

INSIDE: New Eldar Codex and models unveiled • Eldar Battle Report

WHITE DWARF

WARHAMMER
40,000

ELDAR

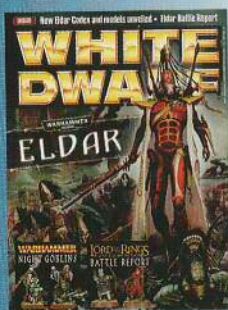
WARHAMMER
NIGHT GOBLINS



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BATTLE REPORT



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From beyond the stars come an ancient and enigmatic race, the last of their kind – the Eldar have returned!

The Eldar are the last of a dying race, fighting for survival on the furthest frontiers of the galaxy, for they know that if they fall, then the galaxy may well fall with them. This month sees the release of the latest Eldar Codex for Warhammer 40,000, along with all the lovely Citadel Miniatures you'd expect of such an important release. I must say, though the craft of the miniatures designers fires my Dwarven imagination, I'm beginning to despair at the lack of my kin in this hallowed publication! Still, these Eldar types can teach the average Manling a thing or two about warfare, having been around nearly as long as I have!

Also in this issue, sage Games Developers Mat Ward and Adam Troke go head-to-head in a Legions of Middle-earth battle report, which looks to be a real battle of the beards! What's more, for you Warhammer players, the vile Grobi are back again. Led by Warlord Skarsnik, they're proving to be just as hard to shift from my pages as they are from Karak Eight Peaks! Finally, on page 72 we begin a brand new tactics series, starting with Warhammer, which is sure to be an invaluable source of information for all you budding Thanes out there.

Grombrindal, The White Dwarf

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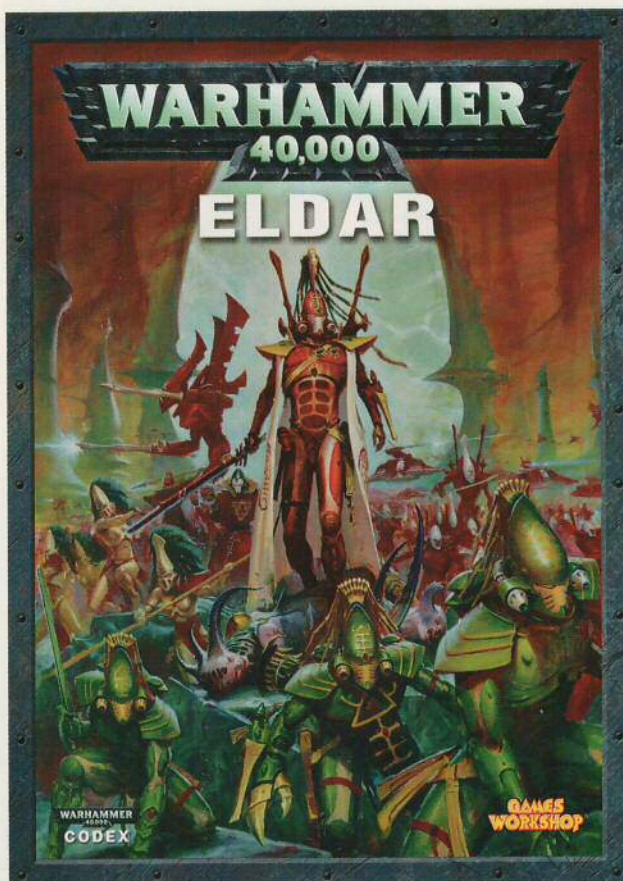
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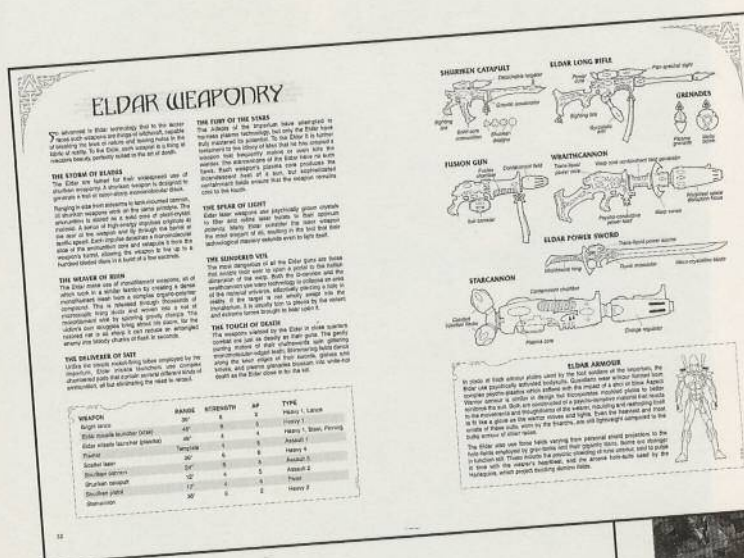
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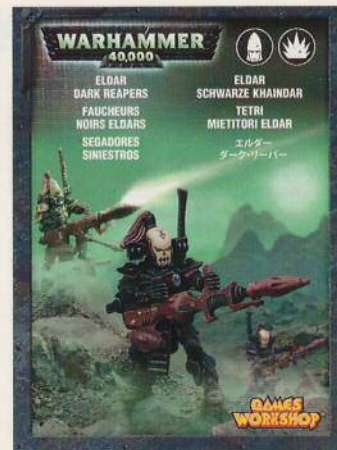
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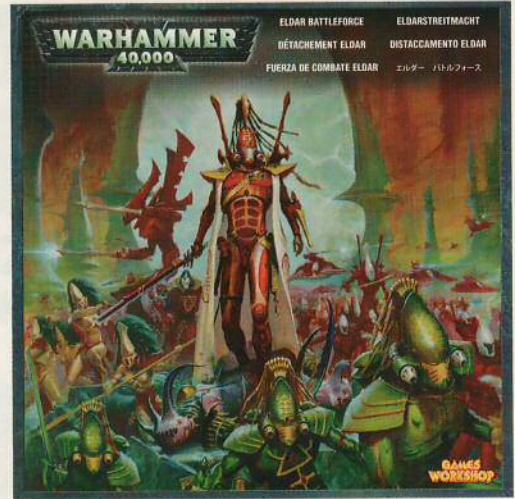
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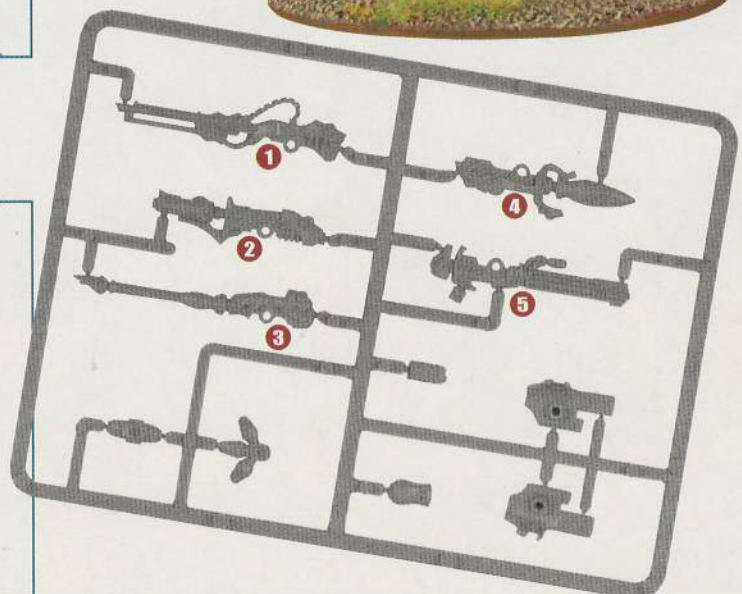
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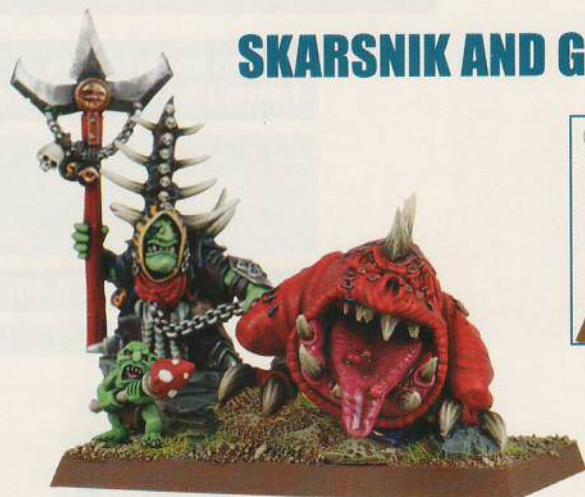
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WARHAMMER

ORCS & GOBLINS

SKARSNIK AND GOBBLA



FRONT VIEW



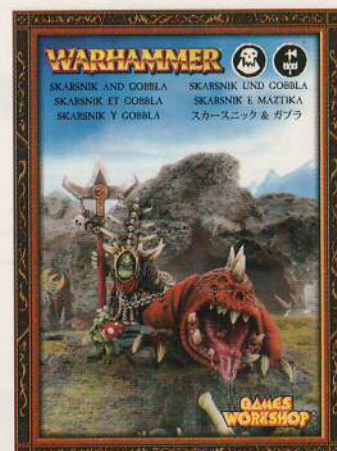
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>>> SEE SKARSNIK'S NIGHT
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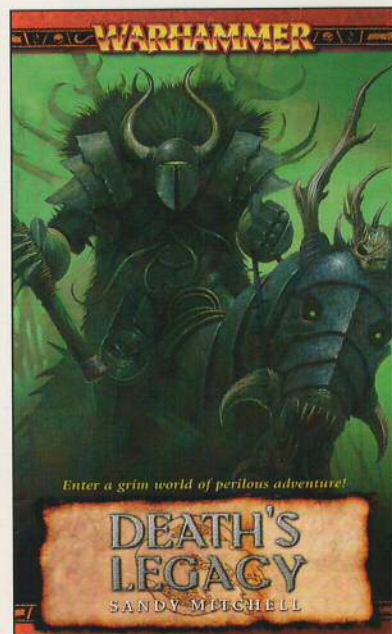
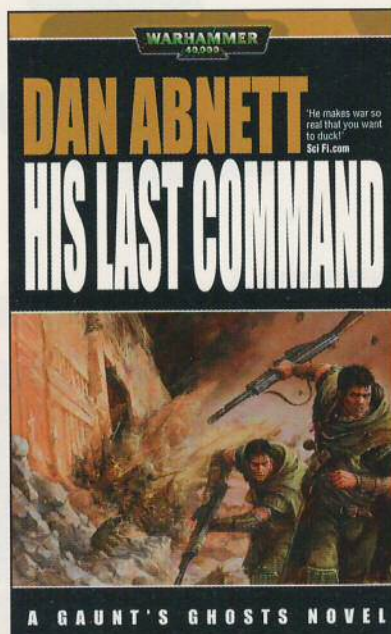
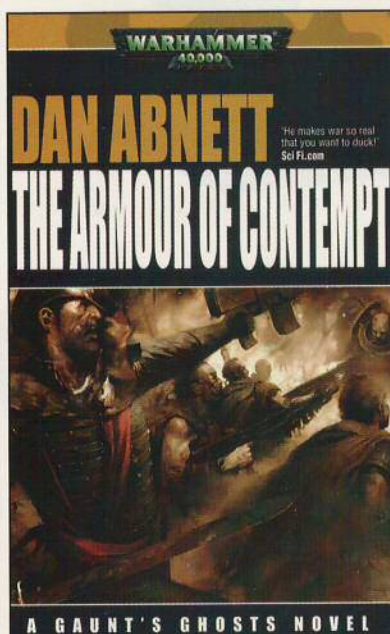
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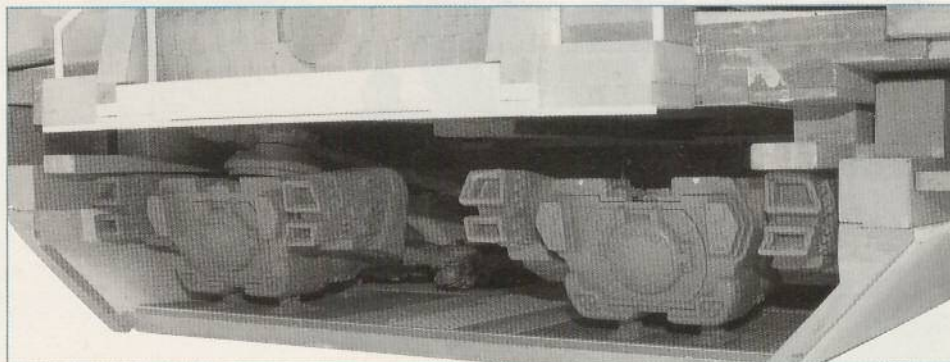
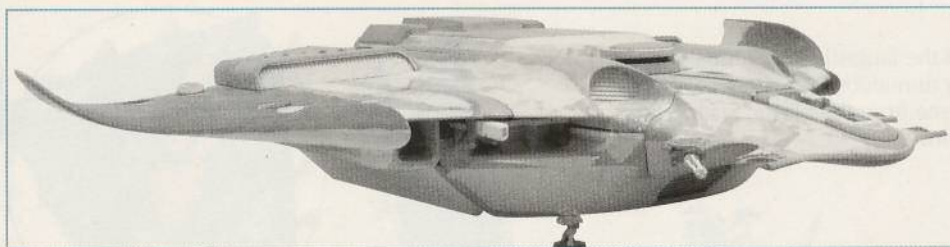
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*Designed by Will Hayes.
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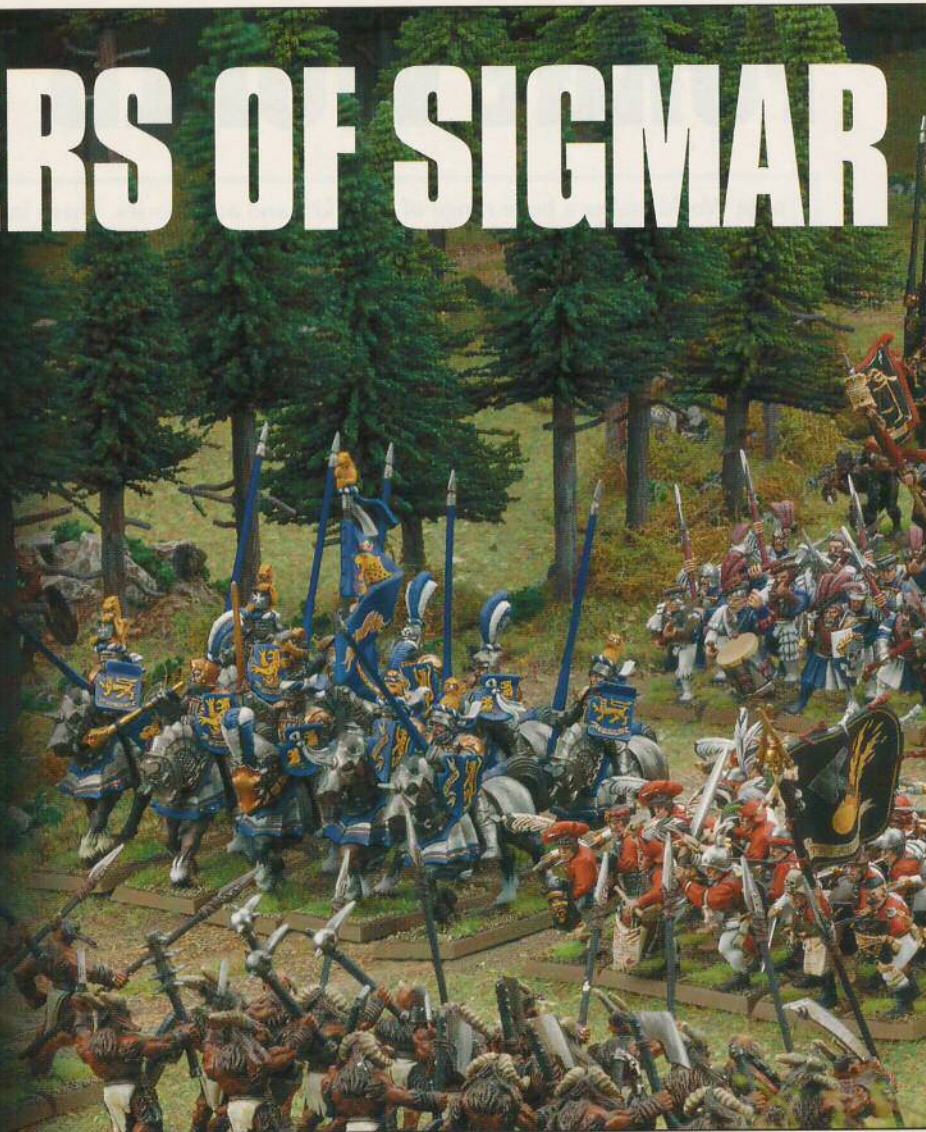
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Of course, all the usual hobby information and army-building tips also lie within this book, making it the most invaluable sourcebook for budding and existing Empire generals. Emperor be praised!



New Miniatures

On these pages is a mere taste of the fantastic new models coming soon for the Empire. Our miniatures designers have really outdone themselves, as you can see from the plastic State Troops regiment and Ludwig Schwarzhelm!



◀ New plastic Empire State Troops Regiment, assembled as Swordsmen.

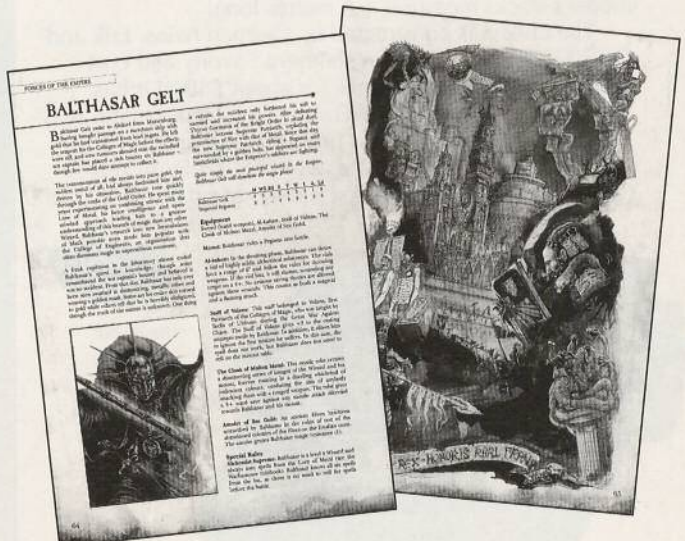
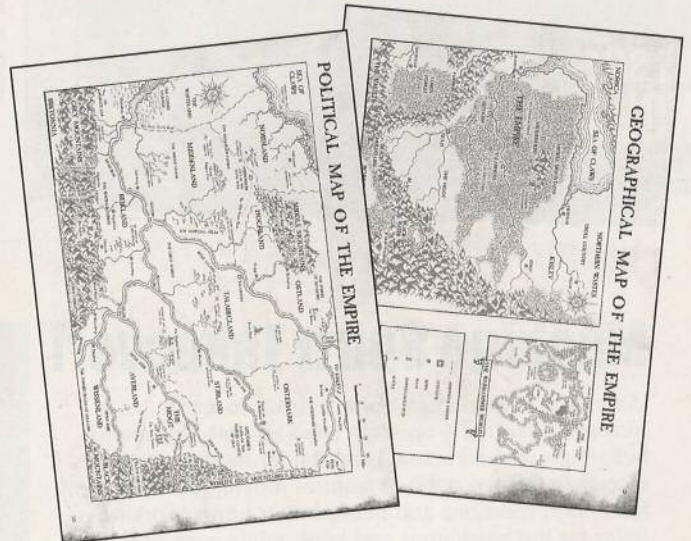
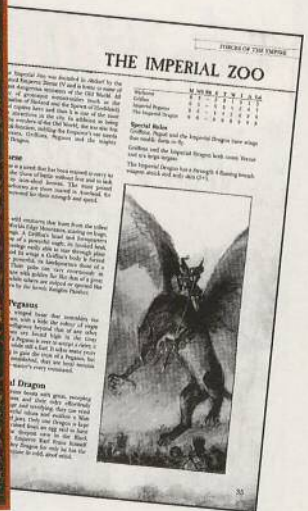
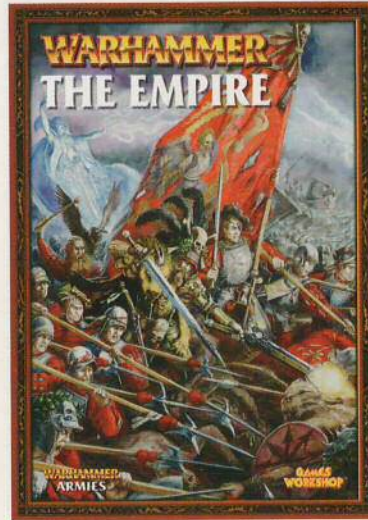


► Ludwig Schwarzhelm, The Emperor's Champion

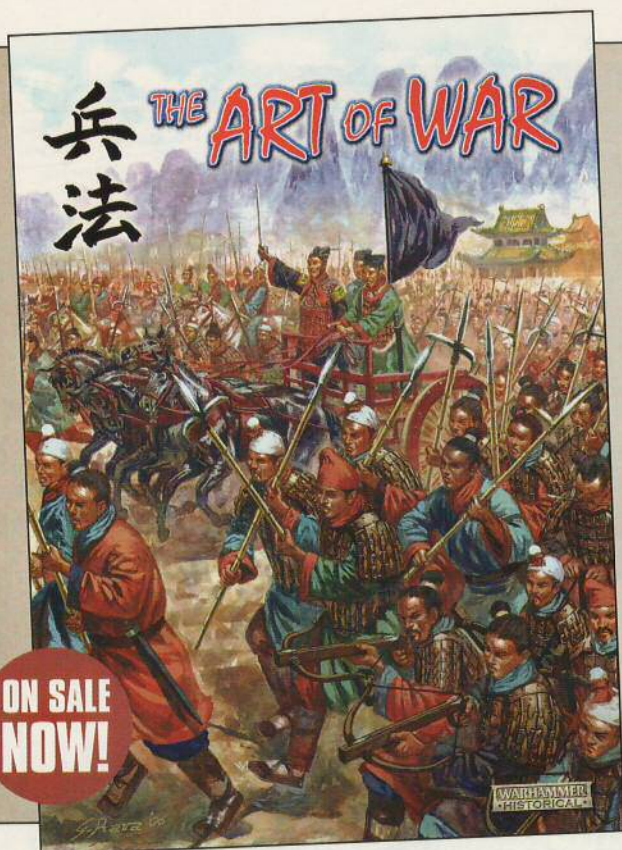


Warhammer Armies: The Empire

The new army book is packed with background information, new rules, equipment and magic items, hobby tips and fantastic artwork.



CHINESE WARFARE 2205 BCE - 280 CE



The Art of War by John Kersey

China has the longest continuous civilisation in history and was finally unified by the First Emperor in 221 BCE. The Warring States period was over, and Qin victorious! Yet only 16 years later, the Qin Dynasty was in turmoil, the Emperor dead and his lasting legacy would be the silent warriors of Xian – the Terracotta army.

This latest release from Warhammer Historical is another in the successful series of supplements for Warhammer Ancient Battles. This sourcebook contains a historical overview that covers the principle military events and developments of Chinese culture from small bands of tribal warriors right up to the mighty Imperial armies that dominated Asia.

Featured within this book are detailed army lists including:

- Shang Dynasty
- Warring States
- Han Dynasty
- Red Eyebrow Rebels
- Yellow Scarves Religious Cultists
- Three Kingdoms

Other resources included are scenarios, battles, a campaign system and ruses for use in your games, as well as advice in full-colour for modelling Chinese armies and terrain. The Art of War also contains a full-colour section portraying the armies of the time and a wealth of illustrations and maps.



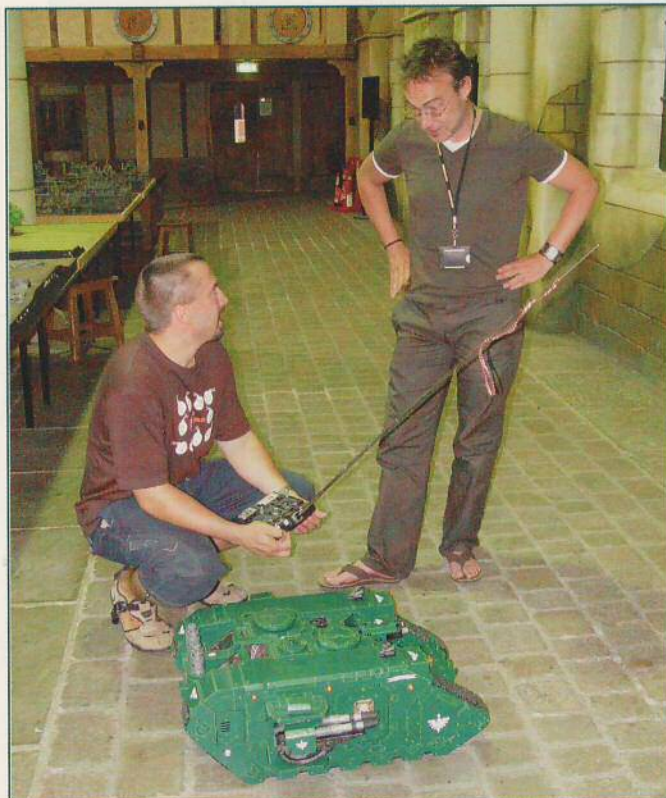
Machine Spirit Takeover!

Warhammer World had quite a visitor recently – a remote-controlled 4-up scale Land Raider! This roving behemoth wowed actual Land Raider model creator Jes Goodwin (shown right). It features moving Godhammer lascannon sponsons and heavy bolter turret, working lights for the headlamps and guns, while each of the model's tracks measures 1.8 metres long!

The tank was constructed by German twins, Erik and Peter Mundt from Uslar in southern Saxony and cost roughly 1,300 Euros to make (or about £880)! It has already graced the halls of Games Day Deutschland in Dusseldorf! The twins' next project is to build a Whirlwind at the same scale, with real firing rockets (Don't try this at home, folks! – Grombrindal)



The Mundt twins' 4-up dwarfs our own Space Marine Land Raider!



WHITE DWARF ONLINE

40,000 SUBSCRIBERS!



Owen Rees, Editor of UK White Dwarf, and Matt Anderson, Games Workshop Community Manager, present Wilsthorpe Business and Enterprise college school club members with their prizes!



And what better number in the Games Workshop hobby to celebrate! We tracked down the lucky subscriber, who hit the magical number and decided to treat them to the above!

Congratulations to Craig Gregory from Long Eaton, Nottingham. Craig runs the local school club at Wilsthorpe Business and Enterprise college in Long Eaton, which took part in the Schools League in 2005.

Craig has a large 2,000 points mechanised Tau force and 2,700 points for the Imperial Guard. We decided to give Craig and his school club one of the fantastic new Tau Megaforces, a special edition Warhammer 40,000 rulebook and a Chapel of Sanctuary!

What is WD Online?

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

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WARHAMMER 40,000

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COMING NEXT MONTH



Eldar Fire Dragons



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WARHAMMER
40,000

THE ELДАР



Designer's Notes

Phil Kelly, author of the Codex, gives us the lowdown on the shiny new Eldar army.



Battle Report

The Eldar are hell-bent on saving their maiden world from the clutches of the Imperium.

VISIONS OF A



Origin of a Species

White Dwarf 127 saw the Eldar explode from an alien menace featured briefly in Warhammer 40,000: Rogue Trader into a fully realised alien civilisation. With background material that redefined the history of the Warhammer 40,000 universe, and both art and rules for the deadly new Aspect Warriors, the Eldar were an instant hit, and this is their third Codex to date.



The Eldar are back and looking better than ever before. Masters of battle, they are warriors of supreme skill and utilise some of the best technology in the universe. All this excellence is not without cost, though, and the specialised warriors of the Eldar are often outnumbered two, three or even four to one on the battlefield. Luckily, they are skilful and powerful enough to get away with it, and have some of the most gorgeous models in the Warhammer 40,000 range to boot. Phil Kelly, lead writer of the new Codex, sets out the stall.

Ancient and deadly

Phil: The Eldar have always had a devoted following. Their unique and strident imagery was first showcased back in July 1990 to widespread acclaim, and thousands of gamers became immediate

converts. Presented by Rick Priestley himself, designed by the prodigiously talented Jes Goodwin and supported with a range of jaw-droppingly cool miniatures, the Eldar shook the foundations of the Warhammer 40,000 universe.

The evolution of the Eldar

Now, in 2006, the time of the Eldar has rolled round again. Over the sixteen years since their debut, the Eldar have evolved beyond anyone's wildest dreams. Once an army of six warrior aspects with a handful of supporting troops, the Craftworlds remain a firm favourite with gamers and boast arguably the most stylish army in the Warhammer 40,000 universe.

The latest Codex sees Jes back at the helm and, as you can see from the miniatures displayed over the next few pages, the Eldar range is looking better

DYING RACE



than ever, with newcomers and old favourites jockeying for position within its pages. Furthermore, the Codex is nearly twice the size of its predecessor, bursting at the seams with information and shiny new options for the Eldar player. It recaptures all the evocative background from the first Eldar Codex, contains an all-encompassing

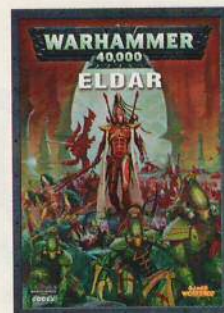
A brave new world

Codex: Eldar is the first of a new breed. The intent for the Codex was that each unit should have a page unto itself, with a full description, all the relevant rules and a full-size picture of that unit kicking enemy butt, all in the same place. This means that our Codexes are becoming more in-depth.

“The new Eldar miniatures range is beautiful enough to melt the resolve of the most ardent xenos-hater.”

army list that is simple yet versatile, and showcases a range of brand new miniatures beautiful enough to melt the resolve of even the most ardent xenos-hater. Don't believe us? See for yourself...

The downside of this approach is that the rules a player needs to refer to during the game are printed throughout the book, but you'll be pleased to hear that this dilemma has been resolved with a comprehensive



In The Book

Codex: Eldar is an 84 page expansion for the Warhammer 40,000 game. It includes:

- **Background**
The cataclysmic history of the Eldar race.
- **Inner Secrets**
A wealth of information on each Craftworld and unit type.
- **New Stuff**
New unit types, wargear, and psychic powers.
- **Showcase**
A 16-page, full-colour showcase of the deluxe new miniatures range.
- **Army List**
A clear and concise army list and summary.



THE ELDRITCH

Farseers and Warlocks

Advisors, psykers and seers, those Eldar who tread the Witch Path are powerful and respected individuals.

ONLINE STORE FIGURE ONLY!

See page 6 for details

Bonesinger

This character, originally from the Dawn of War computer game, makes an ideal alternative Farseer in your games.



Saim-Hann Bonesinger



Ulthwé Farseer



Biel-Tan Farseer

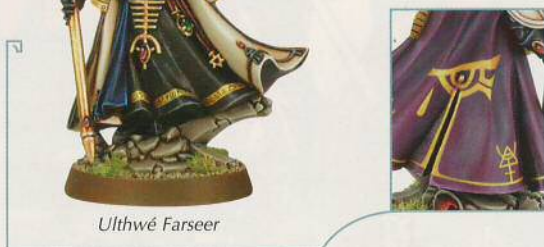
Singing Spears

These can be used up close or thrown, and inflict extra damage against vehicles.



Witchblades

The most common seer weapons, witchblades ignore the Toughness of the foe, and always wound on a 2+.



Ulthwé Warlock



Ulthwé Warlock



Saim-Hann Warlock



Saim-Hann Farseer



Doooooooooom!

Eldar Farseers have a new weapon in their arsenal. An old favourite from yesteryear, the psychic power Doom enables the Farseer to choose an enemy unit and guide it to a horrible fate. For the rest of the turn, the Eldar player may re-roll all unsuccessful rolls to wound against the Doomed unit. Very useful indeed, especially when the unfortunates in question are being assaulted by a unit of Howling Banshees...



summary page. Furthermore, each unit's profile ends with the number of the page on which its rules can be found, so you only need one page of the book open when those bullets are flying.

One list, one purpose

The new Eldar army includes every unit from the last Codex and more besides. Though it does not have separate army lists for each Craftworld, the list has been organised so that the player can theme his army to one craftworld, have no theme at all, or anything in between. For instance, an Ulthwé player can represent his Craftworld's bias towards psykers and guardians by simply taking kitted-out Farseers with full ten-man Warlock bodyguards, and spending the rest of his points on Guardians and Guardian-crewed war engines. In this way a player can

theme his army without being straitjacketed by strict rules and alternate force organisation charts. The special characters – including old favourites such as the Phoenix Lords and rising stars such as Prince Yriel of Iyanden – are included as HQ choices, so they can be used whenever you feel the need for a superhero-level character to lead your forces into battle. It is entirely up to you, the player, which units you choose.

Tall dark strangers

There are two new units in the Eldar army list, and first amongst them is the Autarch. The Autarch has trod the Path of the Warrior for decades, but has never succumbed to the lure of this savage way of life in the same way as an Exarch. Instead, the Autarch is obsessed by the Path of Command, and concerns himself

THE LORDS OF WAR

Autarchs

The supreme commanders of the Eldar warhost, autarchs have a consummate understanding of the arts of war, and a mastery of many Eldar paths.

Weapons of choice

Autarchs can be equipped with a variety of Aspect Warrior weapons and wargear.

- 1 Banshee Mask
- 2 Reaper Launcher
- 3 Swooping Hawk Wings
- 4 Mandiblasters
- 5 Scorpion Chainsword
- 6 Warp Jump Generator
- 7 Fusion Gun



Biel-Tan Autarch

Autarchs can also carry a deadly fusion gun.



Warp jump generators allow the user to teleport.

Find out more about Yriel in White Dwarf 325



Prince Yriel of Iyanden



A Reaper launcher provides extra firepower.



Swooping Hawk wings allow far greater movement.



Alaitoc Autarch

with the coordination of the Eldar warhost into an efficient and unstoppable killing machine. Needless to say, this doesn't

“Autarchs coordinate the warhost into an efficient and unstoppable killing machine.”

preclude him getting stuck in and lopping off a few heads himself.

Autarchs can be kitted out for a variety of different battlefield roles. Perhaps you want a close-combat specialist? A Banshee power sword and some mandiblasters give up to six attacks that ignore armour saves. Maybe you want an Autarch who can take out enemy armour? Kit him out with a fusion gun and a warp jump generator

and let his haywire grenades and BS of 6 do the rest. Enemy artillery bothering you? With Swooping Hawk wings, an

Autarch can move up to 24" in a single turn and be slicing and dicing before your opponent knows what hit him.

No matter how you equip your Autarch, his mastery of strategy always allows you to add 1 point to your Reserve rolls; a must for any general who has been on the wrong end of the Escalation rule and had his elite troops waiting in reserve for half the battle. There simply isn't space enough to go into the myriad combinations and strategies available to the Autarch, but trust us, it's a lot of fun working them out.

Autarch Yreisis watched impassively from the mesa as his army systematically enacted his flawless battle plan. Though outnumbered five to one, each of his squads was specialised in a single aspect of war, and they were working in perfect concert to neutralise and destroy the human usurpers. Bright clouds of fire blossomed from where the fusion guns of the Fire Dragons turned the lumpen tanks of the enemy into smoking wrecks. Flashes of blue darted from the woods as Dire Avengers shredded an infantry column with merciless volleys from their shuriken catapults. A squad of Howling Banshees fell upon the enemy Stormtroopers, their piercing screams tearing at the minds of the foe as power swords severed armoured heads and limbs. The night air filled with the tang of cordite as the nearby Dark Reapers consumed an advancing enemy platoon in a searing storm of missile fire, and strobed white as the Eldar heavy weapons took a fearsome toll. And still the tide of humans came on.

Yreisis activated his wings and soared high in the air, his keening sword held out wide as he swooped down upon the human front line. The mon-keigh would learn well this day that the world of El-hassar belonged to the Eldar.

THE ELGAR

THE ASPECTS OF KHAINE

Aspect Warriors

The Warrior Path is divided into many facets, each representing an aspect of Khaine, the Bloody-handed God of the Eldar.

NEW RULES

New Wargear

Dark Reapers

Tempest Launcher

Heavy 2, Blast

G 4 3

Fire Dragons

Dragon's Breath Flamer

Assault 1

T 5 4

Striking Scorpions

Biting Blade

+1 Strength, adds a further +1 Strength for every hit scored.

Howling Banshees

Mirrorswords

Power Weapon

+2 Attacks

Swooping Hawks

Sunrifle

Assault 6, Pinning

24" 3 5

Warp Spiders

Spinneret Rifle

Assault 1, Pinning

18" 6 1

Shining Spears

Star Lance

Strength 8 Laser Lance

Dire Avengers

Shimmershield

All members of the unit gain a 5+ invulnerable save in close combat.

Exarch Weaponry

The new Exarchs come with lots of new deadly weapons and wargear:

- 1 Shimmershield
- 2 Tempest Launcher
- 3 Dragon's Breath Flamer
- 4 Biting Blade
- 5 Mirror Swords



Fire Dragon Exarch



Striking Scorpion Exarch



Dire Avenger Exarch



Dark Reaper Exarch



Howling Banshee Exarch

From the Webway...

The Harlequins are soon to make their return. Watch this space...



Harlequin

Aspects of destruction

Probably the most stylish infantry in the galaxy, the Aspect Warriors specialise in particular battlefield roles, and over time most Eldar players have grown to love these super-soldiers for their game-winning potential. Reasoning that if it ain't broke there is no need to fix it, we ensured that most of the Aspects function pretty much the same as their previous incarnations; if anything, they have become more specialised. Exarch powers, available to each squad's leader, now supplement the squad's speciality rather than compensating for it. For instance, a Fire Dragon Exarch has the choice of two shooty powers, whereas a Swooping Hawk Exarch has two movement-based powers, and so forth. And great fun they are too – the Swooping Hawk Exarch power Sky leap allows his squad to voluntarily leave the table when

trouble looms, only to Deep Strike back into play at a safe distance, grenade packs and lasblasters spitting incandescent fury. Striking Scorpion Exarchs are sneakier than ever when in cover, Fire Dragon Exarchs can consume enemies in a roaring inferno with their new dragon's breath flamer, and Shining Spear Exarchs can lead their squad in and out of a combat in the futuristic equivalent of a joust. Never before have the Aspects been so good at what they do.

Dire news

The Dire Avengers, the warrior knights of the Eldar race, have seen a major overhaul. Described in their background as the most common Aspect Warrior, it was a sad irony that they were rarely seen on the table. This was largely due to their signature weapon, the shuriken catapult, which many players felt was just too short ranged.

THE GUARDIANS

Guardians

The last line of defence in an Eldar Craftworld is its Guardians – citizen militia trained in the use of deadly shuriken catapults.



Saim-Hann Guardians



Saim-Hann Heavy Weapon Platform and Guardian Crew



Biel-Tan Guardian



Iyanden Guardian



Ulthwé Guardian



Alaitoc Guardian

The new Dire Avengers use Avenger shuriken catapults, with longer barrels and inbuilt rangefinders that, when combined with the martial skills of their bearers, enable them to lay down a volley from 18" away. To make the unit even shootier, their Exarch can be given the Bladestorm power. This allows his unit to fire up to 32 shuriken catapult shots in one turn! Alternatively, you can kit your Exarch out defensively by giving him the Defend power (-1 Attack to enemy models) and a shimmershield – an ancient forcefield projector that gives his whole unit a 5+ invulnerable save.

Last line of defence

Less expensive than Dire Avengers and accompanied by a move-and-fire heavy weapon, Guardians all too often took the place of the boys in blue on the Eldar front

line. This was not because they were excellent troops (after all, despite their usefulness, Guardians are but civilians of a dying race pressed into military service) but instead because they made a cheap living shield for the more expensive troops in the Eldar army. The fix was not to change the rules for the Guardian's shuriken catapults, but to make the Dire Avengers better at front-line work than their civilian equivalents. After all, the Autarchs would rather have a lethal soldier taking on the enemy face-to-face than a harpist or a sculptor. As a result, Guardians have gravitated to a support role. Able to fleet of foot even when accompanied by a grav-platform, Guardian squads are ideal for dashing to occupy a table quarter or claiming an objective, sniping with their heavy weapon and unleashing shuriken-shaped death only as a last resort.

Superior Firepower

Some of the Heavy weapons have seen a slight revamp. The aim was to balance the performance and points cost to make each weapon fulfil a certain battlefield role. For example, the starcannon is no longer a jack-of-all-trades weapon, whilst the scatter laser is now a much more desirable anti-infantry choice.

Range	Strength	AP
-------	----------	----

Bright Lance	30 points
Heavy 1, Lance	36" 8 2
Missile Launcher	20 points
Krak. Heavy 1	48" 8 1
Plasma. Heavy 1	48" 4 4
Blast, Pinning	48" 4 4
Scatter Laser	15 points
Heavy 4	36" 6 6
Shuriken Cannon	5 points
Assault 3	24" 6 5
Starcannon	25 points
Heavy 2	36" 6 2

By Your Command

Warlocks can still be attached to Guardian units to give them an edge in combat, shooting or defence.



Saim-Han Warlock

THE GHOST WARRIORS



Saim-Hann Wraithlord

Wraithlords

Animated by the spirit of a long-dead Eldar hero, a Wraithlord is a mighty construct of psychically-charged wraithbone.



One of the cool new additions is the Wraithblade, an upgrade option that allows the Wraithlord to re-roll misses in close combat.

The right tools

The new Wraithlord can be equipped in several different ways depending on how you want it to function in your games.

- 1 **Multi-role:** This Wraithlord is equally adept at taking out tanks with its bright lance or fighting in close combat with its wraithblade.
- 2 **Fire Support:** A starcannon, missile launcher and Ballistic Skill 4 makes this Iyanden Wraithlord very deadly in the Shooting phase.*
- 3 **Close Assault:** This Ulthwé Wraithlord has two flamers and a wraithblade, making it a very daunting close combat opponent.

*Don't be fooled, this Wraithlord still packs a hefty punch in close combat with its Strength 10 and Toughness 8! It's also still a Monstrous Creature and therefore ignores armour saves. Ouch!

ELDAR TOP TIP

Wraithsight

Wraithlords walk between worlds, making them slow to react on the battlefield. At the start of his turn, the Eldar player must roll a D6 for each Wraithlord that is not within 6" of a friendly psyker (12" if that psyker is a Spiritseer). On the roll of a 1, the Wraithlord may not move, shoot or assault, and is hit automatically in close combat. This makes it imperative to keep a Warlock or Farseer in close proximity to your Wraithlords at all times.

Of course, if you have a Farseer within 6", you can have the added benefit of casting Guide and Fortune on the Wraithlord, making it even more powerful!



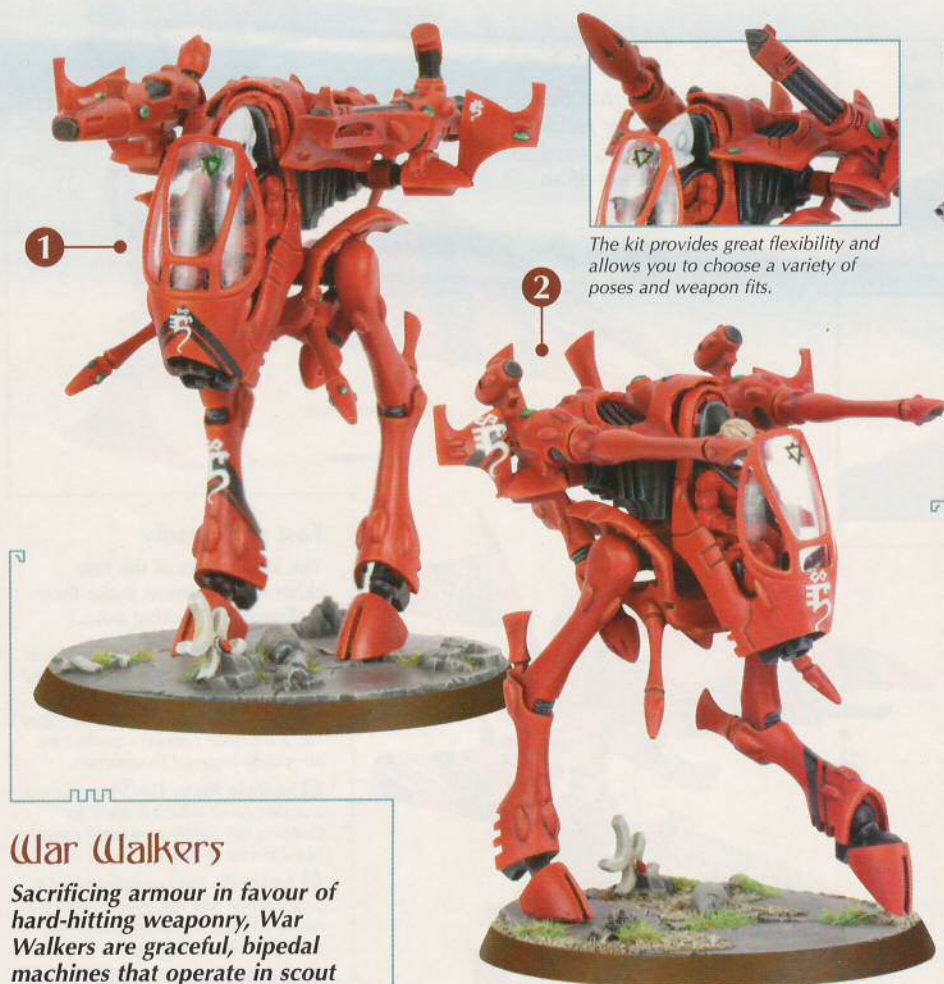
Heavy duty

Unlike their Dark Eldar cousins, the Eldar of the Craftworlds have access to some really hard defensive units; models who can take a whole world of punishment and dish it out in return. First amongst them is the Wraithlord, a gigantic spirit-construct who quickly became infamous because of his Toughness of 8. Many players find these monsters frustrating to face, as even a Strength 4 Space Marine cannot hope to hurt these wraithbone warriors. The solution is not to lower the Toughness of the Wraithlord, but to avoid getting a lowly squad of infantry in close combat with a monstrous creature in the first place. After all, nobody expects Howling Banshees to be able to slice open a Space Marine Dreadnought, and at least the Imperium's finest can level the playing field (and the Wraithlord, for that matter – Grombrindal)

with a well-placed power fist.

Nonetheless, the Wraithlords of yesteryear were a little too powerful, and other Heavy Support choices such as War Walker squadrons and the Fire Prism were often overlooked in the quest to fit more Wraithlords into the army. Unlike the rest of the Eldar units, these big guys worked just fine even when unsupported. This is no longer the case. Just like their smaller Wraithguard brethren (who've now received a boost to Toughness 6, incidentally), the Wraithlords perceive the galaxy as a shifting tide of emotions, and can become confused unless there is a psyker nearby to guide their actions. Wraithlords are now only at their best when being used in concert with the other units in the Eldar force, namely Warlocks and Farseers. Send them off on solo missions at your peril!

THE DEADLY SCOUTS



The kit provides great flexibility and allows you to choose a variety of poses and weapon fits.



War Walkers

Sacrificing armour in favour of hard-hitting weaponry, War Walkers are graceful, bipedal machines that operate in scout squadrons on the battlefield.

Saim-Hann War Walker

Mass destruction

The new War Walkers have access to all the Eldar heavy weapons and can bring a horrifying amount of firepower to the battlefield.

- ① **Armour Piercing:** This War Walker has a starcannon and a shuriken cannon; perfect against light vehicles such as bikes or skimmers.
- ② **Tank Busting:** Two bright lances provide twice the chance of reducing enemy tanks to smouldering ruins.
- ③ **Anti-infantry:** With a total of 8 shots per turn, this War Walker can thin out any lightly armoured horde.

Best foot forward

The Eldar War Walker has been reduced in points cost, mainly due to the fact that although it can dish out a horrendous amount of firepower it can be damaged by a stray bolter shell or, as some players would have it, a sneezing gnat. A full squadron of three of these bad boys with shuriken cannons will set you back a mere 105 points, but afford you a mighty 18 S6 shots with which to horrify your enemy's infantry units. Not only that, but they no longer count as open-topped, and they have the ability to Scout, meaning they can be certain of drawing first blood before receiving incoming fire. The new plastic kit is superbly posable, having had a complete redesign, and now incorporates many of the Eldar-specific design features evident in the rest of the Eldar range. Astute modellers will notice that the engine vanes are

similar to those on the Eldar grav tanks, the gyrostabilisers are the same as those used on the new Ranger and Dark Reaper models, and the weapon shields echo those of the heavy weapon platforms. These all combine to make the War Walker look more streamlined and Eldar in form than ever before. Speaking of modelling, the War Walker boxed set comes equipped with a blistering array of weapons with which to pound your opponents into the dust – it's well worth pinning the weapons when you assemble it but not gluing them so you can swap weapon fits depending on the enemy you face. Remember: starcannons for Space Marines, shuriken cannons for Orks... and that's before mentioning that scatter lasers have been upgraded to a more respectable Heavy 4 status. Arming your War Walkers has never been so much fun!

Advanced Technology

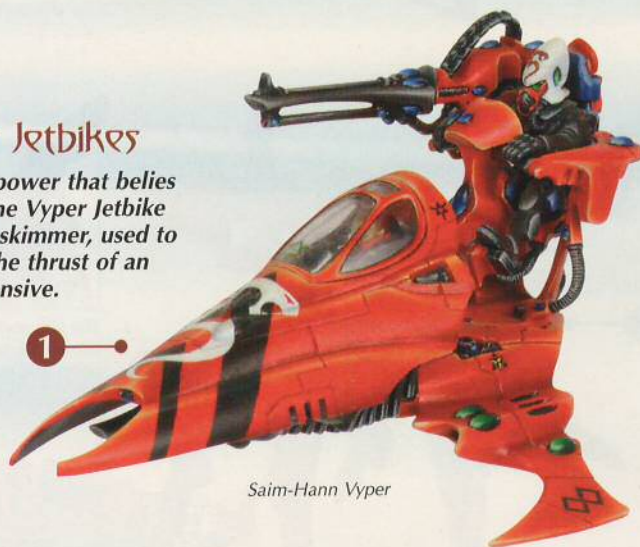
Both the new Wraithlord and the War Walkers were first sculpted in the traditional manner, and then scanned in and sculpted again, this time on a computer. The parts were then manipulated virtually and prototypes were produced by hardening a clear plastic resin to form perfectly smooth shapes – this is called rapid prototyping. Not a million miles away from the psychoplastics technology used by the Eldar themselves!

THE WIND-RIDERS



Vyper Jetbikes

With firepower that belies its size, the Vyper Jetbike is a swift skimmer, used to support the thrust of an Eldar offensive.



Saim-Hann Vyper

Guardian Jetbikes

These sleek, one-man craft are the pinnacle of Eldar engineering.



Two examples of squadron markings from Saim-Hann Jetbikes.



Saim-Hann Guardian Jetbikes

Fast and deadly

The armaments of the fast skimmer squadrons make them well worth checking out...

- 1 Flexible:** As well as their standard twin-linked shuriken catapults, Vyper Jetbikes can be equipped with a variety of heavy weapons. This Vyper has a shuriken cannon – perfect for shredding Imperial Guardsmen.
- 2 Multiple Shots:** This Vyper carries a scatter laser, which is ideal for thinning out lightly armoured enemies like Orks or Tyranids.
- 3 Anti-tank:** The combination of a bright lance and the Vyper's ability to move 12" and still shoot make this perfect for tank hunting.
- 4 Shuriken Storm:** Guardian Jetbikes come with twin-linked shuriken catapults, meaning they rarely miss.

Fast Attack

Units like Vypers and jetbikes, though not much cop in combat, are exceptionally good for taking objectives or table quarters on the last turn of the game. This is more important than ever in the current edition of Warhammer 40,000. A squadron of three jetbikes will set you back a mere 66 points, but on Turn 6 they can zoom across the battlefield to claim an objective and perhaps even win you the game. Priceless!



Ride like the wind

As any Saim-Hann player will tell you, there's nothing in the known galaxy that looks cooler than a bright scarlet arrow of jetbikes, Vypers and grav-tanks whizzing across the battlefield at breakneck pace. Well, we've got good news for those players; Eldar jetbikes have not only been slashed in points cost by almost a third, but they also have been moved from Fast Attack into Troops. "Surely not?", we hear you cry, "Those things move faster than a Harlequin in a breakdancing competition". Well, this is a good opportunity to demonstrate how the new army list accommodates the old lists from the Craftworld Eldar supplement. A Saim-Hann army can now take six units of jetbikes, use all its Fast Attack slots on Vypers and Shining Spears, and be led into battle by an Autarch on a jetbike representing its Wild

Rider Chieftain, all without mucking about with alternate force organisation charts and new troop types. After all, if anybody should have lightning-fast sci-fi motorbikes in its Troops section, it should be the Eldar.

Fly, my pretties

Speaking of which, the streamlined and deadly Eldar tanks have also been redressed. The armour of the 41st millennium tends to fall into three distinct classes: the transport, the gun tank, and the all-rounder. Transports tend to have a slightly rubbish weapon configuration but can carry full squads of troops, gun tanks have awesome firepower but no transport capacity at all, and all-rounders tend to carry a small squad whilst still being able to lay down a good deal of shooty death. The Eldar tanks, being the Wave Serpent, the Fire Prism and the Falcon respectively,

THE DESTROYERS



Wave Serpent

A well-armed, well-protected troop carrier, and a fast skimmer to boot!



Saim-Hann Wave Serpent

1

85%

The Serpent Strikes

Eldar tanks are well armoured, very fast, and carry an arsenal of deadly weapons.

1 Wave Serpent: The Wave Serpent can carry 12 troops inside its armoured hull. For extra protection it has an energy field which reduces all Strength 9 and 10 attacks

to a more survivable Strength 8. It can be tooled up with a twin-linked heavy weapon, in this case two bright lances. It also has a shuriken cannon for extra firepower.

2 Falcon: The Falcon can carry six troops, perfect for smaller, elite squads. This Falcon is armed with a pulse laser, which can fire two

Strength 8 shots a turn! It also carries a scatter laser and a hull-mounted shuriken catapult.

3 Fire Prism: The Fire Prism carries one of the deadliest weapons in the Eldar arsenal – the prism cannon. It has two modes of fire: one for taking out tanks and another for destroying infantry.



are a good deal shootier than Imperial equivalents. This wasn't always the case, though. The Fire Prism's prism cannon was a victim of its own immense size – it fired one shot (albeit a good one) at BS3, and so would spend half the game achieving precisely nothing. A few playtests later and it was in much better shape – the new Fire Prism, piloted by the Craftworld's finest, has a BS of 4. It can opt to fire its laser beam unfocused, allowing it to use the large blast template at Strength 5 instead of the small template at Strength 9. Better still, if you take more than one Fire Prism, they can combine their beams. This allows one of the Fire Prisms to fire as if twin-linked, and with a better Strength and AP. Eldar players can now be proud of their very own gun tank, the Falcon can go back to its rightful place as an all-rounder, and the Wave Serpent, now with an increased

transport capacity of 12, can drop off a full ten-man Aspect Warrior squad even when led by an Autarch and a Phoenix Lord.

Combine and conquer

The real trick to getting the most out of each of these shiny new units is to learn to support one with another. Your Fire Dragons might be practically guaranteed to bust open that Land Raider, but you'd better make sure you have some assault troops backing them up to take on whatever spills out. A Wraithlord can squish almost any independent character foolish enough to cross its path, but without support it can quickly get bogged down in a protracted combat. The army has been designed to reward practice. With a few games under your belt, you'll find that the army is greater than the sum of its parts, and then there'll be no stopping you!

Deadly Hardware

The Falcon and Fire Prism have also had their rules tweaked. Here's a sneak peak at the damage they can now unleash.

Range Strength AP

Pulse Laser
Heavy 2

48" 8 1

Prism Cannon
Focused.
Heavy 1, Blast,
Dispersed.
Heavy 1,
Large Blast

60" 9 2

60" 5 4

NEW RULES

THE ELDAR WARHOST

The Warhost of Yllien

- 1** Autarch Yllien
with power sword
80 points
- 2** Farseer Quithas
with runes of witnessing,
spirit stones; Guide and
Doom
130 points
- 3** 6 Howling Banshees
including Exarch with
mirrorswords; War Shout
123 points
- 4** 6 Fire Dragons
including Exarch with
dragon's breath flamer
108 points
- 5** Wave Serpent
with twin-linked bright
lances
135 points
- 6** 10 Dire Avengers
including Exarch with
shimmershield and power
weapon; Defend
162 points
- 7** 10 Guardians
with starcannon weapon
platform
105 points
- 8** 6 Jetbikes
132 points
- 9** 2 Vypers
with shuriken cannon
100 points
- 10** Wraithlord
with bright lance and
wraithblade
140 points
- 11** Falcon
with scatter laser
130 points
- 12** 2 War Walkers
with 2 bright lances,
scatter laser and Eldar
missile launcher
155 points

1,500 points



Concentrate all firepower...

The Eldar never have numbers to rely on, so you need to make sure that every last one of your units takes its toll on the enemy army. The good news is if you concentrate your fire this can be pretty easy to achieve, and once the main threats to your army are dealt with you can run rings around the enemy at your leisure. The warhost pictured here would be well matched against a horde army, and could comfortably take on a force twice its size. How to go about this? First, choose an enemy infantry unit that you don't like the look of. This will normally be the one nearest your own troops, as although this army incorporates close combat units they should only really be used for a counter-attack. Cast Doom upon the offending unit and then let rip with a storm of firepower from the Dire Avengers, Guardians, Vypers, jetbikes, and Falcon, rerolling those To Wound rolls. Only stop pouring fire into the

Doomed unit when it has stopped twitching – you should easily kill an enemy unit a turn with this tactic. Then, if you still have guns left to shoot, pick the next nearest unit and pour fire into that one until it too is out of action.

Tankbusting

As like as not the enemy army will include transports and tanks that can really ruin your day. As usual, the Eldar have the right tools for the job – the bright lances of the Wave Serpent and the Wraithlord are capable of taking down everything up to and including a Land Raider. You could also try taking a Fire Prism. Use Guide on its prism cannon, although you might want to save the gun tank's big shot for putting a massive hole in an enemy infantry unit. If the enemy is rushing at you in transports, the Fire Dragons really come into their own – get them within 6" of their target by disembarking them from their Wave



ELDAR TOP TIP

Building Your Warhost

It's well worth building your army in 500 point chunks – aim for a small army of 400-500 points to start with, then build it up to 1000 points with some more mainstay units and finally add some of the more unusual choices to reach the 1500 point threshold. The above force contains a little of everything, and has been built around the Eldar army set, which contains a highly effective 1000 point army in its entirety.

Serpent, and let their S8 melta weapons do the rest. It's likely that any enemy passengers inside will then be Entangled in the wreck, giving you plenty of time to deal with them. If the enemy is rushing at you in transports, the Fire Dragons really come into their own – get them within 6" of their target by disembarking them from their Wave Serpent, and let their S8 melta weapons do the rest. It's likely that any enemy passengers inside will then be Entangled in the wreck, giving you plenty of time to deal with them.

Charge!

Sadly, every experienced player knows that victory is never that straightforward. Sooner or later the enemy will reach your line, and that is why you should hold your Howling Banshees, Wraithlord and Autarch back. The Dire Avengers, kitted out for defence, can take the brunt of the enemy charge and survive. Next turn, Doom the enemy unit and charge it with

your close combat specialists – very few enemy units will be able to live through so many power weapon attacks, all with re-rolls to wound of course. Once the immediate threat is dealt with, go back to the shooty tactic and repeat as necessary.

The swift road to victory

A typical Eldar force has speed on its side. You've been keeping the enemy at arm's length for most of the game, but towards the end of the battle you'll want to be claiming objectives and table quarters. This is where the jetbikes, Vypers and grav-tanks come in to their own. Each of them can zoom 24" across the board, in different directions if necessary, and scoop you a nice fat chunk of Victory Points to add to the kills you've already racked up. Just remember, the Eldar army works best just out of the enemy's reach, so don't be afraid to let the big guns do the work!

Crush the Xenos Scum!

Adam Troke: The Eldar army is a strategist's dream, with scores of clever tactics to employ and dozens of lethally effective forces waiting to be built from the army list. It's enough to make even the staunchest pro-Imperium fanboy a little uneasy. There's only so much unmitigated arrogance I can take from the gaily-accounted star elves before I simply have to reach for a flamer...

If it moves – burn it:

Flamers are just great against the Eldar. Generally, the Eldar have Saving throws of 4+ or worse, and heavy flamers kill them good, witchcraft or not. What's more satisfying than immolating an entire unit of Dire Avengers, Harlequins or Howling Banshees? Not much.

Reach out and touch them:

Heavy bolter-toting squads are useful against most foes, but they're especially potent when used against the Eldar because they usually kill outright on a wound roll of 2+. The truth is, anything Strength 5 or better is a winner against the Eldar – especially indirect fire weapons like Whirlwinds and Basilisks. The Eldar are great at medium-range firefights, so hitting them from where they can't hit you back is a sound tactic.

Know your enemy:

Somehow an army is never as intimidating once you know its secrets, and that's as true of the Eldar as any other force. Look at what the Eldar army has in general and what your opponent has in particular, and counter it. Study their tactics and turn them upside down.

Hopefully that's offered you non-Eldar players some solace. Balance is restored. Happy hunting!

WARHAMMER
40,000

BATTLE REPORT

THE SWORDWIND RAGES

The Black Templars have slaughtered their way across a peaceful Eldar world, bombing it from orbit until it lies in ruins. A strike force of elite Eldar warriors have been detached from Craftworld Biel-Tan to wreak bloody vengeance on the Space Marines.

Biel-Tan Eldar
deployment zone

MISSION

Seek and Destroy

There is only one objective in war – find your enemy, crush him utterly and take away his means to mount further resistance. In this scenario, the enemy must be eliminated; no prisoners, no mercy.

Seek and Destroy is a standard, six-turn scenario from the Warhammer 40,000 rule book. Players take it in turns to deploy units, no further than 15" onto the table, and no closer than 24" to an enemy model. The objective is to kill as many enemy models as possible, and Victory Points are used to determine the victor.



Scouts

The Eldar War Walkers used their Scout move to reposition themselves a few inches closer to their board edge. This may seem like an odd move, but it took them out of line of sight of Matt's Dreadnoughts.

Game Stats

Participants:

Biel-Tan Eldar (Phil Kelly)
vs. Black Templars Space
Marines (Matt Hutson)

Points:

2,000 each

Scenario:

Seek and Destroy

Setting:

Sirielle,
Eldar Maiden World

Timeline:

994.M41



The Space Marines and the Eldar have long been deadly foes. Though the expert Eldar and all-rounder Astartes are polar opposites in playing style, it is a rare tournament without these two top-flight armies in competition for first place. The Space Marines have the perfect weapons to destroy the Eldar (after all, even a heavy bolter kills Aspect Warriors on a 2+) and the Eldar are infamous for having low AP weapons and an abundance of power weapons with which to slaughter Space Marines.

To add to the fun, this month's protagonists have a long and bloody history of gaming against each other. White Dwarf's very own Matt Hutson has collected not one but two Black Templar armies, and Phil literally wrote the book on the new Eldar. As anyone who remembers the four-player Carnage missions of

yesteryear can testify, Phil's Eldar versus Matt's Black Templars has always been a great match up. We thought it was high time they had a chance to take their grudge match to a new level.

The Setting

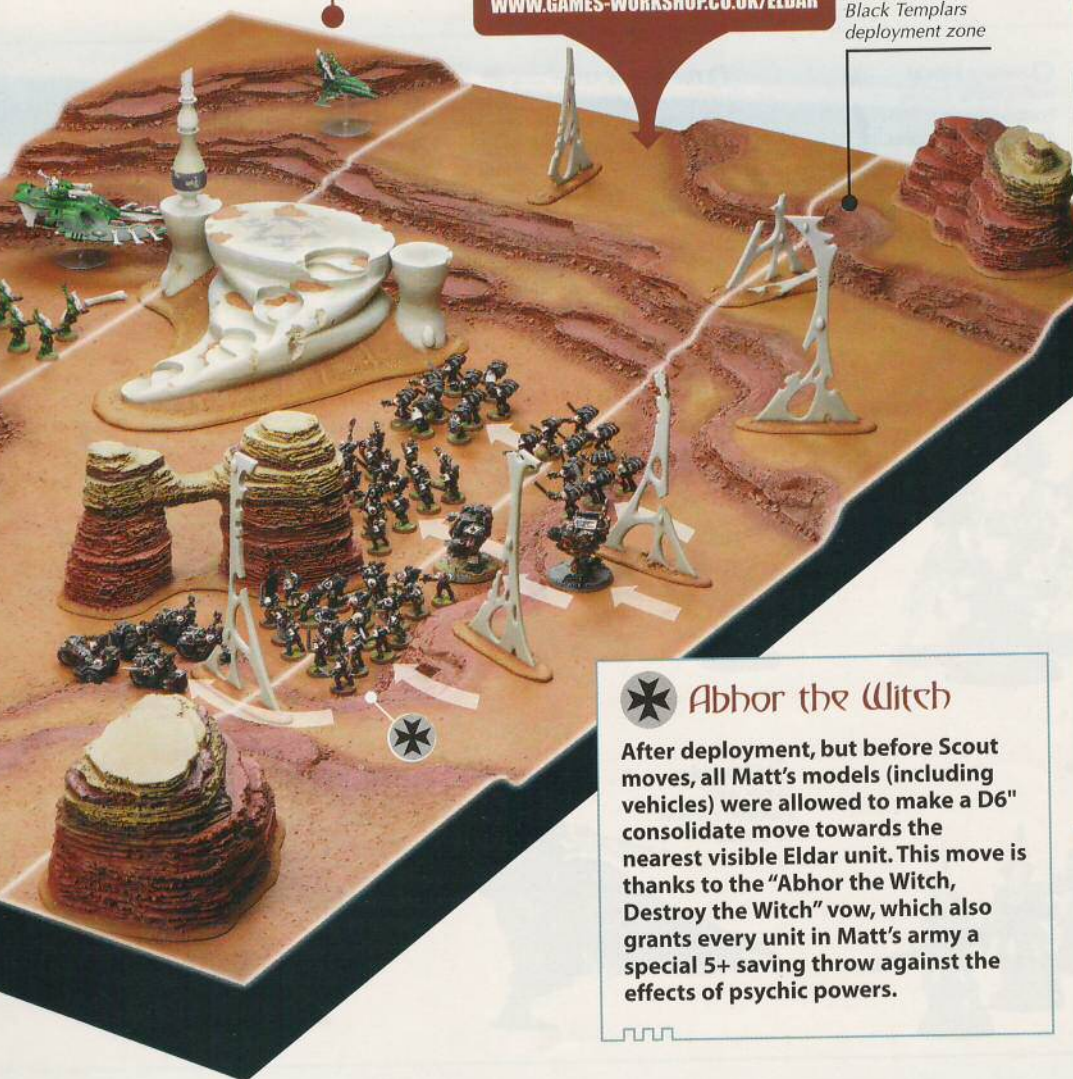
The game is set on the ravaged remnants of an Eldar maiden world. Once the jewels in the crown of a galaxy-spanning empire, these terraformed paradises are often home to but a handful of Eldar living in harmony with the land. Sirielle was one such world, but had recently been used as a staging point for Eldar military actions of the Biel-Tan Craftworld. The Black Templars, intent on eradicating every sign of the alien abroad in the galaxy, identified Sirielle as an Eldar world and slaughtered and burned each settlement until everyone upon it was dead. By the time Craftworld Biel-Tan

Deployment

Find out more about this great scenery at:

WWW.GAMES-WORKSHOP.CO.UK/ELDAR

Black Templars deployment zone



Abhor the Witch

After deployment, but before Scout moves, all Matt's models (including vehicles) were allowed to make a D6" consolidate move towards the nearest visible Eldar unit. This move is thanks to the "Abhor the Witch, Destroy the Witch" vow, which also grants every unit in Matt's army a special 5+ saving throw against the effects of psychic powers.

answered the psychic distress calls of the planet's original inhabitants, it was too late. Sirielle was a scorched remnant of its former verdant glory, and all who had lived upon it were dead.

The rage of the Swordwind was incandescent. Awakening their Avatar, they made haste to intercept the leaders of the Imperial armies. They found more than they bargained for – not only was there a Master of Sanctity and the Emperor's Champion at the head of the Astartes strike force, but also High Marshall Helbrecht himself, welcoming this second chance to bathe his sword in xenos blood...

Deployment

Phil and Matt dived to see what mission they would be playing, getting a 6 (the "Choose Battle" result). Matt won the Strategy roll and opted for Seek and

Destroy, reasoning that these two armies would desire nothing more than to see their opposite numbers dead in the dust.

In this battle, Phil got to choose his table edge, while Matt had to deploy a unit first. Once both sides had deployed, Matt got to make his "Abhor the Witch, Destroy the Witch" special moves. As a lot of the deployment areas were covered by difficult terrain, this was very important for the Black Templars – the special move counts as a consolidation, and thus ignores difficult terrain, allowing his units to save a turn of hard slogging. Most of Matt's army surged forwards, with the Crusader squad in the centre and the Assault squad with storm shields moving the furthest.

Once the Black Templars had finished, Phil used the Scout moves to reposition his War Walkers, and then won the roll-off to gain the first turn.

The arid dawn air swirls around the Farseer as he stares hard at the amphitheatre below. Like the rest of this world it has been ravaged by the iron claw of the Imperium. Its graceful spires are cast down; its psychic resonators lie shattered in the dust. He fights back the rage and forces himself to focus upon the doom of those who have committed this outrage.

In the gorge below, green-clad Striking Scorpions stalk towards the ridge, their segmented armour clicking softly, menace in their every movement. Behind them a unit of Dire Avengers advances in perfect step, their long-barrelled shuriken catapults glinting in the new day's sun.

Two War Walkers pick their way through the scree ahead, and their pilots enter a targeting trance as the enemy begin to appear; a horde of black-carapaced insects marching toward a fiery death.

To the east, the Shining Spears swoop effortlessly through the splintered canyons like a spear of white light.

Under the ruined webway portal, the ghost warriors take up their positions in sepulchral silence, yet even the massive frames of the Wraithguard are dwarfed by the lithe, towering Wraithlord at their side.

In the softly contoured interior of their speeding Wave Serpent, Howling Banshee warrior women sit in a loose oval, the Hymn of Khaine upon their bloodstained lips.

The dawn air rips apart with a thunderous crack, and the Avatar of Khaine roars his fury.

War has come to Sirielle.



BIEL-TAN WARHOST

The Avatar of Khaine
155 points



Farseer Yienlas
with Doom, Guide, Fortune, Spirit Stones; singing spear. 133 points



The Knights Azure
10 Dire Avengers, including Exarch with shimmer shield and power weapon; Defend 162 points



The Sentinele
12 Guardians with starcannon weapon platform. 121 points



The Darkstalkers
6 Striking Scorpions, including Exarch with Scorpion's Claw. 123 points



Khaine's Fury
3 Shining Spears, including Exarch with Withdraw. 142 points



The Guardians of the Veil
5 Wraithguard, including Warlock with Enhance. 215 points



Cloudrider
Vyper with shuriken cannon. 50 points



The Wind Riders
3 Jetbikes. 66 points



One of the Studio's game developers, Phil is never happier than when devising new aliens and monsters to inflict upon unsuspecting innocents, or when climbing things he's not supposed to be climbing.



We Want Our Planet Back

Phil: I was set on taking an Eldar army that had a bit of everything in it, and using the tactics I talked about a few pages back. Still, with 2000 points to play with, I had room for a couple of indulgences. My first port of call was an Avatar; in my opinion any really big Biel-Tan army should have an Avatar leading it rather than an Autarch. Additionally, I have always had a soft spot for psychic mischief, so I took a Farseer with spirit stones – each turn he would Doom the unit that posed the most threat to me and Guide the unit with the best chance of taking it down.

My playing style has always been to mercilessly shoot the oncoming army, then counter-attack the remnants when they get too close for comfort. As I prefer infantry with big guns to tanks with big guns, first on the list was a full squad of Dark

Reapers. Two spanking new War Walkers were a must – the Black Templars aren't big on anti-tank firepower so they will be safe enough sitting back and annihilating Space Marines with their starcannon. A Wraithlord finished off my Heavy Support section; though these lads need to be used with a bit more care in the new Codex they are still excellent blocking units, and his BS4 bright lance may even bag a tank or two in the meantime.

With the big guns sorted, I looked to the Troops section. Reasoning that if I made Matt take enough armour saves he might even fail some of them, I took three units with shuriken weaponry – Guardians, Jetbikes and Dire Avengers. My Guardians were there to take objectives and thicken the Dire Avengers' fire, gradually moving backwards and drawing the Templars into my counterattack units. The Jetbikes were



2001 Points*

☼ The Daughters of Khaine

10 Howling Banshees, including Exarch Ydrilenne with mirrorswords; Acrobatic. 182 points



▲ The Talons of Night

5 Dark Reapers, including Exarch with tempest launcher; Fast Shot. 227 points



☼ Alacrity

Wave Serpent with twin-linked scatter lasers and vectored engines. 135 points



▲ The Dawnbringers

2 War Walkers with starcannons. 160 points



▲ Uthrielle

Wraithlord with bright lance. 130 points



All models 40%

Key

- ☼ HQ
- ☼ Elites
- ▲ Troops
- ☼ Fast Attack
- ▲ Heavy Support

Watch out For...

Though the Black Templars specialise in putting large (and we mean large) units of infantry on the table, the Dark Reapers have exactly the right weaponry to take them down. There's no better way of eradicating squads of Space Marines than hitting them with repeated salvos of S5, AP3 death, and that's just the squad's basic weapon. The Exarch's Tempest Launcher, along with the Fast Shot Exarch power, can lay down three S4, AP3 templates a turn. Ouch!



Dark Reaper

part of a specific anti-Templars play. If the boys in black take casualties they must run, shouting in outrage, towards the closest enemy unit. I would ensure that this was the cheap but super-maneuvrable Jetbikes – after having turbo-boosted them to the back of the Templar lines, of course. In this way I could actually draw a unit or two away from my firing line.

To complement Plan Jetbike, I took a Vyper – even better at Templar-goading than the Jetbikes as they are only hit on a 6 in close combat – and a unit of Shining Spears, who are now excellent assault troops. Speaking of which, a Wave Serpent full of Howling Banshees was a must; these girls are the bane of Space Marine players in close combat, especially when assaulting a Doomed squad. These would be backed up by a small but perfectly formed squad of Striking Scorpions, with

the Exarch's power claw ready to do some serious mischief. To complete my Elites choices I took a unit of Wraithguard; with their Toughness of 6 they are well capable of taking a charge even from a unit of Assault Marines. I purchased a Warlock to accompany them, who would not only negate their Wraithsight disadvantage (and do the same for my nearby Wraithlord) but also Enhance his dead comrades, meaning they would hit and wound on a 3+.

So to summarise: shoot the bejeezus out of a Doomed squad every turn, use the fast stuff to draw off a unit or two, take the inevitable charge on my really tough units, and counter-attack with the assault specialist units. If everything plays its part it should be a good day for Craftworld Biel-Tan. Still, you know what they say about battle plans – they rarely survive contact with the enemy...

BLACK TEMPLARS

High Marshall Helbrecht

with artificer armour, Sword of the High Marshals, combi-meltagun, bionics, crusader seals, Terminator Honours, Iron Halo, frag grenades, krak grenades. 175 points



The Emperor's Champion

with Black Sword, Armour of Faith, Terminator honours, crusader seals, frag grenades bolt pistol, Abhor the Witch, Destroy the Witch. 110 points



Chaplain Fernandez

with Reclusiarch, master-crafted crozius arcanum, bolt pistol, rosarius, terminator honours, crusader seals, frag grenades, bionics, artificer armour. 152 points



Crusader Squad Alpha

Crusader Squad including 1 Initiate with powerfist & bolt pistol, 1 Initiate with meltagun, 8 Initiates with close combat weapon & bolt pistol, 10 Neophytes with close combat weapon & bolt pistol. All have frag grenades. 305 points



Crusader Squad Beta

Crusader Squad including 1 Initiate with powerfist & bolt pistol, 1 Initiate with plasma gun, 8 Initiates with bolters, 10 Neophytes with close combat weapon & bolt pistol. All have frag grenades. 301 points



Brother Navarrus

Venerable Dreadnought with Dreadnought close combat weapon, assault cannon, storm bolter, smoke launchers, extra armour, Tank Hunter. 140 points



Brother Nils

Dreadnought with Dreadnought close combat weapon, assault cannon, storm bolter, extra armour. 110 points



Black Templar Marshall Matt Hutson is a veteran Space Marines player, and a veteran Dwarf to boot. When he's not painting miniatures or hiding from the Editor, he can be found "bearding it up" with the Games Dev lads...



Destroy the Witch

Matt: Over the years, games involving my Black Templars and Phil's Eldar army have achieved real "grudge match" status in the Studio, and our battles are usually tense but fun affairs.

In the Medusa V campaign, I've been experimenting with using an all-infantry assault force. Because of the Black Templars Righteous Zeal rule, the more the enemy shoots at you the quicker the force moves, meaning that a lot of the time you can cover the distance to the enemy as quickly as if everyone was loaded up in transport vehicles. This also means you get to spend your points on more Space Marines, and can really take advantage of the Black Templars' increased unit sizes.

With 2000 points to spend, I decided that the force needed a rock hard character to lead it, so first on the shopping list was

High Marshall Helbrecht. This legend of the Black Templars chapter would first of all give my entire force Leadership 10 – very handy for all those Morale tests I was sure to be taking – and secondly give me a rock hard close combat monster to head up my force. To back him up I also took a Chaplain, to give me some control of where my fanatical Space Marines were going. Last from the HQ section was the compulsory Emperor's Champion. As for which Vow to take I had a shortlist of two; firstly there was "Suffer Not the Unclean to Live", which would give me +1 to wound at -1 Initiative. Considering that the average Aspect Warrior is Initiative 5 it's not much of a drawback. Secondly there is "Abhor the Witch, Destroy the Witch". This would give me a free move at the start of the game, as well as give me a 5+ chance to dispel any psychic powers directed at

1998 Points



Assault Squad Alpha

Black Templars Assault Squad including 1 Initiate with powerfist & bolt pistol, 4 Initiates with bolt pistol & close combat weapon, 5 Initiates with storm shield & close combat weapon. All have frag grenades & jump packs. 247 points



Assault Squad Beta

Black Templars Assault Squad including 1 Initiate with powerfist & bolt pistol, 9 Initiates with bolt pistol & close combat weapon. All have frag grenades & jump packs. 235 points



Bike Squadron Alpha

Black Templars Bike Squadron including 1 Initiate Biker with frag grenades, 3 Initiate Bikers with power weapons & frag grenades, 1 Attack Bike with multimelta. 223 points



All models 45%

Key

- ⦿ HQ
- ⦿ Elites
- ⦿ Troops
- ⦿ Fast Attack
- ⦿ Heavy Support

Watch out For...

Not only are Black Templars Chaplains rock hard in close combat, they also enhance the effectiveness of Space Marines around them. The Litanies of Hate special rule allows any unit the Chaplain has joined to re-roll failed rolls to hit in the turn that they charge. Black Templars Chaplains also have the Unmatched Zeal special rule, which allows units they join to make Righteous Zeal moves towards any enemy unit and not just the closest, making your Black Templars a lot more controllable.



Black Templar Chaplain

me. In the end the free move was too tempting so I went for "Abhor the Witch".

The core of the army is made up of two sledgehammer units, each comprising 10 Initiates and 10 Neophytes. The sight of two massive units of Space Marines can be pretty daunting to your opponent, especially when they run even faster towards you the more you shoot them! These units would hopefully be big enough to absorb all the anti-power armour shots that were sure to come their way, and still have enough men left over to overwhelm the Eldar in close combat. Each unit also contained a special weapon, able to wound a Wraithlord.

To add some faster moving elements to the force I decided to max out on Fast Attack units. Two units of 10 Assault Marines will add some real punch to the army. With Wraithlords in mind, both units

are equipped with power fists, and one of the units has five storm shields in it. For some fast moving fire support, a squad of Bikers with an attached Attack Bike fitted the bill perfectly.

The only thing left to do was to choose some fire support. In keeping with the "on foot" theme of the force (okay, bikes aren't strictly infantry, but they're cool!) I took two Dreadnoughts, both armed with assault cannons, and upgraded one to Venerable status with the Tank Hunter skill.

So, on to the plan: The centre of my battle line will comprise the two Black Templars squads accompanied by the army HQs and Dreadnoughts. The Assault Marines and Bikes will be positioned on the flanks. By presenting Phil with lots of targets to shoot at, my plan will be to overwhelm the Eldar with numbers. Not a very subtle tactic, but it might just work.

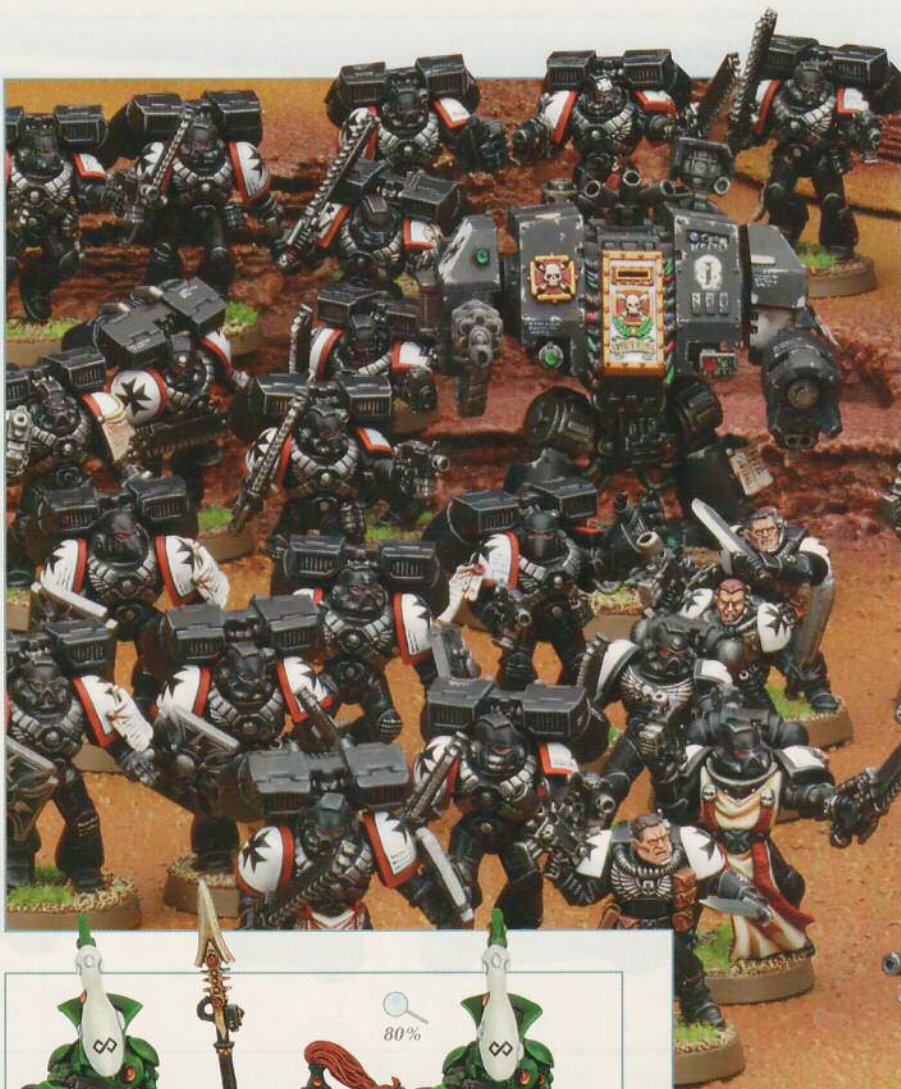
BATTLE IS JOINED

Turns One & Two

Turns One & Two

In the first turn, the Eldar moved as one, fanning out into the best possible firing positions, and training their weapons upon the black-clad Space Marines before them. All the Eldar skimmers swept out to the flanks, while the rest of the army prepared to fire. The Farseer targeted the Bike squad for Doom, and cast Guide upon the nearby War Walkers. This would prove to be key, as in the Shooting phase the War Walkers and the Guardians' weapon platform succeeded in wiping out the Bike Squad, including the Attack Bike! Elsewhere, the Dark Reapers and their Exarch accounted for 8 Assault Marines, leaving one of the Black Templars' most expensive squads in tatters. In reply, the shaken Space Marines bolted forwards, and the Dreadnought opened fire with its assault cannon, felling two Dark Reapers. However, that was the best the Black Templars could muster, and the Eldar were buoyant.

The second turn began in much the same way as the first, with the Eldar taking up positions, and the Farseer employing Doom against the bolter-armed Crusader squad. In the Eldar Shooting phase, one of the two remaining Assault Marines was killed by the Guardians' starcannon, while the War Walkers, bolstered by Guide, accounted for three bolter-armed Crusaders. Matt was incredibly fortunate with his armour saves and braved the hail of fire, keeping his casualties to a minimum. The Crusaders then promptly ran towards the nearby Jetbike squadron with Righteous Zeal flowing through their veins! The Wraithlord then fired its bright lance, destroying the Black Templars Dreadnought with a single, well-placed blast. The turning point came when the Dark Reapers attempted to fire at the second Assault squad, but failed their target priority check. Forced to fire at the nearby Crusaders with bolt pistols instead, they caused the Space Marines to run forwards with Righteous Zeal, placing them in assault range of the Wraithguard. In Matt's turn, the Crusaders, led by Helbrecht and the Master of Sanctity, charged the Wraithguard and their Warlock leader, unleashing 27 attacks and wiping out the entire squad! Doubt crept into the Eldar minds as the tenacity of the Space Marines became all too evident...



Critical Moment

The Black Templars' Righteous Zeal move allows any infantry squad to move as soon as it suffers even a single casualty. Phil had tried to target the Assault Marines thus far, to deny Matt the chance to use this free move until the Eldar were ready for it, but a critical target priority check was failed, costing the Eldar their Wraithguard squad.



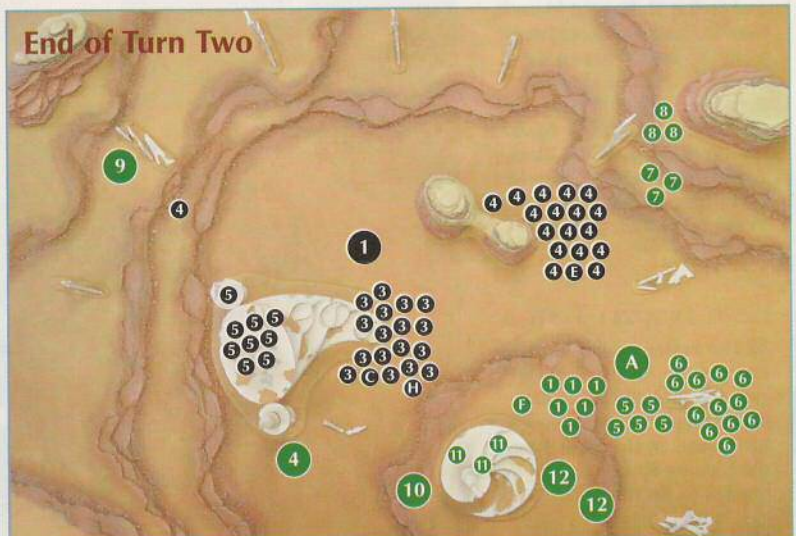
The assembled Black Templar force, seconds before Dark Reaper missile death is unleashed.



Rapid Fire

The Crusader squad with bolters also needed to make a target priority check in the second turn, and succeeded where the xenos had failed. Ignoring the Jetbikes and the oncoming Avatar, the zealous Space Marines opened fire on the Dire Avengers, killing half the squad with bolter fire!

End of Turn Two



Black Templars

- | | |
|-------------------------|------------------------|
| H Helbrecht | 3 Crusader Squad Alpha |
| E Emperor's Champion | 4 Crusader Squad Beta |
| C Chaplain | 5 Assault Squad Alpha |
| 1 Venerable Dreadnought | 6 Assault Squad Beta |
| Dreadnought | Biker Squadron |

Eldar

- | | | |
|----------------------|------------------|-----------------|
| A Avatar | 4 Wave Serpent | 9 Vyper |
| F Farseer | 5 Dire Avengers | 10 Wraithlord |
| 1 Striking Scorpions | 6 Guardians | 11 Dark Reapers |
| 2 Wraithguard | 7 Jetbikes | 12 War Walkers |
| 3 Howling Banshees | 8 Shining Spears | |

PURGE THE WITCH

Turn Three

Turn Three Breakdown

Eldar Turn

1 The Howling Banshees disembark from their Wave Serpent, but the Eldar can't bring down Helbrecht's Crusaders in the Shooting phase. The Banshees are charged when the Black Templars contact them after another Righteous Zeal move.

2 The Farseer immobilises the Venerable Dreadnought with his singing spear, while the Vyper blows off both its guns, effectively ending the threat of the ancient war-suit.

3 Crusader Squad Beta are shot at by the Guardians, Dire Avengers, Jetbikes, Shining Spears and the Avatar, yet only fail three power armour saves, thanks to Matt's uncanny luck!

4 Denied the vital charge, and facing Helbrecht himself, the Howling Banshees break from the fight. Though they escape the Space Marines, they flee the battle, and the Crusaders consolidate towards the Wraithlord. In the Black Templars' turn, the Crusaders assault the Wraithlord in a bid to continue their glorious overrun!

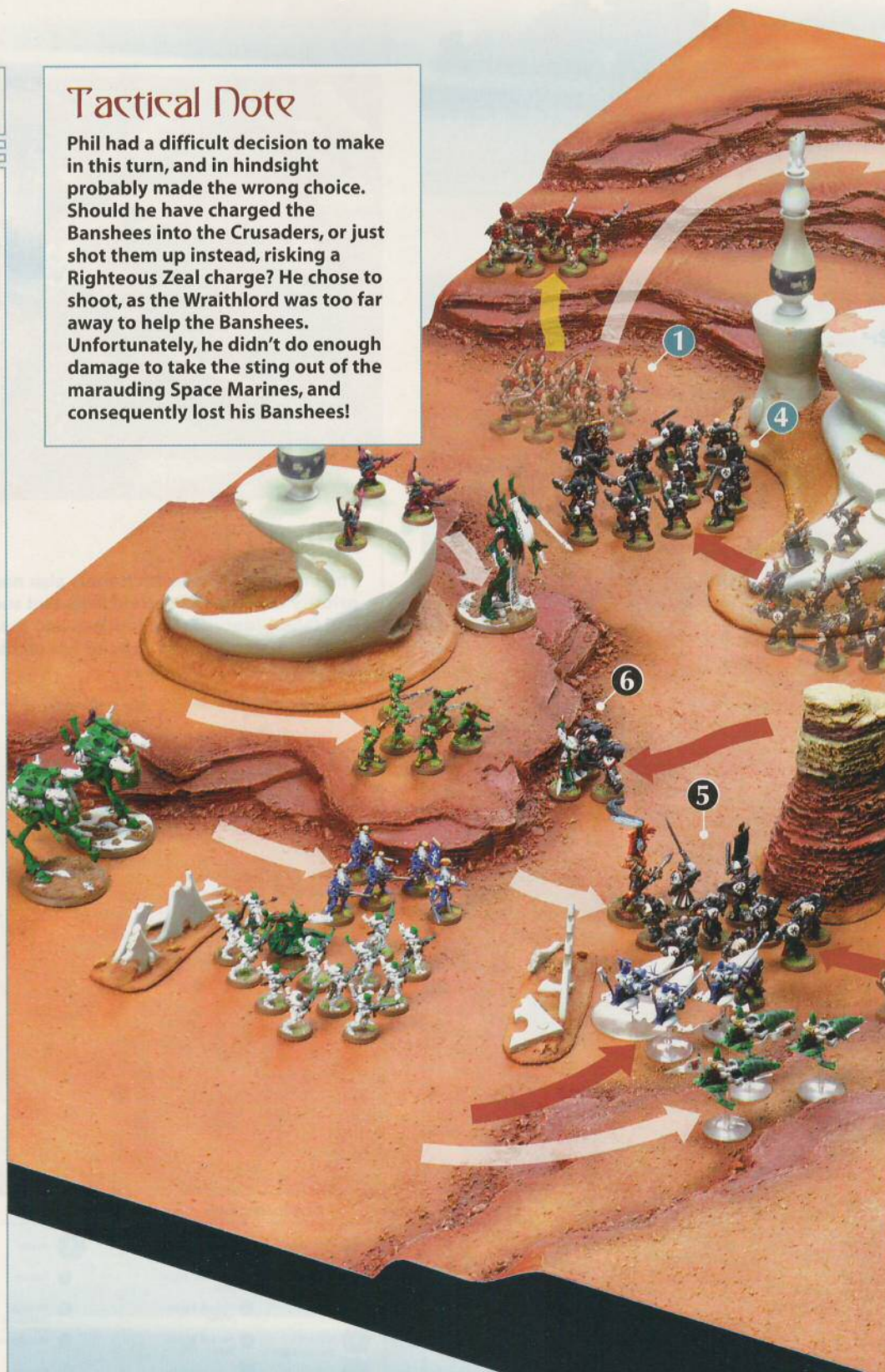
Black Templars Turn

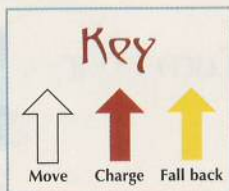
5 The bolter squad then charges the Avatar, and the embodiment of Khaine and the Emperor's Champion go toe-to-toe. In the Eldar turn, the Shining Spears charge in, but fail to tip the balance.

6 With only two Assault Marines left from the second squad, Matt decides to charge them into combat against the Farseer. Caught unawares, the Eldar psyker is torn apart, and the Assault squad consolidates towards the unsuspecting Striking Scorpions.

Tactical Note

Phil had a difficult decision to make in this turn, and in hindsight probably made the wrong choice. Should he have charged the Banshees into the Crusaders, or just shot them up instead, risking a Righteous Zeal charge? He chose to shoot, as the Wraithlord was too far away to help the Banshees. Unfortunately, he didn't do enough damage to take the sting out of the marauding Space Marines, and consequently lost his Banshees!





Black Templars

- | | |
|--------------------------------|-------------------------------|
| H Helbrecht | 3 Crusader Squad Alpha |
| E Emperor's Champion | 4 Crusader Squad Beta |
| C Chaplain | 5 Assault Squad Alpha |
| 1 Venerable Dreadnought | 6 Assault Squad Beta |
| Dreadnought | Bike Squadron |

Eldar

- | | | |
|-----------------------------|-------------------------|------------------------|
| A Avatar | 4 Wave Serpent | 9 Vipers |
| Farseer | 5 Dire Avengers | 10 Wraithlord |
| 1 Striking Scorpions | 6 Guardians | 11 Dark Reapers |
| 2 Wraithguard | 7 Jetbikes | 12 War Walkers |
| Howling Banshees | 8 Shining Spears | |



Hand of Khaine

The Emperor's Champion and his Crusader Squad assaulted the Avatar this turn, and again it was the Righteous Zeal special rule that was the catalyst for this combat. By the end of the turn, the Champion and the Avatar had wounded each other once, while the rest of the Crusaders caused a single wound on the godlike being.



Emperor's Wrath

Thanks to a combination of the Abhor the Witch and the Righteous Zeal special rules, Helbrecht's Crusader Squad had raced across the width of the board and had started heading back by the third turn! Charging into the Wraithlord, the Space Marines were confident that the power fists amongst their number could account for the menacing Eldar construct. However, they managed to wound it only once before the Wraithlord struck back – it was going nowhere just yet!

KILL THEM ALL

Turn Four

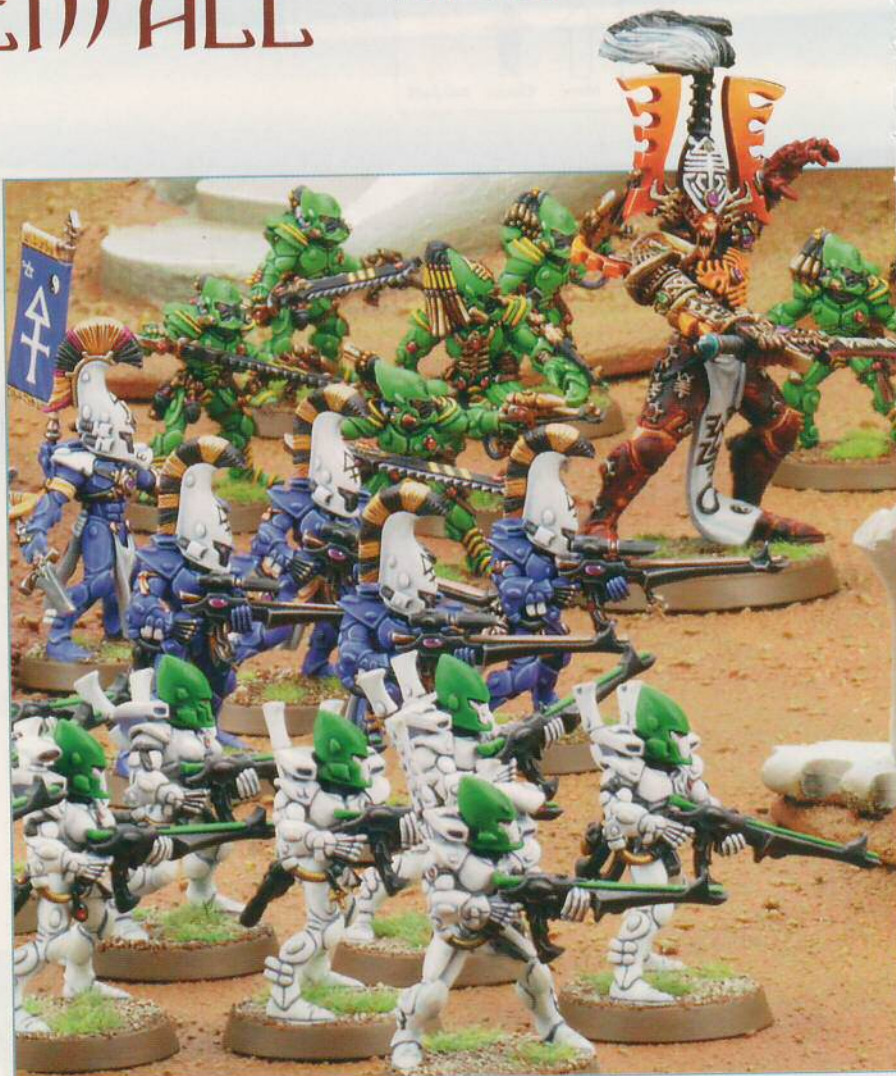
Turn Four

With the Farseer and Warlock both out of the game, Phil breathed a sigh of relief as he passed his Wraithsight test for the Wraithlord. In the Eldar Shooting phase, the remnants of both Assault squads were finally wiped out by the ever-accurate Dark Reapers and the War Walkers, while the Wave Serpent's scatter laser destroyed the Venerable Dreadnought once and for all. Deciding to let the Wraithlord hold out against Helbrecht's Space Marines just a little longer, the Eldar turned their attention to the Crusader squad fighting the Avatar. Having withdrawn last turn, the Shining Spears assaulted yet again, this time supported by the Striking Scorpions. The Avatar finally slew the Emperor's Champion, though the two combatants struck simultaneously, allowing the noble Space Marine to score another wound on the daemon-like creature. The rest of the Eldar failed to get through the armour of the Crusaders, until the striking Scorpion Exarch struck, tipping the battle. Though the fearless Space Marines would not run, two were dragged down into the dirt and put to the sword. The Shining Spears voluntarily withdrew again, preparing to charge again next turn.

In the Black Templars turn, there was nothing to do but continue the fight. With no Emperor's Champion to save them, the Space Marines were now outmatched by the nimble Aspect Warriors – the Scorpions' mandiblasters and Avatar's mighty sword cleaving through the power-armoured warriors. The crusaders stubbornly fought on, determined to stay to the end. Finally, the Wraithlord and Helbrecht's Crusaders again fought to a standstill. All the while, the Templars knew that the Eldar were surrounding them, but still had hope that the mighty heroes remaining would be enough to fight off all-comers.

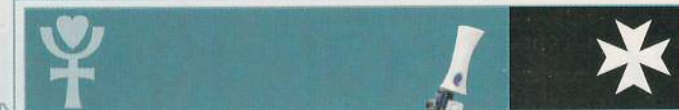
"The path of the warrior leads to an eternity of blood, but the path of peace leads only to our race's extinction. We need to harness the darkness in our psyches, for only a killer can teach the sword in place of the scythe."

– Farseer Q'sandria of Ulthwé



Deadly Payload

By this stage of the battle, Phil's tactic of isolating targets and systematically bombarding the Space Marines was paying off, and he wasn't about to change this ploy. Despite taking the Venerable Dreadnought out of the game, the Eldar would not rest until this mechanical intruder was utterly destroyed. The Wave Serpent's scatter laser inflicted three penetrating hits, and the Dreadnought exploded in spectacular style.



The Emperor's Champion and Avatar of Khaine struggle to the bitter end.



End of Turn Four

Black Templars

- | | |
|--------------------------------|-------------------------------|
| H Hellbrecht | 3 Crusader Squad Alpha |
| E Emperor's Champion | 4 Crusader Squad Beta |
| C Chaplain | A Assault Squad Alpha |
| V Venerable Dreadnought | A Assault Squad Beta |
| D Dreadnought | B Bike Squadron |

Eldar

- | | | |
|-----------------------------|-------------------------|------------------------|
| A Avatar | 4 Wave Serpent | 9 Vipers |
| F Farseer | 5 Dire Avengers | 10 Wraithlord |
| 1 Striking Scorpions | 6 Guardians | 11 Dark Reapers |
| 2 Wraithguard | 7 Jetbikes | 12 War Walkers |
| H Howling Banshees | 8 Shining Spears | |



Turn of the Tide

If the Crusader squad fighting the Avatar had been allowed to continue the combat on their terms, they would have ultimately won the fight. However, Phil's Striking Scorpions were on hand to tip the balance in the favour of Biel-Tan, and with their mandiblasters, not to mention the Exarch's Scorpion's Claw, they did just that!

HAND OF KHAINE

Turns Five & Six



Swift Vengeance

The Shining Spears may not have had the most glorious battle, but they were in the thick of the action all the way through. Twice withdrawing from the combat involving the Avatar and the Emperor's Champion, only to charge back into the fray, they finally managed to help wipe out the tenacious Crusaders. They then proceeded to sweep across the battlefield and wound the Chaplain, but poor positioning in the fight meant that the Chaplain managed to see them off with more than a little luck.



Turns Five & Six

The Eldar opened the fifth turn with the scream of engines, as the Jetbikes, Vyper and Wave Serpent swiftly took up positions to create a strong battle line. With no shooting, the Assault phase began. This time the Shining Spears were successful with their charge, and the Exarch slew two Space Marines from the Crusader squad. The Avatar followed suit, accounting for the remainder of the Templars before the Astartes could swing a blow in return. Against the Wraithlord in the centre of the Eldar deployment area, Helbrecht's Crusader squad could just not prevail, but neither could the Wraithlord capitalise. The sheer toughness of the Eldar

walker had effectively halted Helbrecht's glorious charge.

Turn 6 saw the Eldar do what they do best – move with lightning speed to strike a decisive blow. With the remaining Dire Avengers using the Fleet rule to move into

“Against the Wraithlord in the centre, Helbrecht's Crusader Squad could just not prevail.”

an assault position, and every other model in the army moving at full speed towards the remaining Crusaders, the Space Marines found themselves charged by the Avatar, Shining Spears and Dire Avengers. In the ensuing fight, the Chaplain was

The carcasses of the humans lie as if scattered by the hand of a careless god, their black armour fused and cracked. Eldar bodies, once bright and noble in form, lie amongst them. Drifting amongst the carnage are the Eldar who have taken off their helmets and put aside their warrior persona. moving amidst the dead, they gather the spirit stones of the fallen. They stop as a hulking figure, his golden armour caked in blood and filth, rises from the dirt.

This war is far from over.

이위기비서실



wounded by the Shining Spears Exarch, but smashed both Jetbike-riding Aspect warriors into the ground in return with his Crozius Arcanum. The Avatar cleaved into the Space Marines, though the Dire Avengers fumbled their attacks. The Black Templars Crusader squad narrowly lost the fight, and the Avatar of Khaine moved around to come face to face with High Marshal Helbrecht.

In the final phases, the Space Marines fought on to the very end. The Avatar cleaved into Helbrecht, mortally wounding the High Marshal but not killing him, while the Wraithlord killed two more Space Marines. Chaplain Fernandez fought bravely on, hacking down a Dire Avenger, but there was little more the Space Marines could do. Surrounded by Eldar and with so many battle brothers lost, they knew the end had come...

End of Turn Six



Black Templars

- | | |
|--------------------------------|-------------------------------|
| H Helbrecht | 3 Crusader Squad Alpha |
| E Engenar's Champion | 4 Crusader Squad Beta |
| C Chaplain | 5 Assault Squad Alpha |
| V Venerable Dreadnought | 6 Assault Squad Beta |
| D Dreadnought | 7 Bike Squadron |

Eldar

- | | | |
|-----------------------------|-------------------------|------------------------|
| A Avatar | 4 Wave Serpent | 9 Vypers |
| F Forseer | 5 Dire Avengers | 10 Wraithlord |
| 1 Striking Scorpions | 6 Guardians | 11 Dark Reapers |
| 2 Wraithguard | 7 Jetbikes | 12 War Walkers |
| H Howling Banshees | 8 Shining Spears | |

Victory Points

ELDAR

1771

902

2673



BLACK TEMPLARS

818

0

818



ELDAR TRIUMPH



Dead Good

The Wraithlord not only killed a fair few Black Templars and obliterated the damaged Venerable Dreadnought with his bright lance, but also held up Helbrecht's "Unit of Doom" for so long that I got to rearrange my army into an aesthetically pleasing battle line (very Eldar) and launch one last assault, which tipped a solid victory into a victorious slaughter.

Get off my planet!

Phil: Well, despite the odd careless mistake, it was a big win for the Eldar. This was mainly due to my battle plan working (for the first few turns anyway) but also the fact I had so many scoring units left at the end of the game. It is always a good idea to have a lot of scoring units in games of 40K, as they can usually win big chunks of Victory Points just by being in the right place at the right time. It also stops you from putting all your eggs in one basket – something that I think really hurt Matt in the later game. Matt's 650-point super-unit ploughed through almost everything it touched, but by ignoring it I was able to concentrate my fire on the smaller units in the early game. As a result, Matt found it difficult to muster any kind of coordinated attack.

There were a few moments when I thought it was all going pear-shaped. For the first three turns Matt failed just one armour save out of the 25 he was called upon to make, the jammy git! My eagerness to torch Templars with the Wraithlord's flamer/bright lance combo cost me dearly, allowing Helbrecht's squad to move into combat with the Banshees,

denying them their charge and leaving the Wraithlord stranded. The Wraithguard were taken down by the combination of the Chaplain and the Crusader squad's power fists, and after carefully executing hit-and-run manoeuvres with the Shining Spears each combat, I then wasted them by lancing into the unengaged Chaplain on the last turn of the game. Lesson learned: let sleeping psychopaths lie.

Still, the rest of the army performed extremely well. The Dark Reapers lived up to their reputation, combining their firepower with that of the the War Walkers to scythe through the enemy infantry. "Plan

Jetbike" successfully bought me a little time, meaning that I got to assault the Crusader squad rather

“Matt found it difficult to muster any kind of coordinated attack.”

than the other way round. The Scorpions and Shining Spears plunged into the fray with the rampaging Avatar and cut down one of Matt's super-squads to the last Marine. Even the humble Vyper Jetbike had a great game, crippling the Venerable Dreadnought whilst leading the last Assault Marine a merry dance around the table. I had a great time, and the planet Sirlle, though ravaged, is now back in the hands of its creators. Glory to Khaine!



VILE XENOS

Witch Destroyed!

Matt: Although it was a big win for the Eldar, the game was possibly a lot closer than the final Victory points suggested. There were quite a few high points for the Templars. I don't think I failed a single armour save in the first few turns although this was offset by Phil not failing to miss or wound with War Walkers and Dark Reapers for the same period.

Helbrecht's Crusader squad was pretty much unstoppable after it ruthlessly chopped its way through the Wraithguard and Howling Banshees. Phil was pretty much at a loss on how to beat it so did his best to try to ignore it. If it wasn't for a lot of bad luck trying to wound the Wraithlord it might have gone on to do a lot more damage. My other Crusader squad didn't fare quite as well and my Emperor's Champion was just disappointing, as I had hoped to add an Avatar head to his growing trophy cabinet. I could have done with my Dreadnought performing a bit better. My Venerable Dreadnought didn't kill a single thing. The bike squad didn't stand a chance as they were wiped out before I even had a chance to move them. The Assault Marines didn't

do much – although killing the Farseer was a plus – mainly because they were singled out by the Dark Reapers who pretty much were able to destroy whatever they wanted as I tried to cross the open ground. In hindsight, though, the biggest mistake I

made was probably in my army selection. Taking lots of big units meant that I didn't have many point

scoring units left, which accounted for the large difference in Victory Points at the end of the game. Looking at Phil's army selection, he didn't have much anti-armour firepower in his force. A couple of Land Raider Crusaders with Blessed armour would have punished this oversight.

My choice of Vow probably wasn't the right one. If I'd taken Suffer Not the Unclean to live, I definitely would have killed the Wraithlord a lot sooner as everyone in the squad could have wounded him. Phil didn't make many mistakes during the game, although letting his Banshees get charged was pretty daft, so I've got to hand it to him, he had a good fire plan which really came through for him. I suspect though this won't be the last time the Eldar and Black Templars meet.

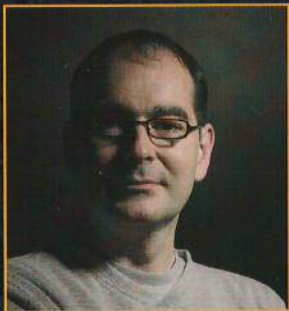
“Helbrecht's squad ruthlessly chopped its way across the table.”



For the Emperor!

High Marshal Helbrecht and his Crusader squad were the stars of the game for me, as they carved their way through the Wraithguard and Howling Banshees and, in the later stages, the Shining Spears. Only the final wound of the Wraithlord stopped them, denying them a glorious end to their rampage.





STANDARD BEARER

In a dark, deserted corner of the Design Studio, across the tundra of the Marketing Overlords, there is a wild-eyed and eccentric character who works tirelessly to make the hobby more fun for us all. The only man fearless enough to explore his world is Jervis Johnson, Herald of Sigmar, so sit back and read his latest tale...

As I sit at my desk typing this column, not more than ten feet away from me sits a wild and crazy guy called Dave Cross. You may not have heard of Dave before, but you will almost certainly have some of the things that Dave has created, without ever realising that many of them are the work of just one man. Dave has gone into something of a creative frenzy over the last few weeks and has come up with a whole bunch of cool new things that I'm sure will be finding their way into the stockings of lucky Games Workshop hobbyists this Christmas.

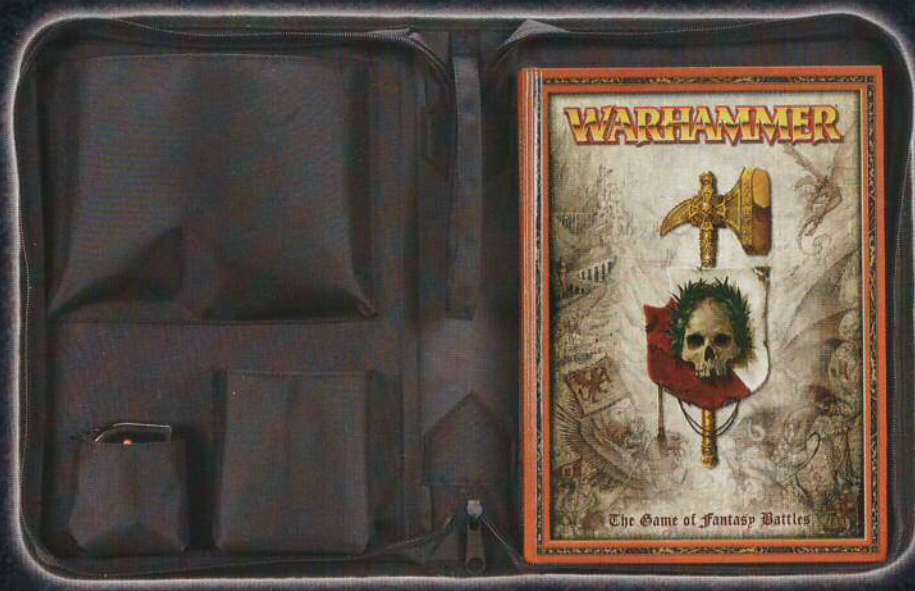
Head of fun

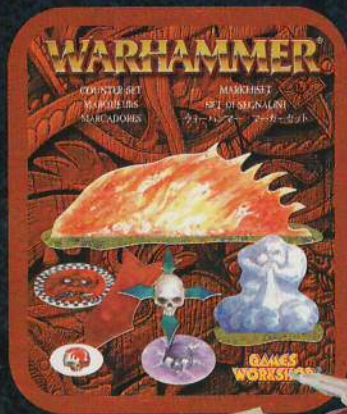
So who is this mysterious person? Well, Dave is famous amongst his work colleagues for a number of things. First of all, he has the messiest desk of anyone who works here – and trust me, for the Studio that really is saying something! My own desk is cluttered, and the Perry twins both have desks that are pockmarked and covered in Green Stuff and super glue and bits of string, but Dave's desk is untidy on such a prodigious, sprawling scale that it has entered Studio legend. The excuse I use for my own cluttered desk is that a tidy desk is the sign of someone with too little

to do. This might make you think Dave is a very busy man – and you know what, you'd be right!

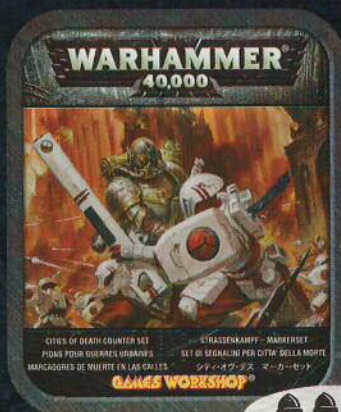
Dave is also famous for getting to go on trips to exotic places like China and Hong Kong, and then making all of the rest of us jealous with his tales of the adventures he had while away (supposedly these trips are important for "sourcing materials", but I have my doubts...). But most importantly, Dave is well known for being a really dedicated hobbyist, and I mean that in the broadest sense of the word. He always has some gaming project or another on the go; if he's not painting a new army, he's making terrain, and if he's not making terrain, he's clobbering an unwary opponent at Warhammer or 40K.

By now some of you will be saying "Well that's all well and good Johnson, but what is it that this Dave fellow actually does?". Well, it's Dave's job to take his deep-rooted love of the hobby, and use it to come up with all kinds of cool stuff that "will make the hobby experience more enjoyable". Or at least, that's the sensible answer I've been asked to give. The way I tend to think of it, though, is that it's Dave's job to invent all kinds of crazy things that you'd never realised you really





The forthcoming Warhammer counter set contains all sorts of markers for your games, from spell effects to a handy turn tracker.



The original counter set, also developed by Dave Cross, was for use in Warhammer 40,000 Cities of Death.



needed until he went and invented them. If you ask me, Dave is nothing less than the Studio's "Head Of Fun"!

Cool things

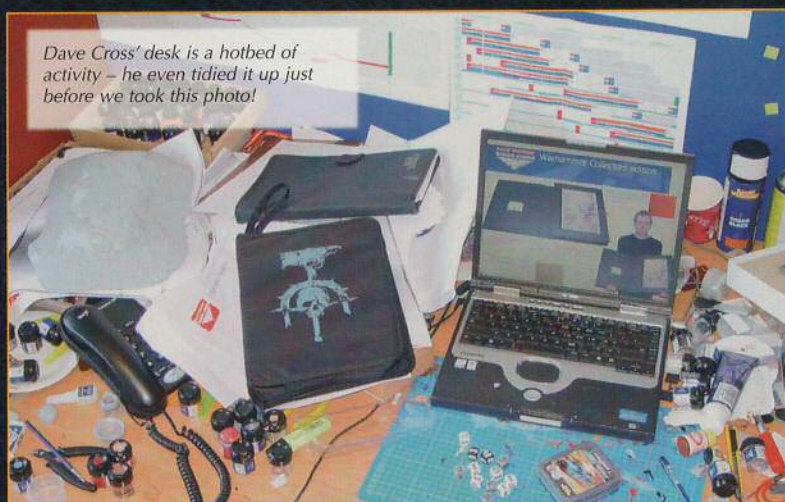
If you've been into a Games Workshop store recently then you almost certainly have seen and drooled over some of the things that Dave has come up with, whether it's the Urban Basing Kit, Citadel Wet Effect fluid, counter sets or whatever. In fact, Dave has been responsible for so many things that have come out this year that I really can't list them all. So instead I'm just going to pick out a few of my personal favourites.

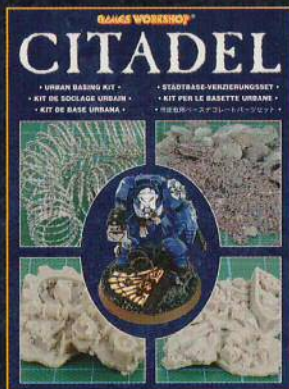
I'm going to start off with one of the smaller things Dave is currently working on, which is the Heroes Basing Kit. This is actually the second basing kit Dave has developed, the first being the Urban Basing Kit that came out with Cities of Death, and which sold out in no time flat. The idea is a simple one; to provide hobbyists with all kinds of cool bits and pieces that they can use to enhance the bases of the models in their collection. The Heroes Basing Kit includes things that are especially suited to Warhammer, and which are pretty much guaranteed to make the base of any character or other special model in your collection look suitably awesome. One of the things I love about these kits is that they are such a simple idea, yet prove so useful in practise.

Similarly practical is the forthcoming Warhammer Counter Set. Again the idea is simple, comprising a tin case that holds a set of plastic counters and markers for use in games of Warhammer. There are the obvious things, like wound markers, and markers to show a unit that is fleeing or that wishes to charge, but it's the things like the sliding turn marker and 'stand-up'

spell effect markers that I really like. Of course, Dave didn't want 40K players to feel left out, so he's also come up with a set of Warhammer 40,000 Vehicle Damage Dice. This will consist of a tin that holds twelve dice that are marked with the symbols from the vehicle damage tables. Instead of rolling on the table you just roll the dice and it shows the result. However, what makes this a really genius idea is that enough dice are included that you can use the dice you've just rolled as a marker too, placing the dice by the vehicle that has

“It's Dave's job to invent all kinds of crazy things that you never knew you needed until he invented them!”





The Urban Basing kit, released alongside *Cities of Death*, made it easy for everyone to make bases to rival those of the experts.

been hit to show if it is stunned or shaken or whatever. It really is a very clever idea.

If you've been in the hobby any time at all you'll be familiar with the figure cases we make for transporting an army. Dave was responsible for making the larger Army Case, and has now come up with two new versions of this larger case, called the Custom Case and the Large Model Custom Case. Now, Dave would be the first to admit that these are hardly the most inspiring of names, and indeed the Custom Case (or the "red one") was originally going to be called the Cavalry Army Case, as the foam has been specially cut so that half the spaces are ideally suited to holding cavalry models, while the Large Model Custom Case (the "green one") was going to be called the Armoured Vehicle Army Case because half the foam was cut so as to be able to hold vehicle models.

“What makes the hobby great is all of the nooks and crannies that we can explore, and all of those crazy things we can do.”

However when the cases turned up Dave quickly realised that the Cavalry Case would also be ideal for armies like the Tyranids, while the Vehicle Case would be just right for holding armies that included lots of large monsters... so they've been quickly renamed, just to make sure nobody missed out on them.

However, in my opinion the most exciting thing Dave has come up with recently is the Warhammer Collectors' Edition rulebook. By the time you read this I expect that the 4000 numbered copies of the book that we've had printed will be in short supply, having been snapped up by die-hard Warhammer fans round the world. Because of this I won't go on too much about the gorgeous case, the hard-back tapestry cover, or the thick parchment paper, all which combine to make this

book a pleasure to read, and even just to hold. I wouldn't want to make you jealous of the fact that I've got my own copy, now would I?

As I hope you can tell, I really like the things Dave has come up with, and consider them to be a really valuable addition to the hobby. So why do I place so much importance on them? As I said earlier, they are not really vital 'must-have' items. But this doesn't stop them from being important, in my opinion anyway.

It's the little things that matter

You see, I think that the things I've described above are important not because they are a vital part of the hobby, but because they aren't. Give any of us some Citadel miniatures, paints, brush, dice and a rulebook and we can play. But we all know that there is more, much more, to the hobby than this.

What makes the hobby great is all of the little nooks and crannies it has that we can explore, and all of those crazy little things we can do. All of these things combine to create a

hobby that is unique, varied and, above all, fun.

Dave has a knack of coming up with cool things that help make the hobby even more fun for us, by giving us more 'nooks and crannies' to explore and new cool things to play around with. I think that the reason Dave is able to do this so well is that he is such a dedicated hobbyist himself. He knows what pushes our buttons, because they push his buttons too.

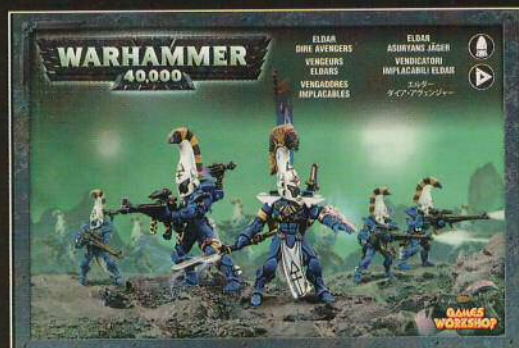
All of the things he comes up with add real depth to the hobby, and help us to make it our own. You may not want to use everything Dave invents, but I'm pretty sure that there will be one or two things that make you think "Hey, I never realised I needed that until I saw it!" So, more power to Dave and his crazy ideas. I for one can't wait to see what he comes up with next...

The custom cases, out next month, make transporting your miniatures safer than ever, whatever their shape or size.



PATH OF THE WARRIOR

Aspect Warriors are masters of the arts of war, and are the mightiest warriors in the Eldar army. Each Aspect Warrior is a highly specialised killing machine, representing an aspect of Khaine, the Bloody-handed God. Now all of the Eldar Aspect Warriors are available in handy squad box sets.



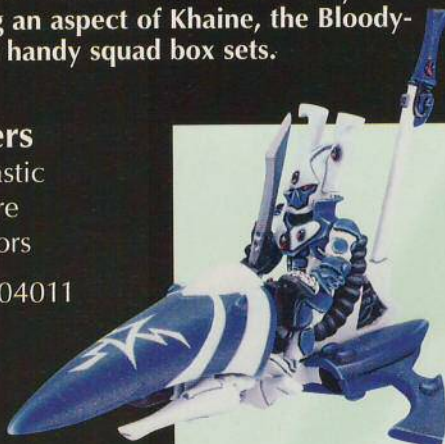
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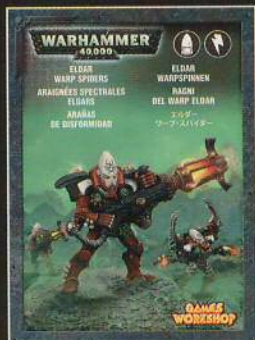
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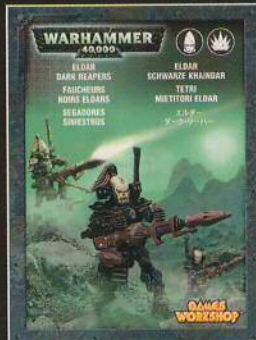
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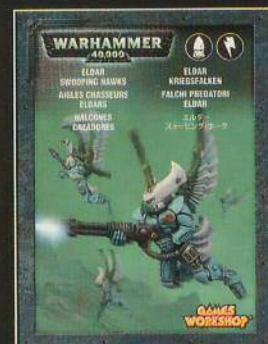
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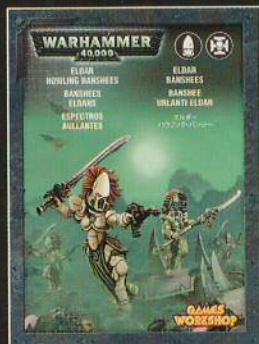
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There are many kinds of Goblin troubling the Old World, but amongst the most prolific are the cave-dwelling Night Goblins. We peek into some smelly tunnels to learn more.

MARCH OF THE NIGHT GOBLINS



Greenskins of all kinds dwell all over the Warhammer world in a near infinite combination of type and tribe. Some serve others, a lot hang around in tribes encompassing several varieties, while others congregate with their own kind. The great thing about the Orcs & Goblins army book is that it allows you to represent all kinds of greenskin groupings on the tabletop. One of the most appealing, varied and entertaining to play is the Night Goblin horde.

Night Goblins infest the Worlds Edge Mountains, filling every noisome cave and damp tunnel that they find, often taking over abandoned strongholds (indeed, much of the ancient Dwarf Empire is now infested with these creatures). It is arguable that disgusting holes in the ground are the ideal habitat for the more diminutive members of the greenskin family tree.

When the Night Goblins prepare for battle they consume huge quantities of fungus beer to bolster their courage. As they get steadily more drunk, they sing loudly so that their voices fill the tunnels of the Worlds Edge Mountains and echo through the Dwarf strongholds. When the time is right, Night Goblin Shamans pick the special fungus and make the vile brew that sends the Fanatics crazy and turns them into uncontrolled whirling maniacs.

There are many different Night Goblin troop types to choose between, so an army made entirely of Night Goblins needn't be a bland selection of lots of Goblins with spears. Over the course of this article, we're going to take a quick look at the dank splendour of the Night Gobbos, their units and tricks available to them and, of course, what a determined Warboss needs to do to win with them.



NIGHT GOBLIN REGIMENT



Examples of assembled and painted plastic Night Goblin miniatures.



Night Goblins

- 1 Champion body
- 2-8 Night Goblin bodies
- 9-10 Champion heads
- 11 Net
- 12 Bad Moon totem
- 13 Champion weapon
- 14 Standard pole
- 15 Musician gong
- 16 Banner
- 17-24 Hand weapons
- 25-27 Bows
- 28 Quiver
- 29-35 Spears
- 36 Champion shield
- 37-41 Shields

FANATICS



- 1-8 Iron balls
- 9 Mushrooms
- 10 Beetle
- 11 Fungus beer
- 12 Mushroom in a pot
- 13 Stalagmite
- 14 Small Squig
- 15-20 Heads
- 21-22 Small balls
- 23-24 Snotlings
- 25-27 Bodies



This special edition model features two Night Goblins Warriors fuelling up a Fanatic on fungus beer and launching him from the regiment. If you were lucky enough to get hold of one of these models when Warhammer was launched, you can pop it in the front rank of a Night Goblin unit, where it takes up the space of two models. Keep your eyes peeled for similar releases in the future.

Goblins is for winnerz

The main thing you really need to watch out for when playing with a Night Goblin army are those nasty Leadership tests. A base Leadership 5 does you no favours, and is especially cruel when it comes to preventing your Goblins from breaking in combat. Fear not! for there are cunning ways to prevent your glorious Gobbo horde from falling foul of this shortcoming.

First up is to take the Bad Moon on a Stick as your Battle Standard and put it in your general's unit. This will make every single hooded Gobbo Stubborn at Leadership 7. Not brilliant, but better. Second, remember that large numbers are your key to victory – big units can lose more models before needing a Panic test.

While your mind is engaged in cunning

mode, it's worth boosting the combat potential of your Night Gobbo units. Fanatics are always a fun addition to a Night Goblin unit, giving you two potential sources of entertainment. Watch as your foe's Knights give a wide berth to any unit suspected of containing a Fanatic or cheer as said Knights charge the Night Goblins and lose half their number to the whirling death that is a Night Goblin Fanatic.

If you don't like Fanatics (or even if you do) there is another trick available to you: Nets. While Night Goblin netters aren't exactly a secret weapon (you have to model them on to the regiment) they're still a cunning one, giving your enemy a -1 Strength penalty in close combat – most of the time. Most Night Gobbo players find few things more fun than watching Dwarf warriors get entangled in nets and end up requiring 5s to wound.

SQUIGS



Squig Hoppers



Cave Squigs



Squig attack!

It's inevitable that some cunnin' gitz just know your units will be stuffed full of mushroom-addled Fanatics, so you'll need to bring another trick or two to the battlefield. For this, you have Squigs.

Fearsome (not to say uncontrollable) fungus creatures, Squigs are all teeth, appetite and bad temper. In game terms, this translates into Weapon Skill 4, Strength 5 and 2 Attacks, which rather puts your average Night Goblin to shame. For those stubborn and difficult to shift enemy units, send in the Squigs.

First up are the Squig Herds. These are capable of mauling the best troops in the game. A big Squig Herd is a Night Goblin army's elite infantry and, as they're immune to psychology, it can only be broken in combat and so will gleefully charge whatever you want it to. Should

your Squig Herd lose a combat, all the Squigs in it will go wild and inflict even more damage on the foe!

Squig Hoppers are a little bit weird. With the same powerful stats as a Squig Herd, the Hoppers are a skirmish unit that can ignore difficult terrain. What's even better, their random movement means that Squig Hoppers don't charge conventionally and will fight whatever they contact. In this way, you can hide your unit of Squig Hoppers behind a wood and bounce right through it into an unwary enemy, without having to worry about the line of sight nonsense which constrains other units. That 3D6" move of your Squig Hoppers is often all important. When moving Squig Hoppers, we recommend you shout "Boiiinnnggg!" in a loud voice. In playtesting this always seemed to result in the unit bouncing further. Honest.



Night Goblin Squig Herders

SKARSNİK & GOBBLA

Waaagh! Skarsnik

Chieftain of arguably the most powerful Night Goblin tribe in the known world, Skarsnik of the Crooked Moons is an outstandingly devious and sneaky individual in a race that exemplifies such traits. In traditional Goblin fashion, Skarsnik's meteoric ascension was supported by the untimely (yet wholly explicable) deaths of a long succession of chief rivals. As such, when Warboss Ibrit Dungstrangler had an improbable yet terminal encounter with a jug of lamp oil, a nest of cave hornets and Skarsnik's pet squig, Gobbla, Skarsnik seized control of the tribe. From the day that Skarsnik wrested leadership, the fortunes of the Crooked Moon tribe increased markedly. In a series of carefully crafted betrayals, Skarsnik subjugated the other greenskin tribes who had taken up residence in the upper halls of Karak Eight Peaks, an ancient Dwarfen realm now contested by Goblins, Dwarfs and Skaven. A week later, Skarsnik led an army to claim much of the now notably empty (and bloodstained) caverns in the process.

Soon after, a Dwarf throng, led by Duregar, approached Skarsnik's newly claimed domain. In a series of bitter battles, Skarsnik finally confronted this new foe at the Battle of East Gate. The conflict was a disaster for the Dwarfs, and as a sickly moon cast its light upon Death Pass, Skarsnik was the master of the battlefield.

Thanks to these victories, Skarsnik's fame has grown amongst the other tribes, and all greenskins for leagues around Karak Eight Peaks hail him as their undisputed master.

SKARSNİK, WARLORD OF THE EIGHT PEAKS

Points: 205

	M	WS	BS	S	T	W	I	A	Ld
Skarsnik	4	5	3	4	4	6	5	4	8
Gobbla	-	5	-	6	-	-	4	4	-

Wargear: Skarsnik's Prodder and light armour.

SPECIAL RULES

Skarsnik: Fear Elves; Hate Dwarfs; Sneaky Schemes; Tricky Traps.

Gobbla: Gobbla the Cave Squig; Down in One.



Unleash da Bosses

As with all armies, Night Goblins are led to war by the mightiest specimens of their race. Now, being Goblins, your Bosses are not exactly the doughtiest fighters in the world, but they are cheap enough to allow you to recruit plenty of them and still have points left over to buy more regiments and magic items.

As to every rule, there is an exception to be found. Skarsnik, Warlord of the Eight Peaks, is a formidable general to place upon the field. Boasting not only a healthy Leadership of 8, Skarsnik also brings the vicious combat abilities of Gobbla, his pet Squig (a monstrous beast with 4 Strength 6 Attacks and killing blow) into play. Skarsnik exemplifies the sneakiness of the Night Goblin race. To represent this, his Sneaky Schemes special rule will normally

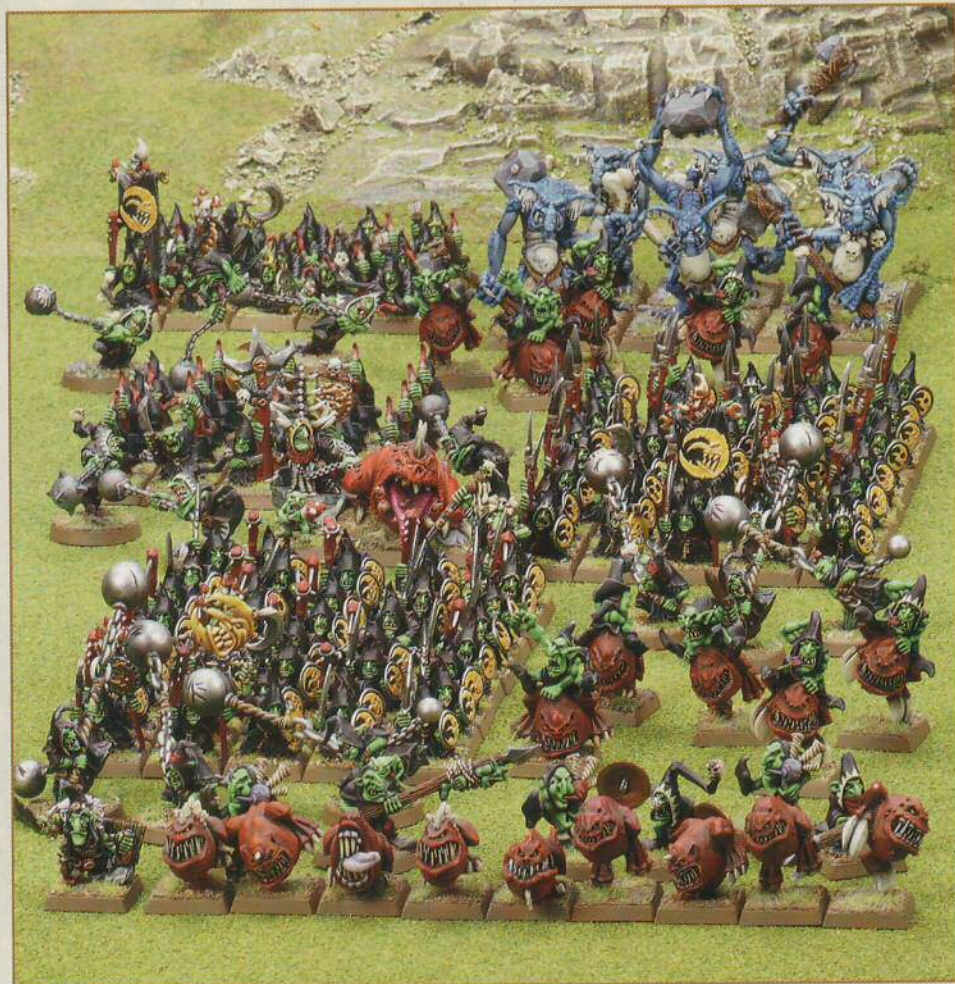
prevent a couple of enemy units from turning up at the start of the battle!

Even without Skarsnik, there's a fair few tricks you can get your bosses to employ, courtesy of the magic items available. Consider the combination of The Sneaky Skewerer and Tricky Trinket to ensure that the enemy doesn't get the benefit of cheaty armour and Ward saves. Or maybe you'd rather select a "volunteer" to carry Maad's Map and a Brimstone Bauble to scout out the enemy positions and then charge towards the biggest baddest enemy Hero and shred him in a vortex of magical fury.

While we're on the subject, why rely on bosses at all? The Little Waaagh! has some delectable spells for the upwardly mobile Shaman, such as Gork'll Fix it, which turns all 6s rolled by an enemy unit into 1s.

CROOKED MOONS ARMY

A SAMPLE 2000-POINT NIGHT GOBLIN FORCE



Da Crooked Moons

SKARSNIK,
Warlord of the Eight Peaks 205

GUTBAG,
Night Goblin Big Boss with shield,
Martog's Best Basha and Bigged's
Kickin' Boots 77

SCABBRAT,
Level 2 Night Goblin Shaman,
with Dispel scroll and Nibbla's Itty
Ring 130

BUZZCRAG,
Level 2 Night Goblin Shaman,
with The Pipes of Doom and a Magic
Mushroom 130

SKARSNIK'S SNEAKAZ,
40 Night Goblins with spear
and shield 290
*with Boss, standard and musician, nets
and 3 Night Goblin Fanatics.*

GUTBAG'S PROWLAZ,
40 Night Goblins with hand
weapons and shields 250
*with Boss, standard and musician, nets
and 3 Night Goblin Fanatics.*

DA ARRERZ,
20 Night Goblins
with shortbow 155
*with Boss, standard and musician, and
3 Night Goblin Fanatics.*

DA UVVER ARRERZ,
20 Night Goblins
with shortbow 155
*with Boss, standard and musician, and
3 Night Goblin Fanatics.*

DA SPLAT MOB,
5 Squig Hoppers 75

DA KRUNCH MOB,
5 Squig Hoppers 75

DA WAR SQUIGS,
3 Squig Herds 90

DA TROLLZ,
6 Stone Trolls 360

Total: 1,992 points

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

Musterin' da horde

The Crooked Moons army (shown above) is a typical Night Goblin horde, relying on a bunch of hooded Greenies, Squigs and uvver stuff. Uvver stuff varies from tribe to tribe, but Night Goblins are happy to associate with Trolls and Giants (who they can trick) and they also have their own gaggles of subterranean Snotlings (who they can bully).

“ STUPIDITY AND LEADERSHIP 4 REALLY DON'T MIX WELL... ”

We've plumped for a large unit of Stone Trolls, who lend the Night Goblins some badly needed muscle, and with a 5+

armour save, Magic Resistance (1) and Regeneration, they can really take a pounding. You'll just have to watch out for leaving them out of range of the General, as Stupidity and Leadership 4 really don't mix well – even your General's Leadership of 7 seems incredible by comparison.

Enterprising Night Goblins players could consider expanding this army by adding a Giant, which besides being extremely entertaining is also Stubborn with a Leadership value of 10, which is

guaranteed to cause the enemy some problems – more than can be said for the Night Goblins themselves!



To Kill a King

THE LORD OF THE RINGS BATTLE REPORT



Match Statistics

Scenario:

To Kill a King.

Game Size:

850 points.

Forces:

The Army of the High King and the Woodland Realms vs. Harad and Minas Morgul.

Location:

N/A – scenery was determined randomly using Legions of Middle-earth, as explained later.

Players:

Adam Troke (Good) vs. Mat Ward (Evil).

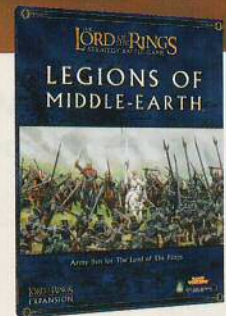
In this battle report, we present a points match scenario from *Legions of Middle-earth*, pitting two expert players of *The Lord of the Rings* strategy battle game against each other.

Legions of Middle-earth allows players to forge their collection of miniatures into themed armies from *The Lord of the Rings*. To put it all to the test, we're pitting Mat Ward against Adam Troke and challenging them to do their worst!

Legions games can be played with forces of 500 to 1,500 points, with up to 100 models on each side. We've chosen a middle ground of 850 points for this clash – a total that guarantees plenty of combatants (and the obligatory bloodletting) but will also leave Mat and Adam with a good reserve of points to spend on a suitably heroic (or dastardly, as the case may be)

Hero to lead their army into battle.

Quite who that leader is will prove decisive. Of the twelve scenarios available, we've decided to tax our combatants with "To Kill a King" – a contest whose outcome is decided by the death of one side's leader. Broadly speaking there are two strategies for winning this scenario. The first (and much more heroic) is to choose a leader such as Aragorn, Boromir or Sauron, who is capable of tearing a bloody path through the enemy ranks – a leader, indeed, who lives up to their title. The second, and perhaps more tactical, approach is to select a leader whose



Legions of Middle-earth

For this battle report, Mat and Adam chose their armies and the scenario from Legions of Middle-earth, the essential expansion for competitive points matches like this one.



abilities lend themselves better to a fight at range, such as Cirdan, a Ringwraith or Gandalf, where they can shelter behind the flesh of their troops. Both tactics have their advantages but, as ever, it comes down to the tactical decisions that the players make.

As the battle is to be fought at the fairly conservative size of 850 points, the gaming area has been set to the standard 4' x 4' size. This should ensure that carnage breaks out swiftly, while still giving Mat and Adam room to manoeuvre.

To Kill a King has no particular special rules – it's a straightforward race to topple the enemy leader. However, a gentleman's agreement has been reached between Mat and Adam to ensure that said leaders can only die in a suitably heroic and honourable clash of blades. In short, neither side will attempt to shoot at the opposing leader. Let the battle begin!



The Gaming Table

This game was played on a 4' x 4' board. The scenery pieces were picked from the Studio collection using the Civilised Realms terrain generator table from Legions of Middle-earth. The position of each piece was determined using the usual scenario set-up rules.

Muster of the South

848
points

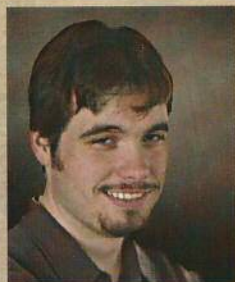
“Evil” and “Mat Ward” seem to go hand in hand. This army of Harad and its Orc allies illustrate the point.

Army List

- S** Suladân
- R** Ringwraith
- K** Haradrim King on horse
- 1** 8 Haradrim Raiders
- 2** 16 Haradrim Spearmen
- B** 1 Haradrim with banner
- H** 2 Hâsharii
- G** Gothmog
- 3** 7 Orcs with two-handed weapons
- 4** 9 Orcs with spears



45%



The Design Studio's resident *The Lord of the Rings* bod, Mat is currently putting the finishing touches to the forthcoming *Ruin of Arnor and Gondor in Flames* sourcebooks.

Mat: It's been a fair old while since I last put Haradrim on the battlefield, so I had no hesitation in grabbing as many as I could to form the basis of my force. With a grand total of 16 Haradrim spearmen mustered to my banner, I had to give a little thought to one important conundrum: Mûmak or Haradrim Raiders? Alas, I couldn't choose both, and ultimately the cavalry option won out (I'm a big fan of lances) and I even shelled out for a mounted Haradrim King to lead them. In case that didn't prove to be worrying enough for Adam, I also added two Hâsharii and a Haradrim warrior with a banner. With only 400 points spent, the army was already looking quite formidable.

I knew that I wanted a solid named Hero in my army. Suladân certainly qualifies and is more than capable of giving as good as he gets once a fight

starts, and his extended Stand Fast! range will keep my army fighting if the battle goes sour. That said, I wanted a second killing machine to lead the charge. Looking at my possible allies I settled on Gothmog, whose "Master of Battle" rule would surely prove useful. I nominated this powerful Orc as my leader, and drafted in a retinue of Mordor Orcs to back him up.

Naturally, after picking two such lethal Heroes, I started to worry as to whether or not I should have chosen a spellcaster as well, the better to deal with enemy Heroes. What better, then, than a cheap Ringwraith who would wander around the battlefield doing not much more than scaring people and waiting to Transfix Adam's leader.

Without me worrying about theme, Legions of Middle-earth had guided me to a force that could conceivably have fought at the Battle of Pelennor Fields.

850
points

Army of Kings

The forces of Good are represented in this battle by Adam Troke, The Lord of the Rings aficionado and honorary General of Númenor.



Army List

- E** Elendil
- 1** 12 Warriors of Númenor with shield
- 2** 12 Warriors of Númenor with shield and spear
- 3** 12 Warriors of Númenor with bow
- G** Galadriel
- H** Haldir with armour and bow
- 4** 6 Galadhrim with Elven blades
- 5** 2 Galadhrim with Elf bows
- B** 1 Galadhrim with Banner
- 6** 3 Wood Elf Warriors with Elf bow
- 7** 2 Wood Elf Warriors with Elven blade and throwing weapon
- 8** 2 Wood Elf Warriors with Wood Elf Spear

Adam: I've been playing a lot of games with an army of Númenor recently, so the sons of Elendil are the logical choice for me to use in this game. They're not as well protected as the warriors of Minas Tirith in the Third Age, but they're better fighters and Elendil is fast becoming one of my favourite Good Heroes. Elendil and three groups of Warriors of Númenor (12 each of shields, spear and shields and bows) brought me to 37 models and 465 points. Then it was time to look for allies.

For allies, I fancied doing something a little different and opted for an Elven force led by Galadriel. Choosing the Lady of the Galadhrim version for her combat prowess, I added Haldir, eight armoured Galadhrim and seven Wood Elves to support her. This brought my force to almost 800 points, so I finished it up by purchasing some extra wargear and a Galadhrim with a banner.

Shopping list aside, I have some very specific reasons for my choices. Since we're playing "To Kill a King", I need a strong leader. Elendil is just such a Hero – and a King to boot! His free Heroic Fights will allow him to really chew up the enemy. Galadriel will stick close to his side all the time, and her War Aspect special rule will help to break the enemy force extra quick.

So, with that in mind, my force will form two groups. Haldir will join the bow-armed warriors and a few choice fighters, and their role will be to break the enemy as swiftly as possible. The main force will rally around Elendil and Galadriel, and stay within range of the banner. They'll fight toe-to-toe against anything Mat sends, and with their higher Fight values (and some of the best Heroes in the game) they'll send them packing!



At the time of writing, Adam Troke has recently returned from the Agram Summer Arena '06 in Zagreb, where he once again proved his tournament pedigree by bamboozling and bribing his way to the top spot.

The Board is Set

Turns 1-4

Battlecries and guttural roars pierced the air as the two armies launched themselves into battle, each determined to draw first blood.

The battle started with both forces advancing towards one another. The Evil army came on as a great horde, the Orcs and Haradrim warriors shoving forward, with their Heroes concealed in the press of bodies. Breaking off from the main force, Mat's Haradrim Raiders rushed to flank Adam's army, keeping close to the board edge as they moved. A small detachment of Orcs, armed with two-handed weapons, guarding the main force's right flank.

The alliance of Men and Elves matched the boldness of the Evil army, descending from their vantage point on the hillside to meet the Orcs and villainous Haradrim in the open. Only the Númenórean bowmen held back, launching volleys of arrows across the battlefield towards the Haradrim Raiders. Moving to counter Mat's daring tactic of sending the Raiders around the flank, Adam moved Haldir, a contingent of Númenórean Warriors and a few Wood Elves to prevent his main line from being compromised. On the opposite end of his line, the Elven archers headed towards the village, looking to pick at Mat's flanks. Galadriel and the bulk of the Wood Elves with Elf blades and spears took cover in the wood, where they could react quickly to a threat from either direction. Fearing a long-ranged duel with the highly mobile

Haradrim Raiders, Galadriel attempted to cast Blinding Light and failed.

The Shoot phases passed swiftly and in the first turn Adam's Númenórean bows went unanswered. A volley flew swiftly into the Haradrim cavalry, but through poor luck on Adam's part, the Raiders emerged completely unscathed. The second Shoot phase was more frightening for Mat, as the Númenórean bowmen jostled for position and Adam found that most of them were within range to fire directly at the main Haradrim force. This time Gondor's archers found their mark and four Haradrim were slain by the more accurate fire. On the flank, Haldir took aim and fired on the Haradrim King, who had emerged from behind the barrow, sadly to no effect.

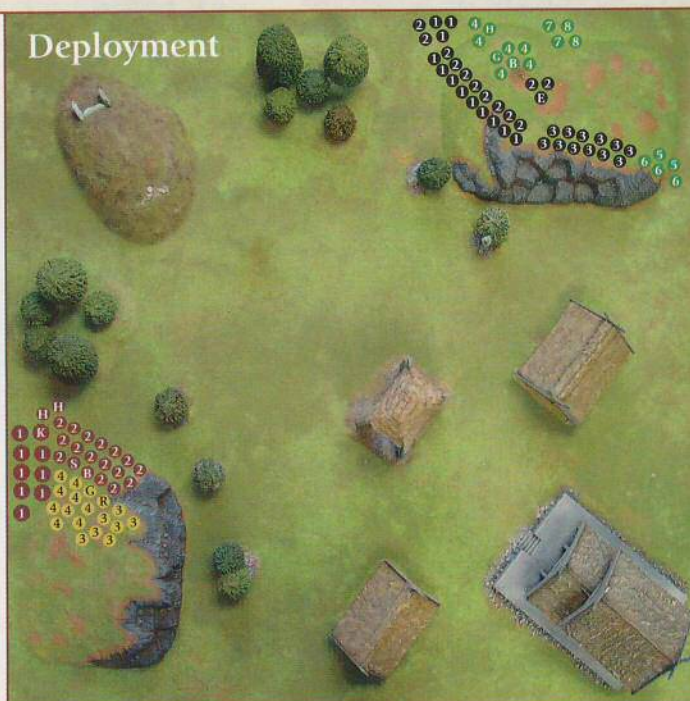
Although both forces were advancing steadily across the field, it wasn't until the third turn that the Evil force was able to return fire on the Men of Gondor. The Haradrim Raiders failed to cause any wounds on the resilient Númenórean shieldwall, although the Hāsharin lurking in the second rank of the Haradrim horde did fell a single warrior with a poisoned dart. In reply Haldir inflicted a single wound on the Haradrim King (though he passed his Fate roll). The rest of the Good shooting was a miserable failure.



Map Key

- Ⓔ Elendil
- Ⓒ Galadriel
- Ⓗ Haldir
- Ⓓ Elven Banner Bearer
- ⓪ Warrior with shield
- Ⓜ Warrior with spear
- Ⓢ Warrior with bow
- Ⓔ Galadhrim with Elven blade
- Ⓢ Galadhrim with Elf bow
- Ⓢ Wood Elf with Elf Bow
- Ⓢ Wood Elf with Elven blade
- Ⓢ Wood Elf with spear
- Ⓢ Suladān
- Ⓢ Haradrim King
- Ⓗ Hāsharin
- Ⓓ Haradrim Banner Bearer
- Ⓢ Ringwraith
- Ⓒ Gothmog
- Ⓢ Haradrim Raider
- Ⓢ Haradrim Spearman
- Ⓢ Orc with 2-handed weapon
- Ⓢ Orc with spear

Deployment



Battlefield Key

- 1 The Elf archers move towards the village, readying their sights on the Haradrim battle line.
- 2 Númenórean bowmen use the high ground for better lines of sight against the Evil horde.
- 3 Haradrim Raiders skirt the barrow to avoid incoming fire and threaten the flanks of the Good army.
- 4 Elendil leads the Númenórean shieldwall to meet the Haradrim host.
- 5 The Nazgûl attempts to sap Elendil's Will, but is resisted.
- 6 The Haradrim king launches a daring one-man charge on the Númenóreans.



Taking the risk

When Mat charged his Haradrim King into combat, he had counted on winning the bout thanks to the high Fight value of his Hero. Unfortunately, Adam managed to beat Mat's roll by 2, forcing him to make a risky decision. If Mat allowed Adam to win there was a good chance that the Haradrim King (who had already been wounded by Haldir's shooting) would be killed. If he did spend the Might, Adam would be able to trap him in the following turn with a Heroic move from Haldir.

Always one to take the bull by the horns, Mat spent the Might points and went in swinging.



Turn 4 saw both forces make their final manoeuvres before committing to close combat. The Good side had priority, so Adam advanced Haldir's contingent towards the lurking Haradrim Raiders, while Elendil led the main force towards the Haradrim spear block. By keeping his shieldwall close together and the ends of it curled back slightly, Adam ensured that Mat wouldn't be able to outnumber his warriors too badly, or flank them in the following turn. Galadriel and the Wood Elves positioned themselves to support Elendil and the main body of Good Warriors. The Elf archers near the village advanced cautiously, aware of the Orcs with two-handed weapons. For their part, the Haradrim and Orcs pressed forward undaunted, stopping within charge range of the Númenóreans. The Orcs with spears, goaded on by a Hâsharin and the

Ringwraith, moved to the left, hoping to threaten Adam's shieldwall next turn. The Haradrim Raiders, acting more aggressively than before, moved within charge range. Finally, in a daring move, the Haradrim King launched himself at Haldir's warriors, crashing into two Númenóreans.

Both sides unleashed impressive volleys at each other, and were rewarded by three kills each. Haldir felled a Haradrim Raider and the other Elves and Men managed a Haradrim warrior apiece. In reply, Mat's Hâsharin killed another Númenórean while the Raiders skewered two more.

The first combat of the game was tense and bloody as the Haradrim King, scimitar glittering in the sunlight, hacked into the two Númenóreans opposing him, smashing both to the ground. However, despite spending two Might points, the King only managed a single kill.

Word of the wise

Realising that he had superior firepower, Adam could have held back and whittled down Mat's force slowly from a distance, but instead advanced the bulk of his army forward, keen to get Elendil into combat. Mat's flanking manoeuvre with the Haradrim Raiders was a bold play, but victory or defeat could well rest with its success or failure.

Might of Elendil

Turn 5

Winning priority, Adam wasted no time throwing his army into action. This turn was pivotal for the Good force, and here's why...

Battlefield Key

- 1** The Wood Elf bowmen picked off several Haradrim Warriors. Although they killed the banner bearer, another warrior in base contact was able to take up the standard.
- 2** Elendil called a free Heroic combat thanks to Narsil, cut his way through the Haradrim warrior opposing him, and advanced through the gap created by Mat's Hâsharin.
- 3** Haldir and his warriors killed the Haradrim King in a Heroic combat. While several Warriors moved off to deal with the Raiders, Haldir led the rest to assist Elendil.
- 4** Gothmog earned a free Heroic action, because of his proximity to Elendil, and he and Suladân hacked their way through the Númenórean shieldwall.
- 5** Elendil passed his Courage test to charge the Nazgûl, despite the Harbinger of Evil special rule, and easily defeated the Ringwraith in the ensuing combat. Assigning all three attacks against the Nazgûl, Elendil only managed to score a 5, and spent a Might point to kill it outright.

Map Key

- E** Elendil
- G** Galadriel
- H** Haldir
- B** Elven Banner Bearer
- 1** Warrior with shield
- 2** Warrior with spear
- 3** Warrior with bow
- 4** Galadhrim with Elven blade
- 5** Galadhrim with Elf bow
- 6** Wood Elf with Elf Bow
- 7** Wood Elf with Elven blade
- 8** Wood Elf with spear
- S** Suladân
- K** Haradrim King
- H** Hâsharin
- B** Haradrim Banner Bearer
- R** Ringwraith
- G** Gothmog
- 1** Haradrim Raider
- 2** Haradrim Spearman
- 3** Orc with 2-handed weapon
- 4** Orc with spear



Elendil led the Númenórean charge, while Haldir and his warriors raced forward, swarming over the Haradrim King and establishing a cordon to prevent the rest of the Raiders from rescuing their leader. Mat ensured that Gothmog, Suladân and one of the Hâsharin all managed to get into combat. The other Hâsharin followed in the wake of the Orcs who, along with a lone Haradrim Raider, charged at Galadriel and her entourage.

Adam's bowmen opened fire, slaughtering five of Mat's warriors in short order. The Ringwraith attempted to Transfix the High King of Gondor, but Adam desperately spent all of Elendil's remaining Will (and a Might point) to resist.

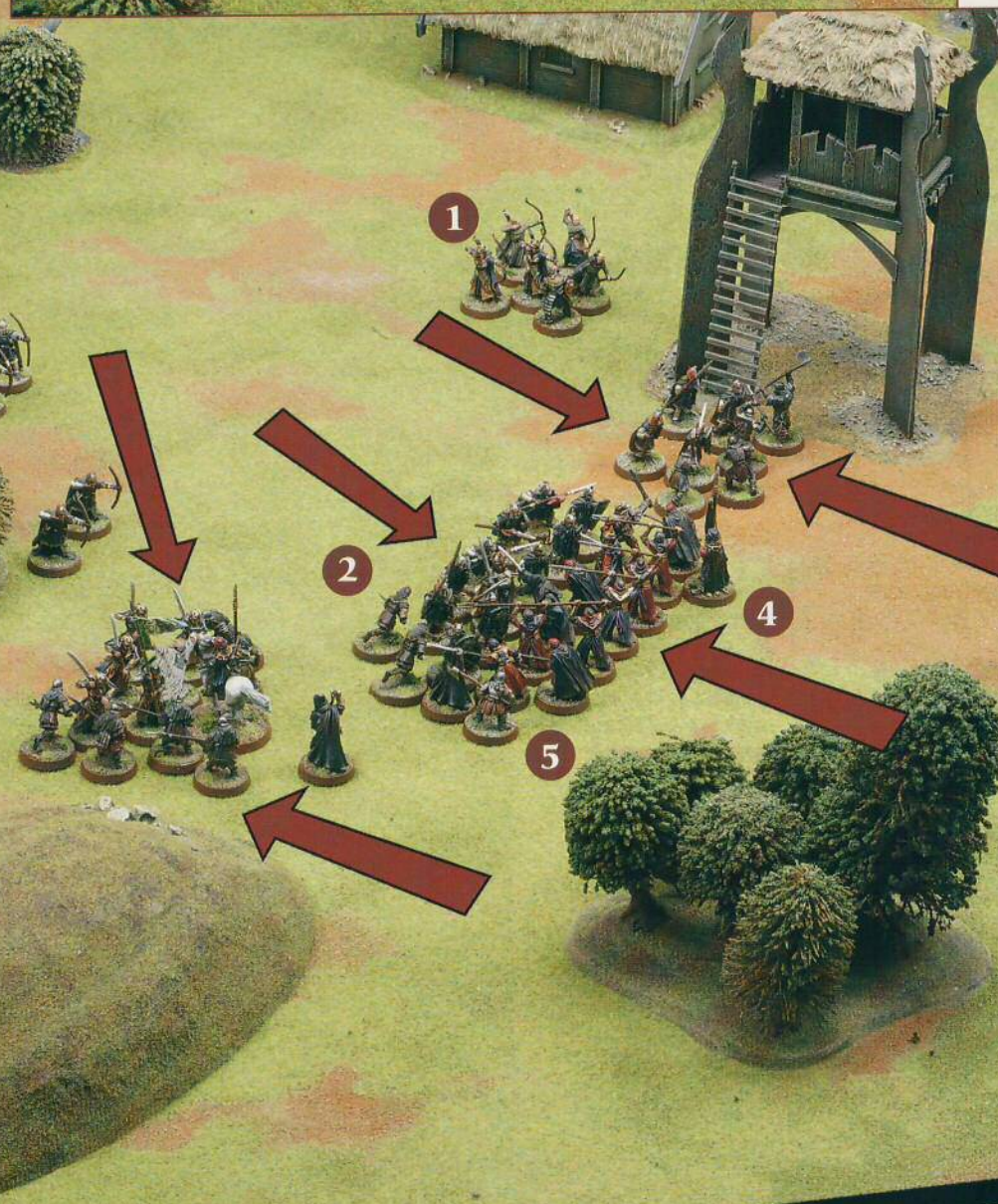
The Fight phase was a blood bath, with Haldir, Elendil, Suladân and Gothmog all launching Heroic Combats. Suladân and Gothmog led the way, slaughtering their opponents and pressing on into more. Haldir and his allies butchered the Haradrim King and carried on their charge into the rest of the Haradrim Raiders. Elendil performed perhaps the most important move of the game so far. Winning his fight, he advanced through the press of bodies and took on both an Orc Warrior and the dreaded Nazgûl, slaying the Ringwraith outright.





Haldir's gambit

Counting on killing the Haradrim King with Haldir and a glut of warriors, Adam embarked on a cunning tactic to get the most from his warriors this turn. With a few warriors he established a cordon with gaps too small for a cavalry model to pass through – knowing that once Haldir and company had killed the King in a Heroic combat, they would be able to move through the gaps and turn the tide on Mat's Haradrim Raiders.



Word of the wise

This turn saw an impressive five Heroic combats fought, causing massive slaughter on both sides. Most significant, though, were Haldir and Elendil's fights, which saw two of Mat's Heroes slain, seriously threatening the Evil battle plan.



Assassination

Turn 6

The Evil side refused to buckle before Elendil's army, and redoubled their efforts to slay the High King, by means of the swift and deadly Hâsharii.

Adam won priority again in Turn 6, but Mat wasted no time calling a Heroic Move with Suladân. Together with Gothmog, Suladân pressed further into Adam's force, cutting his shieldwall in two and leaving many of Adam's warriors trapped. Both Hâsharin, benefiting from Suladân's Heroic action, charged Elendil, trapping him. The Haradrim spearmen and Orc Warriors sought out ways to surround as many of Adam's Númenórean warriors as possible.

In response, Adam's warriors swarmed over the remaining Haradrim Raiders, on his flank with the Elf and Númenórean warriors, and moved Haldir closer to the main battle. With Elendil cut off by a wedge of Orc and Haradrim Warriors, Adam realised that his leader was in serious danger unless Galadriel could fight her way through to him. Carefully choosing the order of his moves, Adam used the Galadhrim to remove the control zones of the intervening Evil models, even the Galadhrim holding the standard charged into combat, bringing the King of Gondor in range of the banner – although this was a risky move, Adam had priority (so he could choose the order of the combats) and the importance of Elendil winning his fight outweighed everything else. Moving Galadriel last of all, Adam placed her in position to perform a Heroic action and break through to Elendil. Everywhere else, all Adam's unengaged models ran forwards to support their friends. Because Mat's Warriors had used Suladân's Heroic move, or were now engaged, that spelled the end of the Move phase – the game hinged on whether Galadriel could come to the High King's rescue.

As expected, to save Elendil from the one-sided duel against the Hâsharin duo, Adam launched a Heroic combat with Galadriel in the Fight phase (who was thankfully more than 6"/14cm away from Gothmog). The Lady of the Galadhrim and the Elf Warrior at her side easily despatched the Orc they were fighting and rushed in to Elendil's side. While Galadriel battled against one Hâsharin, Elendil fought the other, inflicting three wounds and killing him outright.

Elsewhere, Gothmog and Suladân hacked their way through even more Númenóreans, killing four between them. Despite their efforts, Adam's force had the best of the Fight phase and seven Evil warriors were slain. At the end of the turn, Mat's force was broken.

“With Elendil cut off by a wedge of Evil warriors, Adam realised that his leader was in serious danger.”

Word of the wise

Just when it looked like Mat was able to turn the tide and trap Elendil, Adam was able to send Galadriel to the rescue. This move showed just how decisive such a pairing (and a well timed Heroic combat) can be.





Map Key

- B** Elendil
- G** Galadriel
- H** Haldir
- B** Elven Banner Bearer
- 1** Warrior with shield
- 2** Warrior with spear
- 3** Warrior with bow
- 4** Galadhrim with Elven blade
- 5** Galadhrim with Elf bow
- 6** Wood Elf with Elf Bow
- 7** Wood Elf with Elven blade
- 8** Wood Elf with spear
- S** Suladân
- K** Haradrim King
- H** Hâsharin
- B** Haradrim Banner Bearer
- R** Ringwraith
- G** Gothmog
- 1** Haradrim Raider
- 2** Haradrim Spearman
- 3** Orc with 2-handed weapon
- 4** Orc with spear

Turn 6

Battlefield Key

- 1** Carefully using models to block off control zones, Adam created a path for Galadriel to get close to Elendil.
- 2** Using a Heroic combat, Galadriel battered her way through the Orc opposing her and rushed to help the High King of Gondor. While the Galadhrim warrior at her side drew off a Haradrim spearman, she engaged a Hâsharin.
- 3** Suladân, using a Heroic combat, butchered a Númenórean and moved on to kill two more before Gothmog accounted for yet another.
- 4** Because the Good side had priority, Adam was able to resolve the remaining fights in a favourable manner. He prevented Elendil from being trapped with Galadriel, and gained maximum benefit from his banner (even managing to slay the Orc he was fighting).
- 5** Massive casualties inflicted on the Orcs and Haradrim left the Evil force broken – this is the pivotal moment where most battles are won and lost – unless Mat could keep his force in line, it would be the end for Gothmog and Suladân.

End Game

Turns 7-9

With their army panicking, Suladân and Gothmog fought on ever more determinedly, with hatred of the Free Peoples burning in their hearts.

Good won priority in Turn 7, and Suladân declared a Heroic move to ensure his force went first – Haldir countered, spending another Might point. A catastrophic result for Evil, Adam won the roll-off, and carefully charged all of Mat's Heroes, while avoiding his Warriors wherever possible – this forced most of Mat's army to test against their own Courage for being broken.

In the Fight phase, Elendil and Galadriel defeated the second Hâsharin, but failed to kill him. The Númenóreans and Elves killed several more Evil warriors while Gothmog and Suladân struggled on, only slaying two warriors between them.

Winning priority in Turn 8, Mat passed Suladân and Gothmog's Stand Fast! tests and threw them into the fray. Thanks to the 12"/24cm radius of Suladân's Stand Fast!, almost all of Mat's remaining Warriors wasted no time in following their leaders in a last ditch attack. With less than a dozen models on the board now though, Mat's Move phase was over all too soon and Adam's army closed in for the kill.

Galadriel called a Heroic Move, and used it to prevent the Hâsharin from escaping, charging him with Elendil once more. Haldir, leading the Númenóreans and Elves, surrounded both Gothmog and Suladân, while everywhere else Good Warriors surrounded straggling Orcs and Haradrim, mopping up the last resistors.

In the Fight phase, Elendil and Galadriel finally killed the second Hâsharin. Several Evil Warriors were cut down by Men and Elves, taking no casualties in return. Suladân did manage to kill two of his opponents, but Gothmog was overwhelmed by his and was only saved from death by his Fate points.

As Turn 9 began, Mat realised that his only chance of victory now was to get to Elendil at all costs. To that effect he threw Suladân at Galadriel and Gothmog at Elendil. Though Haldir and a Galadhrim Warrior moved to protect their Lady from the Southron, the Númenóreans all stood back, allowing their king to fight the Evil leader one-on-one. The remaining Evil warriors were all slaughtered, and Galadriel bested Suladân and wounded him. The final duel was between Elendil and Gothmog. The Orc general fought well, forcing Elendil to spend his last Might point to win the fight, and the High King inflicted three wounds, killing Gothmog. With the death of Mat's leader, the game came to an end – it was time to take stock.

Breaking the enemy

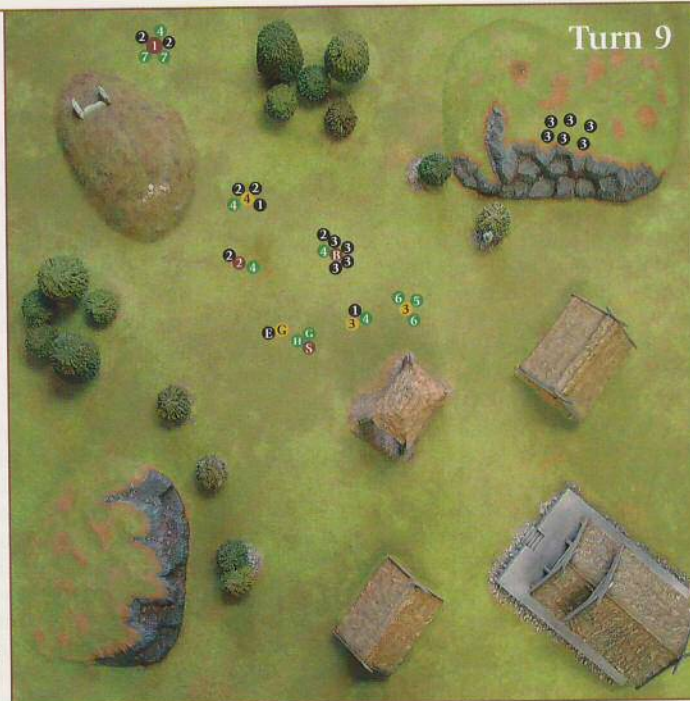
Mat's force had been carefully selected to survive being broken without too many problems. Both Suladân and Gothmog have excellent Courage values, and throughout the game Mat had kept them in the centre of his force – perfectly positioned in case his force broke. Unfortunately for Mat, when Adam did finally break the Evil army, he was able to win a Heroic move and pin all of Mat's Heroes. This forced Mat's Warriors to test against their own Courage (never a good thing for Evil armies). What made this even worse was the proximity of Galadriel who, like a Ringwraith, reduces the Courage of nearby enemies by -1. The ensuing break up was very bad for the Evil force indeed.





Map Key

- B** Elendil
- G** Galadriel
- H** Haldir
- B** Elven Banner Bearer
- 1** Warrior with shield
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- R** Ringwraith
- G** Gothmog
- 1** Haradrim Raider
- 2** Haradrim Spearman
- 3** Orc with 2-handed weapon
- 4** Orc with spear



Men of the West

Though The Lord of the Rings is a tale of mighty Heroes, and this game certainly reflected that, the unsung heroes in this battle were the trusty Men of Númenor, who were stoic to the end!



Conclusion

At the end of Turn 9, the Evil leader had been slain and the Good force was unbroken – the alliance of Elendil and Galadriel had prevailed and the forces of Evil had been thoroughly routed.

**GOOD
MAJOR VICTORY**

EVIL DEFEAT

Curses! Foiled Again



Minion of the Match

Gothmog once more proved his mettle, chewing through enemy troops and turning the tide through Master of Battle. He may have not quite had the skill to take on Elendil face to face, but as a tactical leader, he knows no equal.

Mat: Up until the point that my Nazgûl disappeared in a cloud of smoke (thanks to Elendil) the battle was looking good. Gothmog, Suladân and the two Hâsharii were set to tear through the enemy ranks and Elendil was looking containable. Unfortunately, once the Ringwraith bit the big one, I had no realistic way of countering Elendil's Fight 7. A few unlucky priority rolls (and some shrewd capitalisation on Adam's part) later and it was all over. So, what went wrong?

Being outnumbered was a bit of a problem it has to be said. Adam's troops were numerous and more skilled in combat, which is not a good thing to be on the receiving end of. Why was this so? Well, it might be tempting to blame the vast quantity of points I spent on characters, but I'm going to blame the cavalry. Mounted models are always expensive, which means that they're always a little outnumbered – we're back to low-Fight models facing off against more enemies than they can cope with. Next time around, I'd consider dropping them for more infantry – an extra 16 ground-

pounders would have made for a much more dangerous scrap in the middle.

What went well? That's easy. The team up of Suladân and Gothmog worked very nicely, allowing me to shuffle two almost unstoppable characters around the board thanks to Gothmog's Master of Battle rule. The Hâsharii were fun to use and a valuable psychological weapon against Adam. Everyone should fear Hâsharii – their poisoned blades and vast number of Attacks notwithstanding, they gave me even more Fight 5 to whup Adam's troops with. I've not had much occasion to use a Hâsharii in recent months, but I'll certainly make time for them in future.

The only part of Adam's plan I would criticise was allowing the forest on his left flank to split his forces – Haldir and some Elves could have lurked in the woods without breaking his contiguous battleline. As it happened, my cavalry got bogged down by lost priority rolls, but it could so easily have been different.

All in all, great fun – it's even got me thinking about painting up some more Haradrim. Revenge will be mine...

Long Live the King!



Hero of the Hour

The High King of Gondor single-handedly eliminated more than 250 points' worth of Evil models (an Orc, a Haradrim Warrior, a Nazgûl, a Hâsharin and Gothmog) and was still going strong at the end of the game.

Adam: Gothmog lies slain, the Evil force is shattered and the alliance of Men and Elves prevails once again.

It probably looks like everything went more or less to plan for me, doesn't it? My force is unbroken. All three of my Heroes are unwounded and Mat's army has been wiped out to a man. Curiously though, I think this battle was a lot closer than that. There were a number of places where the results could have swung the other way. Elendil slaughtering the Ringwraith was very fortunate, and Galadriel's timely rescue of Elendil was decisive. I'd resolved before the game that I was going to be bold with Elendil, and for just a little while (most of turn 6, actually) I feared I had over extended myself.

I have to eulogise for a minute on how handy the Wood Elves were too. Cheap enough to be taken in reasonable numbers, they brought awesome shooting and high Fight values to the force. Their Elven blades were key for causing wounds in the fights where I outnumbered Mat too. So, I am pleased to say, when Mat was

desperately trying to break my force, it was the Wood Elves who tied up Gothmog and denied him precious kills.

From my side of the table, Mat's plan seemed to have two key flaws. The first was the preponderance of Heroes in his force, leaving his warriors outnumbered. The second mistake was throwing the

“The Evil force is shattered and the alliance of Men and Elves prevails again!”

cavalry away. Not only were they his bowmen (and they only fired twice) but they had the potential to really cause havoc. By throwing the King in first, he lost his Might points – and the only real chance the cavalry had of getting to charge. I'd have used the Raiders in conjunction with my main force, rather than on their own.

Criticisms aside though, Mat played a strong game – his Heroes caused absolute havoc amongst my force, and the net result was a bloodbath!

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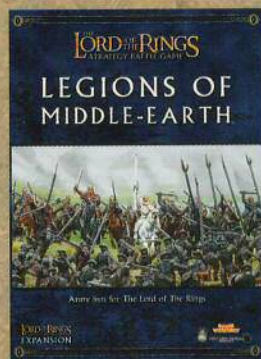


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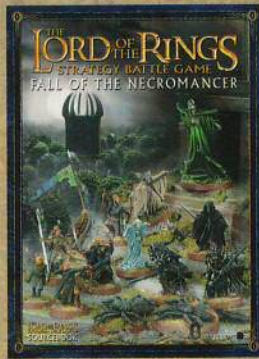


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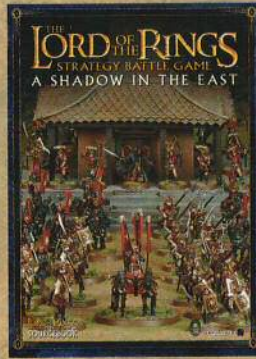


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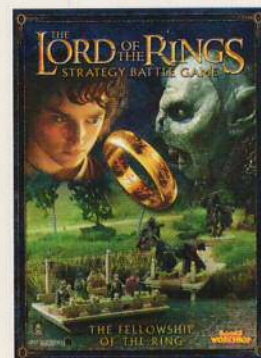


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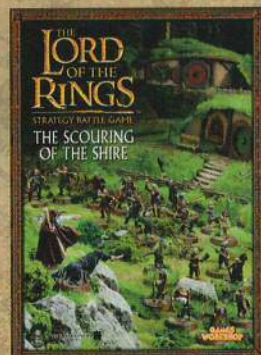


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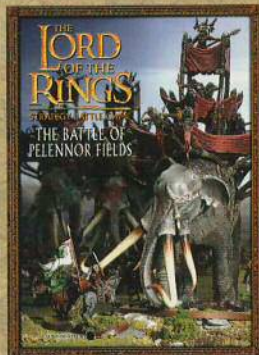


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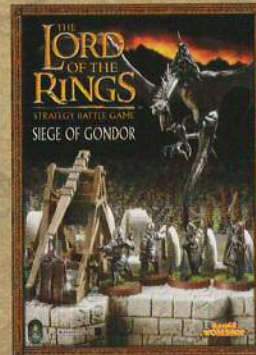


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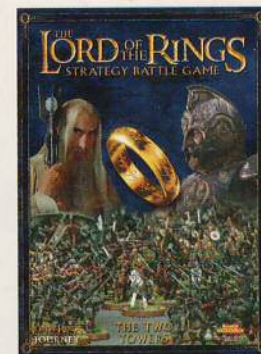


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Tactica



PART 1: ARMY SELECTION

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THE LORD OF THE RINGS®
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- Army selection
- Using infantry
- Spellcasters
- Monsters
- Heroes

This month sees the first in a brand new series of tactics articles, which will eventually cover all three of our gaming systems, beginning with Warhammer. Who better to kickstart this epic series than Games Designer Alessio Cavatore, who takes us through the process of choosing an army...

The night before the battle

Some of you will probably think I'm strange, but picking an army is probably my favourite part of our hobby! It's a bit like when you write up a character sheet in a role-playing game, or like when you pack for a holiday. In your mind you are already there, playing the game or slaloming down the slope and, free from the constraints of reality, you daydream about how good it is going to be. I can muse for hours on the different possibilities and tactics that I will use with my army, trying to concoct the best possible army to suit my evil plan!

In this article I'll try to offer you a few bits of advice on how to select a Warhammer army (but I am sure the advice can be adapted to any other game system).

Normally people come to making an army list from either one of two angles: either a cool idea for a themed army, or a competitive army that can take on all-comers in friendly or tournament play. Of course, the best of possible worlds is an army that can win games whilst being nice and themed, but that is the Holy Grail of wargaming! I wish I could give you an easy guide on how to achieve this, but I'm afraid that only years of experience and hard-fought battles can do that.

Themed or competitive?

A strongly themed army concentrates on a single aspect of an army list. It could be an all-mounted host, or a missile battleline where each model has a blackpowder weapon, etc. Such armies often make for a splendid sight on the battlefield, but in gaming terms they suffer from a "paper-scissors-stone" syndrome – they tend to either meet the right kind of enemy and win big, or meet the wrong kind and end up being mercilessly slaughtered!

For example, an Empire army that has a lot of cannons and handguns might be excellent at shooting down elite close combat enemies like Chaos Warriors, but it would probably not have enough killing power to stop the massed ranks of a horde army such as Vampire Counts, which will eventually reach your gun line and overwhelm it. The same Undead legion might itself struggle against a fast Wood Elf host, which avoids contact and instead isolates and systematically destroys vital parts of the shambling horde. This is the beauty of Warhammer!

What works better instead (in my experience), is an army that is made up of different elements that are good at different things, allowing you to take on any

opponent by working in concert, adapting to the enemy army's ploys, exploiting its weaknesses and punishing its mistakes.

In general, if you are going for a themed army, there is little I can tell you in this article, other than make sure it's legal! I have made that mistake a few times myself – getting carried away by my theme and forgetting that a 2000 points army needs at least three Core units. Doh! As the majority of my experience is with competitive play, however, that's what I'll concentrate on here.

There is one principle that I will use throughout this article: in my opinion Warhammer games (and real battles too, it seems) are won by applying the right amount of concentrated pressure on the right point at the right time.

Fielding lots of all-round units is all well and good, but I think that for the best results you need specialists – troops that are really good at what they do, even if that means they have some other weaknesses. A good player can move his units in a position where they can do what they do best, and at the same time he compensates for their weaknesses by using other units. So, what you want is an army that works together like a well-oiled killing machine. Balance is the key!

A balanced army

With this golden rule in mind, I'll take you through my selection process to show you what I mean in practice. Let's assume we are preparing a 2000-point army, a good size for a game of Warhammer, and I choose Empire, as it is a nice "standard" army that has a bit of everything.

Core units

To start, you will need the minimum three Core Units and a Character. Ask yourself: "What do I want my Core Units to be good at? Close combat? Missile fire? Fast moving/outflanking?"

Decide this, and then make each unit as good as possible at what they do, ignoring things that do not help them at their speciality.

In the case of my Empire army, I have decided that one of the Core units will be used as missile troops. I could therefore buy a unit of Archers, Handgunners or Crossbowmen (they all have their own advantages), but let's assume I choose Handgunners. Then it comes to the options

for the unit – should I buy them a command group? Well, ask yourself: "Do any of these options make them better at what they do (i.e. shooting)?"

Champions do, and so I'll buy one and give him a Hochland long rifle to further increase the unit's firepower. On the other hand, banners and musicians don't make them any more shooty, so I won't spend points on those options. They would make the Handgunners better in close combat, and if your missile specialists are engaged in combat, they are not doing what they should! Any enemy approaching them should have been shot to pieces or engaged by your close combat specialists before getting that far.

A small detachment of Crossbowmen will complement the Handgunners nicely, and a detachment of five Free Company militia is always useful. At 25 points, and not causing Panic due to its small unit size, it is an eminently expendable little unit to throw in the way of advancing enemies, to slow them down and maybe gain one extra turn of shooting for my missile units!

This job is something that is vital in any army, and most armies have units that are suitable to being trampled underfoot by the enemy to the general indifference of the rest of the army. Skavenslaves, Goblins, Zombies, Bretonnian Peasants, Gnobblars, Chaos Hounds, Great Eagles (even if the Elves would never admit to it) are only a few examples.

The second Core unit will be a solid group of close combat specialists – Swordsmen, in this example – supported by a counter-charging detachment of Halberdiers and another screen of Free

It's Soooo Pretty...

Games Developer Mat Ward offers an alternative, rather more impulsive, approach to army selection:

Mat: If a particular unit catches your eye, get it in your army! Fact is, if you think the troops you're fielding look great they're certain to do better. Well, maybe "certain" is too strong a word...

This may sound daft, but it's an extension of how we pick an army to collect, so why shouldn't it also dictate the units we're going to field?

"Shiny" troops are always more fun to use in a game of Warhammer – you want them to do well! Of course, you'll be a little downcast if they don't, but the same enthusiasm that drew you to field them in the first place will spur you to try, try again.

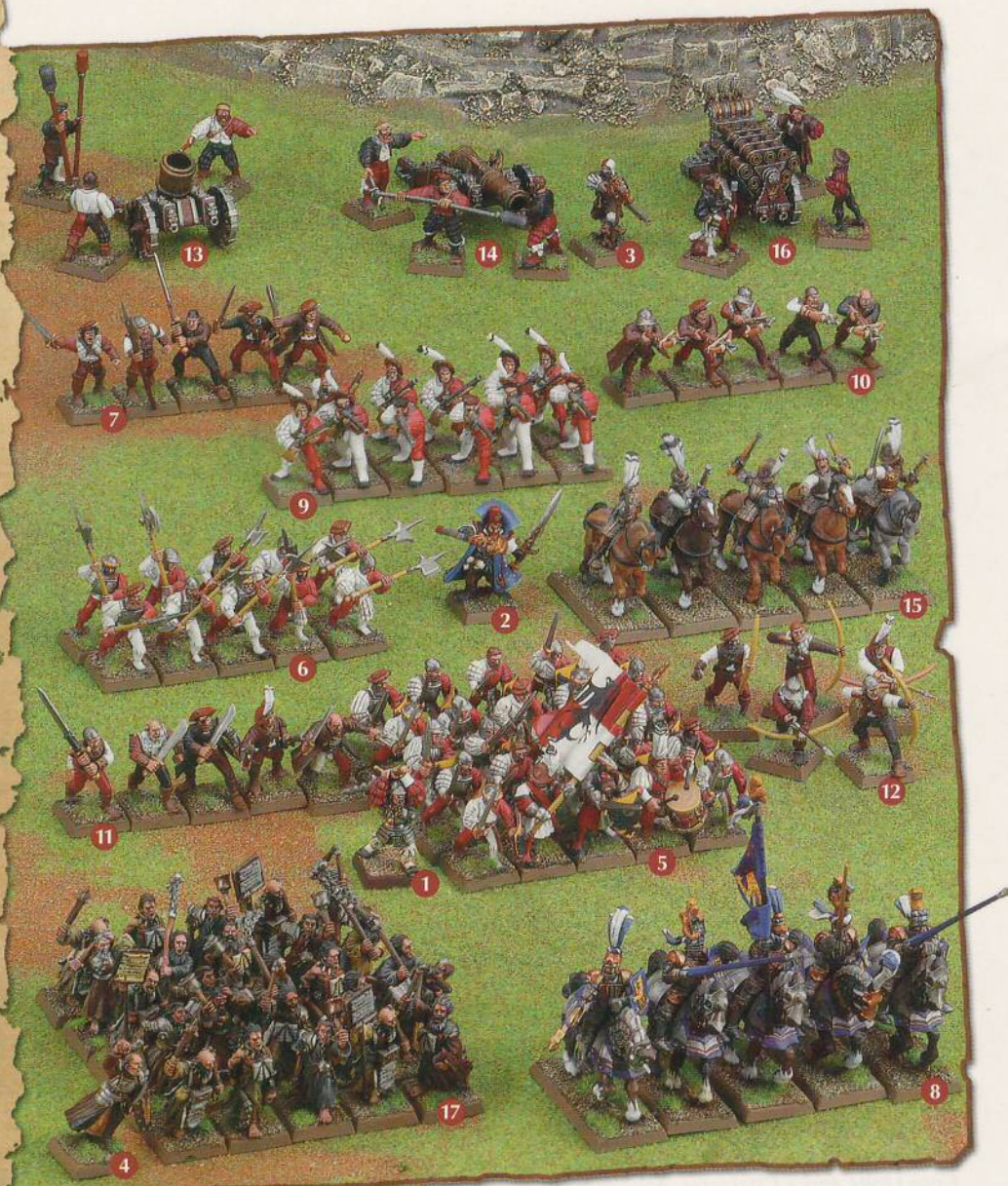


An Empire gun line is a fearsome sight, capable of shredding even the most determined foe.

EMPIRE ARMY LIST

- 1 ELECTOR COUNT** ..80
Holy Relic and
Rod of Command95
Full plate armour
and great weapon ..18
Total:193
- 2 LEVEL 2 WIZARD**95
2 Dispel Scrolls50
Total:145
- 3 ENGINEER**55
Hochland long rifle..20
Total:75
- 4 WARRIOR PRIEST** ..95
Van Horstmann's
Speculum and Bronze
Shield50
Total:145
- 5 25 SWORDSMEN** ..175
Duellist, standard
and musician25
Griffon Banner50
Total:250
- 6 10 HALBERDIERS** ..60
Total:60
- 7 5 MILITIA**25
Total:25
- 8 5 KNIGHTS
PANTHER**130
First Knight, standard
and musician40
War Banner25
Total:195
- 9 11 HANDGUNNERS** ..88
Marksman with Hochland
long rifle25
Total:113
- 10 5 CROSSBOWMEN** ..25
Total:25
- 11 5 MILITIA**25
Total:25
- 12 5 HUNTSMEN**50
Total:50
- 13 1 MORTAR**75
- 14 1 CANNON**100
- 15 5 PISTOLIERS**95
Champion with
repeating pistol17
Total:112
- 16 1 HELLBLASTER**125
- 17 25 FLAGELLANTS** 275
Prophet of Doom12
Total:287

Grand Total:2000



Company militia. For extra punch (hopefully from the flank) a small unit of Knights Panther will join the fray as my third Core Unit. To make both close combat units as good as possible at what they do, I'll buy a full command group for both, upgrade the Knights to Inner Circle, and also give both units magic banners (as my General is going to be an Elector Count). I will also purchase a unit of Archers and upgrade them to Huntsmen. The tactical role of this unit is to either get quickly to the side of the advancing enemy

line and slow them down by stopping them from marching, or instead to run as fast as possible towards enemy war machines and try to engage them in combat. Scouts are good at this, but flyers and fast cavalry are even better, so always take a few!

Characters

The primary benefit of characters is that they make our units even better at what they do. Every army needs a General, and for this I'll pick one of the characters with

the highest Leadership – an Elector Count. I'll then make him even better at leading, with a Rod of Command, and more difficult to kill, with lots of armour and a Holy Relic.

For Magic, I've decided to concentrate on defence. You see, offensive magic is devastating, but it costs a lot of points! The best choice for a cheap and decent magic defence is the classic Hero-level Wizard with two Dispel Scrolls.

Because I'm planning to buy a Great Cannon, I'll add a Master Engineer to make the gun more reliable and precise.

The last character is a Warrior Priest to lead the Swordsmen, as a re-roll to hit on the charge will make them a lot more efficient. He can also challenge any very powerful enemy characters with a nasty combo of magic items (Van Horstmann's Speculum and the Bronze Shield). Finally, he adds to the defensive nature of my magic, which is a nice bonus.

Special and Rare units

I love Special and Rare units, as they are normally highly specialized and effective troops. The problem is usually not being able to afford enough of them!

In our example army, I will start with artillery, as usual keeping flexibility and specialisation in mind. I chose a Great Cannon for pounding heavily armoured units, a mortar to take care of large regiments of cheap enemy infantry, and a volley gun, to shoot down anything that gets too close.

A unit of Pistoliers is a must in my opinion, as they are not only very good at slowing down the enemy and engaging war machines, but they can also ride around enemy knights and pepper them with armour piercing shots...

To finish it off, I'm taking a solid block of Flagellants. These lunatics are perfect to smash their way through soft enemies or to bog down very powerful enemies in a long fight (this should hopefully stop them from mincing the rest of the army for many, many turns). The fact that they will never flee makes this unit very good at defending a flank, ensuring that the enemy cannot roll up your battleline.

In conclusion...

There you go, I think I've covered most principles of picking a balanced army. To sum it all up I'll give you a list of the points you need to look out for when you select an army (see right).

Remember that most Warhammer armies cannot fulfil all these requirements, but tend to specialise in one area. It is important, however, that you try to cover as many of these points as you can, to get an army able to take on all sorts of enemies and give you and your opponent a good game of Warhammer. Have fun!

Alamo

THE 10 MUST-HAVES

You'll need one (or more):

- 1 Commander (the General, plus maybe a Battle Standard).
- 2 Magic characters (offensive and/or defensive).
- 3 Fighty characters.
- 4 Shooting-enhancing characters (such as Engineers or Elves with magic bows).
- 5 Close combat units (large infantry units or heavy cavalry).
- 6 Missile units and/or war machines.
- 7 Flank Protectors – solid, reliable units (best if Unbreakable).
- 8 Fast outflanking units (Fast Cavalry is good, large flying monsters are even better).
- 9 War machine-killers and/or enemy-slowers (flyers, Fast Cavalry and/or Scouts).
- 10 Small, throw-away units and/or missile screens.



The General is the most important model in any army, and his fighting skills usually reflect his status.

WARHAMMER

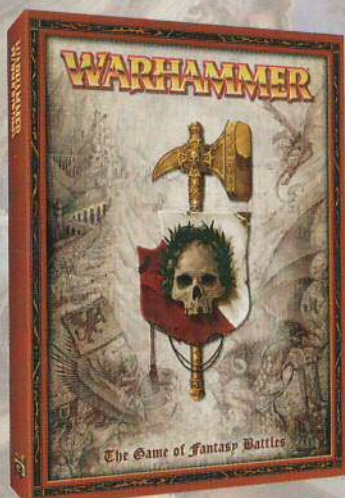
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index xenos

From the journals and data-slabs of Scribe Phil Kelly comes a treatise on those most hated and formidable of the Eldar: The Aspect Warriors.

Aspects of War

The Eldar Path of the Warrior teaches the arts of death and destruction. The Aspect Warriors are fearsome and specialist fighters, and their place in Eldar society is complex and vital.

The Eldar Path evolved after the time of the decline and fall of the Eldar, when their ancient society began to break apart and the whole race appeared doomed. The Eldar's heightened sensibilities offered an opportunity for intellectual and emotional gratification far beyond the sluggish comprehension of humanity. It was their ancestors' uncontrolled vice that created the Chaos god Slaanesh and subsequently destroyed the original Eldar civilisation.

Seeking refuge from their nemesis, the survivors of the cataclysm founded the Eldar Path. The Path was envisaged as a way of allowing each Eldar to focus their

full emotional and intellectual capacity on the mastery of one way of life, thus escaping the temptations of hedonism and indulgence that led their forefathers astray. Though there are many hundreds of paths available to an Eldar, one of the oldest and most treacherous is the Path of the Warrior.

The Way of the Warrior

Most Eldar follow the Path of the Warrior at some time or other during their lives. Both male and female Eldar move along the Eldar Path, so warriors are equally likely to be male or female. An Eldar who gives rein to the bloodlust in his soul must assume one of several distinct and quite separate aspects of the Warrior Path, each of which is characterised by a different school of martial combat, distinctive armour type, special weapons and tactics.

Each of the Warrior Aspects represents one facet of the Eldar god of war known as the Bloody-handed God. In the Eldar tongue this god is called Kaela Mensha Khaine; the word Khaine signifying the essence of murder. The Bloody-handed God embodies the destructive impulse that underlies the Eldar psyche. The Eldar Path is designed to control this dark and sinister side of their character. By assuming one of the many aspects of the Bloody-handed God, an Aspect Warrior faces and learns to live with the inner terror that his own potential for destructive violence evokes inside him.

Because the Eldar perceive everything so much more sharply than humans, the passionate excitement of fighting and killing is too much for them to tolerate for long periods at a time. Should an Eldar





spend too long actively fighting in the guise of an Aspect Warrior he may find it hard, if not impossible, to ever leave the Warrior Path.

In order to counterbalance his life as a fighter, the Aspect Warrior deliberately continues to cultivate the opposite side of his nature. To demark his fighting self from his true self, he carefully cultivates a separate distinct warrior personality, embodied within the armoured fighting suit of the Aspect Warrior. Only when he wears the suit does he become an Aspect of the Bloody-handed God – the destructive impulse of the Eldar psyche. It takes several hours to perform the ancient ceremonies designed to enable the warrior to put his own personality aside and adopt an Aspect of the War God. In his guise of Aspect Warrior he feels no guilt, remorse or pity. It is as if he were another person entirely when he wears the masked suit. When he puts the suit aside and returns to his normal life, he does so in the knowledge that no matter what violent and murderous things he has done, his true personality remains untainted by them.

Exarchs

Not all Eldar manage to pass beyond the Path of the Warrior. Some are seduced by the passionate lure of battle and develop an unquenchable lust for bloodletting. They become trapped in the role they have chosen, unable to escape from the Aspect of the War God they represent. These Eldar are called Exarchs.

Exarchs are the high priests of Khaine, held in awe because they single-mindedly pursue a side of their nature that most Eldar

fear to even contemplate. On the other hand they are pitied and to some extent feared, for they have deserted the Eldar Path in favour of a life of bloodshed and battle. Perhaps most horrifying of all to the Eldar mind is the knowledge that every one of them holds the potential to become an Exarch, to lose their way along the Eldar Path and become addicted to their own lust for violence.

When he becomes an Exarch, an Eldar assumes one of the ancient names which reflects his particular aspect. These names are particular to specific shrines to the War God within each Craftworld, and only one Exarch can bear a particular name at any one time. Each name is associated with a suit of Exarch armour which the Exarch wears in battle, and only if he is killed can another Aspect Warrior take the same name and don his war suit. The same suit is thereby worn by many Exarchs over thousands of years, the result is to continue the legend of the single heroic identity represented by that name.

The Exarch's fighting suit is a superior version of that worn by the ordinary members of his warrior aspect. Worked into the suit is a spirit-stone containing the spirit of the very first hero to have worn it, and the spirit stones of all those Eldar who have worn it since. When the Exarch dons the suit, the spirit of all the past Exarchs to have worn it flood into his own, adding their accumulated memories and experiences to the current incumbent. This enables the Eldar to understand much about the ancient weaponry and armour he is using, as well as bestowing supernatural abilities and knowledge.

The Shrines of the War God

In times of peace, the Exarchs tend the shrines of the Bloody-handed God. These shrines are not just holy places, they are also armouries where the warriors learn the martial arts and complete their weapons training. It is to these shrines that the Exarchs and Aspect Warriors gather when they undergo their ritual transformations. Though they act as priests for their murderous god, the Exarchs are also armourers and instructors, and are responsible for the shrine's wargear and training its Aspect Warriors.

Each major Aspect usually has at least one shrine upon each Craftworld, though some are far more common than others. Amongst these Aspects are the Dire Avengers, the Howling Banshees, the Fire Dragons, the Striking Scorpions, the Swooping Hawks and the Dark Reapers. Many Craftworlds also have shrines devoted to the more esoteric aspects, such as the Warp Spiders, the Shining Spears and the Slicing Orbs of Zandros.

The Black River

"There is a story of a mere handful of Eldar warriors so inspiring and poignant that it has already entered the realm of legend. On the ice fields of Articus, a million-strong swarm of Tyranids poured down from the ice plains towards the chasms that held the last of the open webway portals. The Rangers of Alaitoc alerted the forces stationed below of their approach, but the perimeter forces left to protect the Farseers had become so thin that there was no real hope. A few score Dire Avenger Aspect Warriors took up position in the narrowest part of the chasm leading toward the webway gate. As the ice turned dark with the sheer number of vile, scuttling beasts coming for them, the Dire Avengers began to kill. They unleashed storm after storm of sliver-thin blades, and the bodies of the alien killer-beasts piled high. Though they fell, one by one, the Dire Avengers slaughtered thousands of beasts in the space of an hour. The chitinous bodies of the alien organisms became a mountain that the Dire Avengers scaled step by step, raining a curtain of fire down upon those that tried to clamber up the bodies of their fallen kin. The foe was still without number, and here and there an alien talon would bypass the defences of the Exarch and take another Eldar life. But, as the final Dire Avenger bled their last, the Tyranids broke into disarray, scattering to the four winds. The only alien taint to reach the chanting Farseers was the river of stinking, black blood that flowed down into the chasm.

"This day, in the halls of the Craftworlds, the heroes of the Black River are passing into legend. They represent the sacrifice made by all the fallen on Medusa V, and their hard-won prize; the sanctity of our realm."

Loremaster Thielle of Alaitoc

Dire Avengers

The Dire Avengers embody the Aspect of Khaine as noble warrior, and are the most common of all the Aspects. They are armed with the deadly shuriken catapult, the weapon that most readily characterises the Eldar at war. However, the shuriken catapults of the Dire Avengers are the pinnacle of their kind.

Dire Avengers are best employed against hordes of lightly armoured enemy troops. When their Exarch calls for a bladestorm, the air fills with a hurricane of mono-molecular blades that leaves nothing but bloody ruin in its wake. Should the enemy reach the Eldar line, the Dire Avengers can fend off their clumsy blows with elegant parries and crackling shields of pure force.

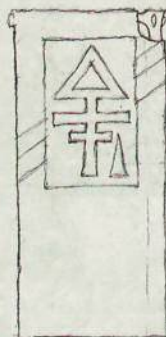
Dire Avengers wear blue armour but often have a helmet or crest of a distinctive contrasting colour such as white or yellow.



Shrines of the Dire Avengers

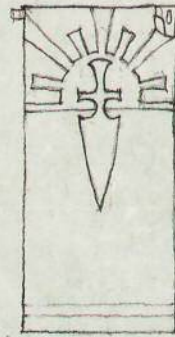


Shrine of the Falling Moon



Shrine of the Knights Azure

The Dire Avengers of the Shrine of the Knights Azure wear dazzling blue armour that is said to date back to the times of the Fall.



Sun Blade Shrine

The Exarchs of the Sun Blade Shrine are masters of all forms of blade, from the bladed disc of the shuriken to the arcane Diresword.



Dire Avenger Exarch

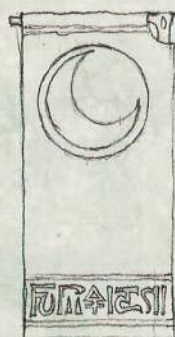


Dire Avenger Aspect Warrior

Sprue Components



1. Head 1
2. Head 2
3. Head 3
4. Head 4
5. Head 5
6. Scanner
7. Torso back
8. Torso front 1
9. Torso front 2
10. Torso front 3
11. Torso front 4
12. Torso front 5
13. Legs 1
14. Legs 2
15. Legs 3
16. Legs 4
17. Legs 5
18. Ammo pack 1
19. Ammo pack 2
20. Ammo pack 3
21. Ammo pack 4
22. Ammo pack 5
23. Sash 1
24. Sash 2
25. Sash 3
26. Sash 4
27. Sash 5
28. Shrine statue
29. Shuriken catapult 1
30. Shuriken catapult 2
31. Shuriken catapult 3
32. Shuriken catapult 4
33. Exarch head
34. Exarch head crest
35. Exarch helmet
36. Shuriken pistol arm
37. Dire sword
38. Shrine banner
39. Exarch shuriken catapult left
40. Exarch shuriken catapult right
41. Exarch torso front
42. Exarch torso back
43. Shuriken pistol
44. Power weapon
45. Shimmershield
46. Loin cloth
47. Ceremonial knife



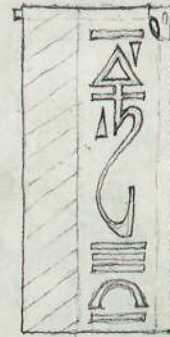
Shrine of the Falling Moon
Named for the cursed moon of Eldanesh, the Dire Avengers of Alaitoc are veterans of a protracted war against the Imperium.



Sable Helm Shrine
The Dire Avengers of the Sable Helm Shrine are characterised by their black helmets and dour demeanour.



Argent Crest Shrine
Identifiable by white crests fashioned from the hair of a snow gyrix, these Dire Avengers are honourable and righteous warriors.



Shrine of the Sons of Asurmen
First amongst their Craftworld's warriors, the Dire Avengers of this shrine fought alongside the Phoenix Lord himself.

Howling Banshees



Banshees wear armour the colour of bone, with details set in a striking, contrasting colour. Their helmet has a large, wild mane of hair that is usually red or bright orange.



Shrine of the Song of Death



Shrine of the Ebon Witch



Predominantly female, Howling Banshees are swift and highly mobile troops who excel at close quarter fighting. They derive their name from a legendary spectre whose call heralds the death of those who hear it. The Banshees emulate this call, using psychosonic amplifiers contained in their

Banshee masks. The fury of their battle cries is amplified, raised in pitch and added to the psychic barrage to make the overall effect even more devastating. Those who are fully exposed to this psychic scream suffer almost total paralysis, making them easy prey.

Striking Scorpions



Striking Scorpion armour is generally a distinctive green, but often combines various shades of yellow and black.



Shrine of the Viridic Stalkers



Shrine of the Obsidian Claw



The Striking Scorpions are the strongest and most violent of the Aspect Warriors. They excel in rugged terrain, silently stalking the shadows to spring deadly ambushes on their prey. Their segmented armour emphasises their resemblance to their namesake, but it is the mandiblasters

built into their helmets that have cemented the Scorpions' deadly reputation. An extremely short range weapon, the mandiblasters fire tiny metallic needles that are then converted into plasma blasts to rip straight into the target, allowing the Eldar to get in close to deliver a coup de grace.

Fire Dragons



Fire Dragon armour is always a fiery colour such as red or flaming orange, and varies from squad to squad, each having their own distinctive pattern.



The Fire Dragons embody the wanton destruction left in the wake of the Eldar war god. Clad in armour the colour of flame, they carry fusion guns that can reduce even the heaviest battle tanks to piles of molten slag. Fire Dragons are aggressive and warlike, and nothing less

than the total annihilation of their enemy's remains will suffice. Their weapons are short ranged but extremely powerful; if a squad of Fire Dragons manages to close with an enemy fortification it will inevitably be destroyed, either by fusion gun or melta bomb.



Shrine of the Red Wyrn



Shrine of the Burning Lance

Swooping Hawks



Hawk armour is the colour of the sky, from the grey of dusk to the blazing blue of noon, often with a contrasting colour such as yellow, white or blue.



The Swooping Hawks wear a special winged harness that enables them to soar through the skies, making them the swiftest and most mobile of all Eldar warriors. Their wings are in fact a sophisticated combination of anti-gravity lifter and jet propulsion motors. Able to launch high

into the sky with a moment's thought, the Swooping Hawks are lords of the air, who defend their territory with volleys from their multi-barrelled lasblasters and attack runs with their haywire grenades. One of their favoured tactics is to drop grenades from special packs onto the enemy below.



Shrine of the Ashen Sky



Shrine of the Bloodied Wing



Dark Reapers

Dark Reapers wear armour of a very dark colour, a near black or very dark blue that echoes the depths of the night.



Shrine of the Darkened Heart



Jade Scythe Shrine



The Dark Reapers are the most heavily equipped of all the Aspect Warriors. Their armour is designed to provide extra stability for firing the dreaded Reaper launcher that they carry. It is said that their forefather, Maugan Ra, taught them much of the arts of death. Certainly, the weapons

used by the Dark Reapers are so powerful they can tear apart whole squads of enemy in a single salvo. Each target is pinpointed by rangefinders and viewsights linked directly to the Reaper Launcher's muzzle, meaning that no matter how well hidden or fast moving the foe, his doom is assured.



Warp Spiders

Warp Spiders wear armour that is orange or scarlet in hue, often with white helmets and intricate tracers of detail.



Voidwalker Shrine



Shrine of the Shade Gate



Named after the tiny crystalline spider-spirits that inhabit each Craftworld's infinity circuit, the Warp Spiders are less widespread than the other Aspects, but no less potent. The esoteric technology of their warp jump generators enables them to appear from nowhere to slay a foe, then to

step sideways into the Immaterium once more to make their escape. Entering the warp is terrifying concept for an Eldar, yet these warriors endure it implacably. Their signature weapon is the deathspinner, which projects streams of monofilament wire to ensnare and slice apart the foe.

Shining Spears

Shining Spears are attired in the purest, glittering white, accentuated with regal blue – a ritual colouration that is also applied to their jetbike mounts.



The Shining Spears are rare but extremely able shock troops, capable of traversing a battlefield in the blink of an eye upon their sleek jetbikes. They embody the spear of Khaine, a weapon that struck like lightning and could kill any foe with a single blow. The laser lances they carry are so potent

that they can open the hull of a battle tank, and their devastating charges are heralded by deadly bursts of light. Shining Spears revel in opportunities to show their mastery of the Eldar jetbike, arrowing through war-torn streets or bursting from forests into the unprotected flanks of the enemy army.

"To strike! That is fulfilment distilled into a single perfect moment. Be the first to strike."

– Asurmen, Teachings



The Phoenix Lords are demigods of battle whose legends span the stars; they are the most ancient of the Eldar Exarchs. Of all the Phoenix Lords the oldest is Asurmen, whose name means the Hand of Asuryan. Asurmen is also known as the Hand of the Phoenix King, for he acts as the immortal scion of Asuryan, chief of all the Eldar gods. He founded the first of the Aspect Warrior shrines, the Shrine of Asur, from which sprang the first Aspect Warriors, and the Path of the Warrior was laid open for the very first time.

The first Exarchs, the Asurya, founded the shrines of the Warrior Aspects as the Eldar know them today. It was then that the first of the Warrior Aspects were formalised, taking as a model the skills and

specialities of their founders. Great shrines were built on the craftworlds as they took to deep space so the warrior skills of the Asurya were preserved as their people began an eternity of exile.

When one of the Phoenix Lords dies, another Eldar dons his armour to take his place and thus his identity. In this way, should a Phoenix Lord be vanquished, they are ultimately reborn into a fresh cycle of existence. No matter how many individuals a Phoenix Lord may have been, their mind is forever the same, driven by the dominant personality of the first and greatest to wear the suit.

Often a Phoenix Lord will vanish for centuries, only to reappear in times of need, following the path of Khaine across the universe.

ANNALS OF WAR: CAVALRY

While many players of The Lord of the Rings strategy battle game obsess over big monsters or powerful Heroes, Mat Ward believes the buck stops with cavalry. Here he explains why...



Cavalry is becoming increasingly important in The Lord of the Rings strategy battle game, expanding from only two types in the early days of the original The Two Towers game (Riders of Rohan and Warg Riders), to a good dozen at the time of writing. Soon most armies will be able to field some mounted troops – though I wouldn't hold out much hope for the Dwarves.

Cavalry are always seen as battle winners in the tale of The Lord of the Rings. Who rescues Faramir from the Nazgûl? Who breaks the sieges of Helm's Deep and Minas Tirith? No matter how hard infantry try, they're never going to have the renown or glamour of their mounted compatriots.

The key advantages of cavalry in The Lord of the Rings are faster movement and extra mass. Faster movement allows even the most laid-back cavalry army to cover ground at nearly double the speed of infantry. Such manoeuvrability often allows mounted troops to dictate the course of the battle, leaving the foot-sloggers tired and bewildered as they try to keep pace. The extra mass, on the other hand, allows cavalry to knock infantry sprawling to the ground, enabling mounted troops to inflict bloody ruin on their slower opponents. No

wonder infantrymen hate cavalry.

Traditionally, infantry have been able to take solace in one simple truth: a cavalryman's horse has all the brains. Well, okay, this is perhaps unfair, but it is true that mounted troops must be used with much more care than those on foot. Why? Well, in reality, the cavalry bonuses are fleeting if luck goes against you, and as mounted models generally cost twice as much as their footbound equivalents, even a handful of cavalymen killed through inexplicably poor luck can seriously hurt your chances of victory.

With that in mind, we're going to take a quick look at the various types of cavalry that can take the field in The Lord of the Rings. To keep things straightforward, I've split mounted models into four broad categories: Light cavalry, Versatile cavalry, Shock cavalry, and Monstrous Mounts.

Light Cavalry

Fast and deadly, yet fragile and specialised, light cavalry make excellent raiders and fast-moving archers.

Haradrim Raiders



Khandish Mercenary Horseman



Sulâdan, the Serpent Lord



If you're determined to get stuck in with your Haradrim Raiders, there's no better Hero than Sulâdan to head up the charge. With a Fight value of 5, 3 Attacks and 3 Might points, the Serpent Lord can allow your light cavalry to punch significantly above its weight, even challenging fully armoured knights!



Light cavalry are the cheapest form of mounted warriors available to an army, normally consisting of a basic infantryman (such as a Haradrim warrior) mounted on a steed. Generally speaking, light cavalry are quite inexpensive, lacking fancy weapons and armour and relying on the basic advantages of cavalry – they can move faster and often have better fields of view than warriors on foot.

In large numbers, even light cavalry can offer a sturdy challenge to most infantry, using the Extra Attack and Knock to Ground special rules to deadly effect, but light cavalry truly excel when fielded as large swarms of troops, preferably armed with bows. Their mobility allows them to stay clear of enemy infantry, and by alternating between galloping at full speed and moving at half rate and firing their bows, light cavalry can even steer clear of

other mounted foes. Despite this, light cavalry work best in conjunction with other troops – sometimes they just lack the muscle or numbers to get the job done.

Haradrim Raiders

Arguably the best light cavalry in the game, Haradrim Raiders are very versatile. With the option of riding to war with a bow and poisoned arrows or a lance, they can adapt to any role you wish to give them.

Khandish Mercenary Horsemen

Cheaper than a tooled-up Haradrim Raider, the horsemen of Khand don't have the tricky special rules, but still offer a force a little more in the way of mobility. Their Fight 4 very handy, but such is the fleeting loyalty of mercenaries that you should always reckon on 1 in 6 of your horsemen not turning up to the battle.

HARASS

Use your light cavalry to pepper your opponent with arrows whilst remaining outside of their charge range. This can quickly prove its worth against an infantry force with a minimum of its own archery. Be warned that this tactic requires careful thought as to how far to move each turn – it's better to move the full rate and not shoot than to get caught.



KEY TACTIC

Versatile Cavalry

Sturdy, quick and flexible on the battlefield, these mid-powered cavalry models are steadfast jacks-of-all-trades.

Riders of Rohan

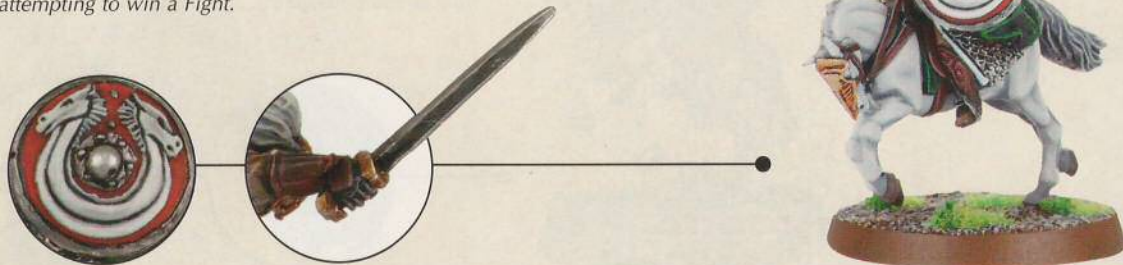


Warg Riders



Erkenbrand

A solid Hero always adds to a band of versatile cavalry, as they often have to get their hands dirty in a sprawling melee. Erkenbrand is a powerful Hero in his own right, but in the turn that he sounds the Horn of the Hammerhand, all nearby friends fight with redoubled vigour and can re-roll a dice when attempting to win a Fight.



KEY TACTIC

OUTFLANK

Opponents who rely heavily on spears and pikes have to keep their models in a compact formation. By sending some of your warriors around the sides of a battle line, you can force your opponent to either spread out to stop you, or ignore it. If they spread out, you can simply charge them down. If they forge on, you can set up a deadly rear charge.

Benefiting from better wargear or more effective abilities than light cavalry, versatile cavalry are good contenders for an all-mounted force. Defence 5 is often seen to be the sign of membership for the versatile club – that all-important shield fending off the worst of incoming archery. That said, the true sign of a versatile cavalry model is its ability to behave as either light cavalry or as shock cavalry as the battle demands.

Versatile cavalry can often be equipped with different weapon combinations, sacrificing numbers for versatility. In a way, the throwing spear is the defining tool of this category. Though it dramatically increases the points cost of the model, a throwing spear gives both a ranged attack and a potential extra hit on the charge – this flexibility, as the name suggests, is what your versatile cavalry relies on.

Riders of Rohan

The definitive versatile troops, Riders of Rohan have shields, bows and the option for throwing spears – they can fight as close to the enemy as you want. Though they're not cheap, Rohirrim remain the most viable all-cavalry force in The Lord of the Rings game.

Warg riders

Sporting all the options available to Riders of Rohan, Warg Riders are Evil's closest answer to the Horse-lords of Rohan. With access to shields, Warg Riders can reach the holy grail of Defence 5, but their real bonus is that they can use their Warg's Strength of 4 (which makes up for a below-average Shoot value). More importantly, a Warg has a good chance of staying in play once its rider is slain, effectively making your opponent kill the model twice.

Shock Cavalry

The heavy hitters of the cavalry world, these elite mounted warriors are heavily armed and armoured, and look rather good, too!

Easterling Kataphrakts



Knights of Dol Amroth



Prince Imrahil



As is fitting, the Captain of the Swan-knights is the toughest cavalryman in the game. Imrahil has a profile to challenge Aragorn or Boromir, but also benefits from an armoured horse and lance. There's not much to stop him once he gets going.



The kings of the battlefield, well-led shock cavalry is an awesome sight, able to sweep away infantry, cavalry and (sometimes) monsters with a well-timed, coordinated charge. Although most shock cavalry has good armour, and thus high Defence values, durability is much less important than the ability to win fights and butcher the foe. Accordingly, the very best shock cavalry will have high Fight values or the ability to otherwise boost their killing power – such as with a lance. Subtlety is not the lot of shock cavalry – in fact, their ethos can be summed up in one word: charge! If you're not getting stuck in with these chaps then you're either chicken, or you have a cunning plan – just make sure it's the latter, as the charge is just as important to heavy cavalry as to their lighter comrades and, as they're rather pricey, you'll feel their loss more keenly!

Easterling Kataphrakts

In the entry-level spot for shock cavalry are the Easterling Kataphrakts. While they don't have any fancy weapons or stat-hikes, Kataphrakts do benefit from solid Defence values (and even their horses are Defence 5), and so can be relied on to reach the enemy lines intact. However, in order to go toe-to-toe with the Good side's shock cavalry, they really need a decent leader and a banner to keep them going.

Knights of Dol Amroth

Truly the final word in shock cavalry, the Knights of Dol Amroth benefit from armoured horses, lances, Fight 4, and a special rule that bestows the banner effect upon them if Imrahil is on the field! Such extravagance does come at a high price, but the Swan-knights more than repay their worth when the fray is joined.

HIT AND RUN

Shock cavalry is all about your charge bonuses. When performing a hit and run, it is better not to get priority in the turn you plan to charge – let your opponent move and then pick your fights accordingly. The next turn, get as many of your troops out of the way as possible and then charge again in true "hammer and anvil" fashion.



KEY TACTIC

Monstrous Mounts

Even the most battle-hardened cavalryman stands in awe of monstrous mounts, whose battlefield dominance is unquestioned.

Nazgûl on Fell Beast



Khandish King on Chariot



A less conventional monstrous mount, the Khandish chariot offers good protection against shooting attacks, formidable speed and, of course, enough hitting power to grind enemies beneath its wheels. Even better, a chariot is also relatively inexpensive, offering all of the above bonuses for just a little extra cost.

FELL BEAST PAINTING GUIDE

Skin



Underbelly



The kings of this particular hill, monstrous mounts are the rarest, but most deadly, of all cavalry. In essence, they are shock cavalry that do unto other cavalry what they themselves do unto infantry: knock them to the ground and tear them to shreds. As a result, monstrous mounts are effective at projecting power – creating areas of the battlefield into which fools rush in, but where angels fear to tread.

Nazgûl on Fell Beast

Once a Nazgûl is seated on a Fell Beast he becomes a veritable killing machine. With a combination of Strength 6 Attacks and a move of 12"/28cm, few can survive the attention of such a Ringwraith. Just keep an eye on your Will reserves – if they drop too low, the Ringwraith is likely to be banished – the Fell Beast will go with it!

HONOURABLE MENTION

THE MÛMAKIL

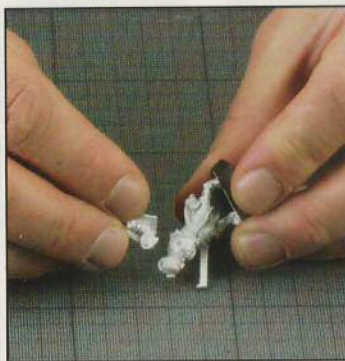
Not a monstrous mount in the true sense, a Mûmak is still adept at projecting power over the battlefield. As with normal cavalry, a Mûmak will need to get the charge in order to get the most out of its Trample attack, so keep your eye on the proximity of the enemy.

CITADEL

TOOLBOX

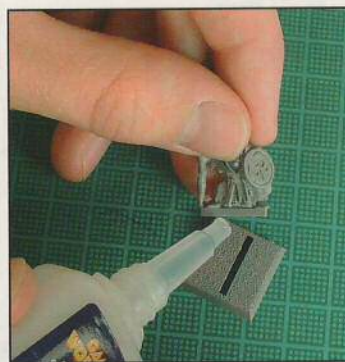
Citadel glue

Many Citadel Miniatures come as kits that need to be assembled, and usually these kits require glue to fix the various parts together. We produce a selection of different sorts of glues, each of which has its own special uses. Here we look at what each type of glue can be used to achieve.



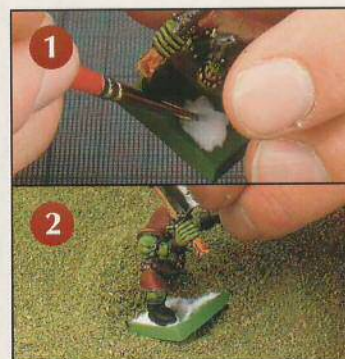
Games Workshop Super Glue

Super Glue is the most flexible type of glue. It can be used to stick metal to metal, or metal to plastic, and even plastic to plastic (though Plastic Glue is better for this task). It's important to make sure that the surfaces being glued together are clean. Apply the glue to one of the surfaces, and then line the pieces up carefully before pushing them together. You will only have a few seconds to adjust the position of the pieces before they bond.



Games Workshop Plastic Glue

Plastic Glue is specially designed to glue plastic to plastic. It does this by slightly melting the plastic it is applied to, which creates a very strong bond. Make sure that the surfaces you wish to glue together are clean, and then apply a thin layer to glue to each. It is best to apply the glue sparingly – less is more in this case. Then wait a few seconds and push the two pieces together, holding them in position for a short while to bond.



Games Workshop PVA Glue

PVA Glue is mainly used to stick sand or flock to the base of a model. As it dries clear, it's also ideal for gluing transparent plastic together, such as Citadel flying bases, or Eldar cockpits. It is water based, which means that you can use a paintbrush to apply it, and then clean the brush off in water. Simply paint a thin layer of the glue onto the base (1), and then cover the base with sand or flock as desired (2). Leave the glue to dry, and then shake off any excess flock or sand.



SAFETY FIRST

Super Glue and Plastic Glue are toxic, and should be used with great care and in a well-ventilated area. Be especially careful of getting Super Glue onto your skin, as it is very effective at gluing flesh together! In addition, these glues are flammable, and should not be used near a naked flame. Always read the instructions provided before you use them.



This converted Avatar features a blood-soaked hand, with the drops made from layers of PVA.

Highborn on Dark Steed

CONVERSION

Dark Elf Highborns are amongst the most powerful and feared individuals in the Dark Elf army. This model is a conversion, created as a fitting testament to the impressive fighting abilities of the Highborn.



Each scale of the Sea Dragon Cloak was picked out and individually highlighted.



The Highborn carries a shield, onto which his personal icon has been painstakingly painted.

Sorceress

From the dark Convents of Naggaroth come the Dark Elf Sorceresses, powerful mistresses of Dark Magic, who will aid the armies of the Druchii... for a price.



The skull is subtly highlighted, before being finished with a hand-painted rune.



The intricate detail of the crown is picked out with Shining Gold and shaded with Brown Ink.



Assassin

Swathed in cloaks blacker than their hearts, the Dark Elf Assassins are stealthy masters of murder.



Note this model's distinctive, three-bladed claw weapon.



Cruel barbs adorn the leather-bound forearms of this Assassin.



Witch Elves

Unlike most other Dark Elf regiments, there is a large amount of flesh to paint on the Witch Elf models. The 'Eavy Metal team have painted these Witch Elves with a very pale skin tone using a base coat of Elf Flesh highlighted with Skull White.



The lifeless flesh of the severed head is painted a grey hue.

PAINTING WITCH ELVES



Cauldron of Blood

The Cauldron of Blood is a great centrepiece for the Dark Elf army, so it's worth spending some extra time and attention when painting this model. The 'Eavy Metal team painted the statue of Khaine a green marble effect to make it stand out from the rest of the army. To unify it, however, the Witch Elves were clothed in the same purple as the rest of the Studio army.



A layer of Ardcoat makes the blood look suitably shiny.



The details on the base really bring the model to life.



Malekith, the Witch King of Naggaroth

Malekith is the son of Aenarion and the sorceress Morathi, and is the ruler of all the Dark Elves. He believes the throne of Ulthuan to be his birthright, and will stop at nothing to achieve his goal of conquering the High Elves.



The horns of the Black Dragon, Seraphon, are carefully highlighted with Bleached Bone.



Malekith wields the mighty blade, Destroyer, forged in ancient Ulthuan to destroy other magical items.

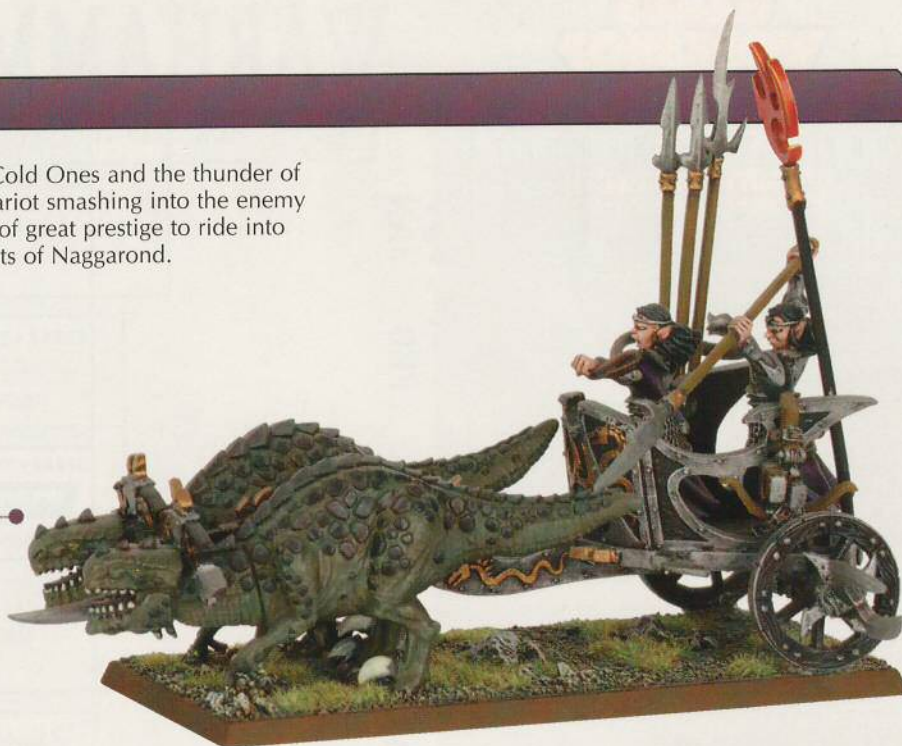


Cold One Chariot

Accompanied by the roars of the Cold Ones and the thunder of wheels across the battlefield, a chariot smashing into the enemy is a sight to behold. It is a symbol of great prestige to ride into battle upon the magnificent chariots of Naggarond.



The armoured chariot is covered in intricate detail, which the team picked out in Chainmail and Shining Gold.



Painting Cold Ones

Cold Ones offer you a great chance to add some extra colour to your army, and there are a number of different methods to paint them. It's a good idea to paint the scales in a contrasting colour to the skin to make them stand out. Alternatively, you could leave them the same colour and paint reptilian patterns over the top.



SPACE WOLVES GREY



BLOOD RED



DARK FLESH



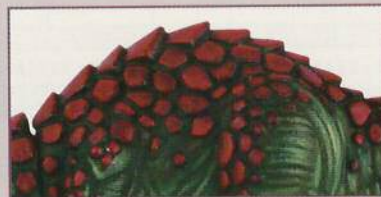
GOBLIN GREEN



VOMIT BROWN



SCALY GREEN



DARK ANGELS GREEN



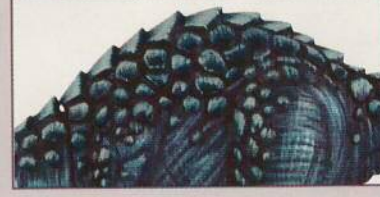
RED GORE



VOMIT BROWN



CHAOS BLACK



REGAL BLUE



SPACE WOLVES GREY
+ REGAL BLUE

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See the Dark Elves in action against an allied force of Bretonnians and Wood Elves, in our massive

WARHAMMER® BATTLE REPORT

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- 2,000 point armies.
- Fully painted (minimum 3 colours).
- Six games played over a weekend.
- £50 per ticket for the Heats.
- Top 50 qualify from each Heat for free entry to the Grand Final.
- 16+ age limit.

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JAN

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APR

MAY

JUN

JUL

AUG

SEP

OCT

NOV

DEC






Sat	Sun	M T W T F	Sat	Sun	M T W T F	Sat	Sun	M T W
			6 th	7 th		13 th	14 th	
						DOUBLES TOURNAMENT WARHAMMER 40,000		
			3 rd	4 th		10 th	11 th	
			GRAND • TOURNAMENT WARHAMMER GRAND FINAL					
			3 rd	4 th		10 th	11 th	
			GRAND • TOURNAMENT WARHAMMER 40,000 GRAND FINAL					
1 st			7 th	8 th		14 th	15 th	
			EASTER			CAMPAIGN RISE OF KINGDOMS		
			5 th	6 th		12 th	13 th	
			Warhammer Historical Gaming Weekend			GRAND • TOURNAMENT BLOOD BOWL		
			2 nd	3 rd		9 th	10 th	
1 st			7 th	8 th		14 th	15 th	
			4 th	5 th		11 th	12 th	
			WARHAMMER BATTLEFIELDS					
			1 st	2 nd		8 th	9 th	
			6 th	7 th		13 th	14 th	
			GRAND • TOURNAMENT WARHAMMER HEAT ONE			GRAND • TOURNAMENT WARHAMMER 40,000 HEAT ONE		
			3 rd	4 th		10 th	11 th	
			GRAND • TOURNAMENT WARHAMMER HEAT TWO			GRAND • TOURNAMENT WARHAMMER 40,000 HEAT TWO		
1 st	2 nd		8 th	9 th		15 th	16 th	

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EVENT PLANNER

~2007~

Th F	Sat	Sun	M T W Th F	Sat	Sun	M T W Th F	Sat	Sun
	20 th	21 st		27 th	28 th			
				GRAND • TOURNAMENT 				
	17 th	18 th		24 th	25 th			
	*WPS Warhammer Ancient Battles Tournament							
	17 th	18 th		24 th	25 th			
				*Warseer Forum Visit				
	21 st	22 nd		28 th	29 th			
	19 th	20 th		26 th	27 th			
	CAMPAIGN  Dark Stars			*WPS Club Challenge		BANK HOLIDAY		
	16 th	17 th		23 rd	24 th		30 th	
				DOUBLES TOURNAMENT 				
	21 st	22 nd		28 th	29 th			
	18 th	19 th		25 th	26 th			
						BANK HOLIDAY		
	15 th	16 th		22 nd	23 rd		29 th	30 th
	*WPS Warhammer 40,000 Grand Tournament							
	20 th	21 st		27 th	28 th			
	*NAF Blood Bowl World Cup			Warhammer Historical Gaming Weekend				
	17 th	18 th		24 th	25 th			
	GRAND • TOURNAMENT  HEAT THREE			GRAND • TOURNAMENT  HEAT THREE				
	22 nd	23 rd		29 th	30 th			
			CHRISTMAS EVE CHRISTMAS DAY BOXING DAY			NEW YEAR'S EVE		

CAMPAIGNS

- Story driven conflicts.
- Team play
- 16+ age limit.
- Relaxed atmosphere.



RISE OF KINGDOMS™

- Army points values and restrictions will vary according to the campaign theme and storyline.
- At least five games played over a weekend.
- £50 per ticket.



Dark Stars

- Army points values and restrictions will vary according to the campaign theme and storyline.
- At least five games played over a weekend.
- £50 per ticket.

DOUBLES TOURNAMENT

- Join forces with a friend.
- Relaxed and fun.
- At least five games played over a weekend.



- 2 forces of 750 points each.
- Allied against a common foe.
- £70 per team.



- 2 forces of 500 points each.
- Allied against a common foe.
- £70 per team.

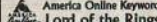
Tickets for Games Workshop Tournaments and Campaigns include your games, lunch on both days, and an evening meal on Saturday. For more information talk to staff in your local Hobby Centre, call Games Workshop Direct on 0115 91 40000 or visit our website at: www.games-workshop.co.uk/events

All our events operate with age guidelines, from 12+ years of age, up to 18+ years of age. These restrictions are in place to reflect suitability of the event for younger hobbyists as many of them require a higher level of maturity and experience. In addition to this, many of our events are two day weekend events, requiring an overnight stay, as well as providing entertainment in a licensed venue. In the interests of safety, all attendees below the age of sixteen will need a responsible adult to accompany them at the venue. Although there may be exceptions and varying levels of maturity, we have to take into consideration the enjoyment and safety of all players.

shop.co.uk/events

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From its humble beginnings, the School League has grown into the huge event it is today. This year's League Final was held at Warhammer World in July where fifteen schools did battle for the School League trophy.

The School League started three years ago in 2003 when Prince, one of our then Community Hobby Managers, decided to try out the idea of a school league. The idea had been around for a while but no one had tried to put it into practice. The first League had a grand total of six schools from the Midlands and had thirty two pupils playing The Lord of The Rings.

The League has since grown from these humble beginnings into the hugely successful event it is today, where fifteen schools and over 100 pupils competed in the League Final, held at Warhammer World in July, across our three main game systems.

But the School League was not designed to be just a tournament – actually the tournament is just the peak of the programme. In fact, the League was designed for both pupils and teachers of different schools to get together and socialise with other clubs, offering tutorials on scenery building and painting, advice about collecting, as well as presenting opportunities to share the hobby with other like-minded people.

The School League calendar starts in December and runs right through to July when the League Final is held. During the first months, clubs get their members together and decide which systems they want to enter teams for (Warhammer, Warhammer 40,000 and The Lord of The Rings). Some schools pick one, while others enter teams for all three.

Once a school club has decided which system(s) to enter the club members choose their armies and begin playing games. The League uses small armies allowing more than one game to be played at a club meeting, and to help keep the costs of building armies to a minimum.

Using smaller armies makes the already difficult decision of which army to use all the more important, and gamers are encouraged to ask their local Hobby

Centres for advice on building and collecting their chosen army. The Hobby Centres will also help them with their tactics, gaming and style of play.

School League teams comprise four members, and schools have lots of different ways of choosing the four gamers they wish to represent them in the League – it is not just about being good at the game that is important. Each facet of the hobby is equally as important so we encourage all teams to have fully painted and based armies and to treat their opponents with respect.

The hobby is a social activity and gamers get a lot out of meeting new people and sharing tips on their favourite parts of the hobby.

During the run up to the League Finals many schools will have visited their local Hobby Centre or have gotten in touch with other school and library clubs in the area to practice for the finals. Each region will hold Regional Finals and the winners will go on to play in the National Final in July.

As you can see from reading this article the National Final really is just the tip of the iceberg and the hard work of the many hundreds of pupils and teachers across the country make the event a great success.

“ the hard work of the many hundreds of pupils and teachers across the country make the event a great success ”



▲ Redcar Community College claim overall victory in The Lord of The Rings.

Event Report

Redcar Community College

The trip to the National Finals was a great boost to Redcar's experience as they had not competed in the School League before and winning the Regional Final had been a fantastic first introduction.

Matthew Hobbs and Dave Rae the two teachers in charge of the club were nervous as they set out at 7.00am on the morning of the final – had it been beginners luck or would their teams be bringing home a trophy?

To help their teams prepare for the School League Matthew and Dave worked hard with their club helping them with their tactics and army building as well as organising lots of games to help the players fine tune their armies. This included getting their club members to take part in a tournament organised at Games Workshop Middlesbrough.

Matthew and Dave also brought in a house rule about painted and based armies stating that for unpainted armies each general would suffer -1 to their leadership or courage. This was to show that if a general were to take unprepared troops into battle then their morale would suffer as a consequence. This rule applied to all club members including themselves and there are far fewer unpainted armies in the club as a result!

The months of hard work Matthew, Dave and their teams put in before the finals paid off even though many of the team members were playing with armies

they had received only that Christmas.

Once Redcar got to Warhammer World they gathered in Bugmans and the team captains were instructed to look after their teams, help them with the quizzes and answer any rules questions they could. With all this sorted the first games were announced and the tournament began.

Matthew and Dave soon lost track of how their teams were doing as there were so many games going on and other activities to take part in during the day. When they asked their teams how each of them had done after a round they began to notice that most games seemed to be won and they started to hope that maybe they could come home with a trophy.

The prize giving started and all teams and teachers waited to hear how they had done. When the double win for Redcar was announced Matthew and Dave were surprised and delighted – what better way to finish your first ever School League!

Redcar will be joining in the School League again next year and, who knows, they may be looking for a Warhammer trophy.

Bek Hawkby
Community Advisor



Want to ? know more ?

I don't have a club at my school...

Then here's how to start one! You will need to get a teacher or member of staff to be responsible for your club and help you find somewhere to play. We have a lot of clubs that meet in the school library or in the art department so it might be worth checking with those staff first!

Get your teacher to contact Bek Hawkby, our friendly Community Advisor, to ask for an information pack on setting up a club. We have a pack that is specifically aimed at schools which she can send out free of charge.

Once your teacher has contacted us we can add your school to our mailing list so that you will be up to date with what is happening in the gaming community. Bek can also put you in touch with your local Hobby Centre so that you can go down there as a club and improve your hobby skills.

I want to know more about clubs...

Contact Bek to find out more about your local hobby community and clubs! Please note that if you are under 18 we will need to speak to a parent or guardian first.

The community team has a wide range of material that can help you set up and run your club. We can also put you in contact with your closest GCN registered club. There is also information available on the website or on page 114.

CONTACT DETAILS

Bek Hawkby
Phone: 0115 916 8380
Email:
clubguy@games-workshop.co.uk

Southend School for Boys

We had so much interest in the Schools League that we had to hold a mini-tournament to select the best players for the three teams. After that it was a case of chasing everyone up to get their lists selected, armies finished, bases done and suchlike for the heats and finals, and getting practice games in! The boys saw entering the League as a challenge, and it really inspired them to finish off their armies.

The 6am departure on the day did nothing to dampen the boys' spirits, and when we arrived, they trooped into Warhammer World where they spent a while drooling over all the superb showcase miniatures and the new edition of Warhammer (which we had to wear white gloves to touch! No, really.) The scenery on the tables was fantastic, and the three games were all played in a friendlier, more relaxed atmosphere than any tournament I've been to. Our spectators wandered around admiring armies, putting together some of the new Cities of Death scenery and playing practice games on the fully modelled terrain boards (my Guard even managed to draw against one of my pupils' Marines on a brilliant Cityfight board – next time David!) The games looked really close and we lost a couple of games in the last round in both systems, so it was a really welcome surprise to be called up as winners for Warhammer!

Playing in the League has really motivated the boys for next year. We're going to try to qualify with all three systems (our 40k team got knocked out at the Heats) and there will be tough competition for a place on the teams. It was really nice to see so many well-motivated pupils on the day, who had all worked so hard on their armies, and it was a great reward for them to get the day off to compete. We're looking forward to coming back next year, so watch out Redcar, we're after your trophies! I'd like to say well done to all the players who made the day so enjoyable – well done, and see you next year!

Paul Gayner
Teacher



▲ Events and Community Manager Matt Anderson directs the competitors on the day.

Event Report

Team Orc-wood

My name is Paul Registrar and I am a school librarian who's been running an after-school wargaming club (called Orc-wood) since 2003 and apparently, after two years of warfare against other school clubs, I'm now a veteran of the Games Workshop Schools League too.

The first year we entered a team was a bit of a rush job. I'd been in touch with Games Workshop for some tips on increasing the popularity of my club and five weeks later I was driving a team down to Warhammer World for the Warhammer 40,000 Regional Finals after a crash course in Combat Patrol. I picked my five keenest and most able lads (four to play and another as an emergency substitute) and prepared to engage the enemies. I won't go into the details of which student did what but suffice to say we didn't embarrass ourselves, third out of five teams. It gave us a taste of the action and we were determined to be better prepared for the following year.

If I learnt one thing during our first experience of the Schools League it was that morale and confidence are very important, if you want to be successful. Don't get me wrong, at Orc-wood we don't adopt a 'win at all costs' policy, but if you want your students to enjoy the day then you should make the effort to ensure that they don't become whipping boys for other schools! They should enjoy the day and shouldn't feel that there's pressure to win.

With the intention of making Team Orc-wood more of a force for 2006 we started a new approach to games within the club itself. We introduced the Orc-wood Pyramid, another idea provided by Games Workshop staff. This is a simple league system. Students are separated into levels and can only challenge the people in the level directly above them. The top three levels of this Pyramid represent six students and it's made clear that if you're not in one of these higher

levels then you've very little chance of playing in the Schools League.

We only play Warhammer 40,000. This was a decision taken a couple of years ago after discussions with club members. We only usually play Combat Patrol as well. This way the students are familiar with the limits and rules of this minimised form of Warhammer 40,000 and are then prepared for the Schools League when it comes around. The club has plenty of hobby supplies so members can spruce up and properly base their models, a prerequisite for participation in the League.

This year the Regional Finals were played at the Gaming Centre in Sheffield and we were much better prepared. The Team had had several meetings at school before the Finals in which we'd ironed out all the details of the day – and the importance of sportsmanship and having fun. Everybody (even the substitute) presented their 400 point armies and made sure that every model conformed to Schools League rules – that the bases were suitably covered and that the models consisted of at least three different colours.

At the tournament itself, the lads did themselves proud and I was extremely impressed with both their attitude to their fellow gamers and their performances on the battlefields. Unfortunately, we missed out on qualification to the National Finals by one point. The lads took this narrow defeat very well. They had a fantastic day though and were quick to recognise their progress since the 2005 Schools League. The final consolation came a couple of months later when Redcar Community College were crowned National Champions of Warhammer 40,000. This was the team that had beaten us. Losing by one point to the best team in the country is nothing to be ashamed of! We can't wait for 2007!

Paul Registrar
School Librarian

WANT TO JOIN...

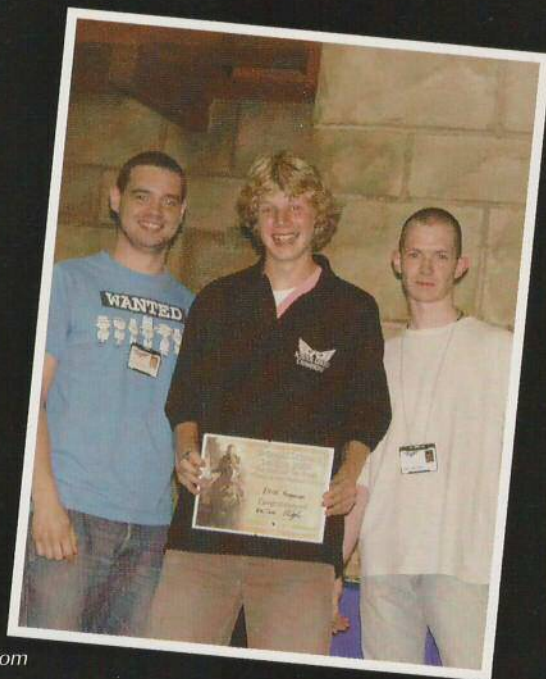
...SCHOOL LEAGUE 2007?

WELL HERE'S HOW...

If you have not already signed up to be part of the school league for 2007 it is not too late to join in! The league is open to any mainland UK secondary school with a club. The school will need to be able to transport its pupils to the regional finals and be prepared to go to Warhammer World in Nottingham if they get through to the national finals.

If your school wishes to join in you will need to get your teacher to contact Bek Hawky on 0115 916 8380 for an information pack

If you need any help with your club you'll be able to get it from your local Hobby Centre. This includes choosing, painting and designing your army and helping you to make scenery for the club. If you want to arrange a visit to your local store please get your teacher to contact Bek Hawky and she will help you set it up. Bek can also help you in contacting local school or library clubs that you can play against.



► Smiles all around as the pupils of Mill Hill school receive their awards from 'Eavy Metal's Darren Latham and Fil Dunn.

Mustering in MIDDLE-EARTH

The Lord of The Rings Grand Tournament 2006 was the biggest it has ever been, and White Dwarf was on hand to look for the best painted armies. One army really stood out above the rest and was duly awarded the Best Painted Army award at the event. We proudly present this army, converted and painted by Matt Hooton.

Grombrindal: What appealed to you about attending The Lord of The Rings Grand Tournament?

Matt: This was the third The Lord of The Rings Grand Tournament I have attended. I enjoy the friendly, relaxed atmosphere on the day. The Lord of The Rings Grand Tournament also have more games than other Grand Tournament, making it fast paced and fun.

How did you go about deciding on which Good and Evil force to take to the event?

I used Dwarves in the last tournament and was impressed with their resilience – especially Khazad Guard. They have the 'Bodyguard' rule, meaning they rarely run away. They also have Defence 7, so taking them out in combat is not easy. This year I added Dwarf archers and a couple more banners to the force.

Orcs, on the other hand, are cheap enough to allow you to outnumber most opponents, plus they have a large selection of troops to choose from. They also have access to big monsters that add some serious hitting power, and make awesome centrepieces for the army.

How have you themed your The Lord of The Rings forces, and are they related?

My Dwarf force is themed on Balin's doomed expedition to reclaim Moria. They are Balin's personal guard, which is the reason for the large amount of Khazad Guard. I wanted them to look like they had access to the best equipment available, so all of their armour is bright gold, with their clothing embellished with geometric designs. I have modelled the bases with small clumps of static grass and some ruined paving to look like the area around the Mirrormere. This is where the remaining Dwarves are ambushed by Goblins and Balin is killed.

The Orc force is from Minas Morgul. I've used a lot of dark tones and brown washes to make them look gloomy and menacing. Some of the bases include ruined sections of buildings to give the impression of them destroying everything in their path as they invade the lands of Gondor. I did think about including Shelob in this force, but I decided she didn't fit with the theme of an invading army, as she wouldn't really leave her lair in the mountain pass of Cirith Ungol.

BALIN'S EXPEDITION



THE ARMY OF MORDOR



What are your favourite models in your force and what was the inspiration for your conversions?

The Witch-king was a fun conversion. I based it on the scene from The Return of The King Extended Edition, where the Witch-king confronts Gandalf the White. The main body of the Fell Beast was cut in a number of places to allow me to alter its

position. The plastic wings were heated up with an electric bar heater (using extreme caution) and carefully bent into the new position. I also changed the Witch-king's mace for a sword, to which I added flames made from Green Stuff.

The Mordor Troll throwing the statue is probably my favourite model. It is a simple conversion, but quite eye-catching. The only complicated part were the fingers on the right hand, which had to be re-sculpted to allow them to grasp the end of the statue. I mounted the Trolls on pieces of rock from The Lord of The Rings terrain set to make them more imposing.

What is your game plan for each force?

The Dwarf force is small, but hard. I use them in tight formations so that the enemy cannot bring superior numbers to bear. I like banners a lot, so I have three in my Good force – since Khazad Guard only have 1 Attack, but have Fight 4, a banner gives them a lot better chance of winning each fight. The difficult part is getting the banners into the right positions, while also keeping them out of harm's way.

The Witch-king is the key part of my Evil force. I use him to transfix enemy heroes so that they cannot take out my Trolls. The Fell Beast is excellent at taking on enemy cavalry. The Trolls are great for spearheading assaults, but it is important to back them up. If the enemy manages to surround a Troll, bad rolls can mean it gets butchered. Warg Riders add speed and flexibility to the army, I use them to attack isolated groups of enemy archers, or to support the Witch-king's





This impressively converted Mordor Troll was a labour of love, the right hand had to be re-sculpted to accommodate it holding the statue.

MONSTERS IN MORDOR

Matt created these magnificent centrepieces for his army.



Taking a cue from the extended version of The Return of The King DVD, Matt converted the Witch-king on Fell Beast to look like he did when he confronts Gandalf and Pippin, in particular the flaming sword which replaces the mace.



How did you get on at the Tournament?

The Lord of The Rings Grand Tournament consists of four scenarios that you play with each of your forces, for a total of eight games.

My Orcs did a good job of defending against a Rohan force in the Breakthrough scenario, with the Witch-king using a heroic combat to take down five Riders of Rohan in one turn. Unfortunately, lack of speed let me down, and a contingent of Riders led by Éorl the Young got past me.

The big beasts in my Evil force had some unfortunate encounters during the weekend. In one game, Boromir dispatched the Witch-king in a single round of combat, meaning his Fell Beast simply flew away. In my final game, one of my Mordor Trolls ripped through a group of Knights of Minas Tirith, only to be taken out in a fight with Damrod.

The most tactically challenging scenario is 'Cornered'. The Evil side only have half their force available, and the objective is to get the most expensive model off the table. The Dwarves' lack of speed lets them down here, as they can't keep up with the Evil force as they move away. I could have done with cavalry to stop the enemy escaping.

In the other scenarios, someone must have blessed the axes of my Dwarves as they seemed to be getting a lot of 6s in their games. It takes a lot to kill them, so they generally stand fast and slowly wade through the more numerous opposition. In the Take and Hold scenario, the game can end after one side is taken below half strength. Unfortunately, my Khazad Guard chopped through so many Easterling Kataphrakts in combat that the game ended before I even got near to the objective.

Overall I finished 103rd out of 120, so not a great result, but the games were all fun and that is what is most important to me in any tournament.

Are you attending next year's The Lord of The Rings Grand Tournament, and if so what have you got in the pipeline?

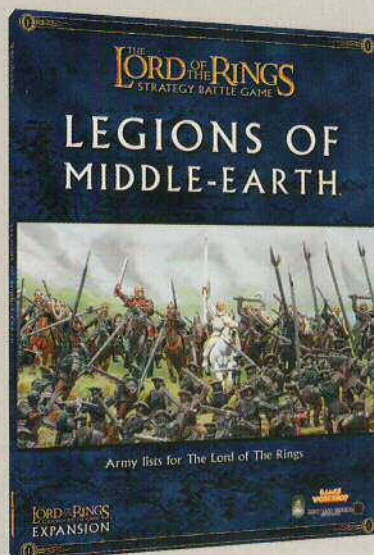
Next year I will be using a force of armoured Lórien Elves. The models are beautifully sculpted and really capture the elegant and timeless look of these warriors. I haven't yet decided on an Evil force, but an Easterling/Khand alliance is tempting as it is so different from the Orcs and Uruk-hai that I have done so far. I'm also quite fond of the idea of smashing into enemy cavalry with Khandish Charioteers!

GUARDIANS OF GONDOR *By Chris Pert Birks*



This Gondor army, painted by Chris Pert Birks, was one the finalists for best painted army. We liked it so much we couldn't help showing it off in White Dwarf!





The new face for the GRAND TOURNAMENT

There's some interesting improvements being made to the Lord of The Rings Grand Tournament. White Dwarf caught up with Andy Joyce from the UK Events team to find out more about these fascinating developments!

Andy: It's exciting times for The Lord of The Rings Grand Tournament scene with a flourishing, growing band of passionate, and committed hobbyists supporting it. Over the last few years we have seen a dramatic increase in the number of attendees at the event, and we are rapidly reaching sell out numbers!

We wanted to make sure the event reflected the growing The Lord of The Rings hobby, which means that this year we will be introducing a couple of changes to keep it a fresh and interesting challenge. So, what have we changed? Firstly, Legions of Middle-earth must be used to construct and structure armies. Secondly, you now need two 700 point armies - one for Good and one for Evil. Everything else has stayed the same.

“The decision to introduce Legions of Middle-earth was a natural one, as it was the next big step for The Lord of The Rings Strategy Battle Game”

A Grand Tournament is meant to provide a challenge to the competitors. With the release of Legions of Middle-earth, it seemed to be the most natural and exciting step forward for the Lord of The Rings Grand Tournament to include it in the event - it's like Legions was written with tournaments in mind!

The increase in points from 600 to 700 points was made for several reasons. It allows gamers access to more models from their collections. A lot of people who play don't just collect one army. We wanted to give them a chance to use other models in a tournament setting, rather than have them sat in a figure case at home.

The increase in army size also allows you to use the more points expensive

models. The flip side of this is that there is even potential to use smaller forces made up of powerful characters e.g. The Fellowship, Ringwraiths, and the White Council. This changes the game dynamic considerably.

The change in the points values bring with it another issue; time. We decided not to drop any games to accommodate the larger forces, so players now have the added challenge of balancing the number of miniatures in their force against the time constraints of the scenarios.

The decision to keep the Good and Evil forces, as opposed to having one large army was fairly straightforward. Playing with one large army is fun, but in the tightly controlled time limits of a Grand Tournament, this would present problems. Having both forces allows you to experience a scenario from both sides, giving a more rounded gaming experience. Also, as The Lord of The Rings is a struggle between Good and Evil, it makes sense to keep both armies.

Obtaining player input when designing the event was vital to the success of the project; this involved using the forum, emailing last year's players, asking club players and consulting with Games Development in the Studio.

Throughout this process we have used the feedback and thoughts of the hobbyists who would be taking part in the event. I would like to take this opportunity to thank everyone who contributed, without you it would've been a very different event. With these tweaks to the tournament, we think that this year's Grand Tournament will be the best ever - see you there!

Download the event pack for FREE from the tournaments homepage at:
www.games-workshop.co.uk/tournaments



THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

GRAND TOURNAMENT

27th–28th January 2007
Warhammer World, Nottingham

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.

FRONTLINE UK

NEW!

Independent Stockists

Mini-men

The strand
Longton
Stoke on trent
Staffs
ST3 2JF
Tel: 01782 315 810

Taylors

21-25 Moor Street
Ormskirk
Lancashire
L39 2AA
Tel: 01695 573516

The Gluey Goblin

12 Hill Street
Wisbech
Peterborough
PE13 1BA
Tel: 07910 402 328

Whites

21 Stone Street
Cranbrook
Kent
TN17 3HE
Tel: 01580 713298



For most of Games Workshop's 30 year history, the one place you could count on getting our awesome miniatures was Newark, Nottinghamshire. Access Models have been selling GW models for an amazing 25 years in the birthplace of Citadel Miniatures.

This remarkable milestone was celebrated recently when the General Manager of Games WorkshopUK, John Laughlin, presented the store owner, Steve Clarke, with a cut-glass keepsake in recognition of his sterling service in spreading the hobby over this period. On behalf of all of us at Games Workshop we'd like to wish Steve and his staff all the best for the next 25 years!

Access Models can also be found in Grantham, Lincolnshire.

WARHAMMER® GRAND TOURNAMENT

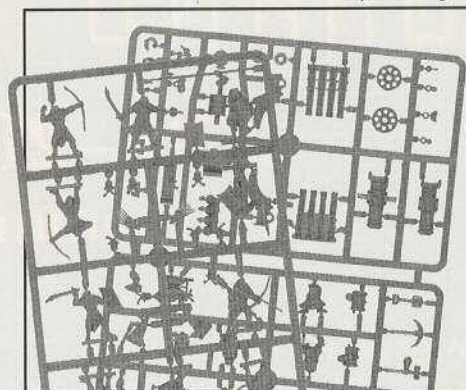
The very first Irish GT

Following on from the success of the Irish Warhammer 40,000 Grand Tournament, next March sees the first Games Workshop run Warhammer Grand Tournament in Ireland.

The event will be run in Dublin on the weekend of 10th and 11th of March 2007 at the Clarion Hotel, Liffey Valley. It will involve six games over the two days using the UK Grand Tournament rules set. Tickets are £60 and will be available from the Irish Games Workshop stores (see page 114) and Northern Europe Mail Order (ring +44(0)115 918 4040).

I look forward to seeing you there!

Martin Morrin
Irish Hobby Manager



DO YOUR BIT WITH SPARE BITS!

Don't forget, all events held in Warhammer World will have recycle bins available for any leftover plastic sprues you have from your Citadel Miniatures kits. Please make sure that the plastic is unpainted and free of glue, and your unused leftovers could be gracing a battlefield in the future!



Prince Yriel of Iyanden, one of the models you could see at the Citadel Miniatures Hall!



ENIGMATIC 'EAVY METAL ELДАР GRACE MINIATURES HALL!

The very models that grace this issue of White Dwarf will be on display in the Citadel Miniatures Hall at Warhammer World throughout November! Make sure you don't miss the chance to see the world famous 'Eavy Metal team's Eldar up close for the first time!

NEW!

BIRDS OF PREY

The Hawk Lords are one of the lesser-known Space Marine Chapters that appear – albeit briefly – in Codex: Space Marines on p73. Hobbyist, Matthew Toone (who readers might remember for his Tallarn Desert Raiders, featured in WD316) was inspired by the image of them and below is the first few models in an ever-growing army of Hawk Lords.

"I chose purple because my wife likes purple," Matthew confesses about his choice. "I also have a Blood Bowl team, the Bogenhafen Shadows, decked out in purple, too." Not only that, but in Matthew's Empire army, there's a contingent of Bogenhafen troops with yet more purple. Detecting a theme, anyone?



Sergeant Alecoris



Brother Corus



Brother Ardea



Brother Parnus



Chaplain Corvus



Brother Turgus



Brother Stern



Brother Franculinus



Brother Gavin



Brother Crex



Brother Fidenila

Seven new clubs join the GCN

Da Wot Notts (Nottingham)

Contact: Scott Miskin
Phone: 07815 449875
Email: Scott.Miskin@btoopenworld.com

Cellar Dwellers (Huddersfield)

Contact: Richard Ambler
Website: 07984 113974
Email: UBERSQUACK@yahoo.co.uk

Crypt Keepers (Beccles)

Contact: Christine Worster
Phone: 07913 606549 (after 6PM)

Liverpool Gaming Guild

Contact: Leon Lynch
Phone: 07929 638060
Email: Club.leon@hotmail.co.uk

S T A G S (Telford)

Contact: Carl Evans
Phone: 01952 597927
Email: Phoenix22@blueyonder.co.uk

Tempus Fugitives (Thurrock Lakeside Shopping Mall)

Contact: Stuart Mackness
Phone: 07787 155668
Website: www.tempusfugitives.co.uk

Warzone: Southend

Contact: Michael Ryan
Phone: 01269 694805
Email: Swampy88@blueyonder.co.uk



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 OctoberWD325 (Jan)
- 1st NovemberWD326 (Feb)
- 1st DecemberWD327 (Mar)

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

Events diary abbreviation guide

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



**WARHAMMER
GRAND TOURNAMENT**

HEAT 2

• 4th-5th November 2006

HEAT 3

• 18th-19th November 2006

www.games-workshop.co.uk/events

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

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 Games-N-Us 2006

Date: Sun. 26th November 2006
Venue: Broerenkerk, Achter de Broeren 1, 8011 VA, Zwolle
Details: In the Broerenkerk in Zwolle, Games-N-Us run their annual Fanatic. Offering a host of activities for new hobbyists, intro gaming, painting and fun games, and a tournament for Warhammer, Warhammer 40,000 and The Lord of The Rings this is an exciting and fun event to be part of!
Contact: +31 384 216 385
Website: www.games-n-us.com

JANUARY

GAMES WORKSHOP presents:

DOUBLES WARHAMMER 40,000 TOURNAMENT

Date: 13th and 14th January, 2007
Venue: Warhammer World, Nottingham
Age Limit: 12+
Details: Compete in a fun tournament with a friend as an ally. You will need a fully painted 500 pts force for Warhammer 40,000. Play at least six games over the weekend, using a variety of fast play scenarios. Points are awarded for gaming and there is a special award for Best Painted Alliance.

Tickets cost £70 per two player alliance, and include lunch on both days and an evening meal on the Saturday night for both players.

Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/events

Fanatic Maastricht 2007

Date: Sat. 13th and Sun. 14th Jan. 2007
Venue: Festi Village, Boschstraat 30a, Maastricht, Netherlands
Details: Fanatic Maastricht is back for two days of Games Workshop fun. On Saturday the (in)famous Bearded Battle makes an eager return and on Sunday a Doubles Tournament for Warhammer and Warhammer 40,000 is available.
Contact: Vlieg-er-uit, info@vliegeruit.com
Website: www.vliegeruit.com

GAMES WORKSHOP presents:

GRAND TOURNAMENT THE LORD OF THE RINGS

Date: 27th and 28th January, 2007
Venue: Warhammer World, Nottingham

Age Limit: 12+

Details: To compete in this tournament you require a fully painted 700 points Good force and a fully painted 700 points Evil force for The Lord of The Rings Strategy Battle Game. Play eight games over the weekend, using a variety of scenarios. Points are awarded for gaming and there is a special award for the Best Painted Forces. Tickets cost £50 per player, and include lunch on both days and an evening meal on the Saturday night.

Contact: Hobby Specialists – 0115 9140000

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

GAMES WORKSHOP presents:

Yorkshire Open Tournament Heat - Warhammer 40K

Date: Sunday 28th January
Venue: Games Workshop Wakefield
Details: The Yorkshire Open tournaments are now in their 7th year. Competition is fierce but if you think you have what it takes to be the best contact us now as tickets will go fast. You will need a 2,000 points Warhammer army to take part in this tournament. Tickets cost £10
Contact: GW Wakefield on 01924 369431 for more details.

FEBRUARY

GAMES WORKSHOP presents:

GRAND TOURNAMENT: Final WARHAMMER

Date: 3rd and 4th February, 2007
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: Qualifiers from the heats compete for their 2007 ranking in the Grand Final. They need a fully painted 2,000 points Warhammer army and will play six games over the weekend, with the winner being recognised as Warhammer Grand Tournament Champion 2006.

Points are awarded for sportsmanship, gaming and painting. This event is open to qualifiers from the heats only, any players who have not qualified through the heats will not be allowed to play. Feel free to come and watch the qualifiers in action.

Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/events

WPS presents:

WPS Warhammer Ancient Battles Grand Tournament

Date: 17th-18th February 2007
Venue: Warhammer World Lenton
Details: Entry Form will be available from the WPS website.
Contact: Conrad.Gonsalves@ge.com
Website: <http://www.player-society.com>



**WARHAMMER
40,000**

GRAND TOURNAMENT

HEAT 2

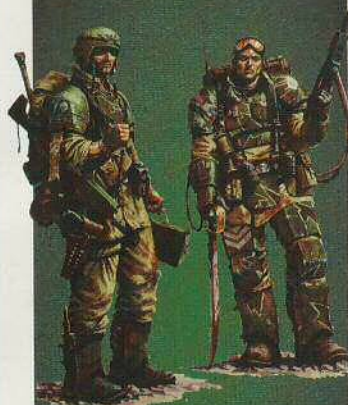
• 11th-12th November 2006

HEAT 3

• 25th-26th November 2006

www.games-workshop.co.uk/events

Coming January 2007...



**WARHAMMER
40,000**

DOUBLES TOURNAMENT

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 119 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

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



• FREE PAINTING & MODELLING ADVICE

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!

• FREE GAMING & TACTICS ADVICE

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

• FREE BEGINNERS PROGRAMME

Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on Sundays, but there is also one night during the week when you can indulge in more gaming too. All you need to do is come along!

• GAMING ROOMS

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



Locating stores & independent stockists >>

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

You can find a full list of our UK retail outlets on our website:

www.games-workshop.co.uk/storefinder

If you're unsure where your nearest stockist is located, then call GW Direct on:

0115 91 40000

Store directory

AVON

GW BRISTOL (CENTRAL):
13 Broadweir, Tel: 0117 925 1531
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, Tel: 0117 959 2520
BRISTOL, Area 51:
Tel: 0117 9244635

YATE, Hogsaurus Toymaster:
Tel: 01454 326566

BEDFORDSHIRE

GW BEDFORD:
10 Croftways, Tel: 0123 427 3663
LUTON, Final Fantasy:
45 New Bedford Road, Tel: 01582 729001
LUTON, Ottakars:
Tel: 01582 486999

BERKSHIRE

GW MAIDENHEAD:
Unit 2, 17 Market Street, Tel: 01628 663 1747
GW READING:
29 Oxford Road, Tel: 0118 959 8693
NEVILSBURY, Miniature Merchants:
45 Saddlers Court, Tel: 01635 528176
BRACKNELL, Ottakars:
Tel: 01344 468124
BRACKNELL, Toy Planet:
Tel: 01344 426682
SANDHURST, Toyworld:
Tel: 01252 873350
WINDSOR, Ottakars' Bookshops Windsor:
Tel: 01753 856456
WINDSOR, WJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit L16, Bullring Link, Tel: 0121 633 7193
GW DUDLEY:
Unit 36, Merry Hill Centre, Tel: 0138 448 1818
GW SOLIHULL:
690 Warwick Road, Tel: 0121 705 7997
GW SUTTON COLDFIELD:
45-47 Birmingham Road, Tel: 0121 354 3174
GW WOLVERHAMPTON:
9 King Street, Tel: 0190 231 0466
GW WALSLEY:
Unit 27, Old Square Shopping Centre,
Tel: 01222 727 5207
BIRMINGHAM, Console Games:
1159 Bristol Road South, Northfield, B31 2SL
Tel: 0121 477 0022
CREAT BARR, Gaming Crypt:
Tel: 0121 360 5080
RUBERY, Roy's Hobbies & Toys:
Tel: 0121 453 3280
SUTTON COLDFIELD, Digital Dragons:
Tel: 07941 637793

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 29, The Octagon Centre, Tel: 0149 453 1494
GW MILTON KEYNES:
Unit 2, West End Extension, 502 Silbury
Boulevard, Shopping Centre, Tel: 0190 869 0477
AYLESBURY, Bear Necessities:
8 The Cloisters, Great Western Street, HP20 2PU
Tel: 01296 421098
BUCKINGHAM, Abacus Toys:
Tel: 01280 621815
GERARDS CROSS, Howard Marshall:
Tel: 01753 882952
PRINCES RISBOROUGH, Treats:
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GENT, Lood & Spelen
Burgstraat 43, 9000, Tel: 0032 (0)9 224 47 34

GENT, Red Dragon Games Gent
Overpoortstraat 116, 9000

HALLE, Mishra's Playground
Nieuwsteenvoer 104, 1500,
Tel: 0032 (0)2 361 38 53

HALL, Top 1 Toys Halle
Basiliekstraat 66, 1500, Tel: 0032 (0)2 336 04 03

HASSET, Oberon
Kennisplein Steenvoer 27, 3500,
Tel: 0032 (0)1 331 358

IELLES, Interferys Ielles
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CRAWFORD, Coughlan Educational Supplies:
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31 Parnell St, Co Tipperary, Tel: 052 23973

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DUBLIN, Banks Toymaster:
48 Mary St, Tel: 01 872 7100

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Dun Laoghaire Shopping Centre, Co Dublin,
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77 High St, Co Kilkenny, Tel: 056 51038

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Lower Bridge St, Kerry, Tel: 066 976 1919

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LIMERICK, O'Callaghans:
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LIMERICK, The Gathering:
45 Lower Gerald Griffin St, Co Limerick,
Tel: 061 315 133

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Church St, Co Galway, Tel: 091 841 403

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2 Main St, Co Cork, Tel: 026 42491

LOUGHREA, Murphy's World of Wonder:
115 Main St, Co Cork, Tel: 022 21197

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29 Pearse St, Co Tipperary, Tel: 067 31391

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TIPPERARY, Whelan's:
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SOFIA, Maria
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CAKOVEC, Hama center
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OSIJEK, Land of Magic
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Tel: 00385 21482249

SLAVONSKI BROD, Lesic
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10000, Frankopanska 22, Tel: 00385 14870077

ZAGREB, Land of Magic
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ROSkilde, Fantastic Roskilde
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SLAGELSE, Fantastic SLAGELSE
Skovvejsgade 6A, 4200, Tel: 5854 4080

ESBJERG, Bunkeren
Højvangsgade 4, 6700, Tel: 7518 1199

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Hoslovnvej 2, 4400, Tel: 4825 2616

KØBENHAVN NV, Arena København
Renslemestvej 80, 2400, Tel: 3833 5700

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AALBORG, Bog & ide
Nytorv 5, 9000, Tel: 9011 16 11

AALBORG SV, BO Bøger Aalborg
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AARS, Ting og sager
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AABENRÅ, Legeskaben Aabenrå
Storgade 17, 6200, Tel: 7462 2405

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AARHUS C, Hobby House
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HERNING, BO Bøger Herning
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Lerervæj 2791, 2800, Tel: 4587 0509

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ODER, Legeskuden Oder
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ODENSE C, BO Bøger Odense C
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RINGKØBING, Buddy Legetøj
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RINGSTED, Buddy Legetøj
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ESCHDE, Pipelines
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UTRECHT, Whoops
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WORMERVEER, Mini-Wonders
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BLARICOM, RC-Fun
De Molenvaag, 1261 DD, Tel: 035 5230490

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BREDA, De Dobbeltsten
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Boulevard 31, 2611 AS, Tel: 015 2130961

DELFT, Top 1 Toys Speldorado
Hippolytusstraat 21-25, Tel: 015 213 4516

DEN BOSCH, Gameforce Den Bosch
Vughtstraat 18, 5211 CK, Tel: 73 750883

DEN HAAG, Elf Fantasy Shop
Nieuwende 33, 2514 CH, Tel: 070 3561357

DEN HAAG, Inter Toys Thesauristart
Thesauristart 200-284, Tel: 070 347 3120

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BurgemeesterCornelis 18, 6226 GV, Tel: 043 363 6778

NEUNEN, Schellens Speelgoed
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OGSTGEEST, De Tombe Toys for Boys... and Men
De Kempenaarsstraat 77, 2341 GS, Tel: 071 517 2977

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ROOSENDAAL, Judo
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SCHUNDEL, Top 1 Toys Omik
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SOEST, Top 1 Toys Soes
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SPIJKENISSE, Lord of Magic
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TIEL, Goblincave
Zonnehoofdstraat 12, Tel: 0344 654 689

UIDEN, Goblins
Brinklaan 16a, 5401 CS, Tel: 078 327 0662

UTRECHT, Elf Fantasy Shop
Oude gracht 207, 3511 NH, Tel: 030 281 7157

UTRECHT, Subcultures
Oude gracht 194/WERF, Tel: 030 2311122

UTRECHT, Never Land (Wieder & Kugant)
Oude Gracht 202, 3511 NR, Tel: 030 233 2293

VELSERBROEK, Mol Plastic Modelbouw
Kraaiendreef 64, Tel: 023 5375392

WASSENAR, Top 1 Toys Koopeenhoven
Langstraat 79, 2242 KC, Tel: 070 511 0211

WINTERSWIJK, Top 1 Toys Winterswijk
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WARSAWA, Warsaw Model Centre
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WARSAWA, Skavenland Centrum Gier
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- 05-079, Runka 46C (Pasaz), Tel: 0048 713 417 472

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- 05-052, Szwajska 6/2, Tel: 0048 717 851 957

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Jahn Kollas st. Exhibition center OLYMP, Tel: 008029 658212

MINSK, Valahanovent
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BELGRADE, White Dragon
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NOVI SAD, Vahala
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Shop 123, Tiger Valley Shopping Centre, Tel: 0027 21 914 8608

CAPE TOWN, Wizards
Shop G19, Stadium on the Main Road, Tel: 0027 214830360

DORINGKLOOF, Battle Planet
No. AVBHI Centre, 177 Cecilie Street, Tel: 0027 8245 93933

DURBAN, The Hobby Specialists
Shop 1174, Gateway Shopping Centre, no.1 Palm Resecond, Umlango Ridge, New Town Centre, Umlango, Tel: 0027 301 564 9706

DURBAN, Wizards Warehouse
Shop L18, Windermere Centre, 1631/77 Windermere Road, Morningridge, 4001, Tel: 0027 31 82 8271

GAUTENG, Wizards Warehouse
Shop G4, Colony Shopping Centre, 3345 Jan Smuts Avenue, Craighall Park, 2196, Tel: 0027 889 9253

JOHANNESBURG, Esowar Retail
Shop 20a Northcliff Corner Shopping Centre, Tel: 0027 11 8883619

JOHANNESBURG, Wizards Warehouse
Lower level, Eden Vale, Tel: 0027 21 683 0360

LYMEYER, Dragons Den
203 Peter Avenue, Tel: 0027 082 824 4214

PRETORIA, The Smelly Troll
297 Lynnwood Road, Tel: 0027 0833 079107

RANDBURG, Oherland
Shop G10 B, Brightwater. Republic Rd, Tel: 0027 17944571

RUSTBERG, Quantum Books & Games
Boschdstrand 309/10, Helembosch Drive, 0300, Tel: 0027 83 292 9173

SOUTH AFRICA, Battle Planet
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WARSAWA, Fantasia
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ESKISTUNA, Leks Leaksaker
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KARLSTAD, Spel och Fantasi
Kungsgatan 6, 63224, Tel: 045 15 10 70

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Ostra Vallgatan 2, 291 31, Tel: 044101091

MALMO, Utopia, hobbist
Ringsgatan 8, 211 42, Tel: 040 122750

NORRKPÖPING, Hobbysbörnen
Drottningstg 18, 602 24, Tel: 011161210

NORRKPÖPING, Lekhuset
Järngatan 21, 602 23, Tel: 011287070

NORRKPÖPING, Fantasybuffen
Baltstorgsgatan 8, 701 32, Tel: 0176 37400

STOCKHOLM, Science Fiction Bokhandeln
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SUNDSVALL, Orismpel och böcker
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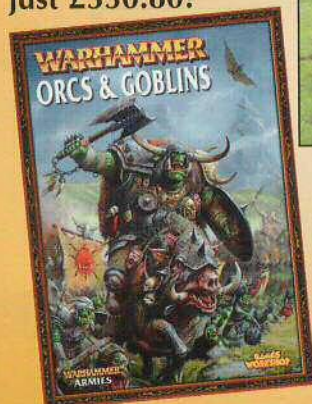
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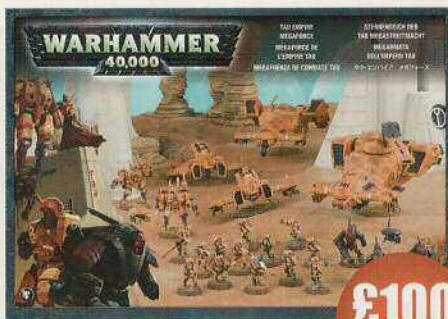
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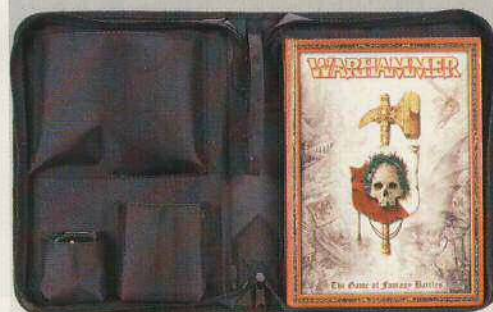
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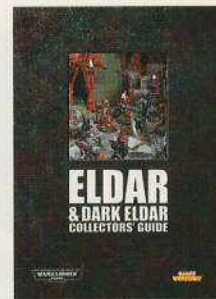
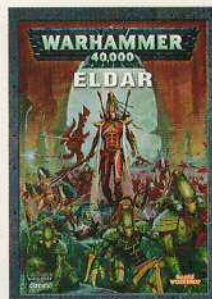
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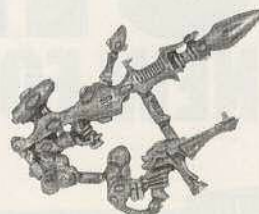


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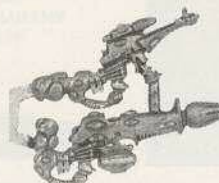
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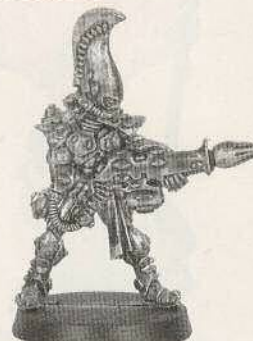


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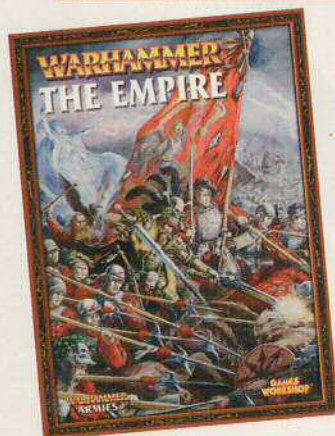
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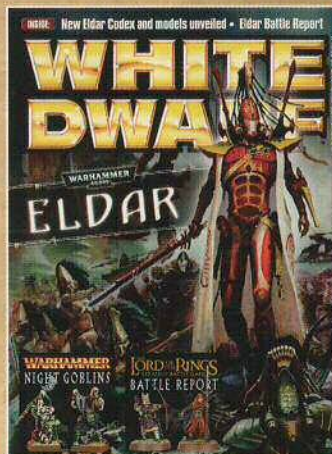
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