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WARHAMMER

WAAAGH!

THE RETURN OF THE ORCS & GOBLINS

- DESIGNER'S NOTES
- NEW MINIATURES REVEALED
- MASSIVE BATTLE REPORT

THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

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Moria
campaign!**



GAMES WORKSHOP

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WAAAAAAAAAAAAAAAAAGGGGGGGHHHH!
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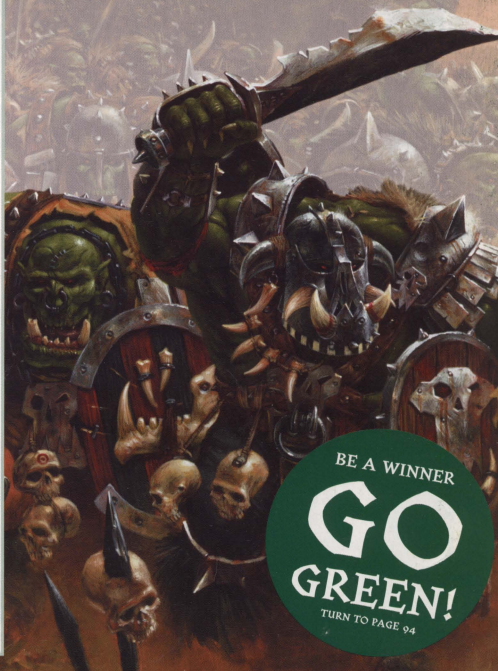
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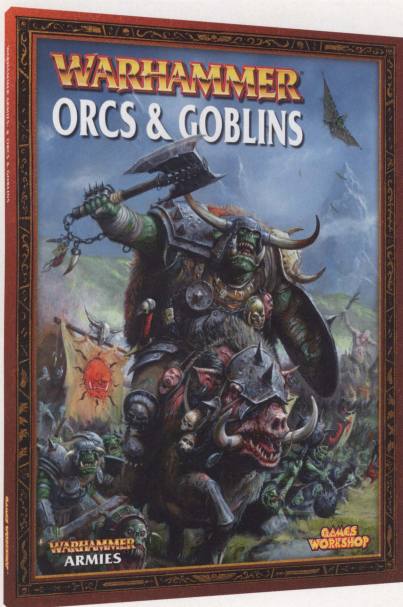
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BE A WINNER
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TURN TO PAGE 94



ORCS & GOBLINS



WARHAMMER®

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The brutal, green-skinned Orcs and Goblins live to make war, so if you're looking for a fight, you've found it!

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Written by Mat Ward		

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ORC WARBOSS

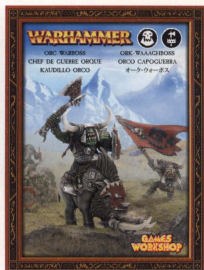
This multi-part plastic kit contains enough parts to construct 2 Orc Bosses; 1 on foot and 1 mounted, either an Orc Warboss or an Orc Army Standard Bearer

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**KIT MAKES 1 FOOT AND
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STANDARD BEARER**



BLACK ORC WARBOSS



ORC WARBOSS ON BOAR



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BEARER ON BOAR**

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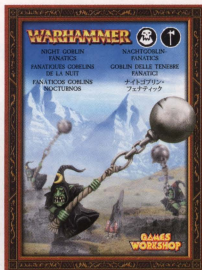
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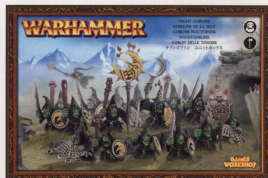
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SHORT BOW

INCLUDES
NETTERS



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SPIDER RIDER MUSICIAN



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This box set contains
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Goblins, 10 Spider Riders and
1 Orc Boar Chariot

ORC & GOBLIN BATTALION			
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Product code: 99120209008

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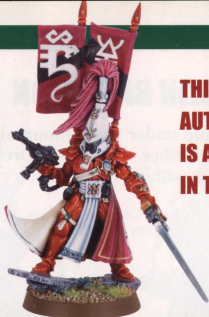
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ELDAR



**THIS BRILLIANT
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ELDAR ARMY

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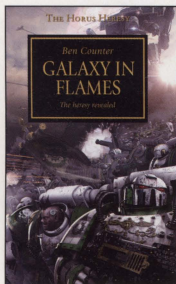
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Black Library publishes a range of novels and sourcebooks that delve deep into the worlds of Warhammer and Warhammer 40,000. These are available in many of our stores world-wide, as well as in bookshops in certain countries. However, if you are finding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

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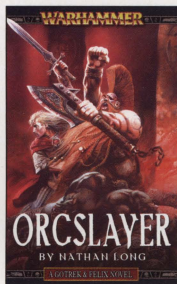
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Gotrek & Felix arrive back on the southern coast of the Old World to discover that the Orcs are running rampant. To honor an ancient pledge, Gotrek agrees to help a Dwarf prince reclaim his hold from the savage greenskin invaders who have overrun it, but the intrepid heroes find far more than they bargain for in the cold depths of the mountains.

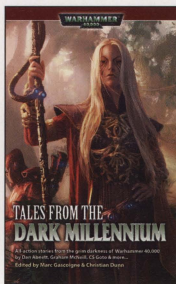
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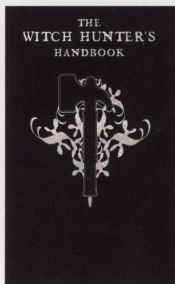
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This full colour art book about the Namco computer game features new artwork and designer's notes, this book provides an insightful glimpse into the game's development.

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Two examples of completed Carnifexes are shown here.

All biomorph kits designed by Daniel Cockersell.



TAU TECH DRONE

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Model designed by Mark Bedford.

Forge World makes a huge range of resin kits and accessories. These include super-heavy Baneblade battle tanks, Titans, upgrades for Games Workshop's plastic kits, scenery pieces and busts of some of our most popular characters. These products are intended for experienced modellers and are only available directly from Forge World or Warhammer World.

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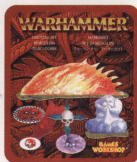
This Christmas sees the launch of a whole range of brand new hobby and gaming aids. Grombrindal delves into the forthcoming yuletide delights...

HOBBY ALERT!

ESSENTIAL HOBBY SUPPLIES INCOMING

Warhammer Counter Set

Following on from the popular Warhammer 40,000 Cities of Death counter set, this set provides all the gaming essentials for Warhammer Fantasy Battles. Presented in a stylish tin, the set includes deployment area markers, charge, flee, wound and a multitude of spell effect markers – even a sliding turn tracker!



Warhammer 40,000 Vehicle Damage Dice

This special dice tin contains a set of dice for Warhammer 40,000, representing all of the damage tables for vehicles. The tin contains two ordnance dice, six glancing hit dice, and four penetrating hit dice. They can also be used as counters – handy reminders during a game of all those “crew shaken” and “weapon destroyed” results.



Hero Basing Kit

The Hero Basing Kit allows you to easily customise the bases of your character models in Warhammer. Featuring two sizes of slate, clump foliage, dead grass and twelve resin skull piles, there's never been an easier way to make scenic bases for your centrepiece models.

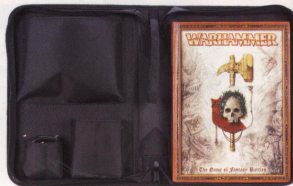
Available while stocks last



Rules Cases

Rule book and gaming materials not included

Available for Warhammer, Warhammer 40,000 and The Lord of the Rings strategy battle game, these rule cases are a fantastic way of carrying your precious rule books around safely. Featuring an embossed game logo on the front, these zip-fastening cases also include internal compartments for measuring tapes, a dice or counter tin and your templates!



Custom Army Cases

These great cases can hold entire armies, keeping your models safe in transit. These custom versions will make great Christmas presents, and will be available in stores for a limited period only.



**AVAILABLE
FOR A LIMITED
PERIOD!**



Red Army Case

The red Army Case contains not only the standard miniature slots, but also double-size spaces for your cavalry, bikes, battlesuits, Terminators – anything, in fact, a bit bigger than an infantryman.

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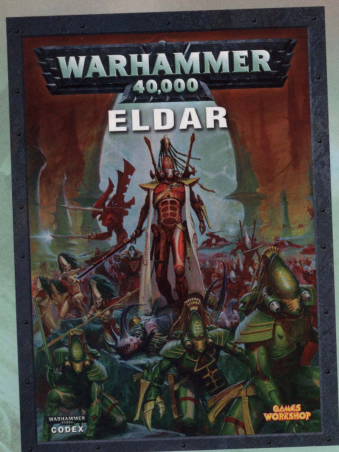


Green Army Case

The green Army Case combines the properties of a regular figure case and the popular tank cases. The customisable foam can be arranged to house monsters, vehicles and other large models.

Minatures not supplied.

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ELDAR ATTACK

Preview of the new codex and models in Hobby Centres!

On page 126 you can see some of the exciting new models coming out for the Eldar next month. If you cannot wait to get a look at the new launch of one of the Warhammer 40,000's most seminal ranges, then all our Hobby Centres will be having special previews of the models, the fully revised Codex instore and demonstration games with the new rules from 21st October. Ring your local store for details.

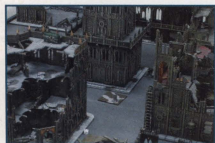


Prepare to N-Gage

Winners of the mobile phone competition announced!

In WD318, we ran a competition for 10 readers to each win a Nokia N-Gage phone. Well done to A Gibbs-Barton, Alexander Sanderson, Brian Bean, Marc George-Wright, Matthew Organ, Michael Winterbone, Mr C James, Richard Jasper, Roy Battiscombe (jnr) and Sid Wellstead!

The answer to 'Who was the Primarch of the Space Wolves?' was B, Leman Russ. One of our favourite tie-breaker answers to "I am a faithful servant of the Emperor because..." was "I play Tyrannids. Serve the Emperor? Maybe with a salad!". Thanks to everyone who entered - Grombrindal.

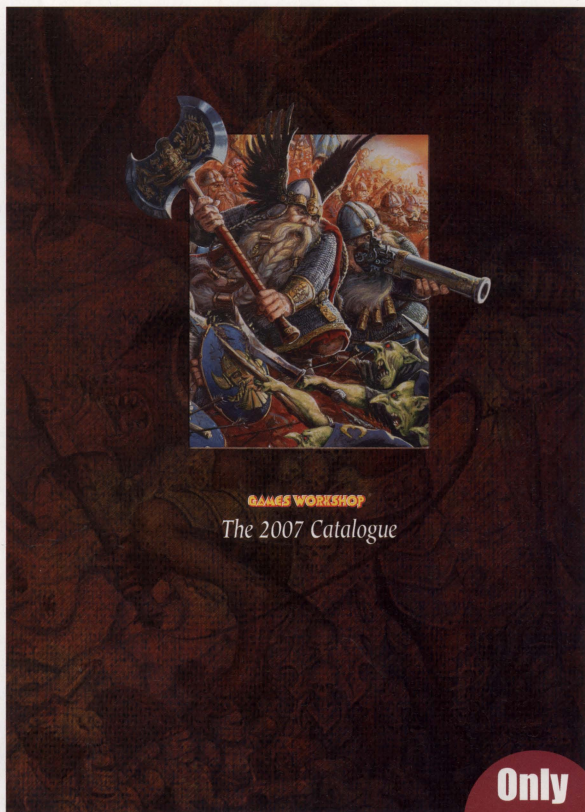


DIRECT GO BUILDING-TASTIC!

The chaps in Direct couldn't help themselves when the new plastic Cities of Death buildings came along recently. They've built an amazing Warhammer 40,000 board to play on. The lads then went one step further and decided to use it in the Medusa campaign being run over the summer as their own little area of Sybilla Tertius called the 'Celestine District'. Find out more about how the chaps built the board by giving them a ring on 0115 91 40000!

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The 2007 Catalogue contains painted examples of all the current range miniatures for our major gaming systems.



Games Workshop

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Orc Shamans box set	07/10/06	£12.00
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NEXT MONTH

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WARHAMMER 40,000

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NEXT MONTH

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Tales from the Dark Millennium	30/09/06	£6.99
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Gotrek and Felix: The Second Omnibus	30/09/06	£8.99
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Mark of Chaos: The Collected Concept Art	30/09/06	£15.00

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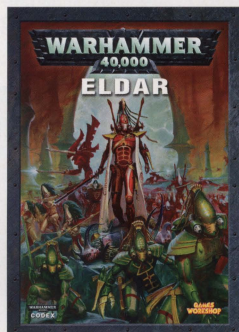
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see page 126 for more details



COMING NEXT MONTH

WARHAMMER 40,000



Codex: Eldar



Dark Reaper
Aspect Warriors



Dire Avenger
Aspect Warriors

WARHAMMER®

WAAAGH!

WARHAMMER ARMIES: ORCS & GOBLINS

Big Boss Night Goblin
Mat Ward reveals da
plan behind the new
Orcs and Goblins book.

Summon the Waaagh!
with Mat's hints and
tips on collecting and
gaming with greenskins.

An Orc and Goblin
horde takes on the
Lizardmen in a huge
battle report.



WARHAMMER®

TIME FOR A



ORC FACT

Unlike some of the young 'un races of the Warhammer Fantasy Battles game, Orcs and Goblins have been around since the very beginning of the game's life and have appeared in three out of four Warhammer starter sets.

The new Orcs and Goblins army book puts the emphasis on the unrestrained violence of a greenskin Waaagh! Even Goblins have a soft spot for a barney, although their method tends to rely on a dark night and a long spear rather than a bellowing charge. Pausing only to beat up some Goblins in the car park, Halfing-phobic book-author Mat Ward describes how he made the Orcs and Goblins more hitty than ever before...

A dark and brutal history

Naturally, it's not just about the rules. For the first time in a decade, we've presented the history of the Orcs and Goblins in all its blood-soaked splendour. The great Waaahs! of Gorbak Ironclaw, Grom and others are detailed in all their glory (it's a strange thing, but almost every Waaah! seems to stop off in the Moot to kill

Halfings – funny that). These histories combine with the brooding and evocative illustrations of the Design Studio artists to create the most complete picture ever of greenskins in the Warhammer world.

Big, green, killing machines

When it came to the rules, most of all we wanted the Orc and Goblin army to be precisely that: an Orc and Goblin army. That's not to say that we wanted to stop single theme armies – they're part of the fun, after all – but Goblin armies have, in the past, tended towards very tricky and magicky but not very hitty. None of this would have been a problem, save for the fact that the common Orc was just not appealing enough, so only a few people wanted to field them. As such, we've deliberately beefed up the Orcy side of the list, rather than simply weakening the

RUMBLE!



Goblins. The result? A versatile and varied army as ever there was before, with an extra dollop of Orc muscle.

Animosity

Of course, the one major defining feature of greenskins is their seemingly endless capacity for fighting amongst one another – even in the face of the enemy. Animosity has always been at the heart of the Orc and Goblin army, capable of turning an orderly advance into a squabbling mess in a matter of moments. This time around, however, the design team wanted to set the record straight on Animosity – chiefly that Orcs

are as likely to charge towards the foe to “prove dey is best” as they are to fight amongst themselves for the same reason. Accordingly, the new version of the

“ THE ONE MAJOR DEFINING FEATURE OF GREENSKINS IS THEIR SEEMINGLY ENDLESS CAPACITY FOR FIGHTING... ”

Animosity table looks somewhat simpler. On a roll of 1, a unit testing for Animosity grinds to halt and Squabbles, but on a 6 the unit gets a “We’ll Show ‘Em” result and charges towards the enemy!

At the heart of any Orc and Goblin army is the Warboss that leads it to war –



The Orcs and Goblins army book contains all the information you need to start your greenskin horde.

- Full history of the Orcs and Goblins.
- Complete Bestiary.
- Waaagh! Magic and new Magic Items.
- Special army rules.
- Army list.

DA BOSSES ARE 'ERE



Orc Warboss with choppa and shield



Black Orc Battle Standard Bearer



Orc Battle Standard Bearer on boar



Orc Warboss on boar

ORC FACT

Forest Goblins have been absent for several editions of Warhammer, but now they're back with two box sets of Spider Riders – the two-part models from Battle for Skull Pass, and a brand new multi-part Regiment set.

when the boss is doing well, there's plenty of fightin' and lootin' to be had (and consequently a lot of happy greenskins not making mischief or attempting to overthrow the boss). When the boss isn't doing so well, it means the Waaagh! is likely on the verge of defeat. In recognition of the pivotal role of the boss in the Orcs and Goblins army, we're not only releasing a fantastic new plastic kit, but also well and truly giving the Warboss the power of the Waaagh!

Building a better Warboss

The new plastic kit, the first of its kind for Warhammer, allows you to make both a foot and mounted Orc Big Boss or Warboss with any of the weapon options available. You can even make him into your battle standard bearer if you wish. Better yet, there are parts on the frame to make your

boss a Black Orc, as well as all the extra accessories that you'd expect from a plastic kit. As a side note, Black Orc characters no longer take up an extra Hero slot, so there's no reason not to recruit their formidable muscle to your cause.

The power of the Waaagh!

In addition to looking better than ever, Warbosses are even more powerful than before. Not only have we raised the Strength of the Orc Warboss to 5, we've also allowed the general to tap into the power of the Waaagh! and propel his troops into the fray all the faster. In effect, once per game, the Orc and Goblin player can declare a Waaagh! In this turn, every Orc or Goblin unit in the army has an increased chance to roll a We'll show 'Em result on their Animosity roll. Orcs are more likely to Waaagh! successfully than



1. Big horned head
2. Scarred head
3. Snarling head
4. Visor
5. Top knot
6. Helmet mandibles
7. Wolf skin body
8. Armour-plated body
9. Legs
10. Shoulder pad 1
11. Shoulder pad 2
12. Punch spike
13. Spiked shoulder pad
14. Standard pole/great weapon haft
15. Sword arm
16. Axe arm
17. Great axe head
18. Spear arm
19. Shield arm
20. Great weapon/Standard arm
21. Shield
22. Snotling
23. Boar left side
24. Boar right side
25. Boar tusks
26. Banner

Goblins, and bigger units are more likely to Waaagh! than smaller ones. Call the Waaagh! at the right time and you'll catch your opponent flat-footed and grind his prized troops to offal. On these occasions, cackling madly is not mandatory, but can be fun.

That ol' greenskin magic

Waaagh! magic has also seen an overhaul with the new edition. The two lores (Big Waaagh! and Little Waaagh!) are still there but are no longer split between Great Shamans and Shamans, but instead between Orcs and Goblins. Accordingly, the Big Waaagh! is direct and brutal – the metaphysical equivalent of being hit hard with a blunt object. If you want to make the whole army charge, have Gork get repeatedly stompy on the enemy army or 'Eadbutt that annoying Wizard into a

shallow grave, the Big Waaagh! (and thus an Orc Shaman) is for you. If, on the other hand, you want to move friendly units about in the Magic phase, or perhaps make your enemy's rolls of 6s become 1s, then a Goblin Shaman and the power of the Little Waaagh! is what you're looking for.

More 'itty

We can't talk about greenskin magic without giving a mention to the spruced up Magic Items. As is only proper, the Orcs and Goblins have access to a slew of deadly ensorcelled weapons. The Battleaxe of the Last Waaagh!, for example, can turn your Orc Warboss into a Strength 8 killing machine with 7 Attacks for a suitably costly 100 points. At the other end of the scale, Lucky's Dirk gives the bearer a Strength bonus for each magic item carried by the enemy being struck, all for a mere 5

ORC FACT

Warboss Ironclaw's Waaagh! Cleava is none other than the Solland Runefang, which remained in greenskin hands for some years following the annihilation of the province of Solland at the hands of Gorbard Ironclaw.

GOBLIN CHARACTERS

NEXT MONTH



Goblin Bosses



Goblin Shamans

NEW



Night Goblin Bosses



Night Goblin Shamans

ORC FACT

Between the 2nd and 4th editions of Warhammer there was only one kind of Goblin. But with the release of the first army book in 1993, Night Goblins and Forest Goblins crept out of the shadows to join the green horde.

points. There's something for every situation (providing that situation involves hitting things) and every budget. Hoary old veterans will notice we've even reinstated the Skull Wand of Kaloth, for those times when your Goblin Shaman wants to suck out his opponent's brain...

Ten per cent more fun

Enchanted Items also benefit from a spring clean. We've revamped these with an eye to the slightly more unconventional (at least for Orcs). Most conventional are the old favourites Bigged's Kickin' Boots and Imbad's Iron Gnashas, both of which boost the offensive power of your character. If you want something less Gorky and more Morky, there's the return of the terrifying Pipes of Doom (for that moment when you just wish all the enemy cavalry would run away), the Tricky Trinket (if you feel Ward

saves on enemy characters are just plain unsporting) as well as a half dozen others. And that's without talking about the Brimstone Bauble and exploding Goblins... Yes, exploding Goblins.

Heroes of legend

No Warhammer Armies book would be complete without the rules and background for the mightiest warlords who (in this case) ever left a blazing trail of destruction across the Old World. The Orcs and Goblins book is no exception. Amongst their number, the unstoppable killing machine Grimgor Ironhide has hacked his way into the new edition of the book in search of fresh foes. If anything, Grimgor is even more deadly than before and pretty much an army in his own right, but he's not the only Orc Warlord vying for inclusion in your horde...

COMING SOON SKARSNIK AND GOBBLA



Skarsnik's pet Cave Squig, Gobbler, is a huge and disturbing sight, even to other Night Goblins. In the game, Gobbler has 4 attacks, and his gullet is so deep and wide that those attacks benefit from the Killing Blow special rule. Chomp!



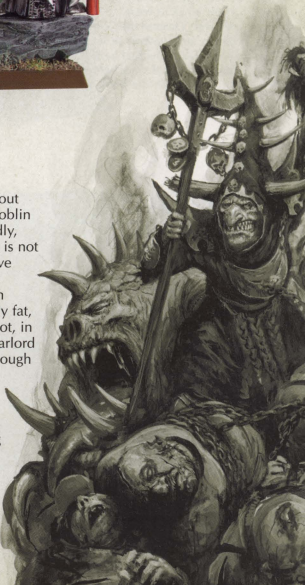
Skarsnik's Prodder is a powerful weapon, imbued with the bitter curses of Night Goblin Shamans. It counts as a halberd, but can fire bolts of pure Waaagh! energy in the Magic phase. The number of these bolts increases the more Orcs and Goblins are nearby!



Da Boss 'as a plan

In addition to Grimgor, Azhag the Slaughterer makes a long-awaited return. A combination of Orcish might and sorcerous zappyness mounted on a Wyvern, Azhag can achieve all manner of destruction on your behalf. Even more formidable than Azhag is Gorbald Ironclaw – rightly lauded as the greatest Orc Warlord of all time. There's more to Gorbald than a big axe (although he does, as a matter of fact, wield a big axe) – he also allows you to upgrade any units of Orc Boyz and Boar Boyz in the army to Big 'Uns (rather than just one of each) to represent that "Is Boyz are da ardest wunz dere is". To top it all, Gorbald has a Leadership value of 10, and counts as the battle standard as well as the army general – each with a range of 18" – inspiring the ladz to ever greater deeds.

Goblin players need not feel left out either – there's a couple of named Goblin characters here for you too. Admittedly, Grom the Paunch of Misty Mountain is not very Goblinly, being neither diminutive nor sneaky. Immensely fat, he solves all of his problems by driving at them like... well, exactly like an immensely fat, angry, regenerating Goblin in a chariot, in fact. On the other hand, Skarsnik, Warlord of the Eight Peaks is easily sneaky enough for both himself and Grom (and probably for another dozen Goblin chieftains on top of that too) forcing elements of the enemy army to turn up late through cunning pre-game ambushes. It's not safe to get too close to Skarsnik either – his voracious and inseparable pet squig Gobbler is every bit as dangerous as the model looks!



DA BOYZ

NEXT MONTH ARRER BOYZ

Although many Boyz believe that skulking about at the back and shooting is no fit job for an Orc, the Arrer Boyz fulfil a valuable battlefield role. Obviously, they're far more reliable than a mere Goblin archer!

ORC ARRER BOYZ

Points/model: 6

Unit Size: 10+

M	W	S	B	S	T	W	I	A	L	D
4	3	3	3	3	4	1	2	1	7	

Wargear: Light armour, choppa & bow.



TRIBES

Orcs and Goblins are a ragtag bunch, and certainly not so organised as to wear uniforms. Despite this, certain colours and symbols serve to distinguish individual bands or tribes. More colour schemes can be found in the book.



Da Red Sunz



Da Broken Tooth Tribe



Ironclaw Orcs



Jobs for da Boyz

The vibrant beating heart of the Orc and Goblin army is its Core units – specifically the Orc Boyz. In fact, Orc Boyz are in much better shape with this version of the book, thanks to the changes to the choppa rule. What changes? Well, to an Orc on foot, a choppa always gives +1 Strength in the first round of combat. This is true even if the Orc has not charged, or the choppa is combined with a shield or another choppa. The shield/choppa combo, by the way, now grants +1 to the Orcs' save in combat. It's basically a special, Orcy hand weapon, and works just like other hand weapons, except for the extra hittiness. Best of all, this upgrade comes at no additional points cost, so you get a brutal and boisterous band of 20 Orcs with full command group, choppa and shield for only a little more than 150 points!

OUT NOW NIGHT GOBLINS

The Night Goblins are subterranean, cowardly creatures with a hatred of sunlight. In battle, Night Goblin units can be upgraded to carry hooked nets, which they throw upon their enemies in combat.

In game terms, these nets reduce the Strength of their opponent's attacks. However, sometimes things can go wrong, causing this penalty to apply to the Night Goblin unit instead!



OUT NOW FOREST GOBLIN SPIDER RIDERS

The bulk of the Forest Goblin tribes are found in the belt of woodland south of the Empire. These forests are home to gigantic spiders, which the Goblins capture and ride into battle as steeds. Their poisoned attacks and ability to clamber over any terrain makes the Forest Goblins deadly fast cavalry.



Cavern deep, mountain high

Night Goblins too have seen a few changes. Not only have Night Goblin Fanatics been tidied up and improved (the Orc and Goblin player can nominate the direction they travel when the scatter dice comes up 'Hit'), but Night Goblin Netters have also been simplified – they are now a unit upgrade costing 35 points. At the start of each turn, a Night Goblin unit armed with nets can try and entangle one of the units it is fighting. If the Gobboos are successful, the foe will fight with a -1 Strength penalty that turn, potentially saving the lives of a lot of Night Goblin warriors. Of course, this tactic can go horribly wrong on occasion!

They came from the forests

Scuttling into the new Orc and Goblin army are the Forest Goblin Spider Riders.

Like the wolf-riding greenies, these Gobboos are flankers born and bred. Though their spiders are slower than a horse, Forest Goblins can move through difficult terrain without penalty. They hit slightly harder than Wolf Riders too, thanks to the poisonous attacks of their arachnid mounts.

I fired an arrow in the air

The final Core unit worthy of mention are the oft-unloved Arrer Boyz. While some might not see having a bow as very Orcy, a smattering of Arrer Boyz can be very useful when dealing with enemy light cavalry. However, in the previous edition, they were just a little too expensive – weighing in at a substantial 8 points each. They've seen a little redress in this book, and an Arrer Boy now costs a mere 6 points. Every Orc and Goblin army should manage a home for da shooty ladz now.

New Releases

This month

Orcs & Goblins Army Book
Orc Warboss
Orc and Goblin Battalion
Orc Shamans
Forest Goblin Spider Riders
Night Goblin Fanatics
Night Goblin Regiment
Night Goblin Heroes
Night Goblin Shamans

Next month

Skarsnik and Gobbla
Goblin Warboss
Goblin Heroes
Goblin Shamans
Orc Arrer Boyz

DA UVVER LADZ

SQUIG HOPPERS

Among the Night Goblin Squig hunters there are those who are so reckless that they prefer to go to war on the back of a leaping, erratic Squig. Grabbing hold of the beast's ears or horns, it takes a skilled Goblin indeed to control the Squigs on the field of battle.

SQUIG HOPPERS

Points/model: 15

Unit Size: 5-10

M	WS	BS	S	T	W	I	A	Ld
3D6	4	0	5	3	1	3	2	5

Wargear: Hand weapons.

Special Rules: Hate Dwarfs; Immune to Psychology; Skirmish; Boiing!



ORC BOAR BOYZ

Tough, strong and with a respectable charge of 14", Boar Boyz can give nightmares to a ranked-up enemy unit even with a frontal assault, and an upgrade to Big 'Uns just makes them even beefier! Also, it's a long standing joke in Warhammer that you should fear the steed of the cavalrman more than the rider (they always seem to do more damage) but in the case of boars it's absolutely true!



Special is the word

Let's face it, Special units are often the most entertaining troops in any Warhammer army, and the Orcs and Goblins are no exception. For the greenskins, Special units tend to fall into two categories: shock troops and support troops. The 'shock' is covered nicely by Boar Boyz and Black Orcs, whilst support is provided by chariots, war machines and Cave Squigs.

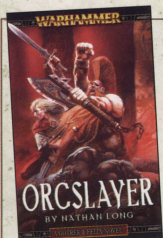
Boiing!

Squig Herds look a little different these days. While randomly bouncing Squigs had a certain anarchic pleasure to them, such rules did tend to slow games down somewhat. Now, if the unit is defeated in combat, every unit within 2D6" takes D6 Strength 5 hits. Ouch! Then, Orc and Goblin opponents will be glad to hear, the

unit is removed from play. To further simplify the way these fungoid menaces work, we've split Squig Hoppers off from the main herd into a skirmishing unit all of their own. Skirmishing brings all kinds of potential nastiness to the Squig Hoppers, and if this weren't enough we've upped their move to 3D6". I like to think of it in these terms: "Boiing! Boiing! Chomp."

Wun, two, three...CHOP!

Black Orcs have probably seen the biggest improvement of all the Special units. A Black Orc regiment now comes with both additional choppas and great weapons as standard – you can buy them shields on top of that as well if you like. Black Orcs can select their implement of choice at the start of each combat. While great weapons are, well, great, the veritable bucket of Strength 5 attacks that a Black Orc unit can



If you want to read about killing Orcs, check out the latest Gotrek and Felix novel from the Black Library!



80%

BLACK ORCS

Black Orcs are the biggest and strongest type of Orcs, and take war much more seriously than other greenskins. As such, they have the best equipment and formidable fighting skills. In battle, Black Orcs keep a constant eye out for bickering in the ranks, and can bring other Orcs into line with little more than a scowl or a cuff around the ear.



80%

SAVAGE ORCS

Primitive, backward (even by the standards of other Orcs) and very, very smelly, Savage Orc mobs benefit from all the new tweaks to the Orc boyz – the choppa and Waaagh! rules – as well as keeping their frenzy and distinctive, Ward save-granting magic warpaint.

put taken with additional choppas is not to be taken lightly. Whether you have a regiment of Chaos Knights or a huge mob of Skaven, you might want to reconsider picking a fight with the Black Orcs.

Madness, I tell you

Last but not least are the Rare units. We've put a lot of effort into making the Rare units equally appealing, and if Orcs and Goblins players are torn between the choices they need to make, we've done our job. The Orcs and Goblins do quite well for choice here, with a nice spread of troop types, ranging from the cheap and (painfully) cheerful Snotling Pump Wagon, through to the lumbering and destructive Giant. The Pump Wagon has seen the most change – losing its Unbreakable status in favour of being Stubborn. By way of compensation, you can now take two

Pump Wagons for one Rare slot and, at 40 points each, they're a steal.

Left a bit, right a bit...

I've always had a bit of a soft spot for Goblin Doom Divers. Feeling that they needed a little boost, we've tweaked the rules to allow the catapulted Goblin to adjust his final impact point by D3 inches – a great way of zeroing in on knights (or in my past experience, Vampire Lords).

Who you callin' stoopid?

Final mention goes to everyone's favourite monster, the Troll. They may be subject to Stupidity, but Trolls have two redeeming features: regeneration (which is great) and the ability to vomit (which is great and funny). Stone Trolls have gone up by 5 points, but now sport a natty 5+ Scaly Skin save as well as their Magic Resistance.



Common Troll

KRUG THE UNCONQUERABLE'S WAAAGH!



TOP TIP

It's a good idea to look at minimum unit sizes and double them when selecting your army. You need rank and outnumbering bonuses to scare the fight out of your opponent – a unit of 40 Night Goblins is nothing if not intimidating! As a rule, try not to field units of fewer than 20 Orcs or 30 Goblins.

The main trick to winning with Orcs and Goblins lies in their quantity – it isn't easy being green and life is most definitely cheap. Greater numbers can compensate for almost anything, and with the good, inexpensive infantry available to the Orc and Goblin army, you can quickly get the weight of numbers behind you. As a case in point, your biggest challenge – Animosity (Orcs aren't very good at living in harmony) – becomes less of an issue with more units in your army. While a larger army will fail more tests, it'll also have more units on hand to take up the slack and compensate for the disruption. Having greater numbers also yields several other bonuses, including that all important +1 combat resolution for outnumbering the enemy, and raising the 25% threshold for panic tests (not to mention there's just plain being more of you to kill in the first place).

Be wary of overextending the frontage of your units. Your Goblins will only suffer if you have too many in combat while your Orcs, being on larger bases than most foes, risk having models out of combat if their unit is more than six models wide.

At the double!

With such large numbers of troops on the board, you'll want to destroy enemy war machines without delay. You've very few flyers at your disposal (only the Orc Wyvern), so the favourite Warhammer method of neutralisation is pretty much out of the window – fear not, other methods lie close at hand.

A Goblin Big Boss with Maad's Map will help matters (the map allows him to Scout), but your best play is to have loads of Spider Riders and/or Wolf Riders (spot the "weight in numbers" theme again?).

Mat Ward has chosen this example army to reveal some Orcy secrets.

ORCS & GOBLINS



These can scoot across the board in no time at all and happily munch gunlines and artillery pieces alike. Better still, guess what? Yup, they're cheap, so you can afford a lot of them without having to scrimp on your main units.

Defensive measures

A fast-moving, hardy army – such as Bretonnians – can prove problematic for Orcs, as they can close the distance swiftly, and batter even your largest mobs to ruin. This being the case, it's as well to bring along a few tools to deal with such foes – the best defence is a good offence, and a good offence generally involves some fast-moving projectiles. Spear Chukkas are great for this kind of thing, but also give a thought to Doom Diver Catapults, Rock Lobbers, and Night

Goblin Fanatics. A final, more unusual, ploy is a big unit of Orc Boar Boyz. With a charge range of 14" (+D6)" with Gork's Waaagh! Banner these ladz can project a zone of pointy death that will give most

“ JUST REMEMBER, THE ONLY PLACE FOR A REAL GREENSKIN TO BE IS IN A FIGHT ”

foes a few second thoughts about moving into range.

Just remember, the only place for a real greenskin to be is in a fight – if your units aren't in combat by the end of Turn 3, you're doing something wrong!

Mat Ward

- 1 Orc Warboss Krug the Unconquerable with shield, Armour of Gork, Martog's Best Basha and riding the Ironback Boar.
223 points
- 2 Orc Big Boss Bogcrack with light armour and army standard (Nogg's Banner of Butchery). Rides a boar.
138 points
- 3 Night Goblin Big Boss Maad with light armour, Sneaky Skewerer, Maad's Map and Collar of Zorga.
72 points
- 4 Night Goblin Shaman Fungbloom; level 2 with dispel scroll and Nibbla's 'Itty Ring.
130 points
- 5 8 Orc Boar Boyz (Big 'Uns) with light armour, shields, spears, choppas and musician, standard bearer and Boss.
278 points
- 6 20 Orc Boyz with light armour, shields, spears, choppas and musician, standard bearer and Boss.
170 points
- 7 25 Orc Boyz with light armour, shields, choppas and musician, standard bearer and Boss.
180 points
- 8 10 Forest Goblin Spider Riders with hand weapons, spears, short bows, shields and musician, standard bearer and Boss.
170 points
- 9 10 Forest Goblin Spider Riders with hand weapons, spears, short bows, shields and musician, standard bearer and Boss.
170 points
- 10 6 Stone Trolls.
360 points
- 11 30 Night Goblins with shields, spears, 3 Night Goblin Fanatics and musician, standard bearer and Boss.
215 points.
- 12 2 Goblin Spear Chukka
70 points
- 13 Goblin Rock Lobba
70 points

Army Total
2246 points



SCENARIO STATISTICS

Points:

4000

Participants:

Orcs and Goblins
(Mark Latham)

Lizardmen

(Andy Hoare)

Scenario:

Pitched Battle

Location:

The Plain of Tuskers

Timeline: 2519

(Empire calendar)

Something's stirring in the Southlands, and this time it's not just the Lizardmen! A marauding army of Orcs and Goblins, led by the mighty Warlord Grashrak Bashum, has struck south from the Badlands, fighting everyone it meets. Deciding to set up home on the Plain of Tuskers, the army attracts the attention of the Lizardmen, who are seeking to restore their ruined temples and sacred monuments to their former glory. When they realise that the Orcs and Goblins have desecrated ancient Lizardman shrines, the reptilian warriors' cold blood reaches something akin to boiling point. The greenskins must pay the price for this sacrilege.

This battle report is a larger-than-average game of Warhammer, pitting 4,000 points of Orcs and Goblins against a horde of Lizardmen. Though this is a large battle,

we decided to play on a regular sized 6' by 4' board, as this is the largest size that most gamers out there in the "real world" possess. It's actually perfectly fine to play a game of up to 4,000 points on a gaming area of this size, though many gamers prefer larger areas. When setting up the battlefield, Andy and Mark used the standard set up rules from the Warhammer rulebook, while an impartial third party – in this case Adam Troke, our guest referee – adjusted it as necessary to make for a more aesthetically pleasing board.

This battlefield also introduces a brand new Special Feature for your games of Warhammer. The Desecrated Totem has its own unique attributes, described later, and follows all the usual rules for control from the Warhammer rulebook. It was placed in the dead centre of the board, so as to confer no advantage to either side.

THE TERRAIN

The Orc village and Desecrated Totem were made especially for this battle report by Mark Jones and Chad Mierzwa. Check out how they were made on the web.



WWW.GAMES-WORKSHOP.CO.UK/ORCSANDGOBLINS

NEW SPECIAL FEATURE:
DESECRATED TOTEM

Special Features are an all-new element of the latest edition of Warhammer. They add a little spice to the battle by having a simple special rule that benefits the unit controlling them, and by conferring Victory Points to the army that claims it at the end of the game. Players are encouraged to make up their own Special Features too, and that's what we decided to do here. Our Special Feature would represent a magical Lizardmen totem that has been desecrated by the greenskins. It would therefore grant an additional Power and Dispel dice to Mark's army if they controlled it, while the unit that controlled it on Andy's side would be subject to Hatred.

The Scenario

Deployment: Andy and Mark used the standard deployment rules for this game, setting their forces up no further than 12" onto the table, and taking it in turns to deploy units. Andy claimed the table edge and began deploying his Lizardmen first.

The first turn: After deployment, both players rolled a dice to see who claimed the first turn. Again, Andy won the roll-off, meaning that he'd get a vital round of magic and shooting before Mark's Orcs could get to grips with his Lizardmen.

Game length: The battle lasts for 6 turns, or until one player concedes.

Victory: The winner is determined by using the standard victory points system from the Warhammer rule book.

Bashum's Waaagh!

The Orcs and Goblins are very numerous in the region south of the Empire known as the Badlands. These lands are bordered by the World's Edge mountains, which are part of a vast chain stretching well over 10,000 miles.

Numerous greenskin tribes live in these mountains, many carving out small empires for themselves or launching invasions into the lands below. Some tribes even migrate along the length of the mountains, though most get no further than a few hundred miles before another tribe of larger greenskins halts their progress, or they run into one of the numerous gargantuan beasts that make their homes in the deep caves or atop the high peaks.

One group of greenskins, though, did manage to rampage further along the lengths of the mountains than any other. More through luck than judgment, the Black Skullz tribe, led by the mighty (and lucky) Orc Warlord Grashrak Bashum, penetrated the mountains bordering the Land of the Dead, and dropped down onto the fertile Plain of Tuskers in the Southlands. Here they met a foe Warboss Bashum had no idea even existed – the Lizardmen. The warlike Orcs decided that here, far from home, was a place they could fight and plunder to their hearts' content.

In typical Orcy fashion, Warboss Bashum set about plundering the sites the Lizardmen held most dear. It wasn't long before the Mage-priests dispatched a sizable force to expel their new neighbours from the Plain of Tuskers. The battle that followed is not recorded in any written history, but tales are told of that day wherever Orcs and Goblins gather, for it was a battle to make Gork and Mork proud.

WAAAGH! BASHUM

4000 POINTS

LORDS



Warboss Grashrak Bashum
(Army General) with extra choppa,
Armour of Gork, Bigged's Kickin'
Boots and Collar of Zorga.
211 points



Night Goblin Great Shaman Wurligoo
Darkmoon (Level 3) with Staff of
Sneaky Stealin', 2 Magic Mushrooms
and Warboss Um's Best Boss' At.
250 points



Warboss Murgoo "Madboy" Howlfang with light armour,
Shaga's Screamin' Sword, Spiteful Shield, Effigy of Mork and
riding a Wyvern.
433 points

CORE UNITS

24 Big 'Uns
with additional
choppas, Boss,
standard and
musician.
294 points



29 Orc Boyz
with choppas,
shields, Boss,
standard and
musician.
204 points



30 Orc Boyz
with choppas,
shields, Boss,
standard and
musician.
210 points



35 Night Goblins
with nets, spears
and shields, 2
Fanatics, Boss,
standard and
musician.
245 points



5 Wolf Riders
with short bows
and spears.
70 points



5 Wolf Riders
with short bows.
65 points



**10 Spider
Riders** with
spears and short
bows.
140 points



10 Arrer Boyz
60 points



Mark Latham

Following a proud line of
Wordy Blokes, Mark is
the Deputy Editor of
Studio White Dwarf.
He loves Orcs and
precise grammar – an
odd combination by
anyone's standards!

Mark: Having 4,000 points to spend on an army is a two-edged sword, as the choice available – especially to Orcs and Goblins – is so wide. I tried to stay focussed and make sure that I had a plan for every element of the army, so I began by choosing the General and the compulsory Core units.

Being a fan of common Orcs, I picked an Orc Warboss and gave him the Armour of Gork to take his Toughness to 6. Orcs have a lack of magical protection in the new book, so I compensated for this by making him "extra killy". An additional choppa and Bigged's Kickin' Boots gave him a formidable 6 Attacks per turn, at either Strength 5 or 6! Finally, the Collar of Zorga would account for any pesky Carnosaurs or Stegadons...

The Core unit selection was fairly straightforward: three large units of Boyz

(one of which are Big 'Uns), and a big unit of Night Goblins with the obligatory Fanatics. I only ever take common Goblins in my regular army, so these guys are a bit unusual for me. I also picked some Wolf Boyz and Spider Riders to give me a fast-moving contingent (watch out Skinks!).

I was intending to hit Andy's Lizardmen hard, so I started my Special choices off with a unit of 10 Boar Boyz and two sturdy Boar Chariots. To help hold the infantry core of the army together, I plumped for 20 Black Orcs with shields, while a Doom Diver and Rock Lobber provided something for Andy to worry about in the Shooting phase. I find that Goblin artillery is best used in pairs to increase its chances of actually hitting something! With the bulk of the army selected, it was time for the really fun stuff – Lords, Heroes and Rare choices.

HEROES



Orc Shaman Gubbinz Stik-shaka (Level 2) with Nibbla's 'Itty Ring and Staff of Sorcery.
150 points



Orc Big Boss Deff Oomie-thrasha (Battle standard Bearer) with light armour, and Gork's Waaagh! Banner.
122 points



Goblin Big Boss Grigog Two-face with light armour, shield, Brimstone Bauble and riding a wolf.
76 points



Night Goblin Big Boss Nisgoff with light armour, shield, Martog's Best Basha and Madcap Mushrooms.
69 points



Night Goblin Shaman Nifti 'Eadbanger (Level 2) with Staff of Baduum.
125 points

SPECIAL UNITS

20 Black Orcs with shields, Boss, standard and musician.
318 points



10 Boar Boyz with Boss, standard and musician.
258 points



2 x Boar Chariot
80 points



Rock Lobber with Orc Bully.
75 points



RARE UNITS

Doom Diver 80 points



3 Stone Trolls 180 points



Giant 205 points



Magical support came in the form of a Night Goblin Great Shaman and Level 2 Shaman, and a Level 2 Orc Shaman. With a Staff of Sneaky Stealin' and three Magic Mushrooms between them, they pack quite a punch. Of course, if Andy takes a Slann, then they'll be largely on the defensive, prompting the choice of the Staff of Sorcery for the Orc Shaman. A Night Goblin Big Boss accompanied my big unit of Gobbos, with some Madcap Mushrooms to keep the Fanatics in line. My Big 'Uns were bolstered by the Battle Standard with Gork's Waaagh! Banner for the element of surprise. Finally, I picked two wild cards...

A unit of three Stone Trolls would be on hand to deal with Kroxigors and Saurus warriors. These were led by a Goblin Big Boss on a Wolf. If they felt stupid, his Leadership would help. Finally, I took a second Orc Warboss mounted on a

Wyvern, and gave him Shaga's Screamin' Sword, giving him an extra point of Strength and an extra Attack for every enemy character within 12". The idea was to fly him right into the heart of the enemy, and let him go to work on an expensive

“ THERE'S NO POINT PLAYING AN ORC AND GOBLIN ARMY IF YOU AREN'T PREPARED TO GO LOCO! ”

unit or character. Depending on how Andy deployed his characters, this Lord would either be amusing, effective or a big waste of points, but I always say there's no point playing Orcs and Goblins if you aren't prepared to go loco!

THE COHORT OF LORD GOR 3994 POINTS

LORDS



Lord Zlatzamundi, Slann Mage-priest (fifth Generation).
325 points



Saurus Oldblood Boq-Boq-Gor-Boq with light armour, shield, Blessed Mark of the Old Ones, Blessed Spawning of Sotek, Blessed Spawning of Itzl, Scimitar of the Sun Resplendent, Banehead and riding a Carnosaur.

486 points

HEROES

Saurus Scar-Veteran Gar-Gog (Battle standard Bearer) with Totem of Prophecy.
185 points



Teheng, Cuaqlat, and Uaxxa
3 Skink Priests, each with Dispel Magic Scroll.
270 points

CORE UNITS



25 Skinks with blowpipes.

150 points



6 Jungle Swarm bases.

360 points



25 Skinks with shields and javelins.

150 points



25 Skinks with shields and javelins.

150 points



Andy Hoare

Andy has been with the Studio for five years now, and claims that the Lizardmen are his favourite Warhammer army. Even though they have no tanks.

Andy: It's been quite a while since I've played a large game of Warhammer – I've always thought that Warhammer armies look great when you've got massed ranks arrayed from one end of the table to the other, and the Lizardmen look particularly impressive in larger games.

Whenever I play larger games, I always try to keep things simple. I personally find that there is little point loading up all of my characters with magic items and such, as the chances are I'll forget about them in the heat of battle. I also find that many magic items that might have a lethal effect in games of 1,000 to 2,000 points have less of an impact in larger games, and I get more value from simply fielding more troops. However, this is just my personal preference, so if you want to go all out for magic items then please don't let me put you off.

I also find the above can be true when it comes to magic users, but there are a number of spells that affect multiple units within a certain distance of the user. A good example is the Lore of Light spell *Cleansing Flame*, which inflicts D6 Strength 5 hits on every enemy unit within 12". That's the sort of spell that can really cause some damage in bigger games, so long as you can get your high level wizard right into the midst of the enemy. With that in mind, I chose a fifth Generation Slann Mage-priest. I decided not to upgrade him to an earlier generation though, reasoning that in the middle of such a big battle he'd do fine as he was.

For the army itself I decided to focus on Saurus Warriors. I toyed with the idea of fielding these in large blocks of twenty or even thirty models, but reasoned that although this would look amazing and hit

ORCS & GOBLINS

BATTLE
REPORT

CORE UNITS

15 Saurus Warriors
with spears, musician,
standard bearer and
Spawning Champion.
240 points



15 Saurus Warriors
with spears, musician,
standard bearer and
Spawning Champion.
240 points



15 Saurus Warriors
with musician,
standard bearer and
Spawning Champion.
210 points



RARE UNITS

Stegadon
235 points



3 Salamander Hunting packs

195 points

SPECIAL UNITS



6 Kroxigor

348 points

15 Saurus Warriors
with musician,
standard bearer and
Spawning Champion.
210 points

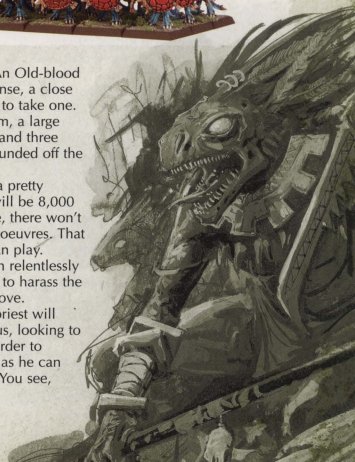


hard, it was a bit of a case of too many eggs in too few baskets (especially with the multiple Night Goblin Fanatics I expected to find careening towards my lines). In the end I settled for five Saurus units, each 15 strong. These should be small enough to manoeuvre around the packed battlefield, but still be able to hit the greenskins' lines pretty hard.

Next up was a bucket load of Skink Skirmishers. No Lizardman player should leave home without some of these, and I plumped for three units of 25. Skinks inflict poisonous attacks, and that's what does the damage, and what I'm looking to multiply by taking as many of these deadly skirmishers as possible. The plan for these guys is to run them up the flanks and use them to harass the likes of Giants and Trolls, hoping for as many poisonous attacks as possible. The rest of the army

consists of the big, fun stuff. An Old-blood on a Carnosaur is, in every sense, a close combat monster, so I just had to take one. A six-base strong Jungle Swarm, a large unit of Kroxigors, a Stegadon and three Salamander Hunting Packs rounded off the army selection.

Tactics then. Well, this is a pretty unsubtle army, and as there will be 8,000 points in play on a 6'x4' table, there won't be much scope for fancy manoeuvres. That said there are a few tricks I can play. Firstly, while the Saurus march relentlessly forwards, the Skinks will seek to harass the enemy flanks as explained above. Meanwhile, the Slann Mage-priest will advance just behind the Saurus, looking to get as close as is sensible in order to wreak as much magic death as he can on the tightly packed enemy. You see, I did say it was unsubtle!



BATTLE LINES DRAWN

Turns 1 & 2

Taking the initiative, the Lizardmen advanced in a solid battle line, while hordes of Skinks sprinted along the flanks. Due to a poor Magic phase, the Lizardmen turn was all about manoeuvres. In Mark's turn, Animosity proved a serious hindrance. The Night Gobblins squabbled, meaning the Black Orcs couldn't move. The Boyz on the flank and the Big 'Uns followed suit, and Mark could only watch in horror as his first turn plans went awry. The rest of the army pushed boldly forwards. After an uneventful Magic phase, only the Doom Diver could redeem the greenskins, impaling three Saurus Warriors, but in all it was a stuttering start.

In Turn, Andy carefully positioned his Saurus Warriors and Carnosaur so that the Desecrated Totem protected the flank of his battle line, while all the Skinks took up firing positions against the oncoming green tide. The Magic phase was disastrous for Andy, as every Wizard failed to cast a spell, and the Slann wounded itself with a Miscast. The Shooting phase was far more successful – the Skinks in the village ignored the Terror-causing Giant and inflicted 5 Wounds on it! On the other flank, the combined firepower of Andy's Skinks, Salamanders and Stegadon crew had the Baro Boyz heading for the hills.

The Orc and Goblin turn began badly again. This time, the Arrer Boyz, Boyz with shields and the Spider Riders all squabbled. This denied Mark a vital charge in the centre of the field, and left the Spider Riders in a vulnerable position. The Boar Boyz failed to rally, and fled straight off the board! Needing some results, Mark charged the Giant and a chariot into the Kroxigors, the bow-armed Wolf Riders into the Skins on the eastern flank, and the other Chariot and Wolf Riders into the Stegadon. Unfortunately, the second Wolf Riders unit let the side down by failing their Terror test, and almost fled off the table. Finally, the Warboss on Wyvern picked on a unit of Saurus and swept into them. In other movement, the Night Goblins unleashed their Fanatics, who killed two Saurus. In the Close Combat phase, the Giant and Boar Chariot lost against the mighty Kroxigor. The chariot was destroyed and the Kroxigor overran 6". The Wolf Riders also lost their fight against the Skins and fled off the board, pursued by the rampaging little lizards. Mark had much more success with the second chariot, which defeated the Stegadon thanks to 7 Impact Hits, and chased it into the forest – wounding itself in the process! Finally, the Orc Warlord on Wyvern pulled back some respect for the Orcs, killing eight Saurus Warriors.

ADAM SAYS...

Placing the Saurur Oldblood beside the Desecrated Totem was a brilliant move by Andy. It achieved two things at once. Firstly, it gave Andy control of the Special Feature (granting Hatred to his already deadly lord). Second, it protected the Carnosaur's flanks from the advancing Night Goblins – it was a safe bet they were carrying Fanatics, and by putting terrain between the unit and his lord, Andy was ensuring they couldn't nubble his most destructive unit.

It's got to be worth mentioning the Skinks too. Andy simply pin-cushioned Mark's Giant, Boar Boyz and Forest Goblin Spider Riders. Troops with low Armour Saves are incredibly vulnerable to poisoned attacks, and Andy capitalised on this to Mark's cost.



DEM'S DA ROOLZ

As they are wont to do, the Wolf Riders with bows demonstrated rather conveniently how the new fleeing ruse work. Running headlong into the Night Goblin unit to their right, they would have ended their move inside that unit. As this is impossible, they were placed beyond them instead. Unfortunately, they now clipped the Black Orcs, and had to move again so that they were perilously close to the table edge. Still, this meant that they were out of the way of the Black Orcs at least!





Warboss Murgog	Black Orcs	Doom Diver	Childhood on Camosaur	Saurus with hand weapons
Great Shaman Warfog	Spider Riders	Rock Lobber	Slann Mage-priest	Saurus with hand weapons
Shaman Nibb	Boar Boyz	Boar Chariot	Slann Priest Teshig	Saurus with spears
Goblin Big Boss Grogg	Wolf Riders with bows	Giant	Slann Priest Cuzlat	Saurus with spears
Big 'Uns	Wolf Riders with spears		Slann Priest Linxaz	Saurus with spears
Orc Boyz	Stone Trolls		Slinda with javelins	Knights
Orc Boyz	Archer Boyz		Slinda with mawpipes	Stegadon
Night Goblins			Jungle Swam	

BATTLEFIELD KEY

- 1 Special feature: Desecrated Totem.
- 2 The Spider Riders position themselves to open fire at the Skinks and then charge them next turn. Unfortunately, this plan goes out of the proverbial window when the Forest Goblins squabble instead...
- 3 In Turn 2, the Slann wounds itself with a bungled casting attempt.
- 4 The Wolf Riders with spears attempt to charge the Stegadon. Instead, they fail their Terror test and flee!
- 5 The Goblin Boss on Wolf leaves the unit of Trolls, ready to redeploy somewhere more useful.
- 6 The Giant caused more wounds against the Kroxigor by falling on them than in the actual fight!
- 7 The Warboss on Wyvern crushed a whole unit of Saurus, killing 8 models with no reply. However, Andy rolled two 1s for the resultant Break test and stayed in the fight!

DEATH FROM THE SKIES

When the Wyvern-mounted Warboss Murgog finally joined combat, Mark revealed that the Orc possessed Shaga's Screaming Sword. Due to the number of Lizardman characters in close proximity (all 6 of them, in fact), Warboss Murgog was afforded a whopping 10 Strength 10 Attacks! Unfortunately for Mark, despite carving the Saurus Warriors into tiny pieces, the unit held fast when Andy duly rolled a double one for his Break test.



TOTAL CARNAGE

TURN 3

BATTLEFIELD KEY

- 1 The Fanatics inflicted wounds on two units of Saurus warriors as the Lizardmen moved through them. However, in the compulsory moves part of the turn, they collided with each other and were removed from play.
- 2 The Night Goblins rolled a 1 for their nets, which reduced their own Strength rather than their opponents'. Though this was unfortunate, the Big Boss saved the day with his magic item, which conferred +1 WS, S, and I.
- 3 During the Lizardman turn, the Oldblood on Carnosaur controlled the special feature, meaning that the Lord followed the rules for Hatred against the Orc Boyz. When he chased down the Orc unit, he also wiped out Mark's Orc Shaman.
- 4 By calling a challenge, the Black Orc boss saved his unit and ensured that they received their full rank and standard bonus against the Oldblood. The *Gork'll Fix It* spell turned all of the Oldblood's rolls to hit, to wound and armour saves that scored 6s into 1s. This secured an unlikely victory for the Black Orcs, though the Carnosaur wasn't out of the fight.
- 5 The Goblin Big Boss on Wolf was equipped with the Brimstone Bauble, which explodes when the bearer is killed. Mark was careful to charge him in alone against the Saurus Warriors, so that the suicidal Gobbo wasn't in base contact with the Big 'Uns.

The third turn was a real key point of the battle, with sheer carnage being inflicted by both sides and some telling tactical decisions being made.

The Kroxigor crashed into the Stone Trolls, the unit of Saurus spearmen charged the Boyz in the centre, and the Oldblood charged the squabbling Boyz. The second unit of Saurus with spears charged through the Fanatics to get at the Night Goblins beyond. Finally, the Jungle Swarm charged the Spider Riders, who attempted to flee but got caught instead! The Lizardmen Magic phase saw another Miscalculation for the Slann, which this time allowed Mark to cast a counter-spell. Rather than see *Gork'll Fix It* cast on his Oldblood, Andy used a Dispel Scroll. The Skinks who had run off the board returned, and shot the Arrer Boyz to pieces, causing them to flee. The combats saw the Trolls flee from the Kroxigor, and the huge reptiles overran into the Big 'Uns. The Oldblood and Saurus Warriors made short work of the Orc Boyz and ran them down. The Carnosaur contacted the Black Orcs, while the Sauruses hit the Big 'Uns.

Finally, the Wyvern-riding Warboss wiped out the Saurus warriors he was facing, leaving him free to move in his turn.

In Mark's turn, all the Orcs and Goblins passed their Animosity checks, while the Trolls and Wolf Riders both rallied. The Wolf-riding Goblin Boss charged into the Saurus Warriors in support of the Big 'Uns. In the Magic phase, thanks to the number of Orcs in combat, Mark managed to cast *Gork'll Fix It* on the Oldblood. This proved pivotal in the Combat phase, as the Black Orc Boss challenged the Oldblood, who only inflicted a single wound and lost the fight! Elsewhere the General and his Big 'Uns narrowly defeated the Kroxigor and Saurus warriors, though things looked pretty bad for the Orcs.



969

Orcs & Goblins

VICTORY POINTS

1172

Lizardmen

ORCS & GOBLINS

BATTLE
REPORT

ADAM SAYS...

With his Wyvern leaping into the centre of Andy's army and his Boyz forcing Break tests across the board, Mark was counting on making at least some of the Lizardmen flee. His best-laid plans hadn't included Andy passing every Leadership test he took though, and thanks to the Cold Blooded special rule that's exactly what happened.

Sure, Lizardmen might be slower than a sleepy slug on sedatives, but they're not easily scared, and in Turn 3 it really paid off. Cold Blooded units take Leadership tests on three dice and choose the lowest two. So, with a Slann Mage-priest and a Battle Standard bearer in the centre of his line, Andy's force was proving very hard to shift.



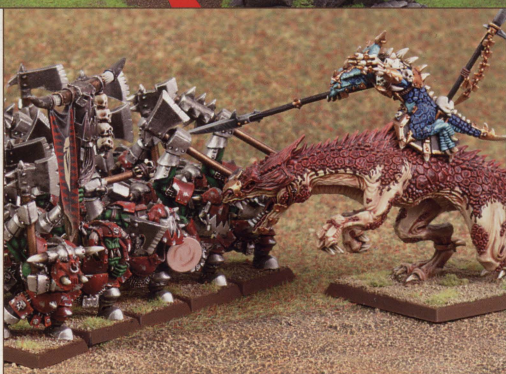
Warboss Abungog	Black Orcs	Phoxi Driver	Oldblood on Carnosaur	Saurus with hand weapons
Great Shaman Wurrlegg	Spider Riders	Black Lobber	Slann Mage-priest	Saurus with hand weapons
Shaman Nibbi	Boar Boyz	Boar Chariot	Slann Priest Teheng	Saurus with spears
Goblin Big Boss Grrigg	Wolf Riders with bows	Boar Chariot	Slann Priest Cuaglat	Saurus with spears
Rig 'Uns	Wolf Riders with spears	Giant	Slann Priest Luanza	Saurus with spears
Orc Boyz	Stone Trollz		Slinda with javelins	Slinda with javelins
Orc Boyz	Arer Boyz		Slinda with blowpipes	Slinda with blowpipes
Night Goblins			Salamanders	Salamanders
			Jungle Swam	Jungle Swam

2

1

DEM'S DA ROOLZ

The spell *Gork'll Fix It* was pivotal here as, combined with Mark's decision to challenge the Oldblood with his Black Orc champion, it ensured victory in the Combat phase. Mark was only able to cast this spell by using the extra dice bestowed by having more than twenty Orcs in combat, as the rest of the Magic phase had been particularly poor!



HACK 'N SLASH

TURN 4

Turn 4

After the carnage of Turn 3, the game was thrown wide open. Most troops were now committed to combat, but Andy still had his Jungle Swarms, which charged into the flank of the Orc General's Big 'Uns. The unengaged Saurus warriors on the eastern flank charged the nearby Orc Boyz. Realising that the Wyvern was about to charge the Slann Mage-priest, Andy moved it into the nearby Saurus unit, and turned to face the threat. In the Magic phase, one of the Skink Priests finally cast *Portent of Far* on the Oldblood, while the Slann blasted the Wyvern with a *Fiery Blast*, wounding the beast twice but failing to harm the Orc Warboss.

In the Lizardmen Combat phase, little went right for Andy. The Orc Battle Standard bearer helped to hammer the Kroxigor into submission, while Warboss Bashum slew three Saurus Warriors. The Jungle Swarms killed two Orcs, but the Big 'Uns retaliated, taking out a base. Andy's only saving grace was to kill the Goblin Big Boss, and to Mark's disgust his Brimstone Bauble failed to wound a single Saurus! Elsewhere, the Night Goblins broke their Saurus opponents and narrowly failed to catch them in the resulting pursuit. With *Portent of Far* aiding him, the Oldblood carved into the Black Orcs, killing four without reply. However, the tenacity of the ladz kept them in the fight. To the east, the Saurus Warriors lost to the Orc Boyz, but held due to their cold-bloodedness.

In the Orcs and Goblins' turn, the remaining Wolf Riders charged into the Jungle Swarms in an effort to kill off the big melee. The Trolls answered the call to arms and lumbered into the Carnosaur, their love of a good fight overriding common sense. The Wyvern charged the Saurus unit and Slann, who held firm, while the Night Goblins charged into the remaining Saurus spearmen that were fighting the Orc Boyz. In a rash move, Mark forgot that poisoned attacks work against chariots, and charged his wounded Boar Chariot towards a big unit of Skinks, who promptly took it out of action by standing and shooting!

The Night Goblins tipped the balance against the Saurus spearmen, and held back while the jubilant Boyz chased them down. In the centre, the Carnosaur and Oldblood were wounded once apiece as the Trolls went to work, while two more Black Orcs fell. With the help of the Wolf Boyz, the Big 'Uns broke the Kroxigors, Saurus warriors and Jungle Swarms. The Wolf Riders overran into the nearest Skink unit, while the General's Big 'Uns ran forwards 3". Finally, the Orc Warlord on Wyvern failed to beat the Slann's unit and the two remained locked in combat.



MIGHT VERSUS MAGIC

Though the Generals hadn't clashed so far, the Slann Mage-priest facing off against the Wyvern-mounted Warboss was the next best thing. The Saurus Warriors surrounding the Slann meant that the ancient wizard could still fire off spells at the Orc, which could prove decisive in later rounds of combat. Presuming, of course, that the Wyvern didn't eat them all first!

DEM'S DA ROOLZ

In the latest edition of Warhammer, Swarms can be incredibly effective when they charge, tipping the balance of prolonged combats with a high number of low-Strength attacks. However, they are unlikely to stay in the fight if their side is losing, and now must lose a Wound for every point of combat resolution their side loses by. This caused the Jungle Swarms in this battle to dissipate and get wiped out as soon as the Orcs managed to rack up a big victory.



THE LAST WAAAGH!

URNS 5 & 6



Warboss Mungag	Spider Riders	Skinks with javelins
Great Shaman Wurlgrig	Boar Boyz	Skinks with javelins
Shaman Nubi	Wolf Riders with bows	Skinks with blowpipes
Goblin Big Boss Grigag	Wolf Riders with spears	Salamanders
Big 'Uns	Stone Trots	Jungle Swam
Orc Boyz	Armer Trots	Saurus with hand weapons
Orc Boyz	Doom Diver	Saurus with hand weapons
Night Goblins	Rock Lobber	Saurus with spears
Boar Chariot	Oldblood on Carnosaur	Saurus with spears
Boar Chariot	Slann Mage-priest	Knexigors
Giant	Skink Priest Teheng	Stegadon
Black Orcs	Skink Priest Cuaqat	
	Skink Priest Linza	



WAAAGH!

Once per game, an Orcs and Goblins army can call the Waaagh! at the start of any turn. This allows all units of Orcs to add their current rank bonus to their Animosity rolls, as well as an extra +1 bonus for each Warboss or Big Boss in the unit. This makes it much more likely that the army will surge forwards rather than just act normally, though units can still squabble.

Turn 5

With both forces in tatters, Andy began by rallying his fleeing troops, while the remaining Skinks, the Stegadon and the Salamanders all moved into better positions. Andy's Magic phase was a big success, as he cast *Portent of Far* on the Carnosaur as well as the Skinks who had found themselves fighting the Wolf Riders. Finally, he cast *Drain Life* on the Wyvern with *Irresistible Force*, killing the Wyvern and wounding the now-floundering Warboss. In the Shooting phase, the Skinks in the centre peppered the Big 'Uns with javelins, killing 10 Orcs! To the east, the other Skinks were far less effective, only managing to kill two Goblin Rock Lobber crew. In the Combat phase, the Orc Warboss facing the Slann lost the combat but stayed in the fight. The Oldblood tore into the Black Orcs again, who still held!

Finally, the Wolf Riders and Skinks fought to a standstill, with the wolves keeping their rather inept masters in the fight.

The Orc and Goblin turn opened with a mighty roar, as Mark summoned the Waaagh! This caused the Night Goblins to dash forwards towards the Stegadon, while the remaining Boyz on the east flank ran headlong into the Salamanders. The Big 'Uns charged a Skink Priest, who held for fear of allowing the Orcs to continue the charge into the rear of the general's unit. The greenskin Magic phase was ineffective once more, but their Shooting phase was even worse, as the Doom Diver misfired and killed all the crew, and the Rock Lobber slew three Orc Boyz. The Combat phase began with the poor Skink Priest being torn to pieces by a very angry Orc Warboss, and the Big 'Uns overran yet again, into another Skink Priest!

3605

Orcs & Goblins

FINAL
VICTORY POINTS

2218

Lizardmen

ORCS & GOBLINS

BATTLE
REPORT

DEM'S DA ROOLZ

When a unit overruns into an enemy that is already fighting, it can immediately fight again so long as the fresh enemy has not already fought. This meant that, had Andy resolved the Saurus combat first, the overrunning Big 'Uns would have had to wait until next turn to fight. Unfortunately, as things stood, the Big 'Uns wiped out the Saurus warriors, and the Slann suddenly found itself between two mighty Warbosses.

ADAM SAYS...

Thanks to the new pursuit rules, it's possible for units to fight two combats in the same turn, albeit with a little luck. We saw this with Mark sandwiching Andy's Saurus (and Mage-priest) between his Orc Warboss and an angry unit of Big 'Uns.

This new rule can be very frightening at first when you consider its destructive potential, but in this game it wouldn't have been half as destructive if Andy had chosen to resolve the fights in a different order. By choosing them in the way he did, Andy gave Mark's Orcs exactly what they wanted. That's a lesson learned the hard way... always resolve the "safe" combats first.



Turn 6

The final turn was very much a "mopping up" affair. The Night Goblins fled from the Stegadon, while the Skinks to the east charged the Rock Lobber crew, but lost the fight due to the high ground bonus. The Trolls finally slew the Oldblood, but the Carnosaur became subject to Frenzy and Hatred. By the end of the fight, the Carnosaur outnumbered the combined Orcs and Trolls, and the Trolls fled in fear. The Big 'Uns easily defeated the Skink Priest and overran into the Slann's bodyguard, meaning that they could fight again this turn. Caught from both sides, the Saurus warriors were wiped out and the Slann itself was wounded. Floating out of reach of the pursuing Orcs, the nearby Skinks received the full force of the Warboss's wrath, while the Big 'Uns continued their pursuit of the Slann.

DA END DRAWS NEAR

By the time Mark began his sixth turn, the rampant Orcs and Goblins were headed for victory. To add insult to injury, Mark rallied all his fleeing troops, while Andy never got the opportunity to do the same. Although the Lizardmen army fought on – even wiping out those pesky Black Orcs once and for all – the greenskin victory could not be denied.

ORCS IS DA BEST!

A solid victory to the Orcs and Goblins.

Orc of da match

It has to be Murgog Howfang, mighty Warboss, and his faithful Wyvern steed. Accounting for a unit and a half of Saurus Warriors, and a unit of Skinks in the final turn, they killed more than their combined bodyweight in Lizardmen!



BURN 'EM! SMASH 'EM!

Mark: Okay, so things didn't exactly go to plan, but the end result was the same! My Orcs were frustrated in the early turns by Andy's excellent tactical manoeuvring, but when they finally got into the thick of the fighting, what an impact they made.

Orcs excel at close combat, and this battle report illustrated that point perfectly. Their high Toughness is just enough to keep them safe from firepower and most spells until they get into combat, then their choppas come into their own. I really can't enthuse enough about the new Orc choppa rules. They add +1 Strength to their wielders in the first round of any combat, even if the Orcs are charged (that

gave my Big 'Uns in this game two Strength 5 attacks), and they count as a hand weapon, so the Black Orcs and Boyz with shields benefited from a bonus armour save. As I found in this battle, an Orc Warboss with two choppas is very formidable, leaving him free to choose his magic items from sections of the "Shiny Stuff" list other than the magic weapons part.

Other plus points include the Wyvern-riding Warboss, who thought he was a Bloodthirster due to his magic sword. This gamble really paid off for me, and he helped see off more than his own points-worth of enemy troops. Of course, it helped that Andy conveniently bunched all his Heroes together on the battlefield. Likewise, although the Black Orcs didn't perform as I'd hoped, they still held up the Oldblood on his Carnosaur for the entire

game. Finally, the surprise success of the game for me were the Night Goblins, who totally forgot what craven cowards they were meant to be and beat two units of Saurus Warriors, taking barely a scratch in return. Of course, in the final turn they ran away from the Stegadon, but this turned out to be a blessing in disguise, as they rallied and denied Andy some precious victory points.

Of course, this game had quite a few negative points. Firstly, Animosity ruined my plans in the first two turns, leaving my units bunched up in my deployment zone, like a big green traffic jam. However, later I rolled a lot of 6s for Animosity, so it's just

44 WARBOSS BASHUM LED HIS BOYZ TO A GREAT VICTORY, AND HIS LITTLE CORNER OF THE WARHAMMER WORLD IS SECURE! 77

one of those things that you have to learn to live with when you're an Orcs and Goblins player. Next time, though, I'll definitely put my Black Orcs in the front line! Likewise, my magic was less than spectacular, although *Gork!! Fix It* is by far my new favourite spell in the game. I can point to a few instances, such as my failure to escape the Jungle Swarms with my Spider Riders, or the Brimstone Bauble failing to kill a single Saurus, or even the Arrer Boyz doing absolutely nothing before running off the table, but these seem quite minor in the greater scheme of things. In the end, Warboss Bashum led his Boyz to a great victory, and his little corner of the Warhammer world is secure.



THE GODS WILL BE MOST DISPLEASED

Andy: That was perhaps the bloodiest game I've played in a long time. For the first half of the battle things looked fairly even, with the result hanging pretty much in the balance. Unfortunately, the balance tipped in Mark's favour in the last few turns and victory (or even a draw) slipped from my reach.

My doom, it has to be said, came in a large green, vaguely dragon-shaped package. It was that nasty great Wyvern and, more to the point, that nasty great sword its rider was bearing! Remember in my intro I mentioned that certain spells work well in larger games

because their effect is dependent on the number of enemy they can target? Well, that principle was never better demonstrated than when Mark's auxiliary Warboss used the mobility of his Wyvern to get right in amongst my units and start waving Shaga's Screamin' Sword around. My only compensation is that I did manage to position the Slann Mage-priest so that the Big Boss couldn't charge him while he was on his own, as had he done so, the game would have been pretty much over before it was even half way through.

So what else went wrong? Well, two successive miscasts from the Slann Mage-priest didn't help much, and neither did the fact that the Skink Priests pretty much failed to get any spells off for the first few

turns of the game.

But, my biggest mistake was not issuing a challenge when the Wyvern-riding Warboss slammed into my Saurus. Why didn't I do so? Simply put, when Mark told me how many Attacks the greenskin was getting, and at what Strength, I was so shocked I simply forgot!

So that's what I did wrong, but how about what went well? I was pretty happy with the deployment and use of the Skinks,

“ MY DOOM CAME IN THE FORM OF A LARGE GREEN, VAGUELY DRAGON-SHAPED PACKAGE... ”

who paid for themselves several times over by taking down the Giant, the Forest Goblin Spider Riders and the Boar Boyz. This allowed the Saurus Warriors to march forward unopposed in the centre, with the Carnosaur-riding Oldblood and the Slann Mage-priest in attendance.

All in all, this was a great game, and Mark was magnanimous in his victory. I'd certainly recommend playing larger games of Warhammer whenever you get the chance, even if you have to beg, borrow and steal the extra miniatures from your friends. The best thing about playing this sized game is that it allows you the rare opportunity to field your entire collection of models, and that's a cool thing to do whatever the outcome.

Lizardman of the match

Lizard of the Match for me has to be my Saurus Oldblood. Although it took him a while, and it ultimately cost him his life, he did take down Mark's Trolls and Black Orcs in a protracted, bloody, and highly entertaining mêlée.



ADAM SAYS...

When the dust settled, Mark was the clear winner, but it really could have gone either way at several points in the game. The Oldblood failing to break the Black Orcs on the turn that it charged was a terrible blow to Andy's plan, and likewise his Stegadon fleeing from the Chariot was a crushing blow. Andy really should have won out on both of these occasions and a few more besides, but the fickle dice-gods clearly turned a blind eye.

Mark didn't have it all his own way though, and was crippled by typical Orc and Goblin madness in the opening

turns. Thankfully, his Boyz were able to get things sorted out, and the battle was won in a series of gore-soaked close combats – just the way a Warhammer game should go.

If I'd been playing, I'd have taken fewer Heroes and more Boyz (or Saurus). When push came to shove, it was the big units of troops (Skinks, Saurus, Goblins and Orcs) that won the day, and in my opinion either player could have swung a convincing victory with a few hundred points more foot-sloggers on the table. As Mark's Big 'Uns proved, Boyz winz fightz.



Adam Troke

Special Guest Referee Adam Troke has recently become a dad, and now eagerly awaits the day when his offspring is old enough to be his Warhammer caddy.



STANDARD BEARER

Lo! And the heavens did open, and there did appear to the people the sign of the Twin-Tailed Comet. And the air was rent asunder. And a Mighty Voice spake forth! From the mouthpiece of Sigmar (or Jervis Johnson, as we like to call him) cometh news on mysterious folk from beyond the ken of Man...

Phil Kelly is a tired man. He sits, slumped at his desk, his normal frisky demeanour replaced by lethargy, dark rings round his eyes. Is this because he is still recovering from the excesses of the Studio's annual staff party? Well, maybe just a little bit, but the main reason he is so tired is because he has been working like a Trojan for the last few months on Codex Eldar.

This contrasts rather starkly with the views of people who've never actually had to write a Codex or Warhammer Army Book. "Gosh," they say, "It must be great working at the Studio, just sitting round all day and playing games..." At which stage they generally have to make a fast exit because the games developer they are talking to has started to twitch and appears to be reaching for a large blunt object that happens to be lying nearby!

You see, the truth of the matter is that writing a Codex involves a lot of hard work, both on the part of the person writing the book and all of the other

people that are involved on the project. In this month's Standard Bearer I thought I'd talk about how a Codex is written, so that when you get a chance to look at Codex Eldar next month you'll have an idea of just how much work went into writing it.

A long, long time ago...

It takes considerably longer to write a Codex than most people think. In fact works start pretty much after the last version of the Codex is written. Okay, maybe that's an exaggeration, but we do begin to build up additional information on how an army plays pretty much immediately after its release.

The way we do this is by playing games ourselves, and by gathering information from a top-secret group of highly dedicated players whose job it is to tell us about any issues that may arise when they play our games. Yes that's right, while other companies have mystery shoppers, Games Workshop has mystery players! So, if you've ever found yourself playing a game against someone who kept furtively writing notes or speaking into a dictaphone, now you know why.



In the case of Codex Eldar this meant that we were well aware of any issues players might have with the current version of the book. For example, one message that came through loud and clear was that Dire Avengers needed a bit of a boost in order to make them as useful as some of the other Aspect Warriors. We also learnt that players really liked the variant army lists we made for the Eldar Craftworld Codex, but would have preferred them to have been included in the main Codex rather than in a separate book. And so on.

Starting the new Codex

It's usually about a year or so before a Codex is released that work starts on the book. Such a decision inevitably leads to a bit of a bunfight amongst the games developers, because everyone wants to

been raised. Just as importantly, he needed to consider the new Citadel Miniatures we were going to make.

It's all about the miniatures

How we go about deciding on the new miniatures we will make could easily be the subject of a whole Standard Bearer column, so for the moment suffice to say that they are decided on at about the same time that work on the new Codex begins. New models will of course have to be added to the army list, but we sometimes do re-sculpts of existing models, and these can often include new items of wargear, and because of this they require additions to the army list too.

The Eldar release next month includes examples of some of the great miniatures that accompany Codex Eldar, such as the

“We need to establish if the rules for the new units in the army capture the way they should operate on the battlefield.”

write each new Codex! At the same time miniature designers will be assigned to make the new miniatures for the army, and artists will be assigned to do the artwork – leading to similar bunfights all over the Studio. And you thought our lives were ones of quiet contemplation and earnest endeavour...

Anyway, in the end Phil managed to land the task of writing the Codex, thanks mainly to his years of experience as an Eldar player and his deep understanding of the Eldar background – but having the largest Eldar army of almost anyone in the Studio certainly helped too! Having been assigned to the project Phil needed to sift through all of the feedback we had collected on the Eldar, and then come up with a set of solutions to the issues that had

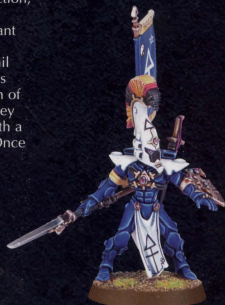
brand new Autarch model we've added to the army, and the amazing new versions of the Dire Avengers we'll be releasing. But I'm getting ahead of myself – you'll find out more about both of these later.

The other thing we consider is the Citadel Miniatures that people already have in their collections, in order to make sure that they can all be used with the new army lists. Let me tell you, it's no fun facing off against a frenzied mob of players who are (quite rightly) outraged with you making it impossible for them to use one of their favourite models! Seriously, though, we really don't want to make it impossible to use any of the models in your collection, so we will take great care not to accidentally make any models redundant when we write a new army list.

Returning to the matter in hand, Phil needed to consider how best to address players' feedback about the last version of the Eldar Codex, and then put his money where his mouth was and come up with a first draft of the brand new army list. Once



The new Dark Reaper Exarch has access to the destructive Tempest Launcher, as depicted on this model.



The nifty little device on this Dire Avenger Exarch's arm is a Shimmershield. More on that next month!



a new army list has been written it has to be extensively playtested. And playtested. And playtested again.

Playing games all day long

Which leads us to the fun bit of the job, where we actually do get to play games all day long. I know, I know, it's a hard job, but somebody has to do it!

modelling sections of the book. Well okay, the lonely garret and guttering candle bit is a lie (it's actually a wobbly desk in a corner of the Design Studio lit by a flickering 40-watt bulb), but the long hours that are put in writing these things is true. Our aim is to try and make it seem that the Citadel Miniatures you own are based on something that you can really believe in,

“Phil has produced a superbly balanced and fair army list that still allows you to field an army based on any Eldar Craftworld.”



Sometimes the chance to revisit a model is too tempting – the Fire Dragon Exarch was remade just because we all thought it would be cool!

The first games we play are carried out in order to see if the army list ‘feels’ right. At this stage we’re not too worried about the list being perfectly balanced, so much as we want it to capture the character of the army. We also need to establish if the rules for the new units in the army capture the way they should operate on the battlefield. For the Eldar this meant that the army needed to be an elite, highly manoeuvrable force that was deadly on the attack, but which was quite ‘brittle’, and so would suffer badly if it went toe-to-toe with the enemy.

Once the army list feels right we start to play games to see if the army list is balanced. This is the most arduous stage (well, if you can call fighting lots of battles arduous!), and involves pitting the new army against a range of different foes in order to ensure the points values and rules in the list are fair. These games also allow us to make sure that the rules we’ve written make sense to people other than the people that wrote them in the first place – even the most perfect list is useless if only the designer can understand it.

The Eldar army list proved to be pretty straightforward to get right, though a lot of work, as always, was needed in making sure that we got the different points values right for all of the units and weapons in the army. I don’t want to give away too much about exactly what Phil has done with the army list – you can learn all about that in next month’s White Dwarf. I’ll just say that he has produced a superbly balanced and fair list that allows you to field an army based on the forces fielded by any of the Eldar Craftworlds.

Burning the midnight oil

Unfortunately writing a Codex is not all about making an army list and playing games – that’s just the easy bit. Long, long hours will be spent locked away in a lonely garret that is lit by a single guttering candle, slaving away writing the background for the army, editing the army list, and producing the painting and

and getting that right takes time and a lot of toil...

But I digress. In the case of Codex Eldar Phil has outdone himself, and has written what has to be the best and most extensive description of the Eldar race that we have yet published. In fact Phil so excelled himself that we’ve added extra pages to Codex Eldar in order to be able to include all of the material he has written. We like the result so much that we plan to include similarly in-depth background sections in all of the future Codexes that we write.

Wrapping it all up

All of the work and play I’ve described will be finished several months before the publication of the Codex. From then on the writer will get involved in the process of laying out and editing the book. It’s at this stage that the artwork for the book starts coming back from our artists, and we also get to see painted examples of the new models that have been made for the army. The Studio’s graphic design team will start working on the layout of the book. All of this can call for text to be re-written or added as the final version of the Codex is worked out.

This meant that Phil had to put in many more long hours working on the Eldar Codex, beaver away on the expanded Forces section, helping decide what should go in the modelling and painting part of the book. He even wrote the words that went on the back cover! In addition he needed to write things like the designer’s notes and the battle report that will appear in next month’s issue of White Dwarf. *(That should be needs to write. He’d better hit his deadlines! I don’t care how tired he is. Grrrr – Grombrindah).*

And that’s why poor Phil is looking so worn out just now. So, if you should meet him and he appears a bit exhausted, don’t, whatever you do, be tempted to say “I wish I could sit around all day just playing games like you do. That must be such an easy job.” He might not take the comment all that well...

NEXT MONTH



In WD323 you can see for yourself the fruits of Phil Kelly’s labours. We’ll be showcasing this fabulous new version of everyone’s favourite spacefarers with typical fanfare, presenting Phil’s designer’s notes, all the new releases and an exciting inaugural battle report featuring the Black Templars.

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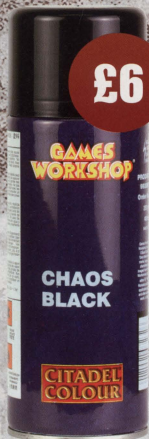


Dreadnought



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CITADEL TOOLBOX

Citadel
spray paints

Spray paint provides you with a quick and easy way to prime lots of models at once, leaving you more time to get painting! This Citadel Toolbox helps you get the best results every time.

Spray undercoating is quick, the paint adheres to the miniatures very well and it gives you an even coat to apply colour to. Although easy to use, there are a few simple guidelines that will make

spraying safer and simpler. Even if you use sprays on a regular basis, we recommend you spend a few minutes reading this article – as most issues with spray paints come from not following the instructions on the can:



Top Tip

Finishing Up

Once you are done spraying follow these simple tips to get the most out of your Citadel spray paints.



Hold the can upside-down and spray to clear the nozzle.

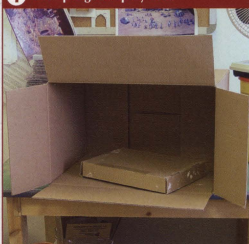


Leave the wet models for a few minutes to become touch-dry.



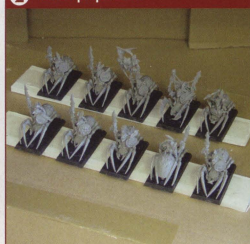
Store the cans out of direct sunlight, in a safe, dry place.

1 Set up a good spray area



A simple spraying area can be made by setting up an old cardboard box in a garden, shed or well-ventilated garage.

2 Model preparation

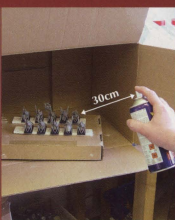


These models have been cleaned, assembled, and stuck to strips of card with double-sided tape, ready to be undercoated.

3 Good spraying technique



Shake the can vigorously for about two minutes before you begin to spray.



When spraying, hold the can approximately 12"/30cm away from the models.



Move the can in a sweeping motion across the line of models for even coverage.

WARHAMMER RAVENING HORDES



The Warhammer world is a place of eternal war. Civilisations compete for mastery of entire realms, while the dread threat of Chaos hangs over all. There are 14 armies to choose from in the Warhammer game,

representing 14 races or nations, whose style of play radically differs to the next. Turn overleaf to develop a deeper understanding of what each army offers to you as a hobbyist, so you may effectively choose the host in whose future victories you will surely revel!



DARK ELVES



1 Cold Ones are stupid yet ferocious reptilian beasts, used by the Dark Elves to pull chariots and to act as steeds. A charge from these units can provide a decisive moment in any battle.

2 The Executioners of Har Ganeth are foremost amongst the warriors of the Witch King. They practice the craft of death, and in battle can kill even the most heavily armoured foe with a single stroke from their massive blades.

3 The Beastmasters take to battle various monsters, such as this Manticore. Manticores embody the murderous spirit of Khaine and their fury knows no mortal bounds.



From his dark tower in the bleak land of Naggaroth the Witch King strikes terror into the heart of every race in the Warhammer world. Cold and heartless, his armies of Dark Elves launch raids that enslave thousands, whilst every day hundreds are sacrificed on the altars of the evil god Khaine, Lord of Murder.

Far across the Great Ocean lies the vast continent of Naggaroth. It is a harsh and rugged wilderness, yet beneath the massive mountain ranges lies a huge network of underground caverns through which the Dark Elves sail their dread Black Arks to launch slave raids upon the Old World and beyond. It is in this bleak land that the Dark Elves live out their exile from Ulthuan, home of the High Elves, plotting revenge on their former brethren and counting the days until the Dark Kindred

will once again rule the Elven isles.

The Dark Elf army is one of tactical subtlety. Mighty Sorceresses cast destructive Dark magic at their foes, while swift-moving cavalry and stealthy assassins threaten the rigid formations of other races' armies. Bolt throwers and repeating crossbows rain a hail of deadly fire upon the enemy, while cackling Harpies descend upon the battlefield to slay the living and feast upon the dead.

Delighting in carnage and terror, they employ Cold One Knights and chariots to smash into enemy lines, while the martial prowess of the Executioners and Black Ark Corsairs lends the army great strength that should never be underestimated. Finally, Dark Elf armies are accompanied by Witch Elves of Khaine – darkly beautiful Elf maidens who rampage through the enemy ranks in a frenzied rage!

HIGH ELVES



ncient and proud, the High Elves have refined their martial skills and magical prowess over many centuries. Even as the primitive tribes of Man fought amongst themselves, the High Elves navigated the oceans and mapped the heavens. They have seen empires rise and fall, and ferociously repel all who would seek to conquer their domain.

The High Elf army is refined and well organised, and they march to war in perfect unity – highly skilled, elite warriors, though few in number. As a defensive force, the High Elves are without peer. Their citizen militia display martial skills beyond those of most professional soldiers of other races. Supported by the Eagle Claw bolt throwers, the High Elves are almost immovable. To bolster this solid core, the Elves have a multitude of highly

specialised elite foot troops, from the legendary hunters of the White Lions to the Swordmasters of Hoeth.

The High Elves also boast some of the swiftest cavalry units in the Warhammer world. Thunderous charges are provided by the Dragon Princes of Caledor and the swift Silver Helms, while the Ellyrian Reavers gallop alongside the army on their Elven steeds, firing streams of arrows into the foe from the saddle. These forces are commanded by proud nobles, who can ride to battle atop majestic Great Eagles or even ancient and powerful Dragons.

Most of all, the High Elves are famed for their skill at sorcery, for it was they who taught the ways of magic to Men. The mages of Hoeth can command massive energies. Were it not for their efforts, there would be nothing to stop the power of Chaos from consuming the world.

4 Prince Tyron is one of the most legendary Heroes in the Warhammer world. He is undoubtedly the mightiest Elf warrior alive, and some believe he is Aenarion reborn!

5 In ancient times, the Dragon Princes rode into battle astride mighty Dragons. Though those days are gone, they still perform the role of shock cavalry, and each Elf in the unit is a formidable warrior.

6 The Phoenix Guard are warrior-monks, bound to silence by a magical oath that can never be undone. In battle, they make not a sound. They are silent killers who strike fear into the hearts of the enemy.



THE EMPIRE



1 The rank and file of the Empire army is made up of State Troops, such as these halberdiers. Dependable and numerous, it is Men such as these who form the backbone of the army.

2 The Elector Counts are rulers of entire provinces of the Empire. In battle, they are protected by fine armour and carry magical weapons. This Elector Count rides into battle on a Griffon – a terrifying winged beast from the menagerie of Altdorf.

3 The skill of the Imperial engineers is evident in the quality of the Empire artillery. This Helblaster Volley Gun is capable of shredding even heavily armoured enemy units.



he Empire is the largest realm of Men in the Warhammer world, stretching from the Sea of Claws to the north of the Old World to the Black

Mountains in the south. The ruling Emperor is Karl Franz, a mighty warrior who some believe to be possessed of divine powers.

The Empire is such a vast land that law cannot reach the hidden recesses of its dark forests and impenetrable mountain ranges. Orcs continually raid its borders, while the menace of Chaos grows ever stronger in the far north. Even within the strongest cities and fortresses, the heretic and the mutant lie hidden, biding their time to strike against civilisation.

The history of the Empire is dominated by the exploits of its patron deity, the barbarian Sigmar Heldehammer. This

bold warrior forged the Empire by virtue of his might of arms and ability to unite Men against a common foe. Now worshipped as a god, it is his church – and the warrior priests of Sigmar – that holds together the fabric of Imperial society.

The Empire is vast, and its armies varied. Proud and courageous state troops march to war resplendent in the colours of their home province, accompanied by powerful wizards from one of the Imperial Colleges of Magic. Alliances with the Dwarfs have given the Men of the Empire the secrets of invention, providing Empire armies with handgunners, artillery and fabulous contraptions from the master engineers of Nuln. All of these regiments are commanded by expert tacticians of noble blood, Elector Counts and Lords upon whose word untold numbers may march to war.

HORDES OF CHAOS



n the cold wastes of the north, the followers of the gods of Chaos gather in their thousands, ready to wage war against the Men of the south.

Daemonic legions advance with them, proof that the Northmen are truly the favoured of the dark gods. There can be no bystanders in this eternal war, for the ruinous powers will never rest.

Far to the north of the Old World lies the region known as the Realm of Chaos. It is said to be the home of the immortal gods and of infinitely worse things; numberless and nameless monstrosities from infernal planes beyond the world of mortals. In this place, nature itself rebels against order – it is a realm removed from reality. The lands that circle this daemonic place are known as the Chaos Wastes, an area warped by the power of Chaos, and their inhabitants

are followers of ancient and dark deities.

The mortal hordes of Chaos comprise brutal tribesmen who worship the four ruinous powers: Tzeentch, changer of the ways; Khorne, the blood god; Slaanesh, lord of pleasure; and Nurgle, father of decay. Amongst the marauders, some are blessed by the pantheon of Chaos and become Chaos Warriors – awesome champions of darkness on the path to immortality. They are amongst the most powerful fighters in the Warhammer world, though they are few in number. Alongside these mortals are the daemon hosts – legions of fearsome creatures from the Chaos realms, whose appearance in the Warhammer world is a sign of impending doom. The armies of Chaos are powerful, and all mortals fear the day when a chosen warlord will unite mortal and daemon and conquer the world.

4 Chaos Knights are heavy cavalry with a near-unstoppable charge, these knights and their Chaos Steeds are possessed of immortal skill and strength.

5 When the powers of Chaos reach their zenith, a Greater Daemon can enter the mortal world – immortal avatars of one of the ruinous powers. This Lord of Change is a Greater Daemon of Tzeentch, and is a mighty wielder of magical power.

6 Galrauch was the first of the Chaos Dragons, mutated by the power of Chaos after slaying a Greater Daemon of Tzeentch. The spirit of this noble Dragon battles endlessly with the daemon possessing its body.



BRETONNIANS

❶ Every noble knight of Bretonnia must prove himself worthy to be a Knight of the Realm – honour bound to defend his land and people until death, and to uphold the strict tenets of the chivalric code.

❷ Some Knights of the Realm may ride to battle upon a winged pegasus. Stronger and faster than a normal warhorse, their increased mobility is a massive boon to the knights who ride them.

❸ The Green Knight is a ghostly warrior of legend, who manifests himself in times of dire need. Protector of the sacred sites of the Lady, the Green Knight's true identity is unknown.



he knights of Bretonnia are renowned throughout the Warhammer world for their skill at arms, their bravery and chivalry, and for their undying faith in their goddess, the Lady of the Lake. When it marches to war, the Bretonnian army is an impressive sight to behold, with proud ranks of brightly garbed knights backed up by scores of low-born peasant men-at-arms.

The Bretonnians are a powerful army, whose core is made up of brave knights. They are a warlike and valiant people who willingly seek out battle as a way of securing personal honour and pride. Any who invade their domain must face the fury of these knights, and few foes can match them on open ground. The knights range from the youngest Knights Errant, eager to prove their worth, through to the

Knights of the Realm, defenders of the land. Rarer are the Questing Knights, wandering warriors engaged in the quest for the Grail, and the legendary Grail Knights themselves, who have completed their quest and drunk from the goddess' Grail, becoming imbued with fey power and longevity. When the knights of Bretonnia go to war, their men-at-arms march beside them, as do a levy of peasant bowmen drafted into the service of their feudal lord.

The aim of a Bretonnian army is to ride down the foe, using their knights to crush all who would dare stand before them. All the while, the blessing of the Lady of the Lake protects the knights with a magical shield. A textbook Bretonnian offensive will often smash through an enemy battle line, before the knights wheel around for a second, even more devastating charge.

VAMPIRE COUNTS



From their castles and towers the Vampires, immortal rulers of the Undead, raise vast legions of Zombies and animated Skeletons to do their evil bidding. Summoning dark creatures and ethereal beings from beyond the grave, they march against the living races of the Old World.

The Undead are among the most dangerous creatures in the known world. Bound by the will of the lords of Undeath, they are a fell and mighty foe who cannot be reasoned with, bribed or coerced. They know neither fear nor mercy. They need no sleep or warmth, neither drink nor wholesome sustenance and, as they march onwards, their ranks are swelled by the corpses and trapped souls of former opponents. The only thing they fear is the sun, which sears their unholy flesh.

However, this is no help when the Vampire Counts are present, since these lords of the Undead can summon billowing storm clouds, protecting them and their minions from the light of day. Where the dead walk, darkness follows.

The legions of living dead are terrible to behold – hordes of corpses walking resolutely forward. The nauseating stench of decay hangs over the army like a cloud of contagion, while the air is filled with grave dust and glowing witch-lights. Long-dead warriors ride to battle mounted on the rotting carcasses of warhorses, while mortals are filled with dread at the howls of Dire Wolves and the moans of Zombies.

At the heart of the army stands the Vampire general, a being of incredible power. It is this creature that summons the dead legion from the grave, and it is the Vampire's will that binds it together.

2 Wraiths are ethereal creatures – the spirits of evil Men whose physical form has long since withered away. Hovering between life and death, these terrifying creatures hunger for the life essence of mortals.

3 Ghouls were once Men, but they turned to cannibalism. Over the years, madness and degeneration overtook them, and they became a dangerous race no longer human, craving only the flesh of the living.

6 Zacharius the Everliving is amongst the mightiest of Vampire Lords. He is a master of the dark arts, who increased his powers beyond reckoning by drinking the blood of a great Dragon!

SKAVEN



1 Warlock Engineers are powerful techno-mages, equipped with complex harnesses that allow them to tap into the Winds of Magic to fuel their spells and power their bizarre warlock weapons.

2 The masterpieces of Clan Moulder's art, Rat Ogres are hulking monsters, bred for their brute strength and ferocity, and are moved only by their strong instinct for bloodshed!

3 Grey Seers are the prophets of the Horned Rat, the malevolent Skaven deity. Their powerful and unique magical gifts bolster the army's prowess, powers that are further increased by the consumption of Warplstone.



The Skaven are a race of evil rat-men who inhabit a vast under-empire beneath the Warhammer world. They gnaw at the roots of civilisation, eternally scheming and preparing for the day when their uncountable hordes will overrun the surface world. The only thing that keeps them in check is the constant internal strife between the Clans that make up their society – but one day, the Grey Seers, who speak for the Horned Rat himself, will unify them and lead them to inevitable victory.

The tunnels of the under-empire reach from the steaming jungles of the South Lands to the snow-covered steppes of Kislev, from the western borders of Bretonnia to the mysterious realms of the Far East. Their capital is the hidden city of

Skavenblight, where the mighty Lords of Decay sit in the Council of Thirteen, preparing for the day when their armies will emerge from their subterranean realm to raze the entire surface world and rule over its ruins. This is the ultimate ambition of the Skaven race, and it falls to the Grey Seers – powerful wizards and prophets – to see it done.

When fighting a Skaven army, the enemy must face great hordes of chattering Clanrats, who swarm across the land with staggering speed. Amidst the ranks of these rat-men are packs of mutated war-beasts, crazed worshippers of plague and contagion, warped technological weapons, and lethal, black-clad assassins. Skaven armies generally outnumber their foes, while their unique blend of science and sorcery has created weapons of destruction that can tear apart the enemy.

LIZARDMEN



ong before the rise of the Elves, Dwarfs or Men, the Lizardmen existed in the oppressive depths of the steaming jungles. Coldly alien and enigmatic, their civilisation seeks to restore the order in the world that their creators, the Old Ones, envisaged before their mysterious disappearance. They are a mysterious race, and any who enter their lands do so at their own peril.

In ages past, the Old Ones departed the world in an event of catastrophic consequence known as the Fall, which dramatically altered the world and stranded their servants. The bloated Slann Mage-priests are masters of magic and the original servants of the Old Ones, and it is they who oversee the entire Lizardmen civilisation, guiding it forwards. Without the guidance of their creators, the Slann

work to interpret the great plan that their masters were working towards and attempt to restore the order that was present before the coming of chaos. With cold calculation, the Slann guide their armies towards the fulfilment of this sacred plan.

The army of the Lizardmen is filled with colour and variety. At its heart are the Saurus, powerful warriors spawned solely for the purpose of war. They are revered as sacred warriors of the gods, and each city has an army of them dwelling beneath the temples, ever-ready to march against their foes. They are supported by hordes of nimble Skinks that harass the enemy with poisoned darts and javelins. Terrifying creatures, such as fire-spitting Salamanders and gargantuan Stegadons, fight alongside the foot troops, guided into battle where their carnivorous instincts take over, and their foes become mere prey.

4 Kroqigor are giant cousins of the Saurus, bred for raw power, resilience and ferocity. They are large, powerful creatures, at their best in the thick of the fighting.

5 Kroq-Gar was present when Chaos was first unleashed upon the world. Carrying a sacred spear said to have been handed down from the Old Ones themselves, he is the mightiest living Saurus.

6 The Slann are masters of magic, so ancient that they rarely move, yet all are unimaginably powerful. Their will binds the Lizardmen armies and their spells can bring cities crumbling to the ground.



TOMB KINGS



1 The hordes of Skeleton soldiers that form a Tomb Kings army fight much as they did in life. Archers such as these unleash their arrows in great clouds that darken the sky, blessed by the Asp Goddess so that they seek out their targets with unerring accuracy.

2 The Bone Giant is a magical construct, created to resemble a massive warrior of Nehekhara. Ancient and enduring, these creatures are powerful indeed.

3 The pride of a Tomb King's army are his charioteers. These elite warriors were entombed beside their lord, ready to serve him once more upon their awakening.



or thousands of years they have lain within their mighty burial monuments. Called from their sleep of death, the ancient kings of Nehekhara march from their tombs to seek vengeance on those who would disturb their slumber. Loyal even in death, the armies of the Tomb Kings march at the side of their lords, as they seek to reclaim the kingdoms that were theirs in ages past.

The ancient realm of Nehekhara was once the greatest civilisation of Men in the world but the treachery of the Great Necromancer, Nagash, almost destroyed this mighty realm. Brought back to immortal unlife by arcane magic, the Tomb Kings continue to lead their Undead armies and expand their dominion.

The army of the Tomb Kings mainly comprises rank upon rank of Skeleton

Warriors, whose bronze wargear gleams in the baking desert sun. Skeleton Horsemen and chariots provide a powerful strike force, for each time any of these Undead warriors falls in battle, it is reanimated by the powers of a mighty Liche Priest. It is these priests who are also responsible for creating the deadly constructs of bone and metal, the Tomb Scorpions and lumbering Bone Giants, as well as breathing life into the fearsome Ushabti statues.

Although it is the Liche Priests who provide the magical energies that animate the armies of Khemri, it is only by the sheer will of the Tomb Kings and Princes that the army moves and fights. These powerful individuals are mightier in undeath than they ever were in life, mummified corpses animated by a baleful drive to reclaim all that was once theirs, whatever the cost.

OGRE KINGDOMS



Far to the east of the Old World lie the Mountains of Mourn. In this frozen and desolate region live the

Ogres: ugly, violent-minded monsters with enough brute strength to destroy an entire farmstead or village, so the seemingly ramshackle armies that march forth from the Ogre homelands are powerful enough to lay waste to empires.

Ogres are easily recognised by their massive frames and boulder-like guts, but any that come across one would do well to stay out of its way, for an Ogre will, more often than not, club to death and devour any living thing it finds! The Ogre Kingdoms are disparate and scattered throughout the Mountains of Mourn and beyond. The Ogres themselves travel the world fighting as mercenaries and picking on those weaker than themselves, which,

to be frank, is nearly everybody. To the dismay of the civilised races, the Ogre populations in the mountains have grown so large that they have begun to foray into the outside world, no longer in groups of two or three, but in their hundreds.

An Ogre Kingdoms army is a massive, blunt instrument that smashes into the enemy with incredible force. With the emphasis firmly on impact, an opponent's battle line can be broken before a single club is swung. Alongside the ranks of Ogre Bulls march bestial Yhetee packs, shark-toothed Gorgers, the diminutive Gnoblar slave-race, cannon-wielding Lead-belchers and the shamanic Butchers, who wield the mighty magic of the Great Maw, the Ogres' ever-hungry god. These intimidating armies are led by Ogre Tyrants – hulking warriors who are arguably the mightiest fighters in the Warhammer world.

4 Relatives of the Goblins that plague the Old World, Gnoblars are a diminutive and weak slave-race, who are entirely malicious and unpleasant! They serve their Ogre masters, and even accompany them in battle in disorganised mobs.

5 Some Gnoblars rise above their kin by riding into battle atop a mighty Rhinox, equipped with a fearsome Scraplauncher that rains pointy death and junk down on the enemy.

6 The elite of the Ogre army are the Ironguts. These powerful warriors have access to the best armour and weapons in the tribe, and are usually hand-picked by the Tyrant himself.



DWARFS



1 At first glance, Dwarf cannons appear inferior to the Great Cannons of the Empire. However, they are the only such weapons to be made of steel, and the Engineers make artillery of the very highest quality.

2 Should a Dwarf suffer shame or personal loss, then he may become a Slayer. These unhealed warriors spend their lives seeking out glorious death in combat, and are utterly fearless and ferocious individuals.

3 Dwarf Lords are among the most powerful warriors in the army, having centuries of fighting experience to draw upon. This one is borne into battle by shield-bearers, a Dwarf tradition.



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

To the east of the Empire lie the ancestral homes of the Dwarfs, one of the most ancient races of the Warhammer world. Their domains were once greater, but their realm remains as unyielding as ever. In these dark times, the Dwarfs represent a bastion of honour, strength and courage in a world assailed by Chaos.

On the battlefield the Dwarfs are known for their stubborn courage. Fighting

on foot in close formation and bearing the finest warfare, they are the most resolute and determined of warriors. They are also the most inventive race in the world.

Dwarfs have mastered the arts of blackpowder, steam power and a dozen other crafts that are a mystery to much of the rest of the world. This creativity is manifest in their many and varied war machines – from Grudge-Throwers and bolt throwers, to cannons and Gyrocopters.

In battle, before an opponent can smash himself against the unyielding shield wall of the Dwarfs, he must first brave a bombardment of artillery, handgun and crossbow fire. Finally, they must fight the Dwarfs themselves, warriors as vengeful as they are skilled. The enemy had best be prepared for a long and bitter battle, for Dwarfs will often fight to the very last rather than flee the field.

ORCS & GOBLINS



ike a massive, green tidal wave crashing down upon the land, the tribes of Orcs and Goblins rampage on their unceasing wars of conquest and carnage. Hungry for battle and mayhem, the brutish but unpredictable Orcs and their diminutive cowardly cousins, the Goblins, overwhelm their enemies with near immeasurable numbers and unheard-of savagery.

In every forest and beneath every mountain lurk the warlike greenskins, who love nothing more than a good fight. Unfortunately, so belligerent are these creatures that, if there are no enemy around to fight (or even if there are) they will start hitting each other, just for fun! Orcs live to fight. For an Orc, there is nothing greater than to be in the thick of the battle, where the biggest and meanest

warrior carries the day. Smaller and more nimble than their Orc cousins, Goblins have a more developed sense of self-preservation. They are cunning rather than strong, and tend to leave the serious business of fighting to the Orcs. Of all the varieties of greenskin, the Black Orcs are the most fierce. These Orcs are hard as nails, but scarce, though they inevitably take over any tribe they join, leaving a trail of butchered rivals in their wake.

An Orc and Goblin army contains a vast array of different troop types, from the wide variety of greenskins themselves, to monstrous beasts such as Trolls and Giants. While Orcs prefer to hurl themselves into close combat as quickly as possible, Goblins bring a lethal array of sneakiness to war, such as foolhardy Doom Divers and the crazed, mushroom-fuelled Night Goblin Fanatics.

④ Boar Boyz are the shock cavalry in the Orc and Goblin army. The giant boars of the badlands are even more bad-tempered than their Orc riders, and the two creatures combined make an almost unstoppable mass of Orc, beast and sharp steel!

⑤ Drawn to Orc tribes by their love of a good fight, hulking Giants are honorary greenskins, and provide some serious muscle to an already violent force.

⑥ After imbibing a brew made of the rare Mad Cap mushrooms, Night Goblin Fanatics become strong beyond reason. They go into battle whirling a huge ball and chain about their heads. They are dervishes of death!



WOOD ELVES



1 Hailing from the Pine Crags, the Warhawk Riders hunt and fight as one with their majestic mounts. Scouting for intruders to their realm, they swoop upon the foe with incredible speed and ferocity.

2 Terrifying to behold, Treemen are the result of a symbiosis between tree and powerful spirit. These creatures are ancient and incredibly powerful, and are the ultimate defence against enemies of the forest.

3 Wardancers are wild and unpredictable Elves, whose speed and grace in battle is legendary. Leaping over the enemy and striking in mid-air, their war-dances spell doom to their foes.



he Wood Elves of Athel Loren are mysterious and secretive beings, rarely seen beyond their forest borders. Those foolish enough to set foot within their woodland realm invite the fury of the Elves and their forest spirit allies, whether in open combat or through sudden ambush.

The Wood Elves are an elite army of highly skilled Elf archers supported by the mysterious forest beings of Athel Loren. All Wood Elves are archers of unparalleled skill, but other disciplines can also be found amidst their warriors. The Glade Riders and Warhawk Riders are swift and skilful beastmasters, striking with speed before the foe can react. The Wild Riders are deadly and relentless huntsmen driven by the ferocity of the ancient god Kurnous, while the Eternal Guard are stoic and

determined warriors. In contrast, the Wardancers of Loec are agile warriors, whose grace and sublime skills are used to lethal effect in battle. The Highborns rule Athel Loren with wisdom, and fight with the weight of responsibility on their shoulders. Able to command rare and powerful Forest Dragons, or even the noble Great Stags, they are powerful warriors and canny generals.

When danger threatens the forest, the sentence of the wood manifests itself in many different ways, from the lithe and spiteful Dryads, the legions of ephemeral Spites, the gnarled and tough Treekin, to the most powerful of all the beings within Athel Loren – the Treemen. All the while the Spellsingers – mages with an almost symbiotic relationship with the forest – channel magical energies to strike down their enemies with nature's wrath.

BEASTS OF CHAOS



Deep within the dark heart of the most twisted and dangerous forests of the Old World dwell the countless hordes of the Beastmen, the true children of Chaos. Preying on the weak and striking without warning, the Beastmen are a plague on the civilised world, murdering with abandon before disappearing back into the woods.

The Old World is saturated with the mutating power of magic. Winds of it blow from the Realm of Chaos to the far north. Though they weaken the further they go, the corrupting influence of Chaos is present for all to see. The people of the Empire have always told stories of misshapen beasts that walk upright in a gross parody of Men and live in the forests. Yet these are not mere folk-tales, for the Beastmen are all too real.

The Beasts of Chaos army contains all manner of disturbing and powerful monsters, all rallying under one banner. They strike without warning in vicious raids and they are intent only on mayhem and slaughter. Their bestial appearance belies the cunning of the Beastmen, for they are as likely to set deadly ambushes as charge towards the foe. They are supported by such hideous creatures as Minotaurs, Centigors and the horrendously powerful Dragon Ogres. These creatures concentrate on closing with the enemy as quickly as possible and rending them limb from limb in an orgy of bloodshed.

The Beasts of Chaos aim to swiftly overwhelm the foe, surround them and then smash them in close combat. They are a manoeuvrable force, foregoing the rigid formations of other armies and attacking as a loose, ravaging horde.

④ Whenever the Beastmen muster an army, twisted Warhounds of Chaos form baying packs and lope alongside them. These wolf-like creatures are all the more fearsome thanks to the warping power of Chaos.

⑤ Immortal and powerful lords of the Dragon Ogres, Shaggoths are terrifying to behold. They may have existed even before the coming of the Old Ones, and their ancient pacts with the Chaos gods bind them to an eternity of war.

⑥ All Trolls are touched by Chaos to some degree, but the Chaos Trolls even more so, their aggression and strength enhanced by the Winds of Magic.

WARHAMMER ADVANCED PLAY SHEET

SINGLE MODEL

MOVEMENT CHART

Model type	Movement
Roughly Man-sized square 20/25 mm base. On foot.	As skirmishers
Up to and including Ogre-sized* square 40/50mm base. On foot.	As monsters
Monster (larger than Ogre-sized)* Any base/no base. On foot.	As monsters
Cavalry** 25 x 50 mm base. As monsters	As monsters
Chariots. As monsters (can't march)	As monsters
Ridden monsters/chariots. As monsters/chariots	As monsters/chariots

* Includes Swarms, Chaos Spawn, etc.

** Includes Great Eagles, Griffons, Giants, etc.

*** Includes Chaos Hounds, Dire Wolves, etc.

FLYERS

Units of flyers and flying cavalry move as skirmishers. They cannot fly inside woods. Single flying models follow the rules for their type on the chart, except they have a 20' flying move.

WAR MACHINES

Move as skirmishers, with the exceptions noted in their rules.

LAST MAN STANDING

The last surviving model of a unit of infantry with unit strength of 1 is treated like a skirmisher. The last surviving model of a unit of infantry with unit strength of more than 1, or of a unit of cavalry, is treated like a monster (characters may still join to form a unit).

UNIT STRENGTH CHART

Model type	Unit Strength
Roughly Man-sized square 20/25 mm base. On foot.	1
Up to and including Ogre-sized* square 40/50 mm base. On foot.	3
Monster (larger than Ogre-sized)** Any base/no base.	Starting Wounds
Cavalry*** 25 x 50 mm base.	2
Chariots.	4
Ridden monsters and chariots.	Equal to monster/chariot +1
War machines.	Equal to the no. of crew remaining
Units of flyers.	1
Flying cavalry.	2

* Includes Swarms, Chaos Spawn, etc.

** Includes Great Eagles, Griffons, Giants, etc.

*** Includes Chaos Hounds, Dire Wolves, Chaos Hounds, etc.

WARHAMMER BASIC PLAY SHEET

MAGIC PHASE

1. Generate Power Dice & Dispel Dice
2. Cast
3. Dispel
4. Spell Fails or Spell Succeeds
5. Repeat Steps 2 to 4
6. Dispel Spells in Play

Power Dice

Player whose turn it is generates power dice as follows:

- Power dice pool:
- Each Level 1 Wizard: 2 dice
 - Each Level 2 Wizard: 2 dice
 - Each Level 3 Wizard: 3 dice
 - Each Level 4 Wizard: 4 dice

Maximum Casting Dice Chart

Wizard Level	Max. Number of Dice
Level 1	2
Level 2	3
Level 3	4
Level 4	5

THE TURN

1. Start of Turn phase
2. Movement phase
3. Magic phase
4. Shooting phase
5. Close Combat phase

MOVEMENT

1. Declare Charges
2. Rally Fleeing Troops
3. Compulsory Moves
4. Move Chargers
5. Remaining moves

SHOOTING PHASE

- Declare the ranges at which all guess-range weapons are firing.
- Resolve the firing of all guess-range weapons, in any order you wish.
- Resolve the firing of all units equipped with missile weapons that do not require you to guess the range, in any order you wish.
- The opposing player makes any Panic tests required.

Ballistic Skill

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

To Hit score

6	5	4	3	2	1	0	-1	-2	-3
---	---	---	---	---	---	---	----	----	----

To Hit Modifiers

- +1 Shooting at large target
- 1 Shooting while moving
- 1 Stand & shoot
- 1 Shooting at a long range or skirmishers
- 1 Shooting at a long range or skirmishers
- 1 Target is behind soft cover
- 2 Target is behind hard cover

Score needed to hit

7	8	9	10
---	---	---	----

Dice rolls needed
6 then 4, 5 or 6
6 then 5 or 6
6 then 6
Impossible!



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WARHAMMER BASIC PLAY SHEET

TO HIT CHART

Opponent's Weapon Skill	1	2	3	4	5	6	7	8	9	10
1	4	4	5	5	5	5	5	5	5	5
2	3	4	4	4	5	5	5	5	5	5
3	3	4	4	4	4	5	5	5	5	5
4	3	3	4	4	4	4	4	5	5	5
5	3	3	3	4	4	4	4	4	4	4
6	3	3	3	3	4	4	4	4	4	4
7	3	3	3	3	3	3	4	4	4	4
8	3	3	3	3	3	3	3	4	4	4
9	3	3	3	3	3	3	3	3	4	4
10	3	3	3	3	3	3	3	3	3	4

TO WOUND CHART

Opponent's Toughness	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N	N	N	N	N	N
2	3	4	5	6	N	N	N	N	N	N
3	2	3	4	5	6	N	N	N	N	N
4	2	2	3	4	5	6	N	N	N	N
5	2	2	2	3	4	5	6	N	N	N
6	2	2	2	2	3	4	5	6	N	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4

ARMOUR

Unarmoured	No Save
Light armour	6+
Heavy armour	5+
Shield	+1
Barding	+1
Mounted	+1
Hand Weapon & Shield	+1*

(* only in Close Combat)

ARMOUR SAVE MODIFIERS

Strength of hit	Save modifier
3 or less	None
4	-1
5	-2
6	-3
7	-4
8	-5
9	-6
10	-7

COMBAT RESULT BONUS

Situation	Bonus
Extra rank	+1 per rank after the first (max +5)
Outnumber enemy	+1
Battle standard	+1
Standard	+1
High ground	+1
Flank attack	+1
Rear attack	+2
Overkill	+1 per excess wound (max +5)

WARHAMMER ADVANCED PLAY SHEET

PANIC

- A unit must take a Panic test in the following cases:
1. It suffers 25% or more casualties.
 2. A friendly unit within 6" is destroyed.
 3. A friendly unit within 6" breaks from combat.
 4. Fleeing friends move through the unit.
- You need to take one Panic test per unit in each phase (start of turn, movement, magic, shooting, and close combat phase). If a unit fails a Panic test, it flees directly away from cause of panic. After first flee move, the unit will try to leave the battlefield as soon as possible, fleeing towards the closest table edge until it leaves the battlefield or rallies.

FEAR

- A unit must take a Fear test if it is faced by one of the following situations:
1. If charged by a Fear-causing enemy. If they pass the test, they react to the charge as normal. If they fail and the chargers have higher Unit Strength, they flee. If not they need 6's to hit.
 2. If a unit wishes to charge a Fear-causing enemy. If they pass the test, they may charge as normal. If they fail, they may not charge or move this turn.

TERROR

- Troops only ever test for Terror once in a battle and are not affected again, even if the test is failed. If a creature causes Terror, it causes Fear as well, and all rules that apply. You never have to take a Terror test until a Fear test from the same source is failed. The Fear test that you pass the Terror test you pass. As you pass the Terror test you pass the Terror test in a battle, any subsequent encounters with terrifying monsters or situations will simply count as Fear.
- A unit must take a Terror test if it is faced by one of the following situations:
1. If charged by a Terror-causing enemy. If they pass, they react to the charge as normal. If they fail, they flee.
 2. If charging a Terror-causing enemy. If they pass, they may charge as normal. If they fail, they flee.
 3. If there is an enemy that causes Terror within 6" at the start of the unit's turn. If they pass the test, they act as normal. If they fail they flee.

MISCAST TABLE

2D6 Result

- 2 The Wizard is killed and removed as a casualty, regardless of any protective magic item or special rule. Models in base contact, (including the Wizard's monster or chariot mount), suffer one Strength 10 hit (no armour saves allowed).
- 3-4 The Wizard and all models in base contact (including monstrous mount or chariot) suffer a Strength 6 hit, with no armour saves allowed.
- 5-6 The opposing player may immediately cast any one of his own spells. No casting time is required. The spell is cast normally. If the spell is dispelled by the player whose turn it is as normal (by using power dice in the same way as dispel dice). He needs to beat the basic casting value of the spell to dispel it.
- 7 The caster suffers one Strength 2 hit (no armour saves allowed). All his remaining power dice and cannot do anything else during this magic phase.
- 8-9 The caster suffers one Strength 4 hit (no armour saves allowed). In addition, all spells currently in play on the entire battlefield are automatically dispelled and the magic phase ends. All power dice and spells stored in magic items are also lost.
- 10-11 The caster suffers one Strength 8 hit (no armour saves allowed) and loses a Wizard level (the spell lost must be the one he just attempted to cast). If the caster reaches level 0, the sages warning as the wizard and therefore will be unable to cast any spells and will generate no power/dispel dice.
- 12 The spell the caster attempted is successful and counts as having been cast with irresistible force. After this the caster forgets how to cast the spell and will not be able to cast it again.

WARHAMMER

BATTALION BOX



ORC & GOBLIN BATTALION



Contains: 20 Orc Warriors, 10 Forest Goblin Spider Riders, 20 Night Goblins and 1 Orc Boar Chariot.

Part Code: 99120209008



LIZARDMEN BATTALION

Contains: 24 Saurus Warriors, 8 Cold One Cavalry and 24 Skinks.

Part Code: 99120208005



WOOD ELF BATTALION

Contains: 24 Glade Guard, 8 Glade Riders and 12 Dryads.

Part Code: 99120204005



TOMB KINGS BATTALION

Contains: 8 Skeleton Horsemen, 3 Chariots, 16 Skeleton Warriors and 16 Skeleton Archers.

Part Code: 99120207006



OGRE KINGDOMS BATTALION

Contains: 6 Ogre Bulls, 4 Leadbelchers, 4 Ironguts and 24 Gnoblar Fighters.

Part Code: 99120213005

WARHAMMER

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SETS

Warhammer Battalions contain enough plastic miniatures to form the core of your Warhammer army. There really is no simpler way to start building a force for the game of fantasy battles!



DWARF BATTALION



Contains: 24 Warriors, 16 Thunderers (can be Quarrellers) and a Cannon. The cannon can be built as either a Dwarf Cannon or an Organ Gun.

Part Code: 99120205004



EMPIRE BATTALION

Contains: 1 mounted General, 12 Knights, 18 Soldiers, 8 Free Company and 1 war machine (makes a cannon or mortar).

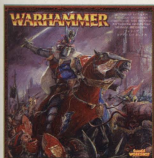
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SKAVEN BATTALION

Contains: 40 Skaven Warriors, 20 Plaguemonks, 6 Giant rats with Packmaster, and 2 Rat Ogres with 2 Packmasters.

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BRETONNIA BATTALION

Contains: 16 Men at Arms, 16 Bowmen, 8 Knights of the Realm and 3 Pegasus Knights.

Part Code: 99120203005



HIGH ELF BATTALION

Contains: 16 Spearmen, 16 Archers, 8 Silver Helms and a Bolt Thrower with crew.

Part Code: 99120210007



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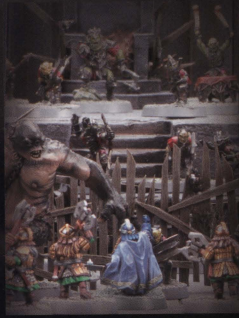
ASSAULT ON THE EASTGATE



BATTLE FOR THE SECOND HALL



KILL THE GOBLIN KING



OF MORIA™

This campaign for The Lord of the Rings strategy battle game sees Balin's Dwarf warriors delving deep into Moria. Too long have Durin's halls been despoiled by Goblins, and the Dwarves seek to restore Khazad-dûm to its former glory.

When Balin set out to reclaim Durin's halls, he found them much changed, infested by creatures of darkness. In the absence of the Dwarves, the mines of Moria had become home to countless Goblins that, despite their fear of the Balrog, had made their lairs in every corner of the underground stronghold. The Dwarf Lord Balin was angered by what he found and, accompanied by a band of proud Dwarfven warriors, struck deep into the mines to confront their ancient foes. In the early days of the conquest the Dwarves enjoyed some success – the Goblin inhabitants were initially caught off guard and easily killed or driven into the deeper regions of the mines. There was no sign of

the Balrog, and all hoped this ancient demon had returned to its slumber, never to reawaken.

THE CAMPAIGN

The Reclamation of Moria is a complete campaign consisting of six scenarios. The campaign charts the progress of the Dwarves' expedition through the mines of Moria, years before The Fellowship would tread those same caverns. The first part of the campaign describes the Dwarves' attempt to seek out and kill the Goblin King, Durbûrz. Following this quest, they must delve deeper still and confront their greatest fears, for Moria can never be reclaimed while the Balrog remains...

THE RESCUE OF THRÂR



AMBUSH AT KHELED-ZÂRAM



THE LAST STAND



CAMPAIGN SPECIAL

RECOMMENDED FORCES

Each scenario lists the recommended forces, which are chosen from the specified army lists from Legions of Middle-earth. This gives you some flexibility when choosing which models to use for each scenario.

HISTORICAL FORCES

The "historical" forces are specified force lists, representing those Heroes and Warriors from the fateful Moria campaign. The models you will need to recreate the campaign historically are shown to the right.

SCENERY

We have used modelled boards in the following photographs, but all you need are some rock piles and the scenery from the Mines of Moria box set.

THE DWARVES

The sons of Erebor set out in search of revenge and glory. Led by Balin, they will see Moria reclaimed, or die trying!



CAMPAIGN SPECIAL RULES

When playing through the campaign, you will use the forces suggested in each scenario. You will notice that some Heroes must be present in certain scenarios (notably Balin). If these Heroes are killed during a game, the continuity of the campaign could potentially be ruined.

Heroes are supposed to have enough time to rest and heal between one event and the next, so they always recover all Might, Will, Fate and Wounds they have lost in the previous scenario, as long as they survived. However, if a named Hero is killed during one game and is set to appear in a later game, roll on the Death of a Hero table to see what happens to them:

DEATH OF A HERO

Dice Score

Result

- | | |
|-----|---|
| 1 | The Hero is dead and can take no further part in the campaign. Replace him in further scenarios with a Captain model. |
| 2-5 | The Hero has been badly wounded but is still alive. He begins the next game with no Fate points. If the Hero had no Fate points to begin with, he begins the next game with 1 less Wound instead. |
| 6 | The Hero makes a full recovery and begins the next game as normal. |

WINNING THE CAMPAIGN

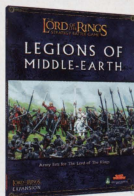
The player who wins the most scenarios wins the campaign.

Scenario 6, The Last Stand, counts as two victories for the purposes of determining the overall winner.

RULES

MORIA GOBLINS

The hordes of Moria have dwelt in the gloom for many years, and will not easily abandon their lairs.



LEGIONS OF MIDDLE-EARTH

In order to select your army for the Recommended Forces sections of these scenarios, you will need a copy of Legions of Middle-earth.

This indispensable guide to the forces of Middle-earth contains 49 army lists, along with a comprehensive allies system, allowing you to create themed armies for all of the major races in The Lord of the Rings strategy battle game.

ALTERNATIVE THEMES

While this campaign is designed with Dwarves and Moria Goblins in mind, you might like to try it out with other forces, such as Rohan, Gondor or Mordor. In these cases, you could either play the campaign as a straight points match, or as a whole new theme with relevant scenery. This could take the

form of Osgiliath Veterans clearing the sewers of Orcs, Warriors of Rohan hunting Uruk-hai in the dungeons of Isengard, or even Elves descending into the noisome pits of Mordor.



Osgiliath Veteran

The fearsome Balrog will prove to be Balin's ultimate challenge. Will it also be his undoing?



90%

ASSAULT ON THE EASTGATE

Balin's scouts are within sight of the Eastgate – the battle to reclaim their ancestral realm has begun!

RECOMMENDED FORCES

GOOD

- Up to 200 points worth of models chosen from the Erebor army list. You may include up to one Hero. Up to 33% of these models may carry a bow.

EVIL

- Up to 200 points worth of models chosen from the Moria army list. You may include up to one Hero. Up to 33% of these models may carry a bow.

HISTORICAL FORCES

GOOD

- Flói, Dwarf Captain with shield.
- 15 Dwarf Warriors; 6 with Dwarf bows, 6 with shields and 3 with two-handed axes.

EVIL

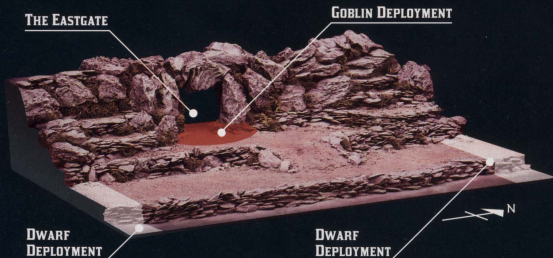
- 24 Moria Goblins; 8 with Orc bows, 8 with shields and 8 with spears.
- 2 Bat Swarms.

SCENARIO SET-UP

The game is played on a board 48"/112cm by 24"/56cm, representing the main eastern gateway to Moria – the gate itself is in the middle of the western board edge. The playing area is covered with plenty of hills and climbable cliffs (see map).

STARTING POSITIONS

The Good player divides his force into two groups with an equal number of models in each. He deploys one group within 3"/8cm of the northern board edge and the other within 3"/8cm of the southern board edge. The Evil player then deploys his entire force within 6"/14cm of the gate.



SPECIAL RULES

Unstable Footing. The slopes of the mountain are covered with loose scree, making footing incredibly treacherous. All jump and climb tests taken by models other than Moria Goblins suffer a -1 penalty.

OBJECTIVES

The Good side wins if at least 25% of the Good models exit the board through the gate. The Evil side wins in any other eventuality.

BATTLE FOR THE SECOND HALL

Balin and his followers drive deeper into the mines, only to be met by ever-greater resistance.

SCENARIO SET-UP

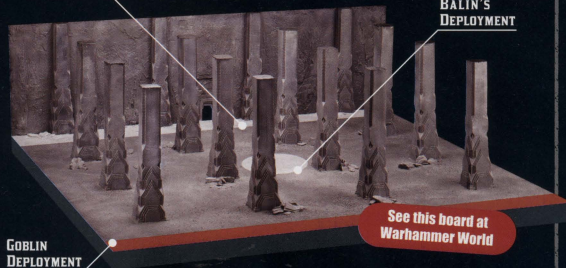
The game is played on a 48"/112cm square board, representing a great hall within Khazad-dûm. The playing area is covered with plenty of pillars.

STARTING POSITIONS

The Good player deploys Balin and up to twelve additional models within 6"/14cm of the centre of the board. The remainder of the Good force is then deployed within 3"/8cm of the eastern board edge. The Evil player then deploys two Cave Trolls within 6"/14cm of Balin and the remainder of his force within 3"/8cm of the western board edge.

DWARF DEPLOYMENT

BALIN'S DEPLOYMENT



GOBLIN DEPLOYMENT

SPECIAL RULES

Stygian Gloom. This hall is dark, even by the standards of Goblins and Dwarves. Due to the reduced visibility, models may not shoot at targets more than 12"/28cm away. However, because it is harder to avoid a shot in the dark, all Shooting attacks receive a +1 bonus on the roll to wound.

OBJECTIVES

The first side to reduce its opposition to a quarter (25%) of its original numbers at the end of any turn wins the game. If Balin is slain, the best result the Good side can achieve is a draw. If Durbûrz is slain, the best result the Evil side can achieve is a draw.

RECOMMENDED FORCES

GOOD

- Balin with Durin's Axe.
- Up to 400 points worth of models chosen from the Erebor army list. You may include up to one additional Hero. Up to 33% of these additional models may carry a bow.

EVIL

- Durbûrz.
- 2 Cave Trolls with Troll chains.
- Up to 250 points worth of models chosen from the Moria army list. You may include up to one additional Hero. Up to 33% of these additional models may carry a bow.

HISTORICAL FORCES

GOOD

- Balin with Durin's Axe.
- Flói, Dwarf Captain with shield.
- Buri, Dwarf Captain with shield.
- 6 Khazad Guard.
- 17 Dwarf Warriors; 6 with Dwarf bows, 6 with shields, 3 with two-handed axes and 2 with banners.

EVIL

- Durbûrz.
- 1 Moria Goblin Shaman.
- 2 Cave Trolls with Troll chains.
- 24 Moria Goblins; 8 with Orc bows, 8 with shields and 8 with spears.
- 2 Bat Swarms.

KILL THE GOBLIN KING

After days of intense fighting, the Dwarves have arrived at the Goblin King's Lair and are preparing themselves for the final assault.

RECOMMENDED FORCES

GOOD

- 1 Dwarf Captain.
- Up to 175 points worth of models chosen from the Erebor army list. You may not include any more Heroes. Up to 33% of these additional models may carry a bow.

EVIL

- Durbûrz.
- Up to 200 points worth of models chosen from the Moria army list. Up to 33% of these models may carry a bow.

HISTORICAL FORCES

GOOD

- Dwarf Captain.
- 8 Khazâd Guard.
- 12 Dwarf Warriors; 4 with shields, 4 with bows and 4 with two-handed weapons.

EVIL

- Durbûrz.
- 1 Moria Goblin Captain with hand weapon.
- 12 Moria Goblins; 4 with spears, 4 with Orc bows and 4 with shields.
- 1 Cave Troll with Troll chain.
- 1 Moria Goblin Drum.

SCENARIO SET-UP

This game will require a Goblin throneroom, covering an area roughly 36"/84cm square. The fighting area should be quite tight, with lots of pillars and alcoves, as shown.



SPECIAL RULES

Endless Horde. There are Goblins without number in the deep dark of Moria. To represent this, whenever a Goblin warrior is killed, the Evil player should set it to one side. At the start of his next turn the Evil player may roll a dice for each dead Goblin. On the roll of a 3+ the Goblin is returned to the board, moving on through one of the doors at the rear of the chamber. If the Evil player rolls a 1 or 2, then the Goblin is removed from play.

OBJECTIVES

The Good side wins when Durbûrz is killed. The Evil side wins if all the Dwarves die. If Durbûrz has been killed earlier, the Dwarfs win, unless the Goblins can wipe them out, in which case the game is a draw. If Durbûrz survives, then the Evil player may use him in the later scenarios for free, until he is slain.

THE RESCUE OF THRÁR

SCENARIO SET-UP

The scenario is played on a board 48"/112cm square. As this scenario takes place in the depths of Moria, there should be plenty of rocky outcrops and rubble.



STARTING POSITIONS

The Good player first of all takes three pieces of paper and writes Thrár's name on one. He then passes the pieces of paper (face down) to the Evil player who places each piece next to some rubble or another suitable terrain feature. No piece of paper may be within 6"/14cm of another. This represents where Thrár is hiding from the Goblin searchers. In this way, neither player should know where Thrár is hiding, but the papers will give some idea – the Dwarves roughly know where he is, and the Goblins will be using their darkness-honed senses to sniff him out.

The Evil player then deploys his force within the Goblin deployment area (see map).

Finally, the Good player deploys Balin and the Khazád Guard within their deployment area.

SPECIAL RULES

Thrár. The hidden Dwarves are not deployed at the start of the game. When a model from either force comes within 6"/14cm of a piece of paper it is turned over. If Thrár's name is on the paper, then the Good player may place Thrár and the two Dwarves with shield within 1"/2cm of the piece of paper. If the paper is blank, simply remove it from the game – Thrár is elsewhere.

OBJECTIVES

The Good side wins if it manages to kill all of the Evil force or drive them from the field. If the Balin or Thrár is slain, the Evil side wins. If both sides meet their victory conditions in the same turn, the game is a draw.

In the aftermath of the assault on the throneroom, Balin's scouting parties come under attack. Balin must mount a daring rescue...

RECOMMENDED FORCES

GOOD

- Thrár, Dwarf Captain.
- 2 Dwarf Warriors with shields.
- Up to 250 points worth of models chosen from the Erebor army list. You may include up to one Hero. Up to 33% of these models may carry a bow.

EVIL

- Up to 200 points worth of models chosen from the Moria army list. You may include up to one Hero. Up to 33% of these models may carry a bow.

HISTORICAL FORCES

GOOD

- Balin with Durin's Axe.
- Thrár, Dwarf Captain.
- 8 Khazád Guard.
- 2 Dwarf Warriors with shields.

EVIL

- 1 Moria Goblin Captain with hand weapon.
- 18 Moria Goblins; 6 with Orc bows, 6 with shields and 6 with spears.
- 1 Moria Goblin Drum.

AMBUSH AT KHELED-ZÂRAM

Assured of victory, Balin goes to gaze in the waters of Kheled-zâram as Durin once did. It is a journey from which he may not return.

RECOMMENDED FORCES

GOOD

- Balin with Durin's Axe.
- Up to 300 points worth of models chosen from the Erebor army list. You may include up to one Hero. Up to 33% of these additional models may carry a bow.

EVIL

- Up to 400 points worth of models chosen from the Moria army list. Up to 33% of these models may carry a bow.

HISTORICAL FORCES

GOOD

- Balin with Durin's Axe.
- 8 Khazâd Guard.
- 17 Dwarf Warriors; 6 with Dwarf bows, 6 with shields, 3 with two-handed axes and 2 with banners.

EVIL

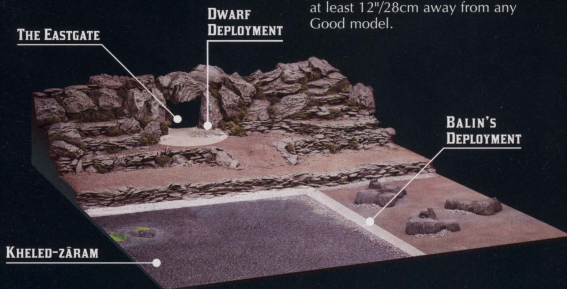
- 1 Moria Goblin Shaman.
- 36 Moria Goblins; 12 with shields, 12 with spears, and 12 with Orc bows.
- 1 Moria Goblin Drum.
- 2 Bat Swarms.

SCENARIO SET-UP

The game is played on a board 48"/112cm square, representing the Eastgate and the shores of Kheled-zâram. The playing area is covered with plenty of hills and climbable cliffs (see map).

STARTING POSITIONS

The Good player deploys Balin and up to six additional models in base contact with the water's edge. The remainder of the Good force is then deployed within 4"/10cm of the gate. The Evil player then deploys his entire force anywhere on the board, at least 12"/28cm away from any Good model.



SPECIAL RULES

Ambush! Balin has been taken unawares by the Goblin attack and, though his bodyguard rush out to defend him, the Dwarf king has lost initiative to the Goblins. Evil has priority in the first turn.

Unstable Footing. The slopes of the mountain are covered with loose scree, making footing incredibly treacherous. All jump and climb tests suffer a -1 penalty.

OBJECTIVES

The Good side wins if Balin exits the board through the Eastgate. Any other result is an Evil victory.

If Balin survives unscratched, then you may use him for free in the final scenario. However, if he suffers even a single wound he succumbs to Goblin poison and dies.

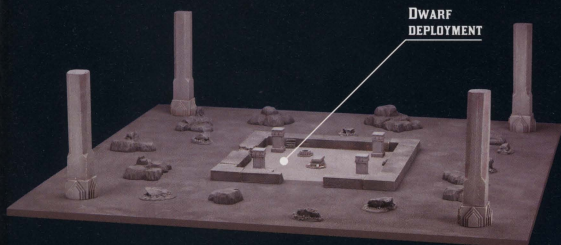
THE LAST STAND

SCENARIO SET-UP

The scenario is played on a board 48"/112cm square, with an 18"/42cm square tomb chamber in the centre. A Balin's Tomb model is placed in the dead centre.

STARTING POSITIONS

The Good player deploys his entire force anywhere within the tomb chamber. The Evil force is kept to one side and will be available as reinforcements later on in the game.



SPECIAL RULES

No Mercy! The Dwarves will not easily let Balin's Tomb be overrun (if Balin is still alive, this will be the tomb of an ancient Dwarf Lord). The tomb counts as a Dwarf banner bearer in this scenario.

The Goblin Horde. At the start of each Evil move phase, the Evil player rolls 2D6 – this is the number of Evil models that can be placed on any board edge. These can be chosen from any models that have not yet entered play, though the Balrog may not arrive until all other models have entered play. Models may not charge in the turn they arrive but may otherwise act normally.

OBJECTIVES

The Good side wins if the Evil force is reduced to 25% of its starting numbers before the Dwarves are eliminated. The Evil player wins in any other event.

CAMPAIGN CONCLUSION

Balin's campaign was not the last time Moria saw conflict. Some thirty years later, The Fellowship of The Ring trod the same path. Their adventures are charted in The Mines of Moria box set, where the fate of Middle-earth hangs in the balance!

The Goblins have regrouped, and the plight of the Dwarves grows ever more desperate – the Balrog has awakened!

RECOMMENDED FORCES

GOOD

- Up to 750 points worth of models chosen from the Erebor army list. You may include up to five Heroes. Up to 33% of these models may carry a bow.

EVIL

- The Balrog.
- Up to 350 points worth of models chosen from the Moria army list. You may include up to one Hero. Up to 33% of these additional models may carry a bow.

HISTORICAL FORCES

GOOD

- Buri, Dwarf Captain with shield.
- Nari, Dwarf Captain.
- Morin, Dwarf Captain with two-handed axe.
- Thalín, Dwarf Captain with two-handed axe.
- Frár, Dwarf Captain.
- 8 Khazâd Guard.
- 25 Dwarf Warriors; 9 with Dwarf bows, 10 with shields, 5 with two-handed weapons, and 2 with banners.

EVIL

- The Balrog.
- 36 Moria Goblins; 12 with shields, 12 with spears, and 12 with Orc bows.
- 1 Moria Goblin Drum.
- 2 Bat Swarms.

MINES OF

AN INTRODUCTION TO STRATEGY

Recreate The Fellowship of The Ring's journey through Moria with this fantastic boxed set. Bursting with hobby materials, it includes all you need to get playing The Lord of the Rings strategy battle game immediately.



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- Well
- Balin's Tomb
- Dead Dwarves

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Full version of The Lord of the Rings strategy battle game rules!

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The Mines of Moria set is available from Games Workshop Hobby Centres, Independent Retailers, Games Workshop Direct and Games Workshop Online!

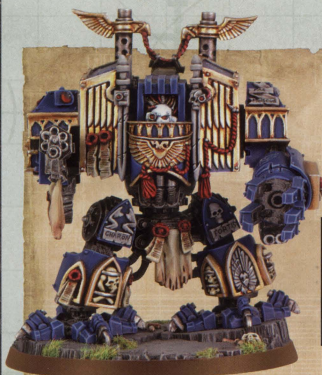
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WARHAMMER 40,000 TACTICA

WALKERS

The armoured fighting vehicles of the 41st Millennium include towering constructs which have neither tracks nor wheels, but stride into battle. Guy Haley takes a look at how these powerful machines can help you on the road to victory.



Venerable Dreadnought

Venerable Dreadnoughts are incredibly difficult to kill, as you can force your opponent to reroll results on the damage tables.



Warhammer 40,000 has many, many brilliant aspects. Great models, great rules, great background. One of the best parts of all our miniature ranges is the walkers. These towering, clanking, walking tanks just look so darn cool that you'll find at least one in every army. Whether we're talking about the armoured rust-buckets of the Orks, the finely decorated sarcophagi of Space Marine Dreadnoughts or the sleek Wraithlords of the Eldar, these miniatures hold a place close to many a player's heart.

But though walkers can be battle-winners, each has its own particular strengths and weaknesses. I'm going to talk about these amazing machines, because I love 'em. This obviously covers all models with the "walker" rule – Dreadnoughts of all kinds, Eldar War Walkers, Sentinels, Defilers and so forth. But the same gaming

principles also apply to other large models that operate in a similar way.

Walker or tank?

In certain circumstances walkers win out over tanks. Tanks have better armour, more weapons mounts, often have troop carrying capacity and the ability to move 12" in a movement phase if you so wish, making them somewhat more manoeuvrable than your average walking war machine. But they are also nice, big targets and are martyrs to dense terrain. Walkers, because they move as infantry, get to move and fire all their guns, and do not have to make a Dangerous Terrain roll when entering Difficult Terrain, and so can make their way across swamps or through forests without danger. This is especially useful in Cities of Death games, whose urban landscape is thick with unstable buildings.

Fire Support Dreadnought

This Black Templars Dreadnought is equipped for a long-range support role with twin-linked lascannons and a missile launcher.



Bring up the big guns

Walkers can fulfil a number of roles in an army. Which you choose depends very much on your style of play, and furthermore whether you base this style on a desire to win tournament-type encounters or engage in battle with a narrative approach in mind. Both ways of enjoying Warhammer 40,000 are equally valid, and the roles for walkers overlap the two. Basically it boils down to how you feel about "min-maxing" – squeezing maximum killiness out of an army list. This might cover, say, fielding 12 sentinels with Lascannons when you know your opponent will be bringing mostly tanks... But whatever you feel to be appropriate to your games is what you should go for.

The roles for walkers break down into three categories, and this depends mostly on what you want them to be shooting at.

• Long Range Fire Support

This kind of walker sits at the back and blasts the enemy (see above for an example). They can be anti-tank death machines with feet, or, if you alter the weapons they carry, infantry blasters.

• Close Fire Support

Kitted out with shorter ranged weapons, these vehicles can advance behind your foot troopers, blasting the enemy force while your men advance under the protective umbrella of their fire.

• Close Assault

Who needs guns? Give your mechanical monstrosities nothing but close combat weapons and send them barreling into squads of helpless troops.

ASSAULT CANNON

Range	Strength	AP	Type
24"	6	4	Heavy 4, Rending



TWIN-LINKED LASCANNON

Range	Strength	AP	Type
48"	9	2	Heavy 1



MULTI-MELTA

Range	Strength	AP	Type
24"	8	1	Heavy 1, Melta



MISSILE LAUNCHER

	Range	Strength	AP	Type
Krak	48"	8	3	Heavy 1
Frag	48"	4	6	Heavy 1, Blast



Monstrous Creatures

Some armies, such as the Tyranids, don't have access to standard walkers. However, they often have access to the next best thing: monstrous creatures! This category of model includes Avatars for the Eldar, Greater Daemons for Chaos armies, C'tan for the Necrons, and Hive Tyrants and Carnifexes (below) for the Tyranids. Even the Tau get one in the form of Commander Farsight, thanks to his dawnblade. These imposing models often look like walkers, and actually serve many of the same functions (close support, fire support or long-range fire), depending on their armament. Their sheer size and destructive power makes them just as effective as the clanking, mechanical marvels of other races, and they look rather nice to boot. The Carnifex, in fact, is the most versatile, as it's bio-weaponry makes it highly customisable.



Ork Killer Kans

They whirl, they stomp, they chop and they shoot. Killer Kans are the bane of light infantry the galaxy over. Their choice of rokkitt launcha, heavy shooter and skorcha makes them versatile.



Long-range walkers

You can outfit many kinds of walker with supporting weaponry, and indeed some walkers – Sentinels and Eldar War Walkers – are best used in this role, not having combat capabilities to survive close contact with the enemy. But even assault nasties like Space Marine Dreadnoughts and Tyranid Carnifexes can be kitted out to fill this battlefield niche.

A long-range walker can take up position in a piece of cover that may well damage a tank – remember tanks have to test when they move into and out of the terrain – and snipe at targets in relative safety. They get the full advantage of Concealed, plus, in larger terrain pieces, perhaps being hidden from the enemy which aren't directly in front of it.

Here are a couple of examples of long-range walker types:

Space Marine Dreadnoughts can swap out their close-combat weapon for a missile launcher. This is a versatile heavy weapon, good against troops and tanks, and so you can outfit your fire-support Dreadnought as either a tank hunter (give it a twin-linked lascannon) or infantry killer (with an assault cannon) and still have capabilities in the other department.

Chaos Space Marine Dreadnoughts can also take a havoc launcher. Attach one of these to a Dreadnought armed with an autocannon and a missile launcher and pray for a "Fire Frenzy" roll!

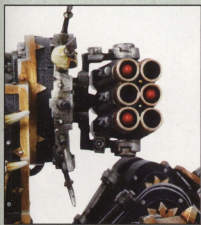
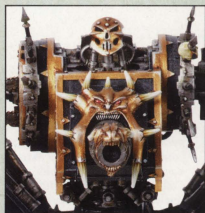
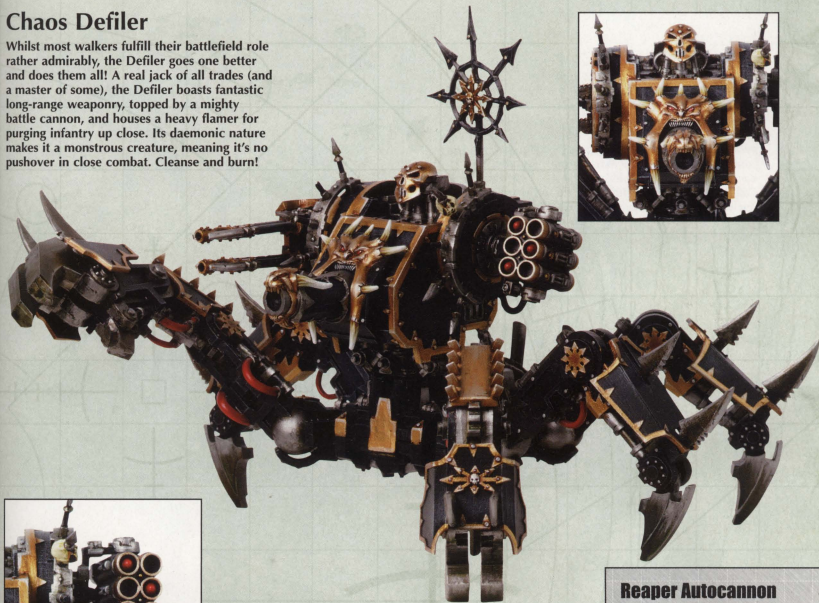
Defilers can be a real headache for your enemy, as they are amongst the toughest of all the walkers we produce models for. Although they may look like the ultimate combat machine, they make a very good



Tankbusta Boyz are great at bringing down walkers. Despite their name, they don't just limit themselves to destroying tanks – their stikkbombz can destroy anything mechanical!

Chaos Defiler

Whilst most walkers fulfill their battlefield role rather admirably, the Defiler goes one better and does them all! A real jack of all trades (and a master of some), the Defiler boasts fantastic long-range weaponry, topped by a mighty battle cannon, and houses a heavy flamer for purging infantry up close. Its daemonic nature makes it a monstrous creature, meaning it's no pushover in close combat. Cleanse and burn!



artillery piece. Upgrade the battle cannon to fire indirectly, and replace the heavy flamer with a havoc launcher. 185 points buys you a lot of hurt – stick it behind a hill or in a ruin.

Sentinels and War Walkers. These models are designed for this role – the trick with them is to make sure you have plenty. Eldar can take up to nine War Walkers – that's a lot of Starcannon shots, while Imperial Guard can field 12 Sentinels. Equip them with upgrades to increase their survivability, and make sure you decide what targets they will go for when choosing their weapons – a mix of guns in one unit is a bad thing. Don't forget that Sentinels, though fragile compared to War Walkers, can take Hunter Killer Missiles. They are pricey at 10 points, but when used en masse can be deadly.

Carnifexes with two venom cannons and enhanced senses – for 155 points you get 2 twin-linked Strength 10 shots per turn, hitting on 4+.

Close Fire Support

Dreadnoughts fall into this category. They are good at shooting and fighting, meaning you can use them to give mobile covering fire to advancing infantry, and plug gaps in the lines during close combat.

Killer Kanz in a mob – one each with a Skorcha, Shooter and Rokkit Launcha, gives you a nice spread of capabilities to support your infantry's advance. Armour Plates are a must, as these tinboyz are going to get shot at. It's amazing how many 6s you can roll when you shout Waaagh! repeatedly in your terrified opponent's face.

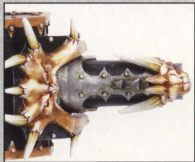
Reaper Autocannon

Range	Strength	AP	Type
36"	7	4	Heavy 2, Twin-linked



Battle Cannon

Range	Strength	AP	Type
72" or G36"	8	3	Ordnance 1/Blast
G36" - 72"	8	3	Barrage, Causes Pinning



Sentinel

This tank-hunting Sentinel variant has an armoured crew compartment upgrade, protecting it from small arms fire by removing the open-topped rule. Armoured sides for Sentinels are available in the plastic kit (the one on the facing page is equipped with these), but this particular model has additional metal components – a great way of personalising your vehicles. These are so chunky they could also represent the Extra Armour upgrade. The components are available from Games Workshop Direct. Call them on 0115 91 40000, or go to the online store at www.games-workshop.co.uk/store/imperialguard



OUT NEXT
MONTH!



Eldar War Walker

The War Walker can mount a wide range of weapons, all of which come in this brilliant new kit, to be released soon. Keep an eye out for it in future issues of *White Dwarf*.



Beware hordes of Tyranids with Rending claws! When such creatures attack in large numbers, they make short work of all vehicles, no matter how well armoured they are.

Venerable Dreadnoughts are the ultimate all-rounders. They are difficult to disable, and can be made more so with the addition of Extra Armour. Make sure you take advantage of their ability to choose a Veteran Skill.

Sentinel Squadron. Even the thin-skinned Sentinel can be handy in supporting an advancing platoon. Give them multi-lasers so they can lay down a barrage of fire as they advance, or consider heavy flammers when playing Cities of Death to negate some of those cover saves.

Wraithlords make brilliant multi-purpose machines. Under the new rules (see next month's issue), they can take two heavy weapons. But they are especially vulnerable to power fists and rending weapons, so be wary of who you engage.

Close Assault

Dreadnoughts can be well-nigh unstoppable in close assault, but how successful you are with them depends entirely on what you decide to attack and when. High-strength characters, units with more than one power fist or loads of rending claw-equipped Tyranids are best avoided. That said, the vast majority of troops have no close combat capabilities for dealing with Dreadnoughts, and even those who have melta-bombs or comparable weapons have only a slim chance of hitting a walker in a fight. If you have any difficulty picturing who'll come off worst, well, let's just say that a big metal fist backed by twenty tons of punching power tends to make a mess of squishy biological bipeds, no matter how thick their armour. The biggest problem you have is how to make sure the walker

THERE ARE WALKERS...

...and then there are walkers! The largest walkers in the Warhammer 40,000 universe are the mighty titans. Pictured here are just the legs of a Warhound titan. Yes, it really is that big! This huge, magnificent model is available from Forge World. Log onto their website to see the complete model (miniature doesn't seem quite the right word) and the rest of their super-heavy Warhammer 40,000 vehicles.

www.forgeworld.co.uk



arrives intact. Various vehicle upgrades can be added to them to make them more durable, and you might want to consider advancing them behind a screening transport vehicle.

Above all remember, assault is no place for weapons platforms like Sentinels or War Walkers.

Ork Dreadnoughts are utterly deadly, having the advantage of not two, but four arms! They are also significantly cheaper than everyone else's Dreads. An Ork Dreadnought equipped with two Skorchas (good for hotting things up before going in) is a mere 80 points, leaving you with plenty to spend on upgrades. Yes, that means Armour Plates!

Chaos Dreadnoughts are meaner and cheaper than their hated Space Marine

counterparts, though they do jostle for attention with the tanks in the Heavy Support section. A Chaos Dreadnought has access to a large number of vehicle upgrades that help to protect it. Daemonic Possession (ignores shaken and stunned), Parasitic Possession (can grow back damaged components on a 4+) and Mutated Hull (+1 armour all round) make a Chaos Dreadnought almost unstoppable. At least an additional 70 points, this combo is perhaps too costly for long-range Dreadnoughts, but it almost guarantees that your close-combat monster will get into assault.

And there's more...

This is just the merest overview of what walkers are all about. Try taking varying numbers of them in your games and develop your own tricks.



The Necrons' Gauss Weapons make them the ultimate anti-vehicle army (see more of them on page 86). When playing these unliving fiends, best leave the Dreadmob at home...

EAVY METAL

NECRONS

'Eavy Metal are the best team of professional miniatures painters in the world. Here we take a look at their work on the mysterious, ever-living Necrontyr.

Destroyer Lord

Necron Lords mounted on Destroyer bodies are powerful indeed, and make focal points for a Necron army. These models are deserving of special care and attention when painting.



The Resurrection Orb was painted with a swirling pattern representing the energy burning within.



The Destroyer body was painted a deep red, starting with Scab Red and carefully blending up to Blood Red at the very edges.

Necron Lords

The most sophisticated of the C'tan's servants, Necron Lords are a chilling sight on the battlefield, and have access to an array of deadly wargear.



The Lord's metallic body has been washed with Black and Brown inks to represent his immense age.



The Chaos Black cloak is highlighted with increasing amounts of Codex Grey to define the folds of the cloth.



This Lord has ragged, blue cloth hanging from him – this colour provides an excellent contrast to the mostly metallic body.



The blue colour scheme is continued on the non-metal chest plates. The detailing is picked out in a dull gold colour to provide contrast.

Nightbringer



The C'tan are monstrosly powerful star gods, and are deserving of the best possible paint job you can give them. Here we look at the Nightbringer – the embodiment of death.



Nightbringer's body is mostly black and grey, with blue tones added to the paint to create a cold, metallic appearance.



The Scarabs at Nightbringer's feet have been painted Chainmail and washed with Brown and Chestnut inks.

The Deceiver

The Deceiver is the most insidious and capricious of the C'tan. His awe-inspiring presence is represented here by the use of rich golds.



The golden body is worked up through increasingly brighter layers, starting with Tin Bitz, through to Burnished Gold. Washes of Purple, Magenta and Blue inks give the finish a distinctive sheen.



The Deceiver's horns are highlighted up to pure Mithril Silver at the very ends, and glazed with Blue Ink.



Alternative Colour Schemes

Of course, you don't have to paint your Necrons the same as ours. Here are a just a few of the variants that the 'Eavy Metal team tried out.



This Warrior was painted by mixing Regal Blue with Boltgun Metal.



This ancient-looking Warrior was base coated with Brazen Brass, with Mithril Silver added for the highlights.



You don't have to stick to metallics – this Warrior was painted Skull White.



Necron Warriors

The bulk of any Necron army is made up of Necron Warriors, so finding a good technique for painting metal is a necessity!



The chest glyphs on the Studio Necrons were carefully picked out with Shining Gold.



The translucent green rod is added to the model after it is finished – the last thing you want is to get paint on it!



A Necron Warrior squad, assembled, painted and ready for action.

FLAYED ONES



The metal of the Flayed Ones' bodies is painted the same way as the Necron Warriors'.



The flayed skin the Flayed ones wear has a base of Dwarf Flesh.



Monolith

The Monolith is a large and imposing model, and will likely be the centrepiece for your army. However, it is surprisingly simple to paint.



The hieroglyphic device was painted Dark Angels Green and highlighted with Snot Green to stand out against the dull metal background.



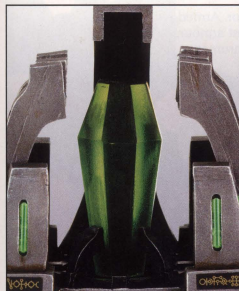
The Monolith was undercoated Chaos Black and drybrushed with Boltgun Metal. A very light drybrush of Chainmail finishes the model nicely.



50%

Necron Hieroglyphics

Many Necron models display hieroglyphic symbols like these – try using these designs as a reference for your models.



'Eavy Metal are the best team of professional miniatures painters in the world. Here is some of their work on The Two Towers range for The Lord of the Rings strategy battle game.

THE FREE PEOPLES

Aragorn

This latest version of Aragorn depicts the Ranger as he hunts Uruk-hai across the plains. Clad in simple, weatherworn clothes, his appearance belies the true heritage of this powerful Man of the West.



The details on Strider's sword, including the small hunting knife, have been picked out with Mithril Silver.



The Elven dagger gifted him by Celeborn hangs at Aragorn's belt.



Legolas

This Elven Prince may not be at home on the plains of Riddermark, but his archery skills are a great boon to The Fellowship. Fair-haired and eagle-eyed, his adventures have taken him far from his forest home.



The intricate wood grain and gold detailing of Legolas' bow have been carefully applied by hand.



The arrow fletchings have a base of Dark Angels Green. The detail is picked out with Camo Green.

Gimli

A Dwarf of a noble line, Gimli is a no-nonsense warrior. Armed with finely crafted Dwarven axes and wearing a suit of finest armour, the son of Gloin is a valuable asset against the forces of Saruman.



The pattering on Gimli's armband is painted on with Dwarf Bronze highlighted with Mithril Silver.



Gimli's red clothing is painted Red Gore, with Dwarf Flesh added for the highlights. Glazes of Chestnut and Red Inks enrich the colour.



Ents

The Ents of Fangorn Forest are amongst the most ancient creatures of Middle-earth. Slow to anger and utterly implacable, they alone have the strength to destroy Saruman's fortress.



The distinctive silver birch bark is painted Fortress Grey. A little Skull White was added to the Fortress Grey for the highlight.



The foliage is carefully picked out first with Dark Angels Green, then Snot Green.

Colours of the forest

Tree Bark



Foliage



Birch Bark



Colours of Darkness

Robes



Flesh



Armour



Top Tip

Uruk-hai Flesh

Vraskû's skin is painted in the same way as our other Uruk-hai. The following is the method the 'Eavy Metal team use to paint the legions of the White Hand.

Apply a basecoat of equal-parts Scab Red, Scorched Brown, Chaos Black and Dark Flesh. Highlights are added using an equal parts mix of Scab Red and Dark Flesh for the first stages, before adding small amounts of Bleached Bone to this mix for the final highlights. The flesh is then given a wash with a watered down mix of equal-parts Brown Ink and Chestnut Ink.

FORCES OF DARKNESS

Morgul Stalkers

Bred from the Orcs of Minas Morgul by the evil Witch-king, the Morgul Stalkers are silent killers who protect the realm of their sinister master.



The fangs are picked out with Skull White to make them look sharp and vicious, drawing your attention to the model's face.



The cruel weapons of the Morgul Stalkers are dulled down by washing over the Chainmail basecoat with Black, Brown and Green Inks.



When highlighting black robes, it's easy to make them look too grey. A few washes of thinned-down Chaos Black will remedy this.

Vraskû

Commander of Saruman's Uruk-hai scouts, Vraskû is cunning, resourceful and utterly ruthless. His modified crossbow is testament to Saruman's skill and ingenuity.



Vraskû's crossbow is covered in scratches, painted on with Mithril Silver and a Fine Detail brush.



The padded, segmented armour is painted in a lighter shade of brown than the rest of the clothing to differentiate it.

Orthanc Diorama

This fabulous diorama of Saruman and Gríma with the Palantír was made by Anja Wettergren of the 'Eavy Metal team. The separate elements are tied together with realistic "directional lighting" effects, while every component is treated with stunning attention to detail.



Each of the models has been painted the 'Eavy Metal way. Note how the warm, directional lighting actually makes Gríma look a bit healthier than usual!



Directional lighting is an advanced technique, but it is a great way to add atmosphere to a model. Anja has painstakingly painted the orange glow onto the folds of Saruman's robes.



By painting a bright ring around the Palantír, Anja has made the source of the light more obvious.

The marble floor of Saruman's chamber was carefully painted by adding Skull White to Chaos Black and applying it in streaks in a realistic pattern.

THE PALANTÍR

One of the lost seeing stones, the Palantír's dormant form is that of an obsidian sphere. However, when Saruman uses it to contact The Dark Lord, it is filled with the image of Sauron's Eye. Anja shows us how she achieved this effect.



- 1 Begin by painting the sphere with an even coat of Blood Red.



- 2 Layer Fiery Orange onto the front portion.



- 3 Layer Sunburst Yellow over the orange, blending it around the edges.



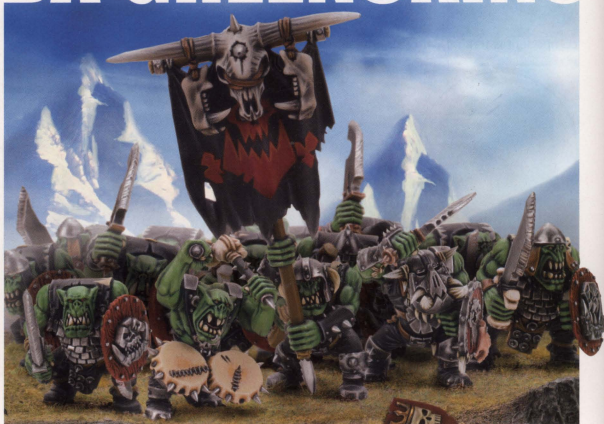
- 4 Paint fine lines of Blood Red and Fiery Orange around the edges of the yellow portion.



- 5 Carefully paint the centre with Skull White, drawing out fine lines of paint around the edges.



- 6 Paint the oval pupil Chaos Black, then very carefully dot in Sunburst Yellow in the centre.



With the release of the new Orc and Goblin Citadel miniatures, it's a good time to take a look at painting your greenskins. Here we examine a variety of ways to go green.

Of all the things you need to learn when painting an Orc and Goblin army (or Orks, for that matter), the most important one is how to paint green! Nearly all the models in these armies have green skin and this alone goes a long way

to making the force look coherent on the tabletop, regardless of what colours you paint the rest of the models. On these pages you will see several ways to paint green skin, from the most basic to the 'Eavy Metal treatment.

The 'EAVY METAL way

We asked 'Eavy Metal painter Anja Wettergren how she approaches painting green skin. The method she described to us is more time consuming than some of the other techniques shown here, as it requires multiple stages. However, we think the end results are absolutely stunning. If you were to batch paint around 10 Orcs a time in this manner, it needn't take too long. One of the main focal points of a miniature is its face and skin, so get this right and you will be able to use a less involved painting style for the rest of the model.



1 Paint all the flesh areas with a flat coat of Dark Angels Green.

Painting Workshop
is your number one
source of painting
tips, techniques
and expert 'Eavy
Metal advice.

Method 1: Flat Colours

By far the simplest method – and an especially useful one for painting large numbers of models – is to just use flat colours. Aim for neatness rather than detail.



Dark Angels Green.



Goblin Green.



Camo Green.

Method 2: Drybrushing

One easy way to add a highlight to your model is to use the drybrushing technique to apply a lighter tone of the base colour to the skin.



Dark Angels Green drybrushed with Goblin Green.



Goblin Green drybrushed with Sunburst Yellow.



Camo Green drybrushed with Rotting Flesh.

TEEF!

The teeth of the models can simply be painted Bleached Bone, as shown in figure (1).



Alternatively, you can use more advanced techniques, illustrated in figure (2) on an Ork Nob. This model had its teeth and helmet horns painted Scorched Brown, then gradually layered up through lighter tones of brown until Bleached Bone was reached. A wash of Brown Ink helped define the areas, before the final, fine highlight of Bleached Bone mixed with Skull White was carefully applied.



2 Apply Goblin Green for the first highlight layer. Leave the basecoat showing in the recesses.



3 Paint a diluted, 1:1 mix of Dark Angels Green and Chaos Black into the recesses to provide further shading.



4 Apply a 1:1 mix of Goblin Green and Rotting Flesh to the raised areas to provide the highlights.

Turn over for the finished model

WARPAINT AND DAGS

A good way to unify your units – particularly Warhammer 40,000 Ork Mobz – is to apply warpaint to your models' skin. Bold colours painted as triangular dags or Orky glyphs look great. Blue, yellow and red are particularly effective.



DAGS

Also called dog-tooth patterns, dags are a good Orky decoration for both troops and vehicles. First paint a zig-zag pattern and then fill in each alternate triangle.



Method 3: Ink Washes

Inks provide an easy way to add shading, as they are runny and naturally settle into the crevices on the model – all you have to do is paint it all over the skin.



Dark Green Ink over a Skull White undercoat.



Dark Green Ink over Goblin Green paint.



Camo Green drybrushed Rotting Flesh, then washed with Dark Green Ink.

Black Orcs

Black Orcs are mean, dark-skinned Orcs. The trick to painting them is not to go too far when highlighting. Beginning with Dark Angels Green, mix in Goblin Green for the highlights. If it looks too light, use washes of Black and Dark Green Ink to tone down the colour.



Grotz & Goblins

The bigger the greenskin, the darker they are. Goblins and Gretchin look great when painted lighter than their larger cousins. This could mean beginning with a lighter basecoat, or simply applying some extra highlight stages to the models' skin.



5 Once the rest of the model is painted, the Orc is ready to join his unit.



Sisters of Battle

Forbidden by decree from keeping men under arms, the Ecclesiarchy instead maintains an army of women...

The Sisters of Battle share many things in common with the Adeptus Astartes, including a similar organisational structure and advanced weaponry. They are, however, perhaps even more fanatically devoted to the Emperor.



SISTERS OF BATTLE

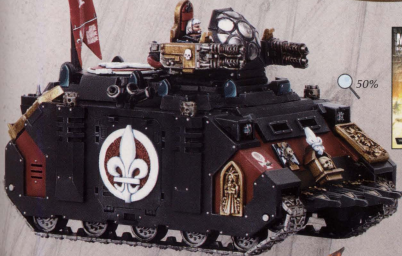
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MORIA MISSION

A The Lord of The Rings miniatures showcase



The complete Dwarf force ready for war! (models shown at 70% of actual size)



A selection of Dwarf characters that make up the force.

Prolific is the one word that best describes Derby Hobby Centre Manager, Chris Peach. He has more painted armies than most people have miniatures. You'd think he was Eldar were it not for the fact he doesn't have pointy ears, such is his fleet of brush. A fan of all our game systems, we just took a look at some The Lord of the Rings models of this painting/gaming dynamo to find out how he does it.

“They have to be massive. That’s what the image of your army should be – massive lines of warriors.”

“I love painting and I love gaming.” This is Chris’s opener as he reveals figure case after figure case of nicely painted models. There are armies of every system, every race and creed – it’s quite an impressive sight.

Only a truly dedicated hobbyist could boast of such a collection. “I like to paint and game in equal measure,” he says. But it’s not for glory, nor the trophies of war for which Chris endeavours so diligently, oh no. “I spend time doing an army and it gets battered,” he tells us. He’s not talking about dipping his models in a mixture of flour and eggs though. Chris gets beaten... a lot. Alas, as a tactician he makes a great painter. “I spend hours setting my army up, minutes removing it from the table.” Fortunate then that he can paint his forces so quickly. “My Mordor Orc army was done in four hours,” he says. That’s a total of 30 models! “I do them like a factory line,” he explains.

The Lord of The Rings is one of Chris’s favourite systems – “I find the small scale scenarios challenging and evocative but I really love fighting big battles – making phalanxes of troops,” he says – and he has sizeable themed forces of Gondor, Rohan, Mordor, Harad and Easterlings and Uruk-

Heroes and Kings



"For this model, I used the Amon Hen Gimli as a base," Chris explains. "That's no elven cloak he's wearing though. I added Green Stuff eye guards on his helmet and a Mordor mace head on top," Chris says. "The tassels on his cloak are Green Stuff too, they're meant to represent a record of his family's deeds and history."



"The Dwarf Kings have no helmets, so I made this one out of Green Stuff and plasti-card," says Chris, "The axe head comes from a Mordor Orc and I green stuffed the fingers around the haft so he was holding two weapons."



"I modelled the shoulder armour to give this Dwarf hero more stature. Both the helmet and shoulder guard were made from Green Stuff."

hai. In fact, there're not many The Lord of the Rings models that Chris hasn't painted.

Into the cold dark of Moria

Perhaps one of the most striking though are his Dwarves, more of a company than an army in truth. Chris's Dwarves are a mere 15 models, pretty scant when compared to his other armies.

"They are an expedition," he says, "I like to use them to re-enact the battles in Moria when it was still occupied by Dwarves but I also use them as Erebor and Rhovanian." Chris painted and modelled this army before there were any Dwarf models available and actually used the Dwarf King models to represent his expedition. As a result, he's produced some pretty cool models. "I couldn't possibly convert a whole force of Gimli!" he says. Quite!

One thing that Chris applies to almost all of his armies is, "They have to be massive. That's what the image of your

army should be – massive lines of warriors." Ironically though Dwarves are one of his favourites, they are one of the few races Chris doesn't have a massive army for – they're next on his list.

Tournament test

Chris also has aspirations to upgrade his force to take along to The Lord of the Rings Grand Tournament, "I am currently building up the rest of my Dwarf force for the Grand Tournament this year. I've been wondering what to use my Dwarves as, either as Khazad Guard or as regular Dwarves. Either way they're a bit special and they'll make an impressive bodyguard for Dain."

Chris's motives for going are not what you'd expect either, "The Lord of the Rings has always been one of my favourite games, and at the GT I get to play a whole weekend of it! I'll probably get thrashed, but at least I'll have a great time in the process!"

THE LORD OF THE RINGS

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GRAND TOURNAMENT



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What you will need to attend:

- Two 700 point armies, one Good: one Evil. Models must be painted and based, and the army must be constructed according to the rulespack and Legions of Middle-earth.
- You must be at least twelve years of age to enter. Players between the ages of twelve and fifteen years must be accompanied by an adult.

What does the ticket cover:

- Eight rounds of The Lord of the Rings over two days.
- Lunch on Saturday and Sunday and an evening meal on Saturday. It also includes tea and coffee in the morning on both days and doughnuts on Saturday to get you started.
- Access to Warhammer World facilities, including the Citadel Miniatures Hall.

Tickets cost £50,
for more information,
call 0115 916 40000,
or e-mail events@games-workshop.co.uk

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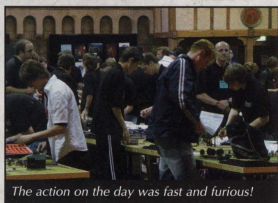


SCHOOL LEAGUE -2006-

The 2006 National Schools League came to an exciting climax at Warhammer World on July 5th. With teams from fifteen schools and over 100 students and teachers taking in the grand final part it proved to be a very close run tournament.



Matt Anderson (UK Community Manager) briefs the players on the day's activities.



The action on the day was fast and furious!



Fil Dunn and Darren Latham from the 'Eavy Metal team were on hand to present awards.

Each of the teams of students had battled their way through regional finals to earn their place at the National Final, and this was the culmination of a year's effort of army building, painting and game playing.

The tournament used the popular Combat Patrol, Border Patrol and War Party rules, allowing students to field small, but very tactical armies. A great deal of effort was put into everyone's forces and there was a great standard of painting at this year's final.

Apart from the gaming, the students were also able to take part in painting and scenery masterclasses and had an exclusive look at the brand new Warhammer boxed set – The Battle for Skull Pass!

All in all a good time was had by everyone and if this year's increase in the number of teams competing in the Schools League is anything to go by, next year's regional heats and grand final will be even bigger!

*Matt Anderson,
UK Community Manager*

Congratulations to everyone who took part!

The Winners for Best Painted Army were:

- Best Painted Warhammer Army – Chris Ronan (Windsor High School)
- Best Painted The Lord of the Rings Army – Elliot Hodgeson (Mill Hill School)
- Best Painted Warhammer 40,000 Army – Joe Bradley (Windsor High School)

The overall Champions, by system, were:

- Warhammer – Southend High School for Boys
- The Lord of The Rings – Redcar Community College
- Warhammer 40,000 – Redcar Community College

SHIELD OF THE EMPEROR



The Legio Custodes, guardians of the immortal Emperor, have stood watch since the dark days of the Horus Heresy. Inspired by the art books of the same name, Andrew and Nicola Taylor converted and painted two Combat patrol forces based on the Custodians and the Sisters of Silence for the 2006 Doubles Tournament. Andrew then decided to expand the Custodians into a 1,500 point army for the Grand Tournament. We asked him to tell us what inspired them...

DOUBLES TOURNAMENT FORCE

What was it that drew you to the army? The background from the Horus Heresy books, with particular reference to the artwork by Adrian Smith, was a major inspiration. The modelling and painting

challenge was also a big draw, as this is something we knew would push our skills.

Initially, it was just going to be Andrew making a Legio Custodes army as an ongoing project, but after we started thinking about the Doubles Tournament, we hit on the idea of making the Sisters of Silence partnered to the Legio Custodes.

We overcame the problem of neither of these forces being covered by any of the existing Codexes, nor for that matter any planned future Codexes, by treating the Legio Custodes as Grey Knights using the Codex: Daemonhunters – the closest 41st Millennium analogy I could find and one that fitted the idea of the Custodians best. The Sisters of Silence was an altogether different problem as there is simply no 41st Millennium counterpart to the enigmatic

THE HORUS HERESY



Available now-Volume four of the Horus Heresy: Visions of Death



PAINTING GUIDE

COLD ARMOUR

- Tin Bitz
- Brazen Brass
- Dwarf Bronze
- Shining Gold
- Burnished Gold
- Burnished Gold
- Mithril Silver

RED ROBES

- Scab Red
- Red Gore
- Blood Red

WHITE ROBES

- Shadow Grey
- Space Wolves Grey
- Skull White

BLADES

- Boltgun Metal
- Chainmail
- Mithril Silver
- Blue Ink (glaze)

CLOAKS

- Scorched Brown
- Dark Flesh
- Bestial Brown
- Snakebite Leather



▼ Squad Proctus



▼ Servants of the Throne

75%



anti-psykers of the Heresy. In the end we used Codex: Witch Hunters, whilst this is kind of misleading (the Sisters of Silence and the Sisters of Battle have only that they are female in common) this was the best compromise we could come up with and offered us some entertaining gaming dynamics.

What are the strengths and weaknesses of your army?

The army packs in a good amount of anti-infantry firepower but can still dish it out in assaults when it needs to. It is versatile in how it can be used, though it works best on the offensive.

The force is unfortunately all on foot, which makes it a slow to use against mobile opponents, or opponents who prefer to sit back and shoot. In situations like this, we struggle to get to grips with the enemy before we get completely shot to pieces. Finally, because the force is

small and elite, we are usually outnumbered.

How do you plan to overcome these weaknesses through composition tactics?

Firstly we keep all our force close together to support each other so we don't get isolated and picked apart. This is usually coupled with a refused flank of some sort to try and minimise enemy numbers.

With a close quarter army on foot, you have to plan a few turns ahead to get the most from your troops. Even with planning, there are still occasions when there is not much else you can do but march at the enemy and hope the armour holds up!

As closing on the enemy is so important, we took the Liber Heresius in the Sisters of Silence (represented with Codex: Witchhunters) force and the Emperor's Tarot in the Legio Custodes (represented with Codex: Daemonhunters) force. This is a nice tag-team of wargear

▼ Oblivion Knight



75%

▼ Winter Leopard Prosecutor Squad



▼ Ice Falcons Witch-seeker Squad



giving us the best chance of getting that all important table edge and first turn.

Finally, we have the Oblivion Knight for the Sisters (used as a Callidus Assassin) who is something of a crutch for the army. She was a spectacular one-woman killing machine for most of the tournament weekend!

Which armies give your force a hard fight?

Firepower heavy armies tend to give us a rough time, especially if the terrain is a little open, as we just tend to be cut to ribbons before we can close in. Also large hordes of Tyranids can be tricky, just because there are a lot of them to kill and we can quickly find ourselves swamped.

Which is more important to you: army theme or battlefield effectiveness?

With a custom-made force like this, it was all about the theme. When designing the army lists, we always approached it from a

'what would look cool' point of view rather than a 'what would be effective'.

As it turned out, our army seemed to function reasonably well on the battlefield, though that's probably an accident of design more than a deliberate intention.

What are your favourite models?

We quite like them all so it is hard to pick a favourite, though Nicola is particularly pleased with how the Witch-seeker squad and the cyber-hounds turned out.

What did you use for the conversions?

We used a lot of parts from all over the place as most of the models are built from scratch out of components. Some parts we ordered specially because we knew we needed them, while others we found lying about in our bits box.

The Legio Custodes were made using parts from Space Marines, Chaos Space Marines, High Elf Spearmen, plasticard,



UNOFFICIAL

ARMY LISTS

THE LEGIO CUSTODES
(Represented with Codex:
Demonhunters)

TROOPS

Squad Proctus

9 Grey Knights (225):
2 psychcannons (50)
1 Justicar (50).....**325 pts**

ELITE

Servants of the Throne

Inquisitor (20): Incinerator
(20), Emperor's Tarot (15)
2 Mystics (12)
1 Familiar (6).....**73 pts**

Total:398 pts

THE SISTERS OF SILENCE
(Represented with Codex:
Witchhunters)

TROOPS

Winter Leopard Prosecutors

9 Sisters of Battle (99):
Melta-gun (10), flamer (6),
Veteran Sister Superior (14):
power weapon (10) **149 pts**

ELITE

Oblivion Knight

Callidus Assassin**120 pts**

Ice Falcons Witch-seeker

Inquisitor (20):
power weapon (10),
power armour (10),
Liber Heresius (20),
2 Crusaders (40),
3 Acolytes (24),
1 Familiar (6).....**130 pts**

TOTAL:400 pts



DOUBLES TOURNAMENT ARMY SHOWCASE

▼ Tribune Diomedes



▼ Centurion Squad Daedalus



▼ Squad Xanathos



UNOFFICIAL

ARMY LIST

THE LEGIO CUSTODES
(Represented with Codex:
Demonhunters)

HQ

Tribune Diomedes
Grand Master (145):
Master Crafted Nemesis
Force Weapon (15),
psy-cannons (30),
Sacred Incense (10),
Hammerhand (10) ...**210 pts**

ELITE

Centurian Squad Daedalus
4 Grey Knight Terminators
(184): pscycannon (30),
Brother-Captain (61):
psycannon (25),**300 pts**

TROOPS

Squad Proctus

paper and Green Stuff. The Sisters of Silence were based on Dark Eldar bodies with the 'spiky' details removed, cloaks from the Mordheim Middenheimers, and paper, Green Stuff and bolters.

How do you paint your models

Painting wasn't simple. We used glazes, blending and other such techniques. The colour list (right) shows an approximate list of the colours we used

The challenge for both armies was to get the gold looking right. It needed to have a richness that could not be achieved easily by using inks, while being careful not to go too dark or too bright. We avoided inks completely and went for a layered progression of paint.

Is there any background for your army?

Most of the background is already

established. However, we did picture our force as the sort of 'special assignment' that the Emperor would send out during the Horus Heresy. During the attack on Prospero by the Space Wolves, the Legio Custodes and Sisters of Silence were sent to ensure the Emperor's will was followed and they would have fought side by side on that occasion, and we imagined this force along these kind of lines.

We left it at that, as one of the appealing things about the Legio Custodes and Sisters of Silence is the mystery that surrounds them.

GRAND TOURNAMENT FORCE

Why did you expand the army into a full sized tournament force?

In many ways it was always on the cards to build a full sized army of Custodes, as I had already built Gatekeeper Mausolos.

WARHAMMER
40,000

DOUBLES TOURNAMENT 2007

13th-14th January

Gate Keeper ► Agothodes



Gate Keeper ► Mausolos



75%

▼ Squad Proctus



The Doubles just turned out to be the perfect forum to try things out on a smaller scale to see if it worked.

Though Nicola loved making the Sisters of Silence, she already had a regular 1,500 point Sisters of Battle force, so it would have been a little repetitive for her to make another Witchhunters force. Also the background for them seemed to imply they work in small squads.

I had already made one Dreadnought (Mausolos) and I had big ideas for a second one so it made sense to include both of them. I had also sketched out some designs for the Terminator squad that I was itching to put together!

I added a second ten man squad of Custodian Guard as they are the iconic image of the Custodes, plus I had ideas 'left over' from making the first squad which I wanted to put to good use. Then it was

just down to painting gold, lots and lots of gold...

What is your next project for the next 40k doubles event?

We are tempted to try something completely new, after all the Eldar are on their way!

What do you enjoy most about the Warhammer 40,000 Doubles event?

For us the best part of the tournament is getting to make friends and chat to lots of like-minded players. Perhaps we were lucky, but we had a weekend where all our opponents were friendly and great, fun and it made for a really good weekend!

It was also nice to see other boy/girl teams, so we encourage other hobbyists to get their other half involved, and the Doubles is a good introduction.

9 Grey Knights (225):
2 psycannons (50)
1 Justicar (50): Targeter (1),
Frag grenades (1)**327 pts**

Squad Xanathos

As Squad Proctus**327 pts**

Gate Keeper Mausolos

Dreadnought (80):
assault cannon (30),
smoke launchers (3),
extra armour (5)**118 pts**

Gate Keeper Agothodes

Dreadnought (80):
twin-linked lascannon (50),
missile launcher (10),
smoke launchers (3),
extra armour (5)**148 pts**

Orbital Lance Stike ..**70 pts**

TOTAL1500 pts

Requirements

- Two 750 point allied Warhammer 40,000 combat patrols using the standard force organisation chart.
- There will be six games across the weekend.
- Event includes two lunches, and evening meal on the Saturday.
- Tea & coffee available both mornings with doughnuts on Saturday morning.
- Ticket price £70.
- Purchase tickets by calling 0115 91 40000 on, or after, the 7th of October 2006 (the expected release date).

www.games-workshop.co.uk/tournaments

On display throughout August at:
The Citadel
Miniatures Hall

THE GREEN



Steve Slatford is the manager of Games Workshop Romford and is an all round Orcs and Goblins fanatic. But it's not just for Warhammer that he collects Orcs and Goblins, he also has a fantastic Blood Bowl team – the Flash Gitz. If you want to take a closer look at his models pop down to Romford this half-term!

Grombrindal: What is it that first drew you to collecting Orcs and Goblins?

Steve: It started about three years ago... I'd been to a tournament with a friend, both of us felt relatively confident. It didn't go to plan and we found ourselves on the back end of a severe pasting. It was then decided, that we needed a change of forces. I decided on Orcs and Goblins.

After a long hard look through the army book and some of the stories inside it, a

green tint appeared in my eyes. I read everything I could get my hands on, from old army books to Black Library novels. It wasn't long before I'd bought my first boxed set of Orc warriors, dug out a regiment base and got cracking with four Orc Boyz. Up to that point I'd never painted an Orc, I had no idea of where I was going with my colour scheme or the army itself, but when I started to paint them it just flowed. Before I knew it, I was the proud owner of 30 Orc Boyz, with a full command group and movement tray. It didn't stop there, I then bought a Shaman on foot. Never before in my life had I spent such a long time painting the flesh of a single model. I now have somewhere close to 250 Orc and Goblin models, most of which you can see in the photos. I'm still painting them though, having just ordered

MENACE

An Orc & Goblin army courtesy of Games Workshop Romford.



25 savage Orcs and 11 Savage Orc Boar Boyz...Waaagh!

How do the new Warhammer rules affect your army?

One of the recurring problems I have with my army is the fact that they run away. In the new rules there are a couple of new bits that have done me many favours. The first is the 'Insane Courage' rule. Having the chance, no matter the odds, to pass any Break test on a roll of double 1 is great! Especially when playing against *fear* causing troops. Now my weedy little gobos can channel Gork (or was it Mork?) and stand firm in the face of absolute destruction, stupid goblins!

The second of these rules is a little paragraph hidden away in the combat section of the rulebook, 'units engaged in

combat with the enemy are immune to *fear, terror and panic*'. Unless you are an Orc and Goblin player, you have no idea how useful this is! Now when my Black Orcs are fighting against anything weedier than them, they no longer care if something like a Wraith says "Boo!" and makes them run away, trust me it used to happen all the time!

The changes to 'Regenerate' aren't unfriendly either, what with me having Trolls. One of the best things, in my opinion, about Orcs and Goblins is their magic. So, when I found out about the changes to Power dice in the Magic section of the rulebook it made me think more about how to use my shamans to their best advantage. It took me some time to remember, but by using different sized dice (obviously I couldn't



ARMY LIST

LORDS

Black Orc Warboss: Heavy armour, Warboss Ums Best Big Bosses 'At, A Huge Array of Choppas181
Night Goblin Great Shaman: Staff of Baduum, 2 Magic Mushrooms, Level 4 upgrade255

HEROES

Orc Big Boss: Light armour, shield, boar, Bashas Bloodaxe140
Goblin Big Boss: Hand weapon, great weapon, Amulet of Protectyness, Tricky Trinket89
Night Goblin Shaman: Level 2 upgrade, The pipes of Doom120
Goblin Shaman: Level 2 upgrade, 2 dispel scrolls, wolf152

CORE

25 Orc Boyz: Choppa, light armour, shield, full command180
16 Orc Arrer Boyz: Choppa, light armour, bow112
34 Night Goblins: Hand weapon, shield, 3 fanatics, full command163
24 Night Goblins: Hand weapon, shield, Fanatic73
24 Night Goblins: Hand weapon, shield, Fanatic73
13 Goblin Woldriders: Hand weapon, spear, shield, light armour, full command199
5 Goblin Woldriders: Hand weapons, spears, shields, short bows, musician76
5 Goblin Woldriders: Hand weapons, spears, shields, short bows, Musician76

SPECIAL

Rock Lobber70
Spear Chukka35
Spear Chukka35
Goblin Chariot: Hand weapons, short bows, spears, extra Goblin, extra Wolf, scythed wheels66
Goblin Chariot: Hand weapons, short bows, spears, extra Goblin, extra Wolf, scythed wheels66

RARE

4 Stone Trolls: Club240
Giant205
TOTAL2,606

WEAPONS OF THE WAR!



change the colour, they're green) it sunk in quickly.

Any Goblin player would probably agree that Goblins themselves are useless, it's what they bring with them that makes them rock! One of these being war machines. Being able to target any character that dares venture out on his own is a Gork send. Now when I can see it, I can shoot it!

With the changes to how individual combats work, and overrunning thereafter, I have just recently bought 12 Savage Orc Boar Boyz. The thought of flank charging unit after unit and being able to fight more than one round in the same turn is great.

How do the new Warhammer Orcs and Goblins rules affect your army?

The first thing any Orc and Goblin player

dreads at the start of every turn is the Animosity roll. When that 1 used to come, there was always the slight chance of it working for the better by rolling a 6 on the second roll and moving towards the enemy. Equally there was the chance of rolling a 1 and shooting at, or charging a friendly unit. Now there are no second chances.

Being a fan of magic in Warhammer, finding out I have a whole bunch of new and altered spells for the army makes me very happy. A lot of the spells remain the same, some are changed for the better and there is a brand new one, D6 strength 10 hits anyone!

Next on my list of joyfulness are magic items. I was having a long chat with a fellow manager, who'd managed to devise a combination that allows a single model



to receive a potential whopping 25 attacks! Yes, really, 25! You mount an Orc Warboss on an Orc Boar Chariot, you add an extra crewman, arm him with Basha's Blood Axe and Imbad's Iron Gnashas. Check it out!

Having Orcs in an army has never been so advantageous. They have two major changes which will tear players away from their little green counterparts. The first is the changes made to Orc choppas, of which there are two. Firstly, an Orc choppa finally counts as a hand weapon, meaning Orcs gain the hand weapon and shield bonus to their armour save in close combat. Secondly, Orc choppas now confer a +1 to Strength in the first round of combat. These bonuses combined with Black Orcs makes them devastating. The second major change is the allowance of Big 'Uns in the army. You no longer need

to have a unit of the same type and size before you can take a unit of Big 'Uns in the army, so bring on the Savage Orc Big 'Uns with two Choppas! That's 3 strength 5 attacks per model in the first round!

Speaking of Black Orcs, until recently I had not used them. It was only when I read about the 'Armed to da Teef' rule that I began painting a unit of 24!

When I first started playing with Night Goblins in my army, I had units with netters and found that they lacked somewhat. Nowadays I can't see any reason not to have them in units. Being able to reduce the strength of would be attackers by -1 when they're fighting in a combat involving Night Goblin Netters makes me smile and giggle, especially when I think of beating up on some strength 3 Chaos warriors.

GREENSKINS FOR ALL SEASONS





PAINTING GUIDE

SKIN

- Dark Angels Green
- Goblin Green
- Green Ink
- Scorpion Green

ROBES

- Regal Blue
- Enchanted Blue
- Regal Blue
- Black Ink

WOOD & LEATHER

- Scorched Brown
- Bestial Brown
- Snakebite Leather

CLOTHES

- Codex Grey
- Black Ink

METAL

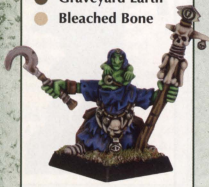
- Boltgun Metal
- Chainmail
- Black Ink
- Brown Ink

TEETH

- Bronzed Flesh
- Bleached Bone

BASES

- Brown Ink
- Graveyard Earth
- Bleached Bone



TURN LOOSE THE WOLVES!



80%



What is the background of your army?

(Written through the eyes of the Night Goblin Great Shaman):

Us Blue Uns 'ave lived in Dragon Back mountains fur long time. Its zut souf of da Black Gulf ta yooz monkeys. We loves nuffin betta dan kickin humies butts and makin' 'em look stupid. We like playin tricks on 'em 'cos dere dumm see. Dis one time we got dis geeza called Jacob Stakelldorff to give us toll three times on da same road in da same day.

We had a bash wiv some sneaky dark elf gitts once, gave 'em a roit kickin' and nicked dere boat. We like bein pirates. We took dere boat across da wet stuff and wended up on da penninnsulla, we called it "Dat skinny bit on da end" and some of us lives ere now.

We got in lots o ruicks wiv da humies in

Tillia, dem put up good fight, we win some and dey win some but wese had lotta fun wiv 'em. We get in fights all da times, it's a way of life for us in it. We always beattin up somewun, even each uvver when we getz bored. We always beattin up somewun, even each uvver when we getz bored.

All us blue 'uns do is bash stuff, our favy is beardies, dey give us lotsa bashin. Too slow dems are and you believe me they make up for it bein gitts. All fat and hairy, s'not green so its deaded that's whats I say, anywayz my ead urts so that's it.

THERE'S MORE IN-STORE
Buy this army on the Online Store.

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



ORC TOBER

Get down to your local Hobby Centre this ORCtober half-term to unleash the Orc Waaagh!

Ring your nearest Games Workshop store to get involved in the green mayhem! Here's what Steve's store is up to.

GAMES WORKSHOP ROMFORD

All week during the half-term, from 4pm, GW Romford will be playing 500 point games of Warhammer – one-on-one. Orc players may take an extra 50 points for every Orc victory throughout the week.

The games climax on Saturday with Grimgor Ironhide leading the ultimate

Orc and Goblin Waaagh!

We will be allowing Orc and Goblin players to use everything in their armies and GW Romford is planning to have the biggest Orc and Goblin army ever seen in a Hobby Centre, including Steve's whopping 4,500 point green menace army featured in this article!



FRONTLINE UK



Games Workshop Reading has recently moved to a new location. Owen Rees and Rik Turner decided to pay a visit and find out more.

Location, Location, Location

Reading is one of Games Workshop's oldest stores. Long has it been in its old location, but this year it has moved. Even the most hardened nostalgic will be swayed when they learn the new store has four times as much gaming space, a painting area three times bigger, an extra big cabinet to see the fresh new staff models, and plenty of room for Games Workshop models. Oh, and it's open for longer! Proud Manager, Andy Hatton, explains "The old store was tiny, and had restricted opening hours because of the shopping centre. Now our store is huge and is open for longer!"

Finding Reading

Finding the Reading store couldn't be easier! Simply locate Broadstreet Shopping Centre, one of the two biggest in Reading, and you'll find the store on the main street on the outside of the shopping centre!

Address:

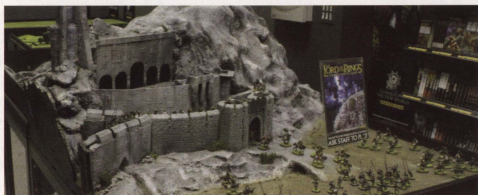
Games Workshop Reading
29 Oxford Road
Reading

Telephone:

0118 959 8693

Opening Hours:

Mon to Sat: 10am - 5.30pm
Sunday: 11am to 4.30pm
Thursday games night until 8pm
Sunday beginners club night 4pm - 7pm



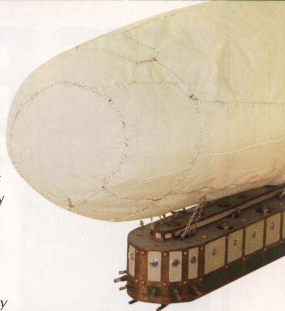
The Reading store's enormous Helm's Deep gaming table allows you to recreate the epic battle of the second instalment of The Lord of The Rings.



Flight of the GRUNDENBURG

Inspired by the cover of the Black Library novel, *Dragonslayer*, this amazing Dwarven airship is part of Reading's amazing Games Day game. The game is set during the War of the Beard, and features the Dwarfs of the Old World trying to assault Ulthuan. But before they can begin their landing they must first best the Dragon Princes of Caledor – on real Dragons – with the mighty Airship Grundenburg and Gyrocopters!

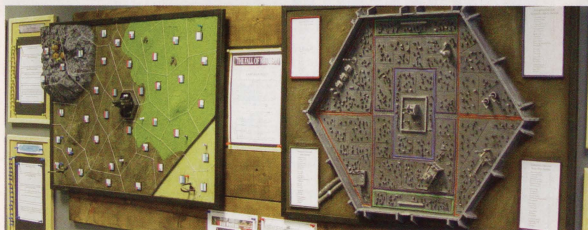
"Dragonslayer" image used courtesy of the Black Library



Hobby Hothouse

Games Workshop Reading runs a new gaming event every single week, so there is always something going on and all the staff are more than willing to help out with improving your hobby skills.

Vincent Albery is an expert in painting transfer quality symbols onto miniatures and is more than willing to pass on a few skills. You can see his work on his Wraithlord right.



Anyone recognise these maps?

Campaign-tastic

The store runs campaigns on a regular basis for which they make these inspirational and unique campaign boards. "We thought, why have 2D when you can have 3D!" Andy told us. Old campaign boards are put to good use, "we donate them to the local gaming club – the Spiky Club".

"ORCS' DRIFT"

GW Reading Saturday 14th 'ORCtober'

Waves of Orcs try to assault an Imperial and Dwarf alliance. Bring down your Battle for Skull Pass models or Greenskin armies. The battle begins at 1pm, ring the store for more details!



LATEST NEWS! Check out this month's Store & Club finder as well as the Events Diary



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

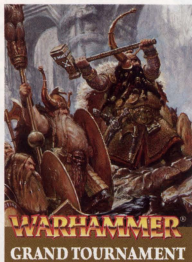
The closing dates for receiving details for publication in the following issues are:

- 1st SeptemberWD324 (Dec)
- 1st OctoberWD325 (Jan)
- 1st NovemberWD326 (Feb)

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

Events diary abbreviation guide

WHWarhammer
40KWarhammer 40,000
BBBlood Bowl
WABWarhammer Ancient Battles
WPSWarhammer Players' Society
WECW Warhammer English Civil War
EpicEpic Armageddon
LOTRThe Lord of the Rings
GWGames Workshop
GTGrand 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

OCTOBER

SLAYER DAY: From the Ashes

Date: Sunday 1st October, 2006

Venue: The Pemberton Centre, H.E Bates Way, Rushton, 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 £40.00 per team or £5 for an open ticket.

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

Games Workshop presents:

GRAND TOURNAMENT: Heat One 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 around two months before the event.

Contact: NEGT@games-workshop.co.uk

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

Games Workshop presents:

GRAND TOURNAMENT: Heat One 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: Gaming Workshop Wakefield

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: Gaming Workshop Wakefield

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:

GRAND TOURNAMENT: Heat Two
WARHAMMER

Date: 4th-5th November, 2006

Venue: Warhammer World

Details: This is the second 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:

GRAND TOURNAMENT: Heat Two
WARHAMMER 40,000

Date: 11th-12th November, 2006

Venue: Warhammer World

Details: Second 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

Fanatic Spellekijn 2006

Date: Sun. 12th November 2006

Details: Spellekijn in Leeuwarden host their annual Fanatic event. This will include many activities such as painting, intro games and a Warhammer and Warhammer 40,000 tournament. For more information about the event of the activities, contact the store.

Contact: +31 582 131 112

Website: www.spellekijn.nl

GAMES WORKSHOP presents:

WARHAMMER 40,000
Teams Tournament

Date: Sunday 12th November, 2006

Venue: Gaming Workshop Wakefield

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 point 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

GAMES WORKSHOP presents:

WARHAMMER 40,000
Teams Tournament

Date: Sunday 19th November, 2006

Venue: Gaming Workshop Wakefield

Details: Team up with your friends to overcome all challenges. Use your 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

WPS: Warhammer Grand Tournament

Date: 18th - 19th November 2006

Venue: Gateway Hotel, Nottingham (on campus event)

Details: The 3rd year we have run this event on campus at this hotel. You move from your hotel room to breakfast to the gaming table.

Ticket Price: circa £95 TBC (includes bed and breakfast in a 5 star hotel for 2 nights)

Contact: conrad.gonsalves@players-society.com

GAMES WORKSHOP presents:

GRAND TOURNAMENT: Heat Three
WARHAMMER

Date: 18th-19th November, 2006

Venue: Warhammer World

Details: This is the third 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:

GRAND TOURNAMENT: Heat Three
WARHAMMER 40,000

Date: 25th-26th November, 2006

Venue: Warhammer World

Details: Third 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

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

coming January 2007...

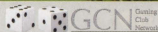
DOUBLES
TOURNAMENT

THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

GRAND TOURNAMENT
JANUARY 27TH-28TH 2007

STORE & CLUB FINDER

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



Our Gaming Club allows you to find independent clubs that are a part of the Gaming Club Network. The clubs listed on page 121 all have:

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

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

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

GAMES WORKSHOP® Hobby Centres

OPENING TIMES ▶
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.



• 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

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

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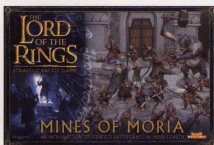
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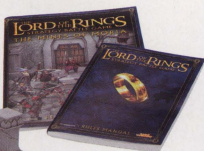
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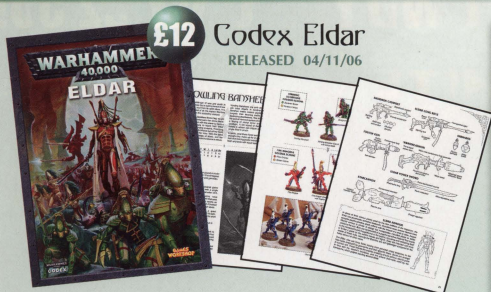


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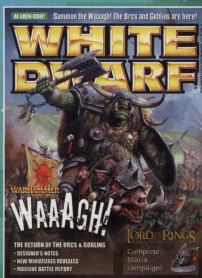
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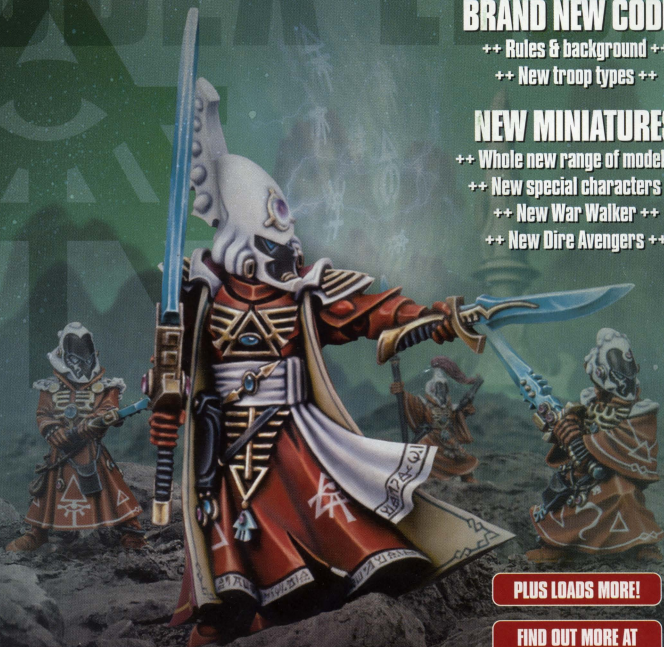
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