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WD332 AUGUST 2007
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EDITORIAL





Gondor! The greatest realm of Men in Middle-earth, by whose strength Sauron is held at bay...

But the darkness grows ever stronger. While The One Ring exists, Sauron will stop at nothing to destroy the Free Peoples, and tear apart the lands of Men, Elves, Hobbits and Dwarves in his search for the ultimate prize.

This month is something of a The Lord of the Rings extravaganza. Gondor in Flames and The Return of the King are both released, along with a vast array of Heroes and Warriors that enable you to fight for the White City or the Land of Shadow as never before. With new Fiefdoms troops, Woses, Dol Amroth reinforcements, plastic Knights of Minas Tirith and foul Morannon Orcs, the War of The Ring just reached new heights! Find out everything you need to know about these great supplements on page 22. In addition, turn to page 40 to read our biggest battle report for a long time, as four players fight out the Battle for the Pelennor Fields! Truly this is a good month for Tolkien fans.

Of course, Grombrindal must maintain some balance in these hallowed pages, so you'll also find a Warhammer 40,000 Tactica and a set of painting articles, including an 'Eavy Metal masterclass on one of my most hated foes, Gorbad Ironclaw.

Grombrindal, The White Dwarf

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NEW LINE CINEMA
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The realm of Gondor is in a state of perpetual war against the hordes of the Dark Lord Sauron. Only the proud soldiers of Gondor have the strength to stand against such evil.

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>>>TURN TO PAGE 24 FOR MORE INFORMATION ON THIS SOURCEBOOK

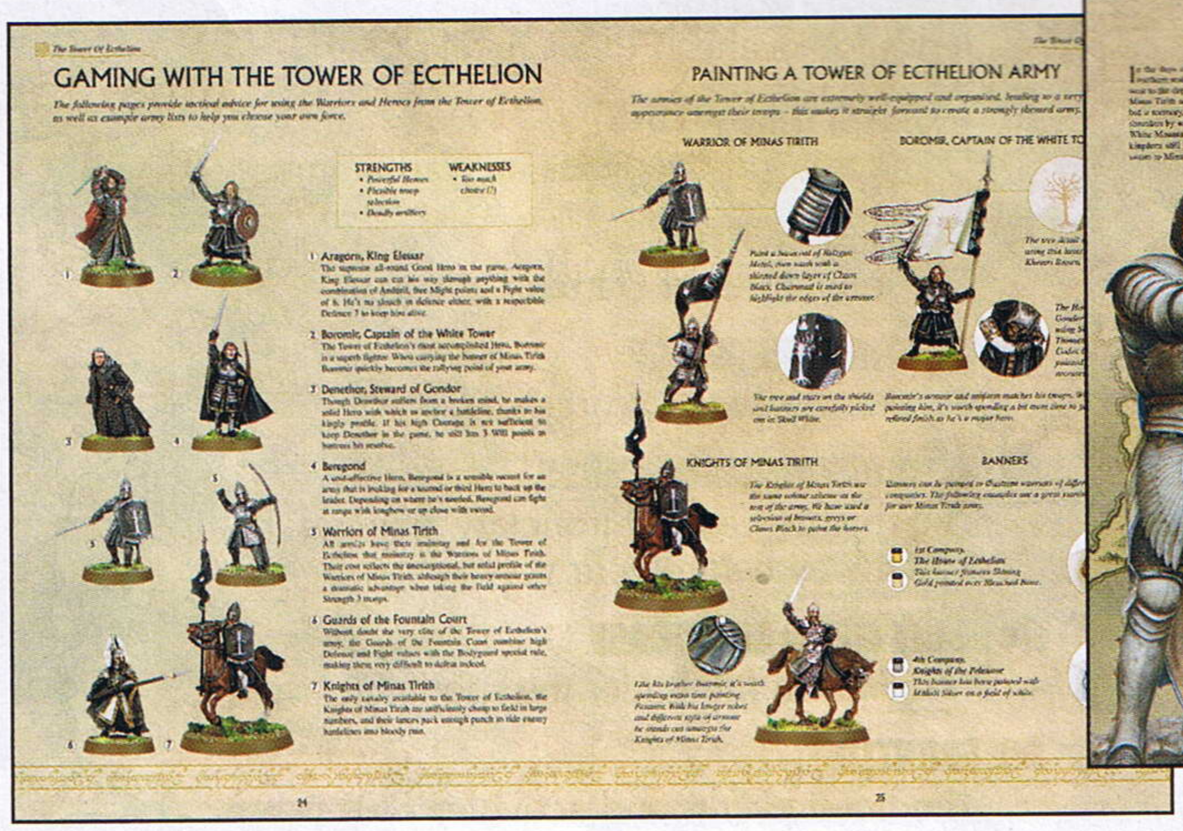
This 64-page Sourcebook contains background information, 6 army lists and 5 new scenarios

GONDOR IN FLAMES

Sweden	160sek	Denmark	135dkr
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Product code: 60041499023
Written by Mat Ward

ON SALE AUGUST 18th


GAMING WITH THE TOWER OF ECTHELION

The following pages provide tactical advice for using the Warriors and Heroes from the Tower of Ecthelion, as well as example army lists to help you choose your own force.

STRENGTHS
- Powerful Heroes
- Flexible troop selection
- Deadly artillery

WEAKNESSES
- Too much choice (!)

1 Aragorn, King Elessar
The supreme all-round Good Hero in the game, Aragorn, King Elessar can cut his way through anything with the combination of Ambush, four Might points and a Fight value of 6. He's no slouch in defence either, with a respectable Defence 7 to keep him alive.

2 Boromir, Captain of the White Tower
The Tower of Ecthelion's most accomplished Hero, Boromir is a superb fighter. When carrying the banner of Minas Tirith Boromir quickly becomes the rallying point of your army.

3 Denethor, Steward of Gondor
Though Denethor suffers from a broken mind, he makes a solid Hero with which to anchor a battleline, thanks to his kingly prestige. If his high Courage is not sufficient to keep Denethor in the game, he still has 3 Will points to buttress his resolve.

4 Beregond
A cost-effective Hero, Beregond is a sensible account for an army that is looking for a hearted or third Hero to back up the leader. Depending on where he's needed, Beregond can fight at range with longbow or up close with sword.

5 Warriors of Minas Tirith
All armies have their mainstay and for the Tower of Ecthelion that mainstay is the Warriors of Minas Tirith. Their cost reflects the unexceptional, but solid profile of the Warriors of Minas Tirith, although their heavy armour grants a dramatic advantage when taking the field against other Strength 3 troops.

6 Guards of the Fountain Court
Without doubt the very elite of the Tower of Ecthelion's army, the Guards of the Fountain Court (number high Defence and Fight values with the Bodyguard special rule, making them very difficult to dislodge indeed.

7 Knights of Minas Tirith
The only cavalry available to the Tower of Ecthelion, the Knights of Minas Tirith are sufficiently cheap to field in large numbers, and their lances pack enough punch to ride enemy battlelines into bloody ruin.

PAINTING A TOWER OF ECTHELION ARMY

The armies of the Tower of Ecthelion are extremely well-equipped and organised, leading to a very [illegible] appearance amongst their troops – this makes it straight forward to create a strongly themed army.

WARRIOR OF MINAS TIRITH

Paint a basecoat of Scorpion Metal, then wash with a thinned down layer of Chaos Black. Chainmail is used to highlight the edges of the armour.

The tree and stars on the shields and banners are carefully picked out in Skull White.

BOROMIR, CAPTAIN OF THE WHITE TOWER

The tree detail [illegible] Khazrak's Banner.

Boromir's armour and uniform matches his troops. When painting him, it's worth spending a bit more time to give a refined finish as he's a major hero.

KNIGHTS OF MINAS TIRITH

The Knights of Minas Tirith use the same scheme scheme as the rest of the army. We have used a selection of browns, greys or Chaos Black to paint the horses.

Like his brother Boromir it's worth spending extra time painting Faramir. With his longer robes and different style of armour he stands out amongst the Knights of Minas Tirith.

BANNERS

Banners can be painted to illustrate warriors of different conquests. The following examples are a great starting point for new Minas Tirith army.

1st Company
The Tower of Ecthelion
Thin banner/Pennon Shining Gold trimmed over Bleached Bone.

4th Company
Knights of the Pelennor
Thin banner has been painted with Mithril Silver on a field of white.


THE FIEFDOMS

In the days of Gondor's glory, her rule held sway across the southern realms of Middle-earth. From beyond Isengard in the west to the depths of Rhûn in the east, folk sent to the will of Minas Tirith and benefited from her protection. Those days are but a memory, the royal line is scattered and Gondor is much [illegible] by war and travail, yet along the southern slopes of the White Mountains, the lands that were once the heart of the old kingdom still keep the faith. The Fiefdoms of Gondor remain loyal to Minas Tirith in peace and in war.

Given leave to govern themselves, the Fiefdoms of Gondor remain distinct from one another, each according to their own circumstances. Most influential is the fief ruled over by the prince of Dol Amroth, whose swan-helmed knights epitomise the martial valour and knightly bearing of Numenor that was. Though Dol Amroth's prince holds no rule over the other fiefdoms, such is the nobility of his bloodline that other lords seek the prince's counsel in times of strife. When war marches upon the fiefdoms, it is the lances and pikes of Dol Amroth that lead the counter-attack.

In other provinces, the bloodline and grim pride of Numenor is not so well preserved, yet nevertheless every fiefdom stokes its stand against the creatures of Sauron. In the foothills of the White Mountains the grim clansmen of Lamedon and Rangers of Morthond are engaged in a ceaseless hit and run battle with Orcs. Further west the Anduine of Lossarnach and Wardens of Pelargir hold the southern outwings of the Andrain against Haradrim. Great fortress-towns adorn the south, leaders such as Forlong the Fat, Angbor and Imrahil, mighty warlords whose names and deeds are now recounted across the whole of Gondor. If the fiefdoms are so hard-pressed, how they enough strength to spare for the aid of Minas Tirith should the worst befall?

GOOD HEROES

[illegible] of Dol Amroth	Points value 135
[illegible]	5 points
[illegible]	15 points
Forlong the Fat	Points value 60
[illegible]	10 points
Angbor the Fearless	Points value 55
[illegible]	
Captain of Dol Amroth	Points value 55
[illegible]	5 points
[illegible] Swan	15 points

GOOD WARRIORS

Knight of Dol Amroth	Points value 9
Lance	3 points
Armoured horse	9 points
Banner	30 points
Azrazon of Lossarnach	Points value 9
Banner	25 points
Man-at-arms of Dol Amroth	Points value 9
Banner	25 points
Clansman of Lamedon	Points value 8
Ranger of Gondor	Points value 8
Spear	1 point

ALLIES

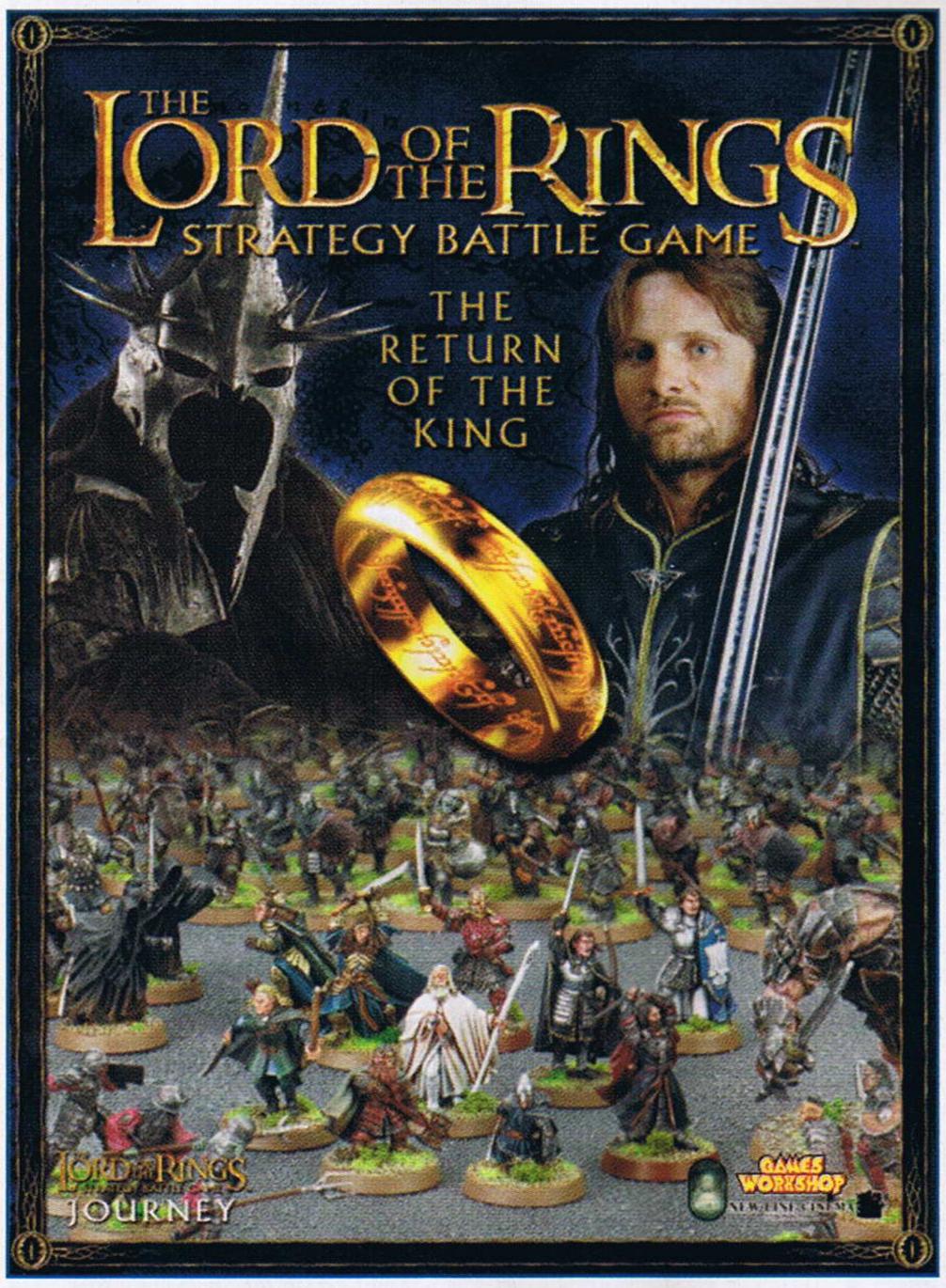
In Legions of Middle-earth games, the Fiefdoms can ally with the following armies: The Fellowship, the Grey Company, Theodén's Host, the Tower of Ecthelion, the Rangers of Ithilien, the Dead of Dunharrow, Dunin's Folk, the Wanderers in the Wild, the Wizards, and the Eagles.

"East rode the knights of Dol Amroth driving the enemy before them..."
– The Lord of The Rings

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THE LORD OF THE RINGS™
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THE RETURN OF THE KING™



THE FINAL JOURNEY SUPPLEMENT

The Ringbearer is on the very fringes of Mordor, Sauron's armies are on the move and the world stands upon the brink of a new Age. Who will win the War of The Ring?

The Return of the King is the third journey supplement in the series, which follows the adventures of The Fellowship of The Ring. This supplement allows you to recreate famous scenes from the tale of The Lord of the Rings, putting the fate of Middle-earth in your hands!

>>>TURN TO PAGE 26 FOR MORE INFORMATION ON THIS JOURNEY SUPPLEMENT

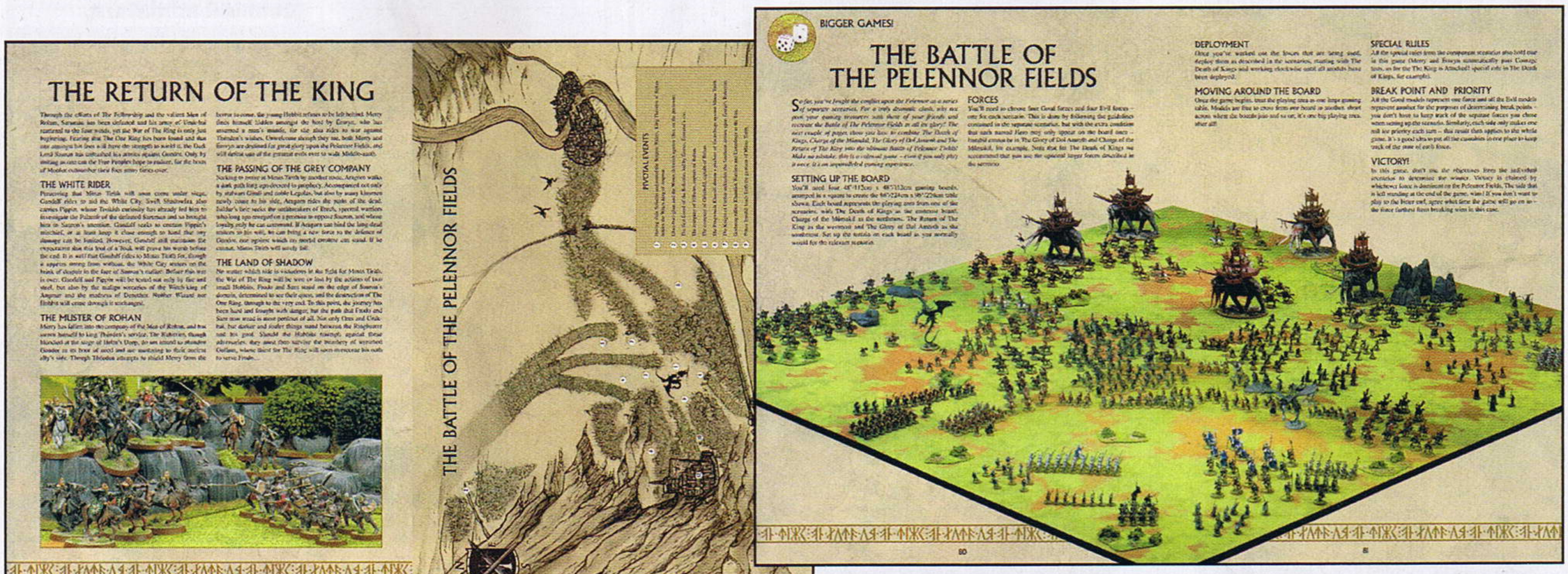
This 96-page journey contains 14 scenarios and 45 painting projects

RETURN OF THE KING

Sweden	200sek	Denmark	175dkr
Norway	225nkr	Euro	€22.50

Product code: 60041499022
Written by Mat Ward, Dom Murray & Pete Foley

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KNIGHTS OF MINAS TIRITH



This plastic box set contains 6 Knights of Minas Tirith

KNIGHTS OF MINAS TIRITH

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This blister pack contains 3 metal Men-at-arms of Dol Amroth

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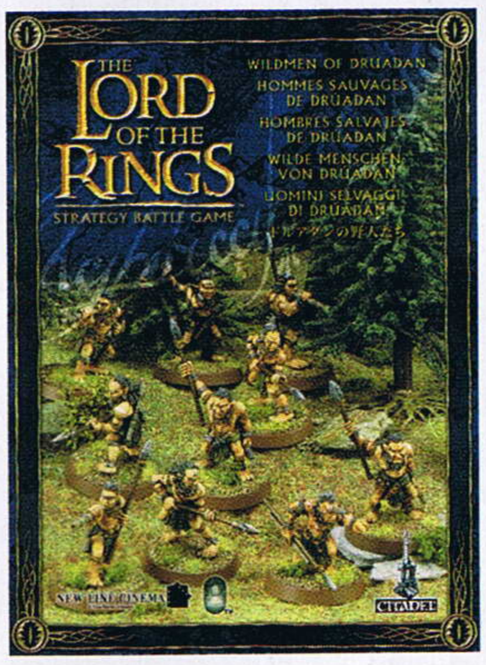


WILDMEN OF DRÚADAN

This metal box set contains Ghân-buri-ghân and 9 Woses

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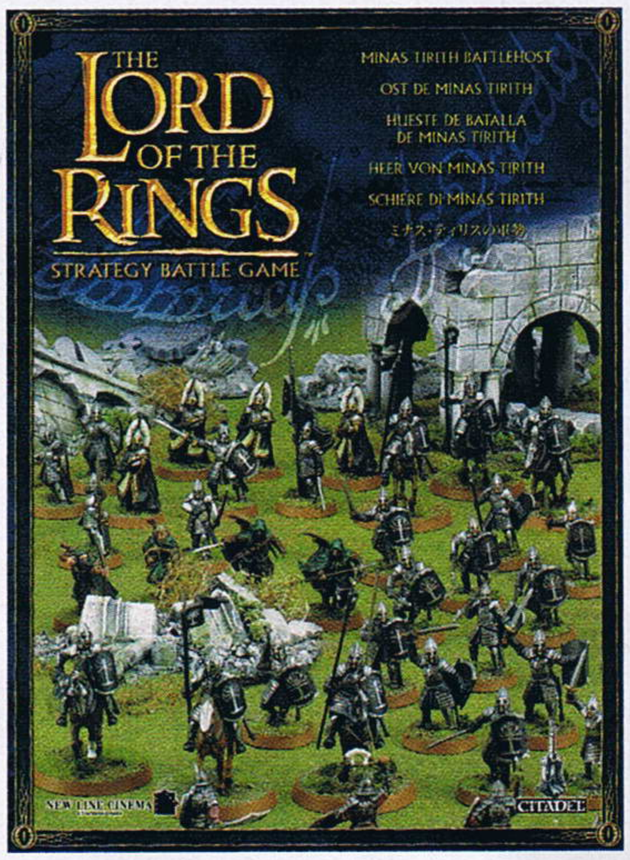




GHÂN-BURI-GHÂN

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MINAS TIRITH BATTLEHOST





CAPTAIN



GUARDS OF THE FOUNTAIN COURT



RANGERS OF GONDOR



WARRIORS OF MINAS TIRITH

This box set contains 1 Captain of Minas Tirith, 1 Standard Bearer of Minas Tirith, 6 Guards of the Fountain Court, 6 Knights of Minas Tirith, 36 Warriors of Minas Tirith and 12 Rangers of Gondor

MINAS TIRITH BATTLEHOST

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SERPENT RIDERS

AVAILABLE AS A 5-MODEL BOX SET AND INDIVIDUALLY IN BLISTER PACKS







Box set contains 5 metal Serpent Riders

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This plastic box set contains 24 Morannon Orcs in 12 different poses

MORANNON ORCS

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Product code: 99121462001
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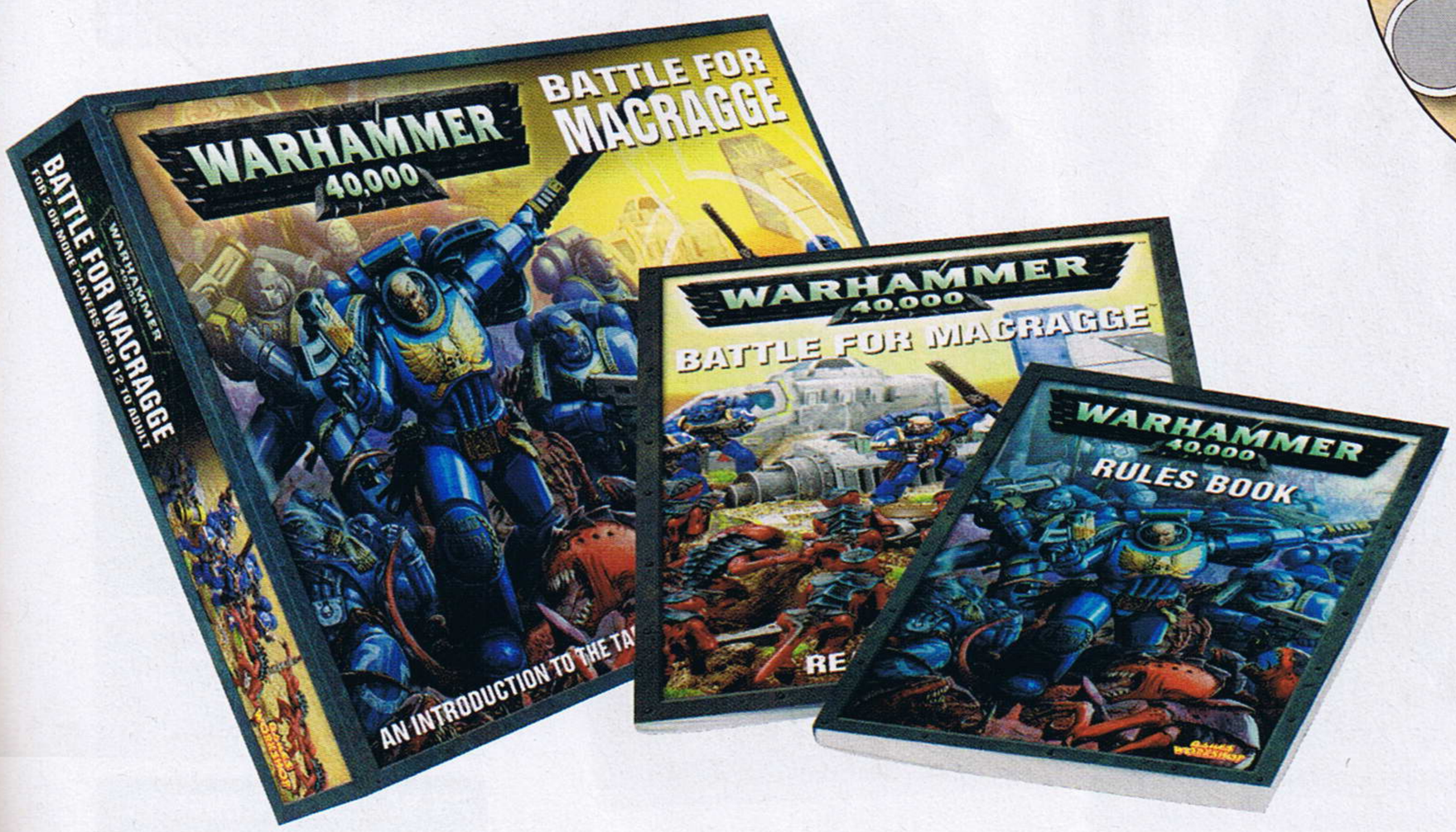
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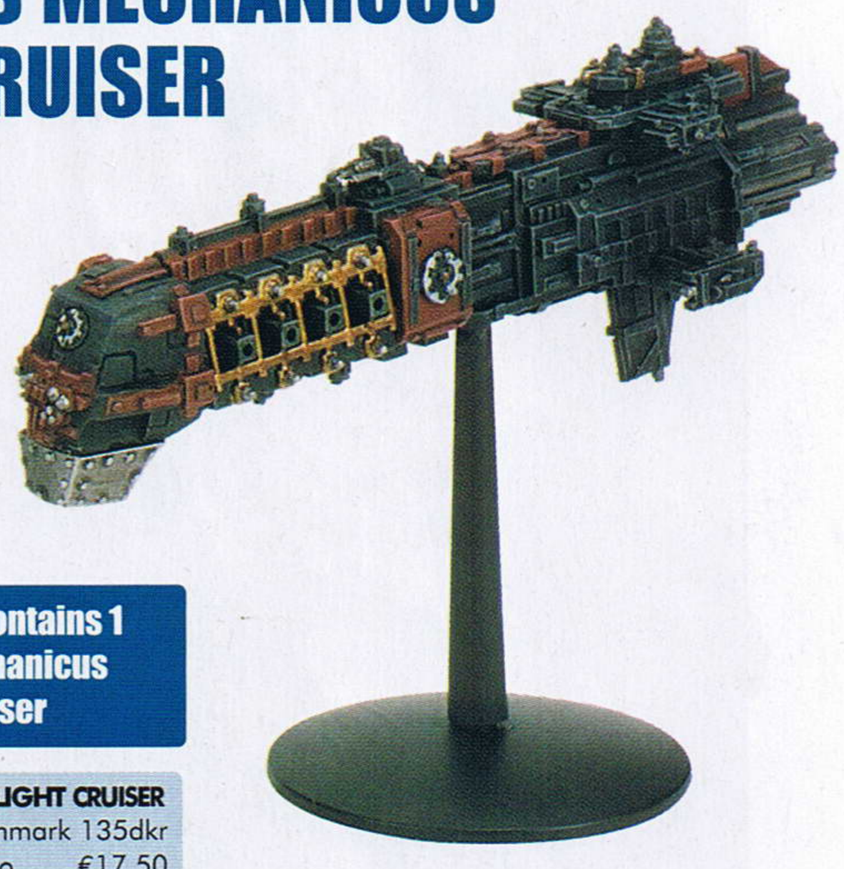


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WARHAMMER 40,000

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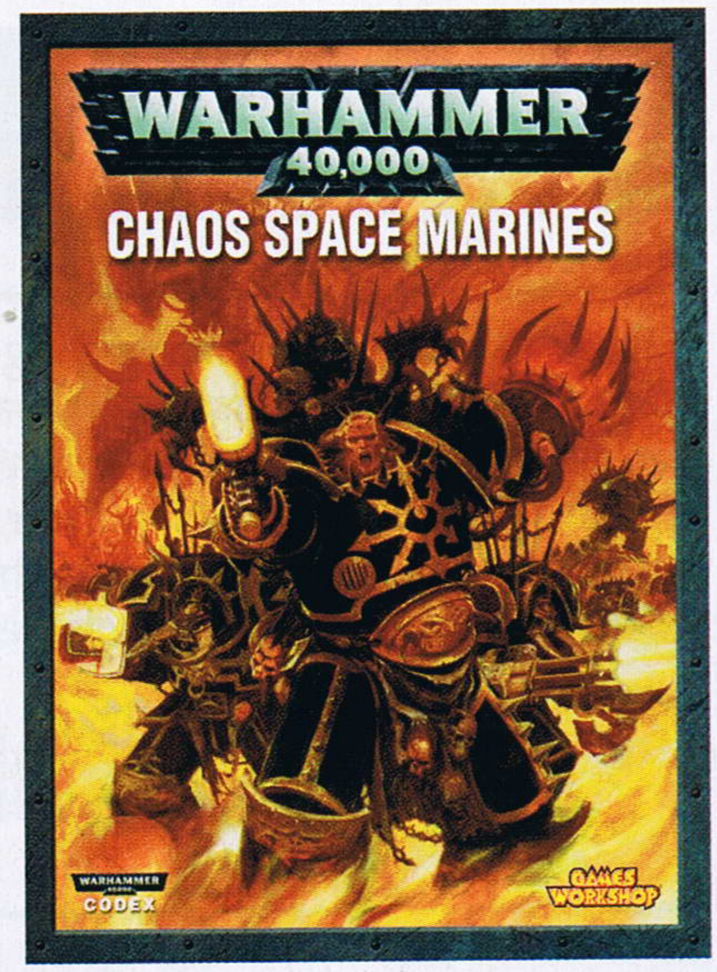
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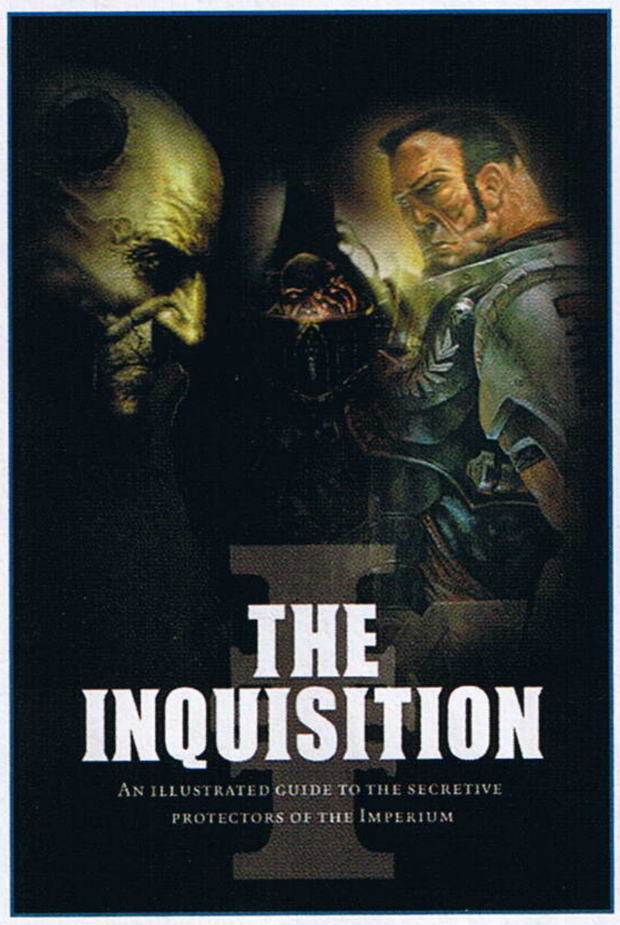
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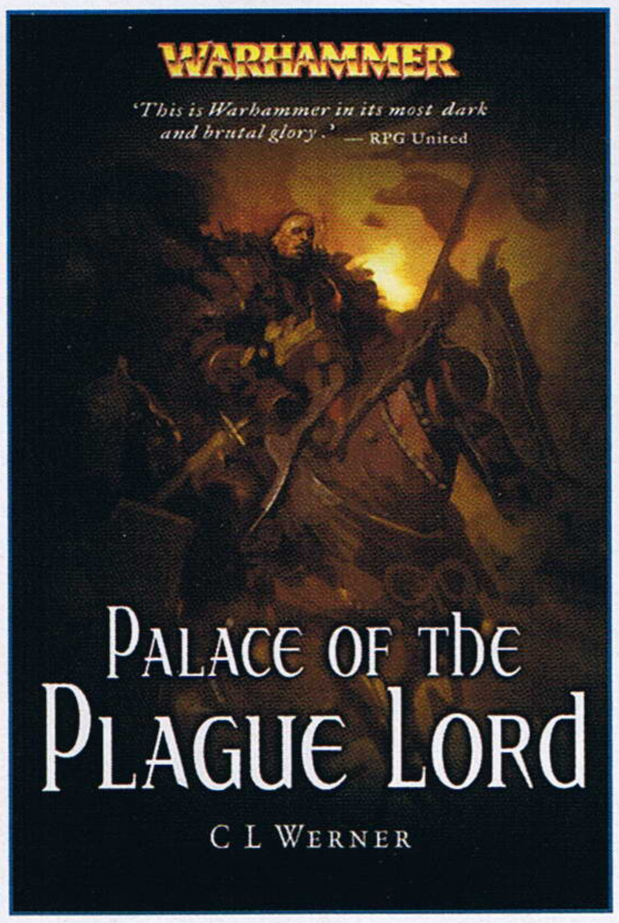
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The Warhammer 40,000 universe is a deadly place in which Mankind must defend itself by any means. The agents of the Inquisition are empowered to go to any lengths to protect Humanity. This background book is the essential guide to Inquisitors, including known agents, their allies, enemies and methods. Every entry is rendered in encyclopaedic style, with illustrations throughout.

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edited by Nick Kyme
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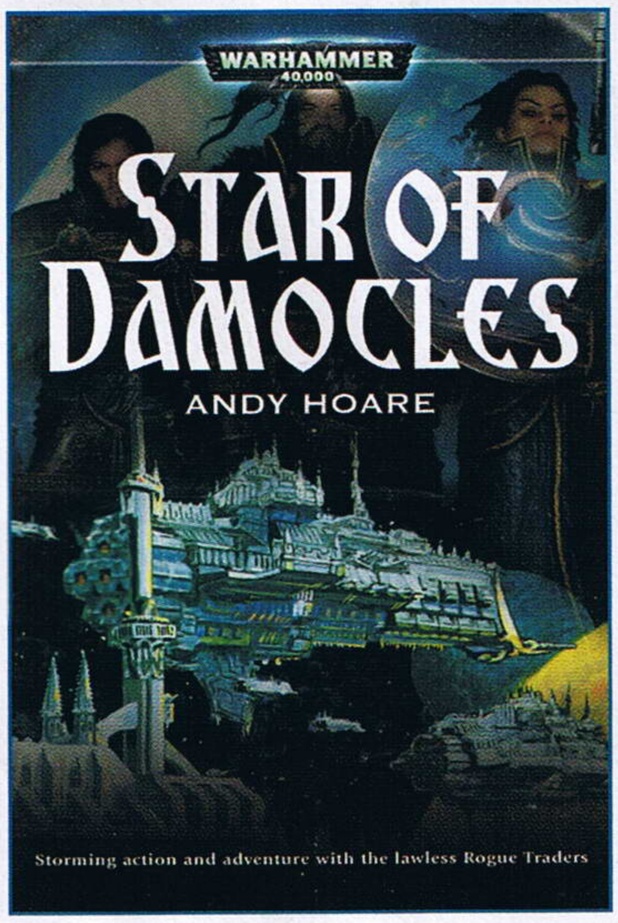
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CL Werner's latest tale follows the last warrior of a fierce Norse tribe as he sets out on a quest deep into the dreaded Chaos Wastes, a land of madness that lies north of the Empire. Hideous monsters, ravenous daemons, and even the landscape itself threaten him on every step of the journey. What price must a mortal pay to steal the treasures of Nurgle, god of pestilence?

PALACE OF THE PLAGUE LORD
by C L Werner
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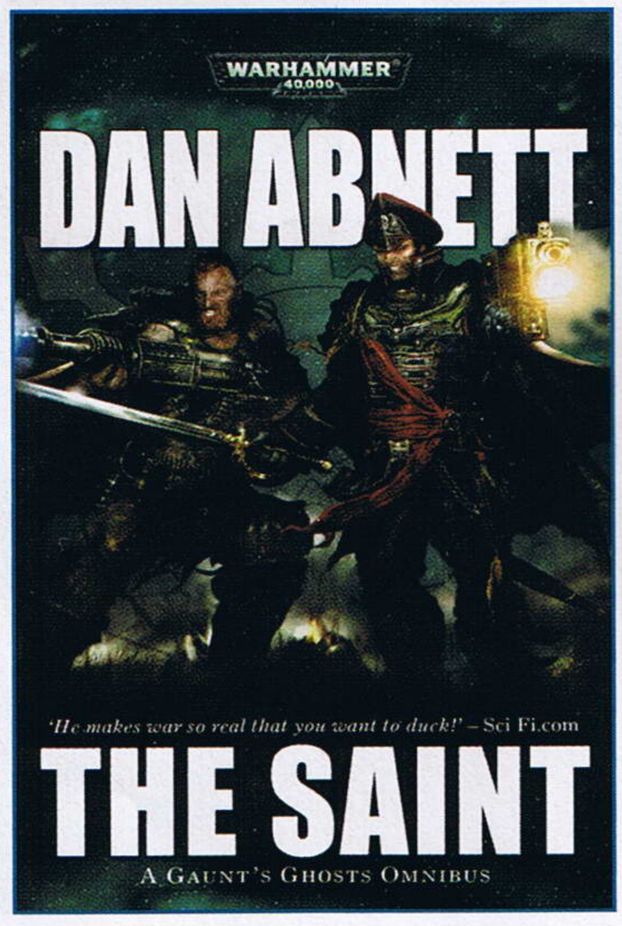
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In this second book in the Rogue Trader series, Lucian Gerrit is swept up in an Imperial Crusade to exterminate the alien Tau. Having crossed the desolate area of space known as the Damocles Gulf, the fleet arrives on the borders of the Tau Empire. Can Gerrit's resourcefulness save the day when the Imperial forces find themselves outgunned, thousands of light years from home?

STAR OF DAMOCLES
by Andy Hoare
Sweden 140sek Denmark 115dkr
Norway 150nkr Euro €15
ISBN: 978-1-84416-478-3

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The Black Library's flagship military science fiction series is back with a new omnibus edition collecting the books from The Saint sequence (Honour Guard, Guns of Tanith, Straight Silver and Sabbat Martyr). The novels follow the story of Commissar Ibram Gaunt and the Tanith First-and-Only regiment, nicknamed the Ghosts, as they travel from warzone to warzone.

GAUNT'S GHOST: THE SAINT
by Dan Abnett
Sweden 170sek Denmark 140dkr
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ISBN: 978-1-84416-479-0

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Just one of Forge World's massive range of huge vehicles, the Macharius is a heavy Tank with 2 battle cannons, twin linked heavy stubber and sponsons with a choice of heavy bolter, heavy flamer or heavy stubber.

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GET READY FOR THE

This October, something big is going to happen. Something so big, in fact, that Warhammer 40,000 may never be the same again. Here at Games Workshop, frantic staff members slave away day and night at their preparations, for those who are unready will fall by the wayside. Apocalypse is coming!

Warhammer 40,000 Apocalypse is not just a book – it's an expansion that offers an entirely new and epic way of playing games in the 41st Millennium. This is about letting your imaginations, and your miniatures collection, run riot. Apocalypse provides a set of rules, suggestions and tips for getting together with friends and playing games on a scale previously unseen. You'll need at least 3000 points of troops, but there's no upper limit to the size of Apocalyptic battles!

Also in the new book are organisational aids called Datasheets. Each Datasheet contains the rules for a single, gigantic model, or an entire army formation. For example, super-heavy tanks, Squiggoths and Stompas are all covered, but a Datasheet may also provide rules for such things as a Kult of Speed, armoured platoon or even, we jest not, an entire Space Marine Company.

There'll be new miniatures galore released alongside Apocalypse, from single figures and objective markers to box sets of Datasheet-ready battle formations. And there will be a gigantic new model that'll make your mouth water... for the Baneblade super-heavy tank will finally be available as a massive plastic kit! But the point is, you can use your entire collection to play Apocalyptic games of Warhammer 40,000 – literally every miniature you own, new or old, can find its way into a battle of this scale. This is the playground of special characters, of bespoke modelling projects and of massive Forge World resin kits. This is where entire Companies of Space Marines make planetfall in Drop Pods and Thunderhawks, into the midst of Titan-led Traitor Legions. This is Apocalypse!



COMING IN OCTOBER

APOCALYPSE!

WARHAMMER 40,000™

EXPANSION

For more updates on Apocalypse, the Baneblade, and the latest Warhammer 40,000 releases, keep an eye on:

www.games-workshop.co.uk/apocalypse

THE LORD OF THE RINGS

The Return of the King journey supplement	18/08/07	200sek,	225nkr,	175dkr,	€22.50
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WARHAMMER 40,000

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WARHAMMER 40,000 NEXT MONTH

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COMING NEXT MONTH



Codex: Chaos Space Marines



Chaos Space Marine Terminator

Possessed Chaos Space Marines

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- Games Workshop stores — Page 102
- Good model shops — Page 105
- GW Online store — Page 108
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THE LORD OF THE RINGS STRATEGY BATTLE GAME™

22 **Design Notes**
We talk to those in the know about all things Gondor, from rules to miniatures design.

36 **Morannon Orcs**
Mark Jones gives us hints and tips on how to paint the new Orcs.

40 **Battle Report**
Our largest ever The Lord of the Rings battle report – four players go to war!

FOR THE GLORY OF

GONDOR™

The ancient kingdom of Gondor lies in the south-east of Middle-earth, sat above the Bay of Belfalas and South of the White Mountains. It is one of the last great nations that still stand in defiance of the Dark Lord, Sauron, and is the bulwark against the denizens of Mordor.

The history of Middle-earth is often referred to in epochs – great eras separated by important world-changing events that mark the end of one Age and the start of another. Although Gondor in Flames also details the Last Alliance – the cataclysmic battle that concluded the Second Age, both The Return of the King journey supplement and Gondor in Flames are chiefly set around The War of The Ring, which marks the events that end the Third Age and herald the beginning of the Fourth. To understand the importance of Gondor and its role in Middle-earth, a little history is needed...

The twin realms of Arnor and Gondor were founded by the exiled race of Men, the Númenoreans, who had escaped the destruction of their homeland and had made their way to the shores of Middle-earth. Both realms prospered after their founding, for the Númenoreans were a long-lived and nobler race than the common Men of Middle-earth. As the decades stretched into centuries, Gondor had grown to encompass vast tracts of land from the Misty Mountains in the west and the Mountains of Shadow in the east, and north from the borders of Mirkwood all the way south to the River Harnen.

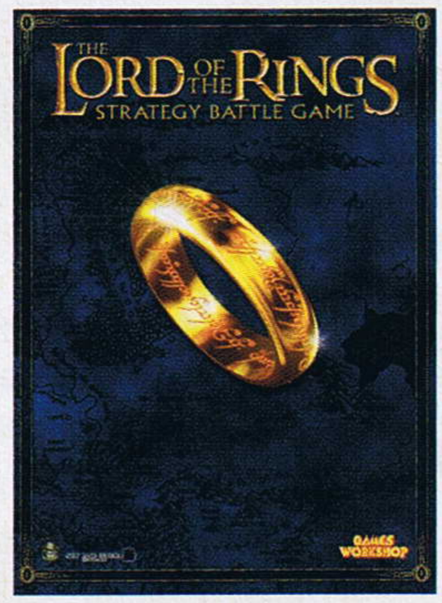
Whether it was jealously, spite or simply his evil nature it is unknown, but whatever the reason the Dark Lord Sauron attacked the nation of Gondor without warning or provocation. Gondor was unready for such a large onslaught and so her armies were routed, lands captured and cities despoiled. The Elves, who had long been allies of Númenor, came to Gondor's aid and this led to the Battle of the Last Alliance in which Sauron was thought to be finally destroyed and The One Ring captured and subsequently lost.

These events all happened in the Second Age of Middle-earth. As the Third Age came about, Gondor's power began to decline. The Númenoreans married with common folk, so diluting the bloodline and eventually leading to the end of their line. Other nations, some previously in thrall to Sauron, constantly harried Gondor's borders. The population and lands of Gondor began to shrink. Her enemies became bolder. As the Third Age was drawing to an end, Gondor was a shadow of its former self and was ruled by the Stewards, a distinguished and brave lineage of Men; yet they lacked the noble blood of the Númenoreans. As time passed the Stewards became ever more insular and mistrustful, severing ties and forgetting about Gondor's once-trusted allies, such as the Elves and Rohirrim. This is the setting for both the Gondor in Flames sourcebook and The Return of the King journey supplement that are released this month.

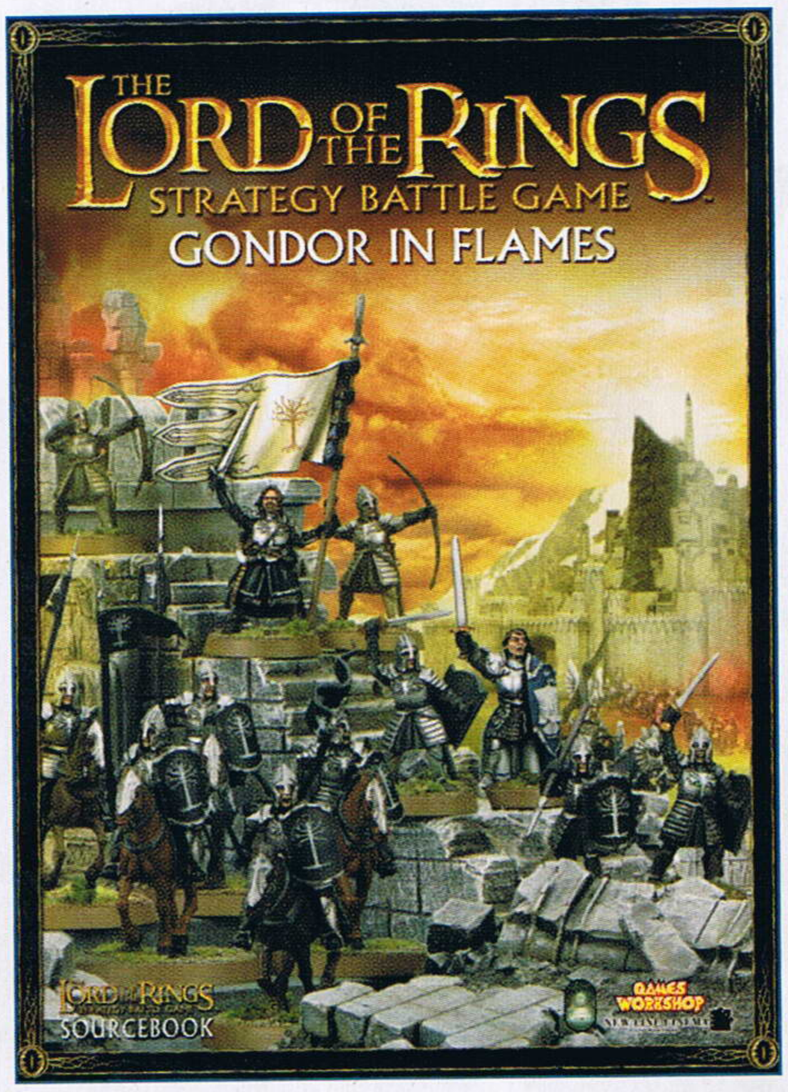
> **"East rode the knights of Dol Amroth driving the broken enemy before them..."**
>
> **– The Lord of the Rings**

Veteran The Lord of the Rings strategy battle game player and resident Middle-earth expert, Mat Ward, was tasked with writing the two supplements.

"Both books deal with the realm of Gondor but in very different ways," says Mat. "Gondor in Flames details the history and realm of Gondor and covers six army lists, whilst The Return of the King follows the story of The Lord of the Rings as presented in both the novel and film, of which a great deal is set in Gondor. This has allowed us to bring out an extensive range of models that, uniquely, fit in with both supplements. The new releases do a fantastic job of bringing a fresh look to the Gondor range as well as plugging gaps I know that players have been wanting filled for a very long time."



The Lord of the Rings strategy battle game rules manual is the complete guide to collecting, painting and gaming with our huge range of miniatures. It contains all the rules and information you'll need to fight out the scenarios from all of the journeys and sourcebooks.



GONDOR IN FLAMES

The proud realm of Gondor is the foremost bastion in the struggle against the Dark Lord – a shield held firm before the armies of Mordor. The new Gondor in Flames sourcebook covers the forces of Gondor, the history of this great realm of Men, and a series of unique scenarios representing some of the glorious battles of the Free Peoples.



Gondor in Flames

A full-colour, 64-page sourcebook containing history, rules, army lists scenarios and painting guides for the realm of Gondor.

1. **A complete bestiary, containing all the rules for Gondor's Heroes and Warriors.**
2. **Six updated army lists with sample armies and tactics.**
3. **Easy to follow painting guides and hobby tips.**
4. **Brand new scenarios representing key events from Gondor's long history.**

"Gondor in Flames is a very important book," says Mat. "It's actually our first book that deals solely with Gondor. Previously there was the Siege of Gondor supplement, but while that was obviously anchored around the battle for Minas Tirith, it had a much wider brief and so dealt with sieges, siege equipment and even went all the way back to Helm's Deep. Gondor in Flames is much more focussed; it covers the history of Gondor, has a far more comprehensive bestiary and, most importantly, gives players the option of five Gondor-flavoured army lists."

The army lists are at the heart of the sourcebook, and will allow players to field Gondor armies from varying times and regions. The first is the Tower of Ecthelion list. "This is basically your 'movie Gondor list'. All your film characters are here – Aragorn as King Elessar, Peregrin Took, Boromir and Faramir," says Mat. With the release of the plastic Knights of Minas Tirith it's not just the Hero section that can be bulked out. "We've now given the Knights a shield option, which will up their Defence values and make them far more robust shock cavalry."

The Minas Tirith list gives you the choice of playing a Gondor army from earlier in the Third Age, while the Rangers of Ithilien list focusses on the skirmishing forces that were led by Faramir in the films. The Army of the High King list allows you to build a force from the Second Age that features not only pureblood Númenorean warriors, but also historical figures like King Elendil and Isildur.

The Dead of Dunharrow is one of the more unusual armies available to a Gondor player. "What you have," says Mat, "is a



small but deadly force with high Defence values that cause Terror. They can now include Riders of the Dead, which are not cavalry in the true sense of the word, more like a Warrior of the Dead who can move a lot faster." The final list is the Fiefdoms. This list has had the most changes from its previous iterations. "It's almost a new list," enthuses Mat. "The forces of the Fiefdoms contain a variety of specialist fighters. This makes them a tough army in their own right but they work really well with the Minas Tirith list just as in the novels, giving them access to pikemen, heavily armed skirmishers or Swan Knights."

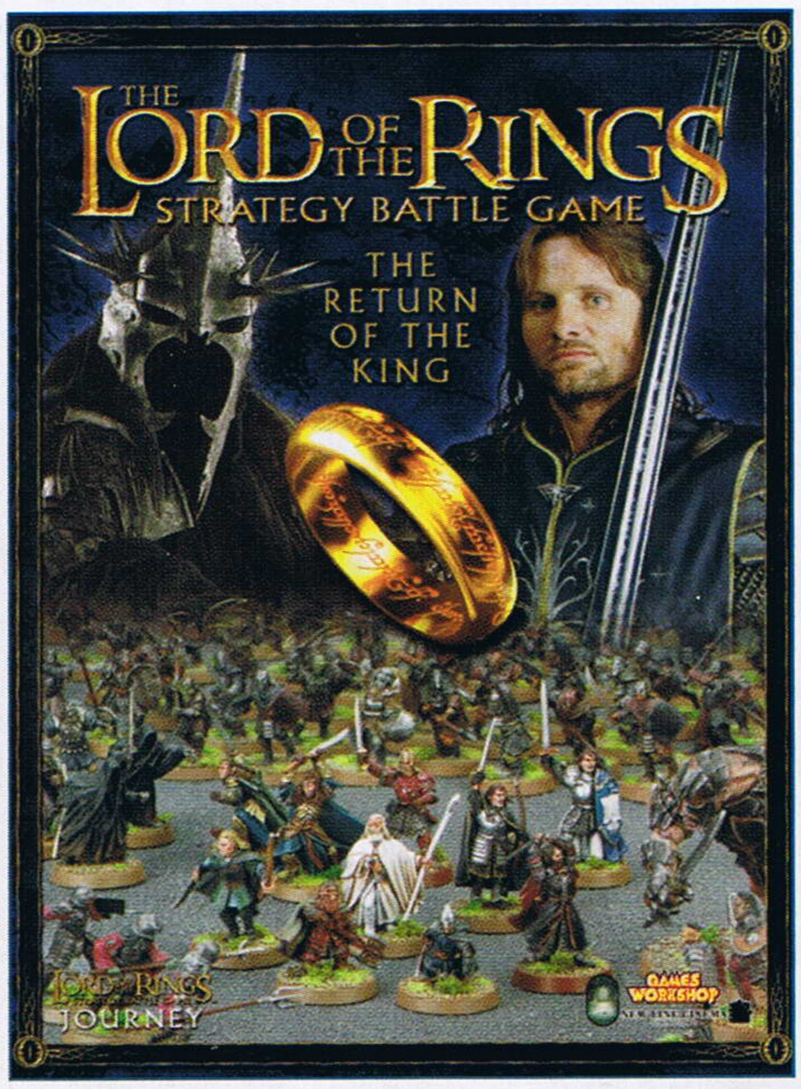
As well as the army lists there are five brand new scenarios. "Rather than present a campaign, I wrote scenarios based on key events throughout Gondor's history. So you have scenarios that cover the Gladden Fields or the fall of Minas Ithil, for example."

Sourcebooks

The Lord of the Rings sourcebooks provide detailed background, comprehensive bestiaries, plus army lists and scenarios on a specific realm or province within Middle-earth. The sourcebooks allow you to create a force of a particular race, land or time period.



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THE RETURN OF THE KING™

As the journey's end draws close, Frodo and Sam must venture into Mordor where they will encounter betrayal and danger at every turn. Meanwhile, Aragorn returns to Gondor to claim his crown.



The Return of the King

A full-colour, 96-page journey that follows the events of The Return of the King novel and film. This supplement presents a variety of hobby and gaming projects.

1. **Overview of this stage of the journey.**
2. **Painting workshops for models in the upcoming scenarios.**
3. **A scenery workshop for Minas Tirith.**
4. **Scenario rules, background and force lists.**

The sourcebook is not the only supplement released this month. The third and final journey, The Return of the King, is also available. Just like the previous two journey supplements, The Return of the King follows the story of The Lord of the Rings, in this case tracing the final chapters.

"This more than any other book covers a huge range of The Lord of the Rings miniatures. Almost every race and nation is represented at the Battle of the Pelennor Fields. Everything from Rohirrim and Woses to Ringwraiths and Morannon Orcs; there's just a huge array of stuff featured. It's also important to note that the journey supplements cover events both from the films and the novels, so we cover troops like the Woses, Fiefdom Heroes like Forlong the Fat, and evil characters such as Suladân. It really is a packed book."

As well as the sheer variety of figures that make appearances throughout the journey, Mat has taken a careful look at the scenarios. "I've made the scenarios far more flexible. In previous journey supplements it would give you a precise list of the forces needed. Now each scenario has points values rather than actual troop listings. This way you can match your model collections to the scenarios rather than having missing figures in your scenario games. You'll still need certain Heroes or key troops to play the games. For example when Théoden fights the Witch-king you'll obviously need Théoden and the Witch-king, plus Éowyn and Merry to bail the King of Rohan out," says Mat. This isn't the only difference in the way scenarios are presented. "Each scenario now has an alternative approaches section that allows you to use



the structure of the scenario to re-enact something different, so there is a lot of replay value in there as well. Going back to the Witch-king versus Théoden example, the scenario as published is literally just the named Heroes, while the suggestion is to add 750 points worth of Warriors on each side so you can represent the battle going on around the central events," adds Mat. "In other cases we suggest using completely different forces in different circumstances. For instance, in The Walls of Minas Tirith scenario I suggest using a force of Dwarves attacking Goblin holds or even Númenoreans assaulting Barad-dûr. We don't completely dictate what you should be doing in any of these scenarios; expanding them is a good thing because, in my mind, playing the scenarios is the really fun part of the hobby, where the spirit of the game is paramount," says Mat.

Journey Supplements

The journey supplements follow the story of The Lord of the Rings and allow you to fight key scenes, in order, through the use of scenarios. The scenarios are supported by detailed and straightforward terrain projects and painting guides.



www.games-workshop.co.uk/thelordoftherings

Knights of Minas Tirith

Tall, stern warriors mounted on swift steeds and bearing keen lances, the Knights of Minas Tirith are truly the pride of Gondor. When Minas Tirith goes to war it is the knights who lead the assault.



Riders of the Dead

At the vanguard of the Army of the Dead ride swift moving horsemen, whose spectral blades are as deadly as any sword. Such riders can be seen galloping across the wilds on the darkest of nights.



The Fief of Lossarnach

The Axemen of Lossarnach are unusually armed, choosing to wield broad-bladed axes instead of sword or spear. This holds its origins in the earliest days, when the first Lord of Lossarnach used such a weapon to great effect in the defence of his liege. Since that day, the sons of Lossarnach have wielded the axe with fearsome skill, battering aside or crushing any who would stand against them in battle.

It has been a while since Alessio Cavatore was the exotically titled "Ringbearer", in charge of all things to do with The Lord of the Rings strategy battle game. While young whippersnappers like Adam Troke and Mat Ward have been slaving away at The Lord of the Rings supplements, Alessio has been pondering things from a broader viewpoint and taking on responsibilities for all three of our games systems. This hasn't stopped Alessio from looking in on the strategy battle game and keeping his beady eye on its progress. With this month's massive The Lord of the Rings release, we thought it was time we sat Alessio down to record his thoughts on the strategy battle game in general and how it has evolved.

"I'm very pleased with the game," says Alessio. "If you don't keep an eye on them, games systems have a tendency to grow and become bloated with lots of special rules and complicated game mechanics. The Lord of The Rings has been deliberately kept simple. Mat and Adam have both done a good job here; a games developer's instinct is to tweak and change things, but all the supplements that have been released recently have kept any such tweaks to an absolute minimum. It is a very clean system and no matter what supplements we bring out it should always remain so."

One of the biggest changes to the system since Alessio relinquished control is the advent of Legions of Middle-earth and the two types of supplement – sourcebooks and journeys. "Legions of Middle-earth provided players with a new approach to the strategy battle game and now you can theme your armies and create a dedicated force no matter which faction you choose."

Men-at-arms of Dol Amroth

Dol Amroth's defence rests not only with the glorious Swan Knights, but also upon the loyal Men-at-arms, a force of standing soldiery sworn to the prince's service.



However, it's in the sourcebooks that Alessio thinks we'll see the greatest innovations and new releases. "I've been very impressed with the recent sourcebooks, they are just the tip of the iceberg and offer limitless potential to what we can do with the game. We'll never stop doing sourcebooks as long as we make The Lord of the Rings game. This is thanks to our expanded license agreements, not just with the filmmakers, but also with the Tolkien estate, allowing us to use material from the novels. For the first three years we were focussed solely on the movie imagery, making sure that each new game release represented the movie, in how the game played, the model range – in which we had to get approval from all the actors before we could release their character's figure – and writing scenarios for key scenes from the film. The game has developed so we have a much broader canvas; the journey supplements now do the job that the first three rulebooks from the core games did, leaving the sourcebooks to explore parts of Middle-earth we haven't yet seen."

It's not just the supplements that Alessio is pleased about. "The model range has expanded to include more and more fantastic things. As a Tolkien fan it's very exciting to see things like the Axemen of Lossarnach. Models that, long ago, we said we could never do because there was no room in the range, or we had to focus on the movie imagery. To be able to delve into the books is great fun. I've always wanted to see the Swan Knights of Dol Amroth, or any number of characters and heroes that were never covered by the films. The design of these new models is great and the way they fit in with the existing range, ▸▸

The Fief of Lamedon

The Clansmen of Lamedon make their homes in the untamed foothills of the White Mountains. Undisciplined and preferring a wilder way of fighting, such folk may be unsuited to the ordered battlelines at the heart of Gondor's armies. They are formidable skirmishers who use their long blades to great effect. They often operate independently from other elements in an army of Gondor, preferring to use their own methods.

Invaders from the South

Suladân, The Serpent Lord

Suladân was already a renowned chieftain in the armies of Harad when he ventured into ruined Kârna and found the fabled sword of Mardat.

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







Serpent Guard

Only the most skilled and devoted warriors may join the ranks of the Serpent Guard, the very elite of Suladan's armies.





as if they had been in the movie all along, is a credit to Gary Morley and Alan and Michael Perry," says Alessio.

"It's the gritty realism I like," Alessio proclaims. "This has no doubt come from the film, as the first models were based on real costumes, real weaponry and, of course, characters who were played by real people. This is in keeping with the spirit of Tolkien's writing and sets it apart from other fantasy ranges like Warhammer, which embraces 'high fantasy' concepts such as Goblin Spider Riders and Mechanical Steeds."

"The models were based on real costumes, and characters who were played by real people."

For Alessio, who has always been an unashamed Tolkien fan, the game's greatest advantage is that it is a The Lord of The Rings game. "To use Tolkien's work as the source for a tabletop wargame is something I've always wanted to do. Tolkien's writing is very evocative, so even a few lines of prose is enough to fill your head with ideas. Suladân's Serpent warriors are a case in point. They are not in the film and are only fleetingly in the book but those few paragraphs are enough to make you want to see them. Luckily for us, The Lord of the Rings is full of such asides. Which means we can pore over a Middle-earth atlas and mark loads of places that will become supplements. We could be working on sourcebooks for the next ten years and still there would be more material to cover."

Serpent Riders

The Serpent Riders of Harad are the most experienced of Suladân's cavalrymen, using their poisoned lances and scimitars to scatter the foe and cut them down as they rout. Few can outfight them, but to flee is folly.



Morannon Orcs

Led by Gothmog at the Battle of the Pelennor Fields, the Morannon Orcs are more heavily armed than their debased kin.

BATTLEHOST OF MINAS TIRITH



Guard of the Fountain Court

The Guard of the Fountain court are selected from the very best warriors in all of Gondor. They are equipped with the most intricately crafted weapons and armour. They are trained in the use of the spear and will surround their lord in a deadly phalanx waiting for the enemy to rush onto their speartips. For they are sworn to protect the Lord of Minas Tirith, be he the Steward or a King of old.

Adam Troke: This sample army is representative of the garrison of Minas Tirith and the warriors from the outlands that came to reinforce it prior to the Battle of the Pelennor Fields. Built to take on all comers, and featuring a couple of sturdy Heroes, this army should be able to put any enemy through its paces. The tactic for this force is attrition – the Warriors of Minas Tirith have excellent armour so don't be afraid of grinding your enemy into submission through gruelling close combat.

1 The main contingent of the force, led by the Captain, should position itself in a traditional shieldwall, a bristling block of shields and spears. With the Captain and the banner bearer holding the centre of the formation, the Warriors should be able to stave off any assault. The archers can either stand back and provide covering fire, or pitch into combat.

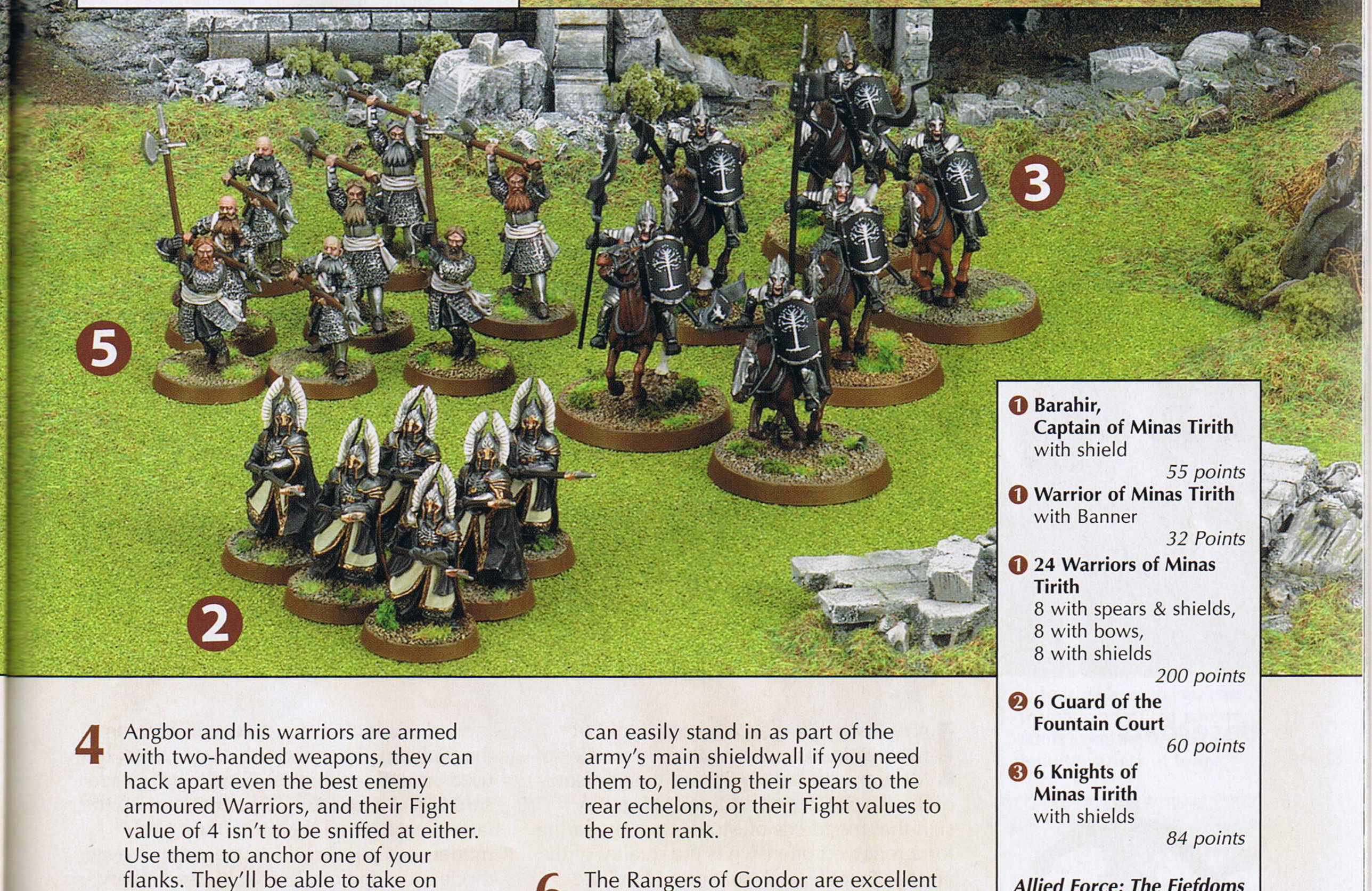
2 The Guard of the Fountain Court are among the finest close combat troops to be found in any Good army. Kept together as a block of six models, they can take any objective. They are just perfect for use in scenarios like Domination or Take and Hold. Remember you can always use them to waylay Terror-causing enemies too.

3 The perfect shock troops for a Gondor army (especially one that doesn't want to shell out lots of points for the Knights of Dol Amroth), the Knights of Minas Tirith can smash apart enemy advances. Use them to support Group 1 by crashing into enemy troops once they are engaged.

The Eye of Sauron

The armies of Gondor boast good solid warriors with better than average Defence values. It's easy to see why Evil generals are often intimidated at the thought of taking them on. Bear in mind though, that these advantages come at a price – heavy armour isn't free, you know. Most Evil armies will therefore be able to outnumber a Gondor force quite easily. Try surrounding the enemy with Orcs, this will break up their shieldwall formations, and trap the Warriors within. Defence 6 isn't half as threatening when you're rolling lots of dice to wound, is it?





- ❶ **Barahir, Captain of Minas Tirith** with shield — *55 points*
- ❶ **Warrior of Minas Tirith** with Banner — *32 Points*
- ❶ **24 Warriors of Minas Tirith** 8 with spears & shields, 8 with bows, 8 with shields — *200 points*
- ❷ **6 Guard of the Fountain Court** — *60 points*
- ❸ **6 Knights of Minas Tirith** with shields — *84 points*

Allied Force: The Fiefdoms

- ❹ **Angbor the Fearless** — *55 points*
- ❹ **8 Clansmen of Lamedon** — *64 points*
- ❺ **8 Axemen of Lossarnach** — *72 points*
- ❻ **9 Rangers of Gondor** 4 with spears — *76 points*

Total: 698 points

4 Angbor and his warriors are armed with two-handed weapons, they can hack apart even the best enemy armoured Warriors, and their Fight value of 4 isn't to be sniffed at either. Use them to anchor one of your flanks. They'll be able to take on anything shy of charging cavalry, and with Angbor in their midst, they're almost impossible to remove.

5 The Axemen of Lossanarch are awesome elite warriors, who can use their pole-arms as either two-handed weapons or spears. This versatility, combined with their excellent Fight value of 4 and their heavy armour means that they are the perfect unit to act autonomously, taking objectives or hunting down hard to shift enemy troops. Another benefit is that they can easily stand in as part of the army's main shieldwall if you need them to, lending their spears to the rear echelons, or their Fight values to the front rank.

6 The Rangers of Gondor are excellent warriors and fine shots. They have a great Shoot value of 3+ and a Fight value of 4. Only their Defence lets them down, so keep them out of harm's way, where their bows can wreak havoc on the enemy. As a general rule, target any enemies with Defence 4 (or lower) first, since they are easier to kill, and will bring your foe closer to their break point, then concentrate on picking off your opponent's most destructive units. If the battle isn't going well, you can always commit them into combat.

Painting Morannon Orcs

The new plastic Morannon Orcs offer Evil players a great opportunity to add even more variety to their Orc army. Mark Jones shares some top painting tips...



Basecoats



Here we have an example of one of Mark's basecoated Morannon Orcs. The flesh was painted Knarloc Green. The armour is based in Tin Bitz, while the sword is Boltgun Metal. The cloth is given a basecoat mixed from Codex Grey and Chaos Black. Finally, the base is painted Calthan Brown.

In recent years a stronger strain of Orc has begun to appear within the armies of Mordor, particularly within the garrisons of the Black Gate and Minas Morgul. A sign that the forces of Mordor are preparing for a renewed offensive is the quality of the armour that these "Morannon Orcs" are equipped with. Though crude by the standards of Elves, Dwarves or even Men, the armour of the Morannon Orcs is thick and strong, providing them with additional resilience. This enhanced wargear, coupled with the Orcs' increased strength, makes the Morannon Orcs ideal shock troops for Sauron's attack on Minas Tirith.

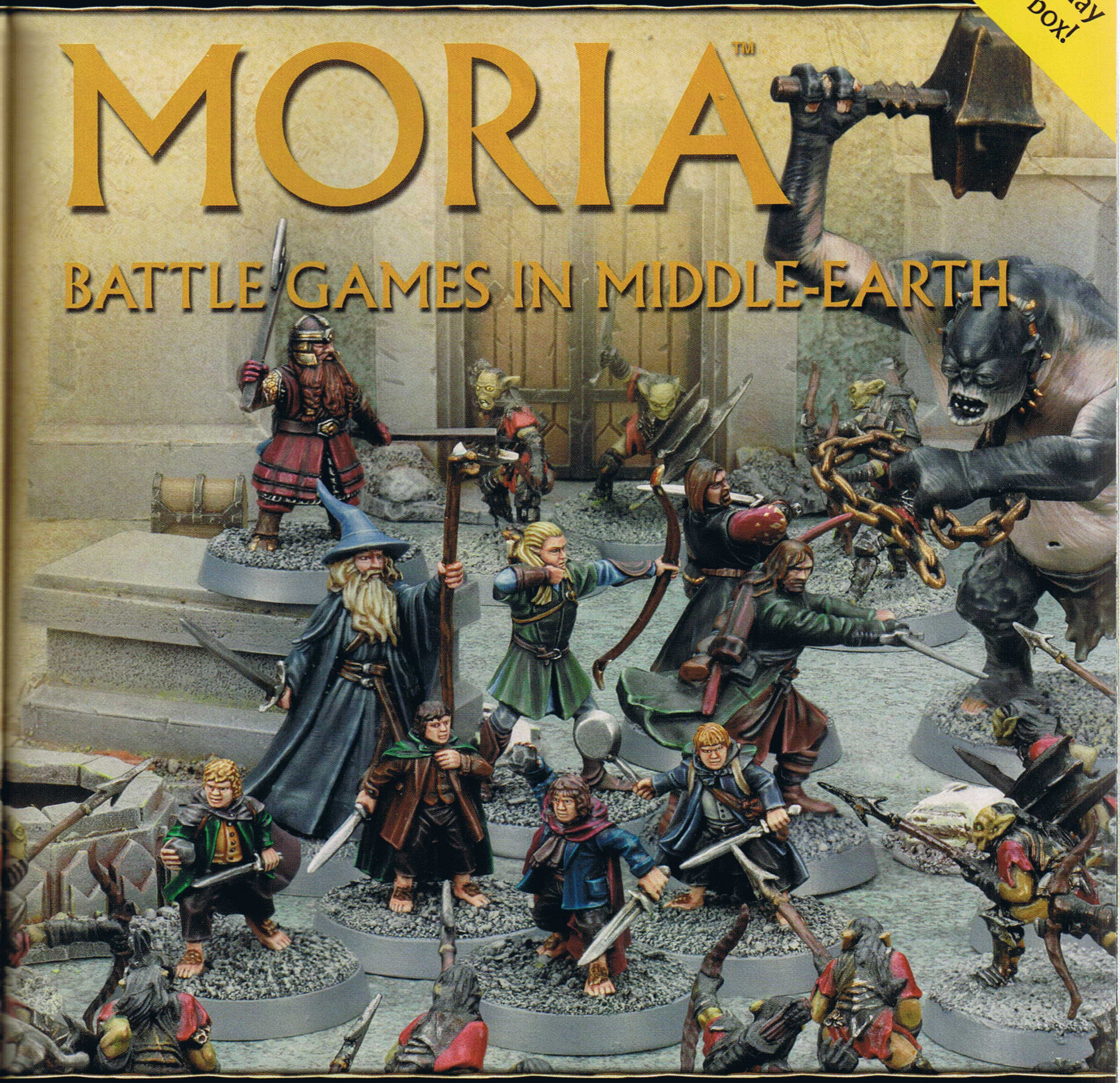
We asked Mark Jones of the Studio hobby team to share with us some tips on how to paint a box of Morannon Orcs. The trick when painting Orcs – especially well-equipped ones like these – is in making what is essentially a rag-tag warband of individuals look like a coherent force on the tabletop. To achieve this end, Mark has used several techniques. Firstly, he's made sure that the armour – which makes up the largest area on all the Morannon Orc models – is painted the same way on every model. In addition, Mark has used a very limited palette of colours for painting the skin tones, allowing him to exercise a degree of variety while keeping all the Orcs' flesh tonally similar. Finally, Mark has painted a red Eye of Sauron device on all the Orcs' shields, marking them out as a regiment of Gothmog's chosen Orcs.

Pictured above is just half of a standard box set of Morannon Orcs – once Mark has painted the other half, he'll have the foundations of a formidable Orc army. Check out the Battle of the Pelennor Fields battle report, beginning on page 40, to see how Morannon Orcs fare in battle!

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THE BATTLE OF THE

THE LORD OF THE RINGS™ STRATEGY BATTLE GAME

BATTLE REPORT

Pelennor Fields™

What better way to celebrate the launch of two fantastic Gondor-related supplements than with a huge battle report – the hugest The Lord of the Rings battle report, in fact, ever attempted in White Dwarf! Read on...

The Battle of the Pelennor Fields is one of the most epic moments from The Lord of the Rings books or films – a battle terrible in its fury and magnificent in its grandeur. The new journey supplement, The Return of the King, includes guidelines on how to combine four of the Pelennor Fields scenarios contained within to make one massive game. Using those guidelines, we gathered together four experienced players and a huge number of miniatures, and set about making this mega-battle a reality.

Alessio Cavatore and Dom Murray were selected to play the Good side, while Pete Foley and Mark Latham gathered the legions of Sauron. The four of them sat down together before the battle and agreed upon the "historical" participants for the battle. They used the suggested points values presented in the four scenarios, but decided not to worry about army lists. In a game of this size, the onus was on making it look fantastic and recreating their favourite movie and novel moments.

The gaming area was roughly 224cm/8' square, though parts of the board were taken up by scenic features to represent the quayside where Aragorn arrives, and the gates of Minas Tirith. These features reduce the playing area slightly, but we decided this was a good thing, as it cuts down the amount of "no man's land", so that models from one scenario, having completed their objectives, could more quickly join the battle in another part of the board. The rest of the battlefield was populated by small clusters of rocks, dead trees and hills, but was largely left clear. A large hill was added to the north edge, from which point the Rohirrim would begin the battle. Other house rules are discussed overleaf.

Game Statistics

Participants

Alessio Cavatore and Dominic Murray (The Free Peoples), versus Mark Latham and Pete Foley (Forces of Evil).

Scenario

The Battle of the Pelennor Fields (from The Return of the King journey supplement).

Points values

Between 2500 and 3000 – but who's counting!

Location

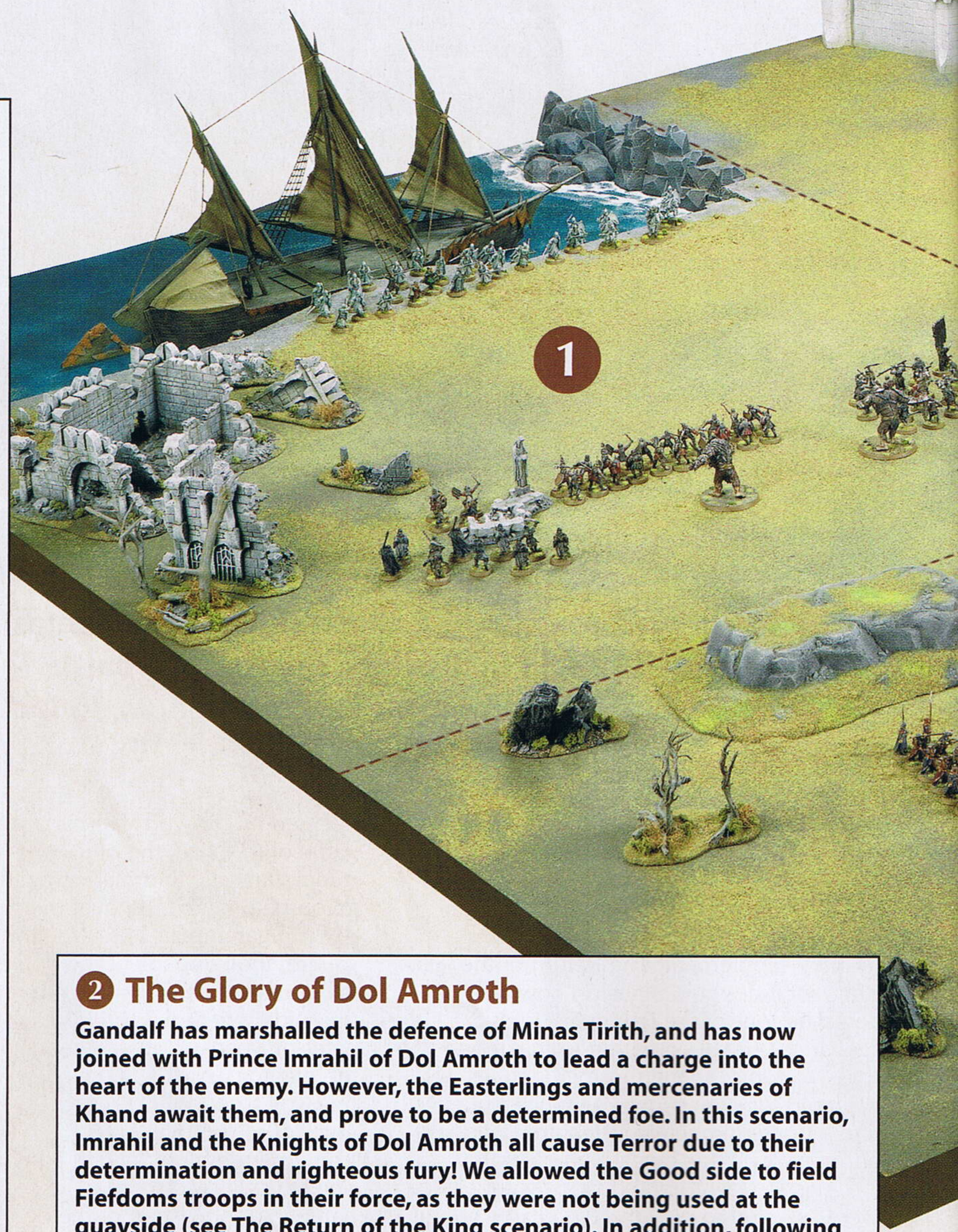
The Pelennor Fields, Gondor.

Timeline

3019 of the Third Age.

THE SCENARIO

The gaming area is split into four sections, as shown, each containing one of the four scenarios that make up this battle. Models must complete their objectives from the smaller scenarios before they are allowed to move beyond the boundaries and affect another scenario. Each of the four scenarios is worth one victory point, and the first side to gain three or more points wins the game. Both sides are treated as massive, combined armies for the purposes of determining their break point.



1 The Return of the King

Having trod the paths of the dead to garner new allies, Aragorn, Gimli and Legolas arrive at the Harlond quayside aboard a captured Corsair ship. Surprising Gothmog's Orcs, they smash into the forces of Evil and unleash the Army of the Dead. The four participants opted to play the movie version of this scenario, with the Army of the Dead standing in for the Fiefdoms troops. As a result of this change, we decided that the Evil side would not start the game broken as stated in the journey supplement. This would only complicate things later on, and possibly unbalance the game if the Army of the Dead manage to affect other scenarios too early. Finally, the presence of the King of the Dead lends all of the Army of the Dead models a special 4+ save against all wounds suffered, in a similar way to a Fate roll.

Objective

The Good side must get Aragorn and at least 10 other models into the Evil deployment zone by the end of Turn 10. The Evil side must stop them.



Gothmog.

2 The Glory of Dol Amroth

Gandalf has marshalled the defence of Minas Tirith, and has now joined with Prince Imrahil of Dol Amroth to lead a charge into the heart of the enemy. However, the Easterlings and mercenaries of Khand await them, and prove to be a determined foe. In this scenario, Imrahil and the Knights of Dol Amroth all cause Terror due to their determination and righteous fury! We allowed the Good side to field Fiefdoms troops in their force, as they were not being used at the quayside (see The Return of the King scenario). In addition, following the events of the movie Gandalf's staff of power is broken at this point, and may not be used.

Objectives

The Good side must kill all the Evil Heroes. The Evil side must kill at least half of the Good models.

3 The Death of Kings

The only participants in this scenario are Théoden, Merry, Éowyn and the Witch-king on his Fell Beast. All four combatants are exempt from Courage tests for the duration of the battle. The scenario in the journey supplement includes rules for reinforcements arriving later in the game. These were ignored, as it seemed likely that reinforcements would arrive naturally during the course of the game.

Objective

The Witch-king must kill all three Good models. The Good side must kill the Witch-king.



The Witch-king of Angmar.



Théoden, King of Rohan.



4 Charge of the Mûmakil

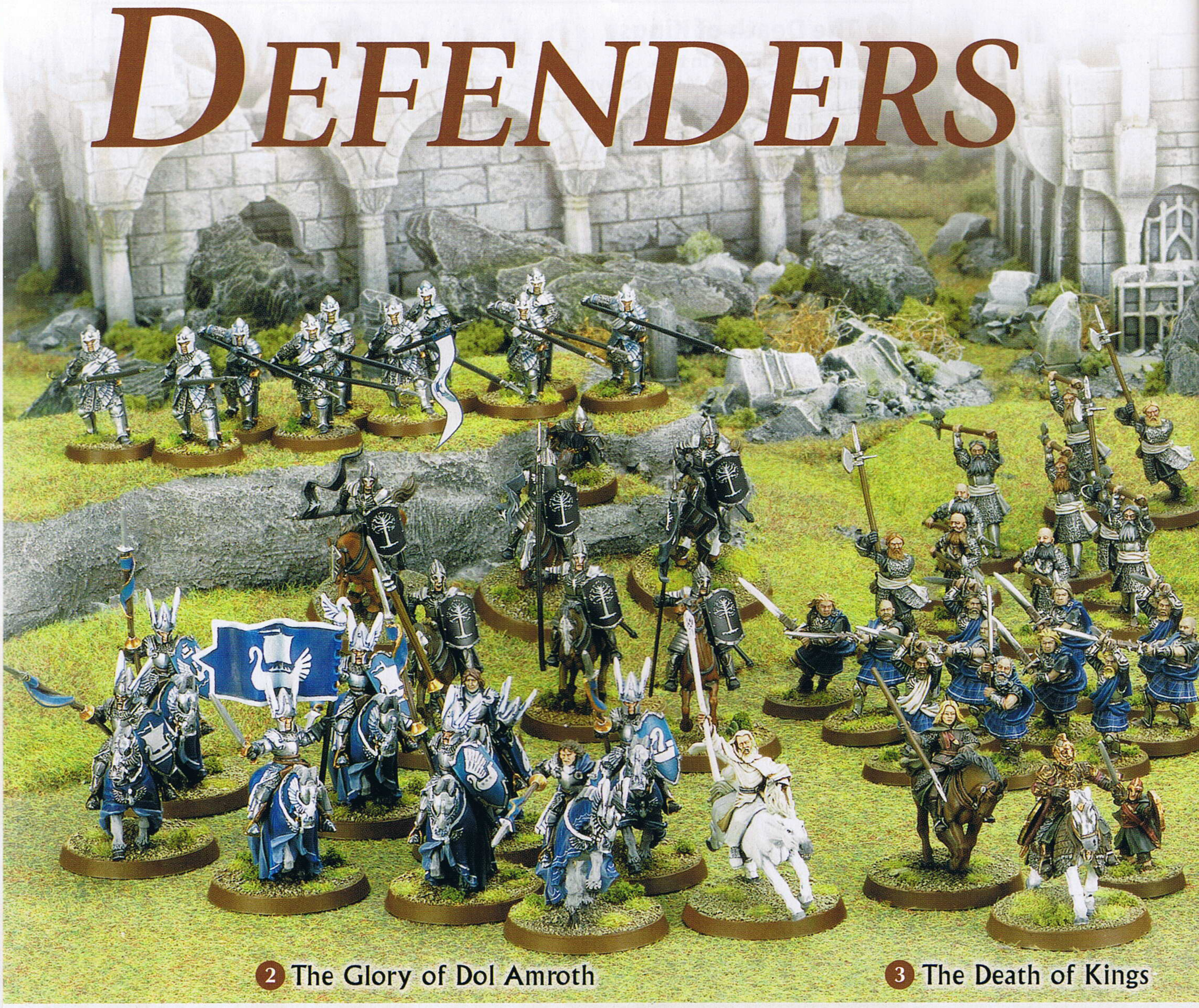
Mahûd Chieftain.

In this scenario, Éomer leads a throng of Riders of Rohan to do battle against the Haradrim. However, as the battle rages, several Mûmaks arrive and cause utter mayhem! Two Mûmakil arrive from the eastern board edge at the start of Turn 3. In the journey supplement, the remainder of the Harad force are meant to be on foot, but all four players agreed to allow a small contingent to be mounted. The reasons for this were twofold – firstly, it would allow any leftover forces to reach the rest of the playing area more swiftly, and secondly, the new mounted Suladân and Serpent Rider miniatures look incredibly cool!

Objective

The Good side must kill both the Mûmaks. The Evil side must wipe out all the Rohirrim.

DEFENDERS



2 The Glory of Dol Amroth

3 The Death of Kings



As head of the Design Studio's Hobby Team, Dom Murray's job is to plan awesome hobby projects with talented painters and modellers. He's also a staunch champion of Gondor, with a large Minas Tirith force of his own.

Dom: Having collected our own Minas Tirith and Rohan armies for some time, Alessio and I will split our forces into those we are most comfortable with. Thus, he controls the Rohirrim and I control Gondor and its Fiefdoms. The trick will be in making sure we claim objectives as a team, looking at the whole battlefield rather than only concentrating on our own game.

With Aragorn, Legolas, Gimli and the Army of the Dead I have a hard-hitting force which has to break through a tough Orc line. The plan here is to get into combat in double-quick time and smash through the Evil troops. If I can break the spine of the enemy, then hopefully they'll flee, allowing me to seize the objective. The triumvirate of Aragorn, Legolas and Gimli will worry any right-minded general with their Might points, high Fight values and special rules. The Army of the Dead wound their opponents by striking against the Courage value rather than Defence. With a Courage of just 3, the Orcs will be as good as dead (assuming they manage to pass their Terror tests).

Outside the gates of Minas Tirith, Gandalf and Prince Imrahil lead the valiant Fiefdom troops. Their objective is to kill all the enemy characters on this part of the board. With Angbor the Fearless alongside them they should be able to wreak havoc amongst the enemy. My plan is to use the killing machine that is Imrahil to lead a cavalry charge directly into the heart of the enemy, whilst supporting the flanks with the Fiefdom troops to prevent the knights being encircled by the enemy cavalry. Gandalf will be of great use in distracting the foe and the ability to make himself Terrifying will stop him attracting too much unwanted attention in the Fight phase.

OF GONDOR™

1 The Return of the King

4 Charge of the Mûmakil

Alessio: When we were deciding which part of the forces of Good Dom and I were going to command, I immediately expressed the wish to control Rohan in both the Charge of the Mûmakil and the Death of Kings scenarios. After all, I do have a Rohan cavalry army, and my favourite scene in The Return of the King is the charge of the Rohirrim at the siege of Minas Tirith. I always cry like a baby when I see Théoden racing ahead of his entire army... Now that's a King!

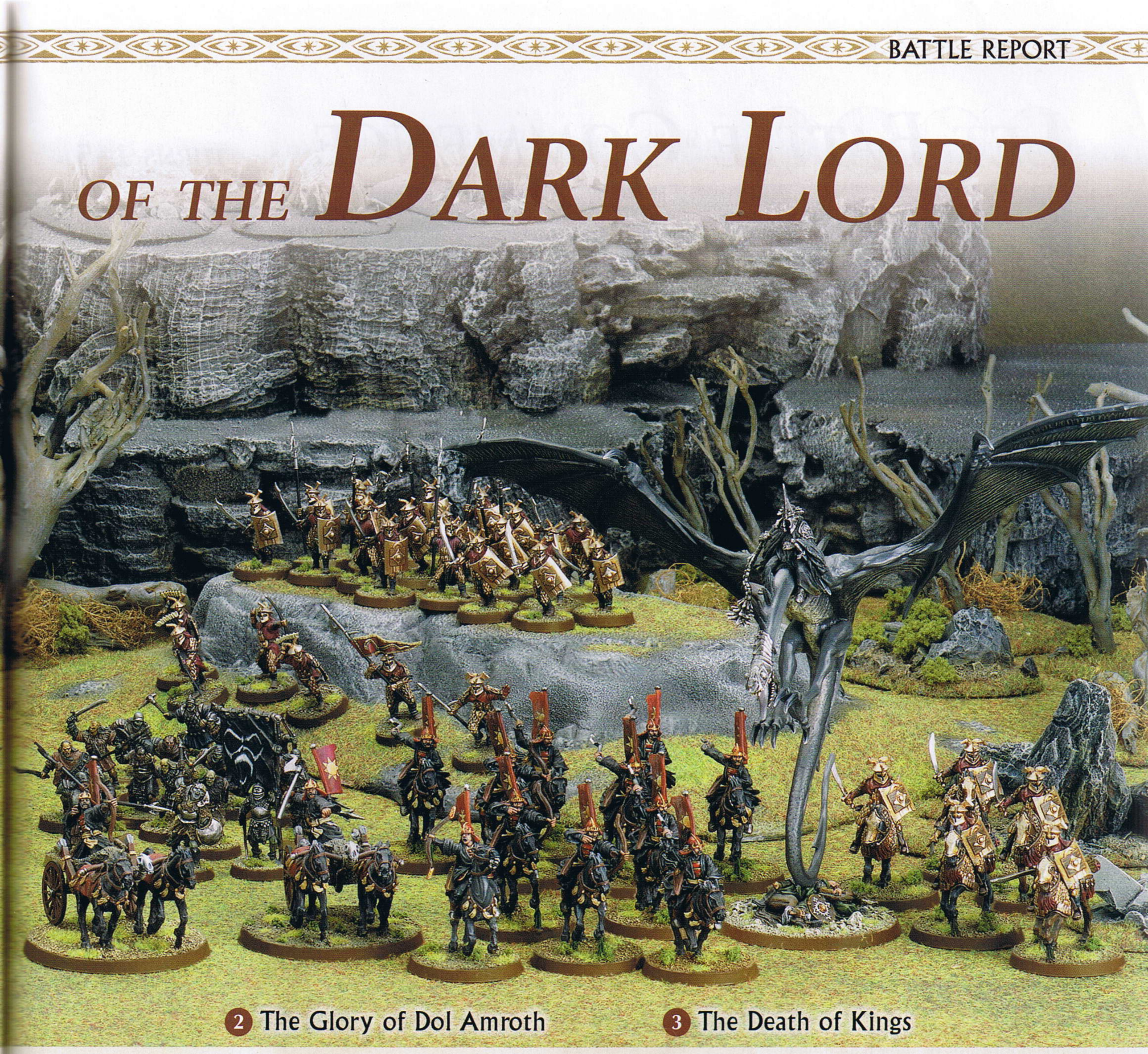
Now that I've seen the opposition my Rohirrim will be facing, however, I am considerably less confident in our chances of victory. Two Mûmakil (each with a Mahud!), Haradrim warriors and Serpent Riders led by Suladân himself. And a Hasharin, too! I think Éomer will have a bit of a hard time against such a force. Our only hope is to stand off and use our superior firepower to kill all of the models on top of one howdah. If my riders manage to achieve that, then it will be fun to see the stampeding Mûmak squashing the Haradrim for us. If, on the other hand, if the Oliphaunts make it to the bulk of my army I foresee a lot of very flat Riders of Rohan – especially if the Mahuds are still around with their 3 points of Might each. Speaking of Might points, it will be vital to keep Éomer and Gamling alive for as long as possible, just for their Heroic actions.

For the duel between Théoden, Éowyn and Merry against the Witch King, my tactic will be to just engage the Evil monster as much as possible and then use shields to roll a lot of dice in the fight. This will hopefully allow us to win the fights and keep him busy for many turns, as his reserve of Will is slowly consumed. Basically, we'll try to tire him out!



Alessio Cavatore is one of the chief rules gurus in the Design Studio. Having written many of the rules for the Rohirrim, and even portrayed a Rohan casualty in The Return of the King movie, he's confident of bagging a Mûmak or two.

OF THE DARK LORD



2 The Glory of Dol Amroth

3 The Death of Kings

Pete: What a great looking scenario! Combining four different scenarios on the same board should lead to an amazing battle, with different forces facing off against each other depending on who wins each mini-game.

For this battle I will be taking control of the Evil side in the Death of Kings and Glory of Dol Amroth scenarios. I am fairly confident that the Witch-king should be able to deal with Théoden and chums. With his Fell Beast and his bounteous supply of Might and Will, the key will be trying to kill the Good Heroes off as quickly as possible. Only then can he lend his weight to my vastly outclassed Easterlings and Variags attempting to hold back the charge of Dol Amroth.

The Glory of Dol Amroth is a scenario I expect to be much more difficult. With Imrahil, Gandalf, Angbor and a Captain of Dol Amroth leading a charge of various knights, Men-at-arms and clansmen. I think the Evil Warriors will have trouble staying alive long enough to protect their Heroes. My tactic, however, will be to attempt to pin the Good cavalry down for as long as possible and hope that my two Khandish chariots can disrupt them by knocking a few off their horses. Then the Easterling phalanx and the Orc warriors will try to mob anyone that is left and hope that in a battle of attrition, I can whittle down the good guys' numbers before all my Heroes are slain.

I have high hopes if I can get the Witch-king over to the walls before the Good Heroes can break through my lines. If not I will simply try to surround my Heroes with Orcish minions as much as possible, protecting them until support can arrive from somewhere else.



'Eavy Metal chief Pete Foley has only recently turned his eye towards The Lord of the Rings game. However, his fascination with Evil armies, and beardy tactics, have already earned him the moniker of "Studio Dark Lord".

LET BATTLE COMMENCE

TURNS 1–5



The first turn began with almost every single model advancing towards the foe, the only exception being the Morannon Orcs to the south, who held their line in the face of the onrushing Army of the Dead.

In the second turn, the Evil side won priority, and Dom immediately used Imrahil to call a Heroic Move. With the battle-lines so close, it was vital that the Khandish Chariots did not charge the Knights of Dol Amroth.

To the north-west, the Witch-king circled the three Good Heroes, and sapped Éowyn's Will. Save for the charging Variags of Khand, the rest of the Evil force remained stationary. Conversely, Éomer's riders thundered down the hillside, and the Army of the Dead swept towards the Orc battle-line. In the Shoot phase, Suladân shot the nearest Royal Guard's horse out from under him, while the Troll Chieftain scored a major blow by hurling a rock at the King of the Dead. Dom failed all three of the King's Fate rolls, and the ghostly Hero was wounded.

The Evil side won priority on Turn 3, prompting Théoden, Gandalf and Éomer to all call Heroic Moves. Only Éomer succeeded, as Evil models on each section of the battlefield countered the Good side's efforts. Éomer crashed headlong into Suladân, while his riders and Royal Guard charged the Harad spearmen. One of the Royal Guard lobbed a throwing spear at the Haradrim banner bearer, killing him outright. With no unengaged friends nearby, the banner was lost. Looking up, however, The Rohirrim were stunned by the arrival of two mighty War-Mûmaks, urged forwards by their hate-fuelled Mahûds. Elsewhere, the Witch-king Compelled Éowyn into combat with him, determined to dispatch Théoden's allies quickly. The swift Riders of the Dead made contact with the Orc horde before them.

In the Shoot phase, Alessio's Rohan Outriders went out of their way to kill the Mahûd of one of the Mûmaks, and managed to score a wound. Meanwhile, Dom's plans went awry as Mark used the Troll Chieftain to target the King of the Dead with another rock. When the dust settled, the ancient spectre was so much green mist. This was a vital kill, as with their king gone, Mark had a real chance to beat the ghostly warriors.

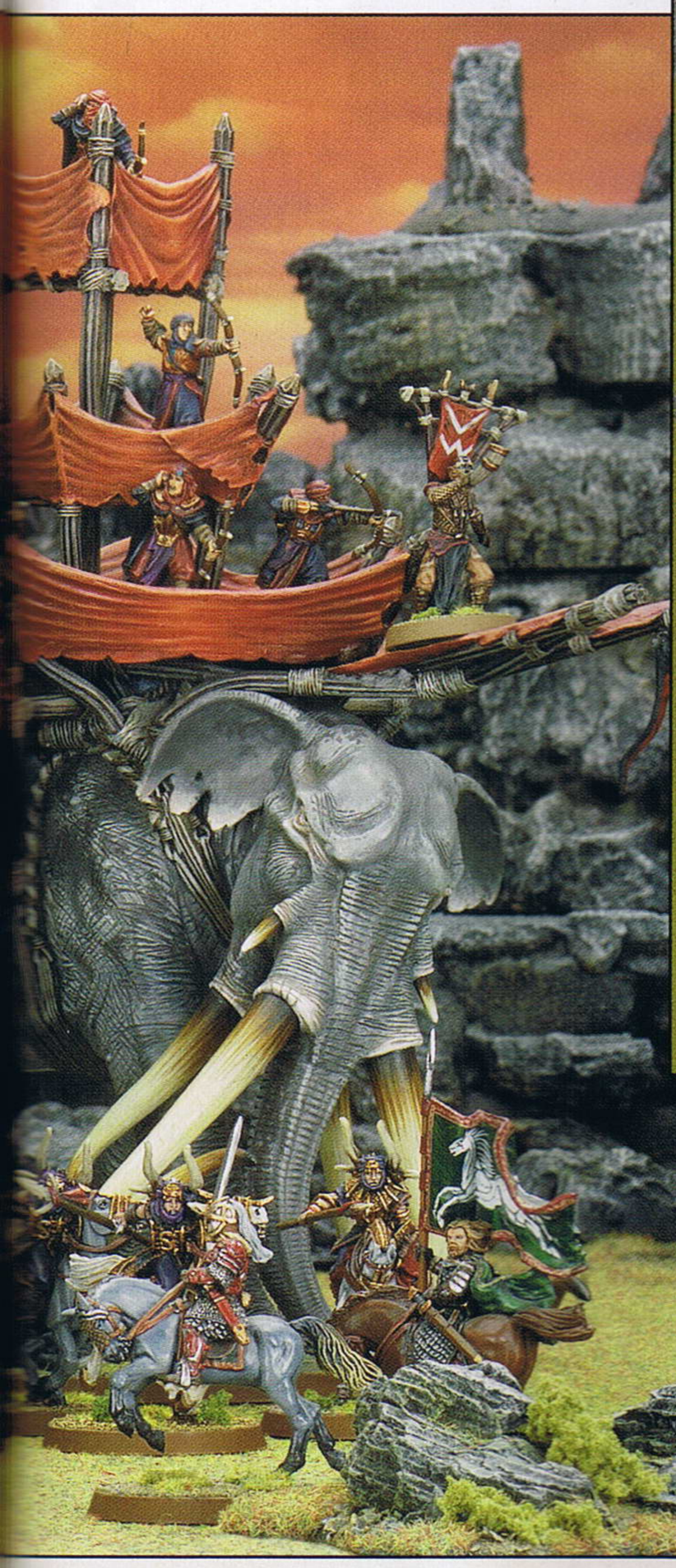
In the Fight phase, the Witch-king expended a Might point to call a Heroic Combat, and wounded Éowyn with his cruel Morgul Blade. She failed her Fate rolls and Merry could only watch on as his companion was felled by the Evil overlord, who then attacked the young Hobbit. Merry shielded, and somehow managed to fight off the Witch-king. To the north-east, Éomer wounded Suladân and killed his horse. However, all around him Riders of Rohan fell to the Serpent Riders' counter-charge. To the south, Dom shook his head in disbelief as not a single Orc Warrior fell to his Riders of the Dead – in fact, one of them managed to kill its spectral assailant! Finally, outside the gates of the White City, Evil Warriors fell left and right, but not without cost – a Captain and a Knight of Dol Amroth were smote in return as the chariots went on a rampage.

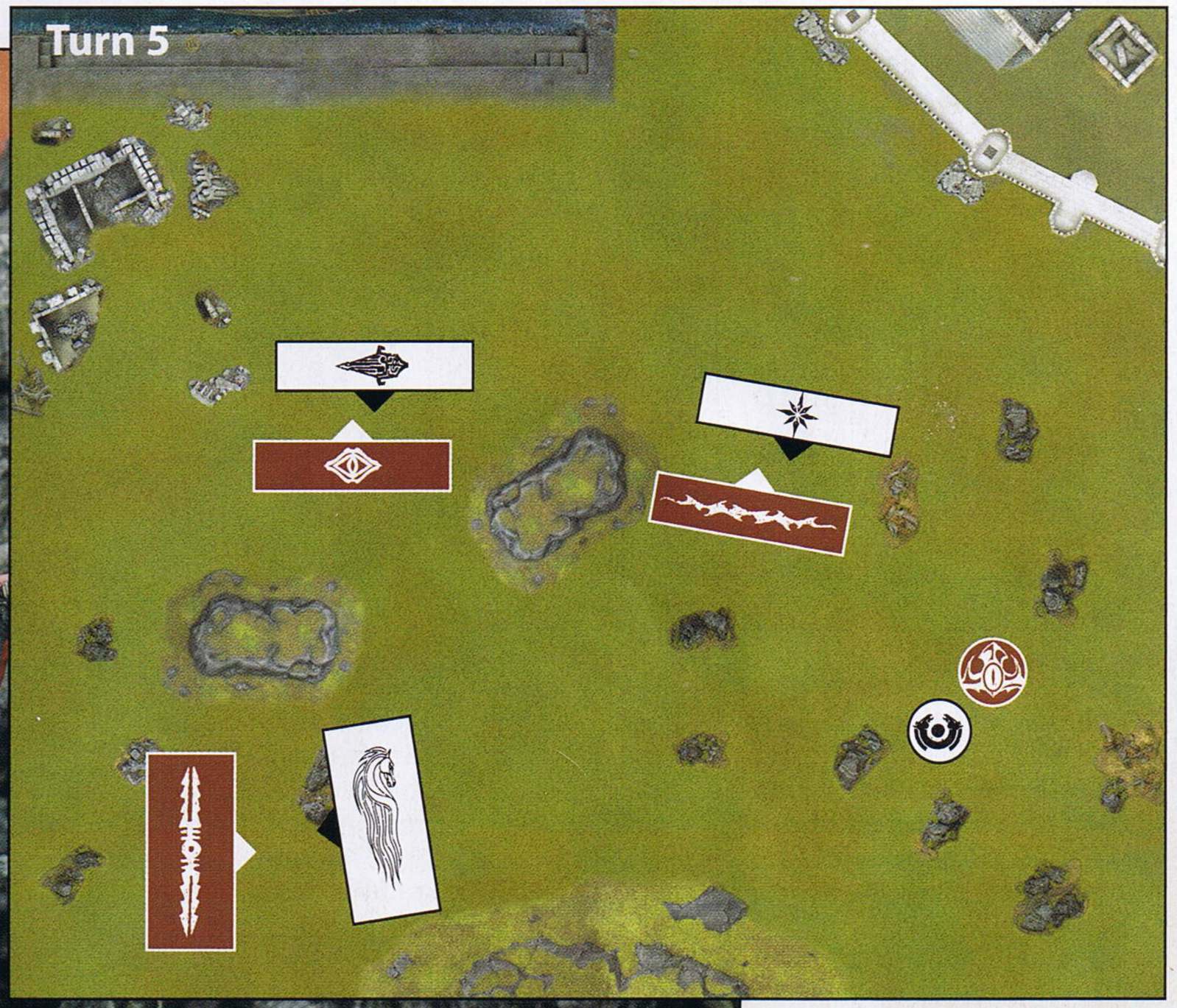
In the fourth turn, Evil again took priority. Merry called a Heroic Move and charged the Witch-king. Pippin also called a Heroic Move, urging the nearby Men-at-arms to face the flanking Orcs. Aragorn followed suit, charging the Troll Chieftain.

The arrival of the Mûmakil sends the Rohirrim into disarray. Éomer is forced to break off his deadly duel with Suladân, racing back to organise the Eorlingas into a solid battle-line.



Objective Tracker





Map Key

- Harad
- Rohan
- Mordor
- Army of the Dead
- Khan
- Fiefdoms
- Witch-king
- Théoden

Finally, Suladân countered Éomer's Heroic action. The ground trembled as the Mûmaks trampled forwards, and a Rider of Rohan was crushed underfoot. Taking aim from their howdah, the Mûmak crews opened fire on the Rohirrim, killing Gamling's horse. To the south, Legolas expended Might to kill two Orcs, making every arrow count.

The Fight phase was bloody indeed, as swathes of Easterlings and Fiefdom troops fell in a bitter, close-fought battle. The Rohirrim and Haradrim fought to a standstill, with minimal casualties. To the south, the Uruk-hai claimed another Rider of the Dead, while Aragorn was beaten by the Troll Chieftain! Wounding the last of the Dúnedain twice, Dom only managed to save one wound with his Fate.

In Turn 5, Evil won Priority for the fourth turn in a row, and Gamling was forced to call a Heroic Move to save Éomer from a Mûmak's Trample attack! Aragorn also called a Heroic Move, but this time rather sheepishly avoided the Troll Chieftain, while two Riders of the Dead engaged the brute instead. In the Shoot phase, thirteen Rohirrim fired at the crew of the closest Mûmak, killing the Mahûd. In the Fight phase, Éomer was attacked by a Serpent Rider who, thanks to the combination of Poison and a lance, wounded the Marshall of Rohan. Alessio passed the Fate roll with a sigh of relief. To the south-east, the Army of the Dead began to fall in droves as Dom had another turn of terrible luck. The Trolls cut through the Riders of the Dead, sending them to final rest a bit earlier than Dom had hoped. To top it all, Aragorn and Gimli were almost beaten by lowly Orcs, and both had to expend Might points to dispatch their foes!

Glory of Dol Amroth

In Turn 2, Dom was eager to use Imrahil's Heroic Move to lead a glorious charge into the heart of the enemy. Gandalf and the Captain of Dol Amroth charged into combat, but Alessio warned Dom to leave the rest of the knights where they were. Sometimes it's better to wait to see what the enemy does rather than rush in foolhardily.

DESTRUCTION REIGNS!

TURN 6



To Kill a Troll...

The Trolls had, thus far, caused no end of problems for the Good side at the Harlond. These hulking brutes had already wounded Aragorn and smote the King of the Dead, and were taking their toll on the rest of the Dead of Dunharrow. So it fell to Aragorn to even the score, which he did in impressive style. Charging the Troll Chieftain, the heir to the throne of Gondor defeated the monster, and killed it outright with the awesome power of Anduril, Flame of the West!



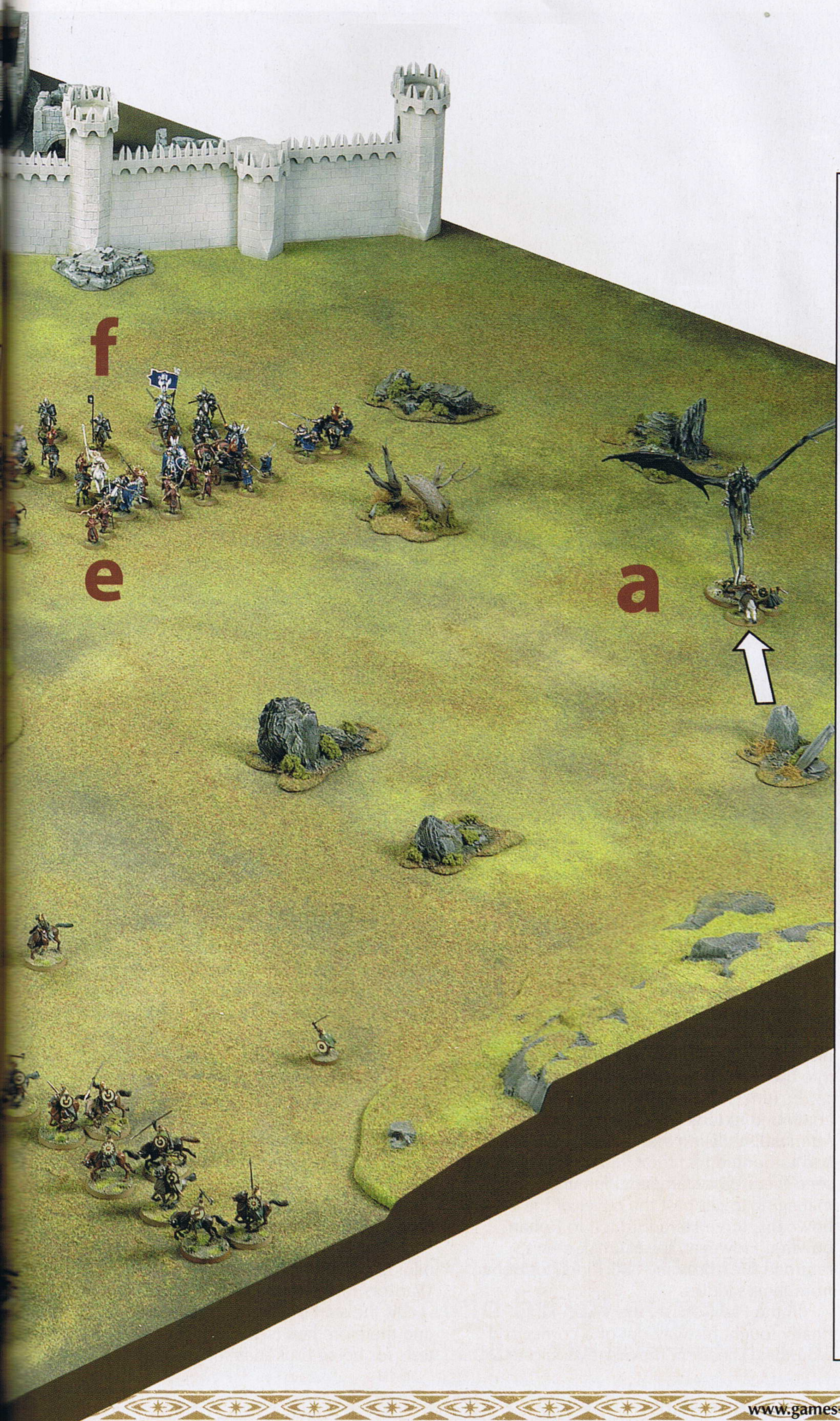
Gandalf the White displayed his power in this turn, becoming the lynchpin of the Dol Amroth charge by smiting Khandish Warriors and terrifying any Orcs who dared stray too close.

d

c

b

OBJECTIVE TRACKER



a The Good side finally wins a priority roll, allowing Théoden to charge the Witch-king and prevent the Nazgûl from using spells this turn. Théoden wins the combat, but cannot wound the lord of Evil.

b Alessio's plans to hide his Rohirrim behind rocky outcrops falls flat, as one of Mark's Mûmaks rolls a 6 on the Batter chart, destroying the rocks and trampling a Rider of Rohan. The second Mûmak then runs amok, killing Gamling and two Royal Guard, a Serpent Rider, and Éomer's horse!

c Aragorn kills the Mordor Troll Chieftain in a single round of combat.

d Dom's luck in combat promptly runs out, as Legolas is battered by another Mordor Troll, and is forced to spend all of his Fate points to survive.

e Gandalf was able to pick his fights this turn, as he cast Terrifying Aura, preventing several Khandish mercenaries from charging him.

f Imrahil's knights inflict a heavy toll on the Evil side, dispatching several Easterlings, Khandish warriors and Orcs, and destroying one of the Khandish Chariots.

FIRE AND SLAUGHTER!

TURNS 7 & 8



Break Point

At the start of Turn 7, the players had a quick count-up of the models involved to check how close the forces were to breaking. As it turned out, both forces were close to the wire, and the carnage of Turn 7 pushed them over the edge. In subsequent turns it would be Heroes such as Suladân and Imrahil, who boost the staying power of nearby troops, who would prove vital.

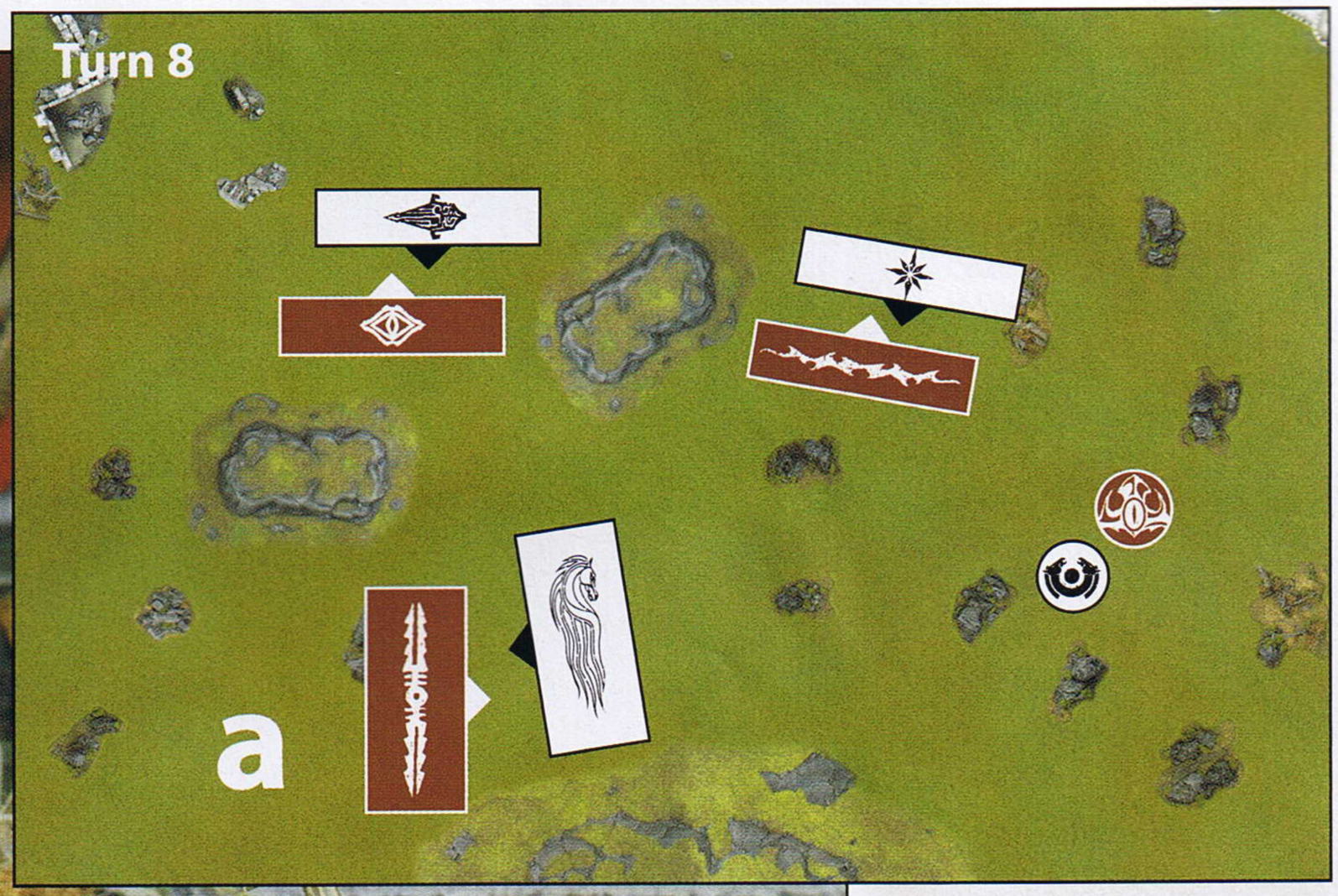
The Good side won priority again in Turn 7. One of Mark's Mahûds called a Heroic Move on behalf of his Mûmakil, which Éomer attempted to counter but failed. Alessio could only look on in horror as the Mûmak ran riot through his Rohirrim once more, trampling Éomer into the dirt!

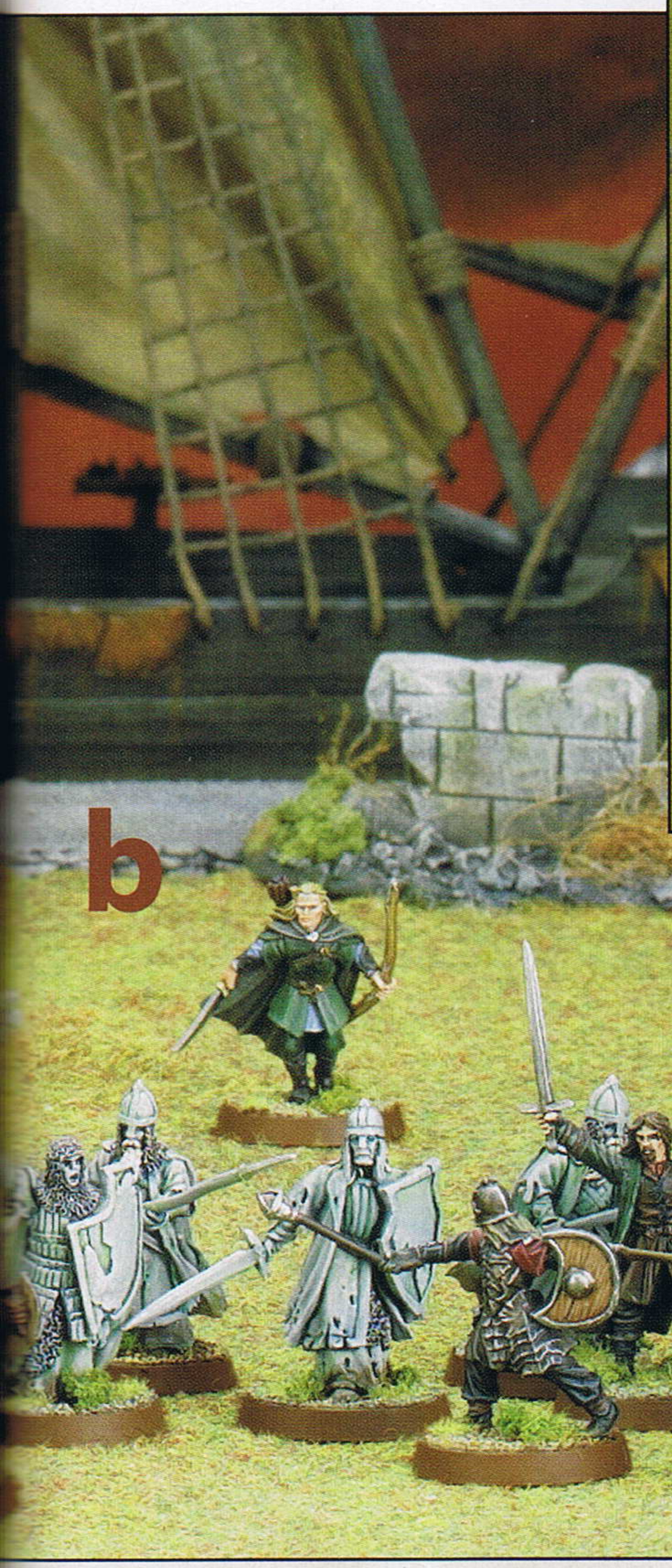
In Turn 7's Shoot phase, Alessio continued to target the crew of the Mûmakil, realising that the only chance he had to bring down the Oliphaunts was to send them on a stampede. Finally managing to get past the cover of the howdahs, three Haradrim fell to Rohan bowfire. However, the Mûmak crews returned fire, throwing two Riders of Rohan from their saddles.

In the Fight phase, the Witch-king finally fought his way out of a corner and wounded Théoden, moving ever closer to his goal. To the north-east the Haradrim began to press the Rohirrim, with the Hasharin continuing his killing spree amongst the Eorlingas. By the quayside the reverse was happening as the Orcs began to fall to the blades of the Dead. Gothmog himself entered the fray, but was wounded by Gimli. However, it was outside the gates of Minas Tirith that the most vital combats were fought. The Axemen of Lossarnach cut down enough Orcs to break the entire Evil force. Unfortunately for the Good side, a Kataphrakt responded by killing a Man-at-arms of Dol Amroth, breaking the Good side on the same turn! The fate of Middle-earth would now be decided by the mettle of Heroes and Warriors rather than by brute force.

At the start of Turn 8, Evil won priority and therefore had to make their Courage tests for being broken first. To Alessio and

OBJECTIVE TRACKER





The battle for the Harlond quayside rages fiercely, as the remnants of The Fellowship and their ghostly allies clash with brutish Trolls.

a The Heroic Move called by the Mahûd was a pivotal moment in the Charge of the Mûmakil scenario. When Mark won the roll-off for the Evil side, his Mûmak trampled Éomer and practically spelled the end for the Rohirrim.

b Legolas found his form at last, cutting down two more Orcs with his deadly archery.

c The Army of the Dead began to move towards the Evil deployment and victory, using Warriors to delay the Trolls while the Heroes cleared a path through the mass of Orcs.

Dom's disgust, Mark and Pete passed every single test for their Heroes. Due to the Stand Fast! rule, this left only a handful of Warriors who had to take Courage tests, most of whom passed. The Mûmaks, immune to the vagaries of Courage tests, continued to stamp on the Riders of Rohan, killing four more between them. The Good side's Courage tests for unengaged models went almost without a hitch – ironically the only failed test was by Angbor the Fearless, though he stayed in the fight by expending a Will point.

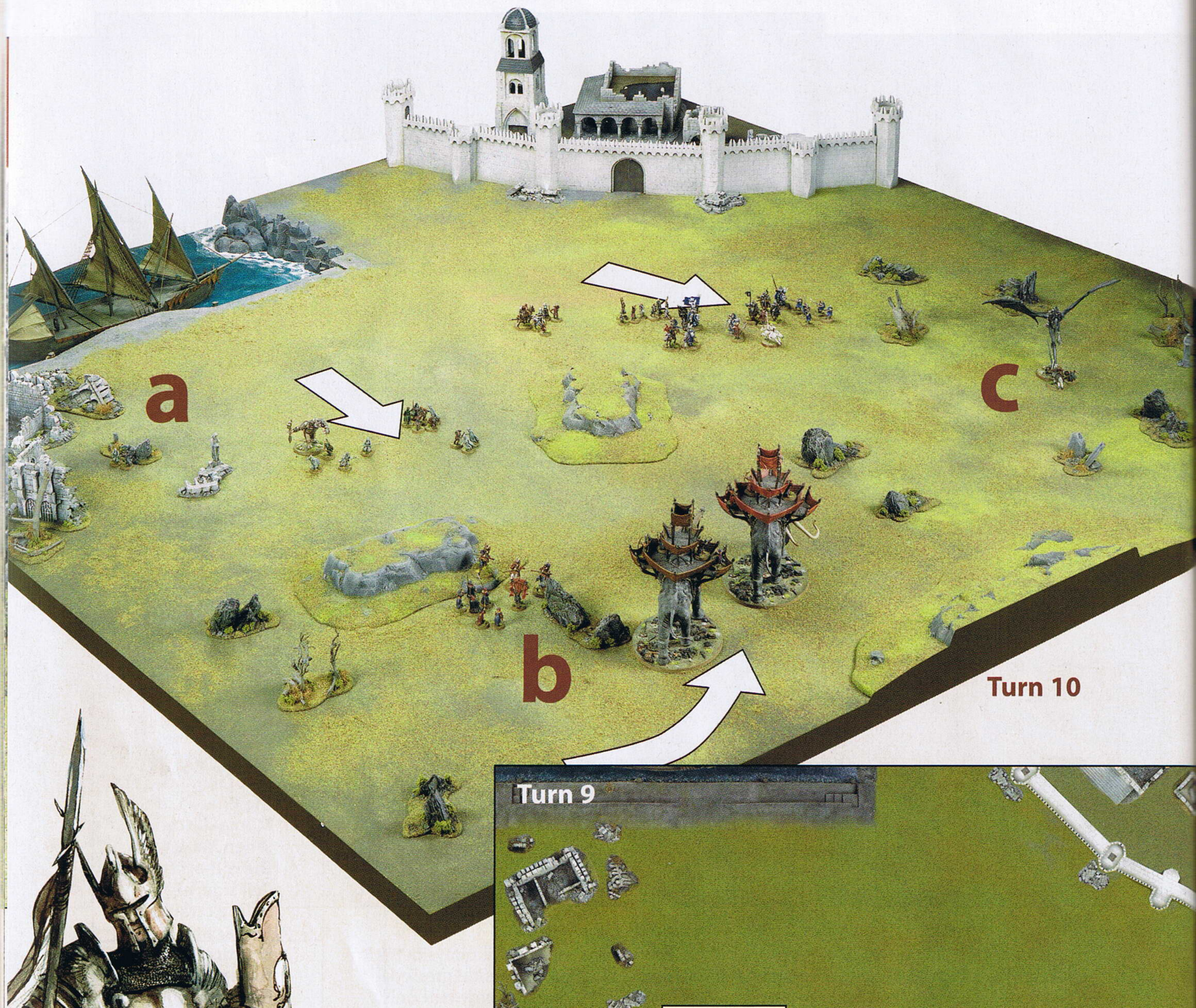
In the Fight phase, Merry managed to defeat the Witch-king, forcing the Nazgûl away from Théoden once more. The Rohirrim and Haradrim fought to a virtual standstill – a single Outrider was wounded, but used Fate to continue the battle. By the quayside, more Orcs fell as the Good side pressed home the advantage. Dom now had only two turns to get the remainder of his models into the Evil deployment zone. Gimli spent a point of Might to wound Gothmog again, forcing the Orc chieftain to expend his Fate. Finally, the cut and thrust of combat to the south-west continued, with Warriors falling on both sides. However, despite the concerted efforts of both Gandalf and Imrahil, the last remaining Evil Heroes refused to fall.

"Spear shall be shaken, shield be splintered!"

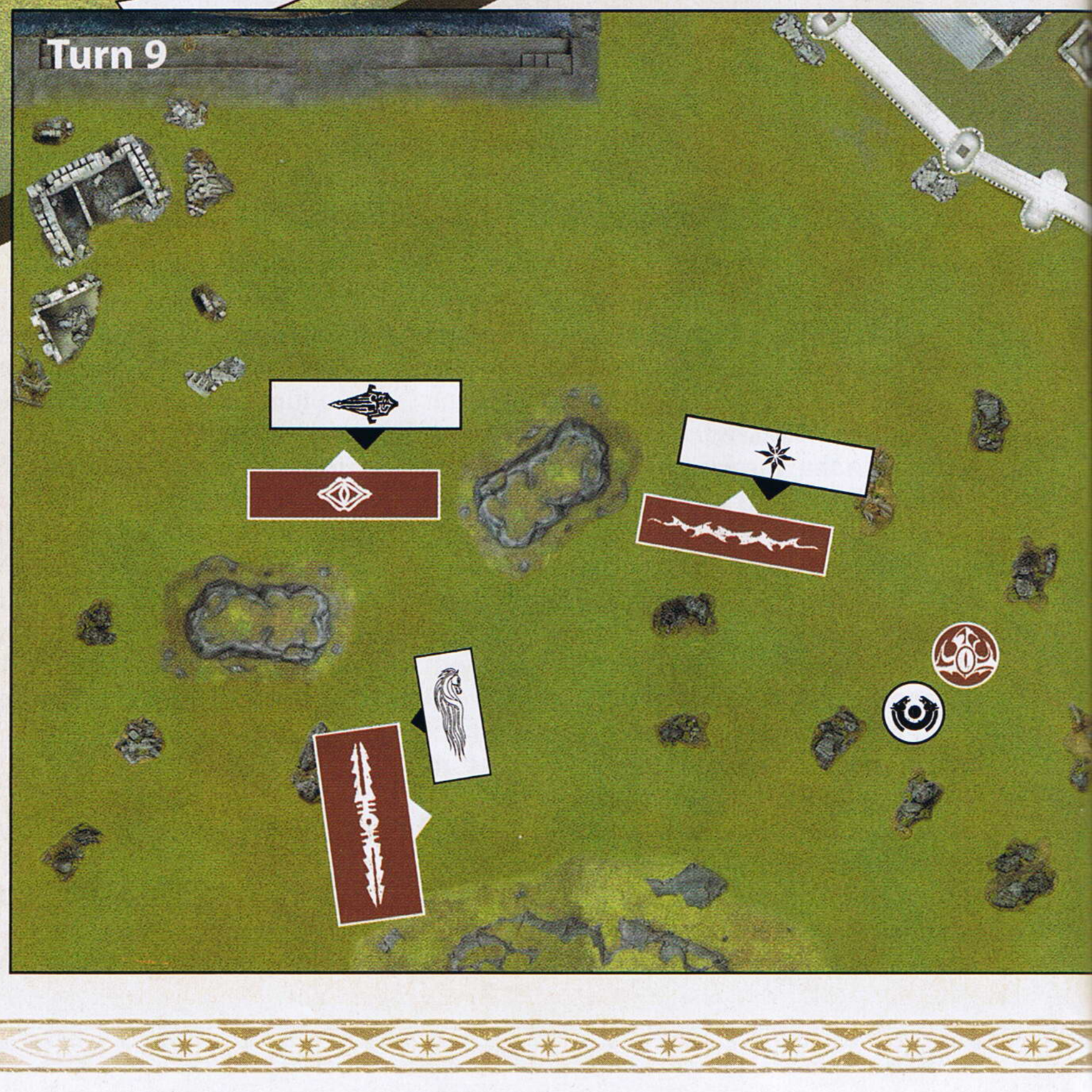
– Théoden, The Return of the King

Darkness Falls!

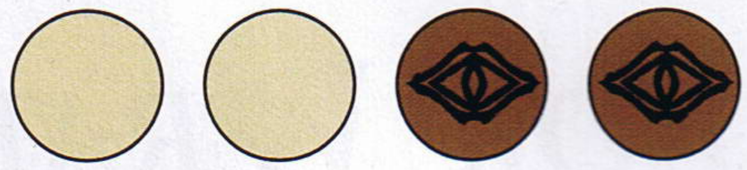
Turns 9 & 10







OBJECTIVE TRACKER





Guard of the Citadel

At the start of Turn 10, Dom failed Pippin's Courage roll by 2. However, it was vital that Pippin should stay in the game, as he was the only Hero near to the Dol Amroth Men-at-arms on the extreme flank. Spending Will points to pass the test, Pippin then moved towards the Men-at-arms, bringing them just within his Stand Fast! zone.

Turn 9 began with the Evil side winning priority. This time no Good model contested the order, as they wanted to see if the Evil Heroes failed their Courage tests. Only an Orc Captain near the gates of Minas Tirith failed and fled the battle. Alessio and Dom could only shake their heads as the Evil side, with uncharacteristic bravery, charged the Free Peoples once more. The Mûmakil trampled two more Riders of Rohan, while the last few Rohirrim were utterly surrounded by Suladân and his Warriors of Harad. Once every model that could reach a combat had done so, and with no shooting to be done, it was time for the Fight phase.

Merry again defeated the Witch-king in combat, but again failed to wound the lord of the Nazgûl. However, the prolonged battle was taking its toll on the Witch-king, whose Will was fast running out. Suladân cut down the last of the Rohirrim, and the war-horns of the Haradrim rang out across the battlefield, signalling that the Evil side had claimed the first real victory of the battle. To the south-east the Orcs were thinning out as the Good side battled against the clock to achieve their objective. However, the Troll in the centre of the fighting despatched two more Warriors of the Dead, meaning that Dom was fast running out of the requisite numbers to pull off the win.

In Turn 10, the Good side took priority, and began their Courage tests. Pippin required all of his Will points to pass the test, and even the doughty Gimli was forced to expend a point to continue the fight. Aragorn and his companions raced forwards, but not enough of the Warriors of the Dead could make it into the Evil deployment zone – a solitary model made the difference between victory and defeat! Dom was determined that if he couldn't claim the objective, then he'd just have to take it out on the Orcs and wipe them out.

Aragorn called a Heroic Combat, killing an Orc and joining the fight against Gothmog in order to trap the Orc general. Though he required a Might point to do it, Aragorn assisted the Warriors of the Dead and finally killed Gothmog. Elsewhere, Legolas defeated a Mordor Troll in single combat, wounding the beast with his Elven daggers. Outside the city gates, the Heroes of the Free Peoples fought bravely, with Imrahil cutting down the Easterling Captain. Only the Khandish Chieftain now stood between the Knights of Dol Amroth and victory, yet they could ill afford to lose more Warriors in the process.

Finally, the mood turned sour for the Good side as, though depleted of Will, the Witch-king managed to beat Merry and Théoden in battle. Focussing all his efforts on the King of Rohan, the lord of the Nazgûl cut Théoden down, vanquishing the last of the Horse-lords from the Pelennor Fields.

> **"Come not between the Nazgûl and his prey!"**
>
> **– The Witch-king, The Return of the King**

a **The placement of the Mordor Uruk-hai near the ruins had made it difficult for Dom's Army of the Dead to move quickly. The Uruks' control zones blocked movement, while their high Courage and Fight values made them difficult to beat.**

b **Suladân's 12" Stand Fast! radius and Courage value of 5 meant that the Haradrim weren't going to run. While the Warriors headed for the quay, the Mûmakil were sent to deal with Imrahil.**

C **The Witch-king was down to his last 5 points of Will, but was still very much in contention. Killing Théoden, he needed only to end the life of one small Hobbit to claim victory for the forces of Evil.**

For Wrath and Ruin

Turns 11 – 13

Turn 11 began with the Good side failing two Courage tests, resulting in Pippin and Angbor fleeing the field. The remaining Good models charged into combat where possible, with Imrahil's forces to the south-west breaking the Evil battle-line, hoping to move on to attack the Witch-king next turn. In combat, the Easterling force was almost wiped out, but not before killing enough of the Fiefdom troops to achieve their objective. It was left to Imrahil, therefore, to save the day in single combat against the Khandish Chieftain. The last Evil Hero was wounded, but was saved by his Fate roll, delivering victory to the Evil side!

Deciding to play on to see what would become of poor Merry, Turn 12 began. The Evil side won Priority, and the Witch-king charged the hapless Hobbit. Elsewhere Suladân's Haradrim engaged the remainder of the Army of the Dead, while the Mûmak's moved menacingly towards Imrahil's men. Leaving a few Knights of Dol Amroth to see off the Khandish Chieftain and the Orc stragglers, the remaining Good models, led by Gandalf, surged towards the Witch-king.

All eyes were on the fight between Merry and the Witch-king. Hiding behind his shield once again, Merry miraculously survived, pushing the Witch-king back. Desperate to play one more turn, Alessio and Pete rolled for priority. The Good side took it, and Gandalf unleashed a Sorcerous Blast, unseating the Lord of the Nazgûl and wounding him in the process! The Evil side was denied total dominion of the Pelennor. Yet despite this glimmer of hope, it was a dark day for the Free Peoples.



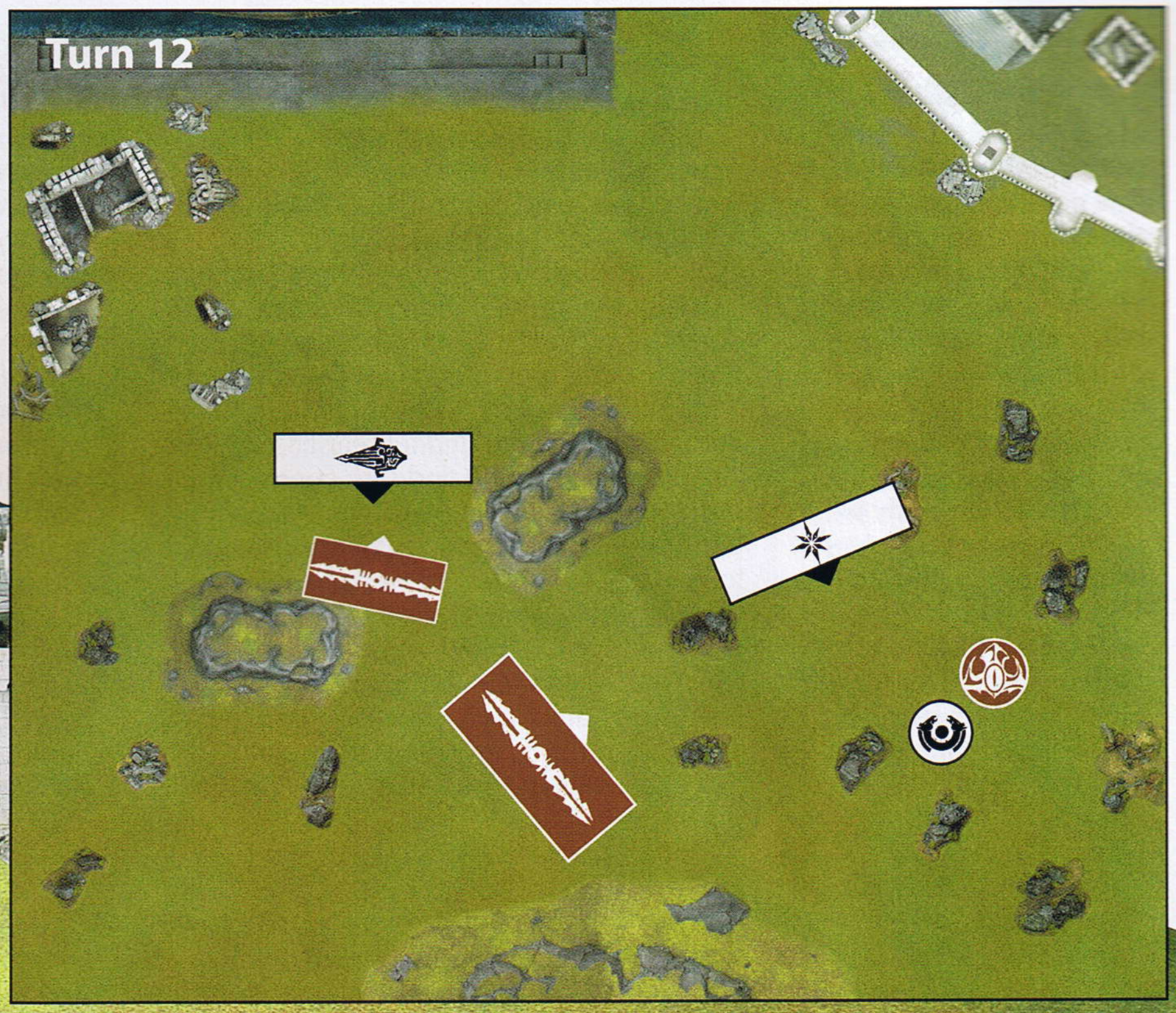
a The crew of the lead Mûmak fired all their arrows at Gandalf, killing Shadowfax and unhorsing the White Wizard! At the start of Turn 12 Gandalf cast Blinding Aura, and began the footslog towards the Witch-king.

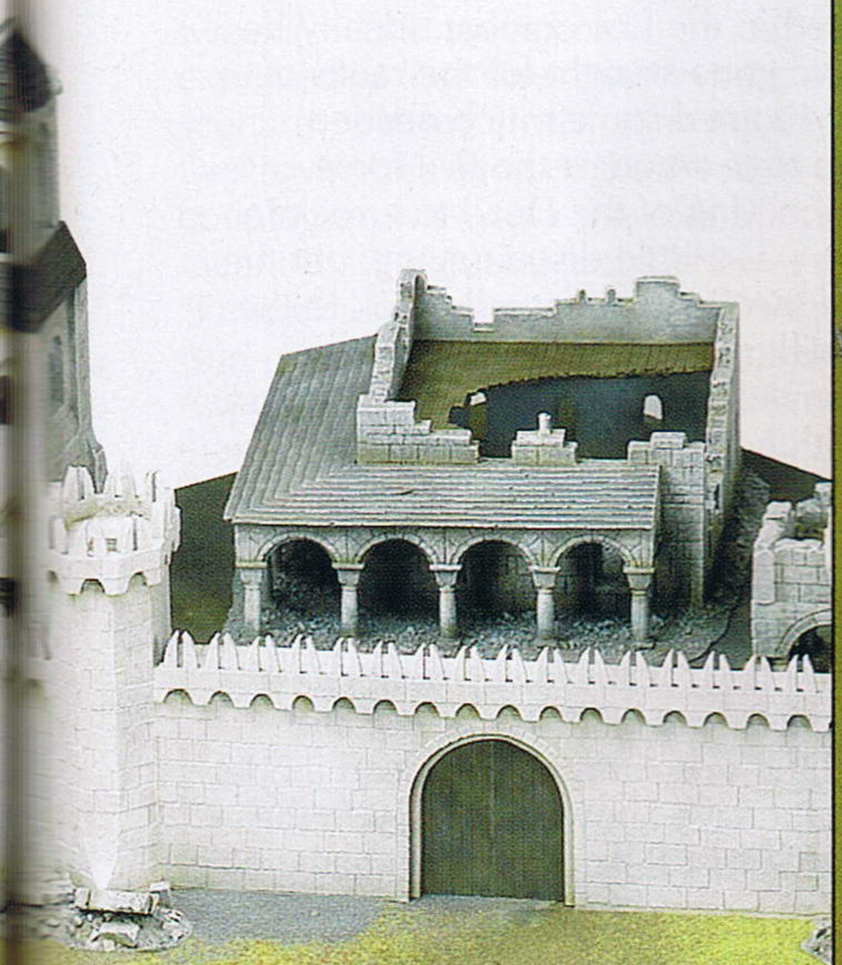
b Imrahil came close to salvaging the game for the Good side in Turn 11. Had the Khandish Chieftain failed his Fate roll, there would have been hope for a draw.

c A plucky Mordor Uruk-hai, the last straggler in the battle for the quay, managed to pass his Courage test to stay in the game and another to charge a Warrior of the dead. Though he was killed in the end, this was typical of the tenacity that had confounded the Good side.

Objective Tracker









The World's Ending

Though Imrahil and Gandalf still fought on at the head of their proud Men, and the badly wounded Aragorn faced Suladân with bold defiance, the day belonged to Sauron's horde. The Pelennor was lost, marking the darkest hour in Gondor's turbulent history.

EVIL WIN

MIGHTY WERE THE FALLEN

Hero of the Day

Many Heroes performed great deeds this day, like Imrahil defeating the Variag chariots and Aragorn slaying a mighty Olog-hai, but the Good side decided to declare Meriadoc Brandybuck their Hero of the day. His heroic last stand over the fallen body of his King was really inspiring, allowing Gandalf enough time to blast the Nazgûl into oblivion. And if you put Merry's miniature next to the Witch-king on his armoured Fell Beast, you'll understand what an impressive feat it was!



Merry.

Dom: Dice, I curse thee! I haven't seen such a bad set of results since, well, at least the last time I played a game. My reputation as an exponent of the pretty white cubes with dots on is at an all time low. However, I can't use that as a total excuse as I had a habit of getting carried away and temporarily forgetting about the objectives. The game rested upon either side claiming their objectives first and I got a little caught up in the heat of battle. Imrahil and Gandalf led a great charge against the Easterling and Orc contingent but got bogged down by the rank and file troops. As Pete pressed forth I was unable to get to his Heroes who were hanging back, enabling him to win the day. Having said that, the Clansmen of Lamedon were superstars with their ability to slay Easterling Kataphrakts almost on demand. Although broken, my troops eventually managed to massacre Pete's forces.

Aragorn probably shouldn't have charged straight into the Mordor Troll Chieftain, in fact he was lucky not to get clobbered in the first combat. Ideally he should've gone straight for the ranks of Orcs and forced some much needed Courage tests amongst the Evil force. Losing the King of the Dead to a rock in the face was a little discouraging, but the Army of the Dead eventually took to the task of killing without their leader. Unfortunately Legolas couldn't hit a barn door with a banjo early on, and my inability to roll anything higher than a 2 put him out of the game for the first three turns. Once I got into combat the sheer weight of fighting ability on my side paid off. But, right at the end, a Mordor Uruk-hai somehow passed a Terror test and charged the one Army of the Dead model that would have allowed me to win the objective. Curses! Another time, Latham!

Alessio: Soo clooose! As close as it gets in fact, let's see...

1. The Army of the Dead made it to the enemy deployment area with just one less model than they needed to win.

2. Imrahil and his Knights only just lost by a single fifty-fifty roll, as the last Captain they needed to kill passed his Fate roll and survived.

3. If Rohan had killed just two more Haradrim in the howdah of one Mûmak, the beast would have turned into our side's best weapon, instead of implacably flattening us.

4. And, admittedly, Gandalf made it just in time to save the poor Merry from being eaten by the Fell Beast...

Every single scenario could have gone completely the other way, and was in no way a walkover. Well, maybe the Mûmakil did quite literally walk over my Rohirrim... but I simply could not resist the temptation of charging in – after all that's what happens in "reality"...

In the end, not only was the game great fun to play – tense and balanced at every point – but it also looked spectacular, with all of the great scenes from the movie and book recreated with splendidly painted models. I just love this game!

***Dom:* My favourite moment of the game had to be when Aragorn took down the Mordor Troll Chieftain in one round of combat. Prior to this he'd almost been run through and was quite lucky to be in one piece. After a series of comical dice results (much to the delight of the Evil players) it was looking as though Aragorn was on the ropes. Fortunately The Troll Chieftain had made some Heroic Moves, which had reduced its Might store. When Aragorn rolled a 6 and won the combat, there was nothing the Chieftain could do, and it was with delight that I rolled three wounds on the big fella.**



Aragorn.



Troll Chieftain.

DEATH'S SHADOW GROWS

Mark: It's very rare that I can say that a plan actually worked out. If anything, it worked better than I'd hoped, as I scored two-for-two in my scenarios. I really expected to lose The Return of the King scenario, but my Trolls came through. Destroying the King of the Dead in the first couple of turns was a massive bonus, as it meant that I actually had a chance of "killing" a few of the Dead of Dunharrow. And my Orcs over-performed in that respect. Dom simply couldn't believe how many Courage tests I passed to charge his Terror-causing Warriors, or how many 6s I rolled to wound them!

But the real high spot for me was the performance of the Haradrim. I was quietly confident of winning that scenario, but not so emphatically. It was one of those games where everything went right – every Poison reroll came up a 6, every Fate roll was passed, and Suladân's presence ensured that every Warrior stayed in the fight long after the Evil force was broken. I'm sure that Suladân would have lost out to Aragorn if we'd played on, but not before I'd finished off the Army of the Dead. At the end of the game it looked as though the Witch-king was done for. With just 2 Will points remaining and Gandalf closing in, his game was up. However, Imrahil and his pesky Knights of Dol Amroth would have been on the wrong side of a brace of angry Mûmaks, so it's not all bad. I almost feel bad that I helped Evil to reign supreme over Middle-earth. Almost.

Villain of the Battle

The real champion of darkness on the Evil side was a huge, lumbering Oliphaunt! Although the destruction of the Rohirrim was in no small part due to Suladân, it was the Mûmaks that squashed their way to the biggest kill-count in the game.



Mûmak.

Pete: Well, that went entirely differently to how I expected. Looking back at my original plan I think that there were some big changes I would make – although I don't think any plan could take into account the sheer heroics of that meddling Hobbit, Meriadoc Brandybuck. With his shield, and Alessio's uncanny ability to roll one better than me every Fight phase, my entire plan to quickly kill off the Heroes of Rohan fell apart.

However, the Evil Warriors assailing the gates of Minas Tirith did everything that was required of them. Even though they were totally outclassed by the Good Warriors, they stuck around and protected their Heroes. Although eventually every one of them was killed, they broke the charge of Dol Amroth and kept Gandalf and Imrahil fighting meaningless combats at the walls of the White Tower rather than charging off to aid their comrades on the fields of the Pelennor.

In hindsight, I would have used the Witch-king more cautiously. I should probably have kept him back, sapping Will and disrupting the three Heroes' positions first before committing him to combat. This would have allowed me to kill off the Heroes one at a time, rather than allowing them to combine their attacks.

In the other scenario, I wouldn't have done much different at all! I had remarkable success with my Khandish archery, and with the Clansmen's low defence I could have rapidly dropped the number of models on that flank had I concentrated my shooting.

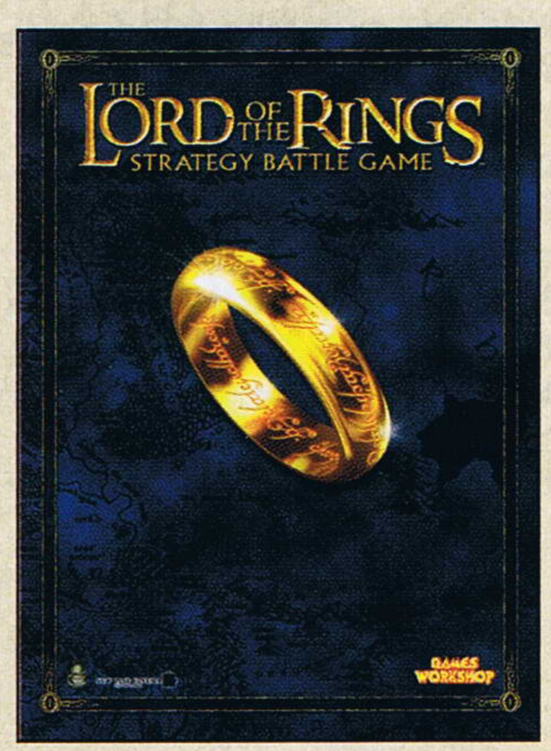
In the end it was a victory to the forces of Evil. If only the Witch-king had been able to best that pesky Hobbit, we'd have been laughing all the way to Mordor…

Pete: **The use of Khandish Chariots was particularly fun during this game. They are quite fragile when they are charged, especially by a Knight of Dol Amroth, but they are deadly when they charge in themselves. Counting as a monstrous mount they are the bane of all mounted models and I carefully tried to position these knight-killers to optimise their charges. Using my foot models, I tried to block off the path of any knight models who attempted to reach the chariot while also allowing the chariots room to engage at least one or two of the knights. The tactic worked pretty well during the game, felling the Captain of Dol Amroth and it is one I will be experimenting more with in the future.**



Khandish Chariot.

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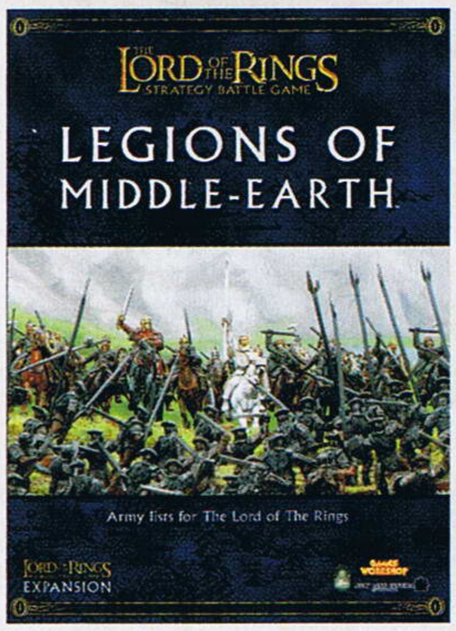


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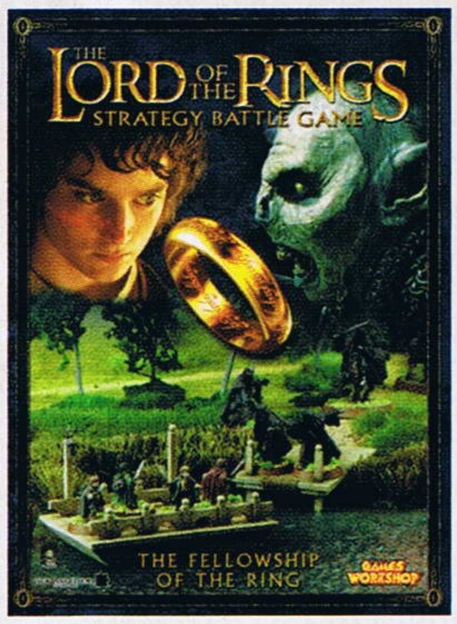
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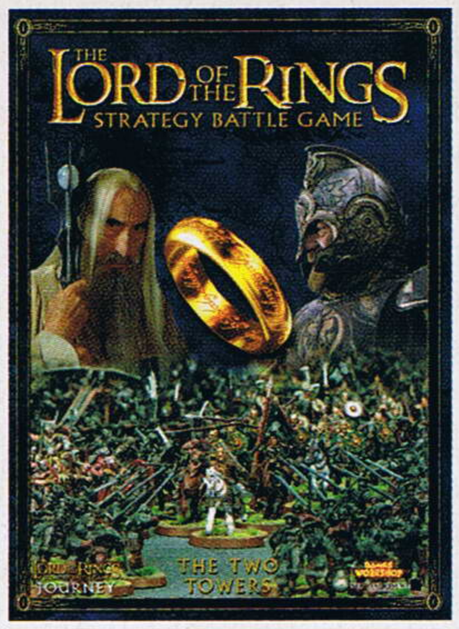
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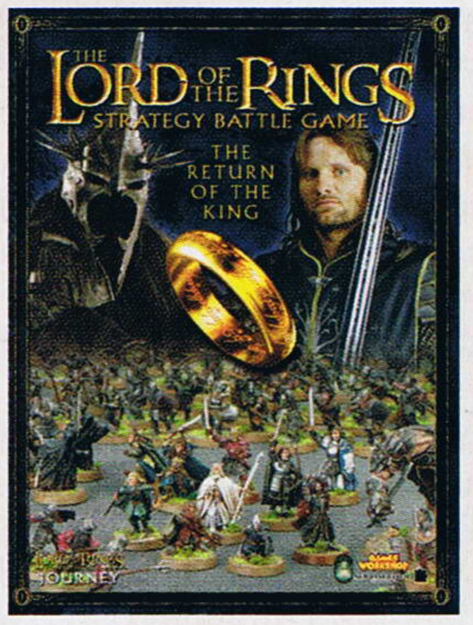
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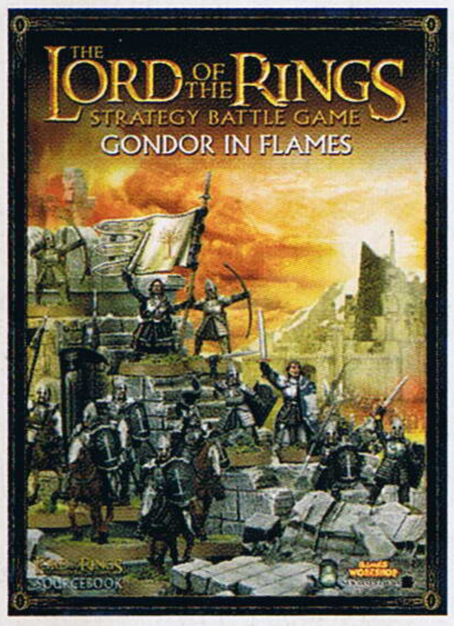
The Two Towers
The journey continues as The Fellowship is broken. Frodo and Sam make their way to Mordor, while Aragorn heads for Rohan.

200sek 225nkr 175dkr €22.50



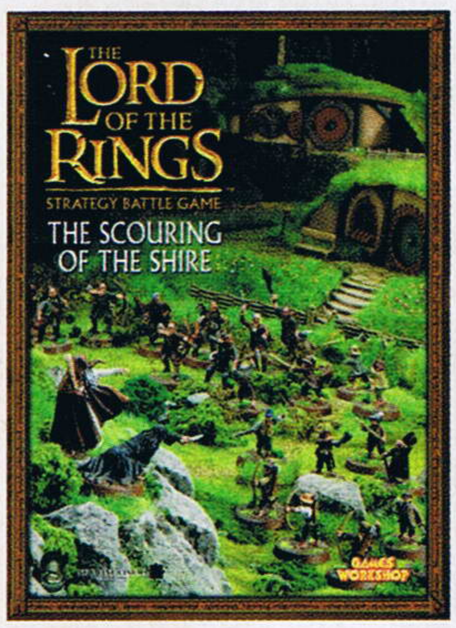
The Return of The King
The final part of the journey highlights events from the book and movie, as the War of The Ring draws to an epic close!

200sek 225nkr 175dkr €22.50



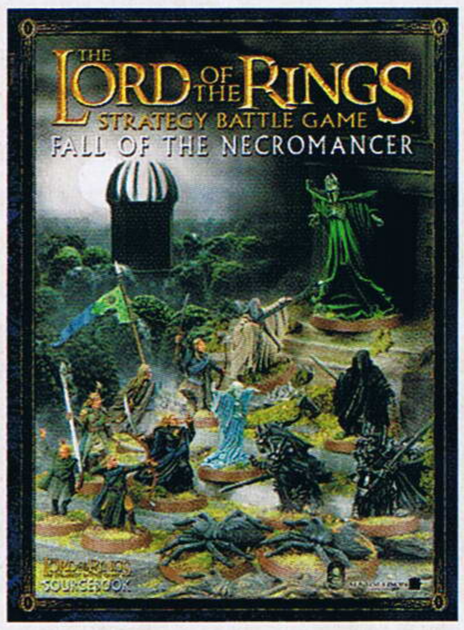
Gondor in Flames
The ancient realm of Gondor stands as a bulwark for the Free Peoples against the forces of the Dark Lord.

160sek 175nkr 135dkr €17.50



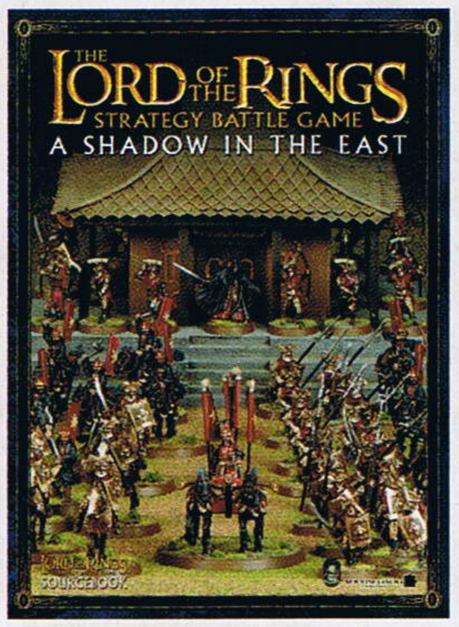
The Scouring of the Shire
The Hobbits return from the battles against Sauron, only to find that the Shire has been overrun by evil forces in their absence.

160sek 175nkr 135dkr €17.50



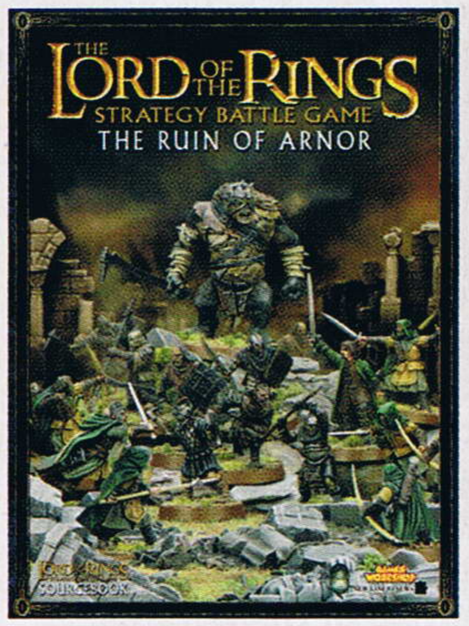
Fall of the Necromancer
A terrible shadow has fallen over Mirkwood. Sauron, the Necromancer, has unleashed his evil from the tower of Dol Guldur.

160sek 175nkr 135dkr €17.50



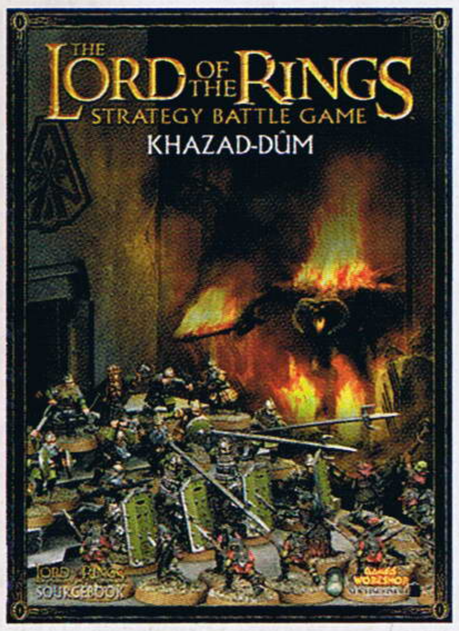
A Shadow in the East
The Easterlings march to war in the name of Sauron. These warriors of Evil are led by Khamûl, one of the ancient Nazgûl.

160sek 175nkr 135dkr €17.50



The Ruin of Arnor
The shattered kingdom of Arnor once rivalled Gondor in majesty, but is now home to evil spirits, and creatures of darkness.

160sek 175nkr 135dkr €17.50



Khazad-dûm
Khazad-dûm was once the greatest Dwarf hold in Middle-earth, until the coming of Durin's Bane, the Balrog of Morgoth.

160sek 175nkr 135dkr €17.50

CITADEL® TOOLBOX

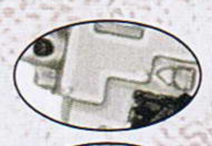
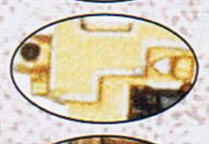
Citadel Paints Part 2

30sek
30nkr
25dkr
€2.50



This is the second part in our paint range special. Using the three-step layer technique and the colour charts provided, you can achieve great-looking models. In this issue we look at painting areas such as skin, fur and metal.

Metallic Colours

Example	Shade	Main Colour	Highlight
	TIN BITZ	BOLTGUN METAL	CHAINMAIL
	BOLTGUN METAL	CHAINMAIL	MITHRIL SILVER
	SHINING GOLD	BURNISHED GOLD	MITHRIL SILVER
	TIN BITZ	BRAZEN BRASS	DWARF BRONZE

Wood Colours

Example	Shade	Main Colour	Highlight
	SNAKEBITE LEATHER	BUBONIC BROWN	BLEACHED BONE
	SCORCHED BROWN	DARK FLESH	VERMIN BROWN
	CHARADON GRANITE	GRAVEYARD EARTH	KOMMANDO KHAKI

Flesh & Bone

Example	Shade	Main Colour	Highlight
	TANNED FLESH	DWARF FLESH	ELF FLESH
	DARK FLESH	TANNED FLESH	DWARF FLESH
	TALLARN FLESH	ELF FLESH	SKULL WHITE
	ORKHIDE SHADE	GOBLIN GREEN	CAMO GREEN
	GRETCHIN GREEN	ROTTING FLESH	SKULL WHITE
	SCALY GREEN	HAWK TURQUOISE	ICE BLUE
	KHEMRI BROWN	KOMMANDO KHAKI	BLEACHED BONE
	TAUSEPT OCHRE	BLEACHED BONE	SKULL WHITE
	SCORCHED BROWN	BESTIAL BROWN	VERMIN BROWN

Example

This model has been painted using the system described over the last two issues.

Use the colour charts for reference.

1. Paint each area of the model with the darkest colour.
2. Cover the selected area with the mid-tone, except for the deepest recesses.
3. Paint the highlight colour onto the raised areas.



Metal
BOLTGUN METAL | CHAINMAIL | MITHRIL SILVER

Flesh
TANNED FLESH | DWARF FLESH | ELF FLESH

Hair
SCORCHED BROWN | BESTIAL BROWN | VERMIN BROWN

Red
MECHRITE RED | BLOOD RED | BLAZING ORANGE

Blue
NECRON ABYSS | MORDIAN BLUE | ULTRAMARINES BLUE

Gun stock
CHARADON GRANITE | GRAVEYARD EARTH | KOMMANDO KHAKI

Leather
CALTHAN BROWN | SNAKEBITE LEATHER | TAUSEPT OCHRE

Base
KHEMRI BROWN | DESERT YELLOW | BLEACHED BONE

BATTLEFLEET GOTHIC™

We revisit this classic game of spaceship combat set in the war-torn 41st Millennium.

BRACE FOR IMPACT!



Battlefleet Gothic is the game of spaceship combat set in the vast depths of space during the 41st Millennium. In Battlefleet Gothic you don the mantle of an Imperial Admiral, Chaos Warmaster or a Xenos Pirate Prince, and take command of a fleet of gigantic space-going vessels.

Ostensibly, Battlefleet Gothic is very similar to Games Workshop's other games in that you and your opponent choose a force to a set points value from a fleet list, and then set up your ships on a tabletop – albeit a starfield-covered one. The classic Battlefleet Gothic game pits the Imperial Navy against Chaos, although the range of ships and the number of races has greatly expanded over the years. No matter what type of fleet you play, the ships can be put into three broad categories: Battleships *(A)*, Cruisers *(B)* and Escorts *(C)*.

Battleships are the largest fighting ships in space. They can absorb a tremendous amount of damage and mount weapons batteries capable of ravaging entire planets. These vessels are huge, and are often slow and ponderous to manoeuvre, so they need support from other vessels to bring the enemy to battle.

Cruisers are the workhorses of any fleet. They are manoeuvrable, well-armed ships, capable of operating away from a base for extended periods. This means that cruisers are often used for extended patrols, blockades and raids deep inside enemy held space. In a major fleet action, cruisers screen the approach of the fleet in support of the escorts, and form the gun line once battle is joined.

Escorts are the most common warships in any fleet. They are fast, lightly armed and capable of running rings around

Specialist Games

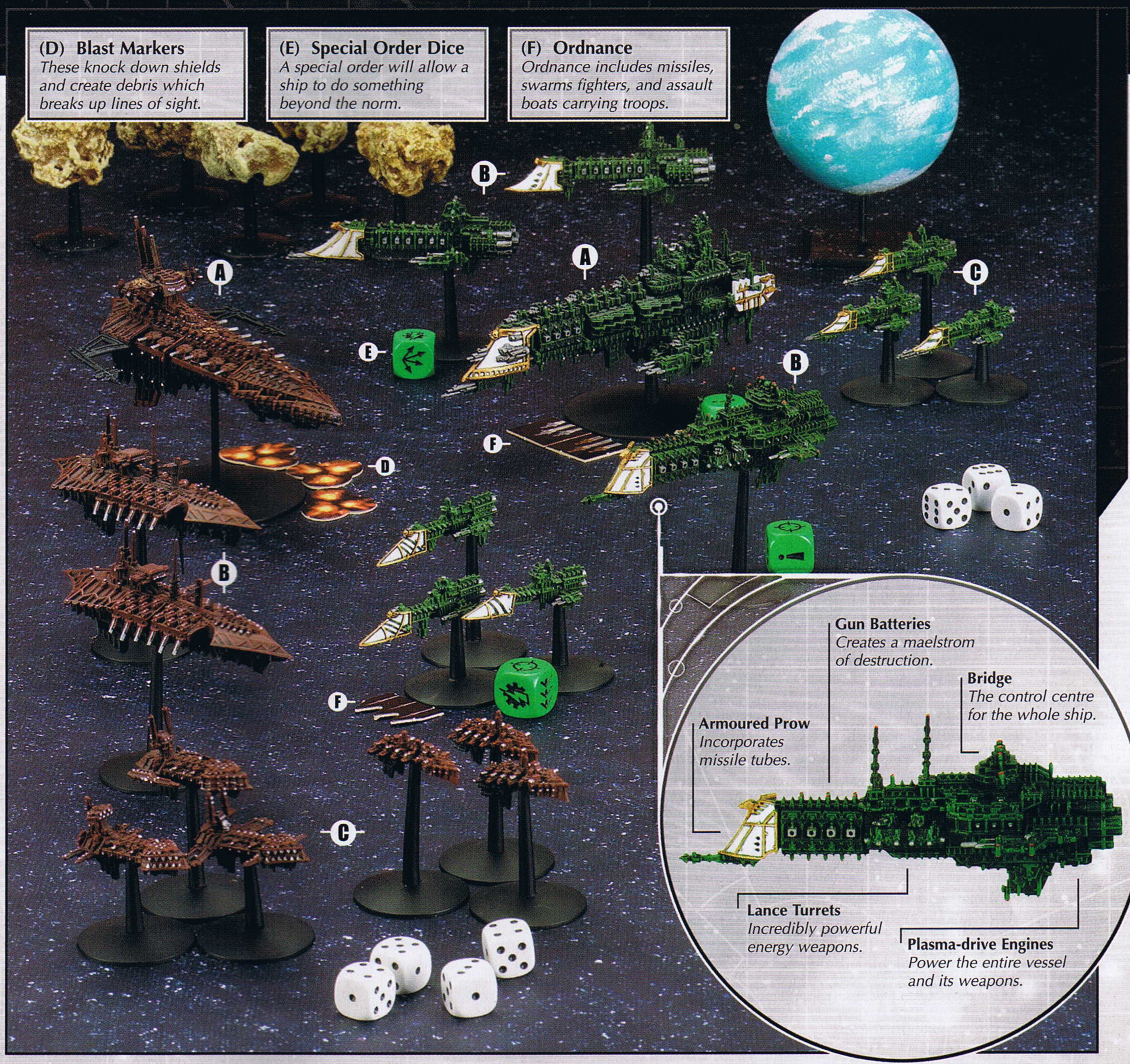
Battlefleet Gothic is just one of several games, known collectively as Specialist Games, that Games Workshop produces for veteran gamers. If you've collected an army for one of our core systems and now fancy trying something a bit different, then Specialist Games are for you. Each game is set within the worlds and universe of Warhammer and Warhammer 40,000. Find out more at:

www.specialist-games.com

(D) Blast Markers
These knock down shields and create debris which breaks up lines of sight.

(E) Special Order Dice
A special order will allow a ship to do something beyond the norm.

(F) Ordnance
Ordnance includes missiles, swarms fighters, and assault boats carrying troops.



Gun Batteries
Creates a maelstrom of destruction.

Bridge
The control centre for the whole ship.

Armoured Prow
Incorporates missile tubes.

Lance Turrets
Incredibly powerful energy weapons.

Plasma-drive Engines
Power the entire vessel and its weapons.

heavier vessels, which they defend against torpedo attacks and enemy escorts. They are also used for independent actions such as scouting, raiding, low-level patrols, protecting convoys and hunting pirates.

One of the primary mechanics of the game is leadership. Every ship or squadron has a leadership score, and this represents the captain's ability, and that of his crew to enact his orders quickly and competently. Each of your ships has access to a set of leadership-dependent special orders that will change how it will act during the turn. These could include "Burn Retros" or "Brace for Impact!", for example.

The way ships move in the game has important implications. Although some vessels, notably those of the Eldar, can perform breakneck manoeuvres at a moment's notice, most have to plan well in advance to make turns and reduce speed, slaves to inertia in a friction-free environment. This is where scenery, such as planets and moons, which have gravity wells, can come into effect, giving your ships extra turning power. The restraints on ship movement give the game an interesting strategic focus; players are rewarded for outmanoeuvring their opponents and bringing their weapons to bear against an unarmed point (such as the stern) of an enemy ship.

As well as shooting, many ships also have access to ordnance. This is a catch-all term for the really small stuff that flies about in space, such as torpedoes, bombers, attack craft and fighters. The ordnance is bought into the battle by cruisers known as "carriers". Ordnance may seem easy to ignore at first, but a player who underestimates the effect it can have will not do so twice!

The Battlefleet Gothic rulebook



The Battlefleet Gothic rulebook contains all the rules and fleet lists you need for playing games set in the Gothic sector. You can purchase the rulebook from Games Workshop Direct, and some Hobby Centres.

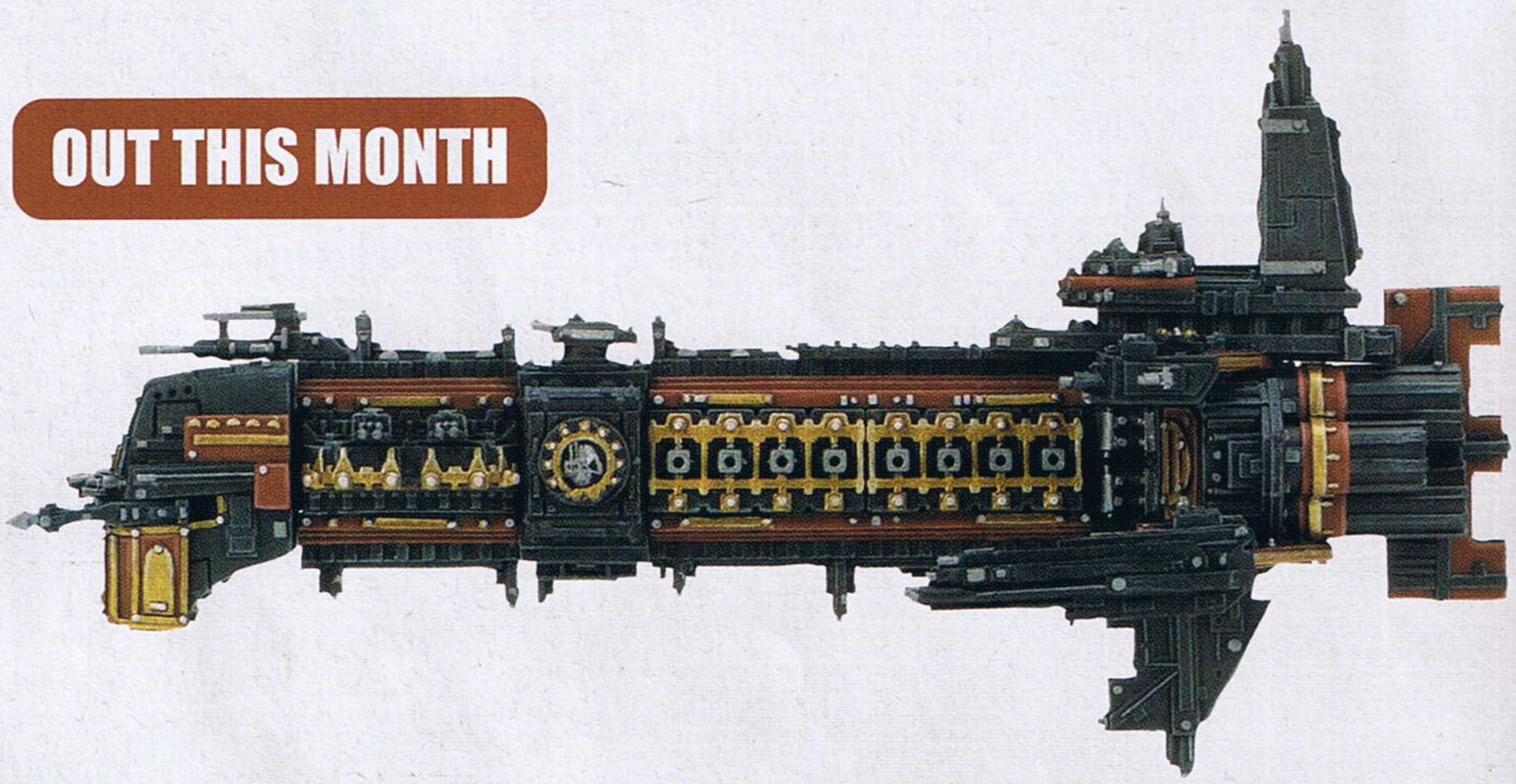
SAMPLE RULES

ARK MECHANICUS OMNISSIAH'S VICTORY ..... 415 points

Over many millennia, a large number of starships of various sizes, fitting no specific classification, have been seen bearing the insignia of the Adeptus Mechanicus. Many of these ships are incredibly ancient vessels, possibly recovered space hulks, re-commissioned so as to examine their characteristics under normal operation.

A notable few of these are the unimaginably vast, almost mythical Ark Mechanicus vessels, said to endlessly ply the stellar maine in the Quest for Knowledge. Led by a Venerated Archmagos Explorator, they will follow up any lead that may result in discovering a working Standard Template Construct, the revered holy grail of the Cult Mechanicus. These vessels are rarely encountered by others as they perform their missions in the service of those who give life to these behemoths of the stars. One such vessel is the *Omnissiah's Victory*, said to predate even the Great Crusade. While this cannot be proven, it is known to have taken part in the Noloptis Crusade as far back as M33. Some have suggested that aspects of its design were lent to both the Retribution battleship as well as the Victory battleship most commonly encountered in Segmentum Tempestus. While the Adeptus Mechanicus have not been forthcoming regarding the veracity of this information, records exist of the *Omnissiah's Victory* spending a considerable amount of time in the vicinity of Bakka and its surrounding forge worlds in M34.

OUT THIS MONTH



TYPE/HITS	SPEED	TURNS	SHIELDS	ARMOUR	TURRETS
Battleship/12	20cm	45°	4	5+ (Prow 6+)	5

ARMAMENT	RANGE/SPEED	FIREPOWER/STR	FIRE ARC
Port weapons battery	60cm	10	Left
Starboard weapons battery	60cm	10	Right
Port lance battery	60cm	2	Left
Starboard lance battery	60cm	2	Right
Dorsal lance battery	60cm	2	Left/Right/Front
Prow nova cannon	30–150cm	1	Front

Notes: *Cannot use "Come To New Heading" special orders. The profile for the* Omnissiah's Victory *already reflects the rules for Adeptus Mechanicus vessels. It is equipped with Repulsor Shields and Augmented Weapon Relays as part of its point cost, and can take no other refits from the Mechanicus Gifts table.*

You may include the Omnissiah's Victory *in place of one battleship in the Adeptus Mechanicus fleet if it totals 1000 points or greater. If used, it must be the flagship and embark a Venerated Archmagos for the cost listed in the fleet list.*

As described above, the Omnissiah's Victory *cannot take any extra refits, though it can earn others normally in a campaign.*

As a unique Ark Mechanicus, only one Omnissiah's Victory *may ever be used in a fleet that includes Adeptus Mechanicus vessels.*

To get the full rules and fleet list for the Adeptus Mechanicus ships visit:

www.battlefleetgothic.com

An amassed Imperial fleet, complete with Adeptus Mechanicus contingent.

Xenos Threat

The background and fleet lists detailed in the Battlefleet Gothic rulebook are focussed primarily on the Gothic War, including Abaddon's incursion into the Gothic sector. However, the forces of Chaos and the Imperium are not the only space-faring races. The galaxy is teeming with xenos who are capable of system-to-system as well as warp travel. During the Gothic war, Imperial fleets were constantly frustrated by both Eldar and Ork pirate forces. Fleets of Necrons, Tyranids, Tau and Demiurg have all been encountered, too, and proved hostile more often than not.

Rules and fleet lists for xenos and Space Marine fleets can be found in the Armada supplement, which also includes rules for many new Imperial and Chaos vessels.

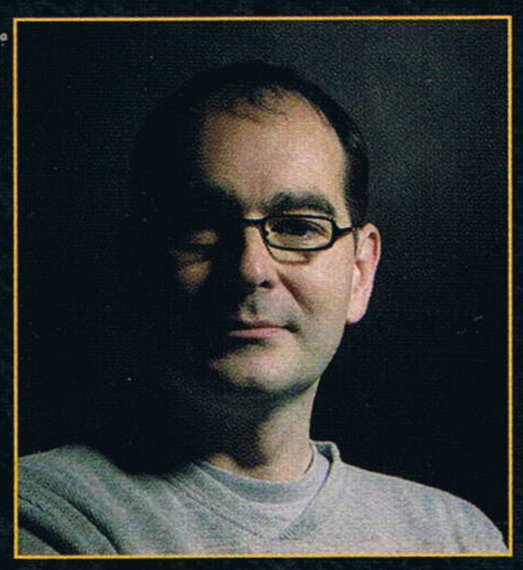


Ork Kill Kroozer.

Find out more...

The Battlefleet Gothic website provides you with all the material you need to get started. All game counters, blast markers, torpedoes, fighter and bomber bases, as well as the turning compass, can be downloaded for free. In addition to these player resources there is a whole raft of articles, ranging from tactics and painting guides to house rules for new fleets and ship classes. Log on to:

www.battlefleetgothic.com



STANDARD BEARER

Jervis Johnson has not been himself of late. He's been hiding behind his desk, jumping at shadows, and muttering about strange figures coming to visit him in the dead of night. You see, he's been poring over forbidden texts in preparation for this article. For to understand Chaos, you must, in some part, become it...

It's chaos, yes chaos I tell you! And that's just the state of the Studio's gaming area, a set of three gaming tables snuggled close (possibly too close if truth be told) to the desks of the games development team on one side, and sets of shelves cluttered with numerous armies and terrain on the other. As you'd expect, these tables are in constant use, and more battles have raged across them than I could possibly count. When people say "It must be great playing games to earn a living", this is where the battles that they envisage are fought.

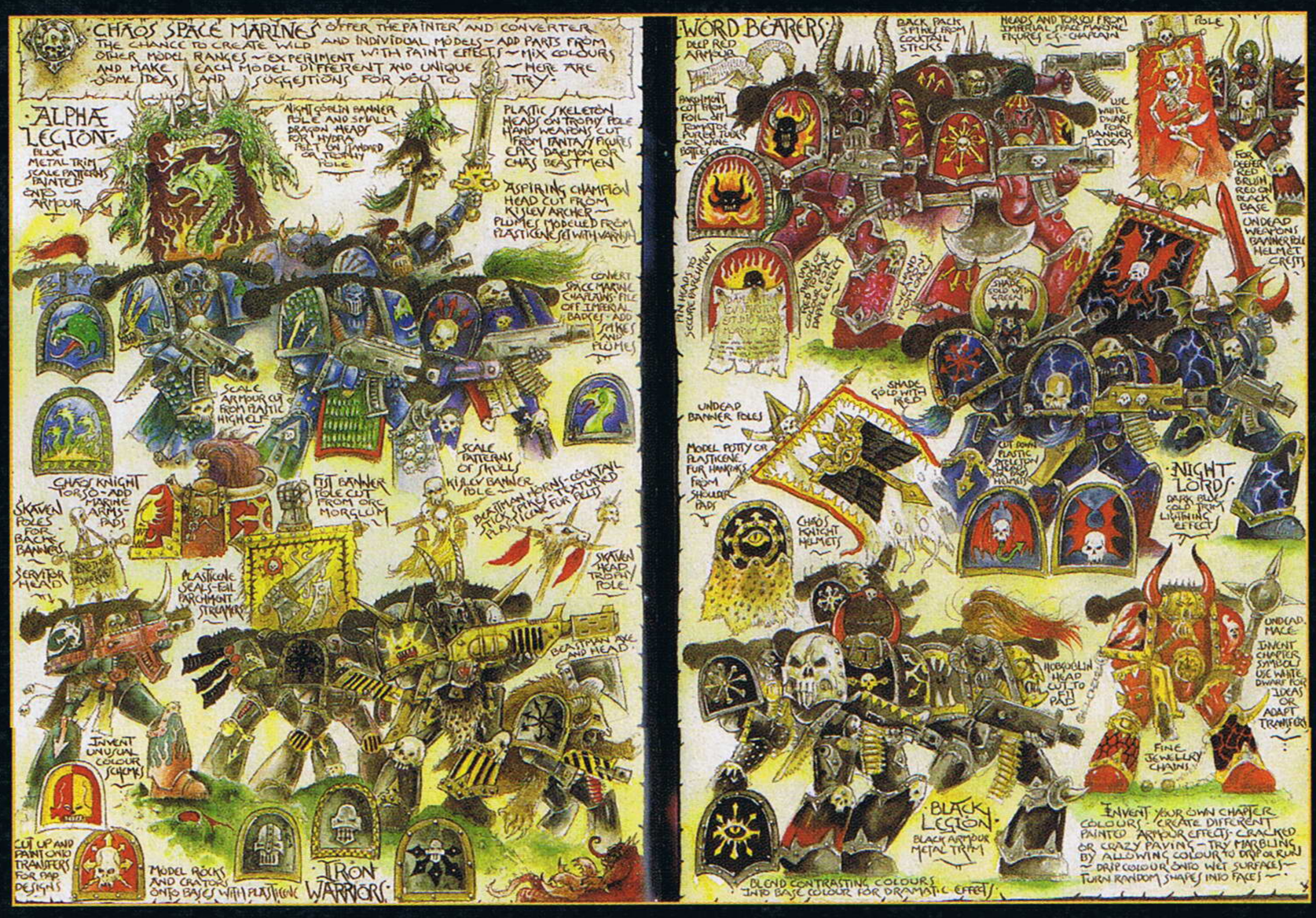
But why am I telling you this, I hear you cry! Well, recently these hallowed tables have been the venue for numerous battles featuring the forces of Chaos, in preparation for the release of the new Chaos Space Marine Codex next month. Very appropriate, I'm sure you'll agree, considering the chaotic nature of the gaming area itself. I've even played a game or two against them myself, and can happily report that my ability to skew the results of playtesting by losing with whichever army I use remains gloriously unimpaired! Fortunately, the games developers have learned to ignore the results of my games, or at least try to make sure I play both with and against each new army in order to even things out...

But I digress. Playing these games has got me really rather excited about Chaos in Warhammer 40,000, and so I thought I would use this month's Standard Bearer to tell you a little bit about what is planned.

Once upon a time...

Working on a Chaos army has always been something of a challenge, whether you are a games developer, miniatures designer, artist or 'Eavy Metal painter, and be it for Warhammer or Warhammer 40,000. This is because Chaos armies are, by their nature, very diverse, and unless you are extremely careful you can get buried by the sheer number of different things you can do, with the result being that you deal with none of them very well or in enough detail.

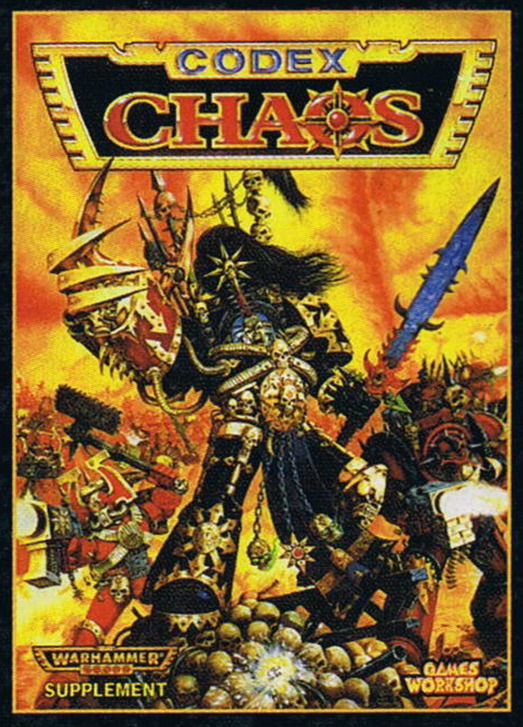
This point was driven home to me very forcefully when I worked on the very first Chaos Codex for Warhammer 40,000 back in the mid nineties. Initially, the plan was to cover all of the different aspects of Chaos in one book, but we quickly found that we weren't going to be able to do them real justice unless we tripled the size

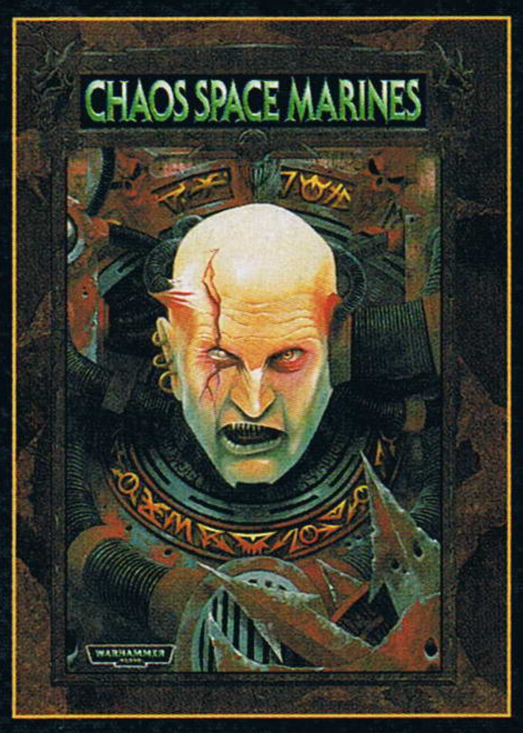


These pages come from the sketchbooks of John Blanche, and show just a tiny proportion of the iconography and colour schemes used by Chaos armies.



The Chaos Space Marines miniatures range has grown immensely over the years – here are just a few from the previous edition of the Codex.





Previous incarnations of Chaos: At the top, the 2nd edition of Codex Chaos, and at the bottom the first of the 3rd edition versions of the Codex. Both were part of the natural evolution of the army, and the new Codex promises to push the boundaries even further.

of the book and the amount of time we had to work on it. This wasn't really an option, so we decided instead to concentrate mainly on Chaos Space Marines, using the other troops from the Chaos background as allies. Thus daemons were allies that could be summoned to aid the Chaos Space Marines in a battle.

The other major decision we made back then was to concentrate on describing the famous Chaos Space Marine Legions from the days of the Horus Heresy. This, once again, was a decision born from necessity, in that this background had already been developed for another game I'd worked on (called Adeptus Titanicus, for those of you with very long memories). Exploring the Horus Heresy in more detail in Codex: Chaos Space Marines would allow us more time to develop the rules and miniatures range, and as the deadlines for the project were already pressing, this was a vital consideration.

Chaos in all its glory

So it was that Chaos in Warhammer 40,000 focused strongly on Chaos Space Marines, and in particular on the Chaos Space Marines of the Traitor Legions, and this has remained the case pretty much to this day. The downside to this approach is that other equally interesting and important parts of the Chaos background have been largely ignored. In particular, scant regard has been paid to Renegade Space Marines from after the Horus Heresy, and little attention paid to the background of the daemons that make up the pantheons of the Chaos gods.

Fortunately we have more time and resources available for projects nowadays than we did back it the nineties, and so we can address these things in a way we couldn't do back then. We intend to do so in two ways.

First of all the new Chaos Space Marines Codex will contain a lot more extra information about Chaos Renegades. These are Space Marines that gave themselves over to Chaos after the Horus Heresy had finished. Gavin Thorpe has been labouring long and hard to bring you extensive amounts of new information about these Renegade Space Marines, including background for many of the chapters that have gone over to Chaos, and painting information for more than 30 new Chaos Renegade armies. This greatly expands the number of differently themed Chaos Space Marine armies you can collect, as well as providing veteran hobbyists with lots of fascinating new information about the nature of Chaos armies in the 41st Millennium.

"The new Chaos Space Marines Codex will contain a lot more information about Renegades."



The new Huron Blackheart miniature is not only one of the most eagerly awaited character models we've ever made, but also epitomises the widespread face of Chaos in the galaxy. Pirates and reprobates all, the Red Corsairs exist to despoil and pillage.

The second decision was to describe the pantheons of the Chaos gods in much more detail. However, there was a real problem with trying to do this in Codex: Chaos Space Marines, which was that the amount of information we would have to fit in the book would just about double it in size. This would have stretched even our modern-day resources to the limit, but more importantly it would have shifted the focus away from the Chaos Space Marines, which isn't what we wanted to do at all. Instead we've taken the rather momentous decision to bring out a whole new Codex just for daemonic armies as soon as we can next year. Don't worry, Chaos Space Marine armies can still include daemons, it's just that the summoned daemons they can call upon will not be as powerful as the full-fledged daemons that will be featuring in next year's Daemonic Codex *(A Daemonic Codex? Sounds rather dangerous to me! – Grombrindal).*

As I'm sure you'll agree, this really is a big step forward! This will allow us to explore the awesome background and history of the Chaos armies in much more depth than before. Instead of one Chaos Codex there will be two – one focusing on Chaos Space Marines, and the other detailing the Ruinous Powers themselves. It really is very exciting, especially when you consider that this also doubles the opportunities we have to make miniatures for the two armies (and trust me, there are some truly fantastic ones on the way!)

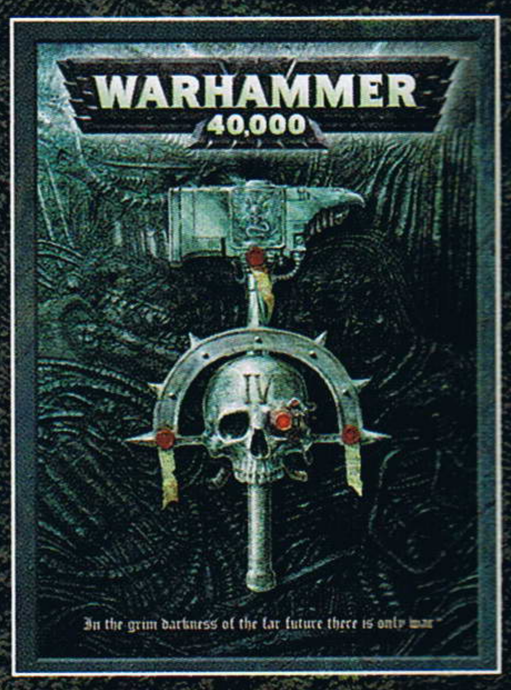
So, what do you think? Is this a step in the right direction? Or are we insane to contemplate such a thing? Write in and let me know – and if you have opinions about any other matters, please feel free to write to me about them, too. I look forward to hearing from you… but in the meantime, the Design Studio's gaming area beckons, and maybe, just maybe, this time I can win a game!

"Instead of one Codex there'll be two – one for the Chaos Space Marines and the other for the Ruinous Powers."

Write to Jervis at:

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

WARHAMMER® 40,000™



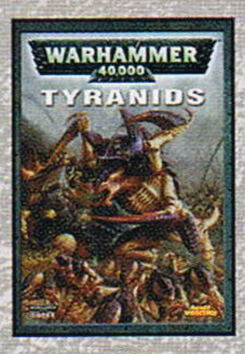
WARHAMMER 40,000 RULE BOOK

In the grim darkness of the far future there is only war! Choose your side; the fate of the stars is in your hands.

Warhammer 40,000 is a tabletop game for two or more players. This 288-page manual contains all the rules you need to play the game of war in the 41st millennium.

WWW.GAMES-WORKSHOP.CO.UK/WARHAMMER40000

Warhammer 40,000 Codexes reveal all you need to know to take your Citadel miniatures to war. Each one contains the rules, army lists, history, and more for your army.



Tyranids
Hailing from another galaxy, the Tyranids are in fact one super-organism, a predator whose prey is whole worlds.



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



Space Marines
The mightiest warriors of mankind, the Space Marines still uphold their 10,000 year-old oaths to protect the Imperium.



Tau Empire
The Tau are a dynamic, technologically advanced young race who desire to bring peace to all for the sake of the Greater Good.



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



Dark Angels
The noble sons of Lion El'Jonson harbour a dark secret. Loyal to a fault, they are consumed by guilt at their past betrayal.



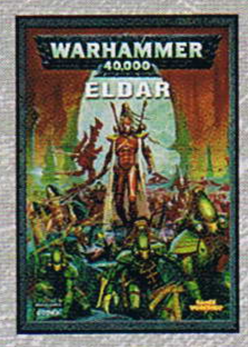
Dark Eldar
The most black-hearted of all Eldar, they snatch creatures from many planets, inflicting horrible tortures upon them.



Witch Hunters
The Witch Hunters of the Inquisition work tirelessly to root out heretics, the full might of the Imperium at their command.



Black Templars
Crusading all over the galaxy, this largest of chapters brings cleansing death to all aliens, taking the stars for the Emperor.



Eldar
The tattered remnants of a once-great civilisation, the Eldar are a dying race who dream of a return to their days of glory.



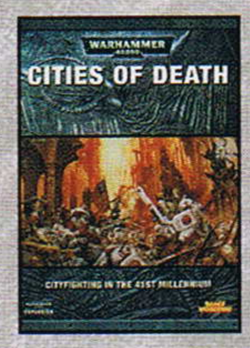
Imperial Guard
At the heart of the Emperor's armies are millions of regiments, whose advantage lies in tanks and vast numbers.



Chaos Space Marines
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WARHAMMER 40,000™

TACTICA



TRANSPORTS

Transport vehicles are a common sight on the battlefields of the 41st Millennium, from the swift-moving Dark Eldar Raider to the heavily armed Chimera. Andy Hoare offers some advice on the roles such vehicles can play in your games.

Many of the Warhammer 40,000 Standard Missions call for your units to capture specific areas of the battlefield. These might be table quarters, the enemy deployment zone, the centre of the battlefield or the area around a Loot counter. If you plan to win by fulfilling such victory conditions (and you don't have to, as you can just concentrate on stopping the enemy doing so!) then you'll need some form of mobility in your army. This is where transport vehicles come in.

Another reason to take transport vehicles is to get your units into combat as quickly as possible. This might be a wholesale attack across the entire front, or it might be a single unit acting as a mobile reserve, launching a counter-attack where a more static front line is threatened.

Schools of thought

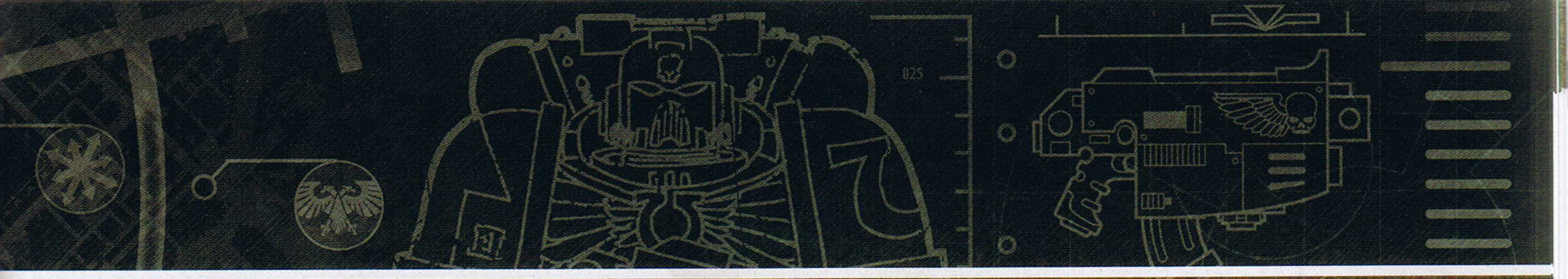
If you are planning on basing your tactics around the use of transport vehicles, give a thought to your overall strategy. If you will be launching an all-out assault, then don't do things by halves; go all-out, taking as many transports as you can. Doing so will overwhelm your opponent's ability to slow the tide, whereas one or two transports barrelling towards the enemy will receive the attentions of every single anti-tank weapon he can bring to bear.

At the other end of the scale, you may choose to equip only one or two key units with transports. The role best suited to these units is that of a fast reaction force, lurking behind cover to counter-attack any enemy squad that gets in amongst your lines. If terrain permits, you could also send a powerful HQ or Elites unit out to hunt down the enemy, but be cautious in doing so, as they may find themselves cut off from the remainder of your army.

Mount up and roll out...

In this article I will break down transport vehicles into three broad types. These are the assault transport, the infantry fighting vehicle and the battlefield taxi. No doubt many veteran players have developed more specialised uses for their transports, but in my experience these categories cover most uses.





Infantry Fighting Vehicles

These are vehicles equipped to provide fire support to the squad they transport. Passengers and vehicle work together, complementing each other's weapons and abilities.

The main difference between an infantry fighting vehicle and an assault transport (later) is the fact that the passengers tend to be less scary, while the vehicle itself has more weapons. The intention with this combination is not to speed towards the enemy in a mighty wave of steel death. Instead, the transport is being used in a more tactical fashion, getting individual units into position and adding the weight of the vehicle's weapons to that of the dismounted passengers.

When choosing weapons for such a transport there are two main points to consider. Firstly, how many weapons can the vehicle fire on the move? The answer is probably one or two if it only moves 6" that turn – ask yourself if that is enough.

Secondly, how will the transport's weapons complement those of the squad it carries? Sometimes you will want to augment the squad's firepower – by using, for example, a Razorback armed with twin-linked heavy bolters as a transport for a Devastator squad also armed with heavy bolters. Alternatively, you might give the Razorback twin-linked lascannons, providing the squad with an anti-tank capacity that the infantry themselves cannot fulfil.

The Line Breaker

Perhaps the ultimate transport vehicle in the Warhammer 40,000 universe, the Land Raider Crusader is designed to smash through any enemy front line, delivering its payload of genetically-engineered super warriors right into the heart of the action. The Crusader is equipped with the most ferocious anti-infantry weapons there are in the form of its hurricane-pattern bolters. Its assault cannon is the bane of heavily armoured troops, and its multi-melta can deal with those enemy vehicles that get too close. And that's before the Terminators it is most likely carrying deploy, using the Assault Ramp special rule to charge on the turn they disembark, and the vehicle's frag launchers to negate the penalties for charging enemies through cover. Nasty.



Tools of the Trade

These upgrades will give you more light firepower to scythe through infantry.

Chaos Space Marines

- **Pintle-mounted combi weapon.**
- **Havoc launcher.**
- **Searchlight.**

Imperial Guard

- **Pintle-mounted heavy stubber or storm bolter.**
- **Hunter-killer missile.**
- **Searchlight.**

Space Marines

- **Pintle-mounted storm bolter.**
- **Hunter-killer missile.**
- **Searchlight.**

Tau

- **Seeker missiles.**

Dark Eldar

- **Horrorfex.**

Orks

- **Bolt-on big shoota.**
- **Searchlight.**

Witch Hunters

- **Pintle-mounted storm bolter.**
- **Hunter-killer missile.**
- **Searchlight.**

Daemonhunters

- **Pintle-mounted storm bolter.**
- **Hunter-killer missile.**
- **Searchlight.**



Assault Transports

These transports are used to get your troops into rapid fire or assault range as quickly as possible. They have to be able to withstand the hail of fire that will be unleashed upon them.

Tools of the Trade

These upgrades will help to protect your transport vehicle from the salvoes of enemy fire whilst it drops off your rapid fire or assault troops.

Chaos Space Marines
- Dozer blade.
- Extra armour.
- Smoke launchers.

Imperial Guard
- Extra armour.
- Smoke launchers.
- Minesweeper.
- Rough terrain modification.

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

Eldar
- Spirit stones.

Tau
- Decoy launchers.
- Multi tracker.
- Sensor spines.

Dark Eldar
- Scaling nets.
- Screaming jets.

Orks
- Grot riggers.
- Turbo boosta.
- Red paint job.

Witch Hunters
- Dozer blade.
- Extra armour.
- Smoke launchers.

Daemonhunters
- Dozer blade.
- Extra armour.
- Smoke launchers.

The rush

The tactic of launching your Rhino-mounted troops at the enemy lines as fast as possible is sometimes called the "Rhino rush", but that doesn't mean it's limited to just Space Marines. This tactic is generally practiced by troops who are good in close combat and who have a transport option, so its main proponents tend to be Space Marines, Chaos Space Marines, Eldar and Dark Eldar.

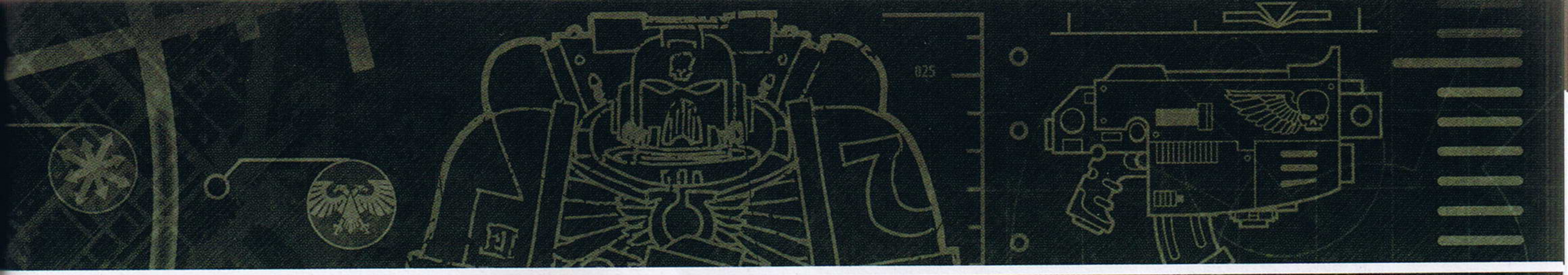
Power armoured troops tend to be particularly good at the Rhino rush. The transport vehicle rules state that you cannot assault on the turn you disembark unless you are doing so from an open topped transport vehicle. This means that the troops invariably have to survive a turn of shooting from their target before they can assault next turn. In all likelihood, every gun in the opponent's army will be firing at them, so power armour comes in very handy indeed.

Of course, assault units without such formidable armour have to be handled a lot more carefully. A squad of Eldar Howling Banshees, for example, would find itself in a whole heap of trouble were it to disembark in front of the enemy and wait around a turn before assaulting. Furthermore, the Banshees' Wave Serpent transport is a skimmer, so they can't hide behind it for a turn, as it does not block line of sight. Instead, the Howling Banshees will have to disembark out of sight, using any and all terrain at their disposal to mask their disembarkation, coordinating their attack with other units to overwhelm the enemy.

Armoured fist

Another reason to be rushing towards the enemy is to maximise the effect of rapid fire weapons. The consummate masters (or mistresses, as it happens) of this tactic are the Sisters of Battle, but Space Marines and Chaos Space Marines, as well as Imperial Guard Storm Troopers, Tau Fire Warriors and Eldar Dire Avengers, come a very close second. The idea here is to







Give me more Razorbacks...

My Space Marine army always features two full-sized Tactical squads, and two smaller Combat Squads – the latter benefitting from a Razorback to support them. I like to use each Razorback to complement the armament of the Space Marine squad inside it. For example, if the squad is equipped for a close combat role (flamer, power fist, etc.) then I kit the Razorback out with a Twin-linked Lascannon, to protect them from enemy armour. Likewise, if I've got a fire support squad with a heavy weapon, then I generally opt for heavy bolters.

By Adam Troke

disembark the vehicle's passengers in full sight of the enemy, and to wipe them out in one volley of rapid fire death. The key to success here is target choice – it works best when the enemy are isolated and standing out in the open, and your firepower is sufficient to destroy them or whittle them down in one turn.

Drive-by

There are occasions when you are facing an enemy so numerous that it's just not worth assaulting them. No matter how good your five Space Marine Veterans are, they're going to get buried alive beneath that brood of thirty-two Tyranid Gaunts or that Mob of twenty Ork Boyz. An army heavy on assault transports finding itself in such a position can fall back on the good old drive-by.

This tactic isn't particularly clever or subtle. Simply keep the transport's passengers on board, and have them fire any weapons they have from the vehicle. If the transport has a top hatch, this can be used to fire one weapon, and if the vehicle is open-topped then all of the passengers can fire. The weapon will count as having moved, so it may be limited in how far it can fire. Against such armies as Tyranids and Orks the weapon of choice for a drive-by is the flamer. Using a flamer or other such short ranged weapon will of course leave your transport in assault range of any survivors, so you will need to keep it moving. Remember that assaulting enemy models hit a stationary vehicle automatically, but only hit a vehicle that moved up to 6" on a roll of 4+, and one that moved up to 12" on a 6. Even better, many "horde" troops such as Gaunts can't actually penetrate the armour of some transports, so it is actually possible – though improbable – for an army conducting a drive-by to win a game without disembarking a single infantryman!

Anti-transport Tactics

Do you find yourself the target of one of the tactics discussed here? Don't panic! Take a moment to identify the most severe threat and, having done so, target that vehicle until it's either suppressed (ie. Stunned or Immobilised) or Destroyed. Then move on to the next one. Above all, remember that it's more useful to Stun or Immobilise multiple transports than it is to destroy a single one.

By Andy Hoare



Battlefield Taxis

There are many times in a game when you just have to put the pedal to the metal and go all out for the objective, and that's what the battlefield taxi is for.

Plenty of Warhammer 40,000 missions require you to get scoring units on to, or near to, an objective. Giving a unit a vehicle with the sole intention of allowing it to contest objectives can prove a game-winning tactic. Many a Cleanse or Recon mission has been won by one side making a last-dash for enemy territory, contesting or claiming a table quarter the opponent thought entirely safe.

As with assault transports, the key to success with a battlefield taxi is to keep it moving. Therefore, any vehicle upgrades that will allow it to ignore Crew Stunned and Immobilised damage results are invaluable. The last thing you want is to have your last-ditch grab for victory stalled by an Immobilised result. Extra Armour is perhaps the best upgrade for this purpose, as it downgrades a Crew Stunned (may not move or shoot next turn) to a Crew Shaken (may not shoot next turn). Track Guards, available to the Imperial Guard, are great too, as these fix an Immobilised result on a D6 roll of 4+ – far from reliable, but a good investment if you are hinging your entire battle plan on the vehicle being in the right place at the right time.

The Eldar Way

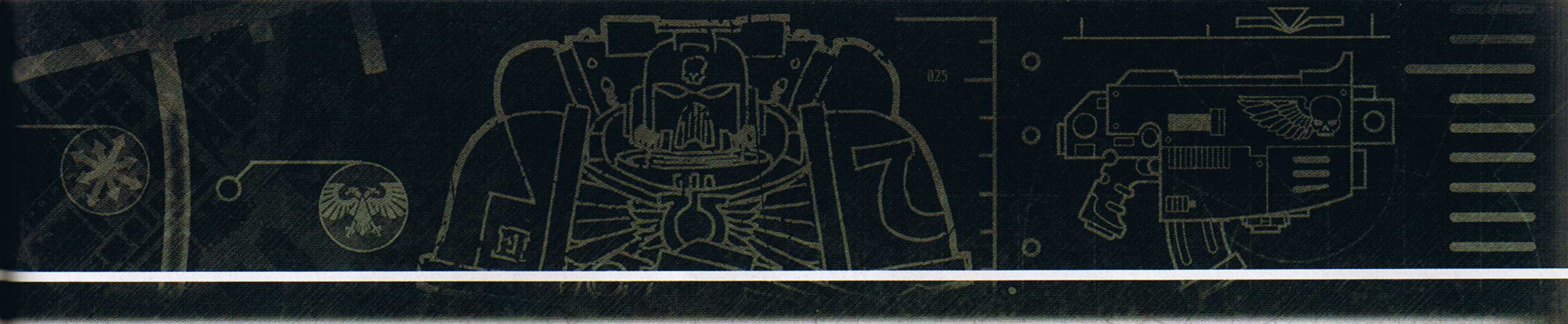
This is very similar to the "cleanse and purge" tactic below, only with the Eldar. Put a Farseer with Doom and four Warlocks with Destructor into a Falcon. Follow the cleanse tactic as stated below; once disembarked cast Doom on the target unit and then cast Destructor giving you the equivalent of four heavy flamers, plus the weapons from the Falcon, that can re-roll failed wounds. This will slaughter units who have a Toughness of 4 or less and an armour save worse than 4+.

By Glenn More



Cleanse and Purge

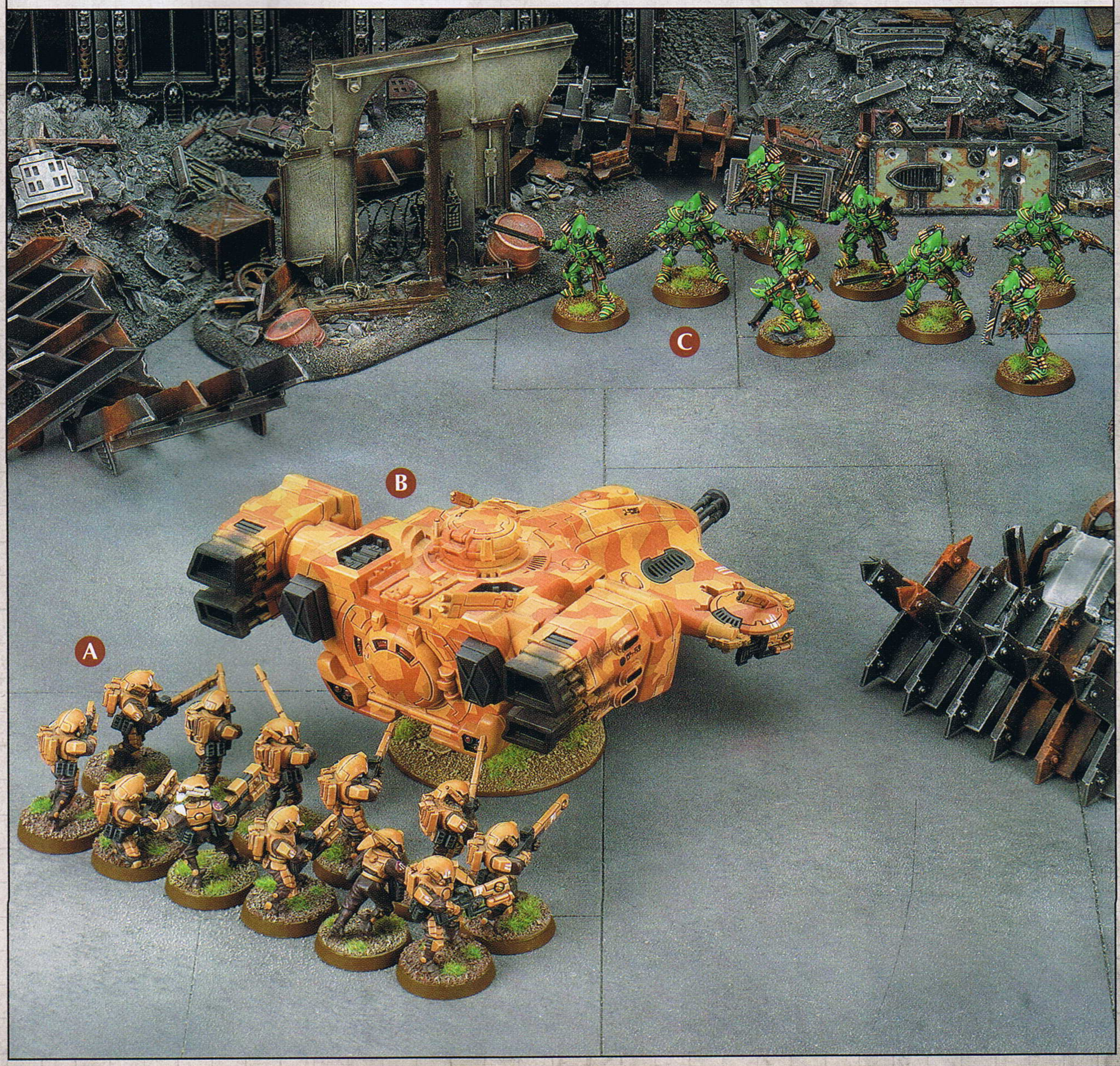
Here's a tactic beloved of Witch Hunters players, particularly when facing horde armies. Mount a Dominion Squad armed with flamers in an Immolator equipped with heavy flamers. Upgrade the Sister Superior to a veteran, and give her a Brazier of Holy Fire. That's five Strength 4 template attacks, plus a Strength 5 one that's twin-linked. If these girls are facing a Tyranid army they should be able to wipe out almost any large brood, while if they are facing power armoured troops they can use the Divine Guidance Act of Faith for the chance to make their attacks AP1. That should be sufficient to remove any troublesome enemy unit, though it will undoubtedly make the Dominions the subject of much pre-emptive fire!



Mechanised Tau

This is a tactic that grew out of the Tau's need to deliver localised and overwhelming firepower whilst avoiding the inevitable counter-attack. It was developed by dedicated Tau players throughout the lifetime of the army's first Codex, and although they are arguably less reliant on the tactic these days, it is still viable and potentially game winning.

The Fire Warriors (A) are mounted in a Devilfish (B). Half are armed with pulse rifles and half with pulse carbines. The former have disembarked 12" from the enemy (C), allowing them to fire twice, while those armed with pulse carbines are further back. They can fire all of their weapons beneath the Devilfish as it is a skimmer and therefore does not block line of sight. All of those rapid firing Strength 5 pulse rifles, combined with the weapons carried by the Devilfish, are bound to inflict severe casualties on the target, but if they do not, the genius of this tactic comes to the rescue. The enemy cannot move within 1" of an enemy model unless they are assaulting, which means they cannot reach the Fire Warriors in a single move because the Devilfish is blocking their path.



PAINTING MASTERS

DARREN LATHAM

Painting Masters showcases the collections of some of the world's best miniatures painters. This month we talk to Darren Latham.



After six years of painting at the highest level, Darren Latham is one our most experienced 'Eavy Metal painters. Darren talks about his journey from Games Workshop store assistant to one of the world's top figure painters.

"It's all my brother's fault," says Darren as he begins a tale that will be all too familiar to many White Dwarf readers. "He brought home a copy of White Dwarf, and I was blown away by what I saw in it. He let me join in with him and his friends to play Heroquest, then Advanced Heroquest, Space Crusade, Warhammer Quest and then, of course, Warhammer and Warhammer 40,000."

As well as gaming, it wasn't long before the desire to paint the models they were playing with became too hard to resist. "My brother was a good painter so I'd always try to outdo him and make my models look nicer. It was the main driver for getting into painting figures properly."

After Darren finished school with two A-levels in art and design he went to Leicester University to study (unsurprisingly) art. "As with most students I needed some extra income so I got a part-time job at the Games Workshop Hobby Centre in Leicester. I enjoyed the job so much I decided that was what I wanted to do, so I left university to work at Games Workshop full time. I then started travelling around to different stores gaining experience and meeting fellow painters, before returning to Leicester."

When Darren was back at the Leicester store he had his first taste of working with the 'Eavy Metal team. "At the time Games Workshop was running a course called the 'Eavy Metal Academy. Staff members who were chosen went to work with the 'Eavy Metal team for a week and then had to paint an army to a suitably high standard over the next few months. I was one of only a few to pass. Soon after I went to the Warhammer World store where I became the resident painting expert."

Once he was stationed at Warhammer World it wasn't long before Darren's excellent work was noticed, and he became a permanent member of the 'Eavy Metal team.

Darren has now been part of 'Eavy Metal for six years, where his painting has gone from a high standard to an exceptional one. What tips would he give aspiring figures painters? "Firstly, you need to learn how to paint neatly. With a bit of practice this comes quite quickly," says Darren. "Without a doubt, the second thing a painter needs to learn about is contrast and 'spot colours'. Most miniatures are painted in a three-colour scheme, one of which we call the spot colour, which contrasts with the other two colours to give definition. A good example of this would be gold trim on black armour, or the blue helmets on Blood Angels Devastators," explains Darren *(more on this in Darren's tip box, on page 81 – Grombrindal)*.

"Another point is to always plan your painting, especially if it is a character figure or army centrepiece like a war machine or monster, or highly specialised troops like the Harlequins. Don't be afraid to sit down with pad and pen, and either sketch or write down what you need to do. Most people will just crack on without any forethought; this is fine because you can always paint over mistakes, but I've always found that a well planned model will have a better finish."

As Darren and many others who have graced the Painting Masters pages will attest, there are always new techniques to learn and even a man of Darren's experience has yet to master them all. "I'm currently trying to perfect a very controversial technique of painting metals with non-metallic colours. It's a very advanced effect that involves lots of shading and blending over many layers. It is not liked by everyone, and it certainly raised a few eyebrows when I first showed off models with non-metallic metal (often called NMM) here in the Studio. I think this is because it is essentially a two-dimensional artist's technique that is applied to a three-dimensional model, so the end result is highly stylised. It is one of the last things a figure painter should attempt and even then it should be used sparingly – we have an excellent range of metallic paints so it's by no means an essential technique to learn."

There are some great examples of Darren's work, and the techniques he has mentioned in this interview, on the following pages.

"I've always found that a well planned model will have a better finish."

Dark Angels Interrogator-Chaplain Terminator

Darren painted this figure because he really liked the model. Though it is shown on a scratch-built display base (A), it has been designed so it can be lifted off and placed on a standard slottabase for gaming. There is some conversion work – the robe (B), for example, is completely sculpted from Green Stuff, and the combi-bolter (C) was taken from Darren's bits box. The gold trim (D) is actually painted using non-metallic paints, which is a very difficult effect to master.





Ezekiel, Grand Master of Librarians

Darren thought this figure was great and wanted to update the paint scheme in line with the recent Dark Angels Codex release. He gave the model a new banner, painted entirely freehand. The sword blade was painted in non-metallic colours using the NMM technique, and given a bluish hue to represent the crackling energies of Ezekiel's force sword.







Eldrad Ulthran

At first glance, this figure may look like the original Eldrad Ulthran, but it is actually a conversion using the body of one of the recent Farseers with Eldrad's head, sword and staff top added.
The use of purple contrasts nicely with the black and bone colours, while all the runes are hand painted.





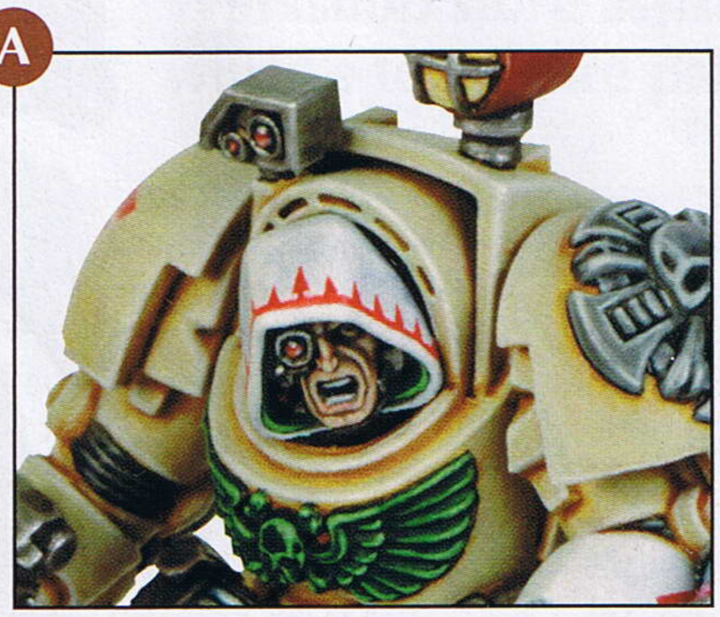


Deathwing Apothecary

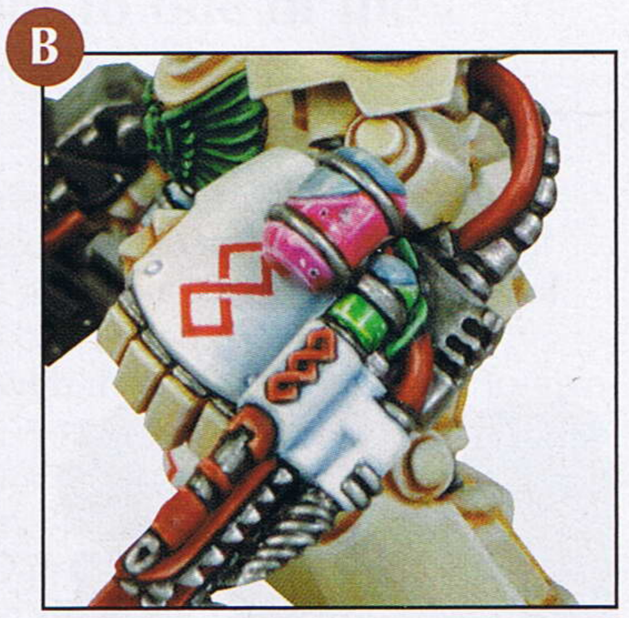
For this model Darren was tasked with creating a Deathwing Apothecary using just plastic components, as it is an option in the army list but there is no specific model available. The head comes from a Dark Angels frame (A). The Apothecary's narthecium (B) was taken from the Space Marines command frame. The extra canister started life as a meltabomb.



A



B



Halfling

This Halfling is actually from sculptor Mike Anderson's personal collection. Darren tried a new approach with this figure and used it as an experiment to try a technique that uses different colours as shades, rather than a darker version of the main colour. For instance the Halfling's trousers were painted in green but were actually shaded with brown.







Saim-Hann Farseer

The Farseer is a good example of Darren's use of spot colours (explained later). The ice blue is used on three notable points, the two swords and the pendant. This cool blue is the perfect contrast colour against the red and white.







Black Templar Castellan

Darren was eager to update the paint job of this classic miniature, but couldn't resist adding a few well-placed conversions. The first thing Darren did was shave the model's head. He then added the Iron Halo, and the sword and backpack from High Marshal Helbrecht. The painting is crisp, with a red spot colour.





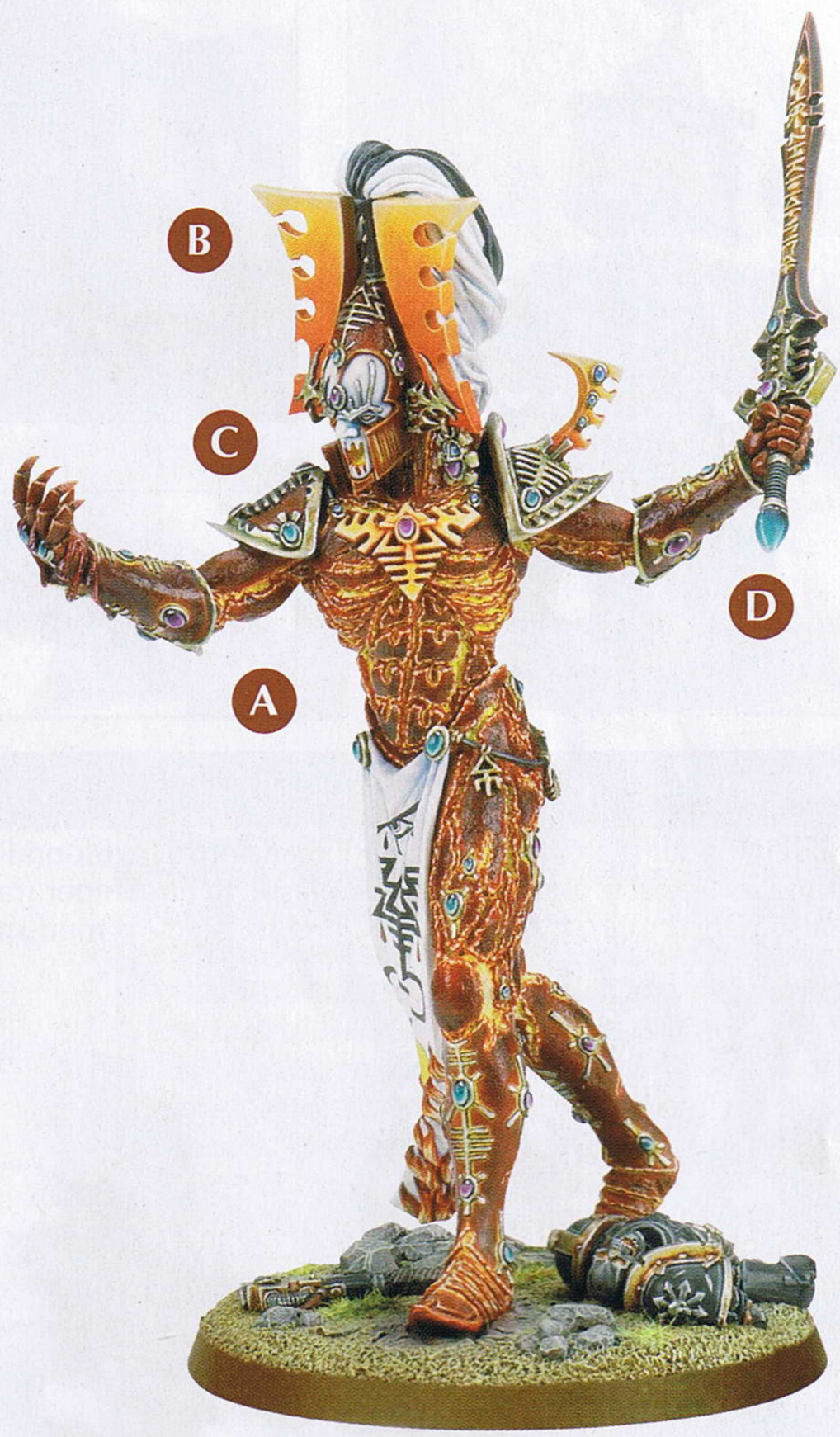
Forge World Eldar Avatar

It took Darren over ten days to complete the monstrous Forge World Avatar. Starting with a white undercoat, Darren painted the model "inside out", so the first colour he applied was the bright yellow in the recesses (A), before working outwards to the armour plates. The fins on either side of the head (B) were blended from red through to orange, then to white. The face was painted white (C) to draw people's eyes to the figure. Finally, all the gems (D) on the model were painted in cool blues and greens as a strong contrast to the bright reds and oranges that dominate the miniature.

B

C





A



D



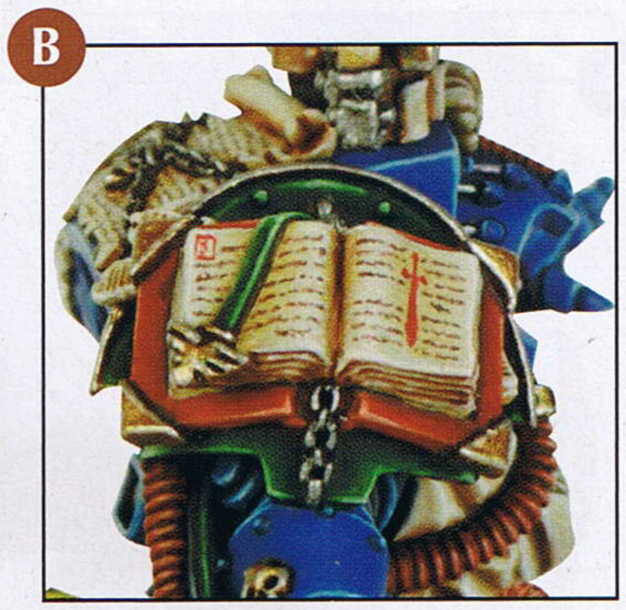


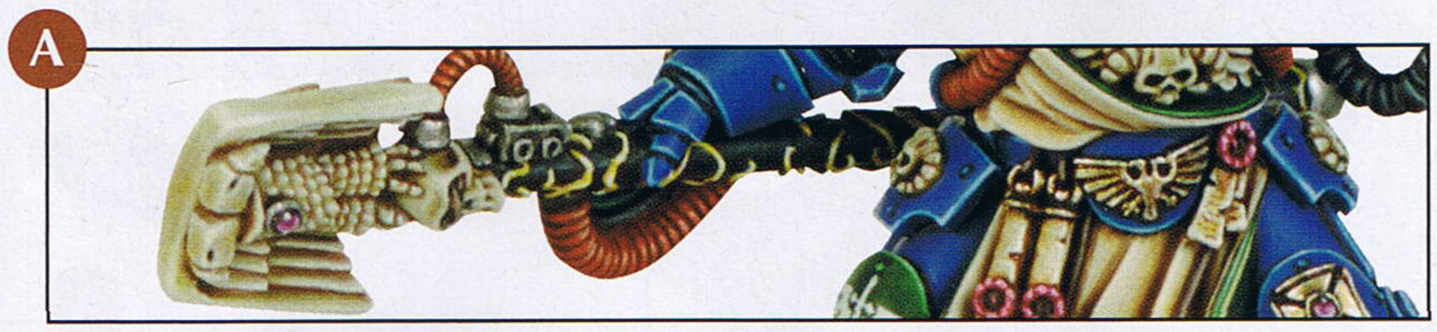
Dark Angels Terminator Librarian

When Darren was asked to paint this model as a Dark Angels Librarian, he was acutely aware that blue and green traditionally do not sit well next to each other. Darren got around this problem by using the green sparingly, only as a spot colour. The robes were painted in pale, earthy tones. Note the yellow and black marble effect on the force rod (A) and the faux-illuminated manuscript on the Librarian's tomes (B), all painted freehand.





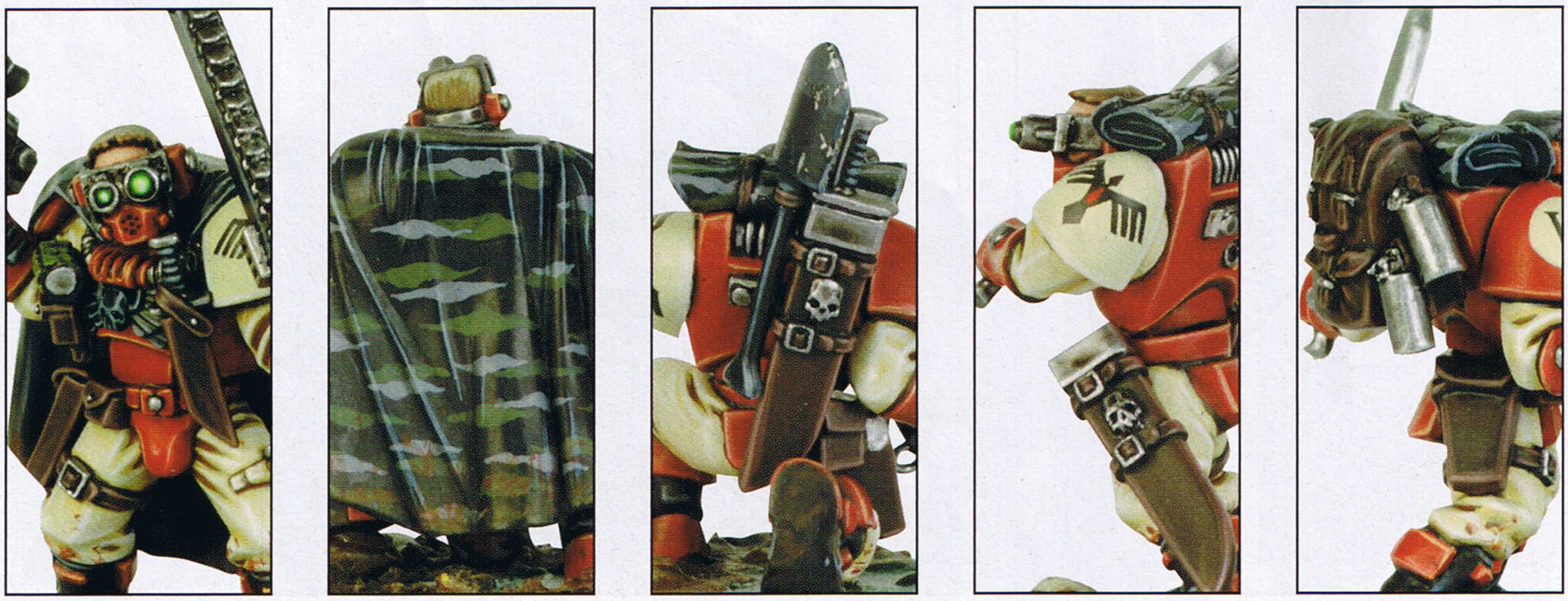




Blood Ravens Scouts

These were painted for the Cities of Death Expansion. The Blood Ravens Chapter was chosen because of its predisposal towards infiltration tactics. Darren used the plastic Scout Sniper frame extensively to convert all the members in this squad. He also added night-vision goggles, and painted on mud-splatters, to represent the Sewer Rats stratagem.





Eldar Harlequin

Darren painted this miniature as though it was life-size, meaning that he detailed and highlighted every tiny part of it with no holding back! All of the metallic areas were achieved with Darren's contentious NMM technique (A), and he used two-dimensional Eldar artwork as reference for the shading and highlights. The spot colour here is yellow, which Darren applied in diagonal swathes to follow the movement lines of the miniature (B).









High Elf Mage

The first thing Darren painted was the orb at the Mage's feet, which makes use of a stippling technique. The pearlescent effect was achieved by giving the area a coat of 'Ardcoat mixed with Mithril Silver. Note the potions at the Mage's waist – Darren always paints the liquid in glass vials so that it follows the model's stance, representing he miniature's centre of gravity.







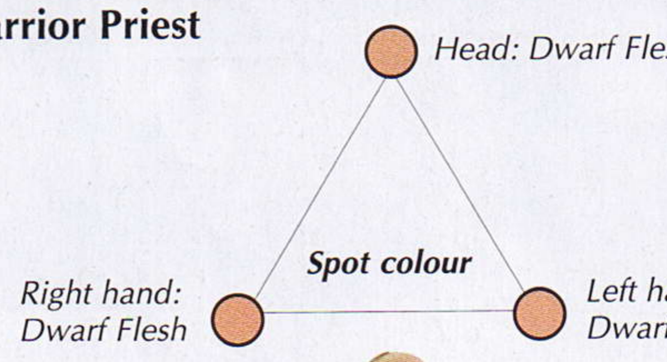


Spot Colours

Throughout this article you will have noticed the term "spot colour". This is what the 'Eavy Metal team calls the third contrasting colour on a model. Generally a model will be painted in three main colours (although there are many exceptions) – two of the colours will be complementary, while the third will be used in smaller amounts and contrasts with the other two. This gives a model definition, and helps the eyes delineate the figure when it is first viewed.

When you first plan a model, look at the front profile and draw a triangle or diamond on the figure in your mind's eye. The points of this shape dictate where you should consider placing the spot colour. On a typical man-shaped figure this would be at the head, the hands (or whatever weapons or items they are holding), and/or the legs.

Empire Warrior Priest





Primary colours

- *Armour and weapons: Chainmail*
- *Robes and seals: Mechrite Red*

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- Dark Flesh
- Terracotta
- Vermin Brown
- Tanned Flesh
- Dwarf Flesh
- Bronzed Flesh
- Elf Flesh
- Liche Purple
- Warlock Purple
- Tentacle Pink
- Midnight Blue
- Regal Blue
- Ultramarines Blue
- Enchanted Blue
- Ice Blue
- Hawk Turquoise
- Catachan Green
- Dark Angels Green
- Snot Green
- Scaly Green
- Goblin Green
- Scorpion Green
- Camo Green
- Kommando Khaki
- Rotting Flesh
- Fortress Grey
- Codex Grey
- Shadow Grey
- Space Wolves Grey
- Chaos Black
- Skull White
- Mithril Silver
- Boltgun Metal
- Chainmail
- Tin Bitz
- Dwarf Bronze
- Brazen Brass
- Burnished Gold
- Shining Gold
- Red Ink
- Magenta Ink
- Yellow Ink
- Chestnut Ink
- Brown Ink
- Flesh Wash
- Purple Ink
- Blue Ink
- Dark Green Ink
- Black Ink
- Gloss Varnish
- Matt Varnish

FOUNDATION PAINT RANGE

- Astronomican Grey
- Adeptus Battlegrey
- Fenris Grey
- Necron Abyss
- Mordian Blue
- Hormagaunt Purple
- Mechrite Red
- Macharius Solar Orange
- Iyanden Darksun
- Tausept Ochre
- Tallarn Flesh
- Calthan Brown
- Gretchin Green
- Knarloc Green
- Orkhide Shade
- Charadon Granite
- Khemri Brown
- Dheneb Stone

PAINTING WORKSHOP

DRYBRUSHING

Month by month, Painting Workshop builds into a comprehensive guide to the subtle art of painting Citadel miniatures.

Drybrushing is one of the most useful techniques a miniatures painter can ever learn. Here we look at how drybrushing works with other techniques on your miniatures.

We first looked at drybrushing back in issue 329, where we presented the basic drybrushing technique and some common uses. This time we revisit drybrushing, and put the technique to work on entire miniatures, looking at how and when to use drybrushing in conjunction with other techniques, and how to get the best results on your models.

When following the steps on these pages, remember that the most important rule of drybrushing is to have patience! You're not trying to highlight the miniature at a stroke, but rather to build up a subtle, gradated highlight using repeated applications of the drybrush. This means that your brush will, as the name implies, have to be dry. If it's obvious where you've applied the paint after a single pass over the model, then there's too much paint on your brush.

For our examples, we chose models that benefit greatly from drybrushing at some point during the painting process. Drybrushing is used at almost every stage of tank painting, for example. Overleaf we also look at painting a Rat Ogre, which uses selective drybrushing, and an Ent, which uses techniques that can also be applied to your scenery projects.

Recap: The technique

1



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

2



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

3



When you're ready to start painting, the bristles will be slightly splayed, and there will be barely any paint visible on them.

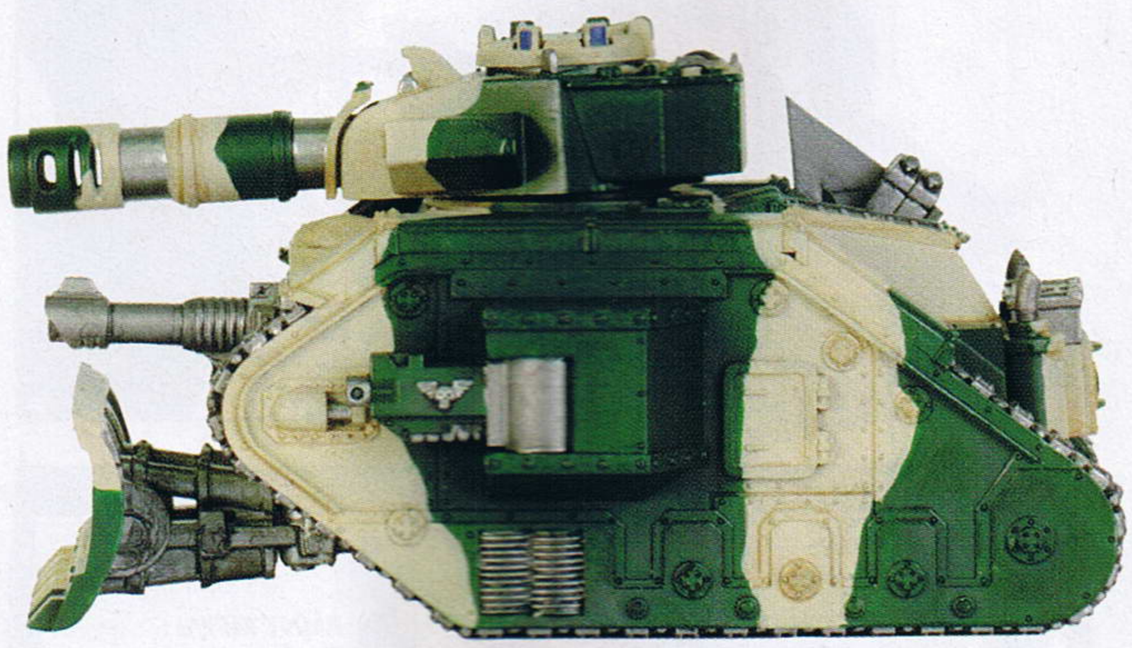


Drybrushing Vehicles

Battle-tanks, particularly those used by the Imperial Guard, are covered in surface details. These are usually modelled onto an area so large that to pick out every rivet and armour plate individually would actually look artificial and detract from the appearance of the model. Drybrushing, as long as it is done subtly and patiently, is the quickest and most effective way of getting a tank ready for the battlefield.

Leman Russ Battle Tank

1



STAGE 1

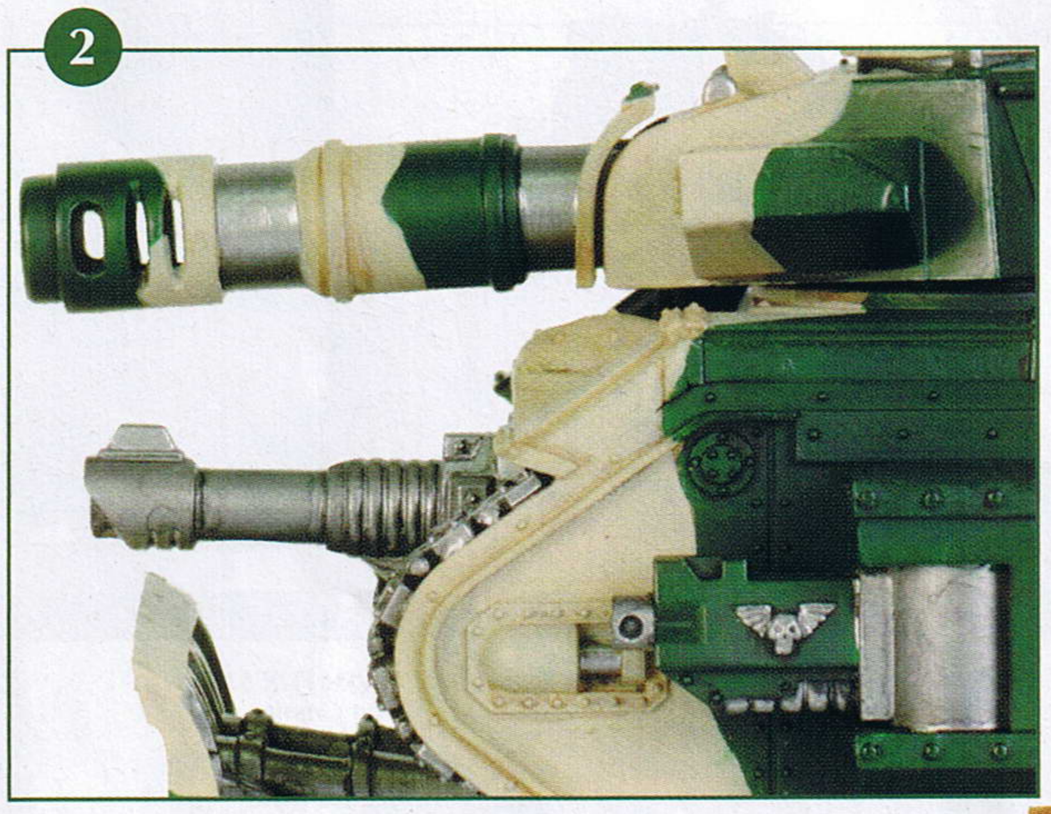
PAINT HULL:
Kommando Khaki
Dark Angels Green

PAINT TRACKS AND WEAPONS:
Boltgun Metal



Use tank brush ▶

2



STAGE 2

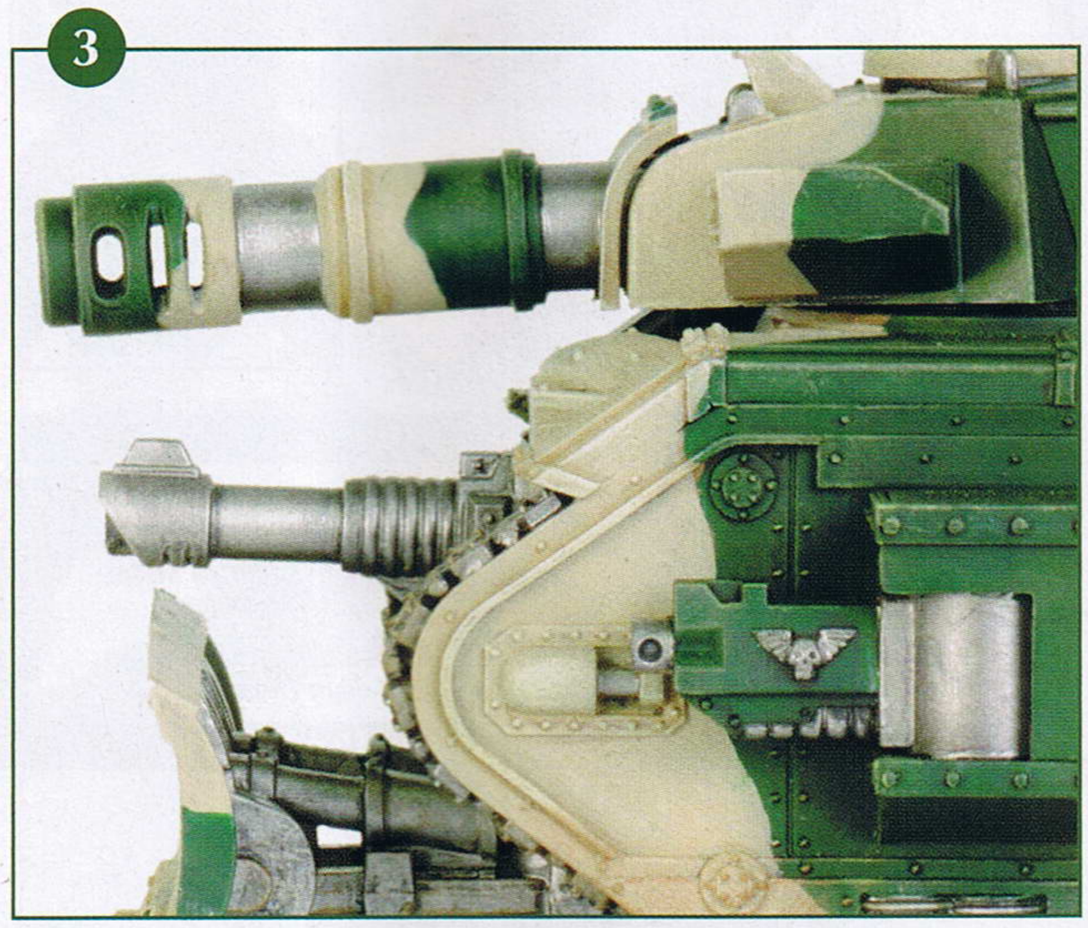
DRYBRUSH HULL:
Bleached Bone
Catachan Green

DRYBRUSH TRACKS AND WEAPONS:
Chainmail



Use large flat brush ▶

3



STAGE 3

DRYBRUSH HULL:
50% Bleached Bone
50% Skull White

and

50% Bleached Bone
50% Camo Green

DRYBRUSH DIRT:
Graveyard Earth

DRYBRUSH TRACKS AND WEAPONS:
Mithril Silver



Use small flat drybrush ▶

4



CHIPPED ARMOUR

PAINT EDGES:
Chainmail



Use standard brush ▶



RUST EFFECT

PAINT RECESSES:
50% Brown Ink
50% Blazing Orange

Use detail brush ▶



Selective Drybrushing

This technique relies on combining drybrushing with other techniques, such as layering and edging, to achieve a good finish. The important point is to do the drybrushing stage at the appropriate point – usually right at the start – as it is the messiest part of the painting process.

Skaven Rat Ogre

1





2





STAGE 1



- ***UNDERCOAT:*** *Spray Chaos Black*
- ***DRYBRUSH FUR STEP 1:*** *Charadon Granite*
- ***DRYBRUSH FUR STEP 2:*** *Astronomican Grey*

Use small drybrush ▶

STAGE 2

- ***PAINT SKIN:*** *Scorched Brown*
- ***PAINT TONGUE, GUMS & TAIL:*** *Tallarn Flesh*
- ***PAINT CLOTH:*** *Dark Angels Green*
- ***PAINT WELTS:*** *Mechrite Red*
- ***PAINT METAL:*** *Tin Bitz*
- ***PAINT TEETH, TALONS, CLAWS & STRAPS:*** *Calthan Brown*
- ***PAINT ICON:*** *Brazen Brass*

Use standard brush ▶

3





4





STAGE 3

- ***HIGHLIGHT SKIN:*** *Graveyard Earth*
- ***HIGHLIGHT TONGUE:*** *Elf Flesh*
- ***PAINT ICON:*** *Shining Gold*
- ***HIGHLIGHT CLOTH:*** *Snot Green*
- ***INK STRAPS, TAIL & WELTS:*** *Brown Ink*
- ***HIGHLIGHT TEETH, TALONS & CLAWS:*** *Bronzed Flesh*
- ***HIGHLIGHT METAL:*** *Boltgun Metal*

Use detail brush ▶

STAGE 4

- ***HIGHLIGHT SKIN:*** *50% Graveyard Earth/50% Kommando Khaki*
- ***HIGHLIGHT ICON:*** *Burnished Gold*
- ***HIGHLIGHT CLOTH:*** *50% Snot Green/50% Bleached Bone*
- ***HIGHLIGHT METAL:*** *Mithril Silver*
- ***HIGHLIGHT TEETH, TALONS & CLAWS:*** *Bleached Bone*
- ***HIGHLIGHT WELTS & TAIL:*** *Tallarn Flesh*

Use detail brush ▶

5







STAGE 5

- ***HIGHLIGHT SKIN:*** *Kommando Khaki*
- ***HIGHLIGHT STRAPS:*** *Snakebite Leather*
- ***HIGHLIGHT ICON:*** *Mithril Silver*
- ***HIGHLIGHT TEETH, TALONS & CLAWS:*** *Skull White*
- ***HIGHLIGHT TAIL & GUMS:*** *Elf Flesh*
- ***HIGHLIGHT WELTS:*** *Rotting Flesh*
- ***HIGHLIGHT BASE:*** *1st Bestial Brown, 2nd Bleached Bone*

Use fine detail brush ▶



Heavy Texture

Textures such as bark, chainmail, fur, rocks and feathers are more suited to the drybrushing technique than almost any other miniature surfaces. This Ent was painted almost entirely with drybrushing and ink washes, and the same colour palette and techniques can be transferred to Warhammer Treemen or even Citadel Woods.

Ent of Fangorn

1



2



STAGE 1

- ***UNDERCOAT:*** *Spray Chaos Black*
- ***DRYBRUSH LIMBS:*** *Scorched Brown*
- ***DRYBRUSH MOSS AND FOLIAGE:*** *Dark Angels Green*
- ***DRYBRUSH BARK:*** *Charadon Granite*

Use large flat brush ▶



STAGE 2

- ***DRYBRUSH LIMBS:*** *Bestial Brown*
- ***DRYBRUSH BARK:*** *Astronomican Grey*
- ***DRYBRUSH MOSS AND FOLIAGE:*** *Knarloc Green*

Use small flat brush ▶



3



STAGE 3

- ***DRYBRUSH LIMBS:*** *Snakebite Leather*
- ***DRYBRUSH BARK:*** *50% Astronomican Grey\50% Skull White*
- ***DRYBRUSH MOSS AND FOLIAGE:*** *Gretchin Green*

Use large drybrush ▶



4



STAGE 4

- ***DRYBRUSH LIMBS:*** *50% Bleached Bone/50% Snakebite Leather*
- ***DRYBRUSH MOSS AND FOLIAGE:*** *60% Gretchin Green/40% Bad Moon Yellow*

This Model has been based in the same way as the Rat Ogre on page 86.

Use small drybrush ▶



'EAVY METAL®

PAINTING MASTERCLASS

ORCS & GOBLINS

WARHAMMER®

One of the stand-out miniatures from the last batch of Orcs & Goblins releases was the fabulous Gorbad Ironclaw. We asked 'Eavy Metal's Neil Langdown to show us how to paint it.

GORBAD IRONCLAW

In many records, Gorbad was the mightiest Orc Warlord that ever lived. Atop his fearsome boar, Gnarla, Gorbad drove his horde across the Empire, sacking and burning many great cities and even bringing Altdorf under siege.

Even today, many centuries after his death, the name of Gorbad Ironclaw is feared in the Empire and his memory kept alive by the Orc Warlords that have succeeded him. Perhaps none can ever live up to his name – he was the greatest Warlord of all; an inspiration to Orc-kind.

The miniature that represents Gorbad in games of Warhammer is a massive multi-part metal kit, and one of the most impressive models in the Orcs & Goblins range. Neil Langdown takes up the challenge of painting this monster...

Preparing the Model

After cleaning up all the parts of the miniature with a hobby knife and a set of files, Neil put the pieces together without glue to check that they fitted correctly. This process is called a "dry fit". If the parts don't fit snugly, they generally need to be scraped and filed in places until they do.

Next, Neil undercoated all of the components with Chaos Black spray paint. Neil decided to paint all of the parts separately, in "sub-assemblies". This enabled him to lavish attention on every part of the miniature, because nothing was obscured during the painting process. You might find it useful to attach the pieces to temporary bases while painting them, to stop your fingers coming into contact with the fresh paint job.





GORBAD



GNARLA



MORGLOR THE MANGLER

Painting Gnarla

Neil decided to start this project by painting Gnarla. Though he normally likes to work on a single small area at a time, Neil decided to paint the entire sub-assembly at once, to make it easier for us to illustrate how it was done.

Step 1



Fur
1:1 mix of Bestial Brown and Scorched Brown.

Armour
Bronzed Flesh.

Snout
Same as flesh (below).

Leather
Scorched Brown.

Metal
Boltgun Metal.

Rock
1:1 mix Graveyard Earth and Codex Grey.

Flesh
1:1:1 mix of Chaos Black, Graveyard Earth and Dwarf Flesh.

Hooves
Same as tusks (see right).

Step 2



Fur
Wash with 1:1 mix of Black and Brown Ink.

Armour
Second basecoat of Golden Yellow.

Flesh
Add more Dwarf Flesh and Graveyard Earth to step 1 colour.

Snout
Same as flesh.

Leather
Dark Flesh.

Rock
Wash first with 1:1 mix of Black and Brown Ink, then with Liche Purple, then finally Scaly Green.

Metal
Wash with 1:1 mix of Chaos Black and Scorched Brown.

Step 3



Fur
Overbrush Graveyard Earth.

Armour
Selective shading with 1:1 mix of Bestial Brown and Brown Ink.

Snout
Add more Dwarf Flesh to Step 2 colour.

Leather
Bestial Brown.

Metal
Chainmail.

Rock
Drybrush 1:1 mix of Graveyard Earth and Codex Grey.

Flesh
Add Elf Flesh to Step 2 colour.

Turn the page for final highlights ▸▸

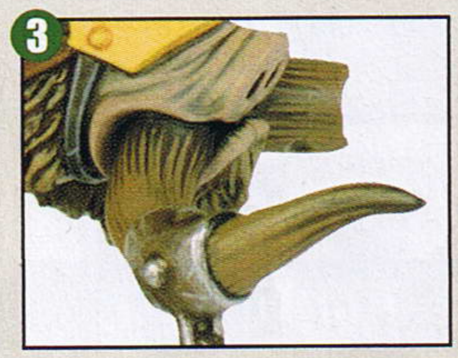
Painting Tusks



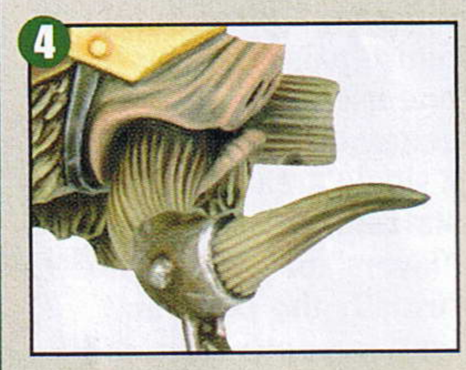
Basecoat. *The tusks were given a flat basecoat mixed from equal parts Scorched Brown and Chaos Black.*



Shade. *Apply the first highlight layer of Scorched Brown, leaving the darker base visible at the tip.*



Highlight. *Mix equal parts of Scorched Brown, Bestial Brown and Graveyard Earth, and apply it in thin stripes.*



Final Highlight. *Add Bleached Bone and Skull White to the highlight mix, and accentuate the stripes further.*

Painting the rock



Neil began with a solid base colour mix of Graveyard Earth and Codex Grey (Step 1), as rocks generally look too dark if you begin by drybrushing straight over a black undercoat.

The Underbelly



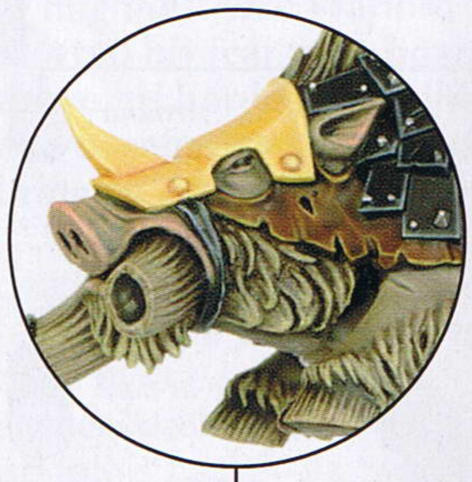
Neil stippled a mix of Dwarf Flesh and Codex Grey onto the underbelly to break up the large, flat area a little.



A final highlight mix of Elf Flesh and Fortress Grey was stippled lightly over the underbelly area.

Gnarla Final Highlights

Only the final highlights and details are left before Gnarla is complete. Note that Neil decided to leave Gorbad's legs until he painted the rest of the Warlord, to ensure that his paint mixes matched perfectly.



Leather
1:1 mix of Bestial Brown and Bubonic Brown.

Rock
1:1 mix of Fortress Grey and Bleached Bone.

Fur
Drybrush of Desert Yellow



Armour
1:1 mix of Golden Yellow and Skull White.

Metal
Mithril Silver.

Flesh
Add even more Elf Flesh to Step 3 colour.

Top Tip

From the Inside Out

As mentioned earlier, Neil usually takes a slightly different approach to figure-painting than the one used here. He generally prefers to paint a single area at a time, starting with the inner "layers" of a miniature (usually the skin), and working outwards until he gets to the surface detail. This is a very methodical way of painting, and relies on a painter's neatness – something that 'Eavy Metal excel at!



This technique works very well for Black Orcs but requires a very neat approach.

Painting Gorbad

One of the many challenges Neil faced was that Gorbad's armour is bright red, which clashes with the Orc's green skin. To compensate, Neil gave Gorbad a lighter skin tone, which makes the characteristic green stand out from its surroundings.

Gorbad's Face



Basecoat. *Neil started with a smooth, mid-tone basecoat, mixed from equal parts Goblin Green and Bronzed Flesh.*



Shade. *As the face is quite craggy, a wash of an equal parts mix of Brown and Dark Green Inks really brings out the detail.*



Highlight. *Neil then re-applied the base colour to the face, leaving the shading wash visible in the recesses.*



Final Highlight. *The first stage highlights were mixed from the base colour, with the addition of a spot of Bleached Bone.*



Extra Details. *Neil slightly watered down some Rotting Flesh and applied this sparingly as a small, extreme highlight.*

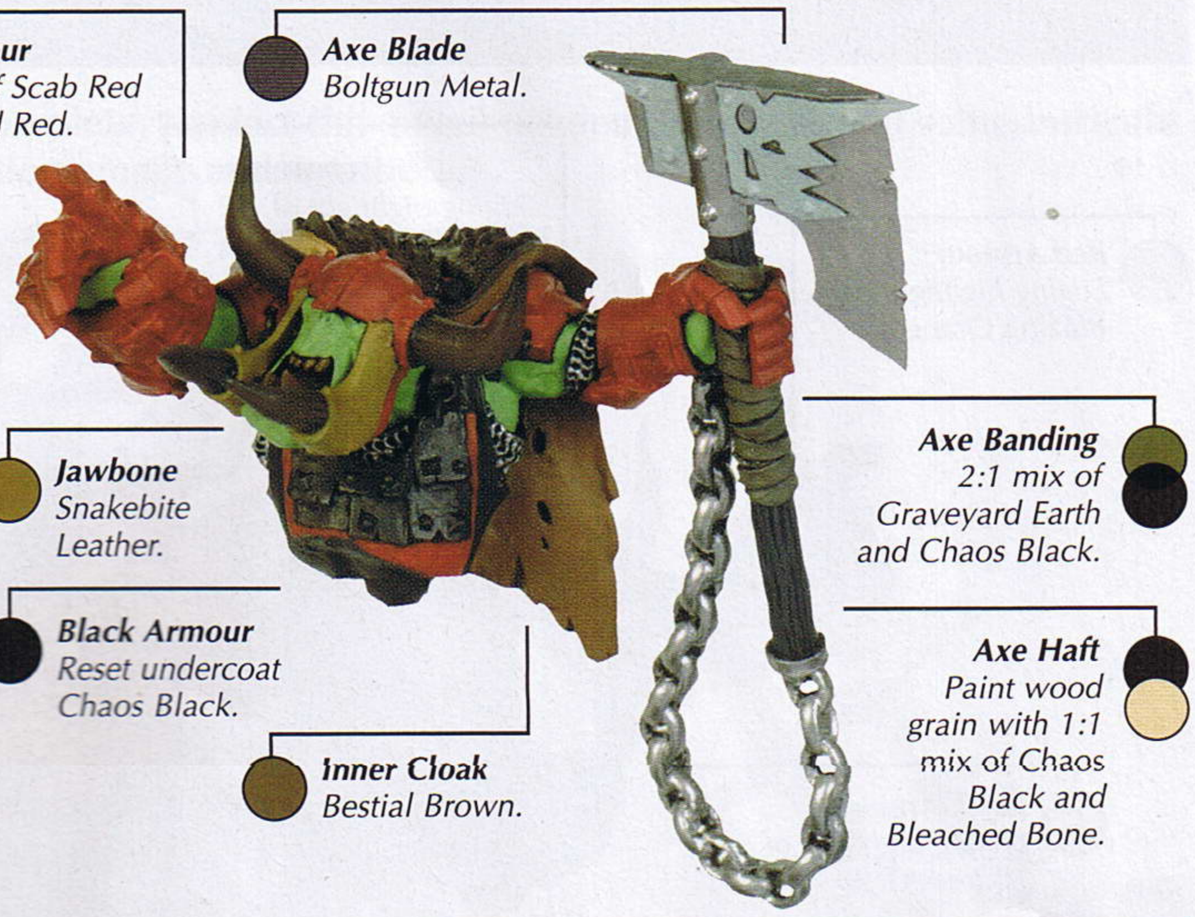


Step 1



Red Armour
1:1 mix of Scab Red and Blood Red.

Axe Blade
Boltgun Metal.



Jawbone
Snakebite Leather.

Axe Banding
2:1 mix of Graveyard Earth and Chaos Black.

Black Armour
Reset undercoat Chaos Black.

Axe Haft
Paint wood grain with 1:1 mix of Chaos Black and Bleached Bone.

Fur Cloak
Scorched Brown.

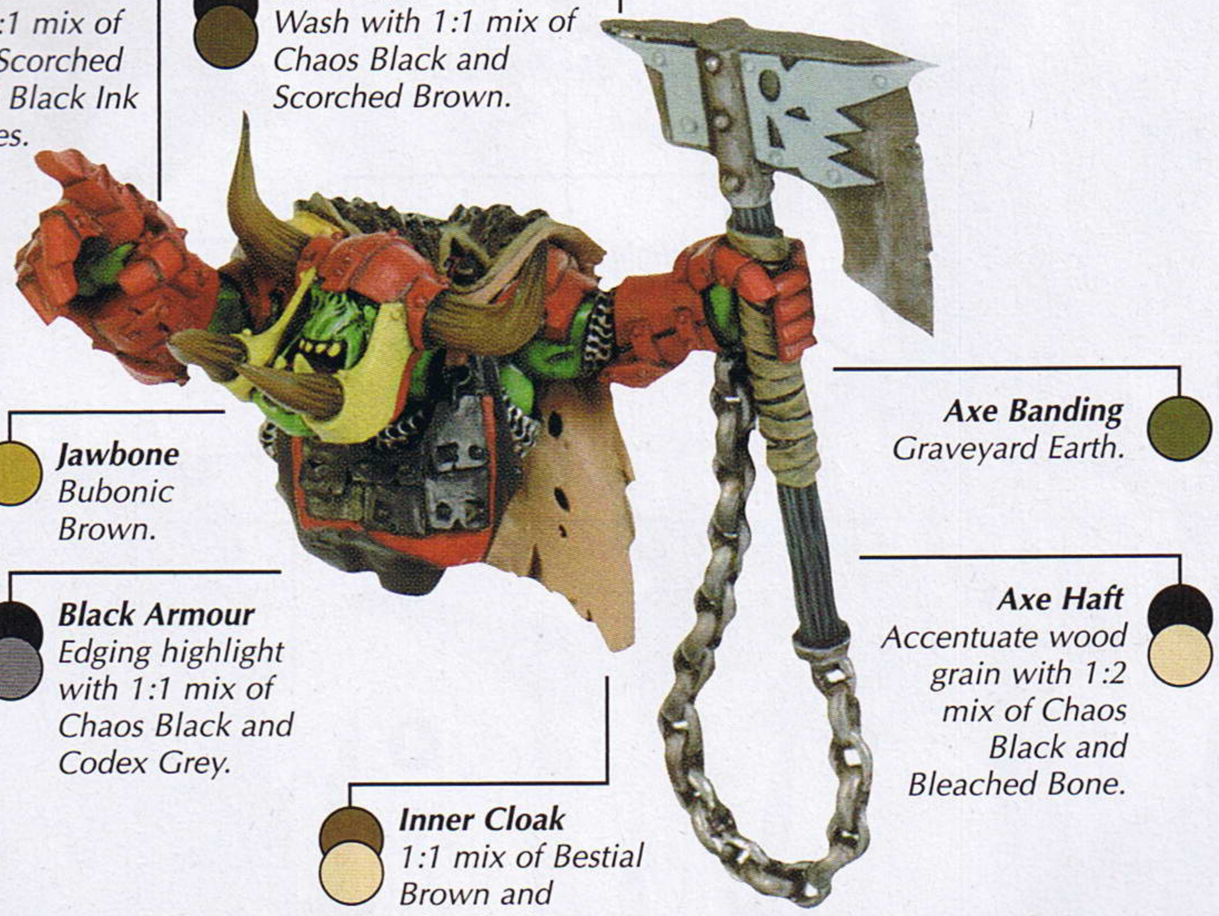
Inner Cloak
Bestial Brown.

Step 2



Red Armour
Paint a 1:1:1 mix of Scab Red, Scorched Brown and Black Ink into recesses.

Axe Blade
Wash with 1:1 mix of Chaos Black and Scorched Brown.



Jawbone
Bubonic Brown.

Axe Banding
Graveyard Earth.

Black Armour
Edging highlight with 1:1 mix of Chaos Black and Codex Grey.

Axe Haft
Accentuate wood grain with 1:2 mix of Chaos Black and Bleached Bone.

Fur Cloak
Wash with Black Ink.

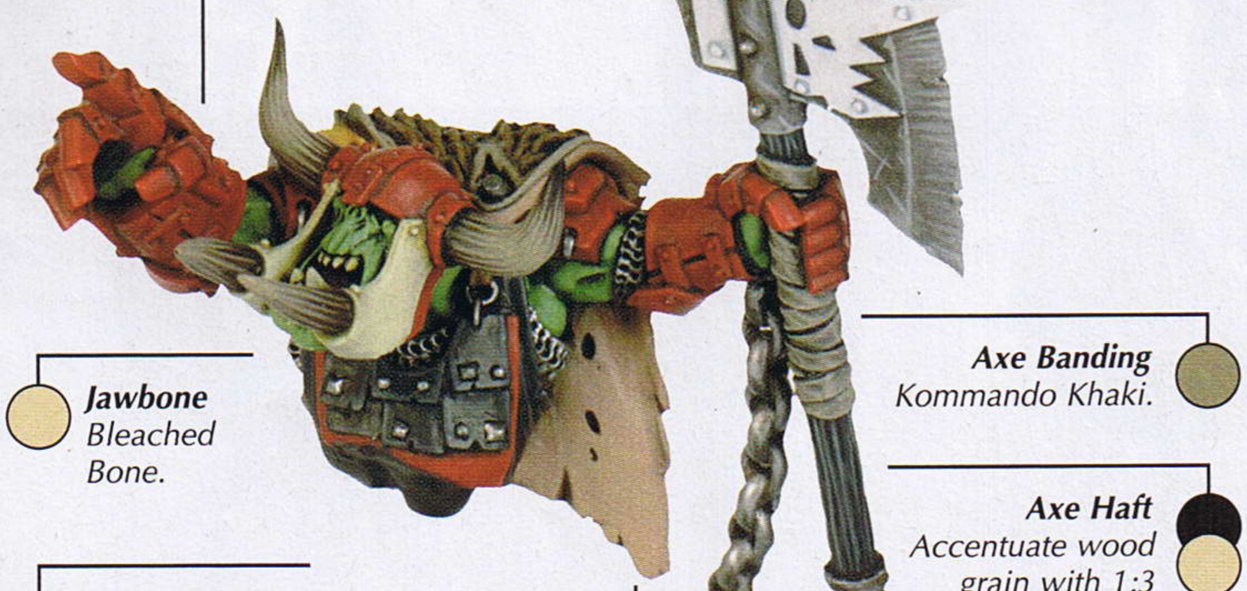
Inner Cloak
1:1 mix of Bestial Brown and Bleached Bone.

Step 3



Red Armour
Highlight Blood Red.

Axe Blade
Chainmail.



Jawbone
Bubonic Brown.

Axe Banding
Kommando Khaki.

Black Armour
Edging highlight of Codex Grey.

Axe Haft
Accentuate wood grain with 1:3 mix of Chaos Black and Bleached Bone.

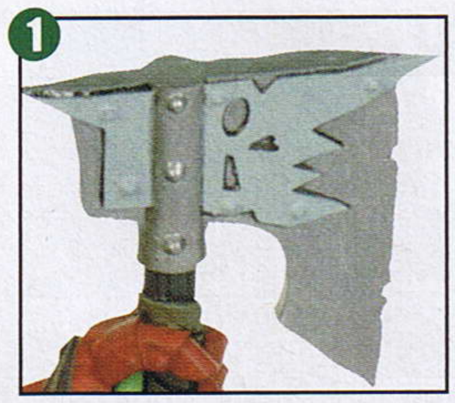
Fur Cloak
Overbrush 1:1 mix of Bestial Brown and Graveyard Earth.

Inner Cloak
1:2 mix of Bestial Brown and Bleached Bone.

Turn the page for the final highlights ▸▸

Painting the axe

1



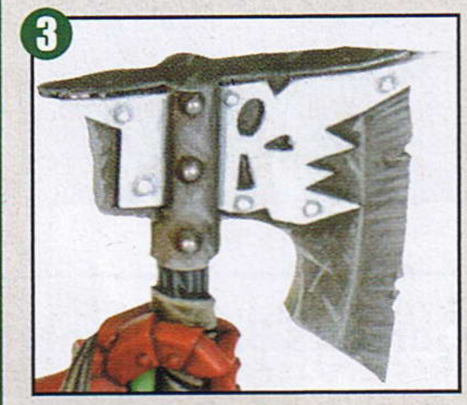
Basecoat. *Neil painted the blade with a flat coat of Boltgun Metal, and the icon with Fortress Grey.*

2



Shade. *The icon was highlighted with a mix of Fortress Grey and Skull White.*

3



Highlight. *Neil built up the final highlights on the icon with several coats of thinned-down Skull white.*

4

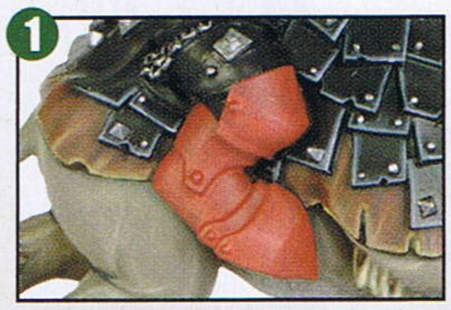
Final Highlights. *Neil used thinned-down Chaos Black to plot out a chequerboard pattern on the axe icon.*

5

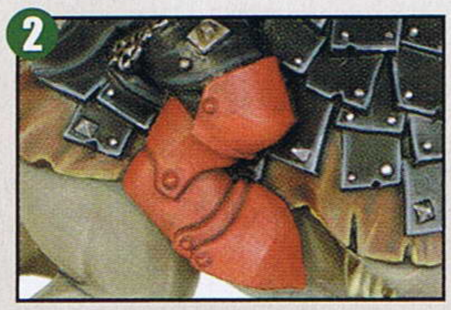


Final Details. *Finally, Neil used Chaos Black paint to block out alternate square on the icon, creating a distinctive check pattern.*

Gorbad's Legs



Basecoat. *Neil went back and painted Gorbad's legs in the same way as the red armour.*



Shade. *Note how the shading wash is applied precisely, rather than washed all over.*

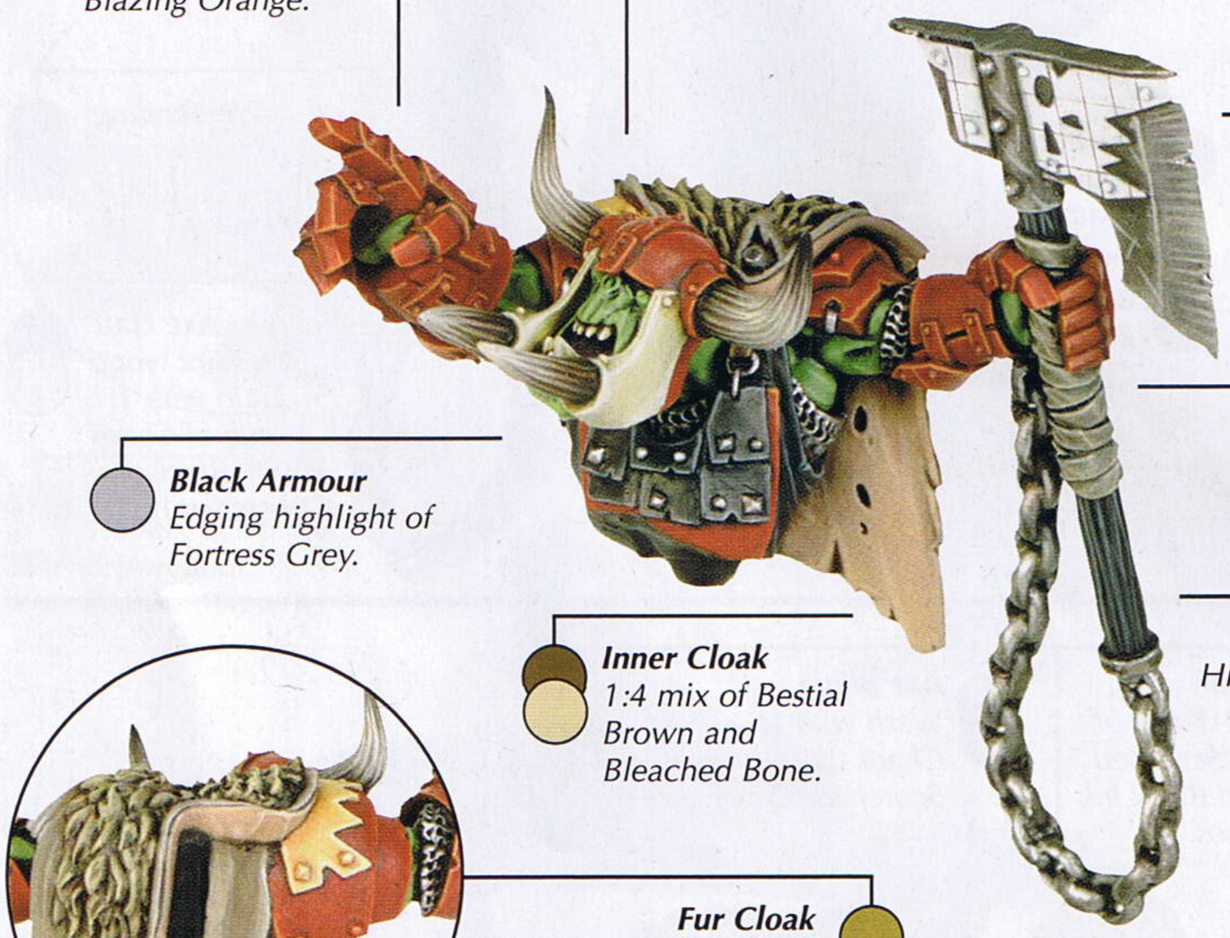


Highlight. *The Blazing Orange highlights are applied only to the sharpest edges.*

Gorbad's Final Highlights

Red Armour
Edging highlight of Blazing Orange.

Jawbone
Edging highlight of 1:2 mix of Bleached Bone and Skull White.



Axe Blade
Mithril Silver.

Axe Banding
1:1 mix of Kommando Khaki and Skull White.

Axe Haft
Highlight wood grain with 1:6 mix of Chaos Black and Bleached Bone.

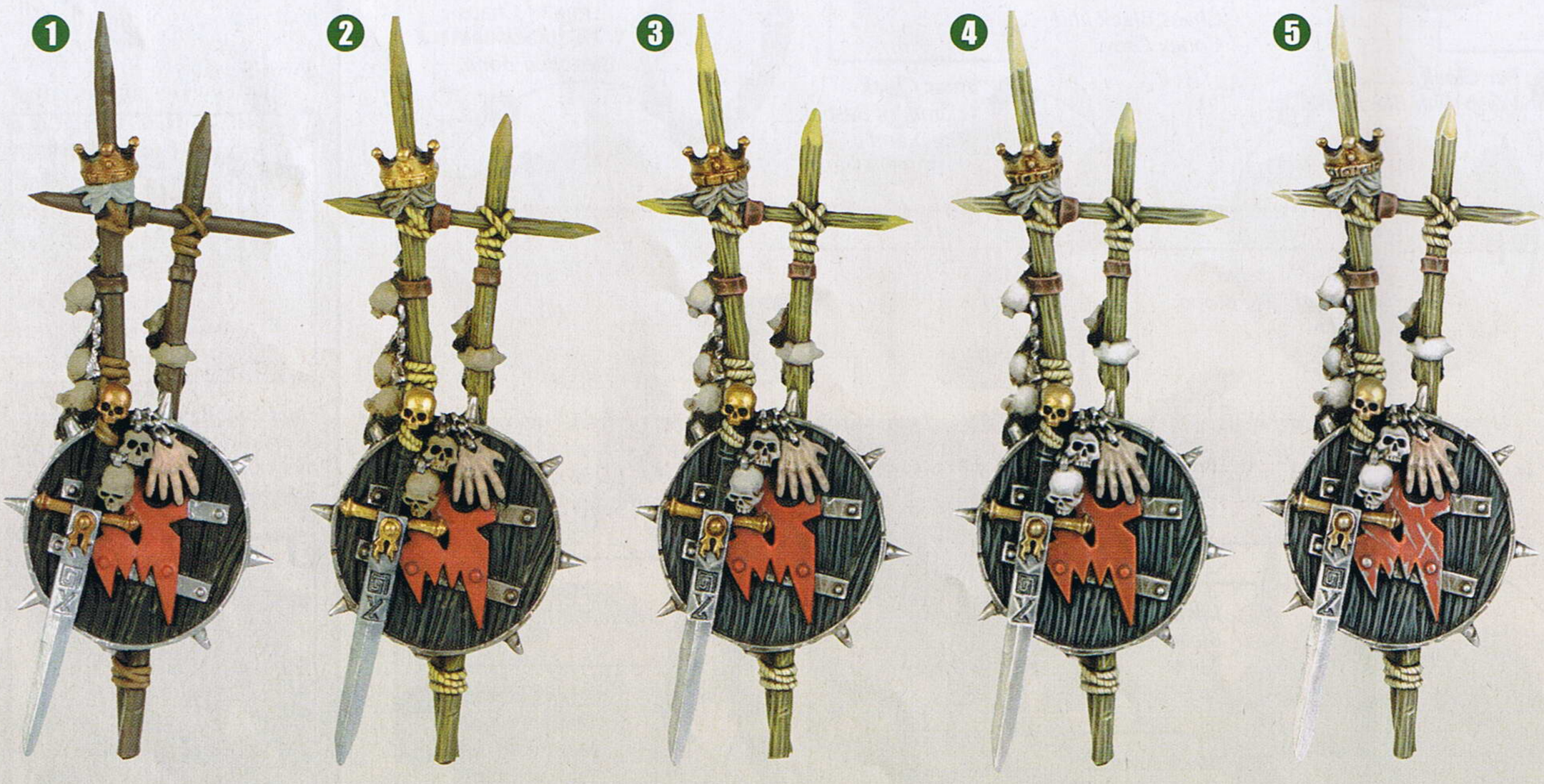
Black Armour
Edging highlight of Fortress Grey.

Inner Cloak
1:4 mix of Bestial Brown and Bleached Bone.



Fur Cloak
Highlight Desert Yellow.

Gorbad's Back Banner



Basecoat. *The wood grain on the banner poles was painted on, as the poles themselves have no surface detail.*

Shade. *A small amount of Blue Ink was added to the shading wash for the blade of the magical Solland Runefang.*

Highlight. *The severed hand was highlighted more severely than is usual, to represent its gaunt, decaying status.*

Final Highlight. *The skulls were highlighted up to Skull white from a base of Khemri Brown. Brown Ink provided the shading.*

Final Details. *The dinks and chips on the glyph were painted first with Chainmail, then carefully highlighted Mithril Silver.*

Final Details and Weathering

With the model almost complete, the last thing Neil needed to do was add some intricate details, and plenty of battle-damage and weathering.



Note the triangular "dags" painted onto select armour plates. Neil has painted red dags onto black sections, and vice versa.



The battle damage was painted last of all, by simply daubing Mithril Silver onto the edges of the armour to resemble paint chips.



Top Tip

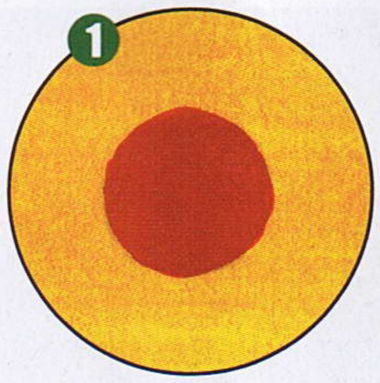
Pinning

Gorbad is a heavy miniature, and the sub-assemblies will benefit from pinning to lend the model extra strength during gaming. This process simply involves drilling a hole into the two parts you'll be gluing together, and inserting a section of paperclip to strengthen the bond between the components.

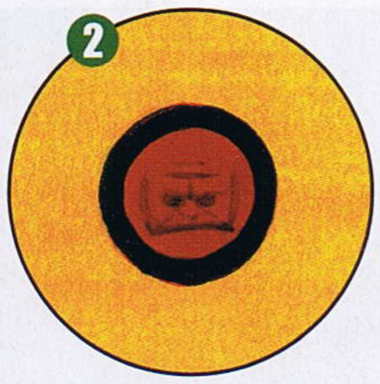
Painting the Evil Sun Symbol

Warning! For experts only.

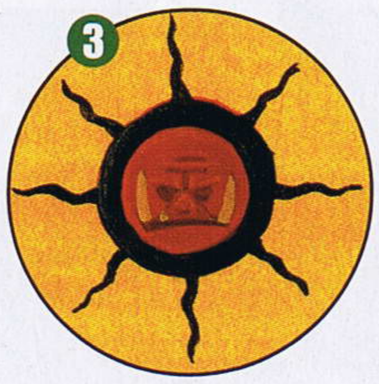
Details like this are works of art, and we're reliably informed that Neil is one of the few members of the 'Eavy Metal team who would even attempt such a thing.



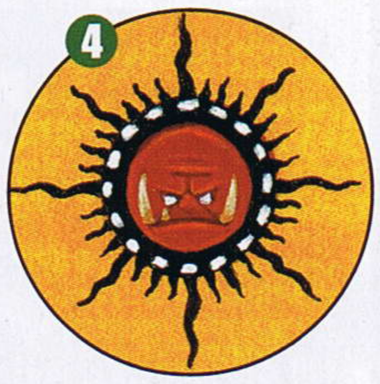
Neil likes to begin detail work like this with simple, geometric shapes. He began with a circle of Blood Red.



After painting an outer band of Chaos Black, Neil shaded in the face details with thinned-down Scab Red.



Neil added highlights of Blazing Orange and Vomit Brown. The first eight rays were added as guidelines.



The eyes and first row of checks were painted Skull White. The teeth were highlighted Bleached Bone.



Neil used Black Ink and a fine brush to draw in the definition lining, and added the second row of checks.

'EAVY METAL®

SKAVEN

WARHAMMER®

This month we look at the 'Eavy Metal team's work on the Skaven – vile chaos-infected creatures that stand in parody of man and rat.

Skaven Warlords and Chieftains

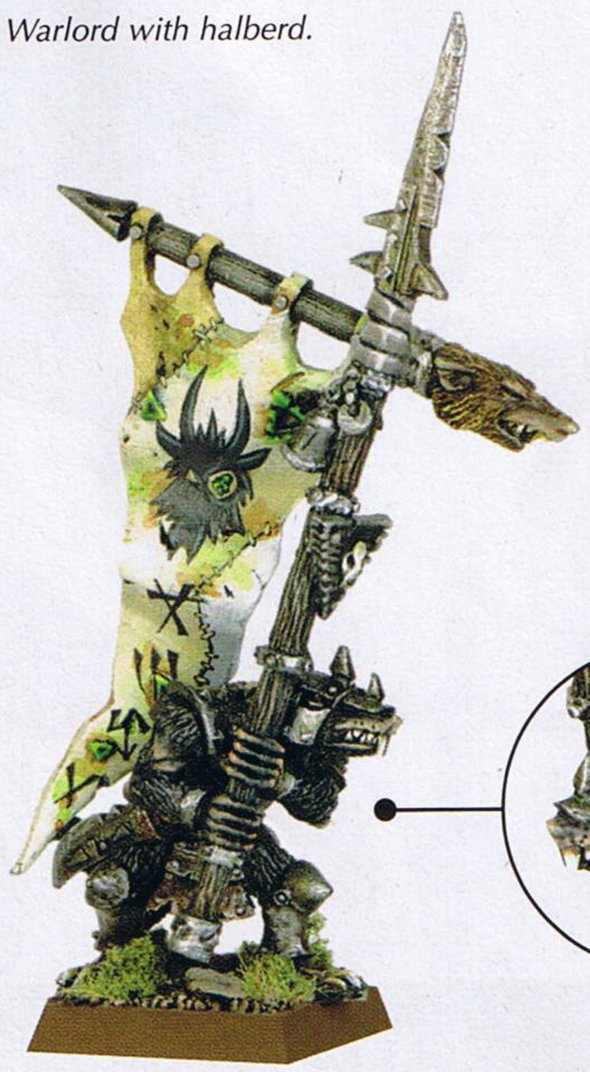
Skaven Warlords and Chieftains usually rise to their positions of power through sheer cunning and ruthlessness. They are fierce fighters, having survived the pressures and dangers of Skaven society, and take command of Skaven hordes using fear as their primary tool. It is only when the Clanrats start to fear the enemy more than their leader that problems will arise, as the hordes turn tail and flee!



Warlord with halberd.



Warlord with two hand weapons.



Chieftain with army battle standard.



Chieftain with axe.



The Skaven Underempire is divided into a multitude of squabbling Clans, each led by a powerful Warlord. Some examples of their diverse iconography are shown above.

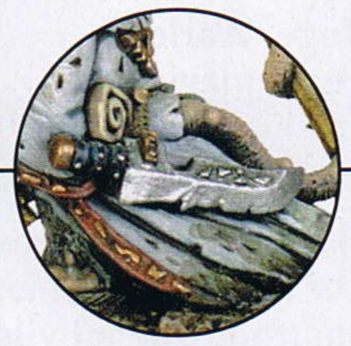
Grey Seers

The Grey Seers stand apart from the clan system in their role as representatives of the Horned Rat. They are the only Skaven imbued with true magical abilities and will supplement this raw talent by consuming Warpstone. In battle they will often ride Screaming Bells – unholy altars that, when rung, send out an ominous and terrible wave of magic across the battlefield.



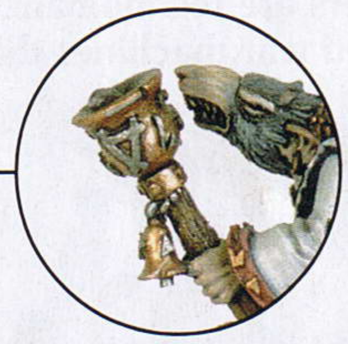
Grey Seer Thanquol and Boneripper.

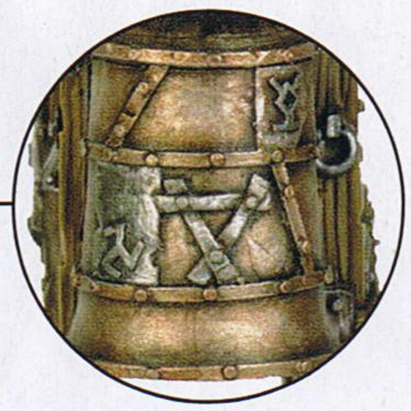








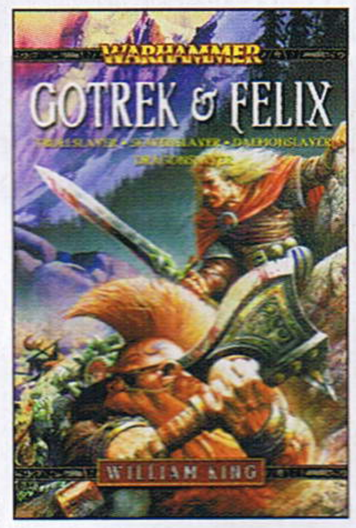






Grey Seer with Warpstone staff.

The Screaming Bell.



Tales from the Black Library

In the vain hope of keeping a low profile, Gotrek and Felix enlist as sewer-jacks beneath the Empire city-state of Nuln. However, before long they find themselves battling against the vile Skaven, led by the Grey Seer Thanquol.

www.blacklibrary.com

Clan Eshin

Clan Eshin disappeared into the east early in Skaven history. When its members returned to Skavenblight centuries later, they had changed; Clan Eshin had learned of the arts of stealth and assassination, skills high in demand in the treacherous Underempire.



Skaven Assassin with poisoned blades.



Skaven Assassin with punch daggers.



Gutter Runners with two hand weapons.

Clan Skryre

Clan Skryre specialises in blending magic with arcane Skaven technology. Warlock Engineers are technomancers of unparalleled skill and daring, who create magically powered war machines that are, unfortunately, prone to spectacular malfunction.



Warlock Engineer.



Warplock Jezzail.



Poisoned Wind Globadier.



Ratling Gun team.



Warpfire Thrower team.

Clan Pestilens

The plague-ridden members of Clan Pestilens are carriers of virulent diseases and poxes. They will think nothing of poisoning a village water well or decimating a settlement's entire crop, sentencing the population to a slow death by starvation and disease.



Plague Censer Bearer.



Plague Priest.



Plague Monk banner bearer.



Plague Censer Bearer.



Plague Monks with two hand weapons.



Plague Deacon.

Clan Moulder

The Master Moulders and Packmasters of Clan Moulder create and train hordes of vicious mutant creatures. The clan then sells its monsters to the Warlords and is therefore a powerful and much sought-after ally for the constantly bickering Skaven clans.



Packmaster.





Rat Ogres.



Giant Rats.

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If you know of a store in your local area that you would like to carry our products, why don't you let us know about it?

Send us an e-mail or write to the address below with up to five suggested stores. If one of your suggested stores starts carrying our products, and you're the first person to suggest that store, we will reward you with a free Battalion or Battleforce of your choice.

E-mail us at:
iwantastore@games-workshop.co.uk

Or write to us at:
I want a Store!
Games Workshop
Willow Road
Lenton
Nottingham
NG7 2WS
England



Empire Battalion



Space Marine Battleforce

Find more information please go to the website below

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

Terms and Conditions

1. The 'I want a Store' promotion is a limited offer provided by Games Workshop Limited gratuitously and on such terms as it deems appropriate. Games Workshop Limited reserves the right to amend the terms of this promotion at any time and in its absolute discretion, and no part of this promotion by itself shall form any binding contract or relationship between Games Workshop Limited and any third party.
2. Only Persons aged 12 years or over are eligible and you must be resident in the following countries may take advantage of this promotion: Belgium, Denmark, Eire, Finland, Norway, The Netherlands and Sweden.
3. Games Workshop staff may give away products to persons it deems to have appropriately satisfied the requirements of this promotion in its absolute discretion.
4. An individual may only take advantage of this promotion once. Therefore, any individual may only receive one product in connection with this promotion.
5. This promotion will commence on July 16th 2007 and will terminate on May 31st 2008.
6. No employees of the Games Workshop group of companies or members of their family may take advantage of this promotion.

Store and Community news

FRONTLINE NE

New Independent Stockists

Games Workshop has recently added a whole host of new Independent stockists to its books, for a full list go to page 105 or go to the website below.

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

NEW!

Independent Stockists

GRAHAMS TOYMASTER
8 Lyster House
County Laois
Ireland
Tel: 057 862 1081

WOW NEW ROSS
9 South Street
County Wexford
Ireland
Tel: 051 421 473

THE LAST RULE
12 Chirns Road
Sligo
Ireland
Tel: 087 930 5521

NEW!

Independent Stockists

BOINK!
Alviksvägen 32
167 53 Bromma
Sweden
Tel: 0826 8808

TV-SPELSBÖRSEN
Kranbyggargatan 3
721 34 Västerås
Sweden
Tel: 02113 0014

PARTAJ
Storgatan 50
Skovde, Sweden
Tel: 05207 9499

WIZARD GAMES
Kvilletorget 18
Goteborg, Sweden
Tel: 03151 4150

NEW!

Independent Stockists

BOG & IDÉ KOLDING STORCENTER
Skovvangen 42
6000 Kolding
Denmark
Tel: 075 52 44 00

BOG & IDÉ RINGSTED
Sankt Hans Gade 9
4100 Rinsted
Denmark
Tel: 057 61 00 10

HJØRRING HOBBY
Danmarksgade 5
9800 Hjørring
Denmark
Tel: 030 68 40 33

SPARETIME
Algade 17
Gorlev, Denmark
Tel: 058 85 80 83

NEW!

Independent Stockists

FANTASIAPELIT LAPPEENRANTA
Raatihuoneenkatu 15
53100 Lappeenranta
Finland
Tel: 05541 1375

ANTIKVARIAATTI SUMA
Puhakankatu 1
53100 Lappeenranta
Finland
Tel: 05541 1760

ANTIKVARIAATTI SUMA
Kauppakatu 63
53100 Lappeenranta
Finland
Tel: 05541 1760

TOYS 4 FUN
Kanalesplanaden 26
Jakobstad, Finland
Tel: 06723 2880

NE.GAMES-WORKSHOP.COM





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

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

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

LATEST! Check out this month's report on Games Workshop Dublin and the updated events diary

BATTLEGROUND NE

Listed on these pages are the biggest and best wargaming events in Northern Europe. Want to reach a bigger audience? E-mail your event to neevents@games-workshop.co.uk

Upcoming Events

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

neevents@games-workshop.co.uk

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

- 10th August .....WD335 (Nov)
- 10th September ....WD336 (Dec)
- 10th October ....WD337 (Jan 08)

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

Events diary abbreviation guide

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



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

THE NETHERLANDS

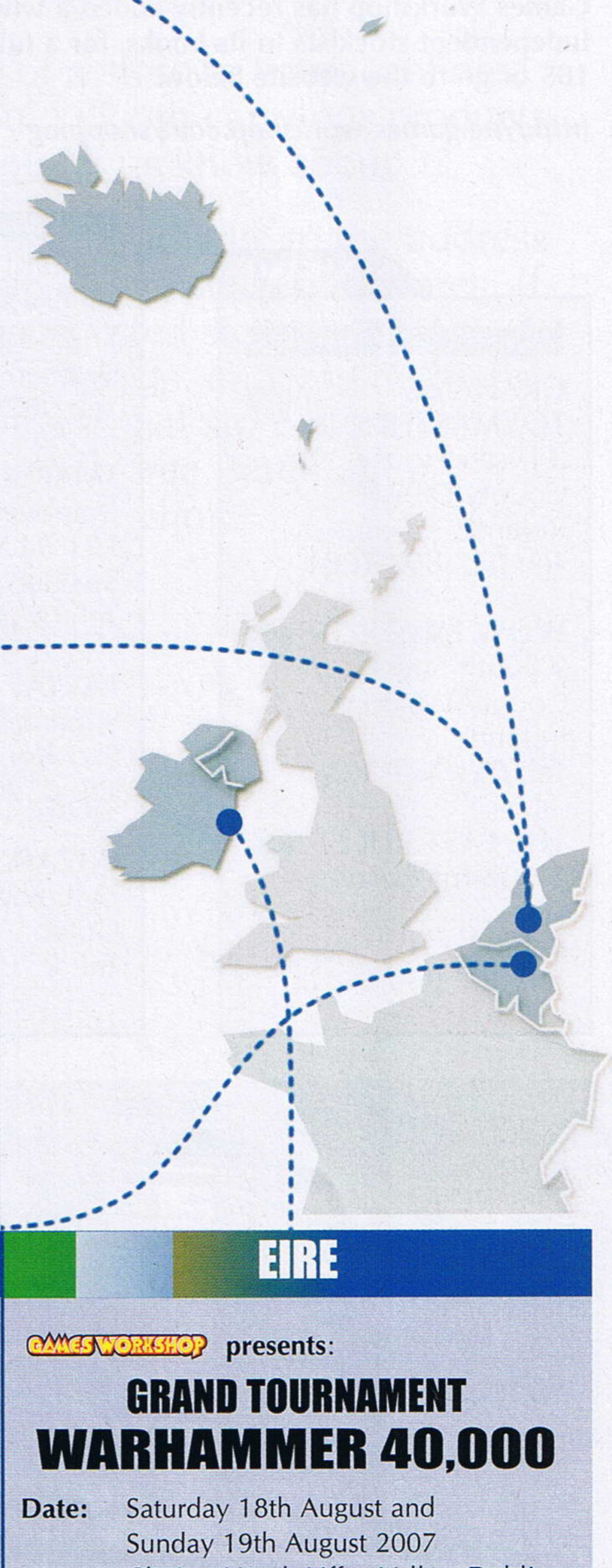
FANATIC GAMES-N-STUFF

Date: Sunday 11th November 2007
Venue: Broerenkerk, Achter de Broeren 1, 8011 VA Zwolle, The Netherlands
Details: Games-n-stuff in Zwolle run their annual Fanatic. Offering a host of activities for people new to the hobby, like introductory gaming and painting activities, the Fanatic will also host a traditional tournament for Warhammer, Warhammer 40,000 and The Lord of The Rings. For more information please use the contact details below.
Contact: +31 (0) 38 421 6385
Website: http://www.gamesnstuff.com

THE NETHERLANDS

FANATIC LEIDEN III

Date: Saturday 6th October 2007
Venue: Lange Mare 39/47, 2312GP Leiden
Details: Vliegershop in Leiden host their annual Fanatic. At the event you can take part in Warhammer, Warhammer 40,000 and The Lord of The Rings tournaments. For those new to the hobby there will be introductory games, painting and modelling classes, so bring along your friends.
Contact: Robert — +31 (0)71 5132783
Website: http://www.gw-orcshop.nl



BELGIUM

CRUSADE

Date: Saturday 8th September 2007
Venue: Leopoldsburg, Belgium
Details: Crusade is an annual event which will celebrate its sixth anniversary in 2007. This 'Open Day' is organised by the White Knights gaming club from Leopoldsburg in Belgium. With the help of other clubs, the White Knights will not only organise demo-games of WFB, 40K and LOTR, you can also try games like Blood Bowl and other specialist games. Crusade is basically a fun filled hobby day! For more information go to the website below.
Website: http://www.de-witte-ridder.be

EIRE

GAMES WORKSHOP **presents:**

GRAND TOURNAMENT WARHAMMER 40,000

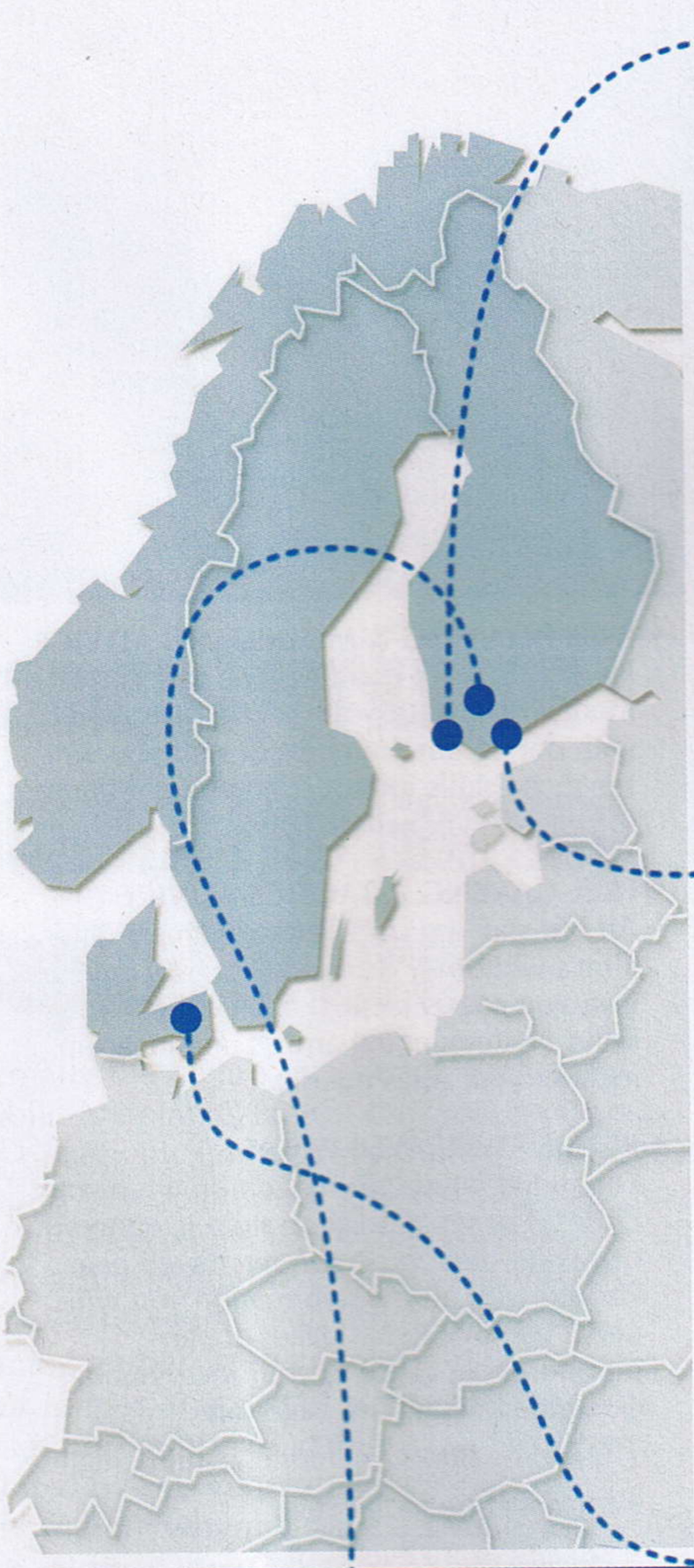
Date: Saturday 18th August and Sunday 19th August 2007
Venue: Clarion Hotel, Liffey Valley, Dublin.
Details: The popular Irish Grand Tournament returns and this time participants get to compete to see who's the best 40K player in the whole of Ireland. Tickets cost €60 each and can be brought through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

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

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

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

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



FINLAND

FANATIC TURKU

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

FINLAND

ROPECON

Date: Saturday 12th August and Sunday 13th August 2007
Venue: Dipoli, Espoo, Finland
Details: The primary theme of the thirteenth Ropecon is "Bad Omens". The event will showcase role-playing, board games and live action role-play as well as Games Workshop and other table-top wargames. Tickets cost €10 for the day or €20 for the whole weekend. For more information on the event and how to get tickets go to the website below.
Website: http://www.ropecon.fi

FINLAND

HAMEENLINNA CASTLE TOURNAMENT

Date: Saturday 4th August 2007
Venue: Hameenlinna Castle, Finland
Details: Take part in a jointly coordinated Outrider and Games Workshop Helsinki event. In the grounds of the famous red brick Hameelinna Castle you can enter a 1,000 point Warhammer and Warhammer 40,000 knockout tournament. For more information and conditions check our events diary at the address below.

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

DENMARK

GIANT FANATIC X

Date: Friday 5th October to Sunday 7th October 2007
Venue: Remisen, Copenhagen
Details: This year will be the 10th Anniversary of the Giant Fanatic. One of the biggest gaming events in Denmark, Giant Fanatic is a fun filled day with a variety of activities including introductory gaming, speed painting, 'Mad Giant' painting competition and the prestigious WFB and 40K tournaments Tickets will be on sale from 1st August. Go to the website below for more information.
Website: http://www.fanatic.dk





RETAIL FINDER

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



GAMES WORKSHOP ACADEMY

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

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

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

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

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

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

GAMES WORKSHOP® Retail Stores

OPENING TIMES

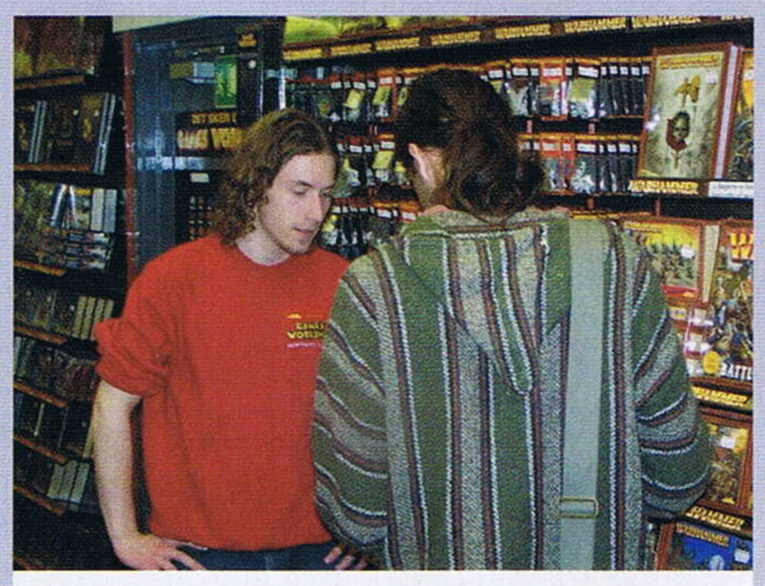
OPENING TIMES:

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

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

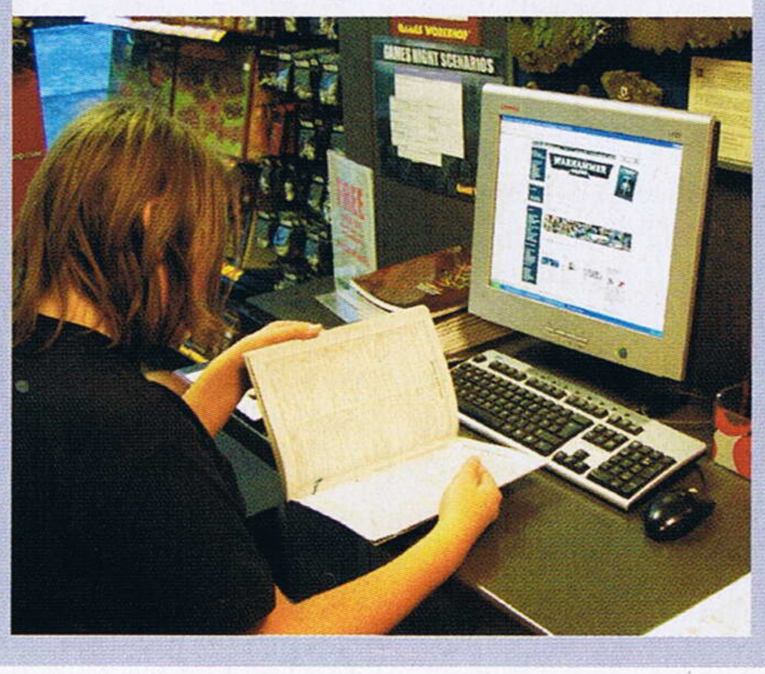
GW STORE PHONE NUMBERS

- GW Amsterdam 020 622 3863
- GW Den Haag 070 392 7836
- GW Haarlem 023 551 7677
- GW Rotterdam 010 280 0268
- GW København 33 12 22 17
- GW Göteborg 311 33 958
- GW Stockholm 08 213 840
- GW Oslo 22 33 29 90
- GW Helsinki 975 154 525
- GW Dublin 018 725 791
- GW Blanchardstown 018 223 868
- GW Belfast 0289 0233684



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

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



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

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

- **RETAIL STORE WEB PAGES**
  For all the latest information on what your closest Games Workshop store is up to you can go to their very own retail web page. Packed with all the information you will need, the GW Retail pages are an indispensable guide to your local hobby. Contained within the pages are:
  - Opening hours, including gaming nights.
  - Introduction to the staff.
  - Specific store events diary.
  - Pictures of the latest miniatures to grace their cabinets.
  - You can also sign up for a personalised mailshot!

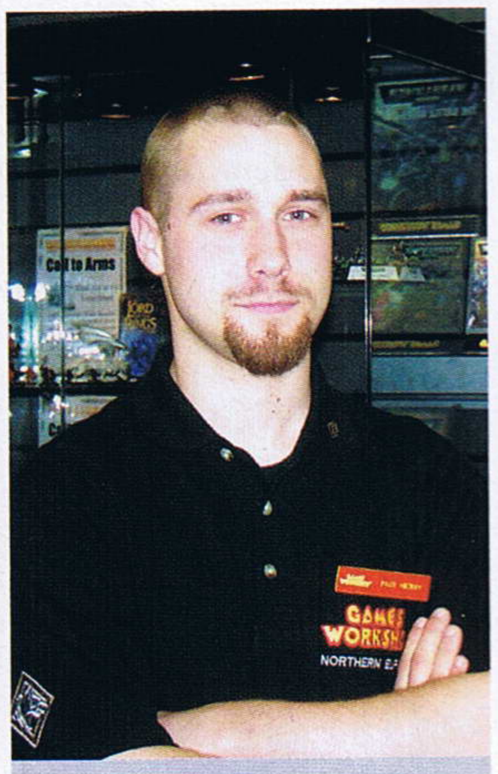




GW DUBLIN

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



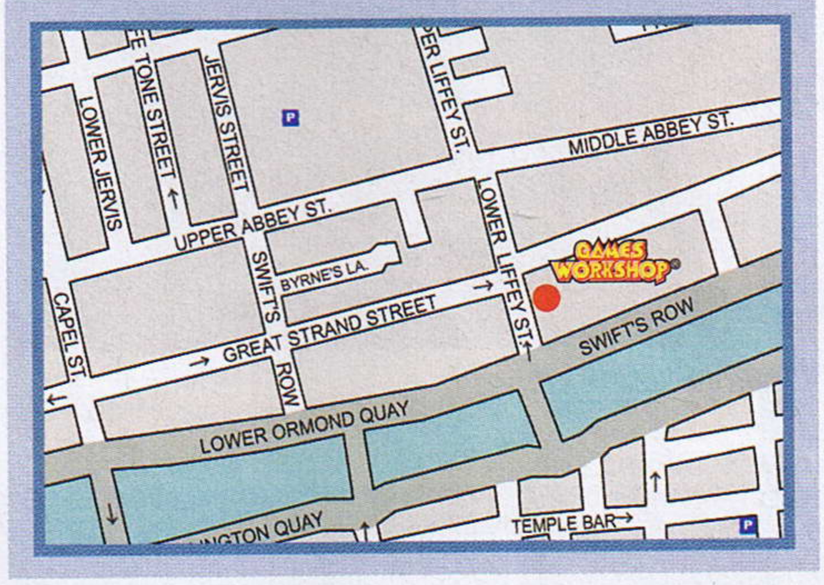


Games Workshop Dublin: The Gaming Capital of Eire.

Formally the centre of a Viking settlement, Dublin is Irelands largest city and is always full of activity. Located right in the centre of Dublin city by the well known Ha'penny Bridge, the Games Workshop Dublin store has been introducing people to the hobby for over 10 years. With three tables for gaming and an area to come in and paint your armies, they boast some lovely display tables and miniature cabinets all made and painted by our very talented staff. Whilst you're there why not have a chat to our staff, most of them have been involved in the hobby for many years and can provide advice on modelling, painting and playing with your chosen armies.

Datafile: GW Dublin

Address:	Unit 3, Lower Liffey Street	
Telephone:	31 872 5791	
E-mail:	dublin@games-workshop.co.uk	
Website	ne.games-workshop.com/shopping	
Opening Hours:	Monday:	11:00 – 18:00
	Tuesday:	11:00 – 18:00
	Wednesday:	11:00 – 18:00
	Thursday:	11:00 – 18:00
	Friday:	11:00 – 18:00
	Saturday:	10:00 – 18:00
	Sunday:	13:00 – 18:00
Manager:	Paul Hickey	



MEET THE MANAGER: PAUL HICKEY

Paul has worked for Games Workshop for almost eight years. Having worked for Games Workshop in the Woking, Kingston and Belfast stores he has been manager of Dublin for three years.

An expert in his ultra-quick self-styled 'Tank Brush' technique of army painting, Paul churns out armies of a high standard in no time and he's always willing to show you how to achieve this with your own armies.

Paul is currently collecting Lizardmen, Beasts of Chaos, Moria Goblins and Khazad-dûm Dwarves. He is also working on a 6,000 point Necron Legion! He also collects souls for his C'tan master.

Dublin's Activities and Gaming nights.

Need help getting started? Dublin offers a free Beginner's Workshop where you can learn to play our games and how to paint your models. Sunday is our Club Day, when you can bring your armies and battle opponents in a fun fuelled day of hobby activity. For our more experienced customers, we open late until 10pm on Tuesday nights where you can come down, play a few games, work on your models and discuss tactics, painting and ideas for your hobby projects with other experienced hobbyists. We also run regular holiday hobby events such as painting competitions and in-store campaigns.



Dublin boasts some fine tables.

ELITE STORES

Elites stores are Independent Stockists who offer a wide range of products and services.



WHAT ARE ELITES?

Elite Stockists are what Games Workshop consider Independent Stockists that offer as close an experience to our own Retail Stores.
These Elite stores offer the complete Games Workshop range (Warhammer, 40K and The Lord of The Rings) as well as introductory gaming and painting lessons. Also many hold their own events. Currently we have Elites in Belgium, Denmark, Finland, The Netherlands and Sweden. For a full list see below.

Dragons Lair

Elite Stockists in Århus, Aalborg and Odense.

You can buy Games Workshop products in our own Retail Stores, Mail Order and Independent Stockists, some of which are classed as 'Elites' (for more about the term Elites read the column to the left).

One such 'Elite' stockist is Dragons Lair in Denmark. Trading since 1996, Dragons Lair opened its first store in Roskilde as a gaming and roleplaying store. Later they expanded their ranges into LARP (Live Action Role Play) and Airsoft. Currently Dragons Lair has three stores, Århus, Aalborg and Odense, they also offer their own mail order service. As well as stocking the Games Workshop full range (Warhammer, Warhammer 40,000 and The Lord of The Rings) Dragons Lair also hold introductory gaming classes as well as regular gaming nights. Dragons Lair are rightly proud of their customer service heritage and offer an invitation to anyone in Denmark to pop along to any one of their stores and have a chat to their friendly staff. To contact Dragons Lair or check out their forthcoming events please use the details below.

Mail Order Tel: *63 11 12 19*
Website: *www.dragonslair.dk*
E-mail: *kontakt@dragonslair.dk*



Dragons Lair Odense



Dragons Lair Århus

CURRENT ELITE STOCKISTS

BELGIUM

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

DENMARK

AALBORG, Dragons Lair
John F. Kennedys, Plads 1, 9000 Aalborg, Tel: 98 12 16 18

AARHUS C, Dragons Lair
Sct. Knuds Torv 3, 8000 Aarhus C, Tel: 86 19 00 63

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

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

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

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

ODENSE C, Dragons Lair
Gråbrødrepassagen 9, 5000, Odense C, Tel: 65 91 97 01

RØDOVRE, MR Games
Rødovre Stationscenter, 2610 Rødovre, Tel: 36 72 02 55

ROSKILDE, Fanatic Roskilde
Grønnegade, 4000 Roskilde, Tel: 46 36 35 48

LYNGBY, Faros Cigarer
Jernbanepladsen 63, 2880 Lyngby, Tel: 32 10 23 23

FINLAND

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

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

THE NETHERLANDS

ARNHEM, Spelkwartier Arnhem
Steenstraat 4, 6828 CJ, Arnhem, Tel: 026 370 2028

DEN BOSCH, De Dobbelsteen
Hinthamerstraat 90, 5211 MS, Den Bosch, Tel: 073 614 5530

LEEUWARDEN, Spellekijn
Voorstreek 84, 8911 TH, Leeuwarden, Tel: 058 213 1112

LEIDEN, Vliegershop
Turfmarkt 2, 2312 CD, Leiden, Tel: 071 513 2783

MAASTRICHT, Vlieg-er-uit
Brusselsestraat 70, 6211 PG, Maastricht, Tel: 043 325 1653

TILBURG, De Dobbelsteen
Langestraat 176, 5038 SH, Tilburg, Tel: 013 544 3700

ZWOLLE, Games-n-Stuff
Diezerpoortenplas 38, 8011 VX, Zwolle, Tel: 038 421 6385

SWEDEN

GÄVLE, Hobbyshopen
Norra Rådmansgatan 2, 803 11 Gävle, Tel: 26186299

UMEÅ, Fantasia
Storgatan 44, 903 26 Umeå, Tel: 090770360

Locating stores & independent stockists

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

ne.games-workshop.com/shopping.

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

+44 (0) 115 918 4040

STOREFINDER KEY

GW Store — *Games Workshop Retail Store*

NE Elite Store — *Stocks the complete Games Workshop range and offers introductory gaming and painting lessons*

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

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

Store directory

LISTED ALPHABETICALLY

BELGIUM

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

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

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

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

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

HASSELT, Oberonn
Kempische Steenweg 27, 3500 Hasselt, Tel: 011 351 358

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

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

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

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

ROESELARE, Black Border
Stationsdreef 68, 8800 Roeselare, Tel: 05 20 82 50

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

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

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

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

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

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

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

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

GENT, Intertoys Gent
Volderstraat 17, 9000 Gent, Tel: 092 24 42 86

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

HALLE, Mishra's Playground
Ninoofsesteenweg 104, 1500 Halle, Tel: 023 61 58 53

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

HASSELT, D-Six
Kuringersteenweg 43-45, 3500 Hasselt, Tel: 011 32 53 55

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

KORTRIJK, Baba Yaga
Sint Amandsplein 27, 8500 Kortrijk, Tel: 056 37 46 07

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

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

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

OOSTENDE, Timms
Vlaanderenstraat 48, 8400 Oostende, Tel: 059 80 49 63

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

ST NIKLAAS, HQ
Hendrik Heymanplein 24, 9100 St-Niklaas, Tel: 048 62 05 131

TOURNAI, Intertoys Tournai
19 Rue Royale, 7500 Tournai, Tel: 069 21 42 22

DENMARK

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

AALBORG, Dragons Lair
John F. Kennedys, Plads 1, 9000 Aalborg, Tel: 98 12 16 18

AARHUS C, Dragons Lair
Sct. Knuds Torv 3, 8000 Aarhus C, Tel: 86 19 00 63

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

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

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

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

ODENSE C, Dragons Lair
Gråbrødrepassagen 9, 5000, Odense C, Tel: 65 91 97 01

RØDOVRE, MR Games
Rødovre Stationscenter, 2610 Rødovre, Tel: 36 72 02 55

ROSKILDE, Fanatic Roskilde
Grønnegade, 4000 Roskilde, Tel: 46 36 35 48

LYNGBY, Faros Cigarer
Jernbanepladsen 63, 2880 Lyngby Tel: 32 10 23 23

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

HERNING, Færges Kælder
Smallegade 12, 7400 Herning, Tel: 35 10 18 97

VORDINGBORG, Legekæden Vordingborg
Algade 63, 4760 Vordingborg, Tel: 55 34 04 31

AABENRÅ, Legekæden Aabenrå
Storegade 17, 6200 Aabenrå, Tel: 74 62 24 05

AALBORG, Aalborg Hobby Service
Nørregade 18, 9000 Aalborg, Tel: 98 12 13 15

AALBORG, Bog & idé Aalborg
Nytorv 5, 9000 Aalborg, Tel: 98 11 66 11

AALBORG SV, B.O. Bøger Aalborg
Ålborg St. Center 108, 9200 Aalborg SV, Tel: 98 79 15 45

AARHUS C, Goblin Gate
Kystvejen 27, 8000, Aarhus C, Tel: 86 19 43 11

AARS, Ting og sager
Søndergade 6, 9600 Aars, Tel: 98 62 45 52

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

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

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

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

ESPERGÆRDE, B.O. Bøger Espergærde
Espergærde Centret, Vester Torv 2, 3060 Espergærde, Tel: 49 13 19 46

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

FREDERIKSBERG, Legekæden Frederiksberg
Godthåbsvej 36, 2000 Frederiksberg, Tel: 38 19 70 25

FREDERIKSSUND, Legekæden Frederikssund
Jernbanegade 31, 3600 Frederikssund, Tel: 47 38 39 59

GILLELEJE, Lillys Legetøj
Vesterbrogade 9, 3250 Gilleleje, Tel: 48 30 30 90

GORLEV, Sparetime
Algade 17, Gorlev, Tel: 58 85 80 83

GRENÅ, Bog & idé Grenå
Torvet 8, 8500 Grenå, Tel: 86 32 19 33

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

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

HERNING, Buddy Legetøj
Herning Centret, Merkurvej 17, 7400 Herning, Tel: 97 22 05 52

HILLERØD, Legekæden Hillerød
Slotsgade 27, 3400 Hillerød, Tel: 48 24 61 61

HJØRRING, Hjørring Hobby
Danmarksgade 5, 9800 Hjørring, Tel: 30 68 40 33

HOLBÆK, Storkfelt Bog & idé
Ahlgade 31, 4300 Holbæk, Tel: 59 43 00 74

HOLTE, Legetøjsbutikken
Holte midtpunkt 23, 1. 2840 Holte, Tel: 45 46 17 82

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

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

HUMLEBÆK, Rodes
Torpenvej 4, 3050 Humlebæk, Tel: 49 19 12 20

KALUNDBORG, Koch's Bøger & Papir
Kordilgade 9, 4400 Kalundborg, Tel: 59 51 00 54

KJELLERUP, Ide & Hobby
Søndergade 12, 8620 Kjellerup, Tel: 86 88 13 26

KØBENHAVN K, Fantask
Skt. Pederstræde 35, 1453 København K, Tel: 33 93 85 38

KOLDING, B.O. Bøger Kolding
Kolding Storcenter 52, 6000 Kolding, Tel: 75 50 38 34

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

KØGE, Sema
Vestergade 19, 4600 Køge, Tel: 56 63 07 04

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

NYKØBING F, Hundehuset
Jernbanegade 33, 4800 Nykøbing F, Tel: 54 86 08 46

NYKØBING M, Morsø Boghandel
Algade 1, 7900 Nykøbing M, Tel: 97 72 07 00

ODDER, Legekæden Odder
Rosens Gade 32, 8300 Odder, Tel: 86 54 42 76

ODENSE SØ, B.O. Bøger Rosengårdscentret
Rosengårdscentret 53 Gul Gågade, 5220 Odense SØ, Tel: 66 15 99 28

RANDERS, Bog & Ide Randers
Brødregade 6. 8900 Randers, Tel: 86 43 08 10

RANDERS, Byrge Sørensen Hobby
Rådhustorvet 4, 8900 Randers, Tel: 86 42 58 14

RANDERS, Randers Hobby Import
Adelgade 13, 8900 Randers, Tel: 86 43 39 23

RINGKØBING, Buddy Legetøj
Algade 4, 6950 Ringkøbing, Tel: 97 32 08 06

RINGSTED, Bog & Ide Ringsted
Sankt Hans Gade 9, 4100 Ringsted, Tel: 57 61 00 10

RINGSTED, Buddy Legetøj
Nørregade 15, 4100 Ringsted, Tel: 57 67 14 80

RØDOVRE, B.O. Bøger Rødovre
Rødovre Centrum 116, 2610 Rødovre, Tel: 36 41 04 85

RØNNE, Dorthe's Hobbystue
Lilletorv 14, 3700 Rønne, Tel: 56 95 94 49

ROSKILDE, Ønskeleg
Algade 28C, 4000 Roskilde, Tel: 46 32 34 63

ROSKILDE, B.O. Ro's torv
Ro's Torv 35, Roskilde, Tel: 45 46 34 12

SKAGEN, Legekæden Skagen
Sct. Laurentiivej 40, 9990 Skagen, Tel: 98 44 54 65

SKANDERBORG, Schmidt Bog & idé
Adelgade 82, 8660 Skanderborg, Tel: 86 52 00 27

SKIVE, Jydsk Boghandel
Nørregade 19, 7800 Skive, Tel: 97 51 25 99

SLAGELSE, Uldtotten
Nygade 2, 4200 Slagelse, Tel: 58 53 50 35

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

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

SVENDBORG, B.O. Bøger Svendborg
Gerritsgade 28, 5700 Svendborg, Tel: 62 17 22 90

TÅSTRUP, Genbrugsbøger
Køgevej 95, 2630 Tåstrup, Tel: 43 71 61 15

THISTED, Buddy Legetøj
Vestergade 4, 7700 Thisted, Tel: 97 92 19 33

VEJLE, B.O. Bøger Vejle
Å-centret 10, Søndergade 24-26, 7100 Vejle, Tel: 75 82 05 44

VIBORG, Battle Bunker
Langdammen 1, 8800 Viborg, Tel: 86 60 17 40

EIRE

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

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

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

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

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

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

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

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

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

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

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

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

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

FRONTLINE

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

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

DUNDRUM,
Art and Hobby Dundrum
U.6 Level 3 Dundrum S/C, Co
Dublin, Dundrum, Tel: 012962944

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

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

ENNISGORTHY,
Toymaster Play and Learn
Weafer St, Co Wexford, Ennisgorthy,
Tel: 053 23188

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

KILKENNY, Toymaster Crottys
77 High St, Kilkenny,
Tel: 056 51038

KILKENNY, Art and Hobby
U.9 Coffe House Lane Market Cross
S/C, Kilkenny, Tel: 056 71904

LIMERICK, Art and Hobby
U.3 The Crescent S/C, Limerick,
Tel: 061 309757

LAOIS, Grahams Toymaster
8 Lyster House, County Laois,
Tel: 057 862 1081

LIMERICK, Art and Hobby
U.3 The Crescent S/C, Limerick,
Tel: 061 309757

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

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

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

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

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

SLIGO, The Last Rule
12 Chirns Road, Sligo
Tel: 01 879 305521

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

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

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

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

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

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

WEXFORD, WOW New Ross
9 South Street, Co Wexford,
Tel: 051 421473

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

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

FINLAND

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

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

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

ESPOO, Pelimesta
Ulappakatu 1, 02320 Espoo,
Tel: 09 813 3283

JOENSUU, Fantasiapelit Joensuu
Kauppakatu 32, 80100 Joensuu,
Tel: 013 284 3144

JYVÄSKYLÄ,
Fantasiapelit Jyväskylä
Kauppakatu 2, 40100 Jyväskylä,
Tel: 014 21 6629

KUOPIO, Fantasiapelit Kuopio
Tulliportinkatu 46-48, 70110
Kuopio, Tel: 017 3611148

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

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

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

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

FORSSA, Fun Stuff & Cards
Hämeentie 7 Torikeskus, 30101
Forssa, Tel: 03 435 6585

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

HEINOLA, Talousmuovi ja lelu
Kauppakatu 19, 18100 Heinola,
Tel: 03 715 3905

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

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

IMATRA, Kirja-Lahja Alex Ky
Mansikankuja 2, 55120 Imatra,
Tel: 05 431 9555

JAKOBSTAD, Toys 4 Fun
Kanalesplanaden 26, Jakobstad,
Tel: 016 723 2880

JÄMSÄ, Jaakko Saari
Välitie 1, 42100 Jämsä,
Tel: 014 7497215

JÄRVENPÄÄ,
Askartelutarvikeliike Taitaville
Helsingintie 13, 04400 Järvenpää,
Tel: 050 413 4760

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

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

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

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

LAPPEENRANTA,
Fantasiapelit Lappeenranta
Raatihuoneenkatu 15,
53100 Lappeenranta
Tel: 05 541 1375

LAPPEENRANTA,
Antikvariaatti Suma
Puhakankatu, 53100 Lappeenranta
Tel: 05 541 1760

LAPPEENRANTA,
Antikvariaatti Suma
Kauppakatu 63, 53100 Lappeenranta
Tel: 05 541 1760

MAARIEHAMN, Dillen
Torggatan 7, 22100 Maariehamn,
Tel: 018 15578

MÄNTSÄLÄ, Papado
Lahdentie 50, 04600 Mäntsälä,
Tel: 019 688 1911

MIKKELI, Muppela
Maaherrankatu 14, 50100 Mikkeli,
Tel: 015 36 1611

PORI, Porin Pitkis
HerttuanTori 2.Krs, 28100 Pori,
Tel: 02 633 2880

PORI, Porin Askartelu
Yrjönkatu 7, 28100 Pori,
Tel: 02 632 6671

RAAHE,
Raahen Astartelu ia Paperi
Lahdekorventie 32, 37130 Raahe,
Tel: 08 223 6825

RAUMA,
Wanhan Rauman POP-peli
Nortamonkatu 14, 26100 Rauma,
Tel: 02 823 4840

ROVANIEMI, Liigacenter Jässi
Rovakatu 28, 96200 Rovaniemi,
Tel: 016 356 0545

SALO, Salon Harraste
Vilhonkatu 21, 24240 Salo,
Tel: 026 356 0545

SAVONLINNA,
Savonlinnan Antikvariaatti
Olavinkatu 51, 57100 Savonlinna,
Tel: 015 53 4412

SEINÄJOKI, Pitkäkiekko
Alvar Aallonkatu, 1Seinäjoki,
Tel: 06 417 7880

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

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

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

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

VAIKEAKOSKI, Koskiviide
Valtakatu 9-11, Koskikara 2krs,
37600, Tel: 03 584 7917

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

ICELAND

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

THE NETHERLANDS

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

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

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

GW ROTTERDAM
Van Oldenbarneveldplaats 452,
3012 AP, Tel: 010 280 0268

ARNHEM, Spelkwartier Arnhem
Steenstraat 4, 6828 CJ, Arnhem,
Tel: 026 370 2028

DEN BOSCH, De Dobbelsteen
Hinthamerstraat 90, 5211 MS,
Den Bosch, Tel: 073 614 5530

LEEUWARDEN, Spellekijn
Voorstreek 84, 8911 TH,
Leeuwarden, Tel: 058 213 1112

LEIDEN, Vliegershop
Turfmarkt 2, 2312 CD, Leiden,
Tel: 071 513 2783

MAASTRICHT, Vlieg-er-uit
Brusselsestraat 70, 6211 PG,
Maastricht, Tel: 043 325 1653

TILBURG, De Dobbelsteen
Langestraat 176, 5038 SH, Tilburg,
Tel: 013 544 3700

ZWOLLE, Games-n-Stuff
Diezerpoortenplas 38, 8011 VX,
Zwolle, Tel: 038 421 6385

ALKMAAR, Bookers & Strippers
Boterstraat 19, 1811 HP, Alkmaar,
Tel: 072 512 1213

ALMERE HAVEN, Fantasia
Kerkgracht 41, 1354 AE, Almere
Haven, Tel: 036 531 6017

AMERSFOORT, Spellenwinckel
Scherbierstraat 4-6, 3811 EA,
Amersfoort, Tel: 033 470 0322

ASSEN, Plok
Stationstraat 1, 9401 KV, Assen,
Tel: 059 231 3292

BERGEN OP ZOOM,
Big Boys Toys
Lievevrouwestraat 23, 4611 JJ,
Bergen op Zoom,
Tel: 0164 25 0848

DEN HAAG, Spellenhuis
Zoutmanstraat 94, 2518 GT, Den
Haag, Tel: 070 364 4782

ENSCHEDE, Pijplines
Pijpenstraat 34, 7511 GM,
Enschede, Tel: 053 430 5727

GRONINGEN, Krikke's
Hobbyshop
Nieuwe Weg 28, 9711 TE,
Groningen, Tel: 050 312 9314

MIDDELBURG, De Burcht
Londensekaai 19, 4331 JG,
Middelburg, Tel: 011 865 0048

NIJMEGEN, Moenen & Mariken
Van Welderenstraat 70, 6511 MP,
Nijmegen, Tel: 024 323 6119

UTRECHT, Whoops
Springweg 1, 3511, Utrecht,
Tel: 030 230 4123

VENLO, Modelbouw Luthart
Oude Markt 7A, 5911 NL, Venlo,
Tel: 077 354 2688

WORMERVEER, Mini-Wonders
Antillenstraat 1, 1521 AT,
Wormerveer, Tel: 075 640 1617

ZOETERMEER, RC-Pitstop
Dorpsstraat 179, 2712 AJ,
Zoetermeer, Tel: 079 316 0560

ALMELO, Somberg Modelbouw
Grotestraat 136, 7607 CW, Almelo,
Tel: 054 681 2981

ALPHEN AAN DEN RIJN,
Top 1 Toys Arie vd Panne
Hooftstraat 66-68, 2406 GL, Alphen
aan den Rijn, Tel: 0172 47 2254

AMSTELVEEN,
De Groot Toy Special Store
Rembrandthof 42, 1181 ZL,
Amstelveen, Tel: 020 347 3344

AMSTELVEEN, Het Ganzenbord
Parlevinker 59, 1186 ZB,
Amstelveen, Tel: 020 641 2552

APELDOORN, Vreemde Zaar
Asselsestraat 27, 7311 EC Apeldoorn,
Tel: 057 551 1566

APELDOORN,
Top 1 Toys — De Kinderdroom
Oranjerie 158, 7311WG, Apeldoorn,
Tel: 055 5761098

APELDOORN, Villa Wammus
Kapelstraat 4, 7311BK, Apeldoorn,
Tel: 055 5766 741

BERGEYK, Wouters Technohobby
Pankenstraat 31, 5571 CP, Bergeyk,
Tel: 049 755 0248

BLARICUM, RC-Fun
1e Molenweg 28, 1261 DD,
Blaricum, Tel: 035 5230049

BREDA, Modelbouw Bliek
Boschstraat 23, 4811 GA, Breda,
Tel: 076 521 8596

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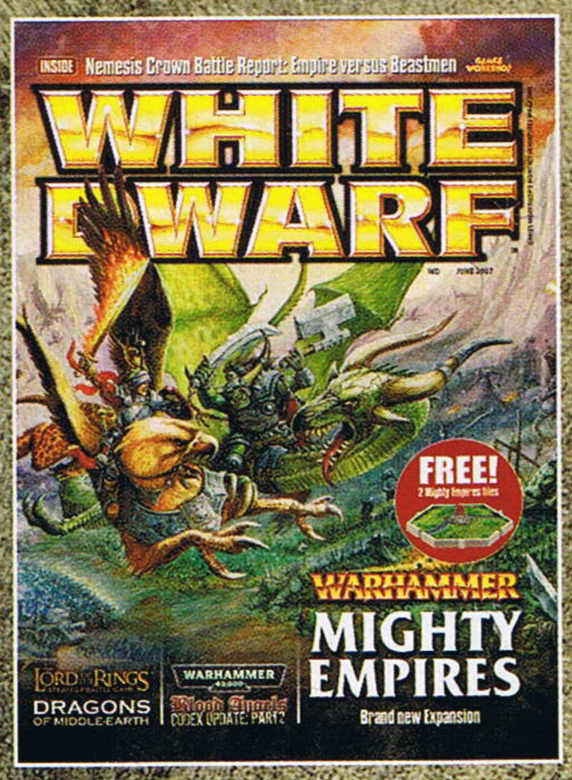
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