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WHITE DWARF™

WD330 JUNE 2007

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WARHAMMER®

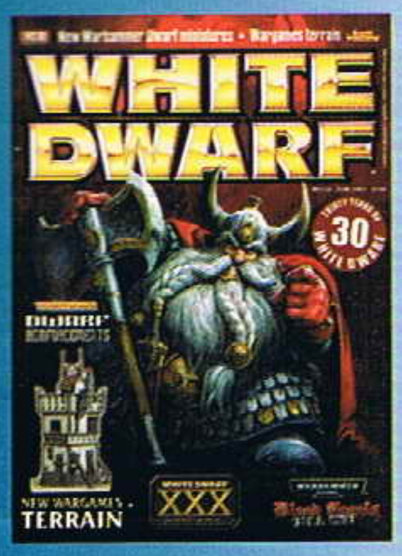
DWARF REINFORCEMENTS

NEW WARGAMES TERRAIN

WHITE DWARF™ XXX 1977 - 2007

WARHAMMER® 40,000™

Blood Angels OFFICIAL CODEX



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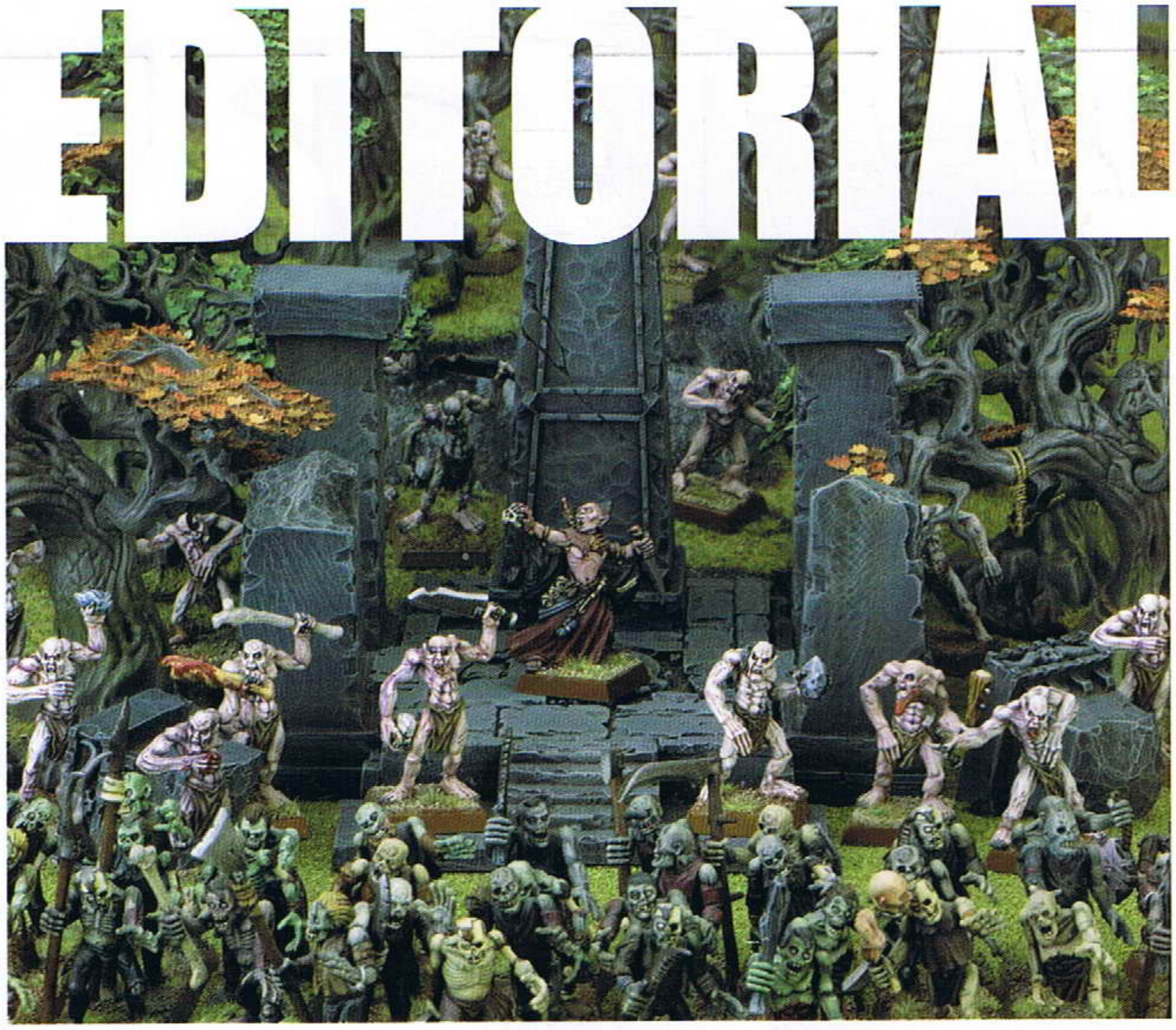

Hills and forests resound to the clatter of arms in every hobbyist's home!

Available this month in all Games Workshop hobby centres is a whole range of new plastic terrain box sets that will help you get your battlefield looking better than ever before.

We've produced scenery for many years now, but this is the first time that you'll be able to get a full range of all-plastic terrain – enough to equip an entire gaming board. Although there is an emphasis on Warhammer here, with an excellent fortified manor house, you can use much of the new scenery for any of our games. This month we're going to take a look at how the scenery, especially the buildings, work in your games of Warhammer, but next month we'll take a look at how you can create a multi-purpose gaming board fit for all of our systems. This is simply done by adding Warhammer 40,000 ruins or following one or two of the scenery projects in The Lord of the Rings strategy battle game supplements to a battlefield.

Also out this month, and a great joy to my heart, are more amazing Dwarf models. The new miners and Dwarf heroes so perfectly capture the spirit of Dwarf-folk that, if I did not know better, I would swear their sculptor Aly Morrison to be a Dwarf himself!

Grombrindal, The White Dwarf

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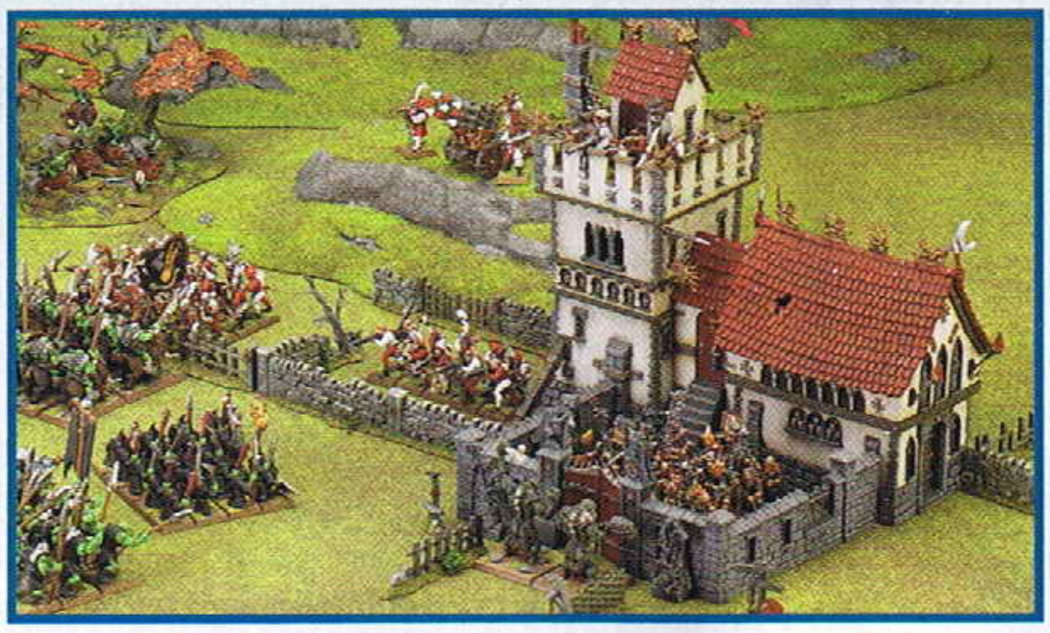
23 CITADEL

WARGAMING TERRAIN

How you can use the new hills, trees and buildings to make your games even more interesting!



34 WARHAMMER

UNDERGROUND ADVANCE

Dwarf Miners emerge from their tunnels to face their oldest enemies, the Orcs & Goblins.

68 WARHAMMER 40,000

SONS OF SANGUINIUS

Presenting part one of the Blood Angels codex update, with the history and special rules of the Chapter.

HAPPY BIRTHDAY WHITE DWARF

Turn to page 60

WHITE DWARF - 30 YEARS - XXX 1977 - 2007

ALSO IN THIS ISSUE...

02 NEW RELEASES
The latest models from our mighty games forges.

18 NEWS
New The Lord of the Rings supplements!

46 BATTLE REPORT: BATTLE FOR BLACKSKULL MANOR
Dwarfs and greenskins battle for supremacy.

59 CITADEL TOOLBOX
Getting the most from our new static grass.

81 STANDARD BEARER
Jervis talks Blood Angels.

84 TACTICA: LORDS OF LIGHT
Good generals for Good armies.

90 MODELLING WORKSHOP: WARHAMMER BUILDINGS
How to assemble the new terrain kit.

98 'EAVY METAL
Soldiers of Gondor.

102 FRONTLINE NEWS
News and Events specific to your region.

110 MAIL ORDER
Blood Angels components.

WARHAMMER®

FORTIFIED MANOR

This plastic box set contains 1 Fortified Manor and 1 set of walls and fences (see below)

FORTIFIED MANOR

Sweden	600sek	Denmark	500dkr
Norway	600nkr	Euro	€70

Product code: 99120299012
Sculpted by Colin Grayson & Alex Hedström

ON SALE JUNE 16th

>>>TURN TO PAGE 90 FOR MODELLING INFORMATION ON THE NEW MANOR!

Fortified Manor shown at 30%

WALLS AND FENCES

This plastic box set contains 4 long sections of linear obstacles, 5 short sections, and 2 signposts

WALLS AND FENCES

Sweden	140sek	Denmark	115dkr
Norway	140nkr	Euro	€15

Product code: 99220299022
Sculpted by Colin Grayson

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CITADEL GLADE GRASS

Contains 15g of Glade Grass

GLADE GRASS

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Product code: 99229999066

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CITADEL SCORCHED GRASS

Contains 15g of Scorched Grass

SCORCHED GRASS

Sweden	70sek	Denmark	60dkr
Norway	75nkr	Euro	€7.50

Product code: 99229999067

ON SALE JUNE 16th

>>>TURN TO PAGE 59 FOR MORE INFORMATION ON USING OUR DIFFERENT TYPES OF STATIC GRASS

ARCANE RUINS

This box contains 1 plastic Warhammer Arcane Ruins set

WARHAMMER ARCANE RUINS

Sweden	180sek	Denmark	150dkr
Norway	180nkr	Euro	€20

Product code: 9912999903
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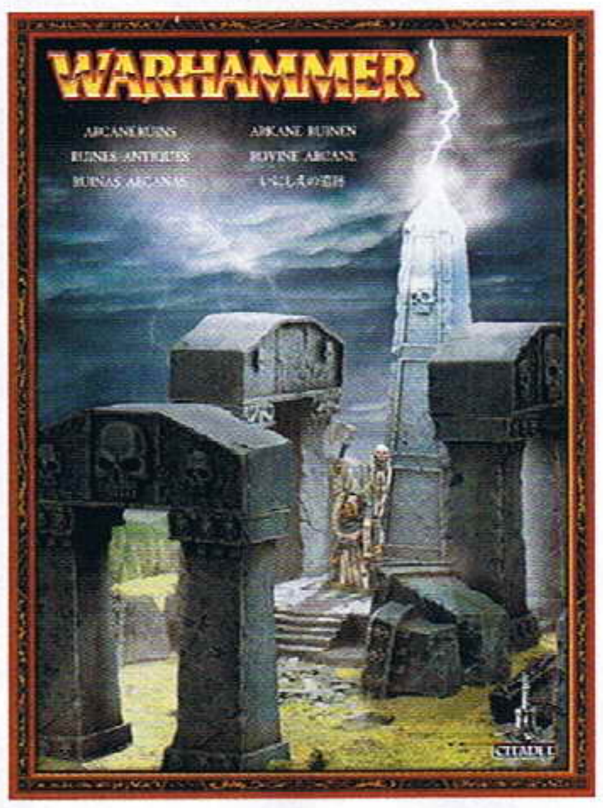

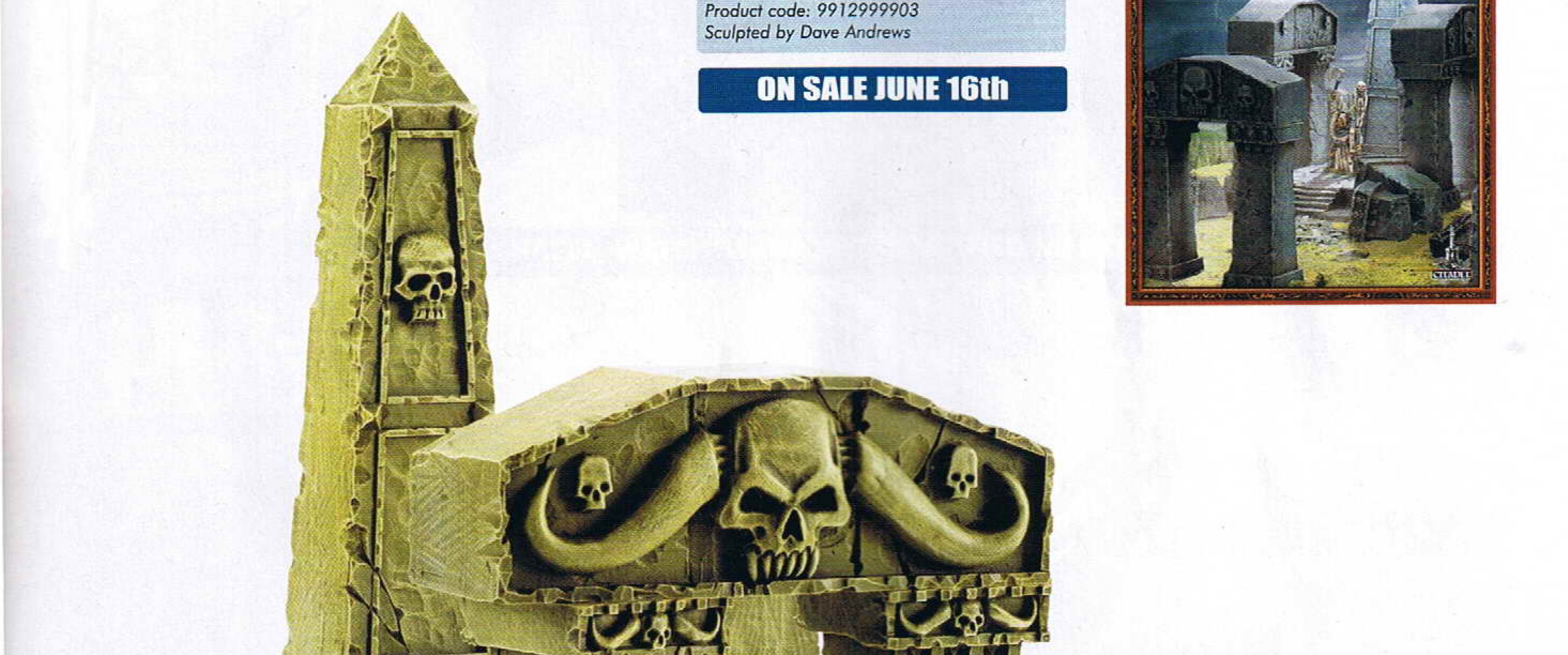

Arcane Ruins shown at 90%

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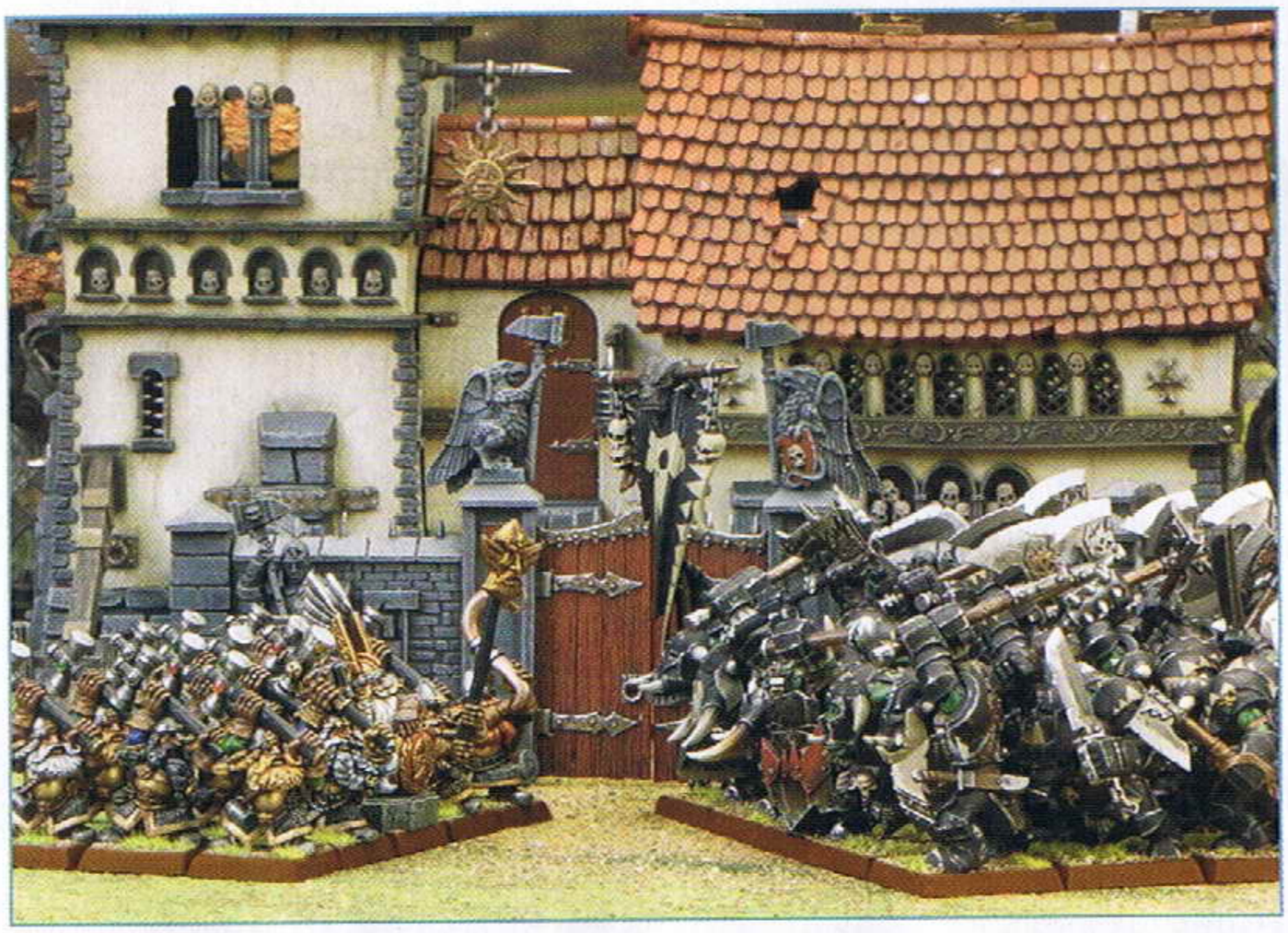
WARHAMMER BUILDINGS SET

The new Warhammer Buildings set is a massive plastic kit, which contains a complete Fortified Manor, plus an additional Watchtower and Chapel and three sets of Citadel Walls and Fences.

This box set contains an entire battlefield's worth of terrain for your games of Warhammer.



This plastic box set contains 1 Fortified Manor, 1 Watchtower, 1 Chapel and 3 sets of walls and fences

WARHAMMER BUILDINGS SET

Sweden	1000sek	Denmark	900dkr
Norway	1000nkr	Euro	€120

Product code: 99120299015
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WARHAMMER CHAPEL

WARHAMMER WATCHTOWER

INCLUDES CHAPEL, WATCHTOWER AND FORTIFIED MANOR SETS!

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CITADEL®

CITADEL MODULAR GAMING HILL

This plastic box set contains a 2-part Citadel Modular Gaming Hill

CITADEL MODULAR GAMING HILL

Sweden	180sek	Denmark	150dkr
Norway	180nkr	Euro	€20

Product code: 99129999005

Sculpted by Dave Andrews

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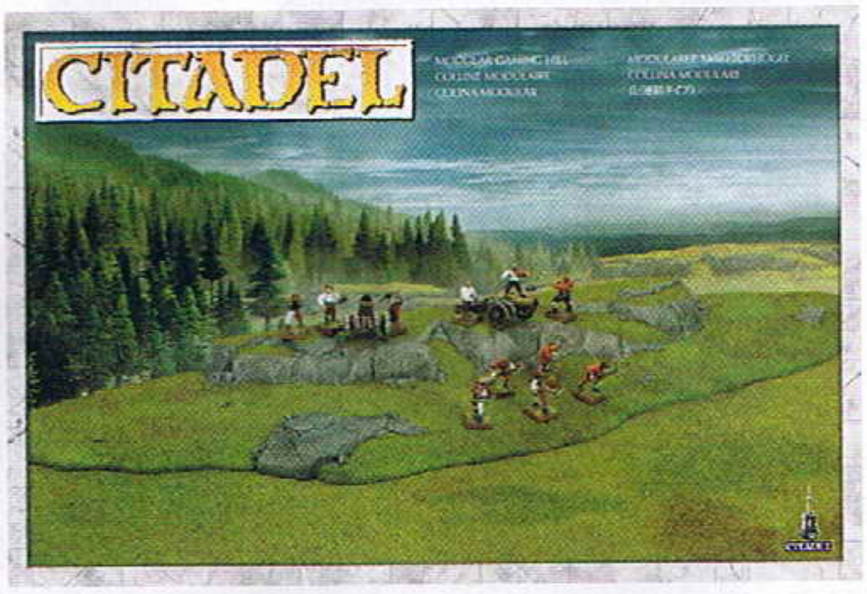
The modular hills can be used separately, or combined in two different configurations to make one large hill for a table edge. By combining two box sets, you can make a large hill for the middle of your table.



CITADEL GAMING HILL

This plastic box set contains 1 Citadel Gaming Hill

CITADEL GAMING HILL

Sweden	180sek	Denmark	150dkr
Norway	180nkr	Euro	€20

Product code: 99129999004

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>>>TURN TO PAGE 23 TO FIND OUT MORE ABOUT CITADEL TERRAIN

Hills shown at 40%

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CITADEL WOOD

Wood shown at 75%

This plastic box set contains 3 Citadel Trees and one base

CITADEL WOOD

Sweden	180sek	Denmark	150dkr
Norway	180nkr	Euro	€20

Product code: 99129999002

Sculpted by Alex Hedström

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CITADEL WARGAMES TERRAIN SET

x3

WHILE STOCKS LAST!

This box set contains 3 Citadel Woods, 1 Citadel Modular Gaming Hill, 1 Citadel Gaming Hill, 1 Warhammer Arcane Ruins set, 1 tub of Glade Grass and 1 tub of 1 Scorched Grass

CITADEL WARGAMES TERRAIN SET

Sweden	1000sek	Denmark	900dkr
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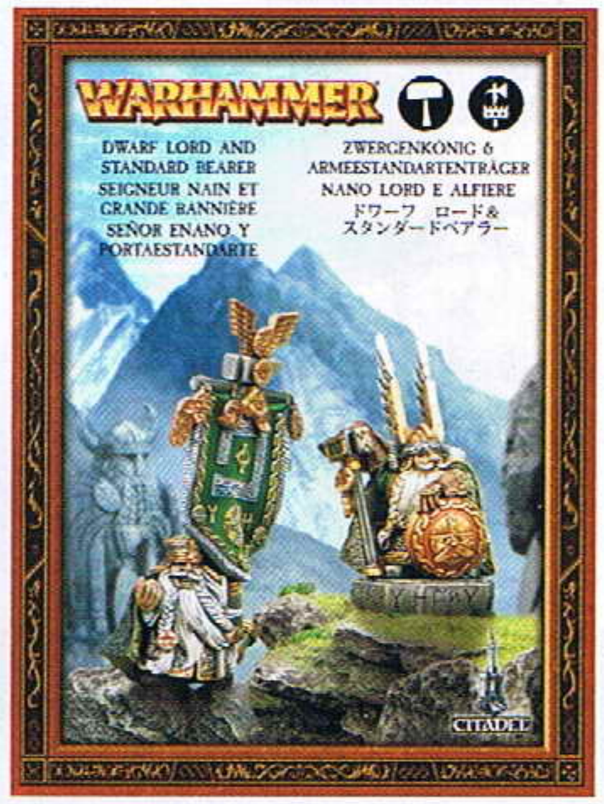
WARHAMMER®

DWARFS

DWARF LORD AND ARMY STANDARD BEARER



DWARF LORD ON OATH STONE

DWARF ARMY STANDARD BEARER

This metal box set contains 1 Dwarf Lord on Oath stone and 1 Dwarf Army Standard Bearer

DWARF LORD AND ARMY STANDARD BEARER

Sweden	140sek	Denmark	115dkr
Norway	140nkr	Euro	€15

Product code: 99110205132

Sculpted by Aly Morrison

ON SALE JUNE 30th

DWARF CHAMPION

DIRECT ONLY

This metal blister pack contains 1 Dwarf Champion

DWARF CHAMPION

Sweden	80sek	Denmark	70dkr
Norway	85nkr	Euro	€9

Product code: 99060205133
Sculpted by Aly Morrison

ON SALE JUNE 30th

WHITE DWARF 30TH ANNIVERSARY MODEL

The White Dwarf is 30 years old! To celebrate, we've made this special miniature of Grombrindal being borne aloft by Josef Bugman and Gotrek Gurnisson.
It is available only at the in-store White Dwarf birthday event.

STRICTLY LIMITED NUMBERS

This metal box set contains one limited edition White Dwarf miniature

WHITE DWARF 30TH ANNIVERSARY MODEL

Sweden	180sek	Denmark	150dkr
Norway	180nkr	Euro	€20

Product code: 99110205134

Sculpted by Aly Morrison

ONLY AVAILABLE ON 26th & 27th MAY

>>>SEE PAGE 60 FOR RULES!

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DWARF MINERS REGIMENT

WHILE STOCKS LAST!

PROSPECTOR

MINER

MINER

This multi-part plastic regiment set contains 20 Dwarf Miners including Musician, Standard Bearer and Prospector

DWARF MINERS REGIMENT

Sweden	270sek	Denmark	225dkr
Norway	270nkr	Euro	€30

Product code: 99120205009
Sculpted by Aly Morrison & Colin Grayson

ON SALE JUNE 30th

INCLUDES GRUDGE PONIES, MINE CARTS, STEAM DRILL AND MORE!

STANDARD BEARER

>>>FULL MINERS BOX CONTENTS ON PAGE 38!

DWARF MINERS

INCLUDES GRUDGE PONIES, MINE CARTS, STEAM DRILL AND MORE!

This multi-part plastic box set contains 10 Dwarf Miners including Musician, Standard Bearer and Prospector

DWARF MINERS

Sweden	150sek	Denmark	125dkr
Norway	150nkr	Euro	€17.50

Product code: 99120205008
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NOW AVAILABLE IN FIVE-MAN SETS – A COMPLETE RANK IN A BOX

DWARF HAMMERERS

This metal box set contains 5 Dwarf Hammerers

DWARF HAMMERERS

Sweden	140sek	Denmark	115dkr
Norway	140nkr	Euro	€15

Product code: 99110205126

Sculpted by Colin Dixon

ON SALE JUNE 30th

DWARF HAMMERERS COMMAND

This metal box set contains 5 Dwarf Hammerers including Musician, Standard Bearer and Gate Keeper

DWARF HAMMERERS COMMAND

Sweden	150sek	Denmark	125dkr
Norway	150nkr	Euro	€17.50

Product code: 99110205127

Sculpted by Colin Dixon

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DWARF IRONBREAKERS

This metal box set contains 5 Dwarf Ironbreakers

DWARF IRONBREAKERS

Sweden	140sek	Denmark	115dkr
Norway	140nkr	Euro	€15

Product code: 99110205124

Sculpted by Colin Dixon

ON SALE JUNE 30th

DWARF IRONBREAKERS COMMAND

This metal box set contains 5 Dwarf Ironbreakers including Musician, Standard Bearer and Ironbeard

DWARF IRONBREAKERS COMMAND

Sweden	150sek	Denmark	125dkr
Norway	150nkr	Euro	€17.50

Product code: 99110205125

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DWARF SLAYERS

This metal box set contains 5 Dwarf Slayers

DWARF SLAYERS

Sweden	140sek	Denmark	115dkr
Norway	140nkr	Euro	€15

Product code: 99110205128

Sculpted by Aly Morrison

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DWARF SLAYERS COMMAND

This metal box set contains 5 Dwarf Slayers including Musician, Standard Bearer and Giant Slayer

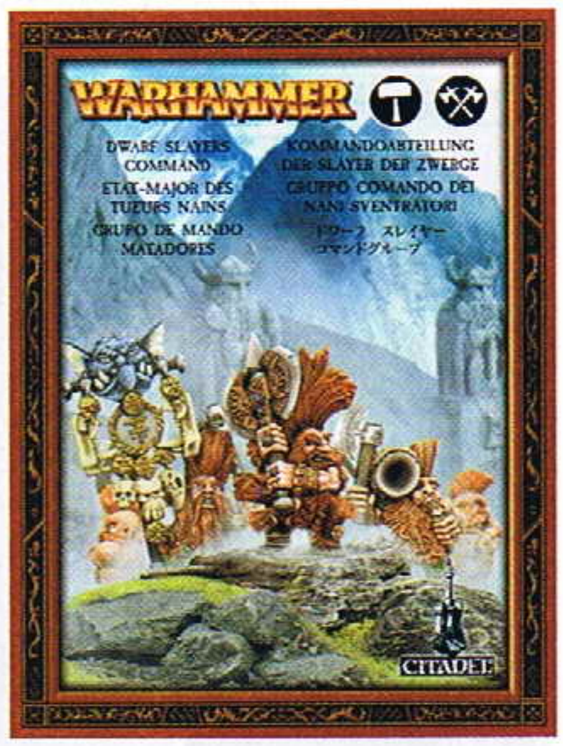
DWARF SLAYERS COMMAND

Sweden	150sek	Denmark	125dkr
Norway	150nkr	Euro	€17.50

Product code: 99110205129

Sculpted by Aly Morrison & Seb Perbert

ON SALE JUNE 30th



DWARF LONGBEARDS

This metal box set contains 5 Dwarf Longbeards

DWARF LONGBEARDS

Sweden	140sek	Denmark	115dkr
Norway	140nkr	Euro	€15

Product code: 99110205130

Sculpted by Colin Dixon

ON SALE JUNE 30th

DWARF LONGBEARDS COMMAND

This metal box set contains 5 Dwarf Longbeards including Musician, Standard Bearer and Veteran

DWARF LONGBEARDS COMMAND

Sweden	150sek	Denmark	125dkr
Norway	150nkr	Euro	€17.50

Product code: 99110205131

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EMPIRE

EMPIRE ARMY

This Empire army box set contains all the models you need to take to the field against the Emperor's foes. Made entirely from plastic, it is an ideal starting point for a new collection, or for swelling the ranks of an existing Empire army to a massive size!

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This multi-part plastic army set contains 1 Empire General, 1 Empire Army Standard Bearer, 10 Pistoliers/Outriders, 20 State Troopers, 20 State Missile Troops, 20 Flagellants, 8 Empire Knights and 1 Volley Gun/Rocket Battery

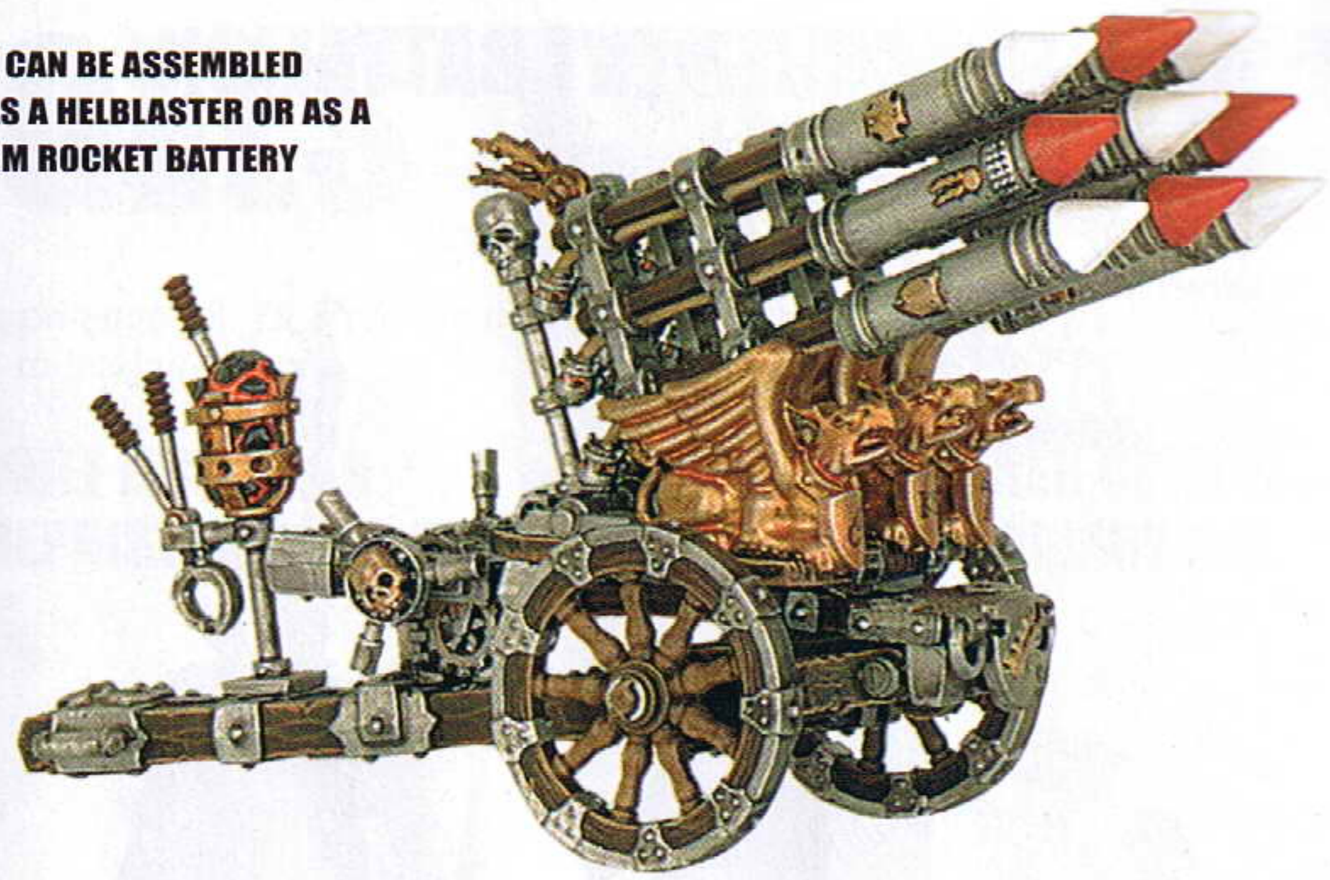
EMPIRE ARMY

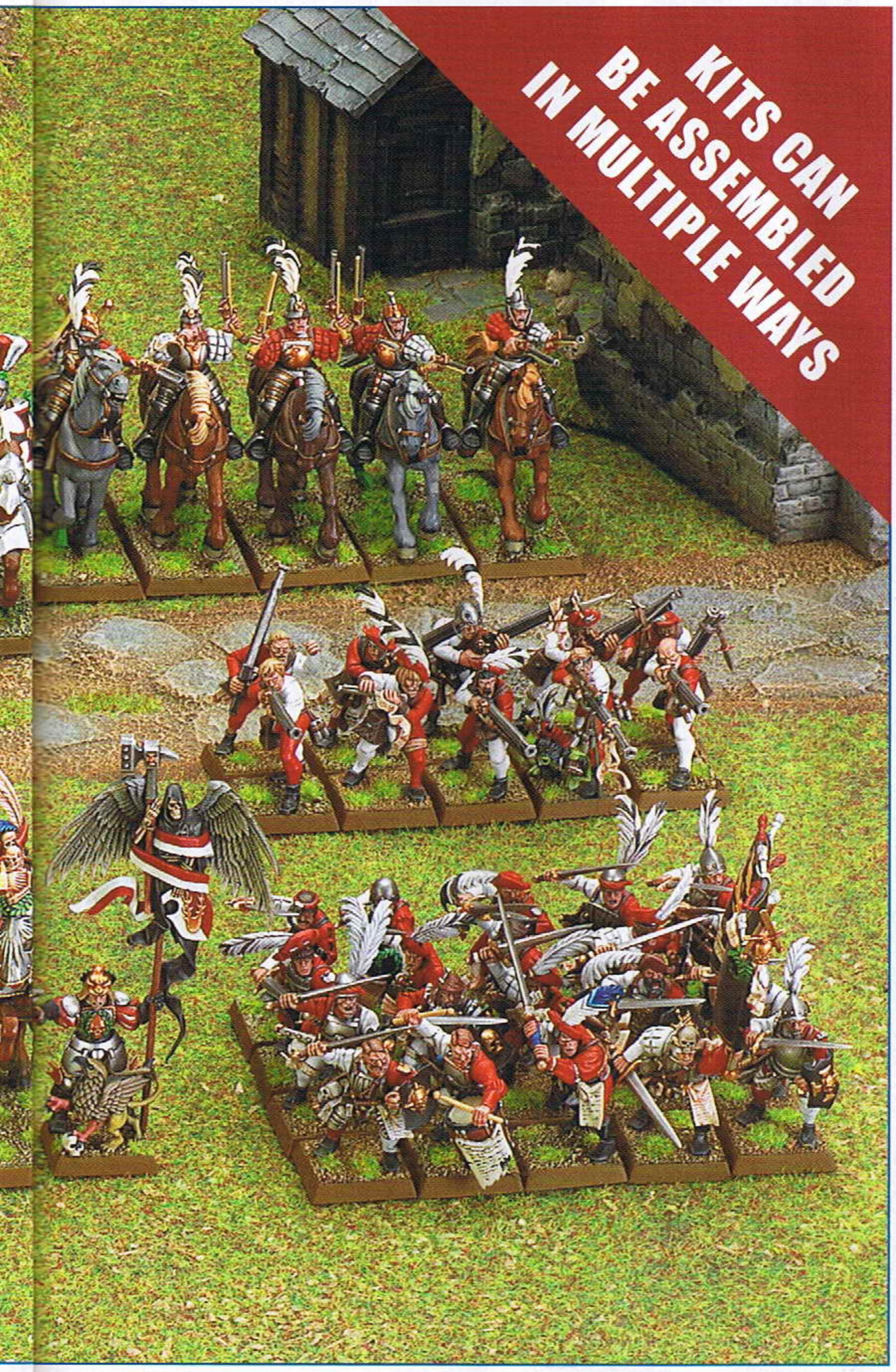
Sweden	1500sek	Denmark	1250dkr
Norway	1500nkr	Euro	€160

Product code: 99120202021

ON SALE JUNE 30th

THIS KIT CAN BE ASSEMBLED EITHER AS A HELBLASTER OR AS A HELSTORM ROCKET BATTERY





FIRST CHANCE TO GET THE NEW PLASTIC HELBLASTER/HELSTORM AND FLAGELLANT KITS!

EMPIRE FLAGELLANTS

EMPIRE GENERAL

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EMPIRE REINFORCEMENT BATTALION

WIZARD KIT MAKES TWO CUSTOMISABLE BATTLE WIZARDS!

Empire Amethyst Wizard.

Empire Celestial Wizard.

This multi-part plastic battalion set contains 2 Empire Wizards, 20 State Troopers, 20 Flagellants and 1 Volley Gun/Rocket Battery

EMPIRE REINFORCEMENTS

Sweden	750sek	Denmark	650dkr
Norway	750nkr	Euro	€80

Product code: 99120202020

ON SALE JUNE 30th

FIRST CHANCE TO OWN THE PLASTIC WIZARD KIT!

Empire Swordsmen.

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BLOOD ANGELS

WARHAMMER 40,000

Our official Blood Angels Codex update begins on page 68. Don't forget that these great character models are available from Retail Stores and Games Workshop Mail Order to lead your army.

COMMANDER DANTE, LORD OF THE BLOOD ANGELS

This metal blister pack contains 1 Commander Dante

COMMANDER DANTE

Sweden	120sek	Denmark	100dkr
Norway	120nkr	Euro	€13

Product code: 99060101027
Sculpted by Jes Goodwin

CHIEF LIBRARIAN MEPHISTON, LORD OF DEATH

This metal blister pack contains 1 Chief Librarian Mephiston

CHIEF LIBRARIAN

Sweden	120sek	Denmark	100dkr
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SANGUINARY HIGH PRIEST

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>>>TURN TO PAGE 68 TO FIND OUT MORE ABOUT THE BLOOD ANGELS

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BROTHERS OF THE SNAKE

Following the success of Horus Rising and The Armour of Contempt, best-selling author Dan Abnett returns to the exploits of the mighty Space Marines. The bleakness of the war-torn far-future is laid bare as the Iron Snakes Chapter battle against the enemies of Mankind.

BROTHERS OF THE SNAKE
by Dan Abnett

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The Horus Heresy is the single most important event in the Warhammer 40,000 background – the schism that set Space Marine against Space Marine and almost destroyed Mankind. This omnibus brings together all four volumes of the Horus Heresy art collection for the first time.

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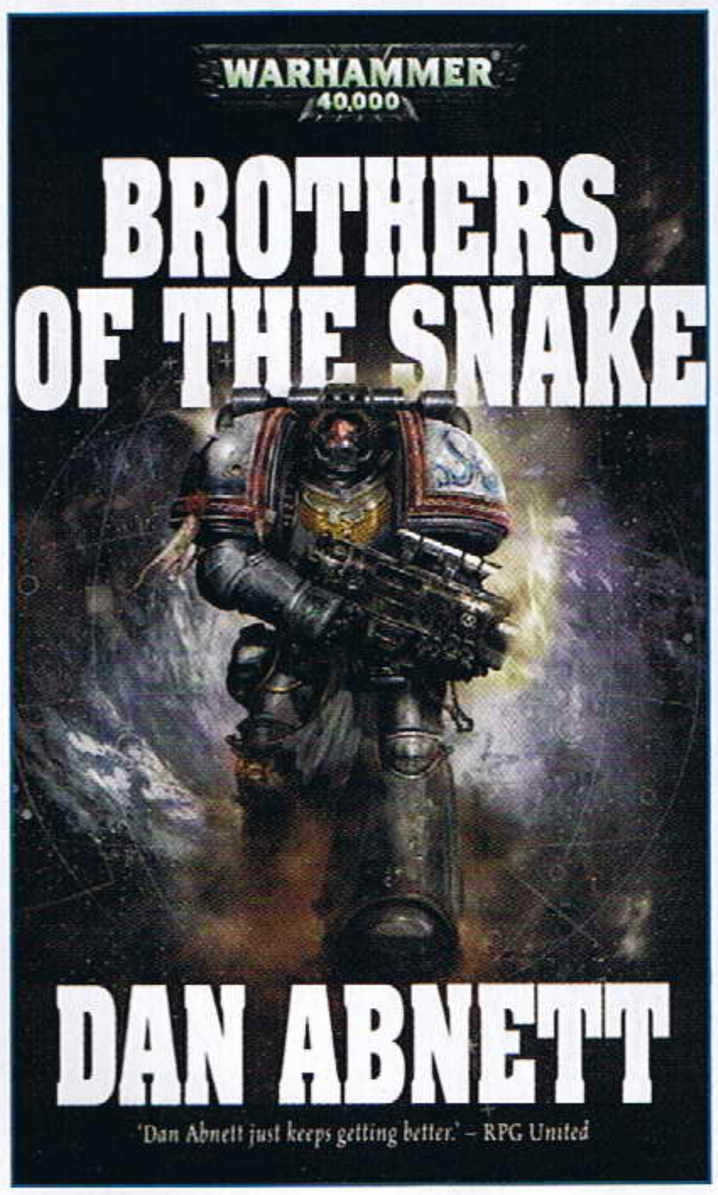

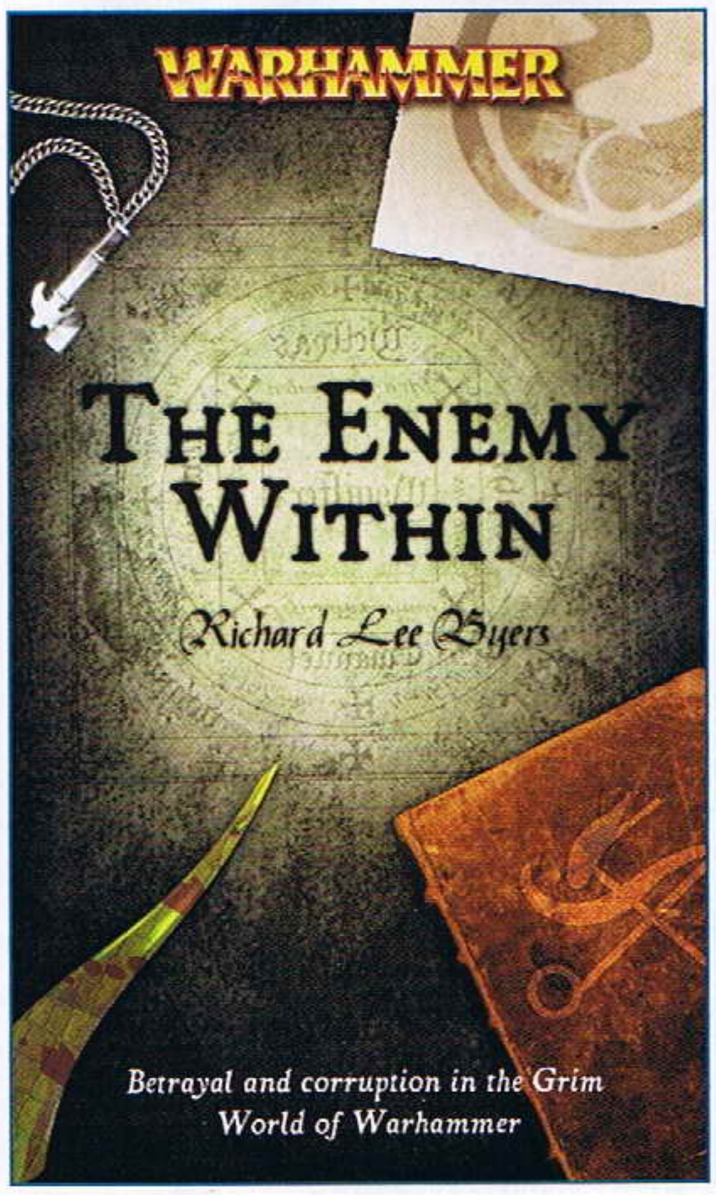

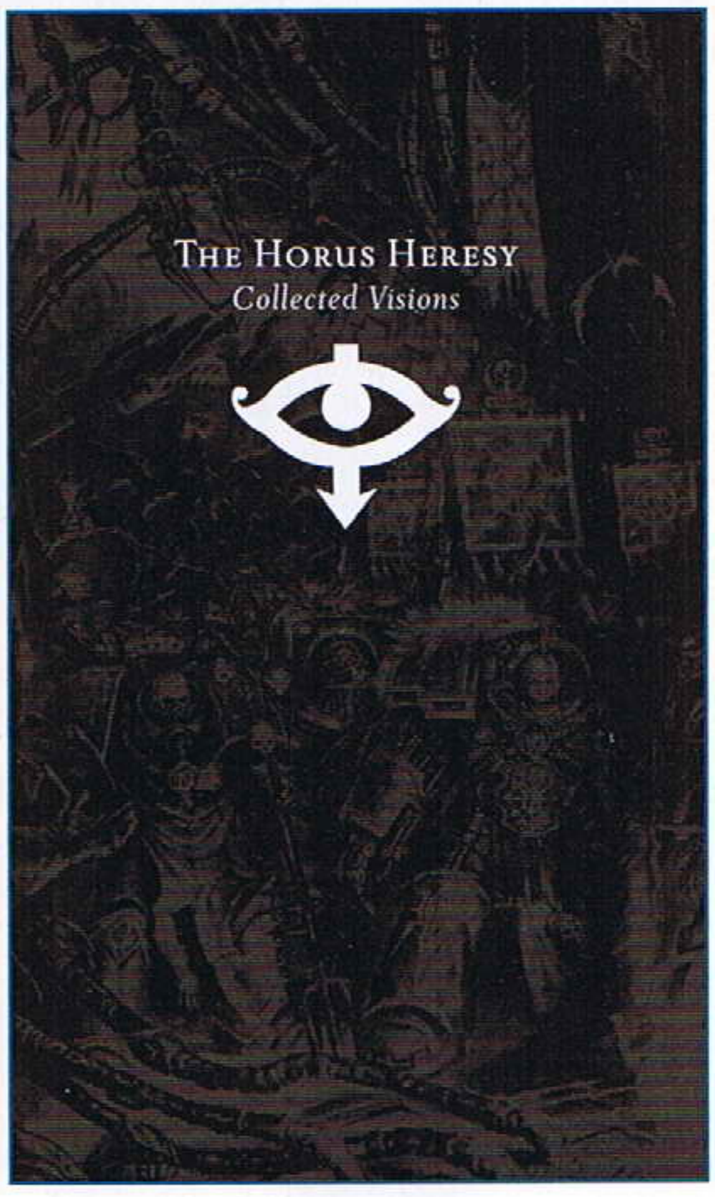

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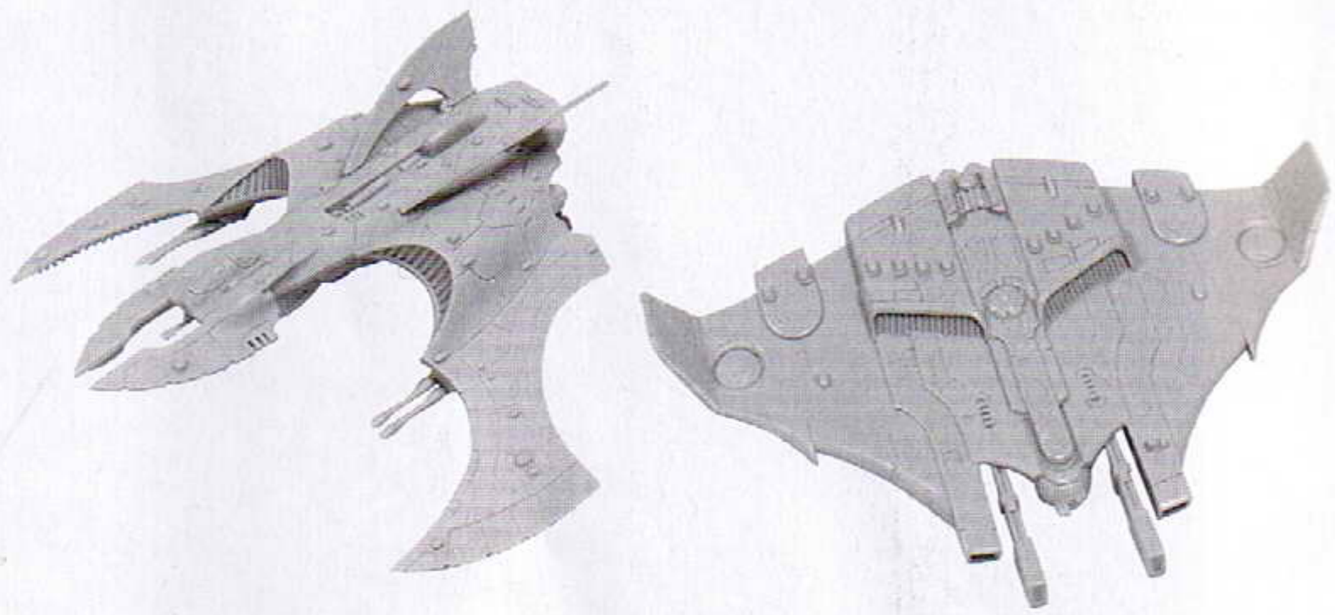
FORGE WORLD

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

www.forgeworld.co.uk

AERONAUTICA IMPERIALIS

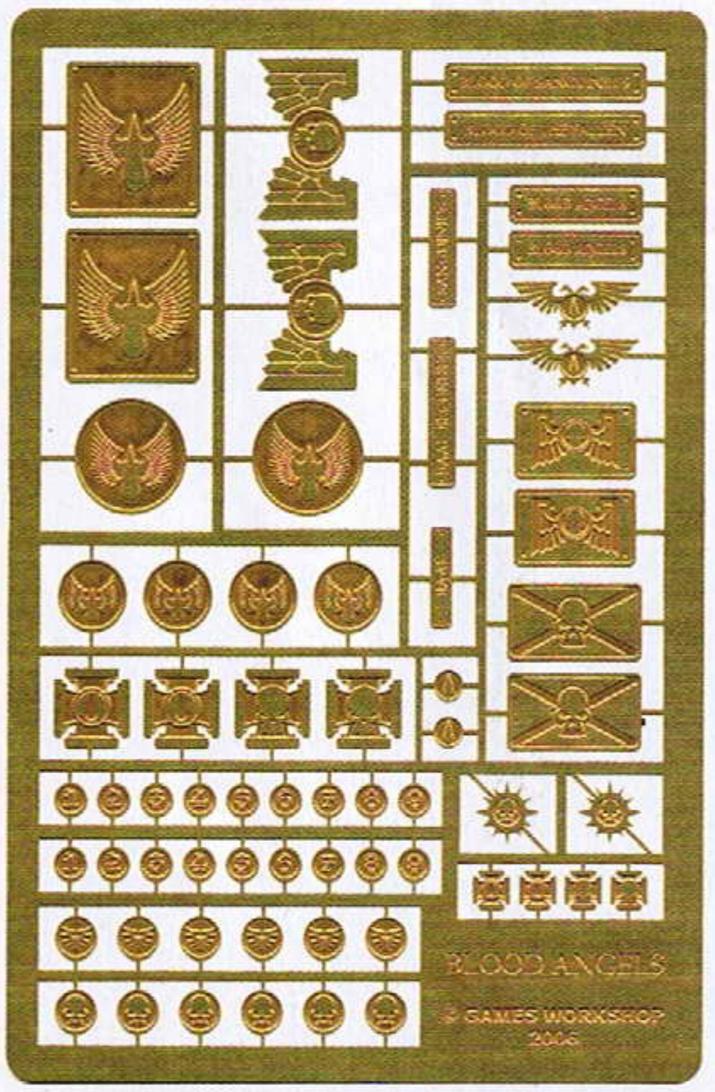
More fantastic models swell the Aeronautica Imperialis range each month, such as the Eldar Vampire Raider and Tau Tigershark AX-1-0, right. Models designed by Will Hayes. Check out the website for more!



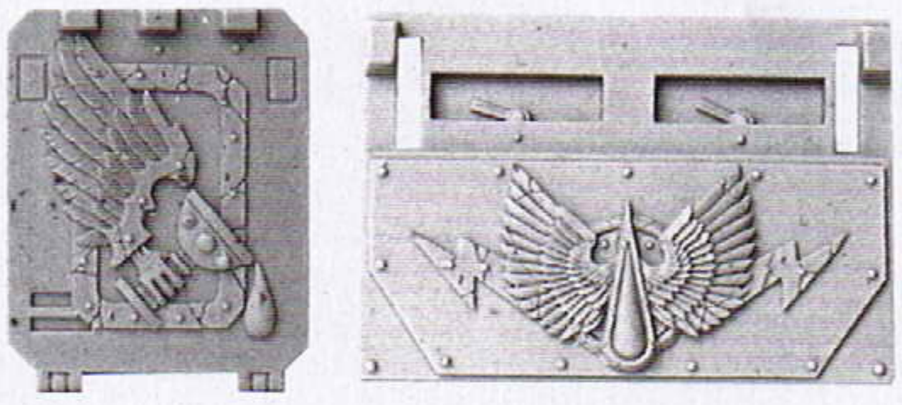
BLOOD ANGELS

With the Blood Angels Codex update featured in this very issue of White Dwarf, don't forget that Forge World offers a wide range of accessories to personalise your tanks and miniatures. From Rhino and Land Raider doors, to Terminator shoulder pads (all sculpted by Simon Egan), you'll find all you need at the Forge World website.

BLOOD ANGELS TERMINATOR SHOULDER PADS



BRASS ETCHED ICONS



BLOOD ANGELS RHINO DOORS

BLOOD ANGELS ICONS

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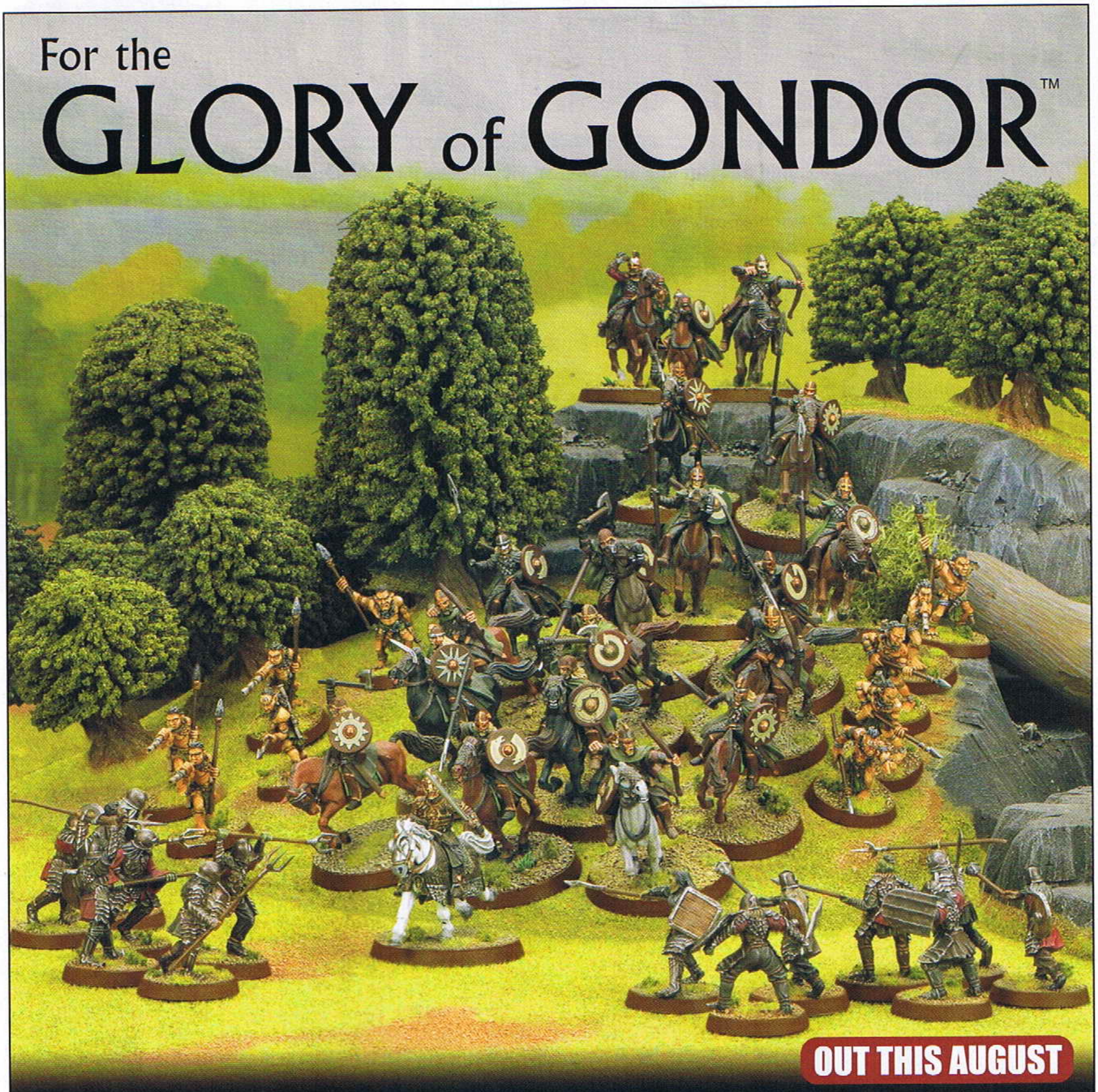
For the GLORY of GONDOR™



OUT THIS AUGUST

In two months' time, fans of The Lord of the Rings strategy battle game will be treated to not one, but two fantastic new supplements and a host of miniatures to accompany them.

First up we have The Return of the King journey book, which carries on from where The Two Towers left off. Through a series of scenarios, gamers can play all the key moments from the tale of the novel, leading up to the epic clash at the Pelennor fields outside the gates of Minas Tirith, where the very fate of Gondor and Middle-earth will be decided.

Speaking of Gondor, the greatest realm of Men in Middle-earth is represented by its very own sourcebook, Gondor in Flames. Every Gondor Hero and Warrior is detailed in this invaluable tome, along with background and army lists for Minas Tirith, the Tower of Ecthelion, the Fiefdoms, the Army of the High King, the Rangers of Ithilien and the Dead of Dunharrow. If that isn't enough, the sourcebook also contains several brand new scenarios and tons of hobby advice for starting your own army of Men.

As you'd expect, these two releases are accompanied by some fantastic Citadel miniatures. The forces of the Free Peoples are truly swelled with the arrival of a new Boromir on horseback figure, plastic Knights of Minas Tirith, Swan Knights of Dol Amroth command miniatures and Men-at-arms of Dol Amroth with pikes, Riders of the Dead, Axemen of Lossarnach, Clansmen of Lamedon, and more! But the good guys don't get it all their own way, for in addition to some brand new Morannon Orcs, the Evil side gains some great new Haradrim miniatures, as the realm of the Serpent Lord is explored in even more depth. With Serpent Riders and new Hâshari on the horizon, now is the time to dust off your Mûmakil and prepare to wage war upon the Free Peoples – the great battle of our time begins in White Dwarf 332!

THE LORD OF THE RINGS STRATEGY BATTLE GAME

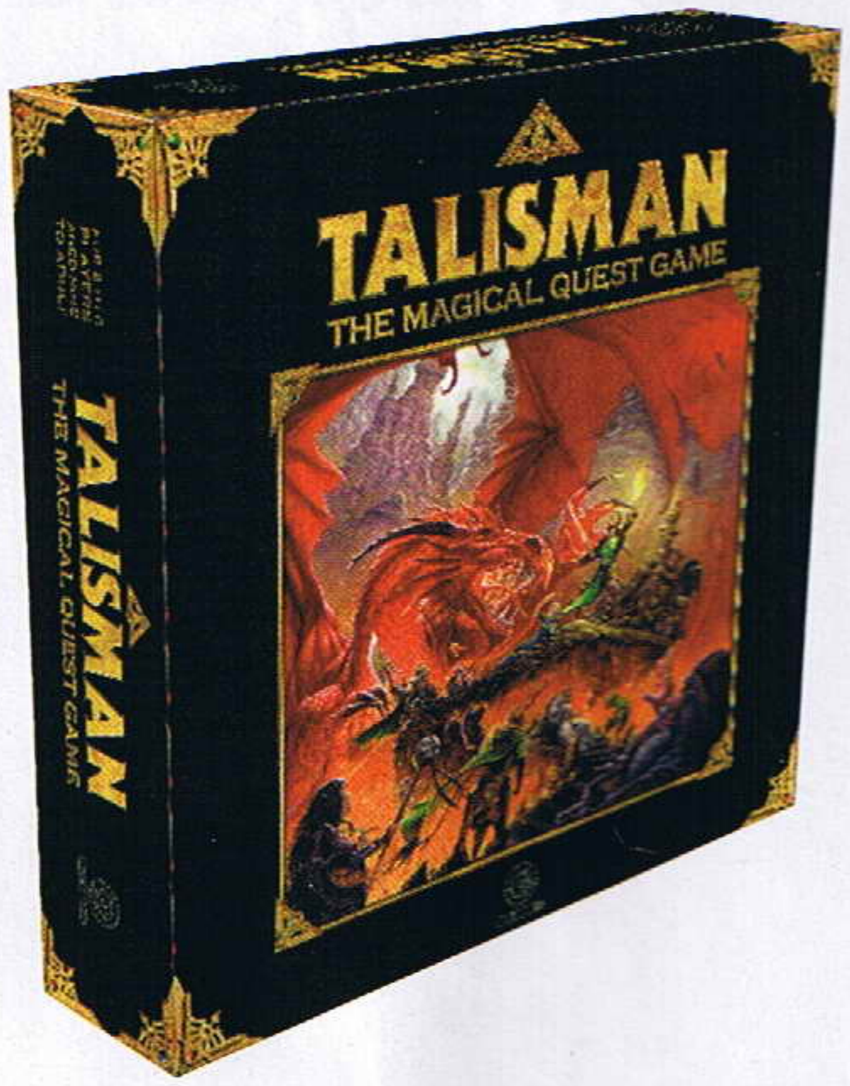
Axemen of Lossarnach.

Clansmen of Lamedon.

Harad Serpent Riders.

Riders of the Dead.

TALISMAN®



OUT OCTOBER 2007!

In October 2007, the classic Talisman game returns with a brand new edition, and it's better than ever!

Talisman is a fantasy board game for 2-6 people. Players control a myriad of characters, from warriors to a powerful sorcerer. In this perilous adventure, play centres around the journey of these gallant heroes to find and claim the Crown of Command, a magical artefact with the power to make its bearer the true ruler of the kingdom. Only with strength, courage and wisdom will the players survive the ultimate test and beat their opponents to victory.

First released in 1983, the classic Talisman game had a strong following, and this edition is sure to appeal to fans of the timeless original and new adventurers alike.

With new speedy play rules written by the legendary Rick Priestley, and fabulous new artwork and components, this is the best edition of the game ever! For more information, log onto:

www.blackindustries.com

FOUNDATION PAINTS INCOMING!

As seen in last month's White Dwarf, the new Citadel Foundation paints are now available in individual pots. Packed with pigment, these paints are specially formulated to paint over any colour, making for a perfect basecoat every time.

Individual pots will be available in-store from June 2nd.

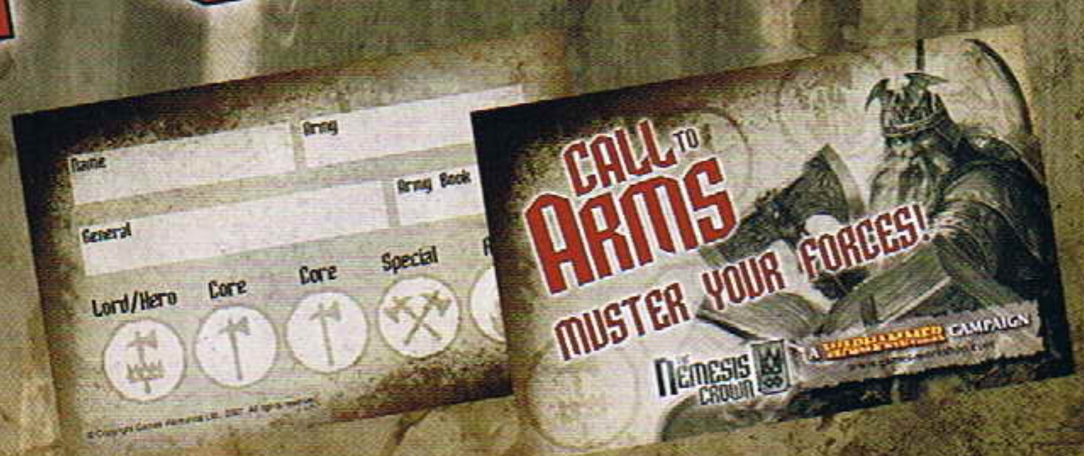
MECHRITE RED
MACHARIUS SOLAR ORANGE
IYANDEN DARKSUN
TAUSEPT OCHRE
TALLARN FLESH
CALTHAN BROWN
HORMAGAUNT PURPLE
MORDIAN BLUE
NECRON ABYSS
FENRIS GREY
ADEPTUS BATTLEGREY
ASTRONOMICAN GREY
DHENEB STONE
KHEMRI BROWN
CHARADON GRANITE
ORKHIDE SHADE
KNARLOC GREEN
GRETCHIN GREEN

CALL TO ARMS

MUSTER YOUR FORCES

To start your army go to the website below or speak to a Games Workshop staff member.

http://nc.games-workshop.com/calltoarms



THE NEMESIS CROWN

A WARHAMMER CAMPAIGN

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WARHAMMER

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Walls and Fences	16/06/07	140sek,	140nkr,	115dkr,	€15
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Empire Griffon Standard Bearer	4/08/07	80sek,	85nkr,	70dkr,	€9
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CITADEL

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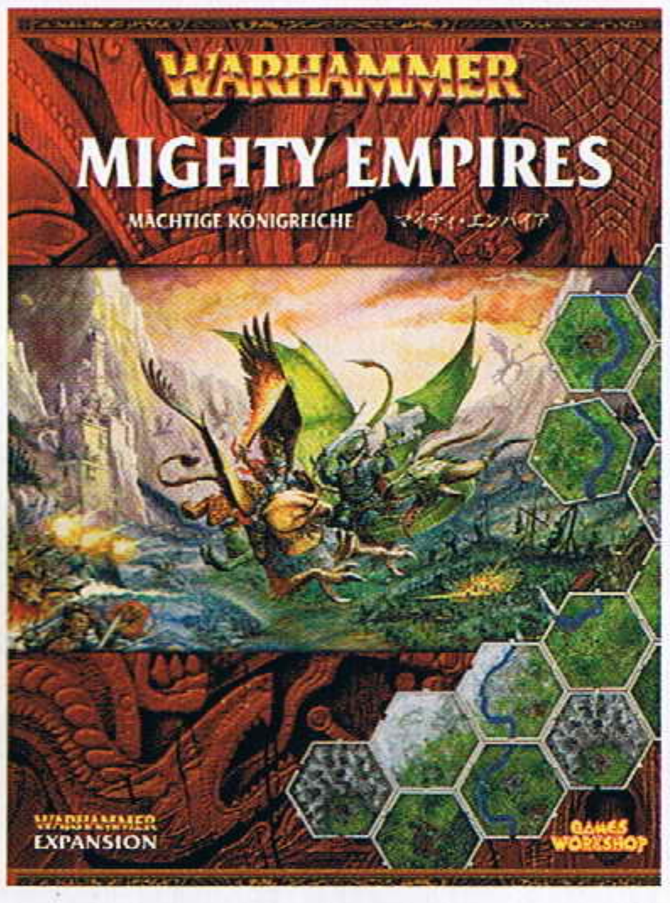
- Games Workshop stores Page 106
- Good model shops Page 107
- GW Online store Page 110
  www.games-workshop.co.uk/store
- Games Workshop Mail Order Page 110
  see page 110 for more details

COMING NEXT MONTH



Mighty Empires

Warhammer Watchtower

Empire Wizards

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WARGAMES TERRAIN

NEW TERRAIN

Andy Hall takes a close look at the new terrain sets and their many uses in your games of Warhammer, and Colin Grayson talks about his design of the Manor.

TACTICS

The lay of the land has a large impact on how your games play. Gav Thorpe discusses how to get the best tactically out of terrain.

CITADEL

WARHAMMER®

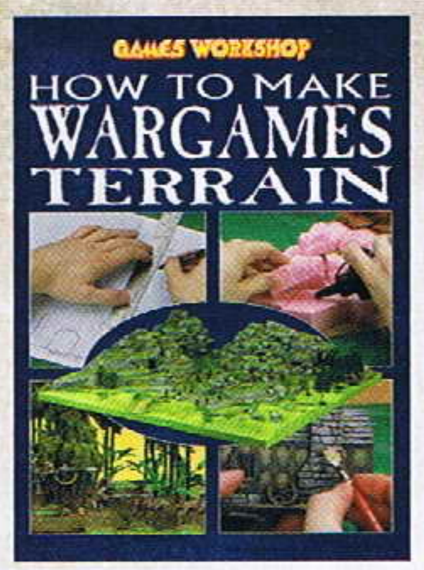
As you can see from the battlefield below, the new Citadel and Warhammer terrain sets make it possible to deck out your battlefield with great-looking scenery.

WOODS

Woods are useful for breaking up the battlefield and stopping cavalry and war machines on high ground from dominating the game. Armies with lots of skirmishers can use woods to their advantage as they can move freely through the dense terrain. Woods can happily sit anywhere on the board, although keep them away from far corners as this tends to make these areas of the battlefield redundant. Woods are often used to hide scouting units, so bear that in mind when placing them. These Citadel Woods have trees that can be temporarily detached from their bases, allowing for convenient positioning of units on movement trays.

GAMING HILL

The smaller hills can be placed anywhere on the tabletop. They give height advantages and make ranged troops more effective, so if you place one in a deployment zone it is best to give your opponent one in his deployment zone, too, to keep things fair. Hills can be placed on the centre line of the table but they block line of sight, so be aware that it may give fast, close combat armies a distinct advantage.



MAKING YOUR OWN

Making your own terrain is a very fulfilling part of the hobby. Projects vary from bridges, rivers, swamps and forests right up to creating your own centrepiece terrain themed around your army. *How to Make Wargames Terrain* is a useful book that contains ideas and techniques for loads of scenic items.

Terrain is a valuable but often overlooked part of the hobby. A well-constructed and painted scenery set placed on the tabletop looks great and really gets you in the mood for the upcoming battle. Fantastic terrain coupled with two fully painted armies playing over it is the most inspirational sight in the hobby – there's nothing else quite like it.

However, not everyone has the time or inclination to create terrain. Others would rather spend their spare time, understandably, painting miniatures rather than cutting up polystyrene tiles. This is why we have launched a new range of Citadel terrain. Sculpted to a high standard and made out of plastic for ease of construction, the new terrain range is easy to paint and will provide you with a fantastic looking battlefield. The Citadel Woods set and the two different sized hills can be used on any tabletop, be it in the far future, Middle-earth or in the Old World. The Warhammer Fortified Manor and Arcane Ruins sets are great centrepieces for any game of Warhammer, and it is easy to imagine Chaos Space Marine forces fighting over the Arcane Ruins in games of Warhammer 40,000.

Battlefield theory

With just a few of the Citadel and Warhammer terrain kits you can easily create a good-looking board for a game of Warhammer. In the example above we have used the Gaming Hill, the Walls and Fences, the Modular Hill, the Wood and the Fortified Manor to create a typical Warhammer tabletop that has sufficient scenery on it to make an interesting game, leaving enough open space to allow units to manoeuvre freely.

SEE THIS GAME BEING PLAYED ON PAGE 46

MODULAR HILL

This hill is made of two sections that can be configured either lengthways for a long rise that sits on a baseline, or can be connected with the shorter sides exposed to make a spur, which can be placed on the narrow sides of your battlefield to give some undulating terrain for flankers to move over. Two modular hill sets can be combined to create a very large hill, which is useful in massive games, or can even be placed on a large battlefield for an important special feature to sit upon.

CENTRE OF THE FIELD

When playing a standard game of Warhammer, no terrain can be placed within 12" of the centre of the board. This is to represent the fact that real-world generals, through the use of scouts, would try to choose a largely open space across which to fight. In game terms it focusses the action on the centre of the board. Of course, there are many situations both from a narrative and tactical point of view when having a key piece of terrain in the centre of the battlefield is perfectly acceptable; this can be arranged with your opponent beforehand in a mutually agreeable manner.

FORTIFIED MANOR

The manor makes an impressive centrepiece for your battlefield. Buildings give infantry a significant advantage once occupied, so expect a lot of the action to happen in and around the manor. Try to place the building centrally so that both players get an equal chance to reach it. However, you may wish to create a scenario in which one of the players is already in control of the manor. In these situations it is feasible for the manor to be placed in, or close to, the controlling player's deployment zone.

Setting up your terrain is an important part of preparing for a battle; the location of the scenery will have a large influence on how your game plays out, so a certain amount of thought should go into this. When setting up the terrain there are a few points to consider and some to avoid. "Terrain clumping" often happens when you use an "I go, you go" method of placing scenery. All the terrain features end up very close to each other in one or two piles whilst leaving the rest of the tabletop sparse. The effect on the game is to have dense, no-go areas of the tabletop that shrink your battlefield for no discernable tactical effect, and makes the battlefield look unnatural. Another common result of the "I go, you go" method is "mirroring", in which you end up with symmetrical table edges, i.e. each player has one hill on their left flank, a wall on the right flank, etc.

While perfectly playable, a mirrored battlefield detracts from the aesthetics of the game.

Terrain should be placed with both gaming and narrative principles in mind. A battlefield ought to have an internal logic – for instance, buildings of a similar theme can be placed reasonably close together to represent a village, rather than haphazardly spreading them across the entire tabletop. Walls and hedges are often set up on the battlefield with purely gaming reasons in mind – such as in deployment zones for ranged troops to stand against – with no thought as to why they would have been put there. Using walls and other such obstacles as boundaries for roads or in a grid pattern to represent fields and paddocks will still allow you the gaming effects of your terrain, but also gives the battlefield a logical, narrative setting.

FORGE WORLD

Forge World produce a range of resin scenery pieces for Warhammer, Warhammer 40,000 and The Lord of the Rings strategy battle game. These kits, designed for experienced hobbyists, make fantastic additions to any gaming table. Check out their complete range at:

www.forgeworld.co.uk

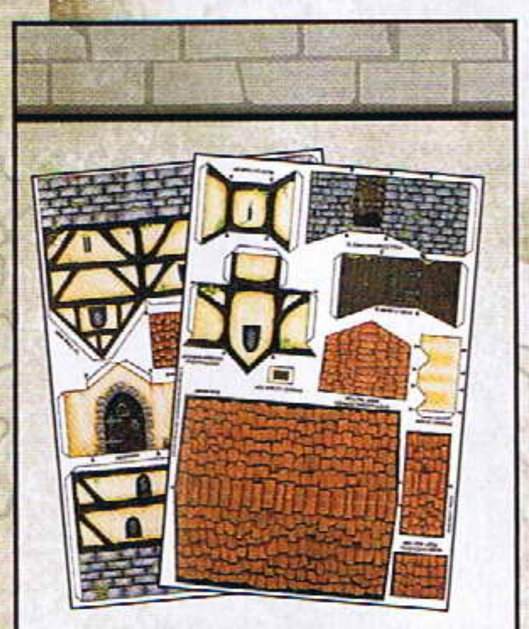
WARHAMMER SCENERY

▼ THE CHAPEL

The chapel is adorned with lots of little details to place it firmly in the Warhammer World. For instance, hourglasses are sculpted by the feet of both statues to represent dedication to Morr. The statue on the right holds a stylised symbol of the twin-tailed comet heralding the eventual return of Sigmar. The entrance to the chapel is adorned with symbols of Ghal Maraz. There is even a comet icon on the cornice of the roof.

► THE TOWER

The Tower has a rickety appearance common to lots of Empire constructions. Wooden support beams on one side of the tower hold the lower storeys in place. Even the chimney is leaning outwards, held to the building with chains!



FLAT PACKED

For many years the staple Warhammer buildings that were found on tabletops across the world were card stock kits. Like the wargaming equivalent of convenience furniture, they came flat-packed, with cut-out (later push-out) card components.

Colin Grayson was the sculptor behind the Fortified Manor. After a year of development and countless hours behind the PC with the virtual sculpting tool, Colin has emerged as the pre-eminent Warhammer architect.

"On the face of it, the project was purely a straight line design," says Colin, referring to design work where the subject matter is a manufactured or non-natural piece. "But there was a surprising amount of organic sculpting that became part of the project once the basic shapes had been generated." To create the manor Colin used two pieces of software – the first gave Colin the virtual equivalent of plasticard and plastic rod (the real world materials that sculptors use for straight line work), to allow him to make basic geometric shapes. The second program was essentially virtual Green Stuff, which allowed Colin to turn the basic building into a proper piece of Warhammer terrain. "This is where the organic elements came in," adds Colin. "A brick may be a simple square or oblong, but each brick has a texture, and so do wooden panels and metalwork. All start off as basic shapes, but then textures are overlaid, shapes are warped and chinks, bumps and scratches are added. All are separate elements, but when viewed as a whole they give the building a very satisfying look."

The buildings that make up the manor all have a very Warhammer world flavour. "We never intended to make a generic fantasy building. The kit had to look like it was part of the Warhammer world." Colin has achieved this by the sheer amount of detail that adorns the model, from the sunken roof to the comet-decorated frieze that girts the chapel.

CITADEL WOODS

PAINTING TREES

Foundation Paints and Citadel Colour are perfect for painting your terrain.

AUTUMN TREES

Undercoat
Trunk: *Chaos Black*
Foliage: *Chaos Black*

Basecoat
Trunk: *Charadon Granite*
Foliage: *Dark Flesh*

Highlight
Foliage: *Bestial Brown, Blood Red or Vomit Brown*

Drybrush
Trunk: *50% Graveyard Earth 50% Codex Grey*
Foliage: *Fiery Orange*

When painting trees it is very tempting to paint the trunks in reddish browns, such as Bestial Brown. However, if you take a good look at real trees you'll notice that more natural colours for bark are greyish brown or grey. For these trees, the Studio Hobby team painted the trunks with a basecoat of Charadon Granite, then drybrushed them with Codex Grey. The winter trees were left in this state apart from the simple addition of a Camo Green drybrush around the branches to simulate moss. The foliage of both the autumnal and the summer trees was painted by randomly picking out individual leaves in different colours *(see colour guides above and below)*, leaving most of them the basecoat colour. The leaf canopies were then given a light drybrush to tie the shades together; Fiery Orange in the case of the autumn trees, Camo Green for the summer trees.

WINTER TREES

Undercoat
Chaos Black

Basecoat
Charadon Granite

Drybrush
50% Graveyard Earth
50% Codex Grey

FOREST BASES

The bases of the new Citadel woods are incredibly detailed, with various textures, rocks and skulls. These can be painted with layers of drybrushing, and finished off by adding patches of flock and static grass. Check out this month's Citadel Toolbox (pg 59) for details on how to achieve realistic basing effects with flock.

SUMMER TREES

Undercoat
Trunk: *Chaos Black*
Foliage: *Chaos Black*

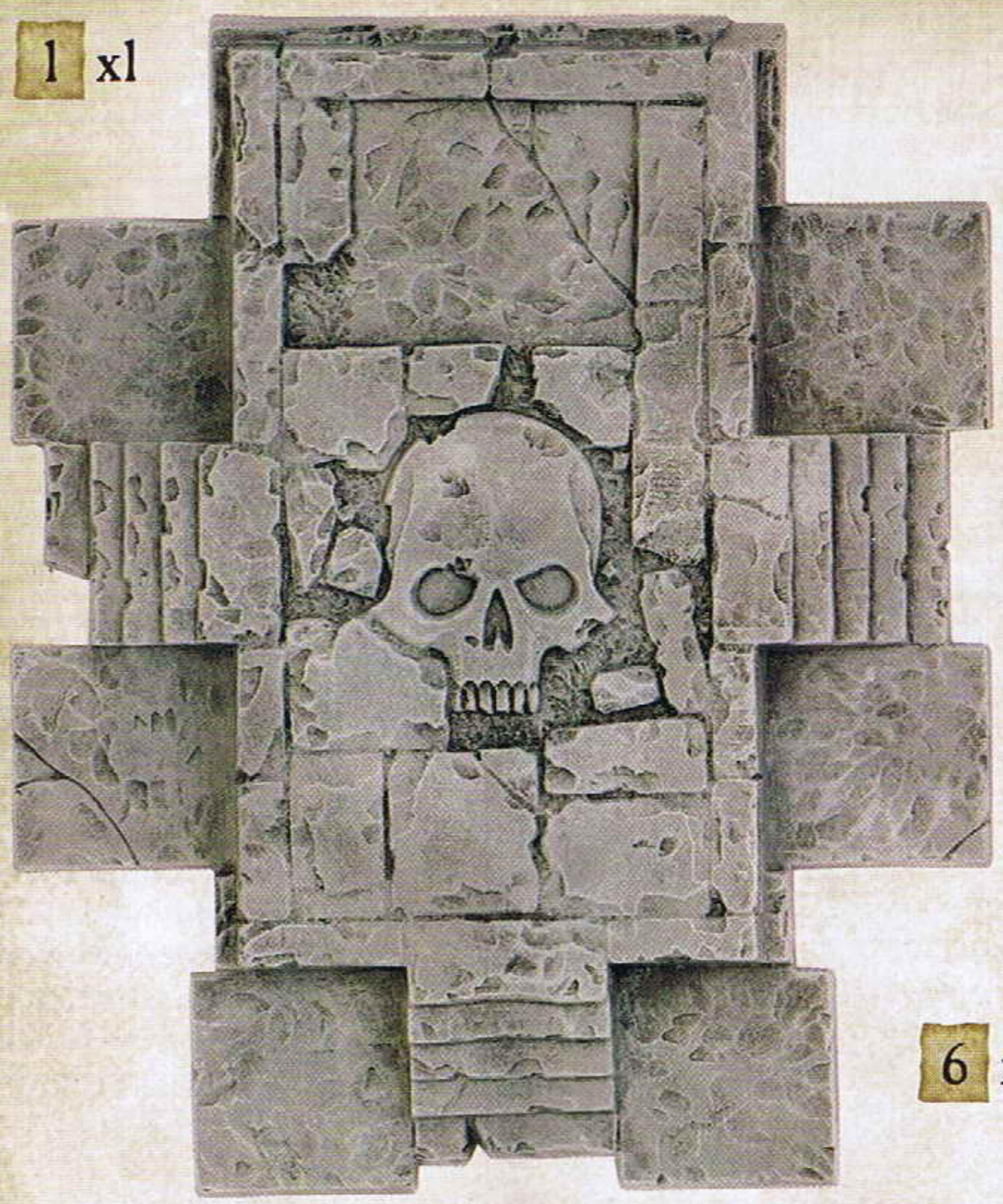
Basecoat
Trunk: *Charadon Granite*
Foliage: *Catachan Green*

Highlight
Foliage: *Dark Angels Green, Snot Green or Goblin Green*

Drybrush
Trunk: *50% Graveyard Earth 50% Codex Grey*
Foliage: *Camo Green*

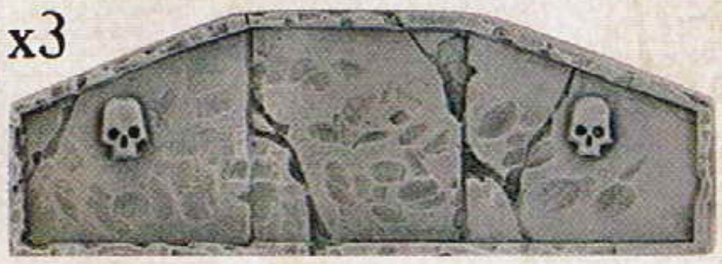
ARCANE RUINS

1 x1



2 x3

3 x3



4 x3

5 x3

6 x7

7 x7

8 x1

9 x7

10 x1

11 x1

12 x3

13 x3

14 x6

15 x6

FRAME PARTS

1 Temple floor
2 Lintel front
3 Lintel rear
4 Broken pillar front
5 Broken pillar rear
6 Skull decoration
7 Horned skull
8 Obelisk tip
9 Horned face
10 Obelisk rear
11 Obelisk front
12 Broken capital front
13 Broken capital rear
14 Pillar Front
15 Pillar rear

PAINTING THE ARCANE RUINS

The Arcane Ruins are highly versatile and can be painted in any number of colour schemes. Each ruin below was constructed from one kit.

Preparation is the key for such large components. Watch out for mould lines, make sure the joins are smooth and that any extraneous plastic is shaved off before you stick them together. Don't stick the whole ruin together – leave the Obelisk, pillars and plinths separate, then you can use the scenery in different ways.

We have painted the three examples shown on this page to look like they have been fashioned from different stone.

▲ *The Arcane Ruins can be set up in many different configurations, from a complete temple to a ruin-strewn area or lonely Obelisk.*

GRANITE

- **Undercoat** *Chaos Black*
- **Basecoat** *Codex Grey*
- **Shade** *Bestial Brown*
- **Highlight** *Fortress Grey*

To paint your ruins to look like granite, spray them with Chaos Black. Once dry, use a large Citadel Flat Drybrush to basecoat the model Codex Grey. Then lightly drybrush the raised details and the edges in Fortress Grey. Finally, paint thinned-down Bestial Brown into the recesses to add some extra definition.

SANDSTONE

- **Undercoat** *Chaos Black*
- **Basecoat** *Graveyard Earth*
- **Drybrush 1** *Bubonic Brown*
- **Drybrush 2** *Bleached Bone*

These ruins had two successive highlights drybrushed over the basecoat. This is the most effective way of painting large structures made out of stone like this.

OBSIDIAN

- **Undercoat** *Chaos Black*
- **Basecoat** *Blood Red*
- **Drybrush 1** *50% Fortress Grey 50% Skull White*
- **Drybrush 2** *Codex Grey*

For the obsidian temple, we lightly dabbed watered-down Blood Red paint over the black undercoat with a sponge to get a marbled effect. Once it was dry, we repeated the process before drybrushing the model to complete it.

USING TERRAIN

WOODS

Woods halve movement rates and block line of sight. Skirmishers can ignore this movement penalty and often make use of this terrain. Here we see a unit of Night Goblin Squig Hoppers who have used the cover of the wood to move towards the manor, and are now close enough to threaten the Halberdiers.

OBSTACLES

Standing behind walls and hedges gives your units cover from enemy missiles and robs charging units of their advantages. In this game we see that the State Troops are about to be charged by the more powerful unit of Boarboyz. Normally the State Troops would struggle to win this combat, but because they are behind a defended obstacle their chances are greatly improved, as the Boarboyz will be striking in initiative order and will not be able to use their spears.

SPECIAL FEATURES

Choosing which special feature goes with which terrain is easy and can change from game-to-game if you so wish. For instance, this Orc idol from Battle for Skull Pass could count as an Ancient Idol or an Arcane Monolith.

Terrain in Warhammer

Terrain has a number of different effects depending on what the feature is and what the players agree before the game begins. You and your opponent should discuss what type of terrain each feature represents before you even deploy your armies. Open and Impassable terrain is generally very easy to agree on for obvious reasons – be it a sheer cliff face or a flat, rolling field. More thought needs to go into which terrain features are classed as Difficult and Very Difficult terrain. Such features can be anything from fords and streams, ruined buildings and rocky ground, or woods and forests. Difficult ground halves movement and Very Difficult ground reduces it to a quarter, so if you are unsure or can't agree it is often best to class terrain as Difficult ground to stop regiments becoming bogged down for the game.

Terrain such as hedges, fences and walls are classed as obstacles, which troops have to clamber over in order to cross. They halve a model's movement but, more importantly, they offer a couple of tactical advantages to units who shelter behind them. When your opponent is targeting you with his ranged troops, being behind the cover of a hedge confers a -1 penalty to hit your troops; harder cover, such as walls, makes your troops even more difficult to hit with a -2 penalty to the shooter's rolls. Being positioned behind a wall or hedge also gives you the defended obstacle bonus, which means that any unit that charges you loses all of their usual charge bonuses. Placing walls around special features gives the defenders (or whoever reaches the walls first) an advantage, and often makes for tense and exciting combats.

HILL

The hill gives models on it elevation and is perfect for your ranged troops and war machines. Models on hills can see over intervening obstacles like walls, hedges and friendly troops and fire an additonal rank. Be aware though that enemy troops can also see your models on hills and will quite probably fire back at them!

CHAPEL

Like the tower, occupying the chapel gives the unit inside a clear tactical advantage. In this example we have also made the chapel a Historic Landmark Special Feature, which gives the army that controls it an extra 100 Victory Points at the end of the game. If you wanted to, you could nominate the entire manor, rather than just the chapel, as the Special Feature. Conversely, the chapel could quite easily be classed as another Special Feature such as an Acropolis of Heroes or a Monument of Glory.

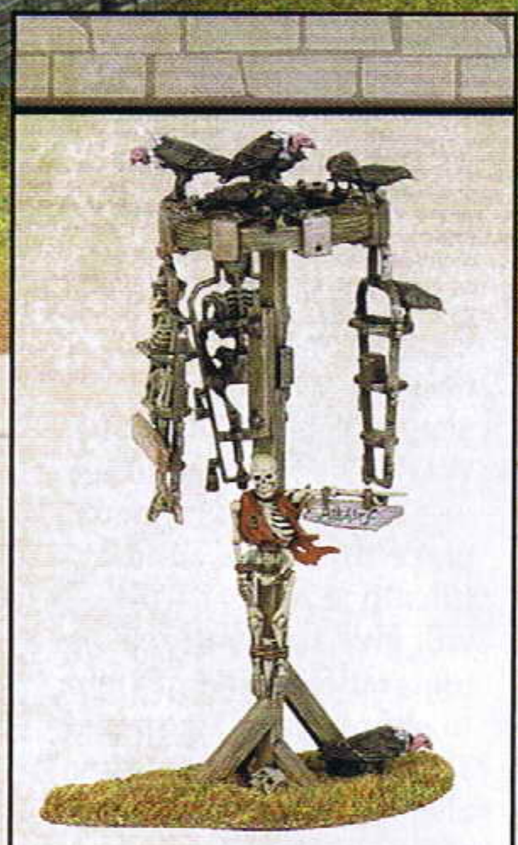
TOWER

In this game it has been decided that the tower has three storeys. The rules state that a number of models up to a unit strength of 5 may fire from each storey, allowing up to 15 shots per turn from these Empire Crossbowmen. Occupying the tower also means that the Crossbowmen can fire all around, and will be difficult to shift as they have the Defended Obstacle status.

COURTYARD

In this example we have decided to use the courtyard as a series of walled obstacles with an open gate, hence the unit of Empire Flagellants protecting the courtyard area stopping the enemy getting near the tower and chapel.

The courtyard has very high walls so it is entirely viable to count the area of the courtyard as a building and treat it just like the chapel or tower instead if you wish.



IMPROVISE

There is nothing stopping you thinking up your own Special Feature effects to tailor to your own scenery. For example, this gruesome piece of terrain could make the unit that controls it cause Fear.

Buildings

One of the big changes between the 6th and 7th editions of Warhammer is the use of buildings in your games. In this edition, the rules for playing in and around buildings are much more streamlined and easier to use, giving buildings a more central role and granting real tactical benefits to units that occupy them. Getting your ranged troops in buildings not only gives you a line of sight in all directions, they also gain a massive -3 to hit when being shot at. Assaulting buildings is a bloody business, but it's often the only effective tactic of taking a building that is already occupied. You can only assault buildings with an infantry unit, so cavalry-heavy armies like Bretonnians should make sure they include at least one unit of infantry if they are going to battle on a tabletop that includes buildings.

Special Features

Special Features are a new addition to Warhammer, and these rules are perfect for giving your lovingly painted terrain centrepiece a role in the battle.

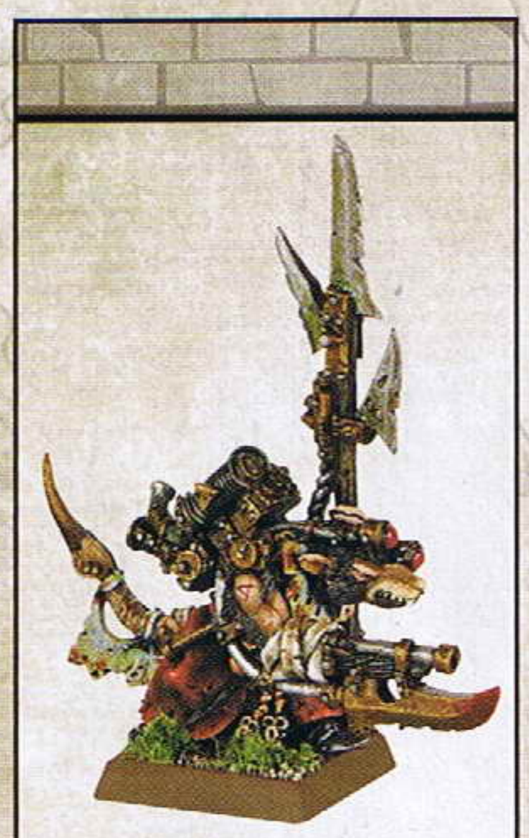
A Special Feature is placed like any other piece of terrain. If you are playing a game based around a Special Feature you may wish to set this up first in a mutually agreeable manner before you begin placing the more mundane pieces of scenery in your usual setting-up process.

It is entirely permissible to use more than one special feature in a game and this works really well for a specific story driven scenario. However, in a standard game having more than one Special Feature may mean the battle becomes dominated by the struggle to control these terrain pieces, to the exclusion of other tactical elements in the game.

TERRAIN TACTICS

FIG. 1

The Pegasus Knights can charge the Orc Boyz, but the greenskins cannot charge the flyers due to the intervening terrain.



LIGHTNING STRIKES

One for you sneaky Skaven players. Attach a Warlock with a small unit of Gutter Runners then place them in a building (ideally a tower). This will give the Warlock an unparalleled line of sight to shoot Warp-Lightning. The Gutter Runners can also shoot with their slings. This unit will prove very difficult to remove from the building. A similar tactic can be employed by Vampire Counts players with Banshees, only then there's the added bonus of holding a building with an Ethereal creature.

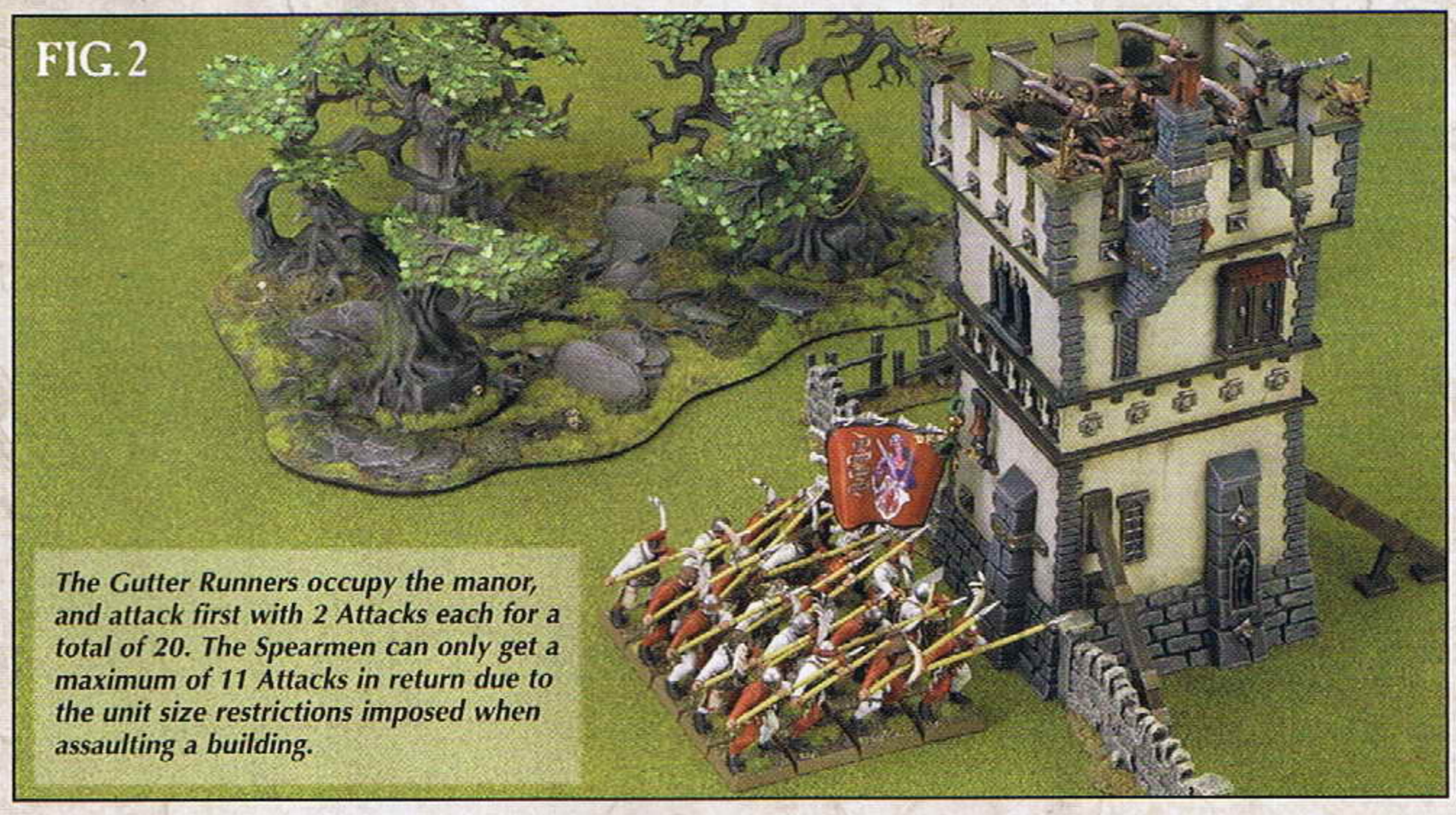


FIG. 2

The Gutter Runners occupy the manor, and attack first with 2 Attacks each for a total of 20. The Spearmen can only get a maximum of 11 Attacks in return due to the unit size restrictions imposed when assaulting a building.

Terrain Tactics

The latest edition of Warhammer has unlocked some clever terrain tactics. We asked Gav Thorpe to reveal a few.

"In the past, buildings and woods have been something to ignore or move around," says Gav. "In fact they are excellent areas to place your 'march blockers'. A unit of Skirmishers deep in a wood or building will be difficult to shift and will stop enemy units within 8" from marching. If the enemy does ignore them, then your unit will be behind his lines – or he will try to flush your skirmishers out and have to expend time and resources doing so. Table quarters are also worth victory points, so a unit in a terrain feature will be able to claim a quarter, or at the very least deprive your opponent by contesting it."

Once a unit is inside a building it will prove very difficult to shift. "The thing to remember is that the restrictions for assaulting buildings are in unit strength, not Attacks," says Gav. "Because it is all about wounds inflicted – such things as standards and ranks have no effect – and the number of models that can fight is limited by a unit strength of 10, so a small but elite unit of skirmishers can easily see off a large block of infantry." *(See figure 2).*

Gav then adds a note of caution: "Be wary that any unit that can see the building counts as being able to see the unit in it, which means that Scouts can no longer deploy in buildings – they have to deploy outside it and out of sight, then move in at their earliest opportunity. This point isn't really a tactic, more like a reiteration of the game rules, but one well worth paying attention to. "

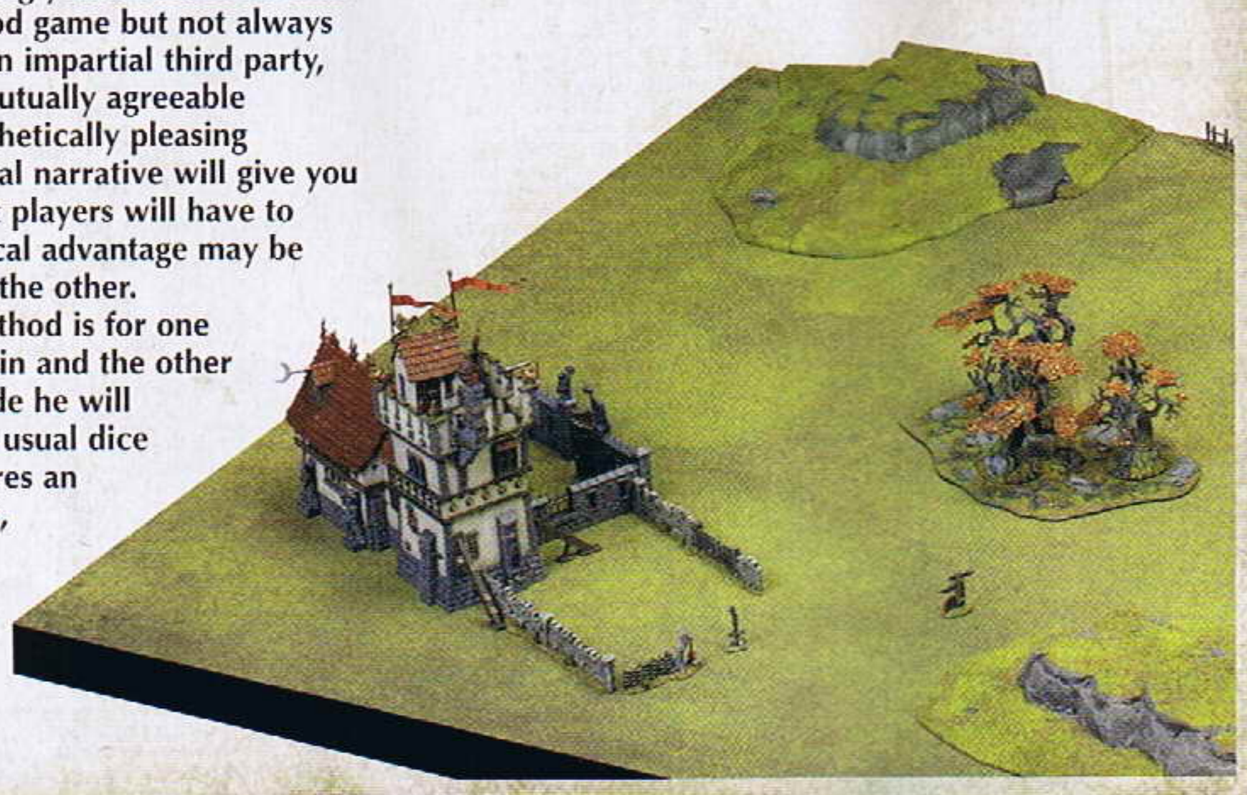
Some units can ignore terrain effects, which can make them extremely useful for

In this example Skirmishers are used to bait a more powerful unit into charging them. The Knights charge but the Skirmishers flee into the woods, dragging the Knights in as well. Even if the Knights fall short of the woods it will still take them at least two turns to reform and get back on course. This tactic works especially well against units that are subject to Frenzy.

PLACING SCENERY

There are many methods of setting up terrain. Taking it in turns is a very balanced way, and usually the most fair, giving you a battlefield that makes for a perfectly good game but not always the best looking. Using an impartial third party, or both setting up in a mutually agreeable manner to create an aesthetically pleasing battlefield with an internal narrative will give you a great looking table, but players will have to bear in mind that a tactical advantage may be conferred to one side or the other.

Another popular method is for one player to set up the terrain and the other to choose which table side he will deploy on, foregoing the usual dice roll to choose. This ensures an element of fairness while, hopefully, resulting in a nice looking battlefield.



making surprise charges. "Units like Spider Riders or Spirit Hosts, or some magic items like the Banner of Ellyrion, let you ignore Difficult terrain, so you could approach enemy regiments using the wood as cover and then, as long as at least one of your models can see the enemy unit, charge through the wood with no penalty, literally bursting through the cover into the surprised enemy."

"It's also worth remembering that, although it's often a bad idea, cavalry can go through woods – this can place your opponent on the back foot. He may discount your cavalry if they start the game placed behind a wood. Yes, they halve their movement but, because cavalry have a higher movement value to start with, chances are they'll be through it in one or two turns anyway. Once clear of the terrain you'll be in a position the enemy hadn't anticipated. Fast Cavalry are excellent at this kind of move."

If the enemy is using terrain to his advantage then there are ways to counteract this. "Don't forget about flying creatures," adds Gav. "They can obviously fly over all terrain, and can therefore charge over low-lying difficult ground such as strewn ruins, rubble and swamps, whereas the enemy can't charge you. Flyers also ignore the defended obstacle penalty, which is great for getting rid of those pesky missile units that are cowering behind a wall. *(See figure 1).*

"Finally, if you have access to Terror-causing flying creatures, then you can land them within 6" of an enemy-occupied building. Hopefully those inside will fail their Terror test and flee outside – a much better way of clearing a building than the hard slog of an assault!"

TREE SINGING

The Wood Elves are truly the masters of using woods to their advantage. The Tree Singing spell allows the Wood Elves to use the terrain as a mode of transport – moving units deep within the woods closer to the enemy. What's more, any enemy units that dare to enter the wood take D6 Strength 5 hits!

WARHAMMER

UNDERGROUND ADVANCE

The Dwarf throng just got bigger – this month sees the arrival of fantastic new plastic miners and metal heroes!

DWARF HEROES

The leaders of the Dwarf armies are veterans of countless battles, who carry powerful runic weapons to smite their foes.

DWARF CHAMPION ONLY AVAILABLE FROM MAIL ORDER

Most units of Dwarf Warriors are led by hardened Veterans.

Often of royal blood, Dwarf Lords and Thanes are great leaders and powerful warriors.

Dwarf standards are powerful runic artefacts in their own right.

DWARF LONGBEARDS

To Dwarfs, wisdom and age go hand in hand. Those warriors with the longest beards command respect, and are the army's seasoned veterans.

This month we have several brilliant new models for Dwarf players. Perhaps the most exciting is the 62-piece Miners kit.

Many Dwarfs are miners, they have an insatiable thirst for gold, and construct deep shafts beneath the mountains in their quest for more of it. But gold is not the only thing that fuels their interest in mining. Gemstones and ores are also especially valued, many Dwarf crafts being dependent on a regular supply of both.

There are two new miners kits. One contains all you need to make a unit of ten of these hardy warrior-artisans, the other twenty. Both include enough pieces to assemble a unit with or without a command group, including a champion with steam drill, as well as tons of extras such as a tripod-mounted steam drill, mining cart and pony, blasting charges and more. These additional components can be used with the parts from Battle for Skull Pass to create scatter terrain to represent Dwarf Mine workings, or used as objectives. Combine either of these boxed sets with the miners from Battle for Skull Pass to create even bigger units.

Also out this month are two Dwarf heroes – a battle standard bearer and a Lord with Oath stone. Once a hero puts this piece of sacred rock on the floor, the Dwarfs aren't going anywhere! Dwarf Warrior units are also bolstered this month with the release of a metal champion model. Armed with a great axe and shield, this miniature gives Dwarf players even more choice when building their army.

Finally, the more astute amongst you will notice Longbeards, Slayers, and other Dwarf elites are back on the shelves this month in handy five-man box sets.

Oath stones

When a Dwarf goes to war he carries the honour of his clan and his hold with him. It is a matter of personal pride that he will do them credit or not return at all. To demonstrate his intent he will take an Oath stone with him. This is a carefully sculpted plinth on which the lineage and the deeds of the owner are carved.

In game terms, a Dwarf character who places an Oath stone cannot leave it for the entire battle – he may never voluntarily flee, nor be moved within his unit. The character must always issue challenges in close combat and accept any that the enemy issue – even if he's not in a fighting position. However, he gains Magic Resistance (1) and his unit is considered to have no flanks or rear for the purposes of combat.

PLAYING DWARFS

Gav has picked an army of doughty Dwarfs, and now he looks at how to get the most out of it...

Dwarf Army

1 **Thane**
with Great Weapon and Master Rune of Gromril.
94 points

2 **Runesmith**
with Rune of Spellbreaking.
95 points

3 **24 Warriors**
with shields and command group.
241 points

4 **16 Thunderers**
224 points

5 **20 Miners**
with command group.
245 points

6 **Cannon**
with Rune of Reloading.
100 points

Total: 999 points

When you begin collecting Dwarfs it is very tempting to get carried away with war machines, characters with lots of powerful rune items and specialist troop types. All of these are very exciting and have their place in the force, but they work best when used to support a foundation of solid Dwarf infantry regiments.

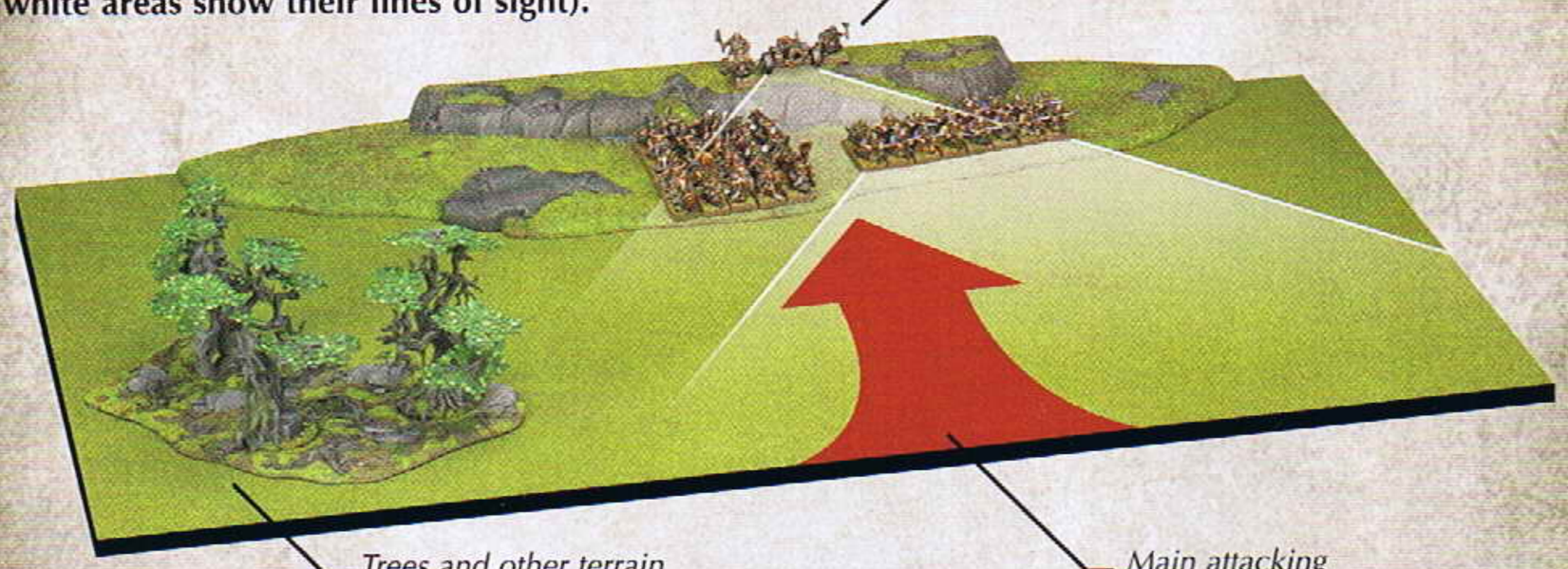
The army on these pages is based around three main units that will provide the bulk of your fighting line, supplemented by a couple of characters and a war machine. It is simple to collect as it is based on the Dwarf Battalion boxed set, with a unit of Miners and two character models added.

This force is based around a principle that is common in many players' Warhammer army choices – that of having units that exploit as many phases in a turn as possible. The special Underground Advance of the Miners can be used to influence the Movement Phase. The Thunderers are obviously going to do their thing in the Shooting phase, supported by the cannon. The large regiment of Warriors, bolstered by the Thane, is for close combat. Dwarfs don't get wizards so there's not much you can do in the Magic phase, but the presence of the Runesmith will limit what your opponent can achieve. When fielding the army, you need a plan that maximises these roles.

The fundamental Dwarf strategy is to use your ranged units to hammer the enemy while they attempt to close on your line, and then counter-attack with your close combat units. When deploying, you must endeavour to position your units where the Warriors can protect the cannon and Thunderers.

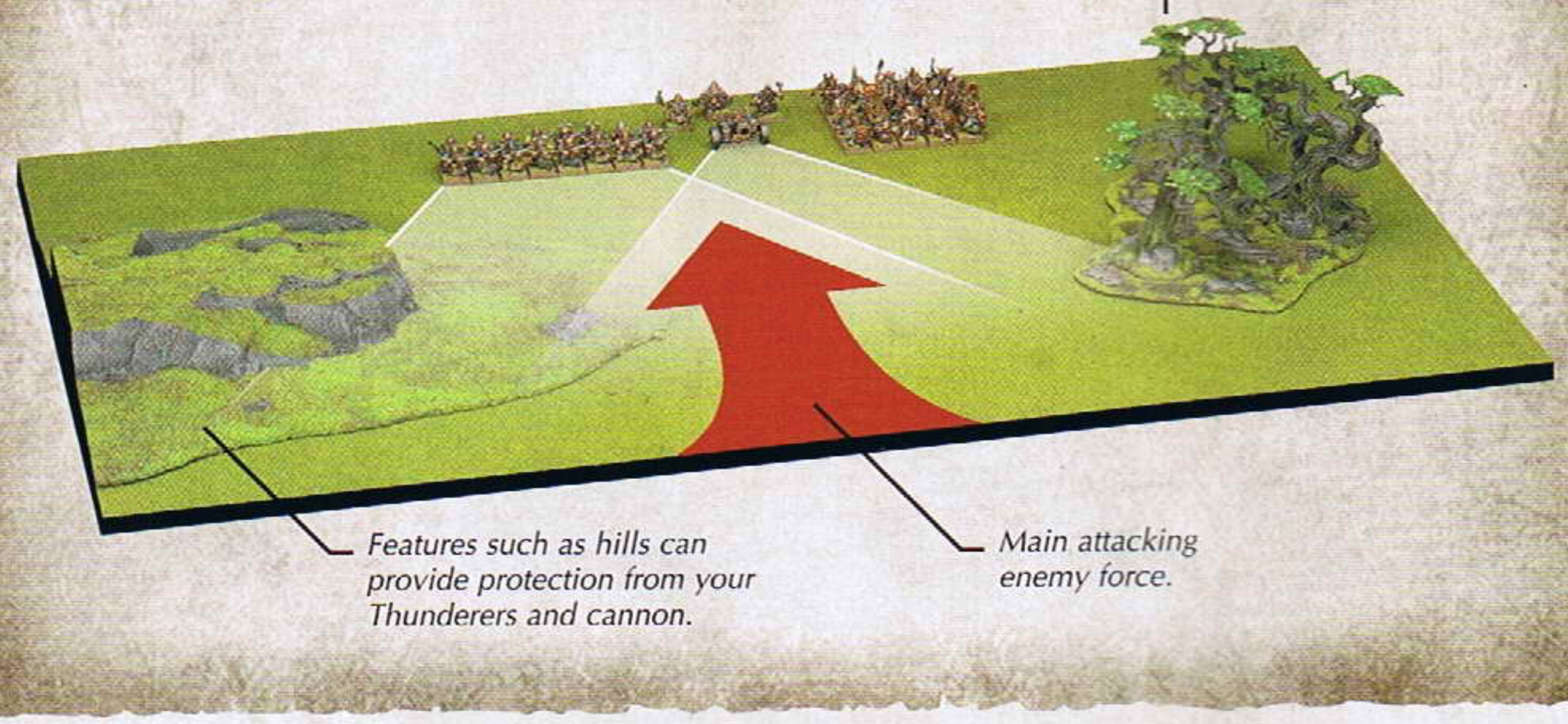
ELEVATED POSITION

The Thunderers are deployed in two ranks on the hill, with the Warriors beside them. The cannon is deployed on the highest part of the hill so that it can see over these units (the white areas show their lines of sight).



PROTECTED GUN LINE

The cannon is deployed between the Warriors and Thunderers. In order to attack the cannon, your enemy must advance into the Thunderers' fire or risk being charged by the Warriors.



Expanding the army

As many different forces are gathering to battle for the Nemesis Crown this summer, you'll need a versatile army to take on all manner of foes, from pesky Wood Elves to brutal greenskins. With a solid base to build on, this army can be taken in any number of directions. A good start would be another Thunderers regiment box. Split your missile troops into a 10-strong unit and two 11-strong units, allowing you to divide or concentrate their firepower as necessary. If you decide to increase the numbers of your missile troops in this way, you may want to give them some added protection against fast-moving adversaries with another close combat unit. Slayers are great for holding up an enemy attack, and a small unit can be used to disrupt your foes' advance while you continue to pound the rest of the enemy army. As you already have a unit of warriors, you could also now add a regiment of Longbeards, a versatile unit which suppresses Panic!

You also need to maximise the shooting of the Thunderers and give the cannon a good field of fire so that your own troops do not obscure its line of sight. The maps above provide a couple of examples. If you don't have a hill so that your Thunderers can shoot in two ranks, they need to be deployed in a wide formation to fire as many shots as possible. This can make them vulnerable to enemy attack, particularly because your short-legged Dwarf Warriors may not be able to charge an enemy unit threatening the far end of the Thunderers. If this is the case, use the Miners to protect the other flank, either by deploying them at the start, or using a short table edge to enter.

Since the Miners can arrive from any table edge and are not deployed at the start of the game, they can be very flexible. Against an enemy that is content to stand back and exchange shooting with you, the Miners can arrive near or behind their lines and attack their missile units. If the enemy army is one that is going to try to defeat you in close combat, Miners can be used to guard the flank. By deploying your army close to one short edge of the board, when the Miners arrive they can either get in the way of an enemy charge, stop the enemy Marching, or appear behind the advancing units and threaten them with a charge in the flank or rear.

"Use your ranged units to hammer the enemy, then counter-attack with your close combat units."

DWARF MINERS

Dwarfs have an insatiable thirst for gold, and construct deep shafts beneath the mountains in their quest for more of it.

Heroes of the Mining Clans

Your regiments of Miners no longer need to take to the field without a Hero to lead them. For just 20 points you can give one of your characters the Rune of Brotherhood, allowing them to accompany the Miners on their underground advance. A nasty surprise for any foe!

Dwarfs are ideally suited to be miners, their strength and endurance making them excellent wielders of pick and shovel. They have an instinct for stone, knowing where best to dig and when to pause to shore up a section of tunnel. Collapses and other accidents are rare. Steam-powered engines, fixed in position, haul chains which tow wagons out of the depths. Some clans may even use new-fangled boring machines developed by, young, ambitious Engineers. But, successful as these are, they can never replace the skill and experience of a Dwarf Miner.

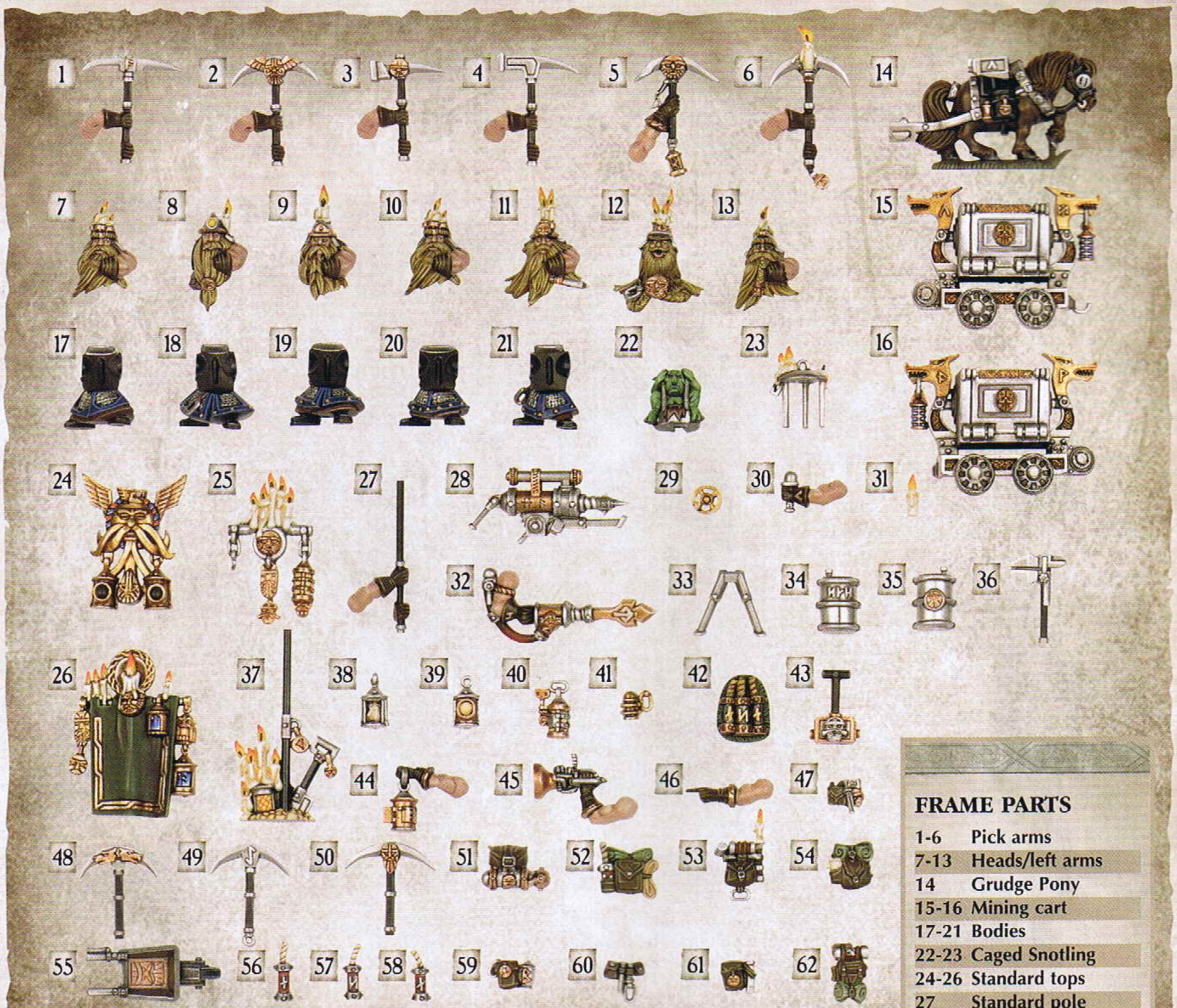
When a Dwarf hold goes to war, many mining clans will send their warriors to battle. As a gesture of pride in their profession, they will tend to carry picks rather than axes but such is their skill with them that this is no disadvantage. There are many benefits to having such troops in an army, notably they can use their skills to tunnel beneath the enemy and gain the advantage of surprise.

	M	WS	BS	S	T	W	I	A	Ld
Miner	3	4	3	3	4	1	2	1	9
Prospector	3	4	3	3	4	1	2	2	9

Special Rules

Underground Advance. Miners are famous for using their extensive knowledge of underground tunnels to make their way to the enemy's rear and turn up on the battlefield from an unexpected direction.

Miners do not have to be deployed on the table at the beginning of the battle. Instead, starting from turn two, at the beginning of every Dwarf turn roll a dice: on a 4+ the Miners will arrive. For every



Contents of a single Dwarf Miners frame shown here. The new Dwarf Miners box set contains two complete frames (10 models), while the Dwarf Regiment box set contains four frames (20 models).

FRAME PARTS

1-6	Pick arms
7-13	Heads/left arms
14	Grudge Pony
15-16	Mining cart
17-21	Bodies
22-23	Caged Snotling
24-26	Standard tops
27	Standard pole
28	Cart-mounted drill
29	Valve wheel
30	Steam drill arm
31	Candle
32	Steam drill
33	Drill support
34-35	Keg
36	Wrench
37	Cage base
38-40	Lanterns
41	Flask
42	Pile of charges
43	Detonator
44	Lantern arm
45	Musician arm
46	Pointing arm
47	Pouch 1
48-50	Picks
51	Steam drill pack
52-54	Backpacks
55	Wheelbarrow
56-58	Blasting charges
59-61	Pouches
62	Backpack

successive turn after the second, add a further +1 to the roll, so they arrive on a 3+ in turn three, and so on (but an unmodified roll of 1 is always a failure).

In the Movement phase of the turn when they arrive, Miners can enter the battlefield from any table edge and will be treated exactly like a unit that has pursued an enemy off the table in the previous turn. If the Miners fail to turn up for the entire game, they have obviously got lost in the tunnels, but their points are not awarded to your opponent.

Steam Drill. The steam drill is a piece of mining equipment that is also of use on the battlefield. A small steam engine, usually alcohol-powered, is used to drive the hammer with such force that it can punch through rock with ease. A Dwarf Miner unit using Underground Advance that is equipped with a steam drill may re-roll its arrival dice each turn until it arrives. This represents the Miners taking a shortcut straight through the rock! It is also a nasty weapon in close combat, requiring two hands to use, striking last and conferring +3 Strength to its wielder.

Blasting Charges. Miners are extremely skilled in the art of using black powder to blast their way to mineral deposits. Needless to say something this destructive can be useful in a tight spot during battles and sieges.

Miners equipped with blasting charges may use them as a thrown weapon when making Stand & Shoot responses. One enemy unit charging the Miners will take D6 Flaming Strength 6 hits allocated as shooting, with a nominal range of 4". Blasting charges are one use only.

PAINTING DWARF MINERS

We asked Mark Jones of the Studio Hobby team to paint us a regiment of the new Dwarf Miners. Here's how he did it.

Dwarf Miners are incredibly characterful models, and the new plastic kit is festooned with all manner of details and decoration. As such, painting a regiment may seem daunting, **but Mark Jones is on hand to show us how to paint a unit of great-looking models for the tabletop.**

The trick to painting units is neatness – you'll notice on the following pages that Mark has used very neat, flat coats of colour in the early stages, and has built up layered highlights on each area of the model from there. Once you have neat basecoats, the rest will fall into place. To help this neatness, he used a "lining" technique *(see steps 1 & 2)*.

Before painting his Dwarfs, Mark cleaned up all the plastic components with a hobby knife, and then assembled them using plastic glue. Mark took the time to assemble his models in ranks, to ensure that the unit fitted together well. Finally, he added his preferred optional details and gave all the models an undercoat of Chaos Black spray.

Tools and paints

Mark used the following:

Hobby knife
Clippers
Basecoat Brush
Standard Brush
Fine Detail Brush
Small Drybrush
Sand
PVA Glue
Static Grass
Plastic Glue

You will also need the following Citadel Colour and Foundation paints:

Necron Abyss
Boltgun Metal
Tallarn Flesh
Calthan Brown
Khemri Brown
Adeptus Battlegrey
Shining Gold
Iyanden Darksun
Chestnut Ink
Mithril Silver
Vomit Brown
Chaos Black
Fortress Grey
Chainmail
Elf Flesh

1 Flat Colours

Mark began by painting over the undercoat with neat, flat colours. The basecoat colour used for each area is detailed below. He was very careful to leave a thin line of black showing between each area of colour to help delineate them.

- **Mailcoat Edges** *Necron Abyss*
- **Steel** *Boltgun Metal*
- **Standard** *Shining Gold*
- **Candles** *Khemri Brown*
- **Brown Beards** *Khemri Brown*
- **Grey Beards** *Adeptus Battlegrey*
- **Skin** *Tallarn Flesh*
- **Pouches** *Calthan Brown*
- **Gloves** *Calthan Brown*
- **Candle Flame** *Iyanden Darksun*
- **Bedding Rolls** *Iyanden Darksun*
- **Kilt** *Calthan Brown*
- **Boots** *Calthan Brown*

2 Painting Skin

1

2

3

Highlight 1 *Dwarf Flesh*

Highlight 2 *Elf Flesh*

Eyes *Chaos Black*

After basecoating *(1)* The skin highlights were painted in layers, first using Dwarf Flesh, then Elf Flesh *(2)*. Mark then carefully "lined in" the eyes and mouths with Chaos Black *(3)*, using a Fine Detail brush.

3 Painting Beards

1

2

3

Basecoat *Khemri Brown*

Wash *Chestnut Ink*

Drybrush *Vomit Brown*

The brown beards were painted using the colours above, and a simple basecoat *(1)*, shading *(2)* and drybrush *(3)* process. The grey beards use the same techniques, but substitute the colours with Codex Grey, Black Ink and Fortress Grey.

4 Painting Gold

1

2

3

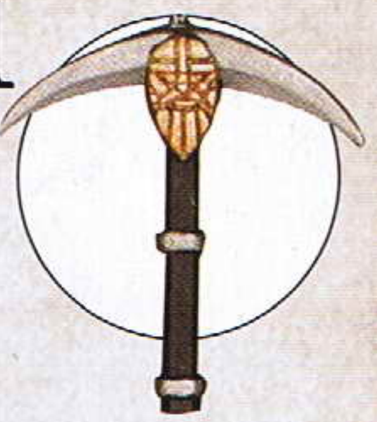
Basecoat *Shining Gold*

Wash *Chestnut Ink*

Highlight *Burnished Gold and Mithril Silver*

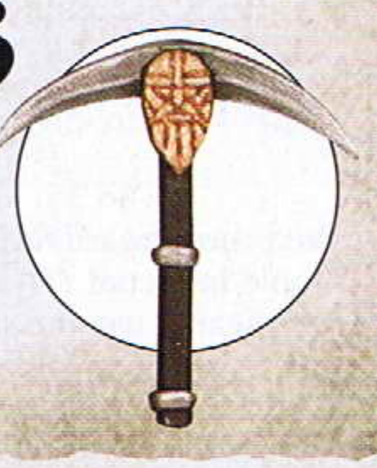
As you can see from the standard top, right, the gold areas were given a flat coat of Shining Gold *(1)* before being shaded with a wash of Chestnut Ink *(2)*. Mithril Silver was then added to Burnished Gold and painted onto the very edges *(3)*.

5 Painting Steel



1

2



3

Basecoat *Boltgun Metal*

Wash *Chaos Black*

Highlight *Chainmail*

All of the steel areas were painted with Boltgun Metal *(1)*, before being shaded with watered-down Chaos Black *(2)*. The chainmail areas were then drybrushed with Chainmail paint. The weapons look best when edged with Chainmail *(3)* rather than drybrushed.

6 Painting Leather

Basecoat
Calthan Brown

Highlight
Vomit Brown

The leather areas were painted in two-stages. The Basecoat *(1)* of Calthan Brown was highlighted with a layer of Vomit Brown *(2)*. If you wish, you can add a shading wash of Chestnut Ink to smooth out the highlights.

7 Final Details

Bases

Basecoat
Graveyard Earth

Drybrush
Bleached Bone

Static Grass
Apply using PVA glue

Candle Wick
Chaos Black

Candles
Bleached Bone

Bed Rolls
Chestnut Ink

Mark went over the rest of the models, adding details such as fine black lines beneath the flames to represent candle wicks. Finally, he based the unit by drybrushing the sand with Bleached Bone, and adding small clumps of static grass.

THE NEMESIS CROWN

WARHAMMER®

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In taverns, inns and meeting places throughout the Old World and beyond, rumours have spread that a great prize, an arcane artefact of untold power, has been unearthed deep in the Great Forest of the Empire. It is said that the relic – an ancient Dwarf heirloom – remains unclaimed, and now nations and races from all over the world are mustering their forces to enter the Great Forest south of the Middle Mountains.

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- Army storylines and results updated weekly
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The campaign takes place deep in the Great Forest.

Special Events

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

New Releases

There are loads of brand new Citadel miniatures coming your way, including the fantastic new Dwarf Miners kit. *(See page 34).*

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

NEMESIS.GAMES-

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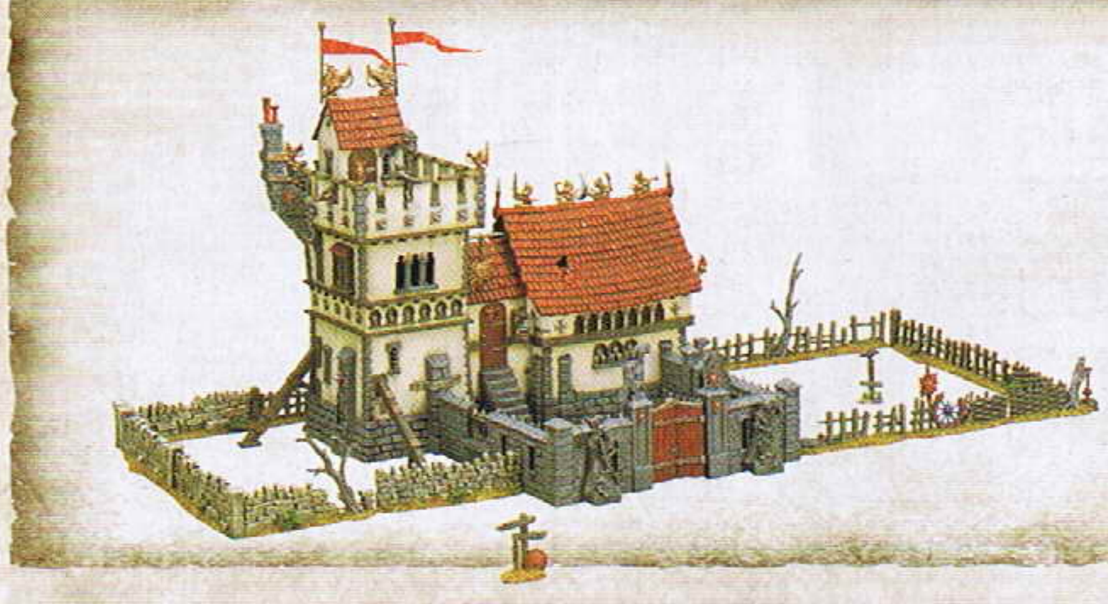
THE BATTLE FOR

BLACKSKULL MANOR

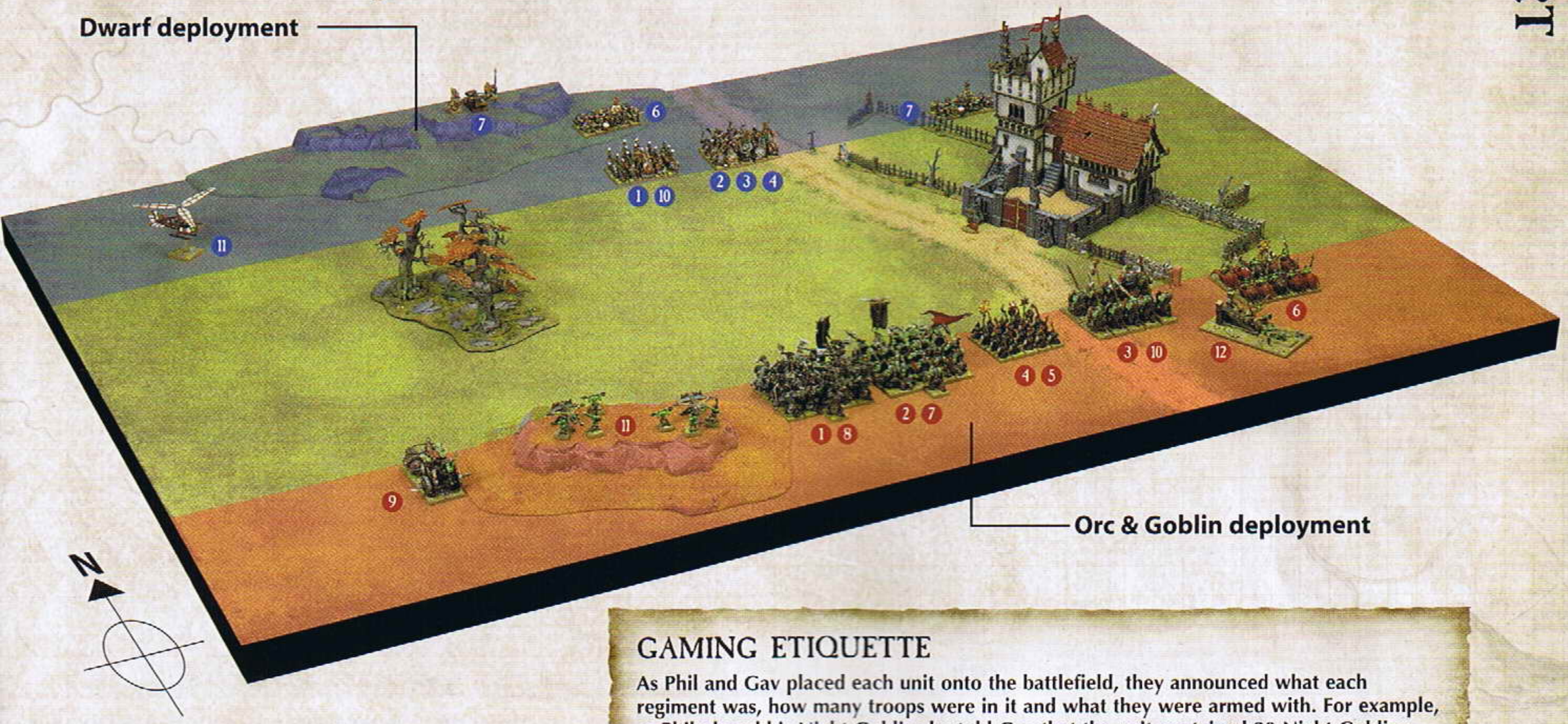
In recent times the Orcs and Dwarfs have waged war across the central lands of the Empire in search of a mysterious artefact. This battle report represents one such conflict, as these bitter foes clash within the grounds of the recently abandoned Blackskull Manor.

WARHAMMER® BATTLE REPORT



BLACKSKULL MANOR

There is no fixed way to use the Fortified Manor in your games of Warhammer. For this game we used it to represent Blackskull Manor, and made it a Historic Landmark Special Feature. This would give the side that controlled it at the end of the game an extra 100 Victory Points. The walls in and around the courtyard were normal obstacles, while the chapel and tower were separate buildings. The tower had three storeys in total.



GAMING ETIQUETTE

As Phil and Gav placed each unit onto the battlefield, they announced what each regiment was, how many troops were in it and what they were armed with. For example, as Phil placed his Night Goblins he told Gav that the unit contained 20 Night Goblins armed with hand weapons and shields. This is good gaming manners as it lets your opponent know what he is facing, eliminating any ambiguity that may occur later in the game. In most cases it was obvious what each player was placing (it's not difficult to recognise Spider Riders!). However, there are some occasions in Warhammer when this is not so clear. For instance, Phil's Big 'Uns could easily have been Orc Boyz, or Gav's Warriors could have been Longbeards. Note that in some units there are things you will not want to disclose to your opponent until later in the game. Magic items, special unit abilities or "hidden" models such as Fanatics and Assassins should remain secret!

Veteran Dwarf Lord Gav Thorpe was nominated to wield his rune-encrusted battle-axe against Phil Kelly's greenskins. With two such tactical geniuses participating, we took the opportunity to quiz them on some basic Warhammer 7th edition tactics that every gamer should know – more on this as the battle unfolds.

We played the battle using the standard Warhammer Scenario. The battlefield is the very same one you will have seen on page 24 – providing Gav the perfect opportunity to test his tactical acumen and put his money where his mouth is...

Deployment

Phil set up the Orcs & Goblins on the south side of the board. Two Goblin Bolt Throwers were placed on the hill on the southwest flank, with the Boar Chariot at the foot of the same hill. Phil placed his large infantry units – Black Orcs, Big 'Uns and Night Goblins – in the middle of the deployment zone. Next to the Night Goblins, threatening the right flank, were the Boarboyz and Spider Riders. Phil positioned his Doom Diver Catapult between these cavalry units.

Gav's army of Dwarfs was considerably smaller than the Orc & Goblin horde, and so was deployed in a more compact formation at the foot of the large hill in the centre of the Dwarf deployment zone. The only exceptions were a regiment of Thunderers on the northeast flank close to the manor tower, and the Gyrocopter, which was placed far out on the opposite flank. The two units of Miners were absent from the battlefield at the start of the battle. With both armies deployed, we were ready to begin.

GAME STATISTICS

Armies:
Dwarfs (Gav) vs.
Orcs & Goblins (Phil).

Size:
2000 points.

Location:
Blackskull Manor (Just south of the Drakwald).

Scenario:
Standard (Pitched Battle).

Notes:
The fortified manor counts as a Historic Landmark Special Feature.

MASTERS OF STONE

1996 points

1 Boldor Granitebeard 303 points
Dwarf Lord with shield, Master Rune of Gromril, Rune of Resistance, Rune of Snorri Spangelhelm, Rune of Fury, Master Rune of Challenge and Oath stone.

2 Snorri Snorrisson 122 points
Runesmith with shield, Master Rune of Dismay and Rune of Spellbreaking.

3 Gothri Ironhelm 145 points
Thane with army battle standard, Rune of Battle and Rune of Guarding.

4 20 Dwarf Warriors 205 points
Shields, musician, standard bearer and Veteran.

5 10 Thunderers 165 points
Musician, standard bearer and Veteran.

6 10 Thunderers 165 points
Musician, standard bearer and Veteran.

7 Bolt Thrower 60 points
Flakkson's Rune of Seeking.

8 20 Miners 300 points
Blasting charges, musician, standard bearer and Prospector with steam drill.

9 8 Miners 113 points
Musician, standard bearer and Prospector.

10 19 Hammerers 278 points
Musician, standard bearer, Rune of Determination and Gate Keeper.

11 Gyrocopter 140 points

Points Total: 1996 points

Gav Thorpe has fought many White Dwarf battle reports in his time. Whether Warhammer 40,000, The Lord of the Rings or Warhammer, Gav has proven that he can lose them all!

Gav: With the Dwarf Miners regiment release, and the new Dwarf Lord on Oath stone, an idea of a mobile force (the Miners) combined with a static, defensive line (the Dwarf Lord and his attendants) formed in my mind...

The best bodyguard for a Dwarf Lord is his regiment of Hammerers. They are Stubborn, when led by their Lord they become immune to Fear and Terror, and they are fine fighters in their own right. I need a good-sized unit, because Phil is bound to target them with war machines or other ranged attacks. As the Lord's stonebearers, this unit's job is to advance to an advantageous position and then hold at all costs. With his runic items, I was able to give him a 1+ Armour Save, which can be re-rolled. He has 5 Attacks that will hit almost everything in Phil's army on a 2+. With that said, once the stone is placed the stonebearers can be easily avoided. To counter this, I gave the Lord the Master Rune of Challenge, to force one of Phil's units to charge the general and his bodyguard, and ensure that Boldor Granitebeard is able to hit something. Just in case things do go hideously wrong, I gave them a Rune of Determination – by taking one of their break tests on a single D6, this would make it nearly impossible for them to break for that turn.

Two units of Thunderers will provide ample firepower to hold off whatever else Phil throws at me. And as a counter-punch against any unit held by the Hammerers, I'm taking a big unit of Dwarf Warriors, in which I'll place a Battle Standard Bearer and a Runesmith for extra hitting power. I rounded this out with manoeuvrable units – two units of Miners and of course, some Dwarven technology.

WAAAGH! ZOG

1995 points

1 Zog da Black **254 points**
Black Orc Warboss with heavy armour, shield and Warboss Ironclaw's Waaagh! Cleava.

2 Lugnatz **122 points**
Orc Big Boss with light armour, army battle standard and Gork's Waaagh! Banner

3 Nabgratz **115 points**
Orc Big Boss with light armour, shield, Boar and Ulag's Akrit Axe.

4 Niglit **125 points**
Level 2 Night Goblin Shaman, Horn of Urgok.

5 20 Night Goblins **155 points**
Hand weapons, shields, musician, standard bearer and 3 Fanatics.

6 10 Spider Riders **160 points**
Musician, standard bearer and Boss.

7 20 Orc Big 'Uns **255 points**
Shields, musician, standard bearer with War Banner, and Boss.

8 20 Black Orcs **343 points**
Shields, musician, standard bearer with Nogg's Banner of Butchery, and Boss.

9 Orc Boar Chariot **80 points**

10 9 Boar Boyz **236 points**
Musician, standard bearer and Boss.

11 2 Goblin Spear Chukkas **70 points**

12 Goblin Doom Diver **80 points**

Total Points: **1995 points**

Phil: For this Beard vs Belligerence battle, my army selection process is two fold – pick out the basics and then spend the rest of the points on making them better at what they already do well. Using the new army set as a basis, I can be sure that the foundations are all in place – a big unit of Boyz, a big unit of Black Orcs, and a unit of Night Goblins for them to push around. Some fast-moving cavalry is always useful against Dwarf gun lines, so my Spider Riders will be backed up by a chunky unit of Boar Boyz. That's the basics sorted; now to give my units some real hitting power.

I couldn't turn down the chance to upgrade my Orc Boyz unit to Big 'Uns, as that extra Strength makes all the difference. The Orc battle standard bearer carries Gork's Waaagh! banner which, combined with the extra move from the Waaagh! (guaranteed by the presence of my general), will hopefully see my unit sprinting an extra 2D6" across the table and plunging into combat a turn before Gav expects it.

The Black Orcs can look after themselves, being very capable can-openers. I gave the Black Orcs Nogg's Banner of Butchery, meaning they'll be able to unleash no less than 16 S5 attacks on the charge. Bosh! I'm confident my two Orc super-units will crash through anything that stands in their way.

Dwarf armies hate Night Goblin Fanatics, so naturally I had three of them in my unit, which was led by a Shaman. The Boar Boyz are led by Nabgratz, a Big Boss. I also took a Doom Diver, as they can be surprisingly accurate. My final choice is a Boar Chariot, as impact hits are always useful against Dwarfs. Watch out beardies, the Orcs are comin' ta getcha...

Phil Kelly's last Warhammer book was the Ogre Kingdoms. Despite eating copious amounts, he's still working on getting a belly that a Maneater would be proud of.

CLAIM THE MANOR

Turns 1 & 2

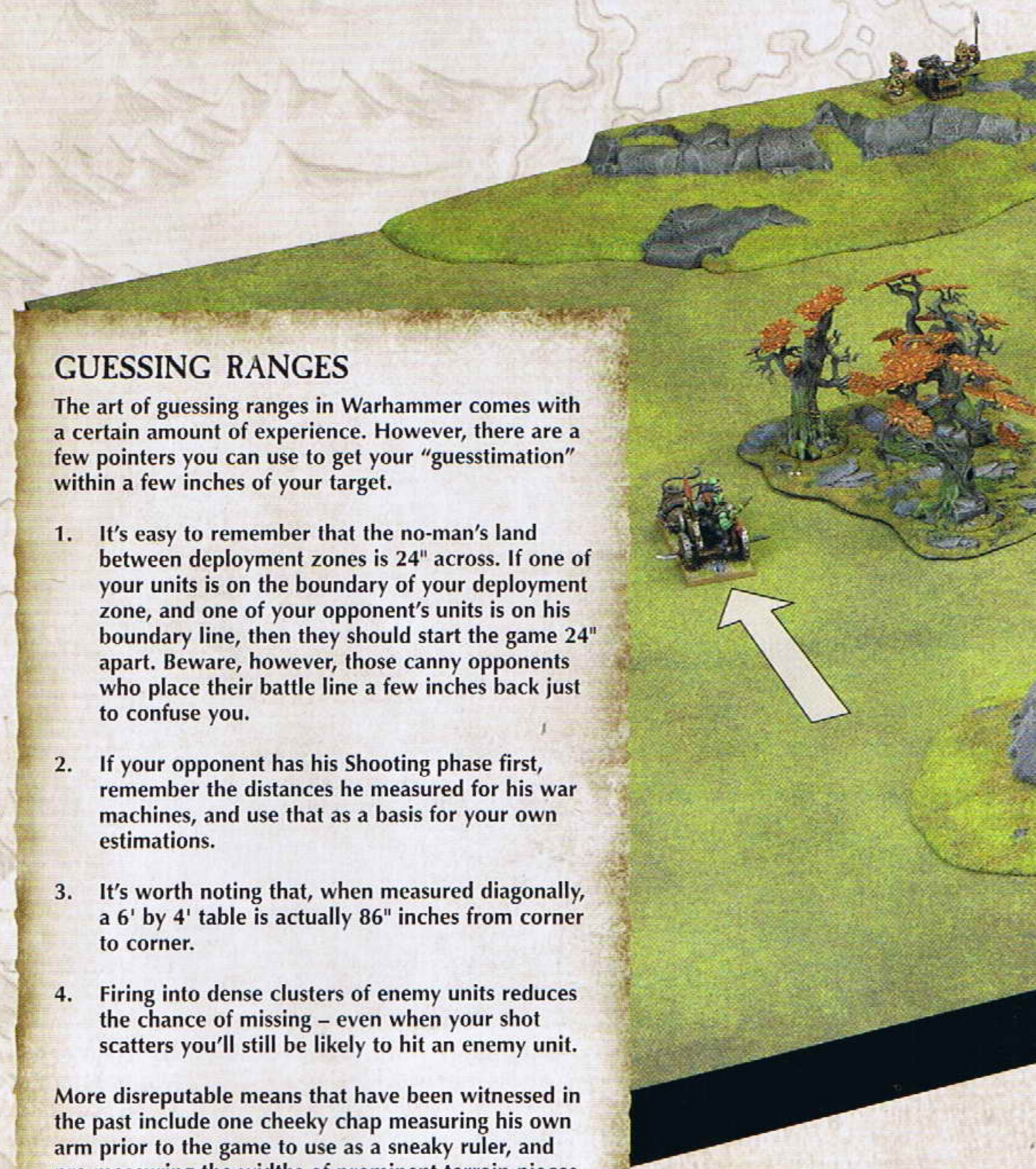
Turn 1

The greenskins began the battle with some characteristic infighting, as both the Boar boyz and Big 'Uns spent the turn squabbling amongst themselves. The Night Goblins, Black Orcs and the Boar Chariot moved forward as fast as they could, eager to spill Dwarf blood. The Spider Riders scuttled towards the manor *(a)*.

The Orc & Goblin Magic phase was weak, as the Dwarfs easily dispelled the Foot of Gork, although the bound spell from the Horn of Urgok was cast *(b)*. The Shooting phase proved much more effective as a Goblin Doom Diver fell out of the sky and onto the Dwarf Hammerers, hitting five and killing four of them!

In the Dwarfs' first turn the Gyrocopter flew over the woods and into the centre of the battlefield, its steam cannon already building up pressure. The Thunderers on the east flank entered the tower of the manor; long barrelled rifles could be seen sticking through windows and between crenellations. The Hammerers and Warriors inched forward, but the Dwarf Warriors moved within 8" of the Night Goblins who immediately released their Fanatics. The crazed Goblins all fell short of the Warriors and so were left to move randomly in the following Orc Movement phase.

The Dwarf Shooting phase proved equally as effective as the Goblins'. The Thunderers on the hill killed six Night Goblins, causing a panic test, while the Dwarf Bolt Thrower claimed two of the tough Black Orcs. The steam gun on the Gyrocopter fired at a lone Fanatic, but failed to wound the crazed Goblin.



GUESSING RANGES

The art of guessing ranges in Warhammer comes with a certain amount of experience. However, there are a few pointers you can use to get your "guesstimation" within a few inches of your target.

1. **It's easy to remember that the no-man's land between deployment zones is 24" across. If one of your units is on the boundary of your deployment zone, and one of your opponent's units is on his boundary line, then they should start the game 24" apart. Beware, however, those canny opponents who place their battle line a few inches back just to confuse you.**

2. **If your opponent has his Shooting phase first, remember the distances he measured for his war machines, and use that as a basis for your own estimations.**

3. **It's worth noting that, when measured diagonally, a 6' by 4' table is actually 86" inches from corner to corner.**

4. **Firing into dense clusters of enemy units reduces the chance of missing – even when your shot scatters you'll still be likely to hit an enemy unit.**

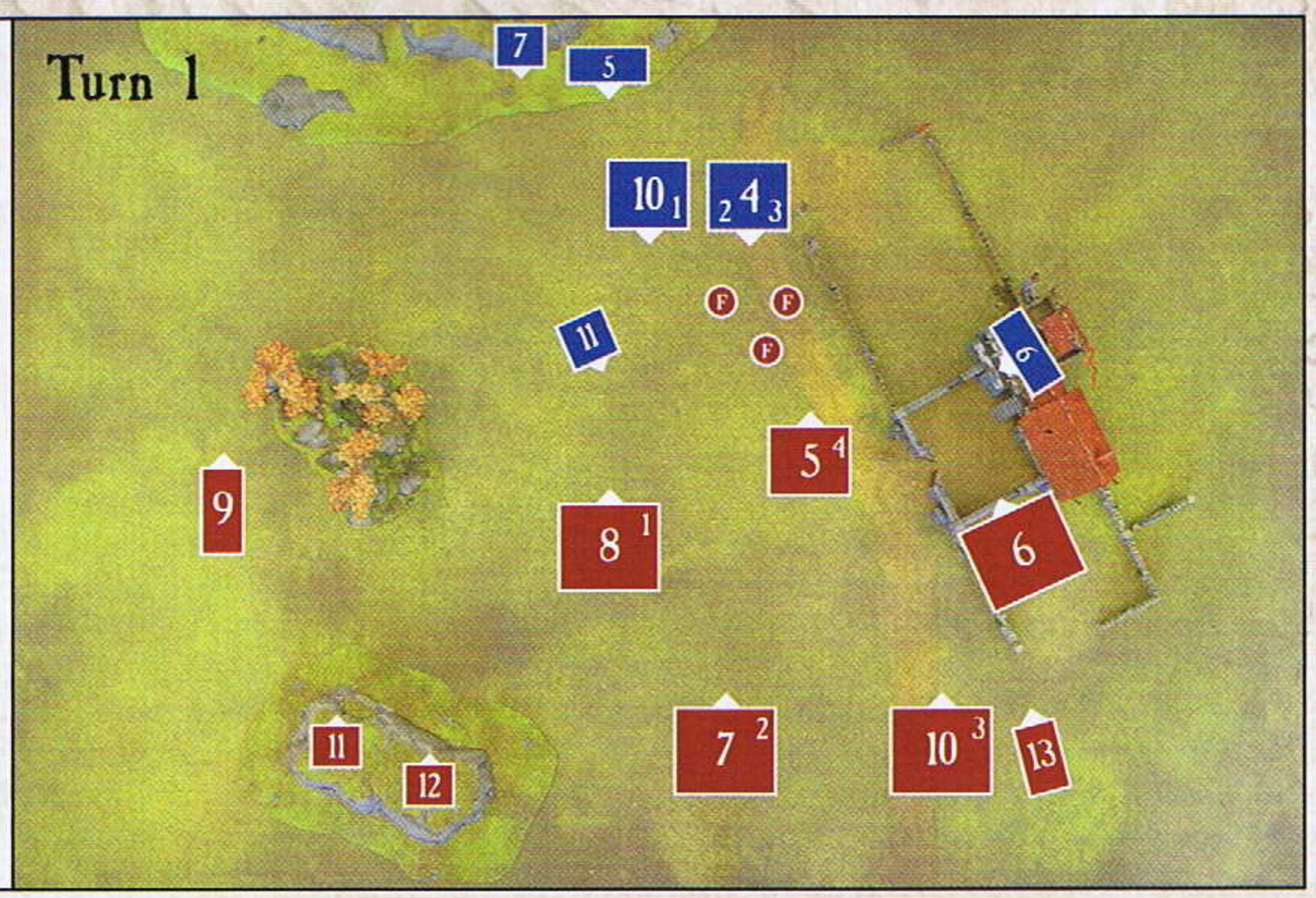
More disreputable means that have been witnessed in the past include one cheeky chap measuring his own arm prior to the game to use as a sneaky ruler, and pre-measuring the widths of prominent terrain pieces, such as hills, from a deployment zone before the game began! *(Such behaviour is incredibly unsportsmanlike, not to mention against the rules, and is worthy only of a dirty Gobbo – Grombrindal).*

Dwarfs

1. Boldor Granitebeard
2. Snorri Snorrisson
3. Gothri Ironhelm
4. Dwarf Warriors
5. Thunderers
6. Thunderers
7. Bolt Thrower
8. Miners
9. Miners
10. Hammerers
11. Gyrocopter

Orcs & Goblins

1. Zog da Black
2. Lugnatz
3. Nabgratz
4. Niglit
5. Night Goblins
6. Spider Riders
7. Orc Big 'Uns
8. Black Orcs
9. Orc Boar Chariot
10. Boar Boyz
11. Goblin Spear Chukka
12. Goblin Spear Chukka
13. Goblin Doom Diver



VICTORY POINTS	
Dwarfs	Orcs & Goblins
100	0

Turn 2 - The Green Tide advances

GENERALS

Never underestimate the power of a General and Battle Standard Bearer within close proximity of each other. A General and Battle Standard are best kept central to the army formation, so as many units as possible can benefit from the General's superior Leadership. In Turn 2 of this battle, Phil's Black Orcs, Night Goblins and Spider Riders all had to take Leadership tests and used the Orc Warboss' Leadership value because he was within 12". A Battle Standard allows units to re-roll failed Break tests (not any Leadership test – just Break tests), which is invaluable when your units get stuck into the hack and slash of close combat.

Annotations

a Spider Riders ignore terrain, so fences and courtyard walls do not slow them down.

b When the Horn of Urgok is sounded all friendly units receive a +1 to their Leadership values, while all enemy units have their Leadership reduced by -1.

c One Night Goblin Fanatic collided with the wall of the manor and was removed from play. Another crashed into the Dwarf Warriors, killing two before spinning out of the rear of the unit. The final Fanatic span wildly back into its parent unit, killing one of his own greenskin chums! At the end of the chaos two Fanatics still remained.

Turn 2

The second turn began with the Fanatics causing Gav only a minor annoyance *(c)*. The Night Goblins rallied, thanks to the menacing glower of the nearby Warboss. The Boar Chariot started to circle around the woods and the Spider Riders moved into the manor courtyard. The Orc line moved forward, both the Black Orcs and Big 'Uns moved as fast as they could towards the Dwarfs. The Orc Warboss decided that he needed to knock some 'eads about in the Big 'Uns unit so left the Black Orcs and joined with the Big 'Uns in the Movement phase. The rallied Night Goblin Shaman mumbled a few half-baked cantrips but still could not manage to cast a single spell in Turn 2. In the Shooting phase the Doom Diver flew straight again and made another direct hit, this time killing four Dwarf Warriors. The Goblin Bolt Throwers continued to fire wide of the mark, not even getting close to the Hammerer regiment.

The Dwarfs barely moved in Turn 2, although a small unit of Miners tunnelled out of the ground close to the Doom Diver, they readied their axes, making no secret who their first target of the battle would be. The Shooting phase was more eventful, with the Thunderers in the tower killing two Spider Riders, while those on the hill slew three Black Orcs. The Gyrocopter spat steam and bullets over the closing Black Orcs but only scalded one – this casualty was enough to cause a panic test, which the Black Orcs passed. The Spider Riders also needed to test for panic and could now use the Warboss' superior Leadership as Phil had had the foresight to move his General in to a more central position in the previous movement phase.

OATHS OF THE DWARFS!

Turn 3

Annotations

a The Night Goblins fled through the Fanatic, but remained largely unscathed.

b Once per game an Orcs & Goblins player can call the Waaagh! This means that the General and his unit count as having rolled a 6 on the Animosity table (move forward an extra D6"), while all other units of Orcs get to add their rank bonus to their Animosity rolls.

c The Black Orcs caused a wound on the Gyrocopter. In return the pilot killed a Black Orc. The massed ranks of Orcs meant that the Gyrocopter fled the combat.

d The Black Orc Warboss wounded the Dwarf Lord twice, his Waaagh! Cleava making a mockery of the Lord's runic armour. In reply, Boldor hefted his axe and caused three wounds, killing the Warboss outright!

e If a unit ever finishes its move on a Fanatic, then the Fanatic causes 2D6 wounds before immediately dying of exhaustion.

Dwarfs	Orcs & Goblins
1 Boldor Granitebeard	1 Zog da Black
2 Snorri Snorrisson	2 Lugnatz
3 Gothri Ironhelm	3 Nabgratz
4 Dwarf Warriors	4 Niglit
5 Thunderers	5 Night Goblins
6 Thunderers	6 Spider Riders
7 Bolt Thrower	7 Orc Big 'Uns
8 Miners	8 Black Orcs
9 Miners	9 Orc Boar Chariot
10 Hammerers	10 Boar Boyz
11 Gyrocopter	11 Goblin Spear Chukka
	12 Goblin Spear Chukka
	13 Goblin Doom Diver

Turn 3

The Orcs were in a position to charge, but before Phil could start declaring them Gav revealed his runic items. The Master Rune of Challenge wrought its magic on the Night Goblins, forcing them to either charge the Hammerers or flee, getting in the way of the Big 'Uns behind. The Night Goblins chose to flee, but ended up running through the Fanatic *(a)*. Gav then used the Master Rune of Dismay in an effort to stop the oncoming Big 'Uns, but Phil promptly passed their Leadership test.

Phil declared a Waaagh! *(b)*. The Black Orcs charged into the Gyrocopter and the Big 'Uns charged into the Hammerers, whose charge reaction was to plant their Lord's oath stone firmly into the ground. The Dwarf Lord stepped onto the stone and readied his axe. The Spider Riders clambered over the wall, trying to get out of sight of the Thunderers in the tower.

The Orc Shooting phase was not as successful as the previous two turns. Despite the Goblin Doom Diver correcting himself when he scattered off target and landing on the Dwarf Warriors, all hits failed to wound. The Goblin Bolt Throwers had yet to hit anything, and this turn was no different!

The Close Combat phase was as brutal as expected between such ancient foes. The Black Orcs chased off the Gyrocopter *(c)*, but all eyes were on the Big 'Uns and Hammerers, as the units contained the army generals. Phil's Warboss issued a challenge, which was accepted by the Dwarf Lord, leading to a dramatic face-off *(d)* while the Hammerers and Big 'Uns piled into the melee. The Orcs won the combat, but the Dwarfs refused to flee.

VICTORY POINTS	
Dwarfs	Orcs & Goblins
1283	152

In the Dwarf turn, Gav's large unit of 20 Dwarf Miners failed to show, no doubt still hacking their way through the Drakwald soil. The Miners at the other end of the battlefield charged the pesky Doom Diver. The Dwarf Warriors charged into the flank of the Big 'Uns, but in order to do so had to move through the spinning and gibbering Night Goblin Fanatic. They lost five of their number in the process, but still managed to make it to the fight *(e)*.

From the safety of the tower of Blackskull Manor, the Thunderers shot down three Boar Boyz. The second unit of Thunderers on the hill fired at the advancing Black Orcs but only cut down one. The Dwarf Bolt Thrower aimed at the Black Orcs but the bolt went wide and so failed to skewer any of the hulking greenskin brutes.

The Dwarf Warriors hit the Big 'Uns with unrestrained fury, with the Warriors alone slaying five of the Orcs. The Big 'Uns fought back, but failed to get one hit. The Big 'Uns couldn't stand against the flank charge and so fled. The presence of the Oath stone meant that the Hammerers could not pursue, but the Warriors did, wiping out the Orc elites.

The Miners fighting the Goblin Doom Diver set about their foe with relish. In one short round of combat the Doom Diver was destroyed leaving the unit of eight Miners free to march up-field towards the retreating unit of Night Goblins.

As Turn 3 came to an end the Dwarfs seemed to be gaining the upper hand. The Spider Riders had been mauled by gun fire and the Big 'Uns had fled. However, the Black Orcs were still ready to scrap...

DICE COUNTING

When working out combat resolutions after a close combat lots of numbers get thrown about, a good tip is to use dice (which are always close to hand when playing Warhammer!) to keep a record of the score. As you work out each bonus add a dice to a line with the correct amount of pips showing. When you have gone through all the combat resolutions, simply add together all the dice pips in the line.

GREEN IS MEAN

Annotations

a **After rallying, the Night Goblin Shaman tried to cast Gaze of Mork but miscast. Rolling a nine on the dreaded Miscast table, the Shaman took a Strength 4 hit and was wounded.**

b **The Blacks Orcs' fearsome charge left five dead. The Dwarfs fought back, but only killed two of the hulking Orcs. The unit's Rune of Determination kept them stubbornly in the fight.**

c **The Boar boyz killed six of the Dwarf Warriors with their charge. Despite their superior numbers the Dwarf Warriors fled and were caught by the rampaging Boar riders, who then overran into the beleaguered Hammerers. This meant the loss of Gav's Battle Standard Bearer.**

d **The Chariot's momentum carried it into the unit of Thunderers, and it killed five Dwarfs. The Thunderers failed their Break test and, to their shame, fled.**

e **Despite their steam drill, the larger unit of Miners didn't turn up until Turn 4.**

Turn 4

The Spider Riders succumbed to squabbling once more and so did not move. The Black Orcs charged into the Hammerers while the Boar boyz eagerly goaded their feral mounts into the Dwarf Warriors. The Boar Chariot that had spent the last few turns manoeuvring around the woods charged into the Gyrocopter.

The Goblin Shaman tried but failed to cast Gaze of Mork *(a)*. In the Combat phase, the Black Orcs hit back at the Hammerers *(b)* while the Dwarf Warriors failed to stand their ground against the Boar Boyz *(c)*. Finally, the Chariot destroyed the Gyrocopter with an impressive seven impact hits, before over running into the Thunderers *(d)*.

In the Dwarfs' Turn 4, the large unit of Miners finally turned up *(e)*. The Thunderers shot at the Spider Riders again and killed six of them, leaving just the Forest Goblin Champion who turned tail and fled the battle. The other regiment of Thunderers was not so lucky – they lost their combat against the Chariot and ran off the board, closely followed by the nearby Dwarf Bolt Thrower crew who failed their panic test.

COMPLICATED COMBATS

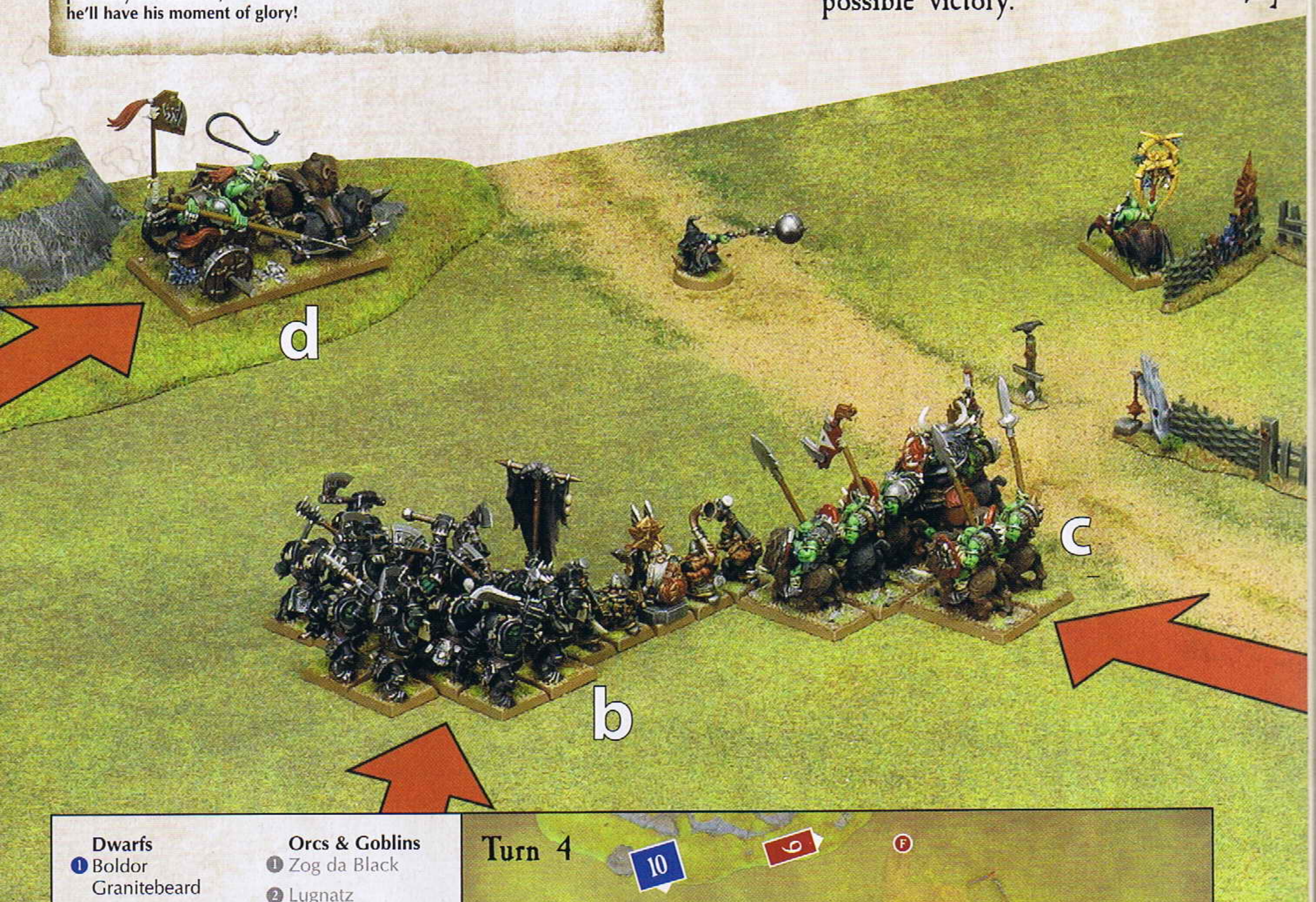
Close Combats in Warhammer can get quite complex, with multiple charges and awkward alignments. In these situations, working out who hits and when is very important. It's often worth jotting down the order of combat on a scrap piece of paper, and then striking a line through as each unit takes its turn. Chargers strike first; if there are charging units on both sides due to overruns, they strike in Initiative order. All other models strike in strict Initiative order. Don't forget that characters in units will probably have a higher Initiative value, and so may strike before the unit they accompany. Also, remember the effect that weapons like flails and great weapons have on the order.

CHAMPIONS IN CHALLENGES

Even though a unit Champion is different from a normal character, they can issue and accept challenges as normal. If your unit includes a powerful character and you are challenged, it is sometimes worth letting the Champion accept on your Lord's behalf. This way, your tooled-up super-character will be free to wreak havoc on the opposing force's rank and file. Of course, your brave Champion will probably not survive, but at least he'll have his moment of glory!

VICTORY POINTS	
Dwarfs	Orcs & Goblins
1071	1524

Turn 4 - The Orcs & Goblins get their first whiff of a possible victory.

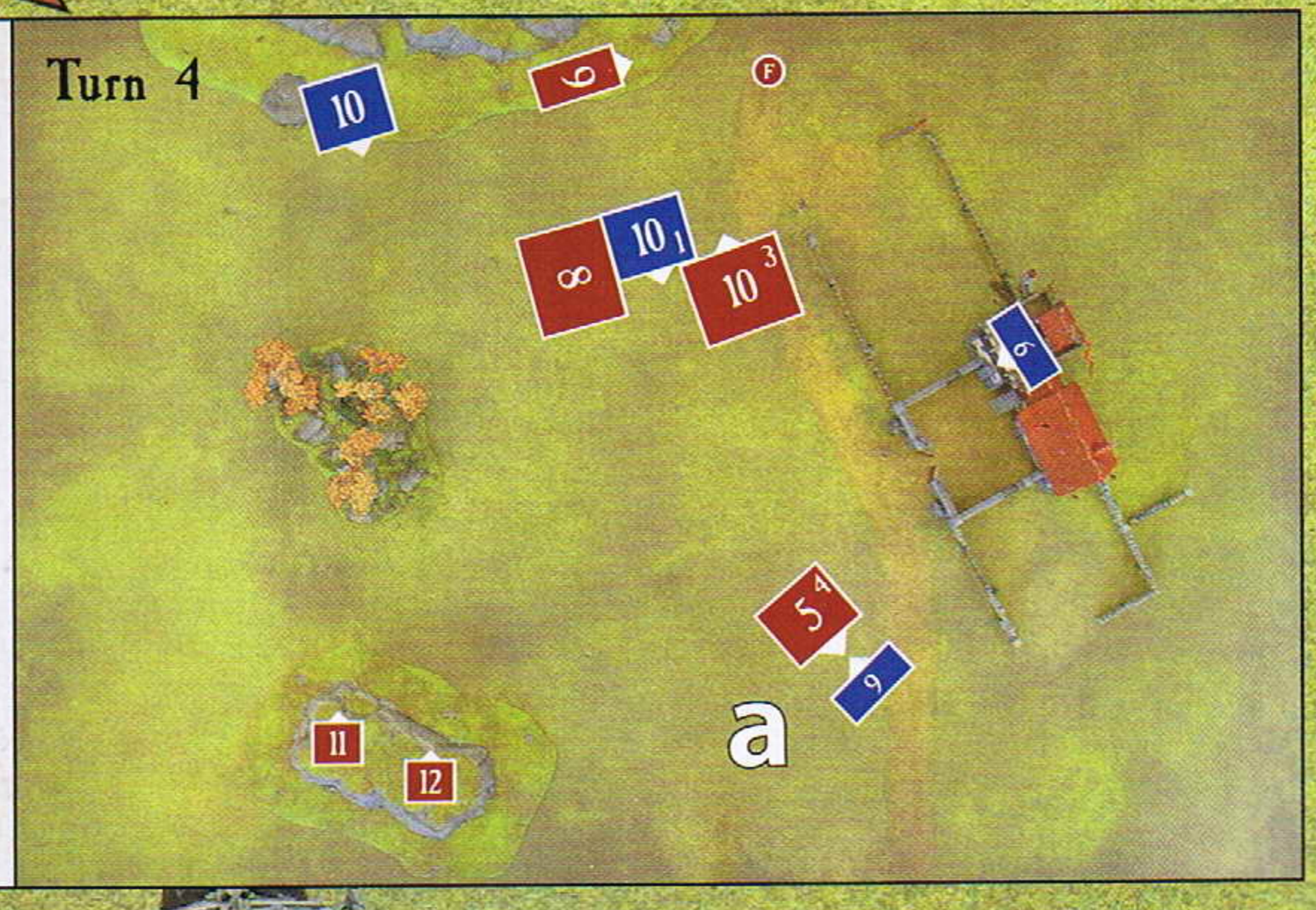


Dwarfs

1. Boldor Granitebeard
2. Snorri Snorrisson
3. Gothri Ironhelm
4. Dwarf Warriors
5. Thunderers
6. Thunderers
7. Bolt Thrower
8. Miners
9. 8 Miners
10. Hammerers
11. Gyrocopter

Orcs & Goblins

1. Zog da Black
2. Lugnatz
3. Nabgratz
4. Niglit
5. Night Goblins
6. Spider Riders
7. Orc Big 'Uns
8. Black Orcs
9. Orc Boar Chariot
10. Boar Boyz
11. Goblin Spear Chukka
12. Goblin Spear Chukka
13. Goblin Doom Diver



A GRUDGE IS BORN

Turns 5 & 6

As the game entered the final few turns the greenskins seemed to be overwhelming the stalwart Dwarfs. The Boar Chariot turned and prepared to charge into the newly arrived Dwarf Miners. The Night Goblin Shaman finally cast a spell at the smaller unit of Miners, killing four with the Foot of Gork. The Goblin Bolt Throwers also hit at last, killing a single Miner from the same regiment. The Black Orcs made short work of the remaining Hammerers, leaving just the unit Standard Bearer and the Dwarf Lord on his Oath stone to face the foe.

The remaining three Dwarf Miners charged the Night Goblins. The Thunderers in the manor shot at the Chariot but failed to wound it. In combat, the Dwarf Lord issued a challenge to the Black Orcs; their Boss stepped forward and was promptly cut down for his trouble. The Hammerer standard bearer was killed, leaving the Lord, who failed his Leadership test and was mercilessly run down by the Boar Boyz. The Miners killed four Night Goblins, who narrowly passed their Break test and stood their ground.

In the final turn of the game, the Black Orcs and Boar Chariot charged into the big unit of Miners. Despite the Dwarfs' blasting charges and staunch resistance, Phil's Chariot caused the maximum seven impact hits. Coupled with the Black Orcs' charge, the Miners' fate was sealed and they were run down.

The Night Goblins were a far larger unit than the three Dwarf Miners, but could not beat them in combat. The Goblins fled and were caught by the mattock-wielding Dwarfs. However, despite this final setback the day belonged to the Orcs. As the greenskins celebrated, another grudge was recorded.

VICTORY POINTS

DWARFS

1443

ORCS & GOBLINS

2375

SOLID VICTORY

HILL GRADIENTS

As well as providing units with a good field of fire, hills can also give the defending unit an advantage in combat. Archers are rarely very good in close combat (with a few notable exceptions), but with stand and shoot rules and the High Ground combat resolution bonus, their odds of surviving a round of combat are dramatically improved.

Dwarfs

1. Boldor Granitebeard
2. Snorri Snorrisson
3. Gothri Ironhelm
4. Dwarf Warriors
5. Thunderers
6. Thunderers
7. Bolt Thrower
8. Miners
9. Miners
10. Hammerers
11. Gyrocopter

Orcs & Goblins

1. Zog da Black
2. Lugnatz
3. Nabgratz
4. Niglit
5. Night Goblins
6. Spider Riders
7. Orc Big 'Uns
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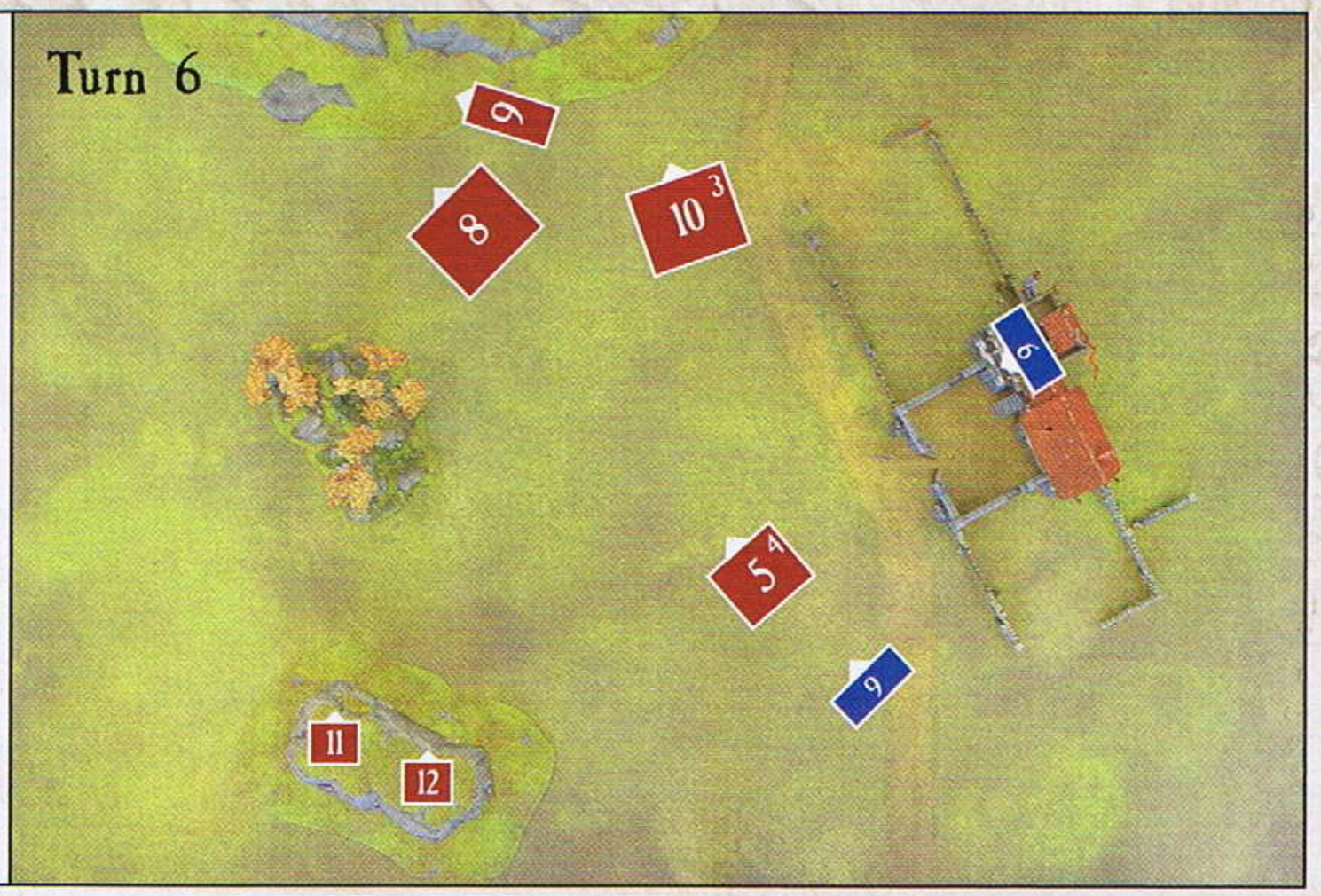


ANOTHER DAY, ANOTHER GRUDGE

Gav: Well it's been quite some time since I participated in a Warhammer battle report, so it's strangely reassuring to discover that I haven't lost my ability to lose in print! I think I have just fallen foul of some obscure Miners Guild rules and regulations; perhaps some kind of mandatory tea-break or industrial action. Despite their re-roll to arrive (from their steam drill), the large unit of Miners not turning up until Turn 4 caused me serious problems. If they had been on the battlefield a turn earlier, they would have intercepted the Boar Chariot, and stemmed the attack on my right flank more effectively. Their dawdling left my Lord and Hammerers stranded and vulnerable. It was a credit to Lord Granitebeard and his bodyguard that they held as long as they did. On the other hand, the small unit of Miners that arrived behind the greenskins did admirably well for their points cost, taking out the worryingly accurate Doom Diver and the Gobbo Shaman.

The Thunderers who moved into the building also did exceptionally well, negating the threat of the Spider Riders and pouring fire into the enemy. They also scored me a bonus of 100 Victory Points, which contributed to the result being only a solid defeat rather than a massacre. With Phil unwilling to divert any of his infantry units to drive them out, they were immune to attack, unlike the unfortunate regiment on the hill.

All in all it was a fair result. I made a couple of mistakes, which I might have got away with if I'd not had such bad luck rolling for the Miners. Chalk up another victory to the dastardly greenskins.

CRASH, BANG, WALLOP...

Phil: Go the greenies! A solid victory, and won by good old force of arms. It wasn't all gravy, though. There were some seriously dodgy moments there when I felt like my speeding green war machine had slammed into a brick wall. Gav's army selection and tactics were pretty much beyond reproach, though his dice let him down (Gav is legendary for his ability to roll appallingly at critical moments). Never count out the Dwarfs, even when on the ropes – no race in the Warhammer world is nearly as good at playing the immovable object against an irresistible force.

The real action happened in the centre of the field, but there were some cool little dramas around the flanks. First and foremost was the wholesale butchery of the Spider Riders by the Dwarf Thunderers that Gav wisely holed up in the manor. That was painful. The arachnid cavalry were the perfect unit to scurry through the obstacles and fences outside the manor, but they were not infantry and so could not attack the unit inside. Instead they got blasted to pieces by the Thunderers with their fancy +1 to hit handguns.

The left flank saw little action for the first three turns as my chariot trundled its way around the woods, but that was a deciding factor, as Gav pretty much ignored it. This proved to be a mistake, as my excellent luck with impact hit rolls saw it take out that blasted Gyrocopter and the Thunderers holding the hill, and panic the bolt thrower. Ace!

The Black Orcs performed admirably, slaughtering their way through even the toughest of Dwarf units. So it's barbecued Dwarf for dinner, with a side of spider legs.

Regiment of the Game

The Black Orcs unit once again proved just how hard these Orc elites can be.

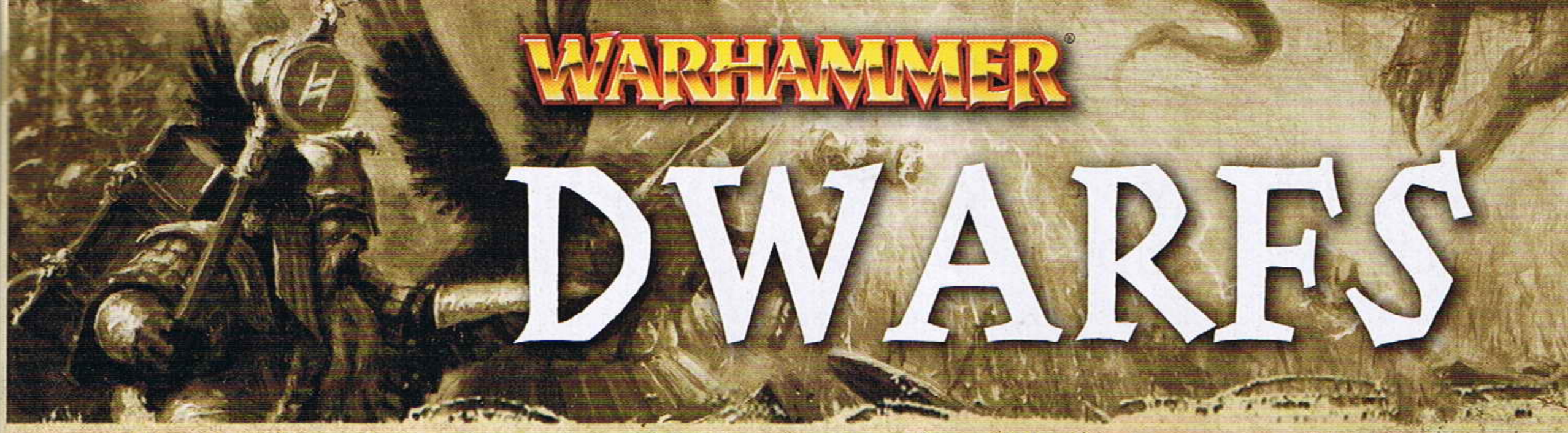
The Black Orcs had (a very large and gnarly) hand in slaying a Dwarf Lord, his attendant bodyguard of Hammerers, the Gyrocopter and a unit of 20 Miners. Over 900 points' worth of Dwarfs destroyed for a cost of 343 points. That's nearly a three-to-one return!

White Dwarf Says...

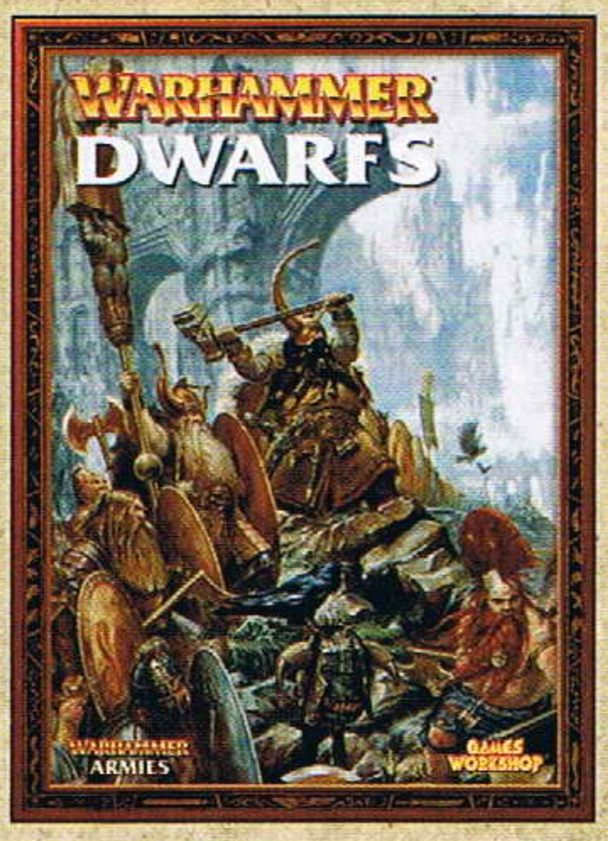
The Dwarfs started strongly by claiming the manor on Turn 1 and boldly moving the Hammerers and Warriors forward to take on the coming greenskins. Phil unwisely sent the Spider Riders – perhaps blinded by their ability to ignore obstacles – close to the manor. As they were not infantry they could do nothing as the Thunderers, with their +1 to hit, happily spent three turns popping spider abdomens.

Despite losing the Warboss early, the green tide began to turn as the Dwarfs started to lose more and more troops. Luck did play its part as the large unit of Dwarf Miners failed to turn up even with a steam drill, but Gav's greatest mistake was ignoring the Boar Chariot. This spent the early turns trundling around the woods but was left unscathed and in a great position in the crucial last couple of turns in the game. Gav could have used his Gyrocopter to hound and destroy the Boar Chariot in the first few turns, instead it ineffectively hovered around the Black Orcs, not achieving anything of note before being destroyed in a one-sided combat.

We should not be too harsh on Gav; as is often the way with Warhammer, if the Miners had turned up one or two turns earlier Gav would have had the needed support to cement the gains he had made by Turn 3.



The Dwarfs are the most tenacious and determined warriors of the Warhammer world. They record every affront, and will miss no opportunity to settle them with the edge of an axe!



Dwarf Army Book

As unyielding and enduring as their mountain homes, the Dwarfs represent a bastion of courage, pride and honour in a world beset by Chaos.

This 80-page Warhammer Army Book contains all the rules you need to collect and play with a Dwarf Army, along with painting advice and hobby tips for assembling and personalising your force.

Sweden	180sek
Norway	180nkr
Denmark	150dkr
Euro	€20

Plastic Dwarf Standard Bearer.

Dwarf Battalion

The mountain holds of the Dwarfs are under constant threat, and the Dwarfs march frequently to war. What they lack in numbers they more than compensate for with skill, endurance, runic weapons and powerful war machines.

This box set contains over 30 plastic Citadel miniatures, including 24 warriors, 16 Thunderers (can be Quarrellers) and a Cannon (The cannon can be built as either a Dwarf Cannon or an Organ Gun).

Sweden	750sek	Denmark	650dkr
Norway	750nkr	Euro	€80

Dwarf Warriors

Dwarfs are immensely strong and resilient, and their stalwart warriors are amongst the hardiest soldiers of the Warhammer world.

This box set contains 16 plastic Citadel miniatures, which can be assembled as either Dwarf Warriors or Dwarf Longbeards.

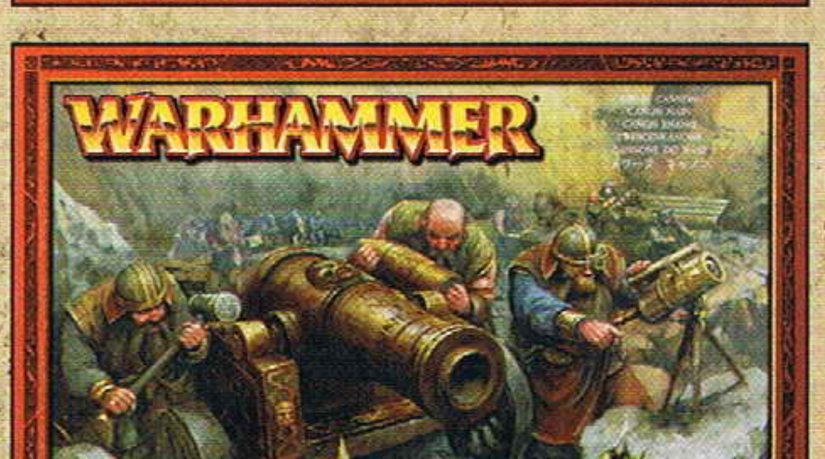
Sweden	270sek	Denmark	225dkr
Norway	270nkr	Euro	€30

Dwarf Thunderers

The ranged firepower of the Dwarfs is feared across the Warhammer world, and their crossbows and handguns are precision weapons.

This box set contains 16 plastic Citadel miniatures, which can be assembled as either Quarrellers or Thunderers.

Sweden	270sek	Denmark	225dkr
Norway	270nkr	Euro	€30



Dwarf Cannon

Created by master engineers and inscribed with runes, Dwarf artillery is more durable and accurate than that of the lesser races.

This box set contains a plastic artillery piece and crew, which can be assembled as either a Cannon or an Organ Gun

Sweden	180sek	Denmark	150dkr
Norway	180nkr	Euro	€20

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

CITADEL TOOLBOX

Static Grass

€7.50
60dkr
70sek
75nkr

Citadel static grass has been with us for a few years now. From this month you can get two new colours – Scorched Grass and Glade Grass. We're going to take a look at basing and how you can combine the different coloured grasses to get a great-looking finish.

Basing

Just a few small patches of static grass on a base can give a miniature a satisfying look, especially when the model is ranked up with others based in the same way. "Less is more" is a good rule to remember when basing with static grass. Models look far more effective with a few small patches dotted around the base rather than a thick covering. The usual method is to use PVA glue, but for a quicker finish you can use superglue as the adhesive.

Dab a few blobs of superglue onto a base that has been covered in modelling sand and painted.

Dip the base into your pot of Static Grass. Do this quickly, as superglue dries much faster than PVA.

Bring the model out. Hold it horizontally above the pot and flick the bottom of the base sharply with your forefinger two or three times – this will remove the excess grass.

Flocking

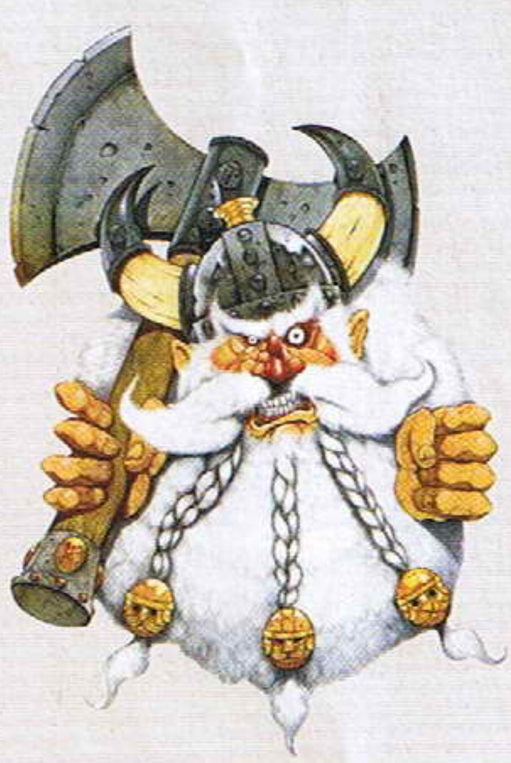
Static grass can be used for flocking large areas. It is best to use at least two varieties, because large sections of one colour looks like astroturf rather than the natural ground we are trying to mimic! You need to apply patches of grass before sticking your predominant colour of flock to the model. In this example, we are using one of the new hills.

Undercoat and drybrush your hill. The areas to be flocked should be a muddy brown. Remember not to glue any grass to the rocky areas in the next two stages!

Paint random areas of the hill with PVA glue. Sprinkle the shade of static grass that will form your patches onto it from a height of 10-12". Remove the excess by tapping the hill over a sheet of paper.

Once you have "patched" your hill with one or two varieties of Static Grass, paint the remainder of the model with PVA and sprinkle your main colour all over it.

Leave the hill to dry, then tip the excess grass onto some paper and pour it back into a pot. A coat of Purity Seal can be sprayed onto the hill to help the grass adhere better, but this is not essential.



The changing face of Grombrindal, as realised by (top to bottom) Chris Beaumont, WD1; John Sibbick, WD90; Wayne England, WD200; Adrian Smith, WD300.

WHITE DWARF XXX 1977-2007

Happy Birthday Grombrindal! White Dwarf editor Guy Haley looks back on three decades of glorious gaming.

What seems like an impossible 30 years ago, issue one of White Dwarf was published. He was a modest beardling back then, and was yet to develop his prodigious belly, being a mere 24 black-and-white pages fat. There were no miniatures featured, for in those days Grombrindal concerned himself with the hobby of roleplaying, and his only colour was his bright yellow jacket.

Games Workshop itself was a tiny company run by its founders Ian Livingstone and Steve Jackson, and Citadel Miniatures was yet to come. Only 4000 copies of this first issue of WD were produced. Even this number was optimistic, for fantasy gaming was in its infancy. Nevertheless, they all sold; the saga of the White Dwarf had begun.

Fast-forward 329 issues and we hit the now. The world has changed massively in those 30 years. Computers and mobile phones are found in every home, global warming has replaced Cold War nuclear strikes as everyone's favourite doomsday scenario, and we share the planet with two billion extra people. But never mind all that! As far as we're concerned the most important thing is that roleplaying has been superseded by the Games Workshop tabletop hobby, and this is more massive than its forebear could ever hope to be. Seven editions of Warhammer, four of Warhammer 40,000, two of The Lord of the Rings strategy battle game, and countless other Games Workshop games have been created; Citadel Miniatures has come into being and flourished. Our stunty pal is old and wise and sports a luxurious beard. He's now a full colour 112-page, eye-candy feast, a magazine jam-packed with glorious pictures of the world's best science fiction and fantasy models. Now 250,000 people the world over wait eagerly for each new issue, and the bedrooms and studies of wargaming nuts in dozens of countries heave with Citadel Goblins, Space Marines, Skaven and endless other varieties of 28mm fantasy fun. Several generations of gamers have been born and come to maturity under White Dwarf's watchful gaze. Including mine. I was three years old when the very first White Dwarf came out, much too young for Goblins, but have been a loyal follower since WD 81.

White Dwarf has had a couple of incarnations over the years as new editors and trends have taken it in various directions. The last few years, for example, have seen different editions of White Dwarfs in several countries. But now, in 2007, the White Dwarf is back in the Design Studio, the heart of what is now truly an international hobby, where he belongs. We on the White Dwarf team strive at his forges daily to get you the best tips on how to paint and play, and to bring you great new gaming content, such as the Blood Angels Codex update you'll find later in this issue.

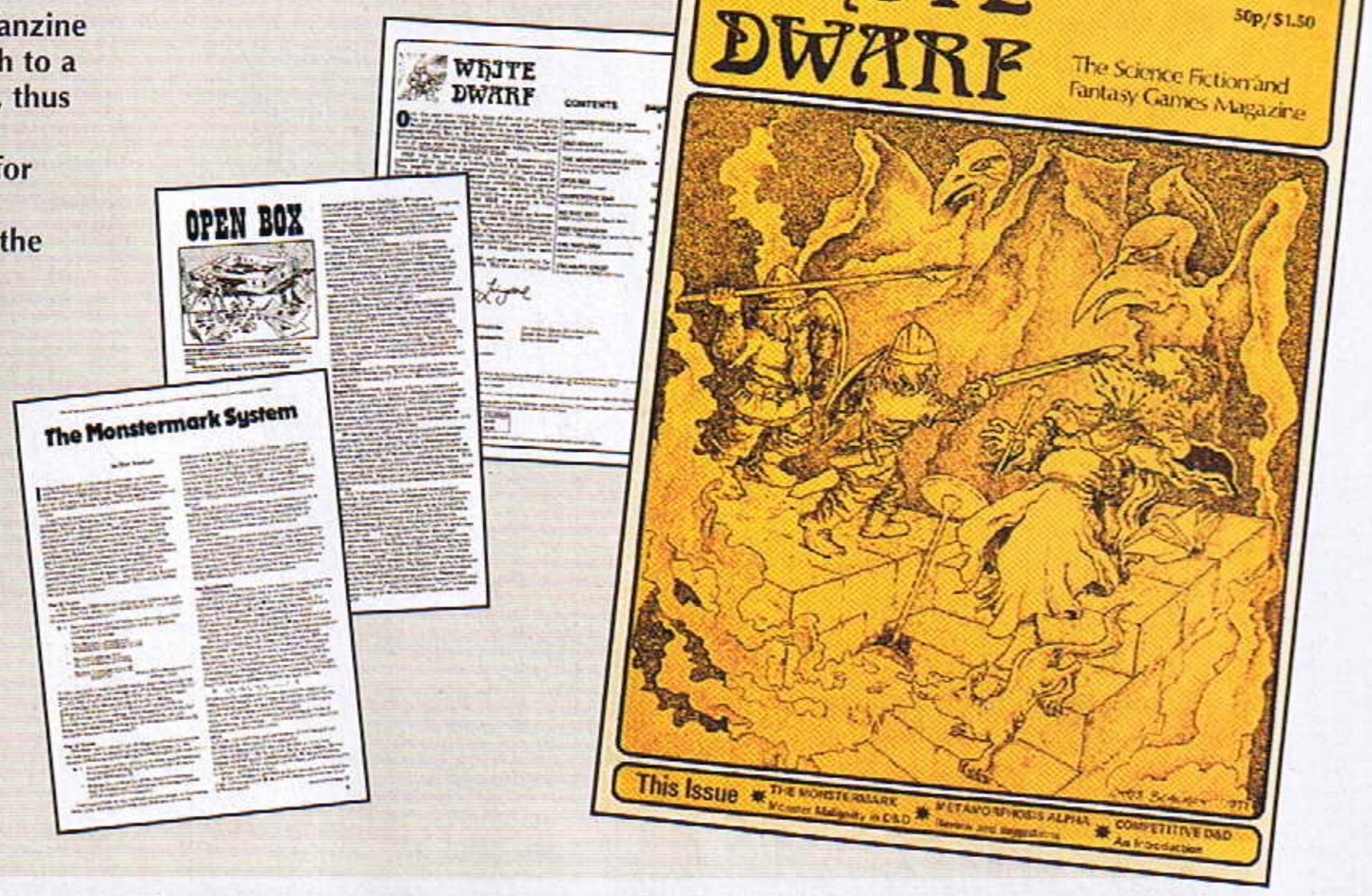
Other games magazines have withered and died, but the White Dwarf stands impassive, his head held high above the choppy seas of change. He might alter his way from time to time, games may come and go, but the White Dwarf is eternal, and under his steady gaze may we all play happily on. Here's to another 11,000 days of gaming!

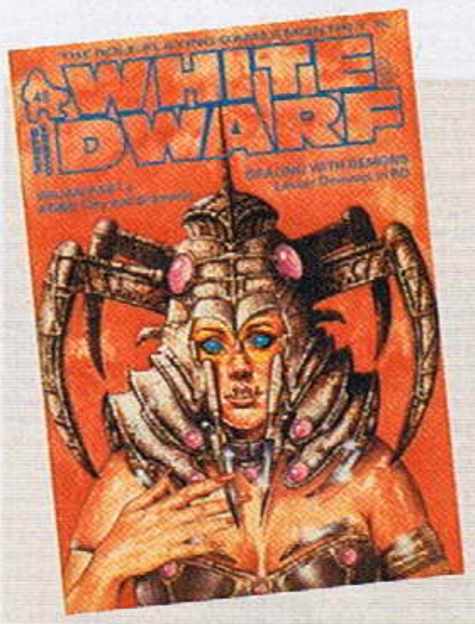
Issue number 1: June-July 1977

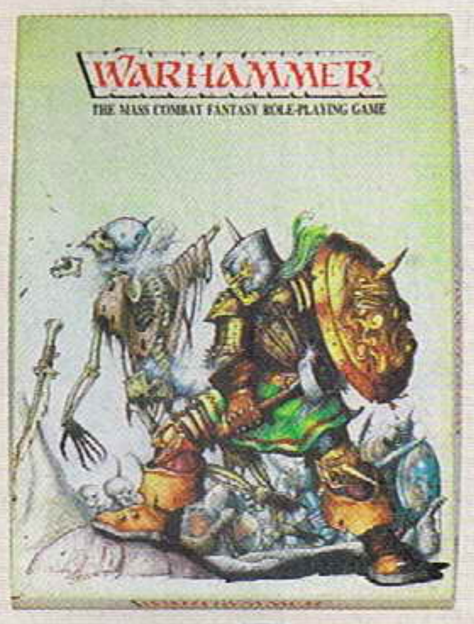
Issue 1 of White Dwarf is published, taking the place of its fanzine forebear, Owl & Weasel. The name is chosen as it refers both to a super-dense star, and a small fantasy character with a beard, thus referencing both science fiction and fantasy.

Black and white, 24 pages, bi-monthly, piles of adverts for obscure RPGS and play-by-mail games, and no miniatures – White Dwarf 1 couldn't, in fact, be any more different than the magazine of 2007. Co-founder of Games Workshop Ian Livingstone is the first editor, a position he was to hold until 1986. He begins the magazine's long run with an editorial strident in tone, a statement about the fantasy gaming hobby that almost seems like the manifesto of an all-conquering army. Which, in a certain sense, was borne out in later years.

Other highlights of the first issue include Open Box, a reviews column which was to run for over 10 years, puzzles, and an unforgettable character class for *Dungeons & Dragons*. In fact, D&D was the main focus of the magazine, and one of the largest articles therein was about a complicated series of equations that could be used to boil down the various statistics on a monster's profile into a single number. Maybe they taught maths better back then, but it made my brain hurt.







Issue number 45: September 1983

The very first Warhammer article is published in the guise of a scenario called "Thistlewood". The first edition of Warhammer had just been released, expanding on a set of rules that had originally appeared as a series of pamphlets.

Thistlewood pits the forces of King Amias against the evil coalition of Necromancer Vassago as both search for a stolen magical chalice. The Warhammer world setting is not present, and the scenario has a large RPG element to it, but the rules are recognisably the ancestors of the modern game. The article finishes with a list of suggested models to use for the armies, many of which are Citadel, but not all, for Citadel's catalogue of miniatures is nowhere near as vast as it is now.

Elsewhere in the issue D&D no longer dominates. Articles on *Runequest*, *Traveller* and *Call of Cthulhu* have begun to take up around half the page count. The book review page, "Critical Mass", and cartoons Thrud, Travellers (the first strips of which appeared here), and Gobbledigook – all long-running WD stalwarts – also feature in this issue.

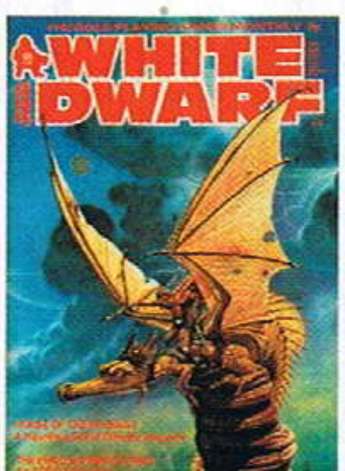
◀ *The first edition of Warhammer, containing three books. Its classic cover, painted by John Blanche, can be found on the frontispiece of the latest, seventh edition of the game.*

Time Line

Issue 7: June 1977
John Blanche paints the first colour cover.

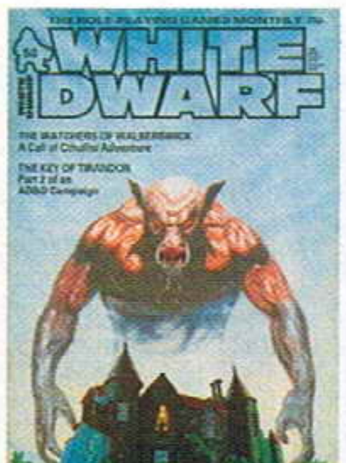
Issue 32: August 1982
White Dwarf changes to a monthly release.

Issue 50: February 1984
Forces of Fantasy, the first Warhammer army list supplement, is released.



▲ *The first edition of the popular Talisman board game comes out.*

Issue 66: June 1985
Slottabases free miniatures design from the constraints of incorporating a metal stand.



▲ *Citadel produces a series of plastic models – the 60mm Fighting Fantasy range.*

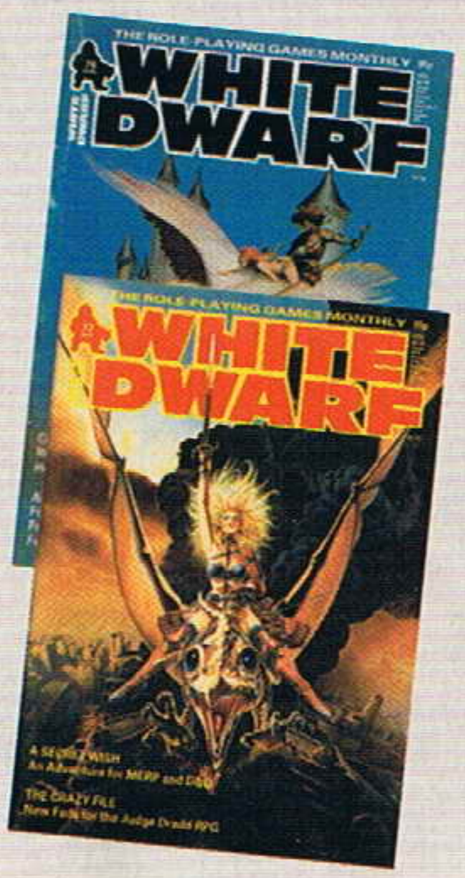
1977 1982 1983 1984 1985

Issue numbers 76-77: April-May 1986

Ian Livingstone steps down after eight years as editor. He and Steve Jackson had already relinquished the post of Managing Director to Citadel head, Bryan Ansell, the prior year to concentrate on their *Fighting Fantasy* game books.

Many Editors were to follow – Ian Marsh, Paul Cockburn, Mike Brunton, Sean Masterson, Phil Gallagher, Simon Forrest, Robin Dews, Jake Thornton, Paul Sawyer, and Andy Stewart among them. To date, no-one has beaten Ian Livingstone's run.

In May '86, White Dwarf moves from London to join the rest of Games Workshop, which has recently relocated to Nottingham. Editor Ian Marsh elects to remain in the capital, and Paul Cockburn takes over.

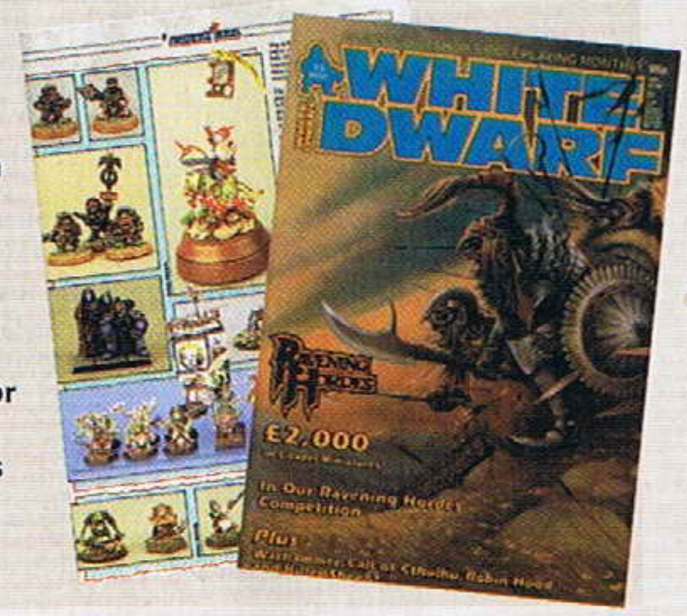


Issue number 89: May 1987

The last White Dwarf to be "saddle-stitched", which means bound by staples. Dwarfs that follow have a higher page count, and a square, glued binding known as "Perfect Bound." Don't say we never teach you anything.

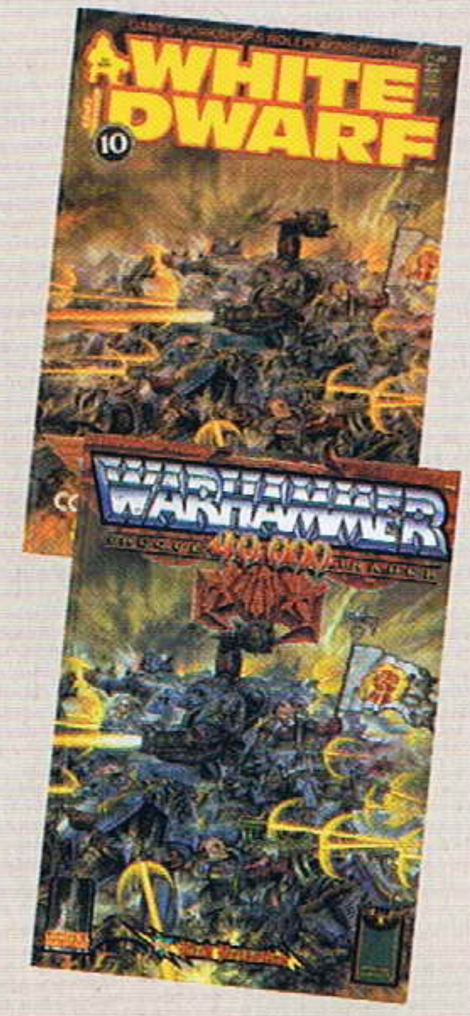
By issue 89, White Dwarf has begun to switch its focus to miniatures, though this process will take a few years to complete. WD's few precious full-colour pages are already reserved for fantastic shots of Citadel miniatures, and the 'Eavy Metal pages have become a firm favourite with readers, as they remain to this day.

The magazine features a massive competition for £2000 worth of Citadel models, a promotion for Ravening Hordes – the second set of army lists for Warhammer.



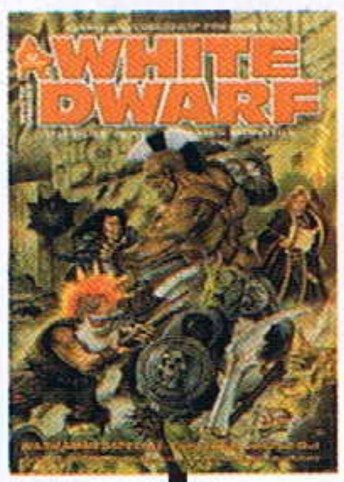
Issue number 93: September 1987

The first Warhammer 40,000 article, a general introduction to the system, is printed. As a measure of how far things have come, the artwork included features many pictures of Space Marines with slogans on their armour that would embarrass a gung-ho GI. Although Warhammer had proven immensely popular, Warhammer 40,000 catches the imagination of thousands of new hobbyists. GW undergoes a major growth spurt, and over the next few years the retail chain begins to expand at an exponential rate.

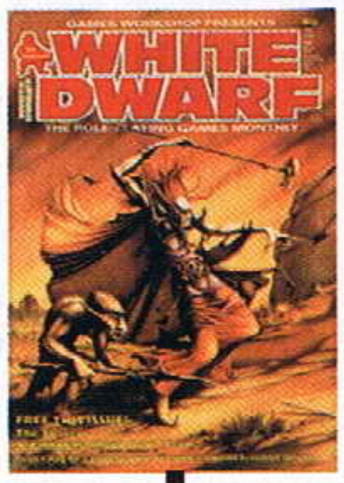


This issue also saw the release of the famed RTB01 Space Marines, which set the standard for multi-part models. Kits like this have since become a signature of Citadel Miniatures.

Issue 82: October 1986
The first edition of Warhammer Fantasy Roleplay is launched.



Issue 86: February 1987
Bloodbowl is released. This is entirely card, and features two teams.



▲ *A card Skaven team is given away free in the magazine.*

Issue 90: June 1987
WD is 10! Mike Brunton is at the helm.

Issue 92: August 1987
The first Golden Demon competition is held.

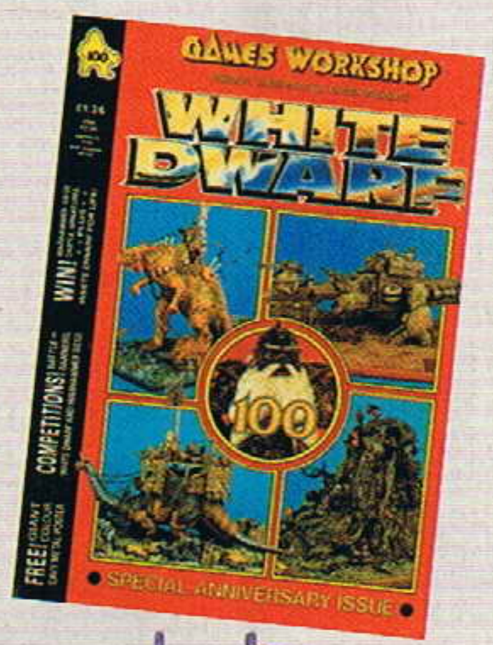
1986

1987

Issue number 100: April 1988

Issue 100 is introduced by editor Sean Masterson, who says that rather than having a big celebration, they'd thought hard about what made WD and GW great, and decided to do it even better. His conclusion, that it is the miniatures that make the gaming hobby what it is, has profound implications for the future. Non-GW material almost totally disappears from the magazine and a Games Workshop logo is added to the front cover.

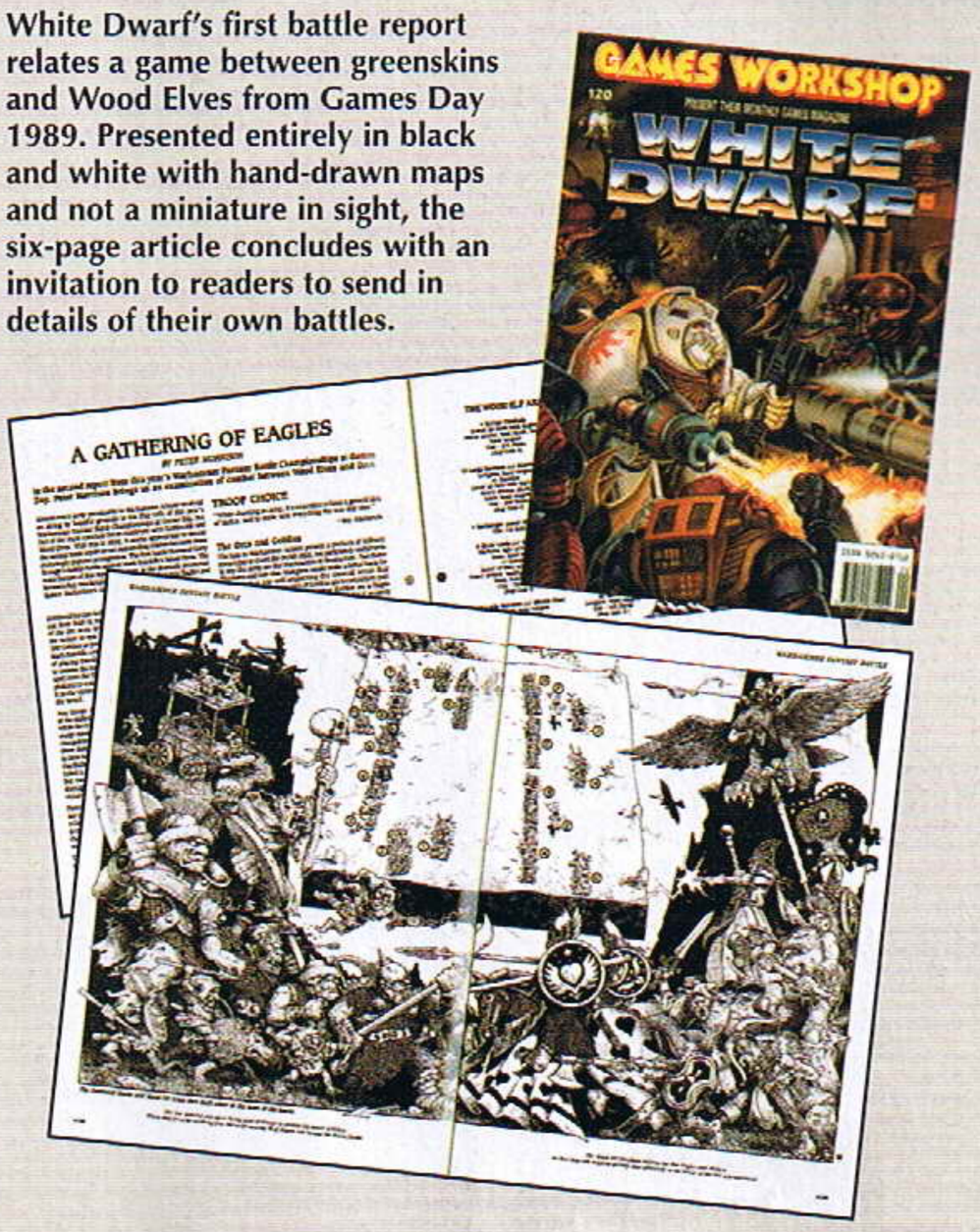
Colour pages abound, showcasing numerous models. You could consider this the birth of WD as it is now – an in-house publication full of GW hobby fun.



▸ *Before Wraithlords were called Wraithlords, they were Eldar Dreadnoughts. This kit changed little until it was replaced by the plastic Wraithlord last year. It is the model that has undergone the longest period of continual production (bar one or two Snotlings).*

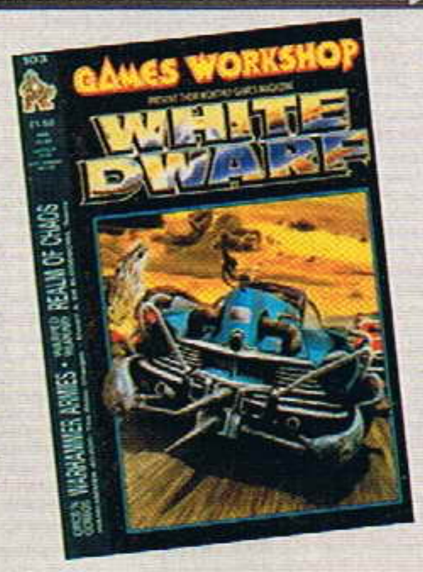
Issue number 120: December 1989

White Dwarf's first battle report relates a game between greenskins and Wood Elves from Games Day 1989. Presented entirely in black and white with hand-drawn maps and not a miniature in sight, the six-page article concludes with an invitation to readers to send in details of their own battles.



Issue number 103: July 1988

Warhammer Armies is released. It will be several years before the Warhammer Army sourcebook format we are familiar with today becomes the norm. The majority of the articles are concerned with Warhammer and Warhammer 40,000. A number of these are chunks of forthcoming books.



▸ *Citadel's first ever plastic vehicle kit, in an early paint scheme. Land Raiders followed a month later.*

Issue113: May 1989
Space Hulk is out. The Colleges of Magic get their first mention. WD stops taking external advertising.

▲ *Containing 30 plastic models and a set of detailed card floorplans, Space Hulk quickly becomes popular.*

Issue 124: April 1990
Jes Goodwin's Eldar concepts inspire many hobbyists. An army list follows in WD 127.

▲ *Dark Future, the game of post-apocalyptic road combat, features heavily in issues during this period.*

Issue 140: August 1991
Robin Dews becomes editor, staying until WD 189. He is the third longest-serving editor. Robin's tenure marks a big change in how White Dwarf is put together. He pulls the magazine's deadlines back, introduces a load of new computer technology to the process, and helps launch many editions of White Dwarf round the world.

1988 1989 1990 1991

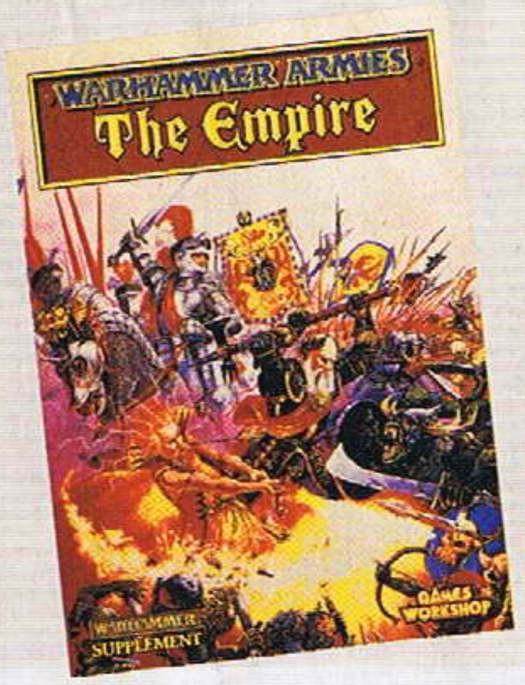
Issue number 153: September 1992

Warhammer fourth edition comes out. It is in a new format, partially pioneered by Adeptus Titanicus, with everything you need to play in one box, including two armies – High Elves and Goblins. This change is masterminded by Rick Priestley, John Stallard and the company's new Managing Director, Tom Kirby. Tom headed a management buy-out of the firm in 1991, and remains MD to this day.

The first boxed Warhammer let you recreate Grom's Waaagh! in Ulthuan.

Issue number 158: February 1993

The Empire army book is the first of the format we know today. At the time, WD would trail the release of a new Army Book for several months before it launched, running sections of the book while Citadel released the associated miniatures bit by bit. At this point parts of the High Elves, Orcs & Goblins, and Space Wolves books are all running in the magazine simultaneously.



Issue number 196: April 1996

The entire Ultramarines Chapter had been assembled for Games Day the previous year. White Dwarf takes a look at the three Thunderhawk gunships – made of metal – created specifically for the display.

▼ *Each Thunderhawk weighed 5.6 kilograms!*

Issue number 200: August 1996

This milestone issue is the largest yet, comprising 144 pages and a four-page card section. The White Dwarf gets new Warhammer rules, and a new miniature. He gets a name – Grombrindal – and it is hinted that he was once King Snorri Whitebeard. This contrasts with his last incarnation, in which he was an artistic drunkard (WD 100). His very first rules were published in issue 50 (for D&D and *Runequest*), where they appeared alongside stats for Ian Livingstone himself!

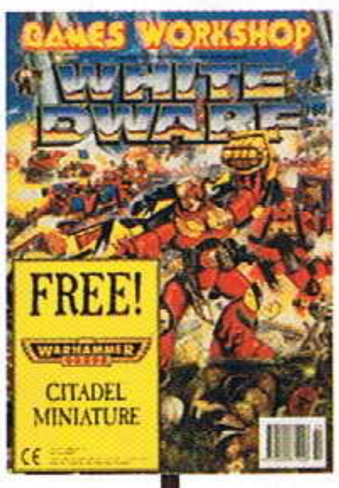
Issue 166: October 1993
The first boxed version of Warhammer 40,000 is released. It featured heavily modified rules.

Issue 191: October 1995
White Dwarf becomes "Fat Dwarf," the page count shooting up to 128 pages.

Issue 215: December 1997
Paul Sawyer becomes editor. He remains so for six years.

Issue 229: January 1999
The infamous Black Gobbo takes over for an issue.

▼ *The new Warhammer 40,000 included Goff Ork boyz and Space Marines.*



▲ *"Fat Dwarf" contains four pages of card components.*

1992 — *US and French editions, December 1992* — 1993 — *Spanish and German editions, December 1994* — 1995 — 1996 — 1997 — *Italian edition, September 1997* — *Australian edition, July 1999* — 1999

Issue number 262: October 2001

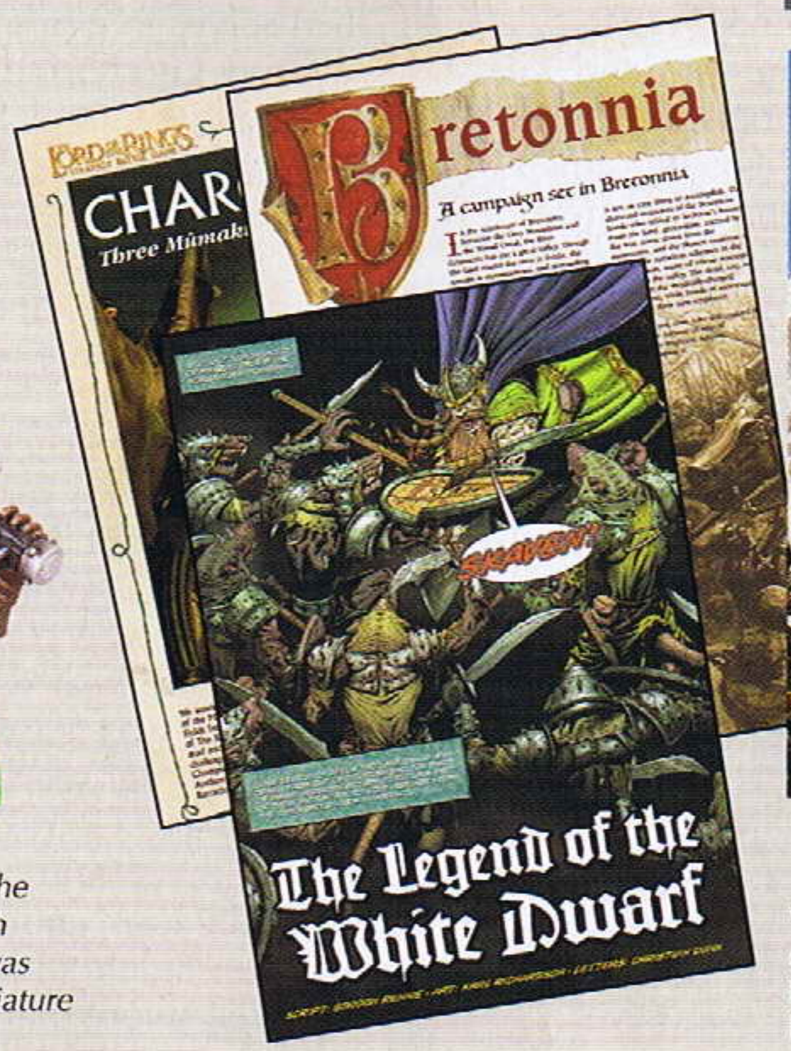
The Fellowship of The Ring game is the first incarnation of The Lord of the Rings strategy battle game. This marks something of a full circle for the hobby, as many older gamers were originally inspired to take up fantasy gaming by The Lord of the Rings books. Citadel produced a range of Middle-earth miniatures back in the late 1980s, but this is the first time that you can get a good variety of models, and pit them against one another in a games system specifically designed to capture the spirit of Middle-earth. There will be two more versions of the game, one for each film, over the next two years, before it is consolidated into one rule book and a box set. For several months, WD has two covers. To read the separate, upside-down The Lord of the Rings section, you need to flip White Dwarf over.

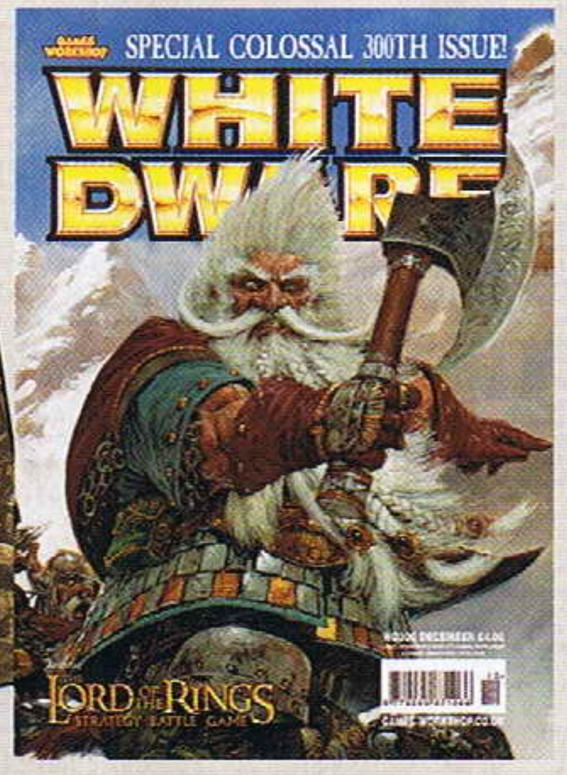
Another period of massive growth for GW begins, sparked by new hobbyists being brought in by The Lord of the Rings films.

▼ *The Fellowship of The Ring included model Orcs, ruins and Men and Elves of the last alliance (pictured below).*

Issue number 300: December 2004

▲ *The White Dwarf as he appeared at his 300th issue in 2004. This was the third Citadel miniature to depict the warrior.*



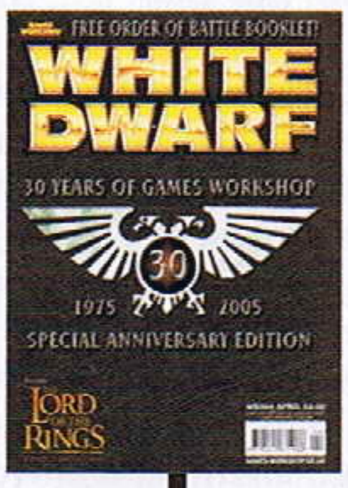


Paul Sawyer steps down as editor of what had become the "UK White Dwarf". The previous few years had seen WD fragmented into multiple editions in several countries. Traditionally, White Dwarf had been based in the Design Studio, but this central team had become smaller and smaller as WD staff in a number of countries took over many of their duties. The result is that all the WD editions had different content, even different numbers. (NB For continuity's sake, we've used the UK covers and issue numbers here).

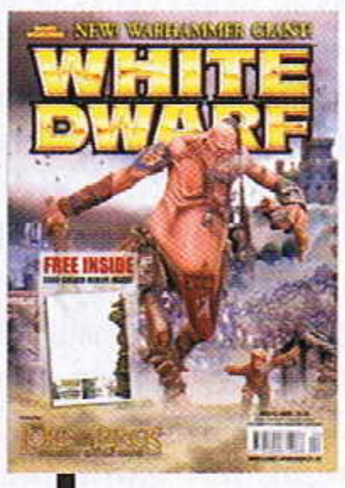
The UK WD team celebrate the 300th issue by revealing the White Dwarf's true identity. As intimated in issue 200, he was once King Snorri Whitebeard, greatest of all Dwarf kings. When he died he took an oath to defend Dwarf-kind for all time, and became immortal.

Issue 246: June 2000
GW celebrates 25 years of existence.

Issue 304: April 2005
Games Workshop is 30. Parties are duly held.

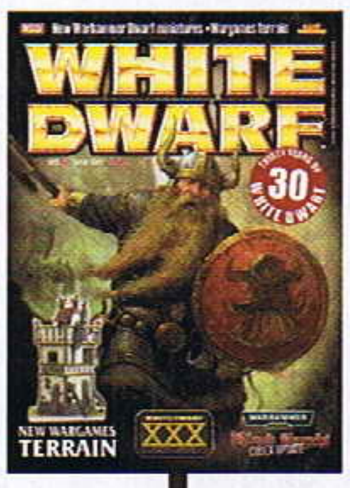


Issue 316: April 2006
White Dwarf begins to contain the same content worldwide again. A new team is assembled.



▲ *The plastic giant, GW's biggest monster kit, is released.*

Issue 330: June 2007
White Dwarf is 30! Our timeline is done, but the story will continue...



▲ *Dwarf Lord released this issue.*

2000 2001 2004 2005 2006

Canadian edition, September 2006

Northern European edition, May 2007

2007

Legends of the

WHITE DWARF™

The White Dwarf is a warrior king the likes of which the Old World has rarely seen. Adam Troke recounts the tale of one of this mysterious hero's most celebrated battles...

The events that caused Josef Bugman, Gotrek Gurnisson and the White Dwarf to cross paths has been committed to legend by the greatest Dwarf historians, and finds itself within the history books of several Dwarf Holds. This first fateful meeting took place at the Battle of Cragmere, near the sundered Dwarf hold of Karak Varn.

At the Battle of Cragmere a small Dwarf army of just a hundred or so Dwarfs, mostly inexperienced beardlings and weary old veterans, faced a numberless horde of Goblins, Orcs and foul Chaos Beastmen. It was a battle that the Dwarfs could never have won, and yet when hearts were at their lowest new hope was stirred, for a hero from legend arrived. Josef Bugman slipped stealthily through the enemy ranks to stand beside his kinsmen.

The arrival of Bugman rekindled a small flame of courage in the hearts of the Dwarfs who stood surrounded on all sides by mountains and monstrous foes. Even as the Goblin war drums beat out their steady rhythm, a new player entered the game. With steely eyes and hair as bright as flame, Gotrek Gurnisson, most renowned of all Dwarf Slayers, strode forth from the shadows, and vowed to die alongside his Dwarf brothers. Gotrek's axe glittered in the moonlight and his one good eye gleamed with malice.

All gathered knew of Gotrek's prowess and many whispered that while there could not be a victory for the Dwarfs – perhaps a heroic death was within their reach. Then even the most pessimistic Longbeard gained cause for celebration as moments later the last new participant was revealed. Casting off a dirty cloak, an ancient Dwarf with a beard as white as snow announced himself. It was Grombrindal, the White Dwarf himself, come not to die beside his fellows, but to fight and live!

The battle that followed was brief and bloody, and all three heroes steeped themselves in glory. The songs that tell of it say how Grombrindal slew five thousand Orcs, while Gotrek waded thigh-deep through black blood, the corpse of every last Beastman strewn around about him. They say how each Dwarf there fought like an ancestor god, and how not one was slain thanks to the restorative powers of Bugman's brew.

The truth of such events, of course, is unknowable, for such things are ripe targets for embellishments and the like. However, one grain of truth seems to remain. All who claim to have been at that fateful battle bear witness to two facts: that after there was feasting the like of which none had ever seen, and that Grombrindal, Bugman and Gotrek swore an oath of kinship that could never be broken. This oath they took upon the legendary Ancestor Shield of Karaz-a-Karak. Each of the three swore that should Dwarfkind ever need their aid, that they would come – breaking whatever bonds of death held them – to do battle for their kin. They would fight as one, and just as on that day at Cragmere they would triumph over evil!

Gaming for the unhinged

The rules presented here for the White Dwarf limited edition model are strictly just for fun. They represent what the alliance between these three most famous of Dwarfs could be like, were they ever roused to anger together. As you may imagine, they would be almost unstoppable, and that makes them slightly unbalanced...

Feel free to use the model in battles against your opponent, but you really ought to tell them you're going to play with the new White Dwarf before you start the game. That way your fellow gamer can bring his most powerful and deadly models for these three mighty Dwarfs to pit their skills against – Greater Daemons, Dragons and special characters are all fair game (in fact, anything less won't have much chance at all). That way you can both have a good laugh.

The White Dwarf as he is presented here is not intended for "normal use", so check with your opponent that he's got enough of a "beard" to take on the legendary Grombrindal. On a last note, these rules are certainly not suitable for use in tournaments, events, or pick-up games!

GROMBRINDAL, THE WHITE DWARF — Points: 1,000

The White Dwarf	M	WS	BS	S	T	W	I	A	LD
	3	7	4	4	5	4	4	4	10

The White Dwarf model consists of Grombrindal (the White Dwarf himself), carried by Gotrek and Bugman. In these rules "The White Dwarf" refers to the entire playing piece. It is one Lord choice, and has a unit strength of 3.

SPECIAL RULES
Ancestral Grudge

Bugman and Gotrek
Grombrindal does battle where the fighting is most dire, and only the hardiest heroes could hope to bear him into battle and live. Josef Bugman, most renowned of Dwarf Brewers and Gotrek Gurnisson, the deadliest Dwarf Slayer of this age, are two such individuals.

Gotrek and Bugman each add their own attacks to those of the profile above. All the attacks made by the White Dwarf piece, whatever their source, are magical.

Bugman's attacks are resolved as 4 Strength 5 Attacks, with an Initiative of 4. Gotrek adds 4 Attacks at Initiative 5 that automatically wound any target, and allow no Armour saves. Wounds inflicted by Gotrek cause D3 Wounds. In the case of Daemons or Dragons, this increases to D6.

Grombrindal has no fear!
Grombrindal has faced such horrors that nothing daunts him, and Dwarfs draw courage from his example.

The White Dwarf is Unbreakable and Immune to Psychology. Unlike other Unbreakable characters the White Dwarf may join units without that special rule, and makes that unit Unbreakable while he remains with it.

Strong drinking and strong oaths...
The alliance between Grombrindal, Josef Bugman and Gotrek Gurnisson was first forged over a jug of Bugman's XXXXXX. Such is the case whenever such individuals meet (and drink!) that their strong personalities will sometimes cause a difference of opinion.

The controlling player must roll a D6 at the start of each of his Movement phases and consult the table below. If the unit is engaged in close combat they are too busy to argue, and there is no need to roll.

1-2 Beer! Josef Bugman decides that now is a jolly good time to avail himself of a tankard of beer. The White Dwarf may not move at all that turn, however any wounds suffered up to that point are restored.

3-4 Wisdom of Ages. Grombrindal's wisdom prevails. They act normally this turn.

5-6 By Grimnir's Beard! Overcome with rage that a heroic death has thus far evaded him, Gotrek hurls himself and the group at the enemy. This turn, the White Dwarf must move 12" towards the enemy unit with the greatest points value. If this move results in the White Dwarf making contact with an enemy unit, it counts as a charge.

MAGIC ITEMS
Rune Helm of Zhufbar
Grombrindal's helmet is imbued with powerful magic that fills Dwarf hearts with courage.

In the Rally Fleeing Troops part of the White Dwarf's turn, any fleeing Dwarf unit within 12" will automatically rally – even if it has been reduced to below 25% of its starting strength.

Armour of Glimril Scales
After the battle of Thraag, in which the White Dwarf slew 10,000 Warriors of Chaos, a single scale of armour was found clenched in the teeth of a Lord of Chaos. The Runesmiths were mystified and called it Glimril, believing that the Ancestor Gods themselves had forged it.

Grombrindal's Glimril armour gives the White Dwarf model a 1+ Armour Save and a 4+ Ward Save.

Rune Cloak of Valaya
The runes embroidered on the great cloak worn by the White Dwarf display without a doubt that it was woven by the Goddess Valaya. Sagas relate how Valaya fell in love with Grombrindal on account of his magnificent white beard and gave him the cloak as a token of her esteem.

The White Dwarf model has Magic Resistance (3).

The Rune Axe of Grombrindal
This axe has slain countless foes, and though the blade is pitted and scarred it remains as deadly as the day it was forged. None but the White Dwarf can answer the question of its origins, but it is said that its power rivals even the axe of Grimnir wielded by Thorgrim Grudgebearer.

Grombrindal's (but not Bugman or Gotrek's) hits are resolved at Strength 6. In addition, Grombrindal (but not Bugman or Gotrek) must re-roll all failed rolls to hit or to wound, and opponents wounded by him must re-roll any successful Armour saves.

The Ancestor Shield
The air around the shield throbs with power, as arrows, bolts and cannon shot are halted by its awesome influence.

The Strength of any ranged attacks targeted at the White Dwarf, including Magic Missiles, cannonballs, arrows and anything else which might be considered "ranged" and an attack, is halved.

Such is the magic of the Ancestor Shield, that nothing (not spells, magic items or anything else) can take away its powers. It also protects the Magic items that are carried by the White Dwarf – they will always work and that's that!

SONS OF SANGUINIUS

Codex Update

This official Codex update for the Blood Angels, written by Jervis Johnson, will be presented in two parts. You will need only the two WD's that the update appears in and the Warhammer 40,000 rulebook to field a Blood Angels army. However, more detail on background, weapons, wargear and rules can be found in Codex Dark Angels and Codex Space Marines.

As one of the most celebrated First Founding chapters, the Blood Angels have fought the enemies of Mankind for ten long millennia. Their Primarch is revered across the Imperium, and legends of the Chapter's deeds have reached every corner of the galaxy. However, tales abound too of their bloodthirsty exploits and the dark flaw that mars them. Few know the whole truth, nor realise the inner pain and anguish that drives the Blood Angels into battle with a righteous fury that few others can match.

Each chapter of Space Marines owes much to the characteristics and powers of their Primarch. Just as the Space Wolves reflect the ferocity and impetuousness of Leman Russ, so do the Blood Angels share some of the blighted, tragic destiny of their Primarch, the noble Sanguinius.

Sanguinius distinguished himself during the siege of Terra, when he organised the final defence of the Emperor's palace and held the Ultimate Gate alone when all others had fled. When the Emperor teleported aboard Horus' battle-barge for his final confrontation with the rebel Warmaster, Sanguinius was there.

Battle raged through the daemon-infested spacecraft, and Sanguinius became separated from the Emperor. While he was alone he chanced upon Horus and immediately attacked the Warmaster. But Sanguinius was no match for Horus at the height of his daemon-gifted power, and was slain with contemptuous ease.

The psychic echo of this terrible death can still sometimes be heard by those of his gene-seed, causing a madness and a fury to come upon them, and tainting their souls with a dark vision of their own doom.

WARHAMMER 40,000™

Blood Angels
OFFICIAL CODEX

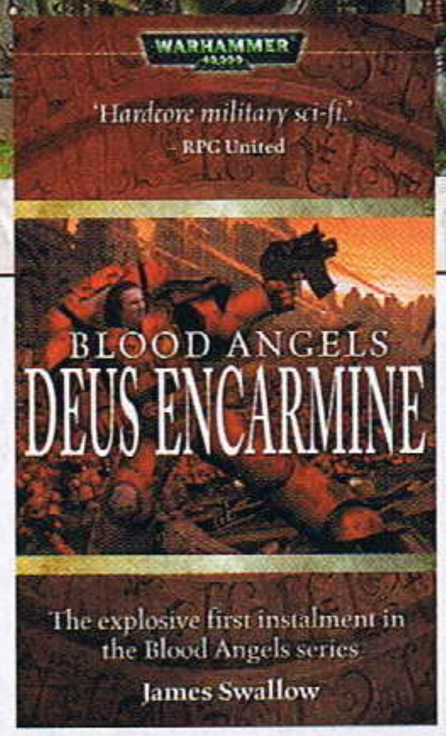
The Blood Angels is a proud Chapter that can trace its heritage back to the First Founding. In this issue, we present the first part of our Codex update, detailing the unique units, heroes and special rules of these noble, doomed warriors.

The Flaw

Although it is known to but a few, the Blood Angels are a dying chapter, for they suffer from a dreadful flaw. This chapter, once the most golden and blessed of all, now shuns the company of its fellows. Some, it is said, are driven by a terrible death-seeking madness, brought on by visions of the death of their Primarch. Others are afflicted by the terrible Red Thirst, a craving for blood that may be the first signs of descent into Chaos. It is known that the Blood Angels spend much of their time seeking the cure for their condition, although many have resigned themselves to a slow and terrible decline.

Scholars claim that the flaw lies in the process that is used to create each new generation of Blood Angels, for the Blood Angels use a process known as Insanguination to activate their gene-seed. The process was originally triggered by injecting Aspirants with tiny samples of Sanguinius' own blood. This practise ended with the death of the Primarch, yet some of his blood was preserved in the Red Grail. The living blood could not be kept for long, and so it was injected into the veins of the Sanguinary Priests, who became living hosts to the power of Sanguinius. To this day, drinking the collected blood of the assembled Sanguinary Priests from the Red Grail is part of the ritual of creation for new members of this important order.

It is from these Priests that the blood is taken to begin the transformation of Aspirants into Space Marines. It is possible that over countless generations since the time of the Heresy these cells have mutated, slowly at first but more quickly in recent years, and the errors in replication have resulted in the flaw.



Don't forget that the Black Library publishes several Blood Angels-related titles, such as *Deus Encarmine*, *Deus Sanguinius* and the collected *Bloodquest* graphic novels. Check these out at:

www.theblacklibrary.com

"The Inquisition and the Administratum say we are weak because some of us have given in to the Black Rage – they are fools! The Black Rage makes us strong, because we must resist its temptations every day of our lives or be forever damned!"

Chaplain Argastes

The Black Rage

The Blood Angels are unique in that deeply engraved within their gene-seed is the memory of the final battle between Sanguinius and Horus. Sometimes an event or circumstance will trigger this race memory. This happens only rarely, often on the eve of battle, but it is likely to be a fatal experience for the battle-brother whose mind is wrenched into the distant past. What has become known as the Black Rage overcomes him, the memories and consciousness of Sanguinius intrude upon his mind, and dire events 10,000 years old flood into the present.

To others a Space Marine overcome by the Black Rage appears half mad with fury, he is unable to distinguish past from present and does not recognise his comrades. As well as Sanguinius' memories, the Space Marine is touched with a small portion of his unearthly power, boosting his strength and vitality to superhuman levels.

"The Red Thirst is the Blood Angels' darkest secret and greatest curse, but it is also their greatest salvation."

Blood Angels afflicted by the Black Rage are formed into special units called the Death Company. Suffused with the dying memories of their chapter's Primarch, these cursed warriors seek only death in battle, fighting against the enemies of the Emperor. It is better this way, for those that survive almost always fall victim to the Red Thirst, turning into creatures no better than wild beasts craving flesh and blood. Better by far to die cleanly and quickly in battle than suffer such a fate.

The Red Thirst

The Red Thirst is the Blood Angels' darkest secret and greatest curse, but it is also their greatest salvation, for it brings with it a humility and understanding of their own failings which makes the Blood Angels the most truly noble of the Legiones Astartes. It is said that Sanguinius was cursed with the gift of prophesy, and knew he was to die at Horus' hand, but went anyway in the name of duty and honour. Many Blood Angels battle constantly against visions of death, and feel the anguish of their Primarch in his death throes. Some of these brethren voluntarily join the Death Company before the Black Rage takes them, because they know what lies in store for them should they live much longer.

The fate of those overtaken completely by the Red Thirst is a secret kept dutifully within the Chapter. There are tales of a secret chamber atop the Tower of Amareo on Baal, and of the howling cries that demand the blood of the living, but none are willing to say for certain what lies hidden in this haunted, desolate place.

The Chapter today

Physically the Blood Angels are amongst the longest lived of all Space Marines. One of the peculiarities of the Flaw is that it vastly increases the lifespan of those that survive, so it is not uncommon for Blood Angels to live for a thousand years. Indeed, the current Commander of the Chapter, Dante, was born nearly 1100 years ago. These vastly extended lifespans allow the Blood Angels to perfect their techniques in art as well as in war. They have centuries in which to perfect the disciplines to which they turn their minds, accounting for the fact that the Blood Angels' armour and banners are amongst the most ornate ever produced by Space Marine artificers.

The outlook of Sanguinius has done much to shape his chapter. There is a mystical vein to many of the Blood Angels' doctrines, and also a strong belief that things can be changed for the better, for Sanguinius was a visionary who desired a new and better life for all Mankind. This belief can be seen in all things the Blood Angels do. They strive for perfection, and their martial disciplines are practised unceasingly. However, as the Flaw has become more evident this belief has turned into an altogether darker thing; they also see evidence of Mankind's capacity for folly and destruction, and the chapter's doctrines are permeated with a sense of mortality and the fallen greatness of Man.

++ BAAL ++

The homeworld of the Blood Angels is the devastated planet Baal. Millennia ago, before the founding of the Imperium, Baal and its moons – Baal Prime and Baal Secundus – were all but destroyed in a terrible war. Ancient weapons both viral and nuclear were unleashed, turning the idyllic worlds into a toxic wasteland. The survivors became scavengers, picking the bones of the once-great civilisation that had flourished on the planet's moons, shifting from place to place, warring to preserve the spoils they gathered.

It was on the devastated moon of Baal Secundus that Sanguinius grew to maturity. In his youth, Sanguinius was able to unite the warring tribes and lead them into a new age. Ever since the Blood Angels were first founded, their warriors have been drawn from the tribesmen of Baal's moons.

++ End Description ++

BAAL [δ-CLASS PLANET]
Orb. Dist. 3.4 AU
1.27G/Temp 12°C
Adeptus Astartes Homeworld
Tithe Grade: Adeptus Non
Aestimare: D0
Population: 122,000

FORCES OF THE BLOOD ANGELS

Below you will find details the unique elements used by the Blood Angels – their weapons, units, and famous special characters. Each entry describes the unit and gives the rules to use them in your games.

Next issue, you'll get the complete army list. This will include all the units you can field. Full information on those units not detailed on the following pages can be found in Codex: Dark Angels.

Unique equipment

You will find that some items of equipment are unique to particular characters or units, while others are used by more than one unit. When an item is unique, it is detailed in the entry for its owner, and where an item is not unique, it is detailed in the wargear section. A good example is the Perdition pistol, which is a potent weapon carried only by Commander Dante. As such, its rules are detailed in Dante's entry.

Over-charged Engines

The Baal Predator and the Rhinos used by the Blood Angels Chapter are fitted with specially modified engines. These over-charged engines allow the vehicle to attempt to go faster, but at the risk of burning the engines out. You may declare that an eligible vehicle is going to use its over-charged engines in any Movement phase just before you move it.

Roll a D6: on a roll of 1 the engine stalls and the vehicle may not move at all this turn; on a roll of 2-3 the boosters fail to kick in and the vehicle moves normally; and on a roll of 4-6 the boosters work and the vehicle can move as if it were a fast vehicle this turn, but the maximum distance it can move is limited to 18".

Blood Angels Special Rules

The models in the Blood Angels army use a number of special rules that are common to more than one unit, detailed here.

And They Shall Know No Fear

Space Marines automatically pass tests to regroup, and can take such tests even if the squad has been reduced to less than 50% by casualties, though all other criteria apply. If Space Marines are caught by a sweeping advance, they are not destroyed and will instead continue to fight normally. If this happens then the unit is subject to the No Retreat! rule in this round of close combat and may therefore lose additional casualties if outnumbered. Usually troops that regroup may not move normally and always count as moving whether they do or not, but these restrictions do not apply to models with this special rule.

Remember that units which include Servitors are still subject to this rule as long as the squad contains at least one Space Marine. Space Marines are still subject to Last Man Standing tests. However, they will always pass the test to regroup after each Fall Back move.

Combat Squads

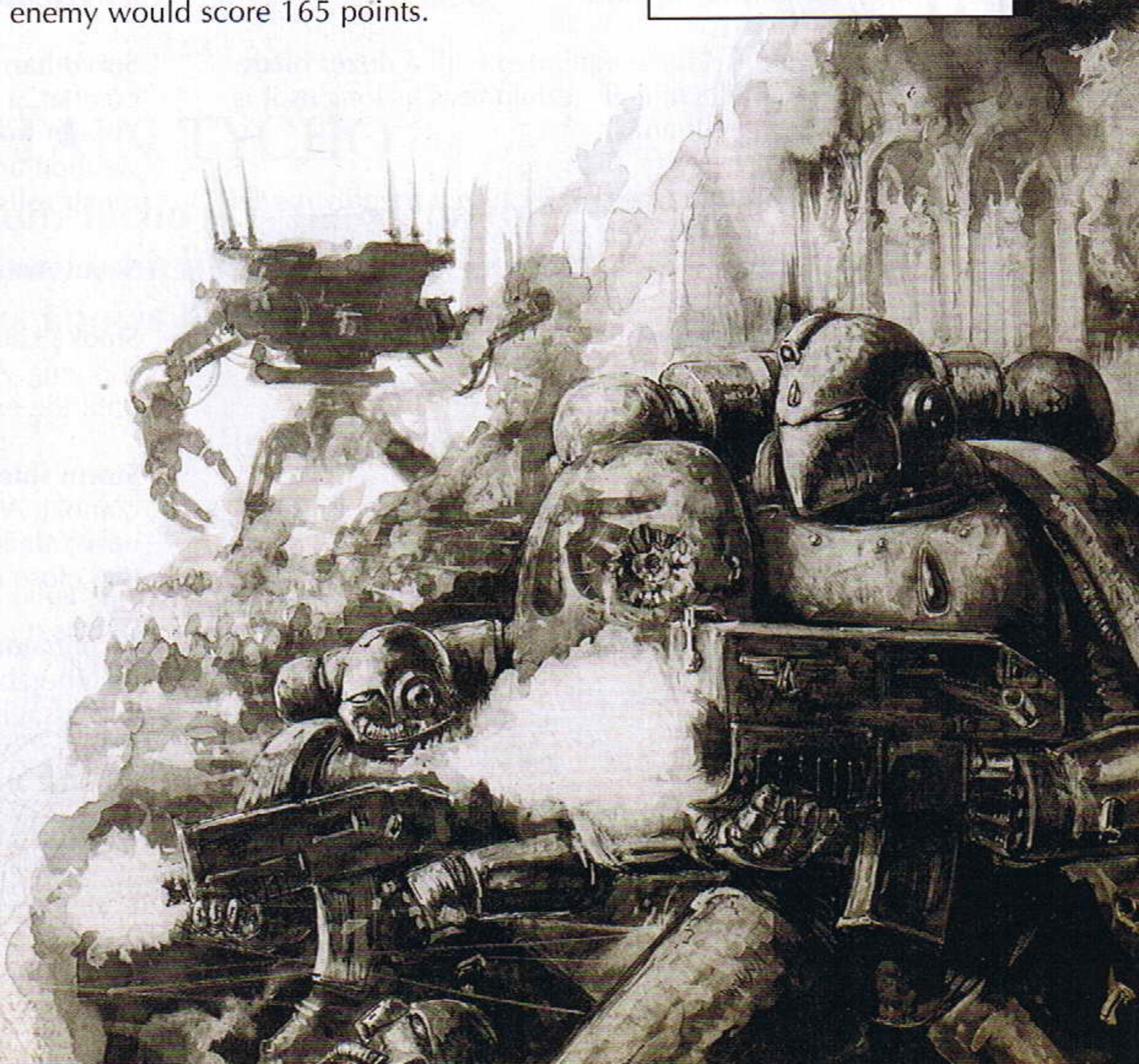
A number of ten-man units in a Blood Angels army have the option of breaking down into two five-man units, called Combat squads. This option is clearly specified in the unit's entry. For example, a ten-man Veteran Assault squad can either fight as a ten-man unit or break down into two five-man Combat squads.

The units that can be split into Combat squads are:

- Veteran Assault squads
- Scout squads
- Tactical squads
- Assault squads
- Devastator squads

The decision to split the unit into Combat squads, as well as which models go into each Combat squad, must be made when the unit is deployed. Both Combat squads are deployed at the same time, but may be deployed in separate locations. If you decide to break the unit down then each Combat squad is treated as a separate unit for all game purposes from that point, and counts as a scoring unit if it still has half or more of its starting models, etc. Units held in reserve cannot be split into combat squads.

For victory points purposes, each Combat squad is worth a number of victory points equal to half of the points value of the unit. For example, a ten man Tactical squad upgraded to include a lascannon and a meltagun is worth a total of 220 points. If the squad was to be broken down into Combat squads, each would be worth 110 victory points (regardless of which models were assigned to each Combat squad). If at the end of the game one Combat squad had been wiped out and the other was reduced to two models, the enemy would score 165 points.



Blood Angels Wargear and Upgrades

This section includes a summary of the rules for certain items of wargear or special abilities that can be used by members of the Blood Angels Chapter. More detailed versions of the rules can be found in Codex: Space Marines or Codex: Dark Angels.

Artificer Armour: Provides 2+ Armour Save.

Assault Vehicle: Disembarking models may assault.

Blessing of the Omnissiah: May repair Immobilised or Weapon Destroyed results instead of moving. A Techmarine must be in contact with a vehicle. Roll a D6: a 6 is required to make the repair. Add +1 to the roll for each servitor equipped with a servo-arm in the Techmarine's unit. You may re-roll the dice if the Techmarine is equipped with a servo-harness.

Chainfist: A chainfist is treated exactly as a power fist, but rolls 2D6 for its Armour Penetration value.

Combat Shield: The combat shield does not count towards the maximum number of weapons carried and confers a 5+ Invulnerable Save in close combat.

Combi-weapons: A bolter combined with either a plasma gun, flamer or meltagun. Choose which of the weapons to use in the Shooting phase. The bolter may be fired any number of times, but the other weapon may only be fired once per battle.

Company Standard: Blood Angels units within 12" of the Standard Bearer may re-roll failed Morale and Pinning tests.

Crozius Arcanum: Counts as a power weapon. May only be used by Chaplains.

Dozer Blade: A vehicle equipped with a dozer blade may re-roll failed Difficult Terrain tests as long as it is not moving more than 6".

Exsanguinator: Once per player turn a friendly model within 6" of a model with an Exsanguinator may ignore a failed save as long as the bearer is not Falling Back, in close combat or Pinned. It may not be used against Instant Death or a close combat attack that ignores armour saves.

Extra Armour: Count Crew Stunned as Crew Shaken.

Frag Assault Launchers: Disembarking models count as having frag grenades.

Inertial Guidance System: Fitted to Drop Pods. The Drop Pod and the unit it carries may always be placed in reserve and enter play using the Deep Strike rules. May reduce the scatter distance by the minimum required to avoid landing in impassable terrain or on top of another model.

Iron Halo: Provides 4+ invulnerable save.

Power Armour: Provides 3+ armour save.

Power of the Machine Spirit: May still move straight ahead if Stunned. Vehicles moving 6" or less may shoot one extra weapon at a Ballistic Skill of 2, even if Stunned or Shaken.

Psychic Hood: Declare use after opponent uses a psychic power. Both players roll a D6 and add their model's Leadership to the score. If the Librarian scores higher then the power may not be used.

Repair: Roll D6 in Shooting phase if immobilised instead of shooting; on a 6 no longer immobilised.

Rites of Battle: All other Blood Angels models in the same army may use this model's Leadership for Morale, Pinning and Leadership tests, but not Psychic tests.

Rosarius: Provides 4+ invulnerable save.

Searchlight: If this unit fires on a target in a night fight, then any other unit can ignore the night fight rules when shooting at the same target unit.

Servo-arm: May make one additional close combat attack with an Initiative of 1 and Strength of 8, with no armour save allowed.

Servo-harness: Counts as two servo-arms in close combat, a twin-linked plasma pistol, and flamer. Wearer may shoot both weapons if desired, or one weapon and a personal weapon. Wearer may re-roll repair rolls.

Scout Armour: Provides 4+ Armour Save.

Smoke Launchers: Use once per game instead of shooting. All hits scored on the unit count as glancing until the end of the next enemy Shooting phase.

Storm shield: Provides a 4+ invulnerable save in close combat. A model equipped with a storm shield may never claim the +1 Attack bonus for being armed with two close combat weapons.

Terminator Armour: Provides 2+ armour save and 5+ invulnerable save. May move and fire heavy weapons, and assault after shooting rapid fire or heavy weapons. May not sweeping advance. May always be kept in Reserve and deployed using the Deep Strike rules.

Venerable Dreadnought: May force opponent to re-roll the result of glancing or penetrating hits.

COMMANDER DANTE

Commander Dante is one of the most experienced and able Space Marine Chapter Masters, and has ruled over the Blood Angels for over a thousand years.

	WS	BS	S	T	W	I	A	Ld	Sv
Lord Dante	6	5	4	4	3	5	4	10	2+/4+

SPECIAL RULES

Fearless, Independent Character, Rites of Battle.

Inspiring: Dante is renowned for personally leading formations of Blood Angels Assault Marines in unstoppable assaults. His presence inspires these troops to acts of valour that are extraordinary even for Space Marines. To represent this, if Dante is included in a Blood Angels army then any unit of Blood Angels within 12" of him counts its opponents as a preferred enemy.

WARGEAR

Artificer Armour, Iron Halo, Jump Pack, Frag and Krak grenades.

Axe Mortalis: Dante is armed with the Axe Mortalis. This ancient weapon was crafted by revered Chapter Armourer Metriculus in the days following the Horus Heresy. It counts as a master-crafted power weapon.

Death Mask Of Sanguinius: Dante's Artificer Armour incorporates an incredibly lifelike golden mask, which is said to have been modelled upon the features of Sanguinius. In battle it almost appears to come to life, and a halo of golden energy plays about Dante's head, striking terror into the hearts of his enemies. For as long as an enemy model is within 6" of Dante, its WS and BS are each reduced by 1.

Perdition Pistol: The Perdition Pistol is a beautifully crafted and incredibly ancient weapon that dates back to the Dark Age of Technology. It uses similar principles to the meltagun to literally melt whatever it is fired at. It may be fired as if it were a meltagun. In addition, the first hit inflicted by Dante in each round of close combat counts as a power weapon with a Strength value of 8.

Blood Angels Chapter Banner: If Dante is present at a battle then any one Standard Bearer may carry the Blood Angels Chapter Banner in place of his normal standard, inspiring fierce devotion in any battle-brothers who look upon it. Blood Angels units within 12" of the Chapter Banner may re-roll failed Morale and Pinning tests. In addition, all models in the Standard Bearer's unit add +1 to their Attacks.

"For eleven hundred years I have fought and I have seen the darkness in our galaxy. I have seen the vileness of the alien, and the heresy of the mutant. I have witnessed the sin of Possession. I have seen all the evil that the galaxy harbours and I have slain all whose presence defiles the Emperor. I have seen what you will see, I have fought what you must fight and I have slain what you must slay..."

Commander Dante's address at the start of the Alchonis campaign

BROTHER-CAPTAIN TYCHO

During the Battle For Armageddon, Tycho was the victim of a psychic attack by an Ork Weirdboy, which left him hideously disfigured. His hatred of the Orks knows no bounds.

	WS	BS	S	T	W	I	A	Ld	Sv
Brother-Captain Tycho	5	5	4	4	3	5	3	10	3+/4+

SPECIAL RULES

And They Shall Know No Fear, Independent Character, Preferred Enemy: Orks.

Rites Of Battle: Like all Space Marine Captains, Tycho has led his warriors through the heat of battle for centuries, with a depth of faith and self-belief unmatched by mortal men. He is able to coordinate units under his command with ruthless efficiency, monitoring inputs from other squads' auto-senses and imparting great wisdom with but a word.

If Tycho is on the table then all other Blood Angels units may use his Leadership for Morale, Pinning or Leadership tests, but not Psychic tests.

WARGEAR

Combi-weapon (bolter/meltagun), Power Armour, Bolt Pistol, Iron Halo, Frag and Krak grenades.

"Since his grievous wounding at the battle for Armageddon, Tycho has become increasingly violent of temperament and attitude... It is my strongest recommendation to assign Brother-Captain Tycho to active battle duty permanently."

Chaplain Vermento

CHIEF LIBRARIAN MEPHISTON

Brother Calistarius is the only warrior ever to overcome the Red Thirst. After an agonising ordeal, he was reborn as Mephiston, Lord of Death.

	WS	BS	S	T	W	I	A	Ld	Sv
Mephiston	6	5	4	5	3	5	4	10	2+

"...But he did not succumb to the Red Thirst, for a vision of beloved Sanguinius came to him and told him that he must resist, not just for himself but for us all, for then he would show us that the Red Thirst could be conquered."

From the Book of Mephiston, verse 23

SPECIAL RULES

Fearless, Independent Character, Feel No Pain, Furious Charge.

Lord of Death: When Mephiston overcame the Red Thirst he released his full psychic potential. Because of this, Mephiston has all three Blood Angels Psychic Powers (see below), and can use each one of his psychic powers and his Force Weapon each player turn, rather than being limited as are other Librarians. He may not use the same power more than once per turn.

WARGEAR

Artificer Armour, Force Weapon, Plasma Pistol, Psychic Hood, Frag and Krak grenades.

Blood Angels Psychic Powers

Blood Angels Librarians can have one or more of the following psychic powers. A Librarian may only use one psychic power per turn, and must pass a Psychic test in the appropriate phase to do so. Remember that Mephiston may use any number of psychic powers each turn, as described above.

Might of Heroes

The deadly powers of the Immaterium flow into the Librarian, heightening his speed and strength to unimaginable levels to better smite the foes of the Emperor.

The power is used at the start of either player's Assault phase and, if successful, the Librarian (or any one other model in the same unit as the Librarian) gains +D3 attacks in that Assault phase.

Transfixing Gaze

The Librarian's eyes become blazing pits of despair, able to pierce the souls of those who meet his gaze.

This power is used in the Assault phase. If successful, then any enemy model in base contact with the Librarian must take a Leadership test. If the test is failed, the model may not attack in the Assault phase, and will be hit automatically by any close combat attacks that are directed against them. Enemy models without a Leadership value cannot be affected by this power.

Wings of Sanguinius

Two mighty wings of psychic energy spring from the Librarian's back, allowing him to fly effortlessly over the battlefield.

This power is used in the Movement phase and lasts for the rest of the turn. It allows the Librarian to move as if he had a Jump Pack. A Librarian wearing Terminator armour can use the Wings of Sanguinius. A Librarian riding a bike that uses the Wings of Sanguinius counts as riding a jet bike.

Like their battle-brothers, Blood Angels Librarians excel at close-quarter fighting. Their prodigious combat skills are augmented by their psychic abilities.

CORBULO, SANGUINARY HIGH PRIEST

In the Blood Angels Chapter the position of the Space Marine Apothecary carries the honorific title of Sanguinary Priest, guardians of the Red Grail.

	WS	BS	S	T	W	I	A	Ld	Sv
Brother Corbulo	5	5	4	4	3	5	3	10	3+/4+

SPECIAL RULES

And They Shall Know No Fear, Independent Character.

WARGEAR

Power Armour, Bolt Pistol, Chainsword, Exsanguinator, The Red Grail, Frag and Krak grenades.

The Red Grail: The Red Grail is used to hold the blood of Sanguinary Priests during the induction rituals that are performed when a Blood Angel joins the Chapter. Its presence on the battlefield has a powerful effect on the Blood Angels, enhancing the physical and psychological aspects that are most closely linked to their Primarch. Any Blood Angel unit within 12" of the Red Grail at the start of one of their own Assault Phases receives the Furious Charge ability for the rest of the turn. In addition it generates a powerful force field that provides the model holding the Grail with a 4+ invulnerable save.

"Most highly praised and mightiest amongst the Sanguinary Priests is Brother Corbulo; it is he who shares the Great Primarch's far-seeing eye and deep wisdom, and leads us in the ancient quest to halt the Flaw."

Lords of Baal, Chapter VI
"The Grail Bearers"

CHAPLAIN LEMARTES

Chaplain Lemartes is the most senior Chaplain in the Blood Angels Chapter, and *is held in such reverence that he is* granted the honour of wearing a Death Mask.

	WS	BS	S	T	W	I	A	Ld	Sv
Chaplain Lemartes	5	5	4	4	3	5	3	10	3+/4+

SPECIAL RULES

Independent Character

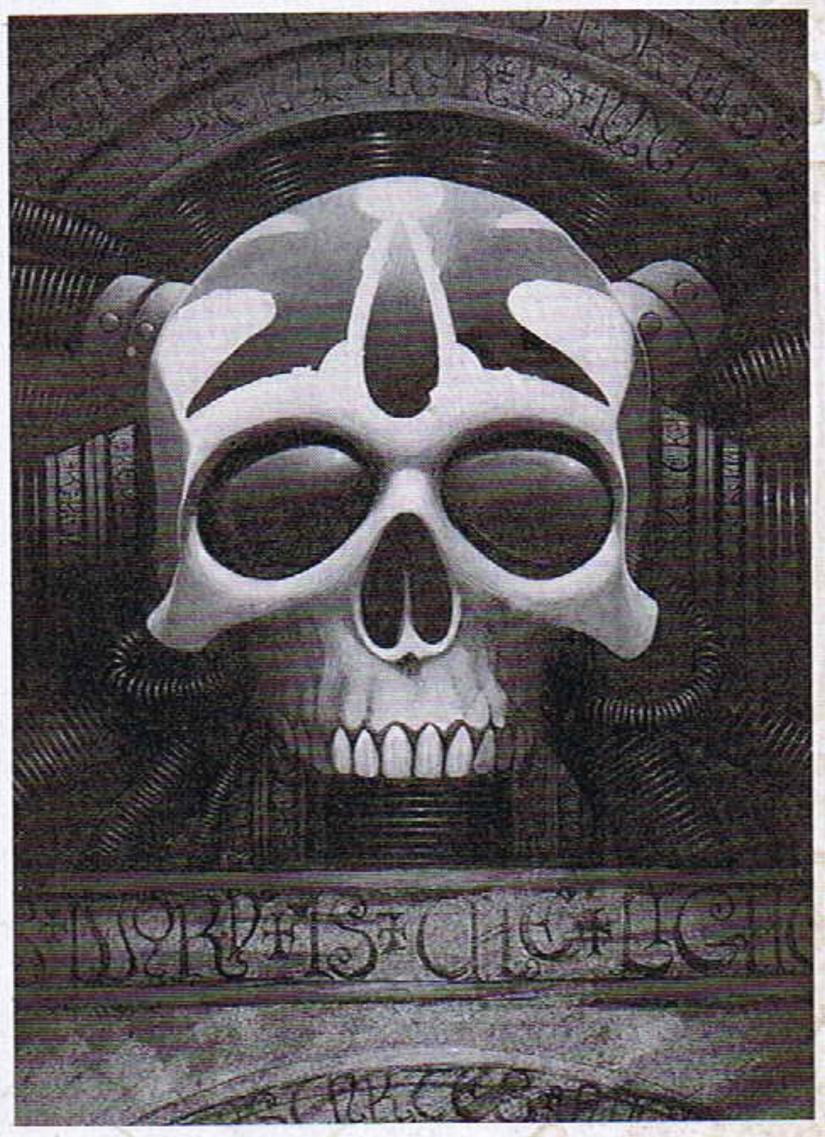
Honour of the Chapter: Like all Chaplains, Lemartes embodies the honour of the Chapter. He, and all members of any Blood Angels squad he has joined, are Fearless.

Litanies of Hate: On a player turn in which he charges, Lemartes and all members of any Blood Angels squad he has joined, leads or is attached to may re-roll failed rolls to hit.

WARGEAR

Power Armour, Jump Pack, Bolt Pistol, Crozius Arcanum, Rosarius, Frag and Krak grenades, Death Mask.

Death Mask: Any enemy unit within 6" of a model wearing the Death Mask suffers a -1 modifier to its Leadership.



"Remember proud Sanguinius, young Acolytes, when you are faced with hardship, when the armour of your faith is buckled and torn, see in your mind that magnificent hero. Think upon his deeds and be humble, for his like will never walk the galaxy again."

Excerpt of Chaplain Lemartes' sermon to the Adeptus on the Cult of Sanguinius

THE DEATH COMPANY

Sometimes, upon the eve of battle, Blood Angels succumb to the Black Rage. When this happens, they become frenzied and fearless to the point of madness.

	WS	BS	S	T	W	I	A	Ld	Sv
Death Company	4	4	4	4	1	4	2	9	3+

"Say what you like, I will not fight alongside these madmen. The past proves nothing, except that the Blood Angels are cursed and but a single step from damnation."

Brother Captain Yuron of the Adeptus Astartes Patriarchs of Ulixis

SPECIAL RULES

Fearless, Feel No Pain, Furious Charge.

Black Rage: Death Company warriors are so blood-crazed that they will do almost anything to get to grips with the enemy, often tearing them limb from limb when they do so. Unless there is a Blood Angels Chaplain or Sanguinary High Priest within 6" of the unit at the start of the Movement phase, then it must move as far as it can towards the closest enemy unit. In addition, all close combat attacks made by members of the Death Company count as being Rending.

WARGEAR

Power Armour, Bolt Pistol, Bolter or Chainsword, Frag and Krak grenades.

Blood Angels Chaplains are dedicated to guarding against the Black Rage. It is they who seek the first tell-tale signs of the coming madness and group the affected warriors into the fearsome Death Company.

BLOOD ANGELS HONOUR GUARD

The Command squads of the Blood Angels are trained in the use of jump packs, and are deadly close combat experts. They are the most fearsome of the Chapter's veterans.

	WS	BS	S	T	W	I	A	Ld	Sv
Honour Guard	4	4	4	4	1	4	2	9	3+

SPECIAL RULES

And They Shall Know No Fear.

WARGEAR

Power Armour, Bolt Pistol, Bolter or Chainsword, Frag and Krak grenades.

"For he today that sheds blood with me shall be my battle-brother eternal."

Last line of the Invocation
Initiate of the Flesh Tearers

VETERAN ASSAULT SQUAD

Veteran Assault Squads either ride into battle in specially adapted over-charged Rhinos or they are equipped with jump packs, to close with the enemy as quickly as possible.

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+

SPECIAL RULES

And They Shall Know No Fear, Combat squads.

WARGEAR

Power Armour, Bolt Pistol, Bolter or Chainsword, Frag and Krak grenades.

"Drink deep of victory and remember the fallen."

Inscription over the entrance to the Sepulchre of Heroes

"Our enemies number untold billions and they will fight you with tooth and claw, with starships and guns, with vile sorceries and corrupt illusions. they are armed with all the strength that evil can muster. But you, brothers, have something more.

"You are armoured by the Emperor himself. Righteousness is your shield, faith your armour and hatred your weapon. So fear not and be proud, for we are the Sons of Sanguinius, the protectors of Mankind. Aye, we are indeed the Angels of Death."

Commander Dante

BAAL PREDATOR

The Baal Predator is armed with numerous weapons noted for their high rate of fire. It is designed to mow down enemy infantry and light vehicles with horrifying efficiency.

			Armour		
	Type	BS	F	S	R
Baal Predator	Tank	4	13	11	10

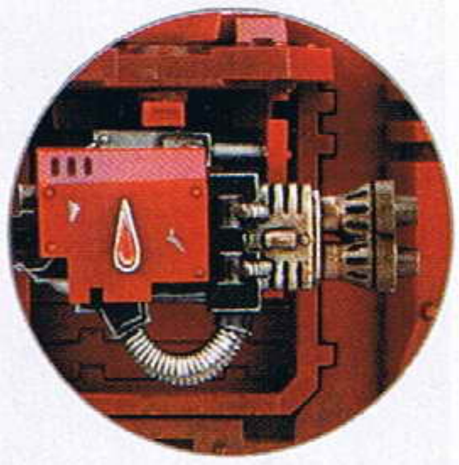
SPECIAL RULES

Over-charged Engine: The Baal Predator is fitted with an over-charged engine (see page 71).

WARGEAR

Turret mounted twin-linked assault cannons, smoke launchers and a searchlight. Most are also fitted with a pair of sponson-mounted heavy bolters or heavy flamers.

Adeptus Mechanicus markings.



Heavy flamer sponson.

Blood Angels Rhinos

The Rhinos used by the Blood Angels Chapter are fitted with specially modified over-charged engines (see page 71). A vehicle with an over-charged engine can attempt to go faster, although there is a risk of burning the engines out completely.

A Blood Angels Rhino of the 2nd Company.

FURIOSO DREADNOUGHT

Even when mortally wounded and incarcerated in the adamantium sarcophagus of a Dreadnought, a Blood Angel still lusts for battle and the chance to prove his honour.

	WS	BS	S	I	A	Armour F	Armour S	Armour R
Furioso Dreadnought	4	4	6(10)	4	2(3)	12	12	10

SPECIAL RULES

Death Company Dreadnought: Sometimes a badly wounded Blood Angels Space Marine will be overcome by the Black Rage. When this happens, their bodies are transferred into specially adapted Furioso Dreadnoughts, so they can fight alongside their battle brothers in the Death Company.

Unless there is a Chaplain or Sanguinary High Priest within 6" of the Dreadnought at the start of the Movement phase then it must move as far as it can towards the closest enemy unit in the Movement phase. In addition, a Death Company Dreadnought receives an extra D3 Attacks in close combat.

WARGEAR

Two Dreadnought close combat weapons, one fitted with a heavy flamer or storm bolter, and the other fitted with a meltagun. In addition, the Furioso is fitted with smoke launchers and a searchlight.

Meltagun.

Storm Bolter.

"It was upon the field of battle at Clamorga that the mighty Captain Moriar fell, defending the ridge against the despicable Eldar. Many were his wounds and the Sanguinary Priests were at a loss to heal him. And so it was that Moriar was interred in the sarcophagus of the Furioso Dreadnought built by Brother Morleo, as were Belaphon, Dario and Amaretto before him. Upon regaining his strength, Moriar was struck by visions of Sanguinius, his own near-death state triggering the Black Rage. Immortal now in his adamantium shell, Moriar survived the Black Rage, hungering for battle and death. The Red Thirst grips him, and the revered Brothers of the Armourium have modified his armoured suit so that he may partake of the vital liquid and be restrained when not in battle."

NEXT MONTH...

In the next issue of White Dwarf, we conclude our official Blood Angels Codex update with the complete army list and designer's notes. You'll also find the rules for those units that are common to all Space Marine armies, such as Tactical, Devastator and Assault squads, and various Space Marine vehicles.

ANGELS OF DEATH

The Blood Angels have fought the enemies of Mankind for ten long millennia with a righteous fury that few others can match. But tales abound of other, more bloodthirsty exploits and a dark flaw that drives the Blood Angels to ever-greater heights of violence.

BLOOD ANGELS HONOUR GUARD

These ferocious warriors form the elite bodyguard of the Chapter's leaders.

Contains 5 Honour Guard

250sek, 250nkr, 200dkr, €30

SPACE MARINE COMMANDER

Skilled in battle, Blood Angels Commanders are excellent leaders.

Contains 1 Space Marine Commander

120sek, 120nkr, 100dkr, €13

FURIOSO DREADNOUGHT

These Dreadnoughts are as eager for combat as their battle-brothers.

Contains 1 Furioso Dreadnought

350sek, 350nkr, 300dkr, €40

SPACE MARINE COMMAND SQUAD

Command Squads provide support to Blood Angels officers.

Contains 1 Space Marine Command Squad

270sek, 270nkr, 225dkr, €30

BAAL PREDATOR

This Predator variant is specially designed to cover the Blood Angels' furious assault.

Contains 1 Baal Predator

350sek, 350nkr, 300dkr, €40

SPACE MARINE TACTICAL SQUAD

Tactical squads form the backbone of the Blood Angels army.

Contains 10 Tactical Space Marines

270sek, 270nkr, 225dkr, €30

BLOOD ANGELS DEATH COMPANY

The Death Company is made up of Blood Angels afflicted by the visions of the dying Sanguinius. They seek a clean death in battle before the Red Thirst takes them.

Contains 5 Death Company Space Marines

250sek, 200dkr, 250nkr, €27.50

SPACE MARINE ASSAULT SQUAD

The Blood Angels field a high proportion of these deadly fighters.

Contains 5 Assault Space Marines

250sek, 250nkr, 200dkr, €27.50

SPACE MARINE SCOUT SQUAD

Blood Angels recruits must prove themselves as Scouts.

Contains 5 Space Marine Scouts

150sek, 150nkr, 125dkr, €17.50

SPACE MARINE DEVASTATORS

These heavy weapon specialists are the bane of enemy vehicles.

Contains 5 Space Marine Devastators

270sek, 270nkr, 225dkr, €30

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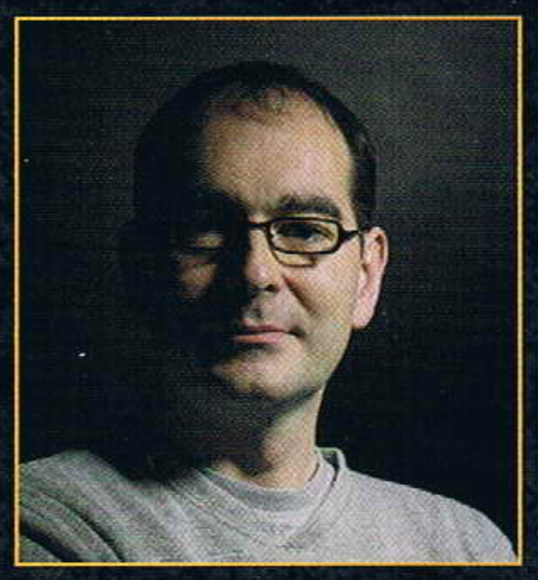
WARHAMMER 40,000™

STANDARD BEARER



This month we're doing something quite extraordinary in White Dwarf – we're publishing the first instalment of the Blood Angels army list. Part one looks at the background of the Blood Angels and the forces they field, and part two next month will have a full army list. I know, it's extraordinarily exciting isn't it?!

I honestly can't remember the last time we published a proper, full army list in White Dwarf. We used to, of course, way back in the days that Warhammer 40,000 was called Rogue Trader, but that was a long time ago (when I had rather more hair and rather less belly), and we haven't printed a full list like this for at least a decade. So why are we printing the Blood Angels list now? Well, as the author and one of the instigators of the aforementioned army list, I've been asked to explain…

Angels of Death

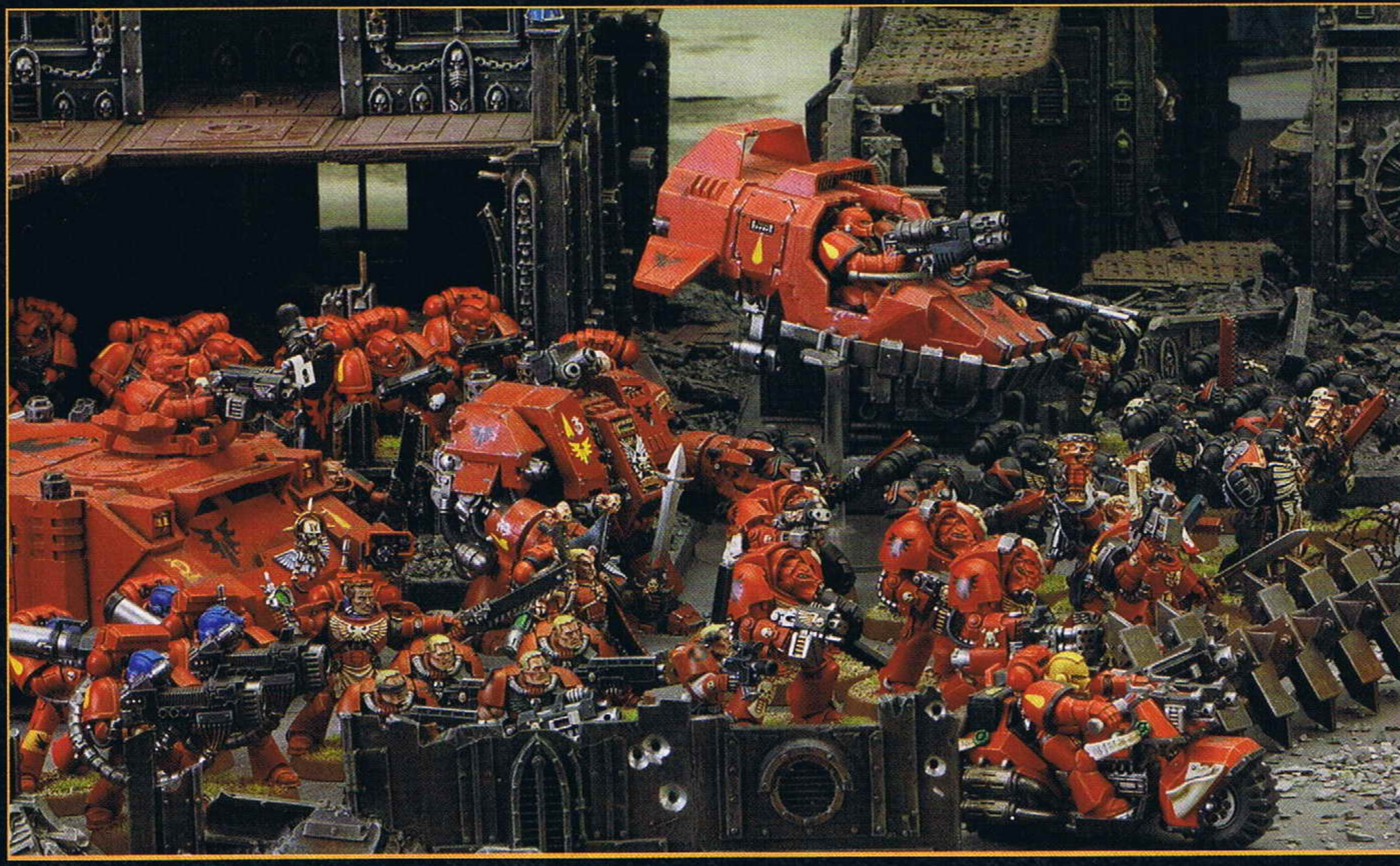
More years ago than I like to admit I had the privilege of working on *Codex: Angels of Death*. This Codex was for the 2nd edition of Warhammer 40,000, and it contained not one but two Space Marine army lists, one for the Dark Angels and one for the Blood Angels.

My job was to write the part of the book about the Dark Angels, while Rick Priestley wrote the part of the book about the Blood Angels. Although it might have been easier to write two separate Codexes, this would have delayed one or the other of the lists coming out, so we decided to go ahead and combine the two lists in one book. Anyway, because of this the Dark Angels and the Blood Angels have always been linked in my mind, something that is underlined by both Chapters having hidden secrets dating back to the dark days of the Horus Heresy (these being the Hunt for the Fallen for the Dark Angels, and the Black Rage for the Blood Angels).

Fast forward to about twelve months ago, while I was talking to Rick about the new Dark Angels army list I had been working on. We started reminiscing about old times, and how much fun it had been working on the first Angels of Death Codex. "You know," said Rick, "It's a shame we can't do two army lists at the same time again…"

For Jervis, there is but one sound that brings him ultimate joy, and that is the hard clatter of dice upon the field of wanton slaughter…

Blood Angels are amongst the most noble of all Space Marines, but are subject to an awful curse.



▲ *The last edition of the Blood Angels Codex. In time, a full new version will be published. Until then the rules in this issue remain fully official.*

We got rather excited about the idea, and started talking about whether this – admittedly rather crazy – idea was possible to achieve. What we quickly realised was that, while we couldn't shoe-horn two army lists into a single Codex (as there wouldn't be room for all the material we wanted to include), what we might be able to do was publish one of the army lists in White Dwarf magazine. Thus was planted the seed that has led, less than a year on, to the army list you'll find in the pages of this very magazine.

An FAQ too far

However, just because Rick and I had got together and had what we considered to be a "Good Idea", didn't mean that everybody else would agree with us. After all, our rather feeble brains may just have been overloaded with too much tea and too many bacon butties that morning! Fortunately just about everybody else we talked to thought that the idea of publishing a Blood Angels army list in White Dwarf was a pretty good one, too.

One of the main reasons for this was the state of the Blood Angels FAQ on our website. The last version of *Codex: Blood Angels* was published back in 1998, before the current edition of the Warhammer 40,000 rules was published, and (more importantly) before the current version of Codex: Space Marines was written. It was only 24 pages long, and relied on the player already having *Codex: Space Marines* in order to use it. Unfortunately there had been a number of changes to the rules and *Codex: Space Marines,* which means that *Codex: Blood Angels* needs an FAQ almost as long as the book itself to make it work well with the latest rules...

This gave us something we could really get behind; what had started out very much as a vanity publishing project had turned into something that could really benefit players that had Blood Angels armies. After all, with the best will in the world, it would be years before we could publish a new edition of *Codex: Blood Angels* as a stand-alone book. By putting the list into White Dwarf we could address things much more quickly, and allow players with a Blood Angels army to field it in an easy and straightforward manner. The Blood Angels are a popular army to collect, and helping out all of those players was a very compelling argument.

By now some of you will be saying "Well that's all very well and good for Blood Angels players, but what about my army? I want a new army list too!" This is a very understandable sentiment, to which I can really only say that those of you who are waiting for a new Codex (and trust me, we know who you are!) won't have to wait nearly as long as Blood Angels players would have had to. What's more, the Blood Angels Codex is really the only one that requires an FAQ in order to use it.

Two for one

However, what turned a compelling argument to a slam-dunk was the

The new Codex update means that you can use your models with the fourth edition of Warhammer 40,000 with no headaches.

realisation that we could easily develop the Blood Angels army list alongside the Dark Angels list. This was because the two armies were in many ways very similar; both are basically "Codex" chapters that include a handful of unique units that have associated special rules. In the case of the Dark Angels these units are the Deathwing and the Ravenwing, while with the Blood Angels it's the Death Company, Veteran Assault Marines, the Baal Predator and the Furioso Dreadnought. What this meant was that a lot of the work that needed to be done on the Blood Angels army list had been covered off with the Dark Angels, allowing us to concentrate on getting the unique units in the Blood Angels army (like the Death Company) just right.

This was really the final piece of the jigsaw, and with it we knew that the project could go ahead. The length of time before we could make a new Codex, combined with the desirability of having an updated list and the ease with which we could develop the list alongside the Dark Angels, meant that when the opportunity to publish the Blood Angels list in White Dwarf came along we had to take it.

Just for the hell of it...

This said, it was still a pretty crazy thing to do. To be honest, though, I think that as soon as Rick suggested the idea we knew we were going to have to do it. As I mentioned at the start of this article, the Blood Angels were one of the first Space Marine chapters we worked on in any real depth, and because of this they are a very important, I might even say seminal, part of the Warhammer 40,000 game background.

To my mind, then, it would have been worth saying "Ah, the hell with it!" and to have gone ahead and published the army list just because it would give us a chance to talk about one of the most exciting parts of the background for Warhammer 40,000. And I think that, secretly, everyone else knew this too as soon as we mentioned the idea to them. Why, even my colleague Mark "Show Me The Numbers" Bairstow, renowned for his ability to deduce interesting things like a "Net Present Value" from a few numbers on a spreadsheet, was heard to say "Hmm, it does sound like rather an exciting idea." And this, I think, is the real reason we've published the Blood Angels army list: sometimes it's worth doing things just because they're crazy, and exciting, and, well, cool; anything else is the icing on the cake!

"Any intelligent fool can make things bigger, more complex, and more violent. It takes a touch of genius – and a lot of courage – to move in the opposite direction."

– EF Schumacher

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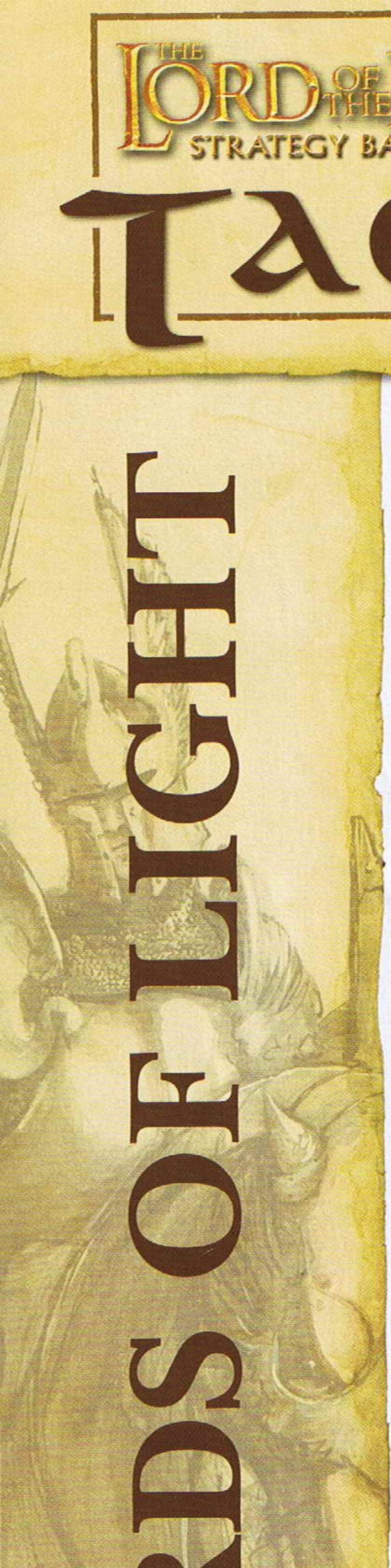
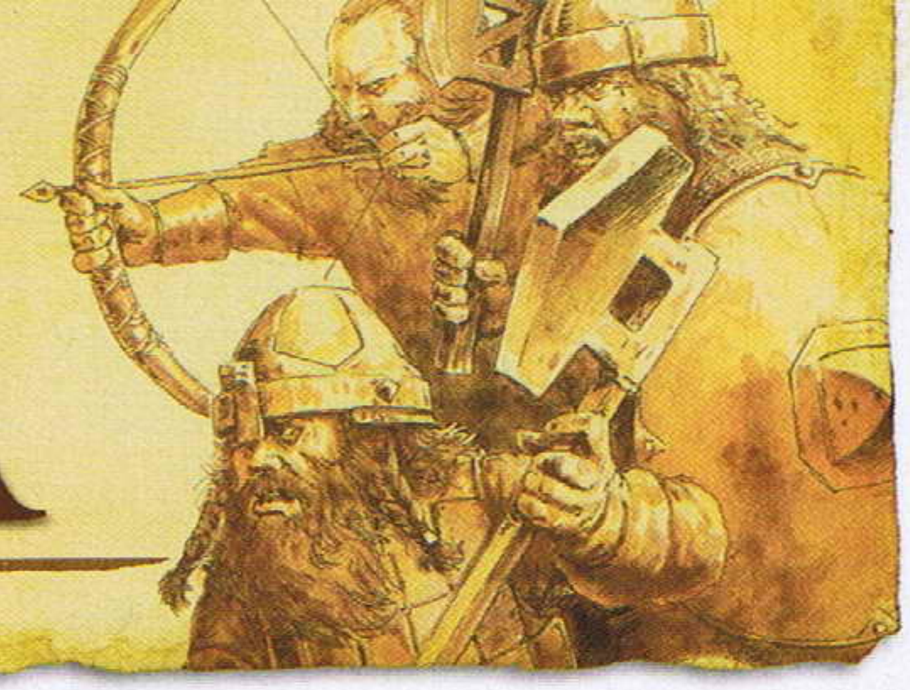
THE LORD OF THE RINGS STRATEGY BATTLE GAME

TACTICA





Having waxed lyrical about the villainous Heroes of Evil a couple of months ago, Adam Troke now turns his hand towards the forces of Good.

It's hardly surprising, having chewed the ears off of the White Dwarf team with all manner of "cool tactics" for The Lord of the Rings, that they've finally relented and allowed me to put together another tactica.

This month I'm going to look at Good Heroes – a subject that I really enjoy. Like most fans of The Lord of the Rings, my fascination with the story started with the adventures of The Fellowship and how their actions shaped the War of The Ring. Like in the books and film, Heroes can make a massive difference to the outcome of any game that you play. Well used, Aragorn, Boromir and their like can almost assure victory. Their Might points can change the flow of a game entirely, while their awesome fighting abilities can hold back swarms of Moria Goblins or Uruk-hai. Other Heroes, like Gandalf or Arwen have a subtler (but no less influential) use on the battlefield that can determine the course of a battle just as surely as a strong sword arm. Now, there are loads of ways to get the best out of your Good Heroes when you play, and I've found a few that seem to work particularly well. So, prepare to be dazzled by wondrous tactics, a few cunning tricks and one really beardy ploy.

Just like the Heroes that fight for the forces of Evil, Good Heroes come in all shapes and sizes and it really is a case of there being "one for every occasion". Loosely grouped, Good Heroes tend to fall into a few categories, depending on what they're good at. The summary below lists these categories as I see them, and gives an indication of what each involves.

Veteran players will observe that some of the categories overlap a little, and that many Heroes can fit into more than one. That's a good thing, since the more categories a Hero fits into, the more you can rely on him to do, and the greater choice you get on the battlefield.

Hero Categories

The Jack of all Trades
Jack of all trades Heroes are those characters that can do everything. They can fight like the mightiest heroes of legend, they can lead by example, slay monsters and sometimes even shoot.

The Born Leader
Born Leaders are those Heroes who, whether by charisma, example or magic, can inspire the warriors around them to greater feats. Born Leaders allows the warriors to fight harder, resist breaking in the face of the enemy or any number of other (Courage related) advantages.

The Anvil
"Anvils" are Heroes who can stop a Mûmak dead in its tracks, hold the breach against a flood of Mordor Trolls or go the full five rounds against a Balrog. These Heroes by necessity have a great Defence value and can form the backbone of your strategy.

The Killing Machine
These gents are much like the "Mass Destruction" Heroes from my Evil tactica (White Dwarf 328), and are by far the easiest Heroes for a Good general to use. They kill stuff by the boat-load and that is that.

The Trickster
These Heroes have a quality that is hard to define, but which makes them completely indispensable on the battlefield. They are often overlooked, but when used right can be more destructive than any others (here lies shameful "beardiness").

THE JACK OF ALL TRADES

Tier one: Aragorn, Imrahil, Glorfindel, Elendil, Galadriel Lady of the Galadhrim.
Tier two: Legolas, Gimli, Haldir, Éomer, Eorl the Young, Arvedui, Théodred, Erestor.

Fellowships

Aragorn with Anduril, bow and Elven cloak
265 (Grey Company)

Halbarad
65 (Grey Company)

Legolas with Elven cloak
100 (The Fellowship)

Elladan and Elrohir, with armour and Elven cloaks
170 (Grey Company)

Gimli with Elven cloak
100 (The Fellowship)

Total Points: 700

Something I have experimented with recently is the idea of creating armies composed entirely of Heroes. Used wisely, these forces are deadly and can win games against far larger forces. The Hero forces I have found most effective consist entirely of One Man Band characters. Because the force is small, each model needs to be able to fend for itself, as well as function as part of a unit.

The force I'm currently playing with is a "Paths of the Dead" army – Aragorn, Legolas, Gimli, Elladan and Elrohir, and Halbarad. That's a nice mixture of three Heroes from each tier. The basic principle with the force is that I pair up the Heroes (Aragorn and Halbarad, Legolas and Gimli, and Elladan and Elrohir), and use each part autonomously. The whole force focuses on directing all of its aggression against a single portion of the enemy. It's proven quite effective in my games, and even helped me to a respectable 15th place at this year's Grand Tournament.

Jack of all trades heroes can literally do a little of everything. These are the Heroes around whom you can reliably build an entire army and expect a reasonable amount of success. I personally place these heroes into two distinctive tiers – levels of power by which we can effectively rate them.

The first tier, and the most tempting to select for your army, contains those Heroes who are just a cut above the ordinary. These are excellent warriors, with a high Fight value and solid leadership ability. The list at the top of the page includes some (but not all) examples of these. Consider Glorfindel, for example: with a Fight value of 7, he can take on almost any enemy Warrior or Hero on his own terms. Add to that a healthy store of Might and a Courage of 7 and you have a Hero that you can rely on against almost any odds.

The thing that really distinguishes this category of Heroes is their ability to turn their hand to almost anything. If you are unsure of the scenarios that you are going to be playing, or the style of army that your opponent prefers these are the best Heroes to use. I always try and include at least one "Tier One" hero in my Good armies.

The second tier is no less valuable, and are great for bulking out the rest of your line. Heroes of this level also have the advantage of being cheaper than their tier one counterparts. The likes of Éomer or Halbarad have dug me out of serious trouble many times. They typically have a good store of Might and their Fight value is better than the enemy's rank and file. Such Heroes can lead elements of your force, provide Heroic actions or (in a pinch) hunt down and kill dangerous elements in your opponent's army. As they're relatively cheap, you can take more than one.

Elendil, the High King of Gondor

I believe that, point-for-point, Elendil is the finest Hero available to the Good side. He is simply awesome, and here is why: With a Fight Value of 7, he can beat every Evil Warrior except a Mordor Troll in a fight (and he Draws against those). The only Evil Heroes with a better Fight Value cost twice as many points as him. He has a great Defence of 7, making him incredibly durable and a solid Courage of 6 for those sticky Stand Fast! rolls. Oh, and he's got Narsil, which is just fabulous!

Adam's favourite Hero, and the original Narsil-wielding king of Gondor, Elendil.

Gandalf the White

One of the finest Born Leaders in the game, Gandalf the White is hard for the enemy to get to grips with, and very hard to kill. Add to this his 12"/28cm Stand Fast!, a Courage value of 7, and a free Will point each turn and Gandalf is, in my opinion simply the best thing since Lembas.

THE BORN LEADER

Glorfindel, Gil-galad, Imrahil, Dain Ironfoot, Celeborn, Círdan, Gandalf (Grey and White), Radagast, Saruman the White.

Born leaders are the Heroes who will keep your force together and fighting, no matter what calamities befall you. The first, and most obvious, attribute for this category is a high Courage value, which can keep your models in the game once your force is broken. Those Heroes with a truly exceptional Courage value (7 or better, in my opinion) can get into this category on that merit alone. However, most require something more.

That is where Special Rules come in. Some Heroes, like Dain and Imrahil, have an increased Stand Fast! range. There aren't that many Heroes who can boast that ability, but it really can be a game-winning one. If it looks like the battle is going against you, do everything you can to protect your Born Leaders from harm, as you're going to need them when your army breaks. Likewise, try and save a Might point or two for a Heroic Move. A model can only call a Stand Fast! if it can move – so the last thing you want is to get charged and pinned down. Try assigning some Warriors with shields, or even a lesser Hero, to protect your Born Leaders.

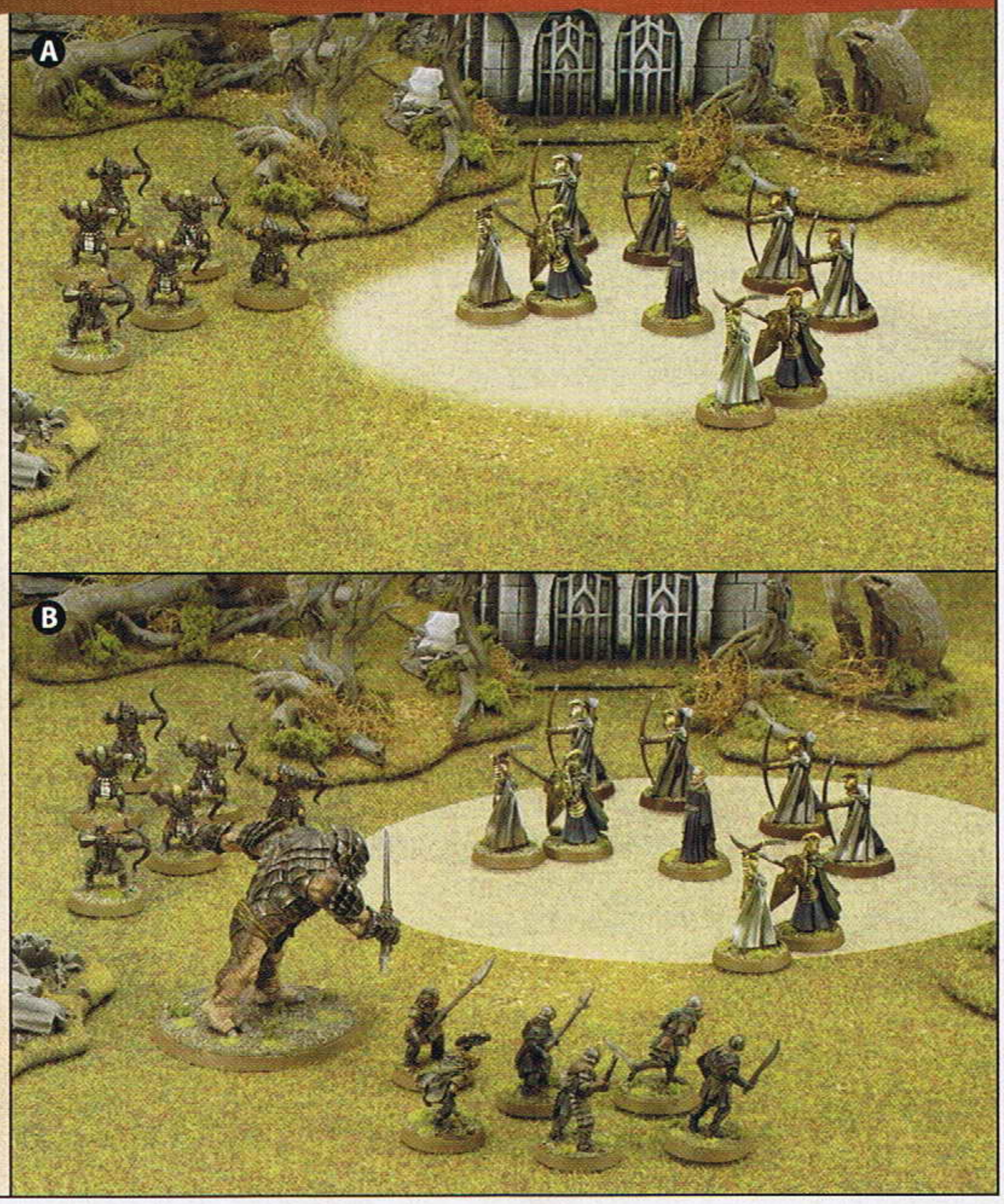
There are other abilities that make Heroes good at leading the force and these tend to be some of the more esoteric Special Rules – it's surprising how easily overlooked they can be. Celeborn and Círdan, for example, both have the Aura of Command magical power; this enables all friendly models within range to automatically pass Courage tests, even other Heroes.

Círdan leads the way...

My relationship with Círdan got off to a rough start when I was playtesting the Fall of the Necromancer supplement. He's not very tough (in fact, he's *really* not tough) and it took me a fair while to get to grips with the best way to use him. This is it:

Círdan, in the first turn of the game should cast Blinding Light *(A)* – this gives protection against missile attacks to Círdan and all nearby friends. In the second turn, Círdan casts Aura of Command *(B)*, allowing all nearby models to pass Courage tests automatically. Note, they don't even need to be able to see Círdan for this spell to effect them, only be within 6"/14cm. This magical power even enables friendly models to charge Terror causing enemies without testing (just great for those models with Harbinger of Evil, or similar rules). For the rest of the game Círdan simply avoids trouble, close enough to the action to benefit his comrades.

There's more to this wizened Elf than meets the eye.



THE ANVIL

Dain, Durin, Gimli, Balin, Boromir (either version), Imrahil, Glorfindel Lord of the West, Gil-galad, Treebeard.

The Anvils are a category of Hero that I really enjoy using – there's a certain charm in having a Hero stop an offensive mid-charge just through sheer pig-headed stubbornness – and there are a surprising number to choose from. The main criteria of an "Anvil" is that they need to be able to soak up vast amounts of damage and stay on their feet. This supernatural endurance can come in the form of lots of Fate points, lots of Wounds, a very high Defence value or, even better, all three.

The first and most obvious way to use an Anvil is to throw him into the middle of the enemy's force and let him cause a big distraction. Sometimes, this is a really useful tactic (it's a simple way of throwing the enemy's plans into confusion), but unfortunately it doesn't get the most from your super-hard Hero.

The next technique is to tie up a particularly dangerous enemy Hero or Warrior (like Troll Chieftains). There's no great art to this tactic other than doggedly chasing after the enemy and trying to nibble away at them. What you're hoping to achieve here is wearing the enemy down before they kill you, so pick your fights carefully. Most of the Heroes named above could take out a Cave Troll, or even a Mordor Troll given time – but for the really big enemies, you've got to be really tough or lucky. I wouldn't recommend trying to take on a Balrog or Sauron one on one – numerical superiority is the only way to beat those guys. However, I've brought down just about every other Evil model this way at some point or another.

Another thing worth bearing in mind when it comes to Anvils is that there are ways to keep them in the fight for longer. Elrond and Radagast the Brown both have the Renew magical power (enabling them to heal wounds on friendly Heroes) – careful use of this power can keep an Anvil going much longer than normal. The real art to this tactic is not spending the Anvil's Fate points while his comrade is around to heal him – since we know Radagast can give Dain a Wound back in the following Move phase, for example, we only need to spend Dain's Fate if he's in serious danger of dying that turn.

Oh, and if an Anvil can have a shield, take it! Imrahil, for example, has 6 Attacks at Fight Value 6 if he shields. There's almost no chance of Orcs or Goblins getting through that.

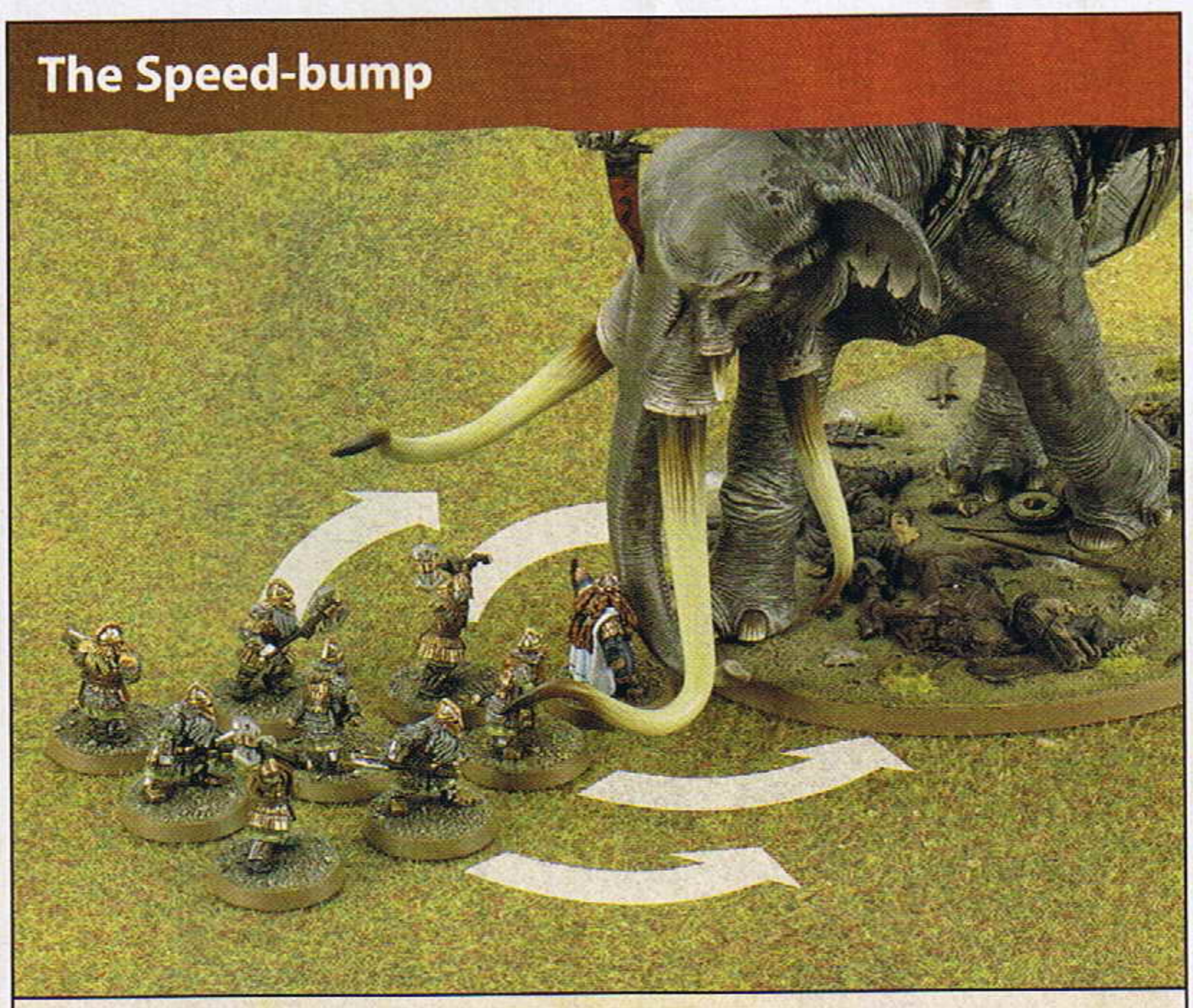
Durin

For my money, there is only one "Lord of the Anvils" and that's Durin. Firstly, he causes Terror, thanks to the Horn of Zirak-zigil, which means it's very hard for the enemy to surround him properly. Then, if they do manage it, with a Defence value of 9 and the Crown of Kings (for a 6+ Fate roll against all wounds suffered) there's not much that can kill him without a real fight.

All that is on the assumption that anything can actually get a chance to strike at him – he has the advantage that he's got 3 Attacks, a Fight value of 6 and an axe so finely-crafted that he gets a re-roll to see who wins the fight. He's as close to an unstoppable waist-high, Mithril-clad juggernaut as you can get, and all for just 160 points.

Durin – irresistible force and immovable object in one Dwarf-sized package...

The Speed-bump



This tactic is perfect for stopping a Mûmak dead in its tracks. It also works just fine against powerful Evil Warriors and Heroes, although it requires a little more finesse in those cases.

❶ Select Durin or Dain (either is fine), and a wedge of Khazâd Guard to help him.

❷ Position them as shown in the picture above, and wait for the Mûmak to ram you and, hopefully, bounce off the mighty Dwarf Lord.

❸ Sweep in the flanks of your formation, and administer much choppy-death to the over-sized Oliphaunt.

THE KILLING MACHINE

Aragorn (especially with Anduril), Boromir (both types), Durin, Dain, Imrahil, Eorl the Young, Isildur, Elendil, Elrond, Glorfindel.

Boromir of the White Tower

There are loads of Killing Machines I could have chosen to focus on, but for sheer belligerent killiness, my pick of the bunch has to be Boromir of the White Tower.

A staggering 6 Might points, a horse and the Horn of Gondor mean that Boromir can run roughshod over entire enemy forces. Imrahil may be able to hit harder with his lance and Glorfindel may have a better Fight value, but that Might store and the chance to win any fight on the basis of an Evil Courage check can't be overrated.

Use his Might points to call Heroic Moves and Heroic Combats and you won't go far wrong!

The only word of caution I would give is to be careful not to let Boromir get shot too badly on the way into action. There's no point getting his horse killed if you can avoid it, besides we've all seen what happens when Boromir and arrows collide...

Killing Machines are the unsubtle bludgeoning instruments of death that the Good players can use to win battles. Simple in principle, but often a little more complicated in practice.

The first law (according to me) when using Killing Machines is to buy a horse if it's available. If you want maximum carnage for your points, a horse will help you get it. If you can get your grubby paws on a lance too, so much the better!

The second law is to target the places in the enemy force where your Hero will have the greatest impact – generally this involves crashing into exposed infantry formations, and picking on Warriors and weaker Heroes. If your Killing Machine is equal to the task (Heroes with a Fight value of 7, generally) of tackling Trolls and the like, then feel free to do so – only beware the risks of getting bogged down by such a foe. The Evil player is probably hoping his Troll will be an "Anvil" for him, so choose your fights carefully.

The third law when using Killing Machines is like unto the second. That is – don't stop, and never let yourself get bogged down. This usually means spending Might points to fight Heroic Combats, and declare Heroic Moves (something Aragorn, Elendil and Eorl the Young are especially good at). If your Hero is mounted this advice becomes especially important; mounted models only get the knockdown bonus when they are charging, so you want to be doing it often!

Line Breaker

This tactic is nice and straightforward, and I've used it more times than I can recall – the basic principle relies on a very popular tactic: The Battle Line. Most players choose to deploy their forces in a battle line, with Warriors armed with shields in the front, spears behind and a banner at the rear supporting the formation. It's a strong and sound tactic. Line breaking relies on using a Killing Machine to smash through the enemy battle line and do damage where the enemy are squishiest.

In this example, Gil-galad calls a Heroic combat, kills the shielding Orc (easily) and advances into his space, engaging the spear-armed Orc behind (and killing him too, most likely).

In the following turns, he heads straight for the banner bearer, and the Orcs with spears. This takes pressure off the Elves, who would have been fighting against the odds. Meanwhile, the High Elves stand firm, using Warriors with shields to prevent the Orc Heroes from achieving a similar breakthrough.

THE TRICKSTER

Gandalf (White or Grey), Radagast the Brown, Saruman the White, Elrond, Arwen, Legolas.

The Heroes I consider to be tricksters are those who have a single, really devious trick that they can perform. Those listed above are the ones that I consider to be the best examples of this – there are more, but none quite so brilliant as these, in my opinion.

Radagast has an awesome supply of Will, and the spell Aura of Dismay. Against low-Courage Evil models, it's incredibly effective. My favourite tactic with Radagast is to use the spell to allow my archers to fire uninterrupted. It works great both with Dwarves and Wood Elves. On a side note, Panic Steed is worth its weight in gold too; try panicking a Fell Beast to see my point!

Gandalf and Saruman both have Sorcerous Blast. It's probably the most disruptive and effective spell in the game, when it is used right. Target warriors, preferably those who will be blown into their comrades (causing maximum damage). Try to avoid casting it against Heroes directly, as they can attempt to resist it with Will points.

Legolas, by contrast, uses no magical high jinks with his little trick, but raw talent. Three shots a turn is great, and not to be sniffed at, but what really takes the biscuit with him is his ability to always hit once each turn if he needs to. This special rule can allow him to target banner bearers and other prime targets with lethal accuracy. His stock of 3 Might points means that when he hits them, they die.

Whatever Trickster Hero you select, work out what their chief trick actually is, and use it as part of your plan. I've seen people who've had a very impressive battle plan all laid out throw the game away when they lose their nerve. Stay on target and you won't go far wrong.

Arwen Evenstar

Arwen costs just 60 points, and for that you get Nature's Wrath! This spell knocks all enemies within 6"/14cm to the ground – perfect for giving the advantage to your Elves of Rivendell.

Elves with Beards...

Elrond
170 (Rivendell)

Gandalf the Grey
170 (The Wizards)

5 Elves with heavy armour and Elven blades
50

5 Elves with heavy armour, spears and shields
55

5 Elves with heavy armour and Elf bows
55

Total Points 500

Okay, this is the promised beardy plan – a sure-fire way to leave your opponent reeling in shock. It requires a cool head, and a certain degree of patience, but it very seldom fails.

It requires Gandalf and Arwen or Elrond to be included in the force, that's a seriously costly investment in points, but it's well worth it; here's why. Use Gandalf to cast Blinding Light – protecting your Warriors from incoming fire – then position yourself to cast Nature's Wrath at the right moment. The trick is to cast it when you can get as many enemy Warriors (preferably not Heroes with Will points) in range as possible. Even if they are already locked in combat against your models they will be affected, so wait for just the right moment. Once you have successfully cast it (use at least two dice, and consider using all three), you give all your models involved in the combat a massively increased chance of killing their foes when they win their fights, and protect them from any harm suffered at all.

Here is the beardy bit: In the same turn that you cast Nature's Wrath, use Gandalf to cast Strengthen will on Elrond (or Arwen, if you've taken her). In the following turn, before using Elrond again, strengthen his Will again with Gandalf. This way you can once again cast Nature's Wrath with two dice. If you haven't won by this point, simply repeat...

MODELLING WORKSHOP

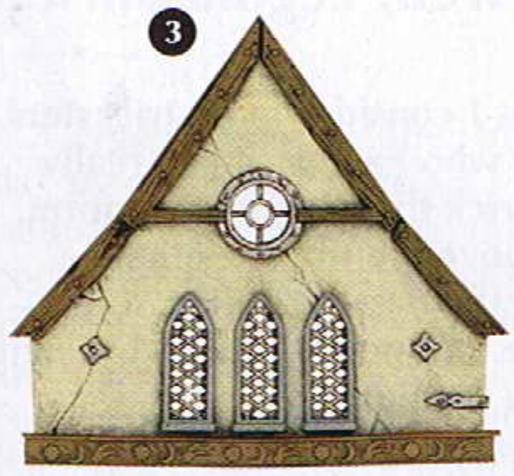
WARHAMMER BUILDINGS

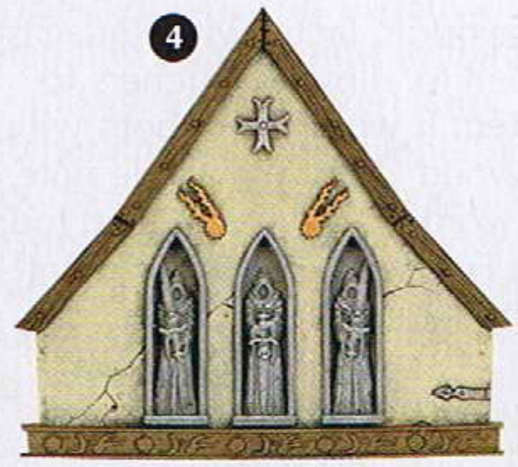
WARHAMMER

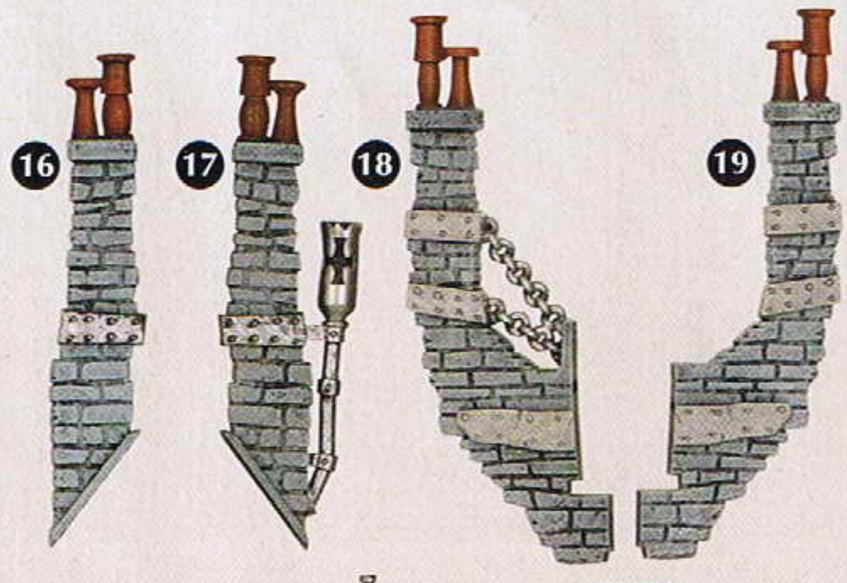
The new Warhammer buildings come in a variety of kits. Each contains many components that allow you to customise them in a number of different ways.

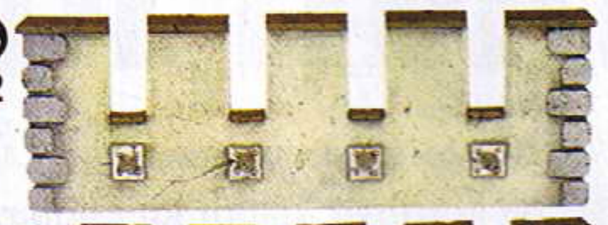
Fortified Manor Frames

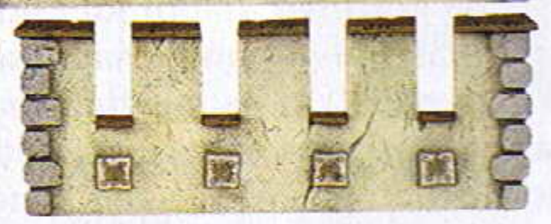
Below is a full listing of the components for the Fortified Manor set. As you can see, it is absolutely crammed with extras, so that you can assemble the buildings to represent a number of different types of structure.

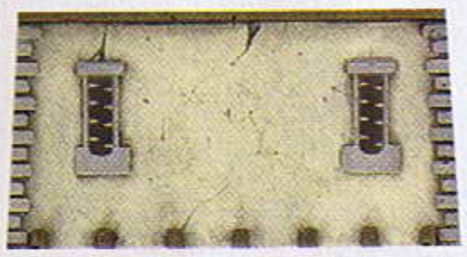


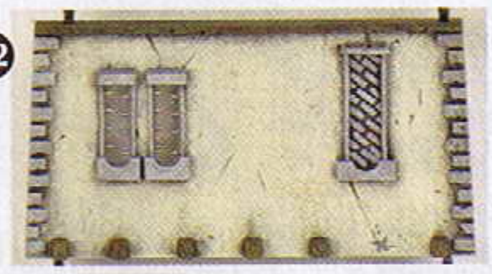


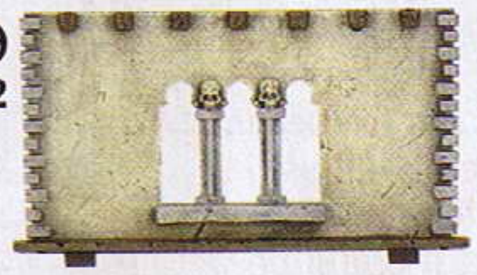


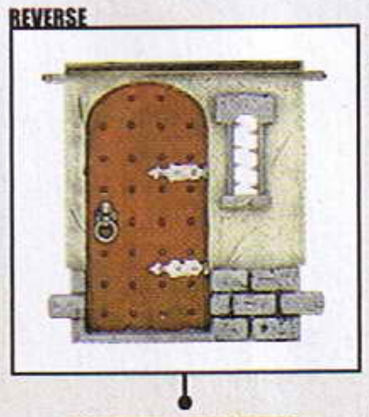


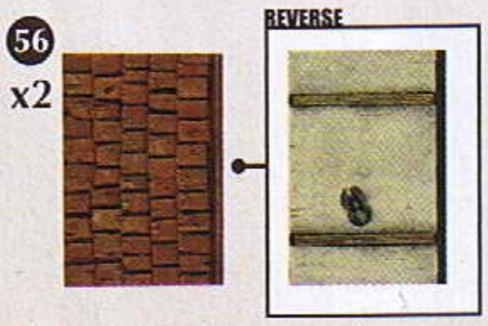


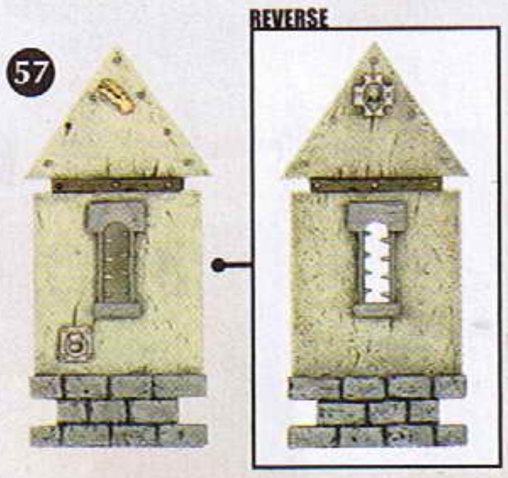


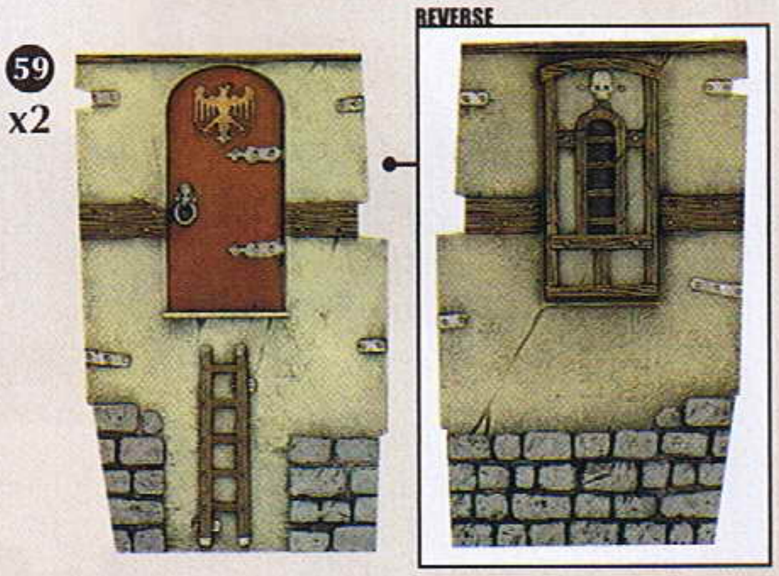


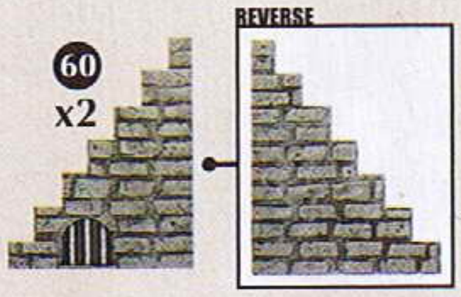


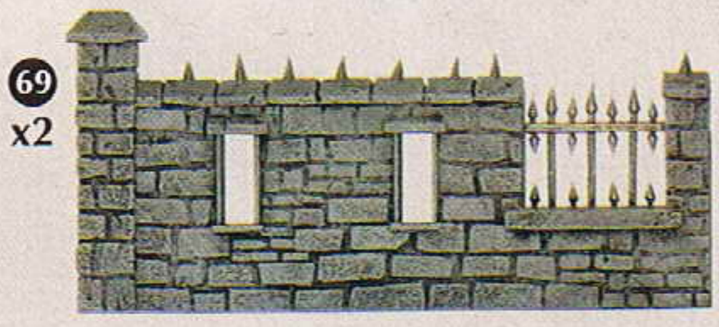


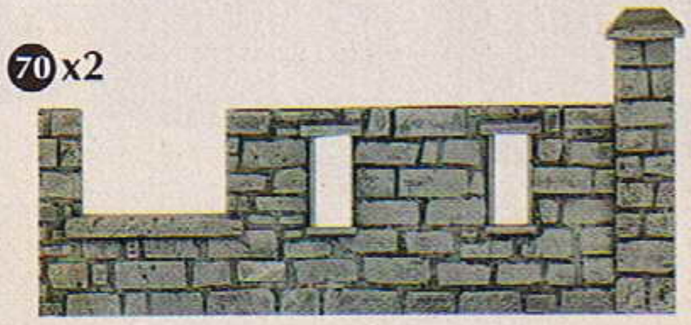












Key

1-2 Chapel roof
3-4 Gable ends
5 Wall medallion
6 Clock
7 Support beams
8-11 Chapel walls
12 Weapon rack
13 Hook
14 Brazier
15 Pennant pole
16-19 Chimney stacks
20-21 Dormer window
22 Swivel guns
23 Telescope
24 Trap door
25 Decorative spike
26 Ivy
27 Torch
28 Shields
29 Door
30-33 Statues
34 Crescent pole
35-41 Ornamental figures
42-44 Tower walls
45-46 Crenellations
47-49 Windows
50 Battlement floor
51-53 Upper jetty walls
54 Porch roof
55 Stairhead roof
56 Lean-to roof
57-58 Stairhead walls
59 Porch walls
60 Step sides
61 Lean-to supports
62-65 Stove Chimneys
66 Steps
67-70 Courtyard walls
71 Gallery windows
72-73 Wall supports
74-75 lanterns
76 Griffin statue
77 Inn sign
78 Wall post
79-80 Alcove exteriors
81 Courtyard gates
82 Sun icon

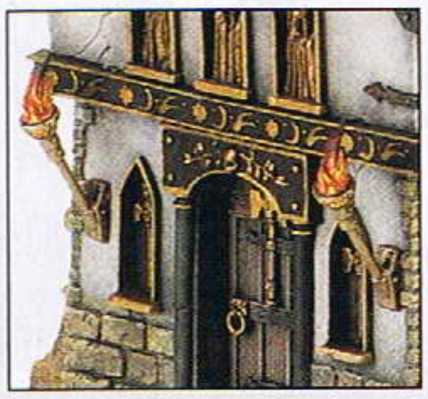
FORTIFIED MANOR

The Fortified Manor makes a fantastic centrepiece for your games of Warhammer.

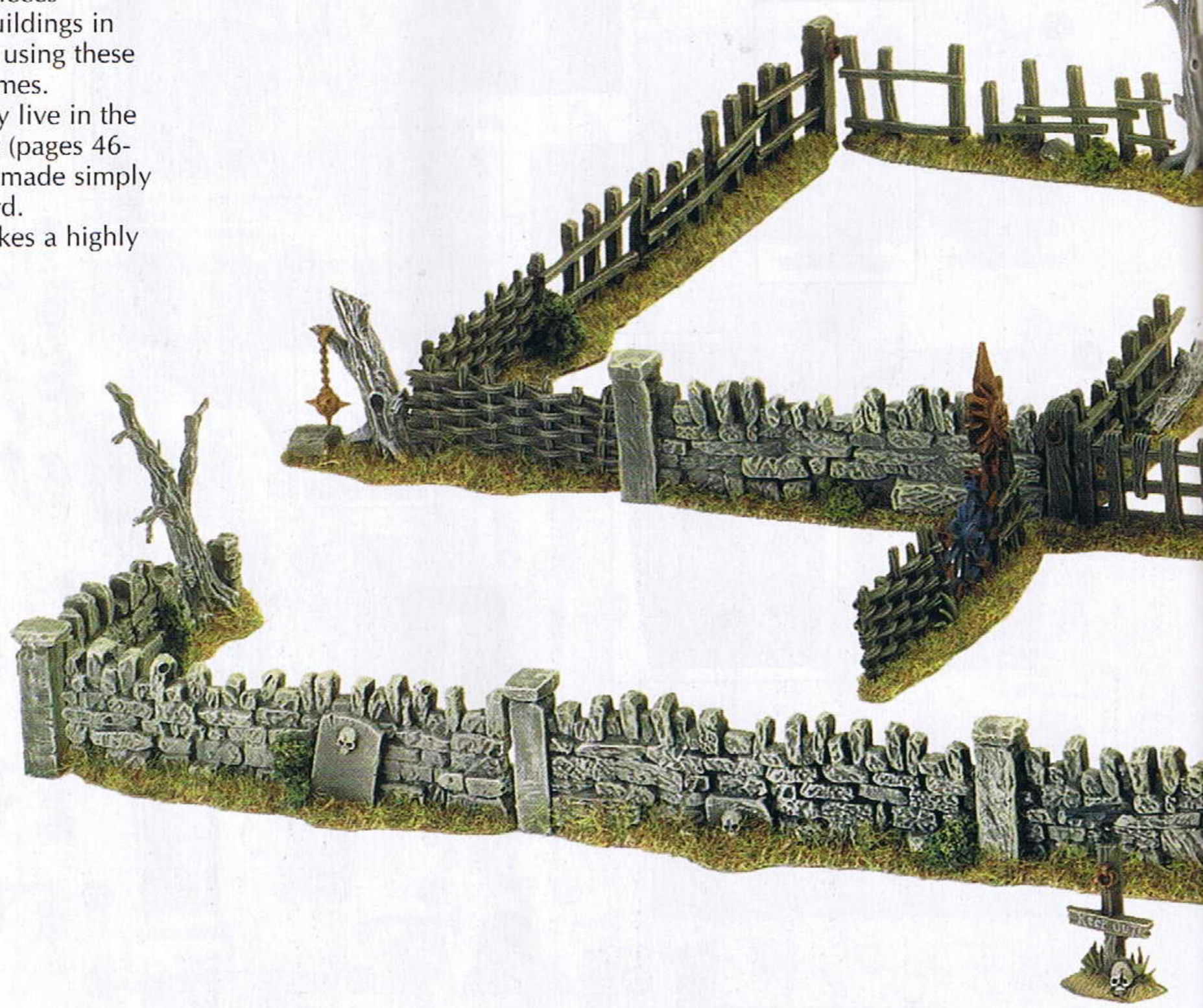
The Fortified Manor kit comprises the Watchtower and Chapel sets (see overleaf), a connecting section, high walls to create a courtyard, and a set of the Warhammer Walls and Fences. Even bigger is the Warhammer Buildings Set, which contains all of the above plus a **second Watchtower and Chapel and an extra two sets of the Walls and Fences!**

Both of these kits *(the Fortified Manor is shown to the right)* can be used in a number of ways to create many different types of building that might be found scattered across the Empire. It can, of course, be constructed to represent the isolated, redoubt of some noble, as the model pictured here has been. But you could add the inn sign (piece 77) to create one of the fortified inns where travellers on the Empire's roads seek refuge from the dangerous night. Alternatively, it could be the abode of a mysterious wizard, or a monastery – the kit includes pieces suitable for customising the buildings in these ways if you so wish. Try using these as Special Features in your games.

To make the building really live in the landscape, in our battle report (pages 46-57) we sited it next to a road, made simply by scattering sand on the board. Alternatively, Forge World makes a highly detailed resin road.



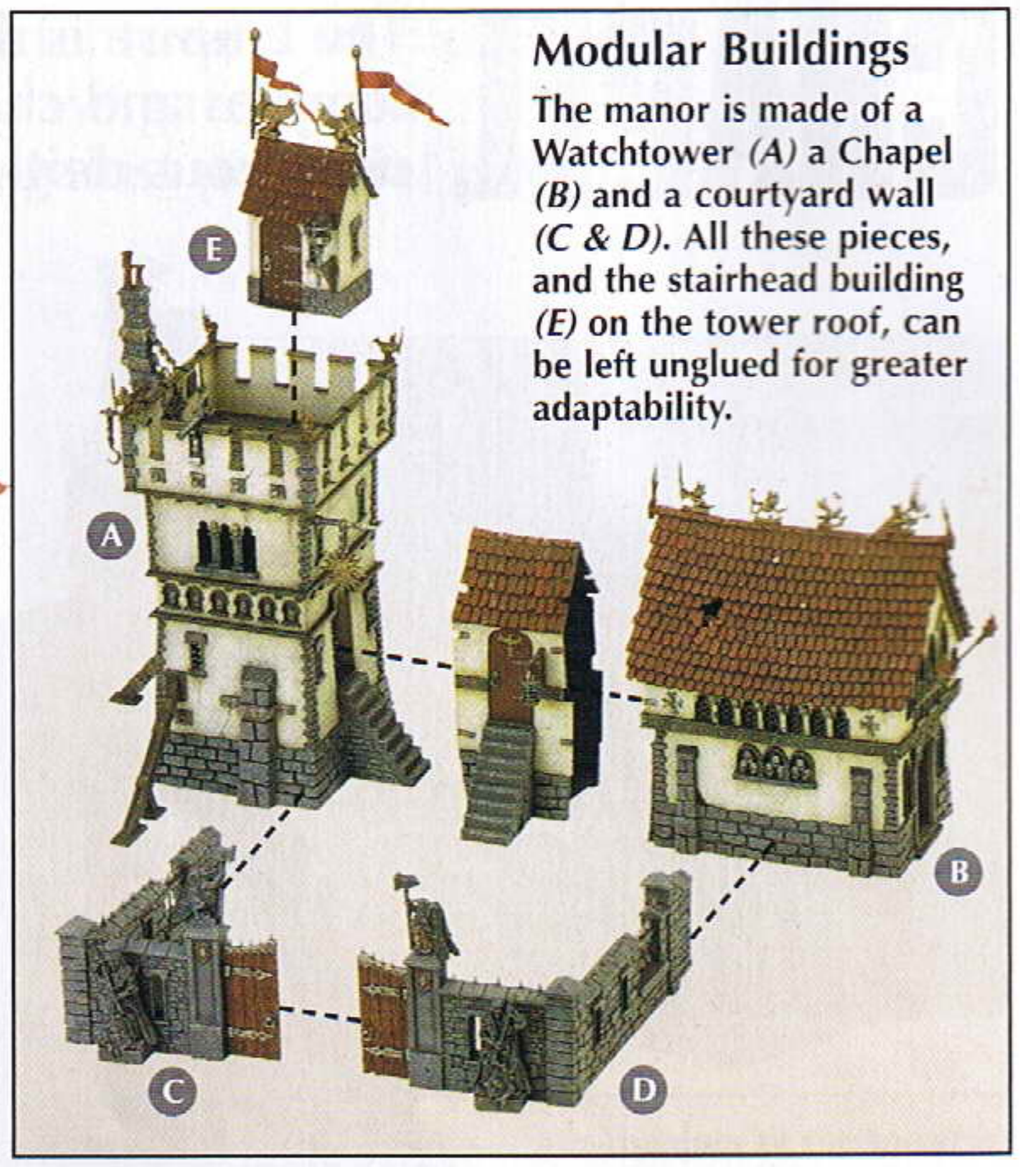
There are many pieces that can be added to the building, wherever you wish, to customise it.



Signposts

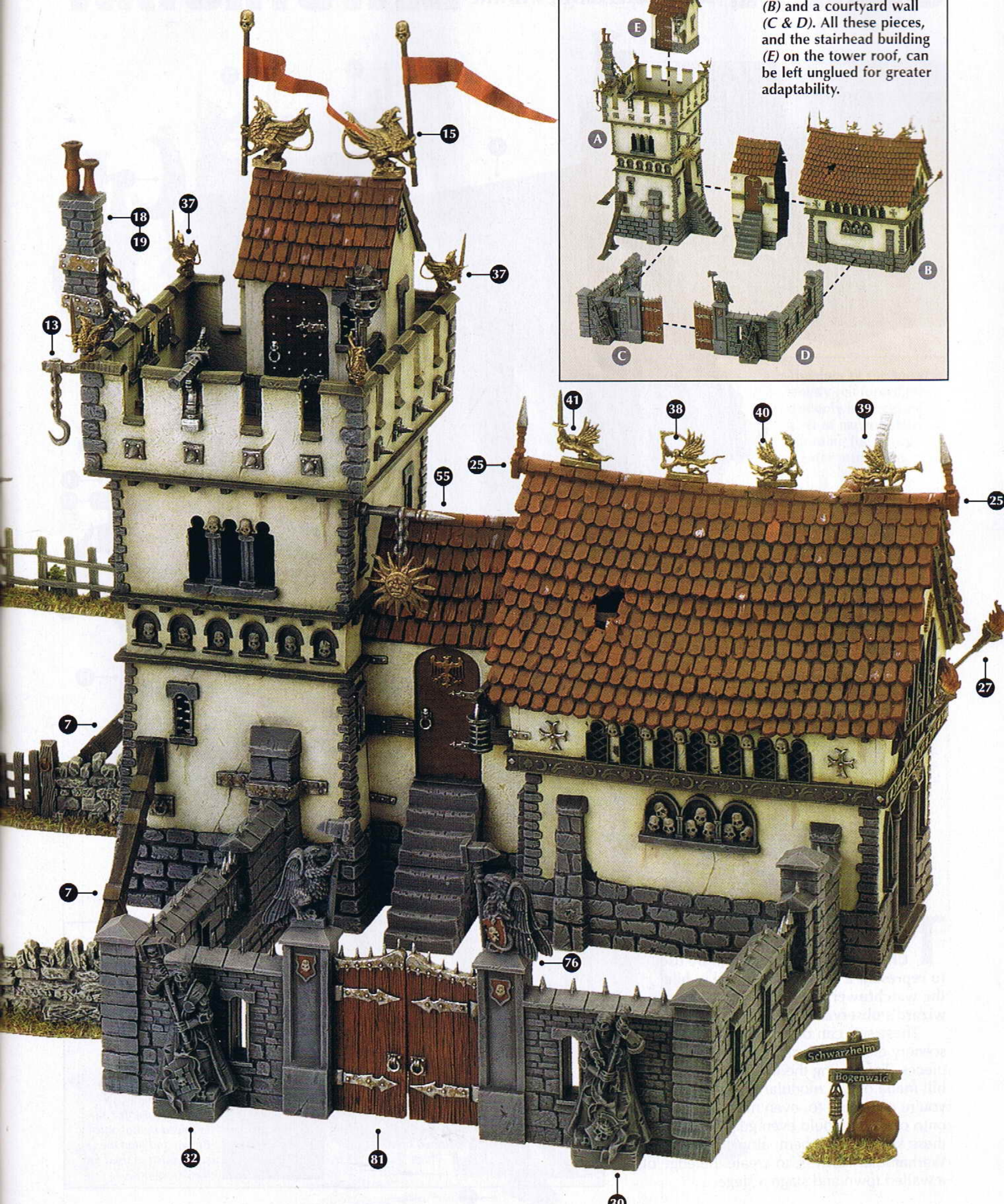
The Walls and Fences set includes these characterful signposts, which look great next to roads on a board. They don't have any game effect, but they make the battlefield look realistic.

See overleaf for Chapel and Watchtower construction examples.



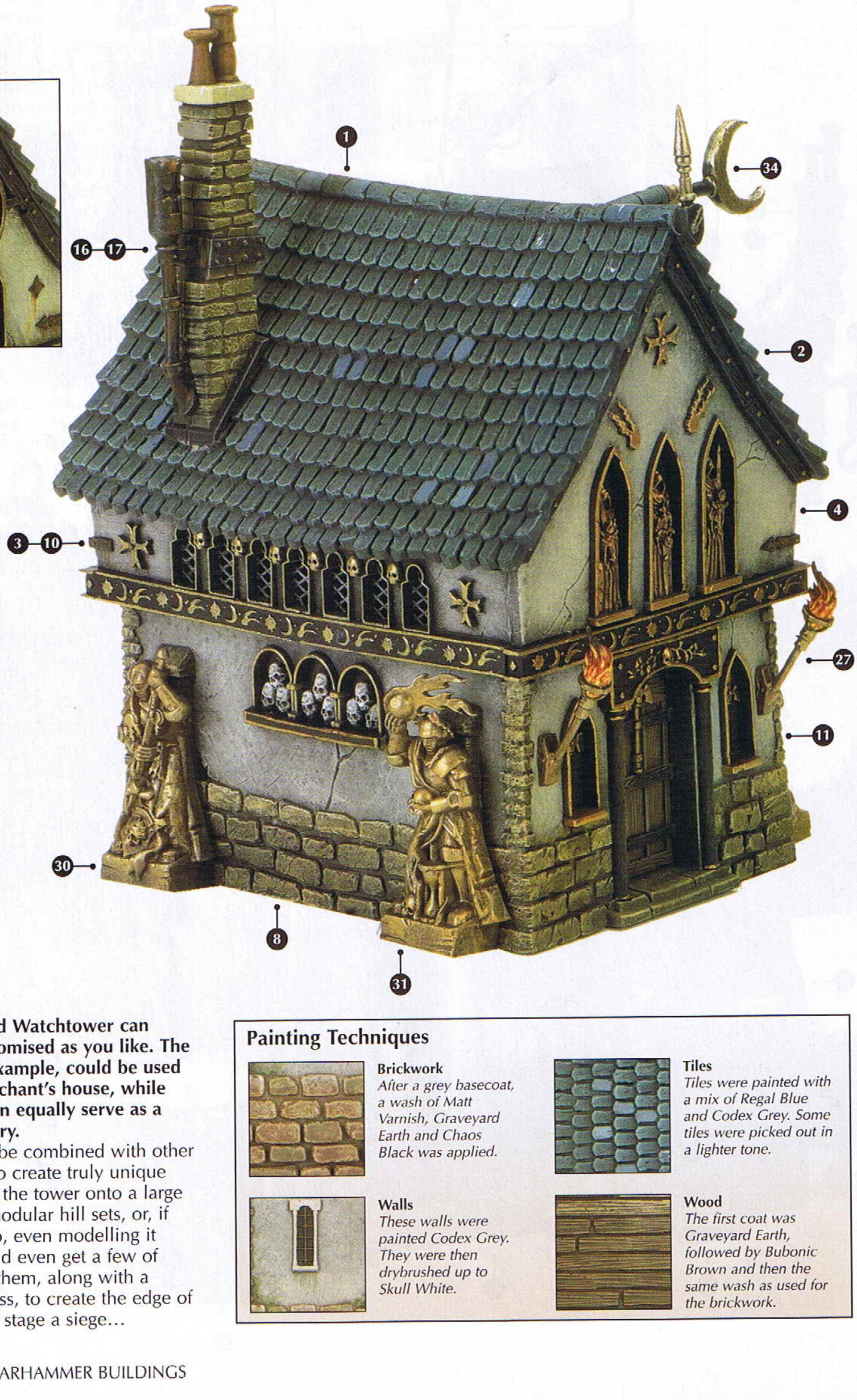
Modular Buildings

The manor is made of a Watchtower *(A)* a Chapel *(B)* and a courtyard wall *(C & D)*. All these pieces, and the stairhead building *(E)* on the tower roof, can be left unglued for greater adaptability.



CHAPEL

The Empire is dotted with shrines, temples and chapels to the numerous deities of the realm.



The Chapel and Watchtower can again be customised as you like. The Chapel, for example, could be used to represent a merchant's house, while the watchtower can equally serve as a wizard's observatory.

These sets can be combined with other scenery elements to create truly unique pieces. Try placing the tower onto a large hill made of two modular hill sets, or, if you're of a mind to, even modelling it onto one. You could even get a few of these kits and use them, along with a Warhammer Fortress, to create the edge of a walled town and stage a siege...

Painting Techniques

Brickwork
After a grey basecoat, a wash of Matt Varnish, Graveyard Earth and Chaos Black was applied.

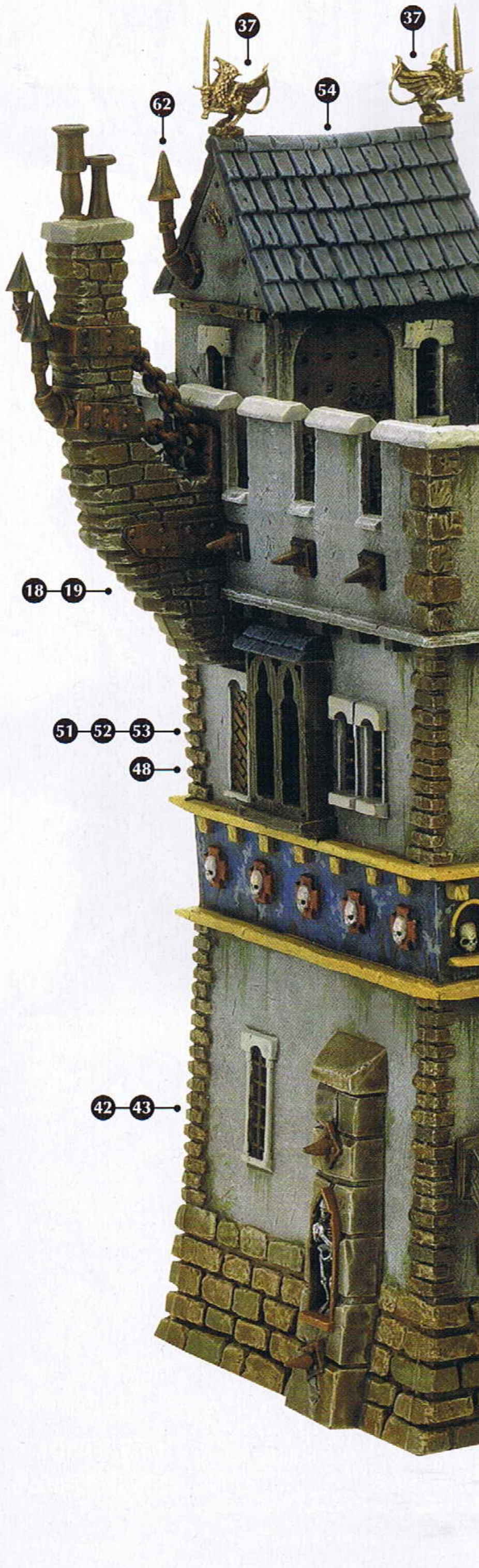
Tiles
Tiles were painted with a mix of Regal Blue and Codex Grey. Some tiles were picked out in a lighter tone.

Walls
These walls were painted Codex Grey. They were then drybrushed up to Skull White.

Wood
The first coat was Graveyard Earth, followed by Bubonic Brown and then the same wash as used for the brickwork.

WATCHTOWER

The watchtowers of the Empire are always garrisoned, so as to warn against potential threats.



The door of the tower is stoutly reinforced, and can only be accessed by a set of narrow stairs, affording the occupants greater protection.

This part of the building can be left off if you like, creating a broader fighting platform for troops.

WARHAM

WARHAMMER RULEBOOK

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In an age of darkness, of daemons and sorcery, great armies and mighty heroes clash in a never-ending struggle for the Warhammer world.

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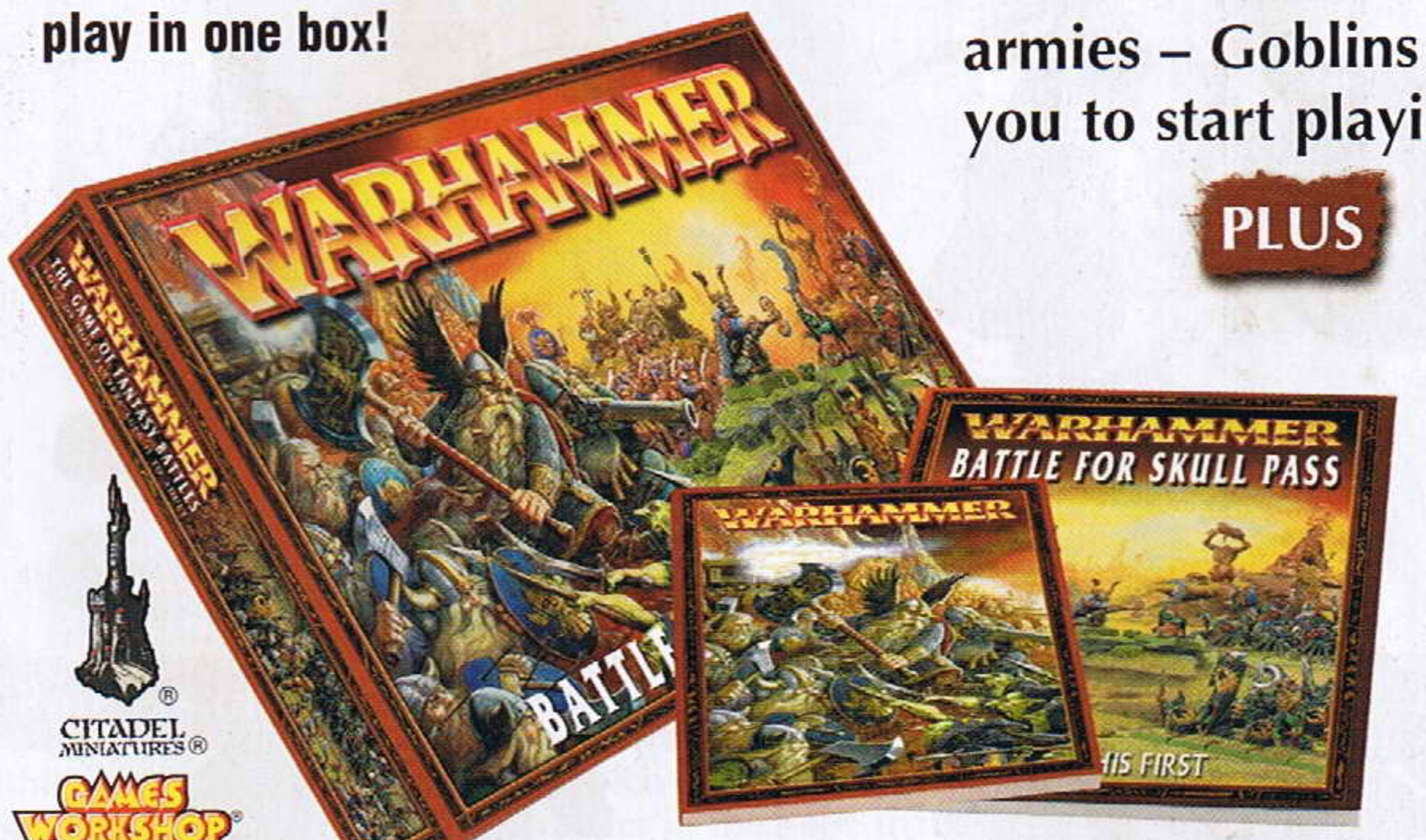


This box set contains two complete armies – Goblins and Dwarfs – allowing you to start playing straight away.

PLUS

- **Pocket-sized rule book**
- **Starter booklet**
- **Dice and templates**
- **Scenery pieces**

CONTAINS MORE THAN 100 CITADEL MINIATURES!

€50, 350dkr, 400sek, 400nkr

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

'EAVY METAL®

GONDOR

THE LORD OF THE RINGS STRATEGY BATTLE GAME™

The 'Eavy Metal team are responsible for some of the most beautifully painted miniatures in the world. Here we take a look at their Heroes and Warriors of Gondor.

In the closing years of the Third Age, Gondor stood as the bulwark between Mordor and the rest of the free world. In this time the people of Gondor were a hardy, resilient folk who had known many years of war and suffered constant raids by Orcs, pirates and other foul servants of Sauron.

Even at its weakest, Gondor was a vast realm, stretching from the land of Ithilien, which lies close to Mordor, all the way across the Bay of Belfalas. Between the White Mountains and the coast of Belfalas stood Gondor's fiefdoms. These were lesser, self-governing regions with their own identity and traditions, yet acknowledged the rule of the king – or steward – of Gondor. Despite their relative distance from the dark lands of Mordor, the fiefdoms were still subject to raids from Sauron's forces. With the coming of Aragorn, King Elessar, and the subsequent defeat of Sauron, Gondor was able to look forward to peace at last.

Heroes of the Third Age

In the time known as the War of The Ring there were many heroes who came to the fore, whether it was to command the battle-weary Men of Gondor or to resist the lure of The One Ring.

King Elessar

Faramir

Beregond

Denethor

Boromir

Knights of Dol Amroth

The men of the ancient port city of Dol Amroth can trace their ancestry back to the nobles of Númenor. The tall, graceful Swan Knights are the elite of Gondor's forces. Led by Prince Imrahil, they are peerless on the field of battle and an echo of days long past.

Prince Imrahil

Knights of Dol Amroth

Rangers of Ithilien

Ithilien was a contested land for much of its history. At the end of the Third Age, its scattered inhabitants fight against Sauron's forces, using guerrilla tactics in the hope that it will be free of Mordor's curse once more.

Rangers

Madril

Faramir

Cirion

Damrod

Minas Tirith

The White City is the capital of Gondor, and maintains a standing force of well-trained, well-armed troops. The battle-hardened Warriors of Minas Tirith keep the city safe from the evil of Sauron.

Citadel Guard

Fountain Court Guard

Captains of Minas Tirith

Warriors of Minas Tirith

Knights of Minas Tirith

Lords of the Second Age

Elendil was the greatest Man of his age. It was his friendship with Gil-galad that led to the overthrow of Sauron at the battle of the Last Alliance. Following this cataclysmic conflict, The One Ring was taken from the Dark Lord's hand by Isildur, but was lost soon after.

Elendil

Isildur

Warriors of Gondor

The Army of the Dead

These spirits did not rest easy, for in ages past they failed to honour their oaths, and only the true King of Gondor could release them from their deathless state. King Elessar finally freed the Dead from their curse in exchange for their help in the battle against Sauron at the Pelennor Fields.

The King of the Dead

Warriors of the Dead

Store and Community news

FRONTLINE NE

Advance News — Price Changes

As of 2nd July Games Workshop Retail Stores will be changing the prices on a selection of products. To give you as much notice as possible, we've listed the changes below:

Products priced at the following bands will be affected.

Price Band F	will change to	€15,	115dkr,	140sek,	150nkr
Price Band G	will change to	€17.50,	135dkr,	160sek,	175nkr
Price Band H	will change to	€20,	140dkr,	170sek,	200nkr
Price Band I	will change to	€22.50,	175dkr,	200sek,	225nkr

For a full listing you can go to our website:

http://ne.games-workshop.com/news

The Nemesis Crown: Get ready for War!

Fight for the greatest prize in the Old World's history. The Nemesis Crown campaign is fast approaching and it's now time to call your force to arms and ready yourself for an epic campaign. Registration begins on 25th June with the campaign starting fully on the 27th June.
Games Workshop Retail Stores and selected Independent Stockists will be running plenty of activities to help you build your forces ahead of the campaign and don't forget, you can still take part in our army building programme 'Call to Arms'. For more information go to the website below.

http://ne.games-workshop.com/calltoarms

NEW!

Independent Stockists

SEMA
Vestergade 19,
4600 Køge,
Denmark
Tel: 56 63 07 04

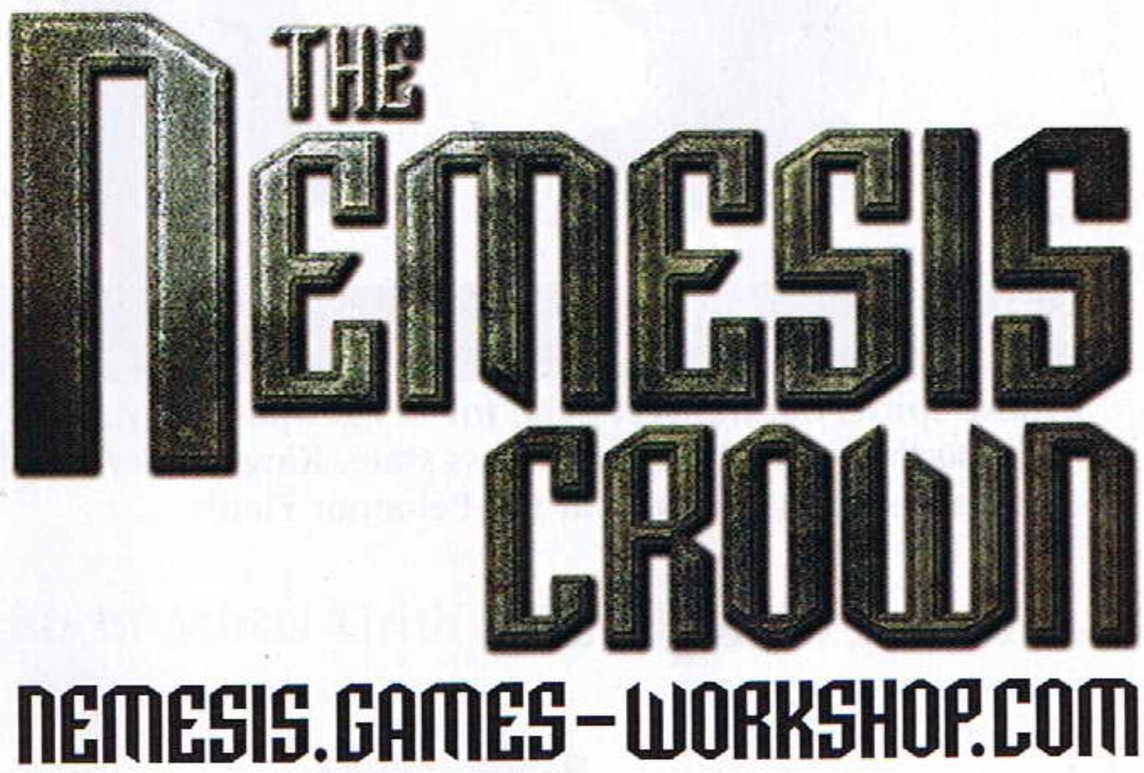
B.O. RO'S TORV
Ro's Torv 35,
Roskilde
Denmark
Tel: 45 46 34 12

NEW!

Independent Stockists

LAPPEENRANTA
Saimaan Kirj Ja
Levy Ky, Puhakankatu,
53100, Finland
Tel: 05 541 1760

NUKI LEKER
Vertshusveien 2,
Øvre Plan, N-1353,
Bærums Verk
Sweden
Tel: 67 13 13 10



NE.GAMES-WORKSHOP.COM

Above: The Northern Europe front page
Left: You can check out all the latest product releases.

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 Games Workshop Amsterdam, the new

AMSTERDAM

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

Amsterdam: The city with a thousand cultures and GW!

Amsterdam is perhaps one of the coolest cities in Europe (or so the Amsterdam store manager thinks, but then he would!). Back in 1999, Games Workshop Amsterdam was the 200th store opened by Games Workshop. Only five minutes walk from central station the store is on one of the classiest (again, a quote from the manager) shopping streets in Amsterdam.
The Amsterdam staff are very proud of their gaming and introductory tables and rightly so, they are well worth a look. If you ask them nicely, they will even explain how they made them. Amsterdam also has a medium sized gaming room and an in-store club: The Amsterdam Immortals that get together every Friday evening.

Amsterdam also has a packed events schedule (too many to list here though, check their webpage to find out more), with monthly painting competitions and regular beginners courses. Twice a year they organise the famous Frenzy events. For people just starting in the hobby it's the biggest Games Workshop event in Holland! For more information read the box to the right or go to the webpage below.

ne.games-workshop.com/shopping

Datafile: GW Amsterdam

Address:	**Rokin 36, 1012KT, Amsterdam**	
Telephone:	**020 622 3863**	
E-mail:	**gwamsterdam@games-workshop.co.uk**	
Website	**ne.games-workshop.com/shopping**	
Opening Hours:	**Monday:**	**12:00 – 17:30**
	Tuesday:	**10:00 – 17:30**
	Wednesday:	**10:00 – 17:30**
	Thursday:	**10:00 – 17:30**
	Friday:	**10:00 – 17:30**
	Saturday:	**10:00 – 17:30**
	Sunday:	**12:00 – 17:00**
Manager:	**Maarten Verbeek**	

Frenzy Events

The Netherlands was the first to try their hand at a new type of event. Called Frenzy these events are specifically designed for people who are new to the hobby. During the day you take part in painting and modelling lessons, build terrain or even take part in the mini tournament. For more information go to the website below or speak to store staff.

ne.games-workshop.com/events

MEET THE MANAGER: MAARTEN VERBEEK

Maarten has been with Games Workshop since May 1998 when he took his first tentative steps in the Rotterdam retail store. In 2000 he became a manager and moved to Haarlem for six months, he then returned to Rotterdam until July 2005 when he moved to Amsterdam.

Maarten collects armies from all three systems, ask him about his Space Marines Chapter: Praetors of Orpheus and his Slaanesh Chaos army (pink knights anyone?).

Asked for a quote to finish this off he replied "We can teach anyone anything". I say we put him to the test...

events added to the events diary and get your Blood Angels components from Mail Order.

BATTLEGROUND NE

Listed here are the grandest events in all of Northern Europe. Check out what's going on. Want to reach a bigger audience? E-mail your event to neevents@games-workshop.co.uk

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 e-mail at:

neevents@games-workshop.co.uk

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

- 10th June .....WD333 (Sep)
- 10th July .....WD334 (Oct)
- 10th August .....WD335 (Nov)

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

Events diary abbreviation guide

WFB .....Warhammer
40K .....Warhammer 40,000
BB .....Blood Bowl
Epic.....Epic Armageddon
LOTR .....The Lord of The Rings
GW.....Games Workshop
GT.....Grand Tournament

WARHAMMER 40,000
GRAND TOURNAMENT
Saturday 18th &
Sunday 19th August 2007
Clarion Hotel, Liffey Valley, Dublin, Eire
http://ne.games-workshop.com/events

THE NETHERLANDS

FANATIC
GAMES-N-STUFF

Date: Sunday 11th November 2007
Venue: Broerenkerk, Achter de Broeren 1, 8011 VA Zwolle, The Netherlands
Details: Games-n-stuff in Zwolle run their annual Fanatic. Offering a host of activities for people new to the hobby like introductory gaming, painting activities and fun games. Also the Fanatic will host a traditional tournament for Warhammer, Warhammer 40,000 and The Lord of The Rings. This is an exciting and fun event to be part of. So make sure you take the time to come down to this Fanatic and have a great day!
For more information on the events and tournament rules please use the contact details below.
Contact: +31 (0) 38 421 6385
Website: www.gamesnstuff.com

THE NETHERLANDS

GAMES WORKSHOP **presents:**
GRAND TOURNAMENT WARHAMMER

Date: Saturday 23rd and 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 from 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
E-mail: neevents@games-workshop.co.uk
Website: ne.games-workshop.com/events

EIRE

GAMES WORKSHOP **presents:**
GRAND TOURNAMENT WARHAMMER 40,000

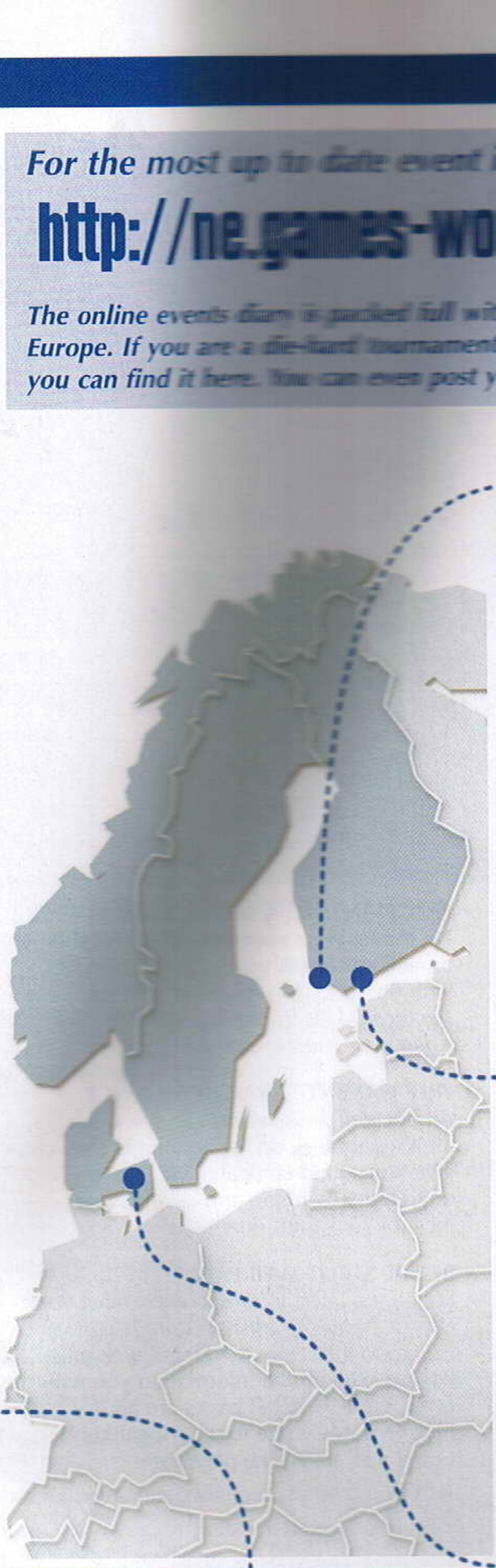
Date: Saturday 18th August and Sunday 19th August 2007
Venue: Clarion Hotel, Liffey Valley, Dublin.
Details: The popular Irish Grand Tournament returns and this time participants get to compete to see who's the best 40k player in all of Ireland. Tickets cost €60 each and can be brought through Mail Order.
For more information and a downloadable rules pack go to the website below.
Website: ne.games-workshop.com/events

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

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

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

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: Saturday 22nd September and Sunday 23rd September 2007
Venue: T-talo, Vanha Hämeentie 29, 20540 Turku
Details: Fantasiapelit Turku host their annual Fanatic in September 2007. At the event you can take part in Warhammer, Warhammer 40,000 and The Lord of The Rings Tournaments. For those new to the hobby there will be introductory games, painting and modelling classes.
So make sure you take the time to come down to this Fanatic and have a great day!
Website: http://www.ordoaboensis.net

FINLAND

ROPECON

Date: Saturday 11th August and Sunday 13th August 2007
Venue: Dipoli, Espoo, Finland
Details: The primary theme of the thirteenth Ropecon is "Bad Omens". The event will showcase role-playing, board games and live action role-play as well as Games Workshop and other table-top wargames. Tickets cost €10 for the day or €20 for the whole weekend. For more information on the event and how to get tickets go to the website below.
Website: http://www.ropecon.fi

BELGIUM

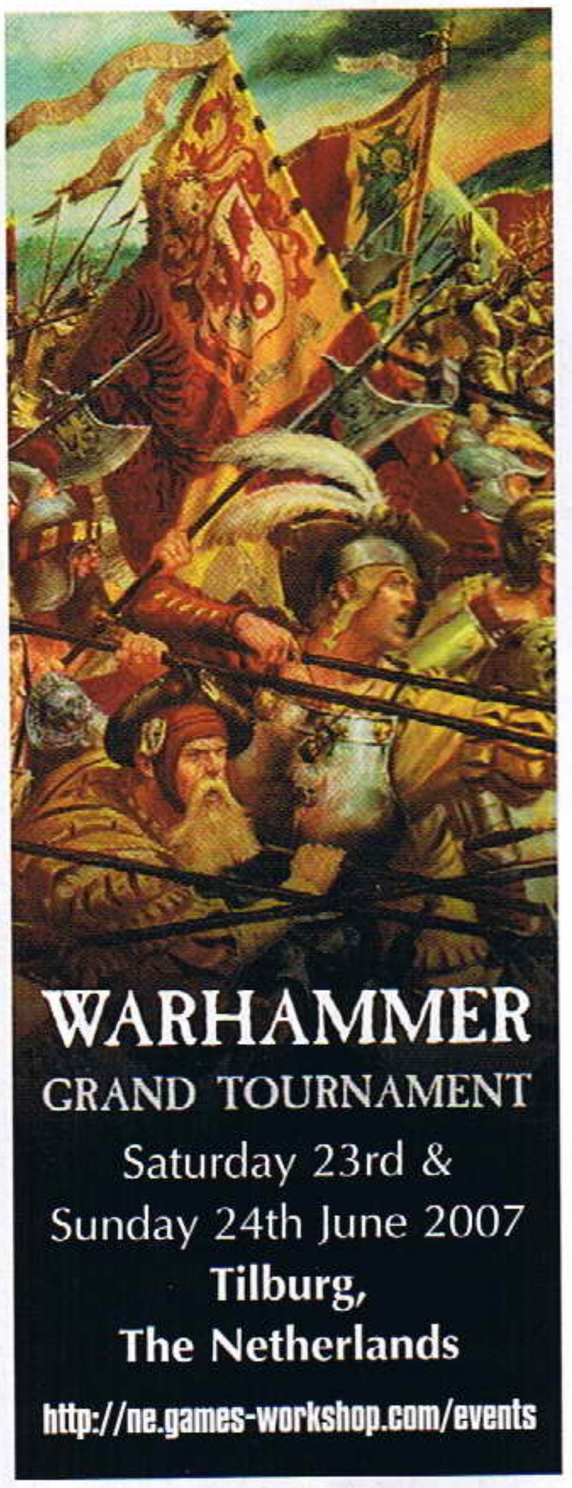
CRUSADE:

Date: Saturday 8th September 2007
Venue: Leopoldsburg, Belgium
Details: Crusade: is an annual event which celebrates its 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 Blood Bowl 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 1st August. Go to the website below for more information.
Website: http://www.fanatic.dk



RETAIL FINDER

All the Games Workshop stores in Northern Europe, at your fingertips!

GAMES WORKSHOP ACADEMY

Would you like to learn how to command your army and manoeuvre it expertly around the battlefield in order to smite your foe and march to victory?

The Academy is designed to get you started in the Games Workshop hobby.

The store staff will use their expert knowledge to help you learn the rules from moving to shooting and hand to hand combat, for your chosen game.

The staff will also teach you to paint your first miniatures using various techniques from undercoating to basing.

You can do all this in the friendly environment of the store with like minded people that start at the same time. So why wait?

Ask the store staff for more information or go to our website: ***ne.games-workshop.com***

GAMES WORKSHOP® Retail Stores

OPENING TIMES »

OPENING TIMES:

To find out the opening times of our Games Workshop stores you can:

- **Go to our website at: ne.games-workshop.com/shopping**
- **Call our Mail Order department on +44 (0) 115 918 4040.**
- **Call our shops directly using the phone numbers on the right or in the store listings on page 105**

GW STORE PHONE NUMBERS

- GW Amsterdam 020 622 3863
- GW Den Haag 070 392 7836
- GW Haarlem 023 551 7677
- GW Rotterdam 010 280 0268
- GW København 33 12 22 17
- GW Göteborg 0311 33 958
- GW Stockholm 08 213 840
- GW Oslo 22 33 29 90
- GW Helsinki 0975 154 525
- GW Dublin 018 725 791
- GW Blanchardstown 018 223 868
- GW Belfast 0289 0233684

- **FULL RANGE OF PRODUCTS**
  All our stores stock a full range of Warhammer, Warhammer 40,000 and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.

- **IN-STORE ORDER POINT**
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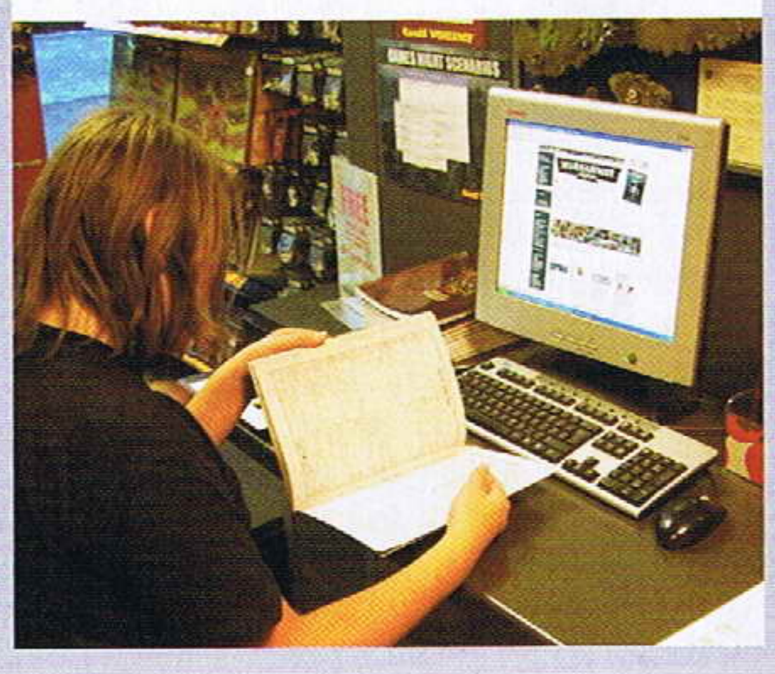
- **RETAIL STORE WEB PAGES**
  For all the latest information on what your closest Games Workshop store is up to you can go to their very own retail web page. Packed with all the information you will need, the GW Retail pages are an indispensable guide to your local hobby. Contained within the pages 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!



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 Belguim, 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.

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STOREFINDER KEY

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TOWN, The Shop Name
44 Emperor's Way
Tel: 92 99 91 89
New Store opening

Store directory

LISTED ALPHABETICALLY

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Spoorwegstraat 162, 8200, Brugge,
Tel: 050 38 51 83

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

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

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

GENT, Lood & Spelen
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Tel: 092 24 47 34

HASSELT, D-Six
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Hasselt, Tel: 011 32 53 55

LEOPOLDSBURG, NV Moestermans
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Leopoldsburg, Tel: 011 39 38 46

LEUVEN, The Dicepool
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MECHELEN, De Spelfanaat
Veemarkt 32, 2800 Mechelen
Tel: 015 34 59 07

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

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

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ASTENE, Miniatuurauto's Eeckhout
Kapellestraat 7, 9800 Astene
Tel: 092 24 17 96

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

BRUGGE, Modelbouwcenter West-Vlaanderen
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Tel: 050 34 20 71

BRUSSEL, Intertoys Anderlecht
S Dupluislaan 315, 1070, Brussel,
Tel: 025 23 84 73

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

DEURNE, The Gamestore
Bisschoppenhoflaan 7-9, 2100
Deurne, Tel: 033 25 55 35

GENT, Intertoys Gent
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Tel: 092 24 42 86

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

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Kempische Steenweg 27, 3500
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KORTRIJK, De Concorde
Brugsestraat 40, 8500 Kortrijk,
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KORTRIJK, Albion
Doorniksestraat 52, 8500 Kortrijk,
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NEERPELT, 't Spellenhuis
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OOSTENDE, Timms
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Tel: 059 80 49 63

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

ROESELARE, Black Border
Stationsdreef 68, 8800 Roeselare,
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Hendrik Heymanplein 24, 9100 St-Niklaas, Tel: 037 76 35 45

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19 Rue Royale, 7500 Tournai,
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GW KØBENHAVN
Frederiksborggade 5KL, 1360,
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AALBORG, Dragons Lair
John F. Kennedys, Plads 1, 9000
Aalborg, Tel: 98 12 16 18

AARHUS C, Dragons Lair
Sct. Knuds Torv 3, 8000 Aarhus C,
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Helsingør, Tel: 49 21 45 42

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Odense C, Tel: 65 91 97 01

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Rødovre, Tel: 36 72 02 55

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LYNGBY, Faros Cigarer
Jernbanepladsen 63, 2880 Lyngby
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AABENRÅ, Legekæden Aabenrå
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AALBORG, Aalborg Hobby Service
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Nytorv 5, 9000 Aalborg,
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Ålborg St. Center 108, 9200 Aalborg
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Asnæs Centret 2, 4550 Asnæs,
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ESBJERG, Bunkeren
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3060 Espergærde, Tel: 49 13 19 46

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Rødovre Centrum 116, 2610
Rødovre, Tel: 36 41 04 85

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

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GW HELSINKI
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Tulliportinkatu 46-48, 70110 Kuopio, Tel: 017 3611148

OULU, Fantasiapelit Oulu
Koulukatu 28, 90100 Oulu, Tel: 08 37 4906

TAMPERE, Fantasiapelit Tampere
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TURKU, Fantasiapelit Turku
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FORSSA, Fun Stuff & Cards
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Palokunnankatu 17, 13100 Hämeenlinna, Tel: 03 682 3950

HEINOLA, Talousmuovi ja lelu
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Muottikatu 5, 05830 Hyvinkää, Tel: 019 43 9376

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Mansikankuja 2, 55120 Imatra, Tel: 05 431 9555

JÄMSÄ, Jaakko Saari
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Yrjönkatu 7, 28100 Pori, Tel: 02 632 6671

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Puolenkuun Pelit Porvoo
Mannerheiminkatu 10, 06100 Porvoo, Tel: 019 5348377

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Raahen Astartelu ia Paperi
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SALO, Salon Harraste
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Olavinkatu 51, 57100 Savonlinna, Tel: 015 53 4412

SEINÄJOKI, Pitkäkiekko
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SEINÄJOKI, Fantasialinna
Vapaudentie 51, 60100 Seinäjoki, Tel: 040 561 6338

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Koskikeskus, lokero 28, 33100 Tampere, Tel: 03 225 1850

VAASA, Nirunaru
Rauhankatu 17, 65100 Vaasa, Tel: 06 312 7027

VAASA, Nirunaru
Rauhankatu 17, 65100 Vaasa, Tel: 06 312 7027

VAIKEAKOSKI, Koskiviide
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VEHMAA, Vanha Kaarti
Kirkonkyläntie 254, 23210 Vehmaa, Tel: 050 527 4900

ICELAND

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Hverfisgata 1P03 125, Tel: 552 9011

NETHERLANDS

GW AMSTERDAM
Rokin 36, 1012 KT, Tel: 020 622 3863

GW DEN HAAG
Schoolstraat 12B, 2511 AX, Tel: 070 392 7836

GW HAARLEM
Gierstraat 29, 2011 GA, Tel: 023 551 7677

GW ROTTERDAM
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ARNHEM, Spelkwartier Arnhem
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LEEUWARDEN, Spellekijn
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LEIDEN, Vliegershop
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Big Boys Toys
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Zoutmanstraat 94, 2518 GT, Den Haag, Tel: 070 364 4782

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GRONINGEN, Krikke's Hobbyshop
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Londensekaai 19, 4331 JG, Middelburg, Tel: 06 2830 3895

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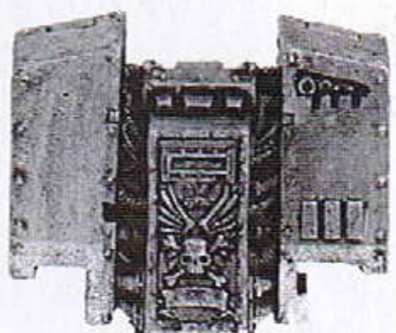

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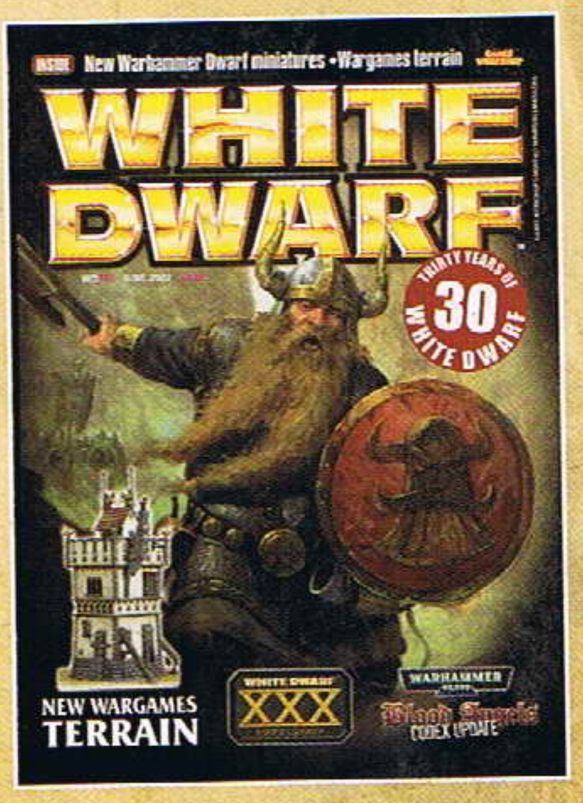

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