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40,000

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CODEX UPDATE: PART 2

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40,000

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The full, official army list for these, the most noble and yet most cursed of the Adeptus Astartes.


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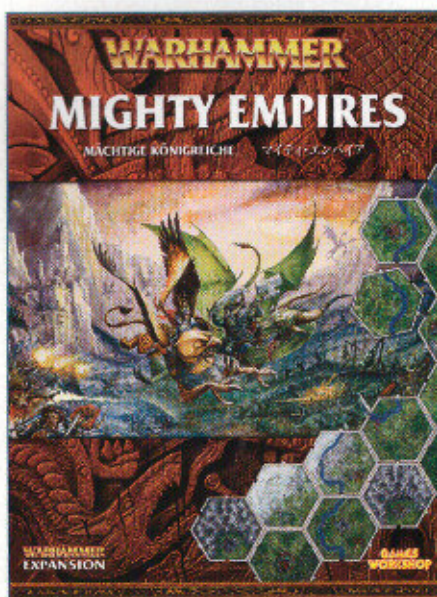
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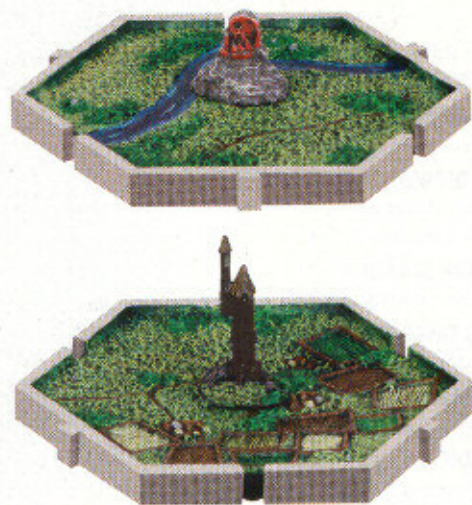
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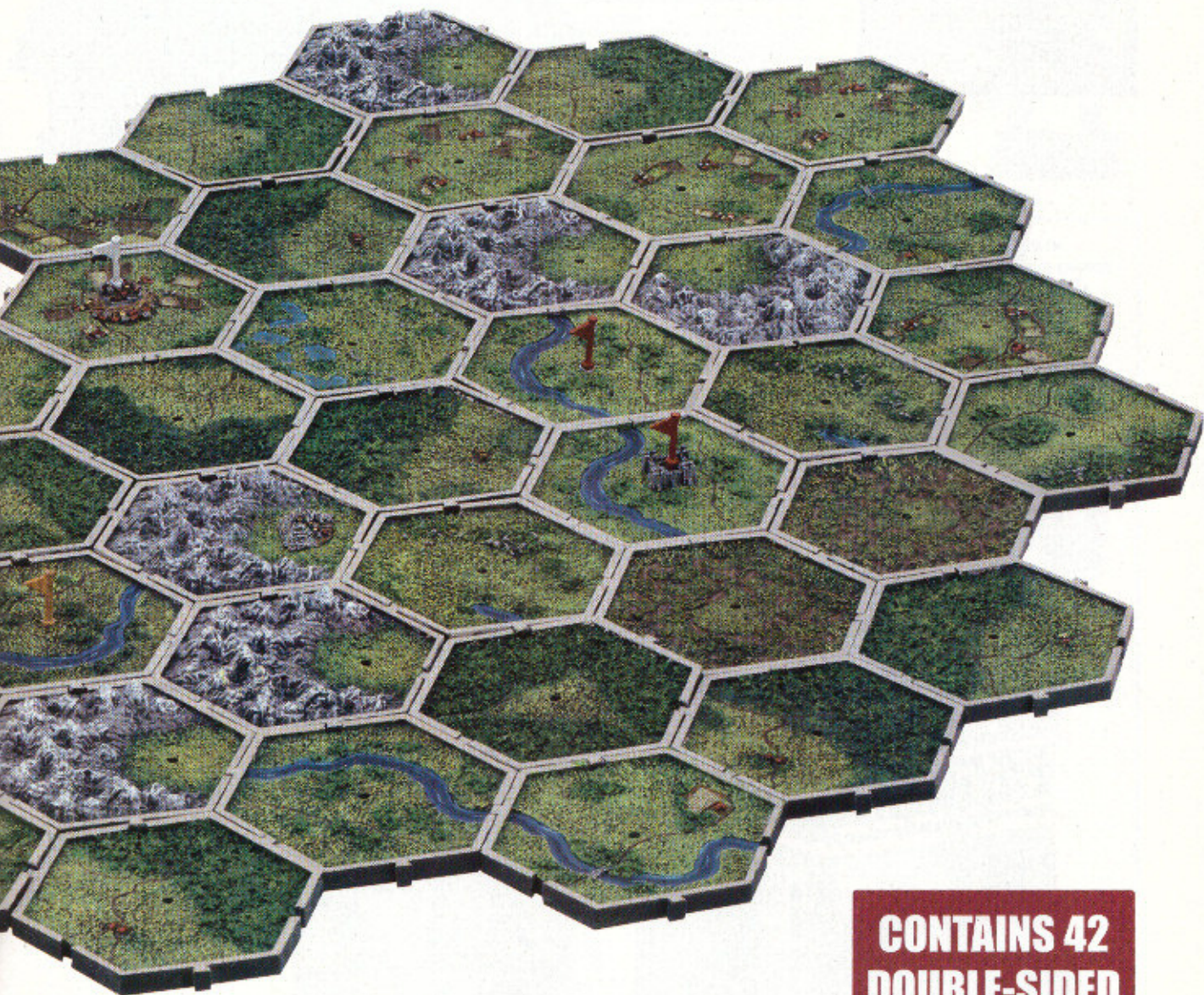
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>>>TURN TO PAGE 17 FOR MORE INFORMATION ON THIS EXPANSION

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>>>TURN TO PAGE 36 TO FIND OUT MORE ABOUT THIS VERSATILE KIT

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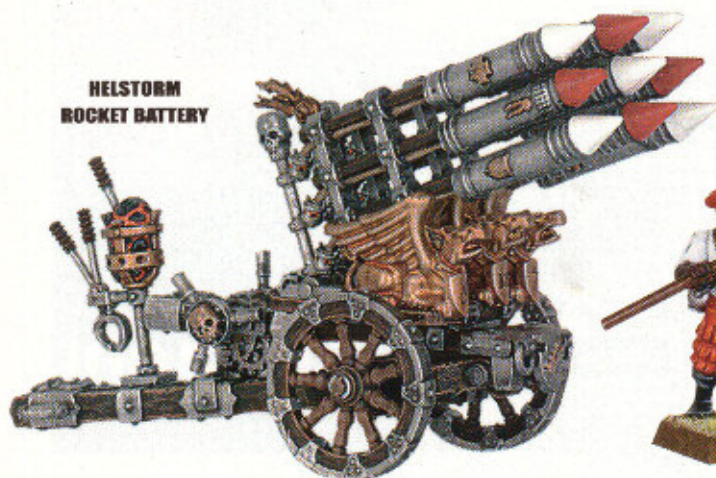
>>>TURN TO PAGE 38 FOR DETAILS OF THESE AWESOME WAR MACHINES



HELBLASTER
VOLLEY GUN



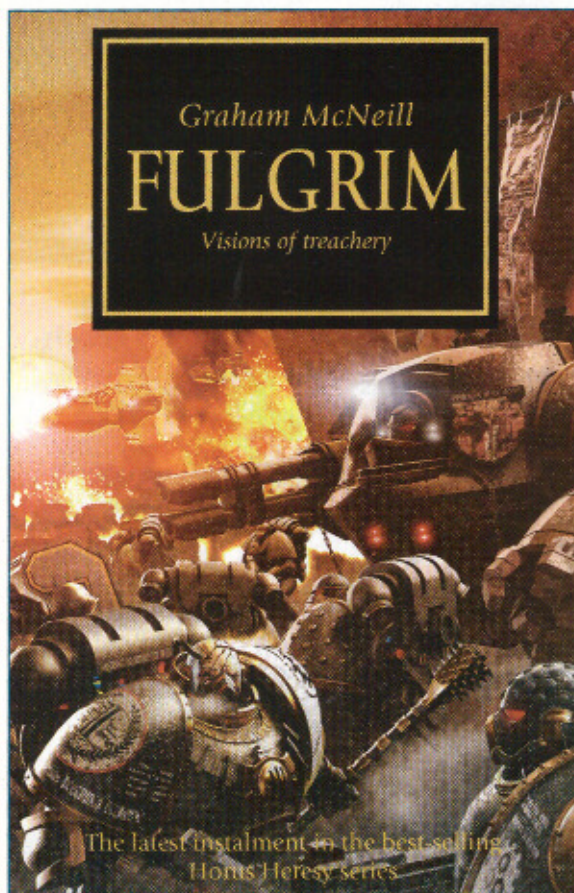
HELSTORM
ROCKET BATTERY



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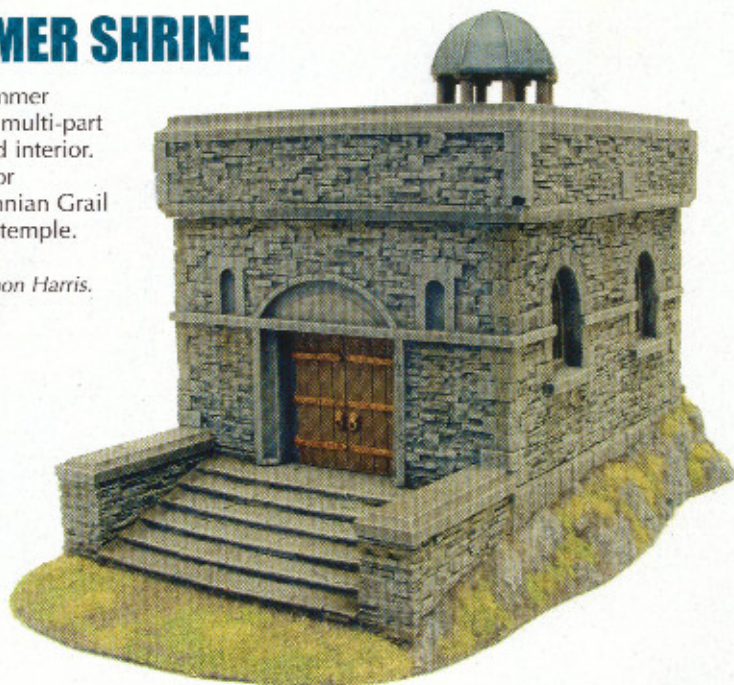
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This massive Warhammer Shrine is a complete multi-part resin kit with detailed interior. This model is ideal for representing a Bretonnian Grail chapel or an Empire temple.

Model designed by Simon Harris.



Forge World offers a large range of resin scenery pieces for Warhammer, Warhammer 40,000 and The Lord of the Rings strategy battle game. Listed here is just part of their massive selection of Warhammer scenery – check out their website for more.

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Bloomery

Blacksmith's forge

Cottage

Watchtower

Stable

Lanes

Roadside shrine

Wooden bridge

Stone bridge

Ruined stone bridge

Ruined pillars

Gothic graveyard set

Gothic ruined sections

Gothic altar

Plinth of skulls

Siege works

Earthworks

Empire mortar emplacement

Empire cannon emplacement

Ruined Chaos temple

Orc totem

Albion standing stones

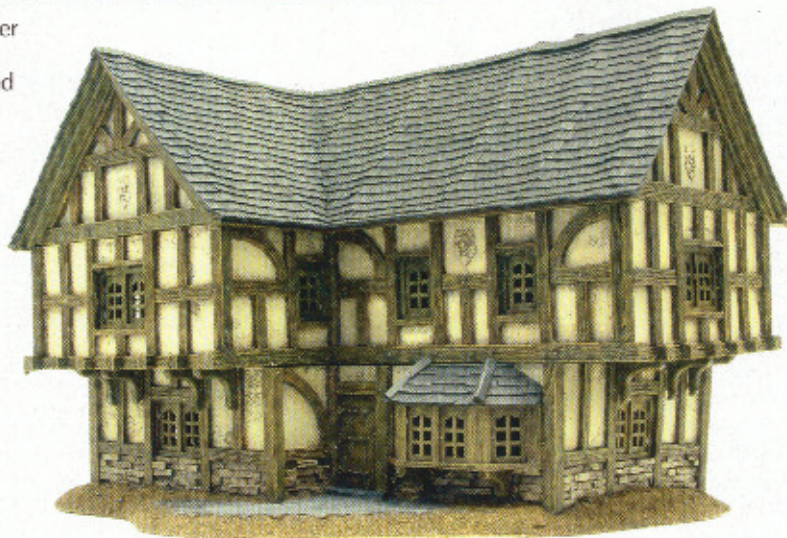
Tomb and altar

High Elf monolith

WARHAMMER COACHING INN

A huge Warhammer coaching inn with removable roof and upper floor.

Model designed by Simon Harris.



LET THE GALAXY BURN!

**COMING IN
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At the very birth of the Imperium of Man, fully half of the Emperor's most trusted Space Marine Legions turned against him in a bitter civil war. Brother fought brother, and Mankind stood on the brink of extinction. Ten thousand years after their defeat, those same traitors still launch their Black Crusades out of the Eye of Terror, intent on nothing less than the destruction of the Imperium.

Chaos Space Marines are the darkest villains, traitors to the Emperor and renegades beyond redemption. Whether they dwell within the mysterious Eye of Terror in what remains of their vast Traitor Legions, or wage war across the Imperium in piratical renegade warbands, they are the most dangerous foes Humanity can face.

This September sees the release of *Codex: Chaos Space Marines*, providing gamers with all the information they need to collect and build a Traitor Legion or Renegade Space Marine army for Warhammer 40,000.

The new book provides special rules for the servants of the Ruinous Powers, including Cult troops such as Khorne Berserkers and Thousand Sons, as well as special characters such as Lucius the Eternal and Huron Blackheart – the Tyrant of Badab!

Of course, no new *Codex* would be complete without a range of miniatures to accompany it. The new Chaos Space Marine models truly are something special. Players can now customise their Lords and Sorcerors by means of a new plastic kit, representing a mighty champion in Chaos Terminator armour. New plastic Chaos Space Marines and Chaos Terminators box sets make it possible to build a unique-looking army, while the plastic Possessed and Chaos Spawn box sets are truly something to behold!

Not content with that, we've made a batch of metal Lords, too, including the brand new Huron Blackheart; check out the previews on these pages.



CHAOS POSSESSED

Pictured here are just a few of the amazing new Possessed miniatures. This eagerly awaited multi-part plastic kit hits the shelves this September.



ASPIRING CHAMPION



ICON BEARER



THE NEMESIS CROWN

The Nemesis War begins in earnest as the website opens. Now is your chance to fight for your faction!

As gamers across the world endeavour to secure victory, the fate of the fabled Nemesis Crown hangs in the balance. If you haven't signed up yet, then you can still do so. Six weeks of gaming await – get those games planned, for every battle you win could tip the balance in favour of your army.

The Nemesis Crown campaign is running now, and will end on August 10th. You can check the campaign's progress, and read the results when it finishes, at:

nemesis.games-workshop.com



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A pilgrimage to Warhammer World is a special event for any hobbyist with loads of great things to see and do. One of the services we've liked to offer has been allowing hobbyists to place a Direct Sales order and collect it on the same day. Unfortunately we're moving our dispatch centre off site and this means that from August 1st we'll no longer be able to get orders picked and returned "while you wait". To make up for this, we've arranged that any Direct orders placed in Warhammer World will be sent to any UK address completely free of charge!



A Fond Farewell...

After almost 18 months in charge of the Studio White Dwarf, Guy Haley has departed for pastures new. Grombrindal and all the White Dwarf team wish the Goblin King the very best for the future.



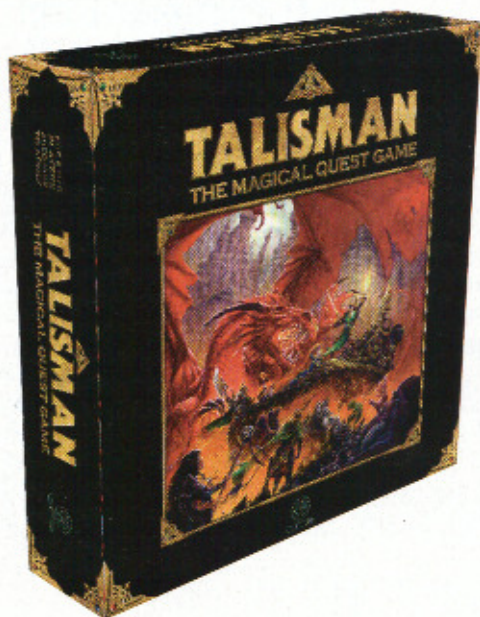
FOUNDATION PAINTS INCOMING!

As seen in White Dwarf 328, 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 are available in-store now.



TALISMAN



OUT OCTOBER 2007!

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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:

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During June and July all Warhammer Battalions will be included in the Freepost Weekly offer to help you wage war in this summer's Nemesis Crown global campaign!



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NEMESIS
CROWN**

WARHAMMER

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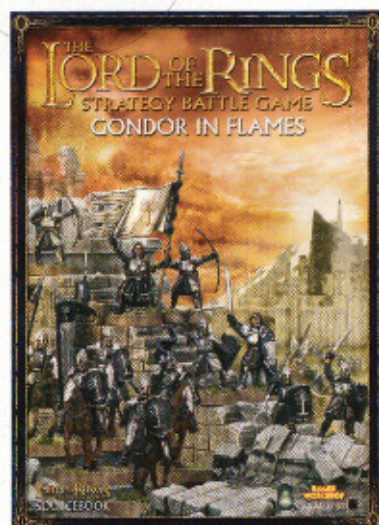


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COMING NEXT MONTH



Gondor in Flames



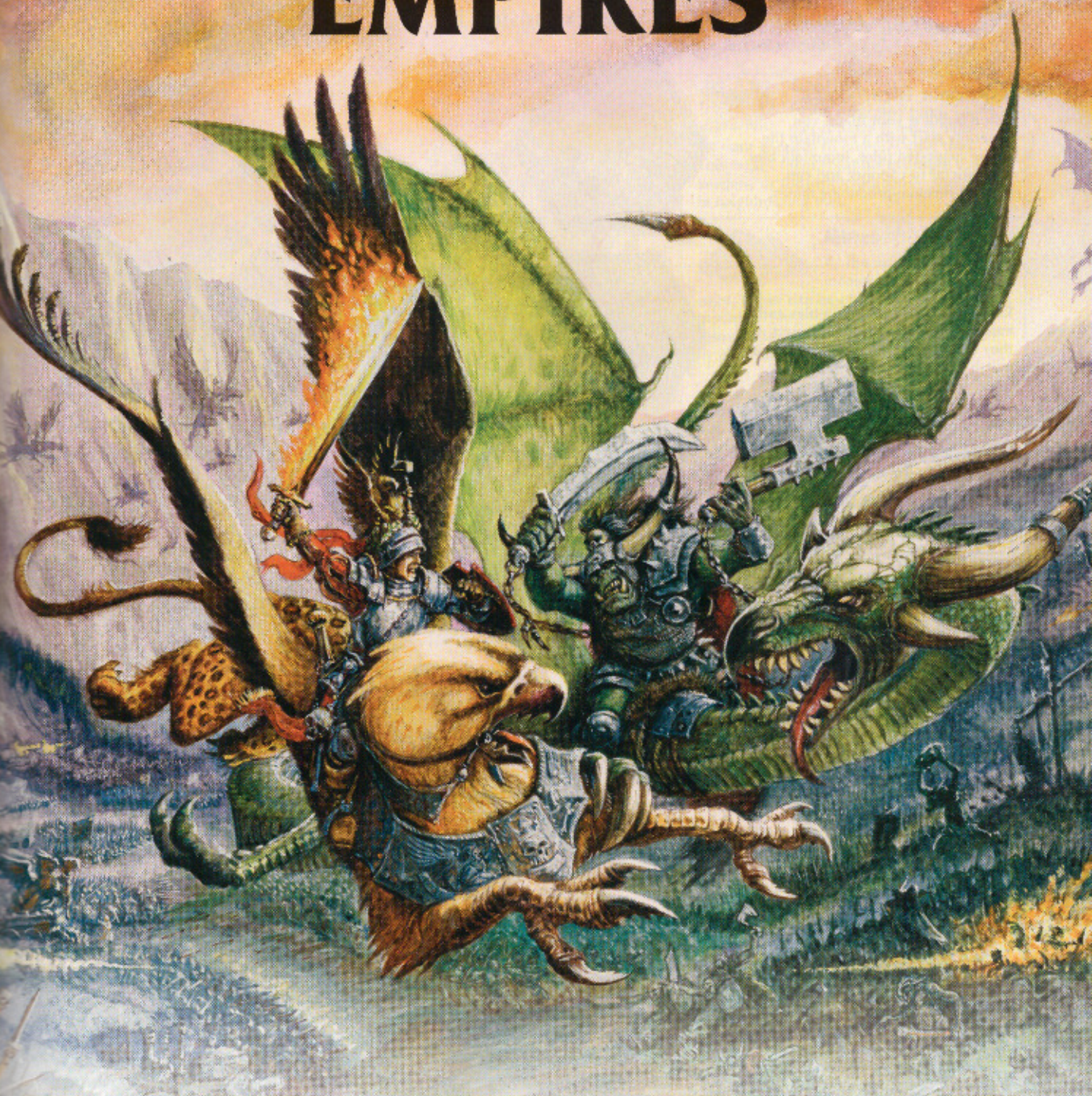
Axemen of Lossarnach



Riders of the Dead

WARHAMMER[®]

MIGHTY EMPIRES[™]



18

Map Making

Jervis Johnson and Mark Jones discuss the development of this brand new Warhammer Expansion.

26

Campaigning

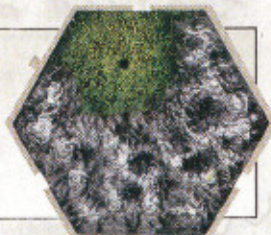
The White Dwarf team play some games and show you how their campaign is progressing.

EMPIRES AT WAR!

Mighty Empires is the ultimate map-making kit, allowing you to take your Warhammer armies on a crusade across vast realms. We scrutinise this brand new Expansion kit.

Mountain Tiles

When building your maps, you generally start with a mountain tile. In the suggested rules, mountain tiles are difficult to conquer and can support revenue-producing mines.



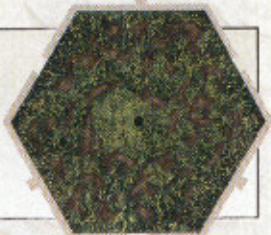
River Tiles

Rivers lead from mountain tiles and must be connected to other rivers until they flow off the map or terminate at a marsh tile. River tiles also support mines in the suggested rules.



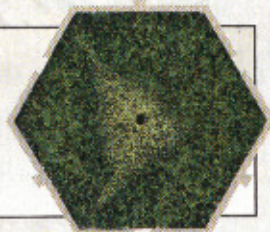
Marsh Tiles

The marshland tile gives you the option of ending a river before it reaches the end of a map. It can also represent swamps, bogs, fens and all kinds of wetland areas.



Forest Tiles

Forest hexes are cleverly textured – on the following pages you'll see how they can represent numerous geographical features depending on how you paint them.



Flip Sides

The new plastic map tiles are extremely versatile. With the exception of the mountain tiles, all the hexes are actually double-sided. This gives you a staggering 90 tile options per kit and an almost infinite number of map configurations.



Back in the early '90s, Games Workshop produced a game called **Mighty Empires**. The game was best known for its hexagonal card tiles that allowed you to build a vast empire, which you and your friends tried to conquer and start your own fledgling empires. Originally intended as a campaign system for the third edition of Warhammer, it soon became a fully fledged empire-building game in its own right.

Fast-forward 17 years and **Mighty Empires** has been re-released. There are a few notable differences between this version and its predecessor, the most obvious being the change from cardboard to plastic tiles – more on those later. There are also far subtler modifications as Jervis Johnson, the project leader, explains.

"Mighty Empires is no longer a game in its own right, but an Expansion for

Warhammer in the same way that *Cities of Death* was an Expansion for Warhammer 40,000," says Jervis. "I wanted to create a system that would link your games of Warhammer together, giving them more of a point," he continues. "I designed the system expressly to emphasise the importance of fighting battles. A good performance in battle allows you to do some more actions on the map. If you win by a Massacre or Solid Victory, you'll be able to do quite a lot of things on the map; build new castles, upgrade settlements to cities, and capture new tiles, for instance. If you lose then you'll have fewer options during the conquest and build phase. What this does is place the focus on playing games of Warhammer, and so the map becomes an entertaining and visual representation of how well you have been doing in your games."



Farmstead Tiles

These tiles depict agricultural land, and signs of civilisation. City markers look especially good when they are placed on these hexes.



Cities

Cities (unsurprisingly) represent concentrations of your empire's populace. In the suggested rules they are not only difficult for the enemy to conquer but, crucially, count as 2 tiles when working out which of the participants has the largest empire.



Castles

In the suggested rules, Castle pieces make it much harder for your enemies to conquer your tiles. This makes them great for guarding your borders, or for protecting mines and cities in neighbouring tiles.



Mines

As the primary means of income in the suggested rules, mines can be placed on river and mountain tiles. Mines are valuable resources and will invariably be targeted by rival players.



Pennants

The pennant markers provide a visual representation of which player owns which tile. All other playing pieces (mines, cities, etc) have holes in which to place pennants.

Plains

These tiles represent wide open spaces and verdant grasslands. Some feature indented grooves that can be painted to represent roads or streams.

Unique to this Expansion is that the rules in the booklet are not really rules at all, but suggestions. "If anything, the rules presented are just a typical example of what you can do," says Jervis. "Personally I've never played in a campaign where we've used the same rules twice in a row. It's the very nature of campaign systems to constantly change, adapt, or start from scratch with a completely different set of rules. So we decided with this version of Mighty Empires to, first and foremost, make it a really great map-making kit, where you can make super maps either based on the Warhammer world, or of your own devising. The rules presented are an illustration of the way you could play a campaign. Therefore I tried to keep the rules quite short and created them in such a way that they would be the basic foundation of a campaign system. It is very

easy for players to expand or add things to the rules and take them in different directions as they see fit."

With such a flexible "take-it-or-leave-it" approach, Jervis has been free to do what he likes to do best – tinker and tweak. The rules in the booklet are just the starting point and Jervis has carried on developing and working on them, the results of which you can find online at the Mighty Empires section of the website. "The extra rules I've written demonstrate how easy it is to expand your campaign system. You should feel free to use them, adapt them or come up with your own versions!" >>>

To get extra rules for map building, racial characteristics, seasons and loads more visit:

www.games-workshop.co.uk/mightyempires

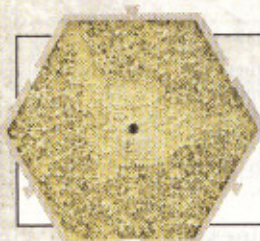
Pick Up and Play

Once assembled, the map is very durable. Even with pennants and other campaign pieces attached, the map can be picked up and moved around, or even mounted on a wall and played over vertically. The tile connectors hold the map sturdily, so there is no need to glue them in place, meaning the map can be disassembled and re-built at any point.



LAND OF THE DEAD

The desert realms of the Tomb Kings once harboured a mighty civilisation of feuding cities, their occupants obsessed with death. Now, thousand of years later, the Tomb Kings rise once more to battle with enemies old and new.



Desert Forest Tile

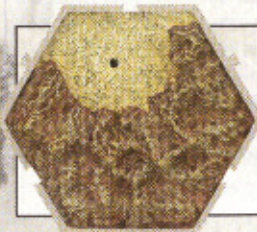
On this tile the textured base that usually represents dense forest has been drybrushed to look like inhospitable, rocky areas of sandstone.

**BUILD YOUR OWN
WARHAMMER
DESERT BOARD!
SEE PAGE 90.**



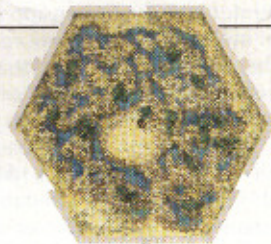
River Tile

Rivers are arteries of life in desert landscapes and this has been highlighted on the river hexes by signs of irrigation and agriculture.



Mountain Tile

The mountains on this map have been painted with a base coat of Dark Flesh, and then given a drybrush of Fortress Grey and Dark Flesh.



Oasis Tile

On this map one of the marsh tiles was painted as an oasis, simply by painting the water areas a healthy looking aquamarine colour, and some of the raised texture to look like palm tree canopies. You could easily come up with special oasis rules for your own desert campaigns.



THE REALM OF ULRIC

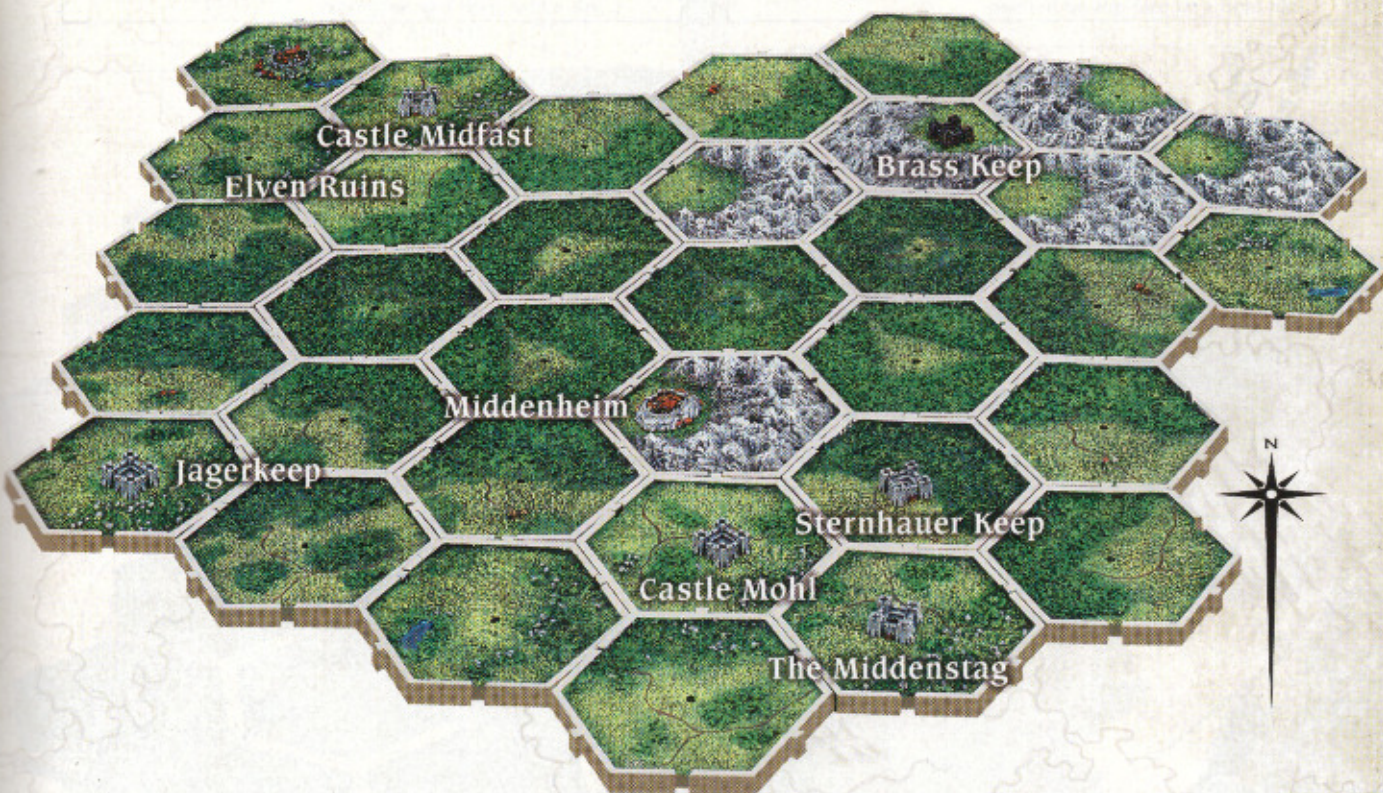
The City of Middenheim sits atop a pinnacle of white rock known as the Ulricsberg. From Middenheim's many tall towers it is possible to view the Middle Mountains to the northeast, and the sprawling Drakwald Forest to the southwest.

Elf Ruins

On this tile lots of the raised texture has been picked out in light greys to represent ancient Elven ruins from the time when the High Elves had dominion over the land.

Drakwald Forest

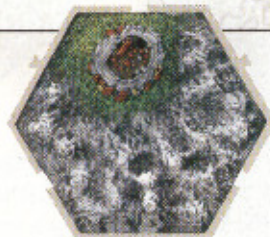
For this map we have used many forest tiles painted in dark greens to represent the impenetrable and forbidding forests that dominate the centre of the Empire.



Coastal Tiles

The map hexes are so versatile that your imagination is the only real limit. In this example, three river tiles have been painted up to represent a coastline. One side of the river has been painted as a fertile green land, the river itself has been painted as a

sandy beach, while the remaining area has been painted Regal Blue with a light drybrush of Skull White to represent cresting waves. Details such as roads and lakes in the "sea" areas were filled with fine sand before being painted.

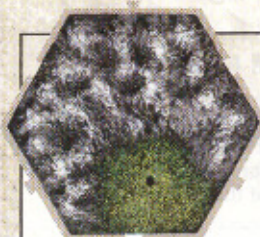


Middenheim

For this map the city was placed on a mountain tile and painted in light stony colours to represent Middenheim sat atop the Ulricsberg. Your map markers can be painted in colour schemes to represent famous landmarks.

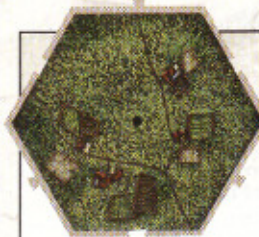
LAND OF CHIVALRY

The fair land of Bretonnia is governed by a strict feudal system where chivalrous knights hold land on behalf of the nobility, while the peasants who form the bulk of the country's population live in perpetual squalor.



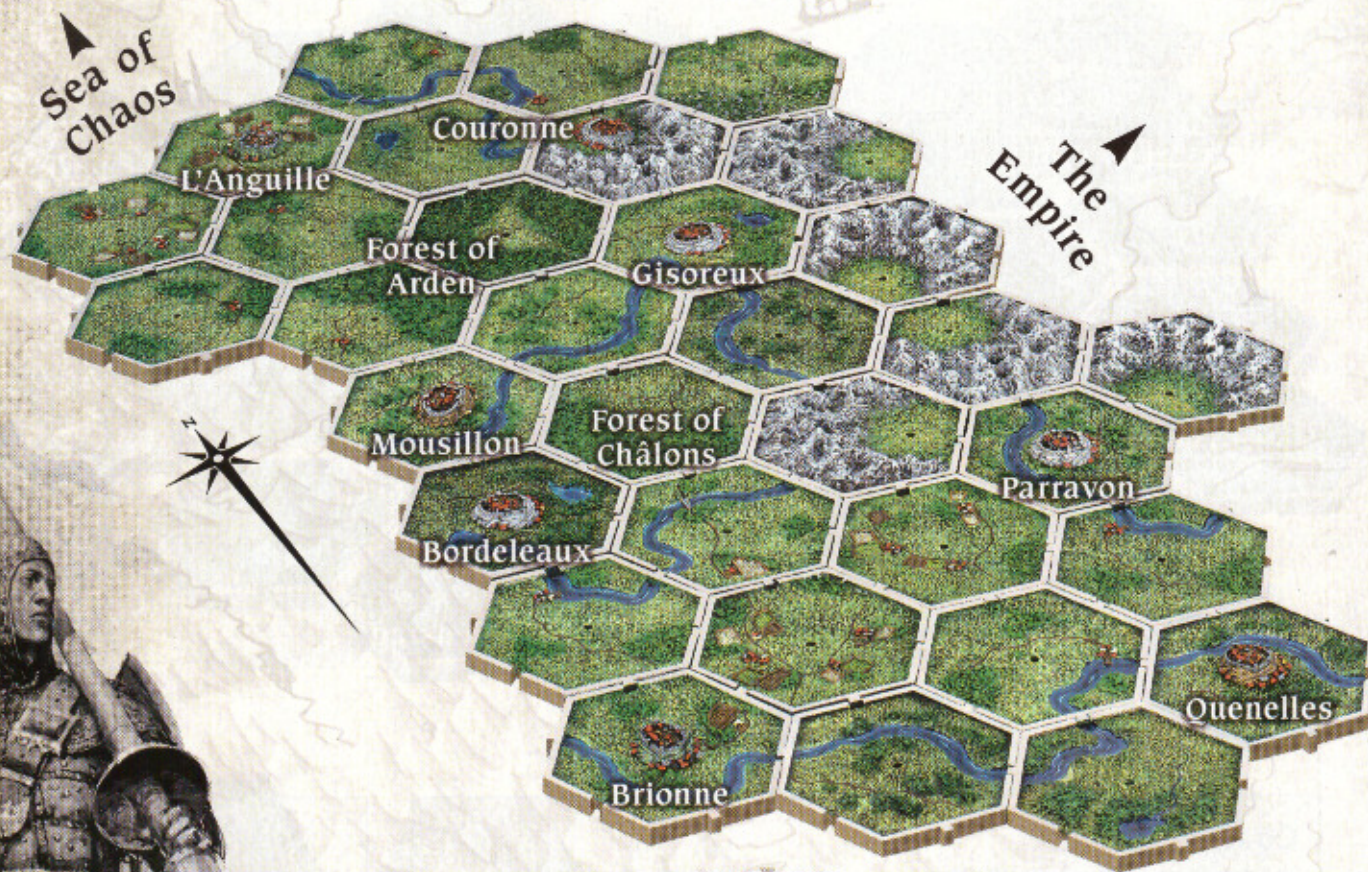
Mountains

The mountains on this tile were basecoated Scorched Brown and given a heavy drybrush of Codex Grey. A lighter drybrush of Fortress Grey was then applied. Finally, a light stippling of Skull White was added to the mountaintops.



Farmsteads

The fields were painted with Scorched Brown, followed by a light drybrush of Graveyard Earth. Stop at this stage for muddy fields. To get a wheat or corn effect, apply further drybrushes of Iyanden Darksun followed by Bleached Bone.



River Tile

The water effect on the river was achieved by using a basecoat of Midnight Blue, followed by a layer of Regal Blue towards the banks. Add two or three successively lighter layers of a Regal Blue and Skull White mix, working your way towards the river banks each time, leaving the middle of the river darkest. To finish the effect, a thin Skull White and Regal Blue mix was painted in very thin lines on some of the banks to create the current and sandbank effects.

A REALM OF EVIL

Lying between the Worlds Edge Mountains and the Mountains of Mourn, the Dark Lands are an inhospitable realm shrouded by a pall of sulphur and smoke. Only evil creatures dwell here, including the industrious but cruel Chaos Dwarfs.

Tar Pits

The foreboding, desolate plains of the Dark Lands were given a Chaos Black undercoat, followed by a drybrush of Scorched Brown or Codex Grey in patches across the landscape. The glistening tarpits were created with blobs of superglue and then, when dry, a layer of 'Ardcoat.

Volcanoes

The volcanoes were achieved by clipping off the tops of some mountains, then drilling into them with a pin vice. Superglue was dribbled down the sides of the mountains. When that had dried and hardened, streams of lava were painted on top (see lava field tile).



The Gates of Zharr

The Tower of Gorgoth

The Sentinels

The Fortress of Vorag

The Daemons Stump

The Black Fortress

The Flayed Rock

Ruined castle

This castle piece was made into a ruin by cutting into it with the pin vice and plastic cutters. It can then become a permanent feature of the map or you can make up some special rules for controlling the ruined castle tile.

Sludge river tile

The river of sludge was created with a basecoat of Catachan Green before fine, watered-down layers of various colours were painted on top. The colours we used were Bleached Bone, Graveyard Earth and a mix of Chaos Black and Catachan Green.

Lava fields

On this map the marsh tile was painted up as a magma field. This was achieved by painting the water areas first in Mechrite Red, then Blood Red, followed by Fiery Orange and Golden Yellow. Fine lines of a Skull White and Golden Yellow mix were added for the final highlight. The highlights should work inwards, so that the lightest layers are in the centre.

GETTING STARTED

We found the following method the most efficient way of getting your Mighty Empires tiles painted and ready for the all important map-making part of your campaign.

1 *Clean your tiles.* Carefully remove the tiles and all other components from the frame, using plastic cutters and/or a sharp hobby knife. Give each tile a quick clean up, especially around the rims where there is often a small mould line.



2 *Undercoat.* Once your tiles are cleaned up, and you have no doubt had a play putting them together, it is time to undercoat them. We used either Chaos Black or Skull White spray depending on the colour schemes we had planned. The important point to remember is that the tiles should not be connected when you spray. Don't forget to spray both sides of the tiles.

3 *Create a map.* Once all the tiles are dry, you can fit them together. Note that this doesn't have to be the actual configuration you will be using on your campaign, it is just easier to paint the basecoat with the map tiles connected. Once you have an undercoated and assembled map it is time to grab a big brush – a Tank brush or Large Flat Drybrush is ideal – and start painting on your chosen basecoat.



Painting Pennants

The pennants are used to denote which tiles and assets are owned by the players during a game.

It is important that they are clearly painted in each player's colour or livery. You can choose to just paint them one flat colour as a quick and easy gaming marker, or if you wish you can paint them up as realistic army banners, complete with transfers or even hand-painted army icons!



Mark Jones is best known for making the fantastic scenery that you see in White Dwarf each month, so he was a natural choice to make the tiles for the Mighty Empires set.

"All the stuff I make is Studio-bound so it was great to actually create something that hobbyists will be able to get their hands on, assemble and convert. I just hope it gets a good reaction," says Mark.

Of course, the design process for a new product is never as simple as it sounds. The plastic tiles are the first of their kind and needed quite a bit of development. "The first issue was making them double-sided. We had to develop a way that allowed us to put three-dimensional textures on both sides of the tile, whilst allowing the hexes to still sit on a flat surface. We found that by adding a surrounding lip we could add textures as long as they were no taller than

the rim, which also provided a stable surface. The mountain tiles would obviously have to be one-sided, as the peaks rose above the rim. This does give those who are adventurous enough the option of a blank tile to model on if they cut the mountains off the other side."

For Mark, the real challenge came with sculpting the different textures onto the tile. The surface detail had to work so they could be painted in various landscapes. For instance the forest tiles can be painted up as a lush green canopy or as a barren rocky landscape. "Another test," adds Mark, "was making the plains tiles suitably different from each other without making them instantly recognisable – ie. that's the temple tile, or the farm tile. They can be painted up very distinctly should you wish, but I wanted a vague look about them so they could fit in anywhere."

1 Start by separating out the mountain tiles. Place all the other tiles in the Mighty Empires box lid (which is the perfect depth for this – they think of everything!). In the tradition of all great fantasy maps, you start with a mountain range. Take two mountain tiles and connect them together to start the map.



2 One player now takes a tile from the box lid without looking (we found that handing the box lid under the table stops peeking) and places it on the tabletop so a random side is facing up. The tile is then placed on to the map in a position of the player's choice. The two caveats are that it must be placed so it connects with at least two other hexes on the map, and that it doesn't block a river (unless, of course, it is a river or marsh tile). Continuing round the table, players add tiles to the map following these steps.

River tiles can only be placed with one end connecting to either a mountain tile or another river tile. They cannot be placed in such a way that the end of the river is blocked by a plains tile. The only thing that can connect to a river is another river tile or a marsh. If it proves impossible to place a river, then add whatever is on the reverse side to the map instead.

Players keep adding tiles to the map until they run out or decide that the land is big enough for conquering!



There are many different methods of creating your maps. You and all those participating may enjoy the random method as described on this page. You may already have a strong idea about the land you are fighting over and so wish to place the tiles in a very specific way. Or, like the examples on the earlier pages, you may want to create an actual area of the Warhammer world. Whichever method you choose, half the fun of Mighty Empires is designing the map!



PLAYING A CAMPAIGN

The White Dwarf Campaign is in its third turn at the time of writing. The realm is being fought over by numerous races, and here's what has happened so far...

Campaign Turn 1

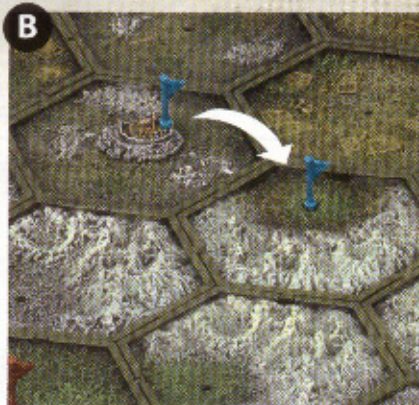
Goblins vs. Bretonnians

The Goblin Big Boss had chosen the "All or Nothing" event, which meant that if he won he would get double empire points (and so quickly establish himself as a dominant power in the region). However, the gamble did not pay off – after a very tight game the Goblins could only manage a draw and so got no empire points while the Bretonnians took the usual 2 points for a draw result and were able to claim a plains tile.



Dwarfs vs. Vampire Counts

The Dwarfs played to their strengths by deploying around a hill, mounting a staunch defence due to the unusually large complement of artillery in the army. The Vampire Counts attacked the hill but were forced to retreat in the face of such a vast array of gun emplacements. Matt had shrewdly chosen the "Elite Army" event for his Dwarfs, and so could ignore the Special and Rare restrictions in the game. The Dwarfs managed a solid victory and so were able to claim a mountain tile.



Getting started

Players start a campaign by placing their capital city marker on the map. In our campaign the order and choice of tile was determined by how quickly the players painted their city marker! Matt Hutson (Dwarfs) was the first to paint his city, and so went first. The other armies are Bretonnians (Andy Hall), Skaven (Glenn More), Goblins (Guy Haley), Vampire Counts (Mark Latham) and Empire (Christian Byrne).









Turn 1

The first phase in the campaign turn is for the players to choose an event from a list of eight. Players with the smallest empire choose first, and then you work your way up to the largest empire. As this was the first turn, no-one had an empire larger than a single hex, so the order in which the events were picked was decided by a dice roll. The next phase was Revenue, but the empires had yet to expand beyond their capital cities so there was no gold about. This took us into the Challenge phase, which was much more eventful. The Goblins and Bretonnians faced off, both perceiving each other as an immediate threat because their capitals were so close to each other. The Dwarfs turned their attention to the Vampire Counts, whilst the Skaven challenged the Empire, who fought bravely but lost to the foul ratmen.

The final part of the campaign turn was the Conquest and Build phase. Guy's Goblins could only watch despondently as the Bretonnians claimed a tile close to the mountains. The Dwarfs had a Solid Victory and so were able to claim a mountain tile (it costs three empire points, rather than the normal two, to claim mountain tiles). There was also an empire point spare for Matt's Dwarfs to launch a raid, and the Dwarfs gained an extra 60 gold pieces as a result. The Skaven managed a Narrow Victory over the Empire. With three empire points, they claimed a plains tile and then built a castle (although, as they're Skaven, this probably involved them finding an old ruined castle and infesting it). As unused points cannot be saved for further rounds, Mark's Vampire Counts and Christian's Empire went on raids to gain some much-needed revenue.

Map at End of Turn 2

The Players

	Matt Hutson	Dwarfs
	Andy Hall	Brettonnians
	Glenn More	Skaven
	Guy Haley	Goblins
	Mark Latham	Vampire Counts
	Christian Byrne	Empire



Turn 2 Overview

Battle	Result	Empire Points
Dwarfs vs. Brettonnians	Dwarfs Narrow Victory	Dwarfs 3 Brettonnians 1
Goblins vs. Vampire Counts	Vampire Counts Massacre	Vampire Counts 5 Goblins 1
Empire vs. Skaven	Empire Solid Victory	Empire 4 Skaven 1

Turn 2

It was back to the Events phase for the second turn. The Goblins, Empire and Vampire Counts were still to move beyond their capitals and so were classed as the smallest empires. After the dice-off, Guy got to choose first, this time plumping for the "Land Grab" event in the hope of trying to catch up after a disappointing first turn. Andy picked "Diplomacy" for his Brettonnians and prevented the Goblins from challenging him this turn, no doubt to avoid a re-match.

There were still no mines on the map and so the Revenue phase was bypassed again, although some players had gold in their treasury from the raids undertaken in Turn 1. It was straight into the challenges. This time the Dwarfs and Brettonnians would fight, the Goblins faced off against the Vampire Counts, and the Empire and

Skaven had to battle each other once again. The Dwarfs won a Narrow Victory against the Brettonnians and so took three empire points. Mark's Vampire Counts provided the first Massacre of the game by slaughtering the Goblins. The Greenskins were not having a great campaign so far! The Skaven and Empire re-fight was interesting, as Christian spent gold pieces from the raid in the previous turn to buy an extra cannon, which provided enough of an edge to eek out a Solid Victory!

In the Conquest phase the empires slowly started to expand, with most players trying to claim hexes that were river or mountain tiles so they could build mines in the following phases. At the close of campaign Turn 2, the Dwarfs clearly had the lead as they were the proud owners of a working mine in the mountains and three tiles in their realm. >>>

Events

As part of the suggested rules there is an Events phase in which players choose from a list of occurrences that can have varying effects on the campaign – anything from the destruction of cities, land grabs or diplomatic incidents. There are eight events listed, and players can add their own to make the list even more varied if they wish. You should aim for at least two more events than you have players (ie. in a ten-man campaign have twelve different events).

Map at End of Turn 3

Turn 3 Overview

Battle	Result	Empire Points
Dwarfs vs. Bretonnians and Empire	Bretonnians and Empire Massacre	Bretonnians 4 Empire 4 Dwarfs 1
Goblins vs. Skaven	Goblin Solid Victory	Goblins 4 Skaven 1

Dwarfs vs. Bretonnians

The campaign rules allow for exciting multiple battles. In this 3000-point battle, the Dwarfs faced 1500 points each of Bretonnian and Empire models. Matt may have been facing two forces but, due to the mine in the mountains, he could field an extra 250 points' worth of troops. The game was fiercely contested to start with, but the combined might of the human armies took its toll on the Dwarfs and the battle ended in a Massacre. Because it was a team game, all team members received one less empire point than they normally would, so Andy and Christian earned four empire points, and Matt gained one.



The End Game

In Turn 3 the Empire and Bretonnian gambit had paid off and the Dwarfs had been pushed back. Not only have they suffered a major setback by losing their mine, the Dwarfs' main city is now under threat. With Andy's Bretonnians conquering a tile right next to Matt's Dwarf city, he can potentially conquer it next turn and win the campaign. But alliances are fickle and maybe



Matt's Dwarf gold can sway the Empire to his side. In the White Dwarf bunker we're all poised to see what the next challenge phase will bring...

Race-specific Counters

Glenn, the Skaven player, is currently in the process of converting his capital city marker by sticking a giant rat model on top of it! This is a very stylised way of illustrating which cities belong to whom, and give the map a unique look. Other ideas include anvils for Dwarfs, and even skulls and bones for Undead players.

For inspiration and tips visit:

www.games-workshop.co.uk/mightyempires

Turn 3

As the Dwarfs began to emerge as the dominant empire, the other players began to plot their downfall. A "Disaster" event was placed on the Dwarfs by Andy's Bretonnians, followed by the "Fool's Gold" event from the Vampire Counts, which prevented the Dwarfs taking any revenue for the campaign turn.

Due to some judicious negotiating behind the scenes, both the Empire and Bretonnians challenged the Dwarfs to battle. The Vampire Counts were held up in diplomacy, leaving the Goblins and Skaven to fight (this may seem harsh on Mark, but it worked out very well as he went on holiday that week). The Skaven and Goblins clashed and, despite the Goblins losing over 40 of their number in one terrifying Skaven Magic phase, Guy's Greenskins pulled it back and finally

managed to win a game!

The Conquest and Building phase was a busy one. Christian placed a mine on the river and expanded into the mountains. Andy conquered the Dwarf's mountain tile, destroying their precious mine and reducing Matt's empire in size. No doubt vengeance will be taken for that transgression in the forthcoming turns!

The Goblins also took a mountain tile, making that chain of tiles increasingly crowded! After suffering a defeat, the only thing the Skaven could do was raid – something the ratmen are obviously very good at as Glenn rolled high, gaining 110 gold pieces for his treasury.

After the last phase in the third campaign turn, the map was beginning to take shape, and there will be plenty more battles before a victor can emerge and claim dominion over the land. ■

WHITE DWARF TILES

You will have already noticed that free with this issue is a special White Dwarf Mighty Empires frame. Jervis explains how to use the new tiles and markers.

This issue of White Dwarf includes two new Mighty Empires tiles, and three new markers. This frame adds forked rivers to the Mighty Empires tile set. You'll find them very useful for splitting rivers up or joining two separate rivers together. They don't require any additional rules in order to use them – just add them to your set and have fun!

The three new markers included with White Dwarf represent a Dwarf Brewery, an Orc Idol, and a Wizard's Tower. You can use these markers in two ways. The first and most straightforward is simply to count them as mines; in this case the revenue that they generate doesn't represent gold or diamonds dug from the ground, but rather beer from the brewery, magical artefacts from the

wizard's tower, and good old-fashioned Waaagh! power from the idol.

Alternatively you can use the new markers as special and very rare things that can only be built by certain races (it still costs one empire point to build them). So, for example, only a player running a Dwarf empire could build the brewery. Only one of the new markers can be built by an empire, and if the marker is captured by another race then it is destroyed. For instance a Dwarf player could build one Dwarf Brewery in their empire (and no more than one!), and should it ever be captured then it is destroyed and cannot be built again.

If you go for the second option, try applying the rules below to the new markers.



Dwarf Brewery

May only be built by Dwarfs. In each battle you fight, you may pick one unit to have been fortified by a barrel or three of potent Dwarf beer. Roll a D6 to see what psychological effect the unit has become subject to:

- 1: Stupidity
- 2: Frenzy
- 3: Hatred (of all enemies)
- 4: Immune to Psychology
- 5: Stubborn
- 6: Unbreakable



Wizard's Tower

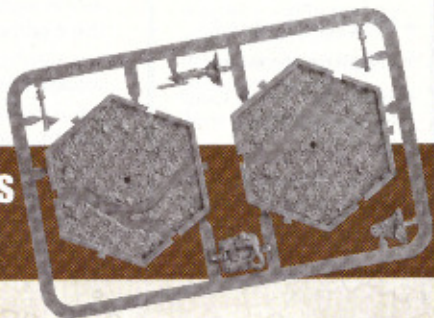
May be built by The Empire, Vampire Counts, Hordes of Chaos, Bretonnians, High Elves and Dark Elves. In each battle you receive one common magic item for free (see page 122 of the Warhammer rulebook). Randomly determine which item you receive. You may give the item to any character that would normally be allowed to take it and is not at their maximum allowance of magic items.



Orc Idol

May only be placed by Orc & Goblin empires. It allows the Orc & Goblin player to call on the Power of the Waaagh! twice during each battle, rather than only once.

You can buy extra White Dwarf Mighty Empires Frames from GW Direct from September!



Might of the



Out now!

The new and recent releases for the Empire at-a-glance:

- ◆ Empire Army Set.
- ◆ Empire Reinforcement Battalion.
- ◆ Empire Battle Wizards.
- ◆ Flagellant Warband.
- ◆ Flagellant Regiment.
- ◆ Helblaster Volley Gun/ Helstorm Rocket Battery.
- ◆ Empire Champion.
- ◆ Empire Griffin Standard.

The Empire is the greatest realm of Men in the Old World, and has endured for over two thousand years. Though beset on all sides and from within by dark forces, the Emperor Karl Franz has nurtured this sprawling realm into a powerful collective of city-states and provinces.

The soldiers of the Empire are stern-faced and brave, but they do not fight alone against the darkness of Chaos and the malice of Orcs & Goblins. Alongside the staunch infantrymen and proud knights march Battle Wizards. Trained in one of the great Colleges of Magic, established long ago by Teclis of Ulthuan, each Battle Wizard is a mysterious figure and a master of the destructive powers of his order.

But steel and sorcery is still not enough in the everlasting battle for survival. Most Empire armies contain some contribution

from one of the Imperial schools of engineering. The crowning glory of the engineers' toil is the Empire artillery. Great Cannons, Mortars, Helblaster Volley Guns and Helstorm Rocket Batteries are a source of fear for enemies of the Empire whenever they are deployed. These machineries of destruction can scythe down regiments of enemy troops from afar, and terrify the foe with mighty explosions.

The duty of maintaining some form of order on the battlefield falls to the heroes of the Empire – effete nobles and hardened commanders alike – who direct the many tools of the Emperor's armies as one in defence of their homeland.

Reinforcements arrive

Out this month are several new Empire box sets, not to mention last month's Reinforcements Battalion and Army box

Empire

Empire players have been spoiled of late, with a host of exciting releases. We take a closer look at the Empire, because there's never been a better time to gather an army of Men...



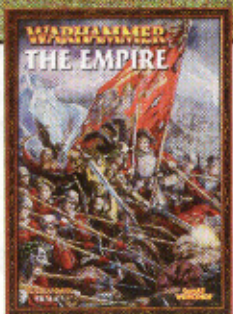
sets. These releases are designed to make it easy to add to an existing force, or to start a new army with just one or two purchases. The Army set is a well-balanced option, whereas the Reinforcements Battalion comprises most of the shiny new stuff. The best part is that you can now field an entire army of multi-part plastic models, which is good news for beginners and experienced modellers alike!

Obviously, the new plastic kits contained within our box sets are also available separately, so that existing Empire generals can pick and choose from the wealth of models out there. First up are the new plastic Wizards. Each Wizard frame contains enough parts to make two complete Battle Wizards on foot (see page 36 for details). Secondly, the choice of Empire artillery models is now complete with the release of the Volley Gun/Rocket

Battery box set. As the name suggests, this plastic kit allows you to build either a Helstorm Rocket Battery or a Helblaster Volley Gun. The full breakdown of the feature-packed frames can be found on pages 38-39.

But that's not all for the plastic box sets this month. As you'll probably be aware by now, the Flagellants have had a bit of a makeover and now have a customisable kit of their own – great for adding an individual touch to this ragtag band of frothing loonies!

Last, but by no means least, there are two metal heroes out this month. The Empire Griffon Standard Bearer provides a battle standard for your army with a sculpted magic banner. Finally, the new Empire unit Champion wields a massive mace, and is available only from Direct (see page 122 for ordering details).



In the book...

This 96-page Warhammer Army Book features:

- ◆ A complete history of The Empire, from the time of Sigmar to the reign of Karl Franz.
- ◆ Complete descriptions and rules for the brave warriors and heroes of the Empire, war machines, and heroic, legendary figures.
- ◆ New army list.
- ◆ A showcase of the new miniatures range, providing guides to their colour schemes, banners and insignia.

Army based on

BATTALION AND REINFORCEMENT BATTALION



- 1 **Warrior Priest**
Heavy armour and
extra hand weapon. 98
- 2 **Wizard (Lv. 2)**
Ring of Volans. 120
- 3 **Wizard (Lv. 2)**
Dispel Scroll. 125
- 4 **8 Knights**
with Musician,
Standard Bearer,
Preceptor and the
Steel Standard. 244
- 5 **20 Swordsmen**
with Musician,
Standard Bearer and
Duellist. 145
- 6 **10 Halberdiers**
(Detachment). 50
- 7 **10 Crossbowmen**
(Detachment). 80
- 8 **10 Handgunners.** 80
- 9 **5 Outriders**
Musician, and
Champion with
grenade-launching
blunderbuss. 129
- 10 **Great Cannon.** 100
- 11 **20 Flagellants**
Prophet of Doom. 210
- 12 **Helstorm Rocket**
Battery. 115

TOTAL 1496

The new Empire Army and Reinforcement Battalion box sets are a great way to start off your new Empire force or, if you have an Empire army already, to add new things to an existing one.

With this in mind we set about experimenting with the Battalion box set and the Reinforcement Battalion. By adding just a Warrior Priest blister pack and a State Troops box to these two deals, you can easily create an effective and great-looking Empire army of 1500 points.

This army works by wearing the enemy down with a hail of spells and bullets, before finishing him off with a devastating counter charge. Thanks to the war machines and Wizards in the force, by the time an enemy army has managed to trudge its way across the battlefield, the Empire army should have taken some fairly large chunks out of it, targeting its cavalry

and skirmishers first. Meanwhile, the Handgunners, Outriders and Crossbowmen should simply pummel anything else. This army can unleash a terrifying 40 handgun shots each turn, plus ten crossbow bolts!

The Helstorm Rocket Battery will probably only hit once or twice in a game, but when it does land on target, the enemy suffers! With that in mind, fire it into the densest enemy formations, maximising your chances of it scattering onto something useful, even if it misses.

The Swordsmen, Flagellants and Knightly Order, led by the Warrior Priest, all wait patiently for the enemy to close in, before launching a deadly counter attack. Hopefully, our barrage of cannon shot, rockets and bullets have whittled down the enemy sufficiently – if not, then it's time for the fighting men of the Empire to earn the Soldiers Schilling!

Army based on

EMPIRE ARMY BOX



This force, based around the Empire Army box, has a much more aggressive tactical approach than the previous one, and is all about storming forwards as fast as possible to smash the enemy apart in close combat.

That's not to say that this army can't hold its own in the Shooting phase, but that it focuses on hitting hard in the Close Combat phase. The main thrust of the army comes from the large unit of Spearmen, who are joined by a Captain and the Warrior Priest. With these two Heroes leading the unit, it should be a match for almost anything that it meets, and it will be supported every step of the way by the unbreakable Flagellants.

The two units of Knights have the dangerous duty of hunting down and defeating any elite enemy units that would threaten the main push. They should also be looking for ways to bring a flank charge

in support of the Spearmen and Flagellants – it's not always possible, but if you can pull it off it works great. We recommend putting the mounted Captain into one of these units, too, as his extra combat ability can really make the difference in a hard fight. The Pistoliers can join up with the roving cavalry bands as well, although they're best served not getting into combat. Use them instead to redirect dangerous units away from the fighting, or to get around behind enemies that are likely to break, destroying them as they flee.

The missile elements of the force should sit back and offer long range support, while the Helblaster can offer covering fire to the combat troops. Use the Outriders to provide fire support where it's needed most. Just remember only to move them if it's crucial to your plan – they're only efficient when they're shooting.

- 1 **Captain of the Empire**
Heavy armour, barded warhorse, the *Biting Blade* and shield. 75
- 2 **Captain of the Empire**
Full plate and pistol. 64
- 3 **Warrior Priest**
Heavy armour and extra hand weapon. 98
- 4 **20 Spearmen**
Shield, Musician, Standard Bearer and Sergeant. 140
- 5 **10 Crossbowmen**. 80
- 6 **10 Handgunners**. 80
- 7 **8 Knights**
with Musician, Standard Bearer and Preceptor. 224
- 8 **5 Pistoliers**
Champion with repeater pistol, and Musician. 114
- 9 **5 Outriders**
Musician, and Champion with grenade-launching blunderbuss. 129
- 10 **5 Knights**
Inner Circle with Musician, Standard Bearer, Preceptor. 170
- 11 **20 Flagellants**
Prophet of Doom. 210
- 12 **Helblaster Volley Gun**. 110

TOTAL 1494

Tactics

Having looked at a couple of approaches to building an Empire army, Adam Troke takes a look at how best to use it on the tabletop. Follow these tips for victory in the name of the Emperor!

Crazy Flagellants

There's no two ways about it – Flagellants are intolerable when you are fighting against them. You've got to kill every last one of them to get them out of the way, and thanks to their *The End is Nigh!* special rule they're hard to beat in the first place; let's face it, as a bare minimum they're permanently frenzied, they hate all enemies, and there's a chance of a re-roll to wound. Of course, you have to sacrifice a few of the madmen to get these bonuses, but that's a small price to pay...

For an army that is focussed on blasting the foe to bits, they're the perfect delaying troops – use them to stop your opponent's unit of heavy cavalry in its tracks, and then spend a little time bringing your Inner Circle Knights around to charge the enemy in the flank.



With the Nemesis War building up, there's plenty of opportunity to do battle against the many dire foes in the Warhammer world. With either of the forces presented earlier, the logical thing to do is to add units that will play to the strengths of the armies. The Steam Tank is one of the best shock units in the Warhammer game, and one of them will complement the aggressive nature of a close combat army perfectly, while Greatswords, Swordsmen and more Empire Knights would provide an even firmer footing.

For a defensive force, adding more missile units is always a sound plan. Consider adding another Great Cannon or a Mortar and a few more units of Handgunners to the force, or possibly a Wizard Lord. These will quickly take the army to 2000 points and focus it even closer towards blasting the enemy apart.

Spells and handguns!

Careful deployment at the start of the game can have a massive effect on how your army is going to fare throughout the battle, and this is certainly true in the case of armies that rely heavily on shooting – it's pivotal that you don't block your own lines of sight. With that in mind, I generally place my missile units first, and then position my close combat units in places where they don't obstruct the shooters – and they can react to defend them when the time arises.

Another thing to consider is whether there are any terrain features in your deployment zone that can either help or hinder your units. Woods can prove to be a real nuisance, because they block line of sight, enabling enemies to advance unmolested, while hills can provide an awesome firebase for your missile troops, allowing them to fire in two ranks and over the heads of your own soldiers. Buildings can also be very useful, as long as they've got enough floors to allow your warriors to

fire out from them. Placing a unit in a building gives it unparalleled fields of fire as well as protection from return shooting and combat. Sticking a Wizard inside is equally valuable, since the building's footprint will enable him to affect a larger area than he would normally.

Go get 'em

If you're willing to play aggressively, a combat-oriented Empire force can really cause trouble for your enemy. The key is not to let your opponent dictate the flow of the battle – you've got to go for the kill from the start. That means positioning your warriors so that they can get stuck in straight away. All your close combat units should start as far forward as possible, while missile troops will need to deploy so as to either move forward to offer support, or sit comfortably back in your own deployment area if the enemy is likely to meet you halfway. Regardless, go for the attack straight away – move your units forward boldly.

One of the things you'll be able to do as you and your opponent set up your forces is work out which of your units will be best for dealing with his – try and arrange it so that you face off against the appropriate enemies where you can. By deploying your shooting troops, followed by your fastest units, you can achieve this more easily, since they're either not concerned with who they face, or they're fast enough to move into a new location during the game.

Lastly, with a combat army it's crucial that you neutralise enemy firepower and magic as fast as possible – there's nothing worse than having war machines and Wizards blowing gaping holes in your army. To that end, be prepared to throw caution to the wind, and get your cavalry stuck into the enemy with the sole intention of killing off these dangerous elements – go to it!

The art of redirection

Redirecting the enemy is simple and effective – especially against powerful units or those that have no choice but to charge (like frenzied warriors). Simply move towards the enemy and angle yourself so that your foe has no choice but to charge your “redirecting” unit. If it does, they will align to you, and therefore find themselves facing in an uncomfortable direction, or they will shy off from charging, buying you more time.

In this example, the Pistoliers move in to be closest to the Knights, whose frenzied state will cause them to charge the Pistoliers and leave their flank open to the Halberdiers.



Disposable Hero

Hans Von Groppen is a mainstay in my Empire army, for one reason – he’s cheap and expendable and incredibly reliable. He’s just an Empire Captain with a Horse, full plate armour, lance and shield, and his sole purpose in life is to chase down skirmishers, enemy Wizards, war machines and anything else that might get in his way.



Pretty Fireworks

I’ve yammered on about the Helstorm Rocket Battery like a man possessed ever since we started playtesting them way back at the beginning of last year. Why? Because when they work right, they are the best artillery piece in the civilised world – bar none. I can almost hear the mumbles of “yeah sure, when they work right”. Well, thankfully, I’ve got the general theory of how to be as accurate as possible down now – it is as follows.

- Choose a target that is surrounded by enemy units (always go for a target with friends around it – even if it’s not your ideal choice, it’s better to hit something than nothing, right?)
- Work out the distance to the enemy, don’t forget to include a couple of inches so that the shot passes right into the centre of the unit.
- Deduct either four or six inches to compensate for the first artillery dice, and use this as your initial guess.



Battle Wizards

Wizards have been an integral part of the Empire armies since first being taught rudimentary spells by the High Elf, Teclis.



The Colleges of Magic

Teclis taught the Men of the Empire that all magic was derived from Chaos, but that it could be purified and controlled by a skilled practitioner. Men learned how magic blew from the northern realms of Chaos in the form of eight sorcerous winds, each of which represented a unique Lore of Magic. For each Lore Teclis founded a separate school of magic and taught its first masters. Teclis quickly discovered that the minds of Men were inadequate to master all eight Winds of Magic, but with care and study a Wizard could master a single Lore. Today there are eight Colleges, each of which forms the nexus of one of the Orders of Magic in the Empire.

Light Wizard



The Wizards of the Light Order are sometimes known as White Wizards or Hierophants, masters of the Wind of Hysh.

Celestial Wizard



Symbolised by the Comet of Power, Wizards of this Order study the Lore of the Heavens, which come from the Wind of Azyr.

Amethyst Wizard



Drawing their power from death and the dying, Amethyst Wizards practise the Lore of Death, carried upon the Wind of Shyish.

Gold Wizard



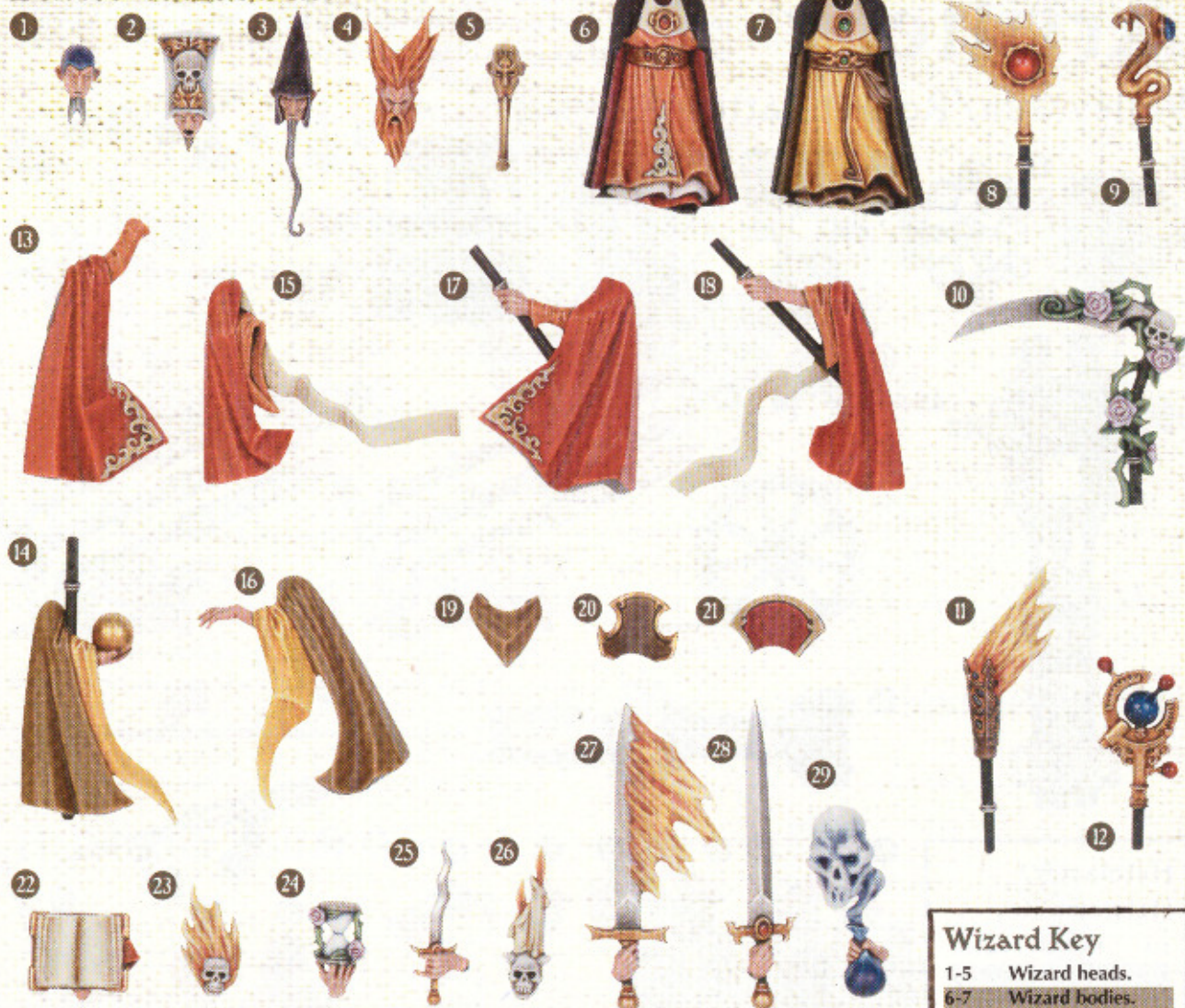
The Wizards of the Golden Order study the Lore of Metal or Alchemy, which flows upon the Wind of Chamon.

Bright Wizard



The Lore of Fire, or Pyromancy, sears upon the Wind of Aqshy. The Key of Secrets is the symbol of those of the Bright Order.

Battle Wizard kit



Wizards are strange figures who wield awesome magical powers and are privy to secrets beyond the ken of normal folk. Arcane power courses through their veins and lurks behind their eyes like thunder before a storm. No sane inhabitant of the Empire willingly courts the attention of a Wizard, for they are unpredictable and, some whisper, tainted by the very magic that they wield. The services of Wizards are much sought after by the Elector Counts, as many of their enemies employ potent shamans or fell sorcerers. Such foes bend

the Winds of Magic to evil and destructive ends and only those skilled in the arcane arts may stand against such power.

Battle Wizards hurl bolts of energy at the foe, confound them with illusions or steal away their courage. To be a Wizard in the Empire is to understand the power at the heart of the world, and though each can bend one of the eight Winds of Magic to his will, such power is not wielded lightly. To lose control of such dangerous energies would be to damn one's soul to an eternity of torment at the hands of the Dark Gods themselves...

	M	WS	BS	S	T	W	I	A	Ld
Wizard Lord	4	3	3	3	4	3	3	1	8
Battle Wizard	4	3	3	3	3	2	3	1	7

Empire Wizards may choose their spells from any one of the Lore of Magic from the Warhammer rulebook.

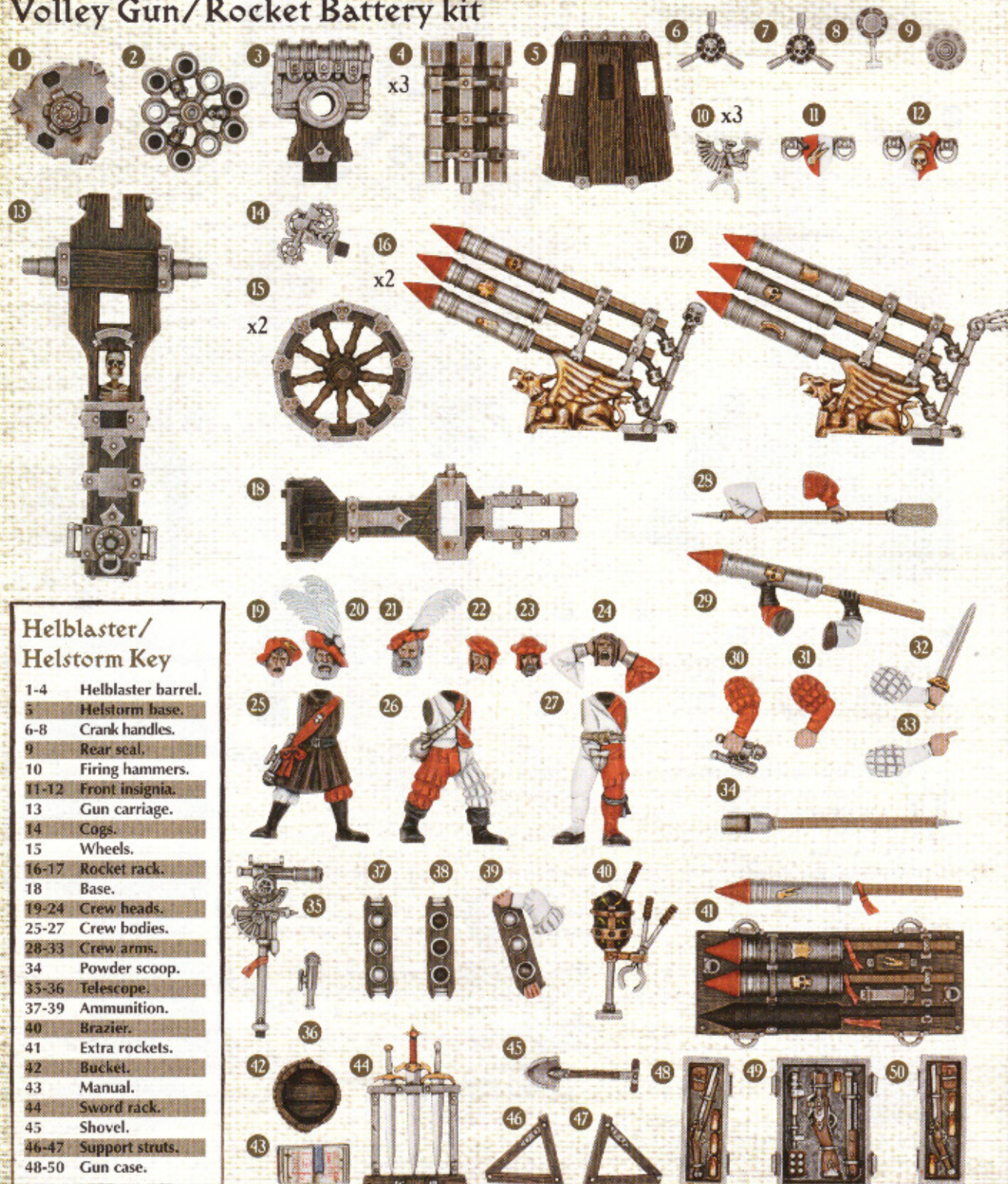
Wizard Key

- 1-5 Wizard heads.
- 6-7 Wizard bodies.
- 8 Gold Wizard staff top.
- 9 Light Wizard staff top.
- 10 Amethyst Wizard staff top.
- 11 Bright Wizard staff top.
- 12 Celestial Wizard staff top.
- 13-15 Right sleeves.
- 16-18 Left sleeves.
- 19 Hood.
- 20-21 Collars.
- 22 Grimoire.
- 23 Flaming Skull.
- 24 Hourglass.
- 25 Dagger.
- 26 Candles.
- 27 Flaming sword.
- 28 Sword.
- 29 Spirit bottle.

Artillery

A symbol of the growing ingenuity of Men, the Empire employs some of the most potent war machines in the Warhammer world, blackpowder weapons of incredible power.

Volley Gun/Rocket Battery kit



Helblaster/ Helstorm Key

- 1-4 Helblaster barrel.
- 5 Helstorm base.
- 6-8 Crank handles.
- 9 Rear seal.
- 10 Firing hammers.
- 11-12 Front insignia.
- 13 Gun carriage.
- 14 Cogs.
- 15 Wheels.
- 16-17 Rocket rack.
- 18 Base.
- 19-24 Crew heads.
- 25-27 Crew bodies.
- 28-33 Crew arms.
- 34 Powder scoop.
- 35-36 Telescope.
- 37-39 Ammunition.
- 40 Brazier.
- 41 Extra rockets.
- 42 Bucket.
- 43 Manual.
- 44 Sword rack.
- 45 Shovel.
- 46-47 Support struts.
- 48-50 Gun case.

Helstorm Rocket Battery



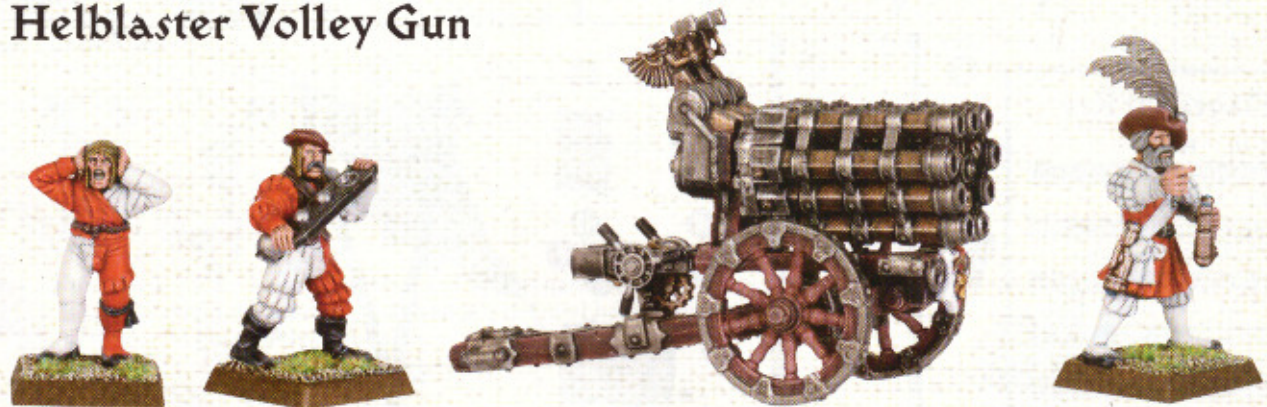
After watching the spectacular fireworks of a Cathayan emissary to Altdorf, Master Engineer Herman Faulkstein was inspired to transform this eastern technology into a weapon. His early research blew apart entire laboratories of the College of Engineers, but the permanently soot-blackened Engineer never lost faith that his designs had a military value.

Faulkstein's original rockets were wildly inaccurate; madly corkscrewing weapons that had no chance whatsoever of hitting anything other than (eventually) the ground. Further refinements such as fins, long sticks added to the base of a rocket and a launch carriage to aid aiming further improved stability and accuracy. However, when

the rockets did manage to land on target, the results were devastating, with entire enemy regiments blown apart by an earth-shaking cascade of shrieking, explosive rockets.

	M	WS	BS	S	T	W	I	A	Ld
Rocket Battery	-	-	-	-	7	3	-	-	-
Crewman	4	3	3	3	3	1	3	1	7
Range	Strength		Wounds Caused		Armour Save				
12"-48"	5		1		-2				

Helblaster Volley Gun



The Helblaster Volley Gun is one of the most infamous blackpowder weapons ever invented, its devastating firepower able to tear apart an entire regiment in one thunderous volley. The lethal creation of the deranged Engineer von Meinkopt, its terrifying reputation has spread to all corners of the Old World. Its nine separate barrels are divided into three decks and are turned by means of a central crank, which means that it can unleash devastating hails of shot that engulf its unfortunate target in a firestorm of leaden death. Even heavily armoured Chaos Warriors can be shredded by a single volley, though with such devastating power comes great risk. Helblaster Volley Guns are notoriously prone to sudden, cataclysmic explosions.

As a result, those crewmen who operate a machine so likely to catastrophically blow them to tiny pieces tend to be fully paid up with the priests of Morr.

	M	WS	BS	S	T	W	I	A	Ld
Helblaster	-	-	-	-	7	3	-	-	-
Crewman	4	3	3	3	3	1	3	1	7
Range	Hits/Shot		Strength		Armour Save				
24"	Artillery dice		5		-3				

Flagellants

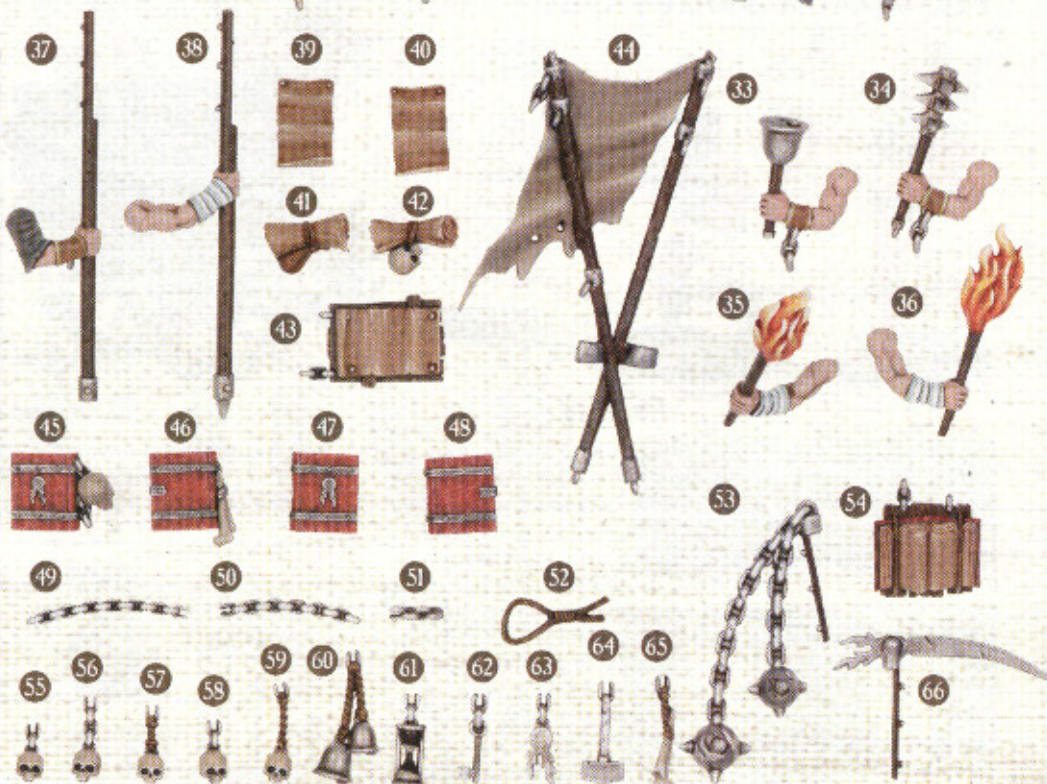
This month heralds the release of the new plastic Flagellants, allowing you to add more variety than ever before to your units of dispossessed madmen!

Flagellant kit



Flagellant Key

- 1-10 Heads.
- 11-12 Head in stocks.
- 13-17 Bodies.
- 18-21 Right flail arms.
- 22-26 Left flail arms.
- 27-30 Right arms.
- 31-34 Left arms.
- 35 Left brand arm.
- 36 Right brand arm.
- 37-38 Pole arm shafts.
- 39-42 Scrolls.
- 43 Scroll plaque.
- 44 Back banner.
- 45-46 Right book halves.
- 47-48 Left book halves.
- 49-51 Chains.
- 52 Noose.
- 53 Flail head.
- 54 Book plaque.
- 55-59 Hanging skulls.
- 60 Hanging bell.
- 61 Hourglass.
- 62-65 Hanging icons.
- 66 Scythe top.





In times of war, plague and natural disaster, there are those amongst the Empire populace who become displaced, their homes and livelihoods removed by calamity. Due to hopelessness and horror, some such folk are driven mad, and cling to the belief that this hardship is surely a sign that the End Times are nigh. Forming warbands and roaming the Empire in search of further proof of impending doom, the Flagellants join battles wherever they can, fighting with a crazed frenzy, heedless of fear or harm.

We asked Neil Hodgson of the Studio Hobby Team to paint us one of the new Flagellant Warband box sets. The new plastic miniatures are multi-part, allowing you to

create a Warband of individuals rather than a uniformed regiment, and this poses its own challenges.

Neil cleaned up all the plastic frames by scraping off the mould lines with a hobby knife, and assembled a regiment of ten men, taking care to ensure that the models all ranked up together as he went. Finally, once the glue was dry he gave the models an undercoat of Chaos Black spray and got down to the painting.

In the guide that follows, we'll follow Neil's progress step-by-step on a single model, highlighting the parts that you can reproduce on the entire regiment, and those that are unique, such as the Prophet of Doom and those models with the most accessories applied to them.

Stage 1

Once the models have been assembled and undercoated, the first thing to do is basecoat them; the colours Neil used are detailed below. Turn the page to follow Neil's step-by-step guide.



STAGE 1

	PAINT CLOTH: Calthan Brown.		PAINT FLESH: Talfan Flesh.
	Scorched Brown.		PAINT WOOD: Bestial Brown.
	Adeptus Battle Grey.		PAINT METAL: Boligun Metal.
	Chaos Black.		PAINT PARCHMENT: Khemri Brown.
	PAINT FIRE: Iyanden Darksun.		

Use Standard brush ▶

Stage 2



STAGE 2

- WASH EVERYTHING:**
50% Black Ink/50% Brown Ink.
- WASH METAL:**
50% Snakebite leather/50% Fiery Orange.

Use Standard brush ▶

Stage 3



STAGE 3

- HIGHLIGHT CLOTH:**
Calthan Brown.
Scorched Brown.
Adeptus Battle Grey.
Chaos Black.
- HIGHLIGHT FLESH:**
Tallan Flesh.
HIGHLIGHT WOOD:
Bestial Brown.
- DRYBRUSH METAL:**
Mithril Silver.
- HIGHLIGHT PARCHMENT AND BONE:**
50% Calthan Brown/50% Snakebite Leather.

Use Detail brush ▶

Stage 4



STAGE 4

- HIGHLIGHT CLOTH:**
50% Calthan Brown/50% Snakebite Leather.
75% Scorched Brown/25% Skull White.
50% Adeptus Battle Grey/25% Codex Grey.
50% Chaos Black/25% Codex Grey/
25% Regal Blue.

Use Detail brush ▶

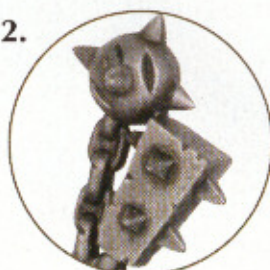
Metal Stages

1.



- PAINT METAL:**
Boitgun Metal.

2.



- WASH METAL:**
50% Chaos Black/50% Brown Ink.

3.



- WASH METAL:**
50% Snakebite leather/50% Fiery Orange.

4.



- DRYBRUSH METAL:**
Mithril Silver.

Hair stages*

1.



- PAINT HAIR:**
Codex Grey.

2.



- WASH HAIR:**
50% Black Ink/
50% Brown Ink.

3.



- HIGHLIGHT HAIR:**
Fortress Grey.

4.



- HIGHLIGHT HAIR:**
75% Skull White/
25% Fortress Grey.

*To give some variation to the hair colour, Neil used ink washes to tint the colour. Brown, Orange and Yellow inks are great for this when watered down.

Flame Stages (over Iyanden Darksun)

1.



PAINT FLAME:
Golden Yellow.

2.



PAINT BASE OF FLAME:
50% Golden Yellow/
50% Skull White.

3.



PAINT TOP OF FLAME:
Fiery Orange.

4.



PAINT TOP OF FLAME:
Blazing orange.

Stage 5



STAGE 5

HIGHLIGHT PARCHMENT AND BONE:
50% Khemri Brown/50% Bleached Bone.

HIGHLIGHT FLESH:
50% Tallam Flesh/50% Elf Flesh.

HIGHLIGHT ROPES:
Bubonic Brown.

HIGHLIGHT HAIR:
See detail step-by-step (previous page).

Use Detail brush ▶

Stage 6



STAGE 6

HIGHLIGHT PARCHMENT:
Dheneb Stone.

HIGHLIGHT WOOD:
50% Bestial Brown/50% Desert Yellow.

PAINT FLAMES AND BONES:
See detail step-by-step (above).

DRYBRUSH WEATHERING:
See detail step-by-step (left).

Use Detail brush ▶

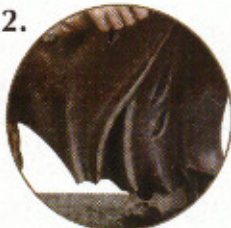
Weathering Stages

1.



DRYBRUSH
50% Chaos Black/
50% Codex Grey.

2.



DRYBRUSH
Graveyard Earth.

3.



DRYBRUSH
Bleached Bone.

Command group

Flagellants don't have command groups as such, but the Prophet of Doom is worthy of some extra attention. Neil has added extra accessories to this model, including a flaming headpiece! Likewise, one of the models has been assembled as a "standard bearer". Though it has no in-game effect, it looks great in the front rank!



WARHAMMER

FOR THE

GLORY



THE EMPIRE

This 96-page Warhammer Army Book features:

- A complete history of The Empire, from the time of Sigmar to the reign of Karl Franz.
- Descriptions and rules for the brave warriors and heroes of The Empire, war machines, and heroic, legendary figures.
- Army list.
- A showcase of the miniatures range.



Empire General.



EMPIRE STATE TROOPS

State Troops are the infantry that form the mainstay of the Empire army.

This boxed set contains 10 plastic Citadel miniatures that can be assembled as Swordsmen, Spearmen or Halberdiers.



EMPIRE STATE HANDGUNNERS

State Handgunners have access to black powder weapons and crossbows.

This boxed set contains 10 plastic Citadel miniatures that can be assembled as Crossbowmen or Handgunners.



EMPIRE PISTOLIERS/OUTRIDERS

The light cavalry of the Empire is armed with exotic weaponry from the College of Engineers.

This boxed set contains 5 plastic Citadel miniatures that can be assembled as Outriders or Pistoliers.



EMPIRE KNIGHTLY ORDER

The Knights of the Empire are the most powerful troops at the Emperor's command.

This boxed set contains 8 plastic Citadel miniatures.

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OF SIGMAR!

EMPIRE BATTALION

The Empire's armies are made up of disciplined, professional soldiers, heroic knights and mighty war machines. None can doubt the ingenuity or tenacity of an Empire soldier on the battlefield.

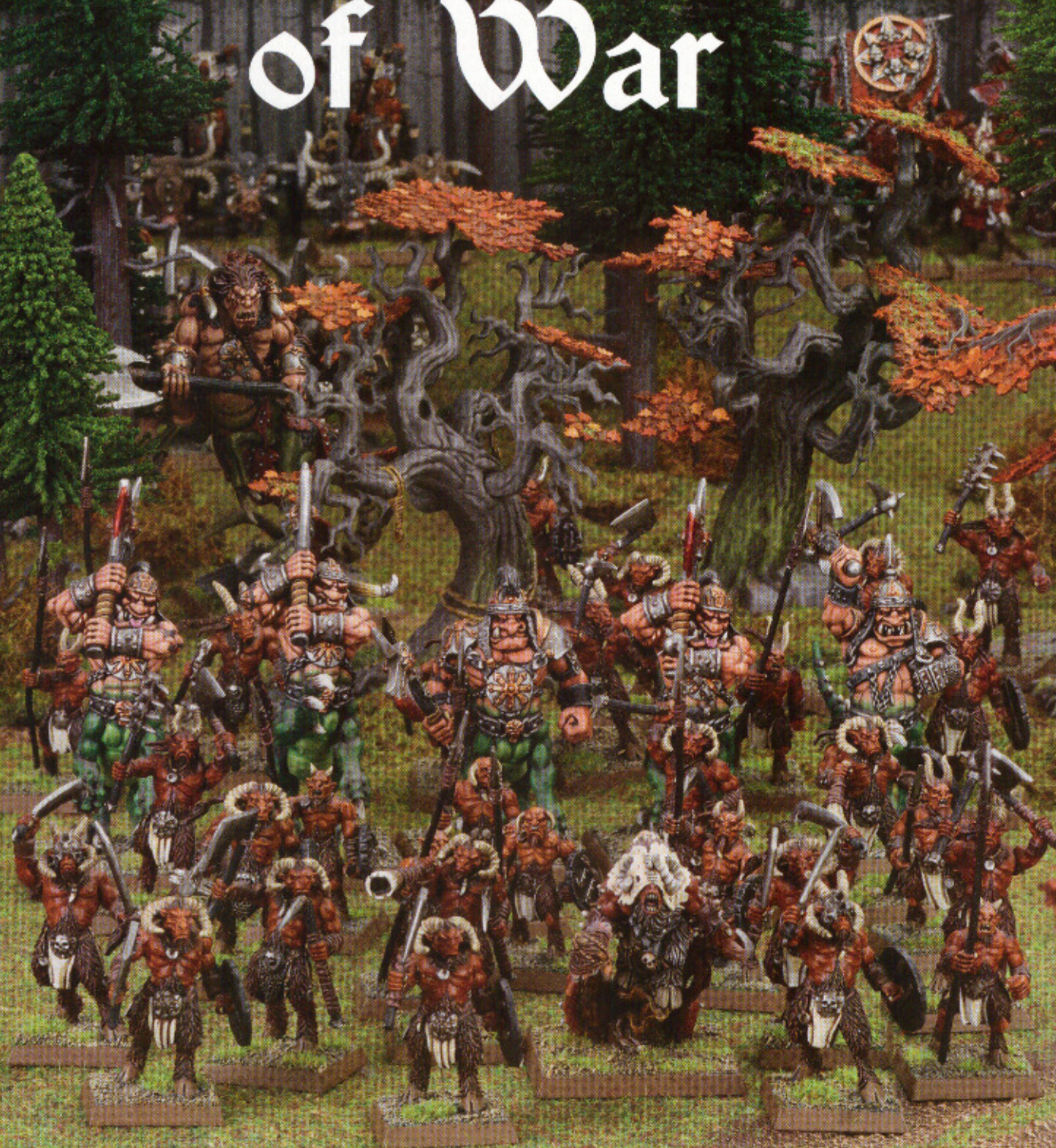
This boxed set is a great starting point for an Empire army. It includes 10 Empire Handgunners (or Crossbowmen), 10 Empire State Troops, 5 Pistoliers (can be built as Outriders), 8 Knights and a Great Cannon (can be built as a Mortar).



SAVE
£16*

THE EMPIRE

The Council of War



WARHAMMER Battle Report

War has come to the Empire! Not just one foe, but many races trespass across the southern lands of the Empire in search of the fabled Nemesis Crown. This artefact of untold power was created by the greatest of all the Dwarf Runesmiths, Alaric the Mad – a title he gained soon after he forged the Nemesis Crown. As the Emperor meets in council with his most trusted advisors, Morghur, the Master of Skulls, sets an ambush.

As the armies of the Emperor marshalled their forces and gathered in preparation for scouring the Great Forest in search of the Nemesis Crown, a council of war was ordered by the Emperor himself. Such a meeting of the Emperor's most trusted and able advisors and generals was organised with the utmost secrecy. A fortified inn close to where the Emperor's forces were due to camp was chosen to host the gathering. As the main Imperial force billeted nearby, Karl Franz and his bodyguard of Greatswords attended the meeting. Kurt Helborg and Ludwig Schwarzhelm were among the many high ranking officers present to discuss plans for the upcoming campaign. Unbeknownst to them, Morghur, Master of Skulls and Scion of Chaos, had learned of the council, and even now plotted to assassinate the Emperor before the search for the Nemesis Crown could even begin.

The author of the Nemesis Crown campaign, Andy Hoare, and veteran Empire general Adam Troke agreed to play out this epic battle report. Adam would guide Karl Franz and his loyal subjects, while Andy would control the bestial hordes of Morghur. The game would be played over an 8' x 4' table, with a massive 4000 points a side, as befitting a battle that features both the Emperor and the Master of Skulls. The scenario that we'd be playing was Council of War from

the Nemesis Crown booklet.

Adam began by placing all his characters – including the Emperor and Deathclaw – within 6" of the inn. The rest of the Empire army remained off the table at the start of the game. From Turn 1 onwards, each unit in the Empire army would enter the battlefield from either the north or south end of the road on a D6 roll of 4+. As per the scenario rules, the majority of Andy's Beast Herds started the game in Ambush. The few Herds that cannot use the Ambush rule, including Morghur, the Centigors, Minotaurs, Bestigors, Dragon Ogres and Shaggoth, started the game deployed within 18" of a short table edge.

The Emperor's personal banner flew from the inn's watchtower, making this part of the building count as a Monument of Glory special feature – any unit that controls the tower *Hates* the enemy. With the scenario set and the initial forces deployed, it was time to begin.

Game Statistics

Armies: Empire (Adam Troke)

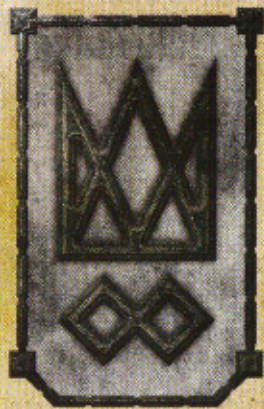
vs. Beasts of Chaos (Andy Hoare).

Size: 4000 points.

Location: Clearing in the Drakwald.

Scenario: Council of War
(Nemesis Crown booklet pg 30).

Notes: The tower of the inn counts as a Monument of Glory special feature.



Even as my Lord Karl Franz convened the council of war, a terrible braying was heard from the dark woods without. The Greatswords marshalled to guard the Emperor from the beasts. But Karl Franz bade them attend his colours, which were hung from the tower, and to guard them against any foul beast that would lay its filthy claws on them. The warriors protested, saying their place was at his side, but the Emperor silenced them with a stern glare.

Lords Helborg and Schwarzhelm seemed unfazed at our predicament and went about gathering their weapons and ordering their subordinates without any signs of fear. I locked eyes with the Reiksmarshal for but a moment, and, by Sigmar I hope I never do again!

Then Franz and his companions hefted their weapons and went out into the twilight to face the children of Chaos. They knew our armies would come to their aid, but they knew too that, for now, they must fight the horde alone.

– From the
Chronicles of Valour,
by the hand of Albrecht
von Druker, historiator
to the Court of Altdorf

Sire,
My apologies for using this pigeon but I have had to despatch this message with haste. May I reassure my Lord that a powerful charm was placed on the carrier bird so nothing but the most foul of magic could prevent the message from being delivered to you.

A location for the forthcoming council of your most trusted agents and officers has been selected. This will take place four days from now at the inn of the Feisty Boar located off the Drakwald Road a mere two miles from your proposed encampment.

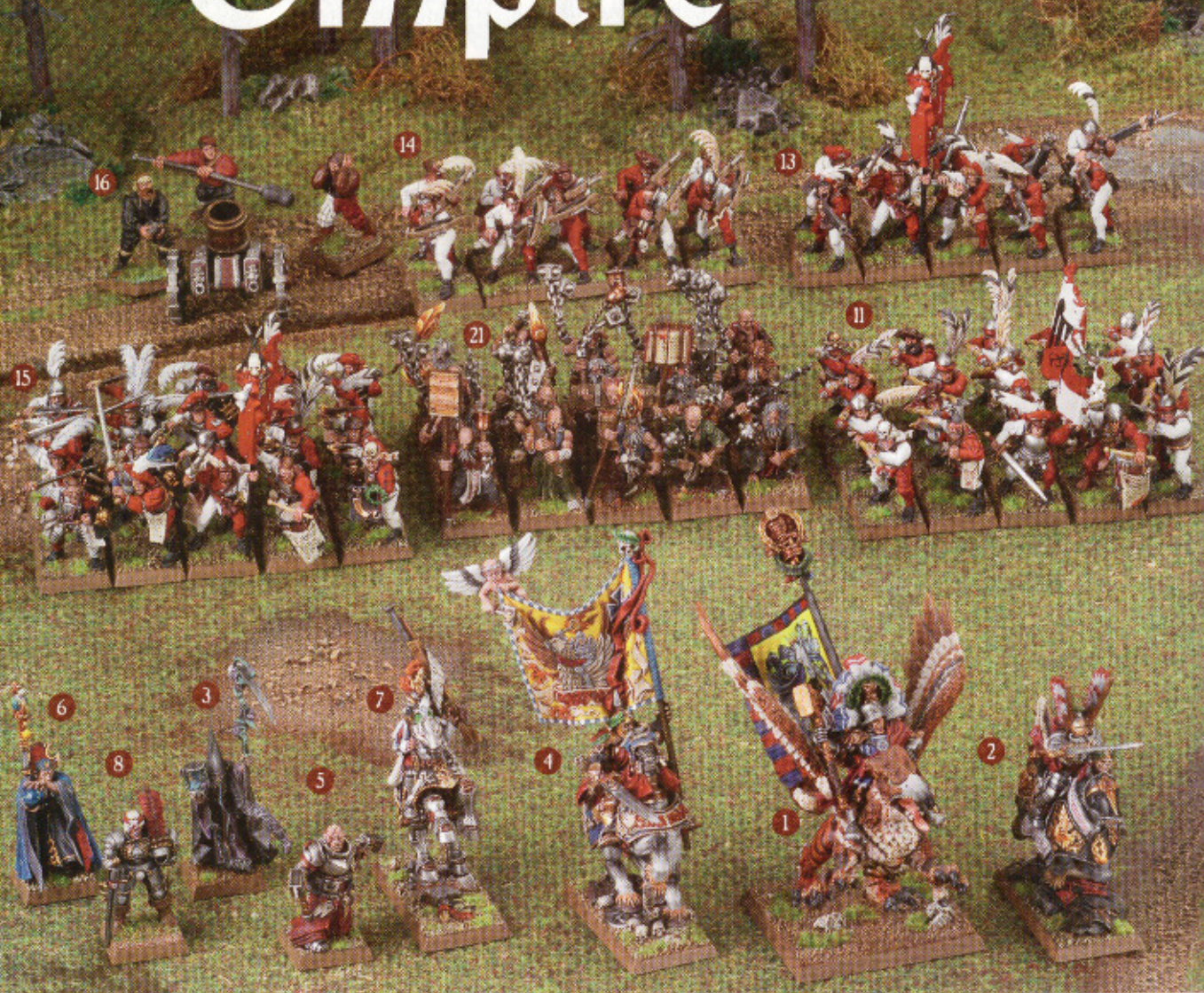
The inn has ample stabling, a watchtower and a surrounding wall but is otherwise unremarkable and so an excellent location for the meeting. Space will be limited so may I humbly request only a small retinue of your most trusted bodyguards accompany your Imperial Majesty.

As you have requested, Reiksmarshal Helborg has informed me he is en route and will attend the council as planned. I will remain here at the Feisty Boar and continue preparations for your imminent arrival.



Your loyal servant,
Secretary-General Hedrim Valdaes

The Empire



Adam Troke is the resident expert Empire general in the Studio. Though best known for his work on *The Lord of the Rings* strategy battle game, he's also a mean Warhammer player and Army Book author.

Adam: I love scenarios that tell a story and this one is right there with the best of them. My Lords and Heroes have to fight a desperate delaying action until the reinforcements can arrive. Andy and I played this scenario while he was writing the *Nemesis Crown* booklet, and it went my way each time – I found that a Griffon leaping into a Beastman horde has a singular effect against creatures with such paltry Leadership. My plans for this battle are much the same as they were in those earlier games. I will use my cadre of Heroes and Lords to butcher Andy's own characters and smaller units, and then rally around my regiments as they arrive. A heroic charge near the end, led by the Reiksguard Knights, should be enough to sweep aside any remaining resistance.

As the narrative dictates, my army is led by his Imperial Majesty Karl Franz,

who I will bolster with the addition of Kurt Helborg and the Emperor's champion, Ludwig Schwarzhelm. Not only are the models for all three fantastic, but each is lethal in battle – just what I need to bring me victory.

Next on the agenda is some magical protection, taken in the form of Hubert Werner – a Level 4 Wizard of the Amethyst College (Death magic to you and me). He's invaluable because the Lore of Death can really wear down the enemy – each spell either kills something or gnaws away at the foe's resolve. The Death Wizard also looks sublimely cool (so cool, in fact, that I am now going to replace my own very old, and badly painted one). I'm hoping I'll roll the spell "Doom and Darkness" for him, so that I can reduce the Beastmen's already poor Leadership and break them that bit faster. I'll be equipping Hubert with the



Rod of Power – an invaluable item for improving my magical barrage each turn. Hubert will be supported by Falschtag Pance, a Celestial Wizard (using the Lore of the Heavens). This magical Lore is the one I'm most familiar with, so it seems like a sensible choice.

Other Heroes rallying to the cause are the rather splendid Dolphus Hund, an Empire Captain with great weapon, and Engineer Wolfgang von Tink, whose pigeon bombs and Mechanical Horse are simply too fun to leave behind. A Warrior Priest, Benjamin Stern, is also present. His Prayers of Sigmar will be very handy, as is his Hatred if I can get him to join one of my regiments.

As for the regiments that I am bringing to the table – I'll be taking a large block of Flagellants, which count as Core troops thanks to the Warrior Priest. Since there's a

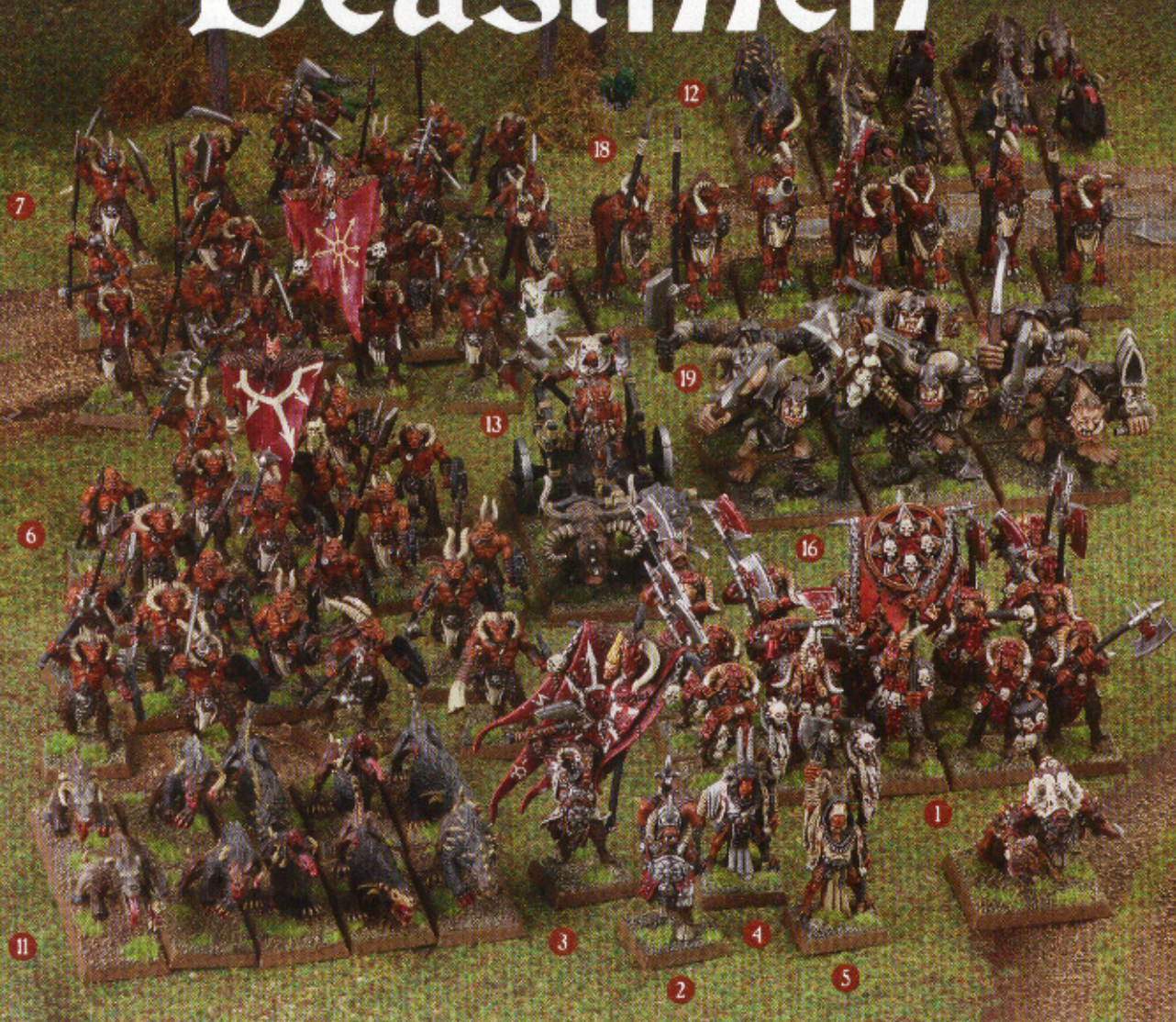
strong likelihood that Andy will be able to flank me with his Beast Herds, and the Flagellants won't just run away like so many other troops, they're ideal for this sort of operation. I'm going to avoid taking detachments, too. It's unconventional, but I think ultimately wise with the limited road space to enter on.

My biggest points sink are the Greatswords (or the Reiksguard foot knights as I like to think of them in this situation), and the Inner Circle Reiksguard Knights, who will ride onto the battlefield and smash the fur off the Beastmen!

War Machines could be quite decisive if they arrive early enough, and with that said I'll be taking four: a Great Cannon, a Mortar, a Helblaster Volley Gun and the marvellous Helstorm Rocket Battery. Andy's corrupted Beast Herds won't know what hit them.

1	Karl Franz	Deathclaw, Ghal Maraz.	605
2	Kurt Helborg.		325
3	Hubert Werner	(Level 4 Wizard Lord)	
	Rod of Power,	Luckstone.	265
4	Ludwig Schwarzhelm.		220
5	Benjamin Stern	(Warrior Priest)	
	Heavy armour, extra	hand weapon.	98
6	Falschtag Pance	(Wizard)	
	Level 2, Dispel Scroll.		125
7	Wolfgang Von Tink	(Master Engineer)	
	Mechanical Steed,	Hochland long rifle,	
	pigeon bombs.		135
8	Dolphus Hund	(Empire Captain)	
	Full plate armour, great	weapon, Sigil of Sigmar.	77
9	20 Greatswords		
	Musician, standard	bearer and Count's	
	Champion.		230
10	20 Swordsmen		
	Musician, standard	bearer and Duellist.	145
11	20 Spearmen		
	Shield, musician,	standard bearer and	
	Sergeant.		140
12	20 Halberdiers		
	Musician, standard	bearer and Sergeant.	120
13	10 Handgunners		
	Musician, standard	bearer and Marksman	
	with repeater handgun.		115
14	10 Crossbowmen.		80
15	20 Swordsmen		
	Musician, standard	bearer and Duellist.	145
16	Mortar.		75
17	10 Reiksguard Knights	(Inner Circle)	
	Musician, standard	bearer and Preceptor,	
	Steel Standard.		320
18	5 Outriders		
	Champion and musician.		129
19	5 Pistoliers		
	Musician and Outrider	with repeater pistol.	114
20	Great Cannon.		100
21	20 Flagellants		
	Prophet of Doom.		210
22	Helstorm Rocket Battery		115
23	Helblaster Volley Gun.		110
	TOTAL		3998

The Beastmen



Andy Hoare is a games developer and gamer of some experience, though he much prefers armies that involve tanks. It was Andy who authored the *Nemesis Crown* booklet, and wrote the scenario we're playing today.

Andy: The Beasts of Chaos are one of those armies I've always loved but never truly got around to collecting, so using the Studio army is a real treat. Couple that with the fact that the scenario will be a "historical refight" on one of the Hobby Team's amazing Empire boards, and this is shaping up to be a really cool game.

Except, that is, for the fact that Adam is a highly experienced general of the Empire, while I am more akin to a lowly Ungor given temporary command of his tribe. That's my excuse in case I lose, so on to the army list!

Leading the army will be Morghur. Why? Well, mainly because he's leading the Beastmen against all the other races invading the Great Forest in the search for the *Nemesis Crown*, but also because he's got some extremely fun special rules. His "Essence of Chaos" special rule allows him

to turn nearby models (friend or foe) into Chaos Spawn, and that's just too zany not to try out.

Next up are the actual Beastmen. I'm taking a Beastlord, a Wargor with the army standard, and two Bray-shamans to lead the army, along with five Beast Herds, each with 12 Gors and eight Ungors. These will all start the game off the table in Ambush thanks to the scenario special rules, which should allow me to deploy units more or less where they are needed.

My next choice has to be a unit of Bestigor, which I'll upgrade with the Mark of Khorne and a War Banner. Morghur's presence means that this unit will count as Raiders, so they skirmish in the same manner as the Beast Herds. That should prove interesting...

I'm taking three Tuskgor Chariots and two units of Warhounds to round out the



Core section of the army list. These units are cheap, and in the case of the chariots potentially very hard hitting, so I plan on using them to maximum effect even if they perish in the process.

So, on to the big stuff! The only unit I could have taken here but didn't is a Chaos Giant, for the simple reason that, in a 4000-point game, I'll have enough to think about with all the different special rules in play (most of them from Morghur). Of the big stuff I am taking, I have high hopes for the Dragon Ogres and Shaggoth, which should be capable of taking down pretty much anything Adam can throw at them, including that Griffon!

Lastly, I suppose some sort of plan might be in order. The scenario splits Adam's forces up as much as it does mine, but I have the luxury of knowing when, if not exactly where, my units will arrive.

My plan then is to overwhelm Adam's forces before they can receive reinforcements. This will mean racing headlong towards the Empire characters in the buildings, and using my ambushing units to get in behind the reinforcements as they arrive. If I can disrupt Adam's forces with my Bray Herds long enough for the larger units to take down the Emperor, then things might go my way. It will all hang on the objective – killing Karl Franz is the key to victory!

Ambushers: Beast Herds with the Ambush rule do not move onto the table until the Beastlord's brayhorn is sounded. All Beast Herds set up in ambush then enter the table at a point of the Chaos player's choosing if a Leadership test is passed. If the test is failed, the herd enters at a random table edge determined by rolling a scatter dice.

1	Morghur.	378
2	Beastlord Mark of Chaos Undivided, great weapon, Chaos armour.	111
3	Wargor (battle standard) Mark of Chaos Undivided, hand weapon, heavy armour, Beast Banner.	149
4	Level 2 Bray-shaman Hand weapon, Staff of Darkoth, Dispel Scroll.	160
5	Level 2 Bray-shaman Bray Staff, Dark Heart, Dispel Scroll.	166
6	Beast Herd 12 Gors with hand weapon and shield, 8 Ungors with spear and shield, plus musician, standard bearer and Foe-render.	159
7	4 x Beast Herds 12 Gors with two hand weapons, 8 Ungors with spears, plus musician, standard bearer and Foe-render.	604
8	10 Warhounds.	60
9	10 Warhounds.	60
10	10 Warhounds.	60
11	10 Warhounds.	60
12	10 Warhounds.	60
13	1 Tuskgor Chariot Mark of Chaos Undivided and scythes. Driver has spear, warrior has great weapon.	85
14	1 Tuskgor Chariot Mark of Chaos Undivided and scythes. Driver has spear, warrior has great weapon.	85
15	1 Tuskgor Chariot Mark of Chaos Undivided and scythes. Driver has spear, warrior has great weapon.	85
16	16 Bestigor Great weapons, heavy armour, Mark of Khome, musician, standard bearer and Gouge-horn, War Banner.	292
17	8 Minotaurs Great weapons, Bloodkine, standard bearer.	408
18	8 Centigor Hand weapon, spear, light armour, shields, throwing axes, plus musician, standard bearer and Gorehoof.	211
19	6 Chaos Ogres Great weapons, plus musician, standard bearer and Big Ogre.	296
20	Shaggoth Great weapon.	303
21	5 Dragon Ogres Great weapons.	380
TOTAL		3992

The Emperor Ambushed

Turns 1 & 2

Morghur started the game isolated towards the far west of the battlefield to keep his warping influence to a minimum. On the southwest flank the Chaos Ogres, Dragon Ogres, Minotaurs and Shaggoth marched down the road towards the inn. The Bestigors in the centre of the Beastman line moved forward and remained hidden from the Empire council by the wood in the centre of the board. On the northwest flank, three chariots trundled forward, while just ahead of them the Centigors also moved towards the inn, the Emperor's flowing pennant clearly in their view. At this stage there was no magic, shooting or combat (A).

In the Empire turn, Deathclaw flew purposely forward to within 6" of the Centigors, with Adam hoping that the Griffon's piercing screech would scatter the four-legged Beastmen in terror. On the west road, Kurt Helborg, Ludwig Schwarzhelm, Dolphus Hund and Benjamin Stern readied their weapons and bravely moved along the road towards the hulking Shaggoth. Luckily for Adam, word had already been sent of the Emperor's plight and reinforcements started to trickle onto the battlefield from both the south and north edges (B).

The Magic phase was brief (C), while the Shooting phase was distinguished only by the Engineer missing the Shaggoth with his Hochland long rifle despite the creature's size!

Andy started the second turn by sounding the bray horn and calling all the ambushing forces to appear (D). The Shaggoth lumbered down the west road to engage the Emperor's finest heroes, while the Chaos Ogres and Dragon Ogres left the south road in search of other prey.

The Empire's second turn saw more regiments arrive. The south road was now blocked, so all came on from the north. The Pistoliers, Helblaster, Rocket Battery, Handgunners, Outriders and a regiment of Spearmen all marched into play. The Flagellants and Halberdiers turned to face the Beastmen that had ambushed from behind. However, all attention was focussed on the contingent of characters who charged the Shaggoth. Unfortunately this was too great a task for Captain Hund and the Warrior Priest, who both fled from the Terror-causing creature, leaving just Kurt and Ludwig to face the gigantic Dragon Ogre. In the ensuing combat, Kurt caused 3 wounds with his Runefang, while the creature's scaly skin prevented Schwarzhelm from finishing the job. In return Kurt suffered 2 wounds (E) from the axe of the great dragon beast.

Drunken Charge

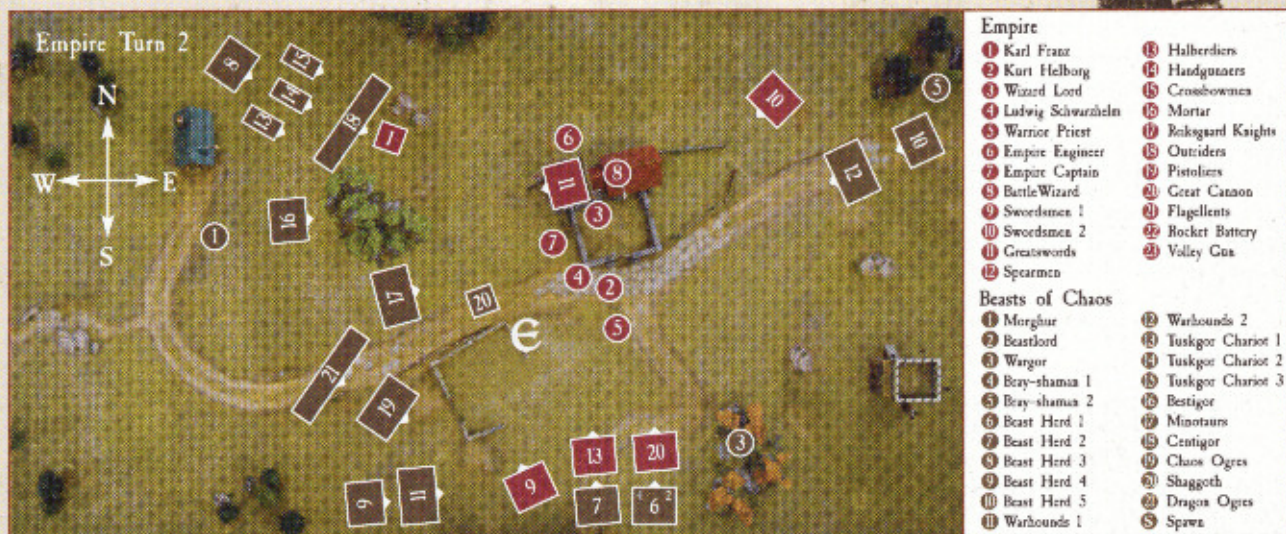
Adam's plan to rout the Centigors with Deathclaw backfired as the beasts became dangerously drunk and subject to Frenzy, so charged into the Emperor with reckless abandon in turn 2. The Centigors caused a wound, which was annulled by the Emperor's Ward Save from the Silver Seal. In return, as Adam succinctly put it, it was "time to Ghal Maraz them in the face!" Karl Franz only killed one of the Centigors and this was not enough to win the combat. However, the Emperor refused to flee, and in Empire turn 2 he set about the Centigors with a vengeance, wiping them out!



Turn 2



In which our beloved Karl Franz is betrayed and foul magicks are unleashed! But fear not – for the Emperor courageously dallies with wycked beasts that stand in parody of horse and man, while heroic Kurt Helborg tangles with a mighty Shaggoth.



Empire

- | | |
|----------------------|-----------------------|
| 1 Karl Franz | 18 Halberdiers |
| 2 Kurt Helborg | 19 Handgunners |
| 3 Wizard Lord | 20 Crossbowmen |
| 4 Ludwig Schwarzhelm | 21 Mortar |
| 5 Warrior Priest | 22 Reiksguard Knights |
| 6 Empire Engineer | 23 Outriders |
| 7 Empire Captain | 24 Pistoliers |
| 8 Battle Wizard | 25 Great Cannon |
| 9 Swordsmen 1 | 26 Flagellants |
| 10 Swordsmen 2 | 27 Rocket Battery |
| 11 Greatswords | 28 Valley Gun |
| 12 Spearmen | |

Beasts of Chaos

- | | |
|-----------------|----------------------|
| 1 Mordgaur | 12 Warhounds 2 |
| 2 Beastlord | 13 Tuskgor Chariot 1 |
| 3 Wargor | 14 Tuskgor Chariot 2 |
| 4 Bray-shaman 1 | 15 Tuskgor Chariot 3 |
| 5 Bray-shaman 2 | 16 Bestigor |
| 6 Beast Herd 1 | 17 Minotaurs |
| 7 Beast Herd 2 | 18 Centigor |
| 8 Beast Herd 3 | 19 Chaos Ogres |
| 9 Beast Herd 4 | 20 Shaggoth |
| 10 Beast Herd 5 | 21 Dragon Ogres |
| 11 Warhounds 1 | 22 Sprae |



A The first Magic phase fizzled out, as there were no Bray-shamans on the battlefield to take advantage of the Winds of Magic. Adam stored three power dice in his Rod of Power in preparation for the next Magic phase.

B A regiment of 20 Swordsmen marched on from the north end of the road. To the south the Flagellants, Halberdiers and another regiment of Swordsmen entered the fray.

C Adam's Rod of Power failed him and he lost all the stored power dice. However, he still managed to cast Walking Death on the Reiksmarshal to make him cause Fear. Forked Lightning cast by the Celestial Wizard in the tower wounded one of the Tuskgor Chariots.

D Beastman Herds and Warhounds appeared on all sides of the board. Two large Herds, one with the Beastlord, appeared on the south road directly behind the recently arrived Flagellants and Halberdiers.

E Helborg was wounded five times by the Shaggoth, whose strength reduced the Reiksmarshal's Armour Save to just 5+. Adam really needed the Empire hero to survive. All eyes were on the dice as they clattered on to the table to give Adam three successful saves. Kurt took two wounds, but the Shaggoth still lost the combat. The Dragon Ogre was resolute and defiant in front of the Emperor's Champion and Reiksmarshal and so would not flee.

The Spawn of Morghur Turn 3

With the Centigors no longer blocking the way, the chariots charged into the Emperor and caused a massive seven impact hits. Deathclaw was wounded twice while the Emperor took only a single wound thanks to his Ward Save. The Beast Herds on the south road charged the Flagellants and Halberdiers, whilst the Ogres attacked the Swordsmen. Morghur moved towards the woods, and to Adam's dismay the Emperor found himself within the range of the Beastman's Essence of Chaos power – Deathclaw was wounded, and Karl Franz could only watch in horror as a hideous Spawn materialised next to him. Nearby Herds of Beastmen also began to take wounds and turn into spawn (A).

In the Magic phase, Adam dispelled all of Andy's casting attempts apart from Steed of Shadows, which allowed the Bray-shaman in the north to move behind the Handgunners, close to the Empire artillery. In combat the Tuskgor's struck the Emperor hard, leaving both Karl Franz and Deathclaw on one wound each! Angered, the Emperor hit back, destroying one Chariot outright, while Deathclaw forced the other to flee.

The Chaos Ogres cut through the Swordsmen and then overran into the engaged Halberdiers (B). The Halberdiers were overwhelmed by the large Beast Herd and the flanking Ogres and were destroyed by the pursuing Beastmen. The Flagellants ended up in combat with the Beastlord and his Bray Herd (C).

A unit of Crossbowmen were the only reinforcements to appear for the Empire in the third turn. The Swordsmen in the north formed a battle line with the Engineer behind the inn, and the battered Emperor wisely flew back to join them. With the Shaggoth gone, Kurt and Ludwig returned to the gates of the inn, and Captain Hund rallied, as did the Warrior Priest.

With the artillery now able to fire, Adam found he had a choice of targets. The Rocket Battery aimed at the large Beast Herd that had run down the Halberdiers to the south. The rockets struck home and the Beast Herd disappeared in a cloud of acrid smoke. The Bray-shaman that had flown into the Empire reinforcements in the previous Magic phase now faced a fully loaded Helblaster Volley Gun, which promptly misfired! Luckily for the Empire, Adam rolled a 6 on the Misfire table, meaning that all the barrels fired before the war machine finally exploded. The Bray-shaman was turned into a smoking pulp.



Helborg vs. the Shaggoth

Having survived the Shaggoth's furious attack in the last round, the Reiksmarshal could not realistically survive another round of attacks. So he bought his Runefang to bear and took the Shaggoth's three remaining wounds before the monster could raise its battleaxe! Helborg's great warhorse reared and the Reiksmarshal let out a victorious cry – the Dragon Ogre was slain.



In which the mighty Reiksmarshal fells the dragon-beast, more brave soldiers of the Empire join the fray, and our benevolent Emperor is wounded, while creatures of worrying and confounding appearance manifest by some terrible phantasmagoria.



A Morghur's very presence caused the deaths of a nearby Beastman and three Bestigor, and wounded a Minotaur. By the end of the Beastman Shooting phase there were five Chaos Spawn on the board, all dangerously close to the Emperor.

B The Chaos Ogres killed the Swordmen's front rank before the State Troopers could even hit back. The remaining Empire soldiers fled, but the Ogres pursued and caught them, overrunning into the flank of the Halberdiers.

C The Flagellants were charged by the Beastlord's herd from the rear. The zealots sacrificed one of their own to Hate the Beastmen, but the Beastlord scythed down four of their number, leaving only one dispossessed madman left to fight!



Assault on The feisty Boar

Turn 4

Beastman turn 4

A The Chaos Ogres charged the Warrior Priest, who decided to flee rather than fight.

B The Beastmen charged through the woods into the regiment of Spearmen. The Empire soldiers bravely repulsed the attack and sent the Herd fleeing off the battlefield.

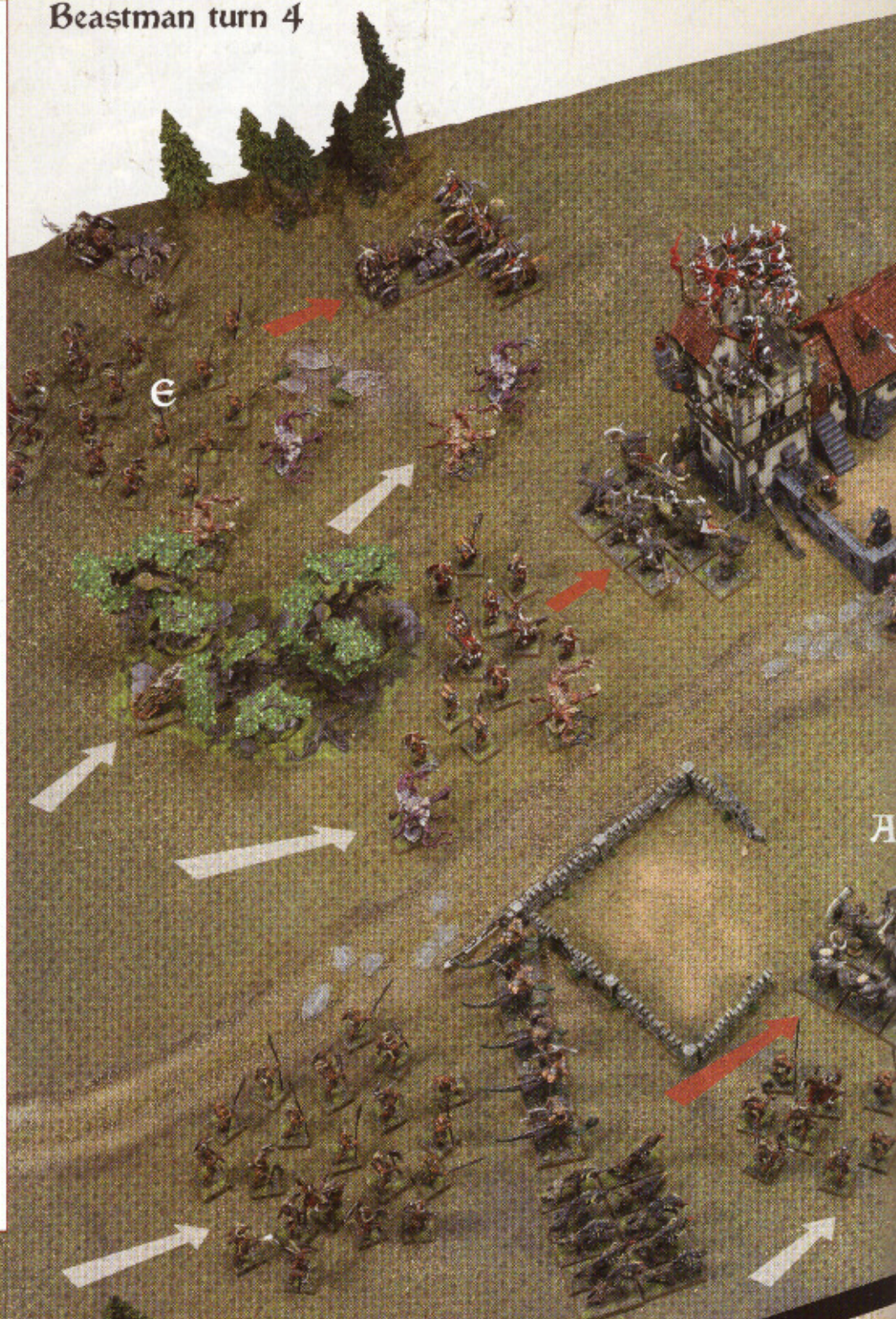
C The Flagellants literally threw themselves against the Beastlord's Herd. Though they were wiped out in the attempt, they did manage to slay Andy's Bray-shaman.

D The Rocket Battery took aim at the Ogres and fired, but the rocket veered north and landed harmlessly just in front of the brutes.

E The Engineer unleashed a pigeon bomb at the Herd in the northwest. The witless bird exploded on target but failed to wound any of the hardy Gors.

F The Outriders fired at the Chaos Hounds, killing three with their repeating blackpowder weapons.

G The Reiksguard Knights moved onto the battlefield via the north road. Already spying a likely target, they made their way past the east side of the inn.

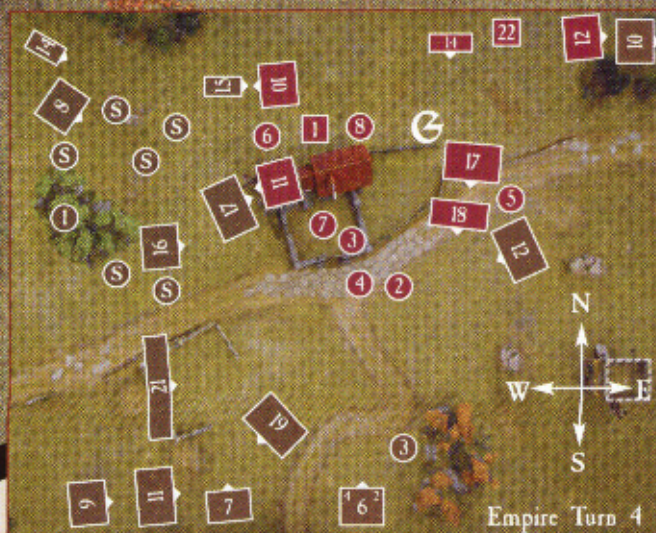


In which the Emperor's finest fend off a foul attack from bull-headed hordes, the deviant beast-creature continues its mischief and the resplendent knights of the Reiksguard charge onto the field ready to do battle!



Tower Assault

The Minotaurs assaulted the tower, trying to take control of the Emperor's Banner. Assaulting a building is a lot more difficult than attacking in the open. Only three of the seven Minotaurs could attack. Because the Greatswords were in control of the Monument of Glory special feature they Hated the Minotaurs and were able to re-roll their attacks. The combat ended in a draw; not enough for the Minotaurs to take the watchtower.



Empire

- | | |
|---------------------|-----------------------|
| 1 Karl Franz | 11 Halberdiers |
| 2 Kurt Helborg | 12 Handgunners |
| 3 Wizard Lord | 13 Crossbowmen |
| 4 Ludwig Swartzhelm | 14 Mortars |
| 5 Warrior Priest | 15 Reiksguard Knights |
| 6 Empire Engineer | 16 Outriders |
| 7 Empire Captain | 17 Pistoliers |
| 8 Battle Wizard | 18 Great Cannon |
| 9 Swordsman 1 | 19 Flagellants |
| 10 Swordsman 2 | 20 Rocket Battery |
| 11 Greatswords | 21 Volley Gun |
| 12 Spearmen | |

Beasts of Chaos

- | | |
|-----------------|----------------------|
| 1 Morghur | 12 Waghounds 2 |
| 2 Beastlord | 13 Tuskgor Chariot 1 |
| 3 Wargor | 14 Tuskgor Chariot 2 |
| 4 Bray-shaman 1 | 15 Tuskgor Chariot 3 |
| 5 Bray-shaman 2 | 16 Bestigor |
| 6 Beast Herd 1 | 17 Minotaurs |
| 7 Beast Herd 2 | 18 Centigors |
| 8 Beast Herd 3 | 19 Chaos Ogres |
| 9 Beast Herd 4 | 20 Shaggoth |
| 10 Beast Herd 5 | 21 Dragon Ogres |
| 11 Waghounds 1 | 22 Spuwa |

The final Attack

Turns 5 & 6

The final turns began with the Spawn of Morghur dominating the area between the woods and the west side of the inn. The Minotaurs assaulted the tower, once more determined to rout the Greatswords and claim the Emperor's banner. The Herd in the far south charged the lone unit of Crossbowmen. The Chaos Hounds in the east swerved sharply to charge the Outriders and a Spawn slithered forward to confront the terrified Engineer. The Chaos Ogres and the Beastlord's Herd formed a rough battle line across the south road and marched towards the inn.

In the Shooting phase, Morghur warped and twisted those on his own side once more (A). In the tower assault, the Greatswords managed to repel the Minotaurs again (B). The Outriders quickly despatched the Warhounds for no losses of their own.

As the Reiksguard rode further onto the field they were joined by their Grand Master and the Emperor's Herald, forming an extremely powerful unit. The Mortar and Great Cannon finally arrived onto the battlefield to the south. With both Brayshamans dead, the Empire Wizards began to dominate the Magic phase (C). Andy managed to save some dice to spitefully dispel the Warrior Priest's abilities as he tried to heal Kurt Helborg.

In the final turn of the game the Ogres rallied from their earlier magically induced panic. The remaining chariot and Beast Herd in the north charged into the Swordsmen, the impact killing five. Despite the high casualties the Swordsmen remained defiant. The Beastlord's Herd charged the cannon crew who downed tools and fled from the tabletop. With one last push, the Minotaurs finally broke the Greatswords' hold of the tower by killing eight of the bodyguards and taking it for their own.

Seeing the loss of the inn, Karl Franz flew across to his loyal Reiksguard who moved forward ready to charge any who dared to come close. Adam focussed his spells on the Chaos Ogres, who weathered numerous sorcerous assaults but remained resolute. Andy wisely kept his dispel dice and used them to nullify Adam's final attempt to heal the Emperor with the Warrior Priest – this ensured that the Beastmen were not denied valuable Victory Points for wounding the Empire general. Adam's last action of the game was to shoot at the Ogres with Outriders. Another brute was bought down, but once again the brutish Ogres refused to break. The beasts retreated into the woods and so the battle ended in a bitter stalemate.

A Morghur's corrupting influence killed a Minotaur, and yet another Spawn appeared on the battlefield. The Bestigors lost another two of their number, but we had run out of Spawn models (there were now nine on the table), so no more could be placed!

B The Empire counter-assault was brutal, with the Greatswords causing another five wounds on the Minotaurs who hit back, killing four more of the Emperor's elites.

C In turn 5 the Ogres lost four wounds in total from Steal Soul and Wind of Death, which finally caused the monsters to panic and flee south.

Karl Franz vs the Spawn

The Spawn that had charged the Engineer caused a wound and won the combat. The Engineer put his mechanical steed into top gear and fled 18" away from the gibbering monster! Unfortunately for Adam, the Spawn could now finish off Karl Franz, which would mean the day would belong to Chaos. There was a hushed silence as the dice were thrown. All hits were aimed at the Emperor himself. Andy scored 3 wounds, and the Emperor's Armour Save only deflected one. Adam then rolled for his Ward Save, needing two 4+ rolls to keep the Emperor alive. Rolling a double 4, Adam was able to breathe again; with righteous vengeance the Spawn was easily dealt with and the Emperor survived once again!



In which our valiant Emperor is attacked by the foulest of Spawn, the Captain of the Empire redeems himself, but the proud soldiers of Carroburg lose the Emperor's Colours, thus marring the rightful triumph of the armies of the blessed Empire.



The Redemption of Dolphus Hund

Dolphus Hund had stood by Kurt Helborg in the early stages of the game, ready to charge the Shaggoth, but had then fled and had spent the rest of battle hidden behind the courtyard walls. With Chaos Spawn now clawing on the other side of the wall, Dolphus chose this moment to atone for his earlier shame. He leapt over the wall and set about attacking the monstrosities, slaying one in a decisive series of blows. The many other Spawn began to surround him and the Empire Captain was last seen hacking away at the mutated creatures, fighting on even when all seemed lost.



Empire

- | | |
|----------------------|-----------------------|
| 1 Karl Frane | 18 Halberdiers |
| 2 Kurt Helborg | 19 Handgunners |
| 3 Wizard Lord | 20 Crossbowmen |
| 4 Ludwig Schwarzhelm | 21 Mortar |
| 5 Warrior Priest | 22 Reiksguard Knights |
| 6 Empire Engineer | 23 Outriders |
| 7 Empire Captain | 24 Pistoliers |
| 8 Battle Wizard | 25 Great Cannon |
| 9 Swordsman 1 | 26 Flagellants |
| 10 Swordsman 2 | 27 Rocket Battery |
| 11 Greatswords | 28 Volley Gun |
| 12 Spearsmen | |

Beasts of Chaos

- | | |
|-----------------|----------------------|
| 1 Moehgar | 11 Warhounds 2 |
| 2 Beastlord | 12 Taskgor Chariot 1 |
| 3 Wargor | 13 Taskgor Chariot 2 |
| 4 Bray-shaman 1 | 14 Taskgor Chariot 3 |
| 5 Bray-shaman 2 | 15 Bostigoe |
| 6 Beast Herd 1 | 16 Misotaur |
| 7 Beast Herd 2 | 17 Centigor |
| 8 Beast Herd 3 | 18 Chaos Ogres |
| 9 Beast Herd 4 | 19 Shaggoth |
| 10 Beast Herd 5 | 20 Dragon Ogres |
| 11 Warhounds 1 | 21 Spawn |

Result
The Empire
1512

Beasts of Chaos
1871
Draw

Return to the Herdstone

foe-rippers!

This award has to go to the Minotaurs, who kept going against the Greatswords despite stalwart opposition and one of their number being turned into a Chaos Spawn when Morghur got too close!



Andy: That was close! Throughout the game both Adam and a variety of Design Studio pundits were convinced the Beasts would win the day. I, on the other hand, could see that a player as experienced with his army as Adam is with the Empire could potentially pull something out of the bag, and he nearly did, several times. Without killing the Emperor, I just couldn't score enough Victory Points, though I tried my hardest to get him, throwing pretty much everything I had at him.

The closest I came to fulfilling the scenario objective was when one of the many Chaos Spawn that Morghur had created overran into Karl Franz and inflicted three wounds upon him. If Adam had failed just one Ward Save, the day would have been resoundingly mine.

But he made them all, and the full Victory Points bonus for killing Karl Franz was denied me. Because of that, I had to settle for a draw.

The game almost went against me right at the end, but it wasn't until we had added up Victory Points that we saw this. In the last turn, I kept my two Dispel Dice in order to stop Adam's Warrior Priest healing Karl Franz back to full health. No matter what spells were thrown at me, I kept hold of those two dice like my life depended on them. When Adam had finally used all of his other spells and had failed to draw those two little dice from me, he used Healing Hand. And I dispelled it – Franz remained wounded, and half of his Victory Points were mine.

Another point at which I

could have grasped defeat from the jaws of victory was when the Great Cannon and Mortar appeared directly behind the Bray Herd and my Beastlord and Wargor. The Beastmen now found themselves sandwiched between the Outriders and the Knights on one side, and the artillery behind. The only possible option was to charge the Great Cannon crew, denying them the enfilade they had lined up so nicely. If I'd have been lured into charging the Outriders, they would have fled, leaving the Knights a clear charge. Fortunately, charging the Great Cannon crew instead carried the Beastmen safely away, but it was only possible because they were Skirmishing under their Raiders rule and could therefore charge in any direction.

But, even ending in a draw, the game was an incredible one. The highlight for me came when the Minotaurs finally broke the Greatswords. I knew they would take a lot of punishment assaulting the building, so it was a huge relief when they finally swept the enemy away, rushed up the tower and did something unspeakable on the Emperor's personal colours.

Coolest of all was the fact that the "historical refight" turned out pretty much as it did in the background. In the opening of the scenario it states that the Emperor's bodyguard of Greatswords were slaughtered to a man defending the Emperor's banner, and that Karl Franz led a glorious counter charge that saw off the Beastmen. As more of the Emperor's army arrived this is exactly what we imagined would have happened next.

If I was a Beastlord...

Adam: Andy's plan went pretty well, but I'd have done a few things differently. First and foremost I'd have taken more Shamans. I was pleasantly surprised to only be facing two lower level Wizards in the Magic phase and I think this cost Andy dearly. Several times his units ended up tripping over each other for lack of room, so having a few less Dragon Ogres and a couple of Level 4 Bray-Shamans would have been the way to go. I'm glad he didn't though, because I'd have probably lost.



A Close call

Adam: Damn Morghur, and his foul kind! Damn him to the darkest corners of the Drakwald! That constant stream of Chaos Spawn were more than I could deal with, and very nearly inflicted an embarrassing defeat on me. Kudos to Andy, to be fair – only some last-minute magical blasting from my Amethyst Wizard, and a less-than-courageous withdrawal by my key characters saved me from a crushing loss.

So where did it go wrong? Well, I could blame it on Hubert for not generating "Doom and Darkness", but he was actually my saving grace, successfully unleashing spell after spell onto the Beastmen. No, it went wrong when I used all my clever tricks on Andy in the playtest games earlier. Not only that, but he adapted his plan accordingly. He screened Morghur beautifully, so as to prevent Karl Franz from leaping in and smashing him apart with Ghal Maraz (a plan I had been arrogantly proclaiming I would execute prior to the game). He blocked off one of my road entrances quite successfully, too, and he made some tremendously good charges with his units, especially the Chariots. Nope, this wasn't really a battle of terrible mistakes on my part – rather a

catalogue of things that Andy did right.

What else is there to say really? Well, I was enormously pleased to land a hit squarely onto one of the Beast Herds with the Helstorm, and to blast the Shaman to bits with the Helblaster. War machines often struggle in scenarios such as this, with their depleted lines of sight and the fact they lose at least a whole turn to movement (often more, like with the cannon and mortar). Both managed to inflict a pretty decent toll on the enemy, especially the Helblaster that exploded in comedy fashion, blasting the Shaman into next week before doing so.

One of the best things about the way this Battle Report ended was the fact that it continued to tell a story. With the Reiksguard Knights rallied up and ready to charge, I was finally in a position where I could wreak some revenge on the Beastmen. Karl Franz was safely out of harm's way and I had enough of an army left to really give Andy a run for his money. Suffice to say that the devious and petty attempt by the Dark Gods to assassinate the Emperor Karl Franz has failed! The Nemesis Crown will belong to the Empire, mark my words!

Hero of the Hour

It always helps when you don't blow yourself up when casting magic, but even so this fellow was frankly amazing. His torrent of spells was simply staggering, made even more effective with the Rod of Power. Not only that, but he was the most suave looking gentleman on the battlefield.



“Damn Morghur, and his foul kind! Damn him to the darkest corners of the Drakwald!”

If I was the Emperor...

Andy: What would I have done differently in Adam's place? Not much – he's a consummate Empire general, and he was at the mercy of his army coming on piecemeal. Perhaps his only mistake was leaving space behind the Flagellants and Swordsmen when they came on, allowing me to bring my Ambushing units in right behind them.



As the sun set upon the field of battle, the only sounds to be heard were the moaning of the wounded and the distant braying of the Beastmen as they retreated into the benighted woods. The Emperor stood amongst the slaughter and wept bitter tears. The Greatswords were dead to a man, slaughtered defending the Emperor's colours. The sacred banner had been befouled by the brutish creatures that had captured it. The Emperor had led his knights on a glorious counter charge, but he had struggled to remain conscious the entire time, so severe were the wounds done to him by the foul creatures of the woods. With a heavy heart, Karl Franz ordered the council of war reconvened. He was here to find the Nemesis Crown, and find it he would. No matter the cost.

- From the Chronicles of Valour,
by the hand of Albrecht von
Druker, historian to the
Court of Altdorf.

THE NEMESIS CROWN

WARHAMMER®

FIGHT FOR THE GREATEST PRIZE IN THE OLD WORLD'S HISTORY

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.

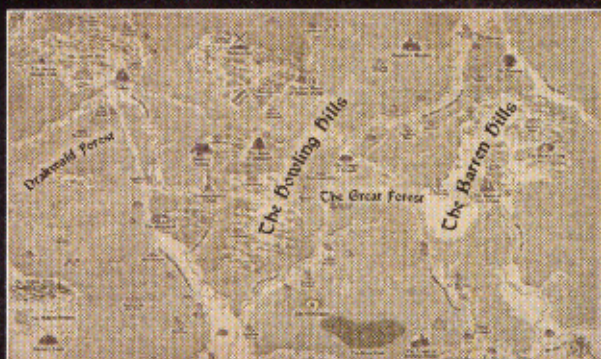
It is now time to call your force to arms and ready yourself for an epic

campaign where you will aid your faction in the search for the artefact, the fabled Nemesis Crown.

Signing up for the campaign couldn't be easier. Go online and log on to nemesis.games-workshop.com and follow our simple registration process. You will then be given a unique code that will activate your free account. Once you have an account you will be able to access special areas of the website and post your results to influence the campaign and help your faction win the ultimate prize.

Website Features

- Campaign background
- Interactive war-room and map
- Useful downloads
- Weekly hobby articles
- Details of local, in-store summer events
- Army storylines and results updated weekly
- Personal statistics and leaderboards



The campaign takes place deep in the Great Forest.

Special Events

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


New Releases

There are loads of brand new Citadel miniatures coming your way, including the fantastic new Empire Flagellants kit. (See page 6).

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-



The search for the Nemesis
Crown has begun...

Start gaming now!

**RESULTS CAN BE RECORDED
FROM THE 27/06/07**

WORKSHOP.COM

DRAGONS OF MIDDLE-EARTH

For thousands of years they have dwelled in the dark places of the world, and now the Dragons are here! Donning suitably fireproof attire, Mat Ward goes in search of the secrets of these deathless draconics.



Where some creatures, such as the Balrog, endure only in legends of certain races, Dragons are regarded as despoilers across all Middle-earth. The existence of Dragons is not known only to the ancient races of Elves and Dwarves, and nor does it cease at the borders of Gondor and Rohan.

Dragons are talked of even in the isolated and parochial Shire – albeit in a fanciful and disbelieving sense. Terrible places are compared to “Dragon’s Dens” and some Hobbits are described as brave enough to “jump down a Dragon’s throat”. Even in this, the quietest corner of Middle-

earth, Dragons have made a lasting enough impression, one that stands in testament to the evils they have wrought.

It is true that most Dragons have been forgotten, their names lost in the mists of time. Even so, the fates of several terrible beasts have been preserved by the evils of their deeds. Gandalf talks to Frodo of Ancalagon the Black, a mighty Dragon of yore whose fire was even powerful enough to consume the lesser Rings of Power. Théoden gifts Merry a horn taken from the hoard of Scatha the Worm, another great Dragon who could boast the destruction of at least one Dwarf hold. Of course, most famous of all the Dragons to terrorise Middle-earth is Smaug, despoiler of Erebor and ruination of Durin’s Folk.

Physically, individual Dragons can vary to an enormous degree. The most dangerous are winged, able to travel several leagues in one beat of their leathery wings, whilst others must rely on their legs for locomotion. Though all have thick, scaly hides, the colour can vary enormously, from brilliant reds and golden oranges through to sepulchral greys and midnight blues. These colours have no bearing on the abilities of the Dragon, but do serve to distinguish one draconic tyrant from another.

Dragons are huge and savage creatures, able to crush armour and bone as unthinkingly as a Man would snap a twig. This formidable might is often coupled with the ability to breathe great gouts of flame, or a beguiling nature as enrapturing as the darkest of magics. Dragons are almost impossible to dominate, or even reason with, for their ferocious strength is invariably wedded to a keen intelligence, the equal of any loremaster of the wise. Dragons do what they wish, when they wish to do it – only a dire threat can stay a Dragon from its goal. As such, Dragons are perhaps not truly evil, but rather utterly amoral. In vigour and wisdom Dragons are as high above Men as the Men are above cattle – Dragons are predators, and all in the world are their prey.





The Ol' Mind Trick

The absolute best way to nail an enemy Dragon is with Gandalf (or possibly Saruman). If you can get past the Dragon's magical resistance with an Immobilise, you can then surround and overwhelm it. Even if the Dragon doesn't expire on the spot, you might be able to get it to flee.

Dragon

Points Value: 250

F	S	D	A	W	C	M / W / F
7/2+	7	7	4	7	4	3 / 3 / 3

Wyrm's of Legend

A Dragon may have two of the following abilities at additional cost:

Breathe Fire 50 points
Fly 50 points

Wyrmtongue 50 points
Tough Hide 50 points

Sudden death

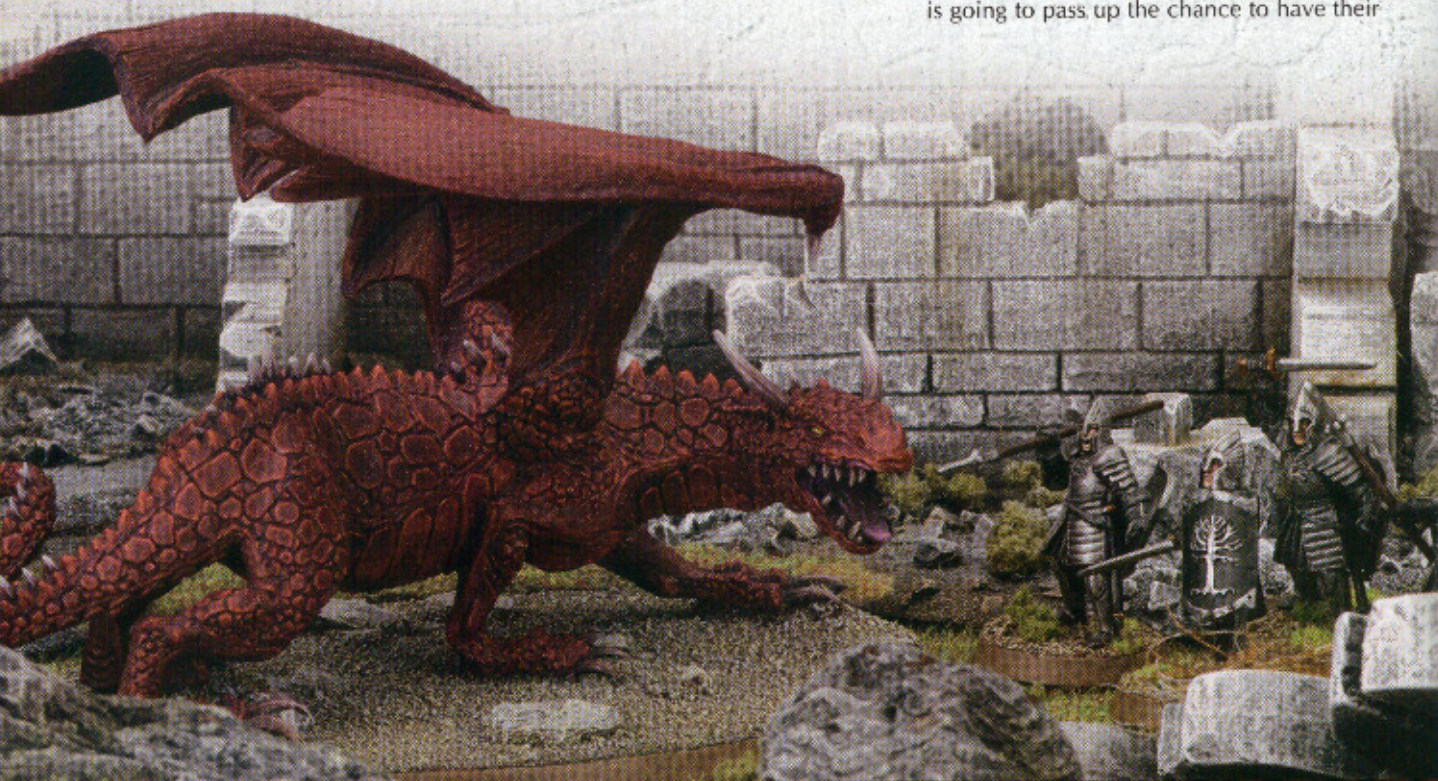
A quick glance at the Dragon's profile is enough to set the heart apace. It has all the ruthless combat ability of a Mordor Troll, and then some. Not only does a Dragon fight like a tiger (albeit a much bigger, more ferocious tiger) it is Resistant to Magic, causes Terror, reduces enemy Courage, and charges as if it were a Monstrous Mount; not bad at all for a mere 250 points. That said, the Dragon does come with a slight downside. Being ancient creatures, Dragons are loathe to throw their lives away in battle and so each time one suffers a wound, they must pass a Courage test or flee. This may sound problematic, but I assure you it's not – Courage 4 and 3 Will points makes failure of at least a few tests very unlikely. Besides, your enemy's got to wound the Dragon first. At Defence 7, that's not so easy, and of course you're going to make that a bit harder by being cunning.

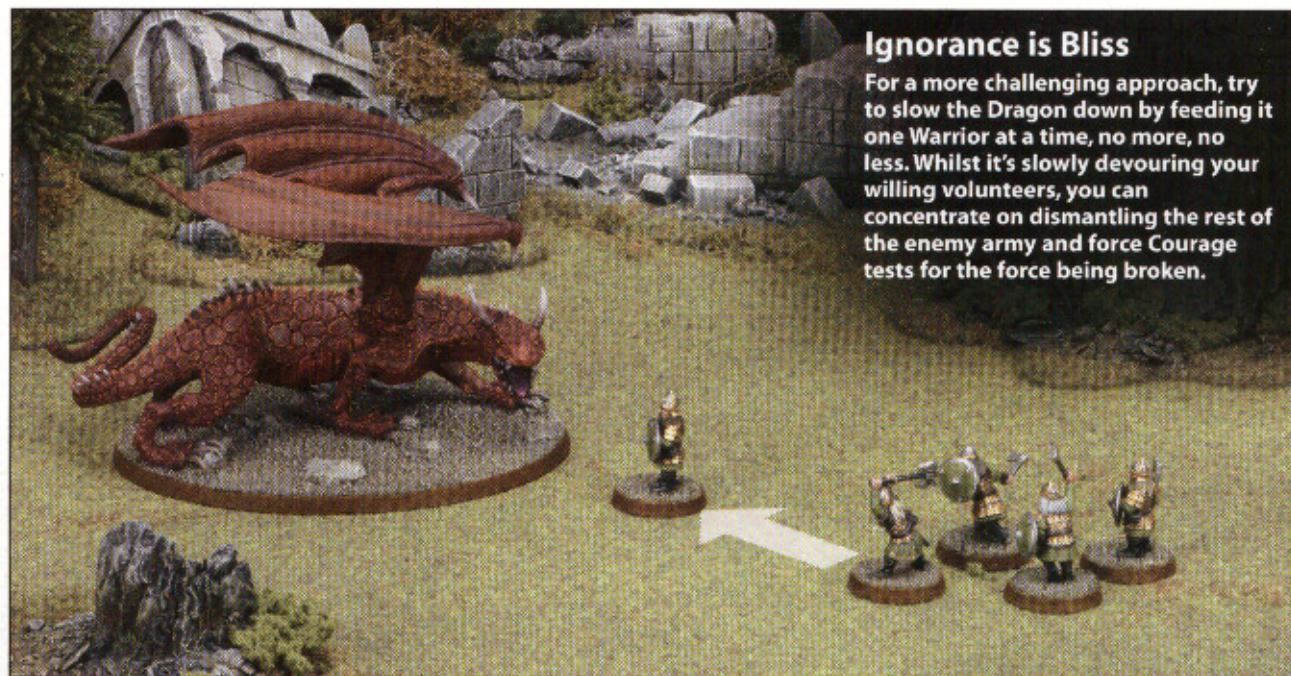
Choosing a victim

Much like Gûlavhar and Mordor Trolls, getting the most out of a Dragon is reliant on picking the right target to attack: in this case, Warriors. With lots of Attacks and a high Strength, the Dragon can chew its way through an army if given the chance, but you've got to maintain momentum, and this means choosing targets that you can kill. Such is the size of the Dragon's base that it can normally charge at least two models, and such is its power that it will reliably kill any Warrior other than an Ent in a single turn. Just beware of Heroes! Even though the Dragon's Fight value is superior to that of all but Elven Heroes, one unlucky turn is enough for Aragorn, Imrahil or Dain to land several wounding blows and force those incredibly unwelcome Courage tests.

Have wings, will travel

You don't have to upgrade your Dragon, but I doubt that anyone reading this article is going to pass up the chance to have their





Ignorance is Bliss

For a more challenging approach, try to slow the Dragon down by feeding it one Warrior at a time, no more, no less. Whilst it's slowly devouring your willing volunteers, you can concentrate on dismantling the rest of the enemy army and force Courage tests for the force being broken.

scaly beastie do even more damage. Well, are you? I thought not.

Dragons come with four options: Fly, Breathe Fire, Wyrmtongue and Tough Hide. Only two can be selected, capping your Dragon's points cost at 350, so its worth giving thought to the abilities you'll get the best use out of.

For me, a winged Dragon is all but essential – it's effectively a license to go wherever you want. A Dragon that flies can hit hard and withdraw out of counterattack range before the enemy can react. It's a bit like having a Nazgûl on a Fell Beast really, a rock-hard and unstoppable one. The classic ability to pair up with wings is Breathe Fire. We've got real dragon-fire in The Lord of the Rings – not the apologetic stuff like in other games. If a Dragon breathes fire on you in Middle-earth, you (and the six or so guys next to you) burst into flames, run around for a bit and then die – no half measures. As such, this is an option for the true pyromaniac, or at least a gamer with pyromaniac tendencies who's got some cavalry in his army, and would love to make the enemy spread out a bit. If the enemy hasn't spread out, they will the first time you gleefully shout "Whooomph!" and start rolling to wound against a 5" section of his battle line.

Mind over matter?

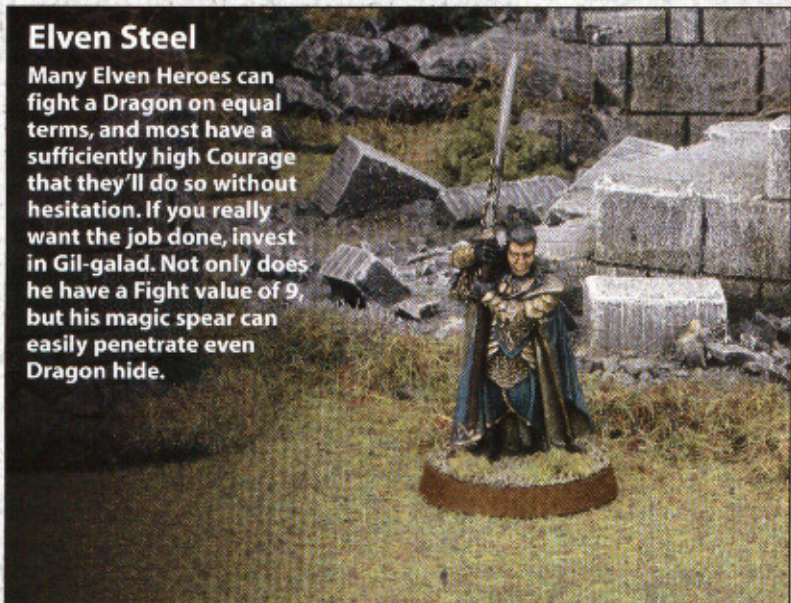
The remaining two options: Wyrmtongue and Tough Hide, are respectively there for those with subtlety, and those without. Wyrmtongue allows the Dragon to cast spells at the enemy – specifically, Transfix, Compel and Sap Will. This little combo allows you to unleash your Dragons on enemy Heroes – unsurprisingly, a Transfixed Hero in combat with a Dragon

is not long for the world. Tough Hide, on the other hand, is there to improve your combat odds the old-fashioned way: making you harder to hurt. Two extra Wounds is nice, but +2 Defence is even nicer, giving you extra protection against those aforementioned Courage tests.

So, in summary, what kind of army does a Dragon suit best? Truth is, it's pretty good in any army. Its combination of muscle, firepower and speed make it a perfect addition to Moria Goblins, Easterlings, Orcs, Spectres, Spiders, Warg Riders... you get the idea. The only real condition is to make sure the rest of your army can't easily be squashed by bowfire. The Dragon's might will be for nothing if the rest of his army runs away.

Elven Steel

Many Elven Heroes can fight a Dragon on equal terms, and most have a sufficiently high Courage that they'll do so without hesitation. If you really want the job done, invest in Gil-galad. Not only does he have a Fight value of 9, but his magic spear can easily penetrate even Dragon hide.



DEEPWOOD DRAGONS



Main Contingent:

Dol Guldur

- ① 1 Spider Queen
75 points
- ② 25 Wild Wargs
200 points
- ③ 5 Giant Spiders
100 points
- ④ 2 Bat Swarms
70 points

Allied Contingent:

Monsters of Middle-earth

- ⑤ Dragon with Fly
300 points

Total: 745 points

Personally, I love the idea of an army of (let's be unkind) monsters; not Orcs, Goblins or corrupt Men, but the kind of evil that goes bump in the night. This army plays to that desire, drawing mostly upon Dol Guldur for its rank-and-file.

Everything in this army can move 10" or more, giving you all the flexibility of a cavalry force, but in an altogether more creepy-crawly way. Wild Wargs can beat most Good Warriors in one-on-one fights, and Giant Spiders are even better – though a little more fragile. You've got to hit fast and hit hard, crushing one enemy flank and rolling up the line before your opponent can react.

This force includes a slightly cheaper Dragon. The Fly ability is a must-have, but other upgrades have been foregone in favour of including another 5 Wargs in the army. For best results, you need to set the

Dragon loose on the staunchest part of your opponent's line, as the rest of your force is quite fragile and will quickly become bogged down if fighting against elites. In the unlikely event that your Dragon needs a little backup, send in a Bat Swarm to help it out by reducing the Fight value of a dangerous foe.

This force excels against compact armies, where you don't have to worry about being outnumbered. Because of their relatively low Defence values, your troops are fair game to anyone who can swing a sword. On the other hand, most of your models are Strength 4 or 5, meaning that even heavy armour is little protection against your vengeful attacks. Elves, Dwarves, Gondor and Rohan all fall easily to this army, but watch out for forces like Armor or the Shire that can pack fifty or more models in a 750-point force.

DRAGONS OF THE EAST



The choice of Dragon to work alongside this army is a difficult one. Easterlings lack for artillery, and a fire-breathing reptile is a good substitute. On the other hand, the golden legions also suffer from having no wizards of their own. Which to choose? I've gone for a flying, fire-breathing Dragon, because the resultant large-scale destruction really appeals to me.

You'll notice that this army is relatively compact at a mere 34 models, but every model in the army can take a pounding. Easterlings and Dragons make for a nice combination; the Dragon deals with enemy archers, allowing the Easterling spear formations to go relatively unmolested as they close with the enemy.

For best results, try to think of your army not as 34 models, but rather three large models: the Dragon, and two Easterling phalanxes. On a board with

dense terrain, use your phalanxes to control choke points while the Dragon flanks the enemy – few armies can survive being caught between pikes and a raging monster. On more open ground, keep the Easterlings together, the better to fend off enemy cavalry.

This army does best against the two extremes. Hordes of military detritus, such as Hobbits, can't really touch it as everything has high Defence and Fight values. At the other end of the scale, Elves and Dwarves lack the numbers to counter the advantage a Dragon brings. This is by no means an easy match to win, but does favour the Evil player. Where this force suffers is against the middling armies, such as Gondor and Rohan, who have both high Defence values and relatively inexpensive troops. As a rule, you can expect to be outnumbered two to one in such a match.

Main Contingent: The Easterlings

- 1** Easterling Captain
with Easterling halberd
55 points
- 2** Easterling Captain
with Easterling halberd
55 points
- 3** 16 Easterlings
6 with shields and 10
with shields and spears
148 points
- 4** 15 Easterlings
5 with shields and 10
with shields and spears
140 points

Allied Contingent: Monsters of Middle-earth

- 5** Dragon
with Fly and Breathe Fire
350 points

Total: 748 points

PAINTING YOUR DRAGON

A Dragon model instantly becomes the centrepiece of any Evil force, so here are some tips for painting your very own winged horror.



The claws and horns were painted Scorched Brown, and then highlighted with a 50/50 mix of Scorched Brown and Bleached Bone. Increasing amounts of Bleached Bone were added to the mix for each subsequent highlight layer.



The eyes were basecoated with Bronzed Flesh, and highlighted with Bleached Bone. A few glazes of Yellow Ink added a glossy sheen. Finally, a dot of Skull White was applied as a highlight.



Painting Scales



1 Begin by applying an even basecoat mixed from three parts Red Gore to one part Liche Purple.



2 Paint the individual scales with Red Gore. You may need several coats to achieve an even covering.



3 Paint a layer of thinned-down Blood Red around the outer edge of each scale as a first highlight.



4 Apply a finer highlight of Blazing Orange around the edges of the scales.



5 Highlight the sharpest edges of the most prominent scales with a very fine layer of Fiery Orange.



The wing membrane was painted in exactly the same colours as the scales, but make use of the drybrushing technique.



The tongue was basecoated with a mix of Chaos Black and Red Gore, to which Bleached Bone was added for subsequent highlights. The final highlight is a mix of Bleached Bone and Red Gore.



Colour Variants

We asked Mark Bedford of Forge World fame to paint us a Dragon in an alternative colour scheme. This green-scaled beast uses a naturalistic palette, and is based on pictures of real-world reptiles. The colours below were used on the scales, using the same techniques as the red Dragon.



-  **Base Coat**
75% Catachan Green, 25% Scorched Brown.
-  **Highlight 1**
Catachan Green.
-  **Highlight 2**
75% Catachan Green, 25% Kommando Khaki.
-  **Highlight 3**
50% Catachan Green, 50% Kommando Khaki.

SONS OF SANGUINIUS

Part Two

In the concluding part of our Blood Angels Codex, we present the complete army list for this ferocious and proud First Founding Chapter and their Successors. Everything you need to plan and choose your army is contained herein.



WARHAMMER
40,000

Blood Angels
OFFICIAL CODEX

BLOOD ANGELS ARMY LIST

The following pages contain an army list that will allow you to field a Blood Angels Space Marine army, or one of their Successor chapters, and fight battles with it in your games of Warhammer 40,000.

The army list allows you to pick an army based on the troops that could be fielded by a Blood Angels Battle Company, with attached support drawn from other Companies in the Chapter. The Blood Angels excel at close quarter fighting, and in order to reflect this we have placed a special emphasis on the assault troops included in the army.

Before you choose an army you will need to agree with your opponent upon a mission and the total number of points each of you will spend. Then you can pick your army as described below.

Using a Force Organisation Chart

The army lists are used in conjunction with the force organisation chart from a mission. Each chart is split into five categories that correspond to the sections in the army list, and each category has one or more boxes. Each box indicates that you may make one choice from that section of the army list, while a dark-toned box indicates a compulsory selection. We've included the chart used with Standard Missions for your reference, below.

Missions and points

These army lists are primarily designed for use with the Combat Patrol and Standard Missions from the Warhammer 40,000 rulebook. They may also be used with any other missions that use the Force Organisation charts, but please note that play balance may be affected if they are used for anything other than a Combat Patrol or Standard Mission.

The Mission you decide to play will determine what (if any) restrictions apply to picking your army. See the Combat Patrol or Standard Missions sections of the Warhammer 40,000 rulebook for details of the restrictions that apply.

Using the Army List

Once you have picked the mission you will play and the size of the forces being used, you are ready to pick your army. Look in the relevant section of the army list and decide what unit you want to have in your army, and what upgrades you want (if any). Any upgrades that are taken must be shown on the model. Once this is done subtract the points value of the unit from your total points, and then make another choice. Continue doing this until you have spent all of your points. Then you are ready to do battle!

Army List Entries

Each entry in the army list represents a different unit that you can use in a battle. Each unit entry in the army list is split into seven sections:

Unit Profile: Each unit entry includes the name of the unit, the profile of any models the unit can include, and the points cost of the unit without any upgrades.

Unit Composition: Where applicable, this entry lists the number and type of models that make up the basic unit.

Unit Type: This entry refers to the Warhammer 40,000 Unit Type rules chapter. For example, a unit might be Infantry, Vehicle or Jump Infantry, and be subject to a number of special rules.

Wargear: This entry details the equipment the models in the unit carry. The cost for all of these models and their equipment is included in the points cost for the unit.

Special Rules: Any special rules that apply to the unit are listed here. Descriptions can be found in the previous issue, or the Universal Special Rules section of the Warhammer 40,000 rulebook.

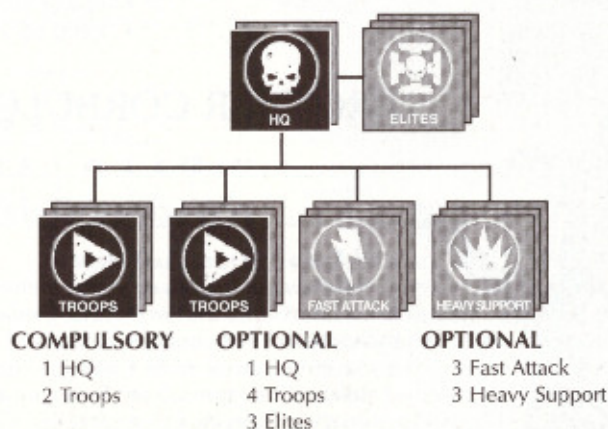
Options: This section lists all of the upgrades you may add to the unit if you wish to do so. If a model is equipped with something listed in the Unit Upgrades section then you must pay the points for it, and conversely you may not take an upgrade unless a model in the unit actually has it.

Transport: This last entry refers to any transport vehicles the unit may take. These have their own entry in the army list.

Designer's Note

You will notice that several squads in the Blood Angels army cost more points than their counterparts from other Space Marine Codexes. This extra cost covers the points required for the Death Company models the squad will allow you to take. For example, choosing a Tactical Squad allows you to take one Death Company model, and so the cost of the Death Company model is included in the cost of the Tactical Squad.

STANDARD MISSIONS



HQ



DANTE, LORD OF THE BLOOD ANGELS

200 POINTS

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

Unit Type:

- Jump Infantry.

Individual:

- An army can only include one Commander Dante.

Wargear:

- Frag grenades.
- Krak grenades.
- Perdition pistol.
- The Axe Mortalis.
- Death Mask of Sanguinius.
- Jump pack.
- Artificer armour.
- Iron halo.

Options:

- If Dante is in the army, the Standard Bearer in one Honour Guard may replace his Company Standard with the Blood Angels Chapter Banner for +15 points.

Special Rules:

- Fearless.
- Independent Character.
- Rites Of Battle.

Unit Type:

- Infantry.



MEPHISTON, LORD OF DEATH

225 POINTS

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

Unit Type:

- Infantry.

Individual:

- An army can only include one Mephiston.

Wargear:

- Frag grenades.
- Krak grenades.
- Plasma pistol.
- Force weapon.
- Psychic hood.
- Artificer armour.

Options:

- None.

Special Rules:

- Fearless.
- Independent Character.
- Lord of Death.
- Feel No Pain.

Psychic Powers

- Wings of Sanguinius.
- Might Of Heroes.
- Transfixing Gaze.



LEMARTES, GUARDIAN OF THE LOST

125 POINTS

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

Unit Type:

- Jump Infantry.

Individual:

- An army can only include one Chaplain Lemartes.

Wargear:

- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Crozius Arcanum.
- Rosarius.
- Death Mask.
- Power armour.
- Jump pack.

Options:

- None.

Special Rules:

- Independent Character.
- Honour of the Chapter.
- Litanies of Hate.



BROTHER CORBULO

100 POINTS

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

Unit Type:

- Infantry.

Individual:

- An army can only include one Brother Corbulo.

Wargear:

- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Chainsword.
- Exsanguinator.
- The Red Grail.
- Power armour.

Options:

- None.

Special Rules

- And They Shall Know No Fear.
- Independent Character.

HQ

TYCHO, CAPTAIN OF THE 3RD COMPANY

110 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Cpt. Tycho	5	5	4	4	3	5	3	10	2+

Options:

- None.

Special Rules:

- And They Shall Know No Fear.
- Preferred Enemy: Orks.
- Independent Character.
- Rites of Battle.

Unit Type:

- Infantry.

Individual:

- An army can only include one Captain Tycho.

Wargear:

- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Iron halo.
- Combi-weapon (bolter/meltagun).
- Artificer armour.



CHAPLAIN

100 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Chaplain	5	5	4	4	2	5	3	9	3+

Options:

- Replace bolt pistol with a plasma pistol for +15 points.
- Take a storm bolter for +5 points, a combi-flamer, combi-plasma gun or combi-meltagun for +10 points, or power fist for +25 points.
- Take meltabombs for +5 points.
- Take a jump pack for +20 points or Space Marine bike for +30 points.
- Replace all other wargear with Terminator armour, storm bolter, Rosarius and Crozius Arcanum for +25 points.

Unit Type:

- Infantry.

Special Rules:

- Honour Of The Chapter.
- Independent Character.
- Litanies of Hate.

Wargear:

- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Rosarius.
- Crozius Arcanum.
- Power armour.



LIBRARIAN

120 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Librarian	5	5	4	4	2	5	3	9	3+

Options:

- Replace bolt pistol with a plasma pistol for +15 points.
- Take a storm bolter for +5 points, or a combi-flamer, combi-plasma gun or combi-meltagun for +10 points.
- Take meltabombs for +5 points.
- Take a Space Marine bike for +30 points.
- Replace all other wargear with Terminator armour, storm bolter, force weapon and psychic hood for +25 points.

Unit Type:

- Infantry.

Special Rules:

- And They Shall Know No Fear.
- Independent Character.

Wargear:

- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Force weapon.
- Psychic hood.
- Power armour.

Psychic Powers:

- Wings of Sanguinius.
- Might of Heroes.



Blood Angels Organisation

As in all Space Marine chapters most non-combatant roles are performed by Servitors and human serfs as Space Marines are a far too rare and important commodity to be used for such mundane tasks. However, there are Space Marines whose primary role is not necessarily a battlefield one, such as the Librarians and Techmarines. In addition, The Blood Angels

headquarters staff includes a number of ranks not found in other Space Marine chapters, which reflect the unique nature and character of the Blood Angels army. These include the Sanguinary Priests who perform the rituals when new recruits are drawn into the Chapter, and the Curators or Guardians who protect the Chapter's holy relics such as the Shroud of Sanguinius.

HQ

COMPANY CAPTAIN

100 POINTS



	WS	BS	S	T	W	I	A	Ld	Sv
Captain	5	5	4	4	3	5	3	10	3+

Unit Type:

- Infantry.

Wargear:

- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Chainsword.
- Iron halo.
- Power armour.

Options:

- Replace bolt pistol with a plasma pistol for +15 points.
- Replace chainsword with a power weapon for +15 points, a power fist or single lightning claw for +25 points, a pair of lightning claws for +30 points, or a thunder hammer for +30 points.
- Take a storm bolter for +5 points, or a combi-flamer, combi-plasma gun or combi-meltagun for +10 points.
- Take meltabombs for +5 points.
- Take a jump pack for +20 points.
- Replace all other wargear with Terminator armour, plus one of the following weapon options, for +25 points: storm bolter and power fist or power sword, a pair of lightning claws, or a thunder hammer & storm shield.

Special Rules:

- And They Shall Know No Fear.
- Independent Character.
- Rites Of Battle.

HONOUR GUARD

125 POINTS

A Blood Angels army may include one Honour Guard for each Independent Character that it includes. The Honour Guard does not use up any Force Organisation chart selections, but is otherwise treated as a separate HQ unit.



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

Unit Composition:

- 5 Veteran Space Marines.

Unit Type:

- Infantry.

Wargear:

- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Bolter or chainsword.
- Power armour.

Special Rules:

- And They Shall Know No Fear.

Transport:

- An Honour Guard squad without jump packs may select a Drop Pod, Blood Angels Rhino or Razorback as a dedicated transport vehicle (see p84 for points cost).

Options:

- Entire squad may be given jump packs for +25 points.
- Up to two Veterans may replace their bolt pistol with a plasma pistol for +15 points each.
- Up to two Veterans may replace their bolter or chainsword with a power weapon for +15 points each, or with a power fist for +25 points each.
- Up to two Veterans may replace their bolter or chainsword with a flamer for +5 points each, meltagun for +10 points each, or plasma gun for +15 points each.
- One Veteran may be upgraded to a Sanguinary Priest with an Exsanguinator for +20 points.
- One Veteran may be upgraded to a Tech-Adept, replacing their power armour with artificer armour and their chainsword or bolter with a power weapon, for +30 points. Tech-Adepts have the *Blessing of the Omnissiah* special rule.
- One Veteran may be upgraded to a Standard Bearer carrying a Company Standard for +10 points.
- One Veteran may be upgraded to a Company Champion, replacing his chainsword or bolter with a power weapon and combat shield for +25 points.
- Any Veteran may have meltabombs for +5 points per model.





ELITES



DEATH COMPANY

NO POINTS

A Blood Angels army may include up to one Death Company unit. The Death Company does not use up any force organisation chart selections, but is otherwise treated as a separate Elites unit. Note that the number of models in the unit is determined by the number of squads in the army, as described in the Unit Composition entry below. It does not matter how many models are in these squads; each allows you to take one Death Company Marine. You don't have to take all (indeed any) of the Death Company you are entitled to if you don't want to. Ten-man squads that split into Combat squads entitle you to one Death Company model, not two.

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

Unit Composition:

- 1 Death Company model for each of the following units included in the army:
 - Honour Guard.
 - Terminator Squad.
 - Veteran Assault Squad.
 - Assault Squad.
 - Tactical Squad.
 - Devastator Squad.

Unit Type:

- Infantry.

Wargear:

- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Bolter or chainsword.
- Power armour.

Options:

- You may take additional Death Company models if you wish, as long as the total number of models in the unit doesn't exceed 10. Each additional model that you take costs +30 points.
- The entire squad may be given jump packs for +5 points per model.

Transport:

A Death Company with ten or fewer models that does not have jump packs may select a Blood Angels Rhino or a Drop Pod as a dedicated transport vehicle (see p84 for points cost).

Special Rules:

- Fearless.
- Feel No Pain.
- Furious Charge.
- Black Rage.



Designer's Note

Players that have Death Company models equipped with power fists or power weapons should count them as normal close combat weapons instead. The fact that all Death Company now have Rending attacks more than makes up for their loss!

TERMINATOR SQUAD

200 POINTS

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

Unit Composition:

- 1 Terminator Sergeant.
- 4 Terminators.

Unit Type:

- Infantry.

Wargear:

- Storm bolter.
- Power fist (Sergeant has power sword).
- Terminator Armour.

Transport:

- Terminators may select a Drop Pod as a dedicated transport vehicle (see p84 for points cost).

Options:

- Any Terminator model may replace its power fist with a chainfist for +5 points per model.

In addition, you can choose to either have:

- All models replace their usual weapons with either a pair of lightning claws, or a thunder hammer and storm shield, for no additional points cost;

Or

- One Terminator may take a Cyclone missile launcher for +20 points, or replace his storm bolter with a heavy flamer (+5 points), or an assault cannon (+30 points).

Special Rules

- And They Shall Know No Fear.
- Deep Strike.



The First Company

Of the ten Companies comprising the Chapter, the 1st Company is invariably the most powerful, consisting entirely of veteran troops. This company is the only one to use the treasured Tactical Dreadnought suits, fighting as Terminators upon the field of battle. When not

equipped as Terminators, Blood Angels Veterans fight as Assault Squads, rather than Tactical Squads like other chapters. However they are deployed, Blood Angels Veterans excel at close-quarter fighting, and form units of hard-hitting shock troops.



ELITES



FURIOSO DREADNOUGHT

100 POINTS

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

Unit Type:

- Walker.

Wargear:

- Two Dreadnought close combat weapons, one with built-in storm bolter and one with built-in meltagun.
- Smoke launchers.
- Searchlight.

Options:

- Upgrade to a Venerable Furioso Dreadnought for +20 points.
- Upgrade to a Death Company Dreadnought for +25 points.
- Replace storm bolter with heavy flamer for +5 points.
- Take extra armour for +15 points.

Transport:

- A Furioso Dreadnought may select a Drop Pod as a dedicated transport (see page 84 for points costs).

DREADNOUGHT

125 POINTS

	WS	BS	S	I	A	F	S	R
Dreadnought	4	4	6	4	2	12	12	10

Unit Type:

- Walker.

Wargear:

- Assault cannon.
- Dreadnought close combat weapon (with built-in storm bolter).
- Smoke launchers.
- Searchlight.

Options:

- Upgrade to a Venerable Dreadnought for +20 points.
- Replace Dreadnought close combat weapon with missile launcher for +10 points.
- Replace storm bolter with heavy flamer for +5 points.
- Replace assault cannon with a multi-melta, plasma cannon or twin-linked autocannon at no additional cost, or with a twin-linked lascannon for +20 points.
- Take extra armour for +15 points.

Transport:

- A Dreadnought may select a Drop Pod as a dedicated transport (see page 84 for points costs).

TECHMARINES

75 POINTS

A Blood Angels army may include one Techmarine for each vehicle chosen from the Elites or Heavy Support sections of the army list (not counting dedicated transports). The Techmarine does not use up any force organisation chart selections, but is otherwise treated as a separate Elites unit.

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

Unit Type:

- Infantry.

Special Rules:

- And They Shall Know No Fear.
- Blessing of the Omnissiah.

Wargear:

- Artificer armour.
- Boltgun or bolt pistol.
- Frag grenades.
- Krak grenades.
- Power weapon.
- Servo-arm.

Options:

- Replace bolt pistol with a plasma pistol for +15 points.
- Replace servo-arm with a servo-harness for +25 points.
- The Techmarine may be accompanied by up to four Servitors armed with a servo-arm and close combat weapon for +25 points per model. Any servitor may replace its servo-arm with a heavy bolter or multi-melta for free, or a plasma cannon for +10 points per model.

Transport:

- May select a Drop Pod, Blood Angels Rhino or Razorback as a dedicated transport vehicle (see p84 for points cost).





ELITES



VETERAN ASSAULT SQUAD

150 POINTS

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

Unit Composition:

- 5 Veteran Space Marines.

Unit Type:

- Jump Infantry.

Wargear:

- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Bolter or chainsword.
- Power armour.
- Jump pack.

Special Rules

- And They Shall Know No Fear.
- Combat Squads.



SCOUT SQUAD

80 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sgt.	4	4	4	4	1	4	2	9	4+
Scout	4	4	4	4	1	4	1	8	4+

Unit Composition:

- 1 Veteran Sergeant.
- 4 Scouts.

Unit Type:

- Infantry.

Wargear:

- Scout armour.
- Bolt pistol.
- Frag grenades.
- Krak grenades.
- Bolter.

Special Rules

- And They Shall Know No Fear.
- Infiltrate.
- Move Through Cover.
- Combat Squads.

Options:

- The squad may include up to five additional Veterans for +25 points each.
- Up to three Veterans may replace their bolter or chainsword with one weapon from the following list:
 - Storm bolter for +5 points each.
 - Combi-weapon for +10 points each.
 - Power weapon or plasma pistol for +15 points per model.
 - Power fist or single lightning claw for +25 points each.
 - Pair of lightning claws or a thunder hammer for +30 points each.
- Any Veteran may take a combat shield for +5 points per model, or a storm shield for +10 points per model.
- Up to two Veterans may replace their bolter or chainsword with a flamer for +5 points each, a meltagun for +10 points each, or a plasma gun for +15 points per model.
- Any Veteran may have meltabombs for +5 points per model.

Transport:

- The Squad may remove its jump packs to count as Infantry, and may then have a Drop Pod or a Blood Angels Rhino as a dedicated transport vehicle at no additional cost (see page 84 for the points cost of the Rhino's options).



Options:

- The squad may include five additional Scouts for +65 points.
- Any model in the unit may replace its bolter with a shotgun, chainsword or combat blade for no additional cost, or a sniper rifle at +5 points per model.
- One Scout may replace his bolter with a heavy bolter for +15 points or a missile launcher for +20 points.
- The Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Sergeant may replace his bolter with a power weapon for +15 points, or a power fist for +25 points.
- The Sergeant may take meltabombs for +5 points.

Transport:

- A Scout Squad may select a Drop Pod as a dedicated transport vehicle (see page 84 for points costs).



All Blood Angels must prove themselves as Scouts before being inducted into one of the other Companies. Bound by their motto, "Be bloody, bold, and resolute", Blood Angels Scouts are trained to work deep into enemy territory, using their superior combat skills to eliminate important objectives.

► TROOPS ►

ASSAULT SQUAD

140 POINTS



	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sgt.	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:

- 1 Veteran Sergeant.
- 4 Space Marines.

Unit Type:

- Jump Infantry.

Wargear:

- Power armour.
- Jump pack.
- Bolt pistol.
- Frag grenades.
- Krak grenades.
- Chainsword.

Special Rules

- And They Shall Know No Fear.
- Combat Squads.
- Deep Strike.



Options:

- The squad may include five additional Space Marines for +110 points.
- Up to two Space Marines may replace their bolt pistol with a plasma pistol for +15 points per model.
- The Veteran Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Veteran Sergeant may replace his chainsword with a power weapon for +15 points, or with a power fist for +25 points.
- The Veteran Sergeant may take meltabombs for +5 points.
- The Veteran Sergeant may take a combat shield for +10 points.

Transport:

- The Squad may remove its jump packs to count as Infantry, and may then have a Drop Pod or a Blood Angels Rhino as a dedicated transport vehicle at no additional cost (see page 84 for the points cost of the Rhino's options).

TACTICAL SQUAD

115 POINTS



	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sgt.	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:

- 1 Veteran Sergeant.
- 4 Space Marines.

Unit Type:

- Infantry.

Wargear:

- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Bolter.
- Power armour.

Special Rules

- And They Shall Know No Fear.
- Combat Squads.

Options:

- The squad may include five additional Space Marines for +75 points.
- The Veteran Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Veteran Sergeant may replace his bolter with a chainsword for free, with a power weapon for +15 points, or with a power fist for +25 points.
- The Veteran Sergeant may take meltabombs for +5 points.
- One Space Marine may replace his bolter with a flamer for +5 points, a meltagun for +10 points, or a plasma gun for +15 points.
- If the squad numbers ten models, one Space Marine may replace his bolter with a heavy bolter, multi-melta or a missile launcher for +10 points, with a plasma cannon for +15 points, or with a lascannon for +20 points.

Transport:

- Tactical squads may select a Drop Pod, Blood Angels Rhino or a Razorback as a dedicated transport vehicle (see page 84 for points costs).



FAST ATTACK

BIKE SQUADRON

110 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sgt.	4	4	4	4(5)	1	4	2	9	3+
Biker	4	4	4	4(5)	1	4	1	8	3+

Unit Composition:

- 1 Veteran Sergeant.
- 2 Space Marine Bikers.

Unit Type:

- Bike.

Special Rules

- And They Shall Know No Fear.

Wargear:

- Frag grenades.
- Krak grenades.
- Bolt pistol or chainsword.
- Space Marine bike with twin-linked bolters.
- Power armour.

Options:

- The squadron may include up to two extra Space Marine Bikers for +30 points each.
- The Veteran Sergeant may replace his bolt pistol with a plasma pistol for +15 points.
- The Veteran Sergeant may take meltabombs for +5 points.
- The Veteran Sergeant may take a power sword for +15 points or a power fist for +25 points.
- Up to two Space Marine Bikers may take a flamer for +5 points each, a meltagun for +10 points each, or a plasma gun for +15 points each.

The Assault Squads of the four Blood Angels Battle Companies, as well as those from the 8th Assault Company, are trained to use bikes or Land Speeders in addition to their jump packs. Whether a fast strike force is required, or bloody hand-to-hand fighting is the order of the day, the might of Blood Angels Assault Squads is unquestionable.

ATTACK BIKE SQUADRON

50 POINTS

	WS	BS	S	T	W	I	A	Ld	Sv
Attack Bike	4	4	4	4(5)	2	4	1	8	3+

Unit Composition:

- 1 Attack Bike.

Unit Type:

- Bike.

Special Rules

- And They Shall Know No Fear.

Wargear:

- Frag grenades.
- Krak grenades.
- Bolt pistol.
- Space Marine attack bike with twin-linked bolters and heavy bolter or multi-melta.
- Power armour.

Options:

- The squadron may include up to two extra Attack Bikes for +50 points each.



LAND SPEEDER SQUADRON

65 POINTS

	Type	BS	F	S	R
Land Speeder	Fast, Skimmer	4	10	10	10

Unit Composition:

- 1 Land Speeder.

Unit Type:

- Vehicle Squadron.

Wargear:

- Heavy Bolter or multi-melta.

Options:

- May include up to two extra Land Speeders for +65 points each.
- One Land Speeder may add a Typhoon missile launcher for +10 points.
- Up to two Land Speeders may be given a heavy flamer for +10 points each, or an assault cannon for +35 points each.

Successor Chapters

Collecting an army based on a Blood Angels Successor Chapter is just a matter of using the Blood Angels army list presented on these pages and painting your miniatures using the appropriate Successor colour scheme (or make one up yourself). To represent the various Commanders of the Successors, you can use the named Blood Angels characters such as Dante and Mephiston – you just need to come up with new names.



Fleshtearers



Blood Drinkers



Angels Sanguine

HEAVY SUPPORT

DEVASTATOR SQUAD

115 POINTS



	WS	BS	S	T	W	I	A	Ld	Sv
Veteran Sgt.	4	4	4	4	1	4	2	9	3+
Space Marine	4	4	4	4	1	4	1	8	3+

Unit Composition:

- 1 Veteran Sergeant.
- 4 Space Marines.

Unit Type:

- Infantry.

Wargear:

- Power armour.
- Bolt pistol.
- Frag grenades.
- Krak grenades.
- Bolter.

Special Rules:

- And They Shall Know No Fear.
- Combat Squads.



Options:

- The squad may include five additional Space Marines for +75 points.
- The Veteran Sergeant may replace his bolter or bolt pistol with a chainsword for free, or his bolt pistol with a plasma pistol for +15 points.
- The Veteran Sergeant may replace his chainsword with a power weapon for +15 points or with a power fist for +25 points.
- The Veteran Sergeant may take meltabombs for +5 points.
- Up to four Space Marines may replace their bolter with a weapon chosen from the following list: heavy bolter or multi-melta for +15 points per model, missile launcher for +20 points per model, plasma cannon for +25 points per model, or lascannon for +35 points per model.

Transport:

- Devastator squads may select a Drop Pod, a Blood Angels Rhino or a Razorback as a dedicated transport vehicle (see page 84 for points costs).

LAND RAIDER

250 POINTS

	Type	BS	F	S	R
Land Raider	Tank	4	14	14	14

Special Rules:

- Power Of The Machine Spirit.
- Assault Vehicle.

Wargear:

- Twin-linked heavy bolter.
- Two twin-linked lascannons.
- Smoke launchers.
- Searchlight.

Options:

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take extra armour for +15 points.

Transport Capacity:

- 10 models.
- Space Marines in Terminator armour count as two models.

LAND RAIDER CRUSADER

250 POINTS

	Type	BS	F	S	R
Land Raider Crusader	Tank	4	14	14	14

Special Rules:

- Power Of The Machine Spirit.
- Assault Vehicle.

Wargear:

- Twin-linked assault cannon.
- Multi-melta.
- Two hurricane bolters.
- Frag assault launcher.
- Smoke launchers.
- Searchlight.

Options:

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take extra armour for +15 points.

Transport Capacity:

- 16 models.
- Space Marines in Terminator armour count as two models.

The Land Raider Crusader is the ultimate shock assault vehicle, based on a design pioneered by the Black Templars Chapter. Although not common in the Blood Angels Chapter, the Crusader variant is favoured by some Company Captains, as it strengthens the Blood Angels' already fearsome assaults, making it a superb line-breaker vehicle.



HEAVY SUPPORT



WHIRLWIND

85 POINTS

	Type	BS	F	S	R
Whirlwind	Tank	4	11	11	10

Wargear:

- Whirlwind missile launcher.
- Smoke launchers.
- Searchlight.

Options:

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.

PREDATOR

70 POINTS

	Type	BS	F	S	R
Predator	Tank	4	13	11	10

Wargear:

- Autocannon.
- Smoke launchers.
- Searchlight.

Options:

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.
- Replace autocannon with twin-linked lascannon for +35 points.
- Take side sponsons with heavy bolters for +25 points or with lascannons for +60 points.

VINDICATOR

125 POINTS

	Type	BS	F	S	R
Vindicator	Tank	4	13	11	10

Wargear:

- Demolisher cannon.
- Storm bolter.
- Smoke launchers.
- Searchlight.

Options:

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.

BAAL PREDATOR

100 POINTS

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

Wargear:

- Twin linked assault cannons.
- Searchlight.
- Smoke launchers.
- Over-charged Engines.

Options:

- Take pintle-mounted storm bolter for +10 points.
- Take a hunter-killer missile for +15 points.
- Take side sponsons with heavy bolters or heavy flammers for +25 points.
- Take extra armour for +15 points.

ARMY BADGES

An army badge is a device intended to be carried by all participants in a given campaign. The design of an army badge is straightforward; a geometric shape with a simple icon. They are normally painted onto the right greave (the part of the leg armour just below the knee pad), and on most of the supporting vehicles. Examples of typical army badges are shown below:

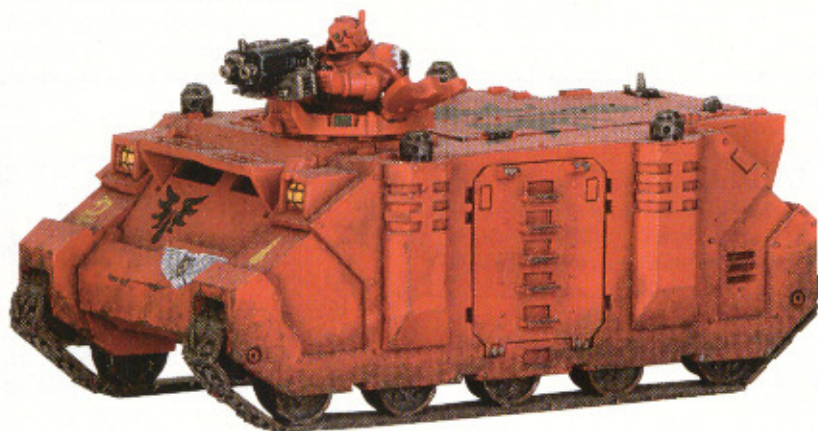


Though often thought of largely as an assault army, the Blood Angels' heavy fire support is just as effective as that of other Space Marine chapters.

DEDICATED TRANSPORT VEHICLES



Certain Blood Angels units have the option of selecting a dedicated transport vehicle. These vehicles do not use up any Force Organisation chart selections, but otherwise function as separate units. See the Transport Vehicles section of the Warhammer 40,000 rulebook for details of how these vehicles operate.



BLOOD ANGELS RHINO

40 POINTS 

	Type	BS	F	S	R
Rhino	Tank	4	11	11	10

Wargear:

- Storm bolter.
- Smoke launchers.
- Searchlight.

Special Rules:

- Repair.
- Over-charged Engines.

Options:

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.

Transport Capacity:

- 10 models.
- May not carry models in Terminator armour.

The Blood Angels thirst for battle, and are always eager to get to grips with the enemy as quickly as possible. They employ a large number of transport vehicles, which storm towards the enemy amidst heavy fire.

Almost all Blood Angels vehicles bear identifying markings. Usually these are a single blood drop icon in the Company colour, along with a number signifying either the vehicle number (for a tank) or the Squad number (for a transport), thus:



RAZORBACK

50 POINTS 

	Type	BS	F	S	R
Razorback	Tank	4	11	11	10

Wargear:

- Twin-linked heavy bolter.

- Smoke launchers.
- Searchlight.

Options:

- Take a pintle-mounted storm bolter for +5 points.
- Take a hunter-killer missile for +15 points.
- Take a dozer blade for +5 points.
- Take extra armour for +15 points.
- Replace twin-linked heavy bolters with twin-linked lascannon for +30 points.

Transport Capacity:

- 6 models.
- May not carry models in Terminator armour.

DROP POD

50 POINTS 

	Type	BS	F	S	R
Drop Pod	Open-topped	2	12	12	12

Wargear:

- Storm bolter.

Special Rules:

- Inertial Guidance System.
- Immobile.

Transport Capacity:

- 10 models.
- Space Marines in Terminator armour count as two models.
- May transport a Dreadnought, which counts as ten models.

SUMMARY

TROOP TYPES

	WS	BS	S	T	W	I	A	Ld	Sv	Page
Attack Bike	4	4	4	4(5)	2	4	2	8	3+	79
Biker	4	4	4	4(5)	1	4	1	8	3+	79
Chaplain	5	5	4	4	2	5	3	9	3+	73
Company Captain	5	5	4	4	3	5	3	10	3+	74
Corbulo	5	5	4	4	3	5	3	10	3+	72
Dante	6	5	4	4	3	5	4	10	2+	72
Death Company	4	4	4	4	1	4	2	9	3+	75
Demartes	5	5	4	4	3	5	3	10	3+	72
Librarian	5	5	4	4	2	5	3	9	3+	73
Mephiston	6	5	4	5	3	6	4	10	2+	72
Scout	4	4	4	4	1	4	1	8	4+	77
Servitor	4	4	3	3	1	3	1	8	4+	76
Space Marine	4	4	4	4	1	4	1	8	3+	78
Tycho	5	5	4	4	3	5	3	10	3+	73
Techmarine	4	4	4	4	2	4	2	9	2+	76
Terminator	4	4	4	4	1	4	2	9	2+	75
Veteran	4	4	4	4	1	4	2	9	3+	77

VEHICLES

	Armour				Page
	BS	Front	Side	Rear	
Drop Pod	2	12	12	12	82
Land Raider	4	14	14	14	80
Land Raider Crusader	4	14	14	14	80
Land Speeder	4	10	10	10	79
Baal / Predator	4	13	11	10	81
Razorback	4	11	11	10	82
Rhino	4	11	11	10	82
Vindicator	4	13	11	10	81
Whirlwind	4	11	11	10	81

	Armour								
	WS	BS	S	Front	Side	Rear	I	A	Page
Dreadnought	4	4	6	12	12	10	4	2	30

RANGED WEAPONS

Weapon	Range	Str.	AP	Type
Assault cannon	24"	6	4	Heavy 4, Rending
Autocannon	48"	7	4	Heavy 2
Bolt pistol	12"	4	5	Pistol
Boltgun	20"	4	5	Rapid Fire
Flamer	Template	4	5	Assault 1
Heavy bolter	36"	5	4	Heavy 3
Heavy flamer	Template	5	4	Assault 1
Lascannon	48"	9	2	Heavy 1
M. launcher (Frag)	48"	4	6	Heavy 1, Blast*
M. launcher (Krak)	48"	8	3	Heavy 1*
Meltagun	12"	8	1	Assault 1, Melta
Multi-melta	24"	8	1	Heavy 1, Melta
Plasma cannon	36"	7	2	Heavy 1, Blast, Gets Hot!
Plasma gun	24"	7	2	Rapid Fire, Gets Hot!
Plasma pistol	12"	7	2	Pistol, Gets Hot!
Shotgun	12"	4	-	Assault 2
Sniper rifle	36"	X	6	Heavy 1, Sniper, Pinning
Storm bolter	24"	4	5	Assault 2
Typhoon missile	48"	5	5	Heavy 1, Blast, Twin-linked

* A missile launcher can fire either frag or krak missiles.

See the Warhammer 40,000 rulebook for an explanation of weapon types.

ORDNANCE

Weapon	Range	Str.	AP	Type
Demolisher	24"	10	2	Ord. 1/Large Blast
Whirlwind				
Vengeance	12-48" G	5	4	Ord. 1/Large Blast
Incendiary	12-48" G	4	5	Ord. 1/Large Blast, Ignores Cover
Castellan				

If you'd rather not cut up your copies of White Dwarf (and who could blame you?), you can download the complete Blood Angels Codex as a handy .pdf file at:

www.games-workshop.co.uk/bloodangels

Blood Angels Badges and Markings

Squad Badges: Each Blood Angels Company is divided into ten squads. Each of these squads is identified by a badge worn on the right knee pad of their power armour.



Helmet Colours: Tactical, Assault, Devastator and Honour Guard Space Marines are identified by their helmet colours.



Chapter badge: Worn on the left shoulder pad.



Company Badges: Worn on the right shoulder pad.





STANDARD BEARER

Fresh from his endeavours on the Blood Angels Codex, Jervis Johnson needs a hard-earned break. Booting up his hobby servos, he sits back and unwinds with new models and paintbrush in hand. Hark as he speaketh of his favourite part of the hobby...

The release of the new Citadel Foundation Paints range has spurred much impassioned debate and not a little soul-searching here in the Studio. So much so, in fact, that the topic has even been discussed in the secret lair that is known simply as Rick Priestley's Office, a place that is held in awe and fear throughout Games Workshop. Few dare enter Rick's lair, and those that do invariably leave with their sanity blasted by what they have seen, babbling incoherently about being forced to devour endless bacon butties and cups of tea, while at the same time being shouted at by a strange creature known only as "the Ranter". Brrrrr, I get goose-bumps just thinking about it!

But I digress. The point I really want to make is that the new paints have caused us to take a long hard look at the painting side of the hobby, and have filled us with a

desire to do more to reflect it in its full and glorious splendour. In particular we've decided that we really should be doing a bit more to show just how vibrant and engaging a hobby painting Citadel miniatures is in its own right – in other words not just as a way of getting your army ready for battle. In order to get the ball rolling on this I thought I'd spend a bit of time in this month's Standard Bearer going over why we think the painting hobby is so important.

"Painting is like the lettering that runs through a stick of rock, it's always there and never stops" – so said my colleague John Stallard, someone who's worked at Games Workshop just as long as I have (we've put in over half a century between the two of us!). I think John's point is an important one, which is why I've put it right at the start. What John was addressing is the way that painting is an integral part

The Shaggoth makes an awesome centrepiece for a Beasts of Chaos army, as seen in this month's battle report. But it is also a perfect collector's piece.



of the hobby, and permeates every single aspect of it. In fact people were collecting and painting Citadel miniatures for years before we invented Warhammer and gave people a reason to play with them!

Even if you weren't around in those primitive times, I'm pretty sure that it will have been seeing a nice display of painted Citadel miniatures that first drew you in to the hobby. To this day I find it pretty much impossible to pass a cabinet of painted miniatures without pausing to have a look. And who amongst us hasn't paused during a game with two fully painted armies to look at the spectacle and say "That just looks cool!", or stared in wonder at the entries for a Golden Demon painting competition and said "That is simply awesome!", or looked with pride at a newly finished paint job and said "I'm really pleased with that!" I think it's impossible to deny that painting, and painted Citadel miniatures, runs through just about everything we do in the hobby.

"Ours is a craft hobby made all the more glorious by the pageantry of tabletop gaming!" These words were written by none other than the "Ranter" himself, otherwise known as the really rather charming Alan Merrett. He was reacting in a typically forthright fashion to the idea that painting is of secondary importance to gaming, rather than as an engaging pastime in its own right.

Now, I know that there are people out there who will try to say that painting models is not important to them, and that they will happily play with unpainted miniatures, or cardboard counters, or wooden blocks, or whatever. These arguments have always seemed slightly off the mark to me; I'm pretty certain that, when all is said and done, what unites us all is the desire to have a huge army of well-painted Citadel miniatures. For various reasons some people find this hard to achieve, and are therefore willing to play with substitutes of some form or another as they strive to get a painted army ready. However, if they could, they would certainly rather use painted miniatures. After all, why would they ever play our games if they wouldn't?

An end in itself

However, both John and Alan were also making a deeper point, which is that painting lies right at the heart of the hobby, and always has done. Many, many hobbyists only paint – far more than those who only game – and the vast majority of us spend far more time painting than we do gaming. As Alan pointed out, the Games Workshop hobby is a craft hobby just as much, if not more, than it's a gaming hobby. What makes it a truly great hobby is that not only can you paint, model and covert your miniatures, but you can play games too!



This said, I know that many people worry about painting, and wonder if they'll ever be able to match the standard set by more experienced hobbyists. The truth of the matter is that painting Citadel miniatures is a deeply satisfying hobby in its own right, but one that requires time

Many people collect and paint their favourite characters, never intending to wargame with them.

“Painting is like the lettering that runs through a stick of rock; it's always there and never stops.”

and practice to do well. Like so many things, the more time and effort you put in, the more you get out. Personally, I don't think this a bad thing – I think it's a really good thing. After all, if painting was easy and quick then anyone could do it. I hope this doesn't come across as an elitist attitude (though I know it may!) – it's really just that I feel that part of what makes the hobby special is the dedication and good-old fashioned obsessiveness it requires of its participants. And, of course, the reward of all of that effort is a great looking collection of Citadel miniatures, something you can take real pride and pleasure in, and say to yourself "I did that!"

This point has really been driven home to me in the course of the conversations I've had with my fellow hobbyists in Warhammer World. A few months ago I asked people to write to me if they were



Some miniatures can present a challenge for even the most accomplished painter.



Karl Franz is a very powerful character on the tabletop, and an impressive miniature for anyone's collection.

visiting Warhammer World, and if I could I would pop over and have a chat with them about the hobby and what interested them about it. I must admit that I did this with some trepidation, and colleagues at work warned me that I was bound to get asked lots of rules questions or be grilled about what was coming out from the Studio next. As it happens quite the reverse was true; the people that I've met so far have mainly been interested in talking about their own hobby, the games and campaigns that they have played, and in particular they have talked about the craft side of the hobby – the models they have painted, the armies they have collected, the terrain they have made, and so on. The questions they had were usually about these things, rather than the minutiae of the rules or what we planned to bring out in three months' time.

Confidence and respect

This, then, is the kind of thing we've been talking about in the haunted confines of Rick's office. It's led us to the conclusion that there are two things we need to be spending more time on.

The first of these is illustrating the skills

needed to paint Citadel miniatures with confidence. The Foundation Paints are actually a huge step forward in this regard, as they allow a painter to apply a solid basecoat colour right on top of a black undercoat. However, we're also busy trying out other new types of paints that can be used to achieve other effects, and we're working away at coming up with better methods of showing painters how to use the new things we develop. You'll have seen examples of these articles in recent issues of *White Dwarf*, and another example is the layering chart we're printing in this very issue (see page 89). This chart shows the paints we recommend you use in order to achieve certain colours on your miniatures (the same chart will also be included in our Foundation Paint sets from now on). Once you have gained confidence using the layering technique shown on the chart, you will soon find that you start experimenting with different combinations of paint, and you will start to develop your own unique painting style.

This last point is an important one, because we don't want to dumb down the painting hobby to an exercise in "painting by numbers" – we feel that the painting hobby deserves to be treated with real respect. Collecting and painting Citadel miniatures is an engrossing, lifelong hobby, and one where even the most experienced painter has something new to learn. We want to reflect this by showing off the very best examples of the miniatures painters' art, and getting the masters of the hobby to explain exactly how they achieve the stunning effects that they do. Once you have the confidence you need to paint Citadel miniatures, we want to be there helping you to explore the hobby in its glorious completeness.

However, we can't do this all by ourselves. So, please write in if there is something you would like to see about

“Ours is a craft hobby made all the more glorious by the pageantry of tabletop gaming!”

painting in *White Dwarf*, or if there is something you think might be of use to other painters. Let us know what we're getting right, and what wrong, and what you'd like to see in future issues. Perhaps you want to learn more about specific painting techniques you've seen or read about, or perhaps you have your own set of "top tips" that you'd like to pass on, or some pictures of a model you're especially proud of. Whatever it is, just drop me a line at the address on this page – I'd love to hear from you.

Write to Jervis at:

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

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This month's toolbox is the first in a two-part painting special, explaining how to achieve a three-step layering technique. This issue, we focus on some commonly used colours.

The Three-step Layer

Use the colour charts below for reference.

Using this simple technique in conjunction with the colour charts will result in a striking model, perfectly suited to the gaming table. The charts have been created and researched by the 'Eavy Metal team, who even painted the examples.

- 1 Paint the selected area with the darkest colour; make sure you cover the whole area.
- 2 Next paint over the area with your mid-tone; cover most of the area except for the recesses.
- 3 Finally, paint the highlight colour onto the pronounced raised areas.

Rich Colours

Example	Shade	Main Colour	Highlight
	WARLOCK PURPLE	TENTACLE PINK	SKULL WHITE
	MECHRITE RED	BLOOD RED	BLAZING ORANGE
	SCAB RED	RED CORSE	BLOOD RED
	MECHRITE RED	BLAZING ORANGE	FERY ORANGE
	MACHARIUS SOLAR ORANGE	FERY ORANGE	GOLDEN YELLOW
	MACHARIUS SOLAR ORANGE	GOLDEN YELLOW	BAD MOON YELLOW
	BRONZED FLESH	SUNBURST YELLOW	SKULL WHITE
	KNAELOK GREEN	CAMP GREEN	ROTTING FLESH
	DARK ANGELS GREEN	SNOT GREEN	SCORPION GREEN
	ORKHIDE SHADE	SCALY GREEN	HAWK TURQUOISE
	NICRON ABYSS	MORDIAN BLUE	ULTRAMARINE BLUE
	ENCHANTED BLUE	ICE BLUE	SPACE MISTY GREY
	LICHE PURPLE	HORMAGAUNT PURPLE	TENTACLE PINK

Natural Colours

Example	Shade	Main Colour	Highlight
	KHEMRI BROWN	DIENES STONE	SKULL WHITE
	CALDIAN BROWN	SNAKEBITE LEATHER	TAUSEPT OCHRE
	TAUSEPT OCHRE	BURDONIC BROWN	REACHED BONE
	CHAOS BLACK	CHARADON GRANITE	GRAVEYARD EARTH
	KHEMRI BROWN	DESERT YELLOW	REACHED BONE
	ADEPTUS BATTLEGREY	CODEX GREY	FOUNTAIN GREEN
	CHAOS BLACK	CHAOS BLACK	ADEPTUS BATTLEGREY
	ASTRONAGGON GREY	SKULL WHITE	
	DIENE STONE	SKULL WHITE	

Next month we take a look at how to apply the three-stage layer technique to textures such as skin, wood, metals and power armour.

DESERT GAMING BOARDS

Modelling Workshop is your indispensable guide to getting the most of your models and terrain. Here, we look at how to set up a gaming board of your own.

With the release of various wargames scenery kits recently, we thought it an ideal time to look at making a gaming table full of beautiful terrain! Here we take a look at making a desert board, which can be used in any of our games.

Building a gaming board is one of the most rewarding things you can do as a hobbyist, for you'll get more use out of this one item than from any other scenery you may make from scratch.

Mark Jones of the Studio hobby team shows us how to make a desert board – this diverse landscape can represent a multitude of planets in the Warhammer 40,000 universe, the Land of the Dead in Warhammer, or the southern realms in The Lord of the Rings strategy battle game.

We have chosen a desert landscape for this article, but the advantage of building your own board is that you can paint it in any colours you wish to tailor it to your own gaming needs. A grassland board or even a volcanic ash waste will work equally well with all three games systems.

Here we look at the basic construction of the board, while on the next few pages we'll look at how to set up interesting playing areas for each games system using a few bits of Citadel terrain and some choice drop-down scenery pieces.

Materials

Before making a gaming board, you'll need to gather your tools and materials. For this project, Mark used:

- A 183cm x 122cm (6' x 4') piece of 9mm-thick MDF (Medium Density Fibreboard).
- Strips of 40mm x 20mm hardwood batons in the following lengths: 118cm for the four short batons, and 183cm for the two long batons.
- A saw, drill, wood screws and a screwdriver (remember that power tools always require adult supervision).
- Panel pins and hammer.
- Large decorating brushes.
- PVA glue.
- Modelling sand.
- Paint (see opposite).

NB. Although you can cut down the MDF and batons yourself, a DIY store can often do this for you. This takes a lot of the hard work out, leaving you to do the fun bits!

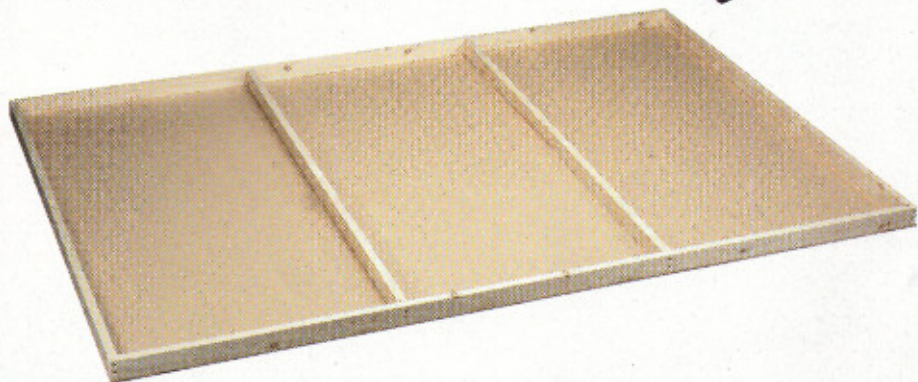


Construction and Painting

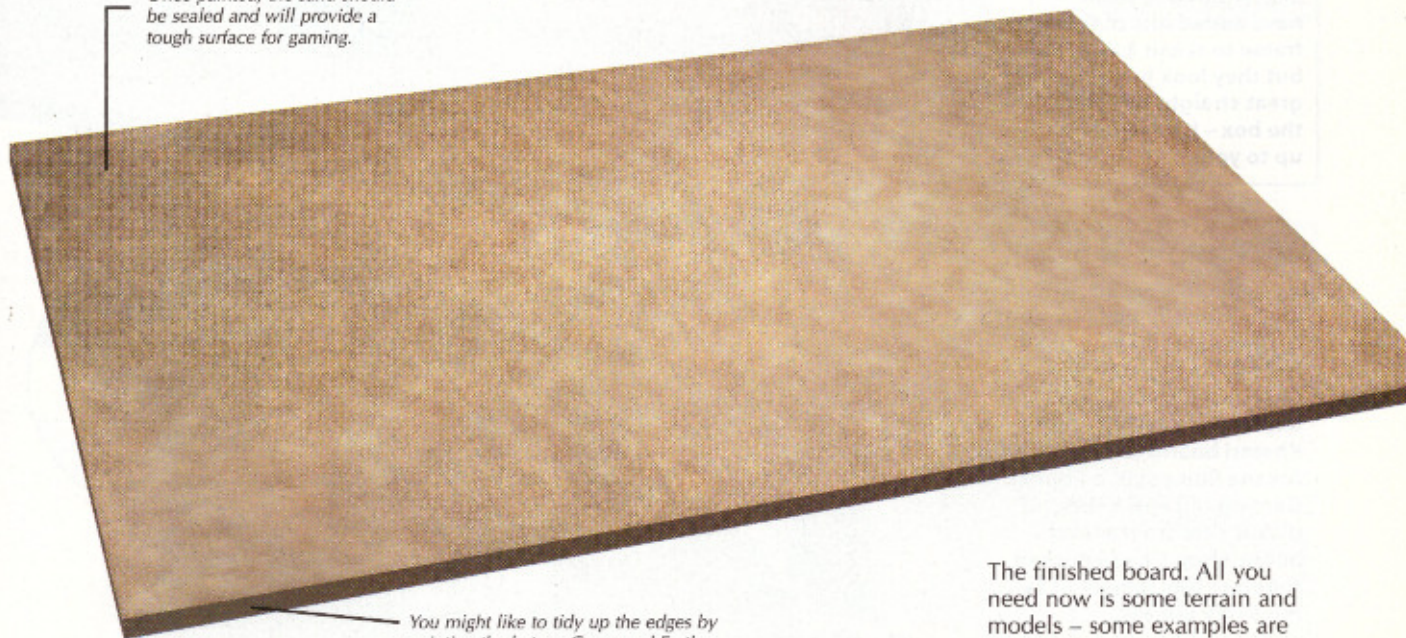
Using the hardwood batons, Mark began by making a wooden frame (see below) to support the board. The batons are drilled and screwed together, and the overall size of the finished frame should be 6' x 4'. Once the frame is complete, lay it on a flat surface and apply glue to the topmost edges. Carefully lay the MDF board onto the frame (you'll need some help with this to make sure it fits the frame flush). Leave the glue to dry, and knock a few panel pins through the board and into the frame to secure it permanently.

Once the board is assembled, it needs to be textured and painted. Mark covered the surface of the board with PVA glue and poured modelling sand over it. It's best to apply the glue in strips across the board, about 12" at a time, so that the glue doesn't start to dry out before you add the sand. Tip off the excess sand and collect it up to use again later. Once the sand is completely dry, check for bare patches and repeat the process if necessary.

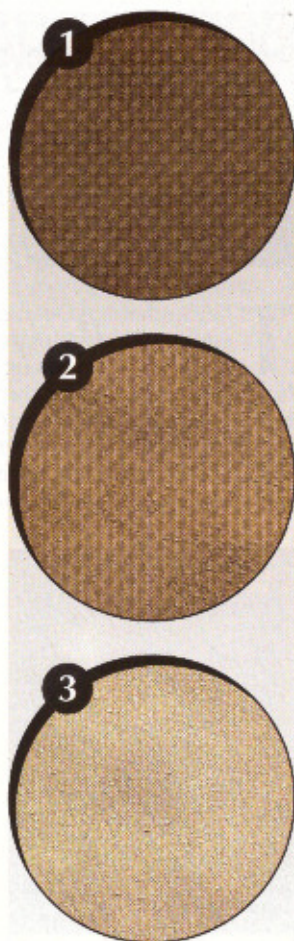
Once the board is completely dry and textured, it needs a basecoat of Bestial Brown paint, which not only primes the surface, but seals the sand, too. As you'll need a lot of paint for this basecoat, it's well worth finding a DIY store that mixes up pots of custom emulsion for you, and getting them to match the colour to a pot of Bestial Brown. Once you've basecoated the board, finish painting it as shown (right), and you'll have a complete desert gaming board!



Once painted, the sand should be sealed and will provide a tough surface for gaming.



You might like to tidy up the edges by painting the batons Graveyard Earth.



Basecoat the board with Bestial Brown paint, being sure to work the paint between the sand grains (1). Next, with a large brush, give the entire surface a heavy drybrush of Vomit Brown paint (2). Finally, give the board a lighter drybrush of a 50/50 Vomit Brown and Skull White mix (3).

The finished board. All you need now is some terrain and models – some examples are provided overleaf.

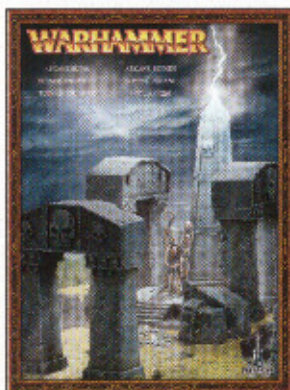
LAND OF THE DEAD

The Land of the Dead comprises endless stretches of parched desert, littered with ruins and obelisks that harken back to the days when the ancient Kings of Khemri ruled a vast empire.

The Hobby Team have made a variety of monoliths and small Khemri-themed pieces for us to mark the ancient roads

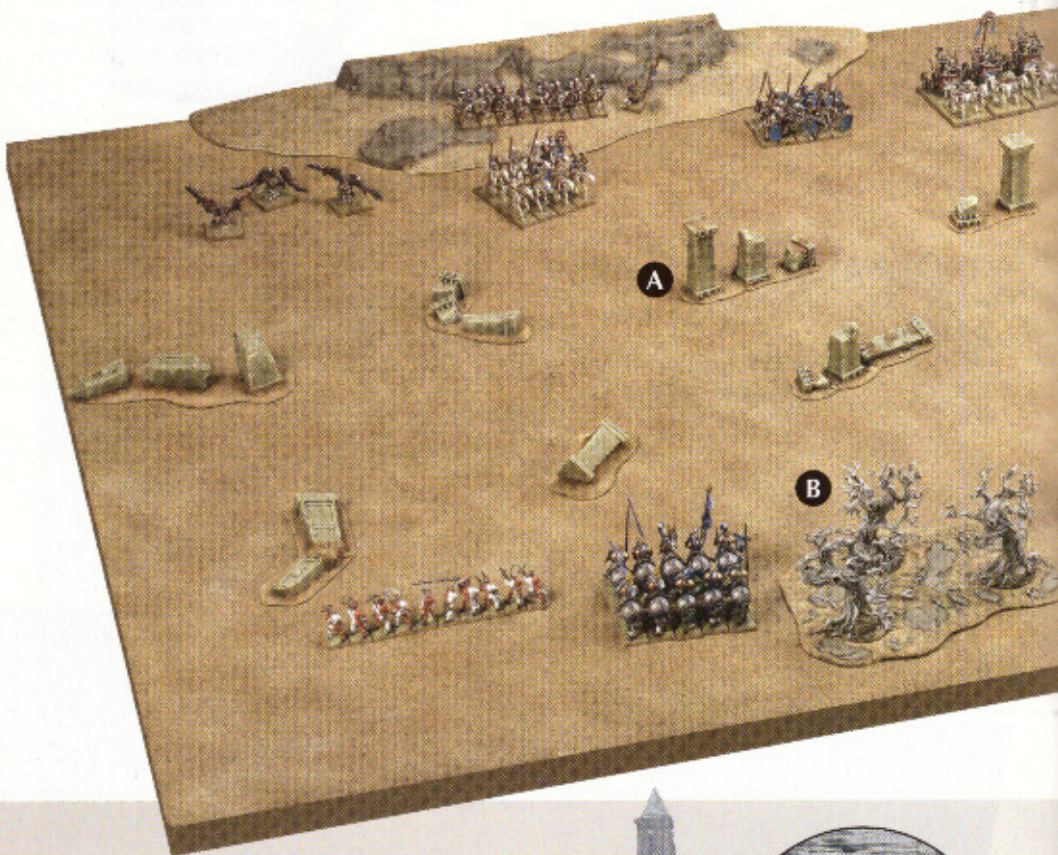
that lead into the Land of the Dead.

Citadel Gaming Hills have been painted to match the desert board, while the Arcane Ruins (A) have been used to create the monoliths and ruined temples. Finally, the team has given special treatment to the Citadel woods (B), creating parched desert trees.



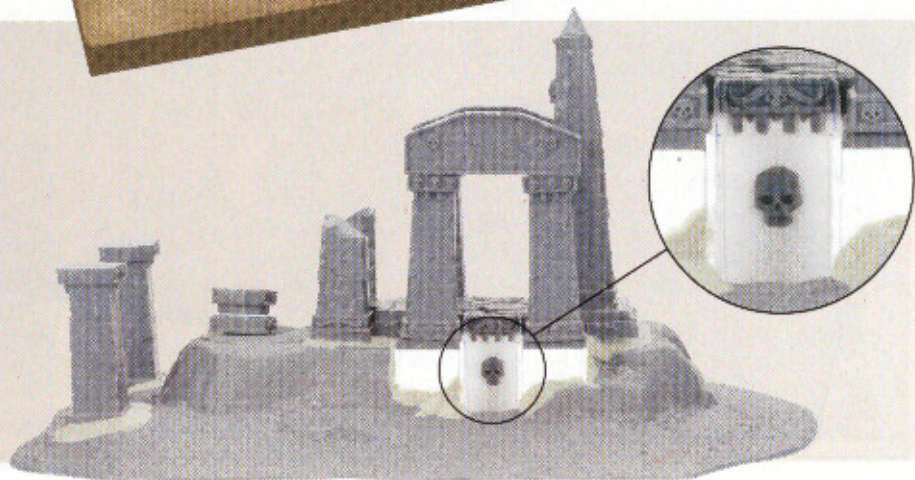
A Arcane Ruins

Released last month, the Arcane Ruins box set provides a variety of pillars and obelisks that can be arranged or converted however you like. The hobby team have added bits of the frame to scenic bases, but they look just as great straight out of the box – it's entirely up to you!



C Temple of Evil

As well as a whole bunch of scatter terrain made from Arcane Ruins frames, the Hobby Team got Chad Mierzwa to construct an impressive centrepiece for the Khemri board. Using two Arcane Ruins sets, a Citadel Gaming Hill and a sheet of plastic card from a local hobby shop, Chad knocked together this Temple of Evil relatively quickly.



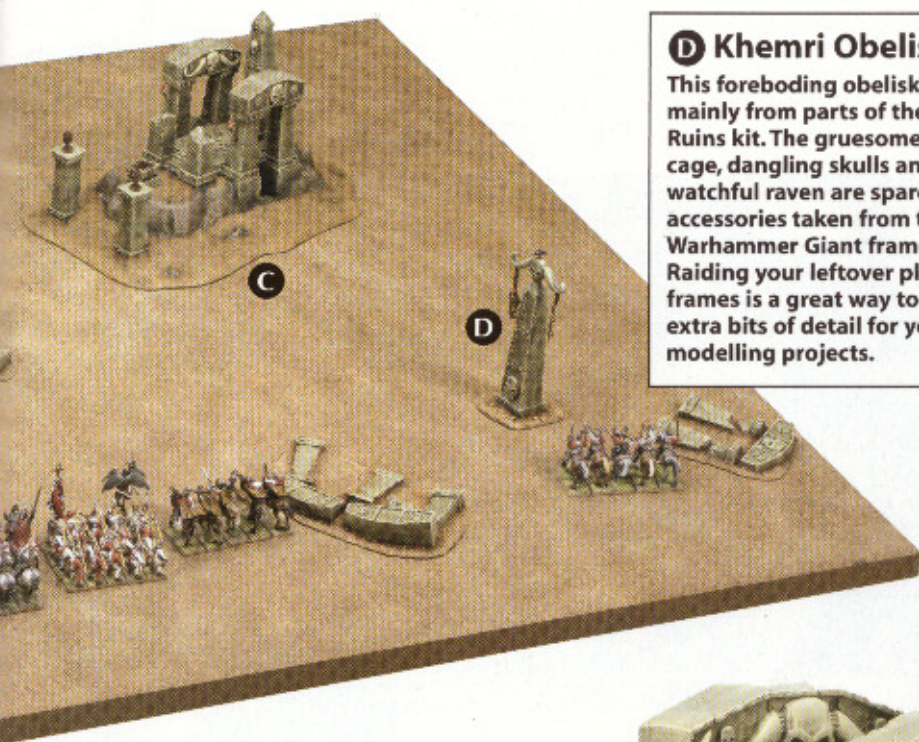
B Citadel Woods

To make these long-dead desert trees, the hobby team constructed several Citadel Woods kits minus their leaf canopies. All the sculpted details on the bases that looked obviously "leafy" were covered over with sand to fit the desert theme. Once assembled and undercoated, the tree trunks were painted Khemri Brown, and then drybrushed first with Dheneb Stone and then Skull White. Finally, the non-desert parts of the bases were covered over by sticking modelling sand to them with PVA, before being painted to match the gaming board.



D Khemri Obelisk

This foreboding obelisk is made mainly from parts of the Arcane Ruins kit. The gruesome crow's cage, dangling skulls and watchful raven are spare plastic accessories taken from the Warhammer Giant frames. Raiding your leftover plastic frames is a great way to find extra bits of detail for your modelling projects.





DESERT WORLDS



Whether they are ancient and barren Dead Worlds, Necron Tomb Worlds, or have been transformed into irradiated wastelands by orbital bombardments, desert worlds are common in the Warhammer 40,000 universe. This example is of a desert planet that is home to Imperial outposts. It could be part of an industrial planet, or a military garrison near the Eastern Fringe.

The simple addition of some Warhammer 40,000 battlefield accessories, a Gaming Hill and some City Ruins transforms this otherwise barren landscape into a futuristic battlezone. Again, the Hobby Team have gone to town, sticking tank traps and crates of ammunition from the battlefield accessory frame onto scenic desert bases, ensuring that everything fits into the desert theme.

A City Ruins

The City Ruins box sets are incredibly versatile kits, which can be assembled in a variety of ways using the plastic wall panels and myriad accessories. The three building types available are the Sanctum Imperialis, the Manufactorium, and the Administratum buildings. These can be assembled in a number of ways, or mixed and matched to create unique buildings.



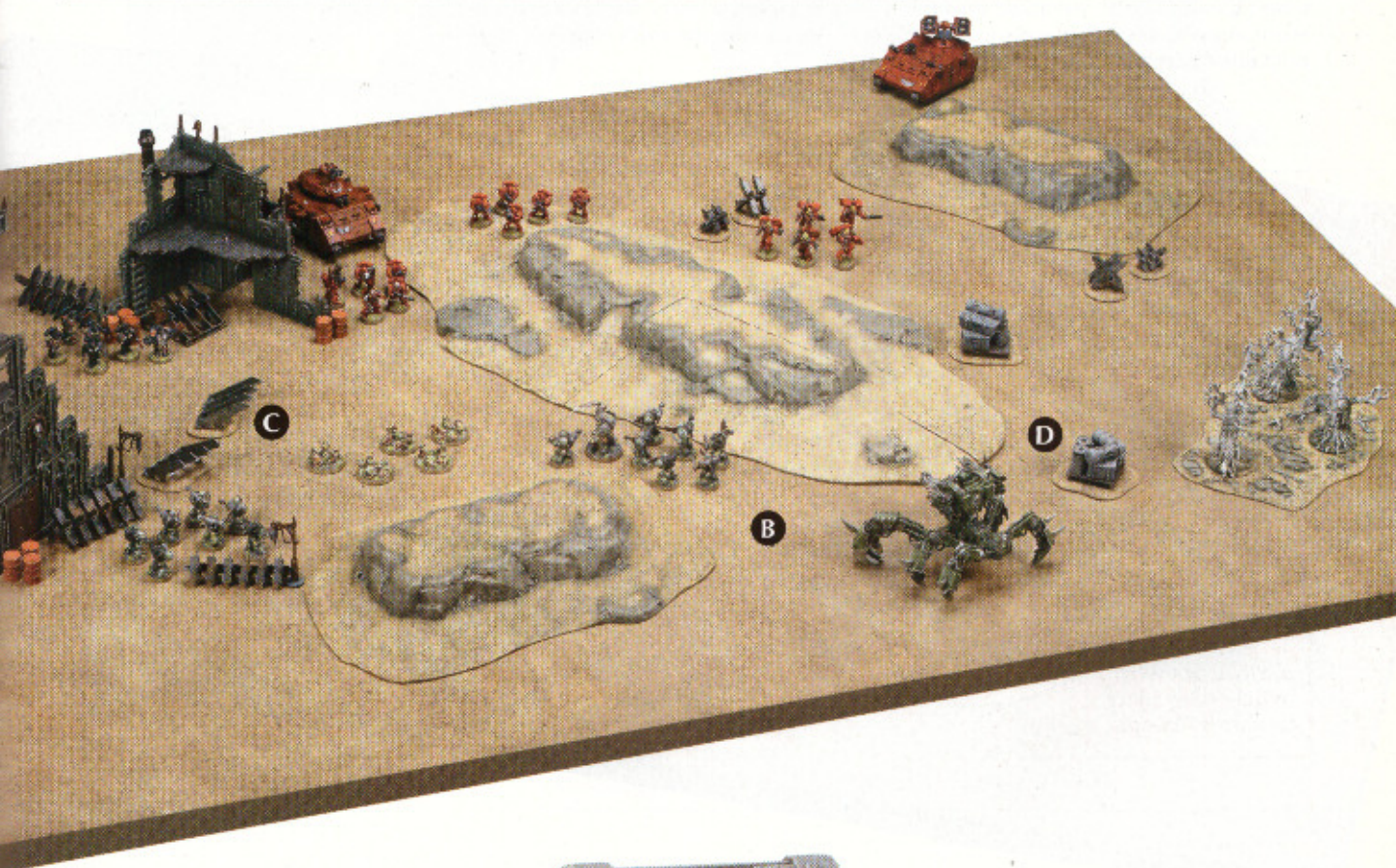
C Tank Traps

The Warhammer 40,000 Battlefield Accessories set features several tank traps, which bring any far-future warzone to life! Once assembled and stuck to a sandy base, these were drybrushed with Boltgun Metal and given a wash of Black Ink. Finally, a mix of Snakebite Leather and Blazing Orange was applied to the recesses as a wash, to represent rust.



B Gaming Hills

The Citadel Gaming Hill and the Modular Gaming Hill both feature ready-textured surfaces and modelled rocky areas. The Hobby Team painted the sandy areas in exactly the same way as the gaming board. The rocks were given a sandblasted look by drybrushing them with an equal parts mix of Bestial Brown and Codex Grey, then again with an equal parts mix of Graveyard Earth and Fortress Grey, before highlighting them with a light drybrush of Bleached Bone.



D Supply Dumps

Also on the Battlefield Accessory frames are these barrels, fuel cells and ammo crates. By gluing these together into piles, you can make effective clumps of hard cover. The hobby team painted these with Adeptus Battlegrey, before drybrushing them first with Codex Grey, then Fortress Grey. Like the tank traps, a rust-coloured wash has been applied in places.

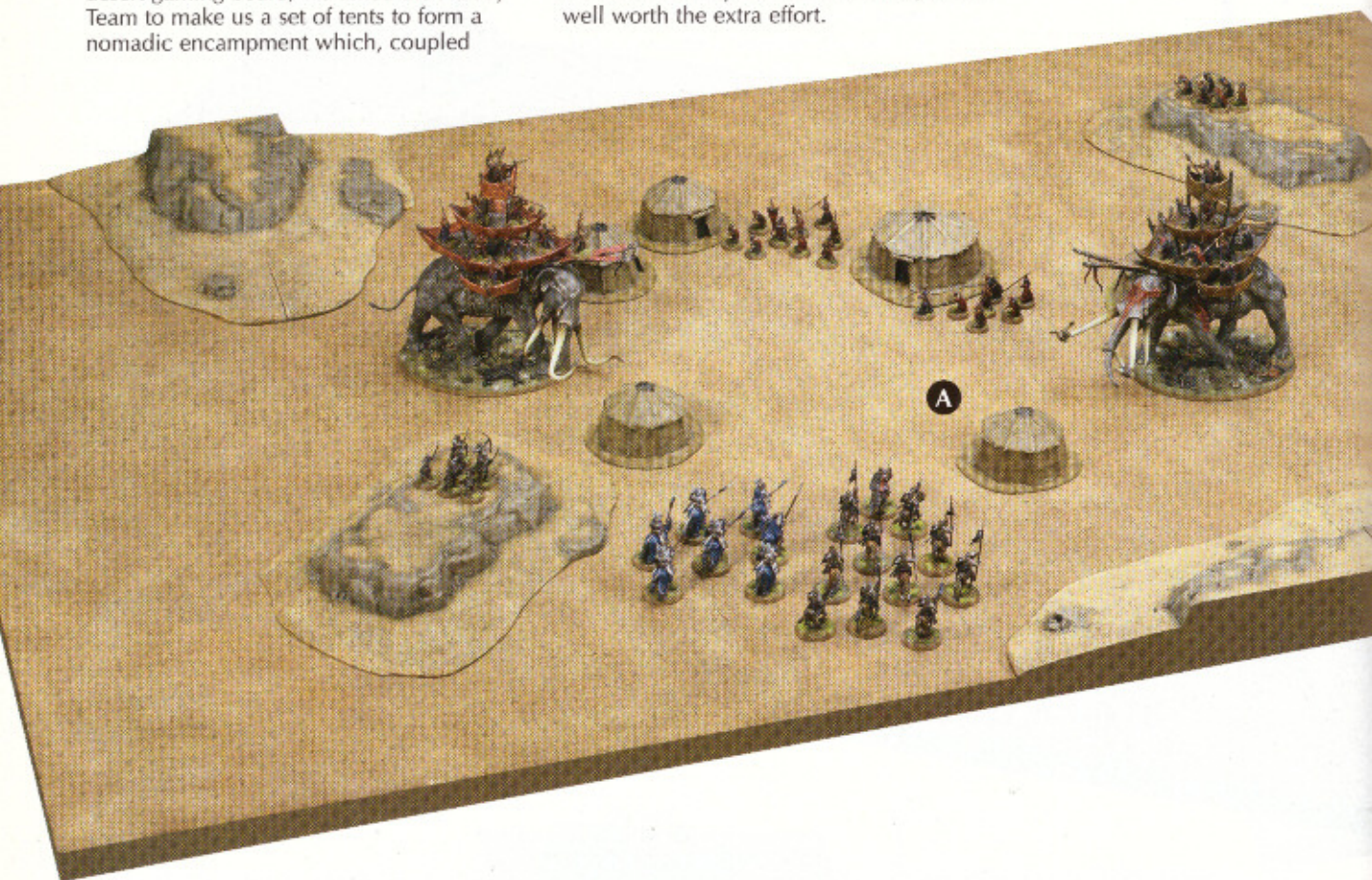




KINGDOM OF THE SERPENT LORD

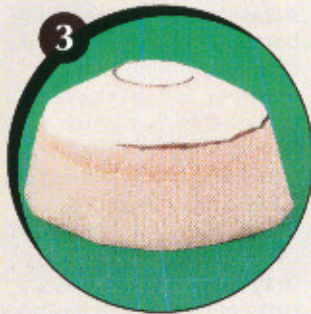
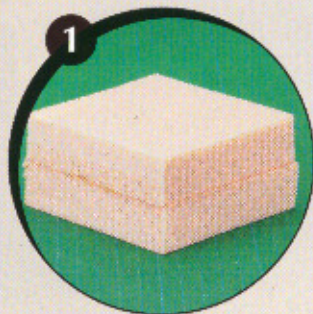
The lands of the Haradrim are exotic and far-flung, ranging from stretches of plains and windswept cities to endless, baking desert. To fit in with the desert gaming board, we asked the Hobby Team to make us a set of tents to form a nomadic encampment which, coupled

with more gaming hills, make for a very atmospheric setup for The Lord of the Rings strategy battle game. This setup requires a bit more scratch-building than the other scenery sets shown earlier, but is well worth the extra effort.



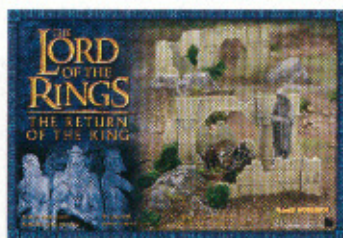
A Haradrim Tents

Glue two blocks of polystyrene together to form a single block (1). Carve the block to form a tapered circle (2). Carve the upper portion to form the roof (3). Make a frame from strips of balsa wood (4). Cover the tent with bits of paper tissue soaked in PVA glue (5).



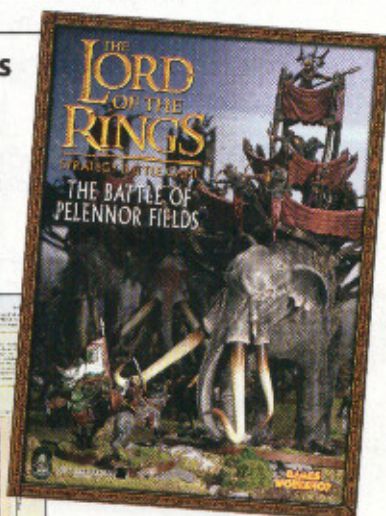
The Lord of the Rings Terrain set

This box set is full of great accessories for The Lord of the Rings strategy battle game. By painting the broken statues and sections of ruin in dusty, desert colours, you can easily add them to your desert setups to represent the last vestiges of the Númenórean kingdoms.



The Battle of Pelennor Fields

This sourcebook, focussing on the struggles between Gondor and Harad, is full of fantastic tips for scenery building and Harad scenario set-ups. From desert encampments to Mûmak-painting, there's a wealth of material inside.

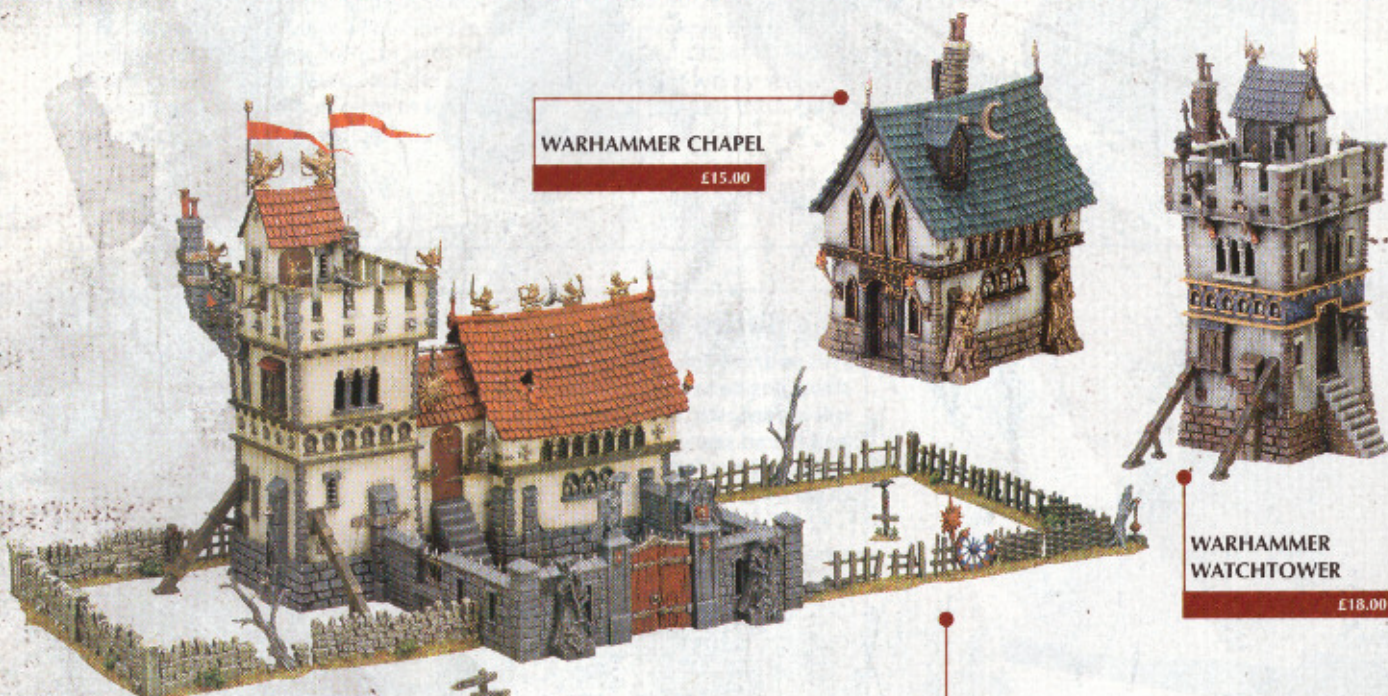


Once the tent has been glued to a base, you can paint it in natural brown tones for a realistic hide-covered finish.

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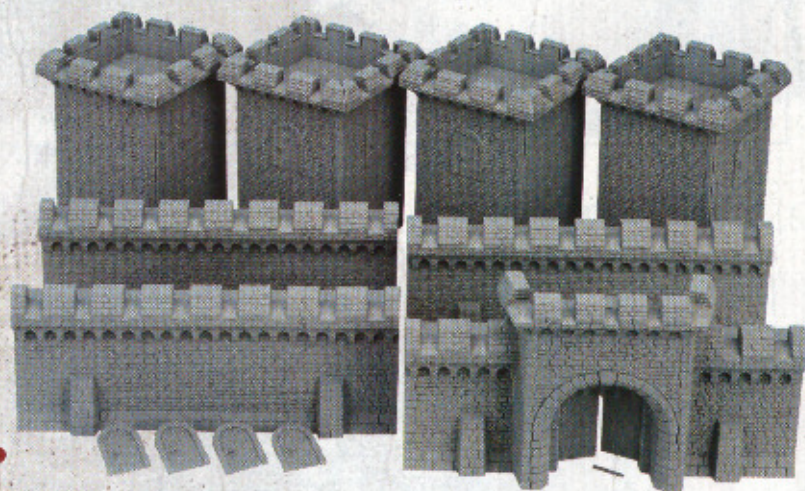
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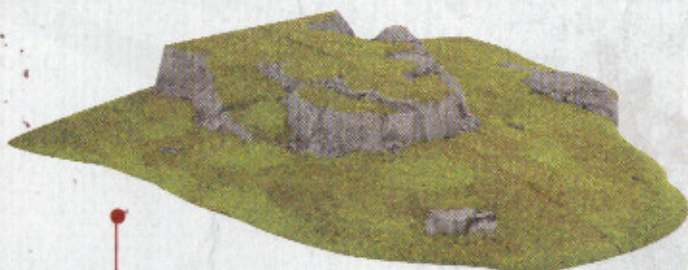
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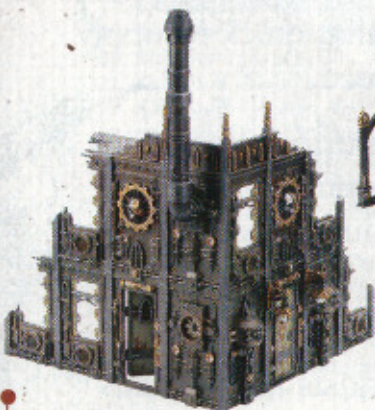
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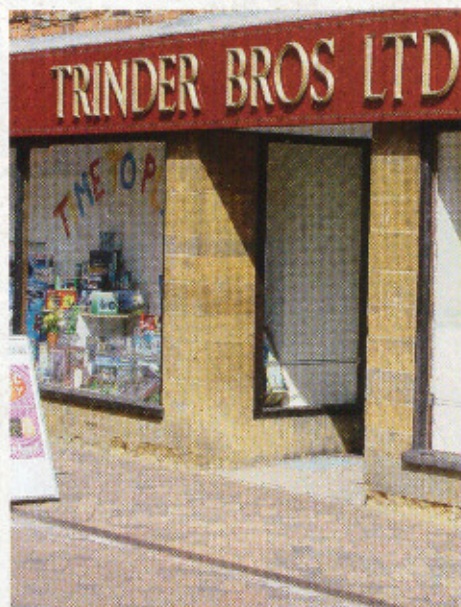
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See page 108 for your
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Youngsters

Seeking Space Marines? Wondering where to find Warhammer? Lost and looking for The Lord of the Rings? Stores belonging to the Youngsters Group can be found all across the country. With over 40 Youngsters Group members stocking a range of Games Workshop products, you can be sure of finding something to your taste near to you. We've listed the Youngsters Group stores and their locations below. To find out more details please check out the Youngsters Website at:

www.youngsters.ltd.uk



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- 16 J Clark Toys Gifts & Nursery, Brecon, Powys
- 17 J Yule & Sons Ltd, Forfar, Angus, Scotland
- 18 John Sanders, Ruislip, London
- 19 Kerrisons, Norwich, Norfolk
- 20 Kid's Stuff, Burgess Hill, East Sussex
- 21 Kid's Stuff, Tonbridge, Kent
- 22 Kid's Stuff, Uckfield, East Sussex
- 23 Midlands Co-op, Stafford, Staffordshire
- 24 Models and Computers Plus, Boston, Lincolnshire
- 25 Nana's Toy Chest, Cullompton, Devon
- 26 Pettits of Wallingford, Wallingford, Oxon
- 27 Play Inside Out, East Sheen, Middlesex
- 28 Romkrish Ltd, Witney, Oxon
- 29 SMF T/A Toytown, Dumfries, Scotland
- 30 SPS Stationery, Calne, Wiltshire
- 31 Simpson & Sons, Stowmarket, Suffolk
- 32 Sports & Fashions Ltd, Huntingdon, Cambridgeshire
- 33 TP Activity Toys, Stourport on Severn, Worcestershire
- 34 Toy and Nursery.com, South Harrow, Middlesex
- 35 Toy Box, Beccles, Suffolk
- 36 Toy City Ltd, Wood Green, London
- 37 Toy Shop, Teesdale, County Durham
- 38 Toys n Tuck, Rayleigh, Essex
- 39 Toys Toys Toys, Barnet, Hertfordshire
- 40 Toys Toys Toys, Welwin Garden City, Hertfordshire
- 41 Toyshop, Royston, Hertfordshire
- 42 Toystop, Putney High Street, London
- 43 Treats, Princes Risborough, Buckinghamshire
- 44 Trinder Bros Ltd, Banbury, Oxon
- 45 WJ Daniels, Windsor, Berkshire
- 46 Youngsters World, East Dereham, Norfolk



GAMESDAY & GOLDEN DEMON 2007



Sunday 23rd September 2007
National Exhibition Centre (NEC), Birmingham

Tickets cost £25. Tickets are available to White Dwarf Subscribers from 9th June 2007, and on general release from 7th July 2007. Order yours by calling 0115 91 40000.

Persons between 12 and 15 years of age must be accompanied by a parent, guardian or other responsible adult.

Check out www.gamesday.co.uk
for more information about the show.



This exclusive miniature
is available at Games Day 2007!

Store and Community news

FRONTLINE UK

THE NEMESIS CROWN



Frontline: The Nemesis Crown

Find out what's going on in stores over the course of this summer's campaign, and how you can get involved!



Warhammer 40,000 Grand Tournament

Check out the review of this season's Grand Final and see who won the title of Overall Champion, 2007!



Advance Order: Gondor in Flames

Order these fantastic new miniatures now and be the first to lead the forces of the White City into battle!

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



THE BATTLE OF *Hexensnacht* Night of Witches



In-store Activity

Saturday 14th July

Prepare for battle on the Night of Witches!

As the war for the Nemesis Crown summer campaign continues, we invite you to test the might of your army and your skill as a general. On the 14th July, come along to one of our Hobby Centres and take part in the Battle of Hexensnacht; the Night of Witches!

Hexensnacht; the Night of Witches, is a night of dread for the people of the Old World. The gibbous moons glower in the night sky, and the corrupting winds of Chaos blow hot and strong in the close summer nights. These dire signs are a summons to the fell creatures of the world, calling them forth to Hexensnacht!

Ancient stones glow and pulse with the demented power of Chaos, and Beastmen howl and dance in bloody frenzy. All creatures of the least Chaos taint are drawn to the wild places to chant and writhe in mindless obeisance to the Ruinous Powers! In this year of war the fell influence of the Nemesis Crown inflames their fury, imbuing them with a raging bloodlust and joy of killing!

On the Altdorf-Talabheim Road, in the village of Egondorf, strange bestial creatures have been sighted, their eyes possessed of malice. Rumours abound of

children being snatched from their beds in the night and of foul sacrifices in honour of the Dark Gods.

Meanwhile, at the mysterious stone circle of Marchen's Henge located near the Old Forest Road, voices can be heard in the depths of the night, their inhuman chanting carried by the winds that blow down from that fearful place.

Since time immemorial the good men of the Empire, Bretonnia and the Border Princes, have locked their doors and shuttered their windows against this night of witches, but this year is different.

This year the armies of Men and Dwarfs are marching in search of the Nemesis Crown and the power it could grant them. Great armies find themselves camped in the darkened glades of the Great Forest. They are huddled together around their campfires, waiting in silence, when the screaming starts...



Call your local store for details
www.games-workshop.co.uk/storefinder

GAMES WORKSHOP

IN-STORE ACTIVITIES

Forces of Citadel Miniatures are thoughtfully assembled and modelled. Massed legions of models are skilfully painted in preparation for their coming campaigns. Table-top battles rage as opposing sides struggle for supremacy in electrifying games.

Does this sound like something YOU would like to be involved in? Well you can, and it all happens in Games Workshop Hobby Centres in the United Kingdom every single week!

Games Workshop stores run a full range of their own activities on a weekly, and often daily, basis. These range from exciting campaigns and tense leagues to fun painting competitions and modelling workshops.

There are also monthly events which are run nationwide, often to celebrate the launch of a new army or hobby range. All Hobby Centres run the activities differently, but the theme and the date will always be the same.

All events and activities are absolutely FREE for you to join in and have a go. Make sure you ring, or visit, your local Hobby Centre for full details of all the events and activities they are running in order to sign up and get involved!

You can find your local Hobby Centre by turning to page 108 or by logging on to our online Store Finder which includes maps and directions of how to get to your local Games Workshop.





GAMES WORKSHOP

SWANSEA RELOCATION

Raygorn's Roughnecks

This isn't the first time manager Rob McTaggart has been in White Dwarf. Some of you may remember Rob's Necromunda Goliath gang and their tale from the White Dwarf Necromunda campaign 'The Iron Lords' in issues 302, 303 and 304. Why not pop in to the store and see the gang in Swansea's cabinet and ask Rob about the experience?



Games Workshop Swansea has moved home and White Dwarf decided to pay this famously active store a visit and discover the secrets of these hobby pioneers.

OUTPOST SWANSEA

Wales' 'city by the sea', Swansea is located deep in south Wales, 55 miles from Cardiff and 100 miles from Bristol. GW Swansea is a true hobby outpost and the staff are proud to be on the frontline. It's not often White Dwarf visits the store and even though it was a week day loads of people had turned out to say hello and have a chat.

LOCATING SWANSEA

The store has been in Swansea for 11 years and was previously located on Princess Street. However, after the Snotlings got into the waterworks of their old store (with games being played with umbrellas – no really, ask the staff!) it was time for a new location. The store has now moved around the corner to Kingsway. It's really easy to find as Kingsway is the main shopping street in Swansea, and the store is across the street from the main surgery and

church. Store manager Rob McTaggart explains, "if you reach the beach you've gone too far!"

ADDRESS:

Games Workshop Swansea,
53 Kingsway, Swansea, SA1 5HQ

TELEPHONE:

01792 463969

OPENING HOURS:

Monday to Saturday:	10pm - 6pm
Sunday:	11am - 5pm

'Swansea Swordmasters' club

Tuesday: until 10pm

Every Tuesday and Sunday is Swansea Swordmasters club. Everyone is welcome, from beginner to seasoned hobby veteran. Brush up on your hobby skills with fellow hobbyists, play in leagues and campaigns or just come down and have a game.

www.games-workshop.co.uk/storefinder

STAFF SUPER HOBBYISTS

Swansea is blessed with hobby experts, all of whom want to help their customers to improve their skills, no matter what their level.

Jon Jones

Jon has been in the hobby for 20 years and is the resident army building and collecting expert. Not sure what to buy next to defeat your friend's all conquering horde? Want to know what to collect next to make a complete company of Space Marines with full support? Jon's the man.



Here is but a fraction of Jon's enormous 15,000 points of Imperial Guard!

Kerston Bloom

Kerston has built nearly every board in the Swansea store, including a scale Helm's Deep and an amazing Battle for Skull Pass board. So if you need help making that gaming board or modelling your latest conversion then you need to pop into Swansea and have a chat with Kerston!



Kerston says that making terrain is easy – it's all about the preparation.

'Dr' Doug Cameron

Doug is the store's painting knowledge man, and has painted most of the store armies. He once painted 3,000 points in two weeks, but can also lend his hand to more detailed work such as Harlequin diamond patterning. Doug is also holding special 'Dr Doug' painting clinics on a Thursday evening with some one-to-one tuition. Ring the store to book a place.

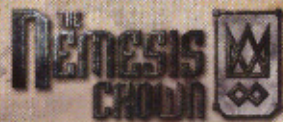


Store Treasure

White Dwarf discovered this beautifully painted Imperial Fist in Swansea's cabinet. The model was painted by Wil Davies who's been in the hobby 15 years. Wil says the help from the staff over the years was invaluable, especially their mantra 'bases and faces make a model'. He plans to enter Golden Demon this year. Grombrindal thinks he's got a decent stab at a statuette!



HUGEN'S FEAST



Mighty Warlord of Chaos, Hugen the Heinous wants to claim the Nemesis Crown for the unholy Gods of Chaos. The town of Marion stands before him. Infiltrating spies have told him that the Wizards of Marion hold the key and know the location of the Nemesis Crown. The town is surrounded, there is no escape. The forces within must fight or die, with no quarter being given or asked in the streets of the town.

Saturday 21st July

Book your place for this amazing battle by giving the Swansea store a ring today, and bring down your new Warhammer buildings for a real close quarters battle!

STORE & CLUB FINDER

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



GAMES WORKSHOP

HOBBY CENTRES

Hobby Centres are Games Workshop's own retail outlets. Each store provides gaming and painting facilities and is staffed by expert hobbyists! Hobby Centres are marked in **red** in the store listings.

OPENING TIMES

Monday – Friday: 10am – 6pm
Saturday: 10am – 6pm
Sunday: 11am – 5pm

- Games Workshop Stores in shopping centres still open and close according to shopping centre times.
- Some stores are not open every day, or open at 12pm weekdays. Please ring the relevant store for details.
- Some of our Hobby Centres feature special Gaming Room facilities with increased gaming space and more tables, providing the ultimate gaming venue!

FREE!

PAINTING & MODELLING ADVICE

All Games Workshop stores offer free painting and modelling advice, from friendly staff with years of hobby experience!

FREE!

GAMING & TACTICS ADVICE

Our staff can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.

FREE!

BEGINNERS PROGRAMMES

Every Hobby Centre runs its own special Beginners' programme to help you start collecting, painting and gaming with armies of Citadel minis.

CALL YOUR NEAREST HOBBY CENTRE FOR MORE INFORMATION!

GAMES WORKSHOP

INDEPENDENT STOCKISTS

Games Workshop Independent Stockists are official sellers of Games Workshop games and hobby products. Independent Stockists are marked in **black** in the store listings.

IN YOUR LOCAL AREA

With over 500 locations in the UK there is never a local stockist far away, making them perfect for that quick resupply or hobby need.

MOST POPULAR STOCK LINES

Independent Stockists concentrate on stocking our most popular products, so you're more likely to find exactly what you're looking for!

USE THE STORE FINDER TO FIND YOUR NEAREST STOCKIST!



GAMING CLUBS

Gaming clubs are groups of fellow gamers and hobbyists who meet regularly to enjoy the hobby together. Gaming clubs are marked in **blue** in the store listings.

THROW DOWN THE GAUNTLET!

Whether you are new to the hobby or a veteran gamer, GCN clubs are an ideal place to find and challenge new opponents. Play in campaigns, leagues and tournaments in a friendly environment with fantastic scenery, all created by dedicated hobbyists like you!

THE GAMES WORKSHOP CONNECTION

GCN registered clubs work closely with Games Workshop on events like Games Day, Conflict events and Campaign Weekends, making them an integral part of the Games Workshop hobby! Use the club listing to find a GCN gaming club near you and get involved!

VISIT THE GCN ONLINE AT WWW.GCNM.ORG.UK

GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers, we do not promote any club outside of the Gaming Club Network.

USING THE STORE AND CLUB FINDER

A simple step-by-step guide

STEP ONE

On the following pages, you will find a list of all our current Games Workshop Hobby Centres, Independent Stockists and Gaming Clubs. The list is organised alphabetically and arranged by county. First you need to know what county you're in.

STEP TWO

Having found the county you're in, simply work through the list to find all available stockists and suppliers. Contact details can be found with each entry. A key is provided below to help you see what is available at a glance.

CIV WARHAMMER WORLD: Willow Road, London, NG7 2W3 Tel: 0115 916 8410	GW HOBBY CENTRE (*) Indicates Gaming Room facilities
GCN KIRKBY IN ASHFIELD, K.I.A.: Contact: Chie Webster E-mail: blackfalcon@brux.net	GCN CLUB Members of the Gaming Club Network
TELFORD, Sanda Games: Tel: 01952 676 722	HOBBY STOCKIST Offers a hobby gaming and painting service
LEEDS, Hobbycraft: Tel: 0113 389 3020	INDEPENDENT STOCKIST Official sellers of Games Workshop products*
NEWCASTLE UPON TYNE, Alan's Model Shop: Tel: 0191 253 3652	NEW STORE OPENING * To be exactly sure they have what you want in stock, we recommend calling the store first.

STORE FINDER KEY

NEWEST LOCATIONS

- 1 GW Epsom
- 2 GW Livingstone
- 3 GW Windsor
- 1 Alan's Model Shop, Newcastle
- 2 Fenwicks, York
- 3 HobbyCraft Swindon
- 4 HobbyCraft Watford
- 5 HobbyCraft Wolverhampton



Or you can call Direct on
0115 91 40000

MAPS AND DIRECTIONS ON THE ONLINE STORE FINDER

Our newly revamped online store finder is easy to use and features detailed maps, and directions straight from your door to the nearest Games Workshop store, Independent stockist or GCN gaming club. Use the store finder to find new opponents in your area by searching for local GCN clubs!

INDER **AMES WORK**

Games Workshop Online Store Finder

Welcome to the Games Workshop Online Store Finder.

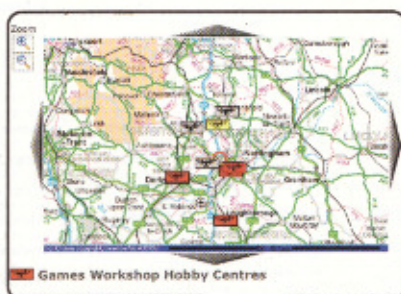
To find details of your local Games Workshop Hobby Centres, Independent Stockists and Gaming Clubs, simply enter your address details in one of the fields below.

Read: Your Street

City: Your City

Post Code: Your Postcode (Please enter a full postcode)

(Search)



GAMES WORKSHOP NOTTINGHAM

Address

- 315 High Lane
- Nottingham
- England
- NG1 6DQ

Contact Details

- Tel: 01159 490651

Directions

1. Depart on Adersey Street and continue West for 0.02 miles.
2. Turn right onto Grove Road and continue North-East for 0.07 miles.
3. Turn right onto A6001, Castle Boulevard and continue East for 0.96 miles.
4. Turn left onto Road Marston Way and continue North for 0.37 miles.
5. Continue straight ahead onto A6000 and continue North-West for 0.14 miles.
6. At the roundabout, take the third exit onto High Lane and continue East for 0.2 miles.
7. Arrive at your destination and continue North-West for 0.31 miles.

Notes: The directions given are from where you entered in the Store Finder.
• You can call Games Workshop Direct on 0115 91 40000 who can advise you location of your nearest store, stockists or club.

Just type in your road name and city, or a full post code and then click on the 'Search' button below.

On the next page there will be a map of your area, with all GW stores, GCN clubs and Independent Stockists marked.

Click on any location to view a detailed map and a full set of directions from your address directly to the store or club!

www.games-workshop.co.uk/storefinder

AVON

GW BRISTOL:
87 The Horsfield, BS1 3JR
Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 3UP
Tel: 0117 959 2520
BRISTOL, Area 51:
Tel: 0117 9244655
BRISTOL, HobbyCraft:
Tel: 0117 959 7100
GCN BRISTOL, Portbury Knights:
Contact: Alan Vowles
Tel: 07771 985468
E-mail: alanvowles@msn.com

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 01235 427 365
LUTON, Otakars:
Tel: 01582 406999
CRANFIELD, Wargames Workshop:
Tel: 01234 757878

BERKSHIRE

GW MAIDENHEAD:
Unit 2, 17 Market Street, SL6 8AA
Tel: 01628 663 1747
GW READING:
29 Oxford Road, RG1 7QG
Tel: 0118 959 8693
GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861087
BRACKNELL, Otakars:
Tel: 01344 480124
BRACKNELL, Toy Planet:
Tel: 01344 426262
READING, HobbyCraft:
Tel: 0118 902 8600
SANDHURST, Toyworld:
Tel: 01252 873550
WINDSOR, WJ Daniels:
Tel: 01753 862106
GCN MAIDENHEAD, Madgamers:
Contact: Francis Jose
E-mail: fjos@btinternet.com
GCN READING, The Spiky Club:
Contact: David Cole
E-mail: spikyclub@hotmail.com

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit 116, Bulling Lion, BS 4BS
Tel: 0121 633 7193
GW DUDLEY:
Unit 16, Merry Hill Centre, DY8 4UE
Tel: 0121 448 1818
GW SOLIHULL:
690 Warwick Road, B91 1DX
Tel: 0121 705 7997
GW SUTTON COLDFIELD:
45-47 Birmingham Road, B72 1QP
Tel: 0121 354 3174
GW WALSALL:
Unit 27, Old Square Shopping Centre,
WS1 1QE
Tel: 0192 272 5207
GW WOLVERHAMPTON:
9 King Street, WV1 1ST
Tel: 0190 231 0466
BIRMINGHAM, Console Games:
Tel: 0121 477 0022
GREAT BARR, Gaming Crypt:
Tel: 0121 366 4080
SUTTON COLDFIELD, Digital Dragons:
Tel: 07941 632793
WOLVERHAMPTON, HobbyCraft:
Tel: 0945 051 6543
GCN DUDLEY, Dudley Darklords:
Contact: Paul Sheldon
Tel: 01384 288 360
GCN WOLVERHAMPTON, De Boys Club:
Contact: Paul Giles
Tel: 01902 139 033
E-mail: spacewalkid@hotmail.co.uk

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 29, The Osage Centre, HP11 2HT
Tel: 01494 453 1494
GW MILTON KEYNES:
504 Silbury Boulevard, MK9 2AD
Tel: 01908 859 0477
AYLESBURY, Bear Necessities:
Tel: 01296 421098
BUCKINGHAM, Abacus Toys:
Tel: 01296 821815
GERARDS CROSS, Howard Marshall:
Tel: 01753 562952
MILTON KEYNES, HobbyCraft:
Tel: 01908 308 330
PRINCES RISBOROUGH, Treats:
Tel: 01894 344554
GCN HIGH WYCOMBE, Armageddon Inc:
Contact: James Schofield
Tel: 01494 865 905

CAMBRIDGESHIRE

GW CAMBRIDGE:
54 Regent Street, CB2 1DP
Tel: 01223 331 3350
GW PETERBOROUGH:
3 Welbourn Street, PE1 1DH
Tel: 01733 890 052

ELY, City Cycle Centre:

Tel: 01353 663331
HUNTINGDON, Sports & Fashions:
Tel: 01480 454541
PETERBOROUGH, The Gluey Goblin:
Tel: 01945 588 808
PETERBOROUGH, Westgate Department Store:
Tel: 01733 563151
PETERBOROUGH, Your Store:
Tel: 01733 341007
ST NEOTS, First Computer Games:
Tel: 01480 386638
ST NEOTS, Westgate Department Store:
Tel: 01480 471242
WISBECH, Westgate Department Store:
Tel: 01336 203523
WISBECH, The Gluey Goblin:
Tel: 01945 588808

CHANNEL ISLANDS

JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 732187
GUERNSEY, ST. PETERS PORT, Carousell:
Tel: 01481 721721
ST. HELIER, Bambola Ltd:
Tel: 0654 29826
GCN BRIEALES, Jersey Privateers Gaming Club:
Contact: Paul Noel
Tel: 01534 738192
E-mail: noelwargames@aol.com

CHESHIRE

GW ALTRINCHAM:
Unit 1, 19 Crafen Street, WA14 1DU
Tel: 0161 299 8996
GW CHESTER:
112 Foregate Street, CH1 1HH
Tel: 0124 431 1967
GW MACCLESFIELD:
Unit 18, Chestergate Mall,
Grosvenor Centre, SK1 6AR
Tel: 0162 361 9020
GW STOCKPORT:
32 Mersey Square, SK1 1RA
Tel: 0161 474 1427
GW WARRINGTON:
Unit 19 Bank Street Time Square,
WA1 2AP
Tel: 0192 365 1984
ALTRINCHAM, The Gaming Crypt:
Tel: 0161 529 9919
CHELTENHAM, Fantasy:
Tel: 0161 491 1330
CHESTER, HobbyCraft:
Tel: 01244 650 110
CONGLETON, Deans Toys & Cycles:
Tel: 0126 0273277
CREWE, ABC Model Sport:
Tel: 01270 305 048
CREWE, Potters Model World:
Tel: 01270 250 038
CREWE, Joe in a Box:
Tel: 01270 381 118
FRODSHAM, Steve Webb Models & Hobbies:
Tel: 01928 735 225
NESTON, Carousell:
Tel: 0151 336 621
NORTHWICH, Level 1:
Tel: 01606 43053
NORTHWICH, The Model Shop:
Tel: 01606 826 346
STALYBRIDGE, Handcastles:
Tel: 0161 3038526
STOCKPORT, HobbyCraft:
Tel: 0161 429 3400
HYDE, Goslings ToyMaster:
Tel: 0161 427 2099
WIDNES, The Hobby Shop:
Tel: 01514 241 947
GCN CHESTER, Royal Guild of Minted Boards:
Contact: Christopher Fry
Tel: 07976 878732
E-mail: chris.fry@sympatico.com
GCN MACCLESFIELD, Maccwargames:
Contact: Duncan Hamadine
Tel: 01625 612 579
E-mail: hamadine2002@yahoo.co.uk

CLEVELAND

GW MIDDLESBROUGH:
Unit 33, 39 Dundas Street, TS1 1HR
Tel: 0164 225 4091
HARTLEPOOL, Illusions:
Tel: 01429 233 199
HARTLEPOOL, Westgate Department Store:
Tel: 01429 244 337
GCN MIDDLESBROUGH, Middlesbrough Games Club:
Contact: Colin Wilson
Tel: 0794627 27 37
GCN REDCAR, Redcar Ironbeards:
Contact: Ian Widdowson
Tel: 01642 303207

CORNWALL

GW TRURO:
Unit 1, Bridge House,
New Bridge Street, TR1 2AA
Tel: 0187 212 0847
BODMIN, Bricknells:
Tel: 01208 77068

BUDE, Nitro RC:

Tel: 01288 351 386
BUDE, More Value:
Tel: 01288 352 362
FALMOUTH, Wonderlands:
Tel: 01326 312 571
HAYLE, Blewells of Hayle:
Tel: 01736 753 012
NEWQUAY, Planet Hobbyworld:
Tel: 01637 859 941
ST ALUSTELL, Adeb's Toys:
Tel: 01726 73123
ST ALUSTELL, Mad for Miniatures:
Tel: 01726 72259
ST IVES, Dragon's Hoard:
Tel: 01736 29048
TRURO, ToyMaster:
Tel: 01872 272 452
GCN BUDE, Dice and Daggers:
Contact: Kurt Baker
E-mail: celiafleming@aol.com

COUNTY DURHAM

GW DURHAM:
64 North Road, DH1 4SQ
Tel: 0191 374 1062
GW DARLINGTON:
78 Seamergate, DL3 7LX
Tel: 01322 538 2463
BARNARD CASTLE, Toy Shop:
Tel: 01333 637 396
BISHOP AUCKLAND, Windrock Models:
Tel: 01388 609 766
SEAHAM, Games of War:
Tel: 01915 817 118
STOCKTON ON TEES, Stockton Modeller:
Tel: 01642 616 680

CUMBRIA

GW CARLISLE:
Unit 2, Earls Lane, CA1 1CP
Tel: 01222 859 8216
BARROW-IN-FURNESS, Healths:
Tel: 01229 820 435
BOWNESS-ON-WINDERMERE, Robert Atkinson & Sons:
Tel: 01339 443 087
COCKERMOUTH, The Toy Shop:
Tel: 01900 825855
KESWICK, Lakeland Toys and Hobbies:
Tel: 01768 775 275
PENRITH, Harpers Cycles:
Tel: 01768 864 475
ULVERSTON, Sawdust 'n' Stitches:
Tel: 01229 382 284
WIGTON, Jacksons Diecast Models:
Tel: 01697 342 557

DERBYSHIRE

GW DERBY:
42 Sadler Gate, DE1 3NL
Tel: 0133 237 1657
ASHBOURNE, Lumbar's Toys:
Tel: 01333 345115
BELPER, Children's Choice:
Tel: 01773 825865
BUXTON, Knowles Toys and Models:
Tel: 0129 834 203
CHESTERFIELD, Chesterfield Department Store:
Tel: 01246 220 200
CHESTERFIELD, Peak Bookstore:
Tel: 01246 201 609
GLOSSOP, Wain Services:
Tel: 01457 853 548
ILKSTON, Ilkston Co-op:
Tel: 01159 327 777
MATLOCK, Shawes:
Tel: 01629 382 482

DEVON

GW EXETER:
31a Sidwell Street, EX4 6NN
Tel: 0139 249 0305
GW PLYMOUTH:
54 Cornhill Street, PL1 1LR
Tel: 0175 223 4121
GW TORQUAY:
12 Market Street, TQ1 1AQ
Tel: 0180 320 1036
BARNSTAPLE, The Battlezone:
Tel: 01271 321 344
DARTMOUTH, WG Pillar & Co:
Tel: 01803 812 139
EXMOUTH, Gamezone Models:
Tel: 01395 267 733
HONFON, Honiton Toy Shop:
Tel: 01404 43741
KINGSBRIDGE, The Trading Post:
Tel: 01548 832 923
NIPTON ABBEY, Austins:
Tel: 01626 333 444
PLYMOUTH, Model Shop:
Tel: 01752 221 851
TAVISTOCK, Kaleidoscope:
Tel: 01822 613 236
TEIGNMOUTH, Jackmans Toybox:
Tel: 01626 778 260
TIVERTON, Wings 'N' Wheels:
Tel: 01884 242 619
TORRINGTON, Angling Pastimes:
Tel: 01805 625 888
GW PLYMOUTH, Plymouth Association of Wargames:
Contact: Orlan Morris
Tel: 0175 251 1402

DORSET

GW BOURNEMOUTH:
34 Post Office Road, BH1 1BA
Tel: 0120 231 9292
GW POOLE:
Unit 12, Towngate Centre, BH15 1ER
Tel: 01202 582 444
BRIDPORT, Frosts ToyMaster:
Tel: 01302 422 296
DORCHESTER, Dorchester Toys:
Tel: 01305 261 152
SHAFTESBURY, Hardings:
Tel: 01747 852 156
SHERBOURNE, The Corner House:
Tel: 01935 815 615
WEYMOUTH, Razzamatraz:
Tel: 01305 780 601
GCN POOLE, Battlescar:
Contact: Paul Cleveland
Tel: 01202 385 632
E-mail: paul@battlescar.co.uk

ESSEX

GW CHELMSFORD:
Unit 4C, The Meadows Centre, CM2 6FB
Tel: 0134 349 0048
GW COLCHESTER:
2 Short Wyne Street, CO1 1UN
Tel: 0120 676 7279
GW SOUTHEAST:
12 Southchurch Road, SS1 2NE
Tel: 0170 246 1251
GW THURROCK:
Unit 415B, Level 3,
Lakeside Shopping Centre, RM16 1ZJ
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Tel: 01482 862 777

BRIDGINGTON, Croppens:
Tel: 01262 677 727

HALIFAX, Halifax Modellers World:
Tel: 01422 341 157

HALIFAX, Magazine World:
Tel: 01422 338 542

HUDDERSFIELD, Games Emporium:
Tel: 01484 132 838

HUDDERSFIELD, Something Wicked:
Tel: 01484 359 226

KEIGHLEY, Conways ToyMaster:
Tel: 0113 389 3020

LEEDS, Hobbycraft:
Tel: 0113 389 3020

NEWCASTLE UPON TYNE, Alan's Model Shop:
Tel: 0191 333 3682

NORTHALLERTON, T & M Grove Ltd:
Tel: 01609 773 334

OTLEY, Conways ToyMaster:
Tel: 01913 462 065

PICKERING, Pickers of Pickering:
Tel: 01753 472 762

POCKLINGTON, Chids Games:
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SCARBOROUGH, Play Centre 2:
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SPACE, Myth and Magic:
Tel: 08456 441 113

SELBY, A1 Sports and Toys:
Tel: 01757 705 115

SHEFFIELD, Wargames Emporium:
Tel: 0142 754 826

SHEFFIELD, Wargames Emporium Gaming Centre:
Tel: 01142 360487

WAKEFIELD, Model and Craft Centre:
Tel: 01924 374 097

WHITBY, John Anderson - ToyMaster:
Tel: 01947 602 213

WHITBY, Models and Movie Props Ltd:
Tel: 01973 540382

YORK, Fenwick's:
Tel: 01904 643322

GCN HUDDERSFIELD, Cedar Dwellers:
Contact: Richard Ambler
Tel: 07984 11 3974
E-mail: whersquack@yahoo.co.uk

GCN LEEDS, Night Owls:
Contact: Steve Nolan
Tel: 0113 225 0461

GCN NEWELLIERHAM, That Dam Gaming Club:
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GCN SHEFFIELD, Dysartes:
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Tel: 07743 388081
E-mail: webmaster@disartes.com

GCN YORK, York Garrison:
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WALES

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31 High Street, CF10 1PU
Tel: 0292 064 4917

GW NEWPORT:
25 Summer Street, NP20 1HB
Tel: 0163 125 6295

GW SWANSEA:
53 Kingsway, SA1 5HQ
Tel: 0179 346 3969

CARDIGAN, Helm's Deep:
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ABERGAVENNY, Richards of Abergavenny:
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ABERYSTWYTH, Albattross:
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BRECON, J Clark Toys & Gifts:
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CARMARTHEN, Hardings:
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Tel: 08700 664 904

LLANTWIT MAJOR, Rainbow Plaza:
Tel: 01446 794 118

MILFORD HAVEN, Foster Powell Ltd:
Tel: 01646 697 111

PORTRICAWL, Game It:
Tel: 01636 784 428

PENROSE, Dragon Alley:
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SWANSEA, Conix Shoppe:
Tel: 01792 642 097

SWANSEA, West Coast Games Ltd:
Tel: 01792 533 464

TENBY, Clarice Toys:
Tel: 01834 843 493

GCN BRIDGEND, Bridgend YMCA Gamers Club:
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GW ABERDEEN:
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GW AYE:
10 Annan Mill, KA7 1SQ
Tel: 0129 261 0673

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GW FALKIRK:
12 Cow Wynd, FK1 1PL
Tel: 0132 462 4333

GW GLASGOW:
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Tel: 01764 653706

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DINGWALL, Sports and Model Shop:
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DUNFERMLINE, Abbey Models:
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DUMFRIES, Toytown:
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EAST KILBRIDE, DTS Models:
Tel: 01555 238 988

EDINBURGH, Marionville Models:
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Tel: 01397 703 651

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Tel: 01597 862 516

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ORKNEY, McLennan-ToyMaster:
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PETERHEAD, George Donald Ltd:
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SHEPHERD, Harrys Dept Store:
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STIRLING, Do It @ Your Leisure:
Tel: 01796 826 925

THURSO, Durans:
Tel: 01847 593 169

TURRIF, E Rae and Son:
Tel: 01888 562 610

GCN EDINBURGH, Edinburgh League of Gamers:
Contact: Andy Meehan
E-mail: kaguod@gamers-union.org.uk

GCN GLASGOW, St Aiden's Warriors Club:
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GCN KIRKBRIDE, Kiermain Wargames Club:
Contact: Dale D. Smith
Tel: 01575 574 138
Website: www.kiermainwargamesclub.co.uk

GCN STIRLING, Stirling Wargames:
Contact: Paul Brooks
Tel: 01706 450 052
E-mail: paul@stirlingwargames.com

NORTHERN IRELAND

GW BELFAST:
20A Castle Court, BT1 1DD
Toward the back of the centre
Tel: 0289 0233684

BALLYMENA, Camerons:
23 Broughshane St, Co. Antrim
Tel: 028-25648821

BANBRIDGE, ToyMaster Banbridge:
Tel: 028-6062225

BANGOR, Reply Games:
97 High St, Co. Down
Tel: 028-91432210

COLERAINE, ToyMaster Coleraine:
7-11 Church Street
Tel: 028-70344444

ENNISKEN, Modellers Corner:
22 Dorling St
Tel: 028-66322367

LISBURN, World of Wonder:
Riverside Ct, Young St
Tel: 028-92669996

PORTADOWN, ToyMaster Portadown:
8 Mandeville St
Tel: 028-3538089

INTERNATIONAL ACCOUNTS

BULGARIA
SOFIA, Magic Worlds
1000, Slavikov sq 9
SOFIA, Miro
1303, Sredna Gora St 133

CHINA
SHANGHAI, Zhanchai Store
Guangfu Rd. 777
Tel: 86 21 52666000

SHANGHAI, Zerk
427, DaNing The Life Hub, No. 2005

CROATIA
OSJEK, Land of Magic
10000, Aviatora Centar, Gacka 10
Tel: 385 31 275 794

OSJEK, Land of Magic
Pazovceva 5, 31000
Tel: 385 31 368 412

RIJEKA, Game Master
Križančeva 1c
Tel: 385 31 371 308

SPLIT, Land of Magic
Kralj Zvonimira 13, 21000
Tel: 385 21 402249

VARAZDIN, Land of Magic:
Kacicova 3, 42000
Tel: 385 42200161

ZAGREB, Land of Magic
10000, Frankopanska 22
Tel: 385 14670077

ZAGREB, Land of Magic
10000, Radovicova 13
Tel: 385 14923917

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NICOSIA, ANT Comics
Stas Paeodousiou (Panormeniou) 181
Tel: 357 257 22 660384

NICOSIA, Megaland
8 Diogenes Av
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KOPRIVNICE, Magic
Stefanikova 1154/222, Koprivnice
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LIBREC, Battle Games - Obchodní Pavilon
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OSTRAVA, Matras (knihkupectví)
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Přístav 42, 75501, Vsetín
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FALKLANDS
STANLEY, Falkland Collectibles
The General Store
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GREECE
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ATHENS, Fantasy Shop Peristeri
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ATHENS, Fantasy Shop Peiraia
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Drafioti 116, 14341, N.Filadelfia
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E. Vasilakou 10, 17121
Tel: 0030 210 9817944

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116 54, Pl. Mesogiou 2-4, Pagrati
Tel: 0030 210 7218 310

ATHENS, Kaisa Peiraia
Ypsilantou 174-176
Tel: 0030 210 4296 636

ATHENS, Strategy Hall
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73 100, 100 Kyrenias St.
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HALKIDICA, CD Corner
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LARISA, Kaisa Larissas
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MAIROUSI, Battle Bunker
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NAFPLIO, Miniature Shop
21100, Andria Theodorou
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PATRA, Fantasy Shop: Patra
Panayiotis 75
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PATRAS, Kaisa Patras
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183 Queens Road East, Wan Chai
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1016, Lajos u40
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BUDAPEST, Trollharang
1065, Nagymező u.29
Tel: 0036 1 3213279

BUDAPEST, Trollharang Buda
1025, Tokolcsok ut 87 91
Tel: 0036 1 345 8469

MISKOLC, Denon
3330, Arany J. u. 11-13
Tel: 0036 48 415 528

SZEKESFEHERVAR, Legendak Csomoka
8000 Kancsoly J. u. 7
Tel: 0036 70 3857290

SZEZED, Csillagveg
6722, Csongai u. 15
Tel: 0036 20 3371501

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HVERFISGATA 1703 125
Tel: 352 9011

INDONESIA
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Mall Taman Angrek ID no 329A,
Tel: 021 5695-3535

JAKARTA SELATAN, Fantasy N Games
J Sultan Iskandar Muda No.7
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SURABAYA, Fantasy N Games
97 Perak Barat Street
Tel: 031 60050343

SURABAYA, Fantasy N Games
Taman Gopura Raya block A 12,
Tel: 031 740 2475

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HAIFA, Kitaro
Haifa grand mall
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HERZLIA, Freak
Sokolov 29
Tel: 00972 99589077

RAMAT HASHARON, Tapuah
OSIRIS BIKIN 11
Tel: 00972 35404713

RAMAT HASHARON, Tapuah Fantasy
Sokolov 30
Tel: 00972 35961826

TEL AVIV, Freak
Ezer Cevizli 60
Tel: 00972 36961826

TEL AVIV, Kitaro
Mersar baalei Homelad 12A,
Tel: 00972 36299320

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KOTA KINABALU, SARAH, Just Wargame
1, Ka Imbung, Jalan Tambunan,
Tel: 6013 - 865 5269

KUALA LUMPUR, Comics Mart
Midvalley Megamall
Tel: 03-282 0524

KUALA LUMPUR, MySciFifan Outpost
2nd Flr Cineplex, Midland Gardens,
Tel: 01616 - 982 1506

PENANG, Comics Mart
Neo Mart 03-06A Plaza Comers,
Tel: 04 - 226 2588

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T1 12 1b, Amcorp Mall
Tel: 012 2999952

PETALING JAYA SELANGOR, The Games Circle
8/8, Jalan SS 22/25, Damansara Jaya,
Tel: 616 - 451 0940

SHAH ALAM, SELANGOR, Dalka Dalka Games
31, Jalan Kristal L71 (Sokolov 7),
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MALTA, Forbidden Power
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MALTA, K Hobbies Ltd
Mpesch Road, Fgura Pla 13,
Tel: 00356 21 895423

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QUEZON CITY, Neutral Grounds
123 Tolentino Street
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ul. Szkolna 15, 43 - 300
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GDANSK, Iskra
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LODZ, Empik Manufaktura Empik Mega
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LODZ, GameLand
ul. Piotrowska 101, 90 - 425
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ul. Grotowska 9, 59 - 300
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ul. 100 16658300
Tel: 0048 61 8518972

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ul. Zienona 1
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ul. Orkana 1, 83 000
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Tel: 0048 56 652 2393

TORUN, Sklep Papierniczy
ul. Sienkowskiego 46, 87 - 100
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Al. Jerozolimskie 179, 02-222
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ul. Krakowskie Przedmiescie 11, 00-060
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ul. Potanowce Skleki 124 Paw. 72, 01-499
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ul. Błeszy Warszawa 1920 c. nr 4
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WARSAWA, Warsaw Model Centre
ul. Chłopska 73 c
Tel: 0048 22 611 37 90

WARSAWA, Warsaw Model Centre
ul. Powarska 42/44, 02 - 993
Tel: 0048 22 602 305 070

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Tel: 0048 71 61658300

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ul. Rynek 30, 50-116
Tel: 0048 71 61658300

WROCLAW, Ogryn
ul. Szewska 75/77,
SDH "Feniks" 6 pietno, 50 - 121
Tel: 0048 71 3771872

WROCLAW, Sklep Pracownia Fantastyczna
ul. Sokolnica 7/7, 53 - 676, Pawlon 32
Tel: 48 71 354 43 44

ZABRZE, Empik M1
ul. Plac R. Skubeczka 1 ICH M1), 41-800
Tel: 0048 77 447 2034

ZIELONA GORA, Avalon DT Centrum
DT Centrum, ul. Ruchomier Wierpięta
21A, 65 - 03
Tel: 0048 66 6658300

ROMANIA
BUCHAREST, Hobby Games
Str. Popa Nan 108A, Sector 3
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KRASNOJAR, Alegria-Jug (South)
Krasnaya st, 143
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MINSK, Valahovich ent
John Nolas st, Exhibition center GILWAP,
Tel: 006029 6356212

MINSK, Valahovich ent
Machemova av 64, Palace of Sports,
second floor
Tel: 006029 6548426

MOSCOW, Alegria
Metro station Alileksiejewskaya
Prospekt Mira 103
Tel: 70952168126

MOSCOW, Alegria
Metro station Lubanka, Miasnikovskaya St. 201
Tel: 7095928337

MOSCOW, Urfu Juice
Metro "Litsia 1905 gods"
Zvezdnyyokskoye shosse 4
Tel: 47007248353

NORILSK, Na Stye Mirov
Kosmopolitnaya st, second floor,
Dom Byta, 127 474
Tel: 008029 6548426

NOVOSEBIRSK, Icehummor
Krasnaya av. 550, Dom Byta
Tel: 008029 6548426

SARATOV, Detskiy Mir
Kirov av. 943, Detskiy Mir,
second floor, gallery
Tel: 64 5840

ST PETERSBURG, Art-Miniatures
Sadovaya st. 9/1, 3rd floor,
trade center Evrika
Tel: 00812 3321828

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Internationalnaya st. 65A - b,
Torgovy Mir
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Vsegradska 6, 11000
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BELGRADE, ANET Hobbystore
11000, Zvezdarska 14
Tel: 00381 11 2652236

BELGRADE, EXIT Hobby store
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Tel: 00381 11 62 78 27

BELGRADE, White Dragon
1100, Vojvode Milenkova 44,
Tel: 00381 63827232

NOVI SAD, Dragon
21000, Kralja Aleksandra 4,
Tel: 00381 11 636 24038

NOVI SAD, Valhala
21000, Muzikarska 18
Tel: 00381 21315538

PODGORICA, Neutron Podgorica
Trib Republike
Tel: 00381 68 060 669

ZRENJANIN, Takeda
23000 Sarajljina 3
Tel: 00381 2364572

WARHAMMER WORLD TOURNAMENT REFORGED



VISIONS OF WAR

With the Nemesis Crown Summer Campaign having just begun, the latest Warhammer World exhibition is devoted to images of warfare and battle drawn exclusively from the Warhammer Universe under the title of "Visions of War". With its focus on images of battle and conflict, the display perfectly captures the look and feel of warfare in the Warhammer World.



MON 18TH JUNE –
MON 13TH AUGUST

Another season of tournaments has drawn to a close, and event organisers Brian Aderson and Andy Joyce are already hard at work making plans to ensure that this year's Grand Tournaments are better than ever before.

Now that the Grand Tournaments are over and their champions decided, we can look forward to another season of competition, and the ways in which we can make sure next year's Grand Tournaments are better than ever.

Every season, we gather together a huge amount of customer feedback, both through talking to the players as they take part in the event, and by collecting feedback forms filled with all your ideas and suggestions. At the end of the season, we review all this material, not only so that we can find out how much fun everyone had, but also to see if any of the suggestions or recommendations you have made can be adopted for the future.

Often, this process results in slight changes being made to the events, and many regular tournament players will have noticed a steady evolution of the Grand Tournament rules over the past few seasons. This year sees the continued development of the tournament's format, thanks to the involvement of the whole team of events volunteers and advice from studio members such as Jervis Johnson, as well as the welcome feedback that has come from the Games Workshop community as a whole.

For the coming season, we decided that the Grand Tournaments should be a celebration not only of skilled generalship, but other key aspects of the hobby as well, such as excellent miniatures painting and a friendly approach to gaming. In order to reflect this, we have made it possible for players to qualify for the Grand

Tournament final by being nominated for the Best Army award, or for winning the accolade of Most Sporting Player. This way, we are able to reward players who exhibit great sporting behaviour, and similarly those people who take the time and effort to create beautifully painted Citadel miniatures, emphasising a higher standard of painting and modelling for a Grand Tournament army.

A lot of the feedback we received during the last tournament season was regarding the points scoring system, which we have now revised ready for the next Grand Tournament. We wanted to ensure that the overall winner of the tournament was the player that won the most games, whereas it has been possible in previous tournaments for a player who has won fewer games to win the tournament by having a higher victory points total. The new scoring mechanism shown on the next page means that the player with the most wins becomes champion, while the additional Victory Bonus points can be used to decide the winner in the event of two players having won the same number of games.

We are looking forward to another challenge in the 2007-8 Season, and with players travelling from all over the globe to take part it will truly be one of the greatest challenges for the tournament gamer. The Warhammer World Events team would like to wish everyone who enters the very best of luck for the coming season.

Brian Aderson and Andy Joyce

HOW TO QUALIFY!

One of the main changes to the format for the coming Grand Tournament season is the way in which players can qualify for the Grand Finals. The following is a list of players who will now qualify for the finals:

- The top 40 scoring players in each Grand Tournament Heat.
- Up to 6 Best Army nominees who reach the Player Vote per Grand Tournament Heat.
- Up to 3 Most Sporting Player award winners per Grand Tournament Heat.
- Any remaining places will be awarded as Wild Card qualifiers at the discretion of the Warhammer World Events team.

THE NEW SCORING SYSTEM

The new Grand Tournament Scoring System has been developed using the previous season's system as a foundation. Points for each round of the Grand Tournament will be awarded as follows:

RESULT	POINTS AWARDED
Win (Any Level)	30
Draw	10
Loss	1
Concede	0

This points score will be used to decide the ranking of tournament players. In the event of two or more players sharing the same points score, the Victory Bonus Point Scheme will be used to rank those players. The Victory Bonus Point Scheme is designed to reward players for the degree of victory they achieve in their games, while ensuring that the overall winner is still the player who won the most games.

RESULT	WINNER'S VB SCORE	LOSER'S VB SCORE
Massacre	2	0
Major Victory	1	0
Minor Victory	0	0



GRAND TOURNAMENT TICKETS

Tickets are now on sale for this season's Warhammer and Warhammer 40,000 Grand Tournament Heats.

Warhammer 40,000
Heat 1 ... 13th October
Heat 2 ... 10th November
Heat 3 ... 24th November

Warhammer
Heat 1 ... 6th October
Heat 2 ... 3rd November
Heat 3 ... 17th November

Details for each of the heats can be found at www.games-workshop.co.uk/events or by calling Direct.

CALL DIRECT ON 0115 91 40000

THE CITADEL MINIATURES HALL



JULY – SEPTEMBER

From July, the Citadel Miniatures Hall will be displaying a selection of this summer's new releases for Warhammer, The Return of The King and Gondor in Flames. The crazed plastic Empire Flagellant above, and the fearless Clansman of Lamedon below are just two examples of miniatures that could be on display in the hall.



CLASSIC CITADEL MINIATURES DISPLAY

From July to September, the Citadel Miniatures Hall will be displaying a selection of Citadel's earliest miniatures, drawn from the collection of Kevin Porter.

www.games-workshop.co.uk/warhammerworld/blog

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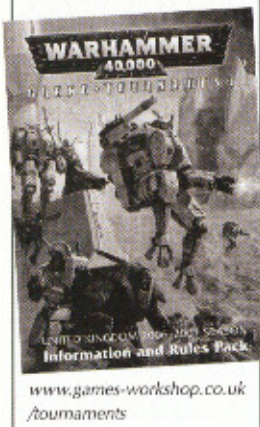
40,000

GRAND TOURNAMENT FINAL 2007



RESULTS ONLINE

Visit Games Workshop online to see the full player listing, more photos and tournament results from the event!



On the 3rd of March, 115 generals descended on the Warhammer World gaming hall, all eager to prove their might on the field of battle and claim the ultimate prize – first place at the Warhammer 40,000 Grand Tournament Final.

Each year the Warhammer 40,000 Grand Tournament attracts hundreds of generals from across the globe, all eager to prove their tactical superiority – and this year was no exception! The players gathered together in Bugman's on the morning of the 3rd March representing the most successful commanders in the hobby community, making for an exciting weekend of closely contested games. Over 300 battles raged during the course of the final, as each general vied for possession of the top table. Congratulations go to Overall Champion Alejandro Martín Fernández, whose Iron Warriors Chaos Space Marines army remained undefeated throughout the weekend! You can find his army list on the tournaments page online. Perhaps it will inspire your own all-conquering army!

Equally closely contested this year was

the competition for Best Painted Army. The winners of the award from each of this season's heats were all at the final, setting a very high standard for painting indeed! In the end it was veteran tournament goer Andrew Taylor who scooped up the award with his fantastic World Eaters Chaos Space Marines army. You can see this awesome force in all its glory on the following pages.

STANDINGS

OVERALL WINNER:

Alejandro Martín Fernández

2nd Place: Dan Fortnum

3rd place: David Minnis

Best Army: Andrew Taylor

REDSHIRT ASSAULT

A conspicuous presence at this year's Grand Tournament Final, Flame On are a group of like-minded gamers who band together for tournaments and events with the aim of having as much fun as possible.

Neil Kerr has been playing Warhammer 40,000 for nearly 15 years now, and like many players, it was in the pages of White Dwarf that he first discovered the hobby. "I picked up a copy of White Dwarf in a local newsagent, flicked through it and it sparked my imagination like nothing before." White Dwarf caught up with him at this year's final to ask him about the 'Flame On' team, of which he is a member.

Who are Flame On?

Flame On are a group of like-minded gamers who have come together through a common love of the hobby and having as much fun as possible. It started out as just four guys from Manchester going to the Grand Tournament three years ago, but has grown beyond anything we could have imagined, and now includes about 60 people from all across the UK and even as far as Greece and Germany. Players range from people just starting out in the hobby to veterans of many years' standing, so we're a diverse group.

Have you always come to tournaments with a team?

Before Flame On, no, but now I don't think I will ever attend one without a few dozen red-shirted loonies alongside me. There's a real sense of comradeship between everyone, so no matter what the outcome of the games during the weekend, there are always plenty of your friends around to keep your spirits up!

Did you all qualify for the Final in the same Heat?

No, we split ourselves evenly between two heats because there are so many players in Flame On that if we all went to the same heat the odds of knocking a friend out of a qualifying slot is too high, something none of us wanted to risk doing!

Would you say the Flame On players all share the same approach to gaming?

That's the beauty of Flame On, everyone is an individual and as such everyone has their own approach to gaming. Some of our members are die-hard gamers and approach every game as if it was the top table at the Grand Tournament Final (as this year's standings no doubt show). Others of us build armies for purely aesthetic reasons and then afterwards write a legal army list to fit their creations. In the end though, we all believe in one unofficial rule: It's a game about war, not a war about a game!

Will you all be back for next year's tournament?

Definitely! I don't think the Grand Tournament would be the same now without a group of gamers in red shirts battling their way through the weekend. Expect to see even more of Flame On during the next Grand Tournament season, we'll see you all there!



Members of 'Flame On' gather outside Bugman's at the end of a weekend of hard gaming.



BLOOD FOR THE BLOOD GOD!

Renowned army painter Andrew Taylor won Best Painted army at this year's Warhammer 40,000 Grand Tournament Final with his 'Soul Eaters' Chaos Space Marines. We caught up with Andrew after the tournament to find out more about these daemon-favoured servants of the Ruinous Powers.

TURNING TO THE RUINOUS POWERS

Andrew: For the Final, I wanted to try an army with a different playing style from any of my previous armies. In the past, I have focussed on superior movement or firepower, like the Tau army I took to the Heats, so I thought the blood-crazed followers of Khorne would make for an entertaining change in pace and tactics.

As well as berserk Chaos Space Marines I had decided I wanted to include a good few daemonic units like Bloodletters and a Bloodthirster in my army, so I came up with a theme about a warp-tainted army of World Eaters, whose endless carnage has earned them the favour of daemons. After that, it was simply a matter of choosing units and troops I fancied making and painting.

I concentrated more on making the army fit the theme and be fun to play, rather than being effective. I confess to spending time tweaking my army list until the troops section added up to 888 (8 is Khorne's favoured number after all)! Sadly, it doesn't seem to bring me any more luck on the tabletop...

ANGER MANAGEMENT

Strategies, tactics, Khorne cares not for such things. I think running screaming at the enemy and trying to hack them into lumps with a chain axe is as advanced as it got! That said, my daemons were a good ace up my sleeve and if I picked the location right, their sudden appearance could swing the battle in my favour.

My Bloodthirster spectacularly failed to live up to his fearsome reputation, getting himself killed in various ignoble ways. Against a Tyranid army, he took a wound when a plucky spinegaunt poked him in the eye, which obviously put him off because he then failed to hit anything at all in the following turn!

The army spent most of the weekend getting blown up and killed in various ways until the last game when the army finally got it together and rampaged through White Dwarf Designer Christian Byrne's Black Legion army. I don't think I've ever rolled so many dice as when one of my Berserker squads charged at full strength – I could barely hold them all!



WHAT IS A GRAND TOURNAMENT?

Tournaments are an opportunity to play six 1500 point games of Warhammer 40,000 over a weekend, meet other like-minded players and in the process gauge your ability in terms of gaming results, sportsmanship, painting and rules and background knowledge.

Grand Tournaments are the pinnacle of Games Workshop tournament play. Players from all over the UK (and beyond) come to Warhammer World to test their skills and compete for the top spots on the day.

Why not visit the tournaments page online to find out more about the Grand Tournaments and other events held at Warhammer World:

www.games-workshop.co.uk/tournaments

TOURNAMENT SHOWCASE



THE EVENTS DIARY

All the latest from the UK events scene

Upcoming Events

Are you a Hobby Centre, Independent Stockist, or part of the GCN and running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at:

whitedwarf@games-workshop.co.uk

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

- 1st August WD335 (Nov)
- 1st September WD336 (Dec)
- 1st October WD337 (Jan)

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

Events diary abbreviation guide

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



JUNE

GAMES WORKSHOP presents

WARHAMMER DOUBLES TOURNAMENT

Date: 23rd-24th June

Venue: Warhammer World, Nottingham

Age Limit: 12+

Details: Compete in a fun tournament with a friend as an ally. You will need a fully painted 750 points force for Warhammer, which together with your gaming partner's force must make a legal 1,500 point army. Play at least six games over the weekend, using a variety of fast play scenarios. Points are awarded for gaming and there is a special award for Best Painted Alliance.

Tickets cost £70 per two player alliance and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday.

Contact: Hobby Specialists - 0115 91 40000

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

JULY

GCN presents:

RISE OF EMPIRES WARHAMMER 40,000 DOUBLES TOURNAMENT

Date: 1st July

Venue: Hassocks Hotel, West Sussex

Details: Brighton and Clayton Warlords would like to present Rise of Empires; a Warhammer 40,000 Doubles tournament. Tickets cost £20 per team and includes lunch.

Contact: roger_gs_smith@hotmail.com

Website: www.brightonandclaytonwarlords.com

GCN presents:

THE NEMESIS CROWN MORDHEIM

Date: Saturday 1st July

Venue: Portbury Knights Gaming Club, Portbury

Details: Help to influence the fate of this fabled relic in our club's themed Mordheim campaign day.

Now in its fourth year, this annual event is the largest regular, unofficial Mordheim event, offering players a host of new scenarios, random events and mysterious rumours within an unfolding storyline.

The triumphant warbands will receive a prize and have their names engraved on the memorial plaque alongside the event's previous winners.

Once again, the campaign will be a doubles format, so either enter with a friend or on your own and we'll match you up.

Tickets cost £5.

Contact: zebb.edee@btinternet.com or alanvowles@msn.com

Website: www.portburyknights.org.uk/

GAMES WORKSHOP presents

THE BATTLE OF HEXENSNACHT

Date: 14th July

Venue: Games Workshop Hobby Centres around the UK

Details: As part of this summer's global campaign in the UK, The Nemesis Crown, we invite you to test the might of your armies in the on going war. Come along to one of our Hobby Centres and take part in the Battle of Hexensnacht; the Night of Witches!

Contact: Hobby Specialists - 0115 91 40000

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

GCN presents:

THRUDBOWL 2007 CHARITY TOURNAMENT

Date: 21st-22nd July

Venue: Bognor Regis Community College

Details: A charity Blood Bowl tournament. Tickets cost £18 and there will be many prizes on the day. All money raised will go to Breast Cancer Research.

Contact: mrfankhill@yahoo.com

Website: www.thrudbowl.com

AUGUST

GAMES WORKSHOP presents

WARHAMMER BATTLEFIELDS

Date: 4th-5th August

Venue: Warhammer World, Nottingham

Age Limit: 18+

Details: Test your leadership skills to the limit in this new and unique Warhammer event! You will need a fully painted 3,000 points Warhammer army, able to be broken down

into smaller, legal forces for some scenarios. Play six games over the weekend, and tackle a range of new tactical challenges. There is also an army painting competition.

Tickets cost £55 per player, and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

Contact: Hobby Specialists - 0115 91 40000

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

GCN presents:

AQUILA 07

Date: 25th August

Venue: Harmons Water Community Centre, Ralphs Ride, Bracknell

Details: Bracknell Forest Gamers present Aquila 07, an Aeronautica Imperialis Tournament. Please visit the website for more details about this event.

Website: www.bfgclub.org.uk

SEPTEMBER

GCN presents:

THE SECOND TYRANNIC WAR WARHAMMER 40,000 CAMPAIGN WEEKEND

Date: 1st-2nd September

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Before the Imperium could fully recover from the first terrible war against the dreaded Tyranids a new, more terrible hive fleet codenamed *Kraken* by the Ordo Xenos, swept across the domains of Mankind and the Iyanden Craftworld.

You will need a 1,500 points Imperial, Eldar or Tyranid army and a 750 point Combat Patrol or Boarding Party (see campaign pack for details).

Tickets are £45 and include six games over the weekend as well as lunch and dinner on the Saturday and a Sunday lunch.

Contact: events@tempusfugitives.co.uk

Website: www.tempusfugitives.co.uk



OCTOBER

Games Workshop presents:

WARHAMMER GRAND TOURNAMENT

HEAT ONE

Date: 6th-7th October

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 2,000 points Warhammer army to play six games over the weekend. The qualifiers earn a free place in the final.

Tickets cost £55 per player, and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

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

Games Workshop presents:

WARHAMMER 40,000 GRAND TOURNAMENT

HEAT ONE

Date: 13th-14th October

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 1,500 points Warhammer 40,000 army to play six games over the weekend. The qualifiers earn a free place in the final.

Tickets cost £55 per player, and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

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

NOVEMBER

Games Workshop presents:

WARHAMMER GRAND TOURNAMENT

HEAT TWO

Date: 3rd-4th November

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 2,000 points Warhammer army to play six games over the weekend. The qualifiers earn a free place in the final.

Tickets cost £55 per player, and include vouchers towards lunch on both days, an evening meal on the Saturday night, and tea and coffee at the start of both days.

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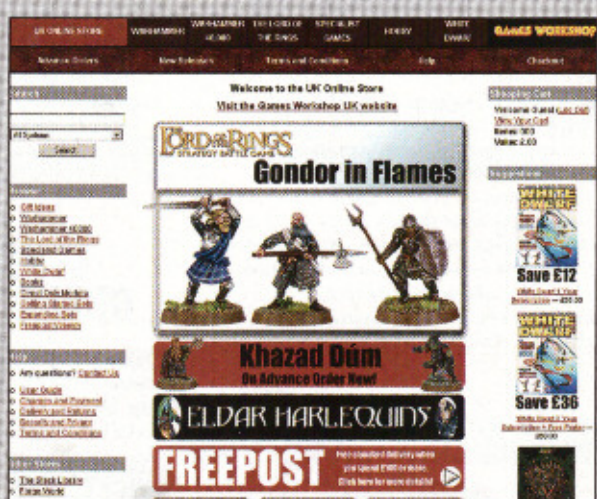
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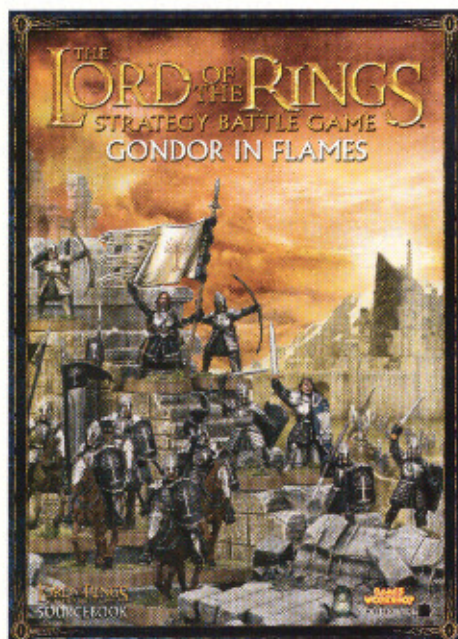
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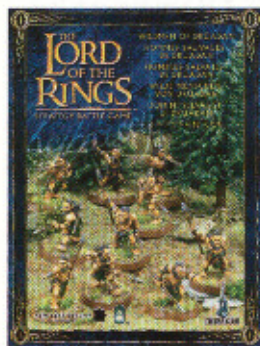
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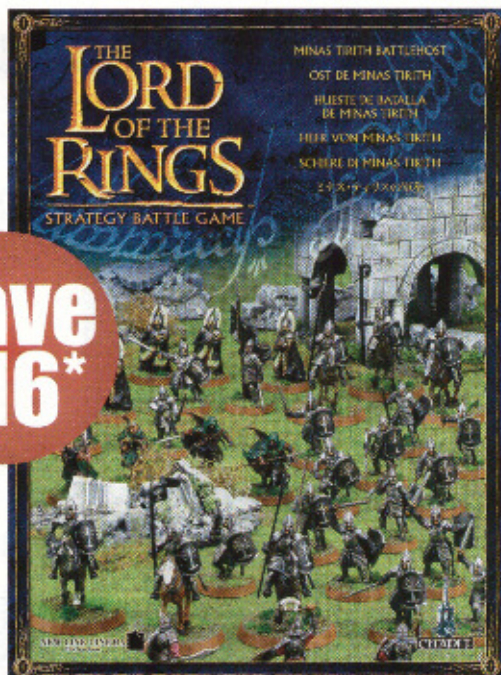
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14th July (released 25th August)

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The Lord of The Rings:

23rd June (released 4th August)

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