAMES WORKSHOP** 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](http://www.games-workshop.co.uk/events)

## GW Presents: Battle of the Clubs 2006

Date: 14th May, 2006

Venue: Sporthal UvT, Tilburg

**Details:** The annual Battle of the Clubs tournament returns at the usual location, including both a Warhammer 40,000 and Warhammer team tournament.

Contact: [NEEvents@games-workshop.co.uk](mailto:NEEvents@games-workshop.co.uk)Website: [ne.games-workshop.com](http://ne.games-workshop.com)


THE LORD OF THE RINGS  
STRATEGY BATTLE GAME

**GRAND TOURNAMENT**

8TH - 9TH APRIL  
WARHAMMER WORLD

CALL: 0115 91 40000  
[www.games-workshop.co.uk/events/diary](http://www.games-workshop.co.uk/events/diary)

**DARK STARS**  
CAMPAIGN WEEKEND

20th - 21st MAY  
WARHAMMER WORLD

CALL: 0115 91 40000  
[www.games-workshop.co.uk/events/diary](http://www.games-workshop.co.uk/events/diary)

CONFLICT  
REGIONAL EVENTS 2006

THE LORD OF THE RINGS  
STRATEGY BATTLE GAME

WARHAMMER  
40,000

WARHAMMER  
WARHAMMER

CALL: 0115 91 40000  
[www.games-workshop.co.uk/events/diary](http://www.games-workshop.co.uk/events/diary)



# STORE FINDER

A Games Workshop Hobby Centre is much more than just a shop...

## ++IMPORTANT NEWS++

### HOBBY STORE OPENING TIMES

Games Workshop Hobby Centres have recently changed their opening hours. The new opening times are as follows:

**Monday - Friday:** 12pm - 6pm  
**Saturday:** 10am - 6pm  
**Sunday:** 11am - 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 the 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 knew!



### FREE GAMING AND TACTICS ADVICE

All our staff are experienced gamers (after all it's what they do for a living!) They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.



### BEGINNERS

Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on **Sundays**, so whether you want to learn how to charge your knights into your opponent's battle line or lead a squad of Space Marines into battle, all you need to do is come along!



### FULL RANGE OF PRODUCTS

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



### IN-STORE ORDER POINT

All of our stores have a Games Workshop Direct in-store order point which you can use to get your hands on all of our Specialist Games products, plus many exclusive miniatures, components and classic models with which to customise your Warhammer, Warhammer 40,000 and The Lord of The Rings forces.



### HOBBY ACTIVITIES

Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. On **Sunday** evenings many stores run activities for graduates from the Beginners' Programme, whilst one weekday night a week, there is a **Games Night** for players to indulge in even more hobby activity.

## GAMES WORKSHOP

## HOBBY CENTRES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops in 16 different countries across the world. What follows is a listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East. Games Workshops open seven days a week, with gaming into the evening on certain nights. Call your local Hobby Centre for more details. You can find a full list of our UK retail outlets on our website, shown below.

If you're still unsure as to where your nearest stockist is located, why not call Games Workshop Direct on **0115 916 40000**. Stores highlighted in yellow indicate new stores.

Stores in **green** are elite Northern European stores; stores in **blue** are Northern European partnership stores. To be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting.

UK stores marked in **blue** are members of our 'Elite Store programme' who offer both an extensive range of Games Workshop products and superb customer service.

Hobby centres marked with a cross (x) have Gaming Room facilities.

[www.games-workshop.co.uk/storefinder](http://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](http://www.games-workshop.co.uk/storefinder)  
by calling us: 0115 91 40000

## AVON

**GW BRISTOL (CENTRAL):**  
10 Broadway, Tel: 0117 925 1533  
**GW BRISTOL (CHIBBS CAUSEWAY):**  
Unit 123, The Mall, Tel: 0117 930 2528  
**BRISTOL, Area 51:**  
Tel: 0117 924 4655  
**PORTSMOUTH, Mokih:**  
Tel: 0127 684 4791  
**YATE, Hoggosaurus Toys:**  
Tel: 01454 935 6956

## BEDFORDSHIRE

**GW BEDFORD:**  
10 Greyfriars, Tel: 01234 427 3663  
**LUTON, Final Fantasy:**  
45 New Bedford Road, Tel: 01582 729 001  
**LUTON, Otakara:**  
Tel: 01582 248 6099

## BERKSHIRE

**GW MAIDENHEAD:**  
Unit 2, 17 Market Street, Tel: 01628 863 1747

## GW READING:

111 Grand Street Mall, Tel: 0118 959 6693  
3 Weaver Walk, Tel: 01635 826 176

## BRACKNELL, Otakara:

Tel: 01344 448 8124

## SALFORD, Toyworld:

Tel: 01925 287 3245

## WINDSOR, Otakara's Bookshops Windsor:

Tel: 01753 285 6456

## WINDSOR, WJ Daniels:

Tel: 01753 286 2109

## BIRMINGHAM AREA

### GW BIRMINGHAM:

Unit 116, Baking Link, Tel: 0121 693 7193

### GW DUDLEY:

Unit 55, Merry Hill Centre, Tel: 0151 448 1618

### GW SOLIHULL:

990 Warwick Road, Tel: 0121 705 7997

### GW SUTTON COLDFIELD:

45-47 Birmingham Road, Tel: 0121 354 3174

### GW WOLVERHAMPTON:

3 King Street, Tel: 01902 231 0466

### GW WALSALL:

Unit 27, Old Square Shopping Centre, Tel: 01902 272 5257

### GW WOLVERHAMPTON:

Unit 27, Old Square Shopping Centre, Tel: 01902 272 5257

### GW WOLVERHAMPTON:

Unit 27, Old Square Shopping Centre, Tel: 01902 272 5257

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Unit 27, Old Square Shopping Centre, Tel: 01902 272 5257

### GW WOLVERHAMPTON:

Unit 27, Old Square Shopping Centre, Tel: 01902 272 5257

## HARTLEPOOL, Illusions:

Tel: 01442 613 3189  
**HARTLEPOOL, Westgate Department Store:**  
Tel: 01442 604 4337

## CORNWALL

### GW TREURO:

Unit 1, Bridge House, New Bridge Street,  
Tel: 01872 222 047

### BODMIN, Bricksnells:

Tel: 01202 227 7088

### BUDU, Nitro RC:

Tel: 01188 835 3888

### FALMOUTH, Wonderland Falmouth:

Tel: 01326 631 2571

### HAYLE, Blowetts of Hayle:

Tel: 0173 675 3012

### HELSTON, Eddy & Son:

Tel: 01326 687 2787

### ST AUSTELL, Mad for Miniatures:

Tel: 0172 672 259

### TRURO, Toyomaster:

Tel: 0187 227 2432

## COUNTY DURHAM

### GW DURHAM:

64 North Road, Tel: 0191 374 5062

### GW DARLINGTON:

78 Skewton, Tel: 01322 530 2463

### BISHOP AUCLAND, Windsack Models:

Tel: 01208 800 9706

### CONSETT, Kwikpart:

Consett, Tel: 01208 758 1024

### DARLINGTON, Lamb's:

Tel: 01208 548 6046

### SEAHA, Games of War:

Tel: 01915 817118

### TEESDALE, Toy Shop:

Tel: 0183 363 7386

## CUMBRIA

### GW CARLISLE:

Unit 2, Earle Lane, Tel: 01222 850 6216

### KENDAL, North West Warriors:

10 Kendal Street, Tel: 01539 731666

### BARROW-IN-FURNESS, Healths:

Tel: 01222 252 0455

### BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:

Tel: 01663 944 3047

### BRAAMPTON, The Card Centre:

Tel: 01602 772 2387

### COCKERMOUTH, Playtimes:

Tel: 01190 082 0296

### COCKERMOUTH, The Toy Shop:

Tel: 01502 026 5665

### KENDAL, O'Leighins:

Tel: 01539 972 3246

### KESWICK, Lakeland Toys and Hobbies:

Tel: 01768 877 5275

### PENRITH, Harpers Cycles:

Tel: 01768 886 4475

### ULVERSTON, Spawdust 'n' Stitches:

Tel: 01522 988 2244

### WORKINGTON, KSA Models and Hobbies:

Tel: 01902 087 3338

## DERBYSHIRE

### GW DERBY:

42 Sadler Gate, Tel: 01823 237 1657

### BELPER, Frearsons:

Tel: 01773 385 3244

### BURTON ON TRENT, Toyomaster Kingdom:

Tel: 01203 954 4650

### BUXTON, D&E Knowles & Sons:

Tel: 01292 824 203

### CHESTERFIELD, Cooperative Society:

Tel: 01274 622 0800

### CHESTERFIELD, Model Trader:

Tel: 01795 147735

### CHESTERFIELD, Peak Bookstore:

Tel: 01246 201609

### DERBY, Toyomaster Kingdom:

Unit 2, The Arcade, Tel: 01292 566 6338

### GLOSSOP, Wain Services:

Tel: 01457 785 3548

### ILKESTON, Ilkeston Co-op:

Tel: 0115 932 7777

### MATLOCK, Showers LTD:

Tel: 01432 958 2408

## DEVON

### GW EXETER:

31a Sidwell Street, Tel: 01392 248 0805

### GW PLYMOUTH:

84 Cornhill Street, Tel: 01752 225 4121

### GW TORQUAY:

12 Market Street, Tel: 01802 320 1008

### BARNSTAPLE, The Battlezone:

Tel: 01272 152 1544

### DARTMOUTH, WG Pillar & Co:

Tel: 01802 383 2159

### EXMOUTH, Gamezone Models:

Tel: 01392 506 7733

### HONITON, Art of War:

24 New Street, Tel: 01404 44151

### HONITON, Honiton Toy Shop:

Tel: 01404 444 741

### KINGSBRIDGE, The Trading Post:

Tel: 01454 866 2923

### NEWTON ABBOT, Auslins:

Tel: 01602 683 3444

### PLYMOUTH, Model Shop:

Tel: 01752 222 1851

### TAVISTOCK, Kaleidoscope:

Tel: 01802 261 5256

### TEIGNMOUTH, Jackmans Toybox T/A MC J Trade:

Tel: 01607 677 8204

### TIVERTON, Wings 'N' Wheels:

Tel: 01883 424 2619

## DORSET

### GW BOURNEMOUTH:

24 Post Office Road, Tel: 01202 231 8292

### GW POOLE:

Unit 12, The Pavilion Centre, Tel: 01202 266 5634

### BOURNEMOUTH, Battle-Scarf:

Tel: 01202 225 8194

### BOURNEMOUTH, Roberts Toys & Games:

Tel: 01202 248 2031

### BRIDPORT, Frodo Toyomaster:

Tel: 01392 842 2929

### DORCHESTER, Dorchester Toys:

Tel: 01202 861 3782

Tel: 01302 678 0501

### GILLINGHAM, Mervyn's Toys & Models:

Tel: 0174 782 3888

### POOLE, Hoggosaurus:

Tel: 130

### SHAFTSBURY, Hardings:

Tel: 0174 705 9156

### SHAFTSBURY, Howards:

Tel: 0174 705 2156

### SHERBOURNE, Cornerhouse:

Tel: 01938 581 5415

### SWANAGE, Leonards:

Tel: 01302 942 6006

### WEYMOUTH, Razzamatazz:

Tel: 01302 678 5601

## ESSEX

### GW CHELMSFORD:

Unit 4C, The Meadow Centre, Tel: 01274 549 0548

### GW COLCHESTER:

2 Short Wyre Street, Tel: 01206 676 7279

### GW SOUTHEND:

12 Southchurch Road, Tel: 01702 246 1251

### GW THURROCK:

Unit 4155, Level 3, Lakeside Shopping Centre, Tel: 01702 896 7133

### SAFFRON WALDEN, Game On:

30 High Street, Tel: 01938 950 6079



MORECAMBE, Richard Lancaster:

Tel: 01524 441 004

OLDHAM, Ottokers:

Tel: 0161 6200501

POULTON LE FYLDE, Abbas bookstove:

Specialty printing. Tel: 01253 385 1116

PRESTON, Toymaster:

Tel: 01773 288 7799

ROCHDALE, Microshock:

Tel: 01706 711 550

ROSSENDALE, Rossendale Models:

Tel: 01706 620 021

THORNTON-CLIVELY, Toy2save Collectables:

Tel: 01253 385 3855

WIGAN, Wigan Model Centre:

Tel: 01945 224 5682

## LEICESTERSHIRE

GW LEICESTER:

Unit 2, 1620 Silver Street, Tel: 0116 258 0510

GW LOUGHBOROUGH:

22 Bugh Street, Tel: 01945 810 8107

ASHBY-DE-LA-ZOUCH, Steve's Models:

Tel: 01453 041 6827

COALVILLE, Geoff's Toys:

Tel: 01533 053 7791

HINCKLEY, Puntillo Model Spot:

Tel: 0145 523 0952

## LINCOLNSHIRE AREA

GW GEMSLEY:

9 West St Mary's Gate, Tel: 0147 234 7757

GW LINCOLN:

Unit 10A, Salsburgh (on outside of Waterside Centre), Tel: 01526 254 8027

BOSTON, Models and Computers:

Tel: 01205 363 192

GRANTHAM, Arbon & Watts:

Tel: 0150 465 5020

GRANTHAM, Porcupine Models and Hobbies Ltd:

Tel: 0147 658 2019

LOUTH, Casteline:

Tel: 0150 780 2149

MABLETHORPE, Belva Toymaster:

Tel: 0150 747 3028

QUADRING, MS Sturgess:

Tel: 01773 582 1880

SCUNTHORPE, Shermans Model Shop:

Tel: 01773 464 2438

SCUNTHORPE, Toymaster:

Tel: 01773 427 1008

SKEGNESS, The Model Shop:

Tel: 0175 476 3429

SPALDING, Mason's Models:

Tel: 01773 572 2406

SPALDING, Spalding News:

Tel: 01773 572 2449

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STAMFORD, Hawleys:

Tel: 0178 078 2126

## LONDON

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GW BROMLEY:

Unit 24, The Mall, Bromley, Tel: 0208 468 0878

GW CROYDON:

Unit 25, Dymond Close (outside the back of the centre),

Kenley Road, Tel: 0208 660 4650

GW ENFIELD:

35 Denham Road, Tel: 0208 553 3238

GW HAMMERSMITH:

163 King Street, Tel: 0208 346 5744

GW HAREWOOD:

95 Station Street, Tel: 0208 861 2350

GW KENSINGTON:

Shop 7, Lancer Square, Kensington Church Street,

Tel: 0207 937 7011

GW KINGSTON ON THAMES:

33 Fife Road, Tel: 0208 549 5274

GW LONDON (OXFORD ST):

Unit F10, The Plaza Shopping Centre, Tel: 0207 436 5839

GW RICHMOND:

Unit 8, Westminster House, Kew Road, Tel: 0208 848 6122

GW ROMFORD:

12 Quadrant Avenue, Tel: 01708 742 140

GW STAINES:

8 Clarence Street, Tel: 01753 440 2675

GW SUTTON:

Unit 24, Tennis Square Shopping Centre, Tel: 0208 770 9454

GW UXBRIDGE:

Unit 32, Chequers Mall, The Pavilions Shopping Centre,

0189 628 2805

GW WATFORD:

Unit Q, 1A Queen Street, Harewood Centre,

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Tel: 0208 652 8192

CHINGFORD, Hobby Stop:

48-51 Station Road, Tel: 0208 529 7777

CHINGFORD, Rosis of London:

Tel: 0207 529 1920

CLAPHAM JUNCTION, Toystop:

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DULWICH, The Art Stationers:

Tel: 0208 693 8308

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HAMPSTEAD, Happy Returns:

Tel: 0207 435 3451

HERNE HILL, Just Williams:

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ISLINGTON, Frederick Beck:

Tel: 0207 226 3450

KNIGHTSBRIDGE, Harrods:

Tel: 0207 730 1234

LONDON, Playin Games:

33 Museum Street, Tel: 020 7323 3030

PUTNEY, Toystop:

Tel: 0208 795 9525

RUISLIP, John Sanders:

Tel: 0181 583 4848

WALTHAMSTOW, Ottokers:

Tel: 0208 520 5500

WIMLETON, Hly:

Tel: 0208 944 9191

WOOD GREEN SHOPPING CENTRE, Toy City:

Tel: 0208 881 2770

## MANCHESTER AREA

GW MANCHESTER (Central):

Unit 10, The Plaza Shopping Centre, Tel: 0161 764 0065

ECCLIS, Amazon Miniatures:

Tel: 0161 798 7650

LEIGH, Toymaster:

Tel: 01464 207 1110

MANCHESTER, Waterstones:

Tel: 0161 852 1992

WARRINGTON, Steve Webb Models & Hobbies:

Tel: 01928 873 5225

## MERSEYSIDE AREA

GW LIVERPOOL:

132 Central Shopping Centre, Ransleigh,

Tel: 0151 703 0953

GW SOUTHPORT:

Unit 12, Marble Place Shopping Centre,

Tel: 01705 400 1555

GW WARRINGTON:

Unit 20, Time Square, Tel: 01928 655 1964

ST HELENS, Wargames World:

22 Cooper Street, Tel: 0174 429 500

MERSEYSIDE, Lewis's Department Store:

Renshaw Street, Liverpool

SOUTHPORT, Claymore Games:

Tel: 01704 545349

WIRRAL, RS Models:

Tel: 0151 348 4363

## MIDDLESEX

ENFIELD, Jennings Stores:

Tel: 0206 604 1804

## NORFOLK

GW NORWICH:

12-14 Exchange Street, Tel: 01603 976 7050

DISS, Toymaster:

Tel: 0137 964 1743

EAST DEREHAM, Youngsters World:

Tel: 01753 652 3371

FAKENHAM, Sharlings Toymaster Warehouse:

Fakenham Industrial Estate, Tel: 01328 885 2755

FAKENHAM, Lou Lou's Toy Shop:

Tel: 01328 853118

GORLESTON, Toymaster:

Tel: 0149 344 2097

HOLT, Sharlings-Toymaster:

Tel: 01263 311 3501

HUNSTANTON, Hunstanton Models:

Tel: 0149 553 32483 4408

IPSWICH, Toymaster Kingdom:

Tel: 0147 325 3045

KINGS LYNN, Empire:

Tel: 01553 375 0281

KINGS LYNN, Westgate Department Store:

Tel: 01553 375 0281

NORTH WALSHAM, Games H Fun:

Tel: 07851 031 246

NORWICH, Battelent:

2a Queens Road, Tel: 01603 765595

NORWICH, Kerrisons:

Tel: 01603 494008

NORWICH, Longleys, Rackheath Industrial estate:

Tel: 01603 621969

NORWICH, Toys Plus, Norwich airport industrial

estate, Tel: 01603787161

SHERINGHAM, Starlings-Toymaster:

Tel: 01492 202 2345

TAVERHAM, Norvic Models Ltd:

Unit 2, Taverham Garden Centre, NHE GHT

Tel: 01603 655212

WYMONDHAM, The Toy Loft:

Tel: 01935 360 7720

WROTHAM, Point House Toyshop:

Tel: 01603 670 6804

## NORTHAMPTONSHIRE

GW NORTHAMPTON:

24-26 Abington Square, Tel: 01603 443 6667

CORBY, Westgate Department Store:

Tel: 01533 620 3525

KETTERING, Toymaster Kingdom:

Tel: 01533 661 2007

KETTERING, Green Angel Cards & Games:

Tel: 01526 328 2481

OUNDEL, Oundel News:

Tel: 01832 723518

RUSHDEN, Osborne Sports & Toys:

Tel: 01933 331 2415

WELLINGBOROUGH, Software Sellers:

Tel: 0183 344 0881

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AMBLE, Gremlyn Imports:

Tel: 0445 125 9008

BERWICK UPON Tweed, Berwick Computer Games

and DVDs:

Tel: 01678 930 8051

HEXHAM, Fairplay:

Tel: 0143 460 6678

HEXHAM, Robbs Department Store:

Tel: 0143 460 2131

MORPETH, TG Allans:

Tel: 0167 051 6130

## NOTTINGHAMSHIRE

GW NOTTINGHAM (Central):

34a Friar Lane, Tel: 0115 948 5051

GW WARHAMMER WORLD:

Wolver Road, Lenton, Tel: 0115 916 8410

MANSFIELD, The Games Emporium:

Tel: 01623 640 022

NEWARK, Access Models:

Tel: 01636 529 114

NOTTINGHAM, Showas:

Tel: 0115 941 8548

SUTTON-IN-ASHFIELD, Big Boys Toys:

Tel: 01623 567812

WOODBOROUGH, Regency Printers:

Tel: 0115 965 6500

WORKSOP, Model Base:

Tel: 01909 501 702

## OXFORDSHIRE

GW OXFORD:

1A Bush House, New Inn, Hat Street, Tel: 01865 524 2182

ABINGDON, Just Toys:

Tel: 01235 827 4333

BANBURY, Trinder Bros:

Tel: 0129 526 2545

BICESTER, Dentons:

Tel: 0185 932 3945

CARTERTON, Giles Sports:

Tel: 01935 384 2098

COWLEY, Dentons:

Tel: 0186 874 9748

DIDCOT, Dentons:

Tel: 01235 681 6566

DIDCOT, LJ Dickinson T/A Dentons:

Tel: 01235 681 6566

OXFORD, Boswell's Toymaster:

Tel: 01865 624 1244

THAME, Pied Peddler:

Tel: 01494 426 0022

WALLINGFORD, Pettis of Wallingford:

Tel: 01494 815 5253

WITNEY, Romkrish:

Tel: 01399 370 4979

## SHROPSHIRE

GW SHREWSBURY:

6 Market Street, Tel: 0174 336 2007

TELFORD, Sando Games:

4 Albert Place, Donnington, Tel: 01952 878 722

BRIDGNORTH, Hobby Horse:

Tel: 0174 678 6659

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Jerrengade 32, 4600, Tel: 5496 9946

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Vestergade 63-61, 5000, Tel: 6911 4030

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**TORSHAVN, P.Y. Thomas Dam Wholesale**  
Boks 2148, Torshavn, Tel: 296811400

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**VERLØSE, Bog & ide Verløse**  
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Trørød Torvej, Trørødvej 70, 2600, Tel: 4359 1326

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STANLEY, Falkland Collectables  
The General Store, Tel: 06502 71174

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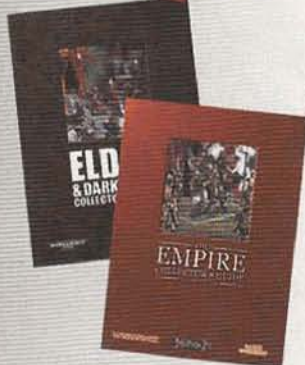
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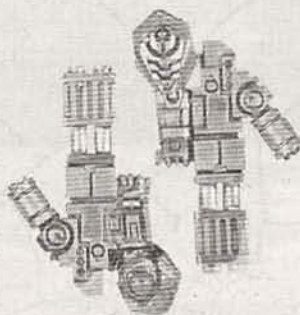
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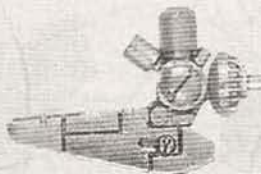
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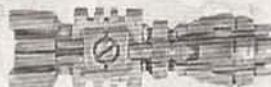
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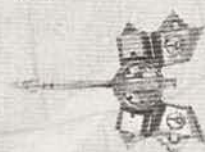
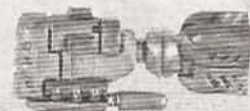
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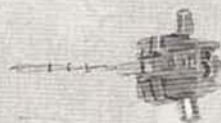
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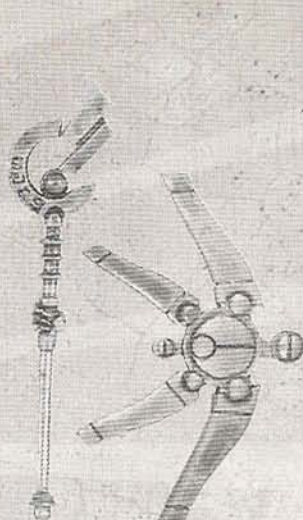




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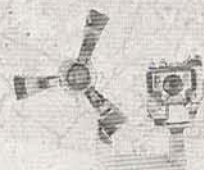
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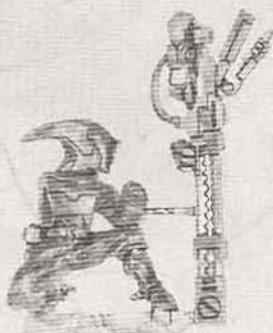


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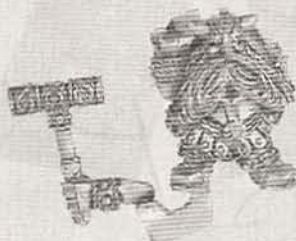
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# FUEL FOR THE FURNACE

Your mighty missives as read by Grombrindal himself!

## GROMBRINDAL'S PICK OF THE MONTH

Please find enclosed a photograph from the Evening Standard hoarding, on the corner of Oxford/Regent Street. Imagine our surprise when, at the height of the Storm of Chaos, it appeared the Evening Standard may have been running it's own special reports.

Nigel Bye.

! - Owen



### Missing Kill-Team?

I was reading through the Kill-Team Nemesis article in WD310, when I noticed that the nemesis weapon options didn't cover the Imperial Guard!

Greg Wass.

You can find the update on the UK WD message board online: [www.games-workshop.co.uk/whitedwarf](http://www.games-workshop.co.uk/whitedwarf) - Owen



### WHISPERS FROM THE WARP...

**Mr M Brewer...** use as a 'counts as', just don't have the 5+ Invulnerable. **Alec Horan...** hope you liked the mag. **Pippa Cooper...** can you please get in touch. **Jamie Gilmour...** that's a lot of Tyranids, and that poor Guardian! **Philip Thorogood...** thanks for all the scenario ideas, I've passed them on. **Dominic Knight...** 28mm. **Dan Mountain...** all in good time! **Mark Paterson...** not anytime soon. **Will Colgate...** just use Steel Legion with painted skulls or modelled on skulls from Empire shield bosses. **Luke Courtney...** I would assume, yes. **Raymond van den Hoek...** some models can only be attacked by magical weapons. **Mac Vurrich...** we are now on the Clubs and Community pages. **Robert Holliday...** yes! **Stephen Bailey...** should be out now. **Adam Calver...** if we see a good one, we'll do it. **Jon Younie...** added to ideas list. **Jack Walker...** we don't do those. **Ashley...** hope you enjoyed the Dark Eldar batrep in 311! **Lord Malachi...** see Index Astartes articles. **Patrick Nilsson...** shallow dream no, it's our website. **Dan Bradley...** no, but Mordheim is just as good. **Francis Bridge...** hope you found a Gaming Club in Switzerland. **Gazzmaster14...** in WD314. **Adam Watts...** please call our Hobby Specialists. **Axel Lindmarker...** hello there Sweden! **Matthew Greene...** Guy's ego has now been enlarged re: his Imperial Guard. **Greig Sturges...** hopefully this has been re-addressed in 311 and online. **Michael Duxbury...** all in good time.

## Grombrindal's Gallery

This month we introduce a mini-feature to Fuel for the Furnace, Grombrindal's Gallery. So, if you've got a cool army and can take a good picture, send it in and you might find yourself on these pages!



### BRAZEN CLAWS

Chris Widenbar sent us some pictures of his Brazen Claws Space Marines which I thought were nice and worthy of display. Chris has provided multiple angles of his Sergeant (top left), Tactical Squad Trooper (top right) and Assault Marine (bottom right) - Owen.

### A Grudge too far...

When I had just finished reading last month's White Dwarf (311) I put it down on the table and noticed the Dwarf runes on the back. Instead of counting down the hours until I got the new Dwarf Army boxed set (I can't wait), I thought I would decode it. To me it read "never forget a geudge". I was wondering whether it is me who had made the mistake, or is it you?

Robert Simpson.

It is most certainly us and you are not the only one to have written in about this! I'd like to say we did it on purpose to see how many true Dwarf fans out there noticed, but then I'd be lying - Owen

### Cool Conversion

Do you like my conversion of a Tyranid Hunter with heavy bolter, loading a hellfire shell?

Yes! - Owen





## WHITE DWARF PAINT STATION

What the team are painting this month.



Owen Rees

get my models painted on time.

**Owen:** I am on the cusp of attending the Warhammer 40,000 Doubles event this month and hobbling feverishly to

Me, and Doubles partner Jonathan Carter, are defending our Best Army award which we won last year. We're taking the same forces, Witch Hunters and Sisters of Battle, but with new models added. I'll let you know how we got on next month, but for now here is the Inquisitorial Rhino I'll be taking along to the tournament.



Rik Turner

accrue a hoard of wealth which I

**Rik:** As the White Dwarf Mordheim campaign continues frantically, I have managed to stay alive long enough to

plan to spend on Hired Swords and equipment for the last game!

Top of my shopping list is an Ogre Bodyguard; three times the height of my Dwarfs and lending some brute muscle to my warband. At 80 gold crowns, however, hopefully there's enough left for equipment, or maybe to hire a Pit Fighter...



Meanwhile, Rik's Blood Ravens receive Inquisitorial support with these, the first members of his Daemonhunter's retinue.



Nick Kyme

painting a whole host of Hired Swords this month. An Ogre, Trollslayer, Pit Fighter and Halfling Scout, even the infamous Johann the Knife, have all pledged their blades to the 'Mordant Men' and it's been wholly satisfying to watch my warband grow.

**Nick:** Thanks to my victories in the Mordheim campaign and in light of the imminent final showdown game, I've been

I've been so inspired that I've painted a couple of extra hirelings, too. Even if I don't get to use them in Mordheim, they'll be a great addition to my Empire army or as Dogs of War. I guess that's a great strength of games like Mordheim; they compliment your existing big armies and add an extra dimension to them.

If you've never tried Mordheim, give it a go, you'll be surprised at the possibilities and versatility...

Some new Hired Swords for Nick's Mordheim games; a Marksman (who could also double up as a Bounty Hunter) and a Pit Fighter (represented by the Dogs of War, Lorenzo Lupo model).



Christian Byrne

now!), the final model will be the centrepiece, a Prince riding a Griffin. This project has required a lot of patience and Green Stuff. My Warhammer Chaos army is

**Christian:** I am still plugging away at a variety of projects. The High Elf army is nearly completed (3,000 points

creeping slowly towards 4,000 points as extra models slowly bulk out existing units.

Last month I showed the first part of a squad of revamped Black Legion Chaos Space Marines. They are now joined by the second half. This project is coming along quickly (it should do, the models are pretty much painted already) and I hope to have the whole army redone by July. Until next month!



As promised, even more Black Legionnaires from the Byrax stable.

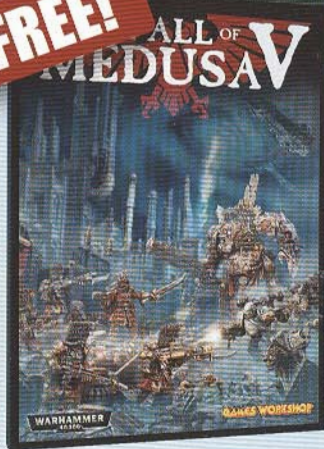


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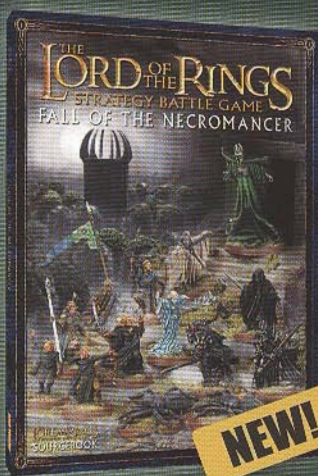
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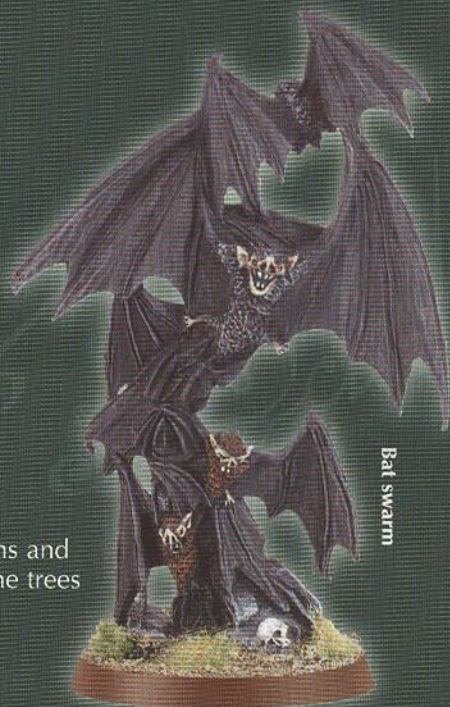


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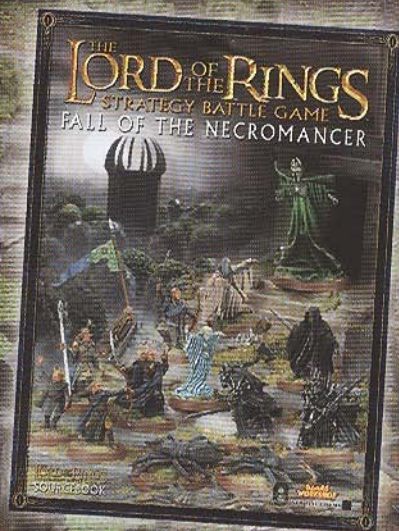
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