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THE
LORD OF THE RINGS
STRATEGY BATTLE GAME™

KHAZAD-DÛM





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Deep in darkling Moria, the wonders of the Dwarves lie despoiled and broken.

Once the greatest kingdom of Dwarves in Middle-earth, Khazad-dûm was a wonder to behold, a true marvel of stone buried deep in the mountains, the jewel of the subterranean world.

But the might of the Dwarves was matched by their pride, and pride brings even the noblest of folk low. Turning their backs on their Elvish and Mannish friends, the folk of Durin locked themselves away in their city, mining endlessly for the glittering treasures of the earth they coveted so much. But the Dwarves delved too deep and too greedily, unleashing a Balrog of Morgoth upon their realm, and they were vanquished.

Now you can re-enact these struggles, and recreate the armies of the ancient Dwarven kingdom at the height of its power. There are loads of new Dwarf and Goblin warriors, heroes and an amazing Dragon, one of the finest examples of the beasts ever sculpted!

Also out this month are a mass of new Warhammer greenskins, which Orc and Goblin Warlords can use to reinforce their hordes. To war!

On a side note, it is soon to be my 30th birthday! White Dwarf magazine has been going since 1977, so look out for celebrations in-store over the coming months.

Grombrindal, The White Dwarf

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GAMES WORKSHOP

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Nottingham, England, NG7 2WS.

21 KHAZAD-DÛM

22 DESIGN NOTES

Dwarves, Dwarves, Dragons and more Dwarves. We look at the new miniatures out for Khazad-dûm.

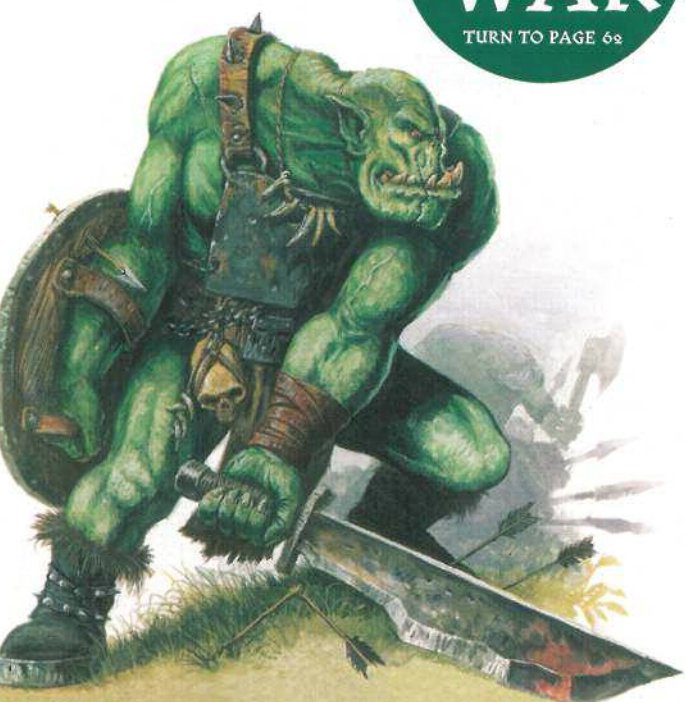
THE LORD OF THE RINGS
STRATEGY BATTLE GAME

32 BATTLE REPORT: THE BATTLE OF BARAZINBAR DEEPS

The Balrog is awake, and it's angry. Scores of Dwarves take on the servants of Evil as they try to save their king.



ORC
TRIBES OF THE
NEMESIS
WAR
TURN TO PAGE 62



ALSO IN THIS ISSUE

02 NEW RELEASES

Shiny new miniatures a-plenty!

16 NEWS

A peek at the upcoming Warhammer terrain.

50 DA GREEN MENACE

New Orcs, new Goblins, more mayhem.

62 ORC TRIBES OF THE NEMESIS WAR

Theming armies is fun. Here's a couple we made.

70 STANDARD BEARER

Jervis ponders the coming campaign.

74 TACTICA: TANKS

Wipe the smile off your opponent's face by driving a house-sized armoured vehicle into his army.

82 PAINTING WORKSHOP: DRYBRUSHING

The secrets of this versatile technique.

86 PAINTING MASTERS: SEB PERBET

The work of highly talented painter and Citadel sculptor Seb Perbet examined.

92 'EAVY METAL SHOWCASE: TYRANIDS

The hordes of the Great Devourer.

97 CITADEL TOOLBOX

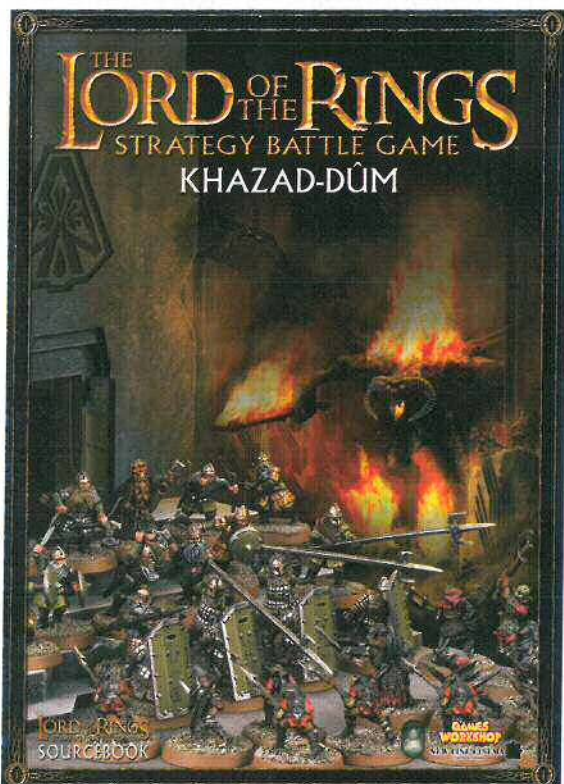
Using the cutting set.

99 FRONTLINE

News and events specific to your region.

THE LORD OF THE RINGS STRATEGY BATTLE GAME

KHAZAD-DÛM



KHAZAD-DÛM SOURCEBOOK

This Sourcebook is an invaluable guide to collecting, modelling and gaming in the Dwarf kingdom of Khazad-dûm.

In this 64-page book you'll find scenarios, army lists and rules for playing with and against the Dwarves of Dwarrowdelf, the greatest Dwarf Kingdom that has existed in Middle-earth. There are also army lists for the Dwarves of Erebor and other Dwarven communities, not to mention rules for the Goblins of Moria, their bestial allies and fearsome Dragons!

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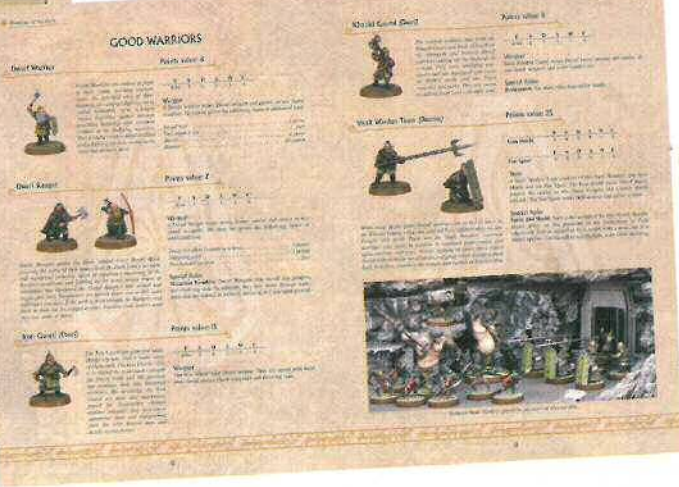
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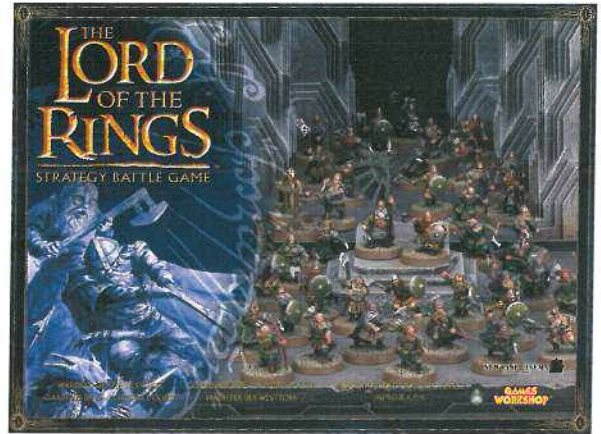
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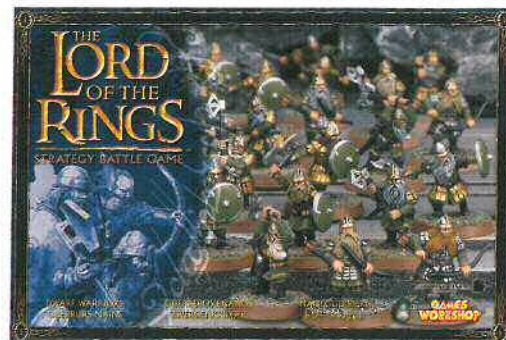
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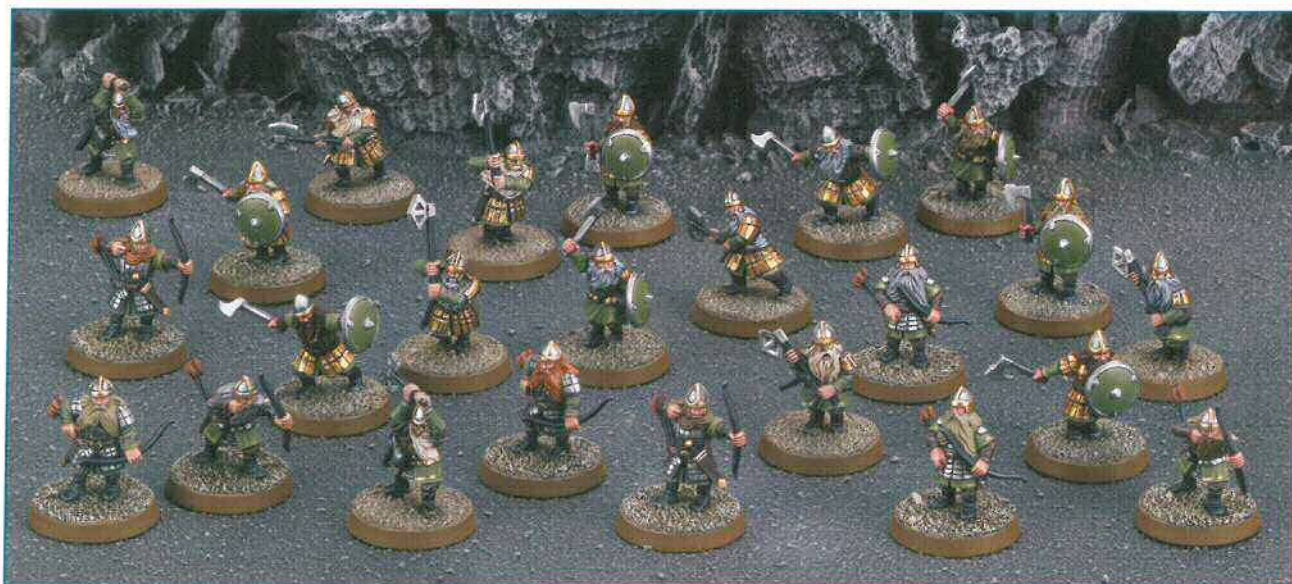
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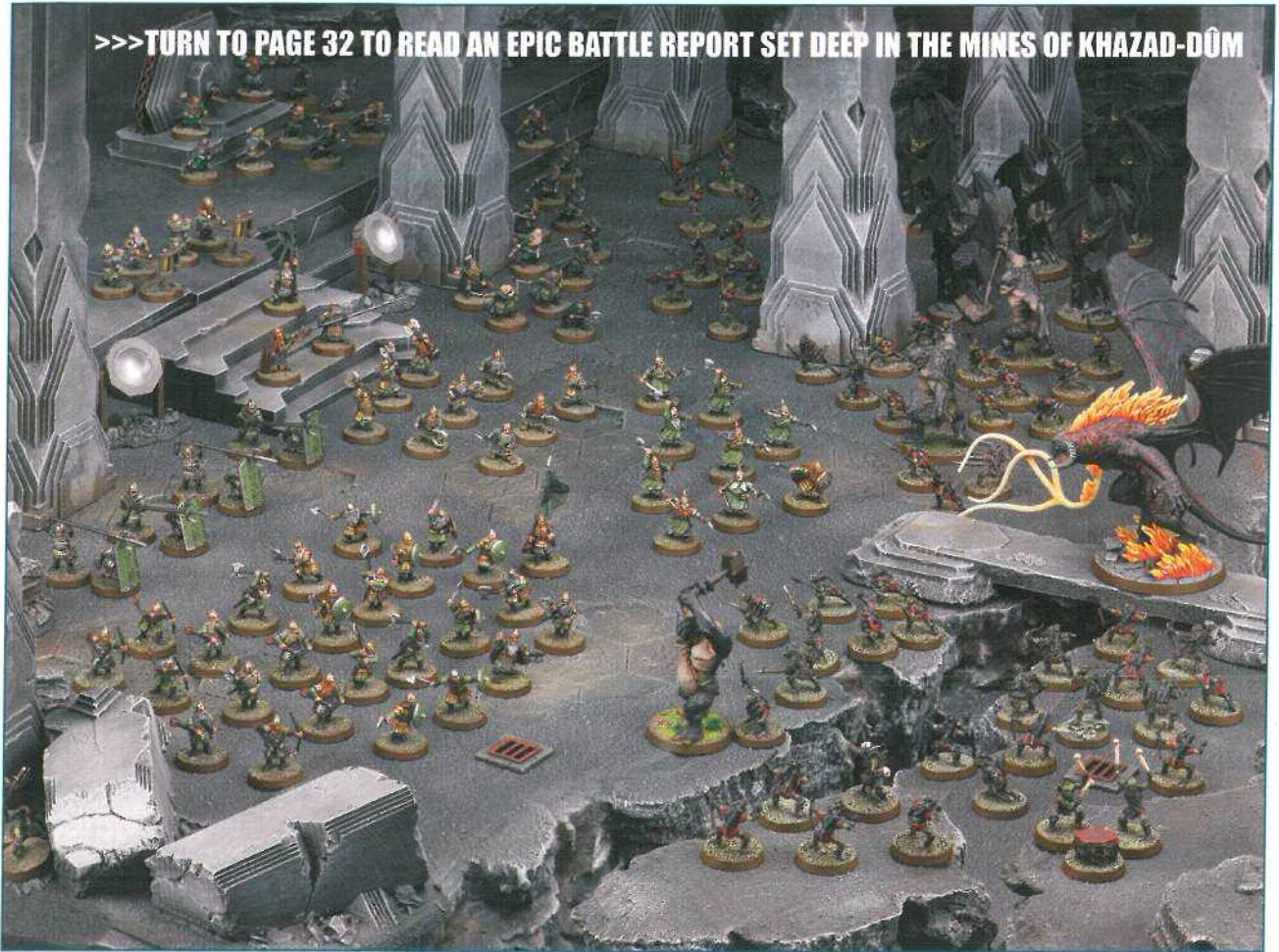
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MORIA GOBLIN SHAMAN

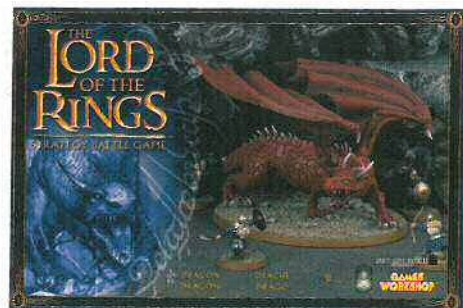


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BLACK ORC



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by Sandy Mitchell

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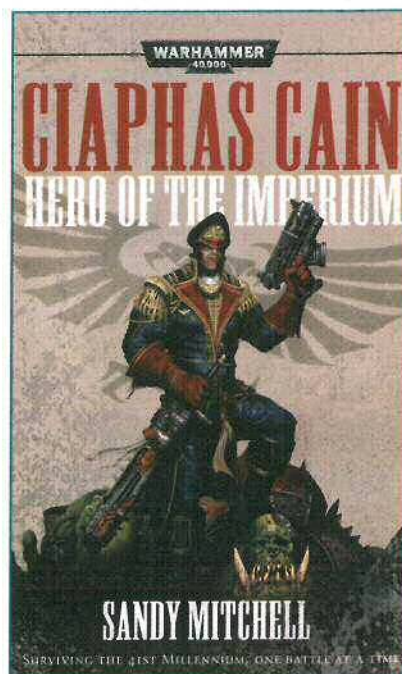
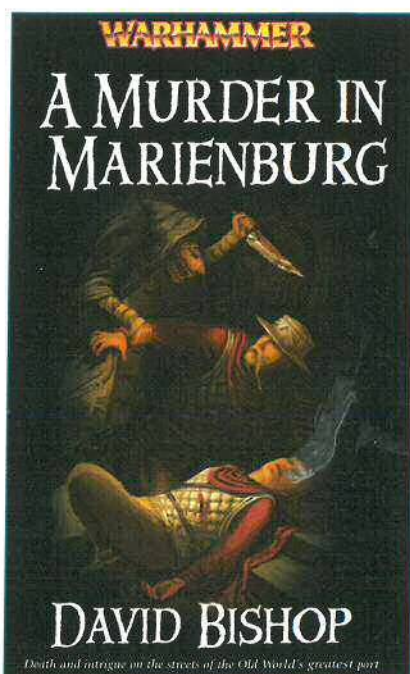
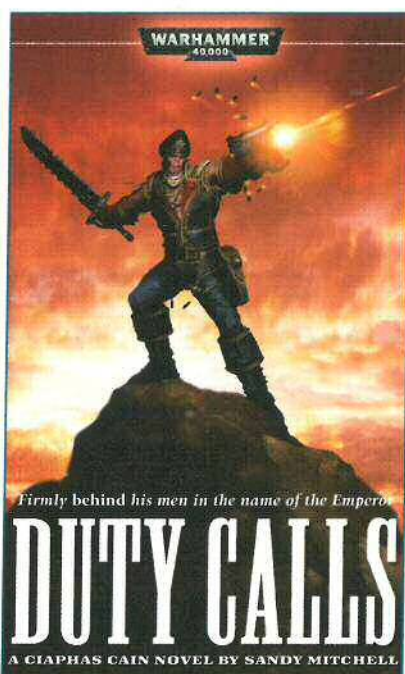
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by Sandy Mitchell

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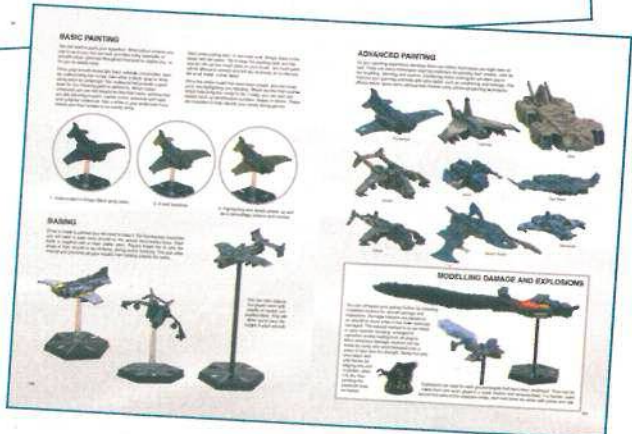
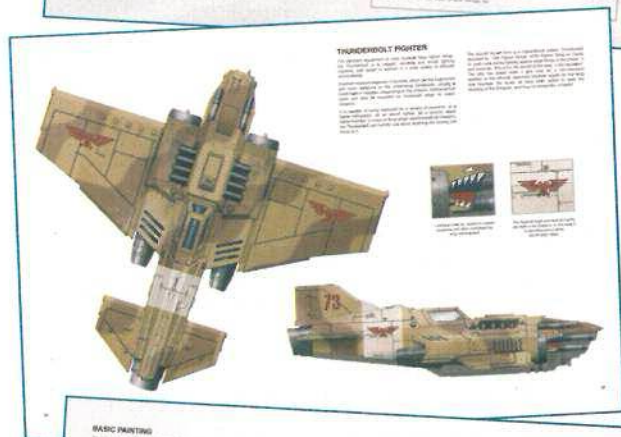
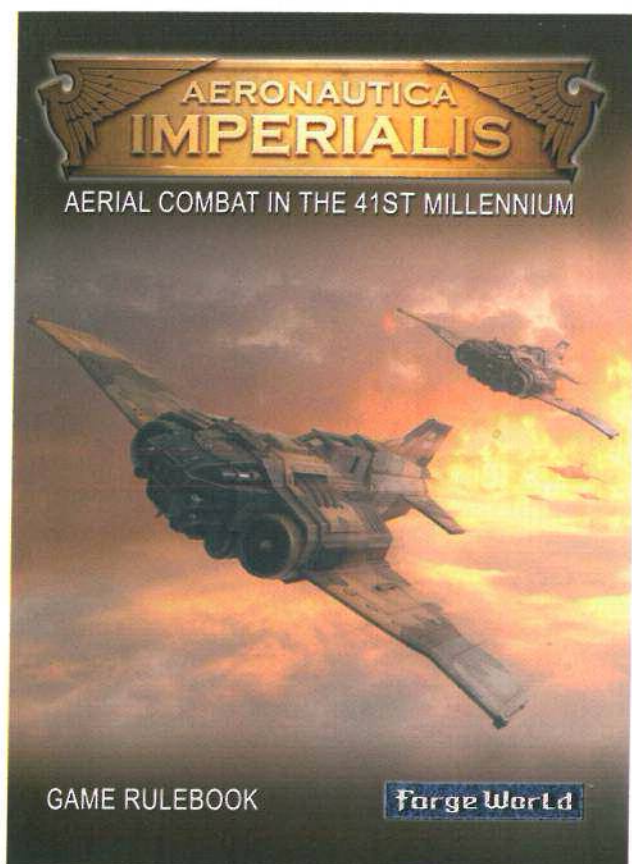


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MIGHTY EMPIRES

A brand new way of playing Warhammer is coming to you in only two month's time.

Mighty Empires is a supplement for Warhammer that adds an extra layer of strategy to your tabletop games. This box set contains a highly adaptable plastic map made up of dozens of individual hex tiles. These tiles have a number of textures – mountains, plains, rivers and so forth – that can be painted in a number of different ways to create three-dimensional relief maps of near endless variety. Whether you want to recreate the icy Troll Country, the Empire's wooded heartlands or invent a mythical land of your own, you can.

Also included in the box is a booklet detailing a simple system for running a series of linked battles, so now your Warhammer battles need not be fought in isolation, but instead each forms a part of a greater struggle or story. The booklet provides rules for gathering troops, dirty tricks to play on your opponents, and more – all you need, in fact, to turn your victories into lasting empires.



COMING IN JULY

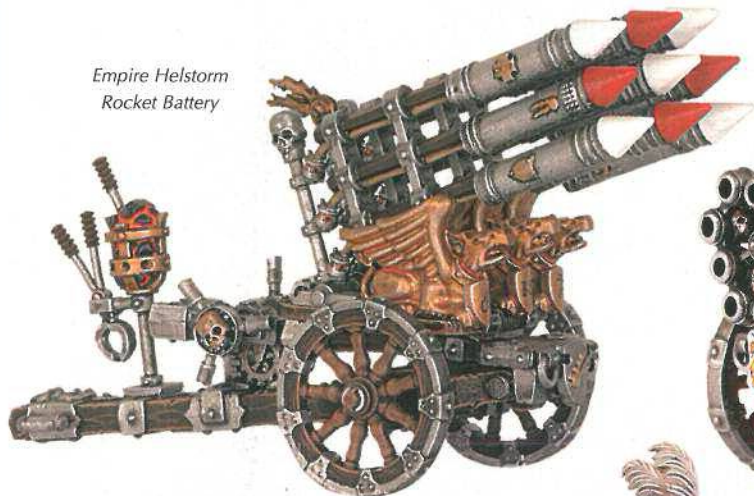
EMPIRE REINFORCEMENTS

The next batch of excellent new Warhammer models are emerging from the forges of our factory in the shape of reinforcements for the mighty folk of the Empire. Top of the list are some fantastic new plastic kits. These include a new regiment of multi-part Flagellants – as we've come to expect from plastic regiment kits, this set includes dozens of amazingly cool components that capture the spirit of these unhinged fanatics, from heads topped by braziers, holy books, even a man in the stocks! Coming out alongside them is another set that allows you to make either a Helstorm

Rocket Launcher or a Helblaster Volley Gun complete with crew. Then there's a plastic Empire Wizard set. This follows the format of our recent general sets for the Orcs & Goblins and The Empire, and includes enough pieces to make two mighty magic users, with many characterful extra components. It's our first non-general plastic character box set, and some of the extras on the frames have to be seen to be believed.

All these new sets, as well as some highly characterful metal Citadel miniatures, will be released in July.

*Empire Helstorm
Rocket Battery*



*Empire Helblaster
Volley Gun*



Empire Helblaster Volley Gun Crew



Empire Flagellants

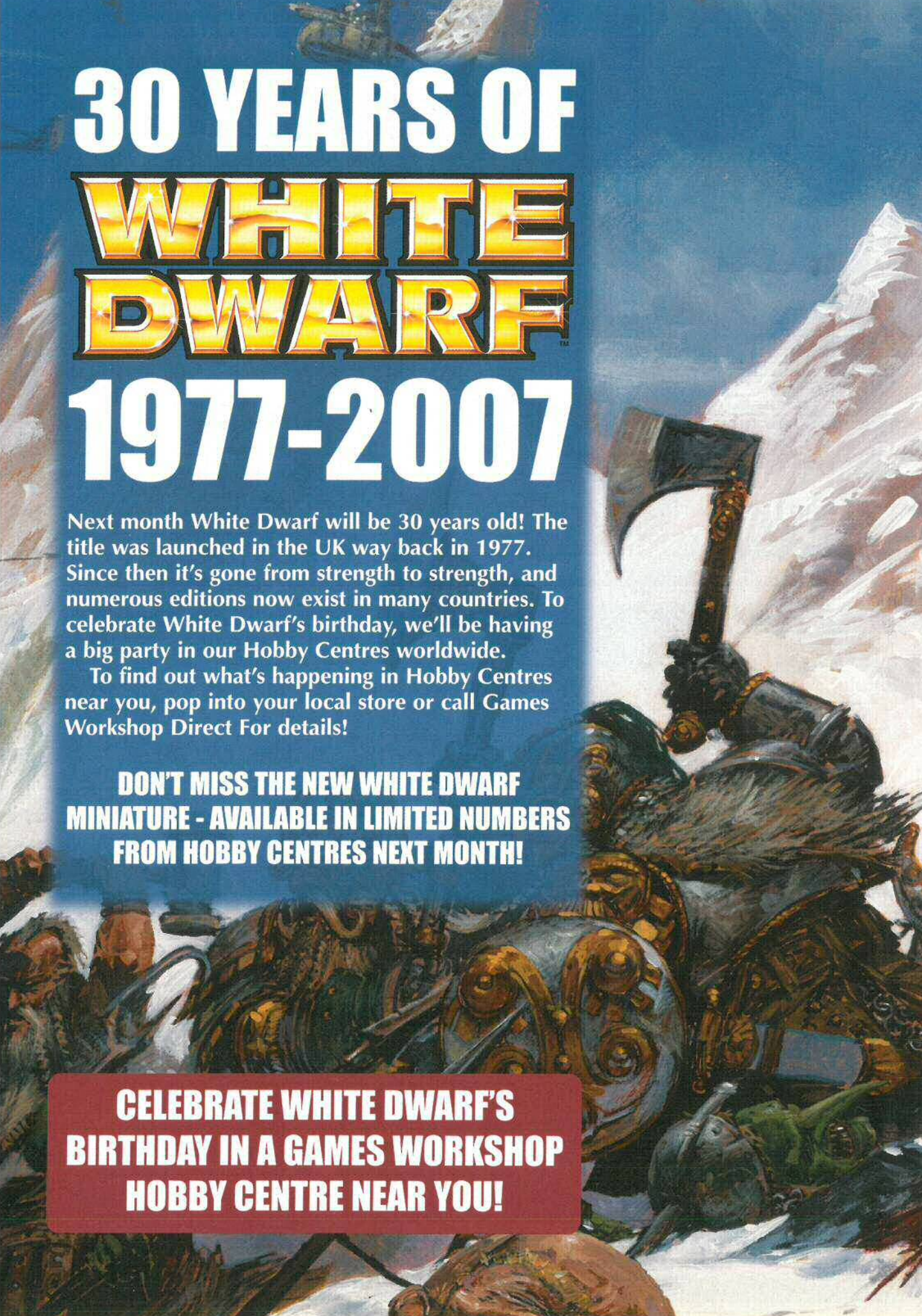
30 YEARS OF **WHITE DWARF** 1977-2007

Next month White Dwarf will be 30 years old! The title was launched in the UK way back in 1977. Since then it's gone from strength to strength, and numerous editions now exist in many countries. To celebrate White Dwarf's birthday, we'll be having a big party in our Hobby Centres worldwide.

To find out what's happening in Hobby Centres near you, pop into your local store or call Games Workshop Direct For details!

**DON'T MISS THE NEW WHITE DWARF
MINIATURE - AVAILABLE IN LIMITED NUMBERS
FROM HOBBY CENTRES NEXT MONTH!**

**CELEBRATE WHITE DWARF'S
BIRTHDAY IN A GAMES WORKSHOP
HOBBY CENTRE NEAR YOU!**





THE LORD OF THE RINGS

Khazad-dûm Sourcebook	12/05/07	140sek	140nkr	115dkr	€15
Dwarf Warriors	12/05/07	180sek	180nkr	150dkr	€20
Dwarf Rangers	12/05/07	180sek	180nkr	150dkr	€20
Wardens of the West-gate Legion set	12/05/07	750sek	750nkr	650dkr	€80
Iron Guard	12/05/07	100sek	100nkr	85dkr	€11.50
Vault Warden Team	12/05/07	80sek	85nkr	70dkr	€9
Dwarf Ballista	12/05/07	140sek	140nkr	115dkr	€15
Durin and Mardin	12/05/07	140sek	140nkr	115dkr	€15
Dragon	12/05/07	350sek	350nkr	300dkr	€40
Moria Goblin Shaman	12/05/07	80sek	85nkr	70dkr	€9
Moria Goblin Prowlers	12/05/07	100sek	100nkr	85dkr	€11.50

WARHAMMER

Black Orcs box set	26/05/07	180sek	180nkr	150dkr	€20
Black Orc regiment	26/05/07	300sek	300nkr	250dkr	€35
Gorbad Ironclaw	26/05/07	270sek	270nkr	225dkr	€30
Night Goblin on Great Cave Squig	26/05/07	115sek	125nkr	100dkr	€12.50
Black Orc Hero	26/05/07	115sek	125nkr	100dkr	€12.50
Troll	26/05/07	140sek	140nkr	115dkr	€15

WARHAMMER NEXT MONTH

Dwarf Miners box set	30/06/07	150sek	150nkr	125dkr	€17.50
Dwarf Miners regiment	30/06/07	270sek	270nkr	225dkr	€30
Dwarf Hammerers box set	30/06/07	140sek	140nkr	115dkr	€15
Dwarf Hammerers Command box set	30/06/07	150sek	150nkr	125dkr	€17.50
Dwarf Ironbreakers box set	30/06/07	140sek	140nkr	115dkr	€15
Dwarf Ironbreakers Command box set	30/06/07	150sek	150nkr	125dkr	€17.50
Dwarf Slayers box set	30/06/07	140sek	140nkr	115dkr	€15
Dwarf Slayers Command box set	30/06/07	150sek	150nkr	125dkr	€17.50
Dwarf Lord & Army Standard Bearer	30/06/07	140sek	140nkr	115dkr	€15
Empire Army	30/06/07	1500sek	1500nkr	1250dkr	€160
Empire Reinforcement Battalion	30/06/07	750sek	750nkr	650dkr	€80

CITADEL

Knarlloc Green	02/06/07	30sek	30nkr	20dkr	€2.50
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Gretchin Green	02/06/07	30sek	30nkr	20dkr	€2.50
Charadon Granite	02/06/07	30sek	30nkr	20dkr	€2.50
Calthan Brown	02/06/07	30sek	30nkr	20dkr	€2.50
Khemri Brown	02/06/07	30sek	30nkr	20dkr	€2.50
Dheneb Stone	02/06/07	30sek	30nkr	20dkr	€2.50

OTHER RELEASES NEXT MONTH

Citadel Gaming Hill	16/06/07	180sek	180nkr	150dkr	€20
Modular Gaming Hill	16/06/07	180sek	180nkr	150dkr	€20
Citadel Wood	16/06/07	180sek	180nkr	150dkr	€20
Arcane Ruins	16/06/07	180sek	180nkr	150dkr	€20
Fortified Manor	16/06/07	500sek	500nkr	400dkr	€60
Walls and Fences	16/06/07	140sek	140nkr	115dkr	€15
Wargames Terrain set	16/06/07	1000sek	1000nkr	900dkr	€120
Glade Grass	16/06/07	70sek	75nkr	60dkr	€7.50
Scorched Grass	16/06/07	70sek	75nkr	60dkr	€7.50

COMING NEXT MONTH



Citadel Fortified Manor



Dwarf Miners

DON'T FORGET

You can find details of where to buy these products at the back of the magazine.

THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

KHAZAD-DÛM



DESIGN NOTES

Adam Troke gives us a few insights into the design of this new Sourcebook.



NEW RANGE

We take an in-depth look at all the new miniatures heading your way.



BATTLE REPORT

King Durin confronts a Balrog of Morgoth in this historical re-fight.

Khazad-dûm was once the greatest of all the Dwarf holds and the seat of their kings. Although they prospered for many years, the avaricious Dwarves mined too deep and unwittingly awoke their doom. Andy Hall talks to the Sourcebook's author, Adam Troke, to find out more.

In the centre of the Misty Mountains, beneath the great peaks of Zirak-zigil, Barazinbar and Bundushathûr the Dwarves of Durin's line made their home. Created with the renowned graft and skill of the Dwarf-folk, Khazad-dûm, as the underground realm became known, was the oldest and greatest of the Dwarven holds.

Successive generations increased the size, wealth and fame of this Dwarf realm. Deep in the mines of Khazad-dûm a vast seam of Mithril, or true-silver as it is also known, was found, which greatly contributed to the wealth of Khazad-dûm, and the Dwarves delved ever deeper to harvest as much of the ore as possible.

Traders came to Khazad-dûm from as far afield as Lindon and Gondor for the fine crafts that the Dwarves produced. Travellers seeking a safe route through the Misty Mountains passed through Khazad-dûm's halls saving days, if not weeks, from their journey and the Dwarf kingdom became as heavily trodden and well regarded as any in Middle-earth.

Khazad-dûm thrived for thousands of years but it was all to come to an end. Driven by their lust for Mithril, the Dwarves delved ever deeper into the bowels of the mountains and in a dark and dismal place, long forgotten, they awoke their doom – a Balrog. The power of the Balrog was immense and its awakening shook the Dwarf Kingdom to its foundations. A demon of the ancient world, the Balrog's very presence attracted thousands of Goblins – jealous and spiteful creatures that coveted the Dwarven realm – like moths to an open flame. The Dwarves could not prevail against such a creature and soon their great

realm was lost, forever cursed to live up to its Elven name of "Moria" – the black pit.

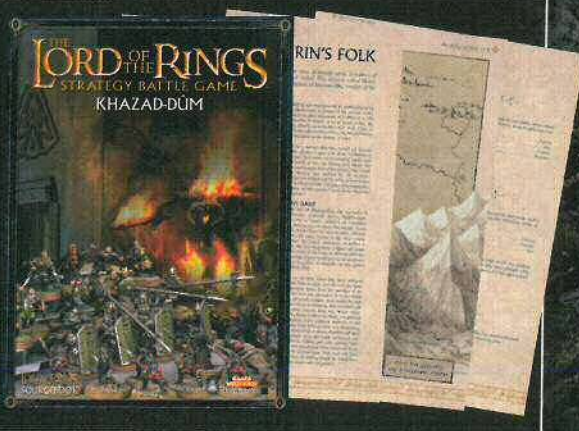
For games developer Adam Troke, the Khazad-dûm project was a labour of love. "The aim was to create the definitive guide for using Dwarves and Goblins in the Lord of the Rings strategy battle game", he explains. "The book allows you to play your games in any time period throughout Khazad-dûm's long and rich history. There are five scenarios that range in time from when the Dwarf Kingdom was at its zenith, to Balin's attempted reclamation and even after the events that marked the beginning of the Third Age."

Like all our Sourcebooks, there is far more than scenarios in Khazad-dûm. The book is jammed with information including five army lists (three Good and two Evil), and a background section detailing how the Dwarves came to live and thrive under the Misty Mountains, right up until the coming of the Goblins. "We've listed every noteworthy Dwarf and Goblin Hero and Warrior type we could think of," says Adam with an infectious enthusiasm. "That's everyone from Balin and Gimli to Durin, the last King of Khazad-dûm. You won't believe how hard he is." With Dwarf characters that are even tougher than before, it is safe to assume that the Evil forces have also got some interesting reinforcements. "With all the new Dwarf troops, we saved the big release for the bad guys – they get the Dragon!" says Adam. "The history of Middle-earth is replete with many legends concerning Dragons, from Smaug to Scatha the Worm and many others, so it only seemed fair that you should be able to field these legendary creatures in your games."

WHAT'S INSIDE...

This 68-page Sourcebook contains all you need to know to set your games within the dangerous caverns of Moria. Inside you will find:

- The history of Khazad-dûm, from the height of the Dwarves' power to Balin's ill-fated expedition to reclaim it.
- A bestiary detailing each and every Hero and Warrior.
- Three complete army lists for the Dwarves, two for the Goblins of Moria, and the Dragon – a brand new Monster of Middle-earth.
- A series of unique gaming scenarios to recreate key moments in the history of Moria.



THE BATTLE



FOR MORIA



DURIN'S FOLK



Like the Elves, the Dwarves are an elder race whose days are on the wane as Men come into prominence. Dwarves are short and stout in appearance, and gruff in demeanour. They are a proud and unforgiving people, often accused of selfishness, more concerned with wealth than the sufferings of the world. Even so, the Dwarves have always been staunch allies to those they consider friends, and the forces of evil are rightly fearful of Dwarvish fury.

DURIN

The ruler of Khazad-dûm at the height of its glory, Durin was a stern and just king, named after the father of the Dwarves. Such was his might and majesty that it took a creature as powerful as the Balrog to lay him low.



MARDIN

Mardin is King Durin's life ward. Normally such an honoured role goes to a member of the Khazâd Guard, but Mardin, a veteran Vault Warden, has proven his level head and strong arm in many a battle and there is no more dependable companion to be found.

F	S	D	A	W	C	M/W/F	Points
5/4+	4	7	2	2	5	3 1 1	75

WARGEAR

Mardin wears Dwarf armour and carries Torozûl (see below).

SPECIAL RULES

Sworn Protector. As long as Durin is within 12"/28cm, Mardin will automatically pass all Courage tests he has to take. If Durin is slain or leaves the table, Mardin will revert to the normal rules for Courage.

Torozûl. This spear was gifted to Mardin by his king upon his appointment as life ward. Torozûl was forged to be especially potent against Trolls. When fighting Trolls, Mardin adds +1 to his dice roll on the Wound chart.



BALIN

Balin was one of the Dwarf companions who survived the Battle of Five Armies. Many years later he led a sizable expedition back to Moria in an attempt to reclaim Khazad-dûm.



“A king he was on carven throne
In many-pillared halls of stone.
With golden roof and silver door,
And runes of power upon the door.”

— Gimli, *The Lord of the Rings*

MORE ONLINE...



Games Workshop online has a range of articles on Khazad-dûm. Everything from painting and modelling guides to tactics can be found at:

www.games-workshop.co.uk/thelordoftherings

Along with the book comes a whole host of new models. The Dwarves get the lion's share of these new releases – Khazad-dûm was their kingdom, after all. The biggest boon for Dwarf players is the release of the new plastic Dwarf Warriors and Rangers. “Both kits are sculpted by Alan and Michael Perry, based on the original Dwarf metals which not only convey the character and detail of the established Dwarf range but stand up, in my opinion, as some of the best miniatures we have ever produced,” says Adam. The Dwarf Warriors set contains equal numbers of three different armament types – you get shields, two-handed weapons and bows. Now that the basic troops are available in plastic box sets, it's never been easier to make an entire army of Dwarf-folk.

While the Warriors have been available in metal for some time, the Dwarf Rangers

are an entirely new addition to the range. “We know that Dwarves travel around a lot and don't do so in full armour,” explains Adam. “Dwarves hold huge swathes of land around their underground domains. These lands will most likely be barren, rocky and dangerous areas that, left unattended, would soon become populated by the servants of Sauron. The Rangers are the Dwarves who patrol these areas, be it the slopes of the Misty Mountains or the bleak mires that surround the Iron Hills. As a result of wearing lighter armour they have a lower Defence value than almost all other Dwarves, but more than make up for this with an improved shooting value and special rules that allow them to treat rocky areas classed as difficult terrain as if they were open ground. Rangers are more surefooted than other Dwarves and so can re-roll jumping and climbing tests, too.”

DWARF WARRIORS

Armed with hand axes and shields, two-handed axes or bows, Dwarf Warriors are the sturdy and dependable core of any Dwarven force. They are well trained and disciplined with a fighting spirit as strong as the mail that protects them.



DWARF RANGERS

Dwarf Rangers patrol the lands above ground that are close to their Dwarf hold. Years of experience operating in harsh conditions and fighting on scree-strewn slopes has given the Rangers an uncharacteristic agility.



There are a number of metal models too, and players are now able to field Durin himself. As you'd expect from the last Dwarf King of Dwarrowdelf he has an impressive set of characteristics. He also wears Mithril armour and goes into battle armed with Durin's Axe – a formidable weapon that adds +1 to his rolls to wound, and allows the wielder to re-roll one of his dice when determining who wins a fight. He also causes Terror and can ignore wounds on the D6 score of 6 thanks to the Crown of Kings. Alongside Durin is Mardin, the King's Ward. Mardin is a veteran Vault Warden who carries a great spear known as Torozûl, which enables him to wound foes more easily. This weapon was based on the one wielded by the Cave Troll in The Fellowship of The Ring film; a design element that can also be seen in the new Vault Warden teams.



IRON GUARD

Iron Guard are so called because they are clad in heavy coats of chainmail and wear intricate metal face masks. The Iron Guard defend the valuable trade routes that lead to and from the Dwarf Holds. They are skilled in the use of throwing axes which they unleash just before they charge.



KHAZÂD GUARD

The veteran soldiers of the Khazâd Guard are hand-picked from the strongest and bravest of all the Dwarf Warriors among all the kinbands in a hold. They wear mithril mail and have the finest weapons the Dwarf smiths can create. They are sworn to accompany their Lord in battle and defend him with their lives.



VAULT WARDENS

Vault Wardens are seasoned warriors who fight in the cramped passages and perilous walkways of Khazad-dûm. Vault Wardens fight in pairs, one carrying the heavy tower shield, the other armed with a trident spear. Together they can defend cramped passageways against a far more numerous foe.



BALLISTA

The Ballista used by the Dwarves is quite unlike the bulky and unwieldy war machines of other races. They are small and compact, allowing for ease of movement in the cramped conditions found underground. Dwarves also load ballistas with stone or metal balls rather than quarrels – a single shot from one of these war machines can crush the skull of a Cave Troll or scythe through ranks of Goblins.



"There are three Dwarven army lists in the book," says Adam, "each of which epitomizes a different era." Khazad-dûm represents the Dwarves of the Misty Mountains at the height of their powers. Their access to allies is limited, but they are the only army that can use the tunnel-

"No Dwarf has dared to pass the floors of Khazad-dûm for many lives of kings."

– Glóin, *The Lord of the Rings*

fighting Vault Wardens. The design for these came from Alan and Michael Perry's personal experience of fighting with a heavy pavais (siege shield) and a polearm

up the spiralling tower steps of Richmond castle in Yorkshire!

The Erebor army list represents the Dwarf holds that are scattered across Middle-earth in the Third Age. Though not as grand as Khazad-dûm, they have a much larger list of allies as is fitting in such troubled times. The final Dwarf list, entitled Durin's Folk, represents the isolated communities and scattered settlements of Dwarf kind.

With the exception of the Moria Vault Wardens, all three of the lists can use all of the specialised Dwarf troops that are released with the new Sourcebook – notably Rangers, Ballistas and Iron Guard. "The Ballista gives the Dwarves access to a siege weapon at long last," explains Adam. "It works like a normal Ballista except that it's crewed by Dwarves, which makes it much harder to take out." The Iron Guard



DWELLERS BELOW



In the dark places of Middle-earth, spurned even by the Dwarves, vile creatures lurk. Within damp and gloomy caves that lie beneath mountains and in the hearts of twisted forests, Goblins and other evil creatures multiply and grow in strength.

GOBLIN SHAMAN

Goblin Shamans use the dark arts to stir the warriors around them into a frenzy that blinds them to fear, and enables them to suffer grievous wounds and continue fighting. They have the magical powers Fury and Transfix.



MONSTERS

Spiders and bats are drawn to bands of Goblins and other evil creatures in the service of Sauron. When the Moria Goblins go to war, swarms of bats gather overhead, and giant spiders are captured and in kept in cages before being unleashed on the enemy.



GOBLIN PROWLERS

These devious and cruel Goblins stalk the caves and tunnels of the Goblin King's realm, ensuring that tributes are paid and dissenters are disposed of with a knife in the back.

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

WARGEAR

A Moria Goblin Prowler wears light armour, and carries a rusty blade or dagger (hand weapon) and throwing weapons. They may be given additional items at the following cost:

Orc Bow	1 point
Two-handed weapon	1 point
Shield	1 point

SPECIAL RULES

Cave Dweller. See the main rules manual for details.

Backstabbers. When striking trapped models, Moria Goblin Prowlers receive +1 on their rolls to wound – this bonus is cumulative with the +1 bonus for using a two-handed weapon.



are veteran warriors. "They have 2 Attacks and employ Strength 3 throwing weapons, making them great shock troops".

Despite all these Dwarven reinforcements, the forces of Evil are, of course, ever-present. While the Dwarves endured thousands of years of prosperity, the Goblins and other such creatures of darkness looked on with envious eyes. When it became clear that the Dwarves had awoken a terrible creature, the Goblins struck and Khazad-dûm, now Moria, has been theirs ever since.

"The two Evil lists have had more of a refresh than any drastic changes. The Moria list deals almost exclusively with Goblins and Trolls, although you can have some Bat Swarms. It also introduces the new Moria Goblin Prowlers." These are Goblins that are charged by their king to stalk the caves and tunnels ensuring that

tributes are paid and that the king's treacherous subjects remain ostensibly loyal. Any dissenters are dealt with via a swift knife in the back. "In game terms the Prowlers are useful for trapping particularly tough opponents. Once trapped, the Prowlers can use their Backstabbers special rule, which gives them a bonus when rolling to wound. Coupled with a two-handed weapon this bonus is increased to a healthy +2, giving you an effective wound roll even against Dwarves. Not bad for 6 points each."

The second Evil army list – The Dwellers Below – is a combined force of many vile creatures such as Wargs, Giant Spiders, Goblins and Trolls. This army can ally with 12 other Evil forces, giving it access to any number of foul creatures and monsters, one of which is included for the first time in the Khazad-dûm book...

GOBLIN KING



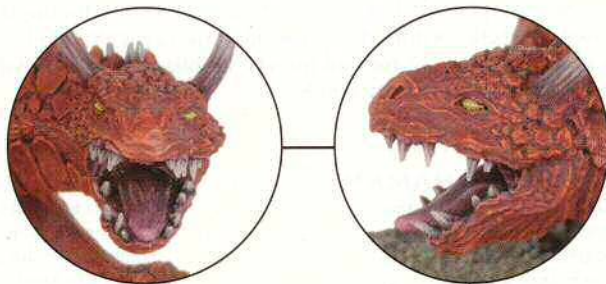
Hated by the Dwarves, Durbûrz rules over Moria with an iron fist. His subjects fear him more than any foe, for disloyalty is rewarded by a visit from the prowlers!



HERE BE DRAGONS



Created long ago, Dragons were a terrifying yet thankfully rare presence in Middle-earth. By the time of the Third Age the Free Peoples even began to doubt the existence of these mighty beasts. But they were more than just legends – the evil creatures known as Scatha the Worm, Smaug the Golden and Ancalagon the Black all existed, and caused terror wherever they roamed.



The Dragons of Middle-earth are monstrous servants of evil, and only the boldest or most foolhardy warriors have ever confronted one. There are a few exceptions – for instance, the name Baggins seems inextricably linked with the downfall of the Dragon known as Smaug the Golden.

“There is not now any Dragon left on earth in which the old fire is hot enough...”

– *Elrend, The Lord of the Rings*

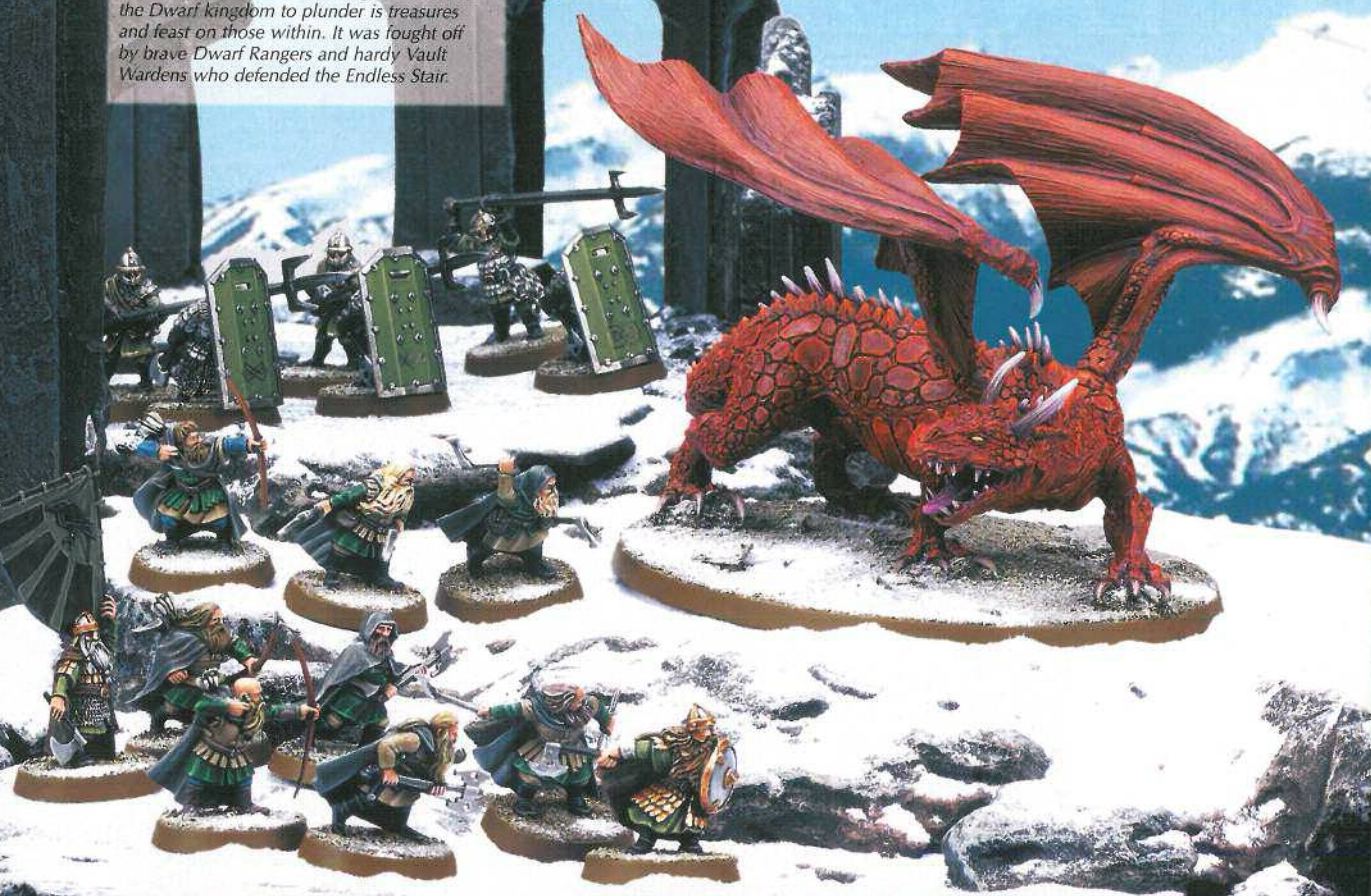
Trish Morrison was tasked with designing and then sculpting the beast. “It was a great opportunity to do something completely different,” says Trish.

“We deliberately stayed away from the design conventions of our other Citadel Dragons. For instance it has a much thicker body, it stands on all four legs, and I gave it a much shorter snout.”

While Trish had an open brief for the design of the Dragon, it was important that the creature looked to be part of Middle-earth. For inspiration Trish used wildlife and natural history books. “The skin texture and scales were all taken from nature. I looked at monitor lizards, the way they move and skulk about. The pose of the Dragon was important. I wanted it to look like it was guarding its treasure hoard or looking out for prey.”

“They are extremely tough,” says Adam, who wrote the rules. “It was one of those things we had to think long and hard about. Without extensive playtesting, Dragons could quite easily have

During the Second Age, when Khazad-dûm was at the height of its power, the Dragon known as Gathamaur tried to gain access to the Dwarf kingdom to plunder its treasures and feast on those within. It was fought off by brave Dwarf Rangers and hardy Vault Wardens who defended the Endless Stair.



DRAGON UPGRADE RULES

Though comparatively rare in the Second and Third Ages, Dragons are still remarkably diverse creatures in both appearance and ability. To represent this, a Dragon may have up to two of the following abilities at an additional cost of 50 points each.



Breathe Fire. Some Dragons exhale great gouts of flame that can easily consume any who fight them. Each time a Dragon breathes fire, it expends a point of Will. Treat the Dragon's fiery breath as a bow with a range of 12"/28cm. If the shot hits, the target and any model (Good or Evil) within 2"/4cm suffer a Strength 10 hit (Fate rolls may be taken as normal). Any model that suffers a wound caused by Dragon breath is automatically slain.



Fly. This Dragon has expansive and powerful wings. It can fly 12"/28cm as described in the main rules manual.



Wyrmtongue. The greatest and most powerful Dragons of old were devious and cunning individuals, able to deceive and bewitch their foes. A Dragon with this ability can cast a spell using one dice, without reducing his Will store. The controlling player can choose to increase the number of dice rolled by reducing the Dragon's Will store in the usual way. A Dragon with Wyrmtongue has the following magical powers (see the main rules manual for details).

Transfix	Range 12"/28cm	Dice score to use: 3+
Compel	Range 12"/28cm	Dice score to use: 4+
Sap Will	Range 12"/28cm	Dice score to use: 4+



Tough Hide. The skin of this Dragon is almost impenetrably dense, or otherwise protected from harm. Its Wounds and Defence are 9, rather than 7.

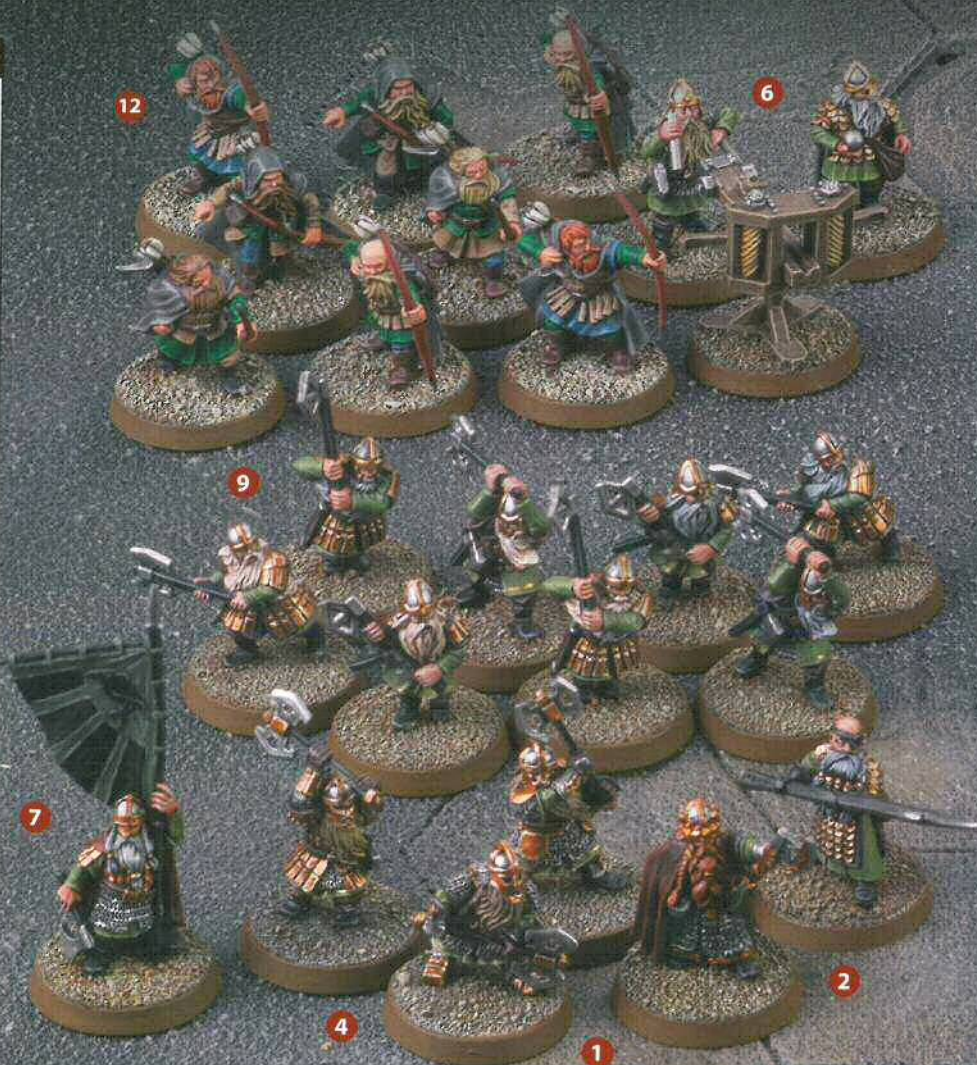
unbalanced the game. However, even these mighty Wyrms would be no match for their ancestors. In the book, Elrond tells us that the last of the great Dragons have gone. However, the few that do still exist in the Second and Third Ages of Middle-earth are more than a match for even the greatest Heroes. What we do in the book is present you with a basic Dragon, which you can buy for 250 points. We then give you a list of options (right) that allows you to tailor the Dragon to a desired power level."

Along with 4 Attacks, and Strength and Defence values of 7, the creature can make a Draconic charge that knocks enemy models to the ground, causes Terror, is resistant to magic and reduces the Courage of all Good models within 12"/28cm. Even an unmodified Dragon is a daunting prospect for the forces of Good, restoring the balance of power in Middle-earth!

THE ROYAL ARMY OF KHAZAD-DÛM

ARMY LIST

- 1** Durin 160 points
- 2** Mardin 75 points
- 3** Dwarf Captain with throwing axes 65 points
- 4** 3 Khazâd Guard 33 points
- 5** 8 Iron Guard 120 points
- 6** Dwarf Ballista with Superior Construction 80 points
- 7** Dwarf Banner Bearer 38 points
- 8** 8 Dwarf Warriors with shields 72 points
- 9** 8 Warriors with two-handed weapons 64 points
- 10** 8 Warriors with bows 72 points
- 11** 8 Dwarf Rangers with throwing axes 80 points
- 12** 8 Rangers with Dwarf longbows 80 points
- 13** 8 Rangers with two-handed weapons 56 points
- TOTAL**995 points



BATTLEHOSTS



This army is based on the new Dwarf Battlehost box set. For more great army sets, not to mention the entire range of boxes, blisters and components for The Lord of the Rings strategy battle game, visit the online store:

www.games-workshop.co.uk/store

Adam: Generally, if you want to start a new army for The Lord of the Rings, then the Battle Force box sets offer a good way to get your new force off the ground. They contain a good range of models, and you normally save a few pennies too. This is especially true of the Dwarf Battlehost – The Wardens of the Westgate, which contains a staggering 700 points worth of models. By simply adding a blister or two of extra models, you can field a fully fledged 1000-point army.

The sample army list that I've put together here shows just one of the ways that you can go about creating a deadly army of Dwarves – and there are lots more, including a very nasty one that involves taking out the Iron Guard and Dwarf Rangers, and adding Vault Wardens and Ballistas instead. This force, however, uses the Wardens of the Westgate as the core of

the force, with Durin, Mardin and some Khazâd Guard added in to lead the army and increase its overall effectiveness.

This force works well if you divide it into a few rough elements. The first element contains all the Dwarf Warriors with shields and two-handed weapons, along with the Iron Guard, Khazâd Guard, Durin, Mardin and the banner bearer. This group forms a block around Durin and advances slowly towards the enemy. With 23 warriors, led by one of the mightiest Heroes in the game, it's a fearsome prospect for any foe. The entire group is compact enough to benefit from the Banner if it's used carefully. I've found that the Iron Guard are especially good at keeping the sides of the formation secure, thanks to their two attacks, while Durin and his Khazâd Guard prove almost indestructible at the centre.

In the days of its glory, the realm of Khazad-dûm boasted a powerful and disciplined army. Here, Adam Troke selects a Royal Army of Khazad-dûm led by King Durin, and talks us through his tactical choices.



The Dwarf Rangers, twelve of which guard each edge of the main army, form the flanking force. They are best off lurking in rocky terrain and keeping up a withering hail of arrows on the enemy. The Rangers with throwing weapons or two-handed weapons can deal with any troops that come to hunt them down. This force can rush to support the main body if it is threatened, or seize objectives should the opportunity arise.

The third and final element is the Dwarf Ballista, the Dwarf Warriors with bows and the Captain, all of whom can stand back and use their long-range weapons to great effect. Depending on the amount of terrain, it's well worth moving forwards for a turn or two to get a better vantage point. Once this force is in position, simply target lightly armed warriors with the bows and use the ballista

to knock out Trolls and other dangerous targets. The Captain serves as a serious deterrent to any Evil Heroes or cavalry that want to pick on the missile troops. There's not much that can take on a Dwarf Captain and win without a serious fight.

Of course, as I've mentioned, there are other ways to expand the Wardens of the Westgate box. The Vault Warden teams look awesome, and are incredibly effective on the battlefield, especially if you guard their flanks with the terrain. The Khazâd Guard have been a firm favourite of Dwarf players for many years now. Then there's always the opportunity to add more Dwarf Warriors and Dwarf Rangers. The army I am currently painting has several kinbands within it, each led by a Captain and painted in a different colour scheme – all under the command of Durin and his retinue of Khazâd Guard.

ALL PILE ON

Lord of Evil Mat Ward offers sage advice on how to counter the threat of the new Dwarves...

"If you want to beat Dwarves you've got to get close, and in large numbers. There's not much to be gained from attacking from range, as arrows bounce straight off Dwarven armour. Pounce on isolated Dwarves with as many models as possible, and trap them – the more chances to roll that magic 6, the better."

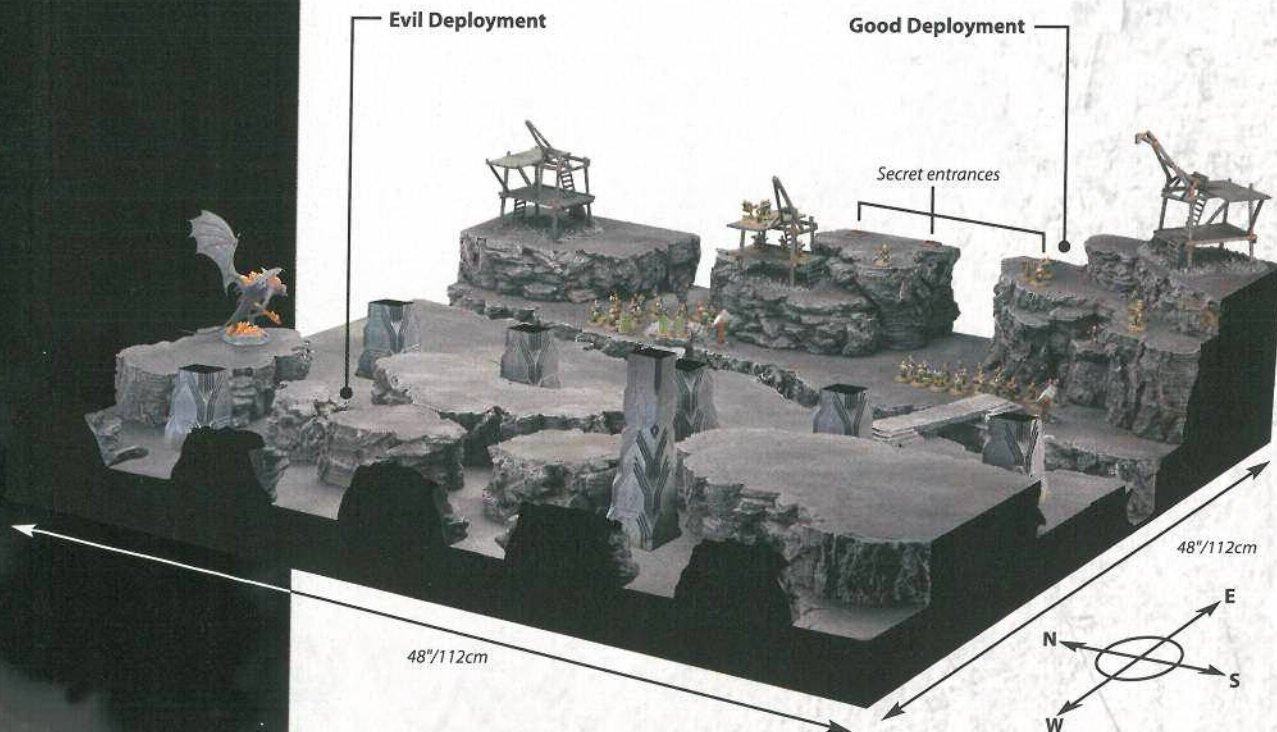
THE BATTLE OF BARAZINBAR DEEPS

In this historical refight, King Durin and his force of elite Khazâd Guard must slay the feared Balrog of Morgoth or lose the kingdom of Khazad-dûm forever... Adam Troke takes command of the Dwarves, Alessio Cavatore leads the Goblins. Watching over all, like a great, lidless eye, Mat Ward offers impartial, sage council.



THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

Battle Report



The Scenario

Rallying to their king, the kinbands muster once more at the Barazinbar Deeps – the greatest of all of Moria's mines – to meet the Balrog and its followers in a battle that will decide the fate of Khazad-dûm forever.

This scenario is played on a board 48"/112cm by 48"/112cm, representing the Barazinbar Deeps. The west edge is made up of roughly hewn tunnels, still in the process of being excavated, while the east is covered in all manner of mine workings, corridors and raised platforms.

Starting positions

The Good player selects 12 warriors to act as reserves, and deploys the rest of his force and three mirrors within 12"/28cm of the east board edge. The Evil player deploys the Balrog within 12"/28cm of the west edge. All other Evil models are held in reserve. The Evil player also places three grate markers anywhere on the board.

Special rules

Khazad-dûm has several special rules for fighting in Dwarf Holds. Below are the ones we used in this Battle Report. See page 51 of Khazad-dûm for more details.

Mirrors: These reduce the Courage of Evil models within 3" by 1.

Grates: These represent drainage channels and other things the forces of Evil might use to infiltrate a Dwarf stronghold. Evil reinforcements may move on to the table through a grate. If any model is standing on the grate, then it counts as sealed until the model moves away or is slain.

Chasms: Many chasms run underground. If

a model is pushed or falls off the edge of these they plummet to their death.

Objectives

Both forces are seeking to eradicate the other. The first army to eliminate the other completely is victorious.

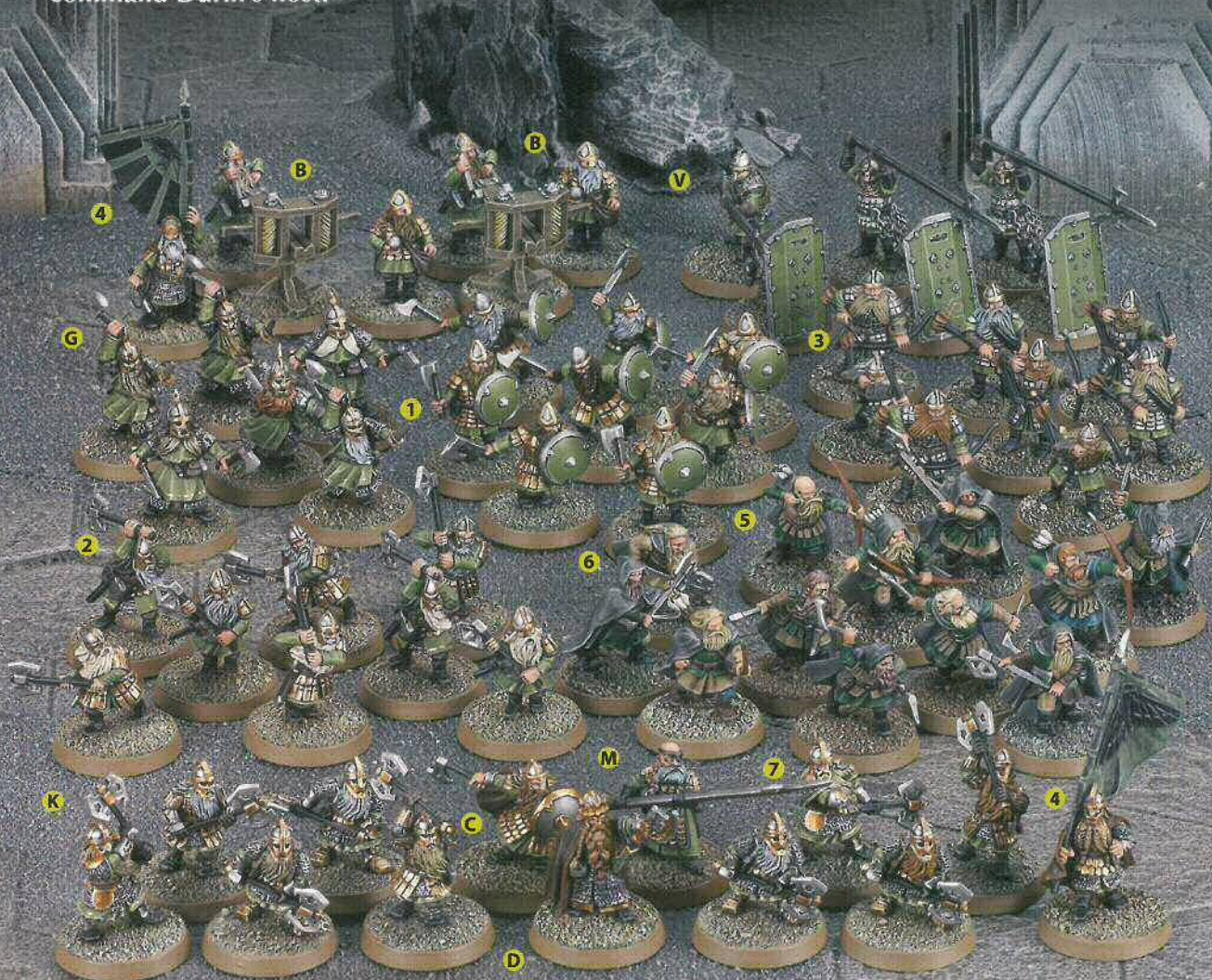
Special rules

Total Disdain: The Balrog has no regard for the Moria Goblins that advance in its wake, neither valuing their efforts, nor resenting their presence. The Balrog is not considered Broken when the Moria Goblins are reduced to half their starting number. In turn, it may not benefit from other models' Heroic Actions.

The Goblin Horde: Behind the advancing Balrog approach the hordes of Moria Goblins. A small band of warriors is tasked with delaying the Goblins, but they are forced to swiftly fall back in the face of such overwhelming numbers. Each turn, at the end of his Move phase, the Good player rolls a D6. On the score of 4 or more the reserves have arrived – move them onto the board from either the north or south board edges (controlling player's choice). In the following turn, the remainder of the Evil army will arrive in pursuit of the Dwarves – move it into play from the same board edge at the end of the Evil Move phase. Any of the Evil reserves (except Trolls) may enter by the secret entrances at this point, if the Evil player wishes (all Evil models must come on the board at this point, none can be saved for later). Newly arrived models may act normally, but cannot charge.

DEFENDERS OF THE HOLD

Despite constant reminders to the contrary, writer extraordinaire Adam Troke still thinks that having a beard makes him a brave and dour Dwarf. As such, he leapt at the chance to command Durin's host.



ARMY LIST

- D** Durin
- M** Mardin
- C** Dwarf Captain with shield
- 1** 8 Dwarf Warriors with shields
- 2** 8 Dwarf Warriors with two-handed weapons
- 3** 8 Dwarf Warriors with bows
- 4** 2 Dwarf Warriors with banners
- K** 9 Khazâd Guard
- G** 6 Iron Guard
- V** 3 Vault Warden Teams
- B** 2 Dwarf Ballistas
- S** 4 Dwarf Rangers with two-handed weapons
- 6** 4 Dwarf Rangers with Dwarf longbows
- 7** 4 Dwarf Rangers with throwing weapons

Adam: In this battle report we're playing with the recommended participants (the ones that we playtested the scenario with) so I know exactly what I have at my disposal. Durin is simply the toughest and most deadly Dwarf in the game and, with Mardin at his side, killing him will be very tricky. Add to that awesome heroic combination the fact that there are 24 Dwarf Warriors, two deadly Ballistas, six Iron Guard, nine Khazâd Guard and three Vault Warden teams – just ask yourself, how can I lose?

Well, the short answer is... the Balrog. This scenario recreates the cataclysmic fall of Khazad-dûm, as the Balrog casts the kingdom of the Dwarves into ruin, and as such it's very hard for the Good side to win – killing the Balrog is not easy, after all. My plan therefore needs to be a good one. I intend to advance Durin and his

bodyguards (Mardin and the Khazâd Guard) towards the Balrog as fast as possible. That might seem foolhardy, but my plan is simple and has proven very effective in the past. Durin and his bodyguards can make short work of the Balrog if they can just win the fight against it. There are a lot of two-handed weapons at my disposal in that little formation. The Ballistas will fire everything they've got at the Balrog, too, hoping for a lucky hit or two before the Goblins arrive. Ballistas, like all Siege Engines, are best suited to taking on models in groups, which they'll do when the Moria Goblins turn up.

The rest of my force will hold back in reserve. I'm counting on the Iron Guard and the Vault Wardens in particular to bear the brunt of the Goblin slaying, and backed up by the Dwarf Warriors they should be just fine...

THE DOOM OF MORIA

Venerable Games writer Alessio Cavatore is one of the brains behind The Lord of the Rings strategy battle game. He hasn't seen action in a battle report for a while, and was only too keen to try and end Adam's winning streak.



Alessio: Too many times I've seen super-hard models like Sauron, Mûmakil, Dragons or the Balrog succumb to the temptation of charging alone into the middle of an enemy army. The result is pretty much always the same – at first they enjoy a lot of maiming and killing, but eventually their luck runs out (together with their reserves of Might, Will and Fate...) and they're surrounded and dragged down by sheer weight of numbers. Not this time! My plan is simply not to allow the Balrog to end like that, making sure that he waits for the arrival of the Goblin horde (and its Trolls), before he tries to take on Durin and his magical axe. This plan, however, might mean that the demon will behave a bit too cautiously... definitely out of character! I hope that Adam will deploy his force across the entire length of the board, which will allow

the Balrog to do a classic flank assault manoeuvre, attacking one end of the enemy line (as far away from Durin as possible!), and save face by killing some Dwarves before the Goblin backup arrives.

Once they arrive, I'll place the Captain with the bow on a vantage point with all of the archers, with the intention of pincushioning the ballistas. The Bat Swarms will also prove very useful for going after the war machines.

Bolstered by the Shamans' Fury spells and the effect of the Drum behind them, my little Goblins will hang around the heavy hitters, fighting defensively to try and survive and, most importantly, prevent the enemy from surrounding the big guys. This should force the Dwarves to fight with only a few models at a time against each of the monsters – combats that they are not likely to win!

ARMY LIST

B The Balrog

- A** 1 Moria Goblin Captain
- C** 1 Moria Goblin Captain with Orc bow
- S** 2 Moria Goblin Shamans
- 1** 16 Moria Goblins with shields
- 2** 16 Moria Goblins with Orc bows
- 3** 16 Moria Goblins with spears
- P** 6 Moria Goblin Prowlers with two-handed weapons
- T** 2 Cave Trolls
- SW** 3 Bat Swarms
- D** Moria Goblin Drum



SHADOW AND FLAME *Turns 1-5*



A Alessio had planned to use the secret entrances to get behind the Dwarf lines and destroy the Ballistas quickly before going on to cause more mischief. Unfortunately they were just too close to the Dwarves' starting positions and so it proved relatively easy for Adam to block them by standing some Dwarves on the markers by Turn 3.

B The Dwarf Ballistas were struggling to hit the Balrog thanks to Alessio's canny use of the terrain and forcing Adam to make "in the way" tests, which he kept failing. Even when out in the open, the Balrog's tough hide and the scatter rules meant that the Ballistas struggled to penetrate.

C A plucky Dwarf archer not only managed to hit the Balrog in Turn 4, but wounded it as well, despite needing to score two sixes in a row to do so. The same Dwarf managed to score a second wound on the creature in the very next turn! Adam promptly named the lucky archer "Super Dwarf" and many bards would sing his praises should the Dwarves win the day.

D The Balrog used his ranged whip attack on an Iron Guard on the north side of the chasm, and flung him to his death.

Adam deployed his sizable Dwarf force in two main chunks. In the north-east area, close to the collapsed bridge were the Vault Wardens, Iron Guard and stoic Dwarf Warriors with shields. Above them on a mining platform was one of the Dwarf Ballistas. The other main portion of the Good force consisted of Durin, Mardin, and the elite Khazâd Guard, all deployed close to the south bridge. The second Dwarf Ballista was placed on a ledge above Durin's host. A smattering of Dwarf archers also took up positions along the higher levels of the east edge.

As the battle began, the Balrog skulked close to the massive pillars in the north-west of the board. During the deployment phase Alessio had placed all three of the Evil secret entrance counters just behind the Dwarf lines. Adam used the first three turns of movement to call back three Dwarf archers to stand on the grates, preventing their use by the Evil force (A).

Adam began his first few turns by moving the king and his retinue across the intact south bridge and then north along the side of the chasm. The Vault Wardens moved to the edge of the collapsed north bridge, and firmly planted down their shields. The Iron Guard and third Vault Warden team moved to the narrow north passage in case the Goblins arrived from that edge.

The Balrog spent the first three turns moving into the centre of the board, using

the great pillars as cover from the fire of both Dwarf Ballistas (B). In Turn 4 the Balrog changed tack and strode purposefully out of cover and advanced towards the chasm close to the north bridge. Despite shrugging off fire from the Ballistas, the Balrog was wounded by a humble Dwarven arrow (C).

In Turn 5, Evil won the priority roll and the Balrog advanced further towards the chasm edge, ever closer to Dwarves on the north-eastern side of the crevasse. In the Good Move phase the Iron Guards, Vault Wardens and Dwarf Warriors moved towards the edge of the chasm and spread out in the hope of blocking the Balrog from jumping across and causing chaos. Durin and his host were now on the west side of the board and moved as fast as they could towards the Balrog, hoping to bravely enter into combat with the beast before the Goblins arrived. They ended their move very close, and would be able to charge if the Balrog didn't win priority next turn.

Adam finally rolled a 4 for his reserves and the Dwarf Rangers appeared on the north side of the board – no doubt the Goblins were close behind.

In the Shoot phase, the Balrog used his whip to pull an unfortunate Dwarf from the north edge of the chasm into the deep crevasse (D). The Dwarves fought back by scoring yet another wound from bow fire – inflicted by the same Dwarf archer who had wounded the beast in Turn 4.



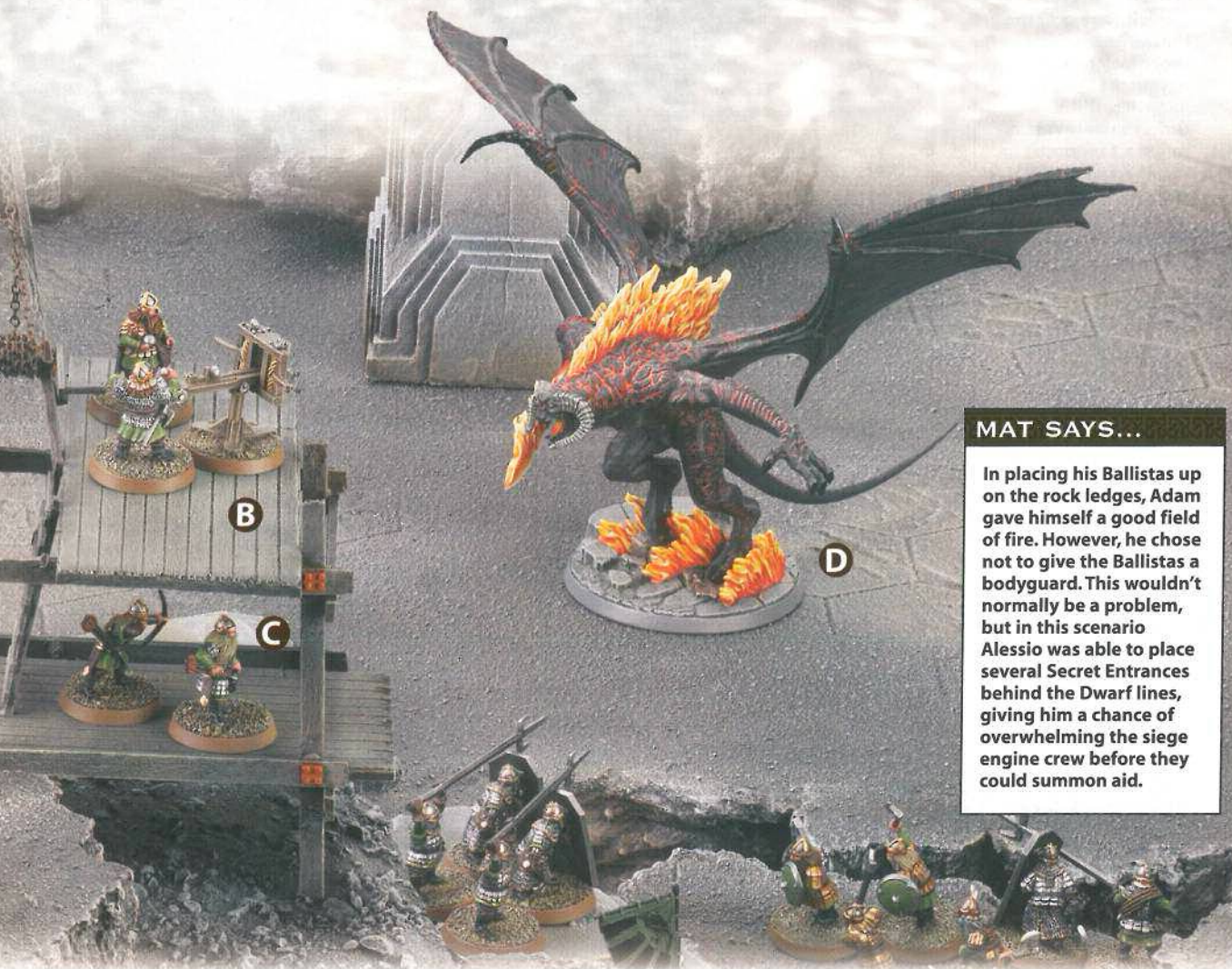


ARMY LIST

B The Balrog

- A** Moria Goblin Captain
- C** Moria Goblin Captain with Orc bow
- S** Moria Goblin Shamans
- 1** Moria Goblins with shields
- 2** Moria Goblins with bows
- 3** Moria Goblins with spears
- P** Moria Goblin Prowlers with two-handed weapons
- T** Cave Trolls
- SW** Bat Swarms
- D** Moria Goblin Drum

- D** Durin
- M** Mardin
- C** Dwarf Captain with shield
- 1** Dwarf Warriors with shields
- 2** Dwarf Warriors with two-handed weapons
- 3** Dwarf Warriors with bows
- 4** Dwarf Warriors with banners
- K** Khazâd Guard
- G** Iron Guard
- V** Vault Warden Teams
- B** Dwarf Ballistas
- 5** Dwarf Rangers with Dwarf longbows
- 6** Dwarf Rangers with throwing weapons
- 7** Dwarf Rangers with two-handed weapons



MAT SAYS...

In placing his Ballistas up on the rock ledges, Adam gave himself a good field of fire. However, he chose not to give the Ballistas a bodyguard. This wouldn't normally be a problem, but in this scenario Alessio was able to place several Secret Entrances behind the Dwarf lines, giving him a chance of overwhelming the siege engine crew before they could summon aid.



MARCH OF THE GOBLINS *Turns 6-10*



A The Balrog charged the Dwarf Rangers, killing one with its fiery lash and another in combat. In the following turn it charged the remaining Rangers who were fleeing for their lives, instantly killing another two and moving within range of Durin.

B Both Goblin Shamans cast *Fury*, which meant that every Evil model within range of them was immune to Courage tests and could ignore wounds on the D6 score of a 6.

C Rather than having the Vault Wardens take the long route down to cross the south bridge over the chasm, Adam chose the risky move of having the Dwarves jump across it. Unfortunately, Adam rolled a 1 for both members of the first team and they plunged to their deaths!

D The bow-armed Goblins on the east side of the board were largely ineffective, apart from the Goblin Captain who hit the Balrog-wounding "Super Dwarf". The Captain failed to wound the Dwarf archer, but Alessio spitefully used his two *Might* points to kill off the valiant warrior.

E Once the Goblin Drummers placed their instrument behind the far North Pillar – out of sight of any Dwarf arrows or throwing axes – they started banging it. This meant that all Good models were now at -1 *Courage*, and all Moria Goblins in combat were counted as being in range of a banner.

MAT SAYS...

By repeatedly allowing his Bat Swarms to get drawn off into one-on-one combats, Alessio forfeited the advantage that the *Blinding Swarm* rule bestowed. Even with a halved *Fight* value, a Dwarf Warrior is more than a match for a flock of bats, but a Moria Goblin (or two) could have held the combat to a tie...

THE BALROG

The Balrog began its push through the Dwarf forces, ploughing through the Rangers and beating Mardin to within an inch of his life!



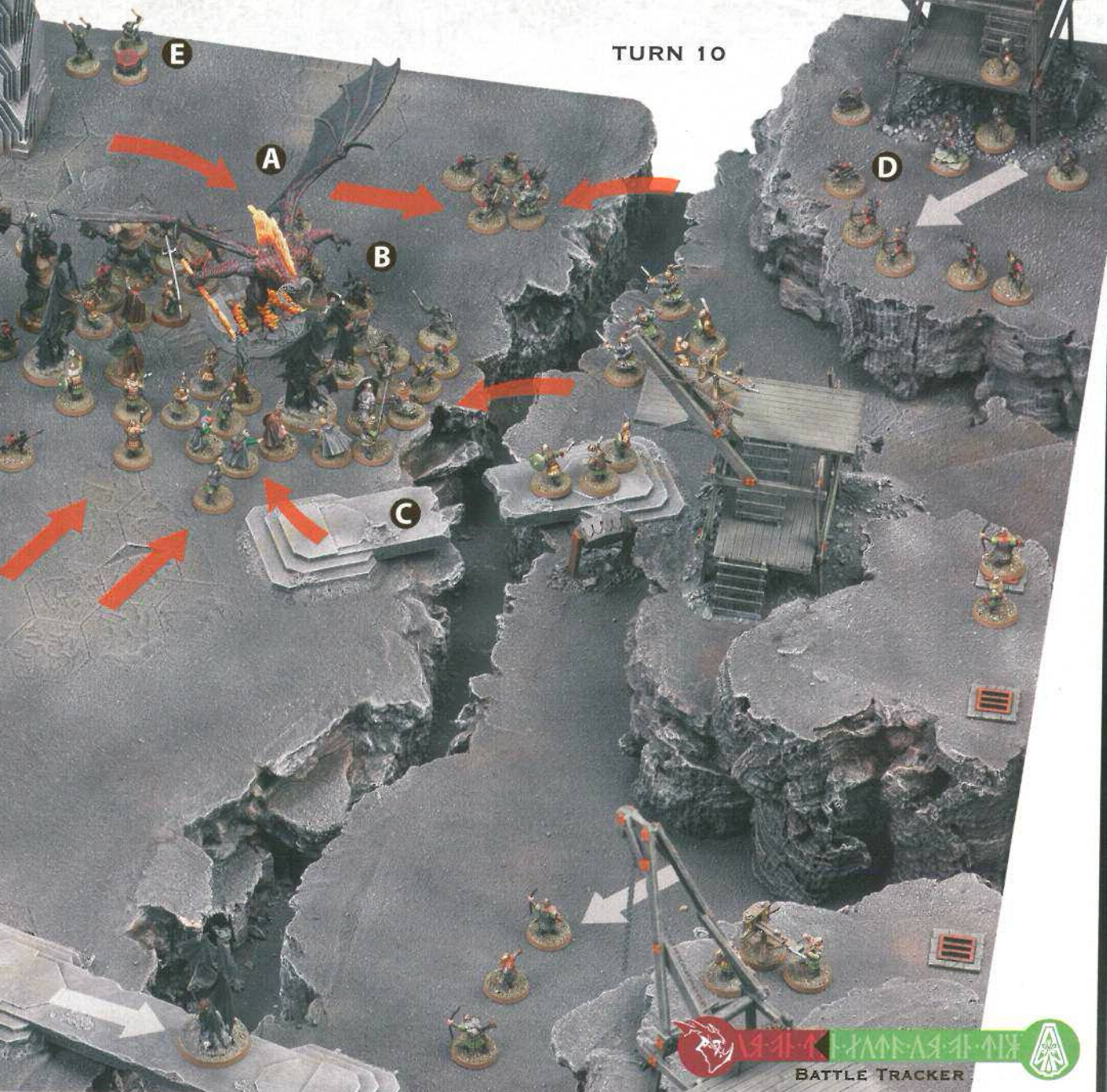
The Evil side took priority in Turn 6 and the Balrog turned north to charge the newly arrived Rangers (A). Durin's host followed, frustrated they could not force the creature into combat with them. Accompanied by the sound of beating drums, the Goblins turned up en masse. A small Evil force appeared on the north-east ledge above the Dwarves by the chasm. The vast majority of the Goblins, along with two Cave Trolls and three Bat Swarms, piled around the Balrog and Dwarf Rangers. There was a hiss of foul magic as the Goblin Shamans immediately cast their dark spells (B).

The Rangers not engaged in combat dashed past the fearsome Balrog in an attempt to join up with Durin's host. Some of the Dwarves on the north side of the board, including a Captain, attempted to cross the chasm to try to even up the sides but not all survived the perilous leap (C).

The battle was truly joined as the Goblins and Balrog charged into the retreating Dwarf Rangers, and came within range of Durin's retinue and those Dwarves who had survived the chasm crossing. The Goblins who arrived on the north-east side of the board were all armed with bows, and set about firing upon the Dwarves with mixed success (D).

Durin and Mardin managed to charge the Balrog but were beaten. The Balrog concentrated all hits on the King's Ward, who survived only by expending his *Fate* points. The Khazâd Guard charged as many Goblins as possible, but failed to make any headway due to Adam's appalling dice rolls. As the battle progressed, the Balrog moved away from the king and so Durin confronted one of the Cave Trolls and killed it with a broad sweep of his mighty axe.

TURN 10



ARMY LIST

B The Balrog

A Moria Goblin Captain

C Moria Goblin Captain with Orc bow

S Moria Goblin Shamans

1 Moria Goblins with shields

2 Moria Goblins with bows

3 Moria Goblins with spears

P Moria Goblin Prowlers with two-handed weapons

T Cave Trolls

SW Bat Swarms

D Moria Goblin Drum

D Durin

M Mardin

C Dwarf Captain with shield

1 Dwarf Warriors with shields

2 Dwarf Warriors with two-handed weapons

3 Dwarf Warriors with bows

4 Dwarf Warriors with banners

K Khazad Guard

G Iron Guard

V Vault Warden Teams

B Dwarf Ballistas

5 Dwarf Rangers with Dwarf longbows

6 Dwarf Rangers with throwing weapons

7 Dwarf Rangers with two-handed weapons



MASS SLAUGHTER

Turns 11-15



ARMY LIST

- B** The Balrog
- A** Moria Goblin Captain
- C** Moria Goblin Captain with Orc bow
- S** Moria Goblin Shamans
- 1** Moria Goblins with shields
- 2** Moria Goblins with bows
- 3** Moria Goblins with spears
- P** Moria Goblin Prowlers with two-handed weapons
- T** Cave Trolls
- SW** Bat Swarms
- D** Moria Goblin Drum

- D** Durin
- M** Mardin
- C** Dwarf Captain with shield
- 1** Dwarf Warriors with shields
- 2** Dwarf Warriors with two-handed weapons
- 3** Dwarf Warriors with bows
- 4** Dwarf Warriors with banners
- K** Khazâd Guard
- G** Iron Guard
- V** Vault Warden Teams
- B** Dwarf Ballistas
- 5** Dwarf Rangers with Dwarf longbows
- 6** Dwarf Rangers with throwing weapons
- 7** Dwarf Rangers with two-handed weapons

At the start of Turn 11 Good received priority. Durin wasted no time and charged straight into the second Troll. More Iron Guard and Dwarf Warriors successfully crossed the chasm and landed on the west side of the crevice. In a counter move, some Goblins leapt across to intercept the Dwarves, using their Cave Dweller abilities to ignore Jump tests. The Dwarves finally had an effective Shoot phase, with the Ballista taking out numerous bow-armed Goblins on the far north of the board.

The Fight phase was the hardest yet. Durin killed the other Troll with relative ease, while Mardin was victorious over a Goblin Captain but failed to wound the foul creature. Goblins swarmed over the hardy Vault Wardens, but were confounded by the Dwarves' tough armour and tower shields.

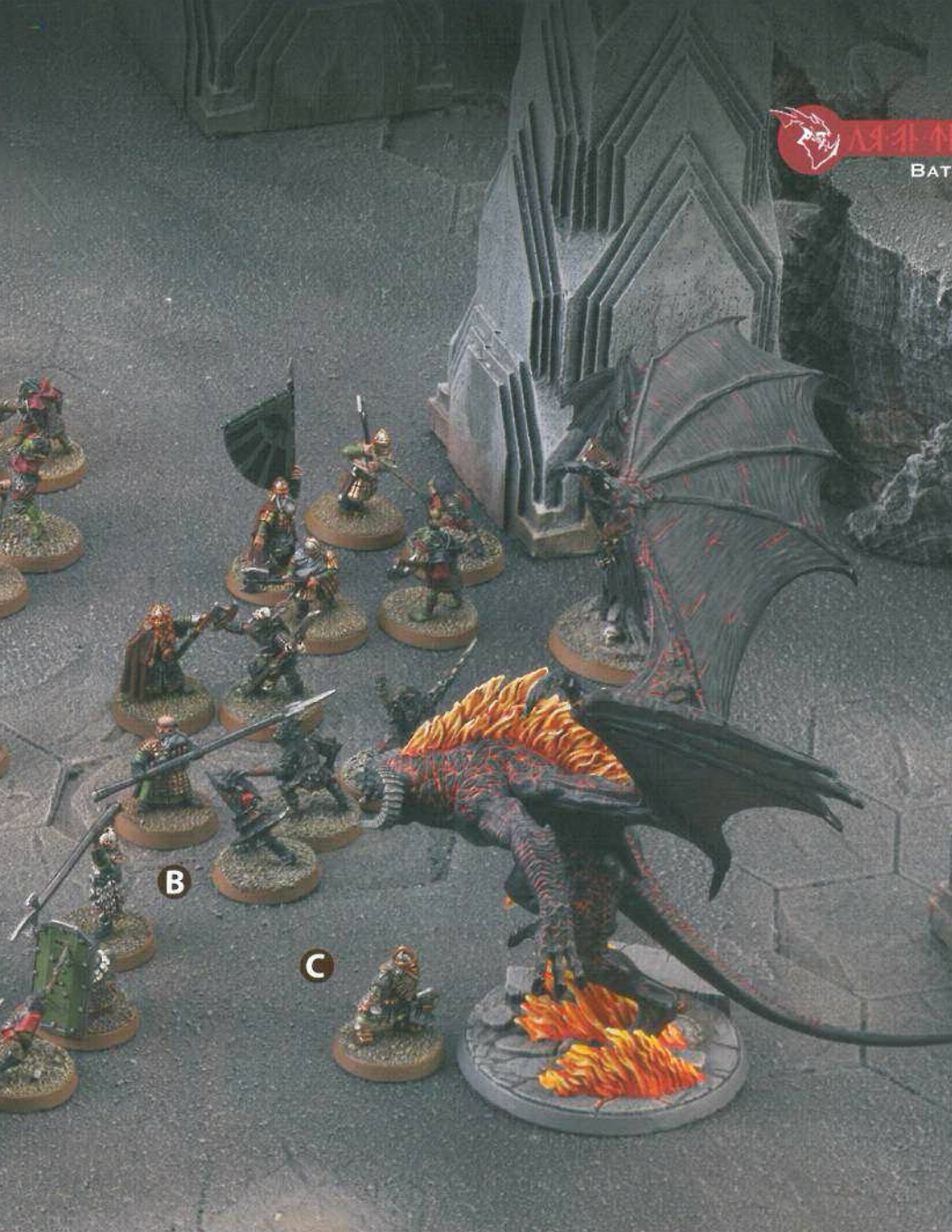
In Turn 12 the Goblins began to

overpower the stalwart Dwarves, and the Evil side's superior numbers really began to show. Meanwhile, a Bat Swarm managed to circumvent the mass combat and head south towards the far bridge (A).

All was not lost for the Dwarves. If they could force the Goblins to break – a relatively easy task despite their numbers – the Good force could concentrate on the Balrog and hopefully destroy it. Combat came round quickly and, once again, Durin proved his mettle by slaying one of the Goblin Shamans. Mardin heroically moved into a mass of Goblins and set to work with his massive spear (B). The Khazâd Guard bravely fought on against the Balrog (C).

In Turn 13, Evil gained priority. The Goblins passed their Terror tests and charged into Durin. Once more, the spiteful creatures swarmed around the





- A** The Bat Swarm flew south and over the chasm to attack the Dwarf Ballista crew. After a few rounds of combat they wiped out the hardy crew and then began to fly north again to attack the other fearsome siege engine.
- B** Over the next three turns Mardin fought on bravely using his Heroic Move to allow the Khazâd Guard to charge the Balrog. Eventually, with his Might depleted, Mardin succumbed to sheer weight of numbers, but only after killing many of the Goblin horde.
- C** The Khazâd Guard bravely stood up to the Balrog despite losing many of their number to it. In Turn 12 they won the combat but failed to wound the demon. In subsequent fights they were wiped out, leaving the Balrog free to charge the Vault Wardens.

MAT SAYS...

In The Lord of the Rings game, siege engines are powerful tools, but not precision implements; they need large or immobile targets to work effectively – something that was amply demonstrated this game. When firing at enemy models, you need to target a good-sized clump, or the shot is almost certain to miss. In the early stages, Adam's Ballistas were unable to score the required 6s on the scatter table, and so the Balrog went unscathed. Conversely, a couple of good shots into the Moria Goblin ranks later in the game (where the Scatter table would have been much more forgiving) would have been devastating.

Dwarves, while Goblin archers fired callously into combat in an attempt to hit Durin. The Fight phase was as epic as the previous few turns. A Vault Warden team and the Dwarf Captain killed a total of four Goblins between them. Durin beat the Goblins he was fighting but failed to wound any of them. The Balrog slew one of the two remaining Vault Wardens. The Dwarf numbers were in serious decline, and the Good force was now below half strength. To make life harder for Adam, the Goblin drum continued to beat, sapping the Good side of courage.

In Turn 14 Durin passed his Courage test with ease, meaning that all the Good models within 6" of him stayed on the

board. Adam had made sure to keep Durin in a central position. However, all the Dwarves to the south fled, obviously heading up to the higher levels to alert the remaining Dwarven inhabitants. The Dwarves on the east side of the chasm bravely fought on.

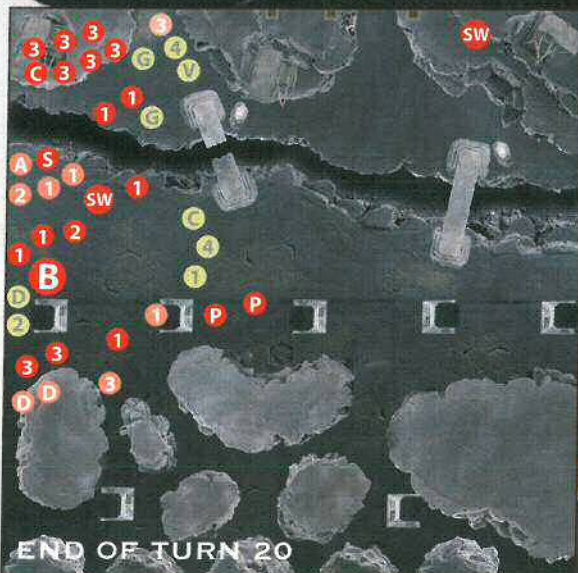
“To make life harder, the Goblin Drum continued to beat, sapping the Good side of courage.”

Turn 15 saw more brave Dwarves slaughtered as the Balrog charged into the Rangers. Four more Dwarves, finding themselves beyond the influence of a Hero, also fled from the mines.



DURIN'S BANE

Turns 16-20



ARMY LIST

- B** The Balrog
- A** Moria Goblin Captain
C Moria Goblin Captain with Orc bow
S Moria Goblin Shamans
1 Moria Goblins with shields
2 Moria Goblins with bows
3 Moria Goblins with spears
P Moria Goblin Prowlers with two-handed weapons
T Cave Trolls
SW Bat Swarms
D Moria Goblin Drum

- D** Durin
M Mordin
C Dwarf Captain with shield
1 Dwarf Warriors with shields
2 Dwarf Warriors with two-handed weapons
3 Dwarf Warriors with bows
4 Dwarf Warriors with banners
K Khazâd Guard
G Iron Guard
V Vault Warden Teams
B Dwarf Ballistas
5 Dwarf Rangers with Dwarf longbows
6 Dwarf Rangers with throwing weapons
7 Dwarf Rangers with two-handed weapons



In Turn 16 things were beginning to look grim for Adam, as the game began to follow the path of the historical record. Durin passed a critical Courage test as the last few Dwarves fought on. Goblins swarmed around Durin in a vain attempt to take him down, but they proved no match for the King of Khazad-dûm. The Balrog continued its rampage through the last remaining Dwarf Rangers and Khazâd Guard. By the end of Turn 16 all that remained of the Dwarf force was Durin, a trusty Dwarf Warrior at his side, the brave Captain, a tower shield bearer, and one last Iron Guard across the chasm. Despite this, Durin had managed to slay enough Goblins to break the Evil force, so they would be taking Courage tests in the subsequent turns.

Turn 17 opened with Durin making a beeline for the Goblin Drummers, while

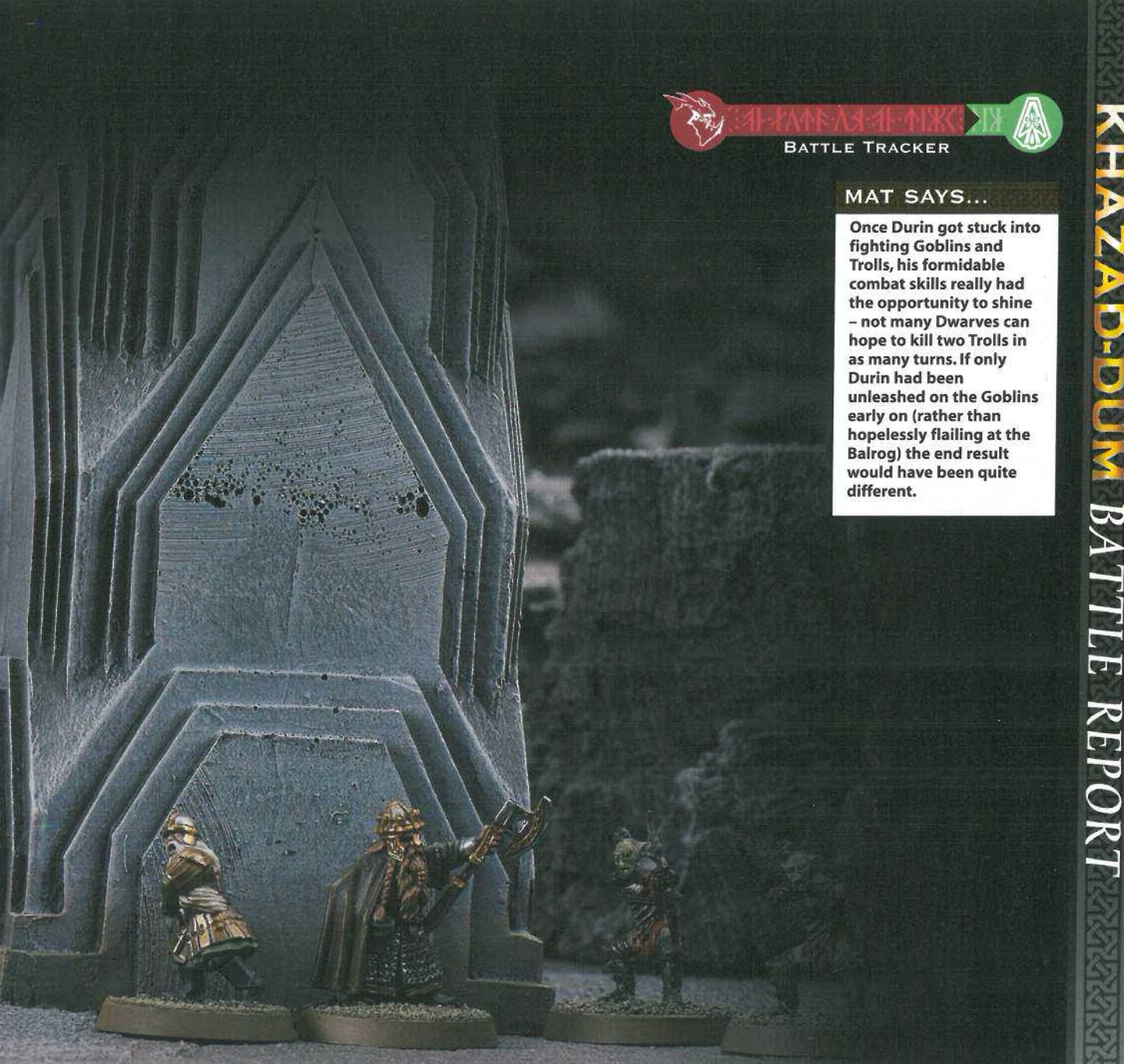
the last few Dwarf-folk readied their weapons. Most of the Goblins remained on the board thanks to the Fury spells that were cast earlier in the game. The Goblin Drummers, seeing Durin marching his way toward them, fled off the table. The valiant Dwarf Captain, who had fought for so long since jumping the chasm, succumbed to the flaming sword of the Balrog along with the last of the Vault Wardens. The Iron Guard to the east kept on fighting, despite being utterly surrounded.

With their backs to the far pillar and the Balrog now turning its full attention to the Dwarf King, Durin and his remaining kinsman started slaying Goblins at a phenomenal rate, singing an ancient Dwarven war song as they slaughtered the evil creatures. Unengaged Goblins fled in droves, terrified of the Dwarf King as he slew their kin with every swipe of his axe.



MAT SAYS...

Once Durin got stuck into fighting Goblins and Trolls, his formidable combat skills really had the opportunity to shine – not many Dwarves can hope to kill two Trolls in as many turns. If only Durin had been unleashed on the Goblins early on (rather than hopelessly flailing at the Balrog) the end result would have been quite different.



The last remaining Iron Guard went down to a hail of arrows, the Goblins refusing him the honour of a glorious death in close combat.

As Turn 18 came around, Adam was forced to spend Will points to keep King Durin in the game. Seeing the Balrog closing on him, the king set about the Goblins, followed by the last remaining Dwarf Warrior.

In Turn 19 the Dwarf Warrior was brought down by Goblins, though the horde parted from Durin so as to allow him to meet his doom. In the final turn of the game, the Balrog stormed across the corpse-strewn cavern floor to confront the Dwarf king.

Durin stood alone against a horror from the ancient world. The demon brandished its flaming sword and Durin held his axe, a powerful and ancient heirloom. The weapons clashed causing sparks to briefly illuminate the darkness. The Balrog proved stronger, wounding the Dwarf three times.

“The Goblins fled, terrified of the Dwarf king who slew their kin with every swipe of his axe.”

The line of Durin was brought to an end, and the Dwarves of Darrowdelf were utterly crushed. Khazad-dûm would be no more, and the Balrog and the Goblins would inherit the ancient Dwarf realm.

CONCLUSION

History repeated itself, as Durin and the Balrog duelled. Evil came out on top, though only just, and the Dwarves were defeated.

EVIL VICTORY

GOOD DEFEAT



VICTORY IS MINE!



GOBLIN OF THE MATCH

Although the Balrog was the model that killed the most enemies by far, I'd like to award this title to the two Goblins operating the Drum. Their contribution was vital, allowing me to turn around the result of scores of lost fights and lowering the Courage of every single Dwarf on the table, making it a lot more likely for them to run away once their army was broken!



Alessio: What can I say, the plan worked. I managed to support my big monsters with my little ones, and the big hitters did their job of mauling the foe. However, I have to admit that by the end of the game I was feeling very ashamed every time I rolled a dice... and another 6 appeared! Normally Dwarves prove almost impervious to Strength 2 and 3 hits, like the ones caused by my Goblins, but this time around my puny warriors performed like elite Uruks – hitting, winning fights and especially wounding so much more often than they should have. Obviously the fate of the Dwarves was already decided.

I have to give the greatest credit to Adam for managing to keep a cheerful attitude and still try to turn around a game plagued by such consistent bad luck! Even after their army was broken, with things going from bad to worse, Durin's folk kept coming at us with typical Dwarf

stubbornness, throwing themselves courageously at the rampaging Balrog. Eventually they even managed to break my army, but the power of the Drum meant that both forces had pretty much the same Courage! If the game had ended with only the Balrog left on my side and Durin and a few Dwarves for Good, they would have stood a chance. However, that was not to

“I saw upon the bridge that which haunts our darkest dreams. I saw Durin's bane!”

– Gimli, *The Lord of the Rings*

be, and instead Durin was the one left alone, facing an almost healthy Balrog and quite a few Goblins (with a Shaman keeping them from running). The noble Dwarf did not stand a chance and he soon met his fiery doom and went to join his ancestors – everything ended as it was supposed to.

A POINTS MATCH MORIA GOBLIN FORCE

In the Games Workshop Staff Tournament in 2006 I have actually used a Moria Goblins force (see the list below). It features five Heroes: Durburz and two Captains for their Might, and a pair of Shamans for the absolutely vital Fury magical power and for transfixing the odd enemy Hero. The two Cave Trolls contribute the much-needed high

Fight and Strength values, and the Bat swarms help taking down great Heroes by lowering their Fight value, and are very useful for rushing at high speed towards enemy war engines. Finally, the Goblin Warriors are there to bulk up the size of the force, to surround powerful heroes and provide tactical flexibility with their bows.

ARMY LIST

Durburz, Goblin King of Moria	60 points
2 Moria Goblin Shaman	90 points
2 Moria Goblin Captains	80 points
(with shields)	
34 Moria Goblins	170 points
(10 shields, 10 Spears, 14 orc bows)	
2 Cave Trolls	160 points
2 Bat Swarms	40 points
TOTAL	600 points



◀ Though I wouldn't change the number of basic Goblins in my force too much, I'd certainly squeeze as many bow-armed warriors into it as possible!



◀ More Might points please! Durburz is a powerful Hero, and is just the ticket when facing high-Defence, Hero-heavy armies.





THE KING IS DEAD



Adam: Ouch... I have been vanquished. All of my bearded little warriors lie dead and Khazad-dûm is fallen into darkness, a lair for bats, Goblins and worse. So, what went wrong?

Firstly, there was my deployment. I (like an idiot) placed half of my force behind the chasm. I should have marched them all out to fight across the intact bridge. That single move cost me more than anything else. A Dwarf army works best when as much of it is fighting as possible. Instead I left a sizable chunk twiddling their thumbs, stranded on the other side of the chasm. My own fault, and nobody else to blame.

Secondly, I (again, like an idiot) chose the wrong board edge for the reinforcements. I had good logic behind my plan – I didn't want an enemy getting behind me. Sadly, what I did was allow Alessio to bring his entire army to bear against just my most elite warriors, and the king. With the Balrog at the fore, the Goblin horde was just too much to handle for even these accomplished fighters. I should have chosen the other table edge, and attempted a fighting retreat with the Rangers, while the rest of the force mugged the Balrog and prepared to take on the Goblins, but I made a mistake... nobody else to blame here either.

Thirdly, I'd like to point out the bias of the dice, the cruelty of the luck gods, the misalignment of heavenly portents and an ageless conspiracy masterminded by the Dark Lord himself. Apparently, though, only beardless cretins blame luck, so I'll move on.

Despite losing the game, it was a great encounter. The Dwarves were stubborn in the face of terrible odds and proved, as

ever, incredibly hard to kill. Only when the Balrog cut a hole right through the middle of my force was the situation beyond salvaging, and even then the Dwarves fought on heroically and broke the back of the Moria Goblin army. Durin was awesome, slaying two Cave Trolls in as many turns before turning his axe on the Goblin masses. The Vault Wardens (those that didn't fall down the chasm) were great, practically unkillable until the Balrog got to them, and the Iron Guard proved why they are some of the most fearsome shock troops in Middle-earth. When it came to it though, Alessio played the better game. The Balrog certainly showed why it has such a fell reputation and Alessio and I got to recreate one of the most exciting events from the world of The Lord of the Rings. I really can't complain about that. It's games like this, atmospheric, exciting, running to a great narrative, that keep me coming back to play The Lord of the Rings strategy battle game again and again.

I can safely say losing this battle hasn't put me off those lovely Dwarves one bit. They remain my favourite army. In fact, it's steeled my resolve. Perhaps Signore Cavatore fancies a rematch with a scenario from Legions of Middle-earth... I've got a case full of Dwarves that want to cast out Evil and have their revenge.

DWARF OF THE MATCH

Durin – he's the hardest Dwarf in the entire game, and he showed why in this battle. Two Cave Trolls, a Shaman and a swathe of filthy Goblins all hewn down by his legendary axe. It took a Balrog to finally bring him down – that's not a bad eulogy now, is it?



“Moria! Wonder of the Northern world! Too deep we delved there, and woke the nameless fear.”

– Glóin, *The Lord of the Rings*

IF IT WAS A POINTS MATCH...

The army I used in this game was a great force, but if I was going to play again, I'd make a couple of tweaks. The first would be to leave a Ballista and one of the Dwarves with a banner out. The Ballistas don't get enough clear shots in this scenario, so I'd use the points to add some more Dwarf Rangers. The more Dwarf longbows the better – they have the same chances of wounding Defence 4 Goblins as a regular Dwarf bow, but have a longer range.

ARMY LIST

Durin	160 points
Mardin	75 points
25 Dwarf Warriors	246 points
(including one banner)	
20 Dwarf Rangers	148 points
(12 Dwarf longbows, 4 throwing axes, 4 two-handed axes)	
12 Iron Guard	180 points
2 Tunnel Fighting Teams	50 points
6 Khazad Guard	66 points
Ballista	60 points
TOTAL	985 points

I'd also look to spend some points on getting more Iron Guard. Those guys are worth their weight in Mithril. Ideally, I'd have included 12 of them to act as my reserves. 12 Iron Guard can fight as well as 24 normal Dwarves, if they are used effectively. Instead of fleeing in the face of the Goblin horde (which did me almost no good anyway), I'd just throw them headlong into action instead, taking as many Goblins with them as I could.



◀ The key to victory in Moria, at least for me, is more Iron Guard! I would expect these fellows to break the Goblin force much earlier in the game.

MINES OF

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



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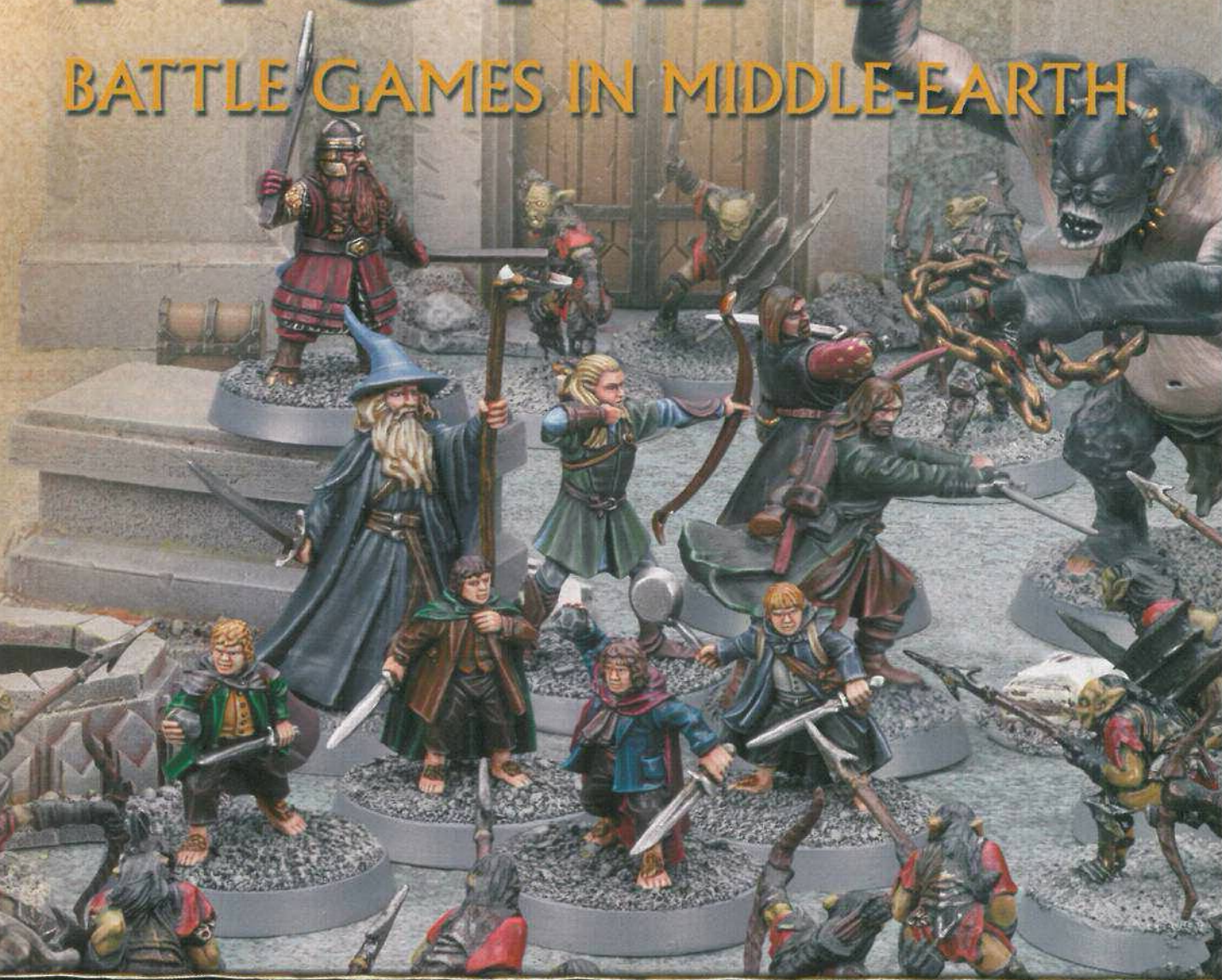
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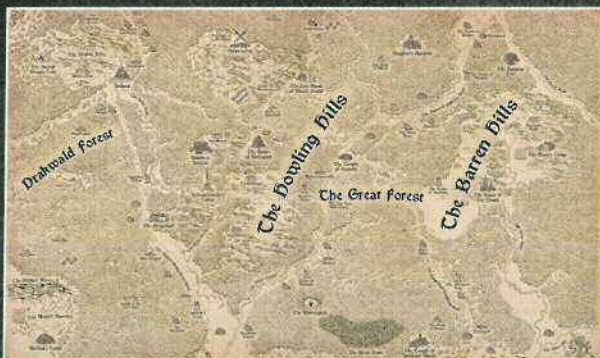
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The campaign takes place deep in the Great Forest.

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All Games Workshop Hobby Centres and many independent stores will be running battles and other events over the duration of the campaign. Ask your local Hobby Centre staff for details.

New Releases

There are loads of brand new Citadel miniatures coming your way this summer, including the fantastic new Black Orcs kit. (See page 10).

Timeline

- 16/05/07
Website goes live with ongoing weekly updates
- 25/06/07
Registration begins
- 27/06/07
Six weeks of frantic gaming commences
- 5/08/07
Campaign ends
- 10/08/07
Results posted

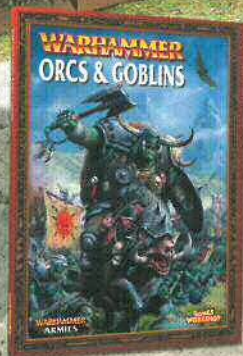
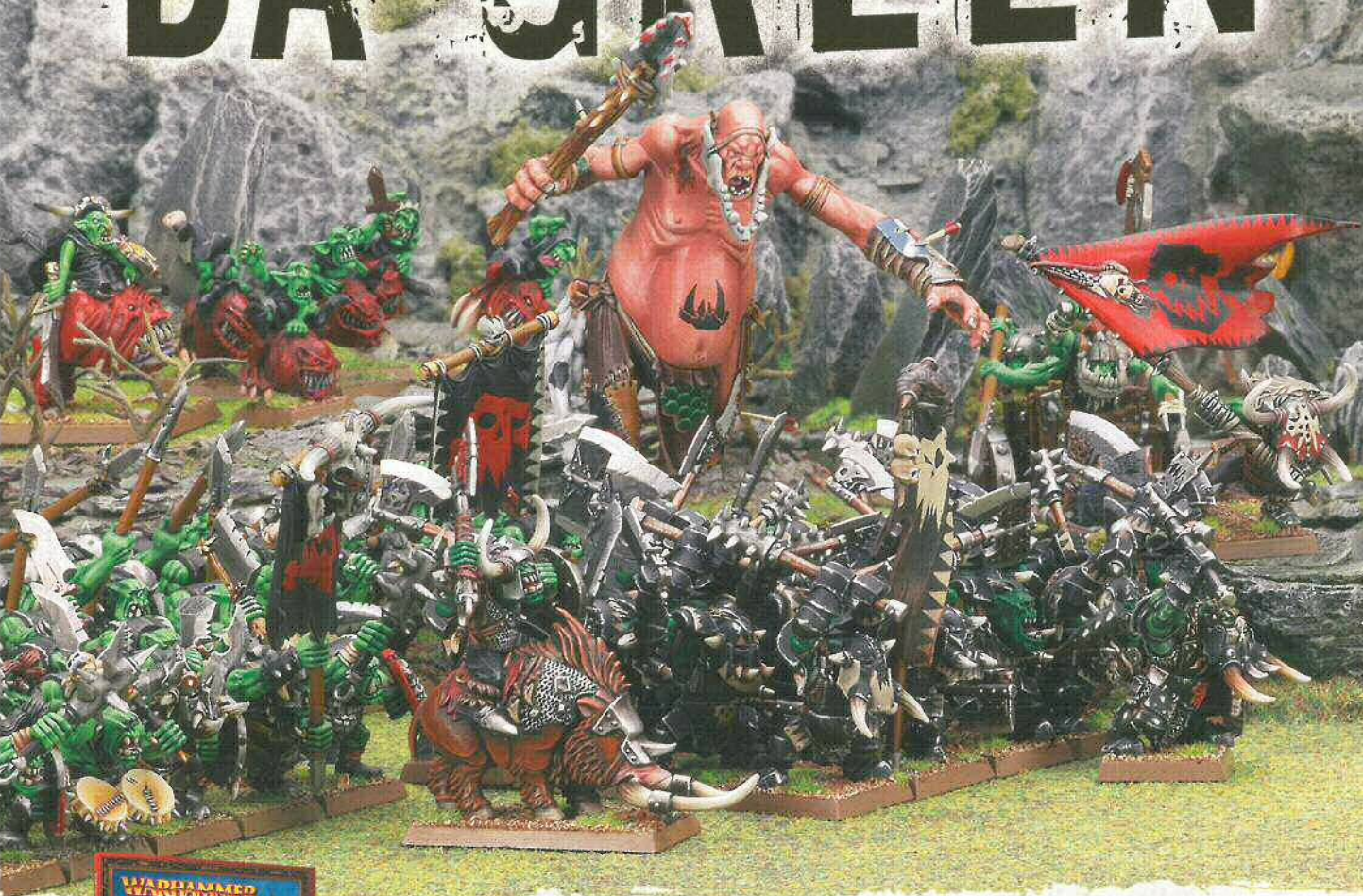
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DA GREEN



Orcs & Goblins

This book contains:

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

The mountains and forests echo to the clash of steel and the roar of a thousand thousand guttural voices. The Orcs of the wild places are preparing themselves once more for war, testing their mettle against one another in preparation for the Waaagh! to come. Now they battle to see which of their number will lead the "Da boyz", but soon they'll be coming for you!

Orcs & Goblins generals and collectors have a big load of reinforcements coming this month, with new Trolls, a Night Goblin Big Boss on a Great Cave Squig, a Black Orc Big Boss, Gorbak Ironclaw, two Direct-only Night Goblin Characters and, last but not least, a set of all-new plastic Black Orcs!

There is also a new all-plastic army set, so if you haven't got a greenskin horde already, you've now got no excuse not to

get into this, one of the most entertaining of Warhammer armies to play. Collecting these monsters has never been easier.

Black Orcs

The big release this month for Orcs & Goblins players has to be the Black Orcs. These are truly awesome models – without a doubt they are the best Black Orcs yet. They were sculpted by Alex Hedström, and they are the first ever regiment figures to be created entirely using our new computer sculpting technology. We've done vehicles and scenery before on these machines, but before the Black Orc plastic frame we'd never done man-sized (roughly – they're big even for Orcs!) models before. Of course, this makes no difference to the miniatures – we defy you to tell the difference between these and other plastic models sculpted using traditional methods.

MENACE



Alex has done a great job of capturing the sheer size and strength of these most disciplined of all greenskins. As we've come to expect, there are dozens of components in the kit. But this set is a little different. Instead

of giving all the Black Orcs great weapons, a choppa and shield or two choppas – the usual way of equipping a unit – you need to

mix them all in. This is because of their Armed to Da Teef rule, which represents the Black Orcs carrying a massive array of weapons around with them, allowing them to pick and choose which weapon combinations they will use at the

beginning of every new combat. You can read the full rules and see the components on page 56.

Another big treat for Greenskins is Gorbak Ironclaw. Gorbak is the toughest,

“BLACK ORCS CARRY A MASSIVE ARRAY OF WEAPONS, AND CAN PICK AND CHOOSE WHICH COMBINATIONS TO USE.”

meanest, baddest Orc ever to have lived, and he destroyed large parts of the Empire during his time. Mounted on his boar, Gnarl, Gorbak makes a great centrepiece to an army of Orcs & Goblins, as he acts as both general and battle standard bearer.



A new metal Black Orc character is available to lead your boyz too!

MEAN AND GREEN

Let's take a look at some of the new models available to bolster your teeming ranks of Orcs & Goblins.

NIGHT GOBLIN ON GIANT SQUIG



	M	WS	BS	S	T	W	I	A	Ld
Great Cave Squig	3D6	4	0	5	4	3	3	3	3

Special Rules

May not join units; Hate Dwarfs, Immune to Psychology.

Boiling! Squig Hoppers are moved during the compulsory part of the player's movement phase and always travel a full 3D6" in a straight line – the player declares the direction of movement before rolling. If the dice result will bring the Squig Hoppers into contact with an enemy unit, then it is treated as declaring a charge and follows all of the normal rules (eg: the target unit can make a charge response as normal).

NIGHT GOBLIN CHARACTERS DIRECT ONLY



WWW.GAMES-WORKSHOP.CO.UK/STORE

The release of these Night Goblin Heroes mean that there are now four different Night Goblin models you can use for your Big Bosses and Warbosses, and three different Shamans. This doesn't include those in the Battle for Skull Pass set. There have been many such models produced over the years, and this sheer variety of miniatures makes greenskins great to collect as well as to game with.



Although Gorbak Ironclaw has long been proclaimed the most successful Orc Warboss of all time, and had rules in the fourth edition of Warhammer, this is the first time that a miniature of him has been made.

TROLLS

This unit of Trolls includes Slugdrool, the Troll that comes in the Battle for Skull Pass box set.



GORBAD IRONCLAW



Gorbador Ironclaw

Gorbador was the mightiest Orc Warlord that ever lived. Atop his fearsome boar, Gnarl, Gorbador drove his horde across the Empire, sacking many great cities and even bringing Altdorf under siege. Even today, many centuries after his death, the name of Gorbador Ironclaw is feared in the Empire and his memory kept alive by the Orc Warlords that have succeeded him. Perhaps none will ever be as great again – he is the greatest of all Orc Warbosses and an inspiration to all Orc-kind.

	M	WS	BS	S	T	W	I	A	Ld
Gorbador	4	7	3	5	5	3	5	4	10
Gnarl	7	3	0	4	4	1	3	1	3

Mount: Gorbador rides Gnarl.

Wargear: Morglor the Mangler and heavy armour.

Special Rules

Da Boss 'as a Plan. Gorbador acts as the general and battle standard of your army. You may not choose a separate battle standard bearer in an army that includes Gorbador. In addition, such is Gorbador's aura of Bossness that friendly units may use both the Battle Standard ability and his Leadership if they are within 18", rather than 12". However, if Gorbador suffers a

wound, his ladz will quickly lose some of their confidence in him and the range of both abilities is reduced to 6".

Orcs are Da Best: Gorbador was the most inspirational Orc warleader of all time, and as such drew the biggest and best Orc fighters from all around to fight under his banner. As a consequence, any number of units of Orc Boyz and Orc Boar Boyz may be upgraded to Big 'Uns.

Thick-skinned. Gnarl bestows an armour save bonus of +2 rather than the usual +1 for ordinary cavalry mounts, for a total save of 3+ for Gorbador.

Tusker Charge. A charging boar is a bad-tempered mound of bloody-minded muscle with pointy tusks and a bad attitude. Gnarl therefore receives +2 Strength during the turn in which he charges.

Magic Items

Morglor the Mangler

Morglor the Mangler is one of the most feared weapons ever to be wielded by an Orc warlord, its thirst for mayhem matched only by that of its owner.

When using Morglor the Mangler, Gorbador always strikes first. No armour saves are possible against wounds caused by this weapon.



WAAAGH! IN A BOX

The new army kit is a great way to get a balanced army of Orcs & Goblins. Here's a sample army list to use with the box set. Why not give it a go?



THE BATTLE FOR SKULL PASS

The Battle for Skull Pass box set contains two full armies – Dwarfs and Goblins. It includes 60 Night Goblins, a Shaman, a Big Boss, a Troll and ten Forest Goblin Spider Riders. If you combine the models from the Skull Pass set and this one, you will be able to push the size of this army well past 2000 points.

1 Big Boss. The general kit allows you to make one hero on foot and one mounted, which we've made into this mounted General and a Battle Standard Bearer. Orc Big Bosses are quite hard, but as he's mounted he'll be operating on his own, so we've given him Ulag's Akrit Axe (+1 Strength in the first round of Combat, re-roll missed to hit rolls) to make him even meaner in a fight. Try to use him with your chariot to bust up small to medium-sized units. Remember that units within 12" can use his Leadership.

2 Orc Battle Standard Bearer. This second Big Boss is best placed in the Black Orc unit. As they are the toughest unit in the army, they should form the centre of your line. Thus centrally placed, the maximum number of units can benefit from the Battle Standard rule (units

within 12" can re-roll break tests). On the other hand, you could have the Battle Standard Bearer join the Big 'Uns and put them in the centre. His banner gives an additional +1 to combat resolution which the deadly Black Orcs might not need...

We've also given him Mork's Spirit Totem (+2 Dispel Dice). This army has no wizards, so it is vulnerable to magic.

3 Night Goblins. Small units of Goblins are not well suited to combat, but that doesn't matter. Pop them in front of your advancing Orcs. This will stop your opponent targeting your main fighting units with Magic and missile fire. Why? Because this unit of Night Goblins is stuffed full of Fanatics, and Fanatics scare people. There are only 20 Night Goblins, so they can be easily panicked. Keep them in range of the General to stop them running off. Even if

1408
points

- 1 Orc Big Boss with light armour, shield, choppa, Ulag Akrit Axe and riding a Boar. 115 points
- 2 Orc Big Boss with choppa and army standard (Mork's Spirit Totem). 145 points
- 3 20 Night Goblins with shields, hand weapons, nets, 3 Night Goblin Fanatics and musician, standard bearer and Boss. 190 points
- 4 10 Forest Goblin Spider Riders with hand weapons, spears, short bows, shields and musician, standard bearer and Boss. 170 points
- 5 15 Orc Boyz with light armour, shields, spears, choppas and musician, standard bearer and Boss. 135 points
- 6 20 Orc Boyz (Big 'Uns) with light armour, shields, choppas and musician, standard bearer and Boss. 230 points
- 7 Orc Boar Chariot with scythed wheels and 2 Orc crew. 80 points
- 8 20 Black Orcs with heavy armour, shields, and musician, standard bearer with Nog's Banner of Butchery and Boss. 343 points

they do flee, Orcs do not suffer Panic from Goblins, so will keep on advancing.

4 Spider Riders. These move without penalty through Difficult Terrain. They are brilliant for taking out units of Scouts hiding in woods, or for moving straight through terrain features to threaten a unit's flank.

5&6 Orc Boyz and Big 'Uns. The Big 'Uns upgrade gives the Orcs an extra +1 Strength and +1 Weapon Skill, so they're almost as good as Black Orcs! These two units should form a line with the Black Orcs. The spear-armed Orcs should be positioned on one of your flanks. Their ability to fight in two ranks will see off the small units of horsemen you'll find in games of this size. When the enemy is up close, send the Big

'Uns and the Black Orcs into the centre of the enemy, and try to get flank charges with your Spider Riders.

7 Orc Boar Chariot. Boar chariots are among the toughest chariots in the game. They can take substantial punishment, but should be used cautiously, against smaller units and for flank charges.

8 Black Orcs. These are the core of your army, and your opponent will do whatever he can to destroy them. Get this band of fighting machines into combat at the right moment, and you will win! They are well armed, and have a brutal profile. We've also equipped them with Nog's Banner of Butchery (Every model receives +1 Attack, one use only). Unleash this at the critical point of the battle and crush your opponent's elite regiment.

GOING FURTHER

There are other ways to assemble this army kit. You could have one massive unit of 35 Boyz, for example, or give your Night Goblins spears or bows. And then there are all the other models you might like to add to the force. As is the case so often in the hobby, there are many choices – this list is only a suggested use of this box set.

DA BIGGEST AND DA BEST

Black Orcs are the biggest and strongest of all Orcs. Their origins are shrouded in mystery, but some suggest they are a magically made type of greenskin, created by the evil Chaos Dwarfs in ages past...

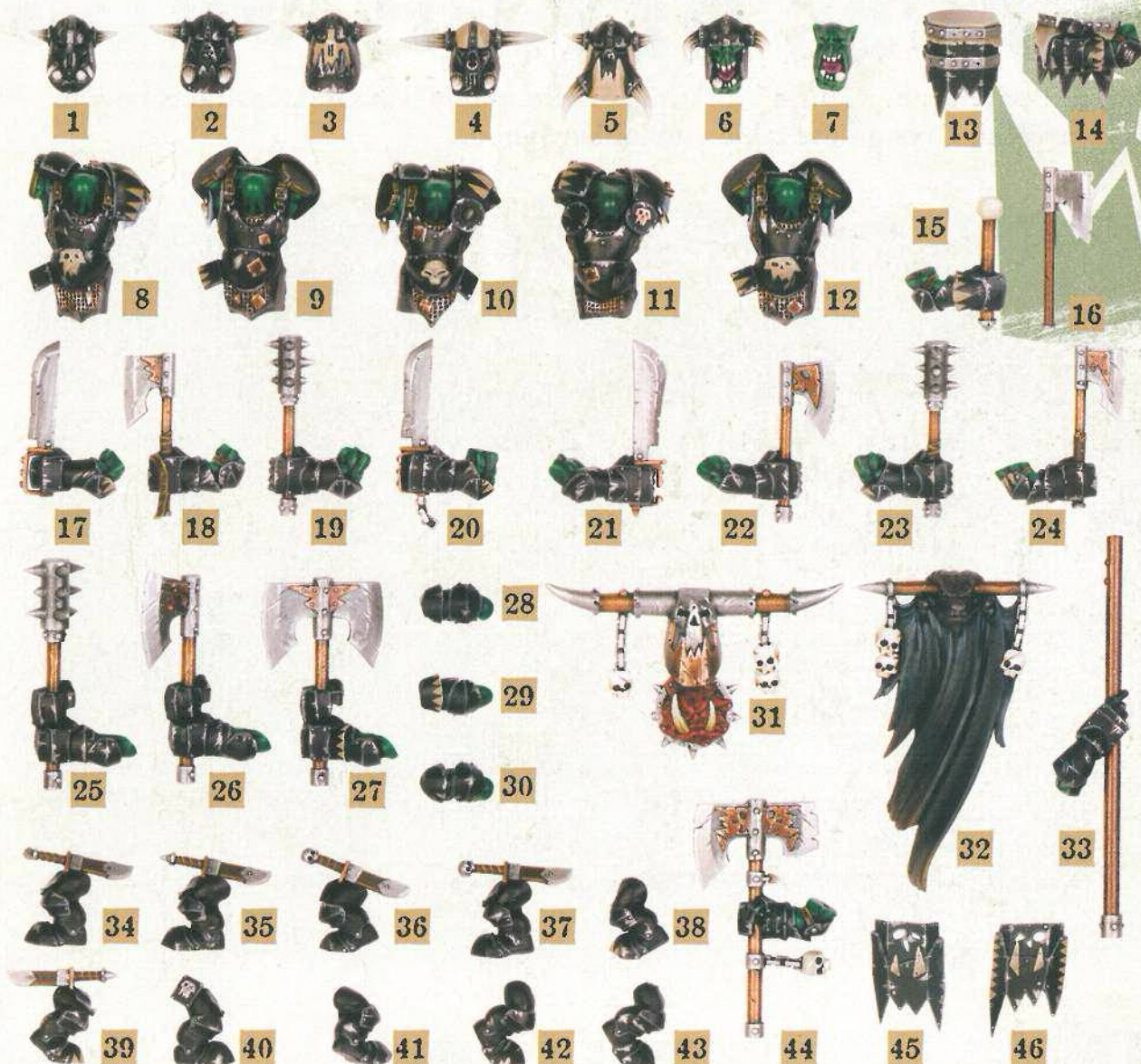


The meanest Black Orc of them all is Grimgor Ironhide. Some Orcs speak of him in the same breath as Gorbak Ironclaw. He's a tough character in the game – besides his powerful, numerous special rules, he boasts a whopping 7 Attacks!

Black Orcs get their name from their dour, grim demeanour as much as from the colour of their skin, which is extremely dark green or black. They are bigger than normal Orcs and pride themselves on being the best fighters of all. Many of their fearsome weapons are captured in battle, and carried as a mark of their self-evident superiority, while others are paid in tribute by subjugated tribes.

The origins of the Black Orcs are shrouded in mystery, but some maintain they they were created by the Chaos Dwarfs of the Dark Lands, perhaps to serve as slaves or warriors. Certainly, the Black Orcs' sturdy constitution would allow them to prosper in the harsh land of the Chaos Dwarfs. They first appeared in the Old World during Sigmar's time, perhaps escaping or being expelled from the lands of their supposed creators, a whole band

crossing the Worlds Edge Mountains and conquering the other Orcs living in the hills to the northwest of Stirland. When Sigmar united the Men of the middle Old World into the Empire, he had to drive out the Orcs and Goblins that lived there. Those battles against the Black Orcs were by far the hardest, and won at terrible cost to Sigmar's armies. Black Orcs regard other Orcs and Goblins with contempt, especially Goblins, who are always running away. In battle, Black Orcs keep a constant eye out for bickering in the ranks, and it takes little more than a dark scowl or a throaty growl from a Black Orc to bring the lesser greenskins into line. Should that fail, Black Orcs are perfectly willing, and exceptionally able, to wade into a ruck and smash some heads together, thus restoring order at the insignificant cost of the lives of the wrongdoers.



	M	WS	BS	S	T	W	I	A	Ld
Black Orc	4	4	3	4	4	1	2	1	8
Boss	4	5	3	4	4	1	2	2	8
Big Boss	4	6	3	4	5	2	3	3	8
Warboss	4	7	3	5	5	3	4	4	9

Choppa. See page 18 of Warhammer Armies: Orcs & Goblins.

Special Rules

Quell Animosity. When Animosity strikes a mob of Boyz, Orc Bosses tend to get caught up in the brawl that results. Black Orc Bosses, on the other hand, "Don't stand fer any of dat boover" and swiftly restore order with extreme prejudice (and a big axe).

If a Black Orc character is in a unit that rolls a "squabble" result in an Animosity test, he immediately inflicts D6 Strength 5

hits on his unit in the process of restoring order. The hits are distributed as for shooting, but may not be allocated to the Black Orc. The unit is then treated as having rolled a "Plan's a good 'un" result.

Armed to da teef. As a rule, Black Orcs tend to turn up to battle with as many weapons as they can carry. Every Black Orc prides himself on the breadth and depth of his arsenal, from small choppas kept handy for close encounters with little 'uns, to larger, two-handed armaments for bludgeoning more stubborn foes.

At the start of each combat, a unit of Black Orcs can choose to fight either with a single choppa (in case they have shields), two choppas, or with a great weapon. If a Black Orc character chooses to carry a magic weapon, he loses the benefit of this special rule.

Black Orcs component key

1-7	Heads
8-12	Torsos
13-14	Drum
15	Drumstick
16	Axe
17-20	Left arms
21-24	Right arms
25-27	Great weapons
28-30	Great weapon right arms
31	Totem
32	Banner
33	Banner Pole
34-38	Left legs
39-43	Right legs
44	Boss' axe
45-46	Shields

PAINTING BLACK ORCS

Chad Mierzwa of the Games Workshop Studio hobby team demonstrates how to get your Black Orcs on the table and looking good.



The advent of the new Foundation Paints last month makes it easier than ever to get armies painted and onto the gaming table. A basecoat of Foundation Paints is all you need to make your units presentable for battle, but you can take it further. What we've started to do when painting new regiments or armies is to basecoat our models with Foundation Paints (like the Black Orc to the right) to get them ready for gaming, then go back at our leisure to add extra detail, highlights and shading to the miniatures. We're going to show how to do this with a unit of Black Orcs. These models have been painted so they match the themed army shown in the next article (page 64) giving us even more of these menacing greenskins to play with. Chad started these models off with Foundation Paints, and finished them with Citadel Colour.

Before painting the models, Chad cleaned off all the mould lines, assembled the entire regiment, and undercoated them with Chaos Black spray.

STAGE 1

Drybrush:
Boltgun Metal

Basecoat:
Orkhide Shade

Basecoat:
Adeptus Battlegrey

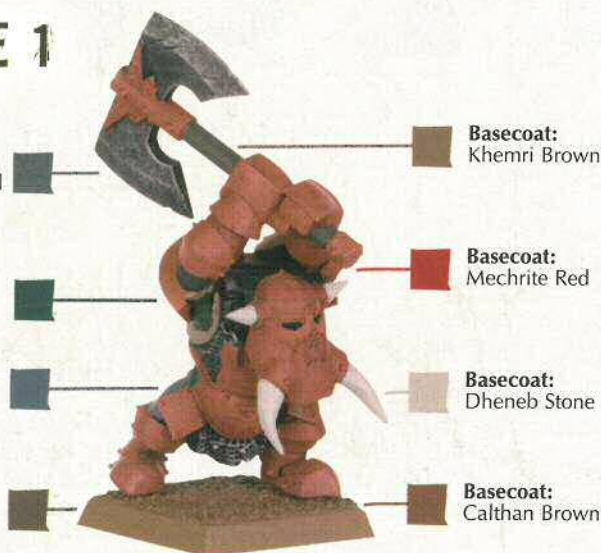
Basecoat:
Graveyard Earth

Basecoat:
Khemri Brown

Basecoat:
Mechrite Red

Basecoat:
Dheneb Stone

Basecoat:
Calthan Brown



With the basecoats painted, this model is ready for the tabletop. You can either stop here, or continue painting it using the following step-by-step guide.

STAGE 2 - BATTLE DAMAGE



2

Boltgun Metal
and Tallarn Flesh

After applying all the basecoats to the regiment, Chad daubed Boltgun Metal quite roughly to the edges of the red armour plates, drybrushing in some places, to represent scratches and chips. Chad painted the skin on the drum at this stage, too, using a basecoat of Tallarn Flesh.

STAGE 3- ORC FLESH



1

2

3

3

Dark Angels
Green and
Goblin Green

Next, Chad turned his attention to the Orcs' flesh tones. He layered Dark Angels Green (2) over the Orkhide Shade basecoat (1), leaving the darker tones showing in the recesses. Finally, Chad applied highlights to the flesh with Goblin Green (3). The tongues were painted Tallarn Flesh and shaded with a Red Ink wash.

STAGE 4 - METAL AND WOOD



4

Chainmail and
Graveyard Earth



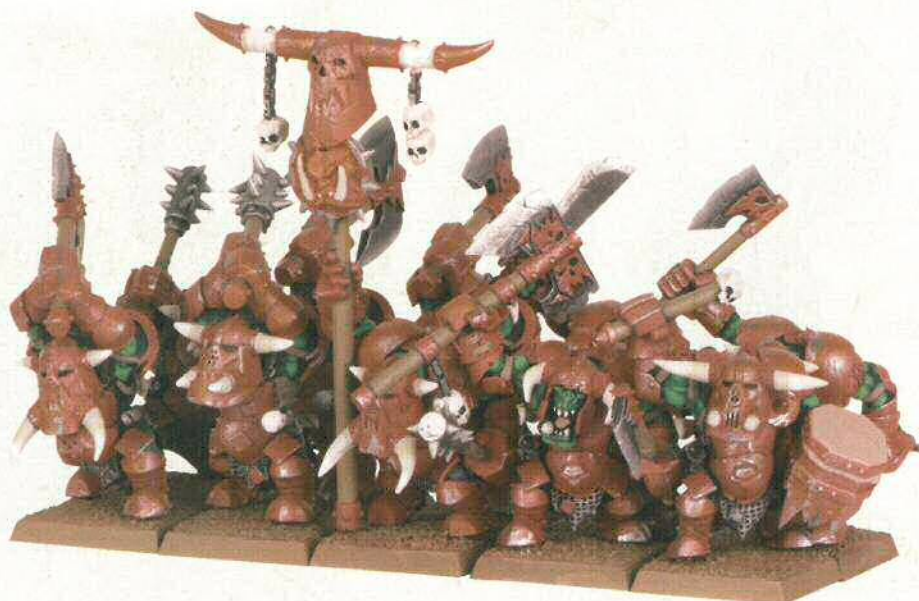
Next came the metallic areas, such as the weapons, spikes, rivets and pommels. Chad used a small drybrush to apply Chainmail to the blade edges and chain armour sections. After that, Chad applied a coat of Graveyard Earth to all the weapon hafts, banner pole and scraps of cloth.

STAGE 5 - TUSKS AND HORNS



5

Bleached
Bone and
Skull White



Next, Chad tackled the bone areas. The new plastic frames are covered in horns, tusks, teef and skulls. Over the Dheneb Stone basecoat, Chad painted a middle layer of Bleached Bone. Over this, he painted a final highlight of Skull White, making the tusks and horns in particular look sharp and dangerous.

STAGE 6 - THE COMMAND GROUP



Before going onto the final details, Chad took out the standard bearer and musician to add some extra touches. The drum skin was highlighted with Tanned Flesh, then had a circle of Dwarf Flesh painted into the centre where the drum would be beaten. The face on the standard was highlighted first with Blood Red, then with Blazing Orange.

SHIELDS

1



2



3



The kit includes optional shields. These are best painted separately. Chad has painted one here in exactly the same way as the red armour.

STAGE 7 - FINISHING TOUCHES



7

Desert Yellow
and Brown Ink

Chad applied a final layer of Desert Yellow to all the weapon hafts and scraps of cloth to brighten up the unit a little and contrast with the dark red. Next, he added definition to all the armour plates by painting fine lines of neat Brown Ink around the joins with a fine detail brush. Finally, he finished off the bases with static grass.



ORC TRIBES OF THE NEMESIS WAR

ORCS & GOBLINS

Creating an army with a unique history and character is a highly satisfying aspect of the hobby. Greenskin devotees Guy Haley and Mark Latham look at where to draw inspiration from when telling the tale of your own heroic forces.

The world of Warhammer, the galaxy of the 41st Millennium, and Middle-earth are all huge places, where countless armies led by many an unsung hero struggle against one another for dominance. Far too many races, tribes and creatures exist for us to even begin to detail them all, and that's where you come in. By telling the story of your own army you can add another level to your gaming, adding to the rich history that makes a game of Warhammer (or Warhammer 40,000 or The Lord of the Rings) so much more than a game – it makes it a real battle.

Here we'll take a look at theming an Orcs & Goblins army for the Nemesis Crown campaign, for a global campaign is a great time to start a new army. But the principles herein are just as applicable to any army in Warhammer, Warhammer 40,000 or The Lord of the Rings.

It's all in the books

When we write an Army Book, Sourcebook or Codex, we make sure that you can create a force that epitomises what that particular race is all about. In the case of the Orcs & Goblins, there are many, many different kinds of greenskin and associated monsters. This is the kind of diverse, ill-disciplined horde that comprises a Waaagh! But we also try to make the books flexible, so you can create precisely the kind of army you want. You might like Orcs, and only Orcs – so, to go back to our Orcs & Goblins book, it is perfectly possible to have an army made up of nothing but the big greenies. But you could also do this with Night Goblins, or whatever else takes your fancy. Likewise, you can field an army for The Lord of the Rings that represents the Guardians of the Tower of Ecthelion, or a Warhammer 40,000 army that recreates a Space Marine reconnaissance force. All you have to do is choose models that fit what you want for your army.

Choosing a theme

There are loads of ways to choose a cool theme. But here's the pick of the bunch.

i) Take a special character. The likes of Grimgor, Thorgrim and Karl Franz are available to lead your armies, and including one of these mighty characters in a force for one of your games provides an instant narrative to play out in your own battles and campaigns. Choose models for them to lead that fit in with the character's background – elite Dwarfs for Thorgrim, Black Orcs for Grimgor, Reiksguard for Karl Franz, etc.

ii) Take what you like. Let the miniatures you love decide your theme for you.

iii) Play up one aspect of an army. Concentrating on one kind of troops in your army will give you a theme; this could be something as tactically driven as an all-cavalry army, or something as whimsical as fielding only Goblins (*Guy's talking about himself here – Grombrindal*).

iv) Make it historical. Our books always include mentions of ancient wars and famous generals to inspire you.

v) Look for the obscure. We often make oblique reference to very rare creatures, isolated garrisons with terrible secrets or weird sub-tribes. We're probably never going to make a Boglar army, but that's not to say that you shouldn't have a go yourself, if you feel so inclined.

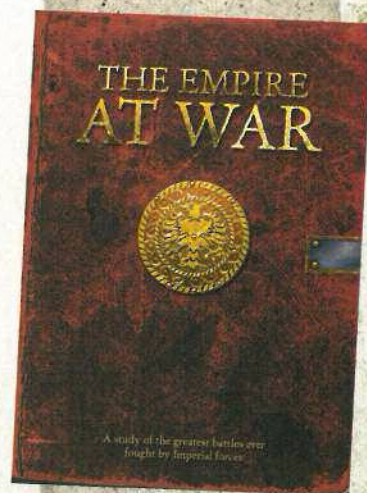
What we did

As simple examples of theming, we have created two armies that use strong colour schemes and minor conversions. Both of these come from the Orcs & Goblins army book, as there's loads of new models out for them this month to help you create an army with a strong background story.

THEMING IDEAS

The Black Library produces a vast range of novels and background books. These are not only a great source of inspiration for theming armies, but are full of useful ideas for running whole campaigns. You might like to convert up one of the heroes or villains of your favourite novel, or try to recreate the events of an historical battle from one of the sourcebooks like *Empire at War*. Whatever your poison, you'll find something for your favourite army at:

www.blacklibrary.com



GRIMGOR'S 'ARD BOYZ

Neil Hodgson of the Studio hobby team gathers his horde and creates a themed Black Orc army, ready to follow Grimgor Ironhide's Nemesis Crown Waaagh!

1994
points



The Arrer Boyz give missile support to Grimgor's 'Ard Boyz. They're also handy in a scrap.

This army is a great example of how a strong colour scheme and a few minor conversions can theme a force and really unify it on the tabletop.

However, as is usually the case with a themed army, the real "flavour" is inserted during the army list stage. Neil decided that, as this was going to be a Black Orc-themed force, led by Grimgor himself, then there would be no Goblins in the army. Grimgor despises Goblins and Snotlings, and only the biggest, meanest Orcs are allowed in his retinue.

When assembling the force, Neil took a lot of visual cues from the new plastic Black Orc kit. He stuck face plates on the Orc Boss and charioteer, and used lots of spare armour plates (and some bits of snapped-up plasticard) to create a more heavily armoured feel to his Orc Boyz and the Giants (see right).

When painting the army, Neil has opted for a dark red colour scheme, using Mechrite Red Foundation Paint to add a strong basecoat to all the armour plates very quickly. As the idea was to make a battle-hardened, campaigning Waaagh!, Neil has painted battle-damage on all the armoured areas. Finally, he's used simple banner designs, painted in the same colour palette as the troops, to produce eye-catching regiments.

This army plays quite unlike a usual Orc & Goblin horde. There are lots of armoured troops, all of whom are very hard-hitting, and Animosity really isn't a problem with so many Black Orcs and Giants around! The only real downside to the force is its size – there aren't many Orc armies out there as compact as this, so Neil already plans to expand this army with more Boyz and, of course, Black Orcs!



1 Neil's army general is none other than the mighty Grimgor Ironhide. Neil has painted this character in the same colour scheme as the rest of the army.



3 One of the few converted Orcs in the army, Jawkrak is made from Borgut Facebeater's body, the axe from the Wyvern Warboss kit, and a plastic head.



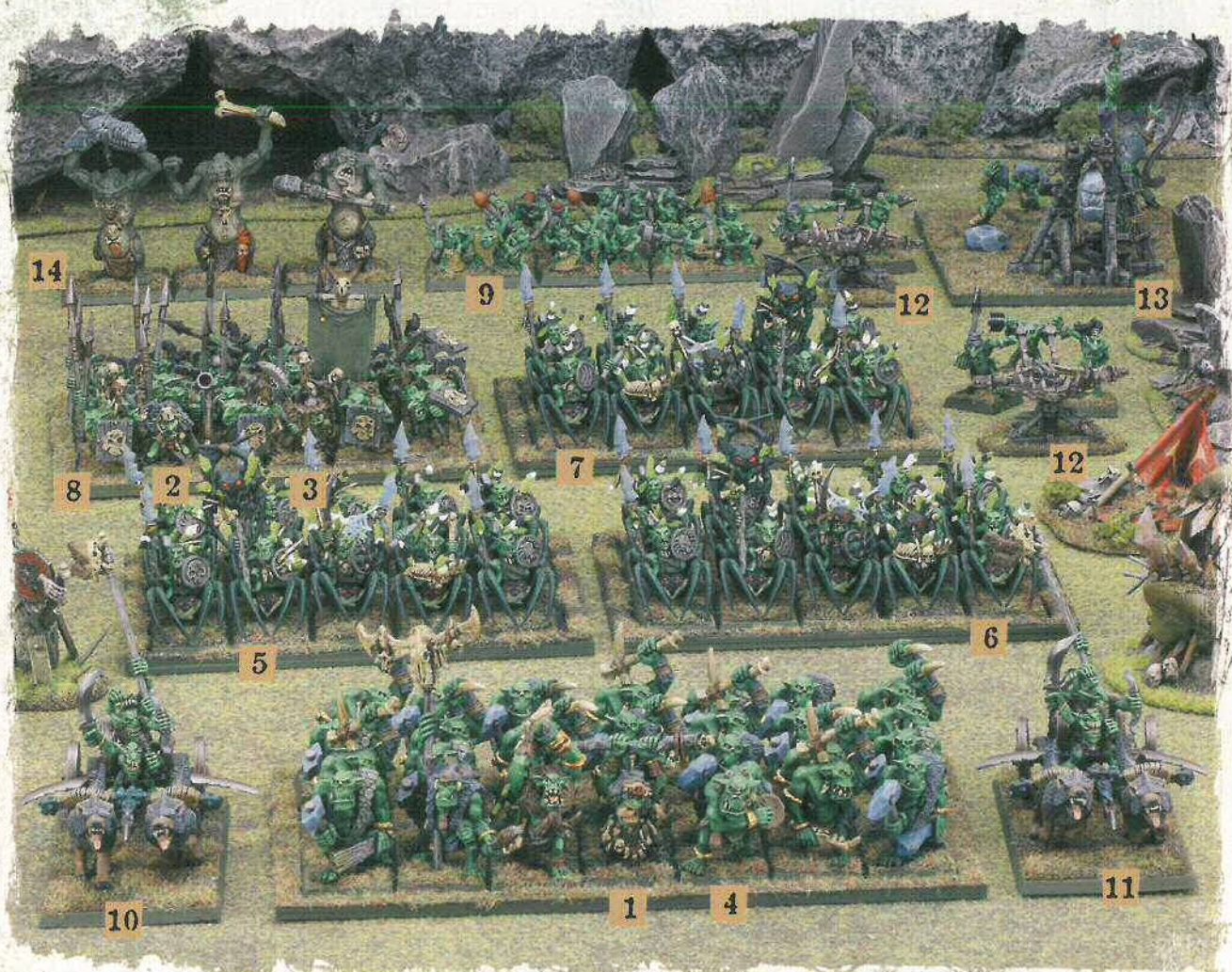
11 Even the Giants in Neil's army aspire to be like their hero, the legendary Grimgor Ironhide! Neil has added armour plates to his Giants, made from plastic Black Orc shields left over from his regiments. These are lashed to the Giant's body by means of straps made from thin strips of card. Finally, Neil added an impressive steel jaw-plate, taken from a Warhammer 40,000 Mega-armoured Nob. Chomp!

- | | | |
|--------------|--|--------------------|
| 1 | Grimgor Ironhide, with Gitsnik and the Blood-forged Armour. | 375 points |
| 2 | Mad Manthumpa, Black Orc Big Boss with heavy armour, choppa and Army Standard. | 114 points |
| 3 | Jawkrak Da Invinsabul, Black Orc Big Boss with heavy armour, shield, and the Sword of Might. | 101 points. |
| 4 | 28 Orc Boyz with light armour, shields, choppas, musician, standard bearer and Orc Boss. | 198 points |
| 5 | 10 Arrer Boyz with light armour, choppas and bows. | 60 points |
| 6 | 10 Arrer Boyz with light armour, choppas and bows. | 60 points |
| 7 | 20 Black Orcs with heavy armour, and musician, standard bearer and Boss. | 298 points |
| 8 | 20 Black Orcs with heavy armour, and musician, standard bearer and Boss. | 298 points |
| 9 | Orc Boar Chariot with scythed wheels and two Orc crew. | 80 points |
| 10 | Giant. | 205 points |
| 11 | Giant. | 205 points |
| Total | | 1994 points |

DA SPIDERZ

Chad Mierzwa has also taken the opportunity to "go green" this month, and has set about painting a vast forest-themed Orc & Goblin horde...

1997
points



Classic Models

GW Direct has loads of classic Citadel Miniatures in its capacious archives, including the likes of this Forest Goblin archer. It's well worth taking a look if you're interested in theming an army.



Having something of a fondness for the smaller greenskins (*Good grief, he's as bad as Haley – Grombrindal*), Chad has used Forest Goblin Spider Riders as the core of his army. With the ones from the Battle for Skull Pass box set, and a plastic Regiment set available, it was easy to lay his hands on lots of them! Rather than go to town on converting the models in the army, Chad has unified the force with an icon; in this case a simple skull motif, which is present on the models' shields, talismans, banner tops and other dangly wotnots.

Like Neil's Black Orc army, these models have been painted a uniform colour scheme. The same skin tone has been used on every Orc and Goblin, while a blue-grey shade has been applied to all the rocks and flint weapons, adding to the savage look of the models.

It's quite challenging to create an all-Goblin force, just because of the sheer number of models involved – there's only so many Goblins one man can paint. Chad added variety to his painting regime with chariots and Trolls, before finally succumbing to temptation and adding some Savage Orcs.

This army plays in a similar manner to a "regular" Orc & Goblin force, but has the advantage of speed! The number of Wolf Chariots and Spider Riders present means that the enemy will have to guard their flanks, while the artillery provides a deterrent to those units who want to take the fight to the greenskins. Finally, the Savage Orcs provide the army with real muscle – there were just enough points left to make them Big 'Uns, which makes them almost as hard as Black Orcs, only in this case, Frenzied...

12 Chad's artillery was added to the army more for gaming reasons than theming, but hey, we all like to win! Note the base, which is made from an offcut of art board.



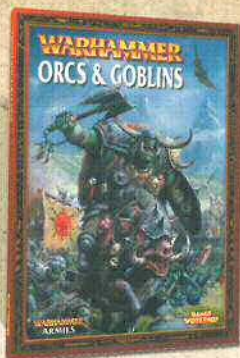
9 The Snotling horde was painted with the overbrushing technique (it's like drybrushing, but with more paint on the brush). This enabled Chad to churn out Snotling models at a rate of knots!



13 Chad's Rock Lobber is mounted on a double-layered plasticard base, with holes cut out of the top layer to make room for the models' bases.

- | | | |
|--------------|---|-------------|
| 1 | Big Zogga, Savage Orc Great Shaman. Level 4 Wizard with Skull Wand of Kaloth, Waaagh! Paint and Bigged's Kickin' Boots. | 300 points |
| 2 | Little Zogga, Level 2 Goblin Shaman. | 90 points |
| 3 | Gitchou, Goblin Big Boss with light armour and Backstabber's Blade. | 62 points. |
| 4 | 25 Savage Orc Big 'Uns with warpaint, two choppas, musician, standard bearer and Savage Orc Boss. | 380 points |
| 5 | 10 Forest Goblin Spider Riders with hand weapons, spears, short bows, shields and musician, standard bearer and Boss. | 170 points |
| 6 | 10 Forest Goblin Spider Riders with hand weapons, spears, short bows, shields and musician, standard bearer and Boss. | 170 points |
| 7 | 10 Forest Goblin Spider Riders with hand weapons, spears, short bows, shields and musician, standard bearer and Boss. | 170 points |
| 8 | 30 Goblins with light armour, shields, spears, musician, standard bearer and Boss. | 170 points |
| 9 | 5 Snotling bases. | 100 points |
| 10 | Goblin Wolf Chariot with scythed wheels and three Goblin crew. | 60 points |
| 11 | Goblin Wolf Chariot with scythed wheels and three Goblin crew. | 60 points |
| 12 | 2 Goblin Spear Chukkas with 3 Goblin crew each. | 70 points |
| 13 | 1 Goblin Rock Lobber with 3 Goblin crew and an Orc Bully. | 75 points |
| 14 | 3 Trolls. | 120 points |
| Total | | 1997 points |

WAAAAA



ORCS & GOBLINS

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Black Orc.



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AAGGGHHH!

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ORCS & GOBLINS!



STANDARD BEARER

Time flows ever onward, a swift river of fresh experiences. Now its burgeoning flood brings us to new territory – this year's Warhammer global campaign. Jervis Johnson paddles the canoe of knowledge into its tranquil harbour.

By now you'll almost certainly have heard something about The Nemesis Crown. But just in case you've been living in a cave for the last few months (and if you have – welcome back!), it's the name for this year's global Warhammer event. In July and August we'll be running a campaign that anyone can join in with – all you need to do is fight Warhammer battles and then post the results of your games on our website at nemesis.games-workshop.com, or you can join in with the special events we'll be running and which will influence the result of the campaign – just visit your nearest Games Workshop store to find out how.

At the end, the faction that has won the most battles will succeed in their goals – a lot of which involve the fabled magical artefact known as the Nemesis Crown.

I've talked about the global campaigns we run several times before, so I won't go

on about the details of how the campaign works and why we run them again here. Your free booklet, included with this issue of White Dwarf, tells you all about the background for the Nemesis Crown campaign and how to join in, so I'm not going to talk about that either. Instead I want to talk about how we developed the background story for the Nemesis Crown, and why it is rather different from background stories we've come up with for previous campaigns.

A reason to fight

We've run campaigns every summer (or winter, if you live in the southern hemisphere – *Grombrindal*) for years now, and one of the things we always do is to create a special background story that explains why the campaign is taking place and what the participants are fighting over. This isn't strictly necessary of course; we

Allies and sworn enemies will clash in battle as the frantic search for the Nemesis Crown ensues.





could just say, "Fight lots of battles and whoever wins the most is the winner". However, this wouldn't be nearly as satisfying as knowing that the battles you are fighting are part of a much bigger overall story. Just as importantly the background serves as inspiration for all kinds of special "themed" games, like those we run in our stores and which imaginative players organise for themselves. But I'm sure I must be preaching to the choir on this one – we all know that the background really helps to bring our games to life and that it's a vital part of the hobby.

And it's precisely because the background for our games is so important to us that we decided to have a long hard look at the story we'd use this year. What was worrying us was that we were starting to do the stories a bit by rote: "A big war starts, everyone joins in, and something will be destroyed (or not) based on what happens." You know the kind of thing. This year we wanted to do something a bit different, something a little more subtle and, dare I say it, a bit more imaginative.

We also wanted to create a story that fitted well with the existing Warhammer background. It's always been quite easy to come up with convincing background stories for our Warhammer 40,000 campaigns. The nature of the Warhammer 40,000 galaxy also means that it's relatively easy to think of reasons for all of the major races to be part of the campaign, and there are plenty of spare planets that can be safely blown up, invaded or otherwise brutalised. Doing the same kind of thing

for Warhammer is rather more difficult. This is mainly because the wars need to be set on a worldwide scale in order to justify all of the armies in the Warhammer World being directly involved. The Storm of Chaos campaign we ran in 2004 is an example of such a campaign; it had an excellent background story based on a Chaos invasion on such a massive scale that everyone was fighting for their lives. However, while it's possible to imagine planet-wide conflicts happening all the time in the Warhammer 40,000 galaxy, the same simply isn't true for the Warhammer world, where campaigns the size of the Storm of Chaos are hugely important and very rare events.

Small is beautiful

It was clear that something rather different was needed. The question was what. After much debate and head-scratching, my colleague Alan Merrett came up with the idea of basing the campaign round the search and – this being the Warhammer world – the subsequent fighting for a powerful magical artefact. "What magical artefact?" I asked, "Oh I don't know Jervis," replied Alan "just make something up with a cool sounding name. You know, 'The Nemesis Crown', or something like that..."

With this breakthrough everything else fell into place very quickly. We decided that the Nemesis Crown had been made by the famed Dwarf Runesmith Alaric The Mad. He had hidden it millennia ago, some say because he was terrified by what he had created, and others because he

▲ Thorgrim Grudgebearer leads the Dwarfs in the search for the fated Nemesis Crown.



Over the course of the campaign there will be many new miniatures available for your armies.

was, well, mad! Whatever the reason, the artefact has remained hidden until now, when a Dwarf prospector had discovered it somewhere in the Great Forest. Sadly the Dwarf is unable to say exactly where in the forest it is, triggering a search and the all-important fighting between the forces despatched to find the crown.

This campaign background is very different to those we've used before. In place of a cataclysmic but straightforward war where huge armies march and fight battles, this year's campaign is more brooding, focusing on the desperate battles fought by the rival forces attempting to find the Nemesis Crown beneath the trees of the Great Forest. Some of these battles will of course be very large, especially those between the Empire and the Orcs and the

“The focus is on desperate battles fought by the rival forces attempting to find the Nemesis Crown.”

Dwarfs, all three of whom have sent huge armies into the Great Forest. Many other battles, though, will be smaller affairs fought between rival warbands that happen across each other as they search for the Nemesis Crown. However, these smaller battles will be no less bloody or exciting for that!

This last point is, I think, really important. One of the things we could have done was to come up with a “*deus ex machina*” that allowed every race to despatch large armies easily off to the Great Forest. Magic portals, for example, that can teleport an army anywhere in the Warhammer world, or big underground tunnels that criss-cross continents, or something else like that. However, doing such a thing would have undermined the existing background, and been horribly cheesy to boot, so it was very quickly discarded as an idea.

Instead we've decided to bite the bullet and simply accept that some races will not be sending large armies into the Great Forest to search for the crown. This doesn't mean that they are not involved, just that their involvement is by necessity more cunning and subtle – but no less important – than that used by the races that can reach the Great Forest with ease.

This approach also meant we could give more weight to the roles played by the main contenders in the search for the Nemesis Crown, especially the role played by the forces of the Empire, the Orcs & Goblins, and the Dwarfs. However, just because these races play a prominent part in the background for the campaign, it

doesn't mean they will find the crown – that will be decided by the battles that you fight in July and August.

Playground for the imagination

Personally, I think the background story for the Nemesis Crown is one of the most exciting we've come up with so far, and that it captures the dark atmosphere of the Warhammer world very well indeed. While it allows for large battles and sieges to take place, these are just part of a huge range of reasons for fighting battles of all kinds.

Just as importantly, it still allows everyone to join in, but in some cases a player will need to come up with a suitably cunning and appropriate reason for their army to be involved. For example, a Dark Elf army might have disembarked from a Black Ark in the dead of night, and had to travel from the coast to the Great Forest. The battles it fights would represent the skirmishes it had on the way, as well as its encounters with rival warbands in the Great Forest.

Or perhaps what appears to be a merchant caravan from far Araby will turn out in truth to be Undead creatures disguised with ancient magic to merely appear human. When the magic fades the ornate trappings of the caravan and the flesh of the guards will crumble to dust, revealing its true nature as a Tomb King army – it is in fact a Caravan of the Dead!

In addition to this the background gives ample opportunity to those players that like devising special scenarios or creating themed armies. For example, it would be very easy to devise a series of linked scenarios based on the journey undertaken by the Caravan of Death as it weaves its way across the Old World and into the Empire and Great Forest itself. Will its secret be revealed and a Witch Hunter despatched to track it down? Or will it arrive undetected, having slain any that came close to learning its terrifying secret?

On the other hand an industrious player might want to create a new army or modify an existing one so that it fits with the theme for the campaign; for example, adding a couple of extra units of Dark Riders and Corsairs in place of the usual Witch Elves and Cold One Knights would transform a typical Dark Elf army into one that could more appropriately have been carried by a Black Ark. You get the idea, I'm sure.

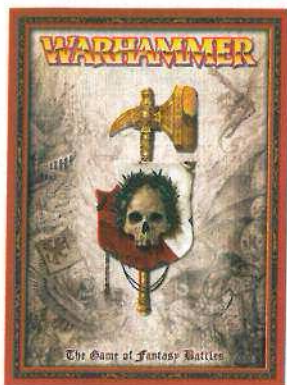
All of which leads, in my usual long-winded and rambling way, to the main point I wanted to make, which is that the background for the Nemesis Crown, while being less grandiose than some global campaigns we've run before, offers just as many inspiring reasons for you to join in and take part.

So what are you waiting for – start mustering your army now! The Nemesis Crown won't find itself, you know...

Write to Jervis at:

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c/o White Dwarf
Design Studio
Games Workshop
Willow Road
Nottingham NG7 2WS
United Kingdom

WARHAMMER



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The Elves of Ulthuan are well-versed in magic, and their glittering ranks of elite soldiers are aided by deadly sorceries.



Hordes of Chaos

The elite forces of Chaos are made up of men who have given themselves to the dark gods in exchange for unearthly power.



Lizardmen

The servants of the lost Old Ones are the world's greatest mages, their armies consist of strange reptilian creatures.



Ogre Kingdoms

Big, hungry, and morally adaptable, the Ogres are an army of monsters that will fight for, or eat, just about anyone.



Orcs & Goblins

Greenskins are found everywhere, and live to fight. Their armies are varied, full of warriors who have little fear.



Skaven

Dwelling underground, the ratmen scheme to overthrow mankind with their arcane machineries and numberless hordes.



Tomb Kings

Once a great realm, Khemri was made a deathless land by evil magic, where undying kings war eternally.



Vampire Counts

The Vampires are Undead lords, immortal beings whose magic can raise legions of Skeletons, Zombies and worse.



Wood Elves

Hidden deep within the magical forest of Loren, the expert archers and mages of the Wood Elves forgive no trespass.

WARHAMMER
40,000

TACTICA



From the sleek, round-edged sci-fi vehicles of the Tau to the clanking behemoths of the Imperial Guard, almost every army can field armoured vehicles. Tread-head Andy Hoare has a few tips for aspiring tank commanders.

No matter what army I've collected throughout my time playing Warhammer 40,000, I've always looked first to which tanks it could field. There are lots of reasons for this, but mostly it's because there are few more impressive sights on a wargames table than a phalanx of tanks implacably advancing forward, all guns blazing, while the foe falls back in disarray.

Quite apart from the sheer, unadulterated coolness of fielding tanks, there are some thoroughly practical reasons to do so. Each depends on the role you intend to use your tanks in and what part they have to play in the overall battle plan. I hope that anyone wanting to make use of the many and varied tanks available in the game will find some useful points on the pages that follow.

Tanks are tactically valuable. They carry large amounts of firepower which they can unleash on the move, and they are quite difficult to kill. But all tanks are different. The effectiveness of any given tank comes down to a balance between its

armour, speed and firepower. A tank with plenty of firepower, for example, might not be very mobile – like the Basilisk – while a very fast one might only be lightly armoured – such as the Ravager. In the few, rare instances of a tank being good in all three areas, it will cost a lot of points, as is the case with the Land Raider. That being the case, it's very important to decide the best role for your tanks, and build this into your battleplan in order to use them to their utmost effectiveness.

I'll break down my examination of tanks into what I see as their three main battlefield roles: Gun Platforms, Assault Tanks and Infantry Support. The subject of transport vehicles will be covered in a future *Tactica* article. As such, I'll only touch upon transport vehicles here when they have an obvious dual role, and cover dedicated transports at a later date. The same goes for walkers, as they are quite different. I'll froth about Sentinels... (Hoare! You're obsessed with the things – Grombrindal) Okay! And Dreadnoughts if I must, in a future article.

BATTLE TANKS



Gun Platforms

Predator Destructor, Whirlwind, Vindicator, Leman Russ, Leman Russ Demolisher, Basilisk, Falcon, Fire Prism, Ravager.

Broadly speaking, gun platforms are tanks that entirely forego speed and manoeuvrability in favour of firepower. Many are well armoured too, while others rely on the long range of their weapons or their ability to fire indirectly to stay out of trouble.

The primary role of a tank utilised as a gun platform is to blow stuff up. It doesn't capture objectives (though it may contest one if it starts the game sitting on it, making it a huge target for the enemy) and it isn't acting as support for any one particular squad.

These tanks need to be deployed carefully to make full use of their range and effectiveness, and the fact that they are unlikely to count towards your army's ability to take objectives should make you think very carefully about taking them. For me, though, the main thing to consider when using such a tank is whether my army will be acting in an attacking role, or in a more defensive one. This is a crucial difference, and will heavily affect my choice of tank.

If my army (I play Imperial Guard, but the principles remain the same) is to play an attacking role, I want my gun platforms to have weapons with a good range, able to reach out and touch any enemy unit on

the table. Basilisks are ideal for this, as when upgraded to fire indirectly they can hide in one corner and lob earthshaker rounds at the enemy all game (or until some sneaky Wolf Scouts spoil all my fun). A long-range weapon can be used to reinforce my army's success anywhere on the table, allowing me to concentrate all my firepower where it's needed most.

Conversely, if I plan to play a more defensive game, it's more likely my enemy will be heading towards me. As it happens, some of the most destructive weapons in the game are those found on tanks such as the Vindicator and the Leman Russ Demolisher, and their short ranges are no problem when the enemy is advancing towards them. As you won't have to move such tanks, they won't lose any shots and will be firing from Turn 2 until either they or the enemy are destroyed.

Gun platform tanks such as the Basilisk are likely to under-perform when used defensively. They often have an indirect fire weapon that has a minimum range which the enemy will be within very soon, and they usually have very little in the way of armour to protect them when the enemy gets close. If you know the enemy will be speeding towards your lines right from the off, think twice about using one.

Tools of the Trade



Good upgrades for these tanks are those that protect it and those that aid it when targeting enemies.

Chaos Space Marines

- Searchlight
- Parasitic possession

Imperial Guard

- Searchlight

Space Marine

- Searchlight

Tau

- Decoy launchers
- Seeker missiles
- Target lock

Orks

- Searchlight

Witch Hunters

- Searchlight
- Blessed ammunition

Daemonhunters

- Searchlight
- Blessed Hull
- Psycannon bolts

Tank Comparison

Fig.1

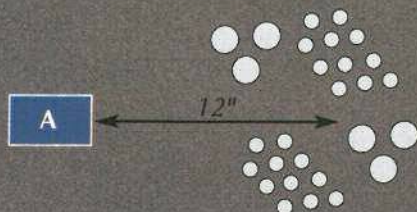
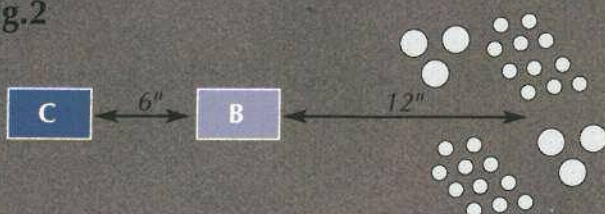
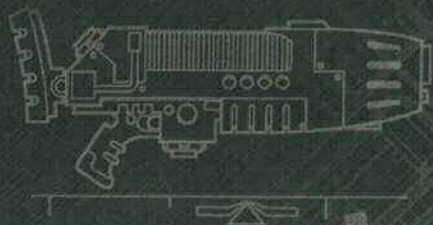


Fig.2



Let's look at a hypothetical battle between Ultramarines and a Tyranid army. In Figure 1, the Space Marines player has taken a Whirlwind (A). Even though the minimum range of the Whirlwind is only 12", it is entirely likely that the Tyranids will be within this in very short order, and be able to bring their weapons to bear on the Whirlwind's relatively thin armour. In Figure 2, the Ultramarines have a Predator Destructor (B) instead, which is great at gunning down hordes of Tyranids, and, unlike the Whirlwind, it can redeploy in the face of the advance and still fire as it moves (C).



Assault Tanks

Predator Destructor, Land Raider, Land Raider Crusader, Leman Russ, Hellhound, Falcon, Immolator, Devilfish.

Assault tanks are those that can smash right into the enemy. An effective assault tank needs to strike a balance between armour, firepower and speed. Too little of any one of these and you'll soon find your tank out-gunned and out-maneuvred, and soon after, a smoking wreck.

Assault tanks need to be able to do three things: move forward to claim objectives, soak up the inevitable barrage of fire the enemy will lay down in an attempt to stop them doing so, and to destroy any enemies contesting the objective. A tank that excels at one of these factors will often do so at the cost of one or both of the others, and therefore should be considered for another role entirely – it should not be used as an assault tank. The ultimate assault tank is the Land Raider, which has prodigious armour, impressive firepower and can keep moving even when damaged thanks to its Machine Spirit rule,

but you pay a premium in points and most armies have far less monstrous machines at their disposal.

A key to using an assault tank effectively is to support it with infantry mounted in transport vehicles, or equally fast-moving jump infantry. This is particularly important if there's a lot of terrain around or near the objective, as it only takes a single enemy trooper armed with a meltagun popping out from behind some cover to destroy even the largest of tanks. For this reason, assault tanks are most effective when friendly infantry can engage any enemy that might threaten the tank in this way, tying the enemy tank hunters up in close combat while the assault tank gets on with its mission.

Lastly, this principle is absolutely vital if you are playing a Cities of Death game. Never, ever take a tank into a city without a squad or two of mounted infantry to protect it from ambushes!



Beware: melta weapons are the bane of assault tanks.

Combined Arms

Fig.1

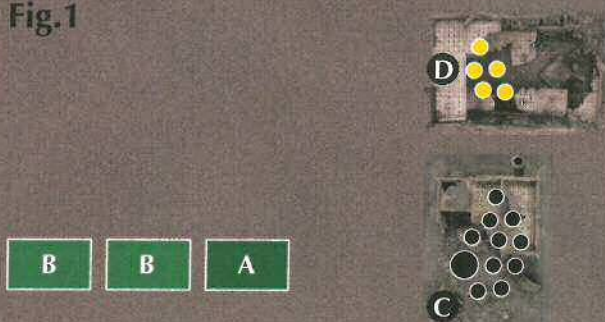
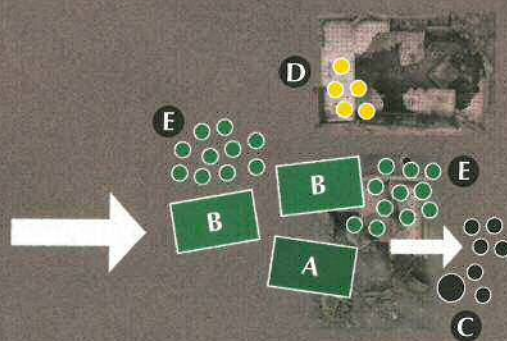


Fig.2



Advance to Target

In this mission the Imperial Guard are required to capture the ruin. The Leman Russ (A) leads the assault, moving 6" per turn so as to fire its battle cannon as it advances. The Chimeras (B) follow behind, screened from the Eldars' missile launcher (C) by the Leman Russ, which is far more capable of withstanding a hit from it.

Objective achieved

Having reached the ruin and forced the Guardians (C) to fall back, the Leman Russ (A) takes up position to claim the objective. The Chimeras (B) have pulled up to screen the Leman Russ from the Fire Dragons (D), and the Armoured Fist squads (E) have dismounted to rapid-fire their lasguns at the Eldar.

Tools of the Trade



The following vehicle upgrades help your assault tank deal with Difficult Terrain, protect it from shooting, or increase its capability for destruction.

Imperial Guard

- Rough terrain modification
- Extra armour
- Smoke launchers



Chaos Space Marines

- Daemonic possession
- Dozer blade
- Living vehicle
- Destroyer
- Plague carrier
- Warp amp
- Coruscating flames

Space Marines

- Dozer blade
- Extra armour
- Smoke launchers
- Power of the Machine Spirit

Eldar

- Spirit stone
- Star engines

Orks

- Spikes 'n' blades
- Stikkbomb chukka

Witch Hunters

- Dozer blade
- Extra armour
- Loud hailer
- Smoke launchers

Daemonhunters

- Dozer blade
- Extra armour
- Sacred hull
- Smoke launchers

Dark Eldar

- Horrorfex
- Scythes

Tau

- Flechette discharger
- Sensor spines

Ultimate Assault Tank

The Land Raider Crusader is probably the best Assault Tank in the game. With its Hurricane bolters, twin-linked assault cannons and multi-melta, enemy infantry doesn't stand a chance!



Multi-role Tanks

You'll note throughout these pages that some tanks appear under more than one heading. Often, this is simply because they are flexible enough to be used in more than one role, or it may be a "Jack of all trades and master of none". At other times the tank is included in more than one category depending on how it is armed. A great example is the Leman Russ, which when armed with sponson weapons makes a good assault tank, with additional pintle-mounted weapons and/or hunter-killer missiles is a good infantry support tank, and when armed only with its turret and hull weapons is best used as a gun platform.

Infantry Support Tanks

Predator Destructor, Baal Predator, Vindicator, Leman Russ, Leman Russ Demolisher, Hellhound.

These tanks sacrifice speed for armour and firepower. They bristle with a large number of Defensive Weapons, and are capable of unleashing a fearsome storm of close-range fire.

The main job of these tanks is to provide fire support for other your units, normally infantry, as they advance. As most infantry move at 6" per turn, the tank itself does not need to be very mobile, and so can make use of more of its weapons than an assault tank might be able to, as it will rarely be required to move any faster than the infantry it is supporting.

While tanks used in this role are capable of taking objectives, remember that this is not their primary goal. Their job is to protect the infantry at all costs, screening them from enemy fire where possible, and engaging as a matter of priority any enemy that threatens them.

When choosing a tank to accompany your squads, consider how its weapons will complement those of the infantry. The infantry will probably lack any anti-tank weaponry that can fire very far on the move, but tanks often have access to things

like lascannons and hunter-killer missiles, and can fire these while moving so long as it does not travel further than 6". If an enemy tank threatens your infantry, then your own tank can deal with it. Similarly, small, elite units might be swamped should they charge a large mob of Ork Boyz or a brood of Genestealers. However, a Predator armed with an autocannon and heavy bolters can make short work of such units, thinning them down to the point where the Assault Marines or the like can deal with them comfortably.

An infantry support tank will draw a lot of fire, and this is exactly what you want. Every shot fired at the tank is one less fired at your infantry. As it's the ground-pounders who you will be relying on to capture objectives, this is fine. Investing in vehicle upgrades that increase the tank's survivability in any way is a good idea, as this will drive your opponent to waste precious shots firing at your tanks.

Finally, several races have access to vehicle upgrades that bolster the morale of nearby squads. These are invaluable, and always worth taking.

Tools of the Trade



The following vehicle upgrades will make your infantry support tank more resistant to damage, and more deadly to enemy infantry.

Eldar

- Holo-field
- Vectored engines



Chaos Space Marines

- Dirge Caster
- Havoc launcher
- Mutated hull
- Parasitic possession
- Pintle combi-weapon



Imperial Guard

- Pintle storm bolter
- Pintle heavy stubber
- Hunter-killer missile
- Minesweeper



Space Marines

- Pintle storm bolter
- Hunter-killer missile



Tau

- Decoy launchers
- Seeker missiles
- Target lock



Orks

- Armour plates
- Bolt-on big shoota
- Grot riggers



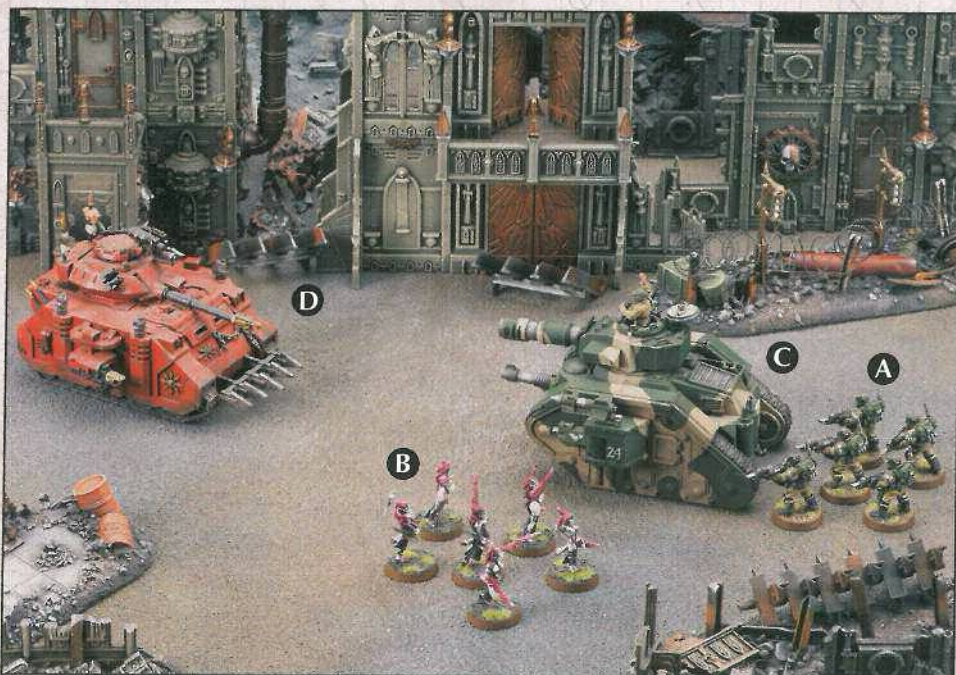
Witch Hunters

- Holy icon
- Hunter-killer missile
- Pintle storm bolter



Daemonhunters

- Hunter-killer missile
- Pintle storm bolter



The Storm Troopers (A) are advancing across open ground towards a pack of Daemonettes (B). If it weren't for the Leman Russ (C), they'd be gunned down by the Chaos Predator (D), and would have no way of hurting it even if they

did survive a volley from its heavy bolters. The Leman Russ has a lascannon and hunter-killer missile, hopefully enough to deal with the tank while the Storm Troopers take down the Daemonettes with their hellguns.

Leman Russ Squared

You'll have heard it said that on the tabletop, "Everything counts in large amounts". This is particularly true of a tank-heavy army, where the total always seems greater than the sum of the parts.

The reason for this is something called the Lanchester Square principle. A single tank is equally as combat effective as another tank of the same type, but two tanks are not twice as effective as one, but four times as effective. This is because the single tank is not only outgunned by a factor of two, but must also kill twice the number of enemies in order to win the battle – hence, the tank's power is "squared." Now, just think of all the chances you'll get to use that knowledge in your games!

Tank Hunters

Every army has some way of countering the threat of armour, whether it's big guns like lascannons and railguns, or some subtle battlefield effect or close combat weapon. Here is just a sample of effective tank hunters.



The ultimate in anti-tank, the lascannon.



Beware unexpected and fiendish close combat anti-tank weapons.



Chainfists are incredibly good at cutting through armour, if you can get close enough!

ARMoured



LEMAN RUSS
The workhorse of the Imperial Guard, the Leman Russ is found on battlefronts across the entire galaxy.

Contains 1 Leman Russ

300sek, 300nkr, 250dkr, €35



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

Contains 1 Demolisher

350sek, 350nkr, 300dkr, €40



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

Contains 1 Basilisk

300sek, 300nkr, 250dkr, €35



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

Contains 1 Hellhound

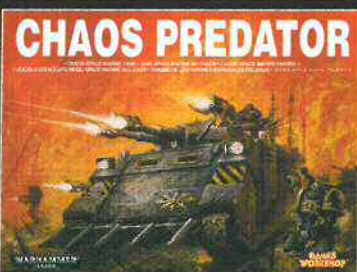
350sek, 350nkr, 300dkr, €40



CHAOS LAND RAIDER
Even after 10,000 years of constant use, there is still no better engine of destruction.

Contains 1 Chaos Land Raider

400sek, 400nkr, 350dkr, €50



CHAOS PREDATOR
Despite having twisted and mutated hulls, the Chaos Predator remains a powerful tank.

Contains 1 Chaos Predator

300sek, 300nkr, 250dkr, €35



ELDAR FALCON
The Falcon is the primary battle tank of the Eldar, its curved silhouette a familiar and feared sight.

Contains 1 Eldar Falcon

300sek, 300nkr, 250dkr, €35



ELDAR FIRE PRISM
The crystal prism of this heavy Eldar battle tank is capable of piercing almost any armour.

Contains 1 Eldar Fire Prism

350sek, 350nkr, 300dkr, €40



TAU HAMMERHEAD
The Hammerhead can be armed with either a high strength anti-infantry ion cannon or a target-linked railgun.

Contains 1 Hammerhead

300sek, 300nkr, 250dkr, €35



TAU SKY RAY
The Sky Ray provides a dedicated missile platform which uses Tau guidance technology for extreme accuracy.

Contains 1 Tau Sky Ray

300sek, 300nkr, 250dkr, €35

FURY

Across the galaxy, on a million battlefields, tanks and vehicles of the Imperium and myriad xenos races carry unimaginably powerful weapons. From the swift, graceful Eldar Falcons, the super-tech of the Tau, to the ever-reliable Leman Russ, all such vehicles play an important part in a battle.



LAND RAIDER

The ultimate assault transport, the Land Raider has the thickest armour in the galaxy and many potent guns.

Contains 1 Land Raider

400sek, 400nkr, 350dkr, €50



LAND RAIDER CRUSADER

The Crusader forfeits its anti-tank weaponry to carry more troops. It bristles with boltguns.

Contains 1 Land Raider Crusader
500sek, 500nkr, 400dkr, €60



PREDATOR

This battle tank is the Space Marines' weapon against enemy armour, and can be equipped in several ways.

Contains 1 Predator

300sek, 300nkr, 250dkr, €35



WHIRLWIND

Another Rhino variant, the Whirlwind provides long-range fire support to Space Marine forces on the battlefield.

Contains 1 Whirlwind

300sek, 300nkr, 250dkr, €35



VINDICATOR

The Vindicator mounts a massive demolisher cannon in a Rhino chassis. It is used in sieges and street warfare.

Contains 1 Vindicator

350sek, 350nkr, 300dkr, €40

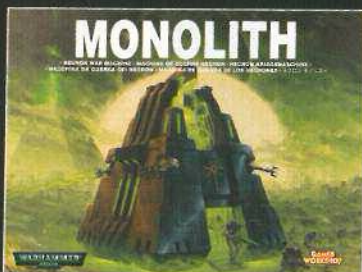


RAZORBACK

A heavily armed transport, the Razorback sacrifices some carrying space in order to mount powerful guns.

Contains 1 Razorback

270sek, 270nkr, 225dkr, €30



NECRON MONOLITH

The Monolith combines the properties of transport, armoured destroyer and mobile fortress.

Contains 1 Necron Monolith

400sek, 400nkr, 350dkr, €50



DARK ELDER RAVAGER

A lightning fast skimmer used by the Dark Eldar on their frequent slave raids.

Contains 1 Dark Eldar Ravager

270sek, 270nkr, 225dkr, €30

These and other Warhammer 40,000 vehicles are available from your local Games Workshop Retail Store or Independent Stockist. Alternatively, you can get them from the Games Workshop online store and Mail Order.

ONLINE STORE

www.games-workshop.co.uk/store

MAIL ORDER

+44 (0) 115 918 4040



www.games-workshop.com

DRYBRUSHING

Drybrushing is one of the most useful techniques a miniatures painter can ever learn, allowing you to apply definition and highlights to models at a stroke.

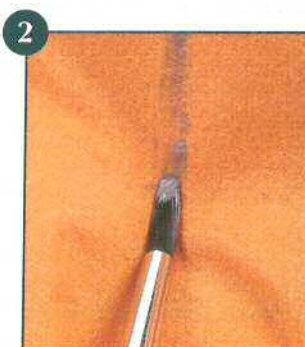
One of the first and most useful techniques that people learn when starting out in the hobby is drybrushing. This is partly because it's so quick and has so many different uses, but also because it's easy to pick up. However, there's more to drybrushing than meets the eye, and many people either get it wrong from the outset, or don't ever use it to its fullest potential.

The basic drybrushing technique is illustrated below. The main mistake that many people make is that they don't wipe enough paint off their brush before applying it to the model. This results in a separate technique called "overbrushing", which is more of a dedicated highlighting

technique, as opposed to drybrushing which is generally only used to highlight textured areas and to apply weathering effects. The problem is that you can obscure details on models, or leave unsightly brushstrokes in your paint job. When drybrushing, you need to wipe off almost all the paint from your brush, and apply as many coats as are necessary to your model to build up the highlights. To check if you've wiped enough paint off your brush, try the "fingerprint test" – run the brush gently across your fingertip. If the paint only lightly adheres to your fingerprint, it's okay to start painting. If you end up with a streak on your finger, there's too much paint on your brush!



1 For drybrushing, you need a dedicated Citadel drybrush, as these have tough bristles. Dip the brush straight into the pot of your chosen colour, taking care not to get any paint up the metal ferrule.



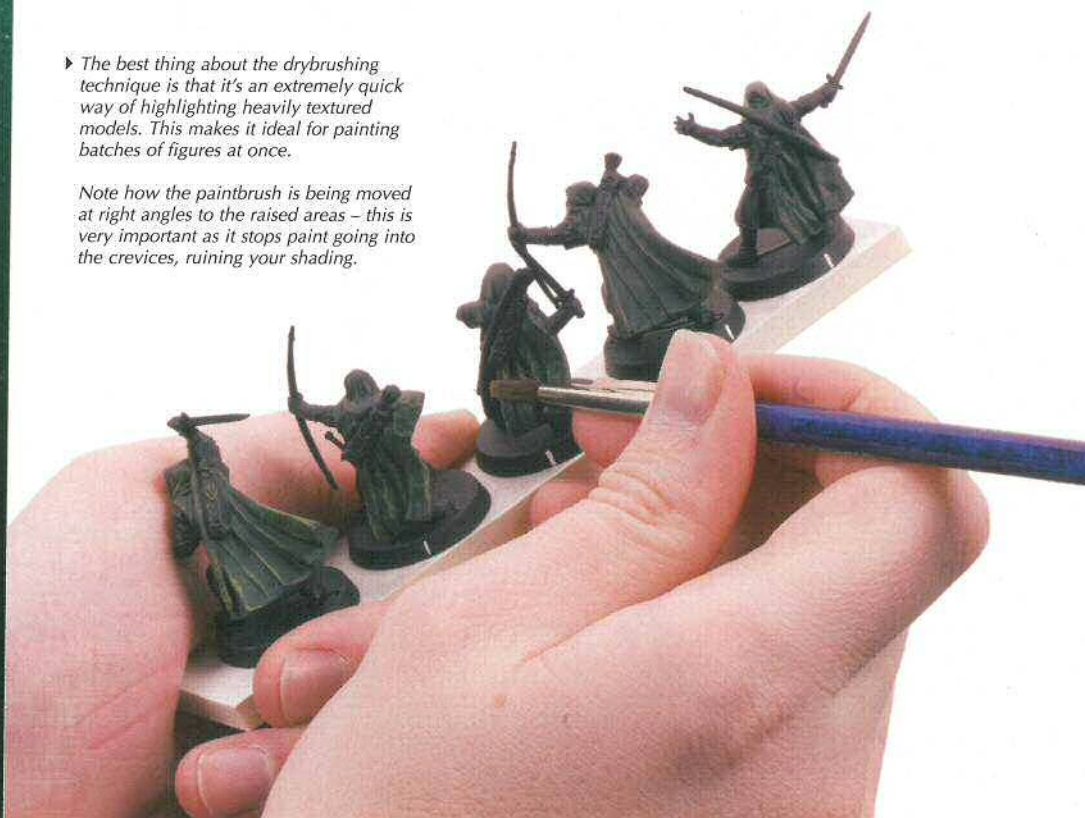
2 Take a clean, dry cloth or tissue and wipe your brush against it repeatedly. Take care to wipe the brush on both sides, and keep going until hardly any paint is left behind on the cloth.



3 When you're ready to start painting, the bristles will be slightly splayed, and there will be barely any paint visible on them. Try the fingerprint test, as described above.

► The best thing about the drybrushing technique is that it's an extremely quick way of highlighting heavily textured models. This makes it ideal for painting batches of figures at once.

Note how the paintbrush is being moved at right angles to the raised areas – this is very important as it stops paint going into the crevices, ruining your shading.



Common uses of drybrushing

All textured areas can be painted with drybrushing. The most commonly drybrushed areas are armour, fur, cloth, and feathers, but you can actually use the technique on anything. Bear in mind, the less relief on an area, the drier your brush needs to be. Like all techniques, drybrushing works best when combined with others, as we'll see below.

FUR

1



STAGE 1

PAINT EVERYTHING:
Calthan Brown

Use basecoat brush ▶

After preparing your model, basecoat it. The paint needs to be a mid-tone, as it will define the overall hue. We want a light, rich fur, so we used Calthan Brown.

2




STAGE 2

DRYBRUSH:
Bleached Bone

Use large flat drybrush ▶

Drybrush the fur with a lighter shade. Do not drybrush the deepest crevices or the areas immediately next to them.

3




STAGE 3

DRYBRUSH:
Skull White

Use small drybrush ▶

Drybrush the edge of the areas you want to highlight with an even lighter colour. Leave some of the previous highlight showing.

4




STAGE 4

INK WASH:
Brown Ink

Use standard brush ▶

Paint a wash of a darker colour into the crevices to shade the model. Add some water to the ink or paint and apply this to the areas next to the crevices.

CLOTH

1



STAGE 1

UNDERCOAT:
Spray Chaos Black

Use Citadel spray ▶

The undercoated model, cleaned and stuck to its base. Note that we applied the sand before spraying to help it adhere to the base.

2




STAGE 2

DRYBRUSH:
50% Codex Grey
50% Chaos Black

Use large drybrush ▶

As the model wears black, we don't need a basecoat, we can drybrush it straightaway with our first highlight, a 50% Chaos Black, 50% Codex Grey mix.

3




STAGE 3

DRYBRUSH:
Codex Grey

Use large drybrush ▶

Now we apply the next highlight – pure Codex Grey. In both cases we drybrush the entire model. For the second highlight, though, we didn't press as hard with the brush.

4




STAGE 4

INK WASH:
75% Black Ink
25% Brown Ink

Use large brush ▶

Now the model looks a bit chalky, so we tone down the highlights with a wash of Black Ink. Add some Brown Ink to this if you want him to look dirty!



Top Tip: Mould Lines

Mould lines are an unavoidable consequence of the manufacturing process, formed where the two halves of the mould join together. Unfortunately, these show up really well when drybrushed, even if they are invisible when unpainted. Make sure you scrape them off with a craft knife before painting (see page 97).



Selective Drybrushing

This technique is much like the first except that the areas to be drybrushed are completed before work commences on the rest of the model. In this manner, stray paint flecks won't ruin areas that you've already painted. This technique works very well on models that have small areas of armour.

STAGE 1

Use large drybrush ►



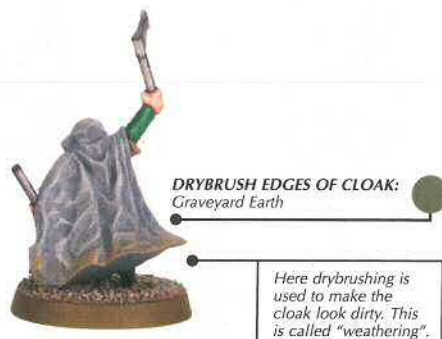
STAGE 2

Use small drybrush ►



STAGE 3

Use small drybrush ►



Top Tip: Feathers

Some heavily textured areas, like feathers, have two grains. When drybrushing such areas, it can be hard to make sure your brush goes against the grain, so that you're transferring paint only to the raised areas of the model with each stroke. Ordinarily you want to paint at right angles to the raised areas when drybrushing, but with feathers and other textures which have raised parts running in two directions, it is best to run the brush diagonally across the miniature.



Drybrushing armour

One of the most effective methods of applying contrasting coats of colour to large, textured areas, drybrushing is most useful for churning out large numbers of models of a similar colour, with extra details added afterwards. As you can see, it works well on models with metallic armour such as knights, Dwarfs and certain chapters of Space Marines.

STAGE 1

Use large drybrush ►



DRYBRUSH BODY METAL:
Boltgun Metal



DRYBRUSH BODY METAL:
Boltgun Metal

STAGE 2

Use standard brush ►



WASH METAL:
Chaos Black

PAINT AREAS (as shown):
Chaos Black



WASH METAL:
Chaos Black

PAINT AREAS (as shown):
Chaos Black

STAGE 3

Use detail brush ►



PAINT INSIGNIA:
Boltgun Metal



PAINT EYES:
Mechrite Red

HIGHLIGHT ARMOUR:
Chainmail

PAINT BASE:
Graveyard Earth

HIGHLIGHT SAND:
Bleached Bone



HIGHLIGHT ARMOUR:
Chainmail

PAINT SEALS:
Mechrite Red

PAINT SCROLL:
Bleached Bone



Top Tip: Drybrushing Tanks

Even though tanks are often made up of flat panels rather than heavy textures, drybrushing is still the easiest way to paint them. It's even more important than usual to wipe off the majority of the paint from the brush in this instance, as tanks really benefit from subtle layers of drybrushing. Finally, as tanks are so large, a bigger brush is called for! Citadel produce large flat brushes, which are great for drybrushing vehicles. We'll take a look at painting tanks and scenery with these next month.



◀ This tank was highlighted with careful drybrushing.



SEB PERBET

This month we speak to Seb Perbet, ex-'Eavy Metal painter, three-times Golden Demon Open winner and Citadel designer extraordinaire, about his work.



Seb Perbet has been a fully-fledged member of the Citadel Design team for over a year now, and has created some astounding miniatures in that time. Here he reveals how he went from quiet hobbyist to Citadel Sculptor.

Seb's first foray into the hobby started unexpectedly. One day, when he was only 12, he discovered some strange looking models whilst rummaging through an office drawer...

"My mum had bought my brother some Hobgoblins in the '80s," Seb tells White Dwarf. "But because they were made of lead she decided he was too young for them. So they stayed in the bottom of a drawer in my parents office for years, totally forgotten about. When I found them I was intrigued. They were still in their blister and the label on the packaging recommended painting them, so I gave it a go," says Seb. "I was completely unaware of the hobby until I found those Hobgoblins. I didn't even know if Citadel Miniatures still existed at that point!" After a quick bit of research, Seb discovered that Games Workshop was alive and well. He discovered also that we produced a monthly magazine (*That's this one - Grombrindal*), which he promptly bought to see what other models you could get. And so, through a magical piece of furniture, another hobbyist came into the world.

"It was the aesthetics that initially attracted me and ever since I have been more of a painter than a gamer. The models I've chosen to paint over the years have always been figures I like the look of rather than something for a particular army." Seb is a completely self-taught painter. He had no coaching from local store staff, friends or older siblings. "I was quite shy when I was younger so when I visited my local Games Workshop store I tended not to stay for very long; I would nip in to buy White Dwarf or the models I wanted. I learned some painting techniques from books and articles in White Dwarf - the rest was trial and error."

As many of us do, Seb had a short break from the hobby when he was 16, but started collecting and painting again when he was 18. It was around this time he noticed an advert for vacancies in the 'Eavy Metal team, so Seb sent some samples in and got invited up to GW HQ for an interview. "It was my persistence and enthusiasm that got me the job. When they were still deciding, I kept phoning up every few weeks to check on the progress. When I started on the team, my boss told

me that they wanted someone who really wanted to work in the Studio. Everyone in the 'Eavy metal team has that passion." Working with other highly skilled painters helped Seb raise the quality of his work. "Just hanging around and learning techniques from the guys was a massive inspiration. My painting came on in leaps and bounds."

After two and a half years of intense painting, the jump from 'Eavy Metal painter to trainee sculptor was a logical step. "Before I joined 'Eavy Metal I had only used the occasional blob of Green Stuff. As my skills developed I started creating more complex conversions using more Green Stuff on each, until I thought I'd have a go from scratch. That was a year after joining the studio. It took another year and a half of sculpting in my free time before I became a trainee." Of course, Seb had an advantage when developing his skills in that he could get advice from the design team about what they would like to see. A

“The focal point of a model should be the head, or even just the eyes.”

common mistake from would-be sculptors is to send in a "green" of a unique model. When assessing potential our design team are actually looking at how well you can replicate our existing miniatures. "They want to see Space Marines or your attempt at an Empire Halberdier. This is so they can assess if you can create the right shapes, ridges, muscle mass, undercuts, and so on. Once the technical ability is there, the creative stuff comes later."

Like many top-end model painters, Seb has a distinctive style of his own. "I think contrast and tone are vitally important when painting a figure. The focal point of a model should be the head, or even just the eyes. I always use a paler tone in this area, as this catches your attention so you study that part first."

Seb's techniques have proven effective, and he has won the UK Golden Demon Open category three times. He won his most recent award in 2006 with his outstanding Ghazghkull Thraka paint job, which you can see opposite.

Ghazghkull Thraka

Seb entered Brian Nelson's excellent Ghazghkull Thraka into the Open Category of 2006, even though his friends insisted that only converted models won. He had painted the model two years previously, but he gave it a new base. Despite the reservations of others, the model won him gold. Seb painted it in bits (or sub-assemblies) in his lunch breaks over three months. The reason he painted it this way was to avoid over-handling it – if you are going to spend over 60 hours on one model, constantly picking it up will wear away the paint. Note the blue skull plate, a contrasting colour that draws the eye to the model's face (A). The model may look the same green all over, but many areas are actually covered in a subtle check pattern (B). Finally, Seb is also an expert when it comes to bases. He keeps an eye out for interesting basing materials when he is out and about – the super-fine sand here (C) and on the Mekboy (see *overleaf*) comes from Monument Valley in Arizona. Seb also sometimes uses dried out, crumbled soil as this can be equally fine.

Like many miniatures in this article, Ghazghkull is shown larger than life-size so you can better see the model's amazing detail.



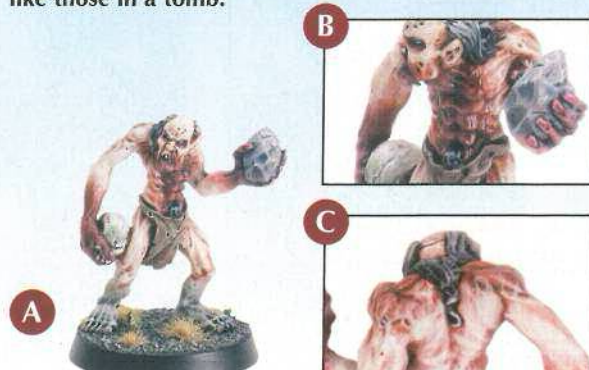
Cadian Kasrkin

Seb painted this figure simply because he really liked the model. It's a straight paint job with clean lines. Note the fine, hand painted gun markings (A). The Kasrkin's contrasting orange goggles (B) illustrate Seb's point about the eyes being a model's focal point.



Ghoul

This Ghoul has been given a simple hand swap. Seb used the model as a way to test paint effects – detail that is not sculpted on the model, but is added by painting. On this model this includes the feet, painted a greyish hue to represent them being cold, the blood-spattered chest (B) and the raw shoulders (C) to suggest he has been crawling through tight crevices, like those in a tomb.



Troll

Seb painted this Troll because he wanted to tackle a sizable monster. There are a few subtle conversions on this piece. The rock the Troll is holding has been re-sculpted (A) and his mouth has been formed into an evil grin. The base, like many of Seb's bases, has been sculpted, and has three different types of static grass (C).



Block Toning

Most top painters choose a palette of limited colours for their miniatures. For example, the Troll (left) is rendered mostly in blue, whereas the Daemon Prince (right) is painted in greens (note the striking use of red as a contrast). On the model below, Seb limited the colours and created a progression from dark to light – dark purple (dark tone – A), deep red (mid tone – B) and khaki (light tone – C). All these look different, but all have hues of purple in them. By limiting your palette this way, you can create a model that has many areas of visual interest that are all nevertheless tied together.



Ork Big Mek

Seb wanted to paint one of the miniatures he'd sculpted to see what it was like and what he was "putting other hobbyists through". The Ork's skin was based with Goblin Green and enriched with glazes (very thinned down paint and ink layers). Seb used about 15 coats of glaze in between various highlights to get this effect. The Mek's backpack (A) is seamlessly blended. The rocks (B) jutting out of all Seb's bases are made from a substance called wood putty. He imprints this with real rocks to provide natural textures. Wood Putty is a common substance, but it is very toxic and gives off potent fumes, so we don't recommend using it.



Nurgle Daemon Prince

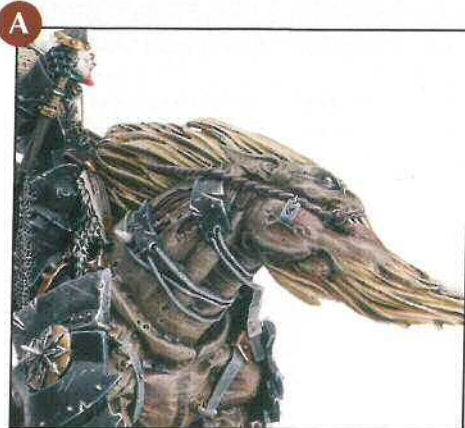
This was converted from Juan Diaz's Chaos Space Marine Daemon Prince, which was Seb's favourite model at the time. It won Seb his first Open Category gold at the 2003 UK Golden Demon. The most complicated piece of the model to produce was the clear resin tank (A) that sits above the Daemon Prince's head. When the time came for the Studio to produce a new Nurgle Daemon Prince, Seb was given the job of sculpting it on the strength of his work on this model.



Empire Knight

The Empire Knight is a heavily converted Archaon model. Archaon's daemonic steed has been given a paint job based on the horse in John Blanche's famous Knights Panther artwork. The lance was made from Green Stuff and was a straight swap for Archaon's sword. The head came from a Chaos Knight Champion (A). The hardest part of the conversion was actually the repair work on Archaon's cloak (B), which is weather-beaten and ragged on the original model. Seb had to use liberal amounts of Green Stuff to smooth out the cloak.





Chaos Lord on Daemonic Mount

This fantastic piece won the gold in the 2004 Open competition. The Daemonic Mount (A) and most of the Chaos Lord's body were scratch built with Green Stuff. Archagon's legs were used for the Chaos Lord, while the head is actually a heavily converted component from a Catachan Heavy Weapon team member! Seb's palette of colours on this model typifies his style, with the dark tone of the beast contrasting with the paler tones of the rider. The lightest tones of all are used on the heads and hair (B), so your eyes are naturally drawn there, as described earlier. One of the reasons the miniature is so dynamic is that the spear is in the middle of the base, giving a solid centrepoint to the model's movement.



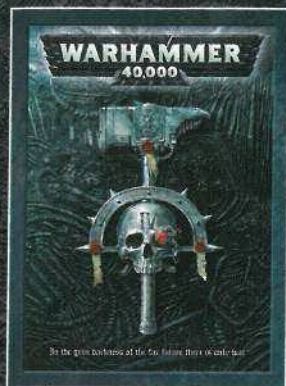
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Unstoppable automata who have lain dormant for millions of years, the Necrons have awoken to harvest the souls of all.



Orks

Greenskins are a plague on the galaxy, a race of warriors who live only to fight, their technology crude but deadly.



Daemonhunters

Members of the mysterious Inquisition, the Ordo Malleus are tasked with preventing daemonic incursion into real-space.



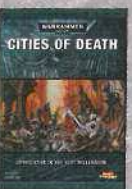
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**'EAVY
METAL**

TYRANIDS

**WARHAMMER
40,000**

The Tyranids are a fearsome alien from another galaxy. We take a look at the three known Hivefleets.

Hive Fleet: BEHEMOTH

Hive Fleet Behemoth was the first of the bio-fleets to encroach on the galaxy. On the small ocean world of Tyran, an Adeptus Mechanicus Explorator team were the first humans to encounter these horrific xenos. From Tyran, Behemoth left a trail of devastation in its wake, all the while making its way to the realm of Ultramar. With the aid of Inquisitor Kryptman, Marneus Calgar and the Ultramarines fought the Tyranids as they invaded the chapter's home sector. The battle for Macragge was the hardest fought, and many Ultramarines veterans were lost. Hivefleet Behemoth was finally destroyed but at a great cost to the Ultramarines, who are still rebuilding their homeworld to this day.

Hive Tyrant

The closest thing the Tyranids have to a battlefield leader, the Hive Tyrant is a terrifying creature armed with all manner of powerful symbiote weaponry and living blades.



The Hive Tyrant is a synapse creature, a node for the Hive Mind to control the lesser creatures of a swarm.

Biovore

Spore mines blight the enemy with toxins, spikes and acids. Biovores are living artillery, launching spore mines onto the battlefield by means of a powerful muscle spasm.



Tyranid Warriors

If the Hive Tyrant is the commander of a swarm, then the Tyranid Warriors perform the role of officers, marshalling the lesser creatures into battle, directing gaunts and other such creatures to some unknown plan.



Deathspitter and scything talons.



Venom cannon and scything talons.

Hormagaunts

Hormagaunts are engineered purely to close with the enemy and eviscerate the foe with their scythe-like claws.



Carnifex

The Carnifex is a massive, fear-inducing beast evolved for use in shock assaults, massed battles and enemy tank hunting. The genus varies wildly, from close combat monstrosities to hulking, cannon-armed brutes.



Carnifexes from Hivefleet Behemoth often had regenerative abilities, making them even harder to kill.

Hive Fleet: LEVIATHAN

The Hive Fleet designated Leviathan was the most recent Tyranid offensive to hit the galaxy. To the horror of Imperial scholars, Inquisitors and Magi, the twin tendrils of Leviathan did not attack the battle-hardened Eastern Fringe, as Kraken and Behemoth had before, but instead approached from below the galactic plane. Planets from as far afield as Segmentum Tempestus, Ultima and Solar were lost as Hive Fleet Leviathan attacked the underside of the Imperium. This was not the only threat presented by Leviathan – as the two principle tendrils bored into the galaxy, a great psychic shroud between the prongs of the forked attack meant that thousands of Imperial worlds lost all contact with the Imperium, and navigation in this dead area of space is now all but impossible.

Broodlord and Genestealers

A Tyranid vanguard organism, swarms of Genestealers led by Broodlords often precede the main Tyranid advance, infiltrating enemy positions before the arrival of the main Tyranid invasion force.

Broodlord

A product of constant Tyranid evolution, the Broodlord is the ultimate close combat warrior.



Genestealers



Scything talons.



Feeder tendrils.



Acid maw.



Flesh hooks.



Implant attack.

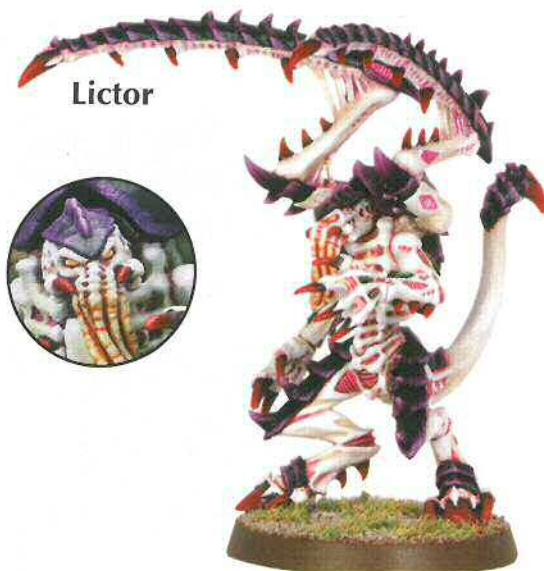
Ravener and Lictor

Lictors range ahead of the main Tyranid swarm seeking out pockets of enemy resistance. Raveners are snake-like creatures that combine the speed of Gaunts with the might of Tyranid Warriors.

Ravener



Lictor



Carnifex

Though designated as "Carnifex" by the Imperium, it is known by many other names by those who have fought it, such as the Screamer-killer and Bile-beast.



Tusks.



Regeneration.



Acid maw.



Enhanced senses.



Bio-plasma.

Here are just some of the many head variants displayed by Carnifexes. The exact appearance of the beasts is often an indication of the strange and exotic abilities they possess.



Tyranid Warriors

Tyranid Warriors are suspected to be the base form of the Tyranid species. Like all Tyranid creatures they have six limbs and the distinctive five chitinous plates covering the cranium.



Tyranid Warrior with scything talons and devourer.



Tyranid Warrior with scything talons and deathspitter.



Tyranid Warrior with implant attack, scything talons and rending claws.

Gaunts

Gaunts are fast, agile and instinctively cunning despite their small size and lack of direct contact with the Hive Mind. Termagants are often armed with Fleshborers whilst Hormagaunts rely on their deadly scythed claws.

Termagants



Termagant with fleshborer.



Spinegaunt with spinefists.

Hormagaunts



Hormagaunt with adrenal gland, venom sacs and scything talons.

Hive Fleet: **KRAKEN**

Two-and-a-half centuries after the invasion of Ultramar by Hive Fleet Behemoth, the Tyranids returned. Rather than one mass spike of bio-ships that had been Behemoth, the hive fleet of Kraken attacked the still-recovering worlds of the Eastern Fringe with a series of sub-fleets that spread out across thousands of light years. The disruption of the warp brought about by the hive fleet's passage blocked out communication and warp travel in the vicinity became dangerously unpredictable. This was not the only change in tack by the Tyranids. On the world of Ichor IV and its surrounding sectors, rebellion and insurrection brought about by xenos-sects flared up, as Genestealer infestations started appearing across Imperial worlds, readying entire populations for the arrival of hive fleet Kraken.

Tyranid Warriors

As well as being nodes for the Hive Mind, Tyranid Warriors are large and powerful creatures that can be armed in numerous ways. They have access to a wide range of biomorphs to tailor their abilities to the theatre of war.



Deathspitter and scything talons



Venom cannon and scything talons

Gaunts and Gargoyles

It is postulated that Termagants, Hormagaunts and Gargoyles are all part of the most varied genus known to date – that of the Gaunt. There have been many such variants recorded, such as the Spinegaunt and Deathgaunt, to name but two.

Termagants



Termagant with fleshborer.



Termagant with devourer.

Gargoyle



Spinegaunt



Spinegaunt with spinefists.

Hormagaunt



Hormagaunt with scything talons.

CITADEL

TOOLBOX

Using a
Craft Knife



A good, sturdy, sharp knife and a cutting mat are essential tools for our hobby. Both plastic and metal models will need a clean-up before being assembled, which is best done with a knife.



Uses of the craft knife

A craft knife is a very useful tool for the modeller. However, knives should only be used when appropriate – sometimes other tools are better suited to the task at hand. Putting undue stress on a craft knife blade can be dangerous!

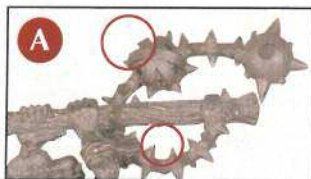


Back scraping

Craft knives are often used for shaving flash and mould lines from metal and plastic miniatures. These are the small, extraneous bits of metal and plastic that are sometimes left on a model due to the moulding process (A).

A simple technique known as "back scraping" can get rid of most instances of flash (for larger areas of flash use clippers instead) and mould lines. Hold the blade at a 45° angle away from you, at the bottom of the area to be cleaned (B). Applying a small amount of pressure, scrape the blade up towards you. Repeat the process until the area is smooth (C).

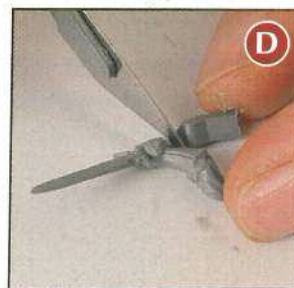
Back scraping flash is better than using the knife in a forward position, as it is safer and will stop the blade biting in and taking chunks out of your models, or your hand!



Frame cutting

Once a plastic figure has been freed from its frame, a craft knife can be used to cut off any bits of sprue that are still attached. You may not wish to tackle these with plastic cutters for fear of damaging the model, especially on detailed areas like hands or faces (D).

Craft knives can also be useful for cutting away smaller components that plastic cutters struggle to reach (E).



Safety Tips

1 Always retract the blade after use and store the knife safely. Leaving a knife lying around on a cluttered desk can lead to nasty nicks and cuts.

2 Always use a sharp blade. Sharp blades (A) need less pressure to cut and so are safer than old, blunt blades, which need far more force to use (B).



3 Craft knives have pointed blades. Don't exert too much pressure on the tip, as this could cause the blade to snap and fly off in a random direction.

4 Protect your cutting area. Always use the cutting mat provided, especially when working at a desk or dining room table.

5 Youngbloods should be extra careful, and adult supervision may be required for some cutting jobs.

6 "Think twice, cut once". An old builder's adage, which means that you should always double check your measurements and/or area to be cut – once you've cut you can't go back!

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Left: Look out for the Call to Arms posters in participating stores.

Grand Tournament Season

The 2007 Grand Tournament season is upon us once more. Grand Tournaments are two days of fun, socialising and most importantly, gaming! The 2007 GT season uses the same rules pack for every GT, this means you can take your army from one GT to another without having to make any changes (unless you want to of course!). To read all about previous and forthcoming events go to our website below and take a look, you can even download the rules packs.

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



Above: Download the latest rules packs for the Grand Tournament Season 2007.



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Above: The Northern Europe front page
Left: You can read in-depth reviews of previous Grand Tournaments

For all your Northern Europe news stories log on to our website. Crammed with the most up to date information the Northern Europe website is your first place to go. On the website you will find:

- Updated Northern Europe related news
- A complete store finder, listing every retail store and Independent Stockist in Northern Europe
- Events section, including an events diary and Grand Tournament reviews.
- Outrider section with details on how to become one.
- Recruitment section including an online application form.

LATEST NEWS! Check out this month's report on GW Helsinki and the new Events Diary

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Upcoming Events

Are you an Club, Group or Independent Stockist that's running an event? If you want to advertise it for free in this fine publication simply drop us an email at:

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

- 10th MayWD332 (Aug)
- 10th JuneWD333 (Sep)
- 10th JulyWD334 (Oct)

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

Events diary abbreviation guide

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



WARHAMMER 40,000

GRAND TOURNAMENT

Saturday 18th &
Sunday 19th August 2007
Clarion Hotel, Liffey Valley, Eire
ne.games-workshop.com/events

THE NETHERLANDS

BATTLE OF THE CLUBS

Date: Sunday 6th May 2007

Venue: Sporthal University of Tilburg,
Academielaan 5, Tilburg,
The Netherlands

Details: The Battle of the Clubs 2007 is here! As per tradition, the Battle of the Clubs is a contest between teams of three and five participants. During each round, only nominated players 'count' for their team and with careful selection the Team Captain tries to steer his team to overall victory. Tickets cost €17.50 per player and this includes lunch on the day.

Teams that wish to register for the event can do so by emailing
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Website: ne.games-workshop.com/events

THE NETHERLANDS

GAMES WORKSHOP presents:

GRAND TOURNAMENT WARHAMMER

Date: Saturday 23rd &
Sunday 24th June 2007

Venue: Sporthal University of Tilburg,
Academielaan 5, Tilburg,
The Netherlands

Details: The last weekend in July sees the return of the Benelux Warhammer Grand Tournament for 2007. The Warhammer Grand Tournament consists of five rounds, played with 2,200 point armies offering a variety of scenarios that will challenge even the most adept general in his desire to achieve overall victory. Tickets go on sale starting 1st April 2007 through Northern Europe Mail Order and will cost £40 each. The ticket price includes lunch on both days and dinner on Saturday. If you want more information about the Grand Tournament or to read the rules pack for this event, you can find this on the website in the events section.

Contact: +31 (0)102 847 196

Email: neevents@games-workshop.co.uk

Website: ne.games-workshop.com/events

EIRE

GAMES WORKSHOP presents:

GRAND TOURNAMENT WARHAMMER 40,000

Date: Saturday 18th August and
Sunday 19th August 2007

Venue: Clarion Hotel, Liffey Valley, Dublin.

Details: The popular Irish Grand Tournament returns and this time participants get to compete to see who's the best 40k player in all of Ireland. Tickets cost €60 each and can be brought through Mail Order. For more information and a downloadable rules pack go to the website below.

Website: ne.games-workshop.com/events



For the most up to date event information log on to:

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The online events diary is packed full with all of the events going on in Northern Europe. If you are a die-hard tournament player or just looking for a local event, you can find it here. You can even post your own events to the diary.

FINLAND

FANATIC TURKU

Date: 22nd - 23rd September 2007

Check website for exact details

Venue: T-talo, Vanha Hämeentie 29, Turku

Details: Fantasiapelit Turku host their annual Fanatic in September 2007. You can take part in Warhammer, Warhammer 40,000 and The Lord of The Rings Tournaments. For everybody who is interested in the hobby but not well versed enough yet to take part in these, there are intro games and painting classes. So make sure you take the time to come down to this Fanatic and have a great day!

Website: <http://www.ordoaboensis.net>

THE NETHERLANDS

WARHAMMER FRENZY

Date: October 2007

Venue: Check the website for exact location

Details: Specifically designed for new hobbyists. You can play games, paint models, build scenery or create an abomination in the conversion corner. For those that have attended the academy we have a doubles tournaments for WFB, 40K and LOTR.

For more information go to the website below.

Website: ne.games-workshop.com/events

BELGIUM

CRUSADE:

Date: Saturday 8th September 2007

Venue: Leopoldsburg, Belgium

Details: Crusade is an annual event which will celebrate it's sixth anniversary in 2007. This 'Open Day' is organised by the White Knights gaming club from Leopoldsburg in Belgium. With the help of other clubs the White Knights will not only organise demo-games of WFB, 40K and LOTR, you can also try games like Bloodbowl and other specialist games. Crusade: is basically a fun filled hobby day! For more information go to the website below.

Website: <http://www.de-witte-ridder.de>

DENMARK

GIANT FANATIC X

Date: Friday 5th October to
Sunday 7th October 2007

Venue: Remisen, Copenhagen

Details: This year will be the 10th Anniversary of the Giant Fanatic. One of the biggest gaming events in Denmark, Giant Fanatic is a fun filled day with a variety of activities including introductory gaming, speed painting, 'Mad Giant' painting competition and the prestigious WFB and 40K tournaments. Tickets will be on sale from August 1st. Go to the website below for more information.

Website: <http://www.fanatic.dk>



WARHAMMER GRAND TOURNAMENT

Saturday 23rd &
Sunday 24th June 2007

Tilburg,
The Netherlands

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BATTLE OF THE CLUBS

Sunday 6th May 2007

Tilburg,
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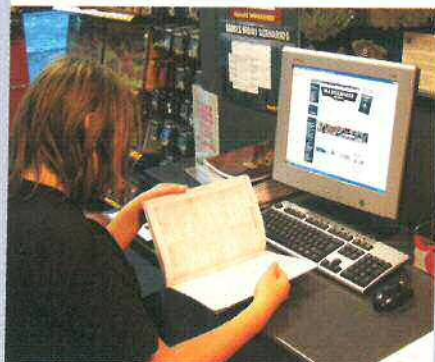


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For all the latest information on what your closest Games Workshop store is up to you can go to their very own retail web page. Packed with all the information you will need, the GW Retail pages are an indispensable guide to your local hobby. Contained within the pages are:

- Opening hours, including gaming nights
- Introduction to the staff.
- Specific store events diary.
- Pictures of latest miniatures to grace their cabinets
- You can also sign up for a personalised mailshot!





GW HELSINKI

All Games Workshop stores have their own web page, go to ne.games-workshop.com/shopping/gw



The most northern Games Workshop store in the world!

Games Workshop Helsinki is the most northern Games Workshop store in the world, fact! Open since 2002 and located in the centre of Helsinki (a minute's walk from the Kaampi shopping centre to be precise) the store is large enough to accommodate three or four gaming tables and it even has two entrances. The store's prime location means it's the perfect place to start if you're new to the hobby, something which the store specialises in. With impressive tables and miniature cabinets full of bursting with armies that just need to be seen, it's really worth the visit.

For more details visit:

ne.games-workshop.com/shopping

Datafile: GW Helsinki

Address:	Simonkatu 9, 00100, Helsinki
Telephone:	975 15 45 25
Email:	helsinki@games-workshop.co.uk
Website:	ne.games-workshop.com/shopping
Opening Hours:	Monday: 11:00 – 18:00
	Tuesday: 11:00 – 18:00
	Wednesday: 11:00 – 20:00
	Thursday: 11:00 – 20:00
	Friday: 11:00 – 18:00
	Saturday: 11:00 – 18:00
	Sunday: Closed
Manager:	Dean Clayton

MEET THE MANAGER: DEAN CLAYTON

Dean has worked all over Scandinavia but has finally found his home at the Helsinki store.

Dean Clayton, the manager of the Helsinki store has been with Games Workshop for far too many years to remember (he tells everyone it's 11!) and has been Helsinki's store manager for four years. Starting in the UK in Brent Cross, London, then moving to his beloved home town of Enfield, also in London. Dean has also worked in every Games Workshop store in Scandinavia except Oslo.

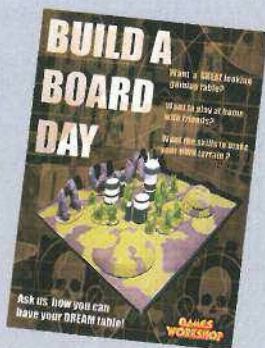
Dean's currently working on a Witch Hunter themed Empire army with loads of conversions. Why not pop in a see it, he's probably finished it by now.

Build a board day

Ever wanted to build your own gaming table but didn't know how? Helsinki's Build a Board Day could be the answer.

From your own designs (which the store staff will help with as well) you can build a 4"x4" board that will fold in half for easy storage. You'll be able to theme it for Warhammer, Warhammer 40,000 or The Lord of The Rings or make a generic board for all systems.

The day long course also includes lunch, for more information or to sign up, talk to the helsinki store staff. Or you can email them at: helsinki@games-workshop.co.uk



OUTRIDERS

They are a bunch of dedicated gamers who want to share their passion for the hobby with others, and have chosen to pursue this holy hobby crusade in the service of Games Workshop.



WHO ARE OUTRIDERS?

Outriders are hobbyists who have been painting and playing games with toy soldiers for many years. They have a deep understanding of the Games Workshop universe and the rules of Warhammer, Warhammer 40,000 and The Lord of The Rings.

After training, dressing in the Outrider's distinctive blue and white shirt, and arming themselves with nothing but their faith in the Emperor and armfuls of miniatures, they head out on the road to run events, never faltering in the line of fire.

During these events they will introduce people to the Games Workshop hobby, mainly by running Intro Games and painting lessons.

You will find Outriders in independent retail stores, at events like Fanatic Tournaments & Grand Tournaments.

Deep Strikes: What makes them different from other events?

Last Autumn yet another type of event was added to the Outriders repertoire, called "Deep Strike". So what is a Deep Strike event? we asked Martina Jiricka, Outrider Coordinator, all about it.

Martina: "Deep Strike are events solely designed to introduce people to the Games Workshop hobby. At a typical event you can take part in introductory gaming as well learning how to paint. Each event focuses on a single games system, either Warhammer, Warhammer 40,000 or The Lord of The Rings and is organised and run by the Outriders themselves.

What's the difference? You may ask. Well for a start Deep Strike events are not held at your local Games Workshop store or in Independent Stockists.

The Outriders are responsible for sourcing the location and arranging the event. The benefits of all this mean the Deep Strike events can take place in libraries, shopping malls, conventions, youth clubs and museums.

Even though the Deep Strike events are organised by Outriders themselves they still receive all the necessary tools for introductory gaming and painting.

By the time you read this we will have run quite a few in Northern Europe, so reading this might not be a surprise. If you've yet to try the Deep Strike experience, what are you waiting for?"

For more information on Outriders go to:
ne.games-workshop.com/outriders



JOIN THE OUTRIDERS

WANT TO BECOME AN OUTRIDER?

DO YOU HAVE?

- An in depth knowledge of the Warhammer, Warhammer 40,000 and The Lord of The Rings gaming systems.
- The ability to paint figures to gaming standard (3 colours and based).
- Plenty of free time (being an Outrider takes training, devotion and a fair bit of hard work)
- An insatiable enthusiasm for the hobby.

THEN CONTACT

- Martina Jiricka - Outrider Coordinator at martina.jiricka@games-workshop.co.uk
- Your local Games Workshop store
- You can apply at any time! Training takes place twice a year. Usually in Spring and Autumn.



Locating stores & independent stockists ▶▶

Games Workshop products are sold by a large number of stores across Europe and the rest of the world. What follows is a listing of the stores that sell Games Workshop products in Belgium, Denmark, Eire, Finland, Iceland, the Netherlands, Northern Ireland, Norway and Sweden. For opening times and stock listing please contact the shop directly. You can find a full list of our retail stores and Independent Stockists on our website:

ne.games-workshop.com/shopping.

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

+44 (0) 115 918 4040

Store directory

LISTED ALPHABETICALLY

BELGIUM

BRUGGE, Fair Play
Spoonwegstraat 162, 8200, Brugge,
Tel: 050 38 51 83

AARSCHOT, Conect'r
Gasthuisstraat 47, 3200, Aarschot,
Tel: 016 56 88 30

ANTWERPEN, Celtic Cross
Zilvermidsstraat 9, 2000,
Antwerpen, Tel: 03 288 81 65

DENDERMONDE, Tip Top Moens
Sint-Gillisstraat 75, 9200,
Dendermonde, Tel: 052 21 17 98

GENT, Lood & Spelen
Burgstraat 43, 9000, Gent,
Tel: 092 24 47 34

HASSELT, D-Six
Kuningsteenvweg 43-45, 3500,
Hasseelt, Tel: 011 32 53 55

LEOPOLDSBURG, NV Moestermans
Maarschalk-Fochstraat 20, 3970,
Leopoldsborg, Tel: 011 39 38 46

LEUVEN, The Dicepool
Parijsstraat 44, 3000 Leuven,
Tel: 016 29 49 94

MECHELEN, De Spelfanaat
Voermarkt 32, 2800 Mechelen,
Tel: 051 34 59 07

OOSTENDE, King Arthur
Allons Pieterslaan 96, 8400,
Oostende, Tel: 059 51 57 56

AALST, Hermelijn
Molenstraat 36, 9300 Aalst,
Tel: 053 41 48 66

ANTWERPEN, Red Dragon Games
St Katelijnevest 55, 2000, Antwerpen,
Tel: 032 31 71 61

ASTENE, Miniaturauto's Eekhout
Kapellestraat 7, 9800 Astene,
Tel: 092 24 17 96

BLANKENBERGE, De Speelhoek
Langstraat 41, 8370 Blankenberge,
Tel: 50 41 49 23

BRUGGE, Modelbouwcenter
West-Vlaanderen
Langestraat 163, 2000 Brugge,
Tel: 050 34 20 71

BRUSSEL, Interfoto's Anderlecht
S Dupuislaan 315, 1070, Brussel,
Tel: 025 23 84 73

BRUSSEL, Interfoto's Laken
8-10 Avenue Busleyden, 1020,
Brussel, Tel: 022 68 71 41

DEURNE, The Gamemaster
Bisschoppenhoilaan 7-9, 2100,
Deurne, Tel: 033 25 55 35

GENT, Interfoto's Gent
Volderstraat 17, 9000 Gent,
Tel: 092 24 42 86

GENT, Red Dragon Games
Gent, Overpoortstraat 116,
9000 Gent

HALLE, Mishra's Playground
Ninoofsesteenweg 104, 1500 Halle,
Tel: 023 56 04 03

HALLE, Top 1 Toys
Basilleestraat 66, 1500 Halle,
Tel: 023 56 04 03

HASSELT, Oberon
Kempische Steenweg 27, 3500,
Hasseelt, Tel: 011 351 358

IXELLES, Intertoys Ixelles
104 Chaussee d'Ixelles, 1050 Ixelles,
Tel: 025 14 17 03

KORTRIJK, Baba Yaga
Sint Amandsplein 27, 8500 Kortrijk,
Tel: 056 37 05 65

KORTRIJK, De Concorde
Brugstraat 40, 8500 Kortrijk,
Tel: 056 37 05 65

KORTRIJK, Albion
Dourmikestraat 52, 8500 Kortrijk,
Tel: 056 32 43 07

NEERPELT, 't Spellenhuis
Fabriekstraat 10, 3910 Neerpelt,
Tel: 011 74 49 79

OOSTENDE, Timms
Vlaanderenstraat 46, 8400 Oostende,
Tel: 059 80 49 63

OVERIJSE, Intertoys Overijse
Brusselsesteenweg 402A, 3090,
Overijse, Tel: 026 87 42 53

ROESELARE, Black Border
Stationsdreef 68, 8800 Roeselare,
Tel: 05 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: 069 21 42 22

DENMARK

GW KØBENHAVN
Frederiksborggade 5KL, 1360,
Tel: 33 12 22 17

AALBORG, Dragons Lair
Kennedy Arkaden, John F.
Kennedy, 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

HELINGSØR, Hobby og Fritid
Helsingør, Rosenkildevej 2, 3000,
Helsingør, Tel: 49 21 45 42

HILLERØD, Hobby & Fritid
Høstrupvej 4, 3400 Hillerød,
Tel: 48 25 26 16

KØBENHAVN K, Faras Cigarer
Skindergade 27, 1157,
København K, Tel: 33 32 22 11

KØBENHAVN NV, Arena København
Røntgenvej 80, 2400,
København NV, Tel: 38 33 57 00

NÆSTVED, Arena Næstved
Ramsdølvej 17, 4700 Næstved,
Tel: 55 54 67 00

ODENSE C, Dragons Lair
Kørgensgade 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
Alleheltevej 15, 4000,
Roskilde, Tel: 46 36 35 48

SLAGELSE, Fanatic Slagelse
Skovvej 6A, 4200 Slagelse, Tel:
58 54 40 80

HELINGSØR, Hobby & Fritid
Rosenkildevej 2, 3000 Helsingør,
Tel: 49 21 45 42

AABENRÅ, 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
Nytov 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

ASNÆS, Bog & Ide Asnæs
Asnæs Centret 2, 4550 Asnæs,
Tel: 59 65 00 14

CHARLOTTENLUND, Bog & idé Charlottenlund
Jægersborg Alle 5, 2920,
Charlottenlund, Tel: 39 64 38 40

ESBJERG, Bunkeren
Jernbanegade 2, 6700 Esbjerg,
Tel: 75 18 11 99

ESBJERG, Adventure Corner
Skælgade 80, 6700 Esbjerg,
Tel: 35 11 11 56

ESBJERG, B.O. Bøger Esbjerg
Kongensgade 33, 6700 Esbjerg, Tel:
75 12 11 77

ESPERGÆRDE, B.O. Bøger Espergærde
Espergærde Centret, Vester Torv 2,
3050 Espergærde, Tel: 49 13 19 46

FREDERECIA, Just 2 Fun
Danmarksvej 38, 7000 Fredericia,
Tel: 75 82 25 00

FREDERICA, Bog & Ide Fredericia
Gothersgade 37, 7000 Fredericia,
Tel: 76 24 59 69

FREDERIKSBURG, Legekæden Frederiksborg
Godthåbsvej 36, 2000 Frederiksborg,
Tel: 38 79 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

GRENÅ, Bog & idé Grenå
Torvet 8, 8500 Grenå,
Tel: 86 32 19 13

GREVE, B.O. Bøger Hundige
Hundigs Stationscenter, 2670 Greve,
Tel: 43 90 60 08

HELINGSØ, B.O. Bøger Helsingør
Østergade 17 - 19, 3200 Helsingør,
Tel: 48 79 40 01

HELINGSØ, Teaterbixen
Frederiksborgvej 10, 3200 Helsingør,
Tel: 28 92 68 77

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. Nørkjær's 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

HØRSSENS, Legekæden Horsens
Hospitalsgade 15, 8700 Horsens,
Tel: 75 61 60 11

HØRSBØ, GAD Hørsholm
Hovedgaden 55 C, 2970 Hørsholm,
Tel: 45 86 04 08

HUMLEBÆK, Rodes
Torpsvej 4, 3050 Humlebæk,
Tel: 49 19 12 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, B.O. Bøger Kolding
Kolding Storcenter 52, 6000 Kolding,
Tel: 75 50 38 34

KOLDING, Good Games
Låsbygade 13, 6000 Kolding,
Tel: 75 50 03 04

LYNGBY, B.O. Bøger Lyngby
Lyngby Storcenter 54, 2800 Lyngby,
Tel: 45 87 04 45

LYNGBY, Faros Cigarer
Jernbaneplassen 63, 2800 Lyngby,
Tel: 45 86 08 46

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
Røssens 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
Bredgade 6, 8900 Randers,
Tel: 86 43 08 10

RANDERS, Byrge Sørensen Hobby
Rådhusstræde 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, Dorthes 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. Laurentijev 40, 9990 Skagen,
Tel: 98 44 54 65

SKANDERBORG, Schmidt Bog & idé
Adelgade 62, 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 50 35

ST HEDDINGE, Hobbystalden
Lejrstoftevej 19, Lejrstofte, 4660 St
Heddinge, Tel: 56 50 86 10

SVENDSBORG, Farve & Hobby Hjørnet
Klosterplads 7, 5700 Svendborg,
Tel: 62 21 31 31

SVENDSBORG, B.O. Bøger Svendborg
Gerritsgade 28, 5700 Svendborg,
Tel: 62 17 22 92

TÅSTRUP, Cenbrugsbøger
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

EIRE

GW BLANCHARDSTOWN
Unit 249A, Blanchardstown
Shopping Centre, Dublin,
Tel: 031 822 3868

GW DUBLIN
Unit 3, Lower Liffey Street,
Tel: 031 872 5791

BALINA, World of Wonder Balina
Dillon Terrace, Co Mayo, Balina,
Tel: 096 76676

BLACKPOOL, World of Wonder Blackpool
23 Northpoint Bus Park, Co Cork,
Blackpool, Tel: 0214 210 445

BLACKROCK, Art and Hobby Blackrock
U.23&24 BLACKROCK S/C, Co
Dublin, Blackrock, Tel: 01 283 2394

CLONMEL, Toymaster Hogans
31 Parnell St, Co Tipperary, Clonmel,
Tel: 052 23973

CORK, Other Realms
Paul Street Shopping Centre, Cork
City, Cork, Tel: 021 4279508

CORK, World of Wonder
Co Cork, Cork, Tel: 021 4210445

DOUGLAS, Art and Hobby Douglas
u.18 Douglas Court Shopping Centre,
Co Cork, Douglas, Tel: 021 436 3580

DROGHEDA,
Art and Hobby Drogheda
Unit 15, Scotch Hall, S/C,
Co Louth, Tel: 041 987 3270

DUBLIN,
Art and Hobby Jervis Centre
Unit 10D, Jervis S/C, Co Dublin,
Tel: 018 745 312

DUBLIN, TM Banba Dublin
48 Mary St, Dublin, Tel: 01 872 7100

DUN LAOGHAIRE,
Toymaster Banba Dun Laoghaire
312 Dun Laoghaire Shopping Centre,
Co Dublin, Dun Laoghaire,
Tel: 012 804 011

DUN LAOGHAIRE,
Art and Hobby Dun Laoghaire
Top Floor Dun Laoghaire S/C, Co
Dublin, Dun Laoghaire,
Tel: 012805047

DUNDALK, Pick n Save
u. 7 Long Walk S/Centre, Co Louth,
Dundalk, Tel: 042 932 7356

DUNDURM,
Art and Hobby Dundrum
U6 Level 3 Dundrum S/C, Co
Dublin, Dundrum, Tel: 012962944

DUNGARVAN,
Toymaster Murphys
9 Main St, Co Waterford, Dungarvan,
Tel: 058 41376

ENNIS, World of Wonder Ennis
Woodquay Car Park, Co Clare, Ennis,
Tel: 065 684 8697

ENNISCORTHY,
Toymaster Play and Learn
Weaver St, Co Wexford, Enniscorthy,
Tel: 053 23188

GALWAY, Gamers Realm
8A The Corn Store Middle St,
Galway, Tel: 091 563 006

KILKENNY, Toymaster Crotty's
77 High St, Kilkenny,
Tel: 056 51038

KILKENNY, Art and Hobby
U9 Coffe House Lane Market Cross
S/C, Kilkenny, Tel: 056 71904

LIMERICK, The Gathering
43 Lower Gerald Griffin St, Limerick,
Tel: 061 315 133

LIMERICK, Art and Hobby
U3 The Crescent S/C, Limerick,
Tel: 061 309757

MACROOM, Toymaster Marys
2 Main Street, Co Kerry, Macroom,
Tel: 026 42491

NAAS, Art and Hobby Naas
Unit 9, Moate S/C, Co Kildare
Tel: 045 874322

NAVAN, Game Bandits
Unit 1, Trimgate Lane, Co Meath
Tel: 046 9075099

NEWBRIDGE,
World of Wonder Newbridge
Newbridge R/P Agharvan Road, Co
Kildare, Newbridge, Tel: 045 447265

SANTRY, Art and Hobby Santry
Omni Park S/C, Co Dublin
Tel: 01 862 4500

ST STEPHENS GREEN,
Art and Hobby Stephens Green
Top Floor Stephens Green S/C, Co
Dublin, St Stephens Green,
Tel: 014781263

STILLORGAN,
Toymaster Nimble Fingers
1 Dublin Road, Co Dublin,
Stillorgan, Tel: 01 2880788

TULLAMORE, Toymaster Robbins
O'Connor Square, Co Offaly,
Tullamore, Tel: 0506 21541

WATERFORD, The Hobby Shop
85A The Quay, Waterford,
Tel: 051 852 227

WATERFORD, Tall Tales Bookshop
30 Michael Street, Waterford,
Tel: 051 873 967

WEXFORD,
Toymaster Play and Learn
Wexford Retail Park, Wexford,
Tel: 053 23788

WICKLOW, Toymaster Hopkins
Main Street, Wicklow,
Tel: 040 467225

WILTON, Art and Hobby Wilton
u. 3 Wilton Shopping Centre, Co
Cork, Wilton, Tel: 021 434 7207

FINLAND

GW HELSINKI
Simonkatu 9, 00100,
Tel: 09 75 15 45 25

HELSINKI, Fantasiapeli Helsinki
Vilhonkatu 4B, 00100 Helsinki,
Tel: 09 65 0803

LAHTI, Puolenkuun Pelit
Kaulatienkatu 16, 15110 Lahti,
Tel: 03 751 5151

ESPOO, Pelimestä
Ullapkatu 11, 02320 Espoo,
Tel: 09 813 3283

JOENSUU, Fantasiapeli Joensuu
Kauppatie 32, 80100 Joensuu,
Tel: 013 284 3144

JYVÄSKYLÄ,
Fantasiapeli Jyväskylä
Kauppatie 2, 40100 Jyväskylä,
Tel: 014 21 6629

KUOPIO, Fantasiapeli Kuopio
Tulliportinkatu 46-48, 70100
Kuopio, Tel: 017 3611148

OULU, Fantasiapeli Oulu
Koulukatu 28, 90100 Oulu,
Tel: 08 327 4906

TAMPERE, Fantasiapeli Tampere
Kuninkaankatu 5, 33100 Tampere,
Tel: 03 222 5200

TURKU, Fantasiapeli Turku
Yliopistokatu 33A, 20100 Turku,
Tel: 02 232 8413

FORSSA, Fun Stuff & Cards
Hämeentie 7, 01000 Forssa,
Tel: 03 435 6585

HÄMEENLINNA, Lelushoppi
Palokunnankatu 17, 13100
Hämeenlinna, Tel: 03 682 3950

HEINOLA, Talousuusi ja lelu
Kauppatie 19, 18100 Heinola,
Tel: 03 715 3905

HYVINKÄÄ, Royal Toys
Muutikkatie 5, 05830 Hyvinkää,
Tel: 019 43 9376

IISALMI, Taikatalo
Savonkatu 12, 74100 Iisalmi,
Tel: 017 82 6358

IMATRA, Kirja-Lahja Alex Ky
Mansikkakatu 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

KERAVAL, Antikvariaatti Kersa
Torikatu 1, 04201 Kerava,
Tel: 09 294 4210

KOTKA, Eagle Card
Keskuskatu 25, 48100 Kotka,
Tel: 05 21 4238

KOUVOLA, Muovipox
Valtakatu 3, 45100 Kouvola,
Tel: 05 311 7955

KUUSANKOSKI, Kirja Savinen
Kauppa-aukio 1, 45700 Kuusankoski,
Tel: 05 374 8271

MAARIEHAMN, Dillen
Torgatan 7, 22100 Mariehamn,
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
HerttuanTor 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 ia Paperi
Lahdekorventie 32, 37130 Raah,
Tel: 08 223 6825

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