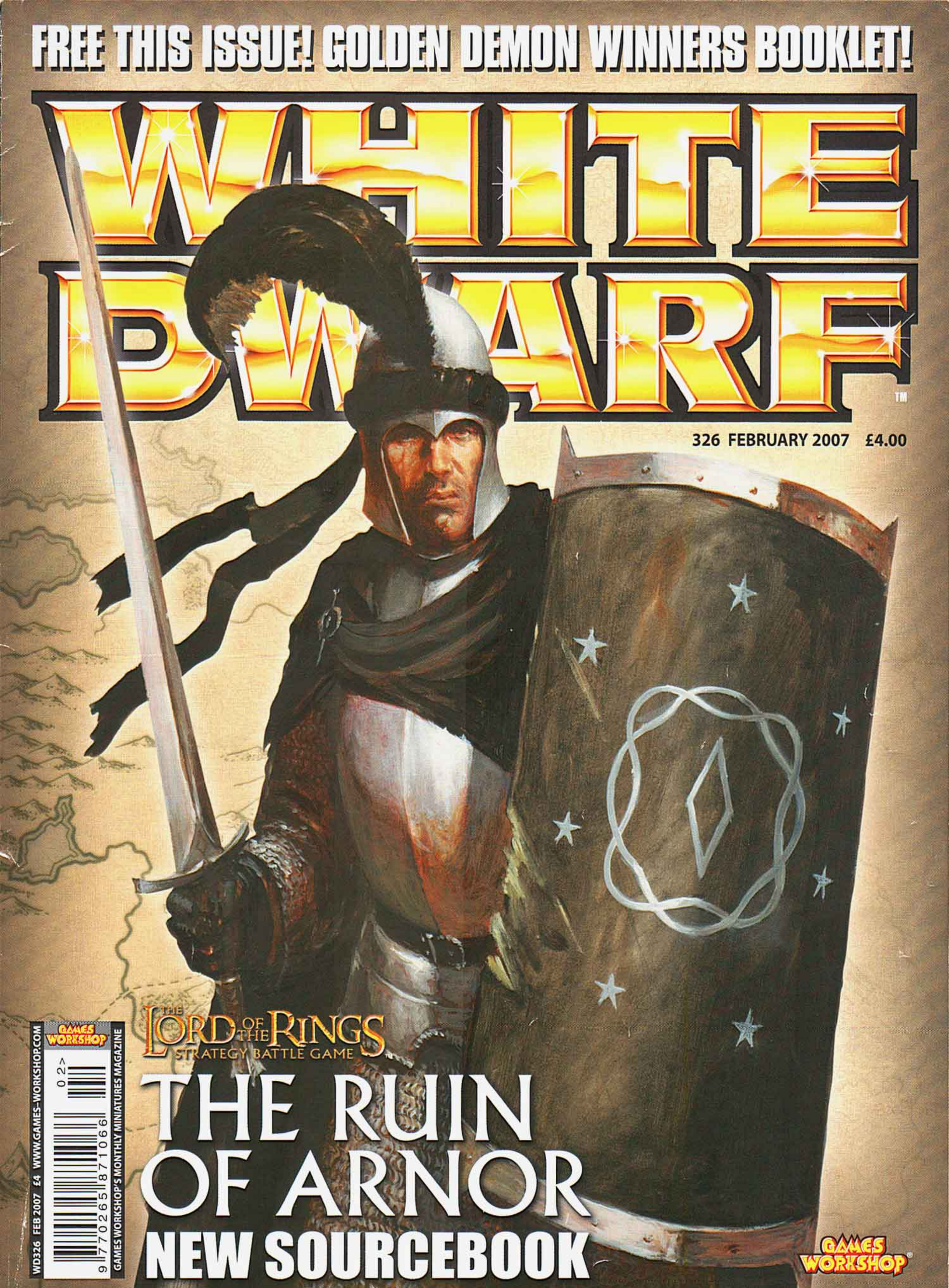
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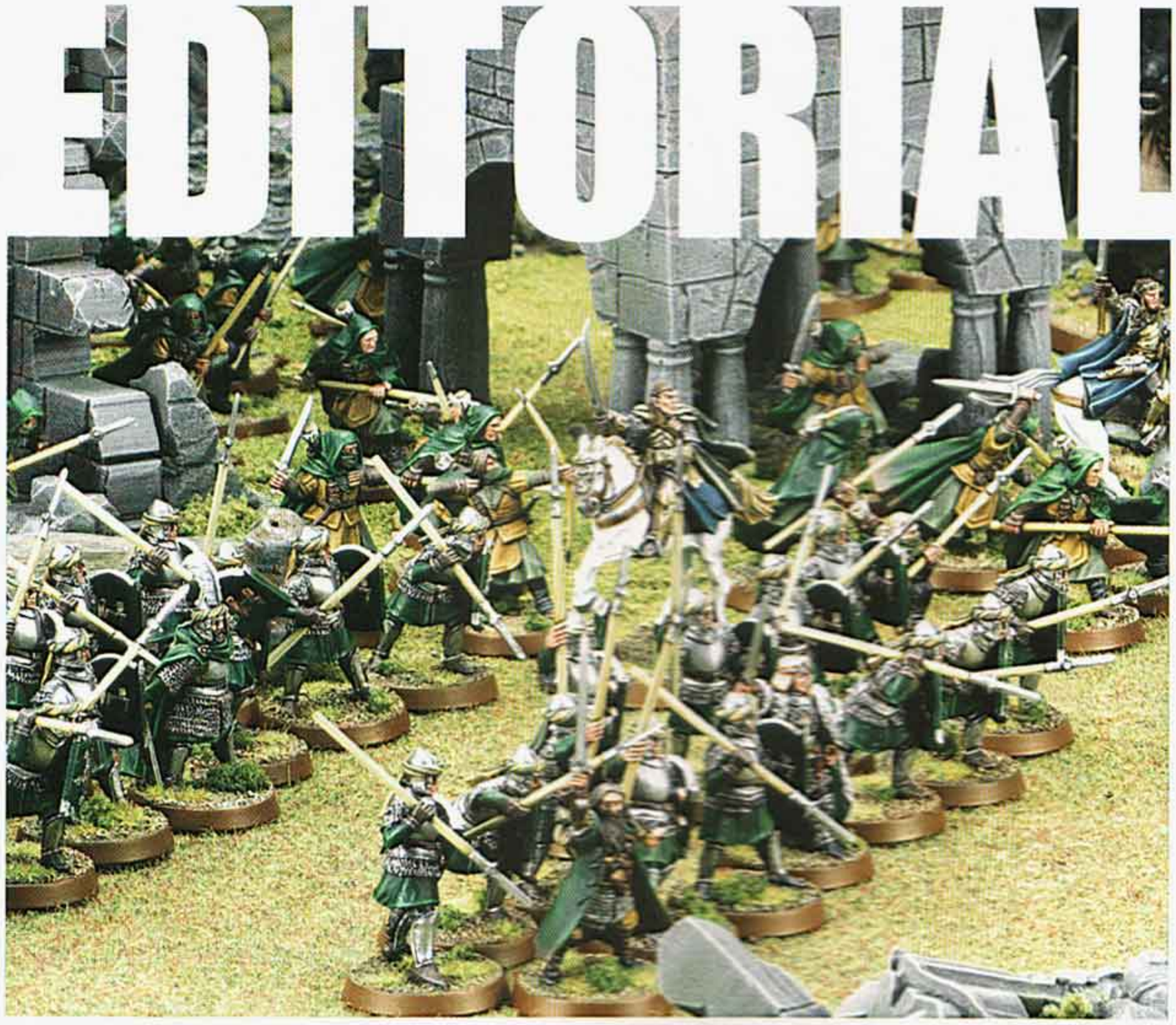
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EDITORIAL





In the wilds of northern Middle-earth, an ancient evil stirs amidst the ruins of an overthrown kingdom...

There is a sadness in JRR Tolkien's Middle-earth, a wistful yearning for times now gone. As The Lord of the Rings opens, the great kingdoms of the Elves are dust, and those of Men seem to teeter on the brink of destruction. Arnor stands in ruined testimony to the possible fate of Gondor. Born of the same race of long-lived Men, this once proud realm is nothing but a shattered memory. But though it has long since passed, there are yet those who defend the few remaining Men and Hobbits of the area. The Rangers of The North, who are released this month as plastic Citadel miniatures, are indefatigable champions of good, protecting the unknowing villagers against the likes of Buhrdûr the Troll and Gûlavhar the demon.

Also released is a fantastic range of miniatures representing the Men of Arnor who fought so valiantly, if futilely, against the evil assailing their realm, allowing you to recreate the titanic struggles that scarred those bygone days, and relive such conflicts as the Battle of Fornost. Details of all these struggles and more can be found in the book The Ruin of Arnor, the latest sourcebook for The Lord of the Rings. A sad tale is told therein, but it is also a tale of great bravery and heroism – the kind of tale we Dwarfs love.

Grombrindal, The White Dwarf

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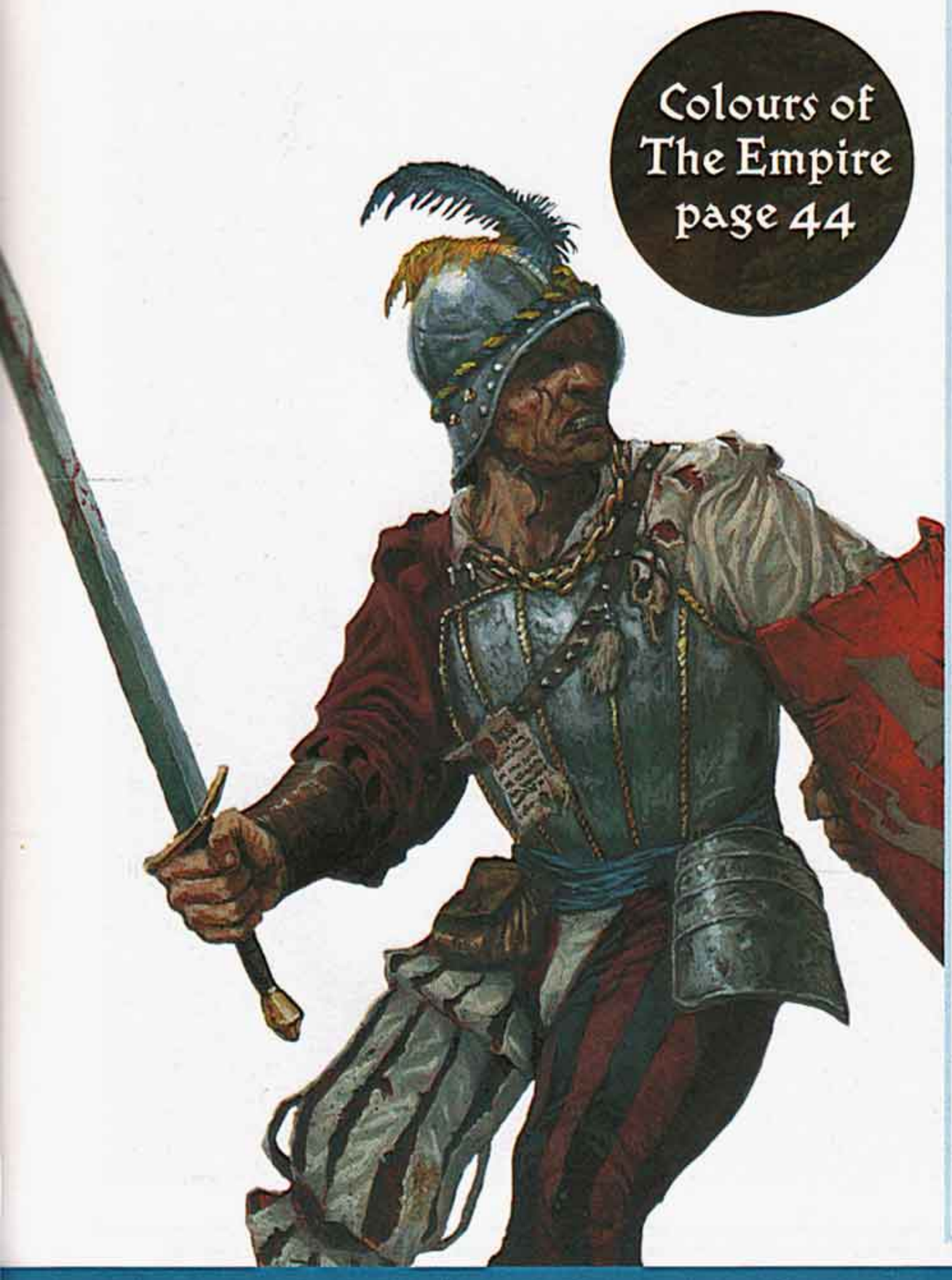
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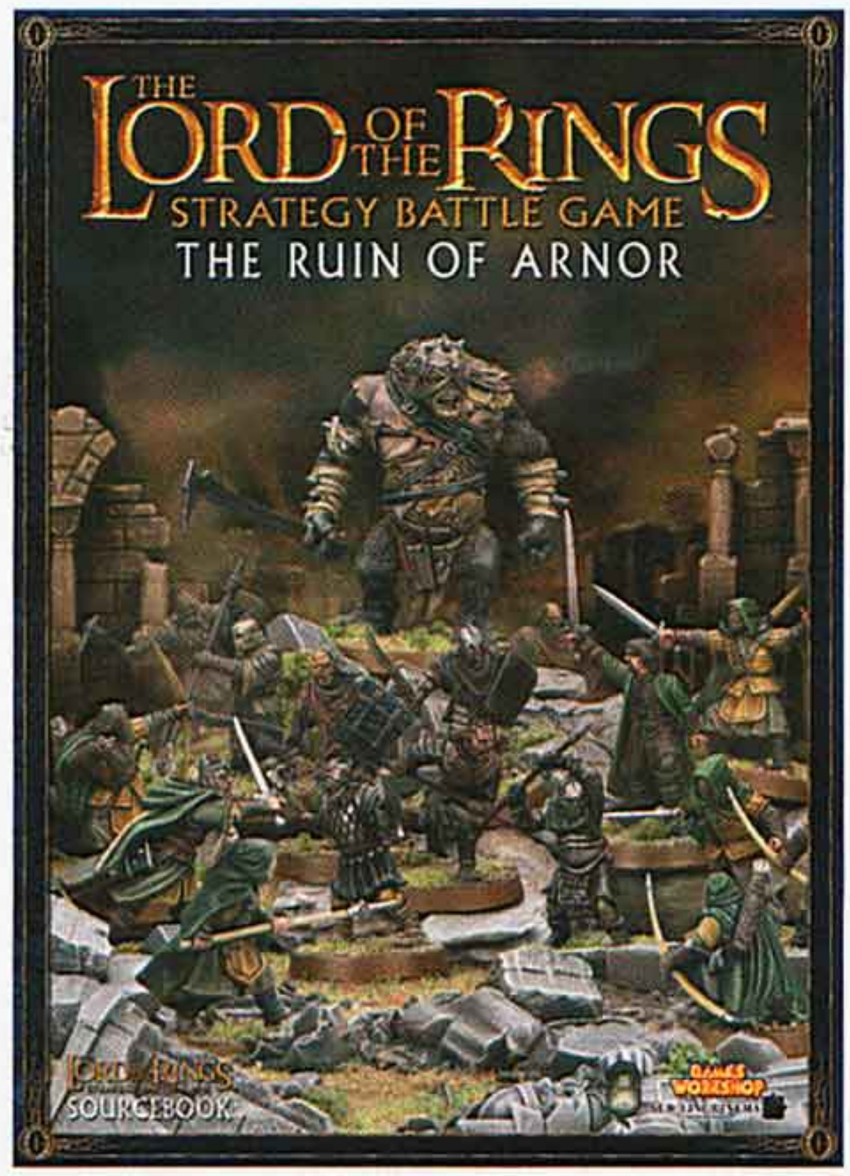
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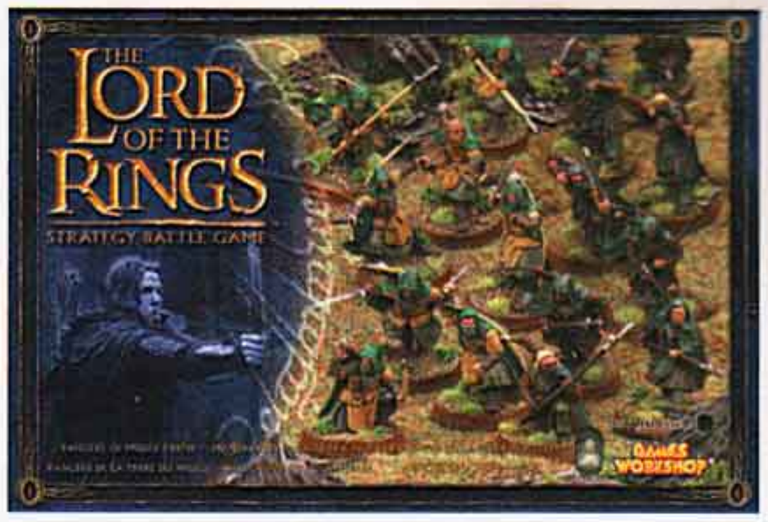




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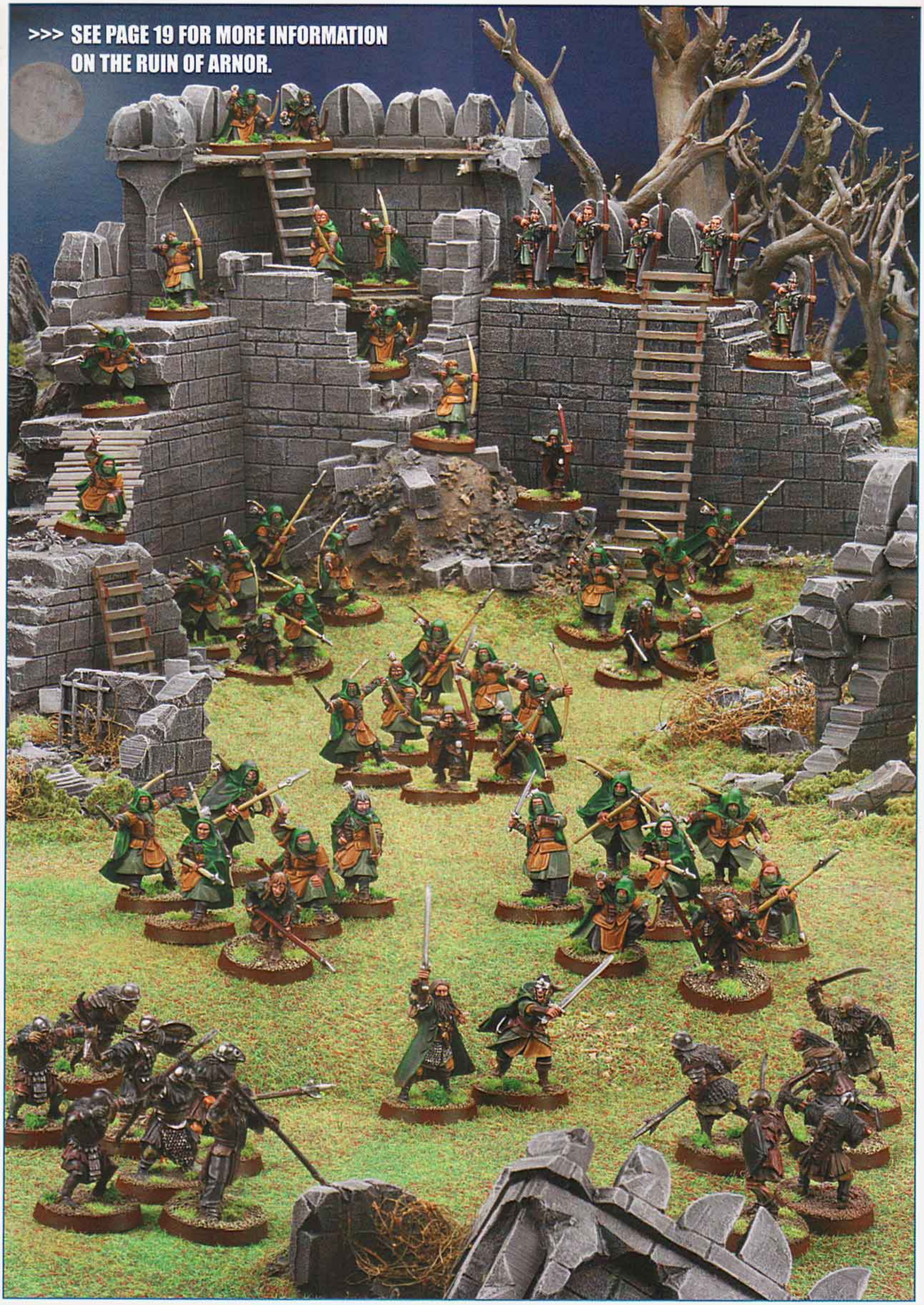
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>>> SEE PAGE 19 FOR MORE INFORMATION ON THE RUIN OF ARNOR.



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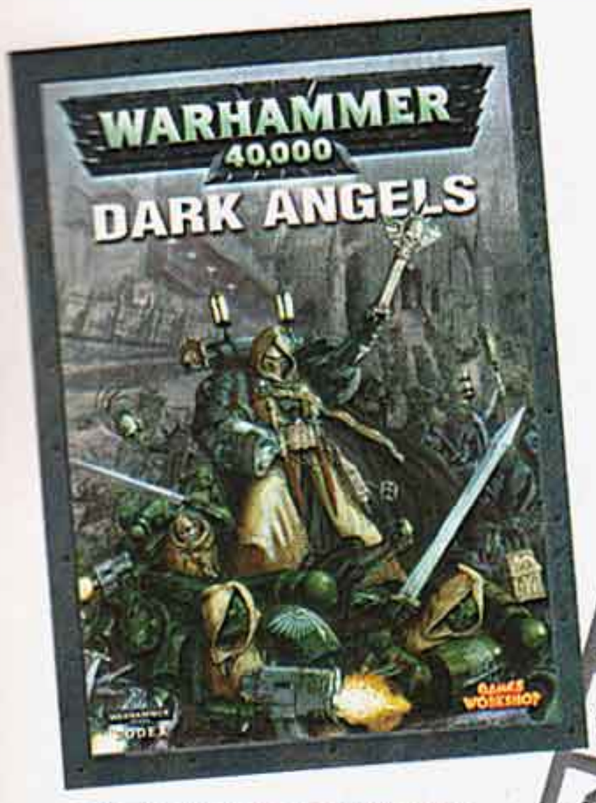
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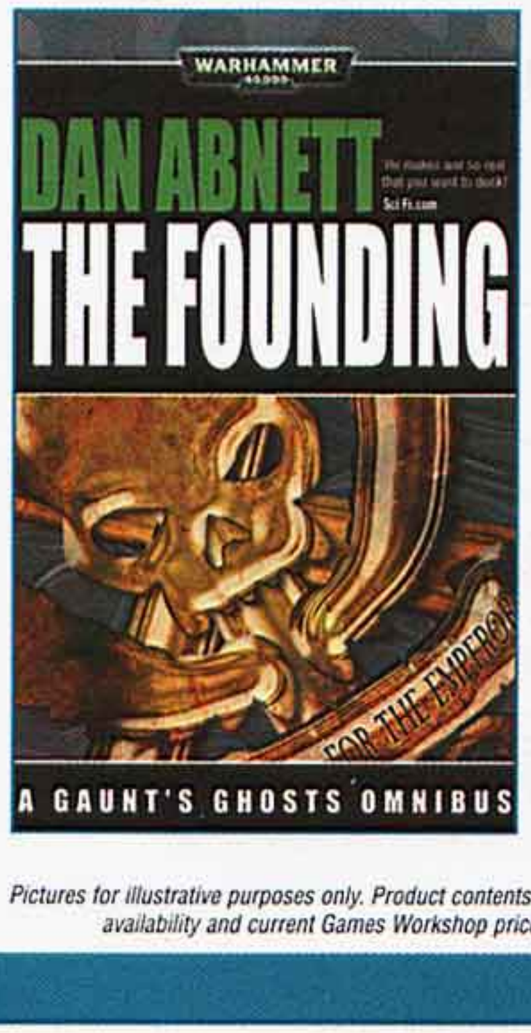
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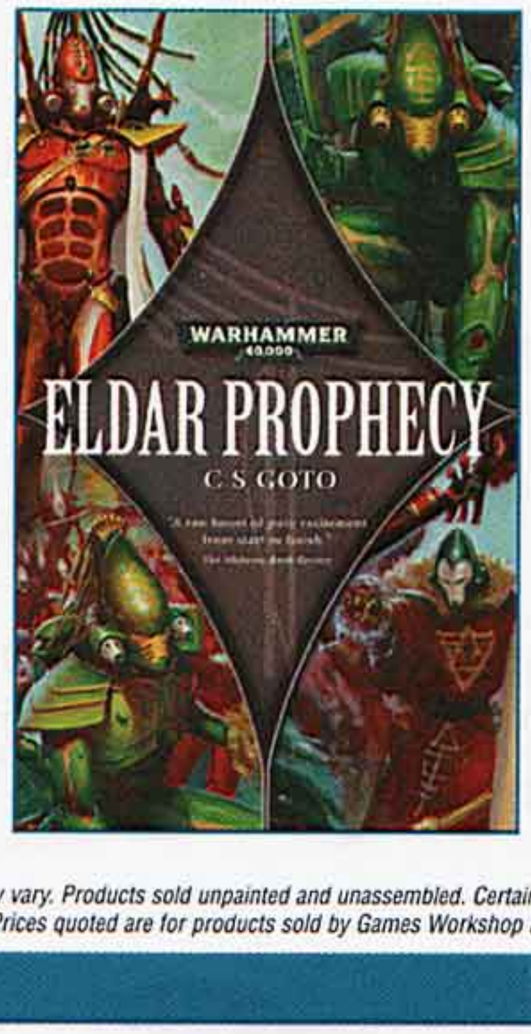
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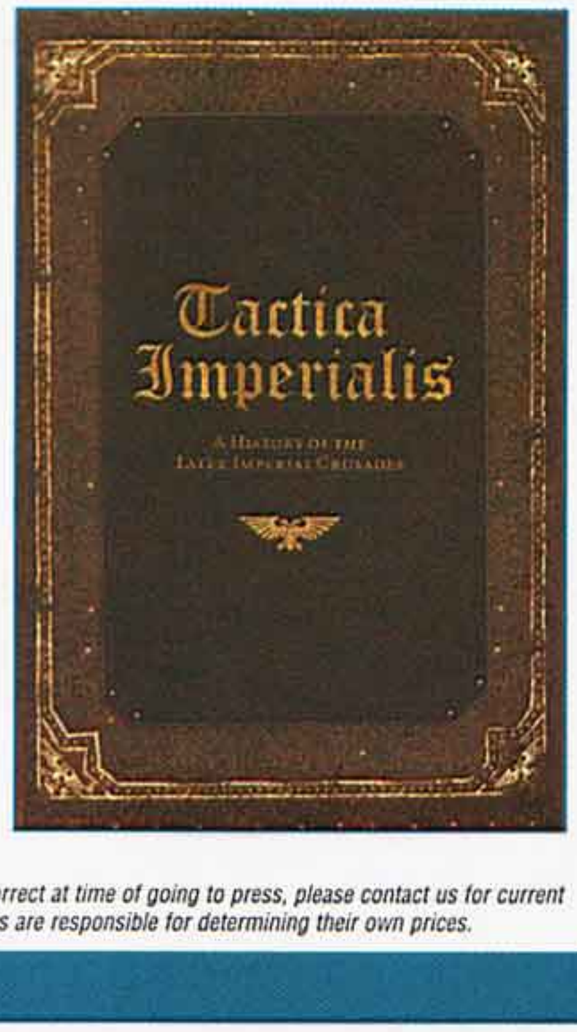
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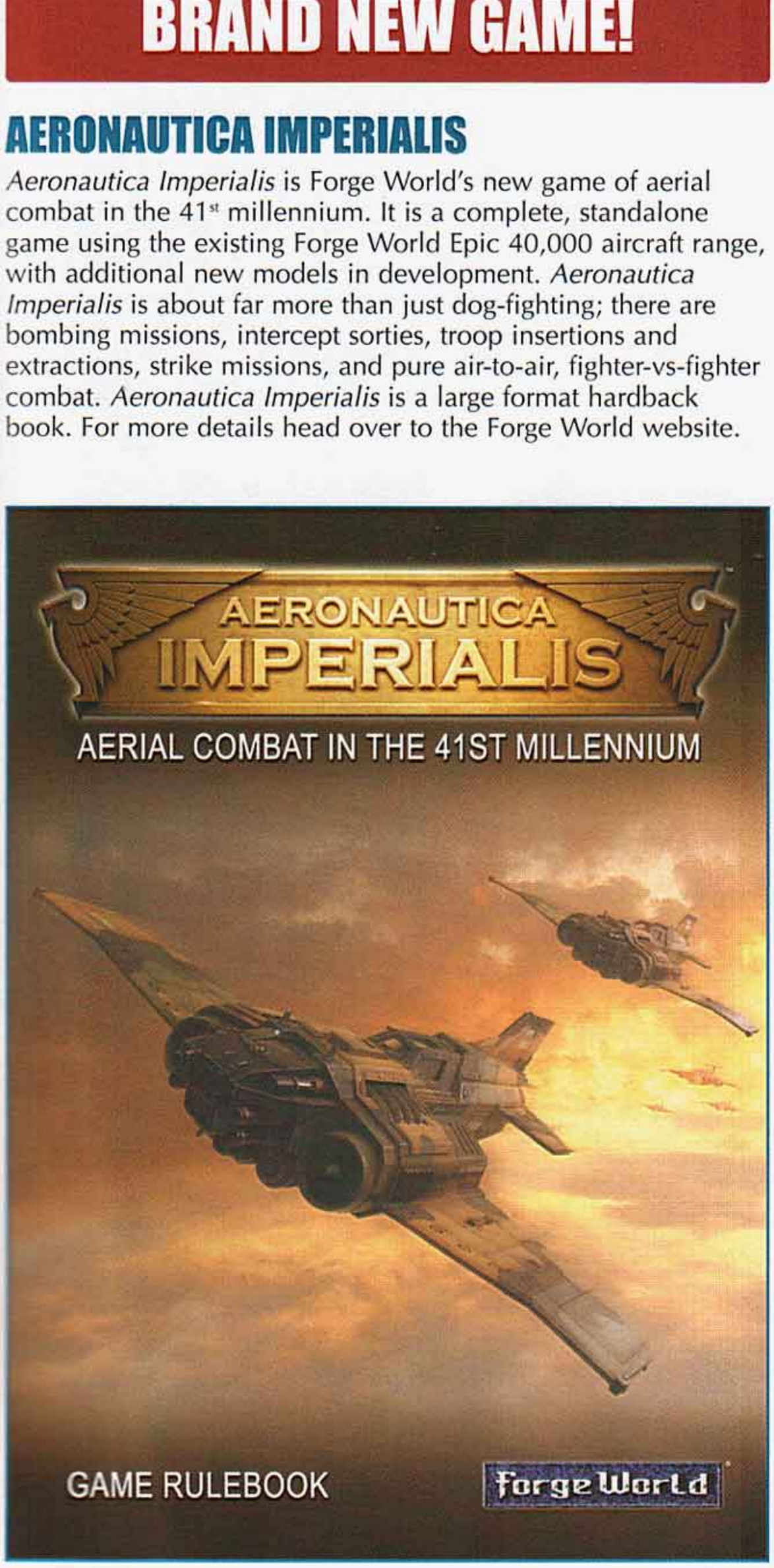
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BRAND NEW GAME!

AERONAUTICA IMPERIALIS

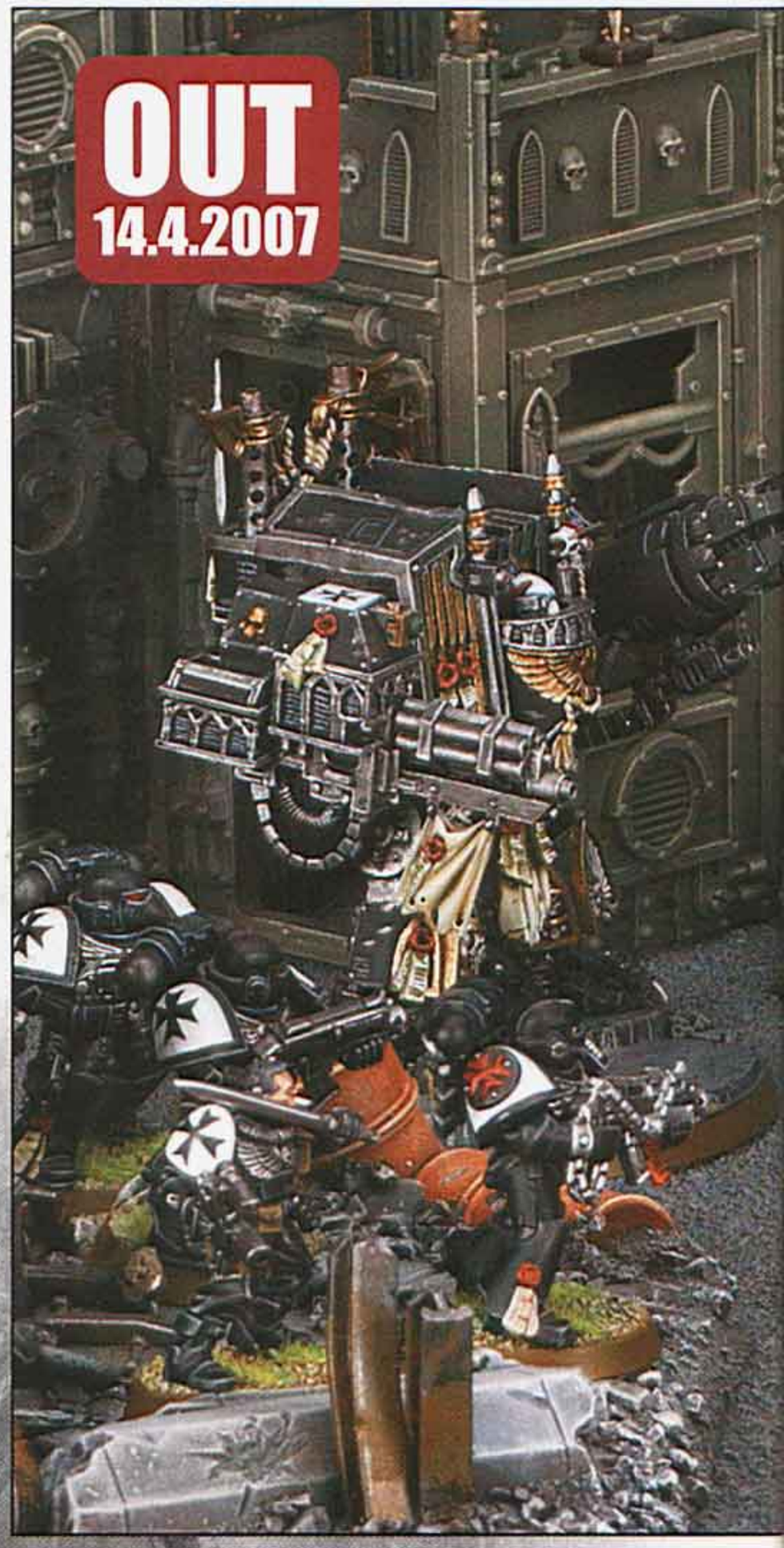
Aeronautica Imperialis is Forge World's new game of aerial combat in the 41st millennium. It is a complete, standalone game using the existing Forge World Epic 40,000 aircraft range, with additional new models in development. *Aeronautica Imperialis* is about far more than just dog-fighting; there are bombing missions, intercept sorties, troop insertions and extractions, strike missions, and pure air-to-air, fighter-vs-fighter combat. *Aeronautica Imperialis* is a large format hardback book. For more details head over to the Forge World website.





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THE DANCE



WITHOUT END



The enigmatic Harlequins are mysterious members of the capricious Eldar race. They are deadly fighters and master storytellers.

The Harlequins are nomads, travelling the tunnels of the webway at will, arriving unannounced wherever there are Eldar to be found. The halls of the Exodites, the plazas of the craftworlds and the dark spires of Commorragh, these great artists perform their dances in them all. But they are far more than storytellers – they also appear at times of war, lending their formidable fighting skills to Eldar who find themselves in need of aid.

No-one knows what the Harlequins' true purpose is, or what their master, the Laughing God, demands of them, but all can be sure that the secrets they keep are terrible indeed.

Now you can represent these lithe killers on the tabletop with a new range of metal Citadel miniatures, out in April. Sculpted by Jes Goodwin, the models are among the best Eldar we have ever made. Not only are they awesome on the tabletop, but they are amongst the most satisfying of all miniatures to paint. With their ornate costumes and wargear, Harlequins give painters an opportunity to show off, and we're sure we'll be seeing plenty of these models at Golden Demon this year.



The Shadowseers are potent psykers and masters of illusion.

DARK ANGELS



Instore Previews...

Need to see more shiny new things? Your local Games Workshop Hobby Centre will be showing off the new Dark Angels Codex and miniatures in special Instore Preview days this February!



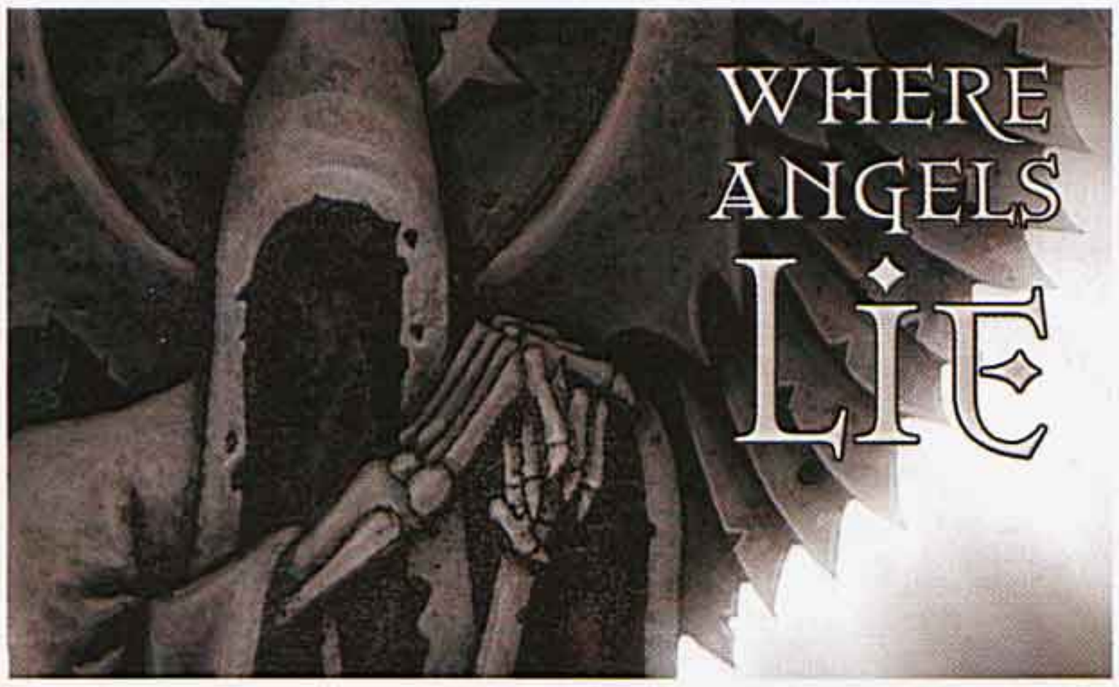
DARK STARS

Background set for Warhammer 40,000 Campaign Weekend

On a distant planet on the fringes of Imperial space, the mysterious Space Marines known as The Fallen have engineered a Chaos uprising, drawing the unwanted attentions of the Eldar, Orks and more. The Imperium are quick to respond with their own task force, and while the warriors of the Dark Angels Space Marines do not form a part of it, they too will make their presence felt, following a secret agenda that has driven their chapter for millennia.

Dark Stars is a forthcoming Warhammer 40,000 Campaign Weekend, taking place on the 19th and 20th of May 2007.

Check out the Events Diary on page 112 for further details!



THE RUIN OF ARNOR

'Eavy Metal miniatures on display in The Citadel Miniatures Hall

During February the Citadel Miniatures Hall will be displaying some of the fantastic new miniatures from the forthcoming The Lord of The Rings expansion, The Ruin of Arnor. Among the new miniatures in the range that could be on display are the Rangers of Arnor, woodsmen and hunters of the lands about Fornost who are training to become fully fledged Rangers of the North. The Elves abound in Arnor, with many fantastic new miniatures including Elladan and Elrohir, waging war on foot and on horseback. Meanwhile the Servants of Sauron are joined by the demon Gûlavhar, a powerful spirit from an earlier age of Middle-earth.





The mighty warrior Halbarad and the chilling Shades are just two of the many miniatures from The Ruin of Arnor that could be on display in The Citadel Miniatures Hall.

WARHAMMER 40,000

THE LORD OF THE RINGS STRATEGY BATTLE GAME

WARHAMMER

CONFLICT

REGIONAL TOURNAMENTS

CONFLICT SCOTLAND
Sunday 4th March

Crowne Plaza, Congress Road, Glasgow, G3 8QT

CONFLICT SOUTH-WEST
Sunday 11th March

British Empire & Commonwealth Museum, Clock Tower Yard, Temple Meads, Bristol, BS1 6QH

CONFLICT NORTH
Sunday 27th May

Royal Armouries Museum, Armouries Drive, Leeds, West Yorkshire, LS10 1LT.

CONFLICT SOUTH
Sunday 3rd June

Alexandra Palace, Alexandra Palace Way, Wood Green, London, N22 7AY

Doubles Tournament ticket: £40 (admits two people)

Open Pass: £10 (admits one person)

The event includes: • Painting Competition • Terrain Workshops • Participation Games • Army Workshops • Latest Releases and Hobby Supplies

Tickets available to buy from Saturday 13th January.

Ask staff for further details, or call the Hobby Specialists on 0115 91 40000.

THE LORD OF THE RINGS

The Ruin of Arnor Sourcebook	03/02/07	£10.00
Elladan (on foot and mounted)	03/02/07	£12.00
Elrohir (on foot and mounted)	03/02/07	£12.00
Rangers of Middle-earth box set	03/02/07	£15.00
Gûlavhar – The Terror of Arnor	03/02/07	£18.00
Arathorn and Halbarad	03/02/07	£10.00
Arnor Captain and Standard Bearer	03/02/07	£7.00
Warriors of Arnor	03/02/07	£7.00
King Arvedui and Malbeth the Seer	03/02/07	£10.00
Shade	03/02/07	£7.00
Buhrdûr – Hill Troll Chieftain	03/02/07	£15.00

WARHAMMER 40,000

Dark Angels Army Set	17/02/07	£135.00

WARHAMMER 40,000 NEXT MONTH

Codex: Dark Angels	03/03/07	£12.00
Master of the Ravenwing on Jetbike	17/03/07	£20.00
Dark Angels Command Squad	03/03/07	£20.00
Dark Angels Veteran Space Marines	03/03/07	£12.00
Dark Angels Battleforce	03/03/07	£50.00
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Dark Angels Bike Squadron	03/03/07	£20.00
Dark Angels Grand Master	17/03/07	£9.00
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Space Marine Librarian	17/03/07	£7.00
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WARMASTER

Araby Characters	17/02/07	£7.00
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Araby Bowmen	17/02/07	£7.00
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Eldar Prophecy	03/02/07	£6.99
Darkblade: Warpsword	03/02/07	£6.99
Tactica Imperialis	03/02/07	£15.00



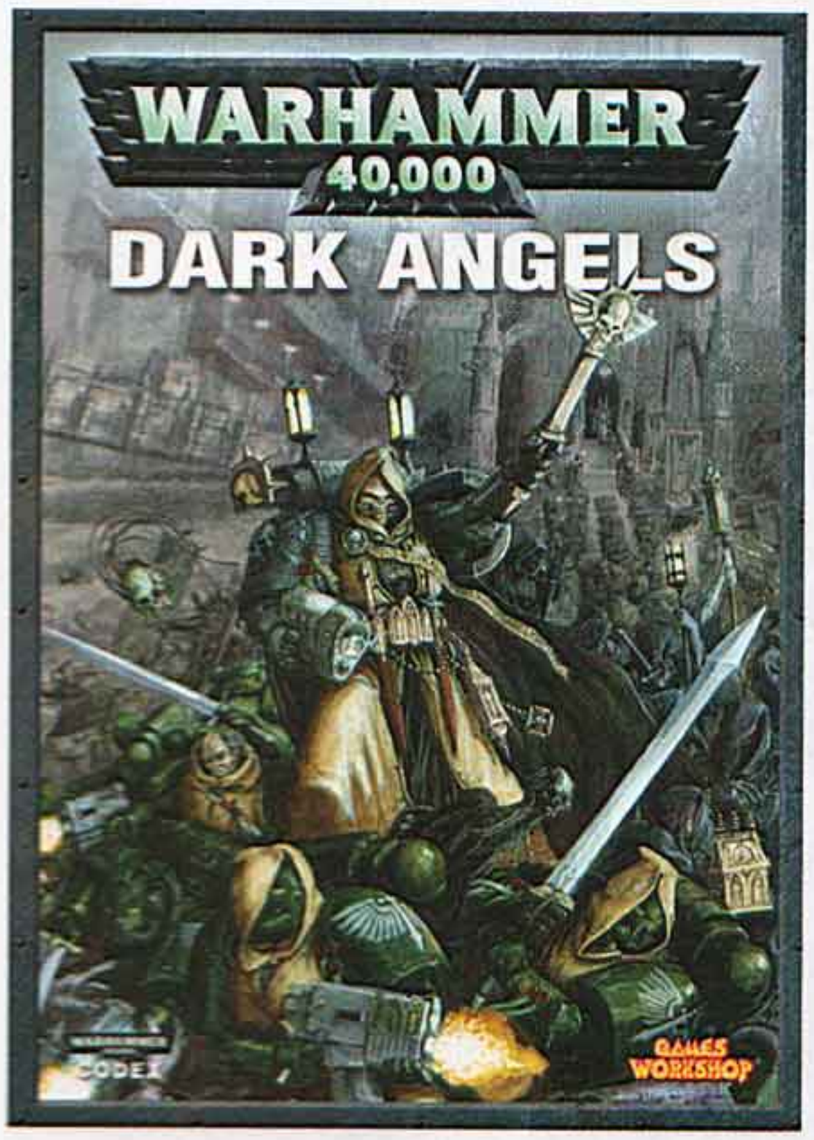
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COMING NEXT MONTH



Codex: Dark Angels



Ravenwing Biker



Space Marine Librarian

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THE RUIN OF ARNOR™



THE LORD OF THE RINGS STRATEGY BATTLE GAME

SOURCEBOOK

Designer's Notes
Mat Ward, author of the new sourcebook, guides us through the shattered land of Arnor.

New Range
We take a look at the Grey Company, the once-great army of Arnor, and the denizens of Angmar.

Battle Report
In this issue's battle report we re-fight a classic clash between Angmar and Arnor.





What's inside...

- **The history of Arnor, from the wars against Angmar right up to the present day.**
- **Each and every Hero and Warrior is detailed in the Bestiary.**
- **Complete army lists for all four factions.**
- **A series of unique gaming scenarios to recreate key moments in Arnor's history.**

This month sees the release of The Ruin of Arnor, a new sourcebook for The Lord of the Rings strategy battle game. Mat Ward dons cloak and boots, and heads off in search of the Rangers of the North.

Throughout the tale of The Lord of the Rings there are plenty of references to places and events that add to the rich background, but aren't quite captured "on camera". Chief amongst these elements are the histories of Arnor, realm of the Dúnedain of the north and twin to the realm of Gondor.

Believe it or not, much of The Fellowship of The Ring takes place in what was Arnor, but the history and inhabitants of the realm are left almost entirely to the imagination in the films. Conversely, in the book of The Lord of the Rings there's plenty of information to be found concerning not only the forgotten realm of Arnor, but also the Rangers of the North and the wars against Angmar and its terrible ruler, the Witch-king.

A new road beckons

With the advent of Legions of Middle-earth, the format of sourcebooks is changing a little. Each new sourcebook will be the truly definitive wargaming guide to a region of Middle-earth including its armies, heroes and history. What can you expect from these new-format sourcebooks? Absolutely everything you already get, but more.

Alongside all the bestiary information, scenarios and background that you've come to expect from a sourcebook for The Lord of the Rings, we've added a wealth of new collecting guidance as well as the army lists first shown in Legions of Middle-earth. Together, this information combines to make sourcebooks bigger, better and more detailed than ever before.

Tales of legend

Of course, no sourcebook would be complete without a handful of scenarios that present "What If" encounters, historic events or even intriguing possibilities. The Ruin of Arnor has six scenarios, ranging in scale from skirmish level actions – as in Ambush in Rhudaur (see pages 28-43 for a battle report on this scenario) – to larger conflicts, such as The Battle of Fornost.

Each scenario is very flexible in regards to the models that can be fielded. For the first time, the standard participants only force you to take a handful of models and allow you to spend the remaining points as you wish from a variety of army lists contained either within this sourcebook, or in Legions of Middle-earth. In addition, there's a list of historical participants for each scenario, for those who want their force chosen for them, or a simple points total for players who want complete freedom. Preparing for a scenario has never been so easy!

Armies of Arnor

Nestled within the pages of The Ruin of Arnor are four army lists, each with its own particular theme. As already mentioned, the armies in this sourcebook are drawn from the Legions of Middle-earth expansion, and are selected for their relevance to the shattered land of Arnor.

"Over the land there lies a long shadow, westward reaching wings of darkness."

Malbeth the Seer, The Return of the King

Each army list has its own section in the book, with accessible tactics and painting guidance, as well as several example force rosters. Not only that, to make this sourcebook the ultimate reference material for gamers, we've also included the profiles for each and every

The Grey Company

The Grey Company of the Dúnedain are the remnants of Arnor's noble houses and the guardians of Isildur's bloodline.

Elladan & Elrohir



These deadly Elven Heroes just got even better, adding heavy armour (and Defence 6) to their repertoire.

Arathorn

With 3 Attacks and solid Heroic stats, Arathorn is a good choice to lead the Grey Company if you want to save points.





Halbarad

Halbarad Dunadan is a solid Hero, and this new model is a dynamic vision of him in action. In the game he can also carry the Banner of Arwen Evenstar for an extra 60 points, bringing additional courage to your already formidable force.



Rangers



Aragorn

Possibly the best combat Hero in the game, Aragorn excels in the thick of a fight, and his Mighty Hero rule allows him to easily cut down Warriors and enemy Heroes alike.



one of the Warriors and Heroes detailed in the army lists. Essentially, if you're playing a game with one of the armies in this volume, you'll have all the information you need not only to get your army selected, but also to lead it to victory!

Without further ado, let's take a look at some of the armies involved...

The kinsfolk of Aragorn, the Grey Company are one of the less well-known Good factions, but are no less dedicated to Sauron's destruction. There's no trace of their existence in the film (save Aragorn) but in the book the dour Grey Company are pivotal, not only riding the Paths of the Dead with Aragorn, but also fighting at Pelargir, The Pelennor and the Black Gate.

More importantly for their presence in The Ruin of Arnor, the Grey Company are the descendants of Arnor's Dúnedain. Though their kingdom was lost in a long ago war, they still patrol the lands they once ruled. Alongside the Elves of Eriador, they fight against the Evil beasts of Rhudaur, Evendim and Carn Dûm, saving the unfortunate common folk of the region from terrors that lurk in the night.

The Grey Company are much bolstered by The Ruin of Arnor, adding a formidable Hero and a batch of deadly Warriors to an army list already well-appointed with killing power. Arathorn, father of Aragorn, and the Rangers of Arnor both step out of the shadows with sword and bow at the ready. While not quite as skilled as his son will later become, Arathorn is a dangerous individual with both bow and sword, and a welcome addition to most Good forces. The Rangers, on the other hand, are exactly what you'd expect of the hardy folk of the north, with high Shoot and Fight values that make them more than a match for the forces of Evil.

The Grey Company is supplemented by a fantastic new version of Halbarad Dunadan, as well as new foot and

The Army of Arnor

By the time of King Arvedui the once-great legions of Arnor were no more. Only in the capital of Fornost did soldiers still display Arnor's crest.

Malbeth the Seer

Malbeth has the Gift of Foresight special rule, allowing him to warn nearby friends of their impending doom. Every time a Good model suffers a wound within 6"/14cm of Malbeth, that wound is discounted on the D6 score of 5+.



King Arvedui

Inheriting a shattered realm surrounded by the servants of Sauron, it is unsurprising that Arvedui, last King of Arnor, was tempered in combat. As the leader of the dying nation, Arvedui adds some much needed Might and Courage to the army of Arnor. At the head of a phalanx, Arnor can seize the initiative or get his troops to hold fast under pressure.



Warriors of Arnor

With a healthy Fight value of 4, Defence 6 and a spear, these elite warriors are good heavy infantry that can fight Uruk-hai or Morannon Orcs on equal terms.

F	S	D	A	W	C	Points
4/-	3	6	1	1	2	8

WARGEAR

A Warrior of Arnor wears heavy armour and carries both a spear and a shield. He may be given a banner at additional cost.

Banner .....30 points



mounted models of the twin sons of Elrond, Elladan and Elrohir.

In the days of its glory, Arnor was defended by massive armies, each of which numbered thousands of grim soldiers. The second army list, Arnor, focuses on the standing armies of that realm, from its inception to its obliteration.

Arnor is an almost entirely new army list – its only pre-existing troops are those Hobbit archers who marched to the widow-making battle of Fornost, and the Dúnedain. Now, however, things are very different. The Rangers of Arnor make an appearance in this force, adding their bows to the firepower of the army, compensating somewhat for the disadvantages of their Hobbit compatriots.

Rangers aside, the heart of the Arnor soldiery are the Warriors of Arnor, veterans of the struggle against the evil creatures of the Witch-king of Angmar. With heavy armour, shield and spear, the Warriors of Arnor can form a most intimidating shieldwall – and Fight values of 4 only enhance their worth. As a last touch, the Warriors of Arnor boast both a new Captain and a Banner Bearer to increase their valour and fighting ability.

No force would be complete without its Heroes, and Arnor is no exception. In addition to the Captains of Arnor, players can call upon the fighting ability of Arvedui, last King of Arnor, and the foresight of Malbeth the Seer. Arvedui is a fairly rugged individual with Fight 5 and 3 Might points. More importantly, he has an increased Stand Fast! range to keep his Warriors in the Fight. Malbeth, on the other hand, is a very different kind of Hero. Blessed with the gift of foresight, his predictions can prevent fatal blows.

Representing a mix of Evil troops from across the wreckage of Arnor and the malignant mountains of the far north, the army list of Angmar has an unusual range

The Shire

On the western boundary of what was once Arnor lies The Shire. The Hobbits of the Shire live in blissful ignorance of the dangers they face. However, when their homeland is threatened, Hobbits are capable of valorous and bold deeds that belie their diminutive stature.



The Denizens of Angmar

Whilst the realm of Angmar no longer exists, any Good being venturing there will soon come under attack as Evil terrors and foul creatures seek them out.

Buhrdûr

Lovingly sculpted by Alan Perry, the savage presence of Buhrdûr in the Angmar army list allows players to field an all-Troll force for the first time.



Shades

The Chill Aura of a Shade saps the life force and vigour from its foes. All enemy models within 6"/14cm of a Shade suffer a -1 penalty on their rolls to win a fight. This penalty is cumulative with others, such as for wielding a two-handed weapon, and applies to even the mightiest Heroes!



The shade is not made up of one spirit, but several bound together by the foul magics of the Witch-king of Angmar.

"Trolls were abroad, no longer dull-witted, but cunning and armed with dreadful weapons."

Gandalf, The Fellowship of The Ring

Wild Wargs

Wild Wargs are ferocious beasts that dwell in the hills and moors of Eriador. Unlike the Wolfkin of Isenguard, these have never been in the dominion of Orcs and so they roam and hunt the wilds unopposed.



of monsters to call upon. With its basis in the ever-present Orc Warriors and Wild Wargs, the Angmar list has its muscle considerably enhanced by brutish Cave Trolls and savage Warg Chieftains.

As if this were not enough, there are veritable legions of otherworldly troops at the command of an Angmar general – the legacy of the Witch-king's reign of terror. At the command of the Witch-king, the Barrow-wights from Shadow and Flame join Spectres from The Two Towers, but there is a new and more terrible undead being within the Angmar list: the Shade.

Amalgams of twisted and entrapped spirits, Shades are chill, spectral creatures whose mere presence freezes water and frosts breath. The doughtiest Warriors are hard pressed to fight on in the presence of a Shade. Even Heroes need to be wary around one of these creatures as the malign being saps their will to fight.

The Angmar list represents the Evil abroad at the time of the War of the Ring, but it can be used to recreate the Witch-king's army at the time of Arnor's fall.

Last, but most definitely not least, is Buhrdûr, the Troll Chieftain. The first named Troll Hero in The Lord of the Rings strategy battle game, Buhrdûr combines the brutality of a Cave Troll with the abilities and profile of a Hero. Needless to say, he's more than a match for all but Aragorn, and is certainly not to be underestimated.

All in all, the Angmar army is an opportunity for an Evil collector to do something a little different with his force, representing as it does a collection of vicious beasts and other terrors, rather than a straightforward warrior band.

The final release alongside The Ruin of Arnor is a different kind of Evil Hero; a powerful and ancient creature. All around Middle-earth, the Free Peoples are assailed not only by the timeless evil of Orcs, Wargs and Trolls, but also by ancient

The Terror of Arnor

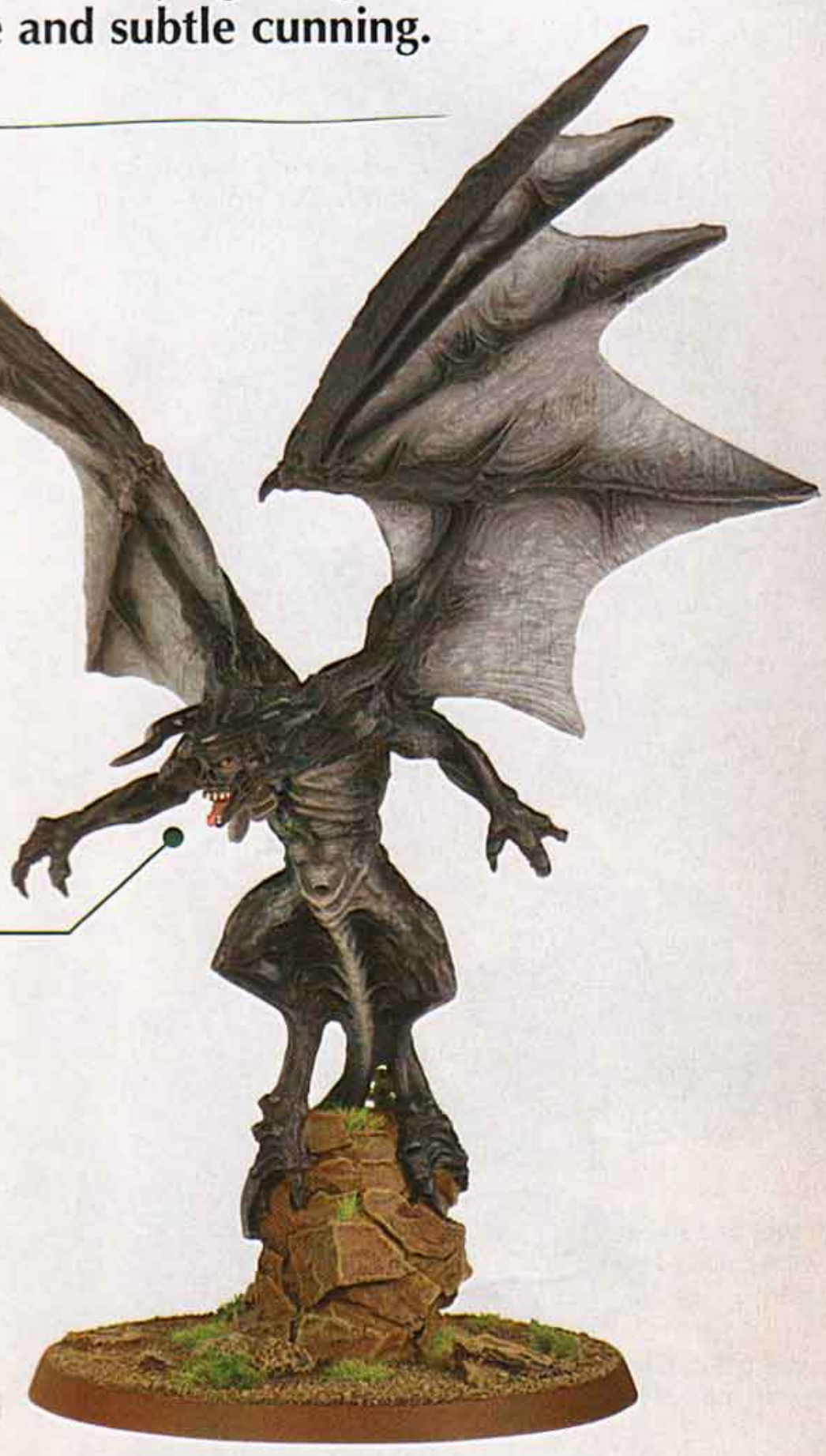
Gûlavhar is a being from an earlier age – a terrifying winged demon imbued with a malign intelligence and subtle cunning.

Gûlavhar

Mat had the initial idea for Gûlavhar but full credit for his fantastic appearance goes to concept artist Roberto Cirillo and sculptress Trish Morrison. Between them they transformed Mat's initial concept into a tangible and incredible centrepiece model. The final design really oozes malice, while still very much looking like a part of Middle-earth.



The model of Gûlavhar is almost bat-like in appearance, and the end result is something that looks to be a mutant first cousin of the Balrog – though Gûlavhar definitely has a style all of his own.



horrors that are less common but no less deadly. The Watcher in the Water is one such creature, the Balrog another, and Gûlavhar, the Terror of Arnor, is a third.

Gûlavhar is one of the five creatures in the Monsters of Middle-earth army list in Legions of Middle-earth. Each of these beings represents a fantasy archetype – stone giant, dragon, cave drake and fire demon (the Balrog). Gûlavhar, in all his dark majesty, is a demon of lesser strength than the Balrog, namely a vampire. While no such creatures are directly referenced within the tale of The Lord of the Rings, such a being is certainly in keeping with the works of JRR Tolkien.

Gûlavhar is a ferocious opponent, with high Strength, Fight and Attacks values. He benefits from the Fly special rule, which means that when he's on the hunt, you can run, but you can't run far enough.

Gûlavhar's downside, if such it is, is that his Attacks and Courage values are the same as his current Wounds. This means that, while he starts the game with 4 Attacks, every blow weakens him. But, being vampiric, Gûlavhar can replenish his wounds by killing enemy models. Add in Terror, Resistant to Magic and 3 Might points and you've got is a devastating force that can rip its way through Warriors and Heroes alike.

"There are older and fouler things than Orcs in the deep places of the world."

Gandalf, The Fellowship of The Ring

This monstrosity is a fitting topic on which to round off the notes on the new sourcebook. Over the page you'll find a sample army list for the Grey Company, and my musings on their best use.

THE GREY COMPANIES



Loose arrows!

Every model in the Grey Company hits ranged targets on a 3+ and has access to a bow (or Elf bow in the case of Elladan and Elrohir). This can make for a pretty blistering hail of fire, but when combined with the Army Special Rule, it becomes positively lethal. In essence, to represent the unique way in which the Grey Company fights, it doesn't get affected by bow limit. Instead, you can take up to four Rangers of Arnor for every Dúnedain or Ranger of the North. This means you can bring twice as many bows to war as your opponent.

With most armies that specialise in ranged combat, you'd be worried about the enemy getting into combat, but this isn't the case with the Grey Company. While it's true that its Warriors and Heroes do not have high Defence values, they do have a minimum Fight value of 4, instantly putting them at an advantage against most opponents. If this isn't enough to win the day, you can always rely on your Heroes.

First among equals

The Grey Company is the most Hero-heavy army list after The Fellowship of The Ring, including such notaries as the dangerous Dúnedain and Rangers of the North, as well as the rather awesome Aragorn and the sons of Elrond, Elladan and Elrohir. These latter Heroes are almost capable of taking on entire armies on their own. Accordingly, the rabble of Orcs that have slipped past your archery are not likely to

"Where now are the Dúnedain, Elessar, Elessar? Why do thy kinsfolk wander afar?"

The Two Towers

When it comes to Legions of Middle-earth games, the Grey Company is a fantastic starting army, with obvious specialisations and plenty of versatile Heroes. The Grey Company's main advantage, however, lies in its archery.

If you do not want to spend a huge amount of points on Heroes, but still want a good counterattack element, spare a thought for Halbarad and Arathorn. Both have 3 Might points and that all-important Fight value of 5, making them an excellent, but inexpensive, addition to any army.

Wise alliances

So, bearing in mind the strengths of the Grey Company when fielded by themselves, who do they make good allies for? Truth is, the Grey Company can be added into almost any force and bring value – if you don't need more archers, they have fantastic Heroes, and vice versa. Both Théoden's Host and the Tower of Ecthelion are good thematic partners for the Grey Company, adding cavalry and well-armoured troops respectively.

Perhaps the most well-suited of all alliances, however, is with the Dead of Dunharrow, representing Aragorn's triumphant attack on Pelargir. As well as being very true to the books, this alliance is a potent one, with the Army of the Dead providing combat muscle, and the Rangers adding deadly archery and Heroic actions.

On the other hand...

Are the Grey Company invincible? By no means. Yes, they're a strong, forgiving army to play with, but they do have weaknesses a canny opponent can exploit.

One exploitable quirk is their light armour. Even the lowliest of Goblins can wound a Ranger on the roll of a 5 or better in combat. You've still got to get there to do so, however, and for that you'll need to make sure that you've enough bodies to weather the storm of arrows. Fortunately for Evil generals, being elite means that the Grey Company are not so numerous as some of their foes, so they can be broken after far fewer deaths – and in some scenarios, breaking them is enough.

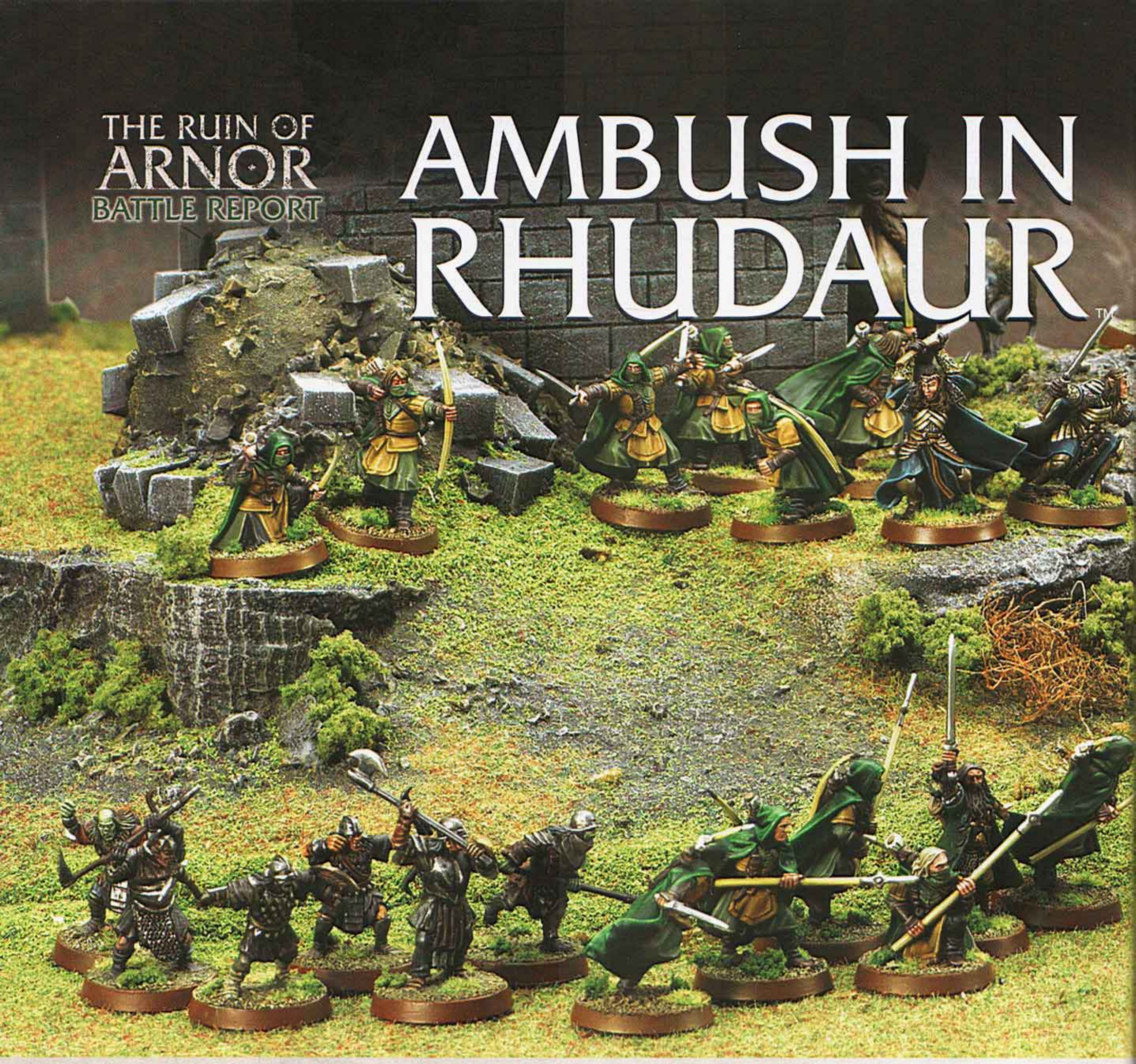
THE DEFENDERS OF AMON SÛL

1. **Aragorn with bow** *180 points*
2. **Halbarad** *65 points*
3. **Elladan and Elrohir with heavy armour** *150 points*
4. **Bregadil, Ranger of the North with spear** *26 points*
5. **Ilthorn, Ranger of the North with spear** *26 points*
6. **Caldanath, Ranger of the North with spear** *26 points*
7. **Menelith, Ranger of the North with spear** *26 points*
8. **Eldorin, Ranger of the North with spear** *26 points*
9. **20 Rangers of Arnor (8 with spears)** *168 pts*

TOTAL ***693 points***

THE RUIN OF ARNOR
BATTLE REPORT

AMBUSH IN RHUDAUR™



GAME STATISTICS

Scenario:
Ambush in Rhudaur

Participants:
Mat Ward (Good) vs.
Graham Davey (Evil)

Points:
Good – 325 pts approx.
Evil – 520 pts approx.

Location:
Rhudaur, north of Rivendell

Timeline: *The Third Age.*

Arathorn and his allies have been lured into an ambush by Buhrdûr, a ferocious Troll Chieftain. In this battle report, Mat Ward, champion of Arnor, faces off against Graham Davey, chieftain of Angmar.

Many long years have passed since the Battle of Fornost, and the Dúnedain of the north are now a scattered people, living as Rangers and acting as guardians of the Free Peoples. And there is much to guard against, for though Angmar no longer exists as a realm in its own right, the loathsome and predatory remnants of the dread Witch-king's legions still endure and multiply in the wilds.

Fortunately, though the glories of Arnor have long since faded into memory, the scattered scions of that former land are still noble and brave, and are sworn to protect those who cannot protect themselves. For this reason, the sons of Elrond, Elladan and Elrohir, have visited Arathorn, Chieftain of the Dúnedain, bringing with them grave news of a shadow that has fallen over the northern villages. In recent weeks, the Orc brigands in the high hills of Rhudaur have grouped together into a formidable warband, a brutish horde directed by a scarred Troll possessed of low cunning.

Troubled by this news, Arathorn gathers his Rangers, bids farewell to his wife and young son, and strikes into the wilds to slay the Troll and scatter its loathsome followers. Alas, for all their preparation the Rangers are unaware of just what awaits them. Twenty leagues north of Rivendell, where the empty land whispers with the mournful echoes of days long passed, the jaws of a trap are about to close...



Layout

The scenario takes place on a 48"/112cm square board. There is a hill in the centre of the board with a ruined watchtower on top of it. Place several ruins, representing a former village, within 6" (or as close as possible) to the watchtower. Scatter some trees at the edges of the gaming area.

Participants

Each scenario in The Ruin of Arnor provides a list of historical participants, as well as recommendations for selecting your own forces to a set points limit. The points match forces are below.

Good

- Arathorn.
- Up to 250 points' worth of models chosen from the Grey Company army list. You may not field mounted models.

Evil

- Buhrdûr.
- Up to 400 points' worth of models chosen from the Angmar army list. You may include up to two additional heroes.

Starting Positions

The Evil player deploys Buhrdûr and up to 100 points' worth of Evil models inside or within 3"/8cm of one of the ruins. The Good player then deploys his entire force within 12"/28cm of the centre of the board, but no closer than 6"/14cm of an Evil model. The remainder of the Evil force is then split into two groups of roughly equal size. These are deployed within 6"/14cm of any two opposite board edges.

Objectives

The Evil player wins if he kills Arathorn and reduces the Good force to below 25% of its starting numbers. The Good player wins if he can reduce the Evil force to below 25% of its starting numbers. In any other result, or if both objectives are met in the same turn, the game is a draw.

Special Rules

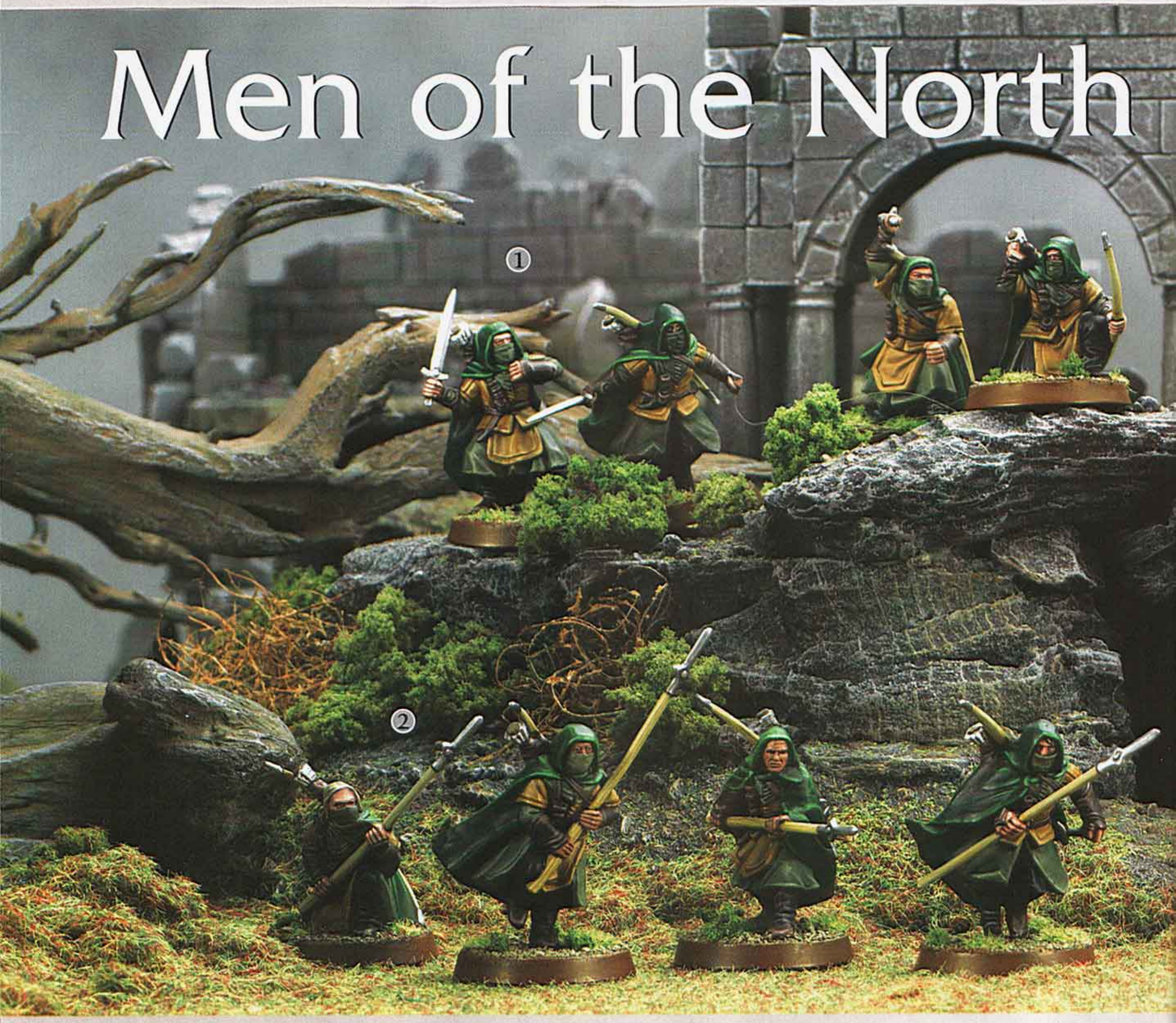
The Evil player has priority in the first turn. In addition, the Evil force cannot be broken as long as Buhrdûr is alive.

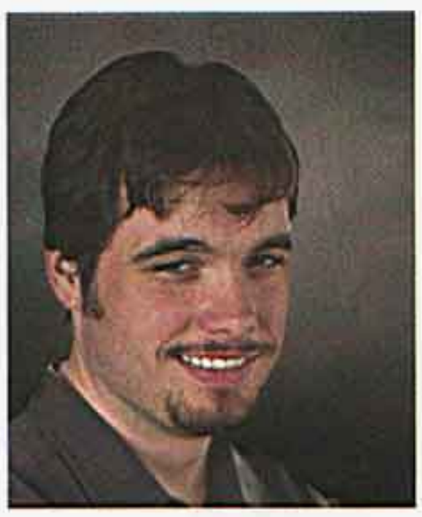


The fantastic scenery seen throughout this battle report was made by the Design Studio hobby team – see more of this great terrain set at:

www.games-workshop.co.uk /theruinofarnor

Men of the North





As author of The Ruin of Arnor, and staunch representative of the Free Peoples, Mat is looking forward to attempting a little Errol Flynn-esque derring-do in this game – will he get the chance?

Scenario participants in The Ruin of Arnor can be chosen in two different ways. You can use either the guidelines laid out in the Participants section and select your own force, or use the suggested combatants in the Historical Participants box. This allows you to tailor the force you'll use to the models that you own, or to recreate the game precisely with the Warriors and Heroes that the creator of the scenario had in mind.

In this case, I've chosen to go for the pre-set Historical Participants for two reasons. Firstly, I like the balance of troops available to the Good player from a tactical point of view (it'd be a bit peculiar if I didn't, as I wrote them in the first place). Arathorn, Elladan and Elrohir are all competent Heroes to say the least, and are capable of dealing out serious damage. Granted they'll struggle with Trolls, but even Aragorn would be given a moment of pause by such lumbering lummoxes. On the Warriors side of the equation, Rangers of Arnor are excellent shots and no slouches at combat either. Granted, I'm not expecting to fire many arrows, given the nature of the scenario (the clue is in the word "ambush") but Fight 4 is a great equaliser against Wargs and Orcs.

Tactics aside, my reason for taking the Historical Participants is all to do with the nature of narrative scenarios – I'm really looking forward to sitting back and playing "in character". Ambush in Rhudaur (with the set participants) is a classic The Lord of the Rings tale of Good versus Evil. The Good guys are outnumbered and trapped, but have some mighty Heroes who will – hopefully – lead them to victory.

As the nature of the scenario is an ambush, I will deploy my troops in a defensive ring around the initial Evil force, and hope to contain them. If I can just strike swiftly enough, Buhrdûr will be slain and victory shall be mine!



Arathorn (Man) — Points: 75

Sprung from the lineage of Isildur, Arathorn is a Chieftain of the Dúnedain. A brusque and stern man, Arathorn is nonetheless a noble leader and fine warrior. Though his rule over the Dúnedain is just, destiny dictates that it shall be short-lived...

F	S	D	A	W	C	M / W / F
5/3+	4	5	3	2	5	3 / 1 / 1

Wargear
Arathorn wears armour. He carries the ancient sword of chieftains (hand weapon) and a bow.



Historical Participants

- A **Arathorn**
- Ea **Elladan and Elrohir,**
- Eo **with heavy armour**
- 1 **8 Rangers of Arnor**
- 2 **4 Rangers of Arnor with spear**



"What safety would there be in quiet lands if the Dúnedain... were all gone into the grave?"

Aragorn, The Fellowship of The Ring

Something Evil Stirs





As Studio Editor, Graham Davey works on all our books, and is irrevocably drawn to the "bad guys". After finishing The Ruin of Arnor, he was inspired to start his own Angmar force.

I considered for a while taking a selection of ghostly Shades, Spectres and Barrow Wights – which is what my own Angmar army is based around – but in the end I decided to keep it simple and stick with the historical participants. The new Buhrdûr model is so impressive, I really wanted to try him out in a game and see exactly how hard he is. And you can't go wrong with three Trolls!

That decided, I had to figure out how I was going to split up my force and where to deploy. I knew that the group in the middle of the table would be just 6" away from the enemy and would therefore be able to get stuck in quickly, so along with Buhrdûr I decided to place a second Cave Troll near the central ruin, with some Orcs to back them up.

I noticed that one side of the table was very open, so my initial plan is to put all the Wargs together on this edge to swiftly cover the distance to Mat's Rangers, before they can do too much damage with their bows. Killing Arathorn is my primary objective, so I intend to home in on him with my most hard-hitting elements. My Orcs are there not only to keep the Rangers at bay, but to bog down the Chieftain of the Dúnedain. I'm hoping that I will be able to co-ordinate my models sufficiently to trap Arathorn with a bunch of two-handed weapon-armed Orcs, accompanied by Buhrdûr to deliver the killing blow. While all this is going on, however, I need to avoid the bows of the Rangers or keep them tied up in combat.

The final part of my plan is to keep away from the Elf twins as long as possible – they are very scary in combat so I need to limit the damage they can do. Also, when I do feel ready to tackle Elrond's sons, I really need to take them both out in the same turn. The last thing I need is for one of them to run around the battlefield in an enraged state!

Buhrdûr (Troll)

Points: 110

F	S	D	A	W	C	M / W / F
6/4+	6	6	3	3	4	3 / 1 / 1

Wargear
Buhrdûr has a massive rusty blade (hand weapon).

Special Rules
Terror. See the main rules manual for details.

Throw Stones. If Buhrdûr does not move at all, he can declare he's "stooping for a stone", and throw it in the subsequent Shoot phase, provided that he is not engaged in combat. This works like a crossbow with a range of 12"/28cm and a Strength of 8.



Historical Participants

- B Buhrdûr
- C 1 Wild Warg Chieftain
- 1 4 Orc Warriors with spears
- 2 4 Orc Warriors with shields
- 3 2 Orc Warriors with Orc bows
- 4 2 Orc Warriors with two-handed axes
- 5 1 Orc Warrior with a banner
- W 6 Wild Wargs
- T 2 Cave Trolls with Troll chains

The Trap is Sprung *Deployment & Turn 1*

The Rangers spread out, certain that trouble was nearby. Their fears were confirmed, as Buhrdûr unleashed a mighty bellow, and the forces of Evil tore into the ill-prepared Dúnedain from all sides!

Deployment

Following the scenario deployment rules, Graham began by placing Buhrdûr just outside the central watchtower, and gave the Troll chieftain a small bodyguard of three Orc Warriors and a Cave Troll. This forced Mat to place his models further towards the board edges than he would have liked, so he tried to use the scenery as best as possible to prevent the remainder of Graham's force reaching him on the first turn. Elladan and Elrohir were positioned on their own, closest to Buhrdûr. If anyone could take down the monster it was these two!

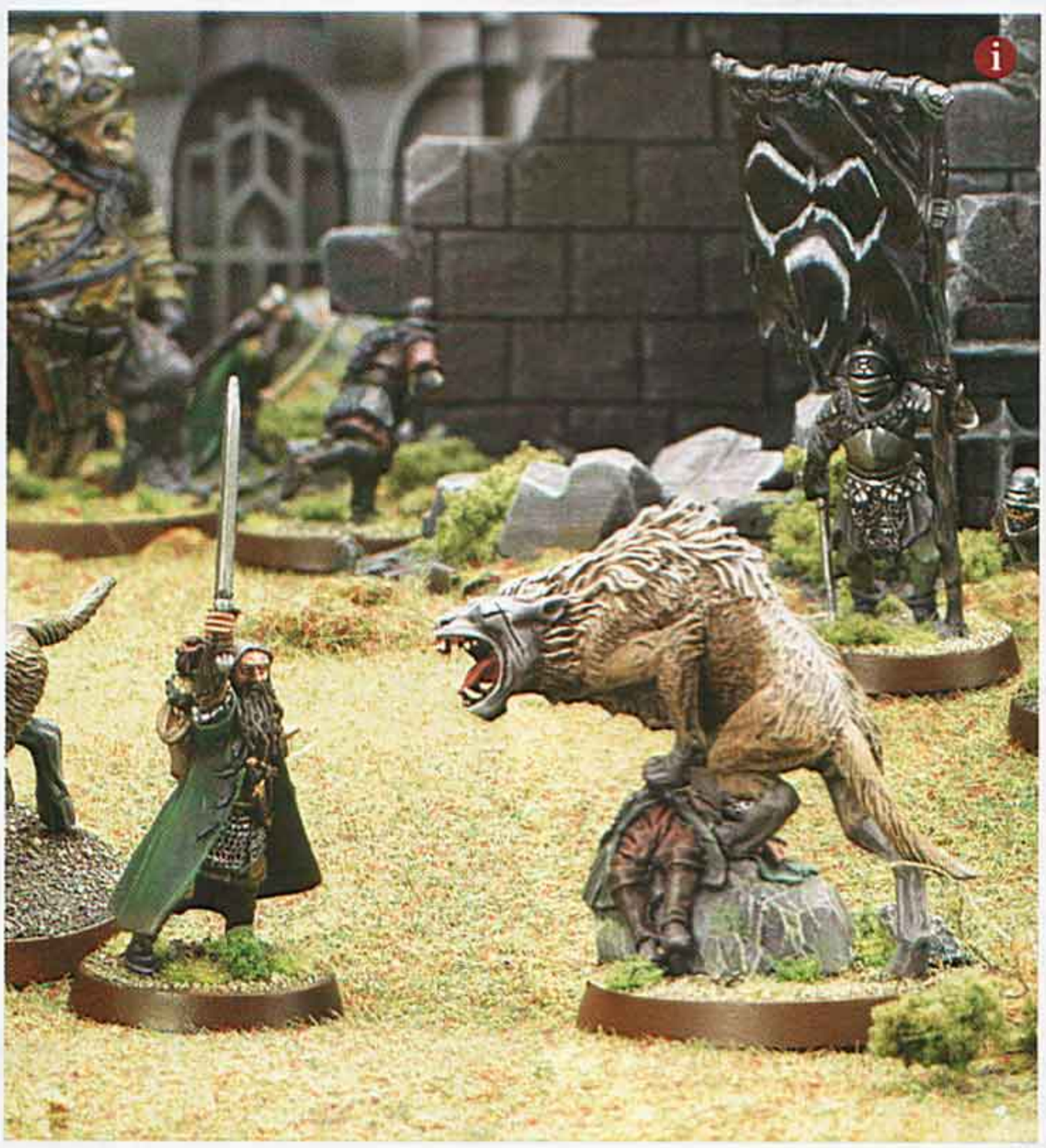
Graham then separated his remaining models into two groups. On the north board edge he placed three of the Wild Wargs and six Orc Warriors, while on the south edge he positioned the other three Wild Wargs, the Warg Chieftain, a Cave Troll, three Orc warriors and an Orc Banner Bearer.

Turn 1

Mat's attempt to keep his models out of combat on the first turn was all for nothing, as the sheer speed of the Wild Wargs allowed Graham to close the gap all too quickly, engaging three Rangers to the south and three to the north. Buhrdûr's group, realising that the sons of Elrond were too close for comfort, left the sanctuary of the watchtower and made a bee-line towards Arathorn. In the Good side's Move phase, Arathorn and one of his Rangers engaged the nearest Wargs, while three other Rangers clattered into one of the Orcs from Buhrdûr's group. In the confusion of the ambush, only two Orcs and a single Ranger managed to notch their bows and fire a shot, but no damage was done.

The first Fight phase of the game began to the north of the board, as Rangers parried the teeth and claws of three deadly Wargs. The first blood went to the Evil side, as a Wild Warg tore a Ranger apart. However, the remaining fights went the Rangers' way, and two Wargs were slain. To the south, a Ranger fell to another Warg, while one of the beasts was slain in return. Arathorn directed his efforts against the Wild Warg Chieftain, but the grizzled beast was too strong as the nearby Orc Banner Bearer had a positive effect on the Evil forces. Both combatants spent Might points *(see fig. i)* to win the first test of Heroes in the game. Arathorn spent 2 points from his store, and the Warg Chieftain spent 1, which meant the fight was a draw. Fortunately for Mat, Arathorn won the roll-off, and wounded the Warg. However, Graham countered yet again by passing his Fate roll and nullifying the wound.

In the centre, the three Rangers easily won their fight against the isolated Orc, despite the creature's attempts to hide behind its shield. With two wounds scored, the Orc was slain.



Banners and Might in Combat

An interesting sequence came up in the fight between Arathorn and the Wild Warg Chieftain. The rules state that any re-rolls afforded by nearby banners must be taken before any Might points are spent to determine the outcome of the fight. Graham did this, and won the fight as a result. Mat then declared that Arathorn would use Might to change the outcome. Graham did the same, and the two players had to secretly bid how much Might they would use to win the fight. The Warg Chieftain only had a single point of Might to bid, which was just as well for Arathorn!

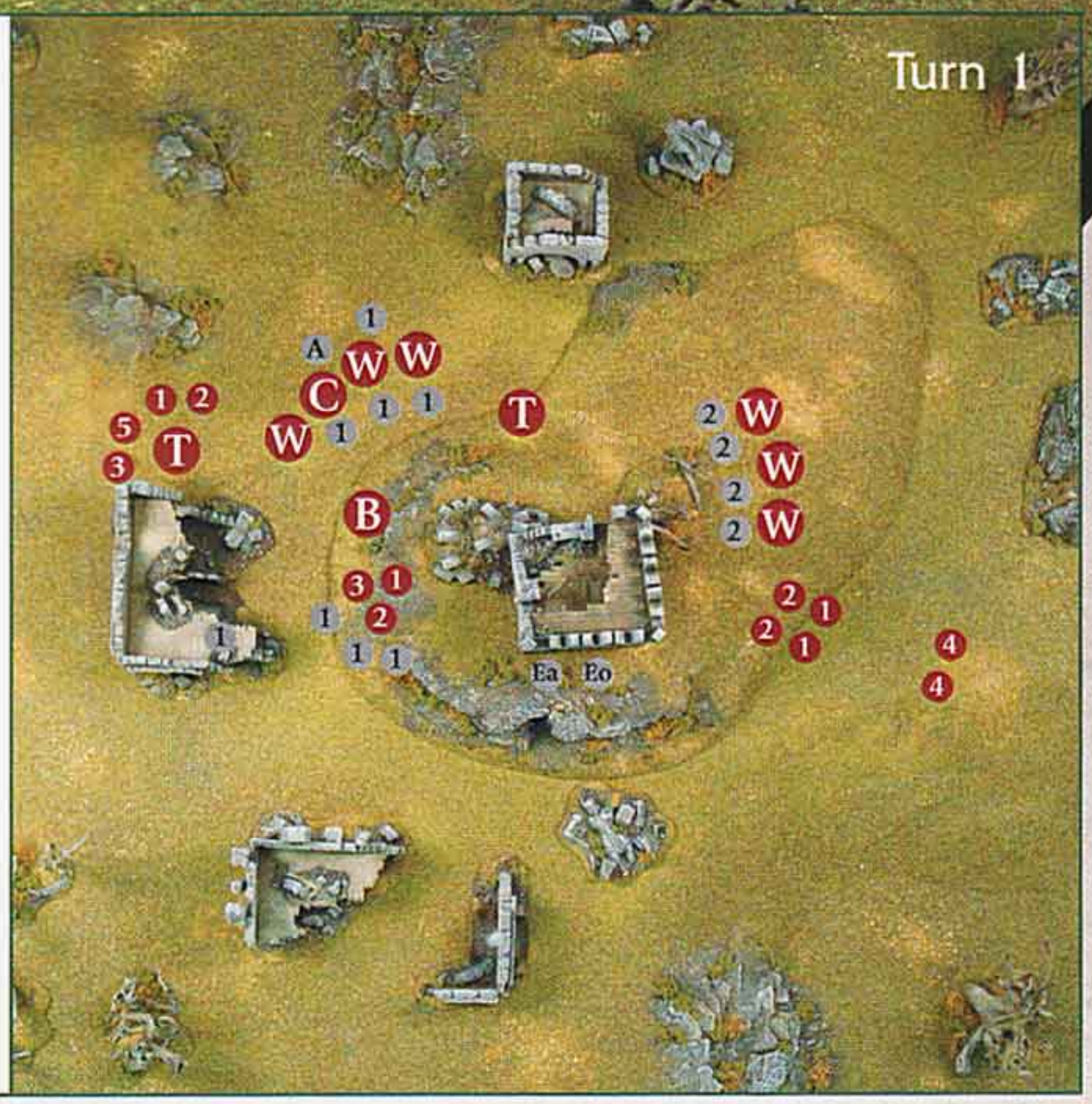


Wild Warg Chieftains

With high Fight, Strength and Defence values, these bestial Heroes are not to be sniffed at. Though lacking the Might points for a prolonged Heroic battle, this vicious beast nonetheless gave Arathorn a hard time in Turn 1, and forced the Chieftain of the Dúnedain to spend 2 of his precious Might points.

Map Key

- A *Arathorn*
- Ea *Elladan*
- Eo *Elrohir*
- 1 *Ranger*
- 2 *Ranger with spear*
- B *Buhrdûr*
- C *Wild Warg Chieftain*
- T *Troll with chain*
- W *Wild Warg*
- 1 *Orc with spear*
- 2 *Orc with shield*
- 3 *Orc with two-handed weapon*
- 4 *Orc with bow*
- 5 *Orc Banner Bearer*



Clash of Heroes *Turn 2*

With the impact of the ambush shaking the forces of Good, the Evil side press home their advantage. It's every man for himself as the fighting becomes close and desperate amidst the mist-shrouded ruins.

At the start of the second turn, Graham won the priority roll-off, and Mat was forced to call a Heroic Move with Arathorn, using the chieftain's last Might point. This move allowed Arathorn to move away from the Wargs and engage the Orc Banner Bearer. To make good his ploy, Mat charged the Warg Chieftain with a Ranger of Arnor. Graham was frustrated by the tricky manoeuvring, but not wholly perturbed. Arathorn's move meant that though Buhrdûr could not reach his quarry this turn, two Orc Warriors could, and they charged Arathorn and trapped him. Elsewhere, the remaining Orcs and Wargs rushed into combat, while the lumbering Cave Trolls moved into position to attack next turn. Elrohir charged down the hillside towards the nearest Troll, and clattered into the two Orcs that stood in the way. A Ranger charged in to help the Elf, and it was time for melee.

To the south, the Wild Warg Chieftain easily defeated its Ranger opponent, and killed the warrior of Arnor in short order. Arathorn fared much better, fighting off all three of his enemies, and killing the Orc Banner Bearer. However, there was another Orc on hand to pick up the precious standard. At the north edge of the battlefield, a single Orc fell as the small band of Rangers impressively survived the onslaught. West of the watchtower a single Wild Warg and one Ranger were cut down. Finally, the battle on the hillside turned into the main event of the turn, as Elrohir called a Heroic Fight. Spending a Might point to defeat the two Orcs, he and his Ranger comrade cut both of the foul creatures down. Without pausing for breath, Elrohir continued his charge and leapt into battle against the Cave Troll. The Elf Hero nimbly avoided the clumsy hammer-blow of the Troll, and cut into its scaly hide with his Elven blade, scoring a wound on the brute. The Evil side was reeling from the prowess of the Good Heroes as the turn came to a close.





"Trolls are only counterfeits, made by the Enemy in the great darkness, in mockery of Ents."

Treebeard, The Two Towers

Battle Tracker

Map Key

- A *Arathorn*
- Ea *Elladan*
- Eo *Elrohir*
- 1 *Ranger*
- 2 *Ranger with spear*
- B *Buhrdûr*
- C *Wild Warg Chieftain*
- T *Troll with chain*
- W *Wild Warg*
- 1 *Orc with spear*
- 2 *Orc with shield*
- 3 *Orc with two-handed weapon*
- 4 *Orc with bow*
- 5 *Orc Banner Bearer*



Banner Tactics

The Orc Banner Bearer held the only banner in the game, making it a valuable item. So when Arathorn defeated the Banner Bearer, the Orc was pushed back 1" as normal, but Graham was careful to position the model so that it ended up in base contact with another Orc. When Arathorn then slew the Banner Bearer, the adjacent Orc picked up the standard, leaving Mat back at square one.



Death of a Dúnedain *Turn 3*

Buhrdûr's roars of anger could be heard right across the battlefield as the Troll Chieftain looked around to see his forces in disarray. Waving the Cave Trolls into the fight, he turned his attentions back to Arathorn, and lumbered into the fray.

Just when Graham needed priority the most, Mat won the roll-off. Buhrdûr promptly called a Heroic Move, but Elrohir, being better placed than his brother, called one of his own to counter. Dicing off, Graham won and Buhrdûr's minions closed the net on Arathorn, trapping the Chieftain of the Dúnedain amidst a press of bodies as the Elf twins looked on helplessly. Elladan, Elrohir and a Ranger charged the nearest Cave Troll at the foot of the hill. However, the remaining Evil forces moved in on the stragglers, and the Wild Warg Chieftain pounced on an unsuspecting Ranger of Arnor.

In the Fight phase, one Cave Troll wounded Elrohir, while another killed a Ranger. The Wild Warg Chieftain slew its prey, too, and even the Orcs had some success around the battlefield, ganging up on Rangers where possible and claiming two lives. Finally, under a flurry of heavy blows, Arathorn was dragged down into the dirt and Buhrdûr stood triumphant. By the end of the turn the Good force was broken, and Mat was going to find it almost impossible to turn the game around.

Battlefield Key

Ⓐ *Heroic moves are called by both Elrohir and Buhrdûr this turn, but the Troll Chieftain gets to move first, bellowing "With Me!" to his Orcs, and trapping Arathorn.*

Ⓑ *All around the battlefield, solitary Rangers were being locked in combat, unable to stay out of range of the relentless Evil forces, which effectively nullified their shooting abilities.*

Ⓒ *Despite the prowess of the Elf twins and their Ranger ally, the Cave Troll proved too powerful and won the fight, wounding Elrohir once with a blow from its hammer.*

Ⓓ *With no Might points remaining, Arathorn was unable to prevent Buhrdûr from winning the key fight. The Troll Chieftain inflicted 2 Wounds on Arathorn, the Dúnedain Lord resisted one with his only Fate point. As he was trapped, the Orcs and the Warg surrounding Arathorn struck six times, inflicting 3 more Wounds and slaying the noble Chieftain.*

Ⓔ *The loss of another Ranger, this time slain by an Orc spear, reduced the Good force to below half its starting strength.*





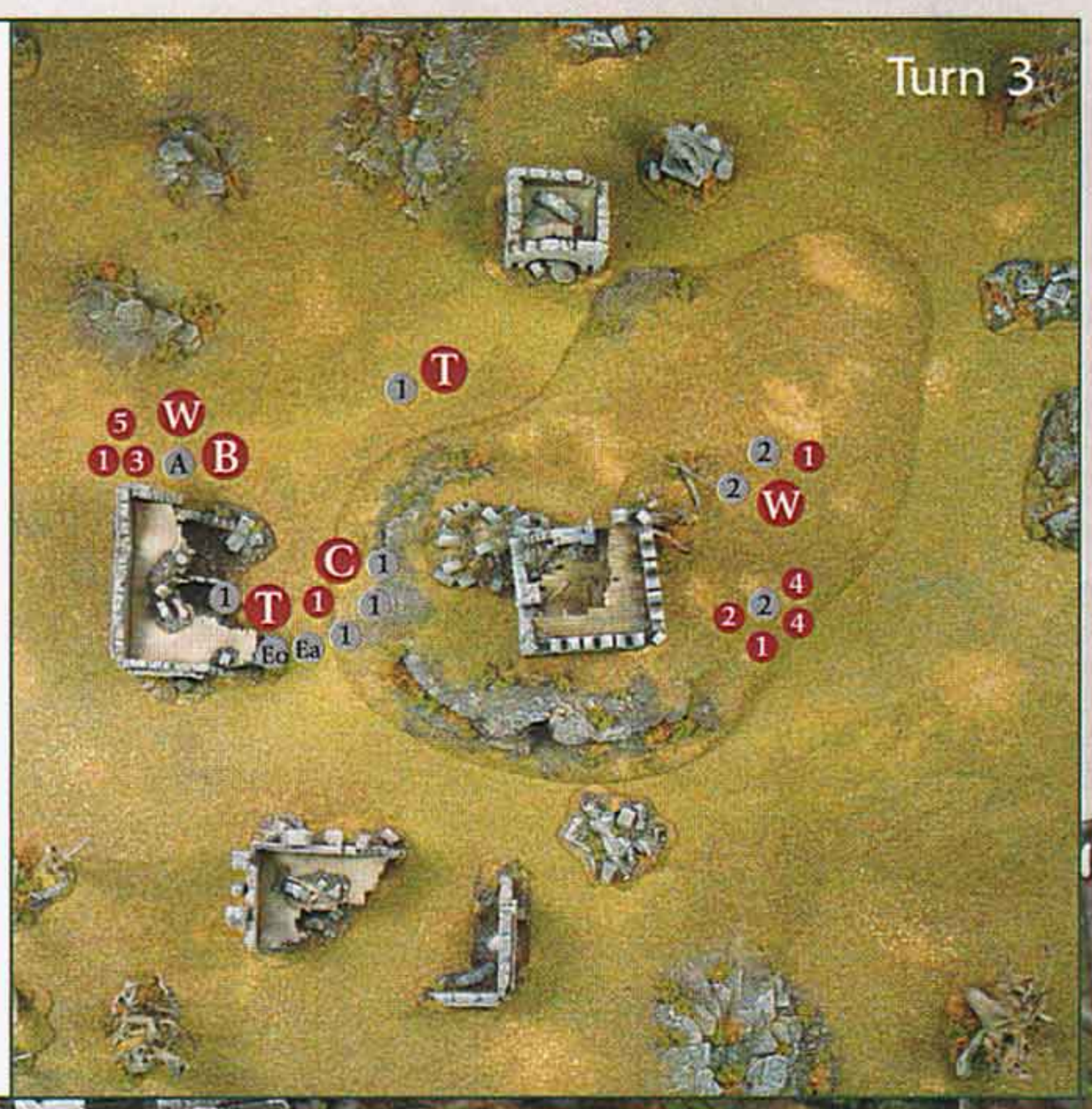
Buhrdûr, Troll Chieftain

The sheer power of Buhrdûr is quite overwhelming. With Fight, Strength and Defence values of 6, 3 Wounds and 3 Might points, this Troll is a force to be reckoned with. Add to that his abilities to cause Terror and throw boulders at the foe, and you've quite literally got a combat monster. The other advantage of Buhrdûr in this scenario is that he stops the Evil side having to take Courage tests once the force is broken, allowing Graham to be a lot less cautious with his vulnerable Orc Warriors.

Battle Tracker

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Broken but Unbowed

Turns 4 & 5

The loss of Arathorn stung the remaining warriors of Good more surely than any blade, but they had to battle on, for the safety of their lands and kin would be jeopardised should they fall.

Turn 4

Mat won priority, which he didn't really want to do, as that meant he had to start taking Courage tests for all his models. To his dismay, three Rangers of Arnor fled the field, clearly dismayed by the loss of their Chieftain. Elladan continued his pursuit of the Cave Troll, and his brother charged the Wild Warg Chieftain, as the menacing form of Buhrdûr stalked behind them. In the only real shooting opportunity of the game so far, a Ranger of Arnor managed to pick off the Orc Banner Bearer, much to the dismay of Graham *(see fig. ii)*. The Cave Troll to the west stooped for a stone in retaliation, but failed to hit the Ranger, who was dug in behind cover.

In the Fight phase, Elladan called a Heroic Fight against the Cave Troll, and used all his Might points to ensure that it was slain. Moving on, the Elf Hero dived towards Buhrdûr and, in a whirling storm of blades, managed to somehow wound the Troll Chieftain twice. However, Elrohir fared rather more poorly, as the Warg Chieftain, a Wild Warg and an Orc defeated him and reduced him to his last Wound. His Fate points kept him in the game, but the Elf was close to death.

Turn 5

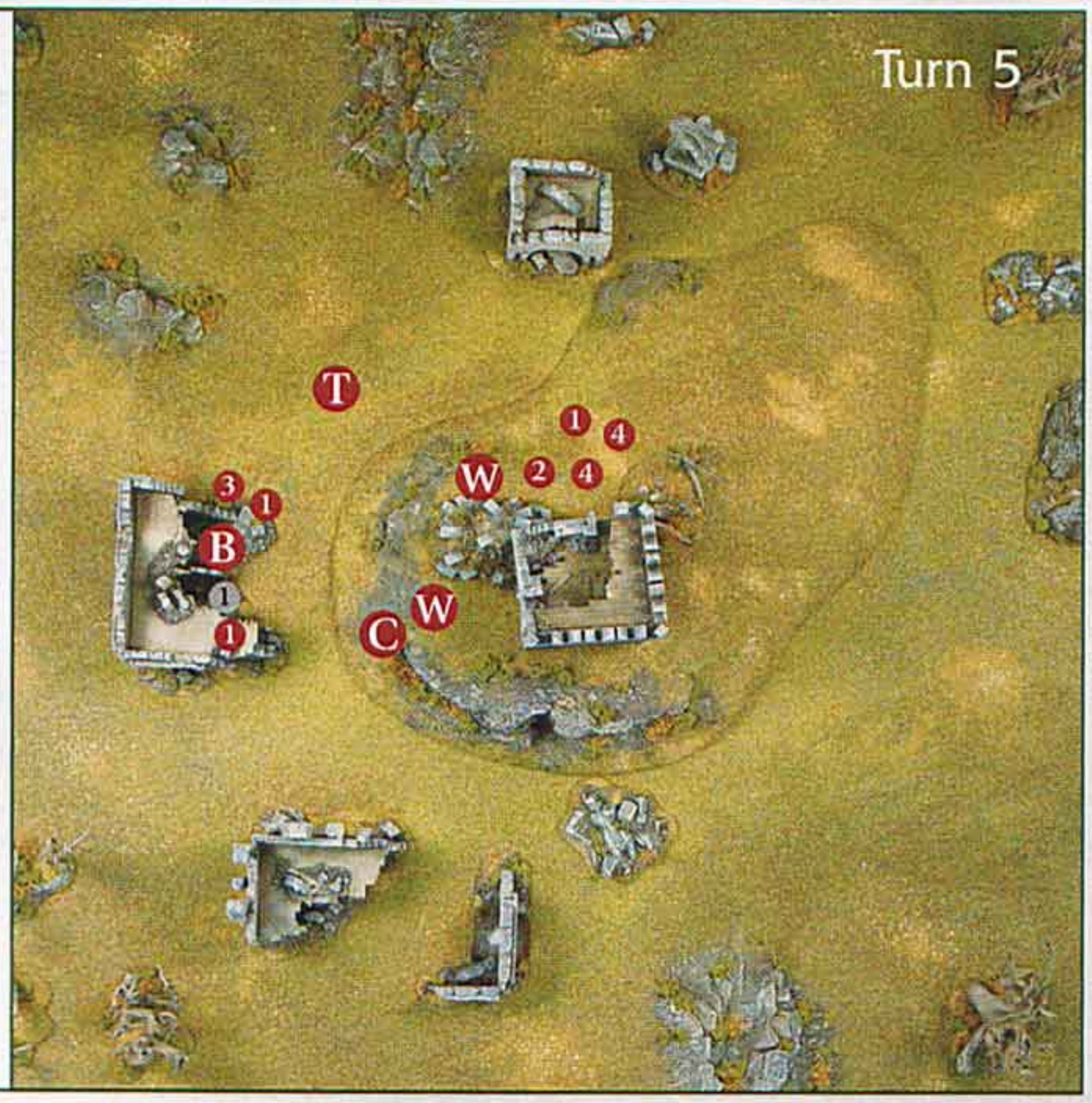
Looking around themselves desperately, the warriors of Good realised that there were only four of their number remaining. Requiring nothing short of a miracle, they gritted their teeth and battled on.

As if to add insult to injury, Graham won priority for the Evil side, and the beleaguered Good warriors found themselves assailed from all sides. The Ranger who had killed the Banner Bearer in the previous turn was confronted by a vicious Warg, Elladan faced off against the Warg Chieftain and another Wild Warg, while Elrohir was charged by Buhrdûr and an Orc Warrior. The last remaining Ranger, who had been pushed back into the ruins to the south, was confronted by another wicked Orc.

In the Fight phase, the ranger on the hilltop was savaged to death by his Warg opponent, while Elladan suffered a similar fate, getting mauled by the Warg Chieftain. Elrohir didn't get the chance to avenge his brother, as Buhrdûr unleashed three mighty blows, knocking the Elf Hero senseless. With no way out for the Good side, Graham had secured a famous victory for the forces of Evil.

Map Key

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- 5 *Orc Banner Bearer*





Battle Tracker

Just Deserts

Graham, already celebrating a victory by the start of this turn, climbed his Banner Bearer to the top of some nearby ruins so as to gloat, not noticing the Ranger of Arnor on the hilltop (well, they are quite well camouflaged). In the Shoot phase, Mat took equal glee in targeting the Orc with his Ranger, shooting the Banner Bearer in the face and taking it out of the game. There's a moral to this tale, we're sure...



Conclusion

With only a single Ranger of Arnor left on the battlefield for the Good side, Buhrdûr's forces had won the day.

EVIL VICTORY

GOOD DEFEAT

Death of a Chieftain

Elladan and Elrohir

Though none of his force really shone, Elladan and Elrohir proved that, even when the chips are down and the run of luck isn't with you, high-calibre Heroes can still turn in a good performance. If only they'd managed to get the drop on Buhrdûr, or kill a few more Orcs...



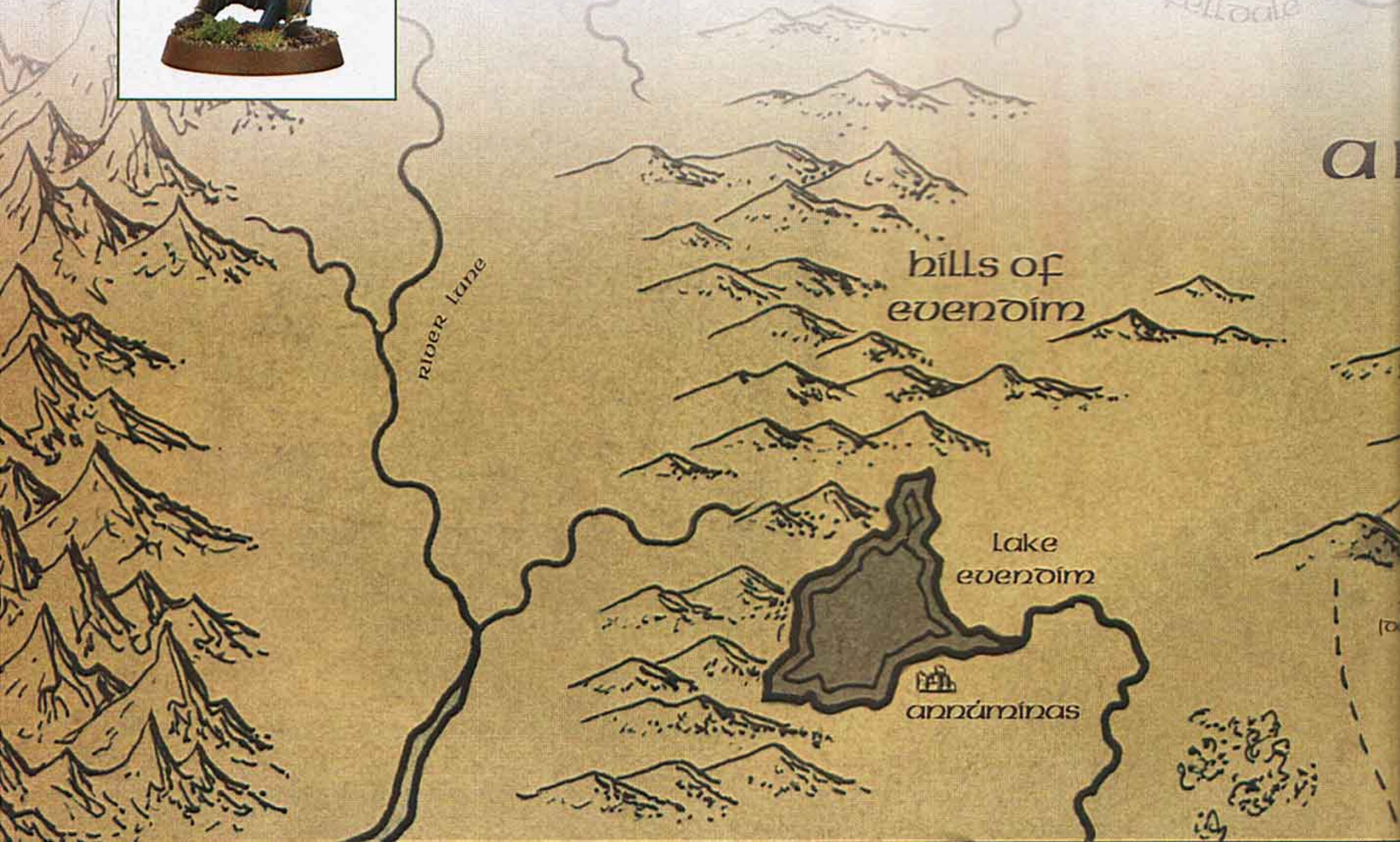
Mat: Unfortunately, the headline above refers to a chieftain of Dúnedain, not of Trolls. Why (oh why, oh why) could that wretched Troll Chieftain not have suffered that third wound? If only Elladan's aim had been a little truer, the brute would have fallen and the Evil force would have fled into the dark forests of Rhudaur.

In fairness, Elladan did well to both win the fight and inflict two wounds on the hulking Troll – not at all bad, by anyone's standards. If only I'd been a little swifter in consolidating my forces once the trap was sprung, I might have been able to overwhelm the Evil force piecemeal. Unfortunately, I have a tendency to pussyfoot around enemy Heroes rather than get to grips with them, and in this game it definitely cost me. At the end of the day, you've got to get stuck into enemy Heroes, or they'll be the death of you.

Overly-durable Trolls aside, the main death knell sounded when Arathorn was pinned down by a series of poor priority rolls. Just a single won priority would have allowed him to dart around the back of the building and link up with the sons of Elrond, but it wasn't to be – exhausted of Might and surrounded, he was fair pummelled to death. Perhaps this shouldn't have come as too much of a surprise, after all, as this was just the kind of scenario in which Arathorn could have met his end.

As a general style, I love playing hit and run battles. Unfortunately, in this case I was locked down too quickly to really play to the strength of my force. Against most foes, this perhaps wouldn't matter, but against a Troll-heavy force, it's fatal. As it was, with one of my most powerful models lost and my force broken to boot, the writing was definitely on the wall. At this point, only a miracle or a burst of tactical genius could have saved the rest of the Good force from an ignominious death. Alas, neither was in the offing – though it has to be said that Elladan and Elrohir put up a good fight before they were viciously bludgeoned to death by Trolls. I never even got a real chance to perform any kind of derring-do – most disappointing.

It's always hard to argue with the strategy of a battle won, but if I had to pick one point, I'd say Graham's only real mistake was in committing the Wargs too early and on both sides of the battle. While the ferocious beasts are fast and deadly, they don't have the combat skill to overwhelm Rangers of Arnor, and this cost Graham some unnecessary casualties early on. If the Wargs had attacked as one group, they'd have torn through one of my flanks and got the forces of Evil off to a much stronger start.



Terror in the North

Graham: It's pretty rare for a battle to go according to your plan, but on the whole this one did! I was getting worried in the first few turns as my Wargs made far less of an impact than I'd expected (and died rather more than I'd expected). I'd assumed that the Rangers were primarily missile troops, but it turns out that they're not too shabby in combat either! Still, the Wargs did their job of limiting the bow-fire coming my way, and allowed the Orcs and Trolls to close in on their targets.

Mat did a fine job of keeping Buhrdûr away from Arathorn for a couple of turns, but before long he simply ran out of men to stand in the way and the hulking Troll made a decisive Heroic Move. Arathorn found himself trapped by his attackers and Buhrdûr showed exactly how destructive he can be, crushing the Hero with ease.

With my first objective achieved, it was a race against time to reduce the Good forces to 25% before Mat did the same to me. By this point, Elladan and Elrohir had both charged in, and were busy scything down Orcs, one of my Cave Trolls, and quickly cutting a path towards Buhrdûr, eager for revenge. It was a tense moment as Elladan met Buhrdûr in combat – without his intimidating presence my whole army would be making Stand Fast rolls, and would quickly flee the field. Elladan won the fight, but to my relief Buhrdûr was left with one wound remaining. After that, it all seemed to go my way. Mat started failing too many Stand Fast rolls, and the Orcs got the upper hand over those that remained. The Elves had run out of Might and the Trolls and Wargs finished them off in short order. I even moved my standard bearer up onto the ruins to victoriously wave his banner around – unfortunately the last remaining Ranger promptly shot him dead. But despite this last gasp of defiance, I had achieved my final objective – it was a good day to be Evil.

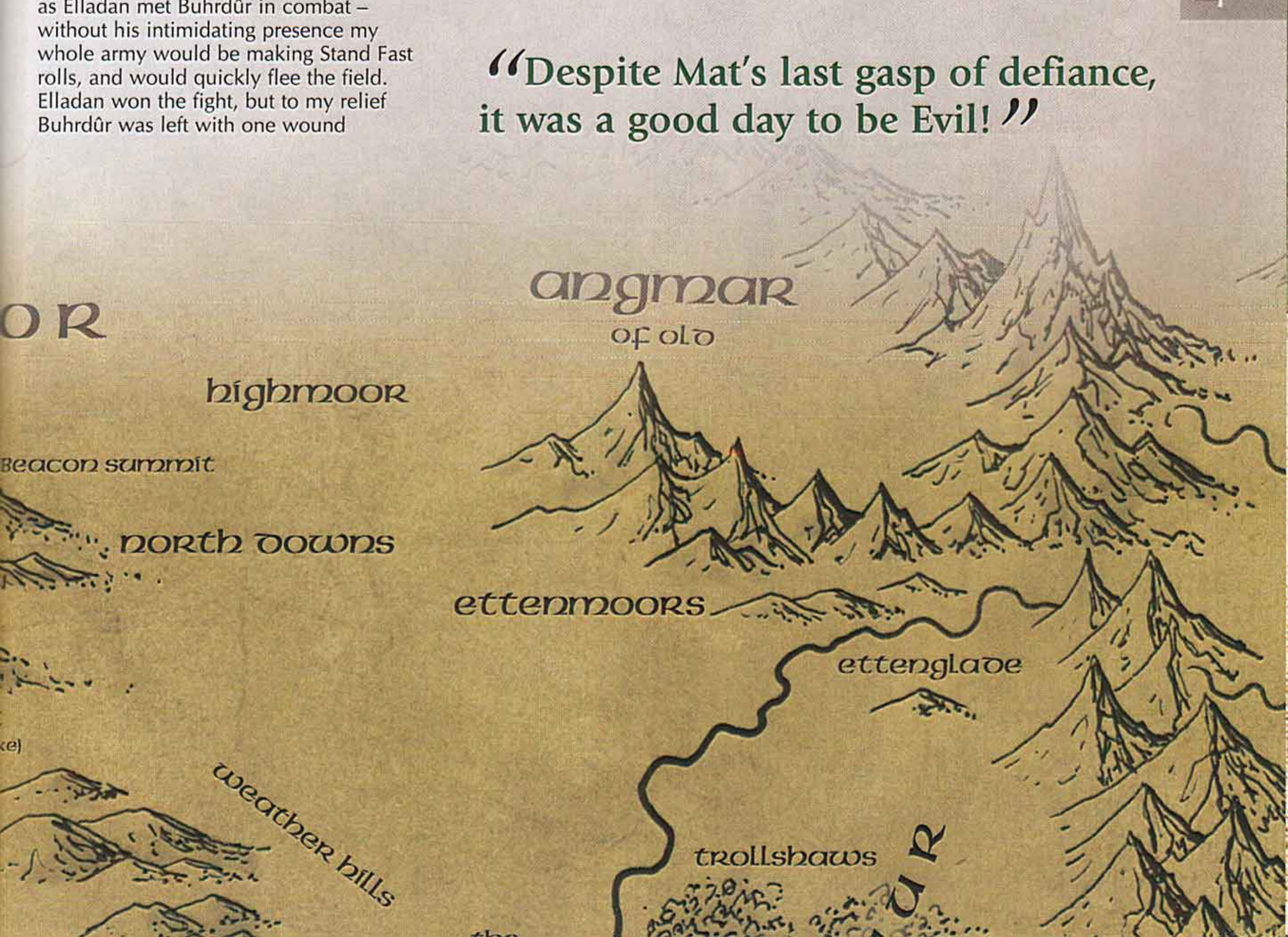
If I'd been playing with the Arnor force, I would have tried to make more use of the terrain – moving and evading, forcing the enemy to clamber over the ruins, getting the benefit of defensible positions. The Rangers really didn't get to show off their prodigious skill at archery, and I think that is the key to victory – instead they got stuck into combat and inevitably came off worst. Of course, a few unkind priority rolls made this approach very difficult.

Orcs!

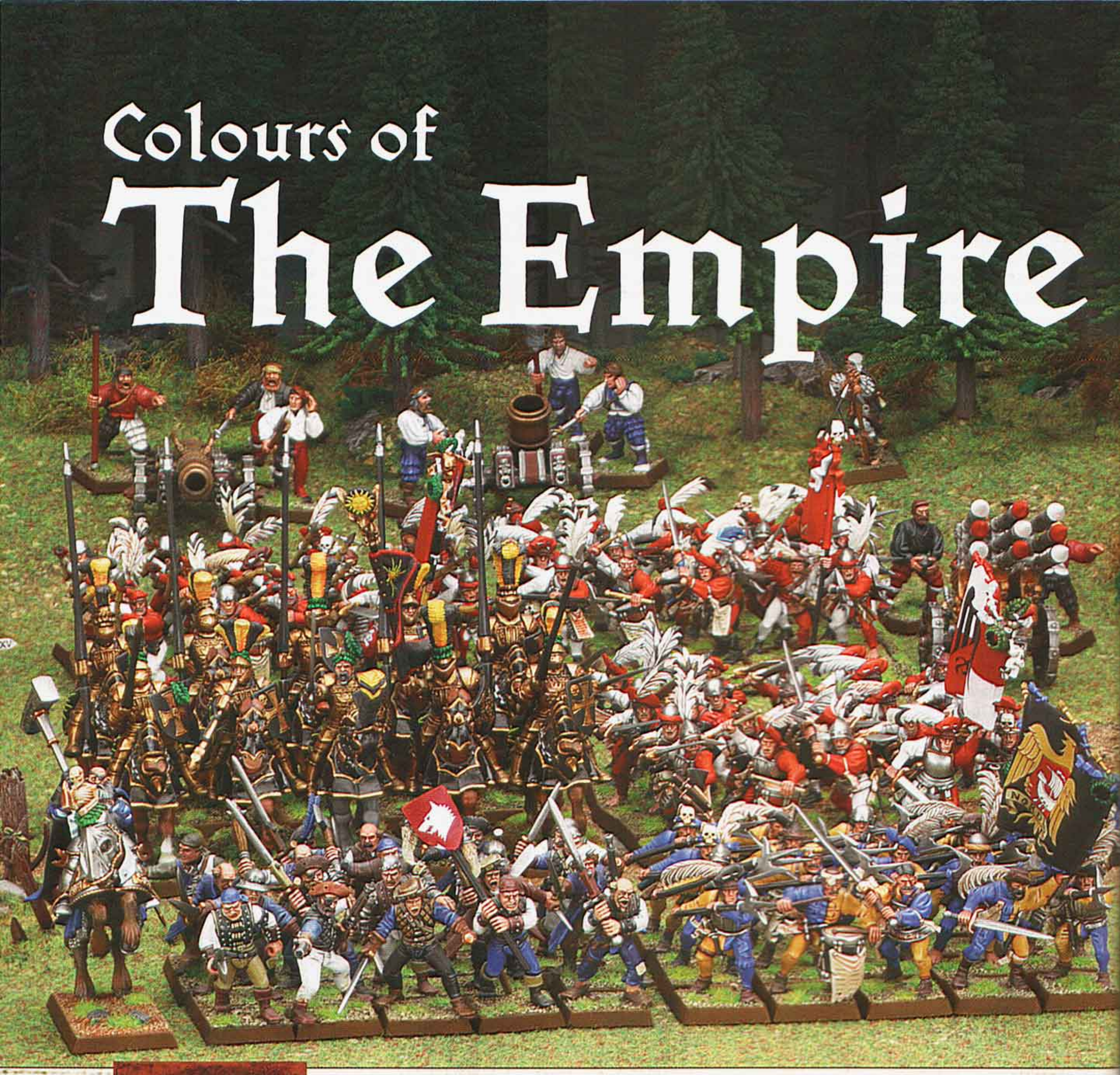
When all was said and done, it wasn't the hulking Trolls or the ferocious Wargs that won the day for the Evil side, but the humble Orcs. Without them, the Rangers would have run amok, and Arathorn wouldn't have been slain.

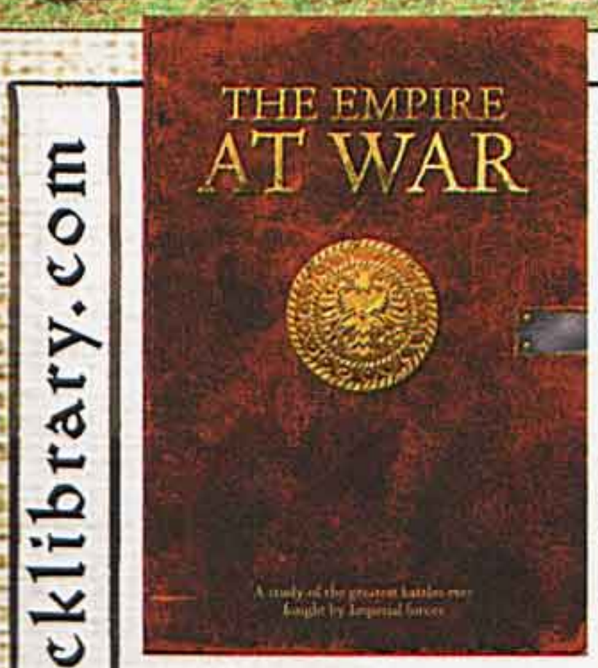


"Despite Mat's last gasp of defiance, it was a good day to be Evil!"



Colours of The Empire





www.blacklibrary.com

For more information on The Empire, look no further than The Black Library. Their range of background and art books, not to mention their gripping novels set in The Empire provide mountains of details and all the inspiration you'll ever need to get collecting!

The Empire is often spoken of as a united nation, though this is not truly the case. It is a vast land, comprising individual and independent states, joined together through common interests and a shared culture. These states are of two distinct types: provinces and city-states. The provinces are large realms, ruled by hereditary lords. The city-states have grown in wealth and importance over the centuries and have become self-governing. The people of The Empire are mostly the descendants of the ancient tribes that allied with Sigmar at the battle of Blackfire Pass many centuries ago. It was Sigmar himself who realised that The Empire was too big a realm for one man to rule alone, and so he made his chieftains Counts, allowing each to remain responsible for affairs in their own region, but all answerable to the Emperor. This system preserved the idiosyncrasies of the original tribes, and has led to the divergence of customs, organisation and military practise that is found in The Empire today. Each of the surviving provinces is fiercely proud of its heritage, and maintains various traditions.

The soldiers of The Empire, their banners, and other panoply of war are heavily decorated with a wide range of icons and images. Far from random decoration, this tapestry of information makes reference to a soldier's personal beliefs, the place of his origin, the regiment he fights for, as well as the cultural history of the Empire provinces. Much can be told about a regiment by the the design of its banner and the soldiers' armour and dress. This guide demonstrates what these styles and symbols mean, and the context in which they are commonly used.

WARHAMMER®

The Empire is a massive realm, and its armies vary widely in appearance. Its forces offer many opportunities for the modeller and gamer. Whether you wish to theme your army to a specific province or city-state, or gather an eclectic mix of regiments beneath your banner, you'll find all you need to get started here.



The Grand Principality of the Reikland

Governed by the Emperor Karl Franz and containing the capital city, Altdorf, the Reikland is the most powerful and cosmopolitan province of The Empire. Its soldiers are well-armed, disciplined and valiant.



A state trooper in the uniform of the Reikland.

Graveyard Earth/ Skull white

Blood Red

The Emperor is able to provide his army with the finest equipment and training available. The uniform of the Reikland is white, though it is usually a fawn or off-white colour in practice. The state banner has changed over the last hundred years, and now features symbols of the province's dominance. The eagle is a common Empire symbol, and in this instance it represents the goddess Myrmidia, the patron deity of the arts of war, whose symbol is often used by high-ranking commanders. The crown is an obvious reference to the ruling Emperor, while the cross represents the unity of The Empire under his leadership, as does the hammer, which also symbolises devotion to Sigmar. Finally, the sword motif on a state banner usually represents the Runefang of the ruling Elector Count.



The state banner of the Reikland.

Altdorf

The seat of the Emperor, and the largest city-state in The Empire, Altdorf is home to universities, academies, the School of Engineers and the Colleges of Magic. The state colours are red and blue, and the city banner utilises the regal iconography of the Reikland (the crown, hammer and Runefang). The deathly figure of the standard of Altdorf is a celebration of the victory over the Von Carsteins in the Vampire Wars, during which the city was besieged twice. It is a symbol of defiance against the Undead, and evil magic in general. Altdorf regiments also make wide use of the griffon, in reference to their service to the Emperor's capital.



The city banner of Altdorf.



A state swordsman, clad in the fine uniform of Altdorf.

Regal Blue

Blood Red



Though it has associations with Morr, the hourglass is actually a symbol of mortality, rather than death itself. It is a reminder that a man is judged by his deeds in life, and the time he has to prove himself is finite.



A converted Captain of the Reiksguard on foot.

Boltgun Metal

Blood Red



The Reiksguard are based in Altdorf. This captain's shield bears a variation of the skull and crown motif of the Reiksguard, utilising the laurel wreath.

Painting a Reikland Uniform



1 *Undercoat the model with Skull White spray. This provides a good base for such a light uniform.*



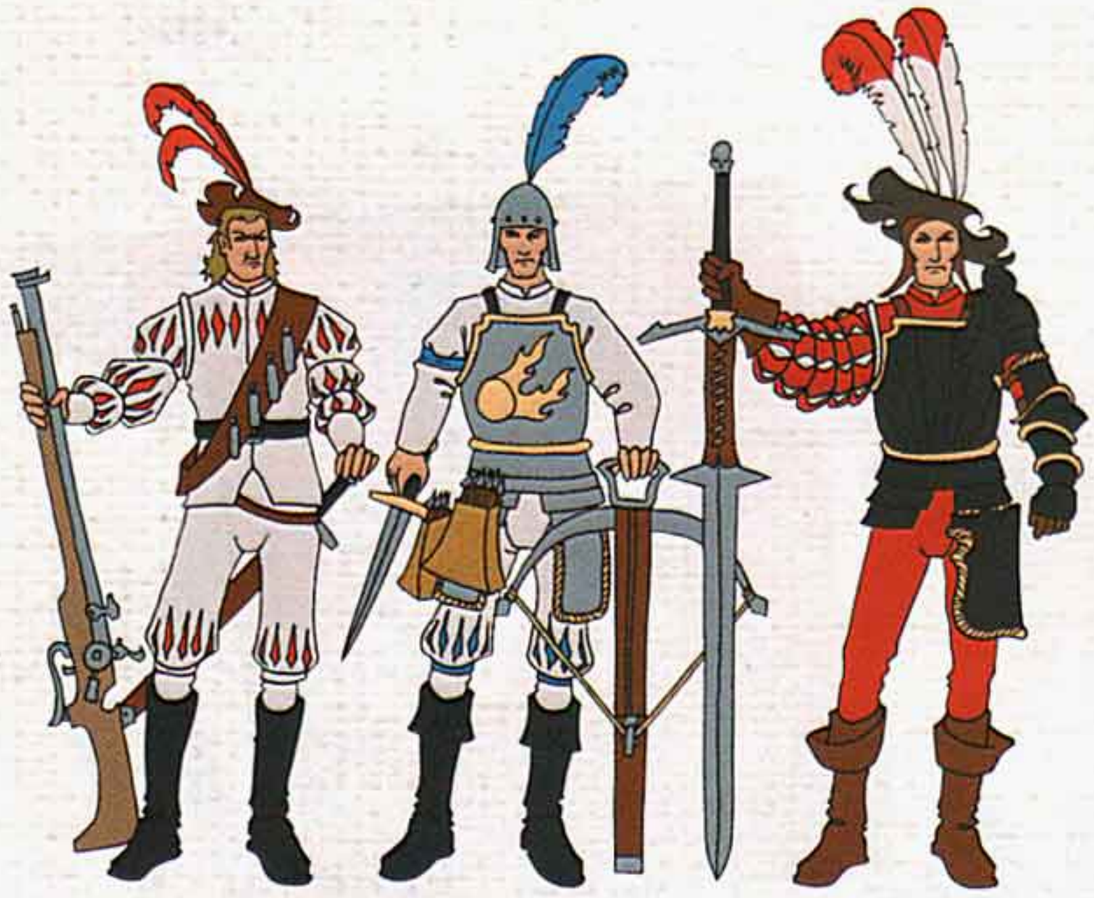
2 *Apply a wash of Graveyard Earth over the uniformed areas to stain the undercoat and provides deep shading in the recesses.*



3 *Overbrush the uniform with several coats of Skull White to provide a quick and effective highlight.*



4 *Re-undercoat the other parts of the model with Chaos Black, and then paint the flesh, armour and details.*



Reikland Handgunner. *Reikland Crossbowman.* *Carroburg Greatsword.*



Karl Franz flies this, his personal banner, rather than the traditional banner of the Elector Count of the Reikland.



Bögenhafen

A successful market town near the base of the Grey Mountains, Bögenhafen is now one of the wealthiest places in the Reikland. Persistent bandit attacks have forced the Burgomeisters to maintain a large town militia, who have earned a reputation as tough and disciplined troops. The militia are clothed in white and purple – a flagrant display of wealth, as purple is the most expensive dye to produce. Famously, Kurt Helborg wears a cloak of Bögenhafen purple, gifted to him by the town's leaders.

A crossbowman, clad in the opulent purple and white uniform of the Bögenhafen militia.

Skull White

Warlock Purple



Carroburg

One of the most famous regiments in the Reikland are the Carroburg Greatswords, named after a Middenland town situated near the Reikland border. This regiment was sent to aid the forces of Carroburg in 1865, against the besieging army of the Count of Middenland. By the end of the battle, they stood resolute on the city walls, their white Reikland uniforms stained red by the blood of the fallen. They now wear dark red and black uniforms to mark that grim and bloody day.

A Carroburg Greatsword.

Chaos Black

Blood Red

The Grand Duchy of

Middenland

Home to the cult of Ulric and the great city of Middenheim, Middenland is one of the most important provinces of The Empire.



The uniform of Middenland is predominantly blue, trimmed with cold white.

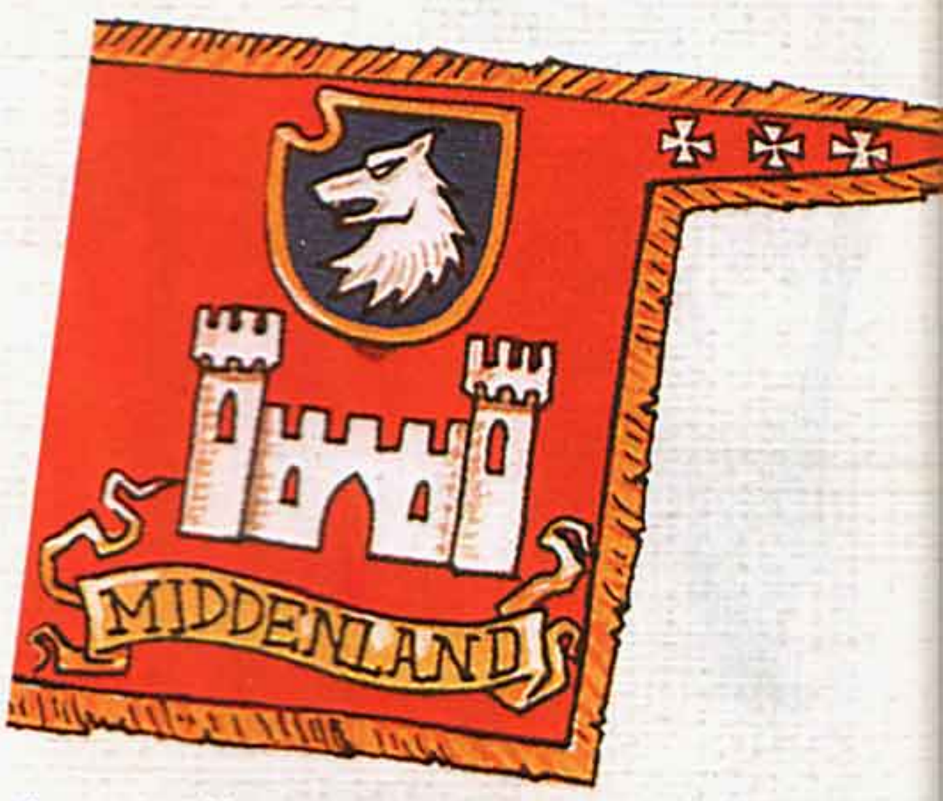
Regal Blue

Skull White

Middenland is a vast province, and within its borders lies the dark and foreboding Drakwald Forest. The dangers within that sprawling greenwood are manifold, and the blue-clothed soldiers of Middenland have become accustomed to fighting Orcs and Beastmen over the centuries. The banner of Middenland depicts the castle motif that represents Middenheim, the crowning glory of the region and a near-impregnable fortress city. The banner also displays the head of a white wolf, which is the symbol of Ulric, the ancient warrior-god of The Empire. Worship of Ulric pre-dates Sigmar's appearance by many generations, and warriors of the region often wear cloaks and boots trimmed with wolf fur, or carry wolf-tooth amulets and trinkets for protection in battle.



Graf Boris Todbringer, Elector Count of Middenland.



The provincial banner of Middenland.

MODEL AVAILABLE FROM DIRECT

Middenheim, City of the White Wolf



A Middenheim Captain.

Regal Blue

Skull White

This great city-fortress stands atop the Ulricsberg – a sheer-sided pinnacle of white rock that rears from the surrounding forest like the fang of a great wolf. Middenheim is known as the City of the White Wolf, the symbol of Ulric, patron deity of the city. The temple of Ulric is located within the city, making this settlement the centre of the Warrior-God's worship in The Empire. As the cult of Ulric is afforded an electoral vote in addition to the Elector Count's, the province has two votes, making it a powerful realm indeed.



The banner of Middenheim, depicting the four great gates of the city.

The Grand County of Averland

Averlanders are known for their ostentation, but their land is one of political wrangling as it is currently without a ruler. The soldiers, however, are dependable and courageous in battle, and proud of their history.

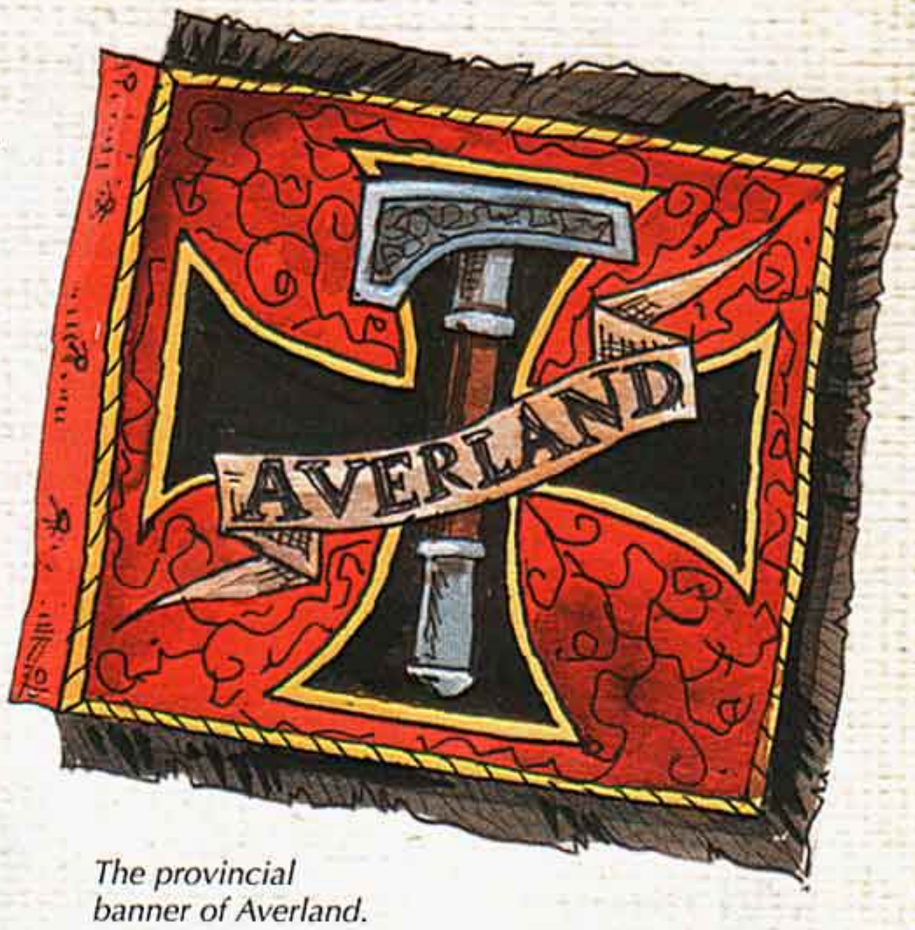


The crossbowmen of Averland are amongst the best in The Empire.

Bad Moon Yellow

Chaos Black

Averland's wealth comes mainly from agriculture. Though its lands are not as fertile as the Reikland or Ostermark, its warm climate and large stretches of open plains allow for the mass production of more uncommon crops, and the raising of fine thoroughbred horses. Averland has the dubious honour of defending Blackfire Pass, a route into the Empire favoured by marauding Orcs and Goblins from the Badlands and Darklands. As a result, the soldiers of Averland have become experts in siegecraft. The symbol of Averland used to be a blazing sun, which was formerly the symbol of Solland. When Gorbad Ironclaw destroyed that realm, the displaced nobles moved on to Averland, taking their heraldry with them. These days, the provincial banner is emblazoned with the cross and hammer, symbolising their sense of union with Karl Franz's Empire.



The provincial banner of Averland.

The Grand County of Wissenland

Ruled by Countess Emmanuelle of Nuln, Wissenland is located at the extreme south-east of The Empire, and the rivalry between this province and the Reikland is legendary.



The uniform of Wissenland is white and dark grey.

Chaos Black

Skull White

Reiklanders believe the folk of Wissenland to be dull (a reputation not helped by their ruler, Countess Emanuelle, spending more of her time entertaining in the cosmopolitan city of Nuln). However, this scorn is reciprocated by the Wissenlanders, who view the Reikland city-dwellers as effete fops. Wissenland incorporates the lands that were once the province of Solland and regiments from the southerly region continue to uphold the tradition of using the symbol of Solland, the sun, in their banners and on shields. The fall of Solland is one of the darkest stories in Imperial history, and it is said in the Lament of Solland that the "Light Doth Shine No More" in the ruined province. There are few symbols of Sigmar on Wissenland heraldry, as the twin aspects of the nature gods, Taal and Rhya, are highly venerated in the province.



The provincial banner features the blazing sun, a nod to the heritage of Solland.

The City-state of Nuln

Situated on the crossroads of Reikland, Wissenland and Averland, Nuln is The Empire's second city in terms of size, but the first in terms of social life and the arts.

Sometimes called "the crown that glitters with a thousand jewels", Nuln is home to numerous cannon foundries and the Imperial Gunnery School, which supplies artillery masters to all the Emperor's armies. An ancient city, Nuln is a centre of both academia and industry, and the city banner carries the scales of judgement – a symbol of Verena, goddess of learning. Some regiments bear an image of the blindfold maiden on their standards for the same reason.

The city banner also bears a lion icon, which is usually used in The Empire to represent courage, pride and great achievements. In addition, regiments from Nuln sometimes depict the great bridge of the city – the only bridge in The Empire to span the entire width of the Reik – or stylised cannons that represent the famous Gunnery School. The soldiery wear uniforms that are predominantly black, to hide the soot stains that come from fighting alongside so many artillery pieces!



A Handgunner from Nuln. The skull is probably taken from a fallen Empire soldier, and carried as a symbol of honour and a good luck charm.

Chaos Black

Blood Red

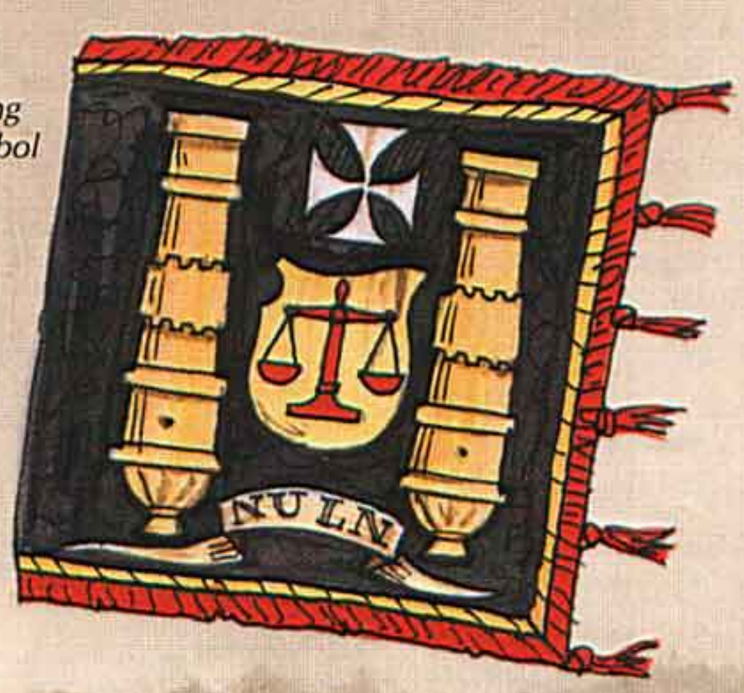
Mortar, crew, and Engineer from a Nuln artillery train.



The Imperial Gunnery School

A sprawling network of forges, the Imperial Gunnery School is home to The Empire's veteran gunsmiths, who toil endlessly to build and maintain the Empire's artillery trains. Dwarf-built, steam-powered air pumps vent the acrid fumes of the foundries, but in turn cloud parts of the city in thick smog. The success of the Gunnery School is a point of pride to all in Nuln, and the military commanders of other provinces pay handsomely to have their gunners trained by the expert captains of Nuln.

The arms of the Imperial Gunnery School, displaying cannon barrels and a symbol of Verena.





The city arms of Nuln, symbolising the city's pride in its ingenuity and history.

The Grand Barony of Hochland

Hochland is a heavily-forested region, and its people are famous for their woodcraft and hunting. The armies of this province field a high proportion of skilled handgunners and archers.



A Hochland Marksman.

Blood Red

Snot Green

Hochland is often looked down upon by more cosmopolitan provinces, largely because its people are down-to-earth types who live off the land and lead simple lifestyles. However, the marksmen of this province are skilled indeed, and the famous hunting rifles of the region are much sought after throughout The Empire. The heraldry of Hochland regiments often makes reference to their traditional hunting grounds and the prowess of the famous Jäegerkorps. The horn and the bow are used throughout Hochland to declare the allegiance of its regiments, and the state banner features a gruesome skeleton blowing a hunting horn. The skeleton is typical of the images of death found throughout the Empire. This one carries a sword, signifying an indomitable warrior spirit, while Sigmar's twin-tailed comet flies behind it.



The grim provincial banner of Hochland.

The Grand Barony of Nordland

Nordland is one of the lesser provinces, and most of its strategic importance comes from the heavily tolled coastal road, which provides wealthy merchants with safe passage to Marienburg.



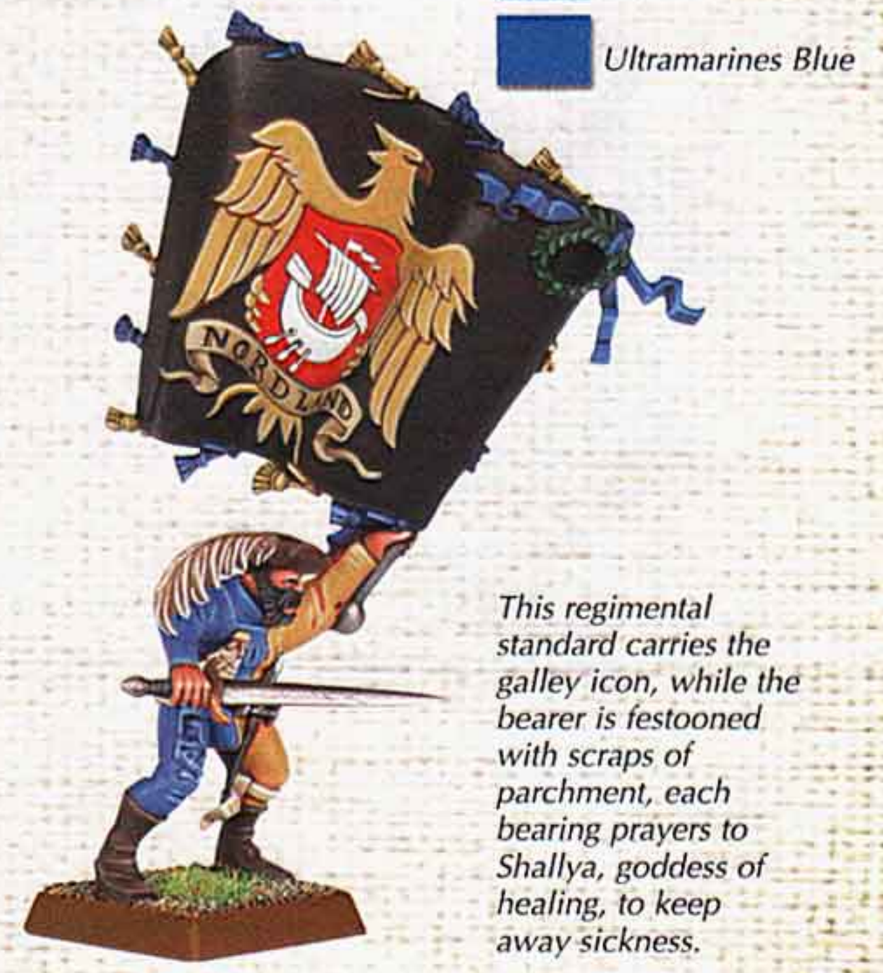
The banner of Nordland is dominated by the eagle of Myrmidia.

As well as its toll roads, Nordland is famous for its navy, which includes the Nordland state Mariners. These hardy troops are adept at deploying swiftly by sea, catching opponents off their guard.

The state troops of Nordland wear a distinctive blue and yellow uniform, with feathers dyed various colours to distinguish between regiments. The forces of Nordland have fought many battles with Norse pirates, and many regimental banners bear the image of a war galley in recognition of these encounters. Like many parts of The Empire that rely on specialist soldiers and tactics, the goddess Myrmidia is the favoured deity, and her eagle dominates the provincial banner. The bird grasps the unifying Imperial cross in its talons, visually reinforcing the Nordland belief that the Empire exists by virtue of its doughty soldiers.

Bubonic Brown

Ultramarines Blue



This regimental standard carries the galley icon, while the bearer is festooned with scraps of parchment, each bearing prayers to Shallya, goddess of healing, to keep away sickness.

The Grand Principality of Ostland

The people of Ostland are renowned for their hardy constitutions and stubbornness. Their rangers are the most rugged of them all, and the state contributes many highly skilled scouts to the armies of Karl Franz.



The soldiers of Ostland wear black and white uniforms.

Chaos Black

Skull White

The province of Ostland is dominated by the Forest of shadows, and the presence of the Middle Mountains makes the remainder of the region rocky and barren, home to Orcs, Goblins and worse. As a result, the people of Ostland have a reputation for being either admirably tough, or common and coarse, depending on who you ask. Fittingly, the bull of Ostland is a symbol of stubbornness and dependability, characteristics shared and perhaps inherited from its Kislevite neighbours. In years past, the provincial banner was a bull's head, but over time it has become grander and more embellished, and now the rearing bull represents the indefatigable spirit and strength of the region. The famed Dragon Bow of the Count, heirloom of the rulers of Ostland, is also used on regimental banners and shields of the province.



The provincial banner of Ostland.

The League of Ostermark

Ostermark shares its northern border with Kislev. The troops of Ostermark regularly travel north to aid their neighbours, making them the most experienced Chaos fighters in The Empire.

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Purple is a notoriously difficult dye to make fast, and the exact shade varies from soldier to soldier.

Bad Moon Yellow

Warlock Purple

Ostermark is a rural state, relying almost exclusively on agriculture for its economy. Other provinces mock Ostermarkers for their comparatively primitive existence, yet though they lack prosperity the people of the region are capable and courageous fighters. Ostermark is a sombre, bleak land, home to Gryphon's Wood, the Bleak Moors and the thrice-cursed Dead Wood to the south. The blasted ruins of Mordheim lie near those woods, and the entire region is avoided by all with any sense. Between the Dead Wood, Hel Fenn and the Eirie Downs lies the town of Essen, which has the reputation of the most haunted settlement in The Empire.

In the face of the Undead and Chaos incursions, the people of Ostermark have become stern and resolute. Their heraldry portrays images of great victories and military might – symbols of the human spirit conquering even the foulest adversaries.



The banner of Ostermark.

The Grand Duchy of

Talabecland

The largest province of The Empire, Talabecland is dominated by the Great Forest, which harbours more than its fair share of dangers.



A Free Company militiaman of Talabecland.

Sunburst Yellow

Blood Red

In Talabecland, the primary deity worshipped is Taal, god of the wilds. Taal is not overly concerned with the exploits of soldiers. However, regiments from near Taal's sacred river, the Talabec, will often dip their standard into its running waters to receive the blessing of the god, and in return will place one of his symbols upon the standard. Taal is often represented by an antlered head or skull, or by a twisted tree whose branches take the shape of antlers as on the banner of Talabecland. Though the eagle is usually representative of Myrmidia, on the standards and shields of the soldiers of Talabecland it represents the sharp eyes of Taal.



The banner of Talabecland features the antlered tree, the skull, and the eagle – all symbols of Taal.



The laurel wreath has long been a symbol of leadership and of victory.



Helmut Feuerbach, the missing Elector Count of Talabecland and Prince of Talabheim – converted and painted by Dave Andrews. (See WD325 for how this model was made)

Talabheim, the Eye of the Forest



A Talabheim sergeant.

Skull White

Blood Red

Talabheim lies deep within the Great Forest, and is an oasis of civilisation amidst a sea of danger. The symbology of Talabheim makes reference to its location on the sacred river of Taal, as well as the physical location of the city itself inside a massive meteor crater. The twin-tailed comet is a declaration that the regiments of Talabheim considered themselves marked (hopefully blessed) by the gods. The walls of the crater form the foundations of tall fortifications, topped by great cannons, which make Talabheim a mighty stronghold indeed.



This Talabheim standard depict icons of Sigmar, symbols common across the whole of the Empire.

The Grand County of Stirland

Bounded by the Worlds Edge Mountains, Stirland is the poorest province of The Empire, and also the bleakest, for the cursed land of Sylvania lies within its borders.





A crossbowman of Stirland.

Goblin Green

Bad Moon Yellow

The nobility of Stirland constantly compete with those of the wealthier provinces, and the commanders of Stirland's armies have a reputation for rash bravery, perhaps feeling they have something to prove. This was never more exemplified than in 2145 by Prince Martin, the then Count of Stirland, who slew Mannfred von Carstein at the Battle of Hel Fenn – an astounding feat for which he claimed the lands of Sylvania. Though ostensibly part of Stirland, Sylvania is, in reality, an abandoned province where the dead are easily stirred from their slumber and the dark forests are haunted by unspeakable horrors.

The soldiers of Stirland are often equipped with cheap, simple weapons, primarily the longbow, and their uniforms, if they can be called such, are rustic. The warrior maiden depicted in the arms of Stirland regiments dates back to the founding of The Empire itself. The tribe that controlled the lands that bordered the Stir at the time of Sigmar were not ruled over by a chieftain, but by a fierce warrior-queen whose name is now unremembered. Though she died at Blackfire Pass, and her son took on the mantel of Elector when The Empire was forged, this ferocious leader is still honoured in ancient songs and in the banners of the province.



Provincial banner of Stirland.

This converted Stirland Captain, by Mike Anderson, is a veteran of many battles against the Undead. He carries a trained raven, a potent symbol of Morr, god of the dead, which is used to ward away evil necromantic magic. He is festooned with charms and prayer parchments, while his neck is protected by a bevor, to guard against the bite of the Vampire!



Go to page 92 for more of Mike's models

The Moot



Lumpin Croop, famed Halfling captain.

The Mootland comprises areas that once belonged to Stirland and Averland, but was gifted to the peace-loving Halflings by Emperor Ludwig the Fat in a fit of pique. It is oft-overlooked as a province by most Imperial citizens, though its Elder, Hisme Stoutheart, is an Elector.

Stir River Patrol



Swordsman of the River Patrol.

Snot Green

Skull White

The River Stir runs from the Worlds Edge Mountains all the way to the Stirland-Reikland border. Its width makes it an ideal barrier, easy to police and defend. Nevertheless, its length means it must be constantly patrolled, lest enemies find a means to cross it. Past enmities with Talabecland mean that the Stirlanders are almost as keen to keep their neighbours at bay as they are Orcs and Beastmen! The Stirland State Army provides a portion of its soldiers to the River Patrol, a specially trained militia based at forts spaced along the southern bank of the river. The archers of this force are especially feared for their prodigious accuracy.

Knightly Orders

Empire Knights are mighty warriors, clad in Dwarf-forged armour and mounted upon massive warhorses.

The Knightly Orders of The Empire are honourable brotherhoods of armoured warriors. These knights are the finest soldiers in The Empire, and are clad in gleaming Dwarven plate mail and armed with the finest weaponry, It is said that some Orders can trace their formation back to the days of Sigmar himself, and each upholds its own ancient traditions and bears unique healdry.

The most famous Knightly Order is the Reiksguard, largely due to their status as the Emperor's personal guard, and the position of their Grand Master, Kurt Helborg, as the foremost General of The Empire. The Reiksguard are sworn to protect the life of the Emperor, and Imperial history is strewn with tales of their bravery and decisive victories. Their standard bears symbols associated with the Emperor, such as the laurels and the Imperial cross. The skull is often used as a dedication to Morr, but here it represents the line of Emperors past, all of whom have been served faithfully by the Knights of the Order and so, on the Reiksguards' shields, the skull is often topped with a crown or laurels.



Kurt Helborg, the Reiksmarshal.



Reiksguard standard.

Other Grand Masters



The Grand Master of the Knights of the White Wolf.



The Grand Master of the Knights of the Blazing Sun.

More Online!

For more information on the heraldry and proud history of The Empire's Knightly Orders, go to:

www.games-workshop.co.uk/empire



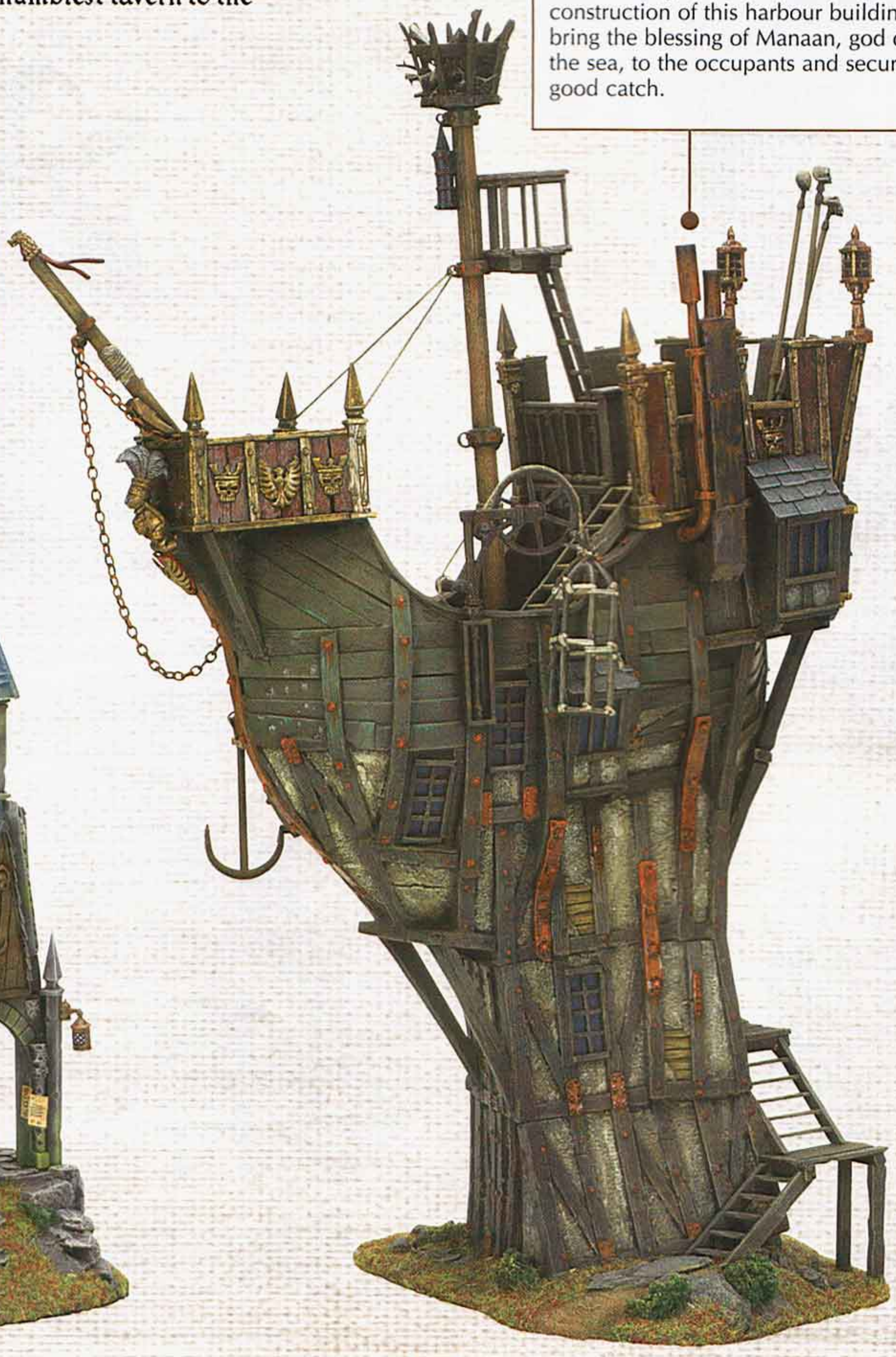
Building The Empire

The imagery associated with the soldiery of The Empire runs throughout Empire society, and is even displayed in one way or another in Imperial architecture, from the humblest tavern to the grandest cathedral.

Roadside shrines such as this are common throughout The Empire. Usually dedicated to a specific deity, the locals often insist that such shrines mark the site of some wondrous miracle.



A old fishing boat has been used in the construction of this harbour building to bring the blessing of Manaan, god of the sea, to the occupants and secure a good catch.





The twin-tailed comet can be found throughout The Empire adorning statues, weather-vanes, tavern signs and shrines. It is a potent reminder of the power of Sigmar, and a symbol of hope that He will return in The Empire's darkest hour.





The skulls and bones of priests, soldiers, and even beloved townsfolk are often interred into roadside shrines or even into the walls of buildings. These serve as great blessings, for those dedicated to Morr have nothing to fear from death.



By the sides of the great highways and byways that link the cities of The Empire, skeletons and rotting corpses are displayed in stocks, from gibbets, nailed to road signs or left to decay in "crows' cages". These gruesome effigies warn of the punishments for heresy and crime, though they are always surrounded by charms of Morr or Sigmar, for the threat of the restless dead is ever present in The Empire.

For more Empire scenery, go to: www.games-workshop.co.uk/empire

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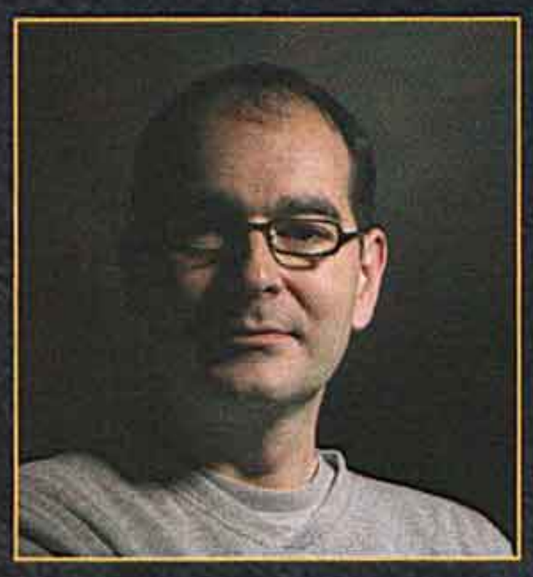
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STANDARD BEARER

From his fortified lair deep within Games Workshop's Design Studio, Jervis Johnson sits in contemplation beneath a mound of your letters, while tea-servitors provide fuel for his neural processes. Take heed, for the Herald of the Emperor speaks...

This month's Standard Bearer is a little bit different to my normal column. Usually I only address one subject, but this month there are two things I'd like to ramble on about. Two subjects for the price of one – I bet you can't believe your luck!

Special characters

One of the things I've been thinking quite a lot about is the special characters we include in our games. Up until recently, special characters have been relegated to the back pages of our army books and codexes, and have been banned at some of the Grand Tournaments we run, either because their use required an opponent's consent or because they weren't included as an entry in an army list. I've always thought this was a shame, as special characters add a unique and characterful element to our games.

I have very fond memories of the Warhammer games I've played using Skarsnik and Gobbla as the general of my Orcs & Goblins army – you've just got to love it when Gobbla gulps down an enemy with one bite! And one of my abiding Warhammer 40,000 memories is a series of games I once played against a Chaos Space Marine army led by Abaddon the Despoiler. Somehow or another Abaddon always seemed to manage to survive, no matter what I threw at him – I will have my revenge one day!

But I digress. Quite apart from being fun to use, special characters also help to establish the character of an army. Just looking at the Citadel miniature for Skarsnik or Abaddon explains more about Night Goblins or Chaos Space Marines than thousands of words can do, no matter how well written those words may be *(Do I detect a hint of bitterness there, Johnson? – Grombrindal)*.

You can therefore imagine my distress to find out that some players simply won't allow special characters to be used in *any* games that they play.

Some players are wary of using special



Jervis' favourite characters are Skarsnik and Gobbla, who've probably moved more with the times than the man himself.



Abaddon the Despoiler – once condemned to gather dust in collectors' cabinets, will soon be back leading black crusades. Quite right, too!

characters because they think they are simply too powerful to use in ordinary games. This is an argument I have some sympathy with as special characters can appear to be so, and indeed it is why the early versions of the special characters could only be used with an opponent's consent. Fortunately, the special characters we use now have all been carefully designed and extensively tested to make sure they can be used in normal games; it's true that they will allow an opponent to create a powerful and challenging army, but not an unfair one. We certainly wouldn't include them in the army lists if this wasn't the case.

Another justification some players use for not allowing special characters in their games is that they are "add-ons" that aren't included in the army lists we publish, and that we ourselves ban them from Grand Tournaments! It almost goes without saying that this wasn't our intention at all and so, in order to help restore special characters to their rightful place, we've started to include them directly in the army lists along with all of the other units you can use. We've even decided to allow them to be used in our tournaments too.

When all is said and done, special characters are iconic centrepiece models that belong in any collection. If you like the look of one and you want to use it to lead your army, then you should go right ahead and do so – I know I will.

Hitting a RAW nerve

A few months ago I wrote a Standard Bearer article about how we resolve the rules questions that come up when we play games at the Studio. One of the things I said was that, if a problem comes up, the first thing you should do is to check the rule book, and if this gives a clear and unambiguous answer, then you should use it, even if the result seems a little bit odd. This is known as using the "rules as written", or RAW for short.

Little did I realise how, erm, excited some people would become over this issue. Soon I was being bombarded with letters and emails from people, taking me to task for encouraging players to try and find loopholes in the rules rather than use good old-fashioned common sense to resolve any rules problems that arose in their games. One player even wrote to tell me that he would refuse to play against anyone that insisted on sorting out rules questions in this manner. People really got quite worked up about the whole thing, I can tell you!

"Special characters are iconic centrepiece models that belong in any collection."

So, do I really think that RAW is more important than common sense? Have I really thrown in my lot with ruthless power-gamers that search our rule books for any ambiguities they can exploit? Well, of course not. The point I was trying to make was that if a question arises in a game, then the first place to look for an

If your opponent wants to use Lord Kroak (right – he's the mummified amphibian on the big floating throne) in his army, just let him. Centrepiece models like this are crying out to be used!



answer is the rule book, and that if the rule book gives a clear answer then you should use it. I then went on to say that if you couldn't find a clear answer in the rule book, you should roll a dice to resolve the issue and move on. In my experience, it's best to get back to the game.

Just as importantly, I was explaining the method we use at the Studio to deal with rules questions that good old-fashioned common sense hasn't been able to resolve. You see, the problem with common sense is that what seems like common sense to one player can appear the exact opposite to another player, especially if the answer may affect the result of a hard-fought battle. Under such circumstances it really is best to refer to the rule book then roll a dice. The only other alternative is a long drawn-out argument about whose version of common sense is the right one, something that rarely does anything other than lead to ill-feeling and acrimony.

I know that it can sometimes be hard to bite your tongue about something where the answer seems completely obvious to you, but, trust me, your opponent almost certainly feels just as strongly the other way. It is far better for all concerned to just let it go and let the rule book or dice decide the matter.

Just say "Yes"

On reflection I think that the two different subjects I've addressed in this month's column have a common root, which is that it's much more enjoyable to play our games in a sporting, easy-going manner than it is to play them in a very competitive manner. This doesn't mean that you shouldn't try to win, just that the manner in which you win is important too. I'll try to illustrate this with an example.

Some years ago a successful and very competitive tournament player – who shall remain nameless to save his blushes – joined the Studio games development team. He was going to take part in a staff tournament, and didn't want to upset any of his work colleagues by being too competitive, and he asked me how best to achieve this. I told him to just say "Yes" to anything an opponent asked him about the rules and the way the game was played.

When he came back he explained that up until then tournaments had been very stressful affairs for him, especially if there was a chance he would win. "It was strange," he explained, "but by not worrying about always getting my own way, I had much more fun than I ever did when I was just trying to win." I'm happy to say that he has never looked back, and now considers one of his greatest achievements winning the "Most Sporting Opponent" award at a tournament.

So, the next time you play, just as an experiment, say "Yes" to anything your opponent asks you. If they say "Shall we use special characters in this game – I've brought along Lord Kroak?" Just say "Yes". And if a rules question comes up, let them play it their way. You never know, you may find you end up having more fun, too.

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We've been holding Grand Tournaments for our games for more than ten years now. Although there is a large amount of kudos to be had from winning, mostly they are about getting together with a bunch of like-minded individuals to play your favourite game for a whole weekend.

There are several of these tournaments held in many different regions across the world, and in each place there is usually a separate event for each system: Warhammer, Warhammer 40,000 and The Lord of the Rings. So there's bound to be one near you soon! You can find out more about Grand Tournaments by keeping an eye on White Dwarf or by checking out the events section of our website at:

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TACTICA



USING RESERVES

The battlefields of the 41st millennium are strewn with the corpses of the hasty, the unwary, and those who committed themselves too early. Codex: Eldar author Phil Kelly is on hand to prove that when the bullets fly, patience is a virtue.

Warhammer 40,000 revolves around two factors: annihilating the enemy and taking objectives. The first is pretty straightforward, the second is where the real finesse comes in. Luckily, that's what this article is all about. We will look at how to use your reserves to react to the ebb and flow of battle, lay out a few top tips about using the Reserve rule, and find out how to make sure your boys are where they need to be when the game finishes.

Some of you reading this may think that the whole Reserves thing is a pain in the neck, especially in missions with the Escalation rule, where a full half of your army can start in Reserve. The wish to shoot the bejeezus out of your opponent's army suggests that the best tactic is to deploy all of your troops in commanding positions from the start and pray to your deity of choice that the roll for first turn goes your way. This is a tried and tested ploy, and far be it from me to disparage it; it has certainly worked for me in the past. However, this tactic is beginning to show its age and is easily countered.

Killing's the easy part

Warhammer 40,000 encourages movement, tactical plays and the claiming of objectives. Do not underestimate this shift. In one of my recent games, a battered quartet of spinegaunts claimed 20 times their own value in victory points, not by killing stuff but by being in the right place at the right time. Many players find that having a unit or two held in reserve helps achieve this.

Holding units in Reserve enables you to do three things:

- *Capture:* Make decisive pushes towards critical or undefended objectives at a late stage of the game.

- *Protect:* Ensure that a few choice units remain at full strength for the crucial point in the game.

- *Reinforce:* Assess how the battle is going and add strength where you need it most.

The ability to stay in Reserve is a two-edged sword, though. Before we go into detail about the advantages, let's get the disadvantages out of the way so that we can get on with the fun.

Sitting idly by

As any Warhammer 40,000 player will tell you, failed reserve rolls are a real bugbear. There is nothing more irritating than having your prize squad sipping tea on the sidelines whilst the enemy slaughters its beleaguered comrades. The sad fact is your reserve squads will spend at least one turn (possibly the whole game) in a kind of bloodless limbo, a serious downside when they could be killing stuff from Turn 1.

Reserves

In Warhammer 40,000, some units do not start on the board at the beginning of the game. Reserves are forces in the same sector as the troops on the battlefield that can be called in to reinforce them at short notice.

Game Turn:	Turn 1	Turn 2	Turn 3	Turn 4+
Reserve unit arrives on roll of:	N/A	4+	3+	2+

When a reserve unit arrives, it must move on as specified in the mission description – most reserve units arrive on the owning player's table edge.



There are ways round this frustration. The first is to ensure that any unit you absolutely cannot do without starts on the table. The second is to make sure the troops you do hold in reserve are well suited to it; we'll come to that later. The third is to take troops and upgrades that help offset bad reserve rolls, but they are few and far between. The best defence is to ensure that you are not relying on your reserves to win you a battle on their own. If you have the choice, keep some Elites in Reserve, possibly some Fast Attack, but keeping your tooled-up HQ on the sidelines is asking for trouble. One or two units held back is usually enough to give you a rapid response force without weakening your main battle line too badly.

There is an important caveat to this point: in an Escalation mission, the Reserves rule is in force whether you like it or not. The only troops you are certain to have on the board from turn one are Infantry without transports and Scouts. This can really shanghai a lot of the more unusual armies, and as a result it is a good idea to have at least three or four units that fit into these categories. If not, you may find yourself on the nasty end of the Reserves rule, with your lone Troops squad facing off against five or six enemy units (it happens, trust me). Successful tournament armies tend to cut down on the number of units affected by Escalation precisely to avoid this scenario when this special rule is in effect.

Here come the cavalry

Despite the drawbacks, used well reserves can win you the game. Here's how.

Capture: In later stages of the game the locations of your units are of paramount importance. A squad in Reserve can dive into play to contest an enemy's objective, or even better, move to claim an undefended one *(see fig. 1)*. Furthermore, units held in Reserve allow you to move forward with your main body of troops, knowing that those in Reserve can roll in later and claim the objectives that your first wave has left behind in their quest to kill.

The success or failure of Reserves is often down to mission parameters. In a Secure and Control mission, units that can claim Loot counters are worth a small fortune in VPs.

In a Cleanse mission, contesting or claiming table quarters can also really rack up the points *(see fig 2)*. The fact they are

Top Tip

"Do not overcommit the resources you keep in reserve – one to three units is normally fine."

Secure and Control Mission

Should you be forced to commit your forces to contest objectives claimed by your opponent (a), your reserves can step in to help, or claim unclaimed objectives (b).

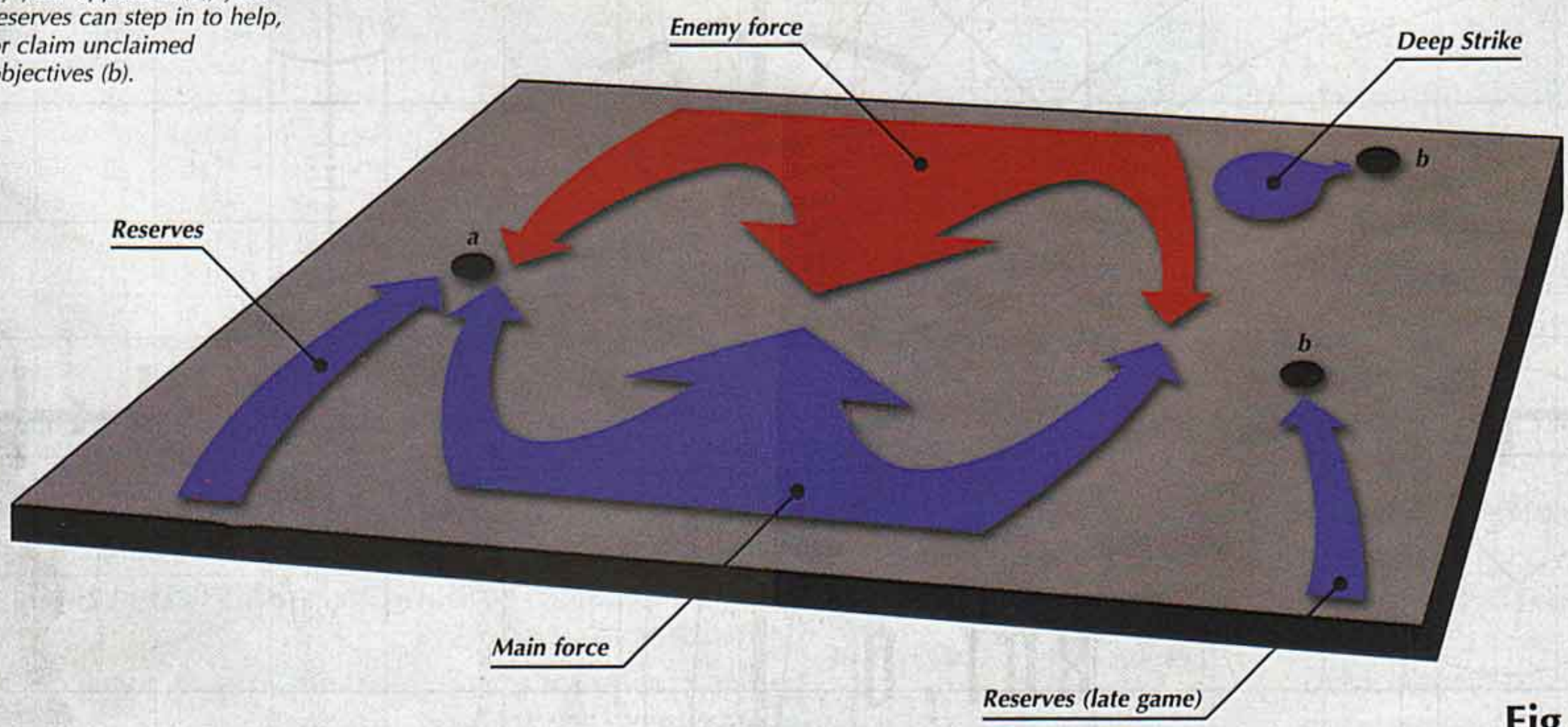


Fig. 1

Cleanse Mission

Reserves take advantage of the largely empty quarter and potentially tip the balance. While deep strikers contest the opponent's home quarter.

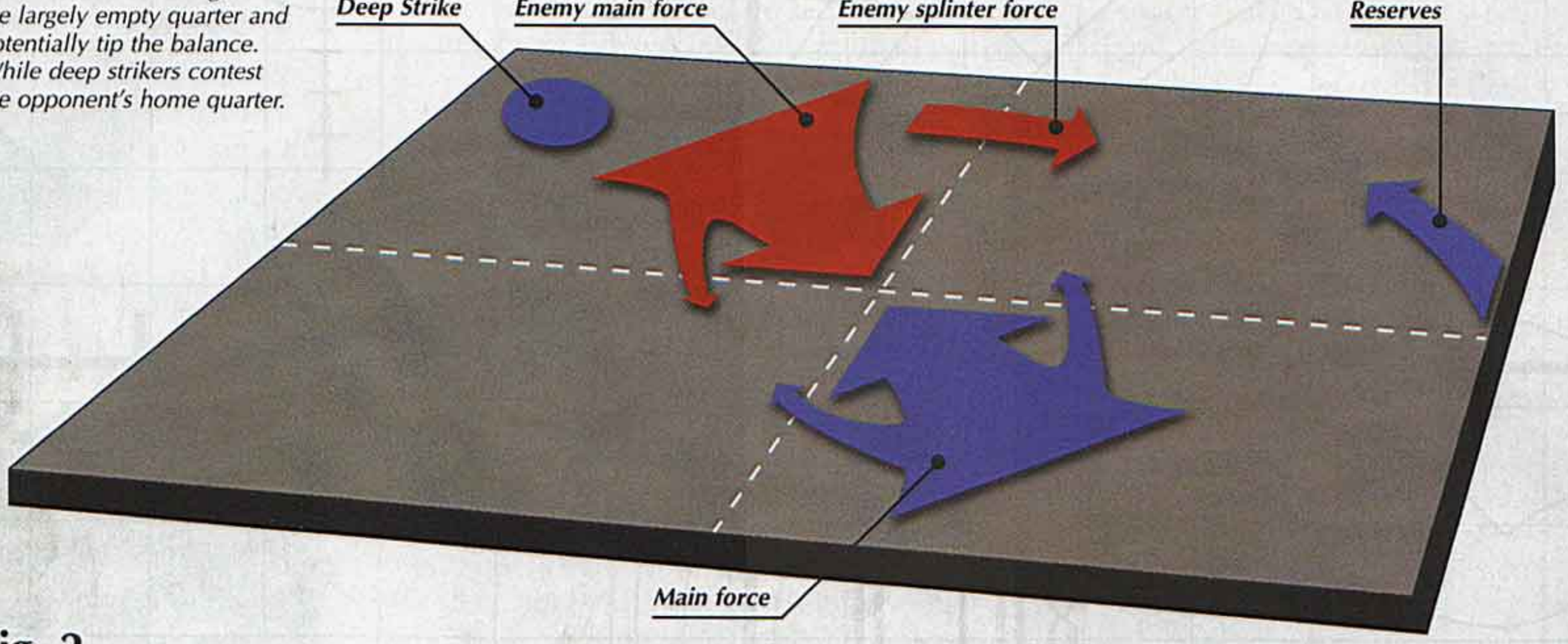


Fig. 2

held back allows you to see how your opponent commits his forces, and react accordingly.

In a Recon mission, units deep striking into your enemy's deployment zone can ruin your opponent's day, provided they don't get too close to the enemy. Leaving some of your options open is worth a lot in an objective-driven game.

In summary, the chart below offers some recommendations as to when reserves are particularly advantageous, and what they're best used for.

Protect: Capturing objectives is dangerous work, and only units that are above half strength at the game's end or undamaged vehicles qualify to do so. This is something that reserves excel at, as they are deployed late – the longer your Reserves spend out of the game the better the chance they have of not being shot at so that when they do hit the table they qualify to hold an objective. So if your Assault Marines are still failing to show up on turn 4, never fear, they can still drop in and secure a victory without landing a single blow.

Top Tip

"If possible, assess the mission parameters before deciding whether to hold units in Reserve."

Reserves in Missions

Phil provides his personal recommendations as to when to use reserves in the various Warhammer 40,000 missions.

Mission	Use Reserves?	Notes
Cleanse	Yes	Use Reserves to take neutral table quarters or even opponent's quarter.
Secure and Control	Yes	Take undefended Loot counters or reclaim those you have had to desert.
Seek and Destroy	No	Just deploy your forces on table and annihilate the enemy!
Recon	Maybe	If you have Deep Striking troops in reserve, yes – otherwise no.
Take and Hold	Yes	The centrally located objective means even latecomers can affect it.

Reliable Reserves?

There are a few troops who can really help with lousy reserve rolls. An Imperial Guard vehicle with the Improved Comms upgrade allows you a reroll each turn – enough to fast-track a couple of battle tanks onto the field. If you play Tyranids, it's well worth taking a Lictor. The pheromone trail it leaves also gives you a reroll, great news for any slow monstrous creatures in reserve. An Eldar Autarch's tactical acumen allows you +1 on your reserve rolls, which is very useful in conjunction with the really big guns in the Eldar arsenal. But the true master of Reserve rolls? Step forward Captain Lysander of the Imperial Fists: not only does he also allow a reroll, but you make a single roll for all the Terminator units in your army, guaranteeing that they all turn up at once. A game-winning move.



With the advanced teleporters on board his ship, The Phalanx, *Lysander can ensure that every Terminator Squad in your army teleports into battle at the same time!*

Top Tip

"Even if one of your units still hasn't shown up mid-game, at least it will be at full strength during the battle's final phase."

Reinforce: This is perhaps the classic reason for holding forces in reserve, both in real life and on the tabletop. Committing your entire army at the first opportunity can prove a little short sighted, as even the best battle plan rarely survives contact with the enemy. Perhaps your flank push has collapsed due to some bad dice or your opponent's own cunning plan, but you really need to win superiority in that area – being able to commit reserves there can tip the balance. Perhaps you have spied a weak point in the enemy line, or a poorly defended table quarter – send in the reserves to take advantage of this fact.

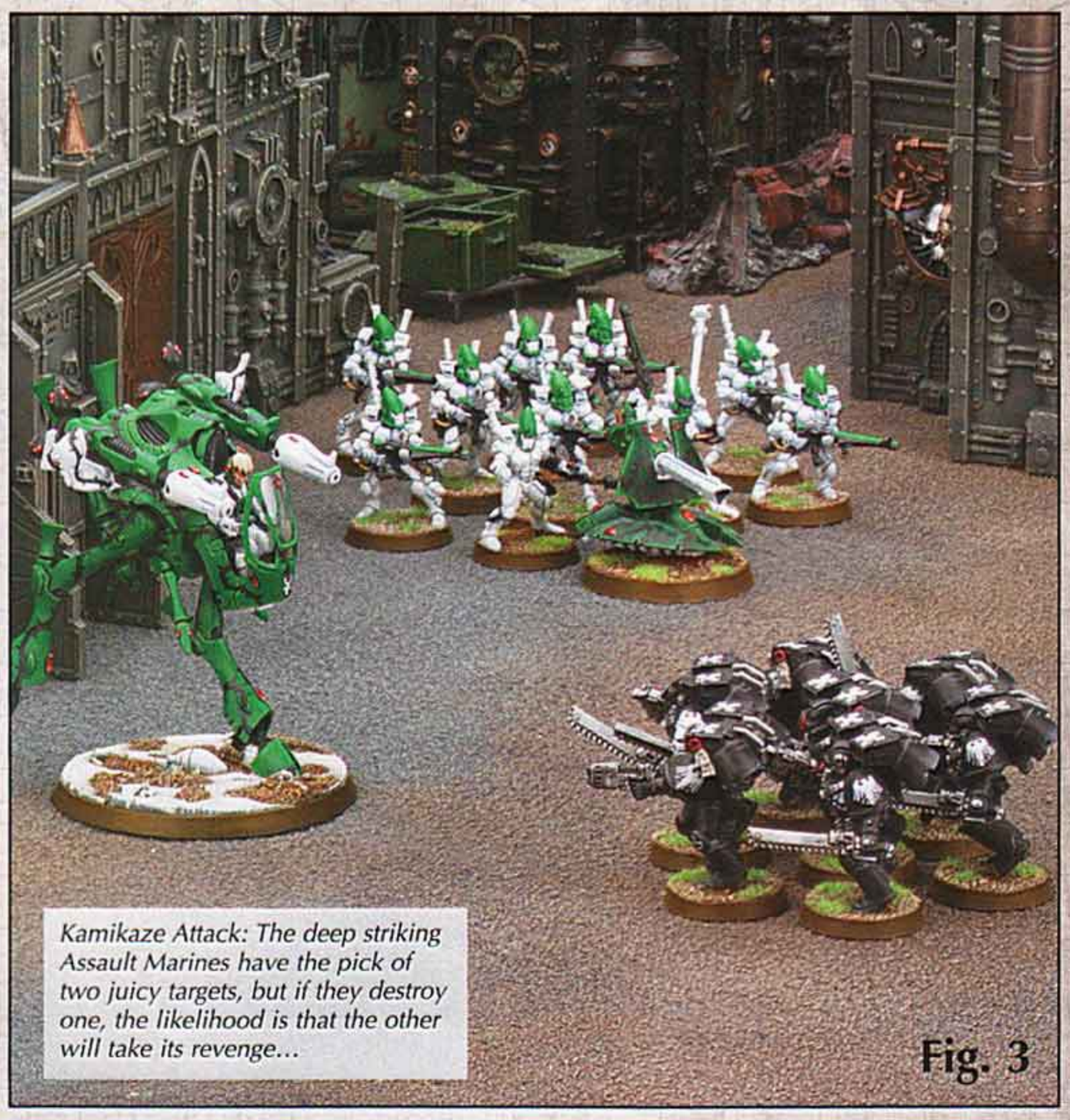
The Deep Strike dilemma

Many units that start in Reserve can do so because of their special rule, Deep Strike.

As anybody who has cheerfully used the Deep Strike rule to plonk his elite assault squad in the thick of the enemy line can attest, unsupported deep strikers die like fish. Though they can shoot, and therefore perhaps take out a prize unit or tank using some cunning angles of fire *(see fig. 3)*, deep striking troops may not assault, which can mean they are hung out to dry fast, being left alone and vulnerable. Essentially, they are appearing right in front of the enemy and stopping a few metres away to gesticulate obscenely for a turn. When the enemy Shooting phase comes round, it ain't going to be pretty.

There are a few ways round this deep-striking dilemma. The first is to Deep Strike a little way away from the foe, or perhaps even behind intervening terrain. This may seem to defeat the point of a surprise attack, but if you choose a location where your deep strikers can pick on an isolated enemy unit with their guns and not take a pounding in return, you will have cracked it. Remember that your deep striking unit is now likely in roughly the right place to contest or claim a table quarter, and that it can launch an assault on a subsequent turn without getting shot up first, especially if they are Jump Infantry.

The second is to use the deep strikers in a kamikaze attack. This works very well if your deep strikers have a special weapon or two in their midst. If you really have to take out that annoying D-cannon battery or get to the rear armour of that accursed battle tank, deep strikers are the men for



Kamikaze Attack: The deep striking Assault Marines have the pick of two juicy targets, but if they destroy one, the likelihood is that the other will take its revenge...

Fig. 3

Top Tip

"Keeping a couple of units back to react to the ebb and flow of a battle gives you more tactical options and stops your opponent out-manoeuvring your troops."

Seek and Destroy Mission

In this diagram, the shaded area is a safe zone for Raveners and Gargoyles to Deep Strike into; the combat blocks the enemy units' fire corridor completely.

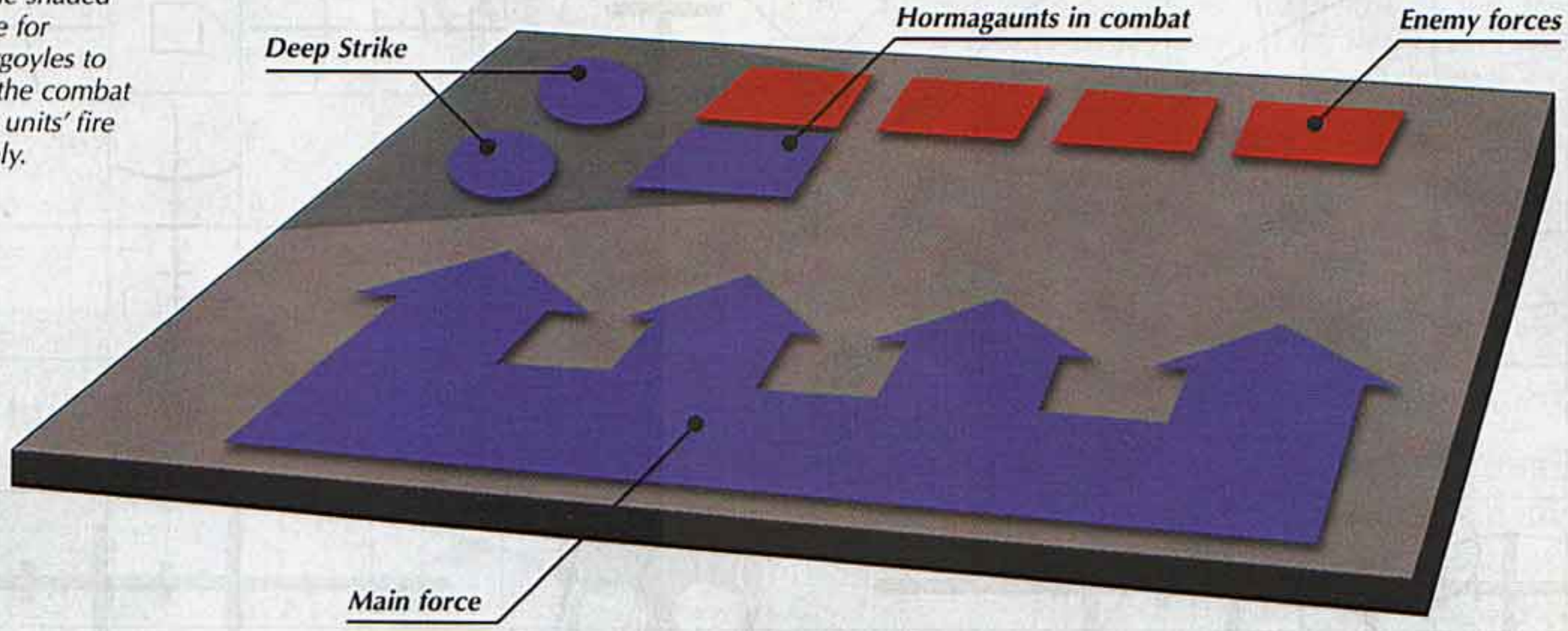


Fig. 4

Top Tip

"Ensure the units you hold in reserve are well suited for their late-game role."

the job. Send 'em in nice and close and hope that the squad's special weapon nets you a nice fat kill – with any luck, the squad will take down the choice target and earn their points back right there. If there's anything left of your deep strikers next turn after the enemy has wreaked its revenge, that's a bonus.

The third tactic is to support your deep strikers and make sure they do not go in alone. One way to do this is to Deep Strike more than one unit in at the same place and the same time – easier said than done. On the other hand, Deep Strike and Infiltrate work particularly well together. A lone squad of Scouts, infiltrated and contesting a neutral table quarter, becomes a far more fearsome prospect when their Terminator buddies turn up – suddenly you have a stranglehold on that table quarter that could be easily broken if it were just one unit the enemy had to deal with. Another trick is to use an existing combat as cover, so that you can Deep Strike in your troops and know that they will reach the combat in safety next turn *(see fig. 4)*. With a bit of practice, this sort of advanced manoeuvre will become second nature when using your deep strikers.

Troops that excel as Reserves

A good question to ask when looking at what units to hold in reserve is: "Can it get into the fray quickly?" Excellent reserve troops should be able to either Deep Strike or move at least 12" in a single turn. This means they will spend only a single turn haring into position before they can launch their attack. Keeping units that move a sluggish 6" a turn in Reserve is generally a really bad idea; they simply won't have time to take their toll before the game ends. Likewise, though most tanks can fire in the turn they arrive, you're better off using their guns from Turn 1 and keeping the faster stuff back for later.

Deep Strike

Every army has units that are allowed to enter play via flight, tunnelling, teleportation, or some other extraordinary means. Some of these units can always use these abilities, while others can only do it when the Deep Strike special rule is in force. To use these special options, the unit must begin the game in reserve, whether or not the Reserves special rule is being used. When it enters play, it can do so anywhere (provided it is not in impassible terrain or on top of enemy models). Such units are the perfect choice for claiming objectives, table quarters and the like.



Phil presents his personal top three favourite units for holding in Reserve.



Flayed Ones

Necron nasties from ancient tombs, these are amongst the few deep strikers resilient enough to soak up serious firepower and still be able to launch a convincing assault next turn. Try assaulting an enemy firebase with Scarab Swarms and then reinforcing that assault with deep striking Flayed Ones a turn or two later to tip the balance.



Swooping Hawks

When accompanied by an Exarch with the Skyleap power, these ultra-maneouvrable troops can Deep Strike in several times in a game, even jumping out of combat only to Deep Strike back onto the battlefield in the following turn to blaze away at the enemy with their Assault 2 lasblasters. The Exarch can also upgrade his weapon to a Sunrifle, increasing his firepower to Assault 6. He also gains the pinning rule.

What's even nastier about Swooping Hawks is that each time they Deep Strike they can drop their deadly payload of grenades anywhere on the table. Strength 4, AP5 large blast template attacks anyone?

Chaos Space Marine Bikes

Fast enough to zoom in from your table edge and still get to the thick of the action, bikes are great at tipping stalemates and snatching undefended objectives. Also, if you turbo-boost them onto the board, they have a 3+ invulnerable save!



Top Tip

"Use cover, existing combats, and other units to ensure deep strikers don't get shot down as soon as they arrive."

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An invaluable part of any modeller's tool kit is the pin vice. This small hand drill allows you to accurately drill holes in miniatures. You might be wondering why you'd want to drill holes in perfectly good models, but the pin vice has two great uses. The first is drilling out the barrels of guns, and the second is pinning large metal parts to each other.

Using a Pin Vice

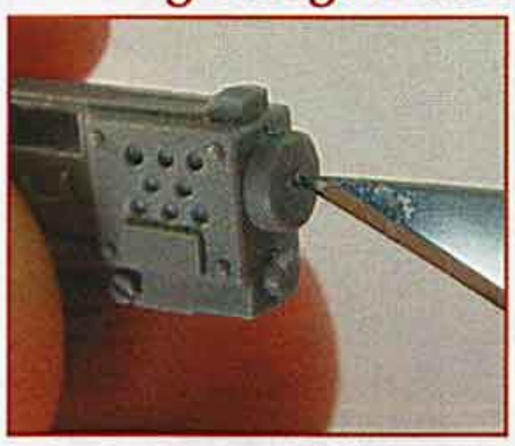


Hold the pin vice's swivel head against your palm. Spin the collar between your thumb and forefinger. Whilst drilling, exert pressure on the drill bit by pressing down with your hand.

Safety First!

Do not exert too much pressure on the pin vice when drilling. This can result in the drill bit snapping or, worse still, you accidentally stabbing yourself! Instead, apply only a small amount of pressure and take your time, letting the drill do the work.

Drilling out gun barrels



With the point of a hobby knife, carefully make a small mark in the dead-centre of the barrel.



Using the mark you made as a guide, drill out the barrel with the pin vice.



If you want a hole that's wider than the largest drill bit, simply apply some sideways pressure to make the hole bigger.

Pinning Metal models



You'll need a piece of wire for this – part of a paperclip is perfect. First, drill a hole into one part of the model and glue the wire into it.



Paint a generous blob of red paint onto the end of the wire and carefully bring the parts together so the wet paint leaves a mark.



Drill a hole in the second part through the dot. Trim the wire so that the two parts can meet, then glue the components together.

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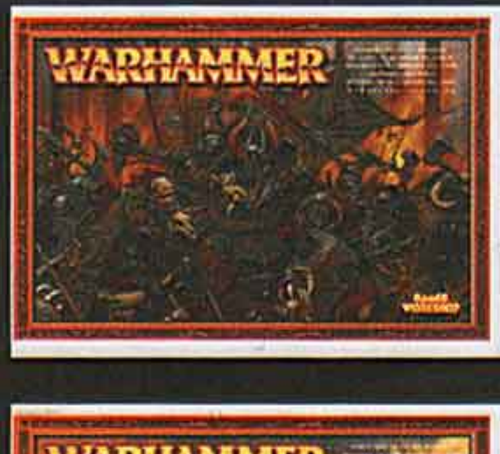
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Leman Russ battle tanks are known as the workhorses of the Imperium, and are used throughout the galaxy in a number of guises and variants. The kit is highly detailed, and there are a few simple things you can do while you're assembling and painting it to create a unique vehicle with even more detail.

1 Preliminary Assembly

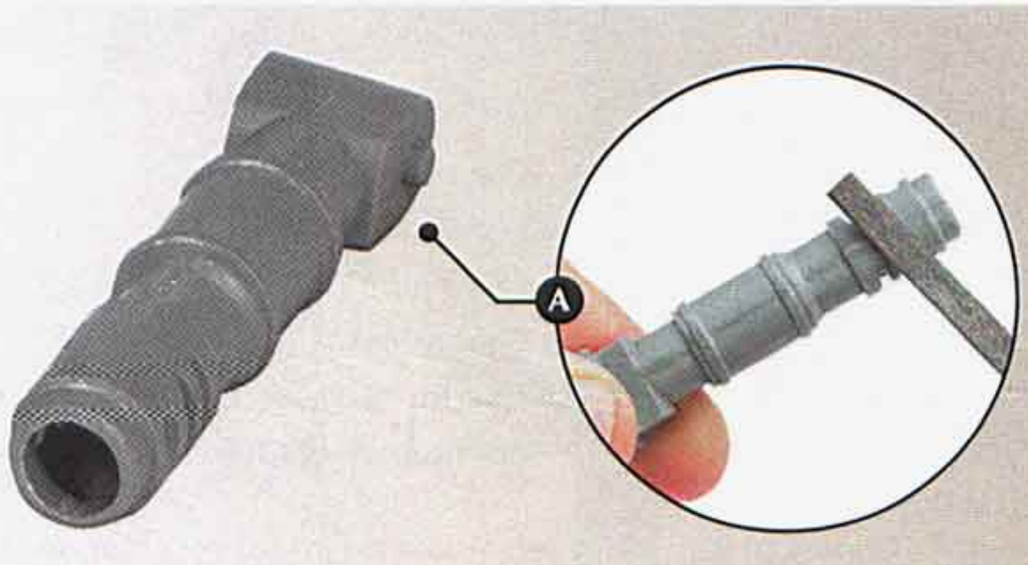
Guns and Exhausts

Rather than beginning your project by building the hull, start by assembling the Gun Sponsons and Exhausts. Use plastic glue sparingly and make sure the parts fit flush to avoid exaggerating join lines. It's very easy to rush through these bits but taking a bit of time now will pay dividends when the model is finished.





TECHNIQUE

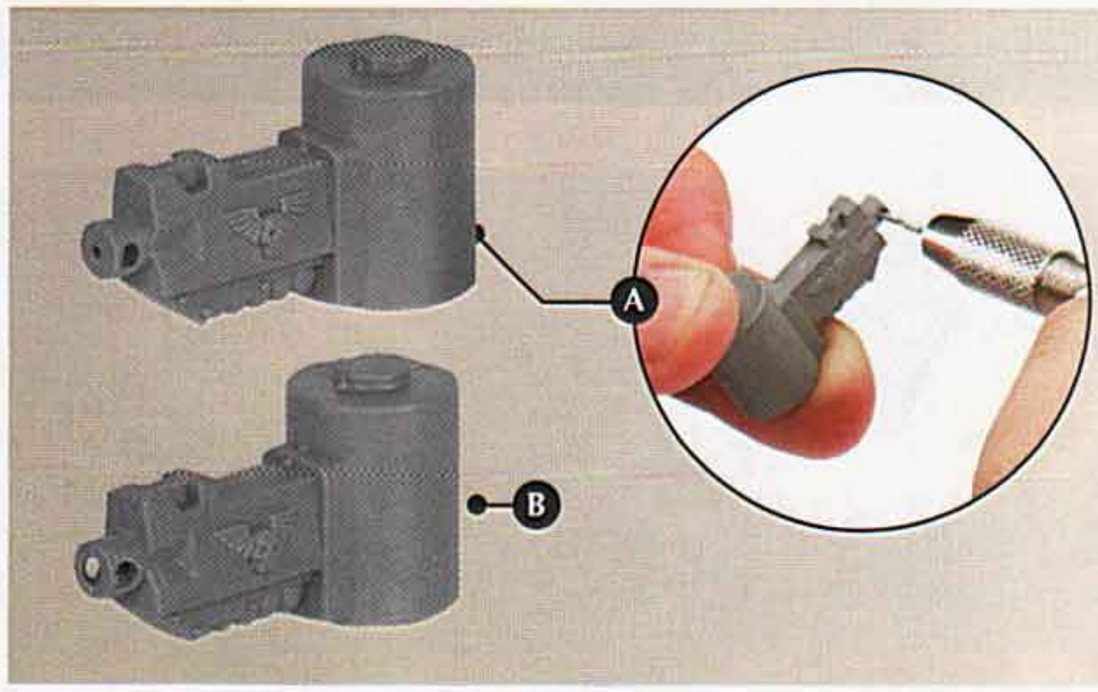


Blending the Joins

Using a fine modelling file, gently smooth away the seams on the components you have assembled. Such joins may be hard to see while the kit is in bare grey plastic, but once under-coated and painted they become more prominent.

WARHAMMER 40,000

In this Modelling Workshop, Mark Jones of the Studio hobby team provides a range of techniques for assembling and modifying this classic Citadel kit.



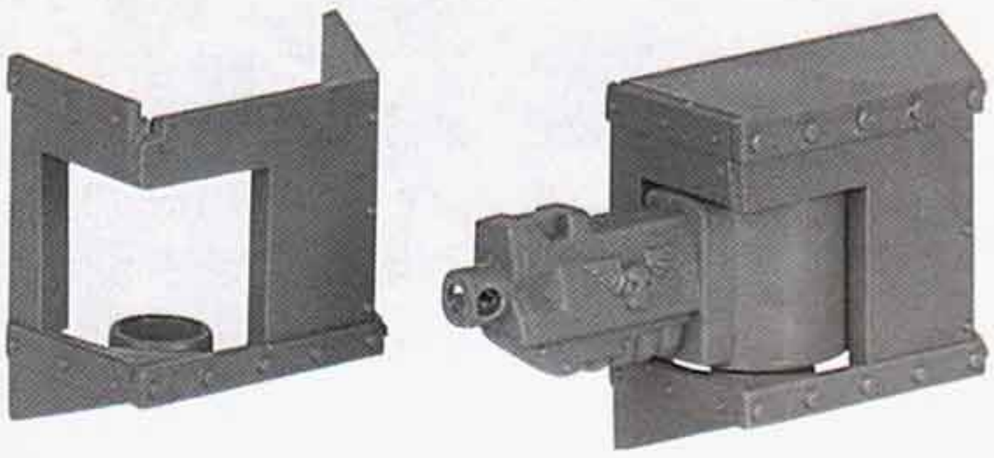
Gun Barrels

Use a pin vice to drill out the gun barrel. First use a small drill bit to create pilot holes (A). The smaller the bit you have in your drill, the more control you have. Once you have your pilot holes use a bigger drill bit to create the hole-size you need (B). If you do not have a drill bit big enough you can make the hole larger by applying slight sideways pressure all around the hole.

TECHNIQUE

Side Sponsons

When assembling the side-sponsons, take your time and make sure all the components fit flush. Ensure no glue gets into the sponson mounts, or the guns won't be able to pivot. Place the heavy bolter inside and glue the sponson tops in place.



Front Sponson

We recommend cutting a couple of millimetres off the end of both sides of the sponson mount, as shown (A). This will ensure a close fit when you get to the hull.



RECOMMENDATION

Materials and Tools

Card
Pliers
Clippers
Paintbrushes
Superglue
Plastic glue
Green Stuff
Adhesive putty
Brass wire or paperclip
Craft knife
Sculpting tool
Sticky tape
Paints as required

Leman Russ



The Leman Russ is a common sight in Imperial Guard armies, thanks to its powerful weaponry and sturdy construction.

The techniques detailed here can also be used on the Demolisher, a Leman Russ variant armed with a powerful siege gun.

2 Turret Assembly



Turret Hooks

Mark loves to add little personal touches to his tanks, like these turret hooks. Snip off the plastic hooks on the turret and drill 1mm holes into the housing brackets. Using pliers, curl the end of a piece of brass rod to create a loop. Thread the looped wire through the holes.

TECHNIQUE

Complete Turret

Thread all the metal hooks into place, then glue them in position from the underside and snip off any remaining lengths of wire. Finally, slide the battlecannon into place, but do not glue the pivot points.



Top Tip

Safety First

Tools and equipment used in this article need to be handled with care. Craft knifes are extremely sharp, so make sure you always apply pressure downwards onto a cutting mat, and that the item you are cutting is secure so it can't slip. Finally, all glues and spraypaints should be used in well-ventilated areas.

DIFFICULTY KEY

Simple
A simple but very effective technique.

Moderate
Requires slightly more time and patience.

Advanced
An involved process requiring time and care.

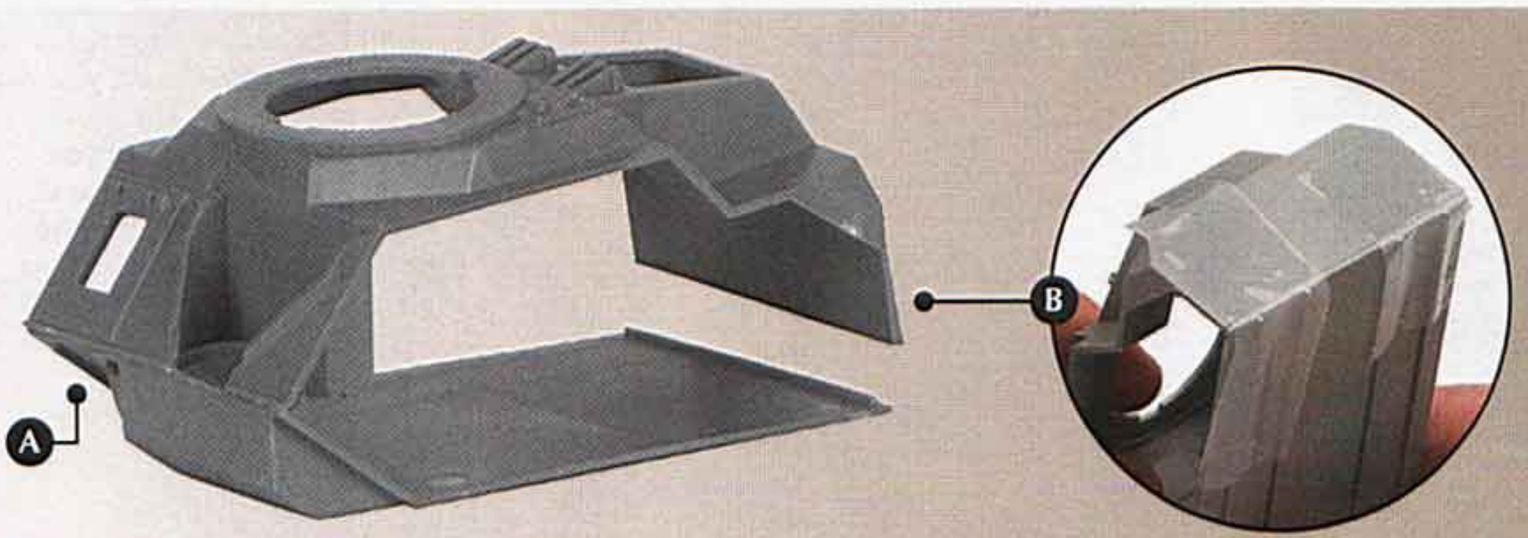
Top Tip

Sub-assemblies

Lots of techniques in this article use the "sub-assembly" method of building a kit. This means breaking down the assembly into stages. When it comes to the final assembly it is a simple case of joining all the sub-assemblies together to create the finished model.

3 Hull Assembly

TECHNIQUE

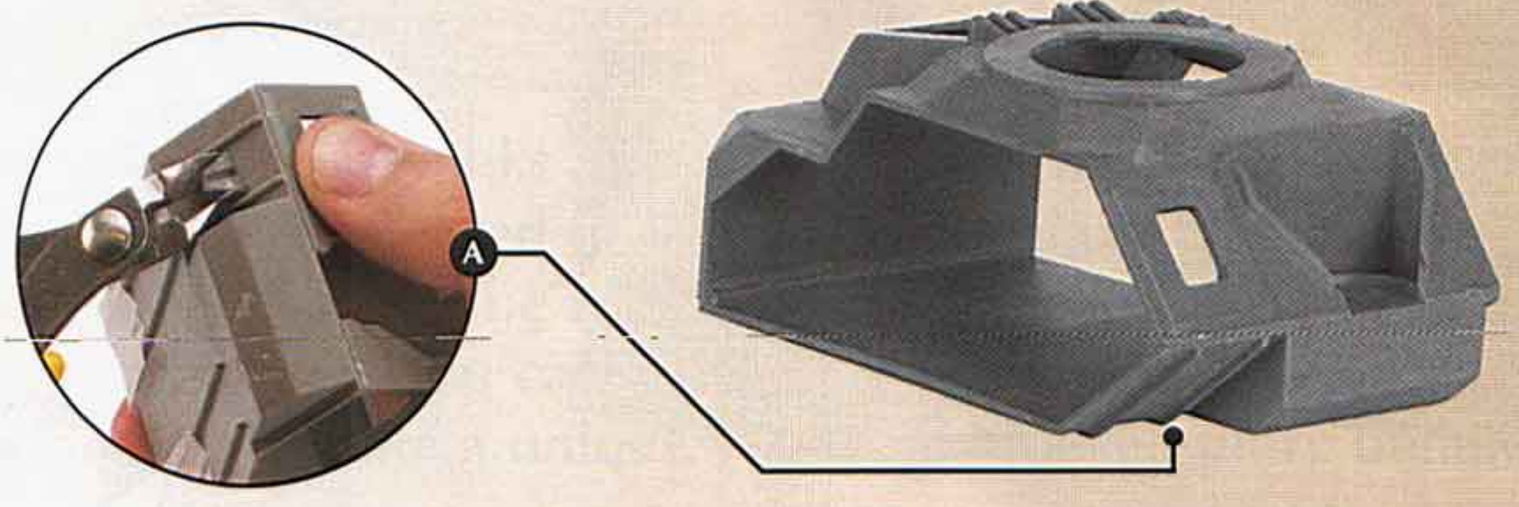


Getting a Good Fit

The two largest components are the top and bottom halves of the hull. When gluing these two halves together do one end at a time. First glue the front and leave it to dry (A).

Once the front end is stuck fast you can stick the rear half down. Hold the two pieces firmly together and then temporarily secure them in place with some sticky tape (B).

OPTIONAL DETAIL

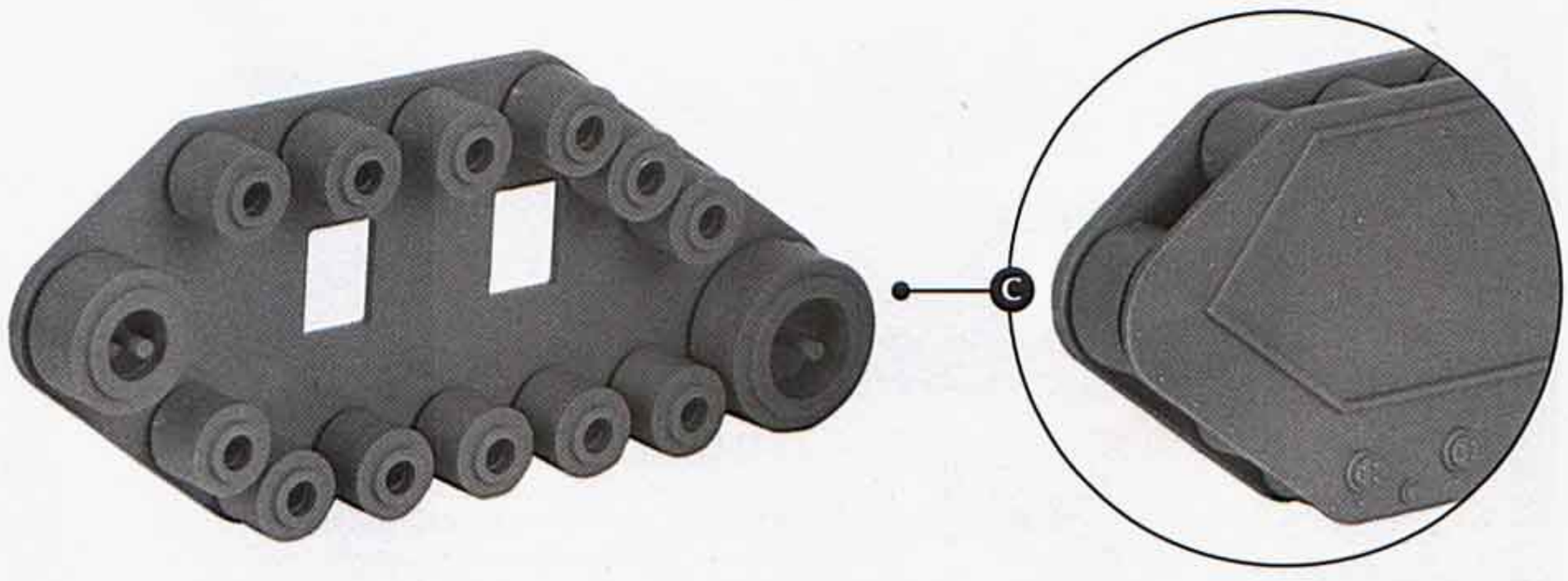


Repositioned Headlight

If you want to add a dozer blade to your tank later, you might like to move the front headlight. It can be repositioned by snipping off the light mount (A) and then filing down any residue left behind. We stuck the headlight below the turret on the hull (see page 76).

Track Assembly

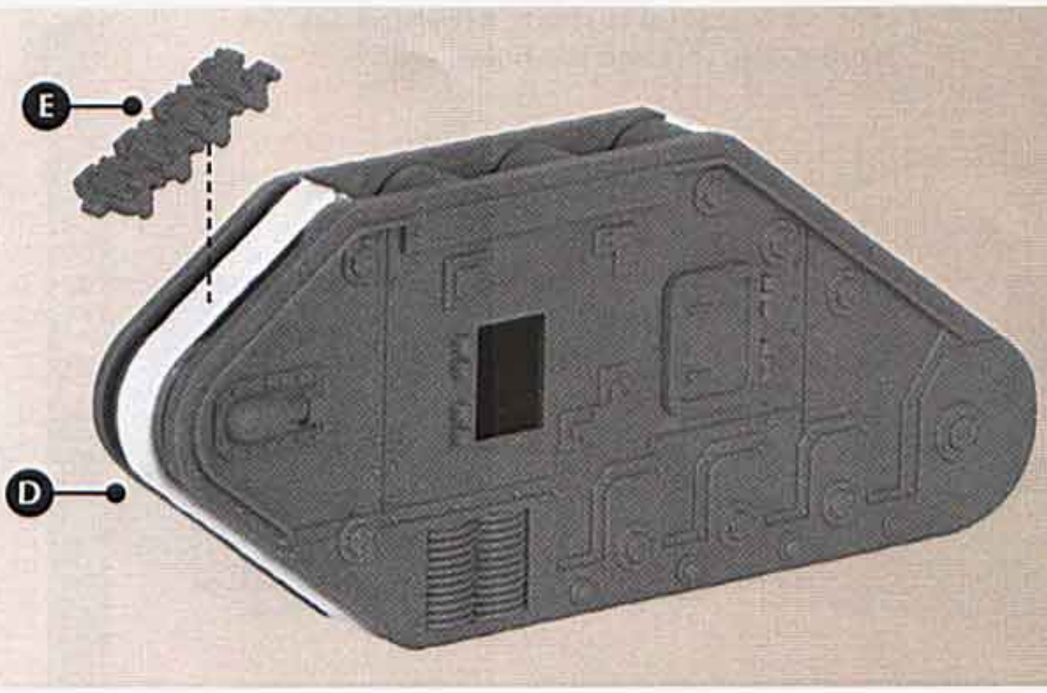
Connect the wheels to the outer hull plate, as detailed in the kit instructions. When the wheels have been glued in place and are dry, add the inner hull plate (C).



TECHNIQUE

Track Spacing

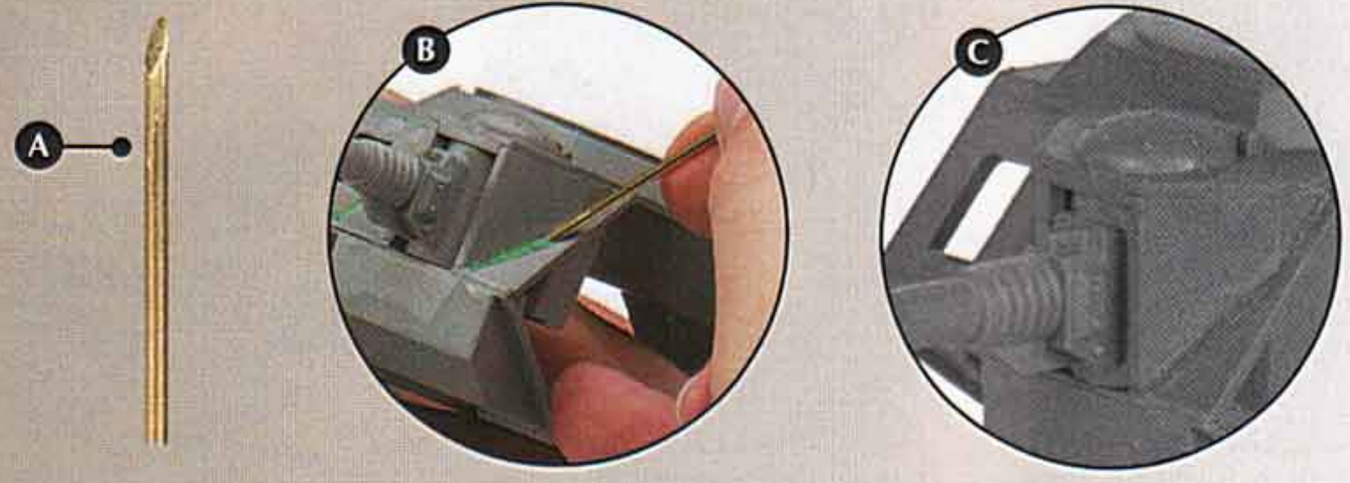
Once the wheels are in place cut some thin strips of card, no more than 5mm wide, and glue them onto the wheels in the centre of the track gully (D). Next, add the tracks as shown in the kit instructions (E). This gives the tracks an irregular look, as though the tank is moving across uneven terrain.







4 Weld-lines



TECHNIQUE

Creating a Welding Effect

Once you have glued a sub-assembly, such as the front sponson, to the hull, roll a very thin sausage of Green Stuff to cover the join. Using a chamfered (diagonally cut) piece of round brass rod (A), lightly press into the putty sausage to force it into the join and create a welded effect (B). This gives the tank a battle-worn appearance, where the crew have carried out field repairs (C).

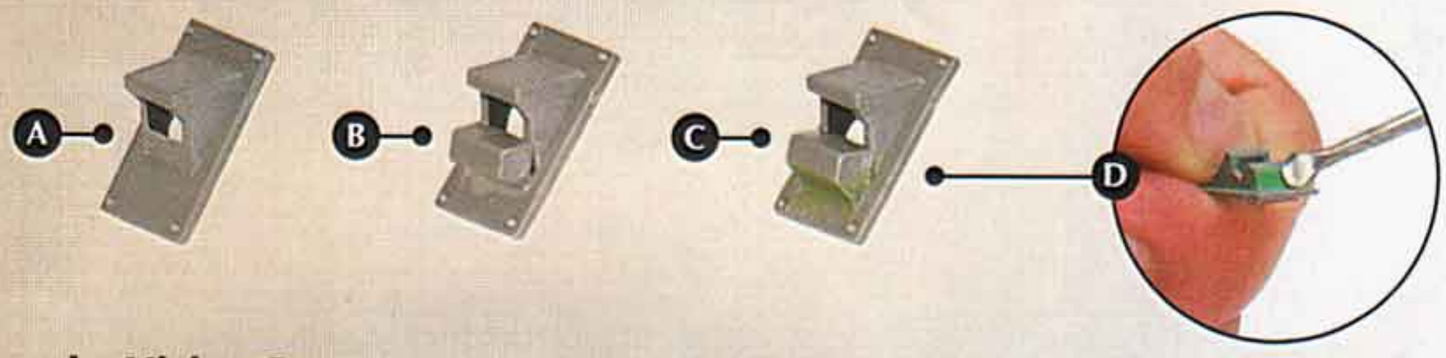
Top Tip



Green Stuff

This two-part epoxy putty is the material that our very own Citadel Design team use when sculpting models. When using a sculpting tool, or anything metal to manipulate the putty always make sure it is wet. This will stop it getting stuck in the putty and give a smooth finish.

5 The Vision Port

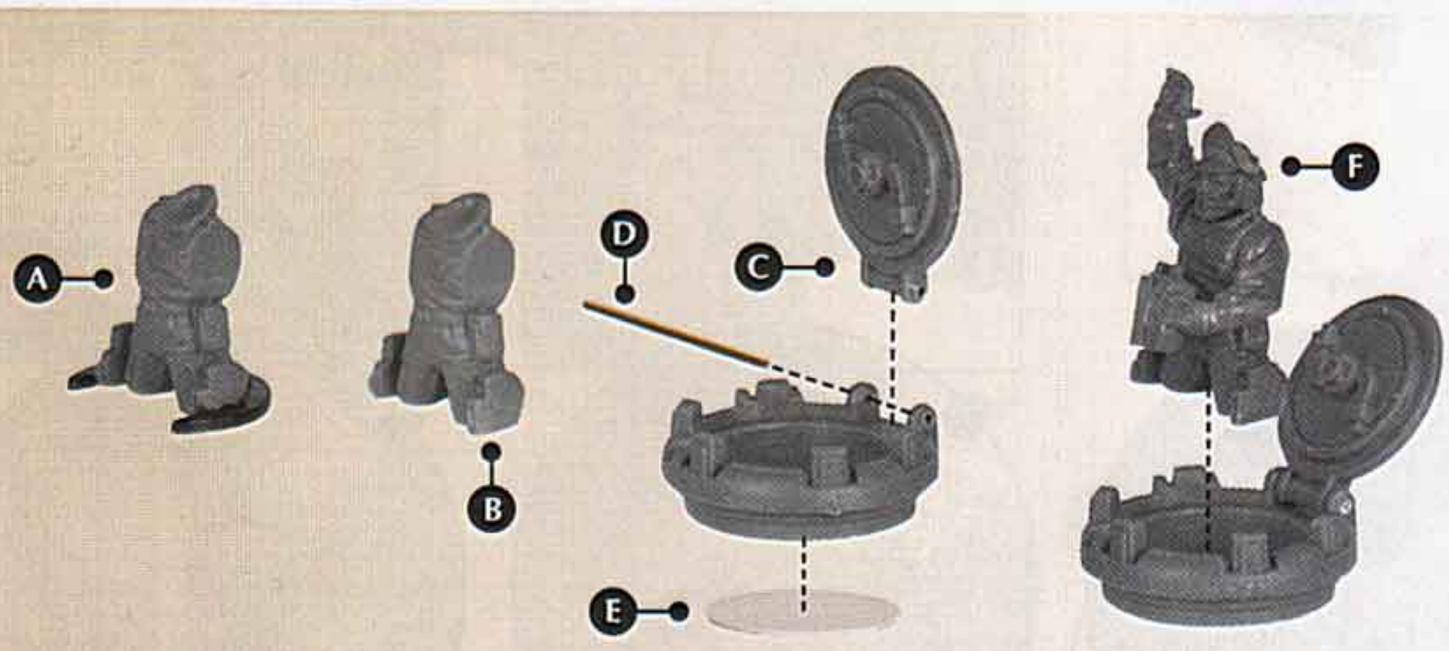


OPTIONAL DETAIL

Chunky Vision Port

Mark likes to reinforce his vision ports to give the tank driver more protection! Cut the hinges off the top of the port and on the hull (A). Add a small piece of plastic from the sprue beneath the driver's vision slit (B). Next, use Green Stuff to push it into the gaps (C), then smooth the surface (D). Finally, glue the port to its usual position on the hull.

6 Hatch and Commander



OPTIONAL DETAIL

Hinged Hatch

The commander comes complete with a rim to attach him to the cupola. Cut away this outer rim (A). File the edges of the trimmed area (B) and put it aside for now. Using a pin vice with a small bit, drill a hole through the hinges in the outer cupola and the hinge of the top hatch (C).

Take a piece of Brass Wire and thread it through the hinges and hatch (D). Stick a circular piece of card to the bottom of the cupola to cover the hole (E) and allow the tank commander assembly to stand in position (F).

This simple conversion allows you to have the hatch lid open or shut as you see fit, to represent the Commander peering out of the hatch and then diving for cover and sealing it when the bullets start flying!

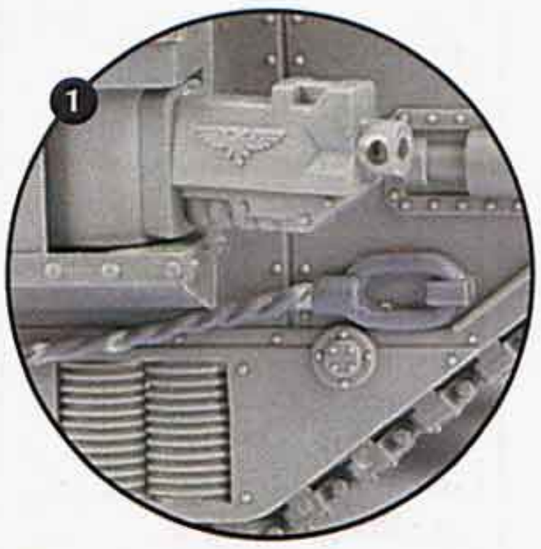
Top Tip

Pilot Holes

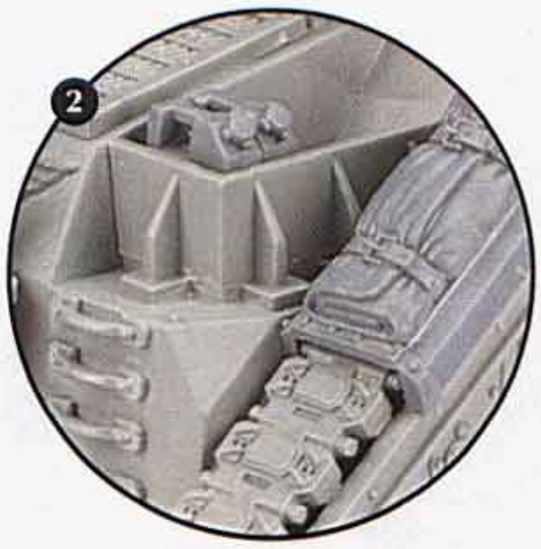
The pin vice is the subject of this month's Citadel Toolbox on page 70. It is good to have a selection of drill bits. Small drill bits give you more control, and are best for boring pilot holes. Games Workshop stores sell packs of extra drill bits of varying sizes.



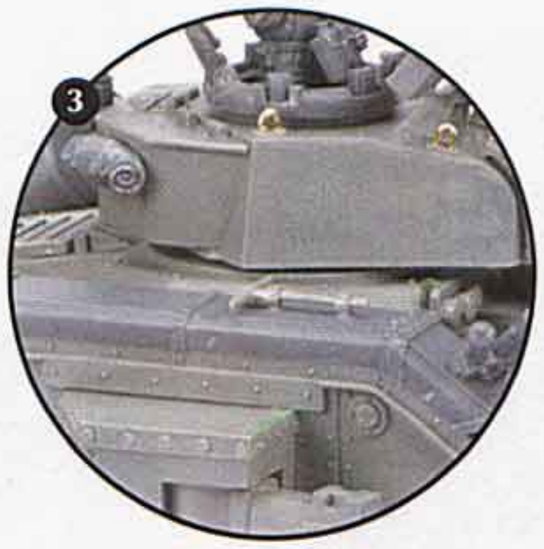
7 Extra Details



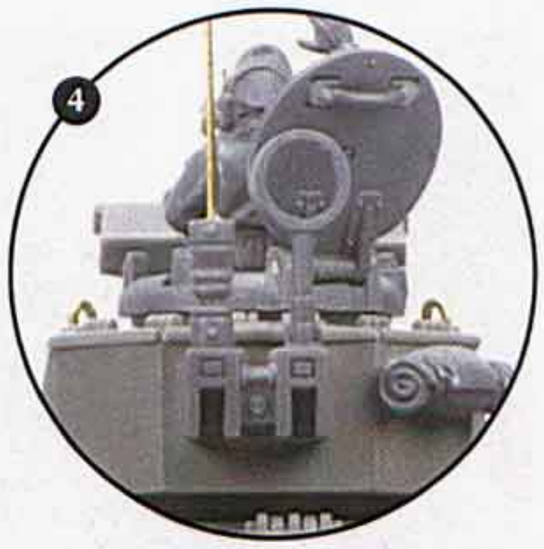
There are loads of extra bits on the Tank Accessory frame included in the kit, such as this tow cable. Mark bent it to make it look as if it is hanging down.



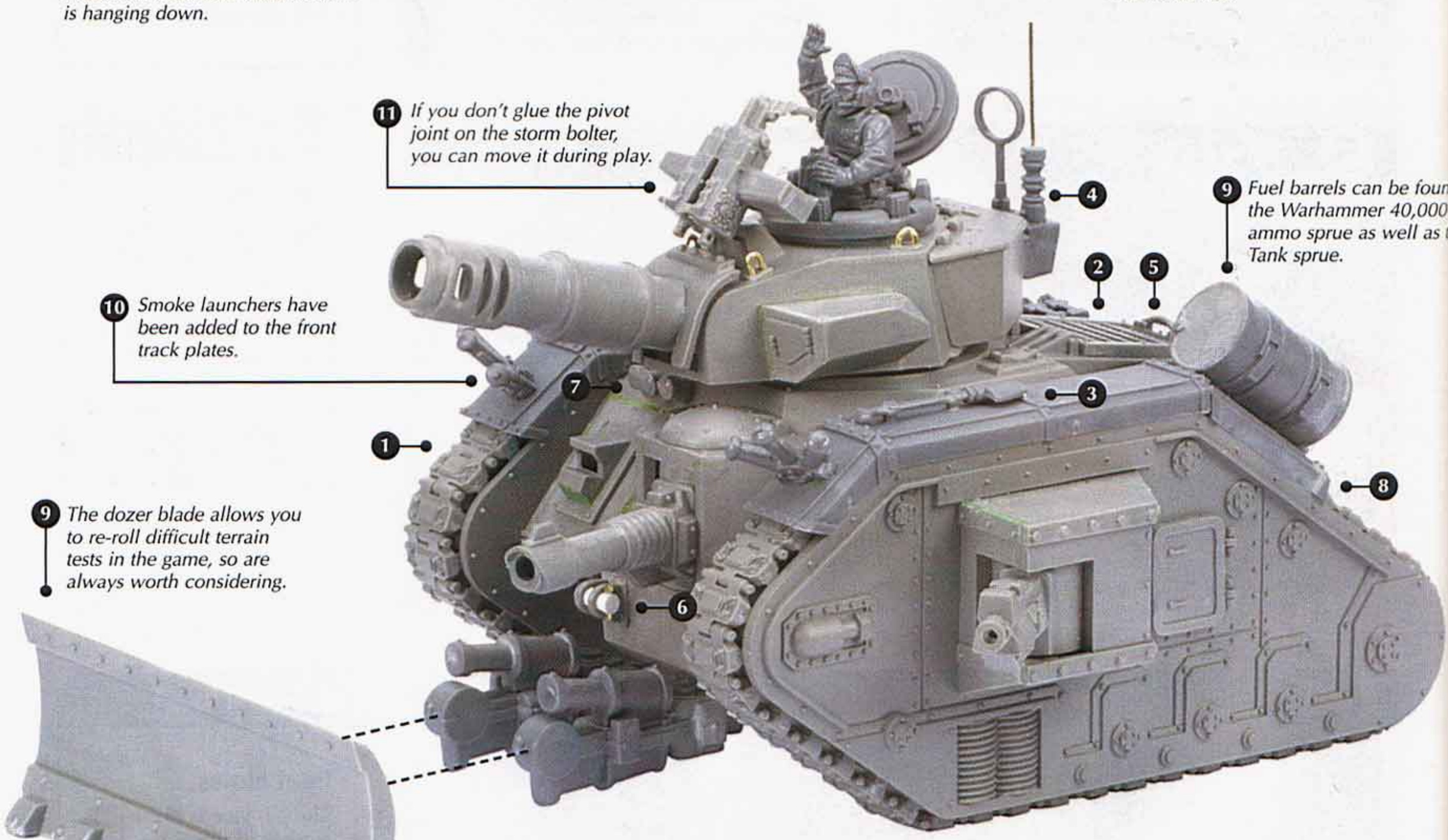
These jerry cans and track stowage can all be found on the Tank Accessory frame.

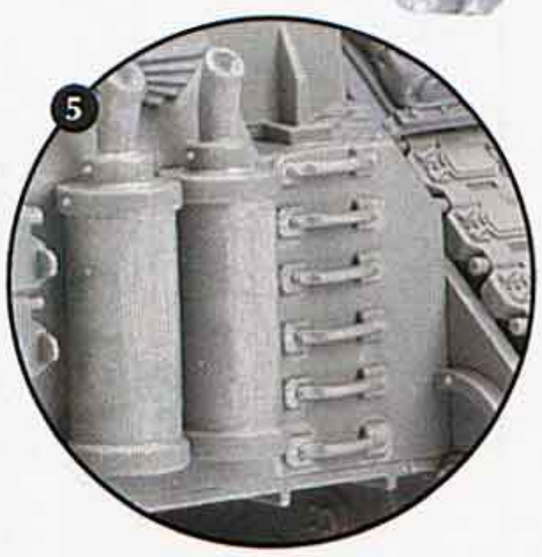


Most tanks carry shovels – useful for the crew should the tank get stuck in difficult terrain.



The communications array is from the Tank Accessory sprue, with a longer antenna made from brass rod.

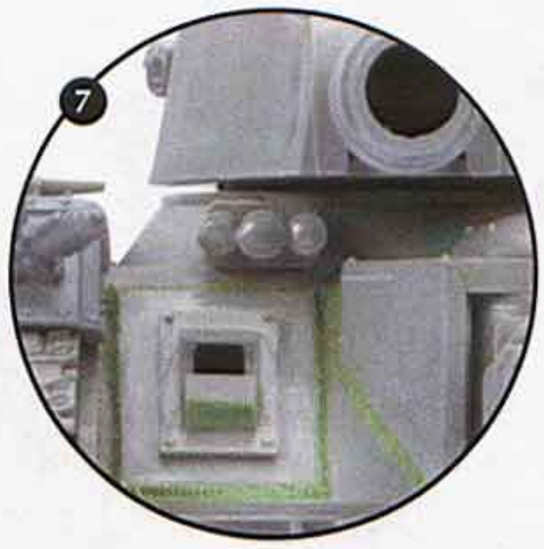




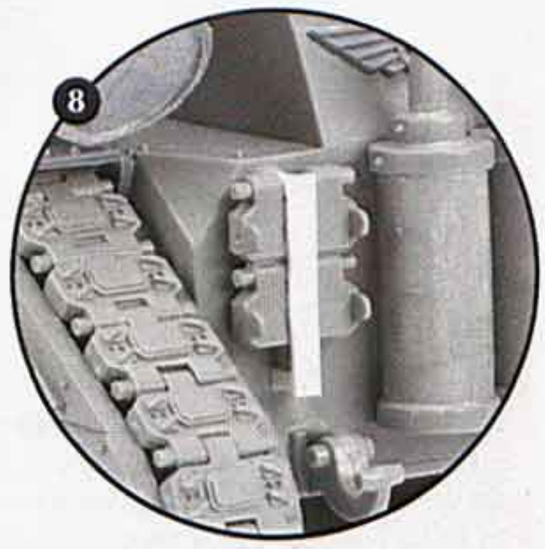
These handles were placed on the rear of the tank to create a ladder for crew to get on top of the hull.



This tow cable attachment was made out of some plastic tubing and a small piece of brass rod.

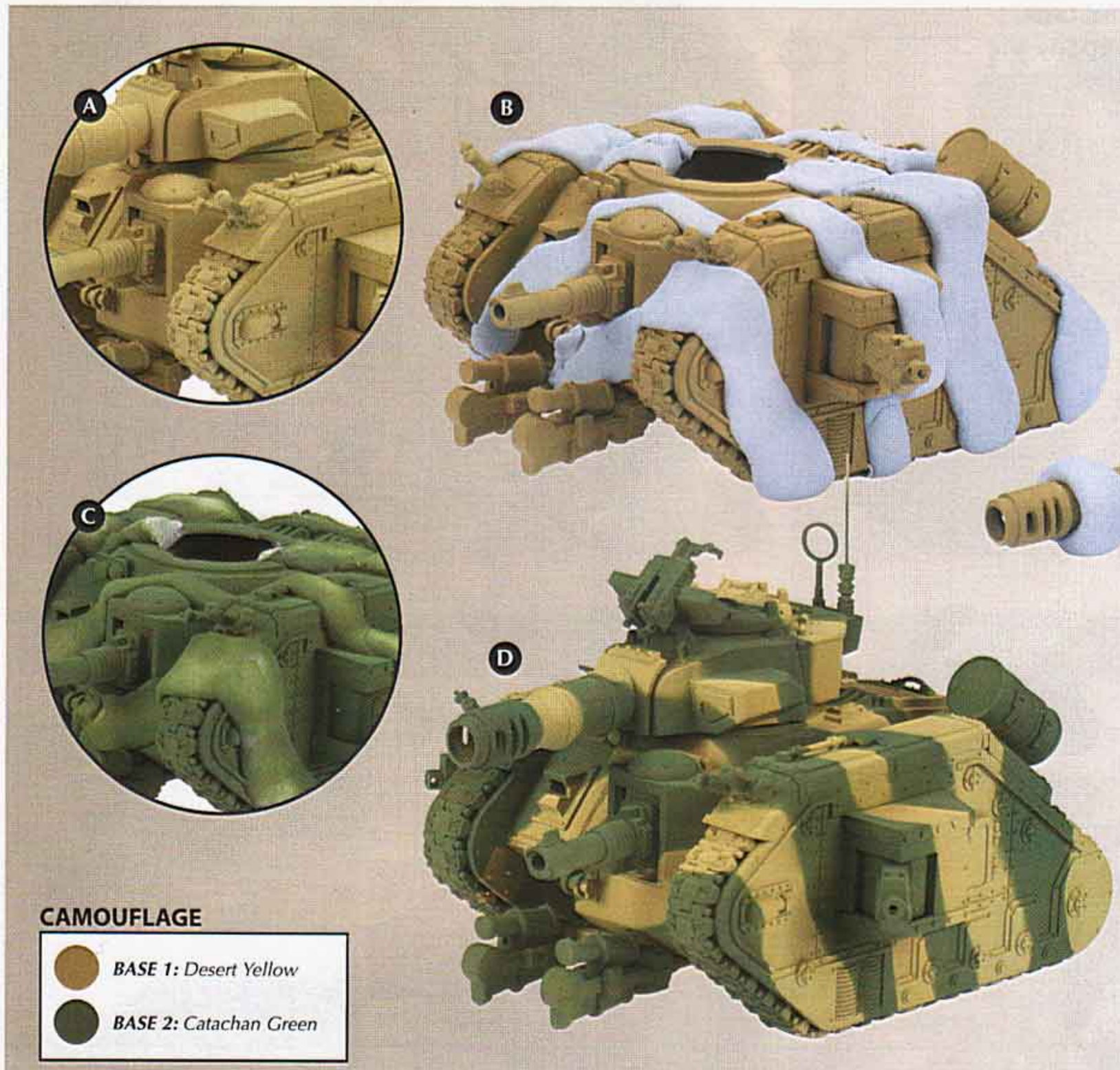


Our repositioned light can be seen over the dozer blade.



Spare track links are held in place by a bracket made out of a simple card strip.

8 Camouflage Base Coat



Masking

Once you have undercoated your model, choose and paint a basecoat (A). Using copious amounts of adhesive putty, cover the tank in roughly diagonal strips (B). Paint your second colour on to the exposed areas of the model (C). Carefully remove the stained putty (D).

TECHNIQUE

CAMOUFLAGE

- ***BASE 1:*** *Desert Yellow*
- ***BASE 2:*** *Catachan Green*

Top Tip

Spray paints

You can take the simple but effective approach and just use a Citadel brush and paints for this technique. But if you are feeling adventurous and are able to match the colours, you can use spray paints or an airbrush to apply the paint quickly and evenly.

9 Drybrushing and Painting



The various areas of the tank are highlighted with careful drybrush layers. Mark used the mixes below, highlighting the Desert Yellow areas with Bleached Bone, and the Catachan Green areas with his green mix.



The tracks, exhaust pipes and other metallic areas are painted Chaos Black and then drybrushed with a mix of 50% Boltgun Metal and 50% Chaos Black. Highlight this with Boltgun Metal.

Dry Brush Palette

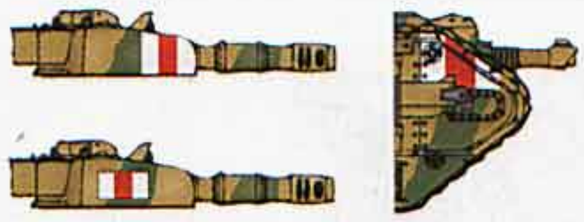
- ***Drybrush green***
  75% Catachan Green
  25% Rotting Flesh
- ***Drybrush yellow***
  Bleached Bone
- ***Drybrush metal***
  50% Chaos Black
  50% Boltgun Metal



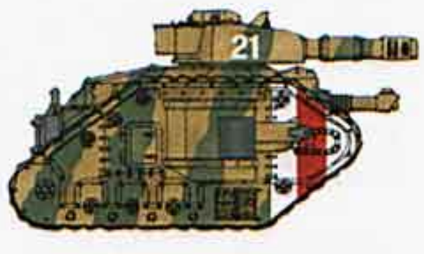
Markings and Organisation

A Tank Company comprises three squads of three tanks, and one command tank. The markings denote which company the tanks belong to. This example shows a complete 2nd Company.





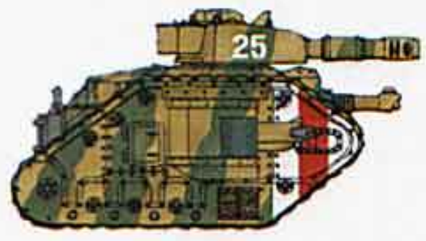
Examples of alternative company markings

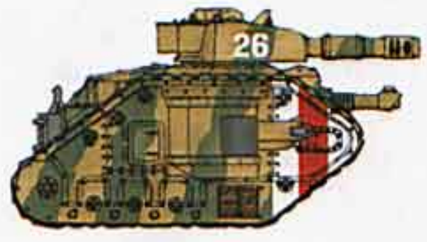


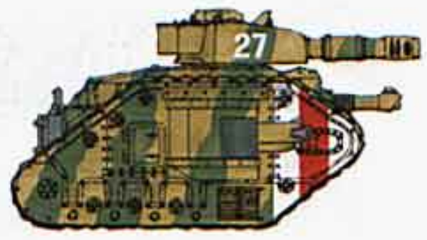


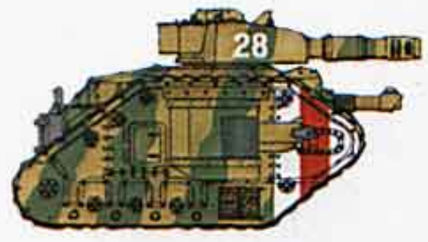


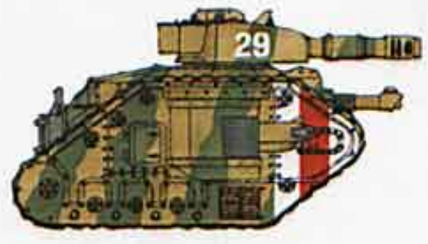


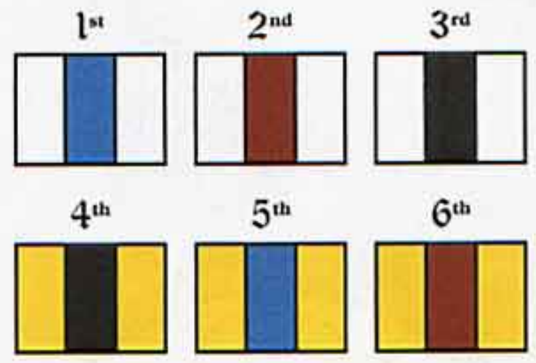












Examples of different company markings. Colours can vary between Imperial Guard regiments.

Camouflage

Tanks will often be repainted by their crews as they are transported to various theatres of war.



Sulphur desert



Urban sprawl



Polar



Temperate



Jungle



Night world



Ferrous waste



Ash waste



Death world

10 Adding Company Markings



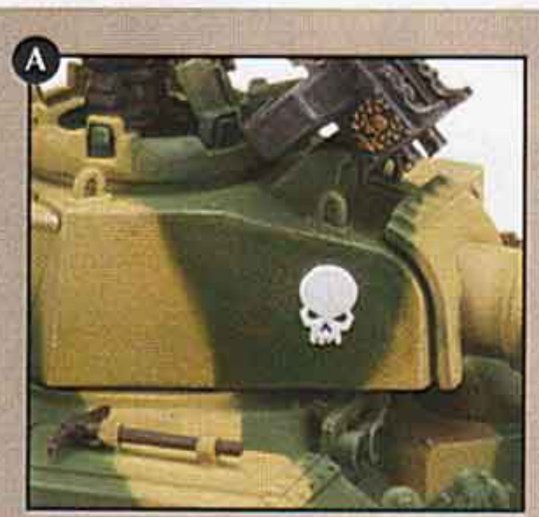
Using the front plate as a guide, paint the section in slightly watered-down Skull White paint. Once this is dry, apply a second coat to get a smooth, even base.



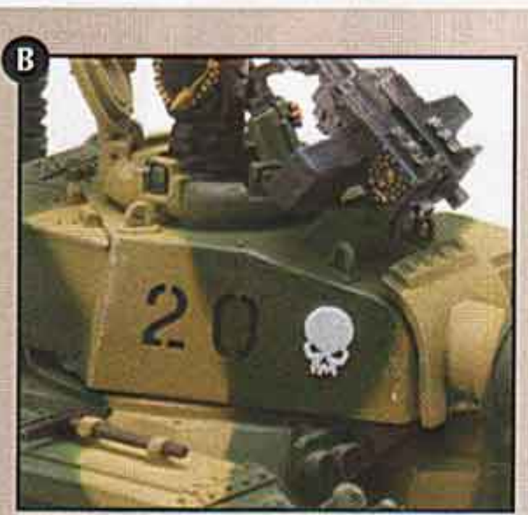
Next paint a strip of Blood Red, about 10mm wide, down the centre. Mark used the outer bolt on each side of the wheel-tightening hub as a guide. You may need to tidy up the strip with some Skull White afterwards.



11 Adding Decals



Decide where you wish to place your transfers and then apply two coats of 'Ardcoat to the area. This smoothes out the surface and prevents air bubbles appearing under your transfer.



This tank also has a skull icon as the company badge. The number 2 denotes the company number, while the zero marks it out as the company HQ tank.



TECHNIQUE

12 Weathering



Paint chips and scratches were simply added with a Fine Detail Brush and Codex Grey paint. The tracks and side of the hull were given a heavy drybrush of Graveyard Earth.



The raised areas on the hull were given a wash of watered-down Scorched Brown to create a rusty, aged look.



The end of the battlecannon was given a careful drybrush of Chaos Black. The dozer blade had a light wash of Blazing Orange around the raised areas and points to represent rust.

Weathering Palette

- ***Paint Chips***
  Codex Grey
- ***Battlecannon Drybrush***
  Chaos Black
- ***Hull Wash***
  Scorched Brown

Top Tip

Varnish

After you have finished your tank it is a good idea to protect it with a coat of Purity Seal. This will also remove the shine of the gloss areas from the decal stage. Purity Seal is an aerosol, so make sure you use it in a well-ventilated area.



Model shown at 75%

HAMMER OF

Drawn from a million worlds across the Imperium, the brave soldiers of the Imperial Guard shield mankind from the horrors of a hostile galaxy.

The men of the Imperial Guard are supported by a vast array of war machines, from light scouting walkers to huge, mobile armoured command centres. Many of these vehicles are available as Warhammer 40,000 model kits.



DEMOLISHER
Armed with a powerful demolisher cannon, this Leman Russ variant is an effective urban combat and siege vehicle.

Contains 1 Demolisher
£30.00
Sweden Kr350 Denmark Kr300
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LEMAN RUSS
The workhorse of the Imperial Guard, the Leman Russ is found on battlefronts across the entirety of the galaxy.

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The Imperial Guard's most common APC, the Chimera can transport 12 men in relative safety.

Contains 1 Chimera
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Norway Kr270, Euro €30

THE EMPEROR



HELLHOUND
Utilising the Chimera chassis, this terrifying flame tank scours defended positions of the enemy.

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Sweden Kr350 Denmark Kr300
Norway Kr350, Euro €40



BASILISK
This self-propelled gun is used both for long-range artillery support and as a direct fire battlefield weapon.

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The Citadel Imperial Guard range also includes the following box sets:

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- **Imperial Guard Cadian Sentinel variant**
- **Imperial Guard Sentinel**
- **Cadian Imperial Guard Heavy Weapon Teams**

WARHAMMER 40,000™

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HEAVY METAL

THE EMPIRE

WARHAMMER®

The army of The Empire is led by mighty heroes, and has innovative war machines in its massive arsenal.

Ludwig Schwarzhelm

Ludwig Schwarzhelm is the Judicial Champion of the Emperor, and his is role to take the Emperor's place in Trials of Combat. Though the Empire is a civilised realm, this is no honorary role, for nobles accused of treason can still request this type of trial to prove their innocence. So formidable is Schwarzhelm, however, that few choose this form of defence. Schwarzhelm is also the Emperor's bodyguard, upholder of his laws, and bears his banner in battle.











THE STANDARD

Ludwig is seen here carrying one of the personal banners of Karl Franz. This particular one depicts the Emperor atop his favourite mount, Deathclaw the Griffon, and wielding Ghal Maraz.



THE HORSE

Schwarzhelm rides a powerful warhorse, of which there are a great many in the Imperial Stables. The best horses in The Empire come from Averland, whose wide, open plains makes raising such beasts possible.

The Steam Tank

Built by the insanely creative Tilean genius, Leonardo Di Miragliano over a century ago, these tanks represent the pinnacle of Empire steam technology. No-one has yet succeeded in replicating Leonardo's designs, so the remaining eight Steam Tanks are carefully looked after, and diligently repaired should they be damaged in battle.











STEAM TANK INTERIOR

The Steam Tank model features a fully detailed interior. As you can see, the crew compartment is rather cramped. No wonder tank crewmen are prone to be oily, soot-stained and rather deaf individuals!



STEAM ENGINE COVER

Like many articles manufactured in the Empire, the steam tank is ornate and highly decorated. It is a work of art as well as a weapon of war. The boiler cover features the coat of arms of Altdorf, rendered in brass.

COLOURS OF THE EMPIRE

Steam Tanks are often painted in the livery of the state or Elector whose army they are supporting.

1. Nuln
2. Talabheim
3. Stirland
4. Altdorf
5. Nordland
6. Averland













The Emperor Karl Franz

The Emperor Karl Franz is regarded by the subjects of the Empire as the greatest ruler for centuries, and scholars talk of the current time as a golden age for this, the mightiest realm of Men in the Old World. Karl Franz is a bold leader, an expert diplomat, patron of the arts, a skilled general and powerful warrior. This model depicts him astride his beloved Griffon, Deathclaw, his favoured mount and one of the many exotic creatures housed in the Imperial Zoo at Altdorf.



RUNEFANG

As Emperor, Karl Franz has access to many powerful magical weapons from the Imperial Armoury. He is an Elector Count as well as Emperor, so he counts the Reikland Runefang, "Dragon Tooth", among his personal possessions.



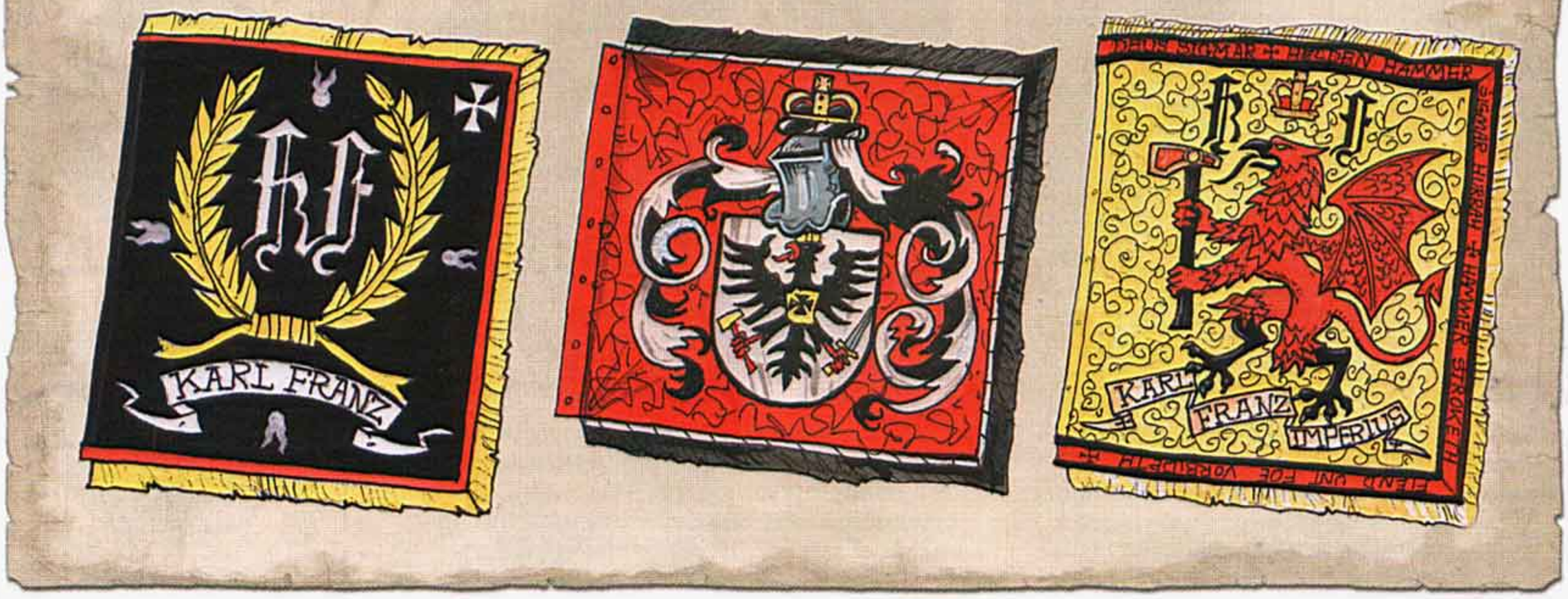


THE HAMMER OF SIGMAR

The greatest weapon of all is Ghal Maraz, the mighty rune-encrusted hammer of the Dwarf King Kurgan Ironbeard, given to Sigmar himself after he rescued the Dwarf King from an Orc ambush. It is an enduring symbol of Imperial authority, and a mark of the realm's friendship with the Dwarfs.

Banners of the Emperor

Karl Franz has numerous titles, and even more banners. These either show the heraldry from his many offices, depict great events from his life, or display personal symbols. Below are (left to right) Karl Franz's personal colours, The Elector Count of the Reikland's banner, and Karl Franz's imperial standard. The model carries the Emperor's Banner.



Grand Theogonist Volkmar

Volkmar the Grim is the supreme head of the Cult of Sigmar, and the holiest man in The Empire. He is renowned for his steely will and great faith – traits so strong he has, in the past, resisted the full power of Chaos. As Theogonist, Volkmar also wields considerable political influence, for he possesses one of the votes that decide who will be Emperor.



Model shown at 75%



THE GRAND THEOGONIST

About Volkmar's neck is the Jade Griffon, whose power can heal even grievous wounds almost instantly. The Staff of Command grants him great physical strength, and the Horn of Sigismund, mounted on the altar, fills the enemy with terror.





Model shown at 75%

The rules for these fantastic heroes and the Steam Tank can be found in the Warhammer Armies: The Empire supplement. The models of Ludwig Schwarzhelm and the Steam Tank are available in Games Workshop stores. The Emperor Karl Franz on Deathclaw and Grand Theogonist Volkmar on War Altar are available from Games Workshop direct, as are many more classic Empire models (See pages 48 and 52 for more examples!)

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PAINTING WORKSHOP

PAINTING ARMY

THE LORD OF THE RINGS STRATEGY BATTLE GAME

Painting Workshop is where you can learn all the techniques you need to get your models looking great. This month we're going to look at batch painting.

Painting an entire army of model soldiers can seem a daunting task, especially if you've been looking at the fantastically painted miniatures of a long-term gamer. So you may be pleased to know that it's not as hard as it looks.

Batch painting

There are a lot of techniques in this article that you may not be familiar with, and you may wonder why we're going straight for painting an army rather than explaining what they're all about. The reason is this: Getting large numbers of models done at once is a skill in itself, and is perhaps the most important thing to know when you are creating an army. You can read about the other techniques in How to Paint Citadel Miniatures. We'll also be covering them in more depth later in this series.

Batch painting is where you paint a group of models together, completing a stage on them all before moving on to the next one. Not only does this save you time, it means that when you finish you have a whole unit completed. To demonstrate this, Chad Mierzwa has picked an army of Arnor and completed it (see page 99 for the finished force). To do this would take about 10 days' worth of spare time.

Using artwork as a colour reference

Once you've picked your army, you need to choose what colour to paint it! To get the colours right on his Arnor army Chad referred to artwork (see below). There are other pieces of art and photographs of finished models in all of our books for you to look at.



Stage-by-stage Ranger of Arnor

After basing and undercoating the model (see WD 325), Chad applied the paint to the Ranger in a series of stages. Once he'd done this test piece, he batch painted the rest, following similar steps to those shown overleaf for the Warriors of Arnor.



STAGE 1

- ***DRYBRUSH EVERYTHING:*** *Scorched Brown*

Use large drybrush ▶

STAGE 2

- ***PAINT CLOAK:*** *Dark Angels Green*

Use basecoat brush ▶

STAGE 3

- ***PAINT TUNIC:*** *Catachan Green*

Use standard brush ▶

- ***DRYBRUSH CLOAK:*** *Goblin Green*

Use small drybrush ▶

RANGER CLOAK

Stage 2

Stage 3



STAGE 4

- ***PAINT VEST:*** *Snakebite Leather*
- ***PAINT LEATHER:*** *Scorched Brown*

Use standard brush ▶

- ***PAINT SKIN:*** *Elf Flesh*
- ***PAINT BOW:*** *Desert Yellow*
- ***PAINT SWORD:*** *Chainmail*
- ***PAINT ARROWS:*** *Bleached Bone*

Use detail brush ▶

- ***DRYBRUSH TUNIC:*** *50% Catachan Green/50% Bleached Bone*

Use small drybrush ▶

STAGE 5

- ***SHADE SKIN:*** *Flesh Wash*
- ***SHADE VEST:*** *Flesh Wash*

Use standard brush ▶

- ***HIGHLIGHT LEATHER:*** *50% Scorched Brown/50% Bleached Bone*
- ***HIGHLIGHT SWORD:*** *Mithril Silver*
- ***HIGHLIGHT BOW:*** *Bleached Bone*
- ***HIGHLIGHT ARROW:*** *Skull White*

Use fine detail brush ▶

Basing Rangers

Adding extra detail to your bases is a great way to make your models look even better.



Use large drybrush ▲



The rock the Ranger is leaping from is made from a piece of cork. On some of the other models shown in this article, Chad used slate pieces, and chunks of hard rubber foam.

Stage 1



- ***DRYBRUSH ROCK:*** *Scorched Brown*

Stage 2



- ***DRYBRUSH ROCK:*** *Codex Grey*

Stage 3



- ***DRYBRUSH ROCK:*** *Fortress Grey*

Stage 4



- ***DRYBRUSH SAND:*** *Vermin Brown*

Stage 5



- ***DRYBRUSH SAND:*** *Bleached Bone*
- ***PAINT BASE RIM:*** *Graveyard Earth*
- ***APPLY STATIC GRASS:*** *with PVA glue*

Painting Warriors of Arnor stages 1-4

All the models in this army were painted in groups after being based and undercoated. Here we present the Warriors of Arnor contingent as an example. The first part is all about getting the larger blocks of colour applied and highlighted.

STAGE 1



STAGE 1

DRYBRUSH EVERYTHING:
*Scorched Brown**

Use small drybrush ▶

**Drybrushing is where you wipe most of the paint from a brush, then draw it horizontally over the raised detail. Here it is used to create a simple but effective series of shades in the deeper areas that will show through in later stages.*

Models in this example shown at 60% of life-size.

STAGE 2



STAGE 2

PAINT SHIELDS:
*Dark Angels Green**

Use standard brush ▶

**Chad painted these parts first to fill in deeper parts of the model with dark shade colours before drybrushing.*

STAGE 3



STAGE 3

PAINT ARMOUR:
*Chainmail**

Use large drybrush ▶

PAINT SHIELDS & TUNICS:
Dark Angels Green

Use standard brush ▶

PAINT SHIELD EMBLEM:
Chainmail

Use detail brush ▶

**Chad drybrushed nearly all the model, repainting the green where necessary.*

STAGE 4



STAGE 4

DRYBRUSH TUNIC:
*Goblin Green**

Use small drybrush ▶

**Again, Chad uses drybrushing to make the colours appear three dimensional, as if light were falling on real cloth.*

Stages 5-8

After painting the large blocks of colour, Chad moved onto the smaller areas. Here he neeeded to be more accurate when applying the paint, so he used smaller brushes in order not to paint over the parts he had already completed.

STAGE 5



STAGE 5

PAINT SKIN:
Elf Flesh

Use detail brush ▶

STAGE 6



STAGE 6

SHADE SKIN:
*Flesh Wash**

Use detail brush ▶

**A wash is a thin, ink-like paint that runs into the crevices of an area, creating the illusion of natural shade.*

STAGE 7



STAGE 7

PAINT SPEARS:
Desert Yellow

Use standard brush ▶

STAGE 8



STAGE 8

HIGHLIGHT SPEARS:
*Bleached Bone**

Use standard brush ▶

**Chad layered the spears, which is simply painting a lighter colour over a darker one, leaving the darker showing at the edges. This is used here instead of a drybrush highlight.*

Painting Warriors of Arnor stages 9-12

The final of the process meant Chad had to finish off the very small details of the models. Then finally, after all this was done, he painted the base. Chad stuck all the basing material on before spraying, thus helping to secure and shade it.

STAGE 9



STAGE 9

PAINT HEADDRESS:
Catachan Green

Use detail brush ▶

STAGE 10



STAGE 10

HIGHLIGHT HEADDRESS:
50% Catachan Green
50% Bleached Bone

Use fine detail brush ▶

STAGE 11



STAGE 11

PAINT LEATHER:
Scorched Brown

Use detail brush ▶

STAGE 12



STAGE 12

PAINT HEADDRESS:
*Desert Yellow**

Use fine detail brush ▶

HIGHLIGHT FEATHERS & BANNER EMBLEM:
Skull White

Use fine detail brush ▶

BASE THE MODELS
Static grass, and sand

See page 95

**Paint the alternating pattern on the headdress.*

COMPLETED ARNOR FORCE



And here is the complete army. This is a standard, 500-point force of the type you would use in a The Lord of the Rings points match game. It is painted to "army standard", meaning it won't win Golden Demon, but it looks great on the tabletop!

An army like this is a solid beginning for a collection of miniatures. Though this force is for The Lord of the Rings strategy battle game, the techniques described above work for all of our models, from Battlefleet Gothic fleets to Warhammer Armies. The army was completed in two groups, the Warriors of Arnor, and the Rangers. This meant Chad was using the same paints, brushes and techniques within each individual group. Not having to swap about means that you save even more effort.

When Chad painted Malbeth the Seer, however, he took a little more time. It's always worth making your heroes and other key miniatures stand out, as they are the core of your army and, unless you are really unlucky, are likely to be on the battlefield longest! To further mark Malbeth out, Chad has mounted him on a rock made of slate, so he is taller than the surrounding minatures. Note that he has done the same with his Captain of Arnor, though he was painted in a batch with his men, as he is equipped similarly.

Why not try batch painting some models yourself? You'll be surprised how fast you can get an army like this done.

Arnor Army List

① **Malbeth the Seer** ***75 points***

② **Captain of Arnor** *with shield* ***55 points***

③ **16 Warriors of Arnor** *1 with Banner* ***158 points***

④ **8 Rangers of Arnor** *2 with spears* ***66 points***

⑤ **6 Dúnedain** *2 with spears* ***146 points***

TOTAL: 500 points

PAINTING MASTERS

MIKE ANDERSON

We continue our look at some of the world's best miniatures painters with the work of Citadel sculptor and Golden Demon winner, Mike Anderson.



Mike Anderson is a rising star in the Citadel Design team, responsible for such modern classics as Skarsnik and Gobbla and the Empire Warrior Priests. However, before Mike even rolled his first sausage of Green Stuff he was – and still is – known as a world-class painter.

"I'm guessing my entry into the hobby was very similar to the experience of many other people." says Mike of his initiation as a painter. He's right, but he was younger than most.

"I was six and my 14-year-old cousin gave me a metal Gobbledygook figure. After I had painted it I wanted to do more." *(Gobbledygook was a cartoon strip that used to appear in these very pages when I was but a beardling – Grombrindal).*

Early on in his painting career, Mike purchased the seminal tome, Realm of Chaos, which remains a strong influence on the imagery and style of his miniatures. "Playing with the warband rules in there was my only real foray into gaming." Mike explains, "But it was the background in the book that really enthralled me, and I've always tried to evoke that with my painting and choice of models."

Mike is largely self-taught but also learnt a great deal from the staff at the Games Workshop Kensington store. "The manager of the Kensington store suggested that I should enter Golden Demon. At the time my ambition was to join the 'Eavy Metal team and work in the Studio, so I saw this as a way of getting noticed." In 2000, Mike entered his first ever entry into Golden Demon – a purple, multi-hued Chaos Spawn, which ranked as a finalist. As well as being a very rewarding experience for Mike, he made contact with many fellow competitors.

Meeting up with other top-class painters was a great boon. In the following years, this new group of friends would meet a few days before each Games Day at Mike's flat in London, and a frantic painting session would begin to finish off their Golden Demon projects. This allowed Mike to learn new techniques as well as share his own discoveries. "It was like a bohemian melting pot of painting talent," states Mike. "That doesn't mean I'm an expert in every painting discipline though – far from it. For example, I rarely wet-blend – I just can't fathom out how to seamlessly merge two wet colours. Instead I just layer very thin coats of each colour to get the desired effect."

As Mike refined his technique, a distinctive style started to emerge. Mike had taken a Fine Art degree at college and did many works on canvas. This discipline is evident in his modelling. "My projects are all about mood. Whilst others convert or place figures in very dynamic poses, I approach my model projects as an artist would a portrait. I deliberately choose models in a very static position and use colours, the facial expression, subtle body language and additional items to give clues about the figure's personality and motives. I try to evoke a mood using the themes of uncleanness, darkness and solemnity – subjects that are found in the Warhammer and Warhammer 40,000 universes."

Mike's figures are easy to spot because of the deliberately small selection of colours he uses. "The palette evolved from using a black undercoat, which I've always preferred, even on models that are better served with a white one. Some of my colour choices were worked up from there, others came about naturally to evoke the dark themes I've already alluded to."

Even though Mike has moved on to sculpting he still paints and enters the Open Competition in the Golden Demon – the only category that staff members are allowed to enter. The frantic painting sessions a few days before each Games Day continue (although now in Nottingham, rather than London). And friendly rivalries have developed, where all the painters are keen to find out what each other are doing months before and then try to better it! We're sure Mike's best work – be it painting or sculpting – is yet to come.

Using a core palette

Apart from a few exceptions, such as skin tones and metallics, Mike uses a very limited palette. This gives all his models a distinctive style. It's a very good method of developing a "signature" look. Mike rarely uses the paints straight out of the pot – the core colours are instead mixed, lightening or darkening them to create the shades and tones he needs.

Mike's core palette is:

- *Chaos Black*
- *Skull White*
- *Graveyard Earth*
- *Red Gore*
- *Scorched Brown*
- *Blood Red*
- *Shadow Grey*
- *Bleached Bone*

Empire Free Companyman

This great scratch build was the UK Open Category '05 winner, and is Mike's favourite model to date. To sculpt in this scale is quite different from the usual 28mm, as the hands, legs and weapons need to be more realistically proportioned. The face provides all the character of the piece – this gruff-looking soldier is obviously someone not to trifle with!

Mike's models are full of small details that bring his compositions to life, such as this candle sconce on the ruined wall.

The display bases of Mike's models are jar lids sprayed Chaos Black!



The red and white uniform identifies this militiaman as a soldier of Talabheim. Turn to page 44 for more information on Empire livery.







Witch Hunter Inquisitor

This is a converted Inquisitor-scale Navis Nobilite figure. It is a perfect example of Mike's portrait approach. Though in a very static posture, the figure oozes character. The use of Archaon's Daemon sword *(A)* point-down on the Inquisitorial tome symbolises Radical leanings, whilst the scratch-built burning brazier and tool *(B)* indicates that the use of torture is not beyond him.



This branding iron was scratch built by Mike, like many other elements in his models. It is made of fine wire.

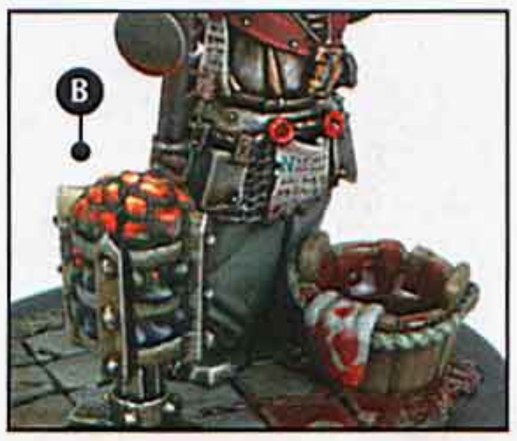
Mike's fine brushwork is exemplified by the script on the Inquisitor's robes and in the open books at his feet.



Warrior Priest

Giving the sign of the twin-tailed comet, this Warrior Priest has been blessing the wounded post-battle. Note the bucket of blood *(A)*, from the Empire cannon sprue, and Mike's continued affection for burning braziers *(B)*, taken from a Bretonnian archer regiment.







Khorne Berserker

This model represents a desert-dwelling tribesman who has fallen under the thrall of the Blood God. The body is a Beastman torso that Mike "shaved". The claw comes from the Chaos mutation sprue. Unusually, Mike has decided not to use much red, Khorne's colour, but if you look closely at the helmet you can see a red sheen, the blood of the beserker's victims.



Feral Kroot Shaper

Mike was inspired to create this figure after reading background about the Kroot before they encountered the Tau, hence the shamanistic, feral look. The sword is a Warhammer Orc choppa *(A)*, the feathered apparel *(B)* comes from High Elf plastics, while a plastic head, also from the Ork kit, *(C)* hangs from the hook replacing the Shaper's right hand. Also note the glazing on the metallics – this effect is achieved with numerous coats of thinned-down ink.







Azazel

Scoring a respectable Silver Demon at the 2003 German Golden Demon, Mike's version of the Daemon Prince Azazel doesn't contain any pieces from the original model. The body *(A)* is that of the Deceiver, the sword *(B)* is from an Ushabti, the claw *(C)* is from a Daemonette, and the wings *(D)* are from Balthasar Gelt's Pegasus. Of note are the toes *(E)*, which Mike carefully attached after snipping them off poor old Cherubael, the Inquisitor-scale Daemonhost.





Ogre Bull

The Ogre Bull has converted legs, so he's standing rather than running. This model was an exercise in painting large areas of skin. The jaw plate *(A)* was taken from an Orc Boar Chariot kit, while the goat waterskin *(B)* and vulture *(C)* were from the plastic Giant kit.





As you can see from the picture above, Mike uses advanced basing techniques to bring his models to life. Slate, static grass and reeds made of doormat bristles contribute here.

Empire Swordsman

This one-off figure was sculpted by Brian Nelson, one of Mike's colleagues. Mike loved the figure so much he just painted it and placed it into a scenic base. The head of the Orc really stands out, as green is not part of Mike's usual paint palette.







Another fantastic base, this particular one makes use of Citadel snow scatter.

Road to Mordheim

This grizzled veteran is seeking his fortune in the City of the Damned. This is a fairly simple conversion with a scenic base, all made from plastic components. The model is brought to life by the details, such as the signpost *(A)* and the hidden Wyrdstone *(B)*.







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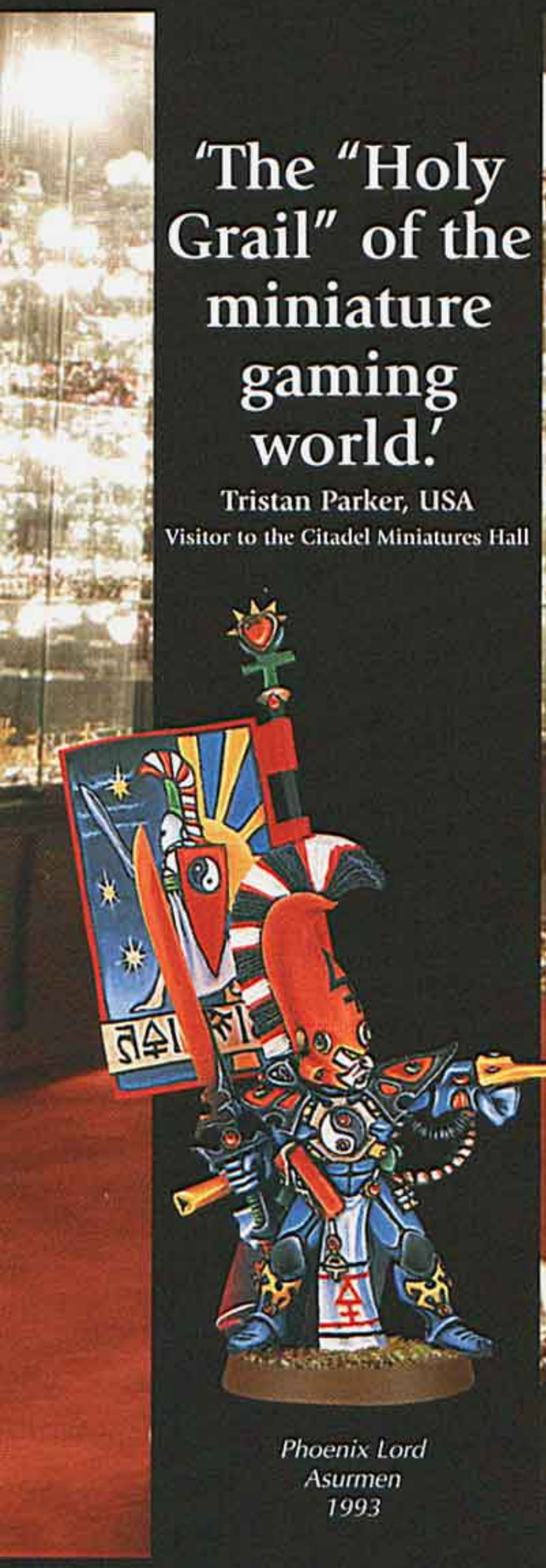
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The Citadel Miniatures Hall

'The "Holy Grail" of the miniature gaming world.'

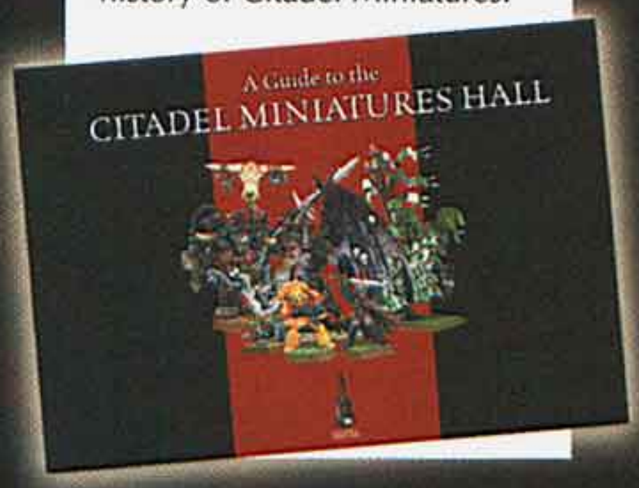
Tristan Parker, USA
Visitor to the Citadel Miniatures Hall

Phoenix Lord
Asurmen
1993



A Guide to the Citadel Miniatures Hall

Ultimately, the time will come when you must drag yourself away from the Citadel Miniatures Hall, but despair not! Available from the Warhammer World store, this guidebook contains full colour photographs of the hall's finest miniatures, as well as a brief history of Citadel Miniatures.



The Citadel Miniatures Hall at Warhammer World was first opened in early 2005, and in the year and a half since then, more than sixty thousand Games Workshop fans and hobbyists have made the journey to our Nottingham HQ to see for themselves the finest collection of painted miniatures in the world.

Over the course of Games Workshop's history, the Studio has amassed an amazing collection of miniatures painted by the famous 'Eavy Metal team. Photographed for inclusion in box packaging, books and, of course, the pages of White Dwarf magazine, these miniatures are familiar to hobbyists the world over. Once published, each of these models became part of the Studio armies, ready to be used in future battle reports and campaigns.

These miniatures are still used for photgraphy, campaigns and White Dwarf articles to this day, but now reside in the purpose built miniatures hall pictured above,designed from the outset to be a place where Games Workshop fans and their families and friends could get a real sense of the skill and imagination that goes into the creation of these works of art.

The Hall itself consists of a large room, lined on three sides with mirror- backed cabinets that house the Studio's collection. These miniatures are far from being simply a set of museum pieces however, and visitors are often surprised to see empty spaces in some cabinets, with notices explaining their abscence, since they remain a part of our working stock!

On the left hand side of the hall, visitors can find miniatures from the Warhammer 40,000 range, with models from Warhammer housed along the right.



Sauron, The Lord of The Rings
2002

Wardancer Champion
1996

The rear wall combines displays of the Studio's The Lord of The Rings collection and of classic Citadel Miniatures and stunning dioramas from the early days of Games Workshop.These three sections form the hall's permanent collection of models, mostly painted by the celebrated 'Eavy Metal team and instamtly familiar to fans of the Games Workshop hobby.

The six circular columns running down the centre of the hall house temporary displays, with the front two columns reserved for new releases. These miniatures are placed here once the Studio and White Dwarf teams are finished with them, and it is often possible to see these new models up to three months before release! Three of the rearmost columns are devoted to the work of individual painters, such as recent Golden Demon winners, and these displayes are changed regularly, typicaly every six to eight weeks. Last, but not least, the centre-left column is reserved for displays of miniatures from the Specialist Games range.

Eighteen months after the creation of The Citadel Miniatures Hall, we've filled up six Visitor's Books with addresses from around the world- from New Zealand to New England and Moscow to Cape Town. Present from the outset, the Visitor's Book provides and opportunity for visitors to leave comments and feedback.

Finally, this summer, in response to many visitor requests, we published A Guide to the Citadel Miniatures Hall, a souvenir booklet packed with photographs of beautifully painted models and including a short history of Citadel miniatures penned by our own Rick Priestly. The Citadel Miniatures Hall is open every day and admission is free.

A Miniature Guide to Warhammer World:

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BLOOD BOWL®

PLAY BALL!

This month, we showcase some of the best painted teams from the 2006 season's Blood Bowl Grand Tournament.

Total Mayhem

Painted by Martin Isaksson

56%









Sewer Rat Stalkers

Painted by Mark Elsdon

56%

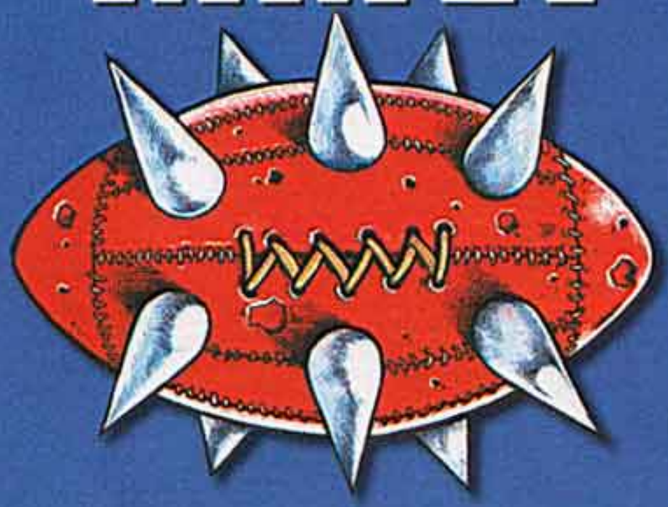








MMVI



Tlaxtlan Thunder

Painted by Emilio Clemente Ferrero

57%











Athel Loren Rednecks

Painted by Mark Coultas

80%



The Flash Gitz

Painted by Steve Slatford



56%

Ogrlem Gob'trotters

Best Blood Bowl Team 2006

Painted by Marco Pinamonti





























MARCO'S OTHER MODELS

We thought Marco's winning Blood Bowl Team was so cool we invited him to bring along some of his other converted miniatures for us to showcase!

















84%

MMVII BLOOD BOWL GRAND TOURNAMENT 2007





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- Purchase a ticket from Direct on 0115 91 40000.
- Tickets cost £50.

What does the ticket cover:

- You play six rounds of Blood Bowl over two days.
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Ruination Instore...



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In the wild lands of Eriador, a kingdom lies shattered. For countless leagues, jagged spurs of stone pierce the sky, bleached and crumbled ruins that speak of glories long forgotten. In happier times, Arnor was the greatest of the northern realms, and kingdom of the children of Númenor, but it was a land doomed to die in blood and terror.

Released this month is The Ruin of Arnor sourcebook, the definitive guide to the region of Arnor. This February Half-term the battles that shattered this once-proud kingdom will be re-fought in Games Workshop stores across the country, and YOU ARE INVITED! In this article, White Dwarf have gathered together all the information you will need to lead your forces to the field of battle and ride on to victory!



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Take to the field of battle in your Games Workshop store and re-fight the epic struggle that drove the Witch-king's hosts from Arnor!

Rally Your Forces!

Journey to your local Games Workshop on Saturday 17th February and engage in glorious charges against limitless hordes of Orcs and other foul creatures, or overrun Arnor in waves of darkness! Each store will be running its own version of The Battle of Fornost, and the more models you bring with you, the bigger the final confrontation will be! Will the armies of Angmar be broken forever before the walls of Fornost, or will the Witch-king forge a new kingdom in the northwest?







As the Witch-king continues to visit ruin upon the north kingdom, his dark legions march forth from Fornost.

With the ruin of Arnor as his foundation, the lord of the Nazgûl could shape a kingdom of his own, a shadow to the power of Mordor just as the Witch-king himself is a shade of the Dark Lord. He is not to be given the chance.

Though slow to mobilise, the rulers of the Free Peoples have gathered their strength. Such a gathering of might has not been seen since the days of the Last Alliance. The remnants of Arnor's army are not only joined by soldiery from Gondor, but also reinforced by scores of fearless warriors from the Elven Havens.

Thames Valley Regional Event:

Devourer 2

Following the success of the 'Devourer' event held at Warhammer World last October, 'Devourer 2' is back with a vengeance this February Half-term. Battle-weary commanders gather their forces all across the Thames Valley region eager for revenge against the reigning champions from St. Albans.

What is Devourer 2?

Devourer 2 is a Thames Valley regional visit to Warhammer World, incorporating a friendly tournament between rival stores using all three systems!

When is is?

Thursday 15th February
10.30am - 5.30pm

What will I need?

1,200 point army for Warhammer 40, 000 and Warhammer.

750 point legion for The Lord of The Rings.

Rulesbooks, armybooks, dice and tapemeasure.

Parents' consent if under 16 years of age.

Which stores are going?

GWs High Wycombe, Uxbridge, Maidenhead and St Albans will be attending this event.

Tickets include transport to and from the event, afternoon meal at bugman's bar, a three game tournament and a tour of the Citadel Minatures Hall.

Tickets Available from your Games Workshop Hobby Centre now!

The Fight Continues Instore!

Ambush in Rhudaur

Isildur's Heir Campaign: Instore February Half-term

The Battle of Fornost was just one of the many battles that raged between the Forces of Good and Evil in the desolate realm of Arnor. Across the ages, countless battles have been won and lost there by both sides. As well as the Battle of Fornost Mega Battles, your local Games Workshop store will be fighting each of the scenarios from the Isildur's Heir Campaign during this Half-term. So, bring your mighty legions instore, and see if you can change the fate of Arnor!



Historical Participants

Good
- Arathorn
- Elladan and Elrohir with heavy armour
- 12 Rangers of Arnor

Evil
- Buhrdûr
- 1 Wild Warg Chieftain
- 13 Orc Warriors, 4 with spears, 4 with shields, 2 with Orc bows, 2 with two-handed weapons and 1 with a banner
- 6 Wild Wargs
- 2 Cave Trolls with Troll Chain



Can Arathorn escape the jaws of a deadly trap?

It is many long years since the Battle of Fornost. The Dunédain are now a scattered people, living as Rangers and acting as guardians of the Free Peoples.

However, there is much to guard against and, though Angmar no longer exists as a realm in its own right, the remnants of the Witch-king's legions still endure in the wilds.

When the sons of Elrond Halfelven discover that a shadow has fallen over the northern villages, they bring word to Arathron. In recent weeks the Orc brigands in the high hills of Rhudaur have grouped together into a formidable warband, a brutish horde directed by a scarred Troll possessed of a vicious form of cunning.

Though troubled at being parted from his wife and young son, Arathorn leads his company into the wilds to slay the Troll. Alas, fpr all their preparation, the Rangers are unaware of just what awaits them. Twenty leagues north of Rivendell, where the empty land whispers with the mournful echoes of days long past, the jaws of a trap are about to close...



Aragorn's Revenge

Isildur's Heir Campaign: Instore February Half-term



Aragorn sets out to avenge his father's death.

Aragorn is but a babe in arms when his father, Arathorn, is slain. Sheltered within the house of Elrond, Aragorn grows to manhood, honing his skills as a warrior.

When finally Elrond judges the young cheiftain to have the necessary maturity, he reveals to Aragorn his heritage and the tale of Arathorn's death.

Some time after, while venturing into the wilds, Aragorn comes upon unmistakeable signs of the foul creatures that slew his father. Buhrdûr, having spent the intervening years ravaging the lands that lie to the east of the Misty Mountains, has led his warband across High Pass to wreak havoc on the western lands.



Blinded by wrath and casting aside the wise coucil of his kinsman Halbarad, Aragorn sets out to slay the troll chieftain once and for all, and avenge his father's death.



Arming for War!

You can buy the Historical Participants forces from each of the Isildur's Heir Campaign scenarios online, so you can be armed for war instore!

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



Historical Participants

Good
- Aragorn/Strider with bow
- Halbarad Dunádan
- Elladan and Elrohir with heavy armour
- 12 Rangers of Arnor, 4 with spears

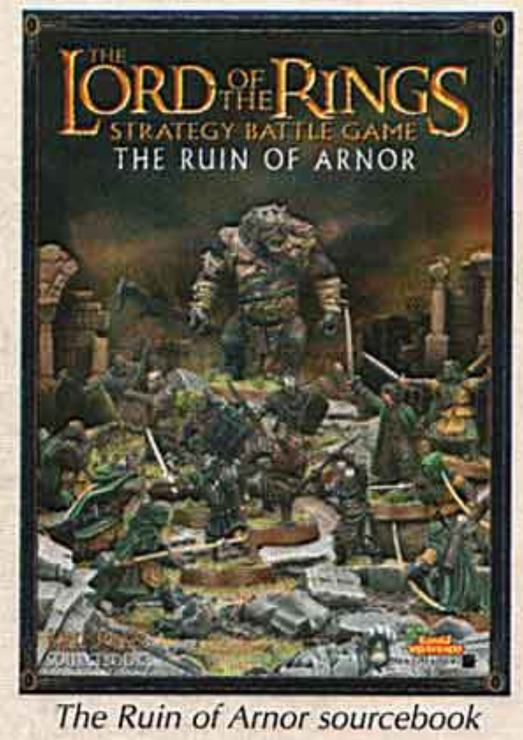
Evil
- Bûhrdur
- 2 Cave Trolls with Troll Chain
- 1 Wild Warg Chieftain
- 8 Orc Warriors with spears
- 8 Orc Warriors with shields
- 2 Orc Warriors with Orc bows
- 2 Orc Warriors with two-handed weapons
- 1Orc Warrior with a banner
- 12 Wild Wargs

The Terror of Arnor

Isildur's Heir Campaign: Instore February Half-term

Ruination at Home!

All of the scenarios featured in this article can be found in the new The Ruin of Arnor sourcebook, so you can continue to battle for the fate of Arnor beyond this Half-term!



The Ruin of Arnor sourcebook



Historical Participants

Good
- Aragorn/Strider with bow
- Halbarad Dunádan
- 5 Dúnedain
- 12 Rangers of Arnor 4 with spears

Evil
- Gûlavhar
- 4 Spectres



Aragorn hunts an unkown foe of great power.

Since its fall in the wars against Angmar, Fornost has become a shunned and haunted ruin. Only a handful of Rangers, seeking lost knowledge, slip into its weed-strewn streets. It is a silent and lonely place, infested by the restless spirits of those who died in battle. In recent days, however, something terrible has stirred within Fornost's ruins.

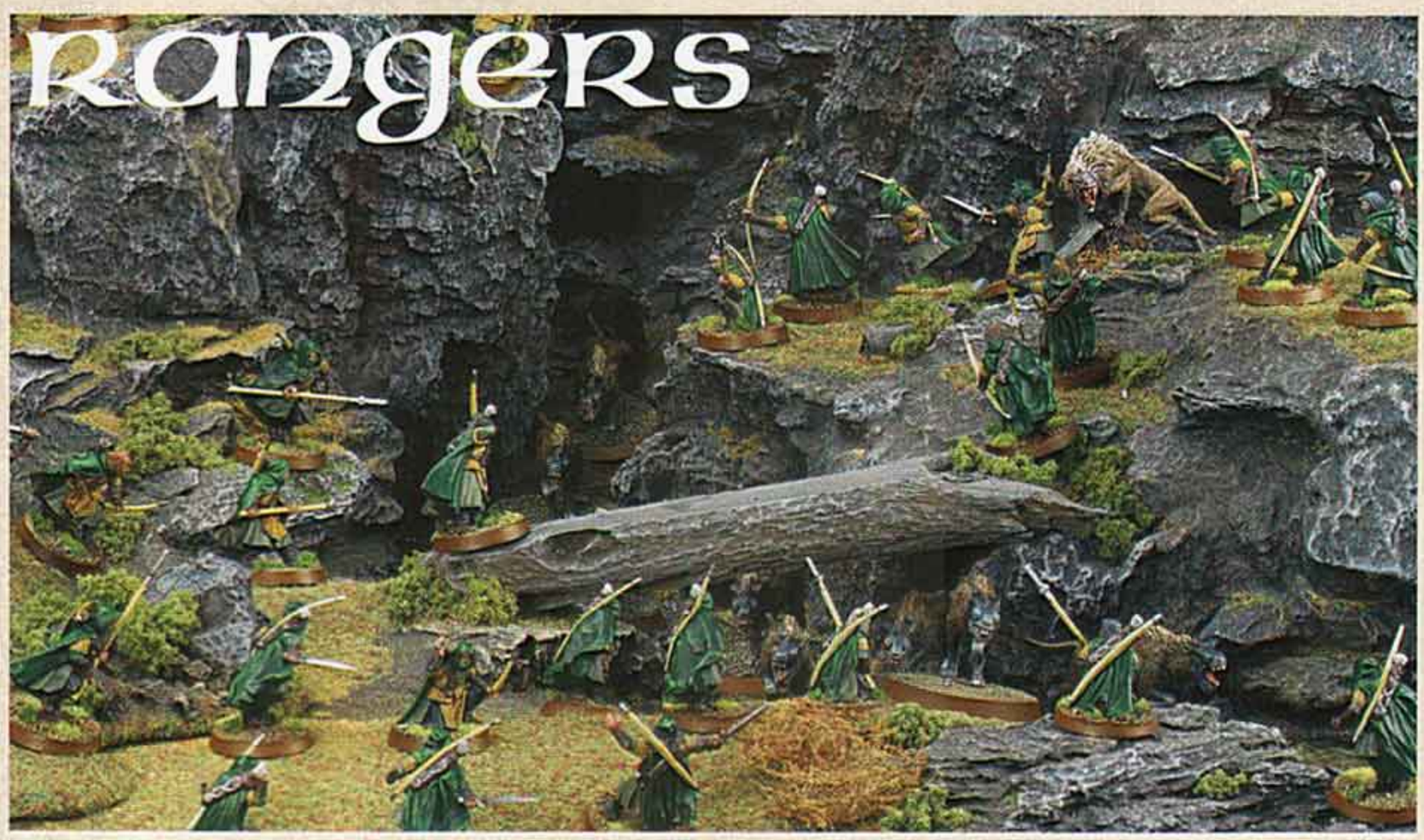
Gûlavhar, the daemon who fled the final battle between Angmar and the West, has stirred from slumber to prey upon those few villages that remain in Arnor. Attacking only in the long watches of the night, Gûlavhar has fed well on the defenceless folk around him, and news of the attacks swiftly reaches Aragorn. The heir of Isildur fixes his efforts to finding and slaying the daemon.

The trail is plain enough, and Aragorn's hunt soon leads him to Fornost, strands of mist clutching at his followers as they spread out through the desolate city in search of their quarry...



See page 114 for your local store

The Key to Victory this Half-term!



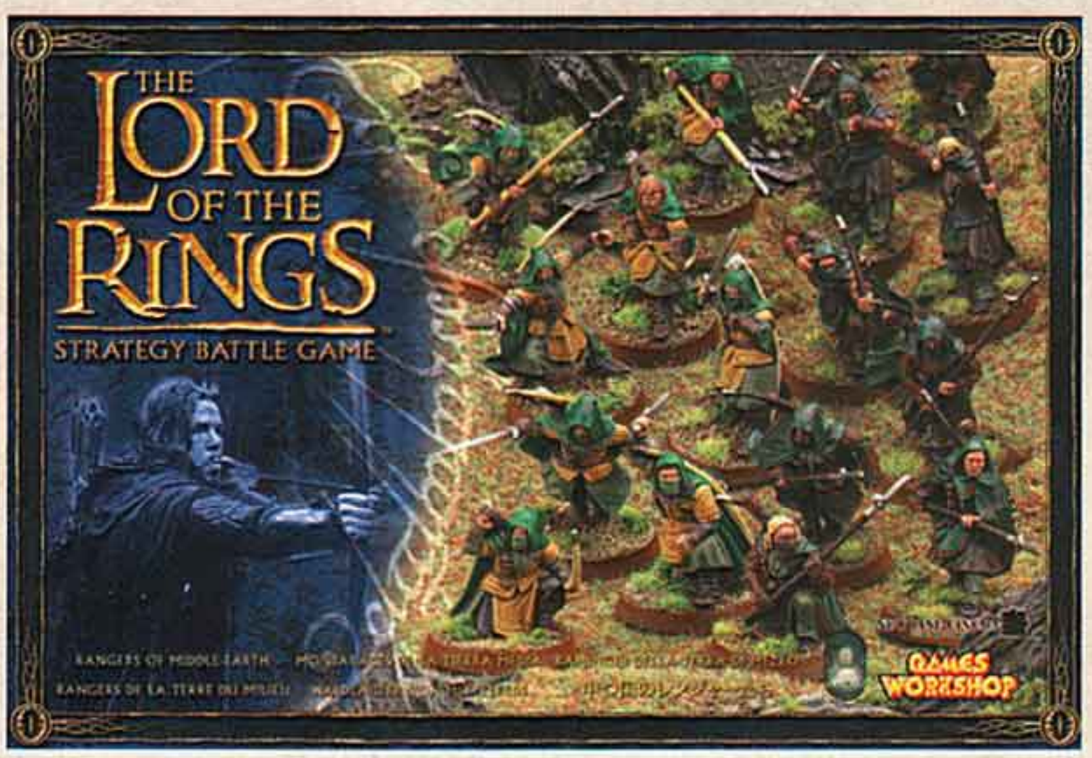
With the release of the The Ruin of Arnor sourcebook comes a brand new boxed set of warriors to bolster the Free Peoples of Middle-earth and help you win instore!

The miniatures from the Rangers of Middle Earth box set can be used to represent troops from five of the army lists presented in the Legions of Middle-earth Expansion: Arnor, The Grey Company, Minas Tirith, The Fiefdoms and The Rangers of Ithilien. These miniatures can be used to represent Rangers of Arnor, Rangers of Gondor and even the skilled Rangers of the North!

One of the best army lists to use is the Grey Company, as it is not restricted by bow limit. For each Dúnedain or Ranger of the North you include in your force, you can include up to four bow-armed Rangers! The Grey Company also makes great allies for your existing Good armies. With no limit on bows, they make for superb support troops.

The Grey Company can ally with the following lists from Legions of Middle-earth: the Fellowship, Rivendell, the Grey Havens, Lothlórien, Thranduil's Halls, Fangorn, Théoden's Host, the Tower of Ecthelion, the Fiefdoms, the Rangers of Ithilien, the Dead of Dunharrow, Durin's Folk, the Wanderers in the wild, the Wizards, the Eagles and the Guardians of the Carrock.

The Rangers of Arnor are bound to feature heavily in the scenarios that will rage across Games Workshop stores this half-term. These defenders of Arnor will be bringing a lot of firepower to the battlefield this half-term – make sure you take advantage of this!





Available to buy on the online store!
www.games-workshop.co.uk/store

We Will Remember Them...

It's not just The Lord of The Rings that you can play instore this Half-term. Your local store will also be running events for Warhammer and Warhammer 40,000 throughout February Half-term.

WARHAMMER®
&
WARHAMMER™ 40,000

- Painting
- Gaming
- Mega Battles



Also this Half-term:

Instore previews of Codex: Dark Angels. See Page 16 for more details!

Ring your local store for full details about activities!

RISE OF KINGDOMS
CAMPAIGN WEEKEND
14th–15th April 2007

WARHAMMER®

THE RETURN TO KARAK EIGHT PEAKS

MORDHEIM™

THE TALISMANS OF ULTHUAN



WARHAMMER INFORMATION

- You will need a painted 2,300 point Warhammer army that can be legally broken down into a 500point Border Patrol, a 1000 point Force List and an 800 point reinforcements list to take part in the Warhammer campaign.
- You must bring any appropriate army books and rule books you will need to play.
- Tickets £50, on sale from 13th January 2007, call *0115 91 40000.*





MORDHEIM INFORMATION

- You can use all races from the Mordheim Rulebook plus Orcs & Goblins and Dwarfs. The rules for these warbands can be found on the specialist games website.
- You will need a 500 gold crown warband to play in the Mordheim Campaign.
- You must bring any appropriate army books and rule books you will need to play.
- Tickets £50, on sale from 13th January 2007, call *0115 91 40000.*

For information about the different forces taking part in these events visit www.games-workshop.co.uk/campaignweekends or call our Hobby Specialists 0115 91 40000.

GAMES WORKSHOP

Store and Community news

FRONTLINE UK

GAMES WORKSHOP®

EPSOM HOBBY CENTRE NOW OPEN!



The Epsom Hobby Centre is now open, but what would an opening be without a party?

OFFICIAL OPENING PARTY

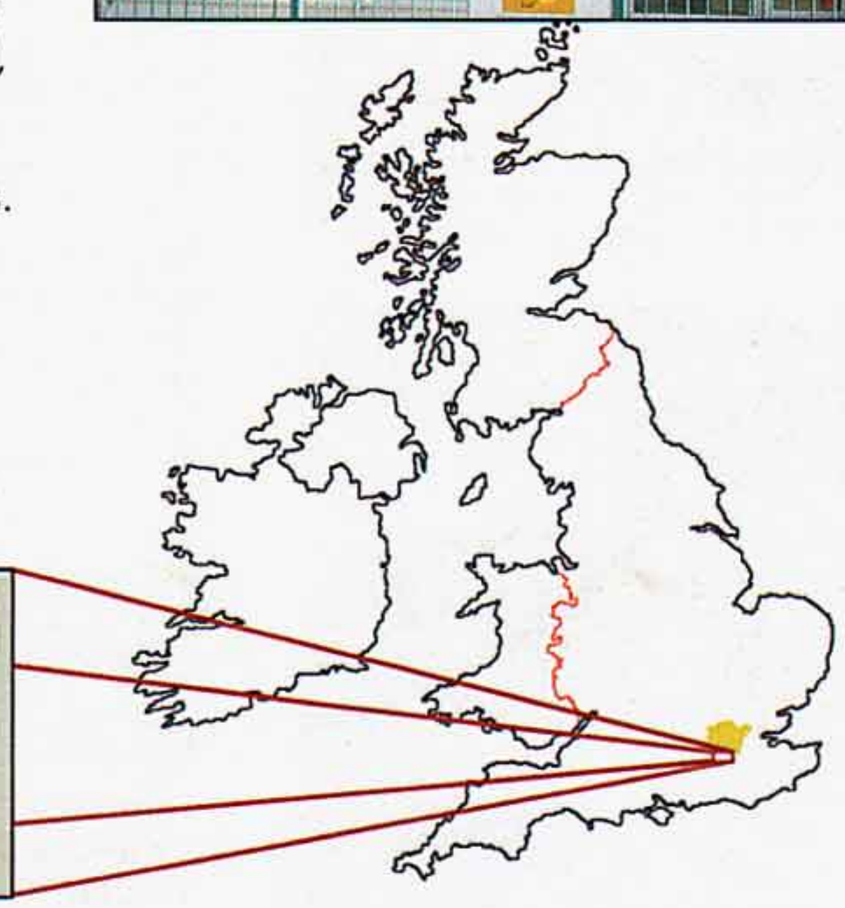
Happily, the opening of this brand new store coincides with the release of the much-awaited Dark Angels and, as such, we'll be throwing an official opening party. Guests will be able buy the new codex, own many of the new miniatures and begin an army of Dark Angels. There may even be one or two special guest personalities from the Design Studio on hand to talk about the new army and the hobby in general.

FINDING THE EPSOM STORE

Finding the Epsom Hobby Centre couldn't be easier, located on the main high street.

GW EPSOM
8 High Street
Epsom
Surrey
KT19 8AD
Tel: 01372 751 881





ONLINE STORE MAKEOVER!



As many of you may have already noticed, the Online Store has had a makeover and now offers even easier navigation to help keep track of all the latest special offers and find the miniatures for you!

www.games-workshop.co.uk/store

GOLDEN DEMON WINNERS AT THE CITADEL MINIATURES HALL

Celebrating the success of this year's Golden Demon winners, Mark Lifton showcases some of his amazing models in The Citadel Miniatures Hall.

Having featured in this month's free Golden Demon booklet, now see some of the winning entries for real, on display throughout February.

Next month, White Dwarf's very own Rik Turner will be displaying his mighty Blood Ravens in the Citadel Miniatures Hall.



School League 2007

Join the League!
February is the last month in which schools can enter the Schools League.

Teachers
Please remember that you must get the teacher responsible for your club to contact us.

CONTACT DETAILS
Bek Hawkby
Phone: ***0115 916 8380***
Email:
schools@games-workshop.co.uk

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

THE EVENTS DIARY

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

Upcoming Events

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

whitedwarf@games-workshop.co.uk

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

• 1st March	WD330 (June)
• 1st April	WD331 (July)
• 1st May	WD332 (August)

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

Events diary abbreviation guide

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



CONFLICT 2007

Conflict Scotland 4/3/07
Conflict South West ..11/3/07
Conflict North 27/5/07
Conflict South.....3/6/07

prepare for war...

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 2007.

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

GCN presents:

Winds of War 2007 Warhammer 40,000

Date: 10th February 2007
Venue: Harmans Water Community centre
Details: The Winds of War 2007 is a Warhammer 40,000 Doubles Tournament using the Combat Patrol rules. Each player will use a 500 point force, combined with a partner to make a 1,000 point army. The day will start at 9am and include 4 games. Tickets cost £10 per person (£20 per team).
Contact: chair@bfgclub.org.uk
Website: http://www.bfgclub.org.uk

GAMES WORKSHOP presents:

The Fellowship of The Ring

Date: 12th-17th February 2007
Venue: GW High Wycombe
Details: Join The Fellowship as they journey through Middle-earth on their epic quest to destroy the One Ring.

Running from 10.30am every day. Come down and play through all the major action scenes as seen in the films using scenery built from The Fellowship of The Ring Journey. Ring the store for full details and to join in!
Contact: 01494 531494

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

GAMES WORKSHOP presents:

Yorkshire Open Tournament Heat – Warhammer Fantasy

Date: Sunday 18th February
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 1,500 points standard mission force to take part in this tournament. Tickets cost £10.
Contact: GW Wakefield on 01924 369431 for more details.

Fanatic Tampere 2007

Date: February 2007 (TBC)
Venue: Sampola, Tampere, Finland
Details: Fanatic Tampere returns once again in 2007 and offers a Warhammer and Warhammer 40,000 tournament. But, you can also take your friends along who will be entertained with intro games and intro painting.
Contact: Fantasiapelit Tampere, tampere@fantasiapelit.com
Website: www.fantasiapelit.com

GAMES WORKSHOP presents:

Devourer 2

Date: Thursday 15th February
Venue: Warhammer World, Nottingham
Details: Following the success of "Devourer" held at Warhammer World last October, Devourer 2 is back with a vengeance this February half-term. Battle-weary commanders gather their forces all across the Thames valley region eager for revenge against the rampaging champions, St. Albans!

Devourer 2 is a Thames Valley regional visit to Warhammer World in which players from rival stores compete in friendly games of The Lord of The Rings, Warhammer and

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

Warhammer 40,000. High Wicombe, Uxbridge, Maidenhead and St. Albans Hobby Centres are all taking part.

Contact: GW High Wycombe on 0149 453 1494 for more details.

MARCH

GAMES WORKSHOP presents:

GRAND TOURNAMENT: Final WARHAMMER 40,000

Date: 3rd and 4th March, 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 1,500 points Warhammer 40,000 army, play six games over the weekend, with the winner being recognised as the 2007 Warhammer 40,000 Champion.

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

GCN presents:

Winds of Magic 2007 Warhammer

Date: 10th March 2007
Venue: Harmans Water Community Centre
Details: The Winds of Magic 2007 is a Warhammer Doubles Tournament using the Border Patrol rules. Each player will use a 500 point force, combined with a partner to make a 1,000 point army. The day will start at 9am and include 4 games.
Tickets cost £10 per person (£20 per team).
Contact: chair@bfgclub.org.uk

APRIL

GAMES WORKSHOP presents:

Rise of Kingdoms: The Return to Karak Eight Peaks Warhammer Campaign Weekend

Date: 14th-15th April
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: The Dwarven hold of Karak Eight Peaks has seen many years of conflict, bloodshed and horror. Now great armies rise to take control of the mighty kingdom...

You will need a 2,300 point Warhammer army that can be lagally broken down into a 500 point Border Patrol, a 1,000 point Force list and an 800 point Reinforcements list to take part in this campaign. Tickets for this event cost £50. Follow the weblink below for more details about this event.
Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/campaignweekends

GAMES WORKSHOP presents: MORDHEIM™

Rise of Kingdoms: The Talismans of Ulthuan Mordheim Campaign Weekend

Date: 14th-15th April
Venue: Warhammer World, Nottingham
Age Limit: 16+
Details: The Dwarven hold of Karak Eight Peaks has seen many years of conflict, bloodshed and horror. Now great armies rise to take control of the mighty kingdom...

The Mordheim campaign weekend runs parallel to the Rise of Kingdoms Warhammer campaign weekend. You will need a 500 gold crown warband to take part in this campaign. Tickets for this event cost £50. Follow the weblink below for more details about this event.
Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/campaignweekends

GAMES WORKSHOP presents:

Eastern Europe Grand Tournament

Date: 14th-15th April
Venue: Warsaw
Age Limit: 16+
Details: The Eastern European Grand Tournament welcomes more than 200 entrants from more than seven different countries. This year will see teams coming from Moscow, Siberia, Prague, Budapest and Denmark to name a few. This is also the first year that we will be introducing The Lord of The Rings into the event to join the Warhammer 40,000 and Warhammer games.

This event is strictly first come, first served, as we sell out every year.
Tickets cost £10
Contact: Hobby Specialists – 0115 9140000
Website: http://ne.games-workshop.com/events/







www.games-workshop.co.uk/events

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

STORE & CLUB FINDER

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



GCN Gaming Club Network

Our club list 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.



GW Store UK Hobby Stockist

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

STOREFINDER KEY

GW Store — *(•) Indicates Gaming Room facilities.*

UK Hobby Stockist — *Offers a hobby gaming and painting service.*

NE Elite Store — *Stocks the complete Games Workshop range.*

NE Partner Store — *Stocks most of the Games Workshop range.**

SUTTON-IN-ASHFIELD, Bastion Gaming
Trading Post Shopping Centre, Outram Street NG17 4AX, Tel: 07814 157168 — *New Store opening.*

**To be exactly sure they have what you want in stock, we recommend calling the store first.*

Store directory

AVON
GW BRISTOL:
87 The Horsefair. Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall. Tel: 0117 959 2520
BRISTOL, Area 51:
Tel: 0117 9244655
BRISTOL, Hobbycraft:
Tel: 0117 959 7100

BEDFORDSHIRE
GW BEDFORD:
10 Greyfriars. Tel: 0123 427 3663
LUTON, Final Fantasy
Tel: 01582 729001
LUTON, Ottakers:
Tel: 01582 486999
CRANFIELD, Wargames Workshop:
Tel: 01234 757878

BERKSHIRE
• GW MAIDENHEAD:
Unit 2, 17 Market Street.
Tel: 0162 863 1747
GW READING:
29 Oxford Road Tel: 0118 959 8693
GW WINDSOR:
Unit 3, 6 George V Place
Tel: 01753 861087
NEWBURY, Miniature Merchants:
Tel: 01635 528176
BRACKNELL, Ottakers:
Tel: 01344 488124
BRACKNELL, Toy Planet:
Tel: 01344 426262
READING, Hobbycraft:
Tel: 0118 902 8600
SANDHURST, Toyworld:
Tel: 01252 873350
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 WALSALL:
Unit 27, Old Square Shopping Centre.
Tel: 0192 272 5207
BIRMINGHAM, Console Games:
Tel: 0121 477 0022
GREAT 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:
Tel: 01296 421098
BUCKINGHAM, Abacus Toys:
Tel: 01280 821815
GERARDS CROSS, Howard Marshall:
Tel: 01753 882952
MILTON KEYNES, Hobbycraft:
Tel: 01908 308 330
PRINCES RISBOROUGH, Treats:
Tel: 01844 344354

CAMBRIDGESHIRE
• GW CAMBRIDGE:
54 Regent Street. Tel: 0122 331 3350
GW PETERBOROUGH:
3 Wentworth Street. Tel: 01733 890 052
ELY, City Cycle Centre:
Tel: 01353 663131
HUNTINGDON, Sports & Fashions:
Tel: 01480 454541
PETERBOROUGH, The Gluey Goblin:
Tel: 01945 588 808
PETERBOROUGH, Westgate Department Store:
Tel: 01733 563151
ST NEOTS, First Computer Games:
Tel: 01480 386638
ST NEOTS, Westgate Department Store:
Tel: 01480 473242
WISBECH, Westgate Department Store:
Tel: 01536 203525
WISBECH, The Gluey Goblin:
Tel: 01945 588808

CHANNEL ISLANDS
JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 732187
GUERNSEY, ST. PETERS PORT, Carousel:
Tel: 01481 721721
ST. HELIER, Bambola Ltd:
Tel: 0604 29828

CHESHIRE
GW ALTRINCHAM:
Unit 1, 19 Grafton Street.
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GW STOCKPORT:
32 Mersey Square. Tel: 0161 474 1427
GW WARRINGTON:
Unit 20, Time Square. Tel: 0192 565 1984
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CREWE, Potters Model World:
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HARTLEPOOL, Westgate Department Store:
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Unit 32, Chequers Mall, The Pavilions Shopping Centre. 0189 525 2800
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Unit Q, 1A Queen Street, Harlequin Centre.
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KINGS LYNN, Westgate Department Store:
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Tel: 01536 359 248
KETTERING, Toymaster Kingdom:
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RUSHDEN, Osborne Sports & Toys:
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BURY ST. EDMUNDS, Starlings Toymaster:
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HALESWORTH, Halesworth Toy Shop:
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CRANLEIGH, David Mann:
Tel: 01483 273 777
DORKING, Dorking Models:
Tel: 01306 881 747
EPSOM, Ottakers:
Tel: 01372 742 533
EPSOM, Treehouse Toys:
Tel: 01932 252 272
FARNHAM, Darkstar:
Tel: 01252 820 324
OXTED, JH Lorimer Ltd:
Tel: 0208 656 6625
PURLEY, JH Lorimer Ltd:
Tel: 0181 660 9716
REDHILL, Gamers Guild:
Tel: 01737 789 123
REIGATE, The Toy Shop:
Tel: 01737 245 300
WALTON ON THAMES, Treehouse Toys:
Tel: 01932 252 272

SUSSEX AREA

GW BRIGHTON:
Unit 7, Nile Pavilions. Tel: 0127 320 3333
GW CRAWLEY:
11 Broadway. Tel: 0129 355 2072
GW EASTBOURNE:
13 Terminus Road.Tel: 0132 364 1423
BOGNOR REGIS, Trains Models and Hobbies:
Tel: 01243 864 727
BURGESS HILL, Kid's Stuff:
Tel: 01444 257 724
CHICHESTER, Chichester Toys:
Tel: 01243 788 055
EAST GRINSTEAD, Ready To Run Models
Tel: 01342 300 917
HAYWARDS HEATH, 4JRIN Ltd:
Tel: 01444 455 993
HORSHAM, Gentle Gallery:
Tel: 01403 258 567
HORSHAM, Ottakers:
Tel: 01403 268 088
SEAFORD, Big Kids Toy Shop:
Tel: 01323 899 099
SOUTHWICK, The Dragons Tears:
Tel: 01273 595418
STEYNING, Gentle Gallery:
Tel: 01903 812 933
UCKFIELD, Kid's Stuff:
Tel: 01825 768 398
WORTHING, KC's Games Shop:
Tel: 01903 237 983

TYNE AND WEAR AREA

• GW NEWCASTLE (Central):
Unit 6A, Newgate Shopping Centre
Tel: 0191 232 2418
GW METRO (METRO CENTRE):
Unit 2, First Floor, The Arcade (near the Mediterranean Village).
Tel: 0191 461 0950
GATESHEAD:
Tel: 0191 482 7410
NEWCASTLE, Fenwick Ltd:
Tel: 0191 232 5100
NORTH SHIELDS, SR Gladston & Son:
Tel: 01912 570 335
SUNDERLAND, Joplings:
Tel: 01915 102 105
WHITLEY BAY, T&G Allan:
Tel: 01912 531 564

WARWICKSHIRE

GW COVENTRY:
Unit 39, Upper Level, Cathedral Lanes Shopping Centre. Tel: 0247 622 7311
GW LEAMINGTON SPA:
32 Regent Street. Tel: 01926 435771
BEDWORTH, Railway & Modellers Junction:
Tel: 02476 316 285
COVENTRY, Hobbycraft:
Tel: 02476 234 520
KENILWORTH, Abacraft Arts & Pictures:
Tel: 01926 511 294
RUGBY, Joto Railways & Models:
Tel: 01788 562 372
STRATFORD-UPON-AVON, Much ado about toys:
Tel: 01789 295 850

WILTSHIRE

GW SALISBURY:
18 Winchester Street. Tel: 0172 233 0955
GW SWINDON:
18 Brunel Plaza. Tel: 0179 343 6036
CALNE, SPS Stationery:
Tel: 01249 813 560
DEVIZES, Hoggosaurus Toymaster:
Tel: 01380 723 841
MARLBOROUGH, H Duck:
Tel: 01672 512 170
MELKSHAM, The Toyshop:
Tel: 01225 768 415
SWINDON, Spot On Models:
Tel: 01793 522 098
TROWBRIDGE, The Toy Shop:
Tel: 01225 768 415

WORCESTERSHIRE

• GW WORCESTER:
23 Lychgate Mall, Cathedral Plaza.
Tel: 0190 561 6707
DROITWICH, Look-rite Ltd T/A Toyworld:
Tel: 01905 772 403
EVESHAM, Battle Honours UK:
Tel: 0138 645 875
REDDITCH, Hoggosaurus Toymaster:
Tel: 0152 766 092
STOURPORT ON SEVERN, TP Activity Toys:
Tel: 01299 872 800

YORKSHIRE

GW BRADFORD:
4 Piccadilly, Bradford.
Tel: 0127 473 9430
GW DONCASTER:
26 High Street, Doncaster.
Tel: 0130 232 0535
GW HARROGATE:
53 Station Parade. Tel: 0142 356 4310
GW HULL:
30 Paragon Street. Tel: 0148 258 9576
GW LEEDS (Central):
12-16 Central Road. Tel: 0113 242 0834
GW LEEDS (WHITE ROSE):
Unit 28D, White Rose Centre.
Tel: 0113 272 3470
GW SHEFFIELD (Central):
16 Fitzwilliam Gate. Tel: 0114 275 0114
GW SHEFFIELD (MEADOWHALL CENTRE):
Unit 91B, High Street, Upper Mall (next to entrance near Boots).
Tel: 0114 256 9836
• GW WAKEFIELD:
96 Kirkgate, the Ridings Centre.
Tel: 0192 436 9431
GW YORK:
13A Lendal. Tel: 0190 462 8014
RICHMOND, Anything Goes:
Tel: 01748 810 135
BEVERLEY, Mayfair Toymaster:
Tel: 01482 862 777
BRIDLINGTON, Croppers:
Tel: 01262 677 727
HALIFAX, Halifax Modellers World:
Tel: 01422 349 157
HALIFAX, Magazine World:
Tel: 01422 330 547
HUDDERSFIELD, Games Emporium:
Tel: 01484 532 838
HUDDERSFIELD, Something Wicked:
Tel: 01484 559 226
KEIGHLEY, Conways Toymaster:
Tel: 01535 604 045
LEEDS, Hobbycraft:
Tel: 0113 389 3020
LEEDS, Toyworld:
Tel: 01132 439 800
NORTHALLERTON, T & FM Grover Ltd:
Tel: 01609 773 334
OTLEY, Conways Toymaster:
Tel: 01943 462 065
PICKERING, Puffers of Pickering:
Tel: 01751 472 762
POCKLINGTON, Chylds Play:
Tel: 01759 306 041
SCARBOROUGH, Space, Myth and Magic:
Tel: 08456 441 113
SELBY, A1 Sports and Toys:
Tel: 01757 705 115
SHEFFIELD, Wargames Emporium:
Tel: 01142 754 826
SHEFFIELD, Wargames Emporium Gaming Centre:
Tel: 01142 560487
WAKEFIELD, Model and Craft Centre:
Tel: 01924 374 097
WHITBY, John Anderson - Toymaster:
Tel: 01947 602 213
WHITBY, Models and Movie Props Ltd:
Tel: 01947 603 123

WALES

GW CARDIFF:
31 High Street. Tel: 0292 064 4917
• GW NEWPORT:
25 Skinner Street. Tel: 0163 325 6295
GW SWANSEA:
45 Princess Way. Tel: 0179 246 3969
CARDIGAN, Helm's Deep:
Tel: 01239 621 621
ABERGAVENNY, Richards of Abergavenny:
Tel: 01873 852 466
ABERYSTWYTH, Albatross:
Tel: 01970 617 836
BANGOR, ACME Computers:
Tel: 01248 371 457
BRECON, J Clark Toys & Gifts:
Tel: 01874 622 865
BRIDGEND, Joust for Fun:
Tel: 01656 767 680
CARMARTHEN, Good News:
Tel: 01267 237 789
CARMARTHEN, Hardings:
Tel: 01267 237 774
CHEPSTOW, Artists Corner:
Tel: 01291 627 393
GWYNEDD, LT Leisure:
Tel: 01341 281 402
GWERSYLLT, Brite Ideas:
Tel: 01978 758451
LLANELLI, AM Frost:
Tel: 01554 777 277
LLANDRINDOD WELLS, Corven Arts:
Tel: 08700 664 904
LLANDUDNO, Dibs Toymaster:
Tel: 01492 876 503
LLANTWIT MAJOR, Rainbow Plaza:
Tel: 01446 794 118
MILFORD HAVEN, Foster Powell Ltd:
Tel: 01646 697 111
PORTHCAWL, Game It:
Tel: 01656 784 428
PEMBROKE, Dragon Alley:
Tel: 01646 621 456
RHYL, Lightfoot Models & Toys:
Tel: 01745 331 564
SWANSEA, Comix Shoppe:
Tel: 01792 642 097
SWANSEA, West Coast Games Ltd:
Tel: 01792 533 464
TENBY, Clarice Toys:
Tel: 01834 843 493
WREXHAM, Brite Ideas:
Tel: 01978 261 244

SCOTLAND

• GW ABERDEEN:
Unit 1, 12-14 Upper Kirkgate.
Tel: 0122 464 9779
GW AYR:
10 Arran Mall. Tel: 0129 261 0673
GW BRAEHEAD:
115 Braehead Shopping Centre, Kings Inch Road. Tel: 0141 885 9440
GW DUNDEE:
110 Commercial Street. Tel: 0138 220 2382
GW EDINBURGH:
136 High Street. Tel: 0131 220 6540
GW FALKIRK:
12 Cow Wynd. Tel: 0132 462 4553
• GW GLASGOW:
81 Union Street. Tel: 0141 221 1673
BANCHORY, Toy and Gift Shop:
Tel: 01330 825 586
BRECHIN, Gardiners:
Tel: 01356 622 265
CRIEFF, Happy Craft Company:
Tel: 01764 653706
CUPAR, The Nappy Pin:
Tel: 01334 653 160
DINGWALL, Sports and Model Shop:
Tel: 01349 862 346
DUNFERMLINE, Abbey Models:
Tel: 01383 731 116
DUMFRIES, Toytown:
Tel: 01387 264884
EAST KILBRIDE, DTS Models:
Tel: 01355 238 988
EDINBURGH, Marionville Models:
Tel: 01313 177 010
ELGIN, Junner's Toymaster:
Tel: 0143 542 492
FORT WILLIAM, The Granite House:
Tel: 01397 703 651
GLASGOW, Static Games:
Tel: 01412 265 414
HADDINGTON, Model Mayhem:
Tel: 01620 825931
INVERNESS, Junners Toymaster:
Tel: 01463 233 234
ISLE OF LEWIS, A D MacDonald and Son:
Tel: 0851 705 650
KILMARNOCK, T4 Toys:
Tel: 01563 520 262
KINROSS, The Hope Chest:
Tel: 01577 862 516
KIRKCALDY, The Hope Chest:
Tel: 01592 260 116
NORTH BERWICK, Laws Cycles:
Tel: 01620 890 643
ORKNEY, Mclennan-Toymaster:
Tel: 01856 877 788
PETERHEAD, George Donald Ltd:
Tel: 01779 474 737
SHETLAND, Harrys Dept Store:
Tel: 01595 693 097
STIRLING, Do It @ Your Leisure:
Tel: 01786 826 975
THURSO, Durrans:
Tel: 01847 893 169
TURRIFF, E Rae and Son:
Tel: 01888 562 610

NORTHERN IRELAND

GW BELFAST:
20A Castle Court (towards back of the Centre)
Tel: 0289 0233684
BALLYMENA, Camerons:
23 Broughshane St, Co Antrim,
Tel: 028-25648821
BANBRIDGE, Roger's Toymaster:
7 Bridge St, Co Down, Tel: 028-40622225
BANGOR, Replay Games:
97 High St, Co Down, Tel: 028-91452210
COLERAINE, Toymaster Coleraine:
7-11 Church St, Co Derry,
Tel: 028-70344444
ENNISKILLEN, Modellers Corner:
22 Darling St, Co Fermanagh,
Tel: 028-66322367
LISBURN, World of Wonder Lisburn:
Riverside Centre, Young St, Co Antrim,
Tel: 028-92669996
PORTADOWN, Jeffer's Toymaster:
8 Mandeville St, Co Down,
Tel: 028-35350889

EIRE

GW BLANCHARDSTOWN:
Unit 249a, Blanchardstown Shopping Centre, Dublin. Tel: 0035 318 223 868
GW DUBLIN:
Unit 3, Lower Liffey Street.
Tel: 0035 318 725 791
ATHLONE, Toy City:
N6 Centre, Co Westmeath,
Tel: 090 647 9851
BALLINA, World of Wonder:
Dillon Terrace, Co Mayo, Tel: 096 76676
BLACKPOOL, World of Wonder:
23 Northpoint Bus Pk, Cork,
Tel: 0214 210 445
BRAY, ER Harris & Sons:
Co Wicklow, Tel: 012 867 995
CARRICK ON SHANNON, Mulvey's:
Main Street, Leitrim, Tel: 071 962 2936
CASTLEBAR, McDermotts:
Co Mayo, Tel: 096 76676
CORK, Art and Hobby Shop:
Douglas Shopping Centre, Co Cork,
Tel: 021 436 3580
CORK, Art and Hobby Shop:
Wilton Shopping Centre, Co Cork,
Tel: 021 434 7207
CORK, Noddy's Toymaster:
13-14 Commarket St, Co Cork,
Tel: 021 427 9508

GW Store UK Hobby Stockist

CORK, Other Realms:
Paul Street Shopping Centre, Cork City,
Tel: 021 422 2224
CORK, World of Wonder:
Co Cork, Tel: 021 4210445
CLONAKILTY, Coughlan Educational Supplies:
11 Rossa St, Co Cork, Tel: 023 33068
CLONMEL, Hogan's Toymaster:
31 Parnell St, Co Tipperary,
Tel: 052 23973
CLONTARF, Furlongs:
4 Vernon Avenue, Dublin,
Tel: 01 853 0395
DROGHEDA, Art and Hobby Drogheda:
Unit 15, Scotch Hall S/C, Co Louth, Tel: 041 987 3270
DUBLIN, Art and Hobby Dublin:
Unit 10 D, Jervis S/C, Co Dublin,
Tel: 018 745 312
DUBLIN, Banba Toymaster:
48 Mary St, Tel: 01 872 7100
DUN LAOGHAIRE, Banba Toymaster:
Dun Laoghaire Shopping Centre, Co Dublin,
Tel: 012 804 011
DUNDALK, Pick n Save:
Long Walk S/Centre, Co Louth,
Tel: 042 932 7356
DUNGARVEN,
Murphy's Toy and Cycle Specialists:
9 Main St, Co Waterford,
Tel: 058 41376
ENNIS, World of Wonder:
Woodquay Car Park, Co Clare,
Tel: 065 684 8697
ENNIS, Banba Toymaster:
Clearwater S/Centre, Dublin,
Tel: 01 864 3910
GALWAY, Games Realm:
8A The Corn Store, Co Galway,
Tel: 091 563 006
GALWAY, It's Magic:
Eyre Square S/Centre, Co Galway,
Tel: 091 563 313
GALWAY, Model World:
14G Liosban Business Park, Taum Rd,
Co Galway,
Tel: 091 765 655
GALWAY, Toy City:
Unit 3, Wellpark, Galway,
Tel: 091 764 949
GOREY, John Webb:
Co Wexford, Tel: 055 21119
KILKENNY, Art and Hobby Kilkenny
U.9 Coffee House Lane, Market Cross, S/C,
Tel: 056-71904
KILKENNY, Michael Crotty's:
77 High St, Co Kilkenny,
Tel: 056 51038
KILLORGLIN, O'Sheas:
Lower Bridge St, Kerry,
Tel: 066 976 1919
LIMERICK, Art and Hobby Limerick
U, 3 The Crescent S/C,
Tel: 061-309757
LIMERICK, Hollywood Empire:
30 Thomas St, Co Limerick,
Tel: 061 313 477
LIMERICK, O'Callaghans:
Dock Rd, Co Limerick,
Tel: 061 225 886
LIMERICK, The Gathering:
43 Lower Geraild Griffin St, Co Limerick
Tel: 061 315 133
LOUGHREA, Beatty:
Church St, Co Galway, Tel: 091 841 403
LOUGHREA, Mary's Toymaster:
2 Main St, Co Cork, Tel: 026 42491
LOUGHREA, Murphy's World of Wonder:
115, Main St, Co Cork,
Tel: 022 21197
NAAS, Art and Hobby Naas:
Unit 9, Moate S/C, Co Kildare, Tel: 045 874 322
NAVAN, Game Bandits
Unit 1, Trimgate Lane, Co Meath,
Tel: 046 907 5099
NENAGH, JKC:
25 Pearse St, Co Tipperary,
Tel: 067 31391
NEWBRIDGE, World of Wonder:
Newbridge Retail Park, Kildare.
SANTRY, Art and Hobby Santry:
Omni Park S/C, Co Dublin, Tel: 018 624 500
SLIGO, WA and AF Woods:
Co Sligo, Tel: 071 914 202 110 478
STILLORGAN, Nimble Fingers:
Co Dublin, Tel: 012 880 788
TRALEE, A Caball and sons:
9-12 Bridee Street, Co Kerry,
Tel: 066 712 1847
TULLAMORE, Robbins:
William St, Co Offaly, Tel: 0506 21541
WATERFORD, The Hobby Shop:
38 The Quay, Co Waterford,
Tel: 051 852 227
WESTPORT, World of Wonder:
Bridge St, Co Mayo, Tel: 098 25331
THURLES, Toymaster:
Friar St, Co Tipperary, Tel: 062 51326
TIPPERARY, Hogan's Toymaster:
31 Parnell St, Co Tipperary, Tel: 052 23973
TIPPERARY, Whelan's:
64-65 Main Street, Co Tipperary,
Tel: 062 51326
WATERFORD, Fitzmaurice Toymaster:
Tel: 051 876 566
WATERFORD, Tall Tales Bookshop
30 Michael Street, Tel: 051 873 967
WEXFORD, Play & Learn:
8 Selskar St, Co Wexford, Tel: 053 23188
WICKLOW, Hopkins:
Main Street, Co Wicklow, Tel: 0404 67225

INTERNATIONAL ACCOUNTS

BELGIUM

BRUGGE, Fair Play
Spoorwegstraat 162, 8200, Brugge,
Tel: 50 38 51 83
AARSCHOT, Conect'r
Gasthuisstraat 47, 3200, Aarschot,
Tel: 16 56 88 30
ANTWERPEN, Celtic Cross
Zilversmidstraat 9, 2000, Antwerpen,
Tel: 3 288 81 65
DENDEMONDE, Tip Top Moens
Sint-Gillistraat 75, 9200 Dendermonde,
Tel: 52 21 17 98
GENT, Lood & Spelen
Burgstraat 43, 9000, Gent,
Tel: 9 224 47 34
HASSELT, D-Six
Kuringersteenweg 43-45, 3500 Hasselt,
Tel: 11 32 53 55
LEOPOLDSBURG, NV Moestermans
Maarschalk-Fochstraat 20, 3970 Leopoldsburg,
Tel: 11 39 38 46
LEUVEN, The Dicepool
Parijsstraat 44, 3000 Leuven,
Tel: 16 29 49 94
MECHELEN, De Spelfanaat
Veemarkt 32, 2800 Mechelen
Tel: 15 34 59 07
OOSTENDE, King Arthur
Alfons Pieterslaan 96, 8400 Oostende
Tel: 059 51 57 56
AALST, Hermelijn
Molenstraat 36, 9300 Aalst,
Tel: 53 41 48 66
ANTWERPEN, Red Dragon Games
St Katelijnevest 55, 2000, Antwerpen
Tel: 3 231 71 61
ASTENE, Miniatuurauto's Eeckhout
Kapellestraat 7, 9800
Tel: 092 24 17 96
BLANKENBERGE, De Speelhoek
Langestraat 41, 8370 Blankenberge,
Tel: 50 41 49 23
BRUGGE, Modelbouwcenter
West-Vlaanderen, Langestraat 163, 2000 Brugge,
Tel: 50 34 20 71
BRUSSEL, Intertoys Anderlecht
S Dupluislaan 315, 1070, Brussel,
Tel: 2 523 84 73
BRUSSEL, Intertoys Laken
8-10 Avenue Busleyden, 1020 Brussel,
Tel: 2 268 71 41
DEURNE, The Gamestore
Bisschoppenhoflaan 7-9, 2100 Deurne,
Tel: 3 325 55 35
GENT, Intertoys Gent
Volderstraat 17, 9000 Gent,
Tel: 9 224 42 86
GENT, Red Dragon Games
Gent, Overponstraat 116, 9000 Gent
HALLE, Mishra's Playground
Ninoofsesteenweg 104, 1500 Halle,
Tel: 2 361 58 53
HALLE, Top 1 Toys
Basiliekstraat 66, 1500 Halle,
Tel: 2 356 04 03
HASSELT, Oberonn
Kempische Steenweg 27, 3500
Hasselt, Tel: 11 351 358
IXELLES, Intertoys Ixelles
104 Chaussee d'Ixelles, 1050 Ixelles,
Tel: 2 514 17 03
KORTRIJK, Baba Yaga
Sint-Amandsplein 27, 8500
KORTRIJK, De Concorde
Brugsestraat 40, 8500 Kortrijk,
Tel: 56 37 05 65
KORTRIJK, Albion
Doorniksestraat 52, 8500 Kortrijk,
Tel: 32 43 07
NEERPELT, 't Spellenhuis
Fabriekstraat 10, 3910 Neerpelt,
Tel: 11 74 49 79
OOSTENDE, Timms
Vlaanderenstraat 48, 8400 Oostende,
Tel: 59 80 49 63
OVERIJSE, Intertoys Overijse
Brusselsesteenweg 402A, 3090 Overijse,
Tel: 2 687 42 53
ROESELARE, Black Border
Stationsdreef 68, 8800 Roeselare,
Tel: 1 20 82 50
ST NIKLAAS, HQ
Hendrik Heymanplein 24, 9100 St-Niklaas,
Tel: 037 76 35 45
TOURNAI, Intertoys Tournai
19 Rue Royale, 7500 Tournai,
Tel: 69 21 42 22

BULGARIA

SOFIA, Magic Worlds
1000, Slavejkov sqr.9
SOFIA, Moria
1303, Sredna Gora Str.133

CROATIA

CAKOVEC, Hama centar
Roban kuca "Medjimuka"
OSIJEK, Land of Magic
31000, Merkator Centar, Gacka 10
Tel: 00385 31275794
OSIJEK, Land of Magic
Pejacevicева 5, 31000
Tel: 385 31 368 412
OSIJEK, Zelda,
Trg A. Starcevica
RIJEKA, Game Master
Krizaniceva 1c
SPLIT, Land of Magic
Kralja Zvonimira 15, 21000,
Tel: 00385 21482249
SLAVONSKI BROD, Lesic
Strossmayerova 7
VARAZDIN, Land of Magic:
Kaciceva 5, 42000, Tel: 00385 42200161
ZAGREB, Land of Magic
10000, Frankopanska 22, Tel: 00385 14870077
ZAGREB, Land of Magic
10000, Radiceva 13, Tel: 0038514923917

CZECH REPUBLIC

BRNO-ABOVRESKY, Cerny Rytir
Chladkova 3, Tel: 00420 605884082
CESKE BUDEJOVICE, Chaotit
Zacharvasova 5, Tel: 0042 602489158
HRADEC KRALOVE, Knihkupectvi Valhalla
Letcu 1651, Tel: 0042 495522009
LIBEREC, Ogri Doupe
Silkova 216/11, Tel: 00420603 893 336
PRAHA, Cerny Rytir
Za Poricskou branou 21, Tel: 00420 222312461
PRAHA, Ogri Doupe
Mikulandska 4/122, Tel: 00420 224 934 811
VSETIN, Atlantis
Prikra 42, Tel: 00 42 571411697

DENMARK

GW KØBENHAVN
Frederiksborggade 5KL, 1360,
Tel: 33 12 22 17
AALBORG, Dragons Lair
John F. Kennedys, Plads 1, 9000 Aalborg,
Tel: 98 12 16 18
AARHUS C, Dragons Lair
Sct. Knuds Torv 3, 8000 Aarhus C,
Tel: 86 19 00 63
HELSINGØR, Hobby og Fritid
Helsingør, Rosenkildevej 2, 3000 Helsingør,
Tel: 49 21 45 42
HILLERØD, Hobby & Fritid
Hostrupvej 4, 3400 Hillerød,
Tel: 48 25 26 16
KØBENHAVN K, Faraos Cigarer
Skindergade 27, 1157 København K,
Tel: 33 32 22 11
KØBENHAVN NV, Arena København
Rentemestervej 80, 2400 København NV,
Tel: 83 35 70 0
NÆSTVED, Arena Næstved
Ramsherred 17, 4700 Næstved,
Tel: 55 54 67 00
ODENSE C, Dragons Lair
Kongensgade 71, st.th, 5000 Odense C,
Tel: 65 91 97 01
RØDOVRE, Mr Games
Rødovre Stationscenter, 2610 Rødovre,
Tel: 36 72 02 55
ROSKILDE, Fanatic Roskilde
Allehelgensgade 15, 4000 Roskilde,
Tel: 46 36 35 48
SLAGELSE, Fanatic Slagelse
Skovsegade 6A, 4200 Slagelse,
Tel: 58 54 40 80
AABENRA, Legekæden Aabenrå
Storegade 17, 6200 Aabenrå,
Tel: 74 62 24 05
AALBORG, Aalborg Hobby Service
Nørregade 18, 9000 Aalborg,
Tel: 98 12 13 15
AALBORG, Bog & idé Aalborg
Nytorv 5, 9000 Aalborg,
Tel: 98 11 66 11
AALBORG SV, B.O. Bøger Aalborg
Ålborg St. Center 108, 9200 Aalborg SV,
Tel: 98 79 15 45
AARHUS C, Goblin Gate
Kystvejen 27, 8000, Aarhus C,
Tel: 86 19 43 11
AARS, Ting og sager
Søndergade 6, 9600 Aars,
Tel: 98 62 45 52
ALLERØD, Bog & idé Allerød
M.D madsensvej 8, 3450 Allerød,
Tel: 48 17 27 70
ASNÆS, Bog & Ide Asnæs
Asnæs Centret 2, 4550 Asnæs,
Tel: 59 65 00 14
CHARLOTTENLUND,Bog & idé Charlottenlund
Jægersborg Allé 5, 2920 Charlottenlund,
Tel: 39 64 38 40
ESBJERG, Bunkeren
Jernbanegade 2, 6700 Esbjerg,
Tel: 7518 1199
ESBJERG, B.O. Bøger Esbjerg
Kongensgade 33, 6700 Esbjerg,
Tel: 75 12 11 77
ESBJERG, Adventure Corner
Skålegade 80, 6700 Esbjerg,
Tel: 35 11 11 56
ESPERGÆRDE, B.O. Bøger Espergærde
Espergærde Centret, Vester Torv 2, 3060
Espergærde, Tel: 49 13 19 46
FREDERECIA, Just 2 Fun
Danmarksgade 38, 7000 Frederecia,
Tel: 75 82 25 00
FREDERICIA, Bog & Ide Fredericia
Gothersgade 37, 7000 Fredericia,
Tel: 76 24 59 69
FREDERIKSBERG, Legekæden Frederiksberg
Godthåbsvej 36, 2000 Frederiksberg,
Tel: 38 19 70 25
FREDERIKSSUND, Legekæden Frederikssund
Jernbanegade 31, 3600 Frederikssund,
Tel: 47 38 39 59
GILLELEJE, Lillys Legetøj
Vesterbrogade 9, 3250 Gilleleje,
Tel: 48 30 30 90
GRENA, Bog & idé Grenå
Torvet 8, 8500 Grenå,
Tel: 86 32 19 33
GREVE, B.O. Bøger Hundige
Hundige Storcenter, 2670 Greve,
Tel: 43 90 60 08
HELSINGE, B.O. Bøger Helsinge
Østergade 17 - 19, 3200 Helsinge,
Tel: 48 79 40 01
HELSINGE, Teaterbixen
Frederiksborgvej 10, 3200 Helsinge,
Tel: 28 92 68 77
HELSINGØR, Hobby & Fritid
Rosenkildevej 2, 3000 Helsingør,
Tel: 49 21 45 42
HELSINGØR, B.O, Bøger Helsingør
Sturups Plads 1, 3000 Helsingør,
Tel: 49 21 56 00
HERNING, Buddy Legetøj
Herning Centret, Merkurvej 17, 7400 Herning,
Tel: 97 22 05 52
HERNING, Færges Kælder
Smallegade 12, 7400 Herning,
Tel: 35 10 18 97
HERNING, B.O, Bøger Herning
Bredgade 6, 7400 Herning,
Tel: 97 12 07 47
HILLERØD, Legekæden Hillerød
Slotsgade 27, 3400 Hillerød,
Tel: 48 24 61 61
HJØRRING, Rossels Boghandel
P. Nørkjærs plads 4, 9800 Hjørring,
Tel: 98 92 17 44
HOLBÆK, Storkfelt Bog & idé
Ahlgade 31, 4300 Holbæk,
Tel: 59 43 00 74
HOLTE, Legetøjsbutikken
Holte midtpunkt 23, 1, 2840 Holte,
Tel: 45 46 17 82
HORSENS, Legekæden Horsens
Hospitalsgade 15, 8700 Horsens,
Tel: 75 61 60 11
HØRSHOLM, GAD Hørsholm
Hovedgaden 55 C, 2970 Hørsholm,
Tel: 45 86 04 08
HUMLEBÆK, Rodes
Torpenvej 4, 3050 Humlebæk,
Tel: 49 19 72 20
KALUNDBORG, Koch's Bøger & Papir
Kordilgade 9, 4400 Kalundborg,
Tel: 59 51 00 54
KJELLERUP, Ide & Hobby
Søndergade 12, 8620 Kjellerup,
Tel: 86 88 13 26
KØBENHAVN K, Fantask
Skt. Pederstræde 35, 1453 København K,
Tel: 33 93 85 38
KØGE, Køge Bog & Papirhandel
Nørregade 12, 4600 Køge,
Tel: 56 65 00 82
KOLDING, Good Games
Låsbygade 13, 6000 Kolding,
Tel: 75 50 03 04
KOLDING, B.O. Bøger Kolding
Kolding Storcenter 52, 6000 Kolding,
Tel: 75 50 38 34
LYNGBY, B.O. Bøger Lyngby
Lyngby Storcenter 54, 2800 Lyngby,
Tel: 45 87 04 45
LYNGBY, Faros Cigarer
Jernbanepladsen 63, 2880 Lyngby
NYKØBING F, Hundehuset
Jernbanegade 33, 4800 Nykøbing F,
Tel: 54 86 08 46
NYKØBING M, Morsø Boghandel
Algade 1, 7900 Nykøbing M,
Tel: 97 72 07 00
ODDER, Legekæden Odder
Rosens Gade 32, 8300 Odder,
Tel: 86 54 42 76
ODENSE C, B.O. Bøger Odense C
Vestergade 59-61, 5000 Odense C,
Tel: 66 11 40 33
ODENSE SØ, B.O., Bøger Rosengårdscentret
Rosengårdscentret 53 Gul Gågade,
5220 Odense SØ, Tel: 66 15 99 28
RANDERS, Bog & Ide Randers
Brødregade 6, 8900 Randers,
Tel: 86 43 08 10
RANDERS, Byrge Sørensen Hobby
Rådhustorvet 4, 8900 Randers,
Tel: 86 42 58 14
RANDERS, Randers Hobby Import
Adelgade 13, 8900 Randers,
Tel: 86 43 39 23
RINGKØBING, Buddy Legetøj
Algade 4, 6950 Ringkøbing,
Tel: 97 32 08 06
RINGSTED, Buddy Legetøj
Nørregade 15, 4100 Ringsted,
Tel: 57 67 14 80
RØDOVRE, B.O. Bøger Rødovre
Rødovre Centrum 116, 2610 Rødovre,
Tel: 36 41 04 85
RØNNE, Dorthe's Hobbystue
Lilletorv 14, 3700 Rønne,
Tel: 56 95 94 49
ROSKILDE, Ønskeleg
Algade 28C, 4000 Roskilde,
Tel: 46 32 34 63
SKAGEN, Legekæden Skagen
Sct. Laurentiivej 40, 9990 Skagen,
Tel: 98 44 54 65
SKANDERBORG, Schmidt Bog & idé
Adelgade 82, 8660 Skanderborg,
Tel: 86 52 00 27
SKIVE, Jydsk Boghandel
Nørregade 19, 7800 Skive,
Tel: 97 51 25 99
SLAGELSE, Uldtotten
Nygade 2, 4200 Slagelse,
Tel: 58 53 30 35
ST HEDDINGE, Hobbystalden
Lejrstoftevej 19, Lejrtofte, 4660 St Heddinge,
Tel: 56 50 86 10
SVENDBORG, Farve & Hobby Hjørnet
Klosterplads 7, 5700 Svendborg,
Tel: 62 21 31 31
SVENDBORG, B.O. Bøger Svendborg
Gerritsgade 28, 5700 Svendborg,
Tel: 62 17 22 90
TÅSTRUP, Genbrugsbøger
Køgevej 95, 2630 Tåstrup,
Tel: 43 71 61 15
THISTED, Buddy Legetøj
Vestergade 4, 7700 Thisted,
Tel: 97 92 19 33
VEJLE, B.O. Bøger Vejle
Å-centret 10, Søndergade 24-26, 7100 Vejle,
Tel: 75 82 05 44
VIBORG, Battle Bunker
Langdammen 1, 8800 Viborg,
Tel: 86 60 17 40
VORDINGBORG, Legekæden Vordingborg
Algade 63, 4760 Vordingborg,
Tel: 55 34 04 31

ESTONIA

TALLINN, Megagame
Tartu mnt 7,
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TARTU, Volukamber
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FINLAND

GW HELSINKI
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HELSINKI, Fantasiapelit Helsinki
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LAHTI, Puolenkuun Pelit
Rautatienkatu 16, 15110 Lahti,
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ESPOO, Pelimesta
Ulappakatu 1, 02320 Espoo,
Tel: 09 813 3283
JOENSUU, Fantasiapelit Joensuu
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JYVÄSKYLÄ, Fantasiapelit Jyväskylä
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KUOPIO, Fantasiapelit Kuopio
Tulliportinkatu 46-48, 70110 Kuopio,
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OULU, Fantasiapelit Oulu
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TAMPERE, Fantasiapelit Tampere
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Tel: 03 222 5200
TURKU, Fantasiapelit Turku
Yliopistokatu 33A, 20100 Turku,
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FORSSA, Fun Stuff & Cards
Hämeentie 7 Torikeskus, 30101Forssa,
Tel: 03 435 6585
HÄMEENLINNA, Lelushoppi
Palokunnankatu 17, 13100 Hämeenlinna,
Tel: 03 682 3950
HEINOLA, Talousmuovi ja lelu
Kauppakatu 19, 18100 Heinola,
Tel: 03 715 3905
HYVINKÄÄ, Royal Toys
Muottikatu 5, 05830 Hyvinkää,
Tel: 019 43 9376
IISALMI, Taikatalo
Savonkatu 12, 74100 Iisalmi,
Tel: 017 82 6358
IMATRA, Kirja-Lahja Alex Ky
Mansikankuja 2, 55120 Imatra,
Tel: 05 431 9555
JÄMSÄ, Jaakko Saari
Välitie 1, 42100 Jämsä,
Tel: 014 7497215
JÄRVENPÄÄ, Askartelutarvikeliike
Taitaville, Helsingintie 13, 04400 Järvenpää,
Tel: 050 413 4760
KERAVA, Antikvariaatti Kersa
Torikatu 1, 04201Kerava,
Tel: 09 294 4210
KOTKA, Eagle Card
Keskuskatu 25, 48100 Kotka,
Tel: 00 521 4238
KOUVOLA, Muoviepox
Valtakatu 3, 45100 Kouvola,
Tel: 05 311 7955
KUUSANKOSKI, Kirja Savinen
Kauppa-aukio 1, 45700 Kuusankoski,
Tel: 05 374 8271
MAARIEHAMN, Dillen
Torggatan 7, 22100 Maariehamn,
Tel: 018 15578
MÄNTSÄLÄ, Papado
Lahdentie 50, 04600 Mäntsälä,
Tel: 019 688 1911
MIKKELI, Muppela
Maaherrankatu 14, 50100 Mikkeli,
Tel: 015 36 1611
PORI, Porin Pitkis
HerttuanTori 2.Krs, 28100 Pori,
Tel: 02 633 2880
PORI, Porin Askartelu
Yrjönkatu 7, 28100 Pori,
Tel: 02 632 6671
PORVOO, Puolenkuun Pelit Porvoo
Mannerheiminkatu 10, 06100 Porvoo,
Tel: 019 5348377
RAAHE, Raahen Astartelu ja Paperi
Lahdekorventie 32, 37130 Raahe,
Tel: 08 223 6825
RAUMA, Wanhan Rauman POP-peli
Nortamonkatu 14, 26100 Rauma,
Tel: 02 823 4840
ROVANIEMI, Liigacenter Jässi
Rovakatu 28, 96200 Rovaniemi,
Tel: 016 356 0545
SALO, Salon Harraste
Vilhonkatu 21, 24240 Salo,
Tel: 016 356 0545
SAVONLINNA, Savonlinnan Antikvariaatti
Olavinkatu 51, 57100 Savonlinna,
Tel: 015 53 4412
SEINÄJOKI, Pitkäkiekko
Alvar Aallonkatu, 1Seinäjoki,
Tel: 06 417 7880
SEINÄJOKI, Fantasialinna
Vapaudentie 51, 60100 Seinäjoki,
Tel: 040 561 6338
TAMPERE, Info Koskikeskus
Koskikeskus, lokero 28, 33100 Tampere,
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Rauhankatu 17, 65100 Vaasa,
Tel: 06 312 7027
VALKEAKOSKI, Koskiviihde
Valtakatu 9-11, Koskikara 2 krs. 37600,
Tel: 03 584 7917
VAMMALA, Info - Tyrvään Kirjakauppa
Marttilankatu 18, Vammala,
Tel: 03 512 7133
VEHMAA, Vanha Kaarti
Kirkonkyläntie 254, 23210 Vehmaa,
Tel: 050 527 4900

GREECE

ATHENS, Fantasy Shop: Peristeri
Themistokleous 52 & Theokritou,
Tel: 0030 210 5774344
ATHENS, Action Hobbies
Cholargos, Tel: 0030 210 6564515
ATHENS, Fantasy Shop: Halandri
Kolokotroni & Gini 6, Tel: 0030 210 6897396
ATHENS, Fantasy Shop
3 Septemvriou 65, Tel: 0030 210 8231072
ATHENS, Fantasy Shop: Ag. Paraskevi
Agiou Ioannou 24B, Tel: 0030 210 6005312
ATHENS, Fantasy Shop: Pagrati
Kononos 32-34 Tel: 0030 210 7560780
ATHENS, Fantasy Shop: Kifisia
Drosini & D. Kyriakou 16,
Tel: 0030 210 8016041
ATHENS, Fantasy Shop: Peiraias
Ypsilantou 116, Tel: 0030 210 4135757
ATHENS, Fantasy Shop: Exarcheia
Themistokleous 43-45, Tel: 0030 210 3828877
ATHENS, Kaissa Amarousiou
Kondili 7, Tel: 0030 210 6141675
ATHENS, Kaissa Chess & Games
Kallidromiou 8 & Ippohratous 114 72,
Tel: 0030 210 366488
ATHENS, Kaissa Glyfadas
Xorikon 4, Tel: 0030 210 8982 057
ATHENS, Kaissa Halandriou
Doukisis Plakentias, Tel: 0030 210 6898485
ATHENS, Kaissa Monokeros
Tritis Septemvriou, Tel: 0030 210 8813 990
ATHENS, Kaissa Neas Smirnis
El. Venizelou10, 17121 Tel: 00 30 210 9817944
ATHENS, Kaissa Pagratiou
116 34, Pl. Messologiou 2-4, Pagrati,
Tel: 00 30 210 7218 318
ATHENS, Kaissa Peiraia
Ipsilantou 174-176, Tel: 0030 210 4296 636
ATHENS, Kaissa Pigasos
Dilou 22, Tel: 0030 210 5786707
CHANIA, Kaissa Chanion
73 100, 109 Kydonias St, Tel: 0030 2821088996
CRETE, Fantasy Shop: Herakleion
Idomenes 2, Tel: 0030 2810 301312
CRETE, Kaissa Hania
Kydonias 107, Tel: 0030 28210 88996
HALKIDA, CD Corner
Miaouli 24, Tel: 0030 2221 087315
KALLITHEA, Fantasy Shop Kallithea
Irakleous 110a, Tel: 0030 29210 28782
LARISA, Kaissa Larisas
Koumoundourou 22, 0030 2410 537337
MAROUSI, Battle Bunker
Diony sou 9, Tel: 0030 2102528738
PATRA, Fantasy Shop:Patra
Pantanassis 75, Tel: 0030 2610 221014
PATRAS, Kaissa Patras
Gounari & Sisini 24, Tel: 0030 2610625632
PERISTERIOU, Kaissa Peristeriou
Ethnikis Antistaseos 85a, 121 35 Peristeri,
Tel: 0030 2105786707
PIREUS, Dragons Eye Store
Fleming 42, Keratsini, Tel: 00302 106929169
THESSALONKI, Fantasy Shop: Thessaloniki
Pl. Navarinou 2 & D. Gounari,
Tel: 0030 2310 240193
THESSALONIKI, Kaissa Thessalonikis
546 22, Skra 4, Tel: 00 30 2310 257 397
VOLOS, Fantasy Shop
Glavani 98-100 & Gaias,
Tel: 0030 24210 28782

HUNGARY

BUDAPEST, SILVERLAND
1036, Lajos u. 40, Tel: 0036 125 04157
BUDAPEST, Trollbarlang
1065, Nagymezo u.29, Tel: 00 36 1 3213279
GYOR, New Ork
9021, Arany J. u. 13 II em,
Tel: 0036 706 012 310
MISKOLC, Deron
3525, Arany J. u. 11-13, Tel: 0036 46 411528
SZOMBATHELY, Sarkanytuz
9700, Kossuth L. u. 20, Tel: 0036 703 188 815
SZEKESFEHERVAR, Legendak Csarnoka
8000 Károly J. u. 7, Tel: 0036 70 3857926
SZEGED, Csillagveg
6722, Gogol u. 15, Tel: 0036 203 371 501
VESZPREM, Sarkanytuz
8200, Kossuth ut. 10a, Tel: 0036 705 994 130

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REYKJAVIK, Nexus
HVERFISGATA 1P03 125, Tel: 552 9011

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Rokin 36, 1012 KT,
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GW DEN HAAG
Schoolstraat 12B, 2511 AX,
Tel: 070 392 7836
GW HAARLEM
Gierstraat 29, 2011 GA,
Tel: 023 551 7677
GW ROTTERDAM
Van Oldenbarneveldplaats 452, 3012 AP,
Tel: 010 280 0268
ARNHEM, Spelkwartier Arnhem
Steenstraat 4, 6828 CI, Arnhem,
Tel: 026 370 2028
DEN BOSCH, De Dobbelsteen
Hinthamerstraat 90, 5211 MS,
Tel: 073 6145530
LEEUWARDEN, Spellekijn
Voorstreek 84, 8911 TH, Leeuwarden,
Tel: 058 213 1112
LEIDEN, Vliegershop
Turfmarkt 2, 2312 CD, Leiden,
Tel: 071 513 2783
MAASTRICHT, Vlieg-er-uit
Brusselsestraat 70, 6211 PG, Maastricht,
Tel: 043 325 1653
TILBURG, De Dobbelsteen
Langestraat 176, 5038 SH, Tilburg,
Tel: 013 544 3700

FRONTLINE

ZWOLLE, Games-n-Stuff
Diezerpoortenplas 38, 8011 VX, Zwolle,
Tel: 038 421 6385
ALKMAAR, Bookers & Strippers
Boterstraat 19, 1811 HP, Alkmaar,
Tel: 072 512 1213
ALMERE HAVEN, Fantasia
Kerkgracht 41, 1354 AE, Almere Haven,
Tel: 036 531 6017
AMERSFOORT, Spellenwinckel
Scherbierstraat 4-6, 3811 EA, Amersfoort,
Tel: 033 470 0322
ASSEN, Plok
Stationstraat 1, 9401 KV, Assen,
Tel: 059 231 3292
BERGEN OP ZOOM, Big Boys Toys
Lievevrouwestraat 23, 4611 JJ,Bergen op Zoom,
Tel: 0164 25 0848
DEN HAAG, Spellenhuis
Zoutmanstraat 94, 2518 GT, Den Haag,
Tel: 070 364 4782
ENSCHEDE, Pijplines
Pijpenstraat 34, 7511 GM, Enschede,
Tel: 053 430 5727
GRONINGEN, Krikke's Hobbyshop
Nieuwe Weg 28, 9711 TE, Groningen,
Tel: 050 312 9314
MIDDELBURG, De Burcht
Londensekaai 19, 4331 JG, Middelburg,
Tel: 06 2830 3895
NIJMEGEN, Moenen & Mariken
Van Welderenstraat 70, 6511 MP, Nijmegen,
Tel: 024 323 6119
UTRECHT, Whoops
Springweg 1, 3511, Utrecht,
Tel: 030 230 4123
VENLO, Modelbouw Luthart
Oude Markt 7A, 5911 NL, Venlo,
Tel: 077 354 2688
WORMERVEER, Mini-Wonders
Antillenstraat 1, 1521 AT, Wormerveer,
Tel: 075 640 1617
ZOETERMEER, RC-Pitstop
Dorpsstraat 179, 2712 AJ, Zoetermeer,
Tel: 079 316 0560
ALMELO, Somberg Modelbouw
Grotestraat 136, 7607 CW, Almelo,
Tel: 054 681 2981
ALPHEN AAN DEN RIJN,
Top 1 Toys Arie vd Panne
Hoofdstraat 66-68, 2406 GL, Alphen aan den
Rijn, Tel: 0172 47 2254
AMSTELVEEN,De Groot Toy Special Store
Rembrandthof 42, 1181 ZL, Amstelveen,
Tel: 020 347 3344
AMSTELVEEN, Het Ganzenbord
Parlevinker 59, 1186 ZB, Amstelveen,
Tel: 020 641 2552
APELDOORN, Top 1 Toys - De Kinderdroom
Oranjerie 158, 7311WG, Apeldoorn,
Tel: 055 5761098
BERGEYK, Wouters Technohobby
Pankenstraat 31, 5571 CP, Bergeyk,
Tel: 049 755 0248
BLARICUM, RC-Fun
1e Molenweg 28, 1261 DD, Blaricum,
Tel: 035 5230049
BREDA, Modelbouw Bliek
Boschstraat 23, 4811 GA, Breda,
Tel: 076 521 8596
BREDA, De Dobbelsteen
Boschstraat 110, 4811 GK, Breda,
Tel: 076 5284700
BUSSUM, Bakx Modeltreinen
Laarderweg 3, 1402 BA, Bussum,
Tel: 035 691 8410
DELFT, Top 1 Toys Speldorado
Hippolytusbuurt 21-25, 2611 HM, Delft,
Tel: 015 213 4516
DEN BOSCH, Gameforce Den Bosch
Vughterstraat 60, 5211 GK, Den Bosch,
Tel: 073 7505883
DEN HAAG, Elf Fantasy Shop
Noordeinde 91, 2514 GD, Den Haag,
Tel: 070 3561357
DEVENTER, Knibbel Comics
Nieuwstraat 38, 7411 LM, Deventer,
Tel: 057 061 6879
DORDRECHT, Hobby Modelbouw Dordrecht
Voorstraat 360, 3311 CX, Dordrecht,
Tel: 078 631 2711
EDE, Tinnen Soldaat
Soembalaan 12, 6712 AL, Ede,
Tel: 0318 63 3296
EINDHOVEN, Gameforce Eindhoven
Visserstraat 18a, 5612 BT, Eindhoven,
Tel: 040 2447030
EMMEN, Spirithoes
Derksstraat 154, 7811 AJ, Emmen,
Tel: 0591 645787
GELEEN, Tactica
Anjelierstraat 3, 6163 CJ, Geleen,
Tel: 046 474 3016
GOES, Fantus Fantasy Store
Groene Weidje 16, 4461 JW, Goes,
Tel: 011 325 8174
GORINCHEM. Netten Modelbouw
Kwekelstraat 30, 4201 JV, Gurinchem,
Tel: 018 363 6000
GOUDA, Intertoys v/d Wal
Nieuwe Markt 70, 2801 GP, Gouda,
Tel: 018 251 3525
GOUDA, The Movie Store
Lange Groenendaal 114, 2801 LV, Gouda,
Tel: 018 252 2550
GRONINGEN, Wirwar
Oude Kijk in 't Jatstraat 40, 9712 EL, Groningen,
Tel: 050 314 8424
HARDERWIJK,
Top 1 Toys Volgers Spel & Hobby
Hondegatstraat 4, 3841 CG, Harderwijk,
Tel: 0341 412985
HEERENVEEN,
Top 1 Toys Volgers Spel & Hobby
Van Harenspad 6/14, 8442 CD, Heerenveen,
Tel: 0513 624961
HENGELO, Top 1 Toys Mickey van Wezel
Burg. Jansenplein 14-17, 7551 EC, Hengelo,
Tel: 074 291 2200
HOORN, Het Gele Teken
Grote Oost 35, 1621 BR, Hoorn,
Tel: 022 921 8623
LEEUWARDEN, Brattinga Speelgoed
St. Jacobsstraat 4, 8911 HT, Leeuwarden,
Tel: 058 212 5682
LEIDEN, Tolkienwinkel
Utrechtse Jaagpad 2, 2313 KW, Leiden,
Tel: 071 541 2324
LELYSTAD, Treinenhoek
Botter 44-15, 8243 JE, Lelystad,
Tel: 032 025 3160
MAASTRICHT, Hounjet
BurgemeesterCortenstr 18, 6226 GV, Maastricht,
Tel: 043 363 6778
NUENEN, Schellens Speelgoed
Parkstraat 24, 5671 GG, Nuenen,
Tel: 040 283 2984
OUD-BEIJERLAND, Mourits Model-Hobby
Croonenburgh 32, 3261 RG, Oud-Beijerland,
Tel: 0186 62 1931
PANNINGEN, Top 1 Toys Marc Janssen
Markt 18, 4981 AN, Panningen,
Tel: 077 4634566
ROERMOND, Bloemboetiek Hermien
Nassaustraat 66, 6043 ED, Roermond,
Tel: 047 532 1710
ROOSENDAAL, Jadin
Oude Markt 58, 4701 PM, Roosendaal,
Tel: 0165 55 7964
ROTTERDAM, Freetime Warrior
Jonker Fransstraat 122-A, 3031 AX, Rotterdam,
Tel: 010 2709233
SCHIEDAM, BTS
Groenelaan 49, 3114 CB, Schiedam,
Tel: 010 473 8755
SCHIJNDEL, Top 1 Toys Anniek
Hoofdstraat 133, 5481 AD, Schijndel,
Tel: 073 5477758
SITTARD, Atomik
Stationstraat 19, 6131 AX, Sittard,
Tel: 046 4515074
SLUIS, Top 1 Toys E. v/d Vijver
Oude Kerkstraat 7, 4524 CT, Sluis,
Tel: 011 746 1393
SOEST, Top 1 Toys Soest
V Weedestraat 16, 3761 CE, Soest,
Tel: 035 629 0444
SPIJKENISSE, Lord of Magic
Spuistraat 7, 3201 AR, Spijkenisse,
Tel: 0181 61906
SURHUISTERVEEN, Spiritvault
De Dellen 55, 9231 EA,
Tel: 0616072260
TIEL, Goblincave
Zonnebloemstraat 12, 4001 DZ,
Tiel, Tel: 0344 654 689
UDEN, Goblin
Brabantplein 16a, 5401 GS, Uden,
Tel: 041 327 0662
UTRECHT, Subcultures
Oude Gracht 194/WERF, 3511 NK, Utrecht, Tel:
030 2311122
UTRECHT, Elf Fantasy Shop
Oude gracht 207, 3511 NH, Utrecht,
Tel: 030 281 7157
UTRECHT, Never Never Land (Wieder &
Kugant)
Oude Gracht 202, 3511 NR, Utrecht,
Tel: 030 233 2293
VELSERBROEK, Mol Plastic Modelbouw
Zadelmakerstraat 64, 1991 JE, Velserbroek,
Tel: 023 5375392
WASSENAAR, Top 1 Toys Kouwenhoven
Langstraat 79, 2242 KK, Wassenaar,
Tel: 070 511 0211
WINTERSWIJK, Top 1 Toys Winterswijk
Misterstraat 60, 7101 EX, Winterswijk,
Tel: 054 351 2827
ZUTPHEN, Vreemde Zaak
Groene markt 2, 7201 HX, Zutphen,
Tel: 057 551 1566
ZWOLLE, Boekenhalte
Assendorperstraat 103, 8012 DH, Zwolle,
Tel: 038 422 1077
ZWOLLE, Top 1 Toys - De Wit
Diezerstraat 97/99, 8011 RD, Zwolle,
Tel: 038 4217176

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Langelands v24,Spjelkavik,
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ARENDAL, Norli Arenasenter
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BERGEN, Outland Bergen
Fortunen 4, 5013, Bergen, Tel: 22333308
BERGEN, Ringo Lekeklossen
Østre Nesttunvei 16, N-5221, Nestun,
Tel: 55922650
BJØRKLANGEN, FX Hobby
FX Hobby A/S, Bjørkeveien 2, 1940,
Tel: 63 85 11 95
BODØ, Underholdningsmagneten
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Tel: 75525070
DOKKA, Yes vi leker Dokka
Bergfoss senteret, N-2870, Dokka,
Tel: 61112090
DRAMMEN, Kreativ
Tomte Gaten 29, N3012, Drammen,
Tel: 32814900
FAGERNES, Lekesenteret
Gjensidige Gården N2900, Fagernes,
Tel: 61360692
FAUSKE, Ringo Smart
Storgt. 72, N-8200, Fauske, Tel: 75646022
FLISA, Ringo Bamsefar
Flisa Stormarked, N-2270, Flisa,
Tel: 62958290
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Shop G19, Stadium on the Main Road,
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DURBAN, The Hobby Specialists
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UK club directory

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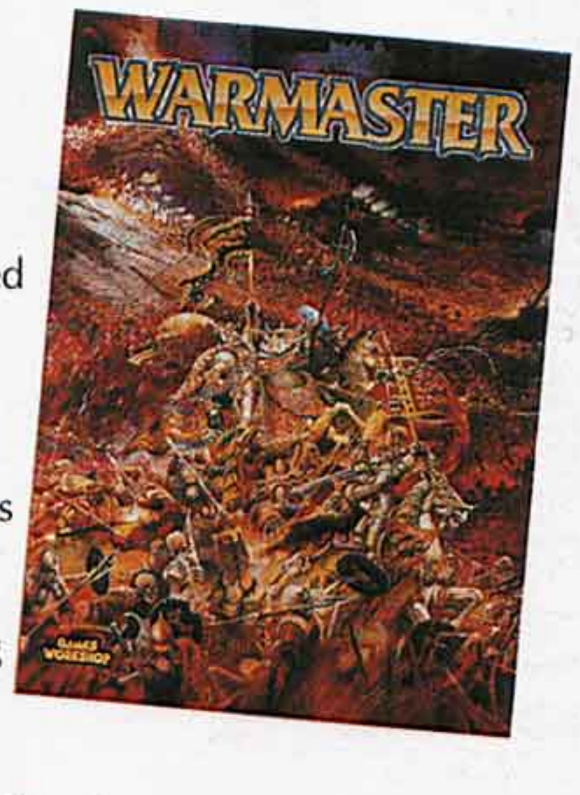
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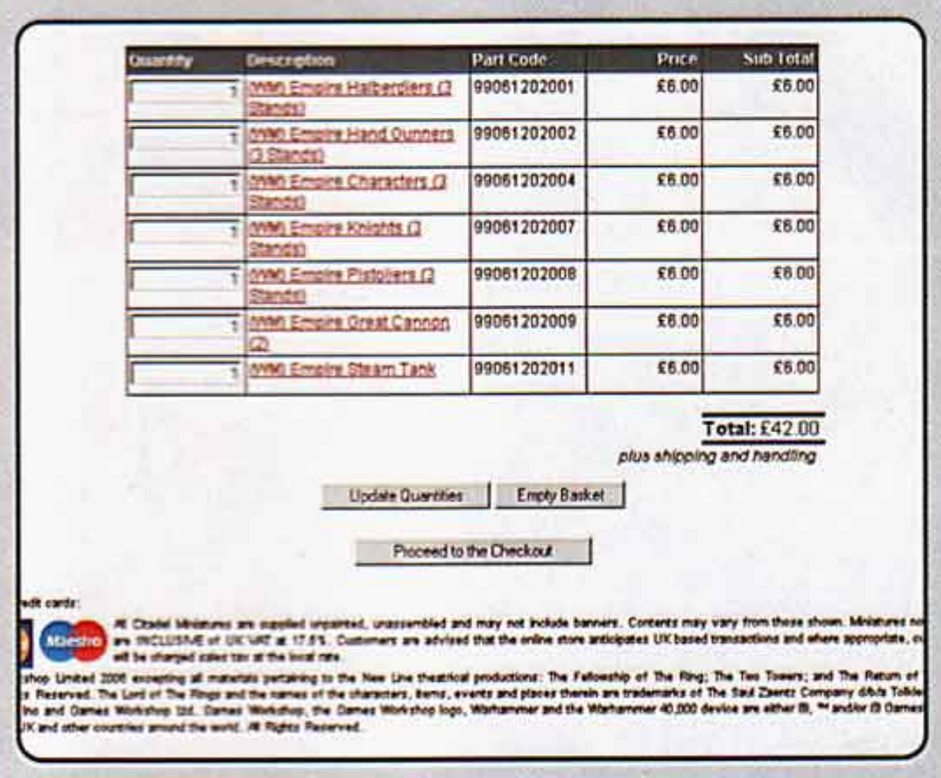


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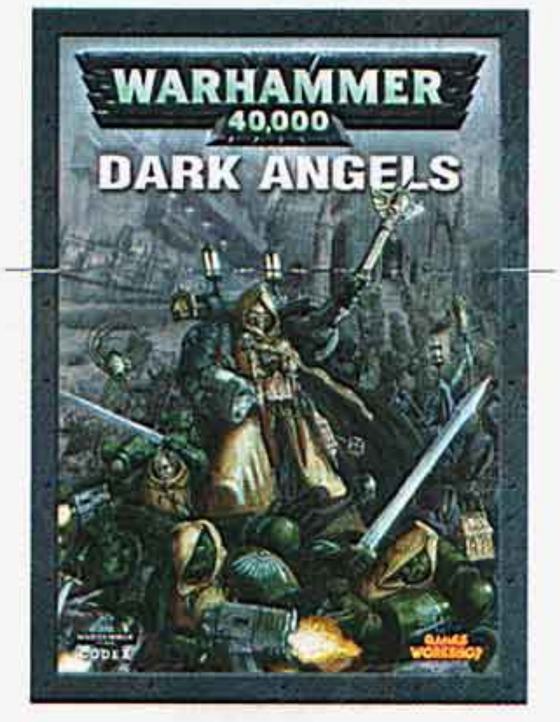
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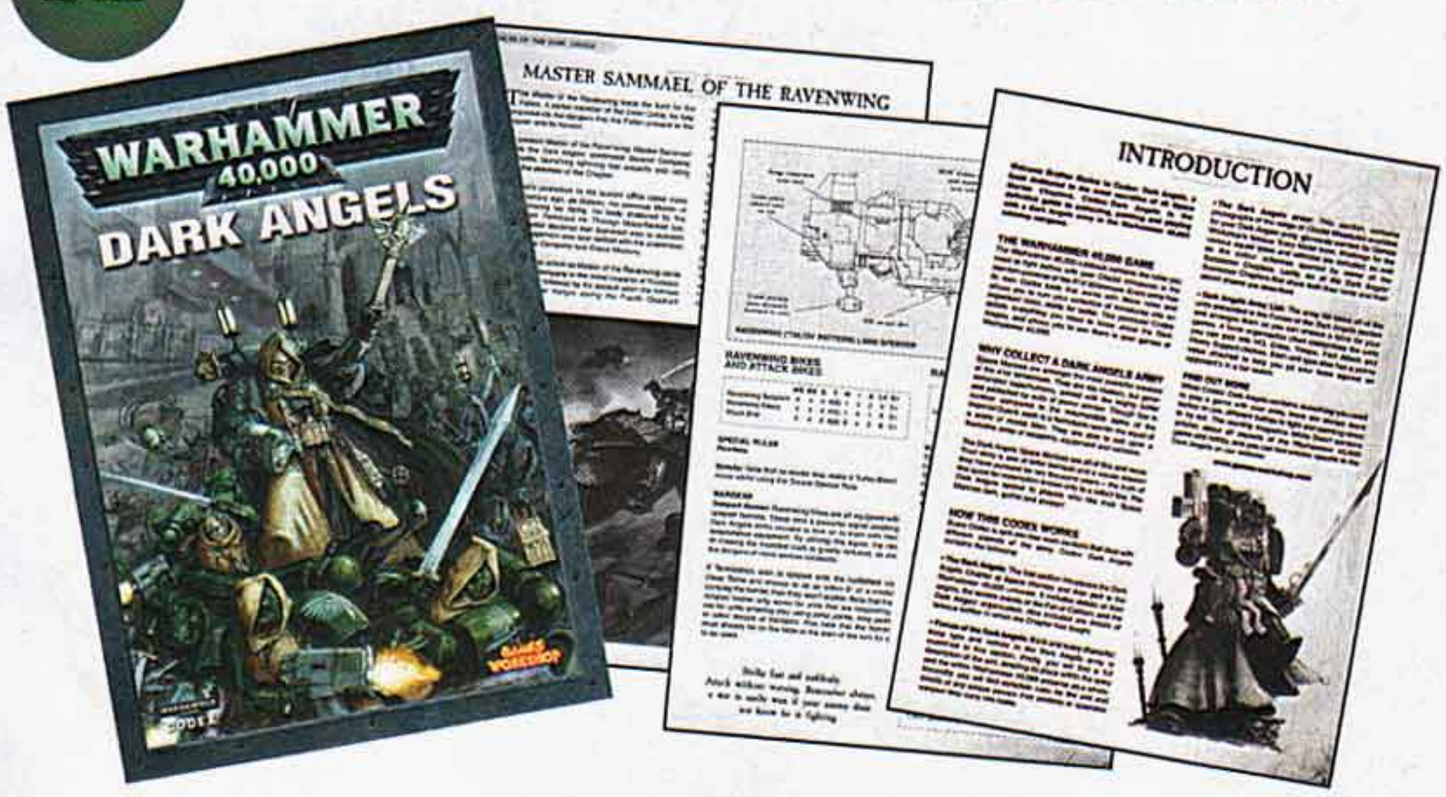


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