

FREE THIS MONTH! MEDUSA V CAMPAIGN MAP!

TM

WHITE DWARF

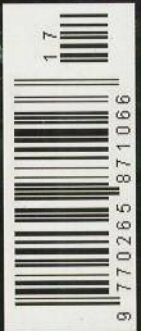
WD319 JULY £4.00
WWW.GAMES-WORKSHOP.CO.UK

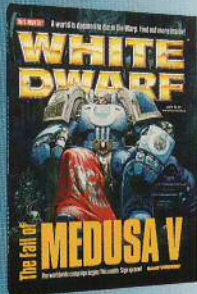


The Fall of

MEDUSA V

The worldwide campaign begins this month. Sign up now! **GAMES WORKSHOP®**





TUTORIAL



STUDIO WHITE DWARF TEAM

The White Dwarf: Grombrindal
Editor: Guy Haley
Deputy Editor: Mark Latham
Art Editor: Markus Trenkner
Designers: Matt Hutson, Sean Turtle
Assistant Designer: Glenn More

UK WHITE DWARF TEAM

Editor: Owen Rees
Designer: Christian Byrne
Developer: Rik Turner

CONTRIBUTORS

Alessio Cavatore, Andy Hoare, Neil Hodgson, Jervis Johnson, Mark Jones, Phil Kelly, Graham McNeill, Adam Troke, Dominic Murray, Gavin Thorpe, Matthew Ward, Chad Mierzwa, Dave Andrews and Adrian Wood.

WHITE DWARF REPROGRAPHICS

Simon Burton, Sean Cutler, Kris Jagers and Kris Shield.

ARTWORK

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

CITADEL DESIGN TEAM

Tim Adcock, Mike Anderson, Dave Andrews, Juan Diaz, Martin Footitt, Colin Grayson, Jes Goodwin, Mark Harrison, Alex Hedström, Gary Morley, Aly Morrison, Irish Morrison, Brian Nelson, Seb Perbet, Alan Perry, Michael Perry, Steve Saleh, and Dave Thomas.

'EAVY METAL TEAM

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

GAMES WORKSHOP DIRECT

www.games-workshop.co.uk/store
 Tel: 0115 91 40000 Fax: 0115 916 8002

GAMES WORKSHOP ONLINE

www.games-workshop.co.uk

FORGE WORLD

www.forgeworld.co.uk
 Tel: 0115 916 8177

THE BLACK LIBRARY

www.blacklibrary.com

SPECIALIST GAMES

www.specialist-games.com

Printed at Winkowski

Upon the world of Medusa V, a billion souls look to the skies with fear in their hearts.



This month marks the moment when the first tendrils of the warp storm unleashed by Van Grothe's Rapidity snake out and touch the world of Medusa V. The entire system is at risk, yet it is the most populated, most strategically valuable planet which stands directly in the storm's path. As frantic civilians scramble to abandon their home, the dread legions of a dozen different galactic powers descend upon the planet in order to fulfil their own nefarious goals. Goals which you can help them achieve! The call to arms is out. Muster your armies, get down to your local Hobby Centre and join in the battle! Medusa V is going to die, yet victory can be snatched from the jaws of the storm by the bravest and most resourceful commanders. That means you. Turn to page 19 for details on how to register and take part in this world-wide campaign event.

Also this month is the release of some brilliant new Citadel Miniatures representing the renowned heroes Gotrek and Felix, as well as some of their companions. These models have been specially crafted for display, and are amongst the most dynamic I have yet seen. Even Gotrek would be impressed, and not much impresses him.

Grombrindal, The White Dwarf

COPYRIGHTS Copyright © Games Workshop Limited 2006 excepting all materials pertaining to the New Line theatrical productions: The Fellowship of the Ring: The Two Towers and The Return of the King. © MMVI New Line Productions, Inc. All Rights Reserved. The Lord of the Rings and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. Games Workshop, the Games Workshop logo, Warhammer and the Warhammer 40,000 device are either ©, TM and/or © Games Workshop Ltd 2000-2006, variably registered in the UK and other countries around the world. All Rights Reserved.

Games Workshop, the Games Workshop logo, Warhammer, Warhammer logo, Warhammer 40,000 Device, Double-headed Imperial Eagle Device, Eavy Metal, Eldar, Tyranid, Kroot, Tau, Fire Warrior, Warmaster, Blood Bowl, Inquisitor, Epic, Citadel and the Citadel Device, Codex, White Dwarf, Golden Demon, Scatter dice, Skota Insignia, Space Marine, Space Marine Chapters and Space Marine Chapter logos and all associated marks, names, places, characters, races and race insignia, illustrations and images from the Warhammer and Warhammer 40,000 universes are either ©, TM and/or © Games Workshop Ltd 2000-2006, variably registered in the UK and other countries around the world. All Rights Reserved.

SUBMISSIONS All material submitted to us for publication is only accepted on the assumption that the copyright in it is by the very act of submission, unconditionally assigned by the author as beneficial owner and with full title guaranteed to Games Workshop Limited. We also retain the right to edit and/or amend all material as we see fit. So if you do not wish to assign copyright in this way, please do not send us your submission. We're afraid we cannot work in any other way! Full details of our submissions policy can be found on our website at: www.games-workshop.com/legal.html

CORRESPONDENCE We welcome comments about White Dwarf, Games Workshop games and Citadel miniatures. All letters except subscriptions and Mail Order should be addressed to: White Dwarf, Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS.

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

You can find Games Workshop on the World Wide Web at the following Internet address:

www.games-workshop.com



Product Code: 6024999319
ISSN: 0265-8712 19

GAMES WORKSHOP

Willow Road, Lenton, Nottingham, NG7 2WS



NEW LINE CINEMA
 A Time Warner Company

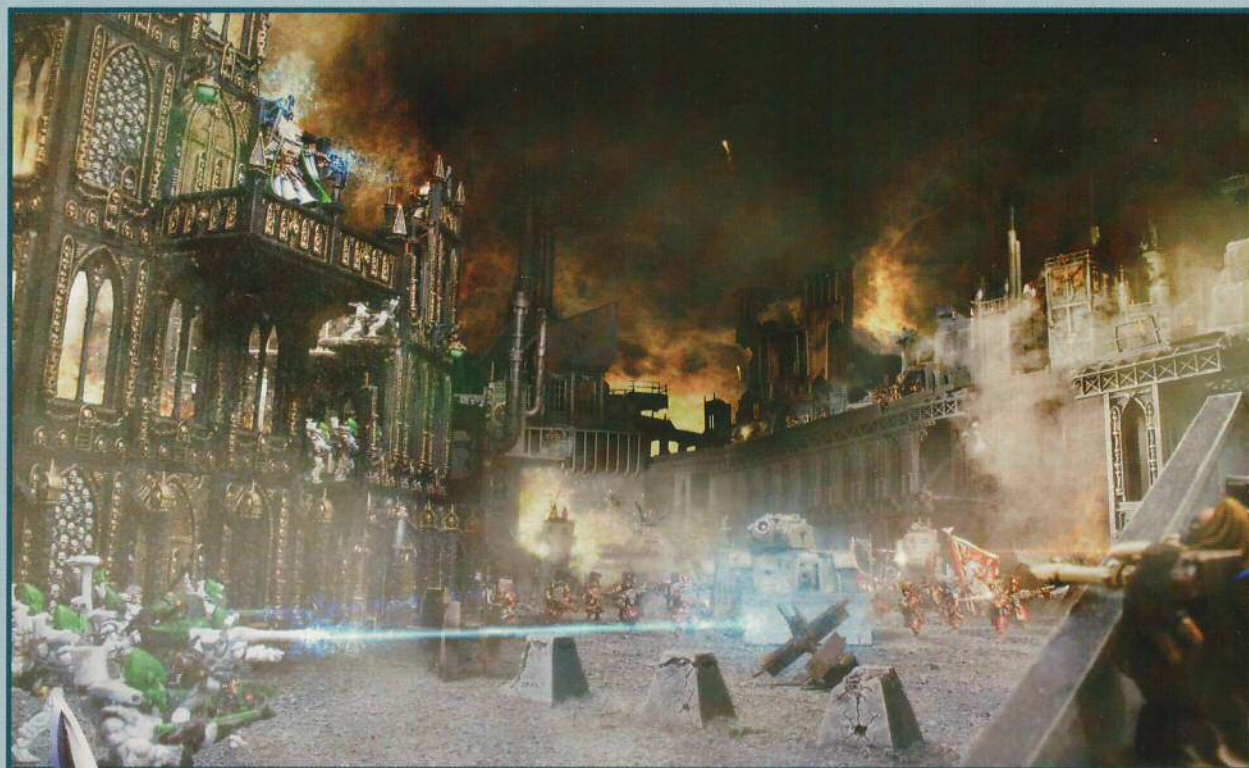


Please be aware that Games Workshop products are usually sold unpainted and unassembled and the contents of any products may vary from those shown herein (for example, any banners shown may not necessarily be included). Pictures are used for illustrative purposes only. Due to certain legislation in the UK, Games Workshop is prohibited from selling spray paints and bladed equipment to persons under the age of 16. Furthermore, certain Citadel products may be dangerous if used incorrectly and Games Workshop does not recommend their use by children under the age of 16 without adult supervision. Whatever your age, be careful when using glues, bladed equipment and sprays and make sure that you read and follow the instructions on the packaging. Prices correct at time of going to press. Customers are advised to contact Games Workshop for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

19 THE FALL OF MEDUSA V

19 A GLOBAL CAMPAIGN

Log in, sign up, join in! A world of war awaits you this summer – find out how to get involved.



42 GOTREK AND FELIX



42 GOTREK AND FELIX

The popular Black Library characters have got a bunch of new models.

ALSO IN THIS ISSUE

- 14 NEWS**
The Battle for Skull Pass draws near.
- 40 STANDARD BEARER**
You can just collect models, says Jervis.
- 52 TACTICA: WOOD ELVES**
The Lord of the Rings Elven hosts.
- 57 CITADEL TOOLBOX**
Modelling razor wire.
- 58 BEASTMEN**
They're in the trees! They're coming!
- 66 'EAVY METAL: WOOD ELVES**
New Warhammer Wood Elf Lords.
- 70 MODELLING WORKSHOP: SPIDER QUEEN'S LAIR**
Building fully modelled scenario boards.
- 74 MODELLING WORKSHOP: ELДАР GRAV PLATFORM**
Heavy support for Guardian Squads.
- 78 MODELLING WORKSHOP: TAU STEALTHSUITS**
Deadly Tau infiltrators.
- 82 GOLDEN DEMON 2006 CATEGORIES**
A guide to the premier painting event.
- 87 ARMING FOR MEDUSA PART 2**
The UK WD team get ready for Medusa.
- 93 FRONTLINE**
Store and event news.
- 98 ORDERING DIRECT**
Medusa V components.

CHAOS SPACE MARINES

DAEMON PRINCE OF NURGLE



This box set contains one
Daemon Prince of Nurgle

DAEMON PRINCE OF NURGLE £20
Sweden Kr270 Denmark Kr225
Norway Kr270 Euro €30

Product code: 99110102094
Sculpted by Seb Perbert

ON SALE JULY 8TH

Released 15/07/06 in Northern Europe.



CHAOS TERMINATOR LORD

This blister pack contains one
Chaos Terminator Lord

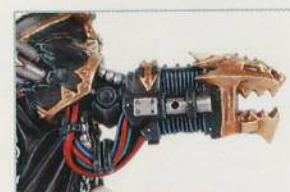
CHAOS TERMINATOR LORD £9
Sweden Kr120 Denmark Kr100
Norway Kr125 Euro €13

Product code: 99060102096
Sculpted by Mark Harrison

ON SALE JULY 8TH

Released 15/07/06 in Northern Europe.

**CONTAINS MULTIPLE
WEAPON CONFIGURATIONS**



>>> SEE THESE MODELS IN ACTION
IN OUR BATTLE REPORT ON PAGE 22



Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

POSSESSED CHAOS SPACE MARINES



POSSESSED CHAOS SPACE MARINES



This box set contains one Possessed Chaos Aspiring Champion and four Possessed Chaos Space Marines

POSSESSED CHAOS SPACE MARINES £15
 Sweden Kr250 Denmark Kr200
 Norway Kr250 Euro €27.50

Product code: 99110102095
 Sculpted by Gary Morley

ON SALE JULY 8TH

Released 15/07/06 in Northern Europe.

Also available in a blister pack containing two Possessed Chaos Space Marines

POSSESSED CHAOS SPACE MARINES £6
 Sweden Kr100 Denmark Kr85
 Norway Kr100 Euro €11.50

Product code: 99060102097
 Sculpted by Gary Morley

ON SALE JULY 8TH

Released 15/07/06 in Northern Europe.

LUCIUS THE ETERNAL



This blister pack contains one Lucius the Eternal

LUCIUS THE ETERNAL £9
 Sweden Kr115 Denmark Kr100
 Norway Kr125 Euro €12.50
 Product code: 99060102106
 Sculpted by Mark Harrison

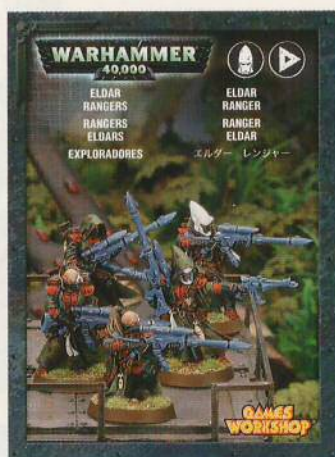
ON SALE JULY 8TH

Released 15/07/06 in Northern Europe.



WARHAMMER
 40,000

ELDAR



ELDAR RANGERS



This box set contains
five Eldar Rangers

ELDAR RANGERS £15
Sweden Kr180 Denmark Kr150
Norway Kr180 Euro €20

Product code: 99110104091
Sculpted by Martin Footitt

ON SALE JULY 8TH

Released 15/07/06 in Northern Europe.



ELDAR HEAVY WEAPON PLATFORM

>>> MORE ON PAGE 74

CONTAINS FIVE
DIFFERENT
WEAPON OPTIONS



ELDAR HEAVY
WEAPON PLATFORM
WITH STARCANNON

This box set contains one
Eldar Heavy Weapon Platform
and two crew

ELDAR HEAVY WEAPON PLATFORM £10
Sweden Kr120 Denmark Kr100
Norway Kr120 Euro €13

Product code: 99120104009
Sculpted by Martin Footitt

ON SALE JULY 8TH

Released 24/06/06 in Northern Europe.

MISSILE LAUNCHER



BRIGHT LANCE



SCATTER LASER



SHURIKEN CANNON



TAU EMPIRE

TAU XV25 STEALTH ARMOUR

CONTAINS
MARKERLIGHT
DRONE AND
OBJECTIVE MARKER



This box set contains one
XV25 Stealth team

XV25 STEALTH TEAM £12
Sweden Kr150 Denmark Kr125
Norway Kr150 Euro €17.50
Product code: 99120113008
Sculpted by Mark Harrison

ON SALE JULY 8TH

Released 24/06/06 in Northern Europe.

SPACE MARINES

CAPTAIN SICARIUS OF THE ULTRAMARINES 2ND COMPANY

SPECIAL EDITION

This blister contains one
Captain Sicarius

CAPTAIN SICARIUS £7
Product code: 99060101322
Sculpted by Mark Harrison

ON SALE JULY 8TH

**IN STORE FOR
LIMITED TIME**



WARHAMMER
40,000

GOTREK AND FELIX

GOTREK GURNISSON



**AVAILABLE IN FOIL COLLECTORS
POUCH IN STORE**

**This pouch contains one
Gotrek Gurnisson**

GOTREK GURNISSON £12
 Sweden Kr150 Denmark Kr125
 Norway Kr150 Euro €17.50
 Product code: 99660205002
 Sculpted by Aly Morrison

ON SALE JULY 22ND

Released 29/07/06 in Northern Europe.



FELIX JAEGER



**AVAILABLE IN FOIL COLLECTORS
POUCH IN STORE**

**This pouch contains one
Felix Jaeger**

FELIX JAEGER £12
 Sweden Kr150 Denmark Kr125
 Norway Kr150 Euro €17.50
 Product code: 99660202001
 Sculpted by Alex Hedström

ON SALE JULY 22ND

Released 29/07/06 in Northern Europe.



GOTREK AND FELIX DISPLAY SET

**Scenic Resin display base and
all five Gotrek and Felix models***

GOTREK & FELIX DISPLAY SET £60
 Product code: 99140299001
 Sculpted by Alex Hedström

ON SALE JULY 22ND

**AVAILABLE FROM GAMES
WORKSHOP DIRECT ONLY**

**please note, models supplied
in component form, not in
collectors pouches*



>>> MORE ON PAGE 22

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press. please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

MAX SCHREIBER



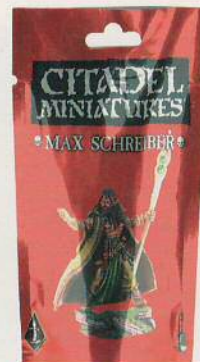
**AVAILABLE IN FOIL COLLECTORS
POUCH IN STORE**

**This pouch contains one
Max Schreiber**

MAX SCHREIBER £10
Sweden Kr140 Denmark Kr115
Norway Kr140 Euro €15
Product code: 99660202002
Sculpted by Alex Hedström

ON SALE JULY 22ND

Released 29/07/06 in Northern Europe.



ULRIKA STRAGHOV



**AVAILABLE IN FOIL COLLECTORS
POUCH IN STORE**

**This pouch contains one
Ulrika Straghov**

ULRIKA STRAGHOV £10
Sweden Kr140 Denmark Kr115
Norway Kr140 Euro €15
Product code: 99660202003
Sculpted by Alex Hedström

ON SALE JULY 22ND

Released 29/07/06 in Northern Europe.



SNORRI NOSEBITER



**AVAILABLE IN FOIL COLLECTORS
POUCH IN STORE**

**This pouch contains one
Snorri Nosebiter**

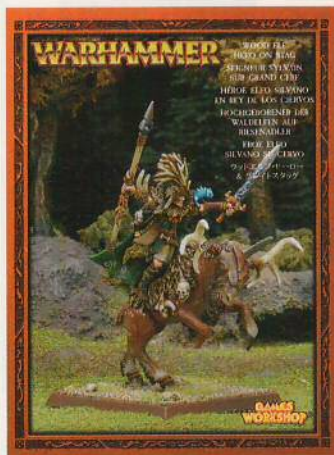
SNORRI NOSEBITER £10
Sweden Kr140 Denmark Kr115
Norway Kr140 Euro €15
Product code: 99660205003
Sculpted by Aly Morrison

ON SALE JULY 22ND

Released 29/07/06 in Northern Europe.



WOOD ELVES



WOOD ELF LORD ON GREAT STAG

This box set contains one
Wood Elf Lord on Great Stag

WOOD ELF LORD ON GREAT STAG £15

Sweden	Kr180	Denmark	Kr150
Norway	Kr180	Euro	€20

Product code: 99110204075

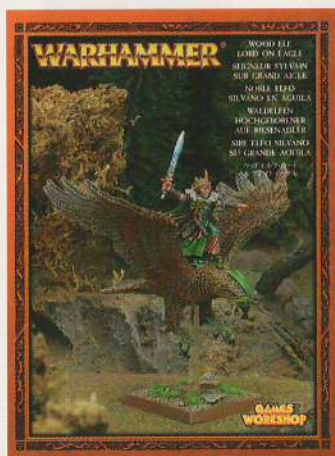
Sculpted by Steve Saleh

ON SALE JULY 22ND

Released 29/07/06 in Northern Europe.



WOOD ELF LORD ON GREAT EAGLE



This box set contains one
Wood Elf Lord on Great Eagle

WOOD ELF LORD ON GREAT EAGLE £18

Sweden	Kr250	Denmark	Kr200
Norway	Kr250	Euro	€27.50

Product code: 99110204074

Sculpted by Trish Morrison and Steve Saleh

ON SALE JULY 22ND

Released 29/07/06 in Northern Europe.



**ALTERNATIVE EAGLE
FROM DIRECT ONLY
RING FOR DETAILS**

>>> **MORE ON PAGE 98**

WOOD ELF ARMY STANDARD BEARER



This blister pack contains one
Wood Elf Army Standard Bearer

WOOD ELF ARMY STANDARD BEARER £5

Sweden	Kr85	Denmark	Kr75
Norway	Kr85	Euro	€10

Product code: 99060204078
Sculpted by Steve Saleh

ON SALE JULY 22ND

**AVAILABLE FROM GAMES
WORKSHOP DIRECT ONLY**

WARHAMMER®

WOOD ELF LORD WITH BOW

This blister pack contains one
Wood Elf Lord with bow

WOOD ELF LORD WITH BOW £6

Sweden	Kr100	Denmark	Kr85
Norway	Kr100	Euro	€11.50

Product code: 99060204077
Sculpted by Alex Hedström

ON SALE JULY 22ND

Released 29/07/06 in Northern Europe.



WOOD ELF LORD WITH TWO HAND WEAPONS

This blister pack contains
one Wood Elf Lord with
two hand weapons

WOOD ELF LORD WITH TWO HAND WEAPONS £6

Sweden	Kr100	Denmark	Kr85
Norway	Kr100	Euro	€11.50

Product code: 99060204076
Sculpted by Alex Hedström

ON SALE JULY 22ND

Released 29/07/06 in Northern Europe.

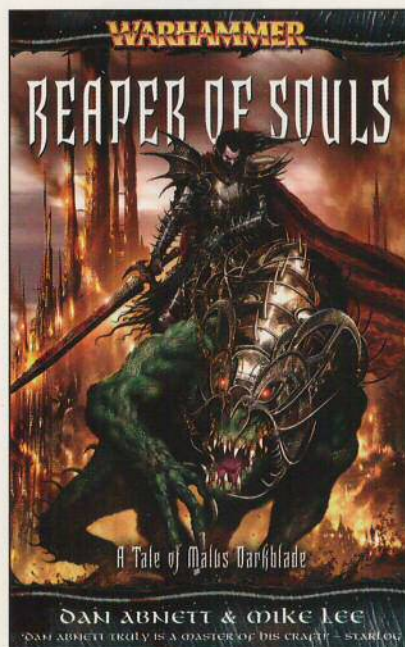


>>> MORE WOOD ELVES ON PAGE 66



BLACK LIBRARY

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



DARKBLADE: REAPER OF SOULS

Even among the treacherous Dark Elves, Malus Darkblade stands out as a study in utter ruthlessness. When he steals a map that leads to a secret power hidden deep within the Chaos Wastes, Malus could never guess that it was a trap set by the ancient daemon Tz'arkan. His soul is now under ransom, and Darkblade has a long way to go to fulfill his part of the bargain. His latest mission sends him to a haunted Dark Elf mausoleum in search of a foul cursed dagger that steals the souls of those it slays. What does a dark elf with no soul have to fear?

DARKBLADE: REAPER OF SOULS

by Dan Abnett & Mike Lee

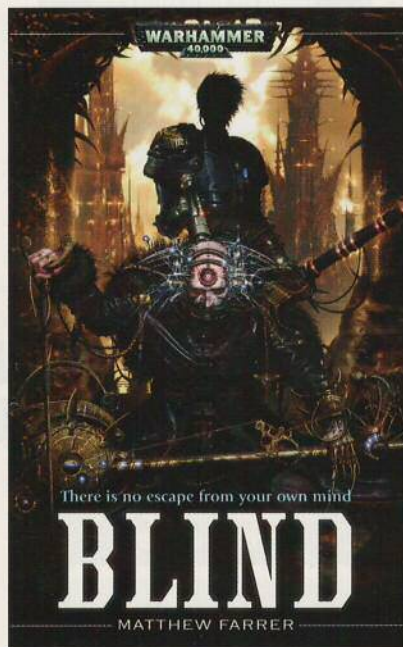
£6.99

Sweden	Kr120	Denmark	Kr100
Norway	Kr120	Euro	€13

ISBN: 1-84416-193-5

ON SALE JULY 1ST

Released 15/07/06 in Northern Europe.



BLIND

The Master of the Blind Tower – a vast fortification housing countless telepaths – has been murdered and Arbites officer Shira Calpurnia has been tasked with finding the killer. Dealing with the inevitable hostility, deception and intrigue is bad enough, but dealing with a station full of half-crazed seers whose minds stare into the Warp every day doesn't help, and doing it under the vindictive eye of an insecure Arbiter "minder" makes things tenser still. But worse than all of this, is that Calpurnia has to confront the one kind of weakness and failure she may not be able to deal with: her own.

BLIND

by Matthew Farrer

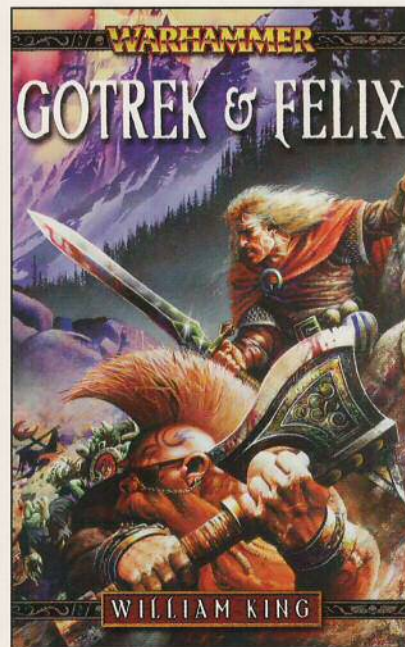
£6.99

Sweden	Kr120	Denmark	Kr100
Norway	Kr120	Euro	€13

ISBN: 1-84416-373-3

ON SALE JULY 1ST

Released 15/07/06 in Northern Europe.



GOTREK & FELIX: THE FIRST OMNIBUS

In the annals of the Old World, there is no tale greater than the death saga of Gotrek Gurnisson. Seeking retribution for a past sin by dying a glorious death in battle, the mad Dwarf journeys through the Old World seeking a foe worthy enough to best him in combat. This great value omnibus collects together the first three novels in the series – Trollslayer, Skavenslayer and Daemonslayer!

GOTREK & FELIX: THE FIRST OMNIBUS

£8.99

Sweden	Kr150	Denmark	Kr125
Norway	Kr150	Euro	€17.50

ISBN: 1-84416-374-1

ON SALE JULY 1ST

Released 15/07/06 in Northern Europe.

>>> GOTREK AND FELIX MODELS, PAGE 6 AND PAGE 42

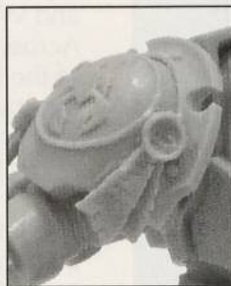
www.blacklibrary.com

FORGE WORLD

COMING SOON

COMMANDER CULLN OF THE RED SCORPIONS

Commander Culln led Space Marines of the Red Scorpions Chapter in actions against the Tyranids on Beta Anphelion IV. As featured in the new 'Imperial Armour Volume 4 – The Anphelion Project'. Complete resin multi part kit designed by Daniel Cockersell and Will Hayes.



ORDO XENOS INQUISTOR SOLOMON LOK

Solomon Lok is a veteran Inquisitor of the Ordo Xenos, the alien-hunters. Lok leads the Imperium's mission to investigate the reason behind the loss of astropathic communications from Beta Anphelion IV and the horrific battles that followed. Models designed by Simon Egan and Will Hayes.



RED SCORPIONS VETERAN MARINES INCLUDING VETERAN SERGEANT HAAS

A pack of resin upgrade parts for the plastic Space Marines box set. Contains enough parts to convert 10 Red Scorpions Veterans and 1 Veteran Sergeant Haas.



Forge World makes a huge range of resin kits and accessories, including super-heavy Baneblade battle tanks, upgrades for Games Workshop's plastic kits, scenery pieces and busts of some of our most popular characters. These products, aimed at experienced modellers, are not available in any of our stores (except Warhammer World) but may be bought directly from Forge World.

www.forgeworld.co.uk

IMPERIAL GUARD Collector's Guide

Only
£6



IMPERIAL GUARD COLLECTORS' GUIDE

— Second Edition —

The complete range of components!*

WARHAMMER
40,000

GAMES
WORKSHOP



DUTY AND HONOUR

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

The Imperial Guard Collectors' Guide is the most comprehensive resource ever compiled for anyone who has an interest in Imperial Guard models. This full colour, 88-page book is packed full of:

- Complete components lists, including pictures and codes.
- Colours of the Guard; Colour schemes of known Imperial Guard regiments.
- Imperial Guard themed Golden Demon winning entries from around the world.
- The best Imperial Guard dioramas and conversions.
- Awesome Imperial Guard armies.

So, whether you're a Deathworld veteran or building your first army, this is one book you really can't do without!

IMPERIAL GUARD Collectors Guide

Collectors Guide		£6	
Sweden	Kr100	Denmark	Kr85
Norway	Kr100	Euro	€11.50
Product code: 60041499016			

ON SALE JUNE 10TH

* see page 101 for a list of all the Collectors guides available.



Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

WARHAMMER

The Art of Games Workshop

Nottingham Castle, 15th July - 24th September 2006



This summer, from July to September, Nottingham Castle will be mounting a major exhibition on the art and creativity of Games Workshop.

For almost thirty years, Games Workshop has been chronicling, sculpting and illustrating the fantastical worlds of Warhammer and Warhammer 40,000 to the delight of hundreds of thousands of gamers, model makers and fantasy enthusiasts from around the world.

Now for the first time, original artworks, miniatures, sculptures and drawings will be brought together to showcase the creative arts of Games Workshop.

Games Workshop was established in Nottingham in the early 1980s and has since

grown to become the world's largest manufacturer of tabletop fantasy games. At its Nottingham Design Studio, artists, writers and sculptors bring to life the worlds of Warhammer and Warhammer 40,000 and these are then realised in the form of lavishly illustrated books, games and miniatures.

The exhibition will be a major showcase for the work of this uniquely creative business and will provide a source of inspiration not only for fans and enthusiasts but for anyone with an interest in how creativity, culture and commerce interact.

For further information please call Nottingham Castle on 0115 915 3700

GAMES WORKSHOP



City of
NOTTINGHAM

BATTLE FOR SKULL

The forthcoming Warhammer release would not be the same without a big box packed full of new models – and that's exactly what we've got for you.

In just two month's time, the latest Warhammer boxed game, Battle for Skull Pass, is released in stores, and we at White Dwarf have put together a sneak peek of the contents for you. This box set recreates the infamous struggle between opposing Dwarf and Goblin forces at Skull Pass, as marauding greenskins attempt to overrun ancient Dwarf mines.

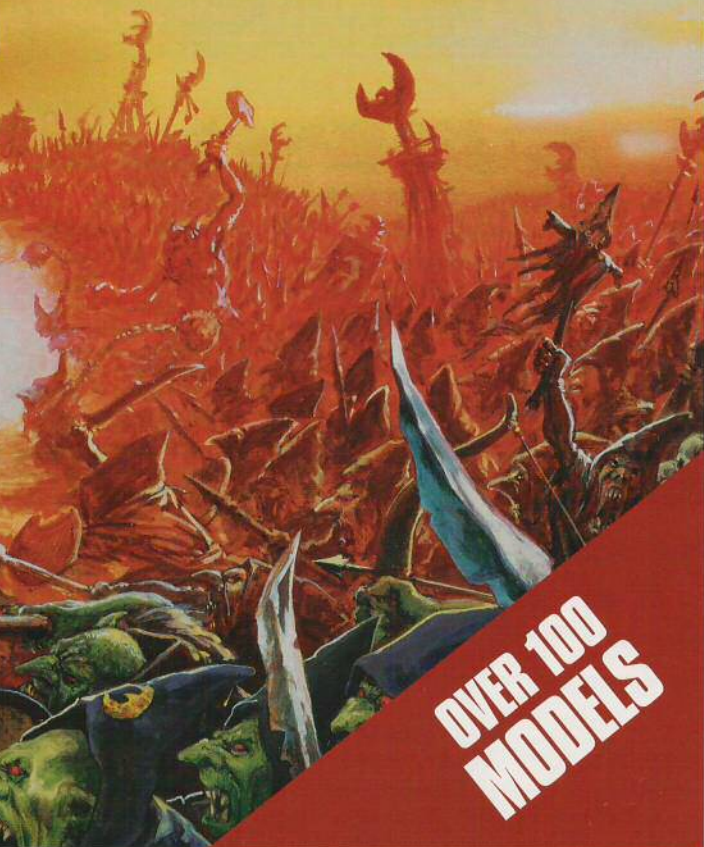
Inside this weighty box you'll find over a hundred plastic Citadel miniatures for the two armies. These models are all unique, designed especially for the box; we couldn't have made them all fit otherwise! Among them you will find heroes, core units, a cannon and a fearsome Troll. Not to mention new plastic game objectives and scenery.

In addition to all this hobby goodness, players will find a handy pocket-sized rulebook, while newcomers will welcome a lavishly illustrated starter booklet featuring rules examples, scenarios and hobby advice.

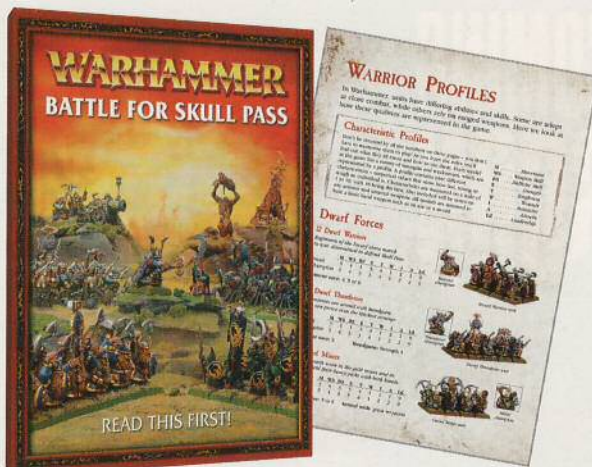
ATTENTION: All army books remain current in the new edition.



ALL PASS



OVER 100
MODELS



Battle for Skull Pass starter booklet

The starter booklet provides an excellent entry-point into the world of fantasy battles. New players will find easy-to-follow examples for all the main parts of the Warhammer game, as well as profiles for the models in the box.



Pocket-sized Rulebook

The 144-page pocket-sized rulebook is very useful for veteran hobbyists and newcomers alike. All the information you need to play the game is right here.



◀ The contents of the Warhammer box – two entire armies to get you started!



▲ Of course, no boxed game would be complete without the hobby essentials – dice, measuring sticks and templates. These ensure that you can get started straight away.

COMING
SOON

GAMESDAY & GOLDEN DEMON 2006

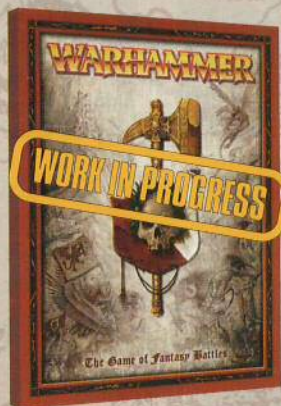
Games Day is nearly upon us and the date has now been confirmed for Sunday 24th September 2006 at the National Exhibition Centre (NEC) in Birmingham! Last year's event was the biggest Games Workshop has ever held, and at a new venue, the NEC. Find out what you missed in WD313 or check out next month as we look at the line-up for this year's event.

Tickets are available from July 3rd. Don't miss out, ring 0115 91 40000 or visit your nearest Games Workshop Hobby Centre to buy one!

WARHAMMER

BOXED GAME REDEMPTION!

Buy the current Warhammer boxed game & get the new rulebook free! Simply bring your proof of purchase into the store where you bought the boxed set. Offer begins 1st June and ends 8th September 2006. It must be redeemed by the 9th and 10th September 2006 and applies in participating Hobby Centres, Independent Stockists, Direct Sales and the Online Store in the UK and Northern Europe.



Buy the boxed set now and get the new rulebook **FREE** when it's released. Offer lasts from 1/6/06 to 8/9/06

PRIVATE EVENT

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.

SLAYER DAY - From the Ashes

This October will see the GCN Phoenix Gaming club in Rushden teaming up with Cultural Community Partnership, in Northamptonshire, to put on Slayer Day - From the Ashes. The event will feature painting competitions, tournaments, participation games, bring and battle, and raffles! This is sure to be a great hobby community event. *See page 95 for more details.*

Games Workshop Northern Europe Price Changes

From 3rd July Games Workshop Northern Europe will be changing the prices on a selection of products. For a full list of the changes please go to the Northern European website at <http://ne.games-workshop.com/news>

WHITE DWARF ONLINE

The highlights this month...

RELATED ARTICLES

All the magazine-related articles...

Urban Tactics

Battling in amongst the ruins of a war-torn world is very different from the open plains of desert worlds. Take your armies in to the Cities of Death with these all-important battle tactics for urban warfare!

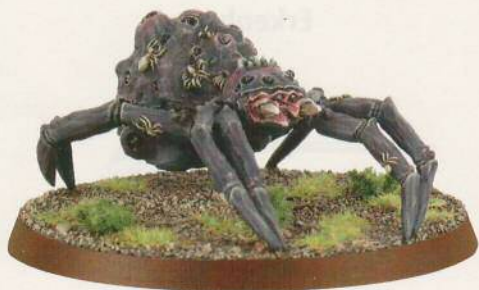


Block-by-Block

Based on the amazing artwork from Cities of Death, this block-by-block mini-campaign will allow 40K gamers to play cityfight missions in a more strategic, interdependent context. Included is a printable map, several unique missions, and a system for connecting your games to add even more urgency to battles in the already-dangerous Cities of Death!

Spider Conversions

Loyal to the forces of Evil, the Spiders of Mirkwood grow to exceptional size and take on all manner of shapes. This article looks at ways to convert armies of Spiders, for scurrying through the forest at the Necromancer's behest!



HOBBY ARTICLES

...and everything else to fuel your hobby.



Vostroyan Conversions

The Vostroyan Firstborn are an awesome new regiment of the Imperial Guard. This article looks at ways to convert the new Vostroyan miniatures, and add a little diversity to personalise your army!

Here Be Dragons

We showcase Ben Haworth's High Elves. Deadly, swift and precise, the power of the High Elves lies in their ability to hit the enemy hard where and when they choose it, calling upon the support of the ancient and devastating Dragons.

Hunter Cadre

Bruno Rizzo really went nuts on the new Tau Empire Codex. His new army, although still work in progress, is a killer in every sense. At least that's what he tells us...



What is WD Online?

White Dwarf Online is our free weekly online newsletter by the UK White Dwarf team. Every issue is packed with exciting articles and features that keep you up-to-date with what's going on in the hobby.

Why subscribe?

- Read forthcoming hobby articles first!
- See the latest new releases and advanced orders!
- Sneak peeks delivered early, direct to your inbox!
- Exclusive editorial content and articles!
- Absolutely Free!

Subscribe now,
IT'S FREE!

www.games-workshop.co.uk/wdonline

WARHAMMER 40,000

Imperial Guard Collectors Guide 2nd EDITION	10/6/06	£6.00
Chaos Daemon Prince of Nurgle	8/7/06	£20.00
Possessed Chaos Space Marines (boxed set)	8/7/06	£15.00
Possessed Chaos Space Marines (blister pack)	8/7/06	£6.00
Chaos Terminator Lord	8/7/06	£9.00
Lucius the Eternal	8/7/06	£9.00
Eldar Rangers	8/7/06	£15.00
Eldar Heavy Weapon Platform	8/7/06	£10.00
Tau XV25 Stealth Armour	8/7/06	£12.00
Captain Sicarius SPECIAL EDITION	8/7/06	£7.00

WARHAMMER

Wood Elf Lord on Great Eagle	22/7/06	£18.00
Giant Eagle DIRECT ONLY	22/7/06	£15.00
Wood Elf Lord on Great Stag	22/7/06	£15.00
Wood Elf Lord with two hand weapons	22/7/06	£6.00
Wood Elf Lord with bow	22/7/06	£6.00
Wood Elf Army Standard Bearer DIRECT ONLY	22/7/06	£5.00
Gotrek Gurnisson IN STORE FOR LIMITED TIME	22/7/06	£12.00
Felix Jaeger IN STORE FOR LIMITED TIME	22/7/06	£12.00
Snorri Nosebiter IN STORE FOR LIMITED TIME	22/7/06	£10.00
Max Schreiber IN STORE FOR LIMITED TIME	22/7/06	£10.00
Ulrika Straghov IN STORE FOR LIMITED TIME	22/7/06	£10.00
Gotek and Felix Display Set DIRECT ONLY	22/7/06	£60.00
Dwarf Collectors Guide	22/7/06	£6.00

THE LORD OF THE RINGS NEXT MONTH

Legions of Middle-earth expansion	5/8/06	£12.00
Host of Cirith Ungol	5/8/06	£50.00
Defenders of Minas Tirith	5/8/06	£50.00
Muster of Rohan	5/8/06	£50.00
Eastern Invaders	5/8/06	£50.00
Legion of the White Hand	5/8/06	£50.00
The Two Towers journey supplement	5/8/06	£12.00
Uruk-hai Scouts	5/8/06	£15.00
Uglúk and Vráskú	5/8/06	£10.00
Dunlending Warriors (box set)	5/8/06	£20.00
Dunlending Warriors Command	5/8/06	£6.00
Dunlending Warriors (blister)	5/8/06	£6.00
Feral Uruk-hai	5/8/06	£6.00
Rohan Outrider (foot and mounted)	5/8/06	£10.00
Théodred (foot and mounted)	5/8/06	£12.00
Erkenbrand (foot and mounted)	5/8/06	£12.00
The Balrog PLASTIC!	5/8/06	£35.00

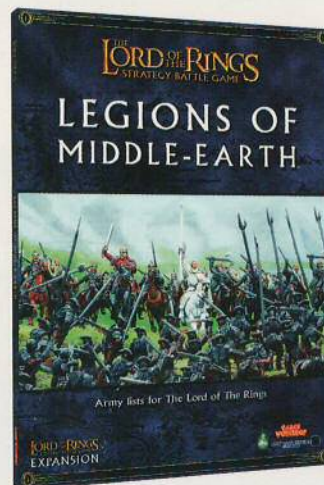
ALSO RELEASED THIS MONTH

Darkblade: Reaper of Souls	1/7/06	£6.99
Blind	1/7/06	£6.99
Gotrek and Felix: The First Omnibus	1/7/06	£8.99

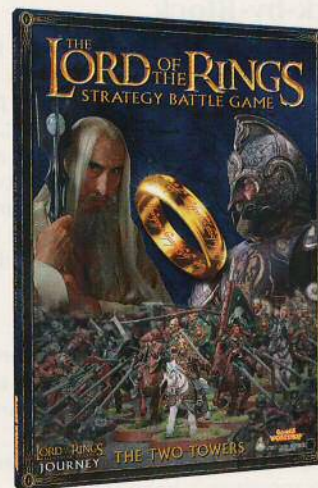
COMING NEXT MONTH

THE LORD OF THE RINGS STRATEGY BATTLE GAME

Legions of Middle-earth



The Two Towers



Erkenbrand



DON'T FORGET

You can buy our products from the following sources

- Games Workshop stores Page 96
- Independent trade stockists Page 96
- GW Online store Page 99
www.games-workshop.co.uk
- Games Workshop Direct Page 98
see page 98 for more details



THE FALL OF MEDUSA V

THE GLOBAL CAMPAIGN BEGINS



TOWAR!

The doomed world of Medusa V lies in the path of a vast warpstorm. Armies of all the galaxy's major powers are descending upon its surface, determined to harness the power of the storm for themselves. Who is victorious is up to you! Join in this summer's awesome campaign and shape the history of the 41st Millennium.

The Fall of Medusa V is your chance to help tell the story of a whole world. Your games, your battles, will determine which Warhammer 40,000 race will snatch glory from the funeral pyre of a planet.

This event is a Games Workshop Global Campaign, the latest in a series of huge wars which have seen the Warhammer and Warhammer 40,000 universes plunged into massive conflict. The number of games played during these times is truly stupendous – every Hobby Centre and club will be heaving with gamers locked in a frenzy of dice rolling. Events of all kinds: store nights, week-long mini-campaigns in clubs and massive Warhammer World happenings give you the chance to play hundreds of battles

against opponents old and new. A custom built website ties these games into the narrative, keeping you abreast of the war in a series of reports e-mailed direct to your computer. Whether you play your battle in a club, at home or at an event, all will be woven into a story drawn from gaming activity all over the world.

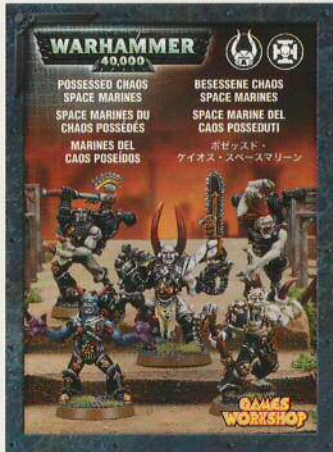
The story...

Medusa V is a strategically vital world. It is a productive industrial planet in itself, but its real importance comes from its proximity to the warp phenomenon known as Van Grothe's Rapidity.

The Rapidity is a fast-flowing part of the Warp, a swift



POSSESSED CHAOS SPACE MARINES



POSSESSED CHAOS SPACE MARINES



This box set contains one Possessed Chaos Aspiring Champion and four Possessed Chaos Space Marines

POSSESSED CHAOS SPACE MARINES £15
 Sweden Kr250 Denmark Kr200
 Norway Kr250 Euro €27.50

Product code: 99110102095
 Sculpted by Gary Morley

ON SALE JULY 8TH

Released 15/07/06 in Northern Europe.

Also available in a blister pack containing two Possessed Chaos Space Marines

POSSESSED CHAOS SPACE MARINES £6
 Sweden Kr100 Denmark Kr85
 Norway Kr100 Euro €11.50

Product code: 99060102097
 Sculpted by Gary Morley

ON SALE JULY 8TH

Released 15/07/06 in Northern Europe.

LUCIUS THE ETERNAL



This blister pack contains one Lucius the Eternal

LUCIUS THE ETERNAL £9
 Sweden Kr115 Denmark Kr100
 Norway Kr125 Euro €12.50

Product code: 99060102106
 Sculpted by Mark Harrison

ON SALE JULY 8TH

Released 15/07/06 in Northern Europe.



ELDAR



ELDAR RANGERS



**This box set contains
five Eldar Rangers**

ELDAR RANGERS £15
Sweden Kr180 Denmark Kr150
Norway Kr180 Euro €20
Product code: 99110104091
Sculpted by Martin Footitt

ON SALE JULY 8TH

Released 15/07/06 in Northern Europe.



ELDAR HEAVY WEAPON PLATFORM

>>> MORE ON PAGE 74

**CONTAINS FIVE
DIFFERENT
WEAPON OPTIONS**



**ELDAR HEAVY
WEAPON PLATFORM
WITH STARCANNON**

**This box set contains one
Eldar Heavy Weapon Platform
and two crew**

ELDAR HEAVY WEAPON PLATFORM £10
Sweden Kr120 Denmark Kr100
Norway Kr120 Euro €13
Product code: 99120104009
Sculpted by Martin Footitt

ON SALE JULY 8TH

Released 24/06/06 in Northern Europe.

MISSILE LAUNCHER



BRIGHT LANCE



SCATTER LASER



SHURIKEN CANNON





SIGN UP! JOIN IN!

MEDUSAV.GAMES-WORKSHOP.COM

The website is open NOW!

Register!

1. Log on to the Medusa V website.
2. Register.
3. GET PLAYING!
4. Post results.
5. When the campaign ends, sit back and await news of your faction's victory.

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.

+++ CAMPAIGN ENDS 30/08/06 +++ RESULTS POSTED 01/09/06

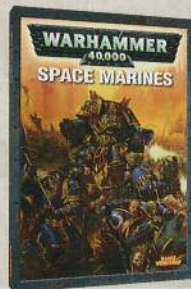


Captain Sicarius

This fantastic new Ultramarines hero is only available during the campaign.

Sicarius has been to Medusa before, where he was instrumental in suppressing a revolt on Medusa IV.

Sicarius is a mighty champion of the Imperium and so, in this issue's battle report, we represent him with a Space Marine Commander's profile rather than a normal Captain's. He is armed with a pair of master crafted lightning claws, and is equipped with artificer armour and Terminator Honours.



All the rules we used for Captain Sicarius in the battle report are in Codex: Space Marines.

current in the tides of the Emyrean that can propel a ship to its destination far faster than is normally possible. Medusa V has become an important staging post, a massive dockyard where ships from half the galaxy resupply before heading into the Rapidity for destinations all over the Imperium of Man.

Yet the Rapidity is also a constant danger to the system of Medusa. On occasion it boils over into the material universe, causing massive warpstorms, and the largest of all, a tempest of unprecedented size, is about to hit Medusa V and scour it clean of life.

Medusa V is a dead world. That is certain. It is only a matter of time before the storm finishes its work, yet the manner of its death has presented each of the major races of the Warhammer 40,000 universe with unique opportunities. Every army has a reason to fight on Medusa V, there are those who would harness the power of the storm, and others who would

try to stop them. Those who would escape, and those who would fight for survival. Huge forces of men and machinery have gathered there, poised to fight to the bitter end to further their masters' goals and foil those of others. The campaign is set, but we don't know who will achieve their aims, that's all down to you...

This is your chance to be part of something big.

Sign up, join in

Your next step is simple: go to the website. There you can register your name and army and, after you've done that, you'll be able to start posting the results of your games online. The campaign itself runs until 30th August 2006. When this date comes to pass, the warpstorm will hit and Medusa V be laid waste. Only then will the victories of the participants be tallied, and we will discover which races have managed to snatch victory from the burning ruins of this ravaged world...

Haven't got a copy of the free campaign booklet? Ring Direct on 0115 91 40000 today and order a back issue of WD 317!

ESCAPE FROM EURYALES

++ 183/5 DESPATCH VIA ASTROPATH ++
++ PATHWAY SECURE ++
++ ENCRYPTION ZETA 6 ++

FROM: IG Command
Shostak MU.13.A

TO: Adeptus Astartes
Strike Force Sicarius

As predicted, the heretical forces of the abomination Ygethmor are converging upon Hive Euryales. Planetary Governor Soloman appears to be their target. Battle Group Shostak dispatched to intercept the traitors, ETA 2.35 hours. Heavy resistance expected, as Black Legion and Death Guard traitors have been identified en route. Request immediate assistance.

++ end despatch ++

++ 127/3 DESPATCH VIA ASTROPATH ++
++ PATHWAY SECURE ++
++ ENCRYPTION ALPHA 18 ++

FROM: Adeptus Astartes
Strike Force Sicarius

TO: IG Command
Shostak MU.13.A

The Ultramarines stand ready to crush the heretics. Arrival in Hive Euryales estimated in 4.12 hours. You must hold the renegades until our arrival. Planetary Governor Soloman is the primary objective. Transport shuttle now en route to Orbital Conveyance Relay 0116110. Escort the Governor to rendezvous point. Secondary objectives: the Governor's aides should not fall into enemy hands. Sicarius out.

++ end despatch ++



MEDUSA V

NARRATIVE BATTLE REPORT

RESCUE THE GOVERNOR



The Fall of Medusa V campaign is all about narratives, tales of heroic warriors fighting impossible odds to further their cause. In this month's battle report, we tell one such story...

Every so often here at White Dwarf, we like to play a different kind of game, usually involving lots of players, big armies and special terrain! For this Medusa V battle report, we did all of the above, and a bit more.

Medusa V is a massive narrative campaign, and we were keen to play a game of Warhammer 40,000 that told a story, rather than play a straight scenario. This battle report is illustrative of what you can achieve with imagination, a home-grown scenario and some good old 'spirit of the game' co-operation.

The entire Games Development team got their heads together for this scenario, and came up with a four-player game, in which the forces of the Imperium must rescue a planetary Governor from the clutches of Chaos, played on an 8' x 4' scratch-built city board. The cityfighting rules from the Cities of Death expansion were used.

The Set-up

Three Imperial officials (the Governor and his two aides – the Chamberlain and Confessor) are placed on the table; the Governor on the ramp leading to the Adeptus Mechanicus building, the other two further out. They are racing for the landing pad while the Vostroyans (2,000 points approx.) buy them time to escape.

The Death Guard (1,000 points approx.) are at the vanguard of the Chaos attack, and are attempting to capture the officers for a vile sacrifice.

All three officers must escape via the shuttle. They may be transported in Transport vehicles, or move on foot as Infantry models, but they must be accompanied if they are

to move. They and their escorts may Fleet (as they are running for their lives). They may not be targeted by shooting (Chaos needs them alive), but may be assaulted, which will result in their automatic capture.

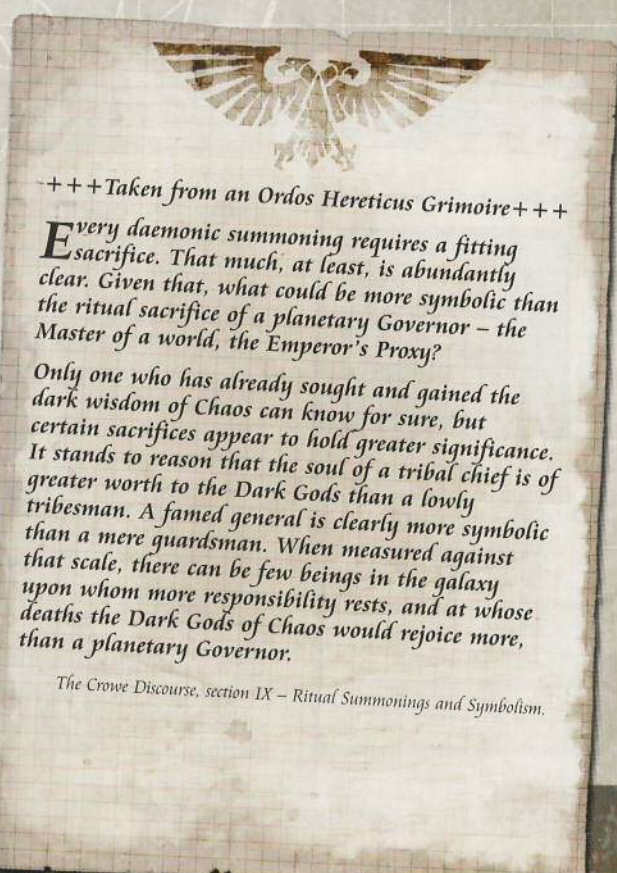
The Black Legion (2,000 points approx.) will arrive in turn 3, moving on from an L-shaped area of the table edge at the eastern end of the board in the Chaos turn. The Ultramarines (1,000 points approx.) will also arrive in turn 3 from any board edge, in the Imperial turn.

The game is subject to the Random Game Length rule, rolling after 6 turns. At the game's end the result is determined by Victory Points, as shown below.

VICTORY CONDITIONS

The Governor...	VP's to Chaos	VP's to Imperium
...is in Chaos hands	500	0
...is not in shuttle or escaped	250	0
...is in the shuttle	0	250
...has escaped in the shuttle	0	500

Each Aide...	VP's to Chaos	VP's to Imperium
...is in Chaos hands	250	0
...is not in shuttle or escaped	125	0
...is in the shuttle	0	125
...has escaped in the shuttle	0	250



IMPERIAL RESCUE PARTY

BATTLE GROUP SHOSTAK

Led by Major Ivaniv Shostak, one of the Lord Marshal's most trusted commanders, battle group Shostak has been tasked with the deadly mission of rescuing Governor Soloman and transporting him to the waiting evacuation shuttle. Every last man in the force is a proven veteran, worth two lesser soldiers. Led by Shostak, a grim and hardy Vostroyan soldier, this elite task force is more than a match for any foe they might encounter.

Troops



Vladyka's Command squad with Chimera

Infantry squad 1



Infantry squad 2



Infantry squad 3



HQ

Shostak's Command squad



Sentinel



Anti-tank support squad



Mortar support squad



Sgt Rudiak's special weapons support squad



Troops



Sgt Kobzar's Armoured Fist squad

Heavy Support

Leman Russ Demolisher 'Kabrak's Maw'



Leman Russ 'Vostroya's Fury'



Basilisk 'Hammer of Harazahn'



All models 40%



Adam Troke has been secretly planning the Medusa V campaign with the Global web team for the past few months, and his desk has been a patchwork of planetary maps, Chaos invasion plans and Imperial dossiers.

Deny the enemy

Putting ourselves firmly into the Major's shoes, Graham McNeill and I have determined on a course of 'acceptable losses' for this operation. Simply put, every man in the force is expendable, as long as Governor Soloman makes it away safely. The plan is to form solid positions and hold them, whatever the cost. Major Shostak's command squad, along with Vostroya's Fury and Kabrak's Maw will hold the centre, backed up by Vladyka's infantry platoon. Sergeant Kobzar's Armoured Fist squad will also place itself in the front line, able to redeploy quickly if necessary. That way, the Death Guard forces should be stopped short, whilst we whisk the Governor's aides to safety.

The Black Legion contingent will be arriving at some point, which means that we may have to shift the focus of our

defence line, but we've determined that will be a problem we'll deal with when it arrives. Until then, we'll just focus on blowing the Death Guard apart, and securing the Governor.

Speaking of whom, Sergeant Rudiak and his sniper veterans will start with Governor Soloman – their sole responsibility is to get him to the landing site as quickly as possible. This means sacrificing one of our most useful units to 'babysitting' duty, but Rudiak's the right man for the job – the veterans always get the toughest assignments. With the mortar team carefully concealed amongst piles of wreckage, and the Basilisk deployed well away from the enemy, the Vostroyans will be able to harass the enemy with indirect fire from the outset while the main line advances, secures the remaining officials and meets the Death Guard head on.



STRIKE FORCE SICARIUS

The Space Marine presence on Medusa V is led by the mighty Brother-Captain Sicarius of the Ultramarines Chapter. Sicarius has brought his own form of dynamic leadership to the military councils advising Graf Harazahn, as well as a lethal battlefield presence.

Having sworn to hunt down and slay Ygethmor, Sicarius wastes no time in rushing to the aid of Shostak and his men when he hears that a Black Legion force is approaching the Vostroyans' position.



Captain Sicarius



Epistolary Gylus



Venerable
Dreadnought
Belkan



Scout Squad Kleitos

Elites

Terminator Squad
Bellan



Troops

Tactical Squad Gaius



Heavy Support

Land Raider Crusader
'Eternal Vigilance'



All models 40%

Ultramarines Tactics

My first port of call when selecting this force was Captain Sicarius with his twin lightning claws, and an Epistolary with the psychic power 'Might of Heroes'. Sicarius can dish out some serious hurt to anyone who gets in the way of rescuing the Governor, and the Librarian (with the extra attacks afforded him by Might of Heroes) should be able to take down a high-Toughness Daemon Prince...

I took a Tactical Squad and Scout sniper squad as my obligatory Troops choices, and then picked a Dreadnought and some Terminators because... well, why wouldn't you want these? However, over the last few games I've played, I've come to the conclusion that I don't like Deep Striking with Terminators. It keeps them out the game too long (and with two assault cannons, that's not something you want)

and when they do decide to turn up, it's in convenient blast marker formation...

I've always had a healthy respect for the Land Raider Crusader. Any tank with that many guns that can move up to 6" and still fire them all has got to be worth taking. With armour values of 14 all round and you're looking at something that's virtually impregnable.

My plan for this battle is pretty simple. I really, really want to kill that Daemon Prince. My Terminators and Librarian will seek it out: I have a force weapon with that pestilential Daemon Prince's name on it. The rest of the plan involves getting in, grabbing the governor and getting him to safety, and if that means leaving some Guardsmen to die, then so be it. We have a vital mission to accomplish, and nothing, not even death, is going to get in the way of that!



Graham McNeill is a figment of your collective imaginations and thus bears no responsibility for anything he doesn't want to.

THE ACOLYTES OF YGETHMOR

GRULGOR'S DEATH GUARD

Grulgor is a being of utter corruption, the seeds of his evil sown in the closing days of the Horus Heresy. Gifted by his pestilent lord, Nurgle, Grulgor's only aim is to drown the realms of Man beneath wave after wave of throat-clogging ichor. To this ultimate end, he has set aside internecine struggles, agreeing to aid Ygethmor in his machinations. For now...

HQ



Grulgor,
Beloved of Nurgle

HEAVY SUPPORT



Defiler

Troops



Squad Jahangore



Squad Examalox



Squad Gule



Plague Bearers



Nurglings

All models 50%



Andy Hoare has been brought under the sway of Chaos especially for this battle report. Apparently he was tempted away from his usual Imperial Guard army by the promise of eternal life and a big bag of boiled sweets.

To the Death!

The Death Guard were to form the first wave in the assault and, although they aren't especially fast, they should certainly be able to absorb a lot of fire on the way in. Good job too, as the 1,000 points Death Guard force would be going in against 2,000 points of Vostroyans – and they'd be on their own until the Black Legion turn up in turn 3.

I decided that the Daemon Prince, Grulgor, would be tooled up with Daemonic Gifts and other nastiness, the better to hit as hard as possible when he gets into close combat. I gave him a Dark Blade and Daemonic Strength, meaning that, with a Strength of 8, he would be able to inflict an Instant Death attack on any Space Marine character he encountered.

Grolgor's force was centred around three, seven-man Plague Marine squads,

each with a plasma gun or meltagun. These would advance with their lord, and should hopefully prove able to take a lot of incoming fire, thanks to their high Toughness values.

Supporting the Plague Marines would be a pack of Plague Bearers and a swarm of Nurglings. Both of these should prove deadly if they make it into the Imperial Guard lines. If they didn't, well, at least they'd draw fire away from the more valuable elements of the army.

Lastly, I took a Defiler, just to add some high strength, long-ranged fire support to the advance and again, if necessary, to draw fire away from Grolgor.

Grolgor's main aim was to wreak as much havoc on the enemy as he could, denying the lap dogs of the False Emperor their objectives, and allowing Ygethmor to achieve his own, nefarious mission goals.



YGETHMOR'S CHOSEN



Ygethmor

HEAVY SUPPORT



Defiler
At'Ilyaan



Squad Maximas

TROOPS



Squad Gharnak

Squad Korghon



Horrors of Tzeentch



Squad Veonus

ELITES



Possessed



Obliterators



Thousand Sons

As the forces of Chaos close in on the cathedral in Hive Euryales, Ygethmor's spies inform him of the attempt to evacuate the Governor. If the Black Legion Sorcerer can prevent Governor Soloman's escape, not only will it be a major blow to Imperial morale, but the Dark Gods would look favourably on Ygethmor. Ygethmor wants Governor Soloman to be a sacrifice in his dark ritual, the first victim in a ceremony that will bring about the utter destruction of a world.

FAST ATTACK



Raptors



Furies



Screamers

All models 40%

You can't shoot them all

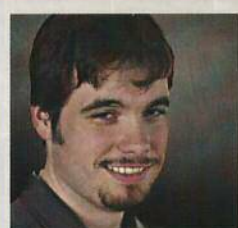
I've always been a firm believer in bodies on the ground and, by extension, tanks in large numbers or not at all. In cityfight games, where vehicles find themselves rather hemmed in, this becomes even more imperative. The tangled masses of debris and ruins can prove fatal to mechanised mobility, but infantry can cheerfully negotiate such obstacles without harm. With this in mind, I put as many Chaos Space Marines into the army as possible.

As well as massed infantry (and who wouldn't like masses of 3+ save infantry?) I'm one of those unusual chaps who enjoys fielding Thousand Sons. Yes, make mine Tzeentch. While it's true that they're not as out-and-out devastating as, say, Khorne Berserkers, the followers of Tzeentch are more than serviceable in cityfight. After all, if you're wading through difficult terrain

the entire time, who cares if you're moving under the restrictions of 'Slow and Purposeful'. Plus, they've always been amongst my favourite models. Maybe I just like gold and blue. Who can say?

With thirty-odd Black Legionnaires and nine of Ahriman's finest (with a pack of Horrors in close attendance) I wasn't left with a great number of points to play with. By the time I'd added the 'must-haves' (a Defiler and Obliterators), a small squad of Possessed, and a Sorcerer to represent Ygethmor, I was left with even less.

I had a niggling feeling that whatever the mission Andy was designing, it would require something a bit more sleek and nippy. As a result my final points went on three fast attack choices: a squad of Raptors and two Daemon Beast packs. I was then ready to hack my way through the best that the Imperium could offer!



Mat Ward is Games Development's resident evil genius, and was therefore the natural choice to take control of Ygethmor's forces in this battle report... His super power is invulnerability, his only weakness being an allergy to Halflings.

INITIAL DEPLOYMENT

Soloman's Salvation

The aim of the game for the Imperium is to get Governor Soloman and his cronies to safety, and this is achieved by getting them to the shuttle, which is waiting on the landing pad of the Adeptus Mechanicus Orbital Conveyance Relay building. The shuttle is an Arvus Lighter produced by Forge World and, as it's unarmed, it made a very characterful and appropriate battlefield objective.



Adeptus Mechanicus Orbital Conveyance Relay 011011Ω

Officers of the Imperium

The Imperium are attempting to secure the escape of Governor Soloman, the Imperial Governor of Medusa V, along with Chamberlain Koncinicus, the Administrator General of the planet, and Pator Macrane, Soloman's personal confessor. The models representing these characters were placed on the table before the game began. Soloman is crossing the gantry approaching the Orbital Conveyance Relay, Koncinicus is collecting scattered archival docket in Proclamation Square, and Pator Macrane is praying at Saint Maegera's Column.



1 Governor Soloman

2 Pator Macrane

3 Chamberlain Koncinicus



Office of Imperial Measures

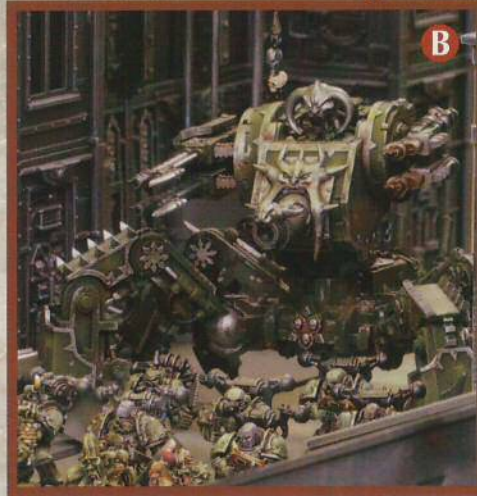
Grox Out-flow plant

Cloister of St. Zhen-Mei



The First Wave

The Death Guard were deployed in the street adjacent to the Galleries of the Emperor's Justice, with the daemons in front, Plague Marines squads Examalox and Gule in the centre, and the Defiler bringing up the rear. The Daemon Prince, Grulgor, advanced towards the front of the Galleries, with Plague Marine squad Jahangore in close attendance.



Trans-Euryales Mag-line

Galleries of the Emperor's Justice

Saint Maegera's Column

Proclamation Square

Stratagems

The Stratagems used in this battle were determined before the game began, according to the narrative. The Adeptus Mechanicus Orbital Conveyance Relay building was designated as a Control Centre for the Imperium forces, meaning that a single Imperial unit within would automatically pass any Target Priority checks, or benefit from the Counter Attack Universal Special Rule. The Adeptus Mechanicus building by the Magline had the Power Generator Stratagem, meaning units could re-roll failed To Wound rolls, while the Office of Imperial Measures had Ammunition Stores, allowing re-rolls of failed To Hit rolls. In addition, the Cloister of Saint Zhen-Mei was Sacred Ground, making a single Imperial unit within it Stubborn.

The Death Guard had a single Stratagem – a Preliminary Bombardment, with which they would seek to pin the Vostroyans before battle was joined.

ARMoured FIST!

Turns 1-2



Getaway Vehicles

Both Chamberlain Koncinicus and Pator Macrane started the game some distance from the escape shuttle. Even with their Fleet move, they would have trouble reaching the landing pad before the Random Game Length rule brought the game to an end. The Vostroyans therefore planned to use a Chimera to rescue each, as these would provide the additional movement needed to reach safety.

Firstborn's Fury

The first turn of Imperial Guard shooting was punishing for the Death Guard, who lost a number of Plague Marines, Plague Bearers and Nurgling Swarms to the Vostroyans' firepower. Of more consequence was the lascannon-armed Heavy Weapons squad set up in the ruined Office of Imperial Measures, who, with the aid of the Ammunition Store Stratagem placed there, managed to take down the Defiler in one devastating volley.



THE OPENING TURNS

As the brave men of the Vostroyan Firstborn took up their positions in the wrecked and ruined buildings, the Death Guard called down a preliminary

“Enthused with faith in the God-Emperor of Mankind, the Firstborn of Vostroya rose to do their duty.”

bombardment upon their heads. But the Firstborn are veterans of a hundred cityfights, and know well the sound of incoming artillery. As the dust settled, a hearty cheer went up from the Imperial positions – not a single Vostroyan had fallen to the Traitors' barrage.

Enthused with faith in the God-Emperor

of Mankind, the Firstborn rose to do their duty. The Armoured Fist squad, mounted in their Chimera armoured carrier, entered Proclamation Square, the men dismounting and taking position around Pator Macrane. Meanwhile, Governor Soloman and his bodyguard of Firstborn snipers rushed across the gantry.

Then, fire erupted from the Vostroyans' positions; squad Examalox taking the brunt of the Firstborns' rage. Four of Examalox's Plague Marines fell to the combined fire, the Basilisk in particular reaping a fearsome toll. The vile, capering Nurglings also came under fire, the mortar squad and infantry squad 1 cutting them down with a concentrated fusillade of shell and las fire.

The Firstborn lascannon team positioned in the ruins of the Office of Imperial Measures opened fire on the Death Guard Defiler stalking the street



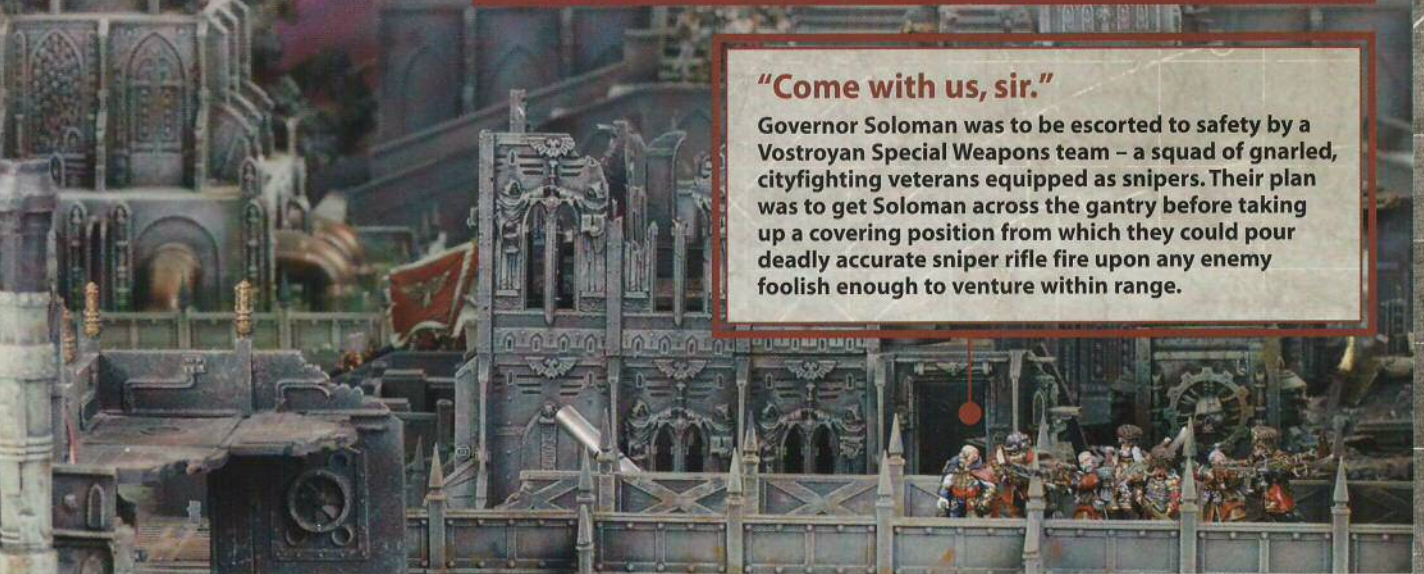
Go on without me!

In the Death Guards' second turn of shooting, they managed to destroy the Chimera using only bolter fire – forcing Koncinius to travel to the landing pad on foot! At this point in the battle, this setback was disastrous as there was still a great distance for the Chamberlain to travel before he got to safety.



"Come with us, sir."

Governor Soloman was to be escorted to safety by a Vostroyan Special Weapons team – a squad of gnarled, cityfighting veterans equipped as snipers. Their plan was to get Soloman across the gantry before taking up a covering position from which they could pour deadly accurate sniper rifle fire upon any enemy foolish enough to venture within range.



beside the Galleries of the Emperor's Justice, their Ammunition Store providing them the additional weight of fire to destroy the blasphemous war machine in a devastating explosion.

The Death Guard, however, shrugged off such punishment, and advanced determinedly towards the hapless Chamberlain Koncinius, who was evidently too engaged collecting his scattered documents to fully appreciate the gravity of his situation.

Before the Death Guard closed into range to open fire on the Imperial Guardsmen rushing towards the Chamberlain, the Vostroyan lines erupted with gunfire once more, two Plague Marines of Squad Gule and another one of Examalox falling. Two Plague Bearers also fell to concentrated mortar fire. A number of Vostroyans dared open fire upon the

Daemon Prince Grolgor himself, though the creature's unnatural toughness saved him from harm.

As if enraged at the gall of the Firstborn in firing upon them, the Death Guard advanced on the Armoured Fist squad, while the Plague Bearers lost their grip on the physical universe and departed for the Warp. Examalox ordered his surviving followers to open fire on the Chimera ferrying Pator Macrane to safety, peppering its weaker side armour with bolter fire and destroying it. The Armoured Fist Squad stumbled from the flaming wreckage, the Confessor still in their charge.

As the first two turns of the battle drew to a close, the Death Guard had taken a pummelling, but were closing in on the Chamberlain and had stymied the Confessor's escape.



The Plague Marines were the targets of an awful lot of fire in the opening turns, but they weathered the storm and stayed in the fight.

REINFORCEMENTS

Turns 3-4

The Black Legion intervene

The Black Legion, led by the evil Chaos Sorcerer Ygethmor, entered the table in an L-shape around the Grox Out-flow building. His Raptors, Screammers and Furies flew on ahead, could at least delay the Governor's escape while the remainder of the Chaos forces caught up, then the sorcerer's vile plans could see fruition.



The cavalry arrive

At the beginning of turn 3, the Ultramarines arrived. Sicarius split his forces, sending Epistolary Gylus and his Terminator bodyguard to intercept the Daemon Prince Grolgor, while he led Tactical Squad Gaius to escort Governor Soloman. The remainder of the Ultramarines force took up a blocking position around the Orbital Conveyance Relay building, preparing to sell their lives dearly.



Big Moment

Andy: The coolest moment in turn 3 came when the mighty Daemon Prince Grolgor jumped down from the balcony in front of the Galleries of the Emperor's Justice and charged the Ultramarines Librarian, smiting the Epistolary mightily with his daemonic Dark Blade, cleaving him almost in twain with the weapon.

THE MID TURNS

As the battle heated up, the Vostroyans, realising they were surrounded, determined to launch a desperate counter attack against their foes. Opening fire on the tide of Nurglings sweeping across the outskirts of Proclamation Square, the gibbering creatures were immolated by flamer and plasma blast while Squad Gule lost a further three Plague Marines to the combined fire of the Vostroyan infantry and supporting armour.

The Death Guard responded as they had before, wading on through the fire, despite the mounting casualties. Squad Jahangore rained a volley of fire down upon the Ultramarine Terminators, but the loyalists' armour saved them. Squad Examalox were more successful, gunning down three Vostroyans from the infantry squad advancing across the square.

As the Black Legion entered the fray, a wave of dark figures swept across the sky – Raptors, Screammers and daemonic Furies taking up positions on high from which to swoop down upon Governor Soloman. But the ruins proved treacherous ground, causing a Raptor and a Fury to impale themselves upon protruding masonry.

The Thousand Sons entered the battle close to their Imperial enemies, opening fire on the Vostroyans' platoon command squad and killing four guardsmen. More servants of Tzeentch – a pack of Horrors and a pack of Flamers – following behind killed five men of Infantry Squad 3. The Imperium's answer was swift and brutal, a devastating shell from the Firstborns' Demolisher killing two Screammers and two Chaos Space Marines, while infantry squad 1 gunned down another Plague Marine of Squad Gule.



Pass me the ammo!

In turn 4, the lascannon team ensconced in the Office of Imperial Measures once more demonstrated the value of the Ammunition Dump. Two of the three lascannon shots missed the Black Legion Defiler, but thanks to the re-roll granted by the stratagem, all three were effective. The Defiler was immobilised and its battle cannon was destroyed.



Major Shostak led the charge against the Horrors, summoning zealous courage in the name of the Emperor and dispatching six of the foul daemons. Infantry squad 3 joined the fray, though they lost three of their number before the creatures were banished to the Warp whence they came.

Meanwhile, the Terminators hefted their power fists as Grulgor piled into them, smashing Epistolary Gylus to the ground. Two more of their number were slain by the fell Daemon's sword before the survivors tore him to ragged chunks, banishing his essence back to the Warp until it could be summoned forth again.

Across the battlefield, the Black Legion were closing on the fleeing Governor Soloman. Their Defiler, meanwhile, unleashed a volley of reaper autocannon fire upon the Vostroyan lascannon team

which had wounded it moments before, but the Firstborn gunners kept their heads down and the ruins absorbed the rounds. While Squad Jahangore accounted for two Terminators, leaving just a single member of that squad to close on the Chamberlain.

At that moment, Squad Examalox closed on infantry squad 1, killing one but losing one of their number in return. In the Orbital Conveyance Relay building, the Screammers swooped down upon the Vostroyan snipers, the Governor now firmly in their sights. But their numbers had been thinned by the dangerous terrain, and they only accounted for a single Vostroyan, losing one of their own to the guardsmen.

Turn 4 ended with the both sides having been heavily pummelled, the Chaos side short of heavy support and the governor well on his way to escape...

Big Moment

Graham: The highlight for me had to be the Terminator squad slaying the Daemon Prince. After witnessing their Librarian's noble, if fruitless sacrifice, the heroic veterans were in no mood to be merciful and tore Grolgor's unclean, warp-spawned flesh to gory ribbons, despite several of their number being laid low.

SHOSTAK'S RAGE

Turns 5-6

To the bitter end

Major Shostak and his command squad were proving to be a highly effective close combat unit, thanks in large part to the 'Hardened' Doctrine, which increases their Weapon Skill by one. It may not sound like a huge difference, but it tipped the balance more than once during the game, and ensured the survival of Shostak and his men.



Big Moment

Adam: The image of Major Shostak's command squad fighting tooth and claw against the Chaos Space Marines was awesome. I love the idea of that grizzled Major crushing the armour of the Thousand Sons and scattering their dusty innards to the wind.



Thousand Sons
Chaos Space Marine



B



Dying for a cause

The action really started to hot up in Proclamation Square as Chamberlain Koncinicus became the object of the fight between the Death Guard, the Vostroyans and the Ultramarines. Already, most of the Death Guard, the Ultramarines Librarian, most of his Terminators and a sizable number of Firstborn had fallen, simply to rescue him. The culmination of this epic conflict came when the last man of the Terminator squad grabbed the Chamberlain, running with him towards the Land Raider Crusader, only to be blasted mercilessly by the melta gunner of Squad Jahangore. The safety of the Chamberlain would fall, once more, to the Vostroyan Firstborn.

C



Incoming!

Mortars aren't at their best shooting at power armoured targets, but they have the advantage of a low points cost, and every now and then, particularly when used in numbers, can prove surprisingly useful. Mortars cause Pinning, and that's just what they did to the Black Legion squad advancing across the gantry in hot pursuit of the Vostroyans escorting Pator Macrane, holding them up for a crucial turn as the Confessor ran towards the waiting escape shuttle.

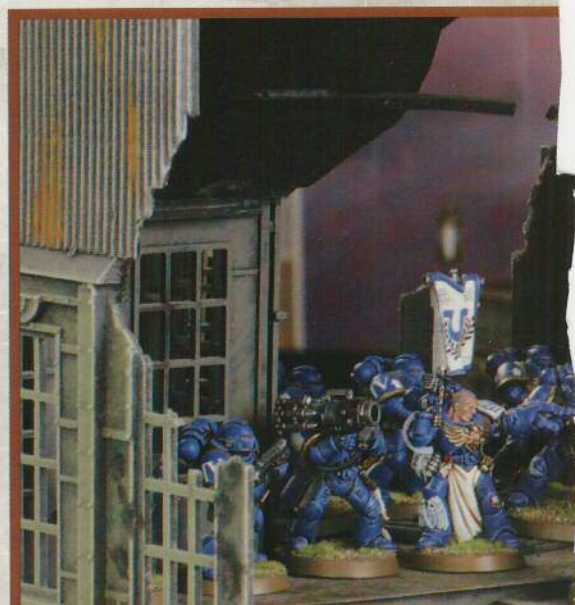




Ygethmor, Thousand Sons Sorcerer

Ygethmor denied

As the Chaos Sorcerer Ygethmor led his army through the storm of lead, shrapnel and lasfire engulfing the Orbital Conveyance Relay building, he was very nearly laid low by the poisoned sniper rifles of the Ultramarines Scouts, combined with the firepower of the Dreadnought, Belkar. When the storm eventually subsided, Ygethmor's bodyguard of Possessed was slain, and the Sorcerer himself left with only one wound. How close the Imperium came that day to felling such a dire enemy of Mankind!



Firestorm

The final turns of the game saw a furious firefight break out around the Orbital Conveyance Relay building, with every last defender seeking to keep Ygethmor's forces from the building. Having delivered Governor Soloman to the shuttle, the Ultramarines took a commanding position atop the building, but found themselves under tremendous fire as every gun in the Black Legion army was turned upon them, felling half their number.



THE FINAL TURNS

The closing stages of the battle were bitter fought, and costly for all concerned. The Vostroyans turned their weapons upon the Plague Marines, felling yet more of the vile followers of the Plague God and inflicting more damage upon the Thousand Sons.

The Firstborn, led by their glorious

“Soloman's shuttle receded from view, silhouetted against the raging warp storm swallowing up the sky.”

leader Major Shostak, charged once more, the Major inflicting a fearsome tally upon the followers of Tzeentch, felling three of their number with his bloody power fist.

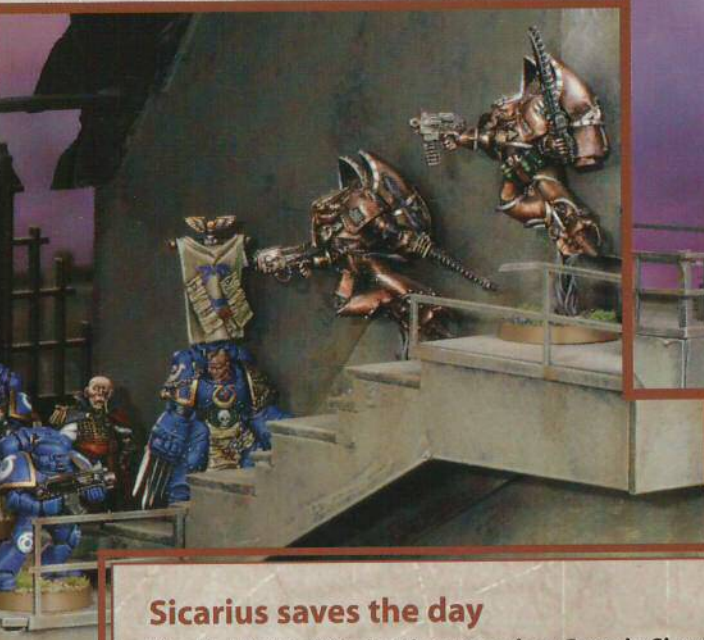
The last few Plague Marines moved towards the Chamberlain, a meltagun blast

killing the sole surviving Terminator. With Koncinius once more unguarded and Pator Macrane not yet having reached safety, the vile followers of Chaos sensed a victory if they could only keep the pressure on the servants of the Carrion Emperor.

At the entrance to the Orbital Conveyance Relay building, the Firstborn snipers stepped out onto the gantry, planting their feet upon the metal walkway, determined to make a defiant stand against the oncoming Black Legionnaires.

The firestorm continued – the Land Raider Crusader and the Firstborns' Leman Russ and Sentinel reduced the Plague Marines to but a handful of survivors, while the mortar teams pinned the Chaos Space Marines on the gantry.

Close combat was furious and deadly, the Major finally inflicting the coup de grace upon the Thousand Sons Sorcerer,



Sicarius saves the day

The highlight of the battle came when Captain Sicarius and his accompanying squad of Ultramarines conveyed Governor Soloman to the landing pad. The Vostroyan special weapons team escorted Soloman across the gantry and through the entrance to the Orbital Conveyance Relay building, fighting off the Screammers whilst handing their charge to the Ultramarines. From there, it was a race up the stairs for the waiting shuttle, as a second wave of Chaos followers sought to intercept the Governor. As the Ultramarines neared the top of the stairs the Furies screamed in, and though they wounded the Space Marine Captain, they failed to kill him before being cut down themselves. At the last, the surviving Raptors sought to prevent Sicarius delivering Soloman to safety, wounding him further, but ultimately failing in their evil endeavour. With Soloman safely delivered to the shuttle, Sicarius led his squad back down the stairs – he had unfinished business to settle with Ygethmor and his evil followers.



*Captain Sicarius
of the Ultramarines chapter*

cutting him down with a single sweep of his power fist.

Meanwhile, atop the Orbital Conveyance Relay building, Governor Soloman decided that he could wait not a second longer for his aides to reach the shuttle pad, and ordered the pilot to lift off without them. In so doing, the Imperium denied Ygethmor his ultimate prize, but ceded to him the lesser bounty of the Governor's Chamberlain and his personal Confessor. The forces of Chaos would wreak terrible revenge upon the persons of Soloman's aides and, indeed, his city.

As Soloman's shuttle receded from view, silhouetted against the raging Warp storm swallowing up the sky, the forces of the Imperium pressed home their hard fought victory. The last of the Death Guard were gunned down and both sides inflicted – and suffered – death and destruction.

But it was for nought, for Ygethmor's prey was fled, and he himself was wounded. The day belonged to the Imperium, to the bold actions of Captain Sicarius of the Ultramarines, and to the Firstborn sons of Vostroya.

Soloman Saved

Adam: With time running out and the Confessor at least another turn away from escape, it was time to face facts – that shuttle had to fly, and it had to fly now. Launching the shuttle immediately secured us a healthy dose of Victory Points, but more importantly meant that Ygethmor couldn't get his filthy paws on Governor Soloman.

CHAOS
250 VICTORY POINTS

IMPERIUM
500 VICTORY POINTS

PLAYER DEBRIEF



Back to the warp with you!

Andy: I knew the Death Guard were going to take the brunt of things, but they really did take a lot of punishment! Nevertheless, the confrontation between Grolgor and Epistolary Gylus was a high point, and the sheer blood and guts of the fight in Proclamation Square was most impressive. I can't remember the last time I saw such an intense battle for a single objective. It was a pleasant surprise as I had thought that all of the action

would take place around the Orbital Conveyance Relay building.

In the end, the fight for the Chamberlain was one the Death Guard failed to win. Of more relevance was the destruction of the Armoured Fist squad's Chimera. I suspect that had the Chimera had one more turn of movement then the Confessor would have made it up the stairs to the landing pad, and wouldn't have been left kneeling, with his hands in the air shouting "nooooooooo!" as the shuttle departed. It didn't affect the ultimate result, but denying the Imperium that small portion of victory was satisfying!



Where's my fire support?

Matt: Flamers. That's what I needed. Flamers would have allowed me to oust those damnable Vostroyans out of the buildings. Anyone who thinks that Imperial Guard are a pushover needs to play against them in a cityfight – a 4+ cover save doesn't give much away!

With much of my army spending several turns slogging it towards the action, it's tempting to throw my hands up in accusation against an uncaring (Chaos) God. However, That'd be less than fair. My main section of battlefield – the launch pad – was actually closely contested

during the last couple of turns. If only the Raptors could have clobbered Sicarius, it would have been a different story.

Ultimately, I fell afoul of my usual bad habit of not wanting to spend vast swathes of points on unit sergeants – in this case the Aspiring Champion of the Raptors. What a difference it would have made to have had a pair of Lightning Claws in that final scrap on the stairs, to say nothing of the Furious Charge veteran skill. As it was, I balked at the cost of splashing out nearly seventy-five points on one model. That mistake left Sicarius standing.



IMPERIAL VICTORY!



Stay on mission...

Graham: As always, if you want a job done right, send for the Ultramarines. These men are amongst the best warriors in the galaxy, and today that proved that.

Knowing that there was sure to be a hard fight to get to the landing platform, Captain Sicarius took the governor from the Vostroyans (and who's going argue with a lightning-clawed Space Marine Commander?) and led him, protected by the warriors of Ultramar, towards the waiting shuttle. This turned out to be the right decision, as a host of Furies and Raptors had beaten us to the shuttle's landing pad.

Tea and Medals for me

Adam: It may have cost the proud Vostroyans dear, but their mission is accomplished. Even as the vile minions of Ygethmor close in on the target building, the Governor wings his way towards the waiting Imperial Fleet. Despite the fact that the Chamberlain and the Confessor didn't make it clear of the battle zone, the Vostroyans have earned more than their fair share of honours in this battle. The smouldering and blasted remains of the Death Guard contingent, the cracked and broken armour of the Thousand Sons and the shattered corpses of more than a dozen

Sicarius was up to the task of disposing of this Chaos filth though and I'm glad I chose him to lead the way, since I doubt the Ultramarines would have been able to fight their way through the Chaos flyers before the Black Legion caught the Governor from below and popped him like a blister.

The Scouts also did well in keeping the pressure on the Black Legion and, as expected, the Land Raider Crusader did sterling work in thinning the ranks of the Death Guard.

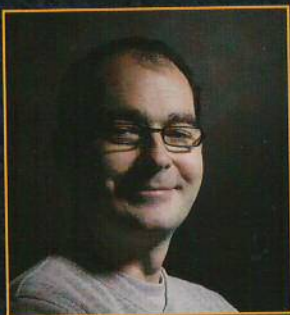
All in all, a textbook performance from the boys in blue and one Roboute Guilliman would be proud of!

Black Legion Chaos Space Marines bears testament to their ministrations.

What this battle proved was just how effective the Vostroyans can be. Their carapace armour provided them with superb survivability, while their Hardened Fighter doctrine meant that even the vile Chaos Space Marines couldn't take victory for granted against them.

All in all, a wonderful outing for the Vostroyan Firstborn, and while total victory eluded them and their Space Marine allies, the day was clearly won by the heroic forces of the Imperium.





STANDARD BEARER

Veteran Games Designer Jervis Johnson Discusses 'Lead Under The Bed' Syndrome

Get inspired

Every one of our armies has several big, impressive models in the range – just the thing to inspire you to start collecting, converting and painting!

My two eldest children have just started to collect Citadel Miniatures (I know, I know, hoist by my own petard or what!) This started out when my son Jack turned twelve, and like many boys his age, decided that he wanted to collect a Space Marine army. Not wishing to be left out, my eleven-year-old daughter India decided that she wanted to collect Citadel Miniatures too, but she didn't want to collect an army ("40K is for boys, yuck!"), oh no; she has decided she 'just' wants to collect Dragons!

Now of course, both Jack and India have dabbled with Citadel Miniatures before – they could hardly fail to considering my job – but they always played with them before like they were toys (much to my consternation I might add: "No India, put the pretty toy down... no please don't bend the wings like that..." *sigh* "yes, they do come off when you do that don't they..." *sob*). However, this time round they want to collect Citadel Miniatures, and this has made an extraordinary difference to the way they view their models. It has also been a really profound experience for me.

The toy soldiers come first

When Jack said he wanted to start collecting Space Marines, my instinct was to guide him towards getting the basis of an army so that he could quickly start to fight 'proper battles'. Well, I am a games designer, so you can't blame me for thinking that having a game-ready army is the important thing!

What I quickly discovered was that Jack really wasn't ready for that just yet. All he wanted to do was 'collect Citadel Miniatures', simply because they are cool models. It is telling that Jack didn't say to me that he wanted to collect an army of Space Marines; he just said he had decided to 'start collecting Space Marines'. Just as importantly, although he had read the rules, he wasn't interested in collecting a balanced and legal army so he could start playing 'proper' games of 40K – all he wanted to do was get what he considered the best-looking Space Marines miniatures in the range. Being twelve, 'best-looking' tends to mean 'toughest looking', and so he was drawn towards the Terminators, Veterans and special characters, rather than sensible choices like Troops and HQ units.

This is not to say that Jack was uninterested in playing games; far from it – he was keen to get playing as soon as possible, and part of the reason he went for rock-hard looking models was that he thought this would give him



Be'lakor, the Dark Master



Venerable Dreadnought



High Elf Hero

an edge in gameplay. However, what Jack reminded me was that gameplay is not the most important factor in the appeal of the hobby. The really important thing about our hobby is the Citadel Miniatures; the game is the icing on the cake.

It's okay just to collect

The thing that Jack had taught me was underlined by my daughter. India is rather a good games player, but Warhammer, Warhammer 40,000 or The Lord of the Rings simply don't appeal to her. On the other hand, Citadel Miniatures do have a strong appeal, and she's always loved the extravagant 'centrepiece' models we make, like special characters, and monsters – especially Dragons. And who can blame her; I doubt any one of us doesn't have at least one model that they consider the best in their collection. A gorgeous miniature is a thing of beauty, even if it's a monstrous slime-encrusted Greater Daemon of Nurgle that pushes your buttons!

However, I don't think that it was just the models that appealed to India; it was more the craft aspects of the hobby rather

We're all addicted!

So what have I learnt from my two children? Well, as a games designer, I've been reminded how easy it is for me to fixate on the game rules and forget why I'm writing them in the first place.

I was also reminded that the starting point and foundation of the hobby is the miniatures we collect, and that not everyone collects them to play games with. The thing that unites everybody in this hobby is that we love Citadel Miniatures. What we do with them once we've got them varies; some of us play games with them, some of us concentrate on the modelling and painting aspect of the hobby and dream of winning Golden Demon, and some just collect the things obsessively and horde them under the bed or in the attic. Some of us even do all three! But it is the miniatures that provide the common thread between us all.

And what do I think this means for you, dear reader? Well, the next time you find yourself wanting a model just because you think it looks great – even though you



Celestine, the Living Saint



Marneus Calgar's Honour Guard

“The really important thing about our hobby is the Citadel Miniatures; the game is the icing on the cake.”

than the gaming. She loves drawing, painting and making things. So for India a large part of the appeal of the Dragons from the Citadel range is that they are complex kits. Jack is like me; making and painting the models is hard work even though the end result is well worth the effort. India on the other hand really enjoys making and painting the models, and is then quite happy to keep them as display pieces – she couldn't care less if they are ever gamed with.

really should be spending your hard-earned money on the models for the army you do collect, or something else similarly sensible and wise, then I think you should cut yourself a bit of slack and follow your heart not your head. Because if there's one thing Jack and India have taught me over the last few months, it's that THE most important reason for adding a miniature to your collection is that you think it looks AWESOME. Everything else is just the icing on the cake...




Chaplain in Terminator Armour



Warg Chieftain



Nurgle Daemon Prince



Gotrek & Felix

Citadel Miniatures is proud to present a special range of new collectors' models representing these legendary heroes and their comrades.

There are some heroes that deserve special treatment – mighty individuals whose achievements are so overwhelming they need recognition. Gotrek and Felix are such heroes. If they existed in our world we'd probably have to give them some kind of Nobel prize for chopping up villains, but we can't. So, in honour of their exploits, Citadel Miniatures has made some amazing new models depicting the heroes and their allies in action.

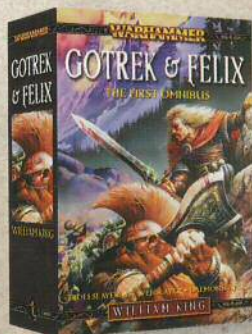
From their first appearance in the anthology 'Ignorant Armies', Gotrek and Felix have been among the Black Library's best-loved characters. They were created by writer and games designer William King way back in 1989, and are now the stars of no less than seven novels, with an eighth on the way. During that time Gotrek and Felix have hacked their way across the Old World as Gotrek tries to die the heroic death he so yearns for, slaying all manner of powerful monsters in the process: Trolls, Rat Ogres, Dragons, Giants – even a Bloodthirster of Khorne; none are safe from the rune-forged axe of the disgraced Dwarf.

The novels have spawned a number of other classic characters, including several memorable villains. Like Gotrek and Felix, these bad guys have become firm parts of the Warhammer mythos.

With creations such as these, the Black Library brings the Warhammer world to life. To read these novels is to immerse yourself in the darkness of the gaming world, to see it first hand through the eyes of its denizens. The task of writing these tales has now fallen to new author Nathan Long, whose debut Gotrek and Felix novel, *Orcslayer*, picks up the story twenty years after the events depicted in *Giantslayer*. Read an extract from it on page 51.

"I now recall I had a terrible sense of foreboding... and, as usually was the case, my fears were to prove amply justified..."

From *My Travels with Gotrek*, Volume II, by Herr Felix Jaeger (Altdorf Press, 2505)



Gotrek & Felix: The First Omnibus

Trollslayer • Skavenslayer • Daemonslayer

In the annals of the Old World, there is no tale greater than the death saga of Gotrek Gurnisson. Seeking retribution for a past sin by dying a glorious death in battle, the hard-bitten Dwarf journeys through the Old World seeking a foe worthy enough to best him in combat. Dragged along on this epic journey is warrior-poet Felix Jaeger, exiled from his human kin and struggling to survive in this grim and untamed world.



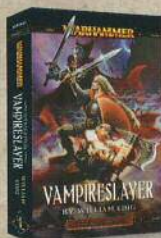
Dragonslayer

Gotrek and Felix are heading back from the Chaos Wastes aboard the airship *Spirit of Grungni*. When a storm blows them into the mountains, they disturb a powerful dragon...



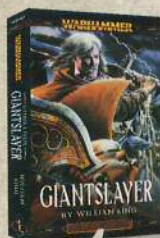
Beastslayer

Storm clouds gather around the icy city of Praag as the foul hordes of Chaos lay ruinous siege to northern lands of Kislev. Only Gotrek Felix stand between the city and the forces of Darkness.



Vampireslayer

Gotrek and Felix are beset by a new, terrible foe. An unholy evil is forming in darkest Sylvania, which threatens to reach out and tear the hearts from our intrepid heroes...



Giantslayer

In the isle of Albion the omens tell of the coming of a powerful enemy. With the aid of the high elf mage Teclis, Gotrek and Felix must decipher the secrets of the Old Ones to vanquish the Dark Master.

NEW Gotrek & Felix Diorama

HEAVY METAL

The five heroes in the new set can be found in-store. In addition, you can get this display set exclusively from Games Workshop Direct! Ring now for more details.

Painters:

Neil Green (Felix);
Kirsten Williams
(Gotrek); Keith
Robertson (Snorri);
Anya Wettergren
(Max); Darren
Latham (Ulrika).



Gotrek

With fighting skill unsurpassed, a powerful rune axe, and a temper shorter than a Halfling, Gotrek Gurnisson is one of the Old World's mightiest heroes.



Left



Front



Right



Focus: Gotrek's axe trim



Focus: Gotrek's scars



Focus: Gotrek's gold



Focus: Gotrek's bracelet

Gotrek's axe trim was painted with a 1:1 Shining Gold and Chestnut Ink basecoat, and then worked up through Shining Gold to a fine line highlight of pure Mithril Silver.

Gotrek has seen countless battles and brawls, which has left his body covered in large scars. How to paint these along with the rest of his skin is detailed on page 48.

Gotrek is festooned in opulent jewellery – even a Slayer retains the Dwarf lust for gold! This was painted in the same way as the gold trim on his axe.

These jewels, 2mm across, have been highlighted up from a 1:1 Regal Blue/Chaos Black basecoat with mixes of Regal and Ultramarines Blue to Skull White.

“Gotrek has been seeking a heroic death for many years now but he is just too mighty, too tough or too lucky to die!”

Did you know?

- Gotrek was part of the first expedition to find the lost city of Karag Dum. One of only three survivors, he returned from the Chaos Wastes carrying his mighty star-metal Rune axe – a weapon so old and powerful that no Runesmith has been able to identify it!
- Gotrek hates boats almost as much as he hates trees. The only thing he hates more than these is Elves.

Gotrek Gurnisson is certainly the most, or least, successful Trollslayer (depending on how you look at it) in this age of the world, as his quest to find death at the hands of a worthy opponent has never been fulfilled. Rumour has it he was once a member of the Dwarf Engineers Guild, but Gotrek never talks about his past either to confirm or deny this. No-one knows why he shaved his head and took the slayer's oath and no-one has ever had the courage to ask, not even his human companion and chronicler, Felix Jaeger.

Gotrek has been unsuccessfully seeking a heroic death for many years now but he is just too mighty, too tough or too lucky to die! His many adventures have taken him from Tilea in the south to Norsca in the North and across the western sea to the

lost continent of Lustria. In the early days of his wandering he ventured into the Chaos Wastes and returned with his axe. Its power rivals that of the legendary Axe of Grimnir borne by the Dwarf High King Thorgrim Grudgebearer. No Runesmith has been able to decipher or duplicate the ancient runes upon the axe's blade, no foe has ever been able to withstand its killing power, and it is rumoured it may be the lost twin of Thorgrim's blade. Since acquiring the axe Gotrek has become all but invincible in battle, yet even so, he is not invulnerable, and the Trollslayer's body is criss-crossed with scars. He lost his eye shortly after meeting Felix, holding the gates of Fort Diehl single-handedly against an entire tribe of Goblin Wolf Riders. From Goblins to Vampires, Giants to Dragons, Gotrek has slain the best of them!

Felix

Felix Jaeger is the disowned son of a wealthy merchant who fell in with the wrong crowd and ended up the unlikely associate of a crazed Dwarf Trollslayer.



Front



Right



Focus: Felix's hair

Though hair is often drybrushed, here it was painting in layers. First with a Bronzed Flesh/ Bestial Brown mix, through Bronzed Flesh and finally up to Bleached Bone.



Focus: Karaghul

Felix Jaeger's magical longsword Karaghul was carefully layered with Boltgun Metal and Chainmail, and finished with a fine edge highlight of Mithril Silver.



Focus: Trousers

Painting stripes on cloth is less difficult than it looks; these are simply Regal Blue applied over Skull White with a Citadel Masters fine detail brush.



Focus: Neck chain

This latest, highly-detailed incarnation of Felix is adorned with trophies and trinkets from his years of adventuring. Every one has been painted with multiple layers.

“Felix has sworn to follow the Slayer and record his doom in an epic poem.”

The man Felix Jaeger is the youngest son of the wealthy Jaeger clan of wool merchants. He attended the University of Altdorf until he was expelled for killing a fellow student in a duel. Disinherited by his family, he drifted into the wild life of a minor poet and political agitator until the fateful and drunken day when his destiny became intertwined with Gotrek's. Felix was one of the instigators of the Window Tax riots in Altdorf, a demonstration of public feeling that rapidly grew beyond the control of the organisers and resulted in the Emperor being forced to send in his knights to restore public order.

Many innocent people were caught between the pounding hooves of the knights and the ferocity of the mob. Dismayed by his involvement in what was

threatening to become a massacre, Felix tried to get between the charging knights and a crowd of panicking women and children. Perhaps impressed by the sheer senselessness of Felix's heroism, Gotrek intervened, slew ten of the Knights and dragged Felix to safety. The two unlikely companions then went on a drunken binge of epic proportions. When Felix awoke the next morning he was horrified to discover that he had sworn to follow the Slayer and record his doom in an epic poem, and Dwarfs do not take the matter of oaths at all lightly...

Since that day Felix has travelled with the Gotrek across the known world. Although he protests that he is poorly suited to the life of an itinerant adventurer, he has seen far more of the world than many men could ever hope to and live.

Did you know?

- Like Gotrek, Felix has had two previous incarnations as a Citadel miniature.
- His magical sword Karaghul was found beneath Karak Eight Peaks, and seems to be of particular use against Dragons...
- Felix took on the role of Gotrek's Rememberer while in a drunken stupor in the Axe and Hammer inn in Altdorf.

Ulrika

The daughter of a Kislevite noble, the warrior-woman Ulrika Straghov is Felix's love interest, though it is definitely an on-off affair.



This fine pattern was done – very carefully! – With a Citadel Masters fine detail brush.



The buttons had a 1:1 Mithril Silver/ Burnished Gold base, then were finished with Mithril Silver.

Ulrika Magdova Straghov is the Daughter of Ivan Mikelovitch Straghov, one of the Kislevan March Boyars who guards the borders of that snowy land against the depredations of Chaos. She is a tall, independent woman, as ferocious in combat as any man, skilled with the bow, and an accomplished horsewoman.

Felix first met Ulrika on the Dwarf airship *Spirit of Grungni*, as they flew to the far north in search of the lost Dwarf stronghold of Karag Dum. He was immediately attracted by her stunning looks and confident nature, so different from most Empire women. Their affair proved to be passionate but stormy, until circumstances drove them apart.

Max

Max is another of Gotrek and Felix's staunchest allies, his mastery of the power of magic more than making up for his rivalry with Felix for Ulrika's affections.



The skin was glazed in between stages with a mix of Tanned Flesh and Liche Purple.



Anya painted the cloak with mixes of Scorched brown and Snakebite leather with glazes of Yellow Ink.



Suave, intelligent and well-educated, Max Schreiber is a natural rival for Felix, who resents the magician's romantic interest in the Kislevan noblewoman Ulrika.

Romantic rivalries notwithstanding, Max has become one of Gotrek and Felix's most enduring companions, and his

magical ability – which is growing more powerful all the time – has often saved them from death, for he has the power to protect and heal as well as inflict harm. Like Felix, Max is something of an exile, as his obsessive research into Chaos got him expelled from the College of Magic, and has earned him enemies in the Empire.

Snorri

A long time companion of Gotrek, Snorri the Slayer is almost as good a fighter as his friend, and, though it seems unlikely, even more taciturn.



Focus: Snorri's tattoos

Painter Keith Robertson based Snorri's tattoo designs on ancient Nordic imagery.



Front



Focus: Snorri's nails

Described in the books as a "rainbow", the nails were painted in oranges to reflect Slayer imagery.

It is a fact universally acknowledged that physical attractiveness is not considered an especial virtue among Dwarfs, and Trollsayers in particular have a reputation for their brutal looks. Apart from his broken nose, scars, tattoos, missing ear and shaven beard, what really makes Snorri Nosebiter stand out is the

row of brightly-coloured nails hammered down the centre of his head.

Snorri may not be very bright, but like all Trollsayers he is redoubtable in combat, a fearless opponent who will never surrender or give up, and it goes without saying that his capacity for sinking ale is as prodigious as his martial prowess!

Grey Seer Thanquol

Of all Gotrek and Felix's opponents, Grey Seer Thanquol is by far the most persistent. Skaven politics are complex and deadly, and Thanquol battles constantly to maintain and improve his standing. Yet his cunning plans are constantly thwarted by the perpetual incompetence of his lackeys and that thrice-damned Trollsayer and his manling companion. Again and again Thanquol has been forced to make a tactical withdrawal in order to regroup his forces and formulate new plans, yet he always returns to try again.

It was from Clan Moulder that Thanquol got the two successive rat ogres he named Boneripper. These beasts were state of Clan Moulder's diabolical art, yet both have been slain in turn. The first died from a wound inflicted by Gotrek's axe, the second had his head blown off by a grenade tossed by Felix. The first beast was then reanimated with vile Skaven technomagic, proving there is no keeping the Grey Seer or his servants down.



Thanquol



Boneripper mk3

Thanquol and Boneripper are from an earlier range of Gotrek and Felix models, and are available from Games Workshop Direct.



Blending

Blending is an advanced technique, and was used extensively on these models. We talked to 'Eavy Metal painters Kirsten Williams and Neil Green to find out how the experts use it.

Gotrek's Skin

Kirsten: "I always start with the generic base colour, which is usually the darkest tone unless I plan to use inks to shade areas later. I add highlight layers a bit at a time, working up to the raised areas, leaving a tiny amount of the previous coat visible in the recesses (fig. 1). Between each layer, I take an intermediate tone and water the paint down. Taking care not to overload the brush with paint, I apply the thin mix in tiny circular strokes along the line where the two tones meet (fig. 2). This disguises the join and blends the layers seamlessly (fig. 3)."

Kirsten used the blending technique to great effect on Gotrek's skin. The darkest tone was Tanned Flesh, and this was highlighted all the way up to a mix of Dwarf Flesh and Fortress Grey. Ink was used to deepen certain areas of the skin. Finally, the tattoos were painted on using Ultramarines Blue.



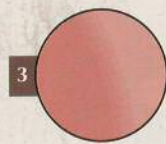
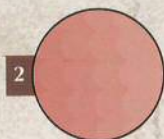
- Basecoat the skin with Tanned Flesh, then apply slightly watered Flesh Wash in the gaps between the fingers and the eyelids.



- Apply the first highlight of Tanned Flesh and Dwarf Flesh over the raised areas, then paint Flesh Wash around the edges of the scars and in the recesses.



- Apply the second Highlight of Dwarf Flesh over the raised areas. Apply a thin glaze of Tanned Flesh to help blend the layers.



- Further highlight the skin with a mix of Dwarf Flesh and Fortress Grey. Make the stages as gradual as possible, and add in further stages as necessary.



- Add Skull White to the Dwarf Flesh/Fortress Grey mix and apply final highlights. Add more white to the scars as they need to stand out from the skin.



- Apply a thin glaze of very watered Tanned Flesh back over the entirety of the skin. Finally paint on the tattoos with watered-down Ultramarines Blue.

Axe blade



Basecoat *
Boltgun Metal
Regal Blue

1st highlight
Boltgun Metal

2nd highlight
Chainmail

3rd highlight
Mithril Silver

Glaze & Wash
Blue Ink
Black Ink

Trousers



Basecoat
Chaos Black
Catachan Green

1st highlight
Catachan Green

2nd highlight
Kommando Khaki

Hair



Basecoat
Red Gore
Blood Red

1st highlight
Blood Red

2nd highlight
Blazing Orange

3rd highlight
Fiery Orange

4th highlight
Golden Yellow
Red Ink

Gold



Basecoat
Shining Gold

1st highlight
Burnished Gold

2nd highlight
Mithril Silver

Glaze & Wash
Chestnut Ink
Brown Ink

* Colour ratios are 1:1 unless otherwise stated.

Felix's Cloak

Felix Jaeger was painted by 'Eavy Metal painter Neil Green. The red Sudenland cloak is the largest and most striking part of the model, so we asked Neil how he achieved its realistic look.



- Basecoat the cloak with watered down Scab Red. Apply five or six thin coats to get an even coverage.



- Make a thin mix of Scab Red and Blood Red. Again, apply a number of coats, but this time leave the basecoat showing through.



- Water down some Blood Red, and apply a few coats to the raised areas to get a smooth highlight.



- Water down Scab Red and apply it as a shading layer in the recesses.



- Highlight the raised areas using a mix of Blood Red and Blazing Orange.



- Apply several very thin glazes of Red Ink to the cloak to enrich the colour.



- Apply a final highlight of Blazing Orange to the edges.



The finished cloak, in all its red, Sudenland glory.

Neil: "Because Felix's cloak is such a large, flat area there are a few things to consider. First, I used a larger brush than normal to apply the layers – this cuts down on the visible brush strokes. About halfway through the process I went back and applied some shading to stop the cloak from looking flat. I like to take the base colour and darken, then water it down quite a lot before blending it into the deepest recesses. Once that's done, I continue the highlight stages until I'm applying a thin line of the very lightest colour to the extreme edges of the model. Finally, I tie all the layers together with a few thin glazes."

Technical Glossary

Blending usually the careful application of multiple layers of paint to create a seamless progression of highlights.

Glaze Ink or paint that is very watered down and applied all over an area of colour.

Skin



Basecoat
Dwarf Flesh

1st highlight
Dwarf Flesh
Elf Flesh

2nd highlight
Elf Flesh

3rd highlight
Bleached Bone

Hair



Basecoat
Bronzed Flesh
Bestial Brown

1st highlight
Bronzed Flesh

2nd highlight
Bronzed Flesh
Bleached Bone

3rd highlight
Bleached Bone

Trousers



Basecoat
Codex Grey

1st highlight
Fortress Grey

2nd highlight
Fortress Grey
Skull White

Stripes
Regal Blue

Boots



Basecoat
Chaos Black
Scorched Brown

1st highlight
Scorched Brown
Fortress Grey

2nd highlight
Scorched Brown 25%
Fortress Grey 75%

Sculpting

The models were sculpted by Aly Morrison and Alex Hedström. We spoke to them about the process behind creating such an important set of miniatures.



The idea behind this set was to produce some miniatures that are purely for collectors," says Aly, who was responsible for Dwarf Slayers Gotrek and Snorri. "They can be used on the wargames table, but that's not their main purpose, so they're not limited by the constraints of gaming or basing."

The challenge of sculpting characters of this calibre was not one that was undertaken lightly. As well as descriptive passages from the book and the existing artwork, artist Paul Jeacock produced a set of concepts for each of the main

characters. Aly tried to stick closely to these sketches when sculpting Gotrek.

"We always look at what's gone before," Aly says. "It would be foolhardy not to! It's especially true of Dwarfs, and I've sculpted a few of them in my time." Spoken like a true Longbeard!

One of the specifics of the brief was to make the models work well together, from the dynamic poses to the bases on each miniature. When assembled on the special resin display base, they had to form a characterful diorama.

"They're all attacking something you can't see," Aly explains, "probably one of the baddies from the book. I tried to make Gotrek look as if he's leaping into battle."

Alex Hedström is no stranger to Felix Jaeger, having sculpted the special edition version a few years ago. This incarnation of Gotrek's human companion is more action-

The challenge of sculpting characters of this calibre was not one that was undertaken lightly.

packed, diving forwards with swords drawn. Alex had to be dragged away from his computer-assisted sculpting projects to work on the collector's models in a more traditional fashion.

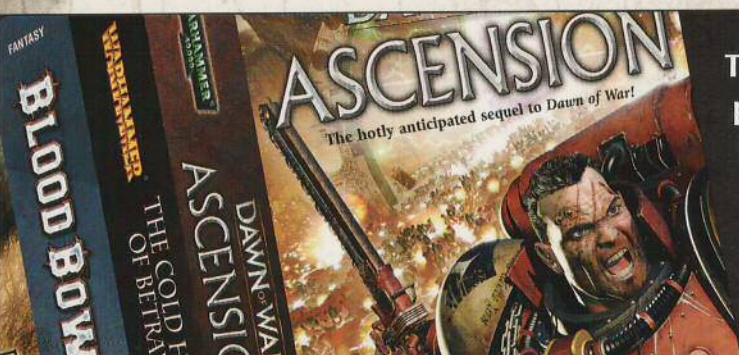
Maximillian and Ulrika proved more challenging for Alex, as he was unfamiliar with the characters. However, he immersed himself in the novels and studied the concept art before beginning work, to ensure that he did the characters justice.

Once work on the three miniatures was complete, Alex set about creating the rocky base, which is designed to display all the miniatures, along with the scenic bases on all five models. In order to tie all the miniatures together and give them a coherent look, Aly sculpted the Dwarfs on mock-up bases, and then handed the finished pieces over to Alex to sculpt the final bases. The advantage of this is that all the completed models interact well on the diorama base, and fit into their surroundings perfectly.

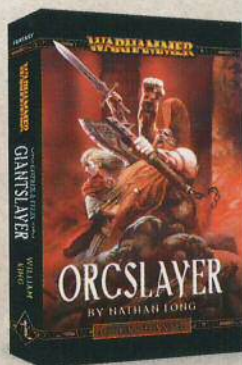


(Above) The green of the new Felix, along with the last version, both sculpted by Alex Hedström.

(Below) Alex puts the finishing touches to Max Schreiber.



The Black Library is Games Workshop's publishing house. Every month they release a plethora of novels and background books detailing the war-torn worlds of Warhammer and Warhammer 40,000. Their publications are available online, at Games Workshop Hobby Centres and in bookshops.



Being a personal friend of Gotrek, the White Dwarf has secured an exclusive extract of the new book from the Black Library! After their travels in the east, Gotrek and Felix find themselves at the Dwarf sea fortress of Barak Varr. Compelled by an ancient debt, Gotrek joins an expedition to reclaim a Dwarf hold from a horde of Orcs and Goblins, but the Dwarfs must fight their way through a greenskin blockade to get there...

The orcs were coming. Mobs of massive green-skinned warriors poured around the shattered houses, bellowing for dwarf blood, bone and skin totems bobbing like grisly marionettes overhead. Goblins scampered in their wake, long knives glinting.

Hamnir's head swivelled from the greenskins to the gate and back. 'I'm not sure we're going to make it,' he muttered.

'Then turn and fight,' said Gotrek.

Thorgig looked uneasily at Hamnir. 'Your orders, prince?'

'Orders?' said Hamnir, unsteadily. He looked around again, eyes wide and white. The orcs were fifty feet away and closing fast. 'Curse it!' he decided. 'Quarrellers, right! Fire! Fire! Column, dress right!' His voice was thick with tension.

The quarrellers fired and twenty greenskins went down, but there was no time for a second volley. The orcs were on them, slamming into the right side of the column in a piecemeal charge as the dwarfs belatedly turned out to face them. Axe met blade in an impact Felix could feel through his feet. Notched black iron smashed through shining mail and sturdy dwarf shields, biting into flesh. Gleaming axes chopped through leather and scrap armour, cleaving orc flesh and bone.

Gotrek pushed to the front and laid about him like a threshing machine, separating orcs from their sinewy limbs and their ugly, thick-skulled heads. Felix joined him, keeping just out of the sweep of the dwarf's great axe. He stabbed one of the fanged greenskins in the mouth and ducked a club like a tree stump, swung by an orc with brass hoops piercing its jutting tusks.

Though dwarfs fell around him, the line never wavered. They took the orcs' savage blows on their shields with stoic determination and fought back with grim, glowering resolve. There were no wild attacks, no desperate lunges, only a steady, relentless butchery that dropped greenskins left and right. Even Hamnir was calming, as if the physical work of swinging his axe was steadying him.

A mob of orcs broke: pincushioned with bolts and driven back by the dwarfs' implacable attack, they turned and ran. Panic spread, and the gang beside them retreated as well, bellowing savage curses.

'We're turning them,' said Hamnir, repelling a cleaver swipe with his shield. 'We just might...'

A roar came from the cluster of houses. Felix kicked a goblin in the face and looked up. An enormous orc warboss was

charging toward the battle with a crowd of black orc lieutenants surrounding it. The warboss bellowed at the fleeing orcs and pointed an angry finger at the dwarf column.

The orcs cringed from his displeasure and reluctantly turned back toward the dwarfs.

'Grunni's beard,' said Hamnir, bashing an orc in the knee with his shield.

'That big one has put the fear of Grimnir in them,' said Gotrek. He looked almost pleased.

The warboss smashed into the centre of the dwarf column, his black orcs and the greenskins rallied beside him. Its huge cleaver cut a bloody trench in a company of Ironbreakers. Dead dwarfs flew back, severed limbs spinning away as the blade cut through them. Its brutish lieutenants plowed in after him.

Bolstered by his presence, the orcs attacked with renewed fury.

Hamnir cursed under his breath. 'You wanted a good set-to, Gurnisson,' he snapped over his shoulder. 'On your way, then.'

Gotrek was already out of earshot, stumping down the column towards the rampaging orc chieftain. Felix hurried after him, as did Thorgig and, more reluctantly, Kagrinn.

'I want to see the wazzock in action,' Thorgig grumbled. 'See if he lives up to his reputation. Maybe he'll punch it in the nose when it isn't ready.'

Kagrinn smiled at that, but said nothing.

The warboss was an intimidating sight, a monster twice the height of a dwarf and nearly twice as wide. Its armour was a patchwork of scrap and looted metal. Dwarf breastplates served as shoulder pieces. A necklace of staring human heads hung around its tree-trunk neck, woven together by their hair.

All around the brute was chaos – dwarf warriors pushing forward to get into the fight, quarrellers angling for a clear shot, the warboss's hulking lieutenants hacking and chopping right and left, trying win favour with feats of mad savagery.

The warboss cut a dwarf in two, its cleaver slicing through the heavy ring-mail with ease.

Gotrek leapt up on a pile of dwarf bodies and swung his axe, the light from its glowing runes trailing in its wake. The orc blocked and the weapons came together in a shuddering clash. Sparks flew. The warboss roared and lashed out, furious at being thwarted. Gotrek blocked and dodged – the axe and cleaver weaved a whirling cage of steel and iron around the Slayer and the orc as they hacked and countered.



www.blacklibrary.com

Wood Elves

You might be forgiven for thinking that these chaps are the weak link in the armies of the Free Peoples. You'd be wrong. Wood Elves are a deadly force, able to take on all comers. Mat Ward tells us how...



Wood Elves

- High Fight and Courage values.
- Access to Wood Elf Spears and Elven cloaks.
- Unhindered by woodland terrain.
- Low Defence, no access to armour.
- High points cost.
- No cavalry.

You remember that scene from *The Fellowship of The Ring*? The one where Gimli is espousing his fantastic vulpine senses and then notices an Elven arrow all but up his nose? That's what you have to achieve as a Wood Elf player. To put it another way, the most common phrase you want to elicit from your opponent is something along the lines of 'How on earth did you get away with that?'

It's true that Wood Elves are quite brittle by the standards of other armies. With no options for armour, they're always going to weigh in at Defence 3 – a far cry from the 5s and 6s of most Evil armies. Worse yet, they're quite expensive – a typical pointy-ear costs about the same as a Warrior of Minas Tirith encased in plate armour. Simply put, you're not going to win a war of attrition with these fellows. So, how are you going to win?

Like all Elves, those of the woodland branch (puns notwithstanding) have Fight and Courage values of 5, as well as access to powerful Elf bows. Of course, other

Elves get all this and armour too, so what's the advantage? Where Wood Elves come into their own is with their equipment – they have two rare pieces of Wargear.

The first, last seen sported by *The Fellowship of The Ring*, is the Elven cloak, a canny wee piece of kit that can keep your Elves safe from cavalry and archery (provided you hug cover and the foe is more than 6"/14cm away).

The second, and truly unique, item is the Wood Elf spear. Wielded in both hands, this weapon bestows the shielding rule on

“The most common phrase you want to elicit from your opponent is... 'How on earth did you get away with that?'”

the bearer. Shielding is oft overlooked as a tactic, but in the hands of a model with a high Fight value (like an Elf, for example) it's a fantastic way of keeping your Warriors from being swamped in combat. However, if the numerical advantage is with you, then it's simple enough to return to using the spears in their more traditional, stabbing fashion.

Starting Simple

Whilst Wood Elves are quite expensive in absolute terms (ie, when compared to most Warriors in The Lord of The Rings) they're much cheaper than properly kitted out High Elves. Well, okay, it's maybe only a couple of points, but over an army one or two points per model makes quite a difference. Make the most of this – take as many Warriors as you can and back them up with a couple or three Captains to get plenty of Heroic actions going.

The Wood Elf archers take out dangerous opponents, such as Heroes, Trolls and Uruk-hai Berserkers.

Warrior with throwing dagger and Elven blade

As throwing weapons aren't restricted in the same way as bows, they're a fantastic way to get more firepower into your army.

When the enemy gets close, the Wood Elves with throwing weapons engage, backed up by the Wood Elves with spears.

14 Wood Elves 140 pts
Elven blade and throwing weapons

Captain 75 pts
Elf bow & Elven blade

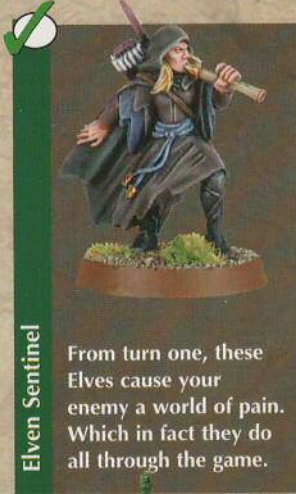
14 Wood Elves 112 pts
Wood Elf spear

11 Wood Elves 99 pts
Elf bow

Captain 75 pts
Elf bow & Elven blade

Piquet Fence

If you want something a little more tricky (I do like that word) and elite, spare a thought for Mirkwood's unique Warriors, the Sentinels. Utilising their deadly Elven folk music is the key to this tactic, pulling the enemy out of formation or even simply slowing them down – even a turn's delay can prove decisive when your battle lines clash.



Elven Sentinel

From turn one, these Elves cause your enemy a world of pain. Which in fact they do all through the game.

The Sentinels start to lure enemy models away from the main force, using their Eldamar Madrigal.

The archers thin down the foe even further, leaving the main body of the enemy vulnerable to counter-attack from the core of the Wood Elf army.



3 Wood Elf Sentinels 75 pts

10 Wood Elves 100 pts
Elven blade and throwing weapons

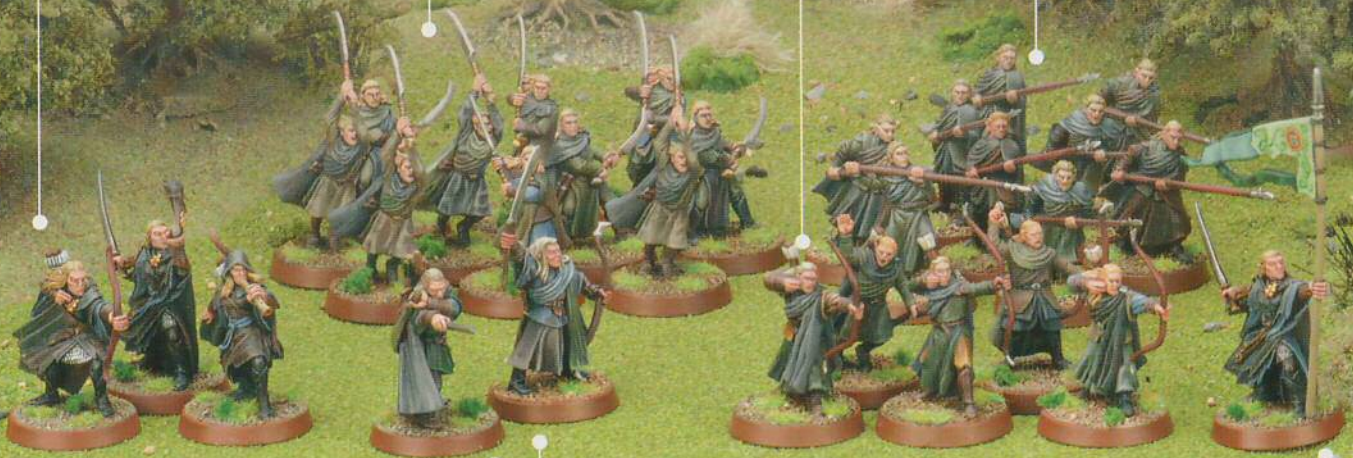
5 Wood Elves 45 pts
Elf bow

9 Wood Elves 72 pts
Wood Elf spear

Wood Elf Captain 75 pts
Elf bow & Elven blade

Legolas 90 pts

Wood Elf Banner 42 pts



Hit & Run

For the general who's truly on top of his or her game, the Wood Elves are an excellent opportunity for some lightning raids. Small, well-equipped groups of Warriors are banded around a few Heroes, hitting the enemy line where it is weakest and then fleeing into the woods to perform the same manoeuvre again later on.

The Sentinels pull enemy Heroes out of position, granting free reign to the Heroic moves called by Legolas and Thranduil.

The force is split into two groups, one following each Hero. They hit hard and then use Heroic moves to escape being overwhelmed.



Thranduil

If it looks like it's all going wrong, get Thranduil to invoke his Circlet of Kings and make his escort all cause Terror for a Move phase. Those Evil models that pass their Courage tests will find themselves horribly outnumbered.



7 Wood Elves 105 pts
Elven blade, throwing weapons and Elven cloak

4 Sentinels 100 pts

7 Wood Elves 105 pts
Elven blade, throwing weapons and Elven cloak

Legolas 100 pts
Elven Cloak

Thranduil 90 pts



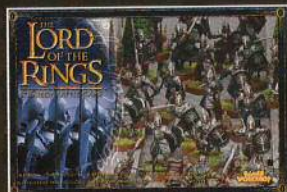
HEROES OF GONDOR



Gondor is the last great bastion of the Men of Numenor, by the blood of its people is Middle-earth kept free.

Ranks of soldiery in gleaming armour are the mainstay of Gondor's armies, chief of which guards the capital, Minas Tirith. Many great heroes lead these mighty hosts, preventing Sauron's malice from destroying the lands of Men.

Gondor boxed sets available from the extensive Citadel Miniatures range include:



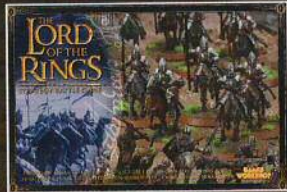
Warriors of Minas Tirith

24 figure box set

Product Code: 99121499008

Price: £15.00

Sweden	Kr180	Denmark	Kr150
Norway	Kr180	Euro	€20



Knights of Minas Tirith

5 figure box set

Product Code: 99111499028

Price: £20.00

Sweden	Kr300	Denmark	Kr250
Norway	Kr300	Euro	€35



Gondor Battlecry Trebuchet

Box set contains 1 Trebuchet

Product Code: 99111499022

Price: £20.00

Sweden	Kr270	Denmark	Kr225
Norway	Kr270	Euro	€30

THE LORD OF THE RINGS STRATEGY BATTLE GAME

There are many more Gondor miniatures available. These include:

- Aragorn, King Elessar
- Rangers of Ithilien
- Knights of Dol Amroth



Aragorn, King Elessar

NEW LINE CINEMA



COPYRIGHTS Copyright © Games Workshop Limited 2006 excepting all materials pertaining to the New Line theatrical productions: The Fellowship of The Ring, The Two Towers, and The Return of The King. © MMVI New Line Productions, Inc. All Rights Reserved. The Lord of The Rings and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. and Games Workshop Ltd. Games Workshop, the Games Workshop logo, Warhammer and the Warhammer 40,000 device are either ®, TM and/or © Games Workshop Ltd 2000-2006, variously registered in the UK and other countries around the world. All Rights Reserved.

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.



CITADEL
MINIATURES®

CITADEL Razor Wire TOOLBOX

Razor Wire is a deadly obstacle widely used in the 41st Millennium to hamper and ensnare enemy infantry. Citadel has recently released a model version for use in your games. Made from a thick coil of wire with thinner wire wrapped round it, it looks deadly but is, of course, harmless! The easiest way to use the wire is to snip it up into 6" sections, but with a bit of extra work you can make some attractive linear terrain pieces.

Pack makes approx. 6 rolls



Double twisted wire

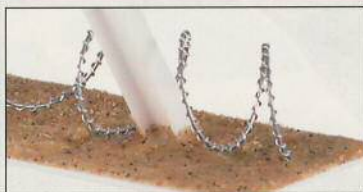
Razor Wire is often a tangled mass of deadly barbs that is pulled into position. To create this look, straighten the wire, then coil it round a pencil. Double back when you reach the end and repeat the process.



Pack makes approx. 15 rolls

Based obstacle

By adding a base and supports, you can make the obstacle look more substantial, as well as create a durable terrain piece for your collection. The base is made from plastic card, and the supports are sections of plastic 'I' beam girders bought from a model shop.



Razor Wire Stratagem

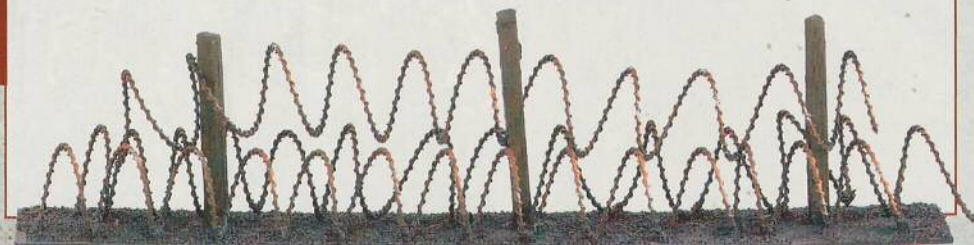
Many urban warzones are threaded with miles of flesh-stripping razor wire. Vital buildings in particular are likely to be surrounded by deep belts of these obstacles to keep assaulting infantry at bay. Cities of Death includes a Stratagem to represent this, allowing you to deploy D3+3 6" sections.

Pack makes approx. 5 rolls



Multiple rolls

If you want to create a taller obstacle, you can stack wire vertically, either in plain rolls or, for a really authentic effect, double twisted. Here, these are held in place with balsa wood posts.



PAINTING

The wire was undercoated Chaos Black and then drybrushed with Scorched Brown, Vermin Brown and Fiery Orange. Chainmail was then spotted on to complete the rusted metal effect. A quick alternative to this paint scheme is to simply stain the bare wire with a wash of watered-down Brown Ink.

£5

WARH

• RAZOR WIRE • BA
• STACHELDRA



BEASTS OF CHAOS

Mutated, bloodthirsty and savage – the Beastmen and their kith are the true children of Chaos. Dwelling in the dark places of the world, they are a constant threat to the realms of Men.



The Wild Herd

To most, the hordes of beasts that inhabit the forests of the Empire are one unruly mob, with no distinction between species nor any rule of order. However, this is not the case, for the majority of Beastmen are divided into either Gor or Ungor.

The Gor are the largest, most powerful Beastmen, their status measured by the magnificence of their horns. The Ungor are weaker and more manlike to some eyes, yet what they lack in physical strength they make up for in spite and cruelty.





TOUGH

Most Beasts of Chaos units have a Toughness of at least 4, while the bigger creatures and leaders have a Toughness of 5 or 6.



RAIDERS

Beast Herds have the Raiders special rule, which allows them to Skirmish, yet rank up when they charge into combat.



AMBUSH

Warhounds and Beast Herds can be kept in wait until turn 2, when they can deploy from behind the enemy's lines.

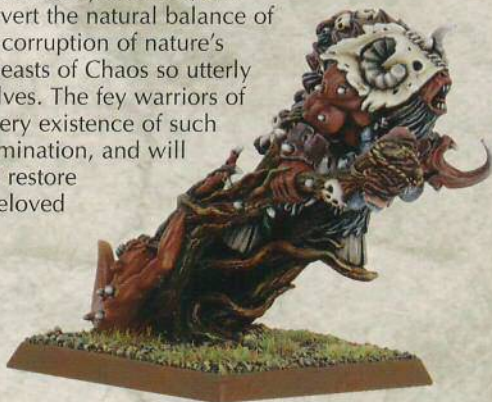


FEAR

Large creatures, and models with the Mark of Nurgle, cause Fear, making them difficult to charge or defeat in combat.

Corruption in the Forests...

The magical powers of Chaos are manifested only within the Bray-Shamans, who are revered by their Beastman kin. These powerful sorcerers are utterly debased, and their foul rituals pervert the natural balance of the forests. It is this corruption of nature's order that pits the Beasts of Chaos so utterly against the Wood Elves. The fey warriors of the forests see the very existence of such creatures as an abomination, and will battle ferociously to restore the purity of their beloved woodland home.



Morghur, Master of Skulls



Bray-Shaman



Building the Herd

Putting together a Beasts of Chaos army is very straightforward. Two Beastman Regiment box sets, a couple of Tuskgor Chariots and a general will provide a solid core of around 500 points. Add to this a unit of Bestigor and a special choice or two, such as Centigors or Chaos Trolls, and you're away!

Monsters of Chaos

Alongside the Beastmen march many hideous and deadly creatures. Chaos-twisted Ogres, Minotaurs and Trolls lend their might to the army, while Centigors – Beastmen with the lower bodies of four-legged animals – launch senseless, drunken raids on Empire villages. Among the strongest of these monsters are the immortal Dragon Ogres, which grow larger and stronger the older they become, until they reach the titanic proportions of the mighty Shaggoths.



◀ *Dragon Ogre Shaggoth*

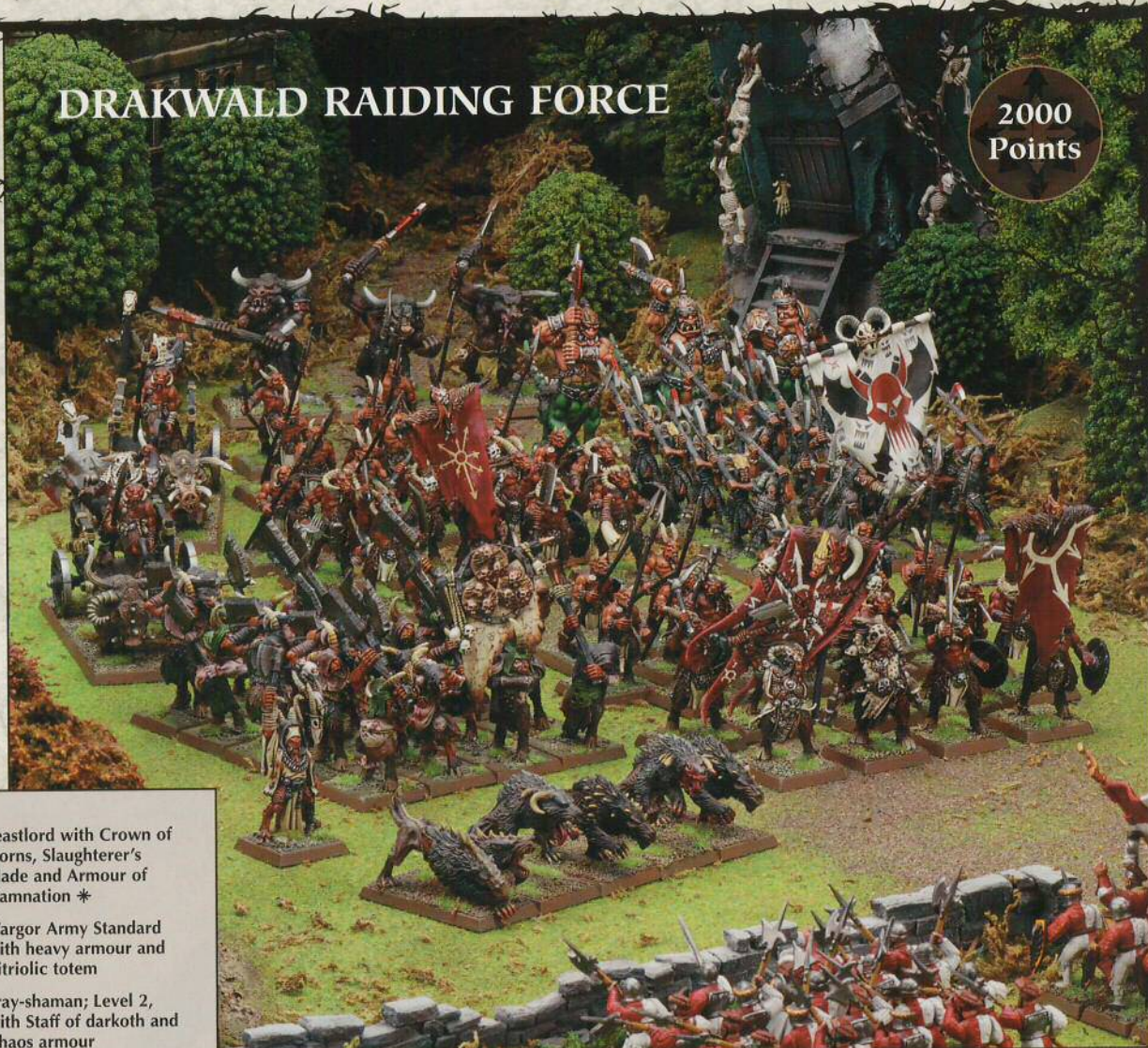




ARMIES OF THE BEASTS

DRAKWALD RAIDING FORCE

2000
Points



- **Beastlord with Crown of Horns, Slaughterer's Blade and Armour of Damnation ***
- **Wargor Army Standard with heavy armour and Vitriolic totem**
- **Bray-shaman; Level 2, with Staff of darkoth and Chaos armour**
- **Beast Herd**
8 Gors with extra hand weapon; 12 Ungors and command group.
- **Beast Herd**
8 Gors with extra hand weapon; 12 Ungors and command group
- **20 Bestigor with command group**
- **20 Pestigor with command group ♣**
- **2 Tuskgor Chariots**
- **5 Warhounds**
- **3 Minotaurs with great weapons**
- **3 Dragon Ogres**

* Unit has Mark of Chaos Undivided
♣ Unit has Mark of Nurgle

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

This army's centre is two Beast Herds and two very solid units of Bestigor (Thanks to Warhammer playtester Mark Havener for this list – Grombrindal). One of these Bestigor units has the Mark of Nurgle, very nasty for your opponent when he finds himself outnumbered by a Fear causing regiment. If the Beastlord and Wargor join the Pestigor unit it makes an insanely powerful strike force, especially with the Vitriolic Totem enhancing the unit's attacks with poison. The Beastlord is designed for maximum impact, and his magical items ensure that he'll still be in the fight long after his opponents have fallen.

The Warhounds and Tuskgor Chariots are highly mobile, allowing you to take the fight to the enemy. The Warhounds can be quite fragile, and so are best used to stop the enemy marching or to pick off units of skirmishers. Tuskgor Chariots, on the other

hand, are all about dealing death and destruction on the charge, and should be thrown into combat alongside the army's numerous, fearsome monsters at the earliest opportunity!



Pestigor

TWO DIFFERENT APPROACHES TO COLLECTING A BEASTS OF CHAOS ARMY...

CHILDREN OF KHORNE

2000
Points



One way to theme your Beasts army is to base it on one of the four Chaos powers. This Khornate army list was put together by Chaos gamer Pete Scholey. It is quite compact for a Beasts force, but its Frenzied units give it a high intimidation factor, and those Marks of Khorne tear the heart out of enemy magic.

Led by a Wargor, the army's main unit is a herd of Khorngors. Their Frenzy means they need careful positioning to avoid unwanted charges, but if used well they can inflict massive damage. It is also a mobile army, with large creatures and chariots providing speed and power. The Chaos Hounds and Centigor are excellent flanking units – useful in slowing down the enemy by getting within 8" of the enemy and preventing March moves. This allows you to move your Khorngors more freely. Two groups of Minotaurs provide a second attack force, smashing into enemy

units bogged down by flankers.

The army also includes 10 Bloodletters. These Daemons are not only combat monsters, but are yet another Fear-causing unit in an already monster-laden army.



Khorngor

- Shaggoth with light armour and great weapon ☒
- Wargor with great weapon and heavy armour ☒
- 19 Khorngor with command group ☒
- 2 x 5 Chaos Hounds
- 2 Tuskgor Chariots
- Beast Herd
8 Gors; 8 Ungors with command group
- 6 Centigor with standard and musician
- 3 Minotaurs with great weapons ☒
- 3 Minotaurs with extra hand weapons ☒
- 10 Bloodletters
- 3 Dragon Ogres with light armour and great weapons

☒ Unit has Mark of Khorne

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

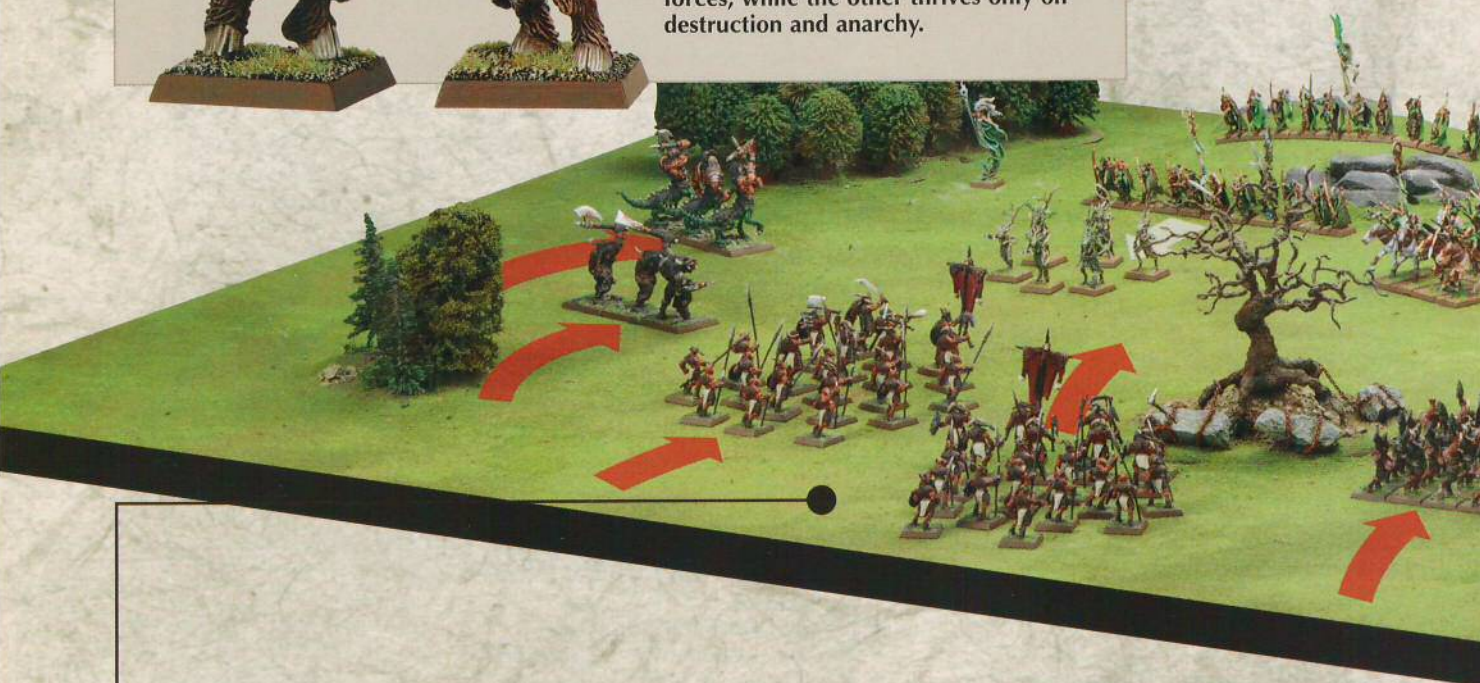
OLDEST OF FOES

Dwelling in the depths of the darkest forests, the Beastmen are ancient foes of the Wood Elves, and their deep enmity has led to continual war.



Force of Destruction

The Beastlords are the very nature of the Beastman army incarnate – tough, brutal and utterly relentless. It is this savagery and disregard for life itself that puts Beast hosts so at odds with the Wood elves. One force seeks balance and the preservation of natural forces, while the other thrives only on destruction and anarchy.



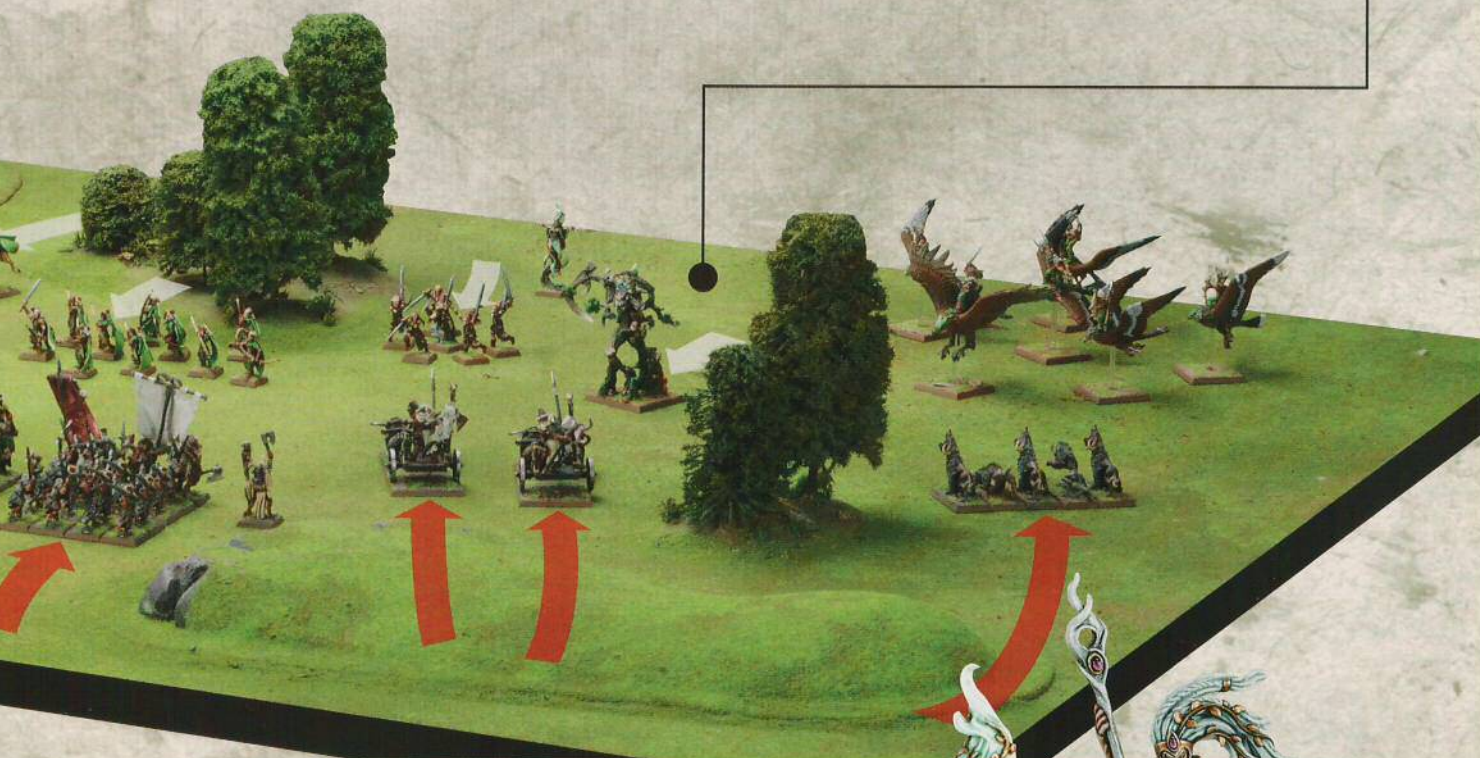
STRENGTH IN DISORDER

Both the Beasts and the Wood Elves have many units who benefit from the skirmish rule. However, in combat the Beastmen have the edge, as their high Toughness and ability to rank up can break the fragile Elf formations. The Wood Elves' main strength lies in their archery, and though they suffer penalties when shooting at the loosely grouped herds, they can constantly redeploy to deliver maximum archery damage.



THE FOREST AWAKENS

While the Wood Elves seem at first to be vulnerable to the hard-hitting Chariots and monsters of the Beastmen, but there is one notable exception: Treemen! A Treeman can break even the most determined chariot charge, leaving the enemy stranded in combat, ready to be outflanked by Warhawks or Wild Riders. However, the Beasts often have the manoeuvrability to simply avoid the hulking tree-creatures!

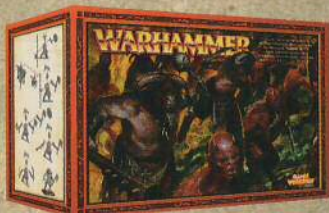


Nature's Wrath

The mages of the Wood Elves have a unique relationship with their forest home, drawing their power directly from Athel Loren. It is this near symbiotic existence that drives the Spellweavers and Spell singers to protect the forest from all sources of harm, and to hate the Beastmen with a passion. Without the power afforded by the forest, the Wood Elves' very existence would be in jeopardy.



THE BEASTMAN COMETH



£18.00

BEASTMEN REGIMENT

If you're looking to assemble a herd of cloven-hoofed minions of the dark gods, the best way to start out is with the Chaos Beastmen Regiment boxed set. It contains enough plastic bitz to make twenty Beastmen, in a combination of Gors and Ungors, with a command group.

Product Code: 99120201005

Sweden	Kr270	Denmark	Kr225
Norway	Kr270	Euro	€30



£25.00

CENTIGORS

Strong of limb and fleet of foot, Centigors are bitter and spiteful servants of Chaos.

Product Code: 99110201166

Sweden	Kr350	Denmark	Kr300
Norway	Kr350	Euro	€40



£15.00

TUSKGOR CHARIOT

The chariots of the Beastmen are ramshackle, yet the strength and ferocity of the Tuskgors more than compensates for that!

Product Code: 99110201150

Sweden	Kr180	Denmark	Kr150
Norway	Kr180	Euro	€20



BEASTLORD

The most powerful of the Beastmen are the Beastlords, feared by their own kind and their enemies alike.

Product Code: 99060201161

£6.00

Sweden	Kr100	Denmark	Kr85
Norway	Kr100	Euro	€11.50



BRAY-SHAMANS

These shamans are held in awe by their brethren, and are favoured by the powers of Chaos.

Product Code: 99060201004

£5.00

Sweden	Kr80	Denmark	Kr70
Norway	Kr85	Euro	€9

BUY FROM:

- GW stores
- Independent trade stockists
- Games Workshop Direct
- GW Online store
www.games-workshop.co.uk/store/beastsofchaos

CITADEL MASTERS

PAINTBRUSH SET

The Citadel Masters paintbrush set is specifically designed with display painters in mind. Although natural talent and hard work are what makes these hobbyists masters, the quality of tools goes a long way to help, and can make the difference between winning a gold trophy at Golden Demon and a silver one.

The brushes in the box have been carefully selected for painting highly detailed single miniatures: even the small drybrush will allow the most controlled effects to be applied to a model. What separates these brushes from the rest of the Citadel range is that the bristles are made from the finest 'kolinsky' sable. This material comes from the end of the sable's tail, where it goes to a point naturally, thus brushes made from kolinsky are well known for having the finest points of all, ones that keep their shape. The amount of paint these bristles can hold belies their size, particularly useful when painting lots of details on a

model. If you need a higher recommendation, this type of brush is used not only by the best competition winning painters but also by our very own 'Eavy Metal team. As with all our brushes, keeping them in tiptop condition is vital, so the box contains a quality soap and cloth to clean and dry them. If properly cared for, these brushes will last for years. This set of brushes is perfect for anyone who yearns to refine their technique and push the quality of their finished miniatures to the next level. If you are a great painter, the Citadel Masters Paintbrush Set will help to make you one of the best.

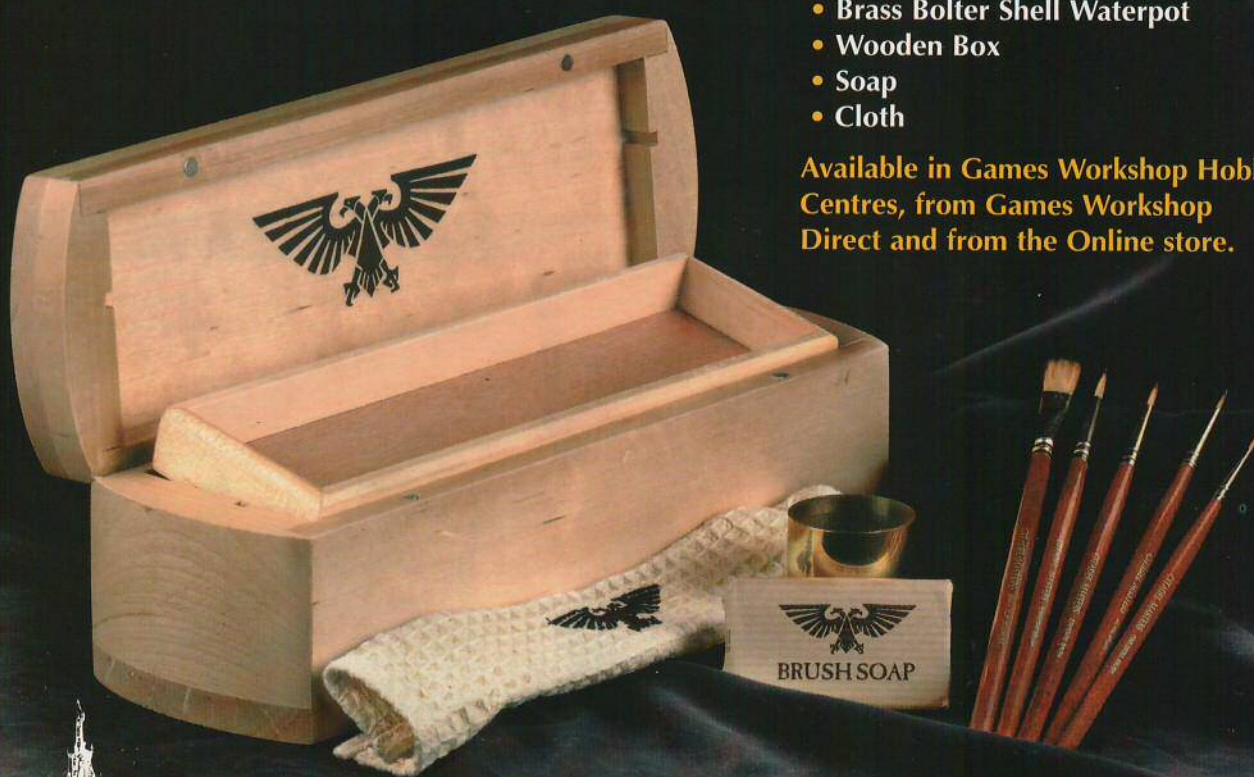
As used by

'EAVY METAL

The Citadel Masters set

- Masters Fine Detail Brush
- Masters Detail Brush
- Masters Standard Brush
- Masters Large Brush
- Masters Small Flat Drybrush
- Brass Bolter Shell Waterpot
- Wooden Box
- Soap
- Cloth

Available in Games Workshop Hobby Centres, from Games Workshop Direct and from the Online store.



'EAVY METAL

wood elves

HIGHBORN WITH GREAT WEAPON

This Elven Lord wears distinctive bronze armour and carries a massive two-handed blade into battle.



The hair was layered rather than drybrushed, and was highlighted all the way up to pure Skull White.



The patterning is painted on in a series of swirls, in Dark Angels Green, Bubonic Brown and Bleached Bone.

WAYWATCHER NOBLE

This Noble's ties to the Waywatcher kindred are illustrated by his leafy cloak and branch armour.



The branch armour has a dark basecoat of Scorched Brown to form a strong contrast with the flesh tones.



Every leaf on the cloak is painstakingly highlighted with Bubonic Brown to get a warm, natural tone.



HIGHBORN WARDANCER

The wild, exuberant poses of the Wardancer models makes them eyecatching centrepieces.



The swirling tattoos are carefully painted on with thinned-down Dark Angels Green.



The hair is painted with a base of Scab Red, with Dwarf Flesh added for the highlight layers.

'Eavy Metal is the most talented team of professional miniatures painters in the world. These Wood Elf heroes are truly a testament to their skills.

HIGHBORN RIDING GREAT STAG

NEW!

The Highborn who can ride to war on the back of this magical creature is indeed revered by his kin.



Dwarf Bronze is used to pick out the intricate leaf detail on the Highborn's spear.



The leather armour on the stag's head has a subtle pattern, painted in a slightly lighter tone of the base colour.



HIGHBORN ON ELVEN STEED

The more aggressive Lords of the Asrai go to battle on the back of a swift and noble steed, eager to ride down the enemies of the forest.



The wild appearance of this Lord is emphasised by the skulls and tangles of his apparel.



The shield is painted a dark, aged wood colour, to help the bronze details stand out.



PAINTING HORNS

One of the recurring themes of Wood Elf miniatures are antlers and horns, which can be quite tricky to get right. We asked Anja Wettergren of the 'Eavy Metal team to show us how it's done. Anja used the Forest Dragon model for this example, although the same techniques apply to Lords, Great Stags and even Orion. All the paint was layered on.



1 A basecoat of Scorched Brown goes on first.



2 Highlights of Bestial Brown and Snakebite Leather next.



3 Very fine lines of Bubonic brown are then applied.



4 Over this go even finer lines of Bleached Bone.



5 Very fine highlights of Skull White finish the job.

NAESTRA AND ARAHAN – SISTERS OF TWILIGHT

These special characters on their Forest Dragon are an impressive sight on the battlefield.

These rich green scales started off with a basecoat of Dark Angels Green.



The Spites that clamber over the dragon are painted in bright, vivid colours to make them stand out from the forest greens.



SEASONAL COLOUR VARIANTS

The Studio Wood Elf army is painted in the rich colours of summer. But Wood Elves are so linked to their woodland home that they too change with the times of the year. These examples illustrate how the models look with other seasonal colour schemes applied to them.

Spring

The light greens of these models represent the forest at the start of the yearly cycle of nature.



The green tones are much lighter than the summer army.



Extra leaves and green skin give this Dryad a spring look.



Autumn

These models have been painted to blend in with the forest in middle autumn.



Dark Flesh, Scab Red and Bestial Brown make great base colours.



The static grass has been toned down with Snakebite Leather, while the leaf litter is made from birch seeds.



Red and brown armour mark this Wood Elf Highborn as a lord of autumn.

Winter

The Wood Elves in their winter aspect are stark in their appearance and grim in demeanour.



Citadel Snow Scatter helps make the winter theme come to the fore.



The swirls on the Treesinger's robe are done in sombre greys and browns – winter colours.



The silver-grey hair helps define the models as pale and wintry.



MODELLING WORKSHOP

There are many ways to set up a board for a game. This month, we're looking at the most involved example of them all, the fully modelled battlefield.

Materials

- Games Workshop trees
- PVA glue
- Sand
- Superglue
- Static grass
- The Lord of the Rings Terrain Pack
- Dark green static grass
- Dried herbs
- Hardboard
- Modelling gravel
- Model railway trees
- Thin wire
- Kapoc fibre
- Polystyrene
- Slate
- Twigs
- Wooden baseboard

Tools

- Clippers
- Large flat drybrush
- Long-bladed knife
- Modelling knife
- Pin vice

Colours

- 'Ardcoat Gloss Varnish
- Bestial Brown
- Bleached Bone
- Catachan Green
- Chaos Black Spray
- Codex Grey
- Dark Flesh
- Fortress Grey
- Graveyard Earth
- Scorched Brown
- Skull White

LAIR OF THE SPIDER QUEEN



To make sure models would not fall over during play, the hillsides have been made to slope gently.

The Lord of the Rings Terrain Pack.

One way of building up a set of terrain for your games of The Lord of the Rings is to build up a collection of 'scatter terrain' that can be easily stored away when not in use. This is the preferred method of many gamers, and is described in detail in The Fellowship of The Ring journey book.

However, another approach to take is that of the fully sculpted board. The board above, based on The Lair of the Spider

Queen scenario from the Fall of the Necromancer sourcebook, is an example of this kind of terrain. All the hills and trees, even the contoured ground surface itself, are part of one large terrain piece. As you can imagine, this adds to the sense of realism and is an exciting environment on which to fight an encounter.

This kind of project demands a large investment in time and energy, and is not something to undertake lightly; this board

The strands of web that cover the board are made from kapok fibre (available from hobby shops), as cotton wool is too flimsy for the job. Pillow stuffing, aquarium filters and even fake webbing from novelty shops are also effective.



Chad set the tomb into the hillside, which helped make it appear ancient.

To protect the edges of the board, Chad nailed strips of hardboard to the wooden base. The gaps between the two were blended with filler.



Texturing the board

1. The whole board was textured with patches of gravel and sand.
2. Once dry, this was painted with thinned-down Scorched Brown.
3. Graveyard Earth was drybrushed all over the board's surface.
4. Next, Codex Grey was drybrushed onto the rocky areas.
5. A drybrush of Bleached Bone was applied all over the board to tie the colours together.
6. Finally, stripes of Skull White were drybrushed around the tomb in a web pattern.
7. Dark static grass from a model railway shop was glued near to the lair.
8. Citadel static grass was applied all over the rest of the board.
9. Around the edge of the board and underneath the trees, a few dried herbs were added to represent dead leaves.

Painting large terrain pieces

If you've got something big to paint, use a big brush! A terrain board has large areas on it to paint and whether you're applying a base colour onto the ground or drybrushing the leaves on the trees, it's best to use the biggest, most hardwearing brush you can find. Large, flat Citadel Drybrushes are ideal for this kind of work.

took Chad Mierzwa forty hours to build! However, the rewards of playing on a table like this are well worth the effort.

Although the idea for the shape of the board, the hillside and the buried tomb are entirely from his imagination, Chad based the relative positions of the terrain features on the scenario map. The landscape was built up using layers of polystyrene foam, which is easy to sculpt into contours. The rocky hillside was built up from pieces of

slate which were seamlessly blended into the polystyrene, helping it look dramatic.

Why not try to build a board like this one yourself? The landscapes in the *The Lord of the Rings* books and movies provide great inspiration for all kinds of terrain pieces, and you can find the techniques necessary to make them in *How to Make Wargames Terrain*, *The Fellowship of The Ring* journey and *Fall of the Necromancer* sourcebook.

Making Trees

To vary the appearance of the trees, Chad made them from a combination of twigs he picked up in the local park, Citadel trees and plastic model railway trees.

Twigs



- 1 The twigs were painted using watered-down Graveyard Earth over a Chaos Black undercoat.



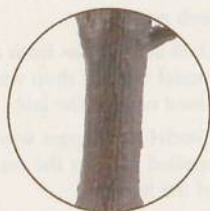
- 2 The twigs were then highlighted with a drybrush of Fortress Grey.



- 3 Catachan Green was drybrushed onto the trunks to shade the wood.



Model railway trees



- 1 Once undercoated with Chaos Black spray, the tree was painted with a basecoat of Scorched Brown.



- 2 The model was then drybrushed Codex Grey.



- 3 To finish off, a final, lighter drybrush of Fortress Grey was applied.



Games Workshop trees



- 1 First the trunk was twisted off the leaf canopy.



- 2 This was then painted in the same way as the model railway trees.



- 3 The tree's crown was cut into with clippers to break up the uniform shape.



- 4 The canopy was sprayed with black primer and the leaves drybrushed Dark Flesh.



- 5 The leaves were highlighted with a drybrush of Bestial Brown.



- 6 Both halves were glued together again and pinned to the board with paperclip wire.



Spider Queen and Giant Spiders

Spider Queen



To give the Spider Queen a dramatic appearance, her legs were remodelled. The front legs were split apart by cutting between the feet using a modelling saw. The back legs were also cut apart, only this time nearer the body. This allowed the legs to be bent into a dynamic position, making the Queen appear more menacing. Any gaps were filled with green stuff.



Giant Spiders

Rearing up —



The back legs were bent to tilt the whole model back into a tall, fighting pose.

Ready to strike —



The legs were cut and trimmed, allowing the abdomen to touch the ground.

Attacking —



Here the front legs were twisted to create an aggressive stance.

Scuttling —



All of this spider's legs were repositioned to raise it higher off the ground.

Bending spider legs



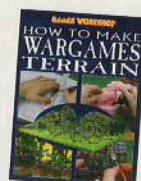
- 1 Cut a wedge of metal out with a Citadel saw near the base of the legs you want to bend.



- 2 Bend the legs gently into the desired position.

Hobby Tip

For more terrain-building tips, read *How to Make Wargames Terrain*.



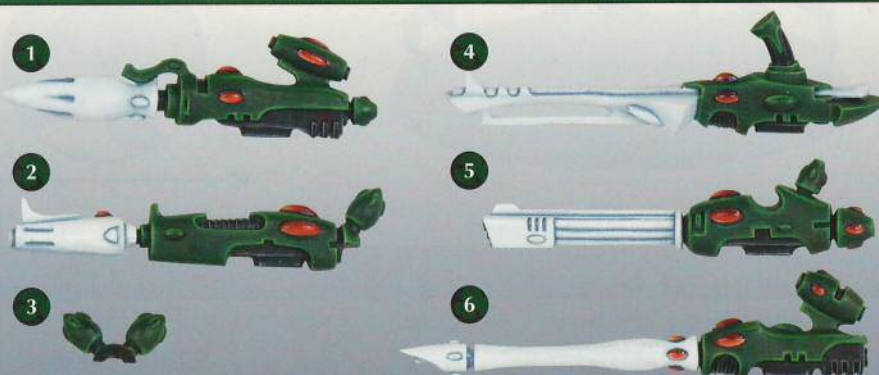
ELDAR HEAVY WEAPONS

The Eldar use grav platforms to carry heavy weapons, allowing the guns to keep up with the Guardian squads while still delivering punishing levels of support fire.

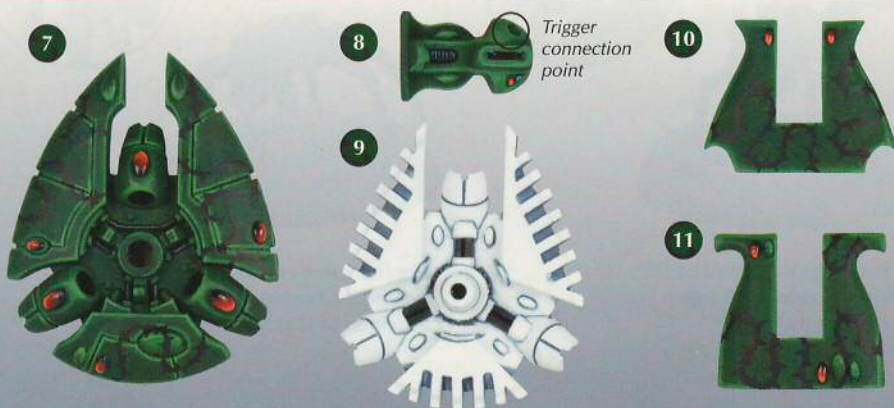
Biel-tan Eldar Guardians with starcannon.



Heavy Weapons



Weapon Platform



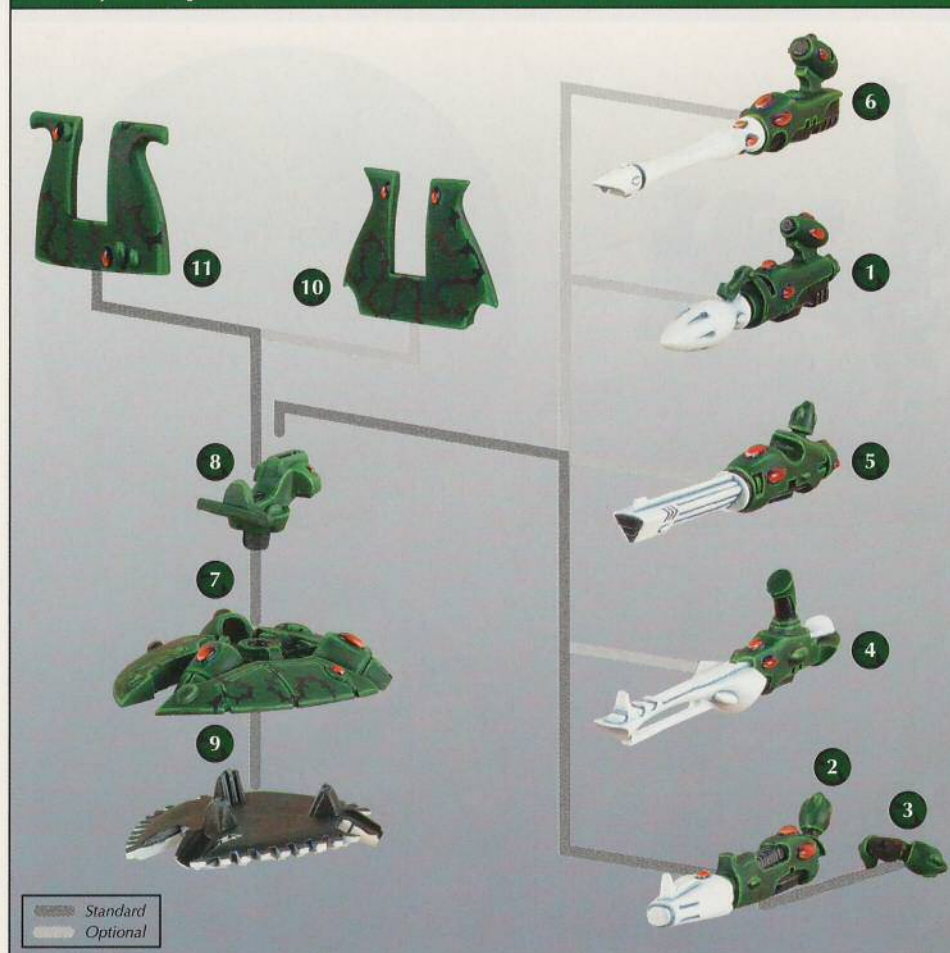
Guardian Crew



Basic Assembly

The support platform comes with two Guardian crew and five alternative weapons, covering all options available to the gun team.

Heavy Weapon Platform



Key

Heavy Weapons

- 1 Eldar missile launcher
- 2 Starcannon
- 3 Starcannon energy cells
- 4 Shuriken cannon
- 5 Scatter laser
- 6 Bright lance

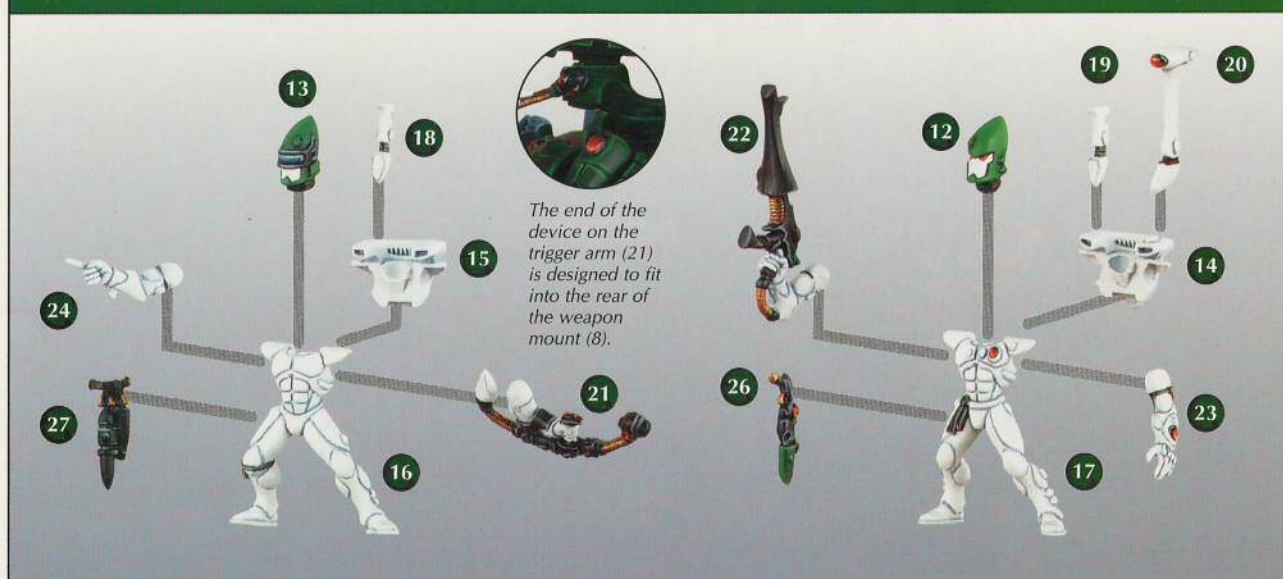
Weapon Platform

- 7 Grav platform top
- 8 Weapon mount
- 9 Grav platform bottom
- 10 Gun shield 1
- 11 Gun shield 2

Guardian Crew

- 12 Head 1
- 13 Head 2
- 14 Back 1
- 15 Back 2
- 16 Body 1
- 17 Body 2
- 18 Vane 1
- 19 Vane 2
- 20 Scope
- 21 Arm with trigger
- 22 Arm with shuriken catapult
- 23 Arm with display
- 24 Pointing arm
- 25 Shuriken catapult
- 26 Utility pack 1
- 27 Utility pack 2

Guardian Crew



Basing tips

Although the box contains a 40mm base for the platform and two 20mm bases for Guardians, you can mount all three models on a 60mm base instead and create a mini-diorama with your miniatures.

Scenic bases

Desert Base

This desert base was covered with sand and had slate glued to it before painting. The alien crystals may look complicated, but they are actually made from pencils!



Winter Base

Icy, desolate bases can look very cool (um, if you see what we mean). This one was made in the same way as the desert base above, but painted different colours. Two layers of Citadel Snow Flock were glued to the base after painting.



Urban Base

This base is ideally suited to armies built with a cityfighting theme. It is made from spare pieces taken from the new Warhammer 40,000 ruins.



Flying High

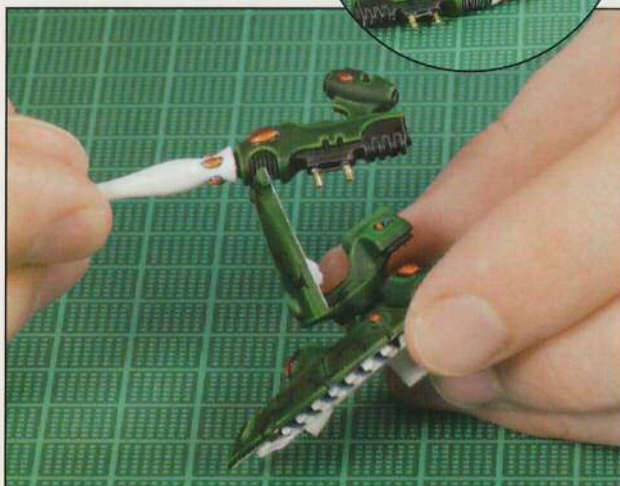
There is a hole on the underside of the grav platform bottom (9) that fits a flying base, allowing you to model a grav platform floating high off the ground. If you do this then you will need to extend the trigger. Thick wire or guitar strings are ideal for this purpose.



Hobby Tip: Interchangeable Weapons

One of the best things about the new kit is that it comes with a plastic frame that contains all the Eldar heavy weapons! Keep your army tactically flexible and your opponents on their toes by leaving the guns unglued and swapping them around between battles.

To make it sturdier, pin the guns. All our guns, painted by the 'Eavy Metal team, have been pinned twice, as you can see here on this bright lance.



Eldar Heavy Weapons

Eldar Missile Launcher



Weapon	Range	Str	AP	Type
Missile launcher (krak)	48"	8	3	Heavy 1
Missile launcher (plasma)	48"	4	4	Heavy 1 Blast

Starcannon



Weapon	Range	Str	AP	Type
Starcannon	36"	6	2	Heavy 3

Shuriken Cannon



Weapon	Range	Str	AP	Type
Shuriken Cannon	24"	6	5	Heavy 3

Bright Lance



Weapon	Range	Str	AP	Type
Bright Lance	36"	8	2	Assault 1, Lance

Scatter Laser



Weapon	Range	Str	AP	Type
Scatter Laser	36"	6	6	Heavy D6

TAU STEALTH TEAM

The new plastic Tau Stealth Team kit allows you to field a dynamic and deadly squad of shadowy Tau infiltrators. Here we look at assembly, modelling and the rules for these models.

XV25 Stealth team from the T'au Sept



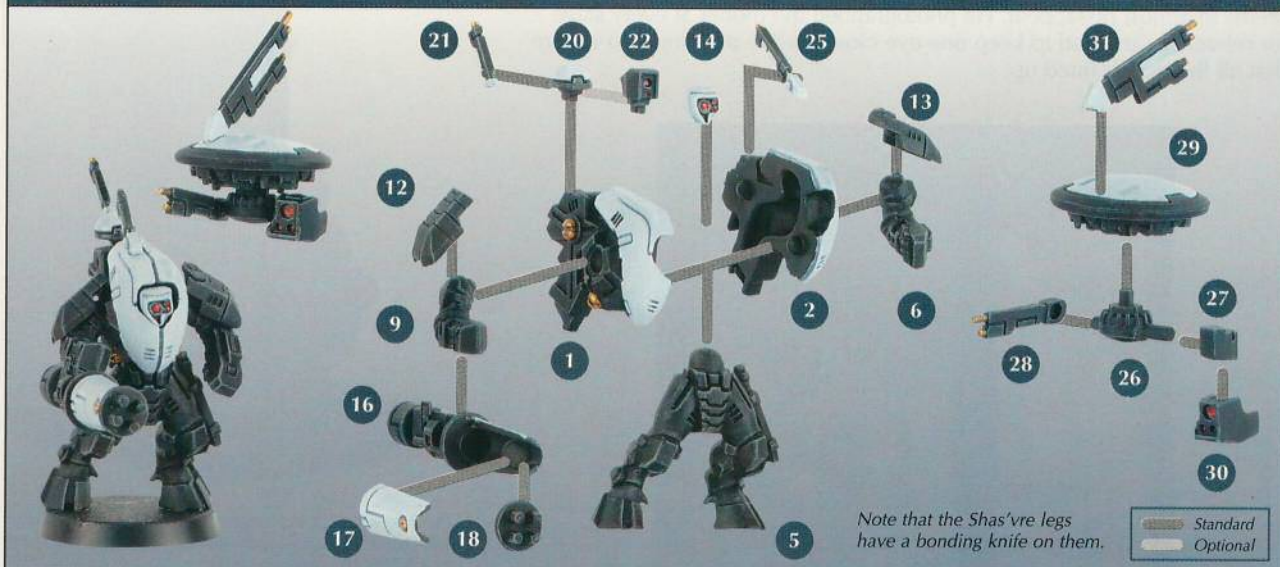
Tau Stealth Suits



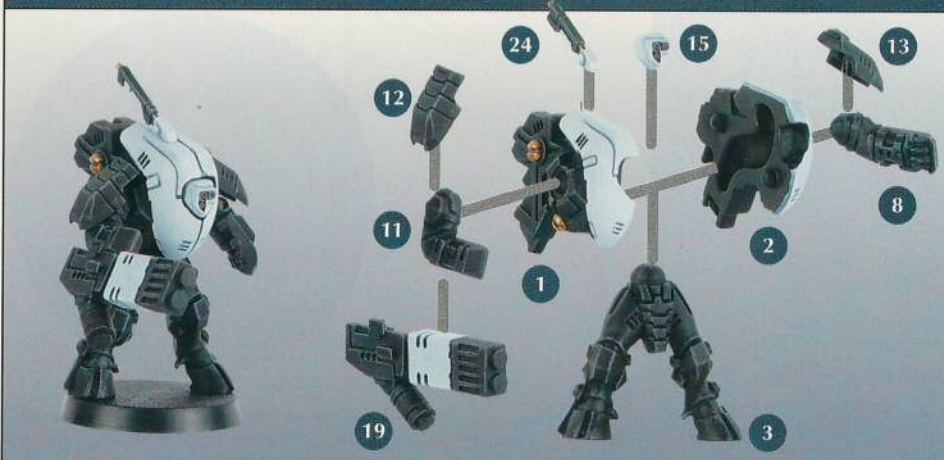
Basic Assembly

The plastic kit makes three Shas'ui with battlesuit options, as well as Shas'vre and fusion blaster upgrades, a marker drone and objective marker!

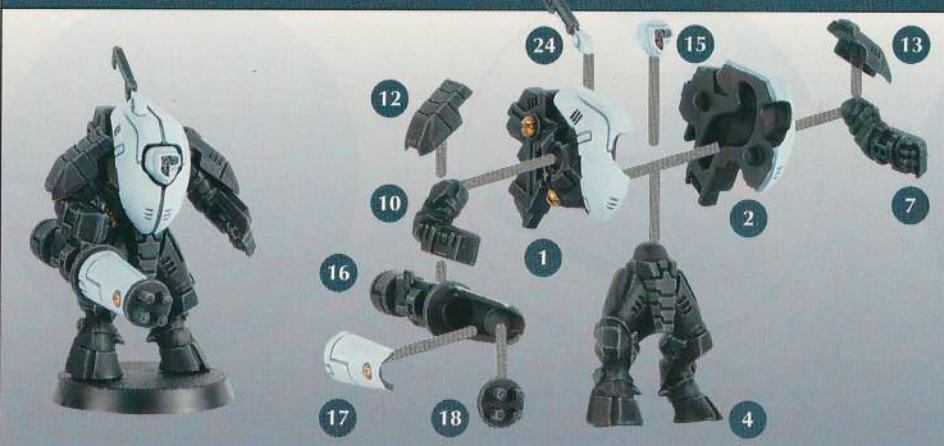
Stealthsuit Shas'vre and Marker Drone



Stealthsuit Shas'ui with fusion blaster



Stealthsuit Shas'ui with burst cannon



Key

XV25 Stealth Suit

- 1 Body right
- 2 Body left
- 3 Legs 1
- 4 Legs 2
- 5 Shas'vre Legs
- 6 Left arm 1
- 7 Left arm 2
- 8 Left arm 3
- 9 Right arm 1
- 10 Right arm 2
- 11 Right arm 3
- 12 Shoulder pad right
- 13 Shoulder pad left
- 14 Head 1
- 15 Head 2
- 16 Burst cannon left
- 17 Burst cannon right
- 18 Burst cannon barrel
- 19 Fusion blaster
- 20 Drone Controller
- 21 Drone Controller antenna
- 22 Target lock
- 23 Objective marker
- 24 Antenna 1
- 25 Antenna 2

Marker Drone

- 26 Drone core
- 27 Markerlight mount
- 28 Drone probe
- 29 Drone disc
- 30 Markerlight
- 31 Drone antenna

Cloaked Stealhsuit

This Stealth Suit diorama was created by expert painter Neil Hodgson. Neil painstakingly blended the armour to match the backdrop, so that it seems to almost dissappear. He photographed the model at every stage for reference, and had to keep one eye closed while painting it to ensure that all the details lined up.



The model from a side angle, just to prove that it really is hand painted, and there's no digital trickery involved. It took Neil ten hours to complete, but we think the results are well worth it.



Neil painted the Tau's foot to look like a rock. Even in this close-up it's difficult to tell where rock ends and model begins.



Painting intricate designs that match a sculpted background onto a 3D model is not for the faint-hearted.



Neil added a tag to the base, so that when he replaced the model after painting a stage it would always be in the same position.



As you can see from these photos, the lines look straight head-on, but they actually had to follow the curves of the model.

Using Stealth Teams

STEALTH TEAM (TAU: SHAS'UI)

Stealth teams, equipped with XV15 or the slightly larger XV25 Stealthsuits, are the 'lone wolves' of the Tau army, operating independently of other formations, intent upon ambushing isolated enemy troops and intervening in support of friendly units. They are not factored directly into Tau battle plans and so enjoy a great deal of freedom of action within very broad parameters. The leaders of Stealth teams are often regarded as being slightly eccentric and delight in employing new and unpredictable tactics. Many a foe of the Tau empire has found himself attacked from an unexpected quarter by Stealth teams positioned ahead of the main army.



	Points	WS	BS	S	T	W	I	A	Ld	Sv
Shas'ui	30	2	3	4	3	1	2	2	8	3+
Shas'vre	+10	3	3	4	3	1	3	2	8	3+

Team: A team consists of 3-6 Shas'ui.

Unit Type: Jump Infantry (jet pack).

Equipment: Burst cannon and Stealth armour with integral stealth field generator. Each team member may select one battlesuit support system. If this option is taken, all members must do so, though each may select a different system.

Options: One in three models may replace their burst cannon with a fusion blaster at a cost of 2 pts per model.

Character: One Shas'ui may be designated as a team leader at +5 points, and may select items from the Battlesuit Wargear list (see Codex: Tau Empire). A Shas'ui team leader may be upgraded to a Shas'vre for an additional 5 points. The team leader or Shas'vre may also purchase a markerlight at an additional 10 points.

SPECIAL RULES

Infiltrate: Stealth armour teams can set up using the Infiltrators scenario special rule if the mission allows it. Any drones attached to the unit may accompany them.

Stealth Armour: The battlesuits grant the team the Acute Senses and Deep Strike special rules.

Stealth Team equipment

Burst cannon



Weapon	Range	Str	AP	Type
Burst cannon	18"	5	5	Assault 3

Fusion blaster



Weapon	Range	Str	AP	Type
Fusion blaster	12"	8	1	Assault 1, Melta

Wargear and battlesuit support systems



Bonding Knife

As long as the bearer is alive, the team may regroup even if below half strength.



Target lock

This enables the model to target a different enemy unit from the rest of the Stealth team.



Drone Controller

A model with a drone controller must take one or two gun, marker or shield drones, in any combination, from the Wargear list.



Marker Drone

WS	BS	S	T	W	I	A	Ld	Sv
2	2 (3)	3	3	1	4	1	n/a	4++

Equipment: Networked markerlight; targeting array (included in profile)



GAMESDAY & GOLDEN DEMON 2006

COMPETITION CATEGORIES

Golden Demon is Games Workshop's premier painting event. Every year thousands of entrants take part, all hoping to win a highly prized Golden Demon statuette. Only the very best succeed, and for the ultimate winner there is the coveted Slayer Sword, a uniquely forged trophy bestowed upon whoever is deemed to have the best entry of the competition. Fame and glory are but a paintbrush away. Full entry guidelines can be found in White Dwarf 317, they can also be found online along with entry forms at:

www.games-workshop.co.uk/goldendemon



Category 1

WARHAMMER 40,000 SINGLE MINIATURE

Any single human-sized Warhammer 40,000 miniature mounted on an appropriately sized gaming base. This category includes Terminators but other models supplied with 40mm and larger bases should be entered in the Warhammer 40,000 Monster category. Models on larger bases should be entered into another category. Note that bike-mounted character models must be entered in the Vehicle category.



BRONZE

Nurgle Ork

David Waeselynck

10am to 4pm on Sunday 24th September 2006.
Birmingham National Exhibition Centre (NEC).
Ticket price £25.

Tickets on sale for White Dwarf subscribers from 22nd May 2006, and general release from 3rd July 2006. Order yours by calling 0115 91 40000 (Golden Demon entry forms also available).

SILVER

Ultramarines

Terminator Command

Richard Stedman



Category 2

WARHAMMER 40,000 SQUAD

This category is for Warhammer 40,000 squads or squadrons of five or more models. This is also the category for Epic 40,000 detachments and includes gangs and mobs from Necromunda. All squads must be 'legal' in game terms. Judges will be looking for units that best exemplify the qualities and character of the army they represent.

This category DOES include squadrons of bike-mounted models provided they are organised into a unit of five or more models. Larger vehicle models should be entered into Category 3. All models should be mounted on an appropriately sized gaming base.

Category 3

WARHAMMER 40,000 VEHICLE

This category is open to single Warhammer 40,000 vehicles, Dreadnoughts and walker models. It also covers single bike-mounted characters if this is appropriate to the army in question (eg, a Space Marine Captain on a bike). Battlefleet Gothic spaceships can be entered into this category as well. Although most of these models tend not to be supplied with a base, it is quite acceptable for you to mount the vehicle on a modest base (no more than 20mm larger than the vehicle itself). Forge World's Imperial Armour models may be entered in this category.



BRONZE

Space Wolves
Venerable Dreadnought
Adrian Bay

Category 4

WARHAMMER 40,000 MONSTER

This category is for any single large Warhammer 40,000 model mounted on an appropriately sized gaming base. This covers models like the Avatar, Ogryns, large Tyranids, Ork Warbosses, etc.

SILVER

Tyranid Lictor
MJ Robertson



GOLD

Le Sheriff
Joe Hill



Category 5

WARHAMMER SINGLE MINIATURE

This is open to any single fantasy miniature (Warhammer, Mordheim and Blood Bowl). This includes single models on horses, boars or wolves, but not those mounted on large monsters. All models must be presented on an appropriately sized gaming base. Generally these will be 20mm or 25mm square bases for foot figures and 25 x 50mm cavalry bases for mounted models, although appropriately sized circular bases may be used if preferred.

Category 6

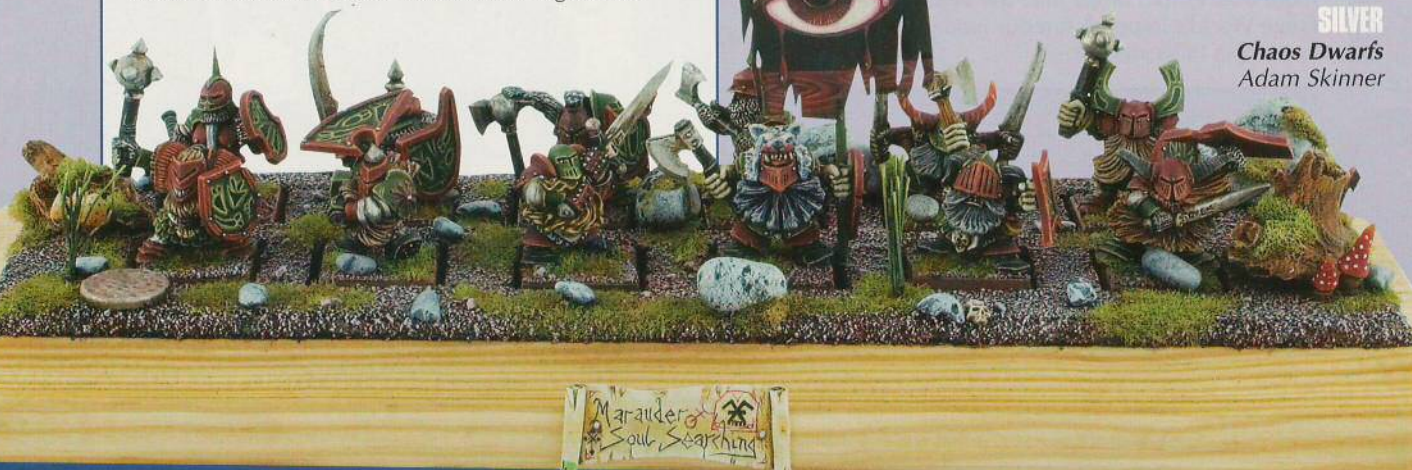
WARHAMMER REGIMENT

This is for Warhammer regiments, Mordheim warbands, Warmaster brigades and Blood Bowl teams. The entry must consist of a minimum of five models mounted on their standard gaming bases. Regiments must be legal units in game terms. The judges will be looking for units that best exemplify the qualities and character of the army they represent. In particular, we will be looking at leaders, standard bearers and musicians of Warhammer regiments.



SILVER

Chaos Dwarfs
Adam Skinner



GOLD**Ogre Maneater**
Steve Buddle**SILVER****Cadian versus Fire Warrior**
Rune Kappel**Category 7****WARHAMMER MONSTER**

This category is open to all Warhammer monsters on 40mm and 50mm square bases and the really large monster models that are not normally supplied with a base or are simply too big for one! This covers Dragons, chariots, war machines and all large ridden monsters (eg, an Orc Warlord on War Wyvern). Models should be mounted on an appropriately sized gaming base. Models on large scenic bases should be entered in the Diorama category instead.

Category 8**DUEL**

This category comprises of two single models mounted on a single 40mm or 50mm Slottabase. The judges will be looking for a dynamic pairing of two well-matched opponents in some kind of combat or other dramatic situation. Models may be from the Warhammer, Warhammer 40,000 or The Lord of The Rings ranges.

Category 9**DIORAMA**

Entries for this category consist of a diorama based on the worlds of Warhammer, Warhammer 40,000 or The Lord of The Rings. The display must not be larger than 30 x 30cm and the maximum permitted height is 30cm. The diorama should be appropriate to the background of Warhammer, Warhammer 40,000 or The Lord of The Rings, but otherwise there are no restrictions on the battle scene's theme or content.

**BRONZE****Waywatcher Attack**
Alexandre Rio Gonzalez



Category 10

LARGE-SCALE MODEL

This is the category for large-scale gaming or display models. The entry should be a single model and it may be mounted on a plinth or display base. Scratch-built models may be entered in this category, as should Inquisitor models. Note that Imperial Armour models should be entered in Category 3. Models from the Forge World Collector series, Showcase series and busts should be entered in the Open category. Forge World busts should be entered in the Open Category.

Back by popular demand, new category for 2006.



GOLD

Empire Militia
Mike Anderson



BRONZE

Arwen
Stuart Harris



Category 11 THE LORD OF THE RINGS SINGLE MINIATURE

This is open to any single miniature from The Lord of the Rings range of models. All models must be presented on their standard gaming base.

The Young Bloods Competition 2006

The Young Bloods painting competition is open to any competitors aged 14 years or under. Your entry should consist of any single human-sized Citadel miniature either Warhammer, Warhammer 40,000, Mordheim, Necromunda, Blood Bowl or The Lord of The Rings, mounted on an appropriately sized gaming base.

Models must be single foot figures – no mounted models or group. This category includes Terminators but other models supplied with 40mm and larger bases should be entered in another category. The judges will be looking for well-painted and well-presented models. Paint schemes should demonstrate originality, imagination and consistency with the spirit of the game worlds.



BRONZE

Valten
Beau Townsend

The Open Competition 2006

As always, the Open competition is your opportunity to let your imagination run riot. Anything goes! Your entry could be a single model, a sweeping diorama or whatever takes your fancy. Please note that we will not accept artefacts into this category. Golden Demon is a miniature painting competition and we would like your entries to reflect that.

Entries should be no larger than 60cm by 60cm.

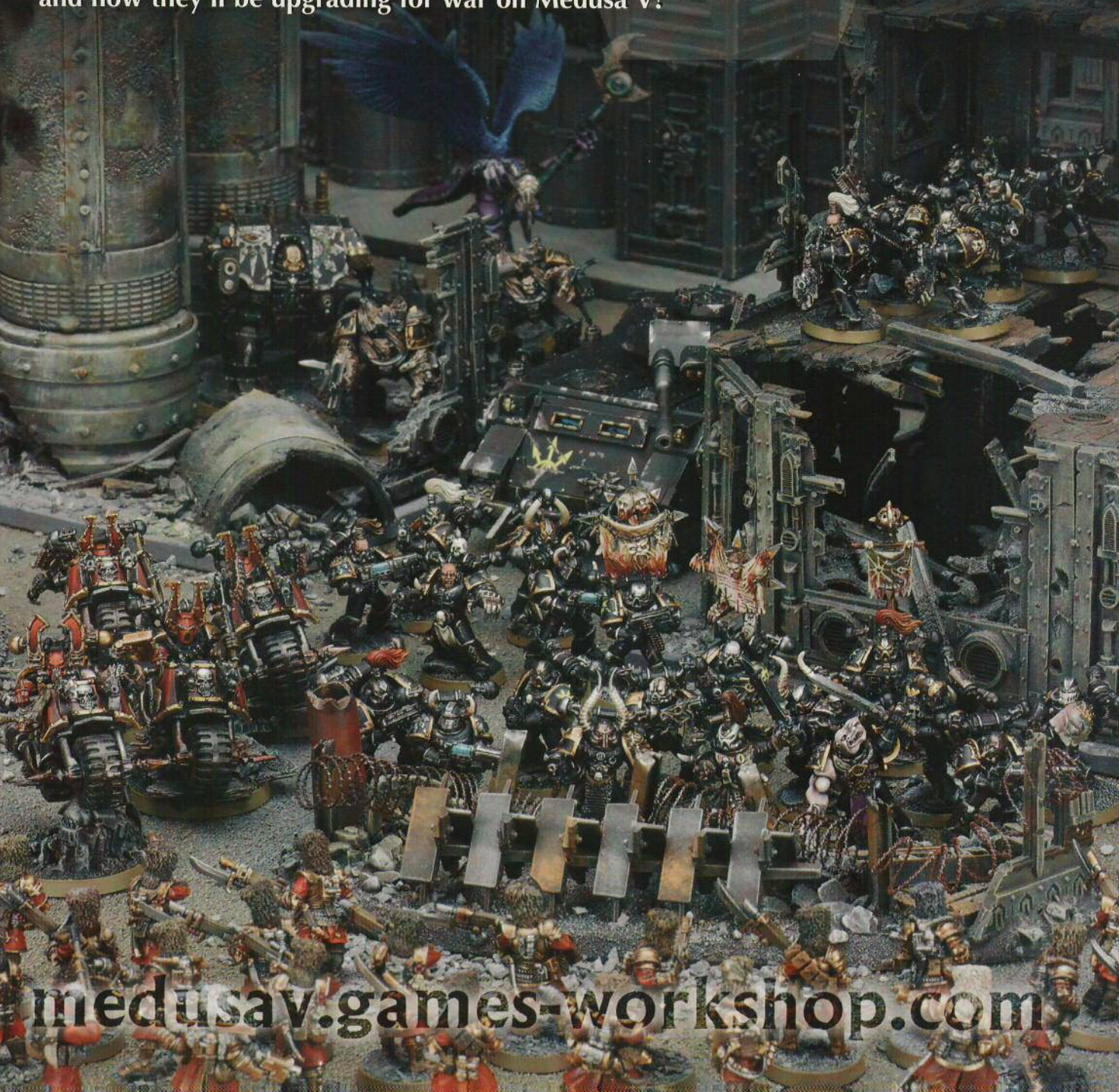
We are looking for well-painted and brilliantly executed models that really capture the essence of our fictional worlds, but also the spirit of what fantasy and science fiction modelling can be at its best.

This is one of the hardest competitions to win, not least because we encourage Games Workshop employees to enter. Our staff are not permitted to enter any other categories, so this is their one chance for glory in the Golden Demon competition.

ARMING FOR MEDUSA

Part 2: Heretics gather

The UK White Dwarf team gets ready for this summer's massive campaign. We showcase their personal armies, discuss how they'll be adapting to Cities of Death and how they'll be upgrading for war on Medusa V!



medusav.games-workshop.com



Black Legion

Background

- Formerly known as the Lunar Wolves, and later the Sons of Horus.
- Use generic Chaos Space Marines army list.

Christian: Of all the Chaos Legions the Black Legion is the most diverse, able to adapt to any opponent or environment – perfect for Cities of Death! My force's background has them in the service of the Daemon Prince, Iadaphael – a powerful sorcerer, so warped by the forces of Chaos that he is unable to exist outside of the Eye of Terror. However the expansion of Van Grothe's Rapidity may prove to be a safe haven for him. So Iadaphael's disciples travel forth in his name, keen to aid the death throes of Medusa V.

Fighting in the Ruins

In Warhammer 40,000 you have to take certain things into consideration like the type of cover, escalation and infiltrating units. In a city fight cover becomes more of a constant, vehicles have to be used with greater care and rules like Infiltrate depend upon stratagems. My usual tactic relies on infiltrating the Daemonhost on a weak flank and using the bikes to back him up. The Sorcerer and the six-man squads move forward through cover, supported by the Dreadnought and the Obliterators. Meanwhile, the Havocs and the Predator hammer the enemy with autocannons and heavy bolters. The plan is to draw the enemy out to protect their weak flank exposing them to shooting and assault.



Lord of Change: Wind of Chaos.....160 pts



Chaos Sorcerer: Mark of Chaos Undivided, Dark Blade, bolt pistol and Doombolt.....101 pts



Obliterators (2):140 pts



Chaos Bikers (3): Mark of Khorne, Khornate Chain-axes, frag grenades and Furious Charge132 pts
 ▶ Aspiring Champion: Daemon Armour, Daemon Strength, Axe of Khorne, Rage of Khorne and Feel No Pain 106 pts



Chaos Space Marines (5): Mark of Chaos Undivided, 2 meltaguns and Infiltrate110 pts
 ▶ Aspiring Champion: Daemon Chains 51 pts

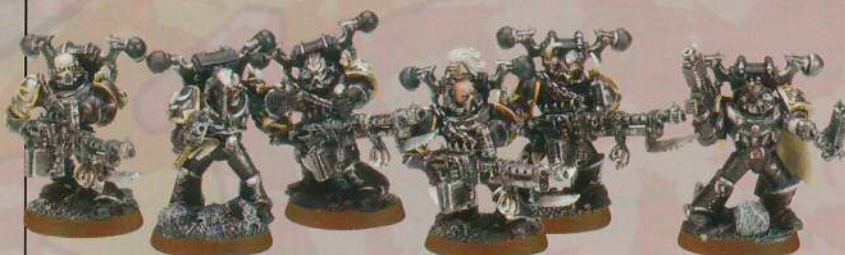
continued on page 90



Chaos Space Marines (5): Mark of Chaos Undivided and 2 plasma guns95 pts
 ▶ Aspiring Champion: Power fist43 pts



Chaos Space Marines (5): Mark of Chaos Undivided and 2 plasma guns95 pts
 ▶ Aspiring Champion: Power fist43 pts



Chaos Havocs (6): Mark of Chaos Undivided, 4 autocannons and Tank Hunter188 pts



Chaos Predator: Autocannon, heavy bolter sponsons and extra armour115 pts



Chaos Dreadnought: Plasma cannon, combi-bolter sponsons and extra armour120 pts



TOTAL: 1499 pts

PAINTING BLACK LEGION

Armour

- Chaos Black
- Chaos Black
- Fortress Grey

Weapons

- Tin Bitz
- Boltgun Metal
- Black Ink
- Black Ink
- Chainmail

Shoulder trim

- Shining Gold
- Brown Ink
- Shining Gold
- Mithril Silver

Brass trim

- Tin Bitz
- Brazen Brass
- Mithril Silver

Flesh tones

- Graveyard Earth
- Tanned Flesh
- Skull White
- Brown Ink
- Liche Purple

- Tanned Flesh
- Skull White
- Skull White

AND

- Tanned Flesh
- Brown Ink
- Tanned Flesh
- Tanned Flesh
- Bleached Bone

Bone

- Graveyard Earth
- Brown Ink
- Bleached Bone
- Skull White

Plasma lighting

- Hawk Turquoise (wash)
- Skull White

Bases

- Codex Grey
- Fortress Grey
- Skull White
- Graveyard Earth



The Daemonhost



Aspiring Champion with the Mark of Khorne



All of the Chaos Space Marine squads are identified by Chaos Icons

continued from page 88

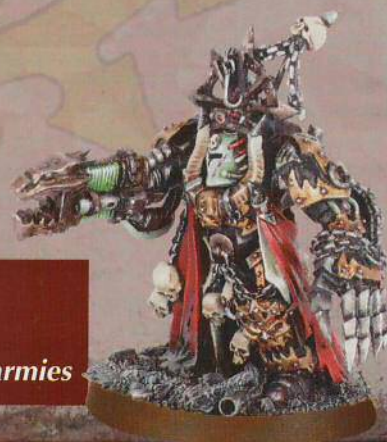
Stratagems

Using stratagems changes the way the army works. The biggest consideration is using Infiltration as a stratagem, but to be honest, with only one squad using the special rule it is probably more appropriate to use the Sewer Rats stratagem and bring even more squads closer to the enemy. Apart from Deployment stratagems, I think the Key Building stratagems are excellent; I like medicae facility in particular (watch your opponent's face when they face Obliterators with Feel No Pain).

Mustering for Medusa V

I'm always expanding my armies, but this summer's massive Medusa V campaign will really spur on new Black Legion unit production! The first addition is the new Terminator Lord (see below), models like this scream out to be painted. Another addition is a new Predator (same

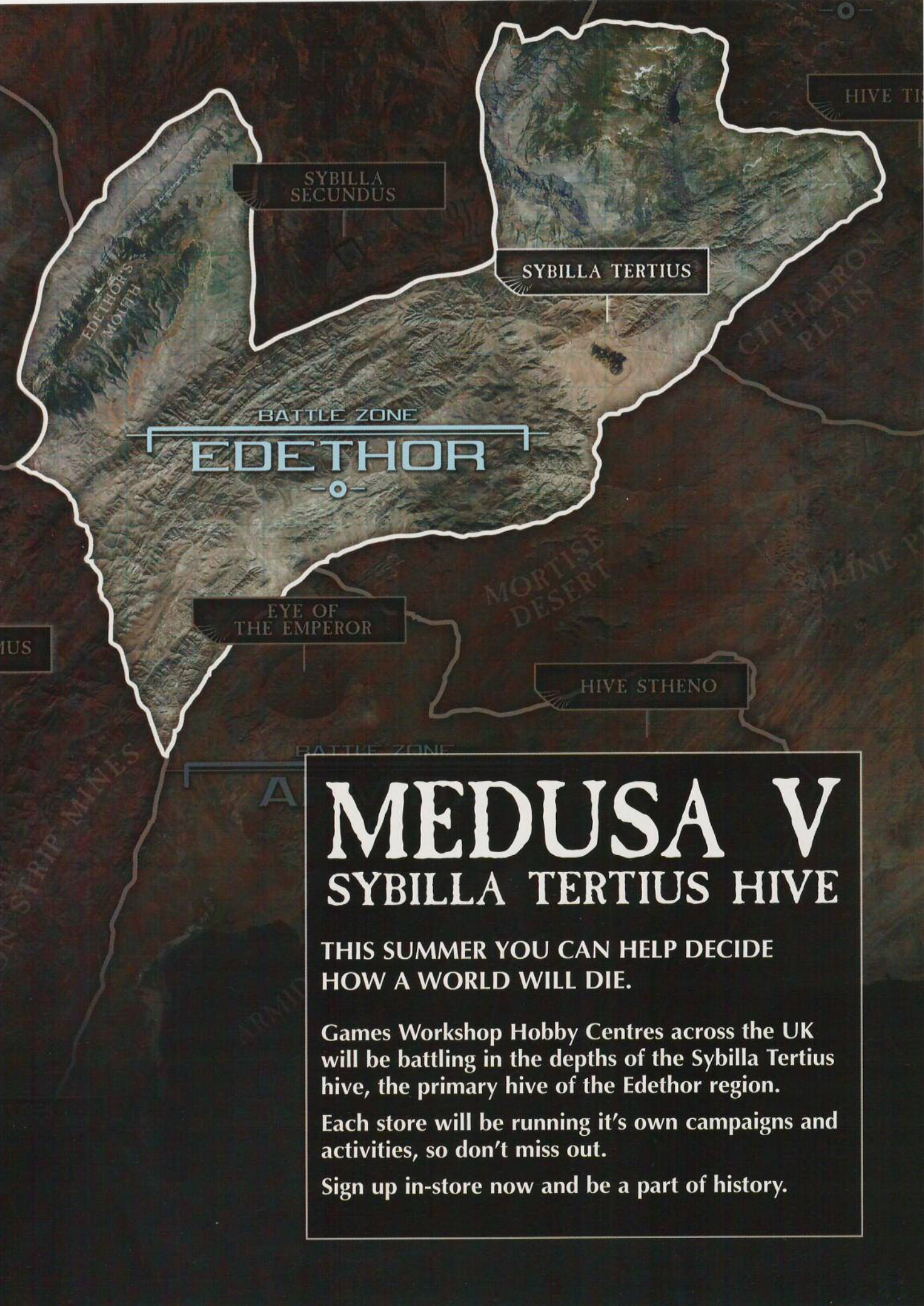
configuration as the first). Both these tanks can then be converted into Rhinos should I need to get close to the enemy quickly. Another six-man Chaos Space Marine squad is being built, as well as another unit of autocannon-wielding Havocs. Last but not least, a banner will be added to the back of one of the Chaos Bikers, something suitably Khornate (I like each squad to have a Chaos Icon; even without using daemons, it's a nice flourish).



THERE IS MORE IN-STORE

We've put the complete army on the Online Store.

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



BATTLE ZONE

EDETHOR

EYE OF
THE EMPEROR

HIVE STHENO

MEDUSA V

SYBILLA TERTIUS HIVE

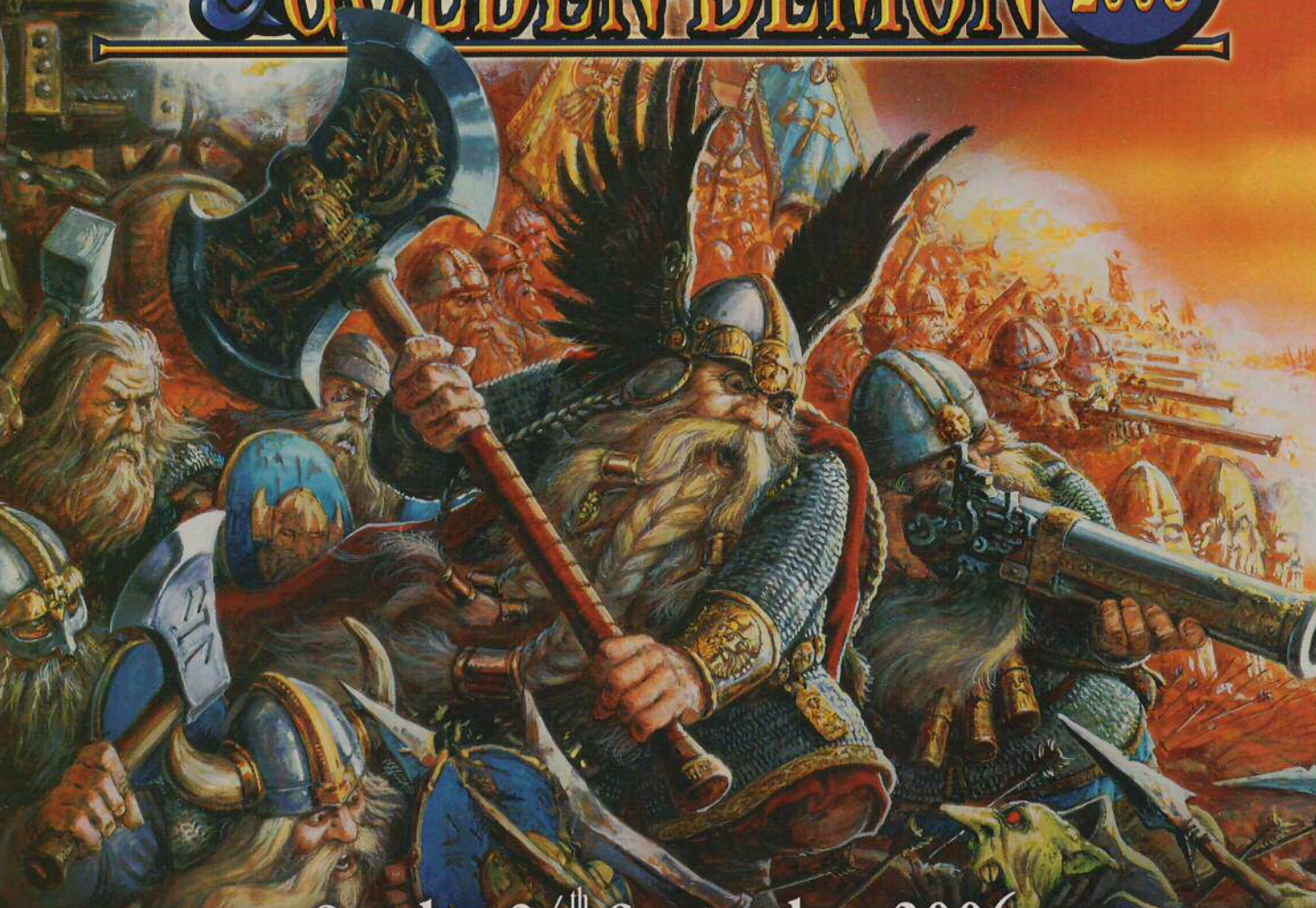
THIS SUMMER YOU CAN HELP DECIDE
HOW A WORLD WILL DIE.

Games Workshop Hobby Centres across the UK
will be battling in the depths of the Sybilla Tertius
hive, the primary hive of the Edethor region.

Each store will be running it's own campaigns and
activities, so don't miss out.

Sign up in-store now and be a part of history.

GAMESDAY & GOLDEN DEMON 2006



Sunday 24th September 2006
National Exhibition Centre (NEC), Birmingham

Ticket price £25. Tickets on sale for White Dwarf Subscribers May 22nd 2006.
Tickets are on general release from July 1st 2006, order yours by calling 0115 91 40000.

The recommended minimum age for customers is 16 years old, however we will allow entry for persons between 12 and 16 when accompanied by a parent, guardian or other responsible adult.

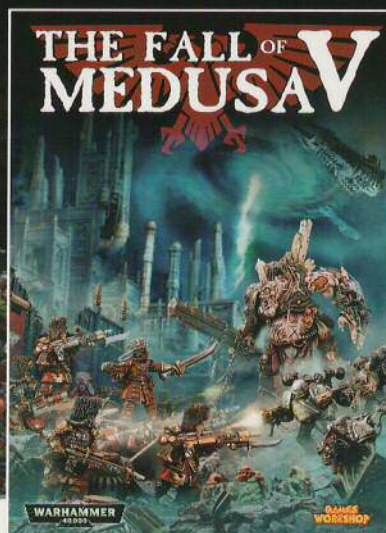
© Copyright Games Workshop Limited 2006. Games Workshop, Warhammer, GW, 40k, Warhammer 40,000 Device, Games Day, Golden Demon, White Dwarf, Black Library, Warhammer Historical, Black Industries, Saboteer Games and all associated marks, logos, places, names, creatures, races and race insignia/devices/logos/symbols, vehicles, locations, weapons, units, characters, products, illustrations and images from the Warhammer world and the Warhammer 40,000 universe are either ®, ™ and/or © Games Workshop Ltd 2000-2006, variably registered in the UK and other countries around the world. All Rights Reserved.

**GAMES
WORKSHOP**®

FRONTLINE UK

Going abroad this summer?

Medusa V campaign in independent stores



Worried you're going to miss out on some of the fantastic Medusa V campaign back home? Fear not! There may well be a Games Workshop store or independent stockist near you where you can take part in the action. Ring our Hobby Specialists on 0115 91 40000 before you go to see if your destination is hobby enabled!

medusav.games-workshop.com

GAMES WORKSHOP

Stockport refit

The Adeptus Mechanicus have blessed and mended the Machine Spirit of Games Workshop Stockport by giving it a refit. Justifiably proud of his new look store, manager Andy Sykes is planning on a mighty offering to the Machine God this summer by running some fantastic Medusa V campaigns in his store involving the enigmatic Temporo Cube. Take a trip down and find out how the war goes.

32 Mersey Square,
Stockport, Cheshire, SK1 1RA
Tel: 0161 4741427

School's Out!

School League Regional finals

We're in the middle of our Schools League Regional finals at the moment, with teams from schools all over the country competing for places in the national Final. The regional finals are being fought at Gaming Rooms in Poole, Chester, Bromley and Cambridge; Love Lane School in Essex, the Gaming and Events Centre in Sheffield and Warhammer World.

Teams of pupils at the various schools have been working with the Community Team throughout the year to get their armies painted and to hone their tactics ready for the trial of the championships. Teams are playing The Lord of The Rings Strategy Battle Game, Warhammer 40,000 and, for the first time this year, Warhammer!

The eight winning teams for each system will go through to the National Schools League Finals at Warhammer World, in Nottingham, in July. Watch this space for news of the winners!

If you have a school club and would be interested in taking part in the league next year, please contact Bek, our Community Advisor, on 0115 916 8380 or clubguy@games-workshop.co.uk

NEW!

Independent Stockists

C X G COMPUTERS

18A North Street
Sudbury, Suffolk
CO10 1RB
Phone: 0870 9221313

CLARKES

106-108 South Road
Hayward's Heath
West Sussex
RH16 4LL
Phone: 01444 457551

BAZAAR

28 The Square,
Holsworthy
Devon EX22 6AN
Phone: 01409 253892

NEW!

GCN news & clubs

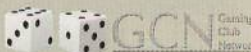
Two new clubs have joined the fold of the gaming Club Network in the last month; so if you are looking for a place to play in the Chorley or Sheffield area then look no further!

Coppull & Chorley Knights

Contact: Jonathan Taylor-Yorke
Website: <http://cack-wargamesclub.net>

Dysartes

Contact: Nick Johnson
Via The Gaming Centre, Sheffield
Phone: 0114 2434633



THE EVENTS DIARY

All the latest from the UK and Northern Europe events scene.

Upcoming Events

Are you a Hobby Centre, Independent Stockist, GCN or WPS club that's running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at:

whitedwarf@games-workshop.co.uk

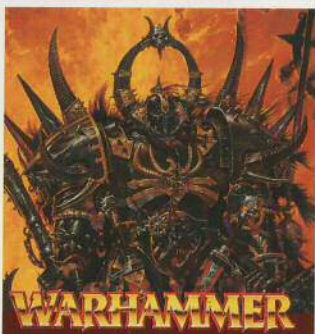
The closing dates for receiving details for publication in the following issues are:

- 1st June..WD321 (September)
- 1st JulyWD322 (October)
- 1st August..WD323 (November)

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

HEAT 1

• 7th-8th October 2006

HEAT 2

• 4th-5th November 2006

HEAT 3

• 18th-19th November 2006

www.games-workshop.co.uk/events

JULY

GAMES WORKSHOP presents:

Forges of Death

Date: Sunday 23rd July, 2006

Venue: Wakefield Gaming Room

Details: The forge world of Severictus Secundus is open to attack. Will the loyalists be able to hold out, or will the raiders pillage and plunder, before the Imperial fleet arrives? You will need a 1,500 points force and a 500 point Combat Patrol to take part. Tickets cost £15 including lunch on the day.

Contact: 0114 243 4633

Website: www.games-workshop.co.uk/events

GAMES WORKSHOP presents:

CALL TO ARMS

Date: 8th – 9th July, 2006

Venue: Warhammer World

Details: Come and celebrate Warmaster, Epic Armageddon, Battlefleet Gothic, Necromunda or Mordheim! You will need a painted army, fleet, gang or warband to take part in the event of your choice across the weekend. More information can be found in the Call to Arms rule pack. We'll guarantee you as many games as we can squeeze into the weekend, lunch on both days, an evening meal on Saturday, tea and coffee both mornings, and doughnuts on Saturday to get you started – all for just £50!

Website: www.games-workshop.co.uk/events

AUGUST

GAMES WORKSHOP presents:

WARHAMMER CAMPAIGN

Date: Sunday 6th August, 2006

Venue: Wakefield Gaming Room

Details: The thawing snows in the Black Mountains have opened the passes and the trade routes to the East. Can you protect the passes from the hordes of Orcs, Skaven and Ogres that live high in the mountains? You will need a 2,000 points army and a 500 points Combat Patrol force to take part. Tickets cost £15 including lunch on the day.

Contact: 0114 243 4633

Website: www.games-workshop.co.uk/events

GAMES WORKSHOP presents:

FALL OF THE NECROMANCER

Date: Sunday 20th August, 2006

Venue: Wakefield Gaming Room

Details: Deep in Mirkwood lies the

stronghold of the Necromancer. His shadow is growing over the Elven realm. Can the forces of Good rid the woods of this evil menace or will the Necromancer's power continue to expand? To take part in this The Lord of The Rings campaign you will need a 500 point force.

Tickets cost £15 including lunch on the day.

Contact: 0114 243 4633

Website: www.games-workshop.co.uk/events



presents:

MEDUSA V: END GAME GCN Campaign Weekend

Date: 19th – 20th August 2006

Venue: Warhammer World, Nottingham

Ticket Price: £45. This covers seven games across two days, lunch on both days, and an evening meal on Saturday. There will only be 14 tickets available for each race (Chaos, Orks, Necrons, Tyranids, Tau, Eldar or Dark Eldar) and 28 Imperial tickets, so book early to avoid disappointment!

Details: see attached advert

Contact: Steve Nolan on 07793 198516

Website: events@gcnm.org.uk

SEPTEMBER

GAMES WORKSHOP presents:

The Lord of The Rings DOUBLES TOURNAMENT

Date: Sunday 17th September, 2006

Venue: Wakefield Gaming Room

Details: Pair up with a friend to battle against others in this competition of deadly duos. To play you will need two warbands of 300 points and a friend to play with. Full details sent with the event pack. Tickets cost £20, including lunch.

Contact: 0114 243 4633

Website: www.games-workshop.co.uk/events

GAMES WORKSHOP presents:



Date: Sunday 24th September 2006

Venue: Birmingham NEC

Details: Tickets cost £25.

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

OCTOBER

SLAYER DAY: From the Ashes

Date: Sunday 1st October, 2006

Venue: The Pemberton Centre, H.E Bates Way, Rushden, Northamptonshire.

Details: 4-a-side team tournament; 2 x 1,500 points Warhammer singles and 2 x 1,500 points 40K singles. Prizes for the winners. Trade stands, participation and open play tables, plus the 'Slayer Day Axe' painting competition. Tickets cost £40 per team or £4 for an open pass.

Contact: Carl King on 07979 281 350 or Darrell Lee on 01933 411559



GAMES WORKSHOP presents:

Heat One: GRAND TOURNAMENT
WARHAMMER

Date: 7th – 8th October, 2006

Venue: Warhammer World

Details: This is the first heat in the new Warhammer Grand Tournament season. You will require a 2,000 point force designed around the restrictions listed in the tournament pack. Tickets cost £50 and include lunches on both days and an evening meal on Saturday. Qualifiers from this heat will receive free entry into the Grand Final in February 2007.

Website: www.games-workshop.co.uk/events

GAMES WORKSHOP presents:

Dutch Grand Tournament:
WARHAMMER 40,000

Date: 14th - 15th October 2006

Venue: Sporthal UvT, Tilburg

Age: 16+

Details: The annual Dutch Warhammer 40,000 Grand Tournament returns for the sixth year. Tickets go on sale through Northern Europe Mail Order about two months before the event.

Contact: NEGT@games-workshop.co.uk

Website: <http://ne.games-workshop.com>

GAMES WORKSHOP presents:

Heat One: GRAND TOURNAMENT
WARHAMMER 40,000

Date: 14th – 15th October, 2006

Venue: Warhammer World

Details: First heat in the new Warhammer 40,000 Grand Tournament season. You will require a 1,500 point force designed around the restrictions listed in the tournament pack. Tickets cost £50 and includes lunch on both days and an evening meal on Saturday. Qualifiers from this heat will receive free entry into the Grand Final in March 2007.

Website: www.games-workshop.co.uk/events

GAMES WORKSHOP presents:

WARHAMMER
Doubles Tournament

Date: Sunday 15th October, 2006

Venue: Wakefield Gaming Room

Details: Pair up with a friend to battle 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 sent with the event pack.

Tickets cost £20 including lunch on the day.

Contact: 0114 243 4633

Website: www.games-workshop.co.uk/events

GAMES WORKSHOP presents:

WARHAMMER 40,000
Doubles Tournament

Date: Sunday 22nd October, 2006

Venue: Wakefield Gaming Room

Details: To play you will need two Combat 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

Website: www.games-workshop.co.uk/events

WPS Grand Tournament
WARHAMMER 40,000

Date: 21st – 22nd October, 2006

Venue: Warhammer World

Details: The WPS Warhammer 40,000 Grand Tournament. Tickets cost £35 including lunch on both days.

Website: conrad.gonsalves@players-society.com

NOVEMBER

GAMES WORKSHOP presents:

WARHAMMER 40,000
Teams Tournament

Date: Sunday 12th November, 2006

Venue: Wakefield Gaming Room

Details: Team up with your friends to overcome all challenges. Use skill and judgement to not only win your battle but pit the right players against the right opponents. Are you a team of champions?

To take part you will need a 1,500 points army. Tickets cost £50 for a team of four, including lunch on the day.

Contact: 0114 243 4633

Website: www.games-workshop.co.uk/events

MEDUSA
END GAME

GCN CAMPAIGN WEEKEND

19th & 20th August 2006,
Warhammer World

The end is nigh...the Tau must extract their forces from the planet, having gathered valuable intelligence. Imperial, Ork and heretic forces seek to prevent them from escaping.

Meanwhile, in the Sybilla Quarantine Zone, all hell has broken loose! Eldar forces must keep the Imperials, Tyranids and Necrons at bay long enough to complete their mission on Medusa V.

events@gcnm.org.uk

SLAYER DAY
FROM THE ASHES

Sunday 1st October

The Pemberton Centre, H.E Bates Way, Rushden, Northamptonshire.

WARHAMMER
40,000
GRAND TOURNAMENT

HEAT 1

• 14th-15th October 2006

HEAT 2

• 11th-12th November 2006

HEAT 3

• 25th-26th November 2006

www.games-workshop.co.uk/events

STORE & CLUB FINDER

All the Games Workshop stores, independent stockists and GCN clubs, at your fingertips.



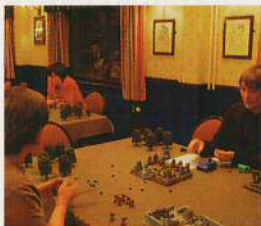
Gaming Clubs

Our Gaming Club Finder allows you to find independent clubs that are a part of the Gaming Club Network. All clubs have:

- A committee of at least three members to run their affairs openly.
- Public liability insurance to protect the members against accident.
- A good standard of club rules and a club constitution.
- A child protection policy.
- A policy of submitting the committee for CRB Disclosure.

As part of our commitment to customer service and safety we do not promote any club outside of the Gaming Club Network.

look it up online at:
www.gcnm.org.uk



GAMES WORKSHOP Hobby Centres

Monday - Friday: 12pm – 6pm
Saturday: 10am – 6pm
Sunday: 11am – 5pm

EXCEPT FOR:

- Stores in shopping centres still open and close according to shopping centre times.
- Some stores are not open every day. Please ring the relevant store for details.

OPENING TIMES



• 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 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.



• 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.

• FREE BEGINNERS PROGRAMME

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, but there is also one night during the week when you can indulge in more gaming too. All you need to do is come along!

• GAMING ROOMS

Like regular Hobby Centres, all Gaming Rooms provide the full range of Games Workshop services, however, they are larger than a normal Hobby Centre and have many tables, which makes them perfect for meeting fellow hobbyists.



» www.games-workshop.co.uk/storefinder

Independent stockists

As well as Games Workshop Hobby Centres, there are also a large number of independent stockists which stock our miniatures, games, books and hobby products. These stores are often in locations without a Games Workshop, making them convenient for your hobby needs.

There are a number of Independent Stockists, called Elite and Partnership stores, which stock an extensive range of Games Workshop products and offer superb customer service for hobbyists and non-hobbyists alike.



► www.games-workshop.co.uk/storefinder

HOW TO FIND YOUR STORE

☎ Ring Games Workshop Direct:

United Kingdom: 0115 91 40000

Northern Europe: +44(0)0115 918 4040

🖱 Games Workshop Online:

United Kingdom:

www.games-workshop.co.uk/storefinder

Northern Europe:

ne.games-workshop.com/shopping

Finding your local GCN Club

☎ Ring the community team:

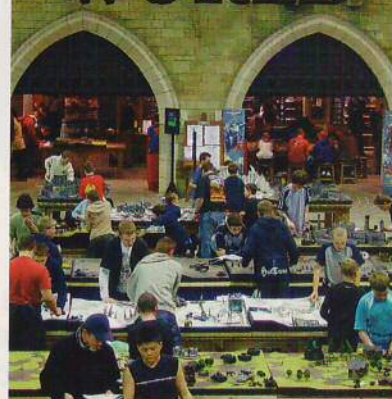
0115 916 8380

or

🖱 Log on to Games Workshop Online:

www.games-workshop.co.uk/gamingclubs

WARHAMMER WORLD



Games Workshop's premier retail & events venue!

Located in Lenton Nottingham

www.games-workshop.co.uk/warhammerworld

Ring: 0115 9168410

Also featuring...

The Citadel Miniatures Hall



The finest collection of
Citadel miniatures!

Bugman's

LEGENDARY DWARF BAR!

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



ORDERING DIRECT

Fast, secure and straight to your door!

Games Workshop Direct is a fast, accurate and convenient service that lets you order your miniatures and other hobby products from the comfort of your home.

- We aim to despatch all orders in three days, straight to your door.
- You can order ANY Games Workshop product.
- Our Advance Order service lets you order models and products before they are released, guaranteeing you'll get them on the day of release.
- Available now are a range of models available only through Direct. Check out what's on offer this month!

HOW YOU CAN ORDER!

- **On the internet:** Visit our secure Online Store at: www.games-workshop.co.uk/store
- **In-Store:** Order from any Games Workshop Hobby Centre at the in-store order point.
- **By Phone:** Call the Hobby Specialists on: 0115 91 40000 (UK), opening hours, Monday-Saturday: 10am-6pm, Sunday: 11am-5pm.
0115 918 4040 (Northern Europe)
- **By FAX:** Fax your order on: 0115 916 8002 (UK) or 0044 115 916 8162 (Northern Europe)
- **By Post:** Or the traditional way: Games Workshop Direct Sales, Willow Road, Lenton, Nottingham, NG7 2WS

Exclusive Wood Elves ►►



+++DIRECT EXCLUSIVE+++
STANDARD BEARER
99060204078 £5.00

NEW!



+++DIRECT EXCLUSIVE+++
GREAT EAGLE
99110204081 £15.00

CALL THE HOBBY SPECIALISTS: 0115 91 40000

SEARCH FUNCTION

NAVIGATION BAR

SHOPPING CART

SEARCH FUNCTION

NAVIGATION BAR

SHOPPING CART

Advanced Orders

New Releases

Terms and Conditions

Help

Checkout

Search

Search

All Systems

Search

Shopping Cart

Welcome Guest (£0.00 Out)

View Your Cart

Items: 000

Value: £.00

Postage: N/A

Beasts of Chaos

"Horn and hoof, power is there. Not feeble smoothskin, clumsy greenskin, wicked elf-swine. Gor is strong. Gor is true. Gor shall kill all, slay all for the gods!" - Beastlord Gorhor

Click below for our archived Beasts of Chaos Classics and Collectors models

Classics and Collectors

Warhammer Armies: Beasts of Chaos

Price: £12.00

Release: Out Now

Part Code: 60030201003

Item Type: Book

This book is the essential guide for putting together a Beasts of Chaos army. Inside you will find complete Army List the Beastmen and their monstrous allies, Magic Items, the chaos spell lores, painting and modeling tips and more. This book may also be used in conjunction with the Hordes of Chaos army book.

Beasts of Chaos Starter Bundle

Price: £33.00

Release: Out Now

Part Code: COMP0201015

Item Type: Composite

This starter bundle contains 1 of the following: Warhammer Armies: Beasts of Chaos, Beastman Regiment and a pot of Plastic Olue. This is everything you will need to get started with a Beasts of Chaos Army.

More Information **Add to Cart**

Beasts of Chaos

Beasts of Chaos Lords & Heroes

Morhor, Master of Skulls (1 figure) £7.00 **Add to Cart**

Dragon Gore Shaggoth (1 figure) £25.00 **Add to Cart**

Khazrak the One Eye (1 figure) £7.00 **Add to Cart**

Beastlord Gorhor, mounted on chariot (1 figure) £20.00 **Add to Cart**

Suggestions

WHITE DWARF

White Dwarf Issue 315 — £4.00

CHAS

Chaos Collectors Guide — £5.00

Chaos Collectors Guide

LIST OF CATEGORIES

DETAILED PRODUCT DESCRIPTIONS

HELPFUL AND ESSENTIAL PRODUCTS

Help

Any questions? **Contact Us**

User Guide

Charges and Payment

Delivery and Returns

Security and Privacy

Terms and Conditions

SHOPPING Online

The Games Workshop Online Store is open 24 hours a day, seven days a week.

Get exactly what you want, when you want it.

- Huge range
- Secure
- Easy to Use
- Open 24 hours

This month's Online Store features:

- Medusa V (pages 19-39):
- Gotrek & Felix (pages 42-51):
- Beasts of Chaos (pages 58-63):
- The Fall of the Necromancer (pages 52-55):

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

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

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

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



+++DIRECT EXCLUSIVE+++
ETERNAL GUARD CHAMPION
9947020405507 £4.00



+++DIRECT EXCLUSIVE+++
WARDANCER 1
9947020405907 £4.00



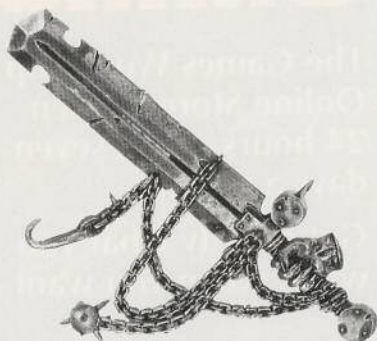
+++DIRECT EXCLUSIVE+++
WARDANCER 2
9947020405908 £4.00



+++DIRECT EXCLUSIVE+++
WARDANCER 3
9947020406904 £4.00

NEW! CHAOS SPACE MARINES

Nurgle Daemon Prince



NURGLE DAEMON PRINCE SWORD
9947010209407 £4



NURGLE DAEMON HEAD
9947010209409 £1.50



NURGLE DAEMON SHOULDER PAD
9947010209410 £1.50



NURGLE DAEMON PRINCE
991101102094 £20

Chaos Terminator Lord



CHAOS TERMINATOR LORD
99060102096 £9



CHAOS LORD SWORD
9947010209604 £2



CHAOS LORD KAI GUN
9947010209603 £2



CHAOS LORD COMBI-MELTA
9947010209605 £2



CHAOS LORD LIGHTNING CLAW
9947010209602 £2

Lucius the Eternal



LUCIUS SWORD ARM
9947010210603 £1.50



LUCIUS BACKPACK
9947010210602 £2



LUCIUS LASH
9947010210604 £1.50



LUCIUS THE ETERNAL
99060102106 £9

You can find all these products online by logging on to: www.games-workshop.co.uk/store



Possessed Chaos Space Marines



POSSESSED CHAOS SPACE MARINE BACKPACK
9947010209506 £1.50

▲ POSSESSED CHAOS SPACE MARINES (5 in a box)
99110102095 £15

NEW! ELDAR

Eldar Rangers



ELDAR RANGERS (5 in a box) ▶
99110104091 £15



ELDAR RANGER 1
99470104409101 £3



ELDAR RANGER 2
99470104409102 £3



ELDAR RANGER 3
99470104409103 £3



ELDAR RANGER 4
99470104409104 £3



ELDAR RANGER 5
99470104409105 £3



ELDAR RANGER BACKPACK SPRUE
99470104409106 £3

COLLECTORS' GUIDES

Indepth catalogues showing all the miniatures for each range.

- Full range
- Components
- Direct exclusives
- Golden Demon winners
- Army showcases
- Conversion showcases

Available from Games Workshop Hobby Centres:

The Lord of The Rings Collectors' Guide

Warhammer 40,000 Collectors' Guides

- Imperial Guard
- Chaos Space Marines
- Eldar & Dark Eldar
- Orks
- Tau & Necrons
- Tyranids

Warhammer Collectors' Guides

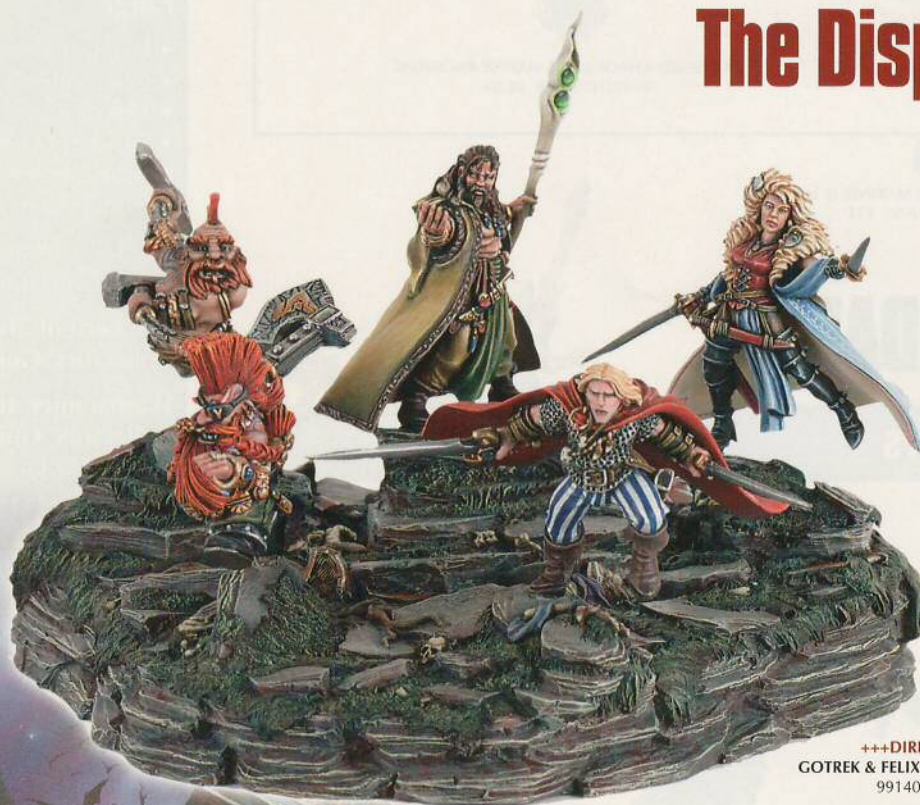
- Bretonnians
- Chaos
- Dwarfs
- Elven
- Lizardmen
- Monsters & Mercenaries
- Orcs & Goblins
- Skaven
- Undead



NEW! see page 12

GOTREK & FELIX

The Display set



+++DIRECT ONLY+++
GOTREK & FELIX SPECIAL EDITION SET
99140299001 £60

£60 Direct Exclusive*

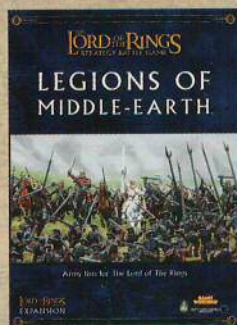
Includes:

- Gotrek Gurnisson
- Felix Jaeger
- Ulrika Stragov
- Snorri Nosebiter
- Max Schreiber
- **EXCLUSIVE** resin base, only available with this set

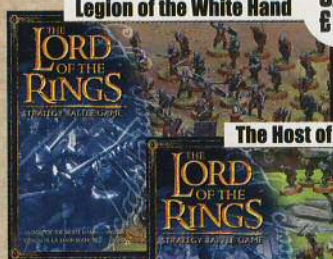
*Please note- models in this set are not supplied in special edition foil pouches. Models and base are supplied unassembled and unpainted.

You can find all these products online by logging on to: www.games-workshop.co.uk/store

ADVANCE ORDER



LEGIONS OF MIDDLE-EARTH
60041499019 £12



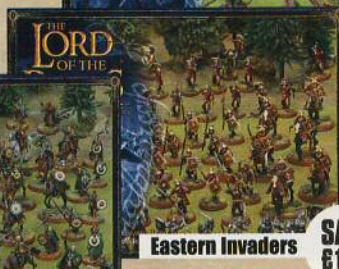
Legion of the White Hand

SAVE
£11.50



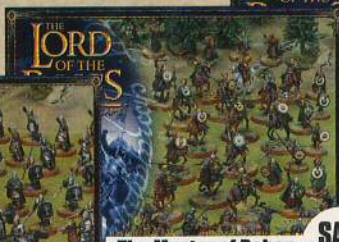
The Host of Cirith Ungol

SAVE
£17.50



Eastern Invaders

SAVE
£10.50



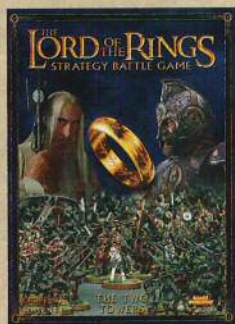
The Muster of Rohan

SAVE
£14.50

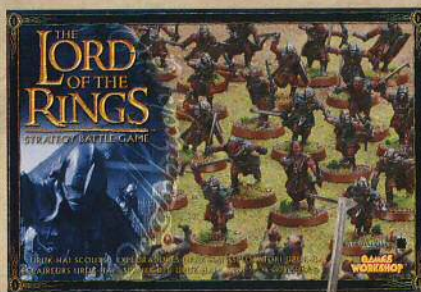


Defenders of Minas Tirith

SAVE
£10.50



THE TWO TOWERS
60041499018 £12

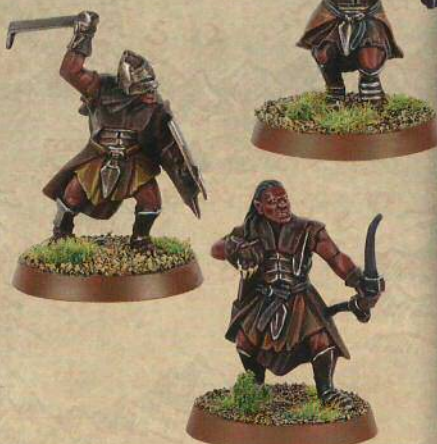


New! Uruk-hai scouts ▶

◀ 5 New! Battle Hosts



ISENGARD TROLL
99111466025 £15



URUK HAI SCOUTS (Box of 24)
99121499019 £15

Can't wait to get your hands on the latest releases?

- Get the latest products and models for your armies on the day of release, delivered to your door, with our Advance Order service, via the Online Store, by calling Direct or by post.
- Choose from loads of models and products not yet released in our Hobby Centres.
- Postage for Advance Orders is only £2*, so you can afford to get more models for your money.

Advance order now:

24th June (released 5th August)

- Legions of Middle Earth£12
- Legion of the White Hand£50
- The Host of Cirith Ungol£50
- Defenders of Minas Tirith£50
- The Muster of Rohan£50
- Eastern Invaders£50
- The Two Towers£12
- Uruk-Hai Scouts£15
- Dunlending Warriors (boxed set) ..
.....£20
- Dunlending Warriors (blister)....£6
- Dunlending Warriors Command ..
.....£6
- Ugluk & Vrasku
Uruk Hai Captains£10
- Feral Uruk Hai£6
- Rohan Outrider
(foot and mounted)£10
- Theodred (foot & mounted)£12
- Erkenbrand (foot & mounted) ..£12
- Balrog£35

Advance order now:

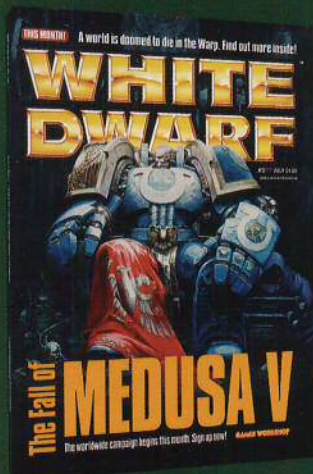
15th July (released 26th August)

- Ent£20
- Haldirs Elves Command£6
- Isengard Troll£15
- Morgul Stalkers£6
- Death Marsh Spectres£6
- Osgiliath Veterans£6
- Defenders of Rohan£25
- Rohan Captain
(foot & mounted)£10
- Rohan Standard Bearer
(foot & mounted)£9

*£2 postage only applies to Advance Order products being delivered to addresses in the UK or Ireland. Orders including Advance Order products will be held until the last available product is released.



SUBSCRIBE NOW!



Subscriptions guarantee you will not miss an issue, and offer savings over buying individual copies. There are a number of ways to subscribe.

- Call Games Workshop direct on 0115 91 40000
- Log on to:
uk.games-workshop.com/store/wd1yearsab/
- Visit your nearest Games Workshop store
- Complete the form below and return to:

GW DIRECT SALES, WILLOW ROAD,
LENTON, NOTTINGHAM, NG7 2WS

I would like to subscribe to White Dwarf starting with issue number:

WD (if no issue number is stated or if the issue number selected is no longer available we shall start your subscription with the next available issue)

I would like to subscribe for:

1 YEAR 12 issues (WDSUB1) £36.00 ☐

2 YEARS 24 issues (WDSUB2) £60.00 ☐

I am an existing subscriber ☐

I am a new subscriber ☐ (please tick a box)

MY DETAILS

Mr/Mrs/Ms/other: Forename: Surname:

Address: Postcode:

..... Country:

Tel (inc STD code):

The subscription is a gift for the person detailed below ☐ (tick box if appropriate)

Mr/Mrs/Ms/other: Forename: Surname:

Address: Postcode:

..... Country:

Tel (inc STD code):

METHOD OF PAYMENT

Postal Order (UK only)/Cheque ☐ (made payable to Games Workshop Ltd)

☐ VISA ☐ MasterCard ☐ J ☐ No:

Valid from: Expiry date: Issue No:

Cardholder's Name:

Signature: Date:

(signature of parent or guardian required if recipient is under 16 years of age.)

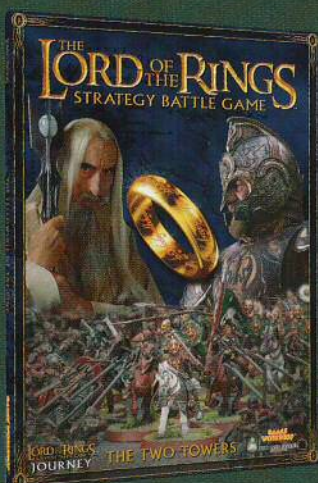
Reply by 27/07/2006 to take advantage of this offer.

THE LORD OF THE RINGS STRATEGY BATTLE GAME

The Lord of the Rings strategy battle game goes to a whole new level of war next issue with the release of Legions of Middle-earth and The Two Towers gaming expansions.

COMING NEXT MONTH!

NEW! THE TWO TOWERS



Recreate the events of the second book and film with this journey book. Includes numerous new scenarios and hobby advice.

NEW!

Uruk-hai Scouts
Dunlendings
Rohan Outriders
Ents
Isengard Troll
and many more models!



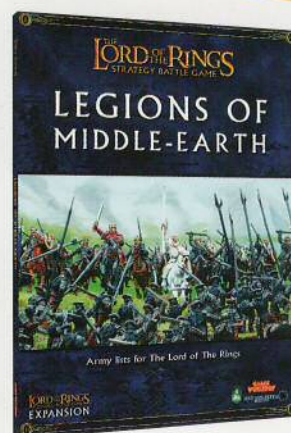
Háma,
Doorward of Théoden

Spectres of the
Dead Marshes



Isengard Troll

NEW!



LEGIONS OF MIDDLE-EARTH

We take a look at this brand new expansion for The Lord of the Rings strategy battle game. With over forty themed army lists, it enables you to raise entire legions to struggle for the fate of Middle-earth in massive pitched battles!

FREE INSIDE!

BATTLE FOR SKULL
PASS POSTER!

WHITE DWARF 320
ON SALE 28TH JULY

PLUS

**WARHAMMER PREVIEW • INDEX XENOS: ELDAR RANGERS
THE FALL OF MEDUSA V BATTLE REPORT • LIZARDMEN**

Find out more at www.games-workshop.co.uk/whitedwarf

Coming next month

Legions of Middle-earth™



THE
LORD OF THE RINGS
STRATEGY BATTLE GAME