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40,000

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STRATEGY BATTLE GAME

TACTICA: MONSTERS



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GAMES WORKSHOP'S MONTHLY MINIATURES MAGAZINE

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EDITORIAL



From the distant land of Ulthuan and across the Warhammer world, the High Elves march to war!

Though it pains me to admit it, the High Elves are resplendent upon the field of battle. Their ranks upon ranks of infantry, strictly regimented and clad in shining white are a sight to behold. Their glittering silver armour is almost the equal of Dwarven gromril. Almost. Unfortunately for us Dwarfs, our ancient foes march to war once more, organised and bolstered by the new rules and miniatures released this month.

In these pages you will find the review and rationale behind the new High Elf army book, presented by none other than Adam Troke, the author of the tome and renowned Elf-friend. I've already recorded his name in my book of grudges. We also take a look at the new High Elf Citadel miniatures, such as the chariot, special characters and mighty Dragon Lord. Bless my beard, but that beast is impressive – although what's wrong with good, Dwarf-built gyrocopters is beyond me!

Players of Warhammer 40,000 will find part one of a new campaign (pg 74), plus a modelling masterclass for the Baneblade (pg 86). Finally, The Lord of the Rings game gets scarier, as Mat Ward presents his Tactics on the Monsters of Middle-earth.

Grombrindal, The White Dwarf

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An Orc horde sweeps across the realm of Yvresse, and Ulthuan's finest ride to stop them!



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BANEBLADE**
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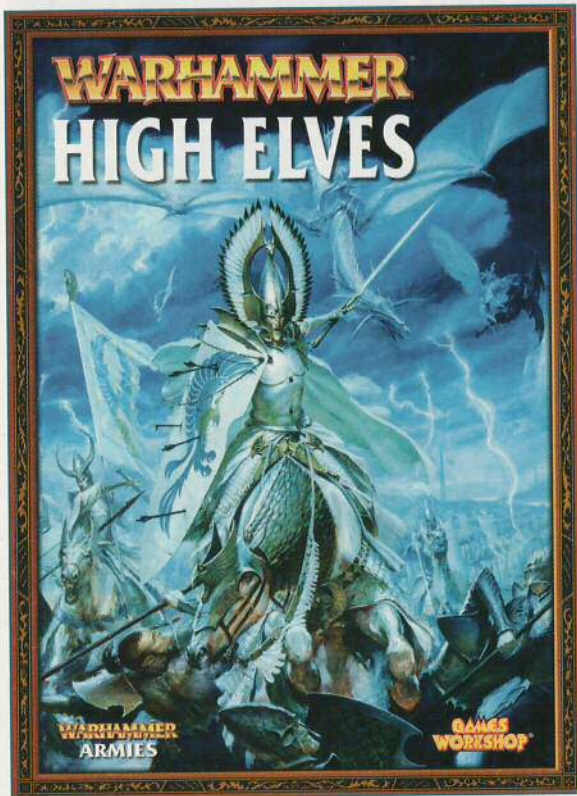
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WARHAMMER® HIGH ELVES



BRAND NEW ARMY BOOK

The Children of Ulthuan are now a race in their twilight, battling against extinction. Their armies comprise hosts of steadfast spearmen, deadly archers, proud cavalry and elite warriors of exceptional skill.

This massive 104-page Army Book includes a huge background section, a comprehensive bestiary for the forces of the High Elves including all the rules needed to field your troops, a full-colour hobby section, and the brand new High Elf army list.

>>>TURN TO PAGE 27 FOR IN-DEPTH DESIGN NOTES

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| Written by Adam Troke | | |

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A Teth, High Loremaster
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A Mage on Direx staff
The Mage of Hoeth is a noble and mighty being, born of the House of Ulthuan.

A High Elf Mage
A Mage of Hoeth is a noble and mighty being, born of the House of Ulthuan.

A Lord of Hoeth
A Lord of Hoeth is a noble and mighty being, born of the House of Ulthuan.

THE LORDS OF CALEDOR

A Dragon Mage of Caledor
The noble Dragon Mage of Caledor is a noble and mighty being, born of the House of Ulthuan.

A Dragon Mage of Caledor
The noble Dragon Mage of Caledor is a noble and mighty being, born of the House of Ulthuan.

A Dragon Mage of Caledor
The noble Dragon Mage of Caledor is a noble and mighty being, born of the House of Ulthuan.

80 COLLECTING A HIGH ELF ARMY

81 COLLECTING A HIGH ELF ARMY

LION CHARIOTS OF CHTRACE

Of the wild beasts the most terrible, the lion is the most noble. The lion is the most noble of all the beasts, and the most noble of all the beasts. The lion is the most noble of all the beasts, and the most noble of all the beasts.



| | M | W | S | W | T | A | L | D |
|--------------|----|----|----|----|----|----|----|----|
| Lion Chariot | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| Chariot | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |
| War Lion | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 |

Special Rules:
Value of Apes Speed of Apes (see page 11).

Chariot: Chariot is a noble and mighty being, born of the House of Ulthuan.

War Lion: War Lion is a noble and mighty being, born of the House of Ulthuan.

Chariot: Chariot is a noble and mighty being, born of the House of Ulthuan.

HIGH ELF PRINCE AND NOBLE

Can be assembled as
either an Army Standard
Bearer, Noble or Prince



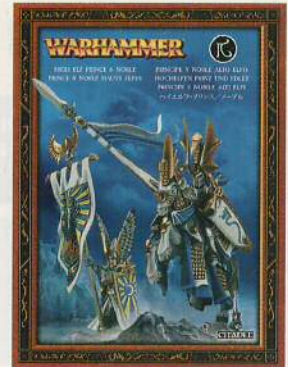
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HIGH ELF NOBLE



HIGH ELF PRINCE



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HIGH ELF ARCHMAGE AND MAGE

>>>TURN TO PAGE 34 FOR MORE DETAILS



HIGH ELF MAGE



HIGH ELF ARCHMAGE



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to make two Citadel
miniatures, one on foot
and one mounted

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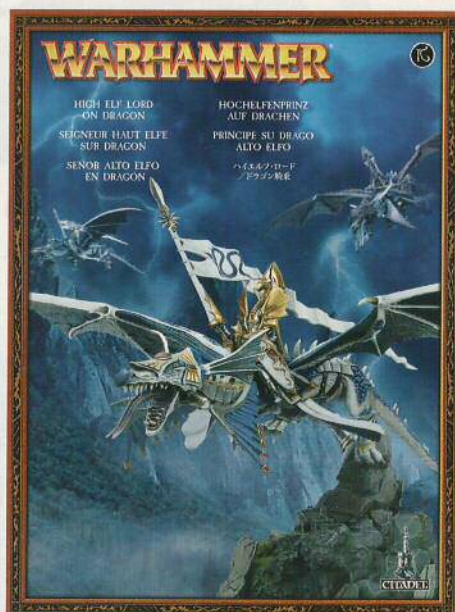
HIGH ELF DRAGON MAGE



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HIGH ELF PRINCE ON DRAGON



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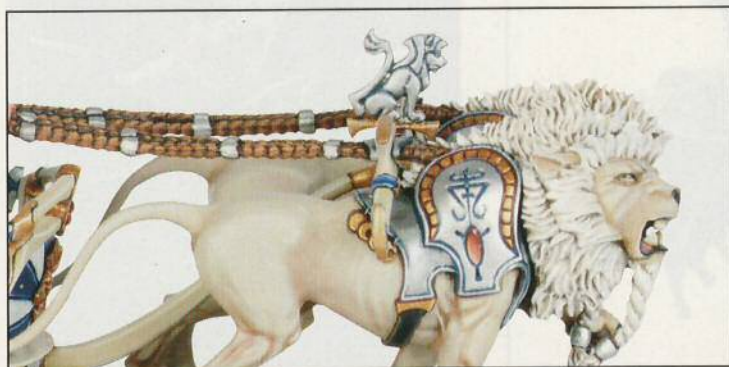
Can be assembled as either a Lion Chariot of Chrace or a Tiranoc Chariot



HIGH ELF TIRANOC CHARIOT



HIGH ELF LION CHARIOT OF CHRACE



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>>>TURN TO PAGE 28 TO FIND OUT MORE ABOUT THESE HIGH ELF CHARACTERS

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HIGH ELF SHADOW WARRIORS

HIGH ELF SHADOW-WALKER



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THIS BATTALION IS THE IDEAL STARTING POINT FOR A HIGH ELF ARMY



HIGH ELF REPEATER BOLT THROWER AND CREW



HIGH ELF ARCHERS



HIGH ELVES ARMY SET



The gleaming white, serried ranks of the elite High Elf army is a formidable sight. Bolt Throwers and Archers whittle down enemy units with highly accurate firepower before making way for the devastating charge of the Silver Helms and White Lion Chariot. All the while, the stoic High Elf Spearmen hold the line against a numberless foe.

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HIGH ELF HIGH HELM



HIGH ELF SILVER HELMS

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**SEE THE HIGH ELVES IN
ACTION ON PAGE 46**



HIGH ELF WHITE LION CHARIOT OF CHRACE



HIGH ELF TIRANOC CHARIOT

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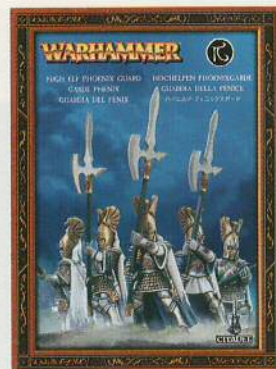
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HIGH ELF PHOENIX GUARD COMMAND



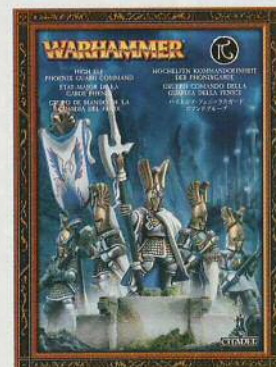
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and Keeper of the Flame

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of Hoeth

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Bladelord

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IN A FULL SIZE FIGURE CASE



>>>TURN TO PAGE 69 TO FIND OUT MORE ABOUT THESE TOOLS

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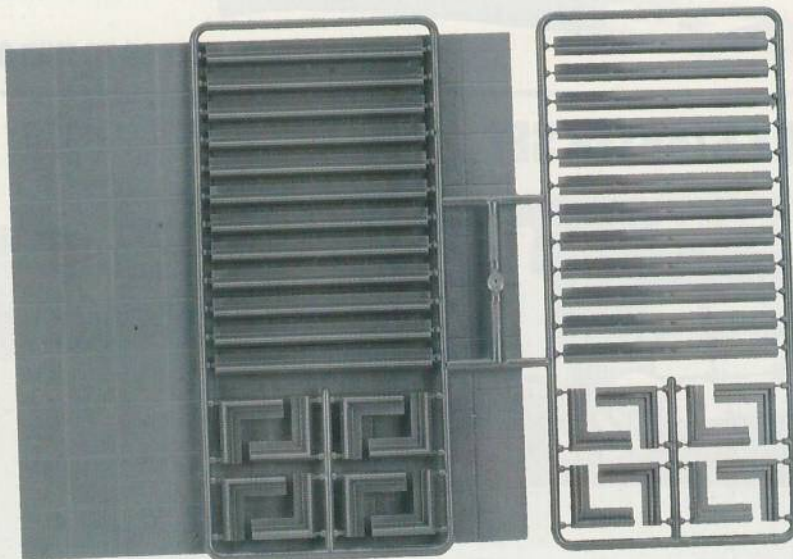
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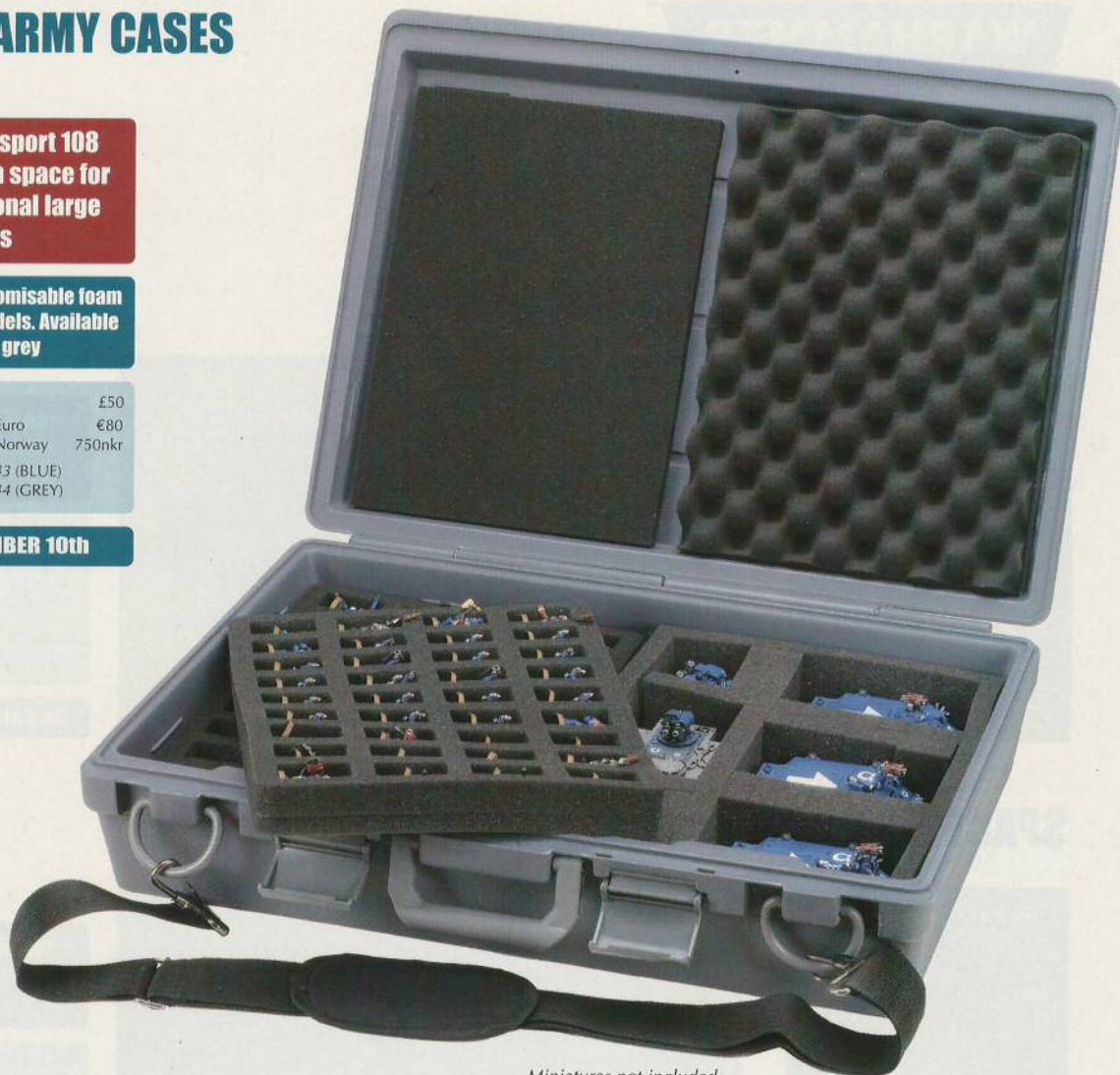
Army Case with customisable foam inserts for large models. Available in blue and grey

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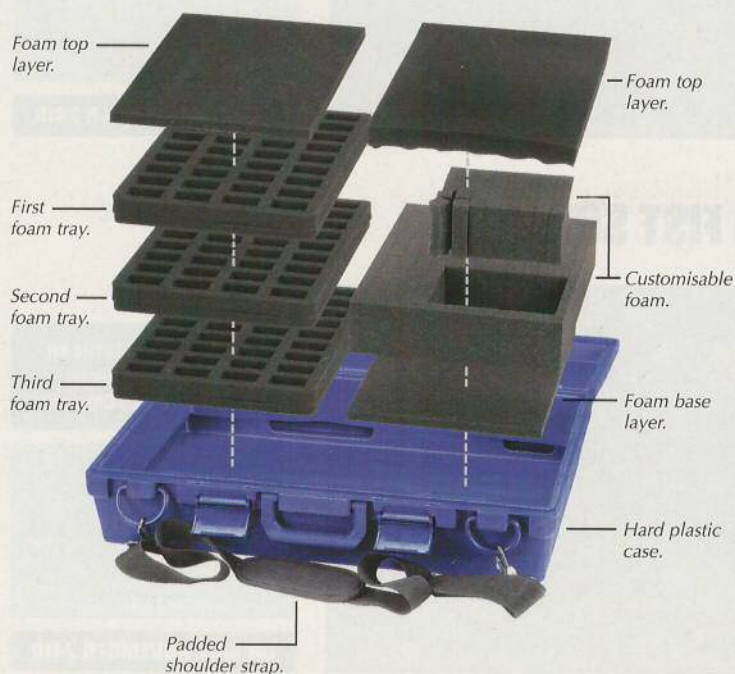


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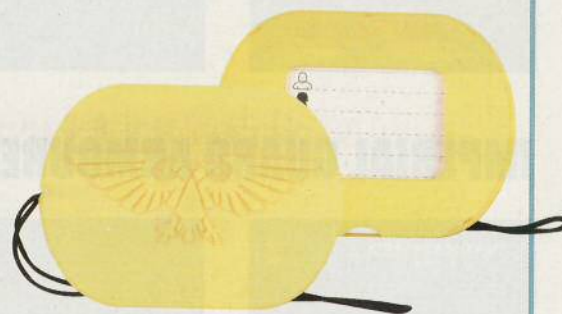


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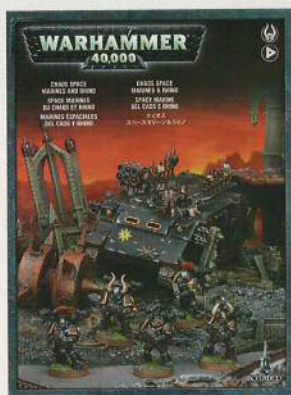
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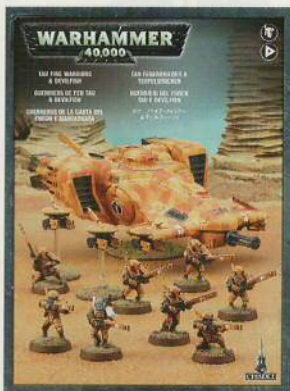
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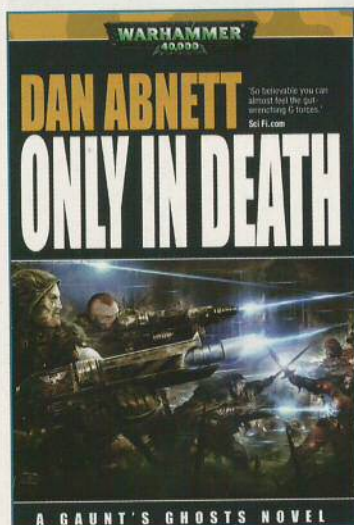
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ONLY IN DEATH

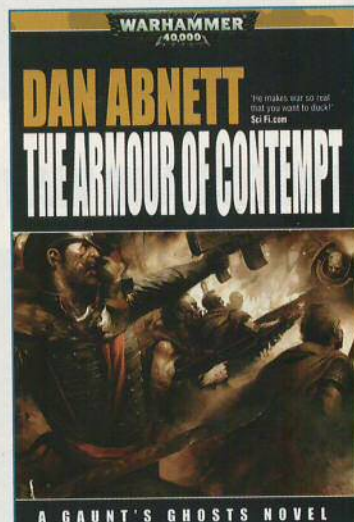


As the crusade to liberate the Sabbat Worlds continues, Colonel-Commissar Gaunt leads the Tanith First-and-Only into an unforgiving new warzone. As the enemy assaults increase in intensity, Gaunt and his regiment must face the terror of the present alongside the ghosts of their past, for only in death does duty end.

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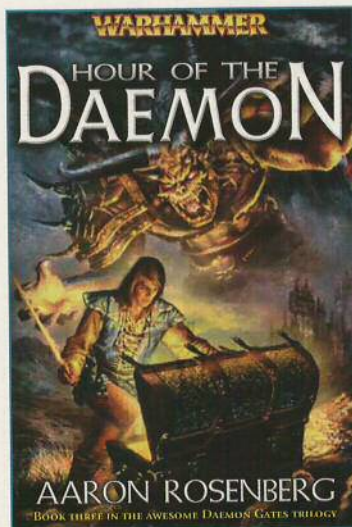


Gaunt's Ghosts are sent back to the planet Gereon to join forces with the Imperial defenders and liberate the planet from Chaos. However, the brutality of the "liberation" pitches Gaunt into opposition with his commanders, who believe victory must be achieved at any price.

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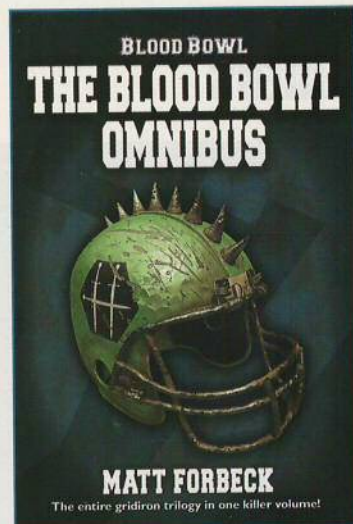


Following their adventures in *Night of the Daemon*, Alaric and Dietz have one last chance to track down the Daemon and destroy it before it materialises and lays waste to the civilised world. This time, their journey takes them into the dark heart of the Grey Mountains where they must face a savage horde of Beastmen.

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Model designed by Daren Parrwood, Simon Egan and Mark Bedford.

WARHAMMER
40,000

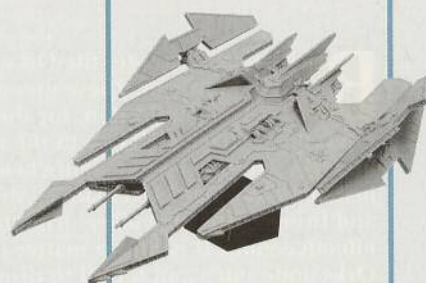


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WAAAGH! THE ORKS

COMING IN
JANUARY



Barbaric and savage, the Orks infest the galaxy from end to end. These green-skinned aliens can never truly be beaten, for they thrive on warfare. From the lowliest Ork Boy to the mightiest Warboss, all Orks live for the moment when they can charge headlong into battle, screaming deafening war cries and firing blistering volleys from their crude but effective guns. It is only a matter of time before the Orks unite once and for all to drown the stars in a torrent of mindless violence.

The Space Orks are a persistent menace to all races in the known galaxy. Their warmongering knows no limits, and they appear numberless. Facing the Orks is like standing within a hurricane of single-minded violence; a deadly green tide of destruction!

In January 2008 Games Workshop will release Codex: Orks. This indispensable book includes extensive and detailed information about the Orks, including their

culture, their tribes, the genesis of the Ork race and the crusades of violence and aggression that the Orks call Waaaghs! Also, you'll find details of the many and varied troop types, heroes, war machines and vehicles that make up an Ork warband, along with their eccentric but powerful wargear and rules to use them in your games of Warhammer 40,000. Also included are a number of famous special characters, such as Mad Dok Grotznik, Old Zogwort, Boss Zagstruk of the Vulcha Boyz and the infamous Prophet of the Waaagh! himself, Warlord Ghazghkull Thraka.

Of course, as you'd expect from such a momentous release, Citadel are preparing their forges to produce new miniatures aplenty, such as the latest Bikes, Trukks, Tankbustas, Oddboyz and much more besides. What's got everyone here in the Design Studio excited is the amazing new Shokk Attack Gun, which has made all the veteran Ork players very nostalgic. It's time for Waaagh!



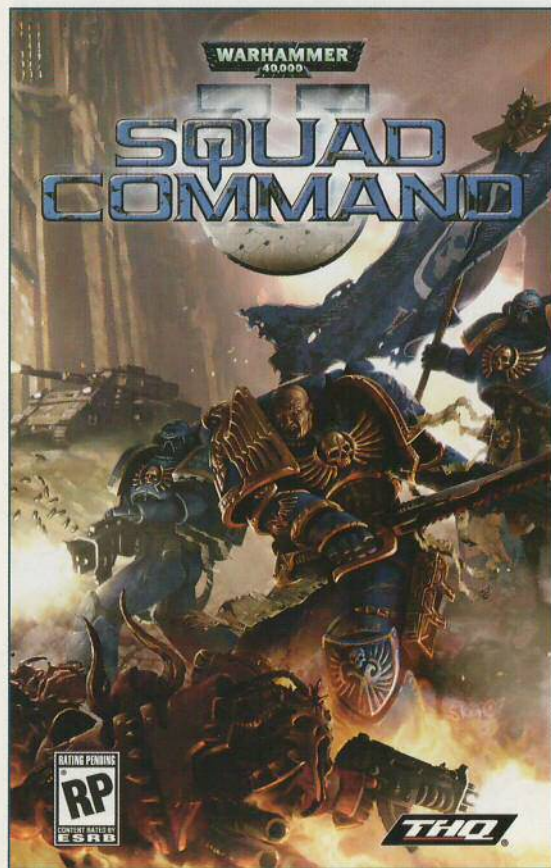
Ork Tankbustas.



Ork Trukk.

WARHAMMER 40,000: SQUAD COMMAND

A brand new turn-based strategy game is coming to the Nintendo DS and PSP.



Warhammer 40,000: *Squad Command* marks the first time that the brutal, war-ravaged Warhammer 40,000 universe will be playable on the Nintendo DS and PSP. *Squad Command* features fast, action-packed combat through turn-based strategy and an engaging, authentic single-player storyline.

Gamers play as the elite Space Marines of the Ultramarines Chapter and strive to combat the encroaching evil of the ruthless and daemonic-influenced Chaos Space Marines through 15 cinematically linked missions. With a robust multiplayer mode featuring 9 unique missions, players will team up and go head-to-head with other gamers worldwide as either the Imperium of Man or the Chaos Space Marines, ensuring hours of unique replayability. *Warhammer 40,000: Squad Command* will also utilize all the portable

functionality of the PSP and Nintendo DS, including dual-screen and stylus, bringing the Warhammer 40,000 universe to life on handheld.

Key Features

- Compelling single player game comprising 15 unique missions.
- 9 unique multiplayer maps for local or global games, with small, medium and large map variants to cater for 2 to 8 players.
- Fully destructible, real-time 3D battlefields mean that no two games will be the same.
- Pick from two Space Marine chapters or two Chaos Space Marine Legions to control in multiplayer games.
- Over 20 weapons taken directly from the Warhammer 40,000 universe, including the bolter, plasma gun, and power fist.



The grim darkness of the far future comes to the handheld digital fields of battle.

Brother versus brother, the valiant Space Marines, defenders of the realm of Mankind, wage their bloody war against the embittered Chaos Space Marines; warriors who once upheld the ideals of the God-Emperor, but succumbed to the lures of the Dark Gods of Chaos.



**Squad Command
will be released in
time for Christmas**

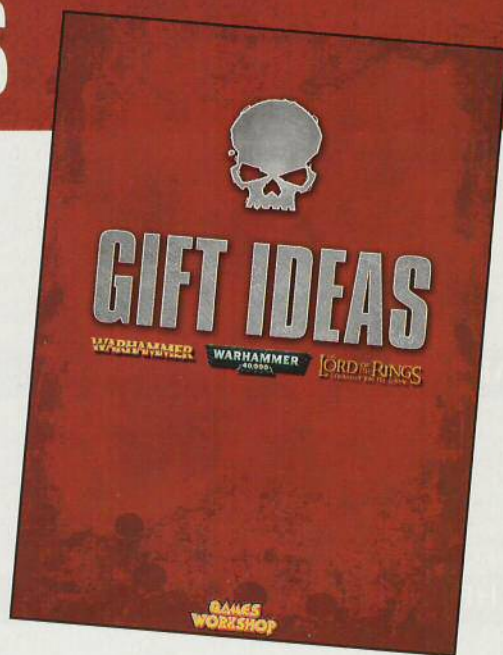
For more details log onto: <http://www.thq.com>

FESTIVE NEWS

With the festive season just around the corner, young (and not so young) hobbyists' minds will be turning towards thoughts of roast turkey, Christmas pudding and getting big parcels stuffed full of Games Workshop goodies. In order to facilitate maximum Christmas pleasure, and minimise the chance of unfortunate aftershave- or sock-related incidents (however well intentioned), we've produced a Gift Guide packed full of ideal gifts for hobbyists of all ages.

The gift guide is available free in every Games Workshop store and can be downloaded from our web site. What's more we've even put together special Christmas areas in our store where bewildered relatives can be sure of finding the ideal Games Workshop gift.

**Just tell 'em to look for
the Silver Skull!**



INSTORE THIS CHRISTMAS

Running around getting those last minute presents? Not sure what to buy for yourself or someone else this Christmas? Games Workshop Hobby Centres are a beacon of light in the drudgery that can be the Christmas shopping trip! Unlike other stores we help you find what you need, our staff, helpful as ever, are on hand to advise and help.

Let Us Do All The Hard Work!

Pop in and our helpful staff will pick your Christmas presents for you while you wait, or you can come back later and we'll have it all bagged up and ready to buy!

Expert Advice

If you're not sure about what to get, our knowledgeable staff can help advise you in making sure your family member or friend gets what they want

for Christmas! We can also hold onto your presents until the end of the day – allowing you to continue shopping, hassle free.

Handy Wish List

Already know what you want? We've produced a handy Wish List included within the pages of the Gift Ideas guide, which you can photocopy, fill out and take into your local Games Workshop.



WARHAMMER

| | | | | | | |
|---|----------|---------|---------|---------|---------|--------|
| High Elves Army Book | 10/11/07 | 175dkr, | 200sek, | 225nkr, | €22.50, | £12.00 |
| High Elf Lord on Dragon | 10/11/07 | 300dkr, | 350sek, | 350nkr, | €40.00, | £30.00 |
| High Elf Prince and Noble | 10/11/07 | 140dkr, | 170sek, | 200nkr, | €20.00, | £12.00 |
| High Elf Alith Ainar, the Shadow King | 10/11/07 | 100dkr, | 115sek, | 125nkr, | €12.50, | £8.00 |
| High Elf Archmage and Mage | 10/11/07 | 140dkr, | 170sek, | 200nkr, | €20.00, | £12.00 |
| High Elf Chariot | 10/11/07 | 175dkr, | 200sek, | 225nkr, | €22.50, | £15.00 |
| High Elf Korhil, Captain of the White Lions | 10/11/07 | 100dkr, | 115sek, | 125nkr, | €12.50, | £8.00 |
| High Elf Phoenix Guards | 10/11/07 | 135dkr, | 160sek, | 175nkr, | €17.50, | £12.00 |
| High Elf Phoenix Guard Command | 10/11/07 | 140dkr, | 170sek, | 200nkr, | €20.00, | £12.00 |
| High Elf Phoenix Guard Hero, Caradryan | 10/11/07 | 100dkr, | 115sek, | 125nkr, | €12.50, | £8.00 |
| High Elf Shadow Warriors | 10/11/07 | 135dkr, | 160sek, | 175nkr, | €17.50, | £12.00 |
| High Elf Sword Masters of Hoeth | 10/11/07 | 135dkr, | 160sek, | 175nkr, | €17.50, | £12.00 |
| High Elf Sword Masters of Hoeth Command | 10/11/07 | 140dkr, | 170sek, | 200nkr, | €20.00, | £12.00 |
| High Elf White Lions of Chrace | 10/11/07 | 135dkr, | 160sek, | 175nkr, | €17.50, | £12.00 |
| High Elf White Lions of Chrace Command | 10/11/07 | 140dkr, | 170sek, | 200nkr, | €20.50, | £12.00 |

WARHAMMER 40.000

| | | | | | | |
|---------------------------------------|----------|---------|---------|---------|---------|--------|
| Chaos Space Marines and Rhino | 24/11/07 | 250dkr, | 300sek, | 300nkr, | €35.00, | £25.00 |
| Dark Eldar Raiders | 24/11/07 | 250dkr, | 300sek, | 300nkr, | €35.00, | £25.00 |
| Eldar Wave Serpent plus Dire Avengers | 24/11/07 | 300dkr, | 350sek, | 350nkr, | €40.00, | £30.00 |
| Imperial Guard Armoured Fist | 24/11/07 | 250dkr, | 300sek, | 300nkr, | €40.00, | £25.00 |
| Space Marine Razorback Squad | 24/11/07 | 300dkr, | 350sek, | 350nkr, | €40.00, | £30.00 |
| Tau Devilfish and Fire Warriors | 24/11/07 | 300dkr, | 350sek, | 350nkr, | €40.00, | £30.00 |

OTHER RELEASES

| | | | | | | |
|--------------------------------|----------|---------|---------|---------|---------|--------|
| Blue Custom Army case | 10/11/07 | 650dkr, | 700sek, | 700nkr, | €80.00, | £50.00 |
| Grey Custom Army case | 10/11/07 | 650dkr, | 700sek, | 700nkr, | €80.00, | £50.00 |
| Figure Case Tag | 10/11/07 | 35dkr, | 45sek, | 45nkr, | €3.00, | £2.50 |
| Space Marine Vindicator | 08/12/07 | 250dkr, | 300sek, | 300nkr, | €35.00, | £25.00 |
| Chaos Space Marines Vindicator | 08/12/07 | 250dkr, | 300sek, | 300nkr, | €35.00, | £25.00 |

WARHAMMER 40,000 NEXT MONTH

| | | | | | | |
|--------------------------|----------|----------|----------|----------|----------|---------|
| Eldar Shining Spears | 03/12/07 | 225dkr, | 270sek, | 270nkr, | €30.00, | £20.00 |
| Eldar Autarch on Jetbike | 03/12/07 | 175dkr, | 200sek, | 225nkr, | €22.50, | £15.00 |
| Eldar Army set | 03/12/07 | 1250dkr, | 1500sek, | 1500nkr, | €160.00, | £100.00 |

OTHER RELEASES NEXT MONTH

| | | | | | | |
|------------------|----------|--------|--------|--------|--------|-------|
| Square Bases set | 03/12/07 | 60dkr, | 70sek, | 75nkr, | €7.50, | £5.00 |
| Round Bases set | 03/12/07 | 60dkr, | 70sek, | 75nkr, | €7.50, | £5.00 |

WARHAMMER



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WARHAMMER®

HIGH ELVES

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Design Notes

White Dwarf interviews High Elf army book author, Adam Troke, to get the full lowdown on the High Elf project.

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Battle Report

The High Elves muster a force to repulse an invading greenskin horde in this month's battle report.

CHOSEN OF ASURYAN

The spotlight falls on the High Elves this month. White Dwarf talks to army book author Adam Troke to find out more.



IN THE BOOK

Warhammer Armies: High Elves is a 104-page book containing:

- Large background section including the history of the High Elf race and their Phoenix Kings.
- Comprehensive Bestiary with rules, background and imagery for all High Elf troops.
- Full hobby advice for collecting and painting a High Elf army.
- Brand new army list.

The High Elves are an ancient people; only the Slann can claim to be older. As such they look upon other races with a certain disdain. This arrogance is perhaps one of the reasons why they have spent much of their existence in confrontation with the “younger” races.

However, it is a brave or foolish force that calls the High Elves out to war, for though their race may be dwindling still their armed forces are a sight to behold – serried ranks of gleaming white spearmen, proud Silver Helm knights, fearsome White Lions, and the silent, stoic Phoenix Guard are but some of the elite warriors a High Elf Prince can call upon in times of war.

White Dwarf woke Adam Troke from his contemplative reverie to explain more. “We knew we wanted to do something really special with this edition of the High Elves,” begins Adam. “I actually started this

project by looking back. I went through every piece of High Elf background that has ever been written and have included almost all of it in the new book. This includes all the really early stuff by Rick Priestley, and all the cool stories by Bill King. Some bits may have been edited for brevity, but it’s all there along with a load of new material as well. So in effect what you have is everything the High Elves have ever had before, plus loads more. That’s why this book is a 104-page beast.”

It’s not just through the background section that new material has been added. Flicking through the book you’ll notice brand new artwork and maps of Ulthuan, complete with invasion routes. There is a comprehensive timeline, detailing the lives of every Phoenix King from the doomed reign of Aenarion, to the Sundering, the War of the Beard and to the present,



THE BATTLE OF FINUVAL PLAIN

The Battle of Finuval Plain was the last stand for the High Elves, who had suffered from a massive Dark Elf invasion deep into the very heart of Ulthuan. At this battle, the Witch King was banished to the Realm of Chaos and the tide finally turned in the High Elves' favour thanks to the twin brothers, Tyrior and Teclis.

a Tyrior is a legendary warrior of unrivalled skill, and a descendant of Aenarion himself.

b Teclis is the world's greatest magic-user. It was he who first taught the ways of magic to Men.

troubled reign of Finubar, the Seafarer. "It's not just the history section that has been greatly expanded this time over, but the bestiary, too," states Adam. "In a first for our Army Books, each troop type and special character gets their own page and art – some are classic pieces but most are brand new by Paul Dainton. A whole page means there's more space to write about the troop types as well."

Speed of Asuryan

As you'd expect from a new edition of an army book, the army list and troops themselves have had an overhaul as well. "The previous High Elf army did have its problems," says Adam. "The High Elves are an elite, fragile force, but the older list seemed to emphasise the fragility but not so much the power of the Elves, so I set out to remedy that straight away. The first thing

I did was reduce the points cost of a standard High Elf from 11 points down to 9. The next thing to do was abolish the Intrigue at Court rule. That's not to say that the High Elves are not highly political schemers, just that we thought the best place to represent that was in the background rather than on the battlefield – it seemed unfair to handicap the High Elves before the game had even started. I've also dropped the Honours, as the advantages they conferred have been incorporated in other areas of the list."

The most obvious change to the High Elves as an army is the inclusion of the Speed of Asuryan special rule. This gives all High Elves on the table the Always Strike First universal rule, meaning that even if a High Elf unit is charged, the Elves will hit first. "We wanted something for the High Elves that reflected just what an elite,

THE FORCES OF ULTHUAN

High Elf armies comprise many citizen soldiers that form core units of archers and spearmen, but their real strength lies with the many different specialist and highly elite troops that they can field.

ALITH ANAR, THE SHADOW KING

Alith Anar is an enigmatic presence – tales of his remarkable deeds are shared throughout the courts of the Asur, each recounting an act of courageous defiance against Malekith and the Druchii. Such are the legends that now surround him, some believe him to be nothing but a myth. The Elves of Nagarythe are in no doubt that the Shadow King stalks the lands of the North.



SHADOW WARRIORS

When Nagarythe was riven by civil war, it was those who would later become Shadow Warriors that remained loyal to the Phoenix King. They are the darkest and most sinister of High Elves, still in mourning for the betrayal that their countrymen bestowed upon the High Elf race.

Shadow Warriors are bow-armed skirmishers with a hatred for all enemies, especially their greatest nemeses, the Dark Elves.



skilled army they are," says Adam. "It took us a long time to get to Speed of Asuryan. I finally decided on it after following some sage advice from Rick, who told me to keep it simple but effective. It makes perfect sense as well. An Empire

do these changes make High Elves too powerful a force? "No," states Adam. "High Elves will hit hard and hit first. But once you have weathered that, you're facing an army that is still fragile with a universal Toughness of 3 and low armour saves. To be sure, the rule was rigorously playtested, and the results were balanced."

“A High Elf is not only faster but will have been proficient with his chosen weapon for centuries.”

Swordsmen, for instance, will have been practising with his weapon for, say, 10 years if he is an experienced warrior. A High Elf is not only naturally faster but will have been proficient with his chosen weapon for centuries!" adds Adam.

White Dwarf asks the obvious question:

Army composition

A more subtle but no less exceptional change was to the High Elf army composition chart. Core unit restrictions have been reduced by one, while Rare units have increased by one and Special units by two. So in a 2000 point High Elf army, you only have to take a minimum of 2 Core choices, 0-6 Special choices and 0-4 Rare choices. "I know everybody will be talking about Speed of Asuryan but I actually think the more fundamental

WHITE LIONS OF CHRACE

White Lions are known traditionally as the guard of the Phoenix King. They wield large axes, and are consummate woodsmen, able to move through forest terrain without penalty. They are also Stubborn in close combat.



KORHIL, CAPTAIN OF THE WHITE LIONS

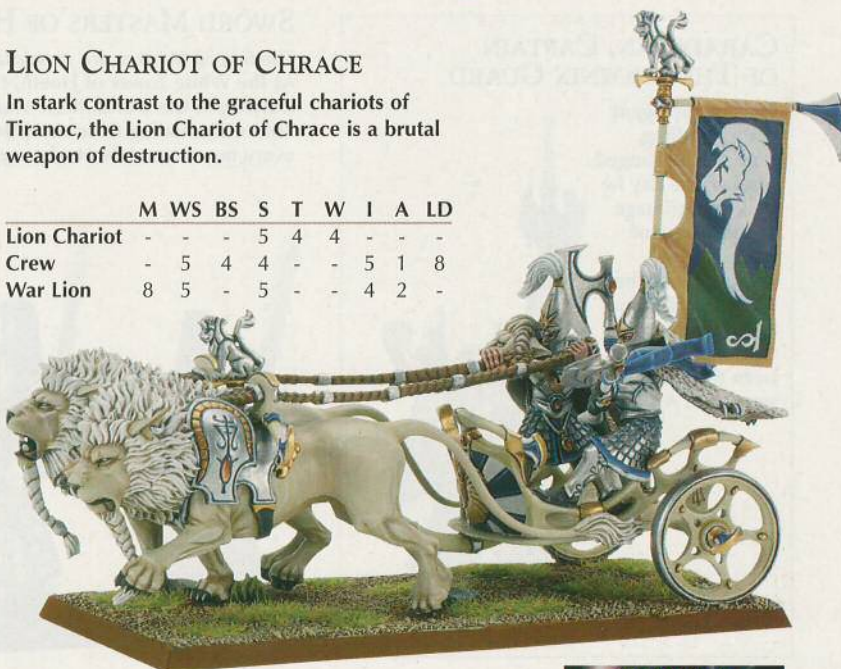
Such is the trust that Finubar places in him, that the Captain of the White Lions has led the armies of the Phoenix King on a number of occasions, acting as both Finubar's champion and general. Korhil can go to war riding on a Lion Chariot of Chrace.



LION CHARIOT OF CHRACE

In stark contrast to the graceful chariots of Tiranoc, the Lion Chariot of Chrace is a brutal weapon of destruction.

| | M | WS | BS | S | T | W | I | A | LD |
|--------------|---|----|----|---|---|---|---|---|----|
| Lion Chariot | - | - | - | 5 | 4 | 4 | - | - | - |
| Crew | - | 5 | 4 | 4 | - | - | 5 | 1 | 8 |
| War Lion | 8 | 5 | - | 5 | - | - | 4 | 2 | - |



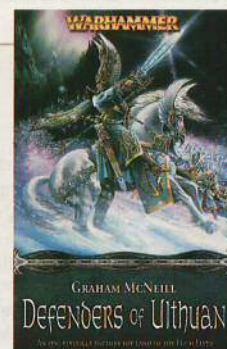
change is the new army composition chart. This is the first time we've tinkered with these since they were introduced in the sixth edition of Warhammer. What it does for the High Elves is highlight the elite nature of the army and allow you to really theme your Elven host around an Ulthuan realm or specific troop type. Now you can have an Ellyrian or Caledor army, you can even do a Tiranoc Chariot army, all from the one list."

Including lots of Special troops is especially valid with the new list, as it's the Special section which has changed the most, with some shuffling about and the inclusion of a new troop type. "The Silver Helms are back in Special – this is where they belong as they are made up of nobles, so I didn't think Core was the right place for them. They're cheaper now, too. When fully equipped they are only 21 points per

model as opposed to the 23 points in the previous list," says Adam.

The new unit is the White Lion Chariot of Chrace. Crewed by White Lions and pulled by their animal namesakes, this Chariot is one of the hardest hitting in the game with four S5 and two S6 attacks plus impact damage on the charge! "Not only is it a beautiful model but it's quite literally a beast in combat. You can also mount Korhil in a White Lion Chariot and it just becomes terrifying, with four S6 and four S5 attacks that always strike first!" says Adam, almost dribbling at the possibility.

All the Special units have had a boost in some way, be it from a points drop to a subtle power-up. Sword Masters and Dragon Princes now benefit from 2 Attacks each, the Phoenix Guard have gained a 4+ Ward Save, while Shadow Warriors now have a Weapon Skill of 5 and Hatred.



DEFENDERS OF ULTHUAN

Out next month, this exciting new novel by Graham McNeill features the High Elves as they battle against their twisted kin – the Dark Elves.



PHOENIX GUARD

Phoenix Guards are the guardians of the Shrine of Asuryan, the great pyramid temple on an isle in the Sea of Dreams. Members of the Phoenix Guard do not utter a word, for it is forbidden for anyone to speak of the secrets within the shrine and so a magical vow of silence is taken, a vow that can never be broken.

The Phoenix Guard go to battle wielding razor-sharp halberds. They cause Fear and are under the protection of Asuryan, bestowing upon them a 4+ Ward Save.



CARADRYAN, CAPTAIN OF THE PHOENIX GUARD

Once an arrogant young lordling, Caradryan changed forever, the day he took a pilgrimage to the Shrine of Asuryan and ventured into the Chamber of Days. From then on Caradryan has been the silent servant of Asuryan.



SWORD MASTERS OF HOETH

The Sword Masters are exemplars of the martial arts. At the White Tower of Hoeth, the greatest seat of learning in the world, these warrior-scholars train arduously, honing their exceptional agility, mastering every nuance and facet of sword fighting.



SHRINE OF ASURYAN

When a Phoenix King dies, the Phoenix Guard appear without warning, and carry the monarch's body to the White Ship that will convey the king to his final resting place. However, the most famous duty of the Phoenix Guard is carried out after a new Phoenix King is elected. It is the role of the Phoenix Guard to accompany the royal candidate to the Shrine of Asuryan, and attend him as he enters the flame eternal, which marks his rebirth as Phoenix King.

Here be Dragons

"I've yet to mention Dragons!" says Adam, with fire in his eyes. "Dragons have been part of the High Elf background since the beginning, so it was an important objective of the new list to bring Dragons back into prominence. This was hard to do, being that Dragons are powerful monsters and so are traditionally very expensive. So I went very old school, (again, thanks to Rick's advice) and came up with three 'levels' of Dragon. You can now get a Sun Dragon, the youngest type, for a mere 230 points, right up to the oldest and most powerful creature, a Star Dragon, for a handsome 370 points."

To go with the Dragons, the High Elves have access to a brand new character, the Dragon Mage. "I wanted a Dragon 'unit' that could feasibly be used in smaller battles, so we came up with this Mage,"

says Adam. These are the most impetuous and fiery students from the Tower of Hoeth, who find they have a need to travel to Caledor and rouse the young Sun Dragons to war. For High Elves they are reckless and wild, but nevertheless are a welcome sight to any Elf army. "I represented the recklessness and unrestrained use of magic by forcing the player of a Dragon Mage to always roll one extra dice when casting a spell. This not only makes them potentially very powerful but also makes it even more likely to roll a double 1 and miscast."

High magic

Speaking of Mages, High Magic has also come in for a revamp. "What we've done with High Magic is play on themes that are very specific to the High Elves. Most of the spells from the previous edition, spells like Fury of Khaine, Flames of the Phoenix and

ELLYRIAN REAVERS

Hailing from the land of Ellyrian, these Elves are exceptional light cavalry.



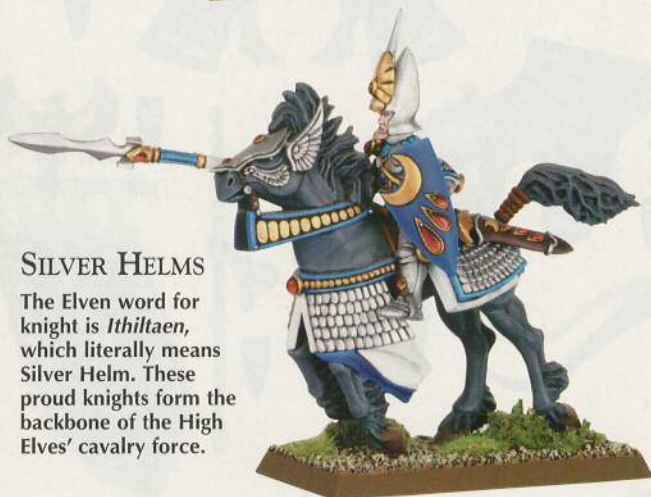
TIRANOC CHARIOT

The swift chariots of Tiranoc excel at weaving between enemy formations before fearlessly crashing into massed ranks of troops.



SILVER HELMS

The Elven word for knight is *Ithiltaen*, which literally means Silver Helm. These proud knights form the backbone of the High Elves' cavalry force.



DRAGON PRINCES

The finest cavalry in Ulthuan, and some say the world, the Dragon Princes crash into the enemy with arrogant disdain, dispatching the foe with lance and sword.



Vaul's Unmaking stay because they are cool and suitably blasty. Walk Between Worlds has been retired to make way for Shield of Saphery, which gives a friendly unit a 5+ Ward Save. Fortune is Fickle, which was a tricky little spell and again didn't really fit with the High Elves was replaced by Courage of Aenarion, which makes a friendly unit Stubborn. Drain Magic remains as a 'free' spell, but is now a bit better, and simpler to use."

Before White Dwarf leaves Adam to go back to his deep contemplations, we asked him for a few final words. "High Elves now have the same martial power as portrayed in their background. I've made them far more competitive, so they are now as they should be: an army your opponent will fear to engage. Just be wary of their nature – don't get locked in prolonged combats, because Toughness 3 is still Toughness 3!"

Golden wings swept back from his helm and though he had never before laid eyes upon this warrior, he instinctively knew him, for his identity was a curse and the terror of the Druchii.

Tyrion, Defender of Ulthuan...

Tall banners of white streamed behind the cavalry and their silver lances lowered in unison as they charged out. Elven soldiers armed with spears and long swords spread out behind the cavalry, cutting into the disorganised ranks of the Druchii as they milled at the base of the wall.

'Halt!' shouted Asperon. 'Form shield-wall!'

Even as he gave the order, he could see it was already too late.

His warriors were spread out, scattered as they raced to the opened gate, and easy prey for mounted warriors.

He snatched the shield from the warrior next to him and raised his sword as the pounding of hooves on stone swallowed them and the charge slammed home with a deafening thunderclap of splintering lances and screams.

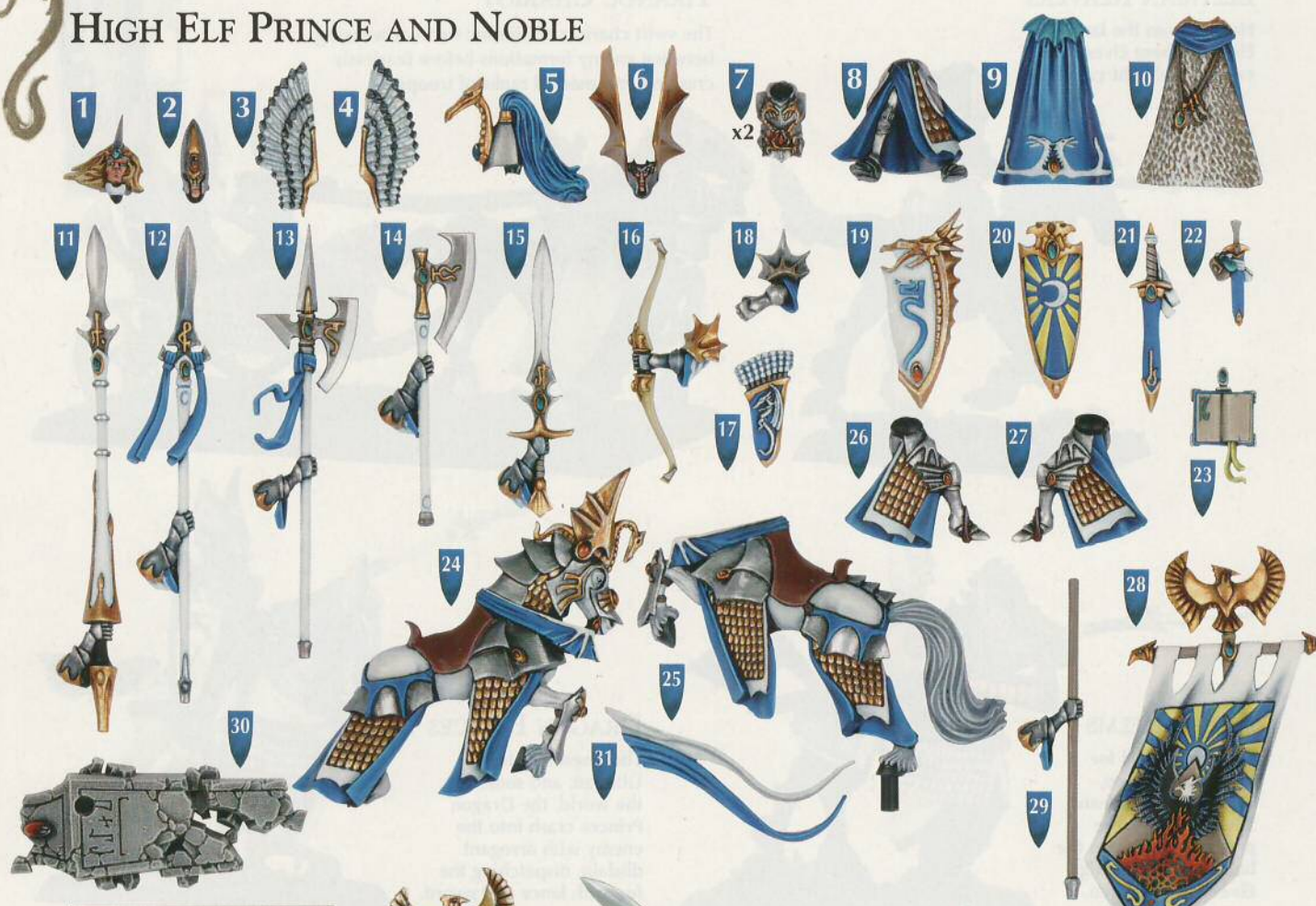
Extract from *Defenders of Ulthuan*
by Graham McNeill



HEROES OF ULTHUAN

We take a closer look at the two impressive character kits available this month.

HIGH ELF PRINCE AND NOBLE



- | | |
|-------|----------------|
| 1 | Bare head |
| 2 | Helmeted head |
| 3-4 | Helmet wings |
| 5-6 | Dragon helm |
| 7 | Torso |
| 8 | Legs |
| 9-10 | Cloaks |
| 11 | Lance |
| 12 | Spear |
| 13 | Halberd |
| 14 | Axe |
| 15 | Sword |
| 16 | Bow |
| 17 | Quiver |
| 18 | Shield arm |
| 19-20 | Shields |
| 21 | Sheathed sword |
| 22 | Dagger |
| 23 | Open book |
| 24-25 | Elven steed |
| 26-27 | Riders legs |
| 28 | Banner |
| 29 | Banner pole |
| 30 | Base terrain |
| 31 | Pennant |



ANCIENT ALLIES



HIGH ELF ARCHMAGE AND MAGE



- | | |
|-------|-------------------|
| 1-3 | Helmeted heads |
| 4-5 | Bare heads |
| 6 | Body |
| 7 | Cloak |
| 8 | Floating rocks |
| 9 | Pillar of smoke |
| 10 | Feet |
| 11 | Left arm |
| 12 | Open book |
| 13 | Shortsword |
| 14 | Rider's torso |
| 15-16 | Rider's legs |
| 17 | Flaming sword |
| 18 | Wand |
| 19 | Reins |
| 20 | Sword |
| 21-22 | Elven steed |
| 23-24 | Staffs |
| 25 | Crystal staff top |
| 26 | Star staff top |
| 27 | Eagle staff top |
| 28 | Flame staff top |
| 29 | Cavalry base |
| 30 | Infantry base |
| 31 | Dagger |
| 32 | Base scenery |



In the Old World, Dragons are creatures of myth and fear. They are characterised as spiteful, fire-breathing monstrosities that would happily burn and slaughter a whole town; creatures that are now thankfully extinct. On Ulthuan, the High Elves see Dragons quite differently – as noble, intelligent beasts, that are dwindling, but far from extinction. Dragons are the oldest and greatest allies of the Elves, and the fates of both races are forever intertwined.

Within Ulthuan, the realm of Caledor is the home of the Dragons and in ancient days they could always be seen riding the thermals of the mountain ranges. In more

great fanged mouths from which they can breathe scorching gouts of flame, and taloned claws sharp enough to slice through stone. A Dragon's wings are immense, able to bear it effortlessly through the sky. In battle they are a terrifying foe, for they are not mindless monsters but cognisant, intelligent beings with an alien logic and a wealth of experience that only one of the eldest races in the world can share. It is often mistaken by some who have been lucky – or unfortunate – enough to witness a High Elf Prince riding a Dragon that the mount has been tamed in the same manner as a horse. This is an incorrect assumption brought

“Dragons are the oldest allies of the Elves, and the fates of both races are forever intertwined.”

recent times such sights have become scarce. Instead, the Dragons slumber inside the mountains rather than glide above them. A mysterious languor that began in the earliest years of Tethlis's reign has caused more and more Dragons to hide away and sleep, a dormancy from which only the Mages and Princes of Caledor can rouse them. It can take months or even years to awaken a Dragon, although the younger Sun Dragons can be stirred far quicker than their ancient brethren.

When fully roused and ready for war a Dragon is a sight to behold. Even an immature Dragon has a massive, scaled body that is powerfully built and strong enough to shatter city gates. They have

about by the ignorance that is only to be expected of such immature races. Nothing is further from the truth. A High Elf Dragon Rider is given leave to ride the creature to war by the Dragon itself. Over time, a bond between rider and Dragon is formed; a bond that is built over centuries and so is beyond the understanding of such short-lived beings as Orcs and Men.

The greatest threat to Caledor's Dragons lies with the Dark Elves. The thought of such noble beasts falling into the hands of the hated kin fills all Elves with dread. Raids have been launched by Dark Elf Shades with the intention of stealing unhatched eggs. Thankfully such attacks are rare, and successes rarer still.

The youngest Dragons are referred to as Sun Dragons, in reference to their hot tempers and the rich hue of their scales. These Dragons are directed in battle by Dragon Mages, as both rider and steed have a battle-lust that can only be sated by the slaying of Ulthuan's many enemies.

Those that surpass Sun Dragons in might and enlightenment are called Moon Dragons. They have lived long and fought in ancient, now-forgotten wars. Only the most accomplished Mages can revive the Moon Dragons from their slumber, and an Archmage riding such a beast to war is a sight all should dread.

Star Dragons are the rarest, oldest and most powerful of their kin. There are few that know the arcane rites used to summon a Star Dragon, and only a High Elf Prince bedecked for war has the will to do so.



CALEDOR'S PRIDE

Over the next few pages, Adam Troke offers some ideas on some unusual army compositions, based on tales of the provinces of Ulthuan.



CALEDOR

Caledor is a thinly populated, mountainous realm to the west of Eataine. In elder days, several of the Phoenix Kings came from this kingdom, which enjoyed a level of power belying its sparse populace. This was because the residents of Caledor also shared their home with the Dragons, who made their lairs beneath the blazing peaks of the Dragon Spine Mountains. Nestled within these bleak volcanic highlands are fertile valleys that sustains the small population.

This Caledor force is a highly mobile and hard-hitting army, capable of striking at the enemy fast, before they have even put into place any kind of defence. The key to getting the most out of this force is how you use the two Dragons. A good strategy would be to advance with your Dragon Princes in the centre and to place the Dragons on either flank. A well-coordinated charge with the Dragons in the sides and the Dragon Princes smashing into the front of a key enemy unit would be devastating indeed.

1 A High Elf Prince riding a Star Dragon is a formidable foe that even a Chaos Lord will struggle to deal with. There is a large points sink into such a powerful unit, so use it wisely, for if it is taken out of the game early, then recouping the points from the enemy will be a

challenge. In addition to the rider and mount's formidable innate abilities, the Prince is armed with the deadly Star Lance, giving him a Strength 7 when he charges, with no armour saves allowed. Do not forget the Star Dragon's powerful Strength 4 breath attack in the Shooting phase.

2 This Caledor army is light on magic, although they do have one magic user in the form of the Dragon Mage riding to war on a young Sun Dragon. The Dragon Mage's access to Fire magic will complement the Sun Dragon's breath attack, making the rider and mount a dangerous force outside the Combat phase as well as in it.

3 The Dragon Princes are the elite cavalry of the High Elf army. Heavily

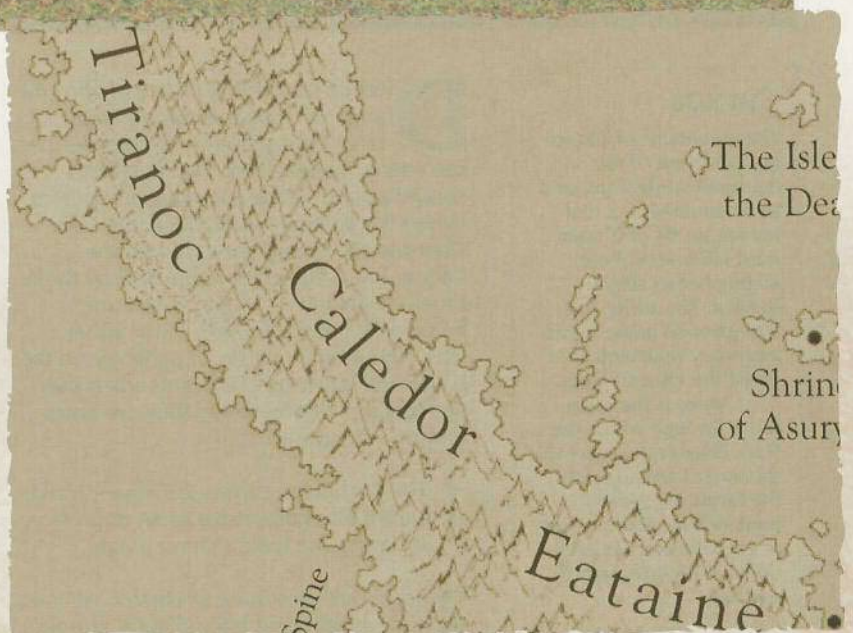


- 1 High Elf Prince**
with Star Lance, Armour of Caledor, The Dragon Horn and a Star Dragon.
610 points
- 2 Dragon Mage**
Level 2 Wizard with Guardian Phoenix and Dispel Scroll.
430 points
- 3 10 Dragon Princes**
with command group, Amulet of Light and Banner of Arcane Protection.
390 points
- 4 12 High Elf Archers**
with command group.
157 points
- 4 20 High Elf Spearmen**
with command group.
205 points
- 5 2 Repeater Bolt Throwers**
200 points
1992 points

armoured and with 2 Attacks they are a force in their own right. When combined with a Dragon charge in the side or rear there will be no unit able to withstand such an onslaught. The unit is also protected from magical attacks, and is even capable of fighting fearsome Ethereal foes thanks to the Banner of Arcane protection and the Amulet of Light.

4 The citizen soldiers of the High Elves are capable in support roles, be it with spear or bow. The Spearmen could easily tip the balance in a difficult combat with their high static combat bonus and 16 Attacks.

5 Repeater Bolt Throwers will be able to give long range fire support no matter how far ahead the Dragons fly.





HUNTERS OF CHRACE



CHRACE

The mountains of Chrace are the home of the fearsome white lions, and to be counted as a real hunter, an Elf of Chrace must kill one of these mighty beasts single handed. The white lion also gives its name to the legendary regiments that guard the Phoenix King.

Chrace is the main route through which the Dark Elves seek access to the Inner Lands. Luckily the locals are great hunters and scouts, adept at guerrilla warfare and skilled with bow, sword and axe.

Despite containing three chariots, this army of Chrace is quite a static force built primarily for defence. As the enemy approaches, the High Elves should pour missiles and magic into them. When the enemy comes close, the Lion Chariots can charge forward into the enemy lines. These are supported by three blocks of infantry – High Elf spearmen flanked by a unit of White Lions either side. The infantry can wait patiently on the battle line knowing that if and when they are charged by the enemy they are faster and will always strike first.

1 The Archmage carries the Silver Wand, gifting him knowledge of an impressive six spells, including Drain Magic.

2 Korhil with his three Strength 6 Attacks, Killing Blow and high infantry armour

save (for a High Elf) is a great addition to any unit, when accompanying some White Lions, they combine to make a truly powerful block of infantry.

3 All High Elf characters have a high Leadership value, so when twinned with a Battle Standard it makes High Elves very hard to shift.

4 The Core choices of this army are the reliable citizen soldiery of Spearmen and Archers. The Spearmen of the High Elves will get an impressive sixteen attacks when charged, due to their superior martial prowess. As the First Among Equals they carry the Banner of Ellyrian into battle, giving the unit the ability to treat difficult ground as open. Deploy them in or close to rocky ground or even a wood, which



1 High Elf Archmage

Level 4 Wizard with Silver Wand.

270 points

2 Korhil

140 points

3 High Elf Noble

Battle Standard Bearer, with heavy armour, shield and Lion Standard.

141 points

4 20 High Elf Spearmen

with command group and Banner of Ellyrion.

220 points

5 10 High Elf Archers

110 points

6 15 White Lions

with command group.

255 points

6 14 White Lions

with command group.

240 points

7 Lion Chariot of Chrace

140 points

7 Lion Chariot of Chrace

140 points

7 Lion Chariot of Chrace

140 points

8 2 Repeater Bolt Throwers

200 points

1996 points

complements the White Lions' Woodsmen special rule.

6 White Lions are the hardest-hitting infantry available to the High Elves, with Strength 4 and great weapons that will always strike first.

7 When a Lion Chariot of Chrace charges, it hits with 6 Attacks at Strength 5 and above. And this army has three of them! Casting Shield of Saphery on them will be useful, as such powerful units are bound to draw fire.

8 Repeater Bolt Throwers are reliable and accurate war machines – great for wiping out whole ranks and columns of infantry at a time, but equally capable of felling large targets like Giants.

Shrine of Khaine

Anlec

Chrace

Tor Achare

Forests of Cothique

Averlorn

Forests of Averlorn



PAINTING HIGH ELVES

Pete Foley of the 'Eavy Metal team takes us through some painting techniques for items and textures that are common throughout the High Elf army.



SILVER ARMOUR



Undercoat the armour with Chaos Black and then apply a flat basecoat of Chainmail.



Next, apply a thin wash of watered-down Regal Blue and Chaos Black; about a 50/50 mix.



Finish off the armour with a highlight of Mithril Silver, applied with a light drybrush.



GEMSTONES



Start painting your gemstones by painting the lower half with a coat of Scab Red.



Add a layer of Blood Red in the lower half of the gem; make sure a band of Scab Red remains visible.



Add some Blazing Orange to the bottom of the gem and a dot of Skull White in the top half.



Gemstones don't have to be red – just pick a shade, mid-tone and highlight of any colour you like!



WHITE CLOTH



After undercoating, the first step is to apply a basecoat of Fortress Grey over the cloth areas.



A thin wash of Codex Grey is then brushed into the recesses to create a shade.



Finally, highlight with Skull White. You may need several thin coats to achieve a good, even coverage.



BLUE SASH



Basecoat the sash with a layer of Regal Blue – be sure to paint into all the recesses.



Next, apply a layer of Enchanted Blue; leave the recessed areas in Regal Blue.



To finish off, add a fine highlight of an Enchanted Blue and Space Wolf Grey 50/50 mix.

HIGH ELF ONLINE

Check online for more great High Elf content:

- Modelling and painting Lords and Mages.
- Spotlight on Eltharion
- High Magic Tactics
- High Elf terrain showcase

All our online content is free to view and download.

www.games-workshop.co.uk/highelves

WARHAMMER®



RETURN TO TOR THANA

A mighty High Elf Host has arrived on the shores of the Old World, plunging inland with single minded purpose, sweeping aside all who would dare stand in their way. The treasures of their forefathers call to their blood and none shall block their return to the city of their ancestors, the fabled ruins of Tor Thana!

The first Lords of the Old World have come to reclaim their birthright!

As the carrion birds circle over smoke wreathed fields of battle and the dead of Men, Elves, Dwarfs, and creatures less savoury, go to feed the earth and pyres of the Great Forest, the Nemesis Crown is spirited away by its Dwarfen keepers to be hidden forever.

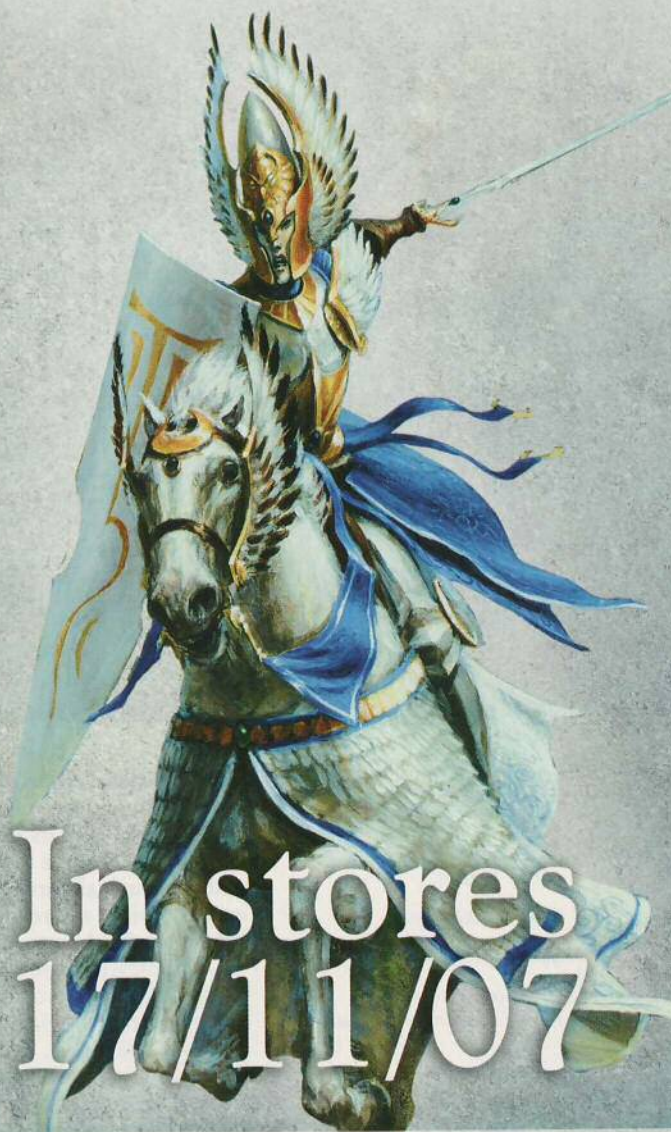
The armies of the Old World limp home, ragged and exhausted, when panicked word comes from the coast. A great fleet, an armada of mighty ships has been seen up and down the strand. Warily the armies stand to, ready to fight again, but does the mighty fleet of Ulthuan come bearing friends or foes?

The delvings of explorers and treasure hunters during the War of the Crown has disturbed the ancient Elven realm of Tor Thana, within still lie secrets and treasures from before the sundering of the Elven Peoples, from when the men of the Old World were as but primitive children.

The mightiest heroes and lords of the Elven race have returned to an Old World ravaged by war, to reclaim what is theirs by right, and to destroy any who would them deny! They have mustered the hosts and are marching across the lands of Men and Dwarfs, daring any to oppose them and crushing any that try!

- Bring your Elven forces into your store to fight and reclaim the birthright of the elder race!
- All this weekend Games Workshop stores up and down the lands will be running modelling, painting and army building workshops, where you can get your new High Elves battle-ready, as well as all kinds of exciting Warhammer Games for you to test your mettle in Tor Thana!
- Talk to your local store about the exciting Warhammer High Elves themed events and activities they are running.

RING YOUR LOCAL STORE FOR DETAILS,
OR LOG ONTO:



In stores
17/11/07

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INVASION OF YVRESSE

Ulthuan lies in the Great Ocean surrounded by confounding mists and shifting isles. Despite these obstacles, Orc Warlord Rotgor has landed on the shores of Yvresse intent on burning and plunder...



BATTLE FACTS

Forces: High Elves (Adam Troke) vs. Orcs & Goblins (Andy Hoare).

Size: 3,000 points.

Scenario: Standard.

Location: Yvresse, the High Elf realm of Ulthuan.



The island realm of the High Elves, Ulthuan, has suffered many invasions in its troubled history. Despite its distance from other continents, and the magical barriers that encircle it, every so often a foreign invasion force will land upon its shores.

This may be pure chance, or perhaps the invading warlord will have discovered some powerful artefact that can becalm Ulthuan's defences. The High Elves have been repelling such invasions for generations, so it does not take long for an army to be mustered and for them to then intercept the invading forces.

This month's battle report is just such an occurrence. Rotgor Skinny-slayer's Waaagh! has defied the odds and has made the treacherous journey across the Great Ocean, through the Shifting Isles, and made landfall on the beaches of

Yvresse. Even after losing half his force on the voyage, his army is still large enough to pose a threat. The High Elves, under the command of Adam Troke as Prince Temakador, are tasked with expelling Andy Hoare's marauding greenskin horde back into the sea.

So, the stage is set for this issue's battle report. We decided to fight this battle as a substantial 3000-point game, allowing for a good mix of units in both armies. We set up the board according to a strong Ulthuan theme, using the new scenery by Studio master modeller Dave Andrews. As an aside, getting a neutral third party to set up terrain for a battle can often lead to a more aesthetically pleasing battlefield than you would otherwise get using the collaborative scenery guidelines.

Finally, Grombrindal is on hand to offer some "impartial" opinions on the battle.

WARHAMMER

BATTLE REPORT

Prince Temakador rode to the top of the ridge, reining in his steed and surveying the scene below him, looking down onto the beach in disgust. He turned to Aesanir the mage, who was eerily floating at the same eye-level beside him.

"Look at them; filthy creatures," said Temakador, gesturing with his hand to the shore below. The beach was rapidly filling up with Orcs and Goblins as they disembarked from their roughly hewn, almost unseaworthy, vessels.

"They will not be here for long," said Aesanir.

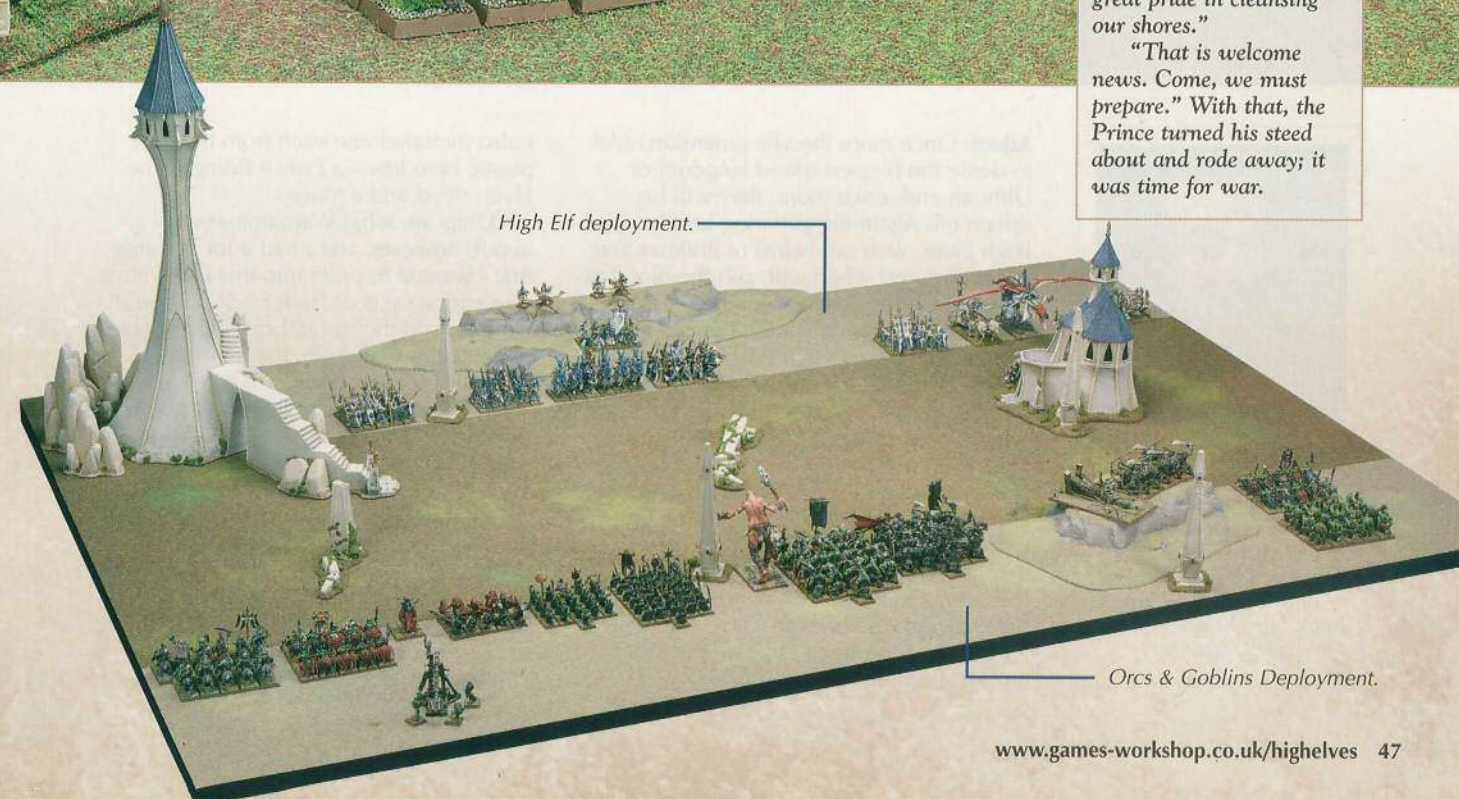
"You've seen it then? Your scrying has predicted their defeat?"

"No. Your fate and that of the oncoming battle remain clouded in the mists. Although I have seen the arrival of a great ally, even now one of my kin, barely a child, rides to us upon a mount of Caledor. Both will take great pride in cleansing our shores."

"That is welcome news. Come, we must prepare." With that, the Prince turned his steed about and rode away; it was time for war.



High Elf deployment.



Orcs & Goblins Deployment.



THE DEFENDERS OF YVRESSE



Adam is better known for his devotion to Sigmar than as an honoured son of the Asur. However, that has all changed since Adam was tasked with writing the High Elf army book. Now he goes to war alongside Dragons!

Adam: Once more the vile greenskins seek to defile the blessed island kingdom of Ulthuan and, once more, they will be driven off. Again the glittering hosts of the High Elves, with tall helms of ithilmar and robes of purest white will spill the blood of Orc and Goblin. Yes, I'm excited!

There are so many great Lords and Heroes in the new High Elf army book that choosing characters has become quite thrilling for me. I decided that I would take a fairly even spread of characters – just a Lord and three Heroes. Caradryan is one of my favourite characters in the background, and is absolutely my favourite High Elf model (hats off to Mr Footitt), so he was a definite requirement. I also wanted to include a Dragon Mage. A new addition to the army list, the Dragon Mages are a great way of shoehorning a Dragon into your army without blowing too many points.

I also included one each from the new plastic hero kits – a Prince riding a fine Elven steed and a Mage.

Units are what Warhammer is all about, however, and I had a lot of things that I wanted to cram into this Elven Host. Two strong units of High Elf Spearmen were first on the roster. I can't praise the dependability of these, the mainstay of Ulthuan's armies, enough. There's few things more off putting for a unit of Orc Boyz or Goblins than charging a forest of spears. For my other mandatory Core choice I decided on a unit of Archers. I bought full commands for each Core unit – they just look cooler that way!

Special is "where it's at" for the High Elves – they can take more Special troops than other Warhammer armies, which is just as well since there are so many to choose from. First up are the Phoenix



1 Prince Temakador
with Temakador's Gauntlets, Star Lance, barded Elven steed, heavy armour and shield.
253 points

2 Caeliriel, Dragon Mage
Level 2 Mage with Guardian Phoenix.
410 points

3 Aesanir, Mage
Level 2 Mage with Dispel Scroll, Silver Wand and Jewel of the Dusk.
180 points

4 Caradryan
175 points

5 10 Archers
with command group.
135 points

6 20 Spearmen
with command group.
205 points

7 20 Spearmen
with command group.
205 points

8 5 Dragon Princes
with command group and Gem of Courage.
210 points

9 15 White Lions
with command group and Lion Standard.
280 points

10 Lion Chariot
140 points

11 14 Phoenix Guard
with command group and War Banner.
260 points

12 15 Sword Masters
with command group.
255 points

13 5 Shadow Warriors
with Shadow-walking.
92 points

14 2 Repeater Bolt Throwers
200 points

Total: 3000 points

Guard. Causing Fear is very handy in a unit of High Elves; more than once it's saved me from a flank charge or from automatically breaking against a Fear-causing foe. Their 4+ Ward Save is pretty awesome too. Sword Masters are next up. They are, in my opinion, the finest close combat warriors in Warhammer. Not as durable as Ironbreakers (*Obviously!* – Grombrindal) or as insanely brutal as Chosen Khorne Warriors, but skilled and dexterous in a manner that those clumsy, lesser races cannot match. White Lions were next in line for me, they can normally be relied upon to fight to the bitter end.

I just had to take a Lion Chariot, another new unit for this edition of the High Elf book. Drawn by two ferocious White Lions, it's not a weapon of subtlety but is tremendously effective on the charge. Likewise, I really wanted some

Dragon Princes of Caledor. They're deadly when they charge, and they'll make a brilliant delivery system for my Star Lance-toting High Elf Prince.

With only a few points left over, I added a pair of Repeater Bolt Throwers and a unit of Shadow Warriors for extra shooting power.

My plan, very loosely speaking, is to meet the Orcs head on and cut them down in close combat. As long as I use the Elves' faster speed and manoeuvrability to my advantage, the Speed of Asuryan special rule means that I should get the best of most encounters. The Dragon Mage will thunder across the table and slaughter any Orc & Goblin war machines as a matter of priority. As for Goblin Fanatics, I don't know what I will do about them... lure them out to their deaths if I can, although doing so normally costs a unit or two.

WAAAAGH! ROTGOR



Andy plays Warhammer despite the lack of Leman Russ battle tanks available. When he does put his Warhammer hat on, he leans towards evil horde armies, like Beastmen and, in this case, Orcs & Goblins.

Andy: 3000 points should get me a decent amount of green-skinned killiness, so where to start? Firstly, da plan. Err... High Elves strike first now, right?

Bearing in mind the models at my disposal, I chose a unit of Black Orcs, and another of Orc Boyz to form a large, solid centre to the army. Added to these were the army general, a belligerent Black Orc, and the battle standard bearer, an Orc Big Boss. Both of these units are big, as I can see combat resolution bonuses more than kills being the key to them beating down those pesky Elves.

The same is true of the two large Night Goblin units I took, except these were taken as much for their ability to deliver Night Goblin Fanatics into the heart of Adam's army as anything else. I hope to use the Fanatics as a potent psychological weapon, as I can imagine Adam will be

having nightmares about what they might do to his expensive elite infantry. Just to be a bit sneaky, I gave a Fanatic to the bow-armed Night Goblins too, as Adam may not expect them to contain any and might be lured into approaching too close.

Next up are a few of the (many) fun units the Orcs & Goblins list has to offer. I couldn't resist taking some Squig Herders. These could prove especially dangerous to the High Elves if the "Wild Squigs" rule comes into effect. Simply, if the unit is forced to flee, the Squigs run amok in all directions, causing D6 Strength 5 hits on all units (friend and foe!) within 2D6". That could cause as much damage as the Fanatics!

I also figured I'd need a few flanking units, as once again, the combat resolution bonuses to be had from a simultaneous front and flank charge could well prove



vital. To this end I took a unit of Goblin Wolf Riders, led by a Big Boss armed with Backstabber's Blade. This cheeky magic weapon not only gives the bearer poisoned attacks, but also grants him +1 Strength if he's attacking an enemy's flank, and +2 if he's attacking their rear. I also took a couple of units of Forest Goblin Spider Riders, as their ability to move through terrain could prove very useful.

That lot left a bunch more points still to spend, so I rounded the army out with a couple more characters, in the form of a Level 4 Night Goblin Great Shaman and a Night Goblin Big Boss to accompany the Night Goblin units and generally beef them up. I took a Giant, planning to use it to inflict Terror tests as much as cause damage, as many of the High Elves' elite infantry units can cause it a lot of harm striking first. The Giant will be a massive

target for any Repeater Bolt Throwers in the High Elf army, but at least that will keep them from targeting other things.

Finally, I figured the army could use a little more firepower, so I picked some Arrer Boyz, a Rock Lobber and a Doom Diver Catapult. Both war machines should prove devastating against those expensive elite infantry, which means they'll be high on the priorities of any Dragon-riding characters Adam brings along. For that reason, it'll be best to split them up on deployment, so both can't be killed in one or two turns, but I also decided to take along a unit of Savage Orcs to hang around near the Doom Diver Catapult, with the intention of intercepting or discouraging enemy units that get too close.

So, the masterplan is laid – let's just hope that my greenskinned rabble remember to stick to it!

- 1 Rotgor Skinny-slayer, Black Orc Warboss**
with Warboss Um's Best Boss 'At, Bigged's Kickin Boots, shield and heavy armour.
214 points
- 2 Buzgit, Night Goblin Great Shaman**
Level 4 Shaman with Staff of Baduum, 2 Dispel Scrolls and 1 Magic Mushroom.
285 points
- 3 Da Loon, Night Goblin Big Boss**
with light armour, Lucky's Dirk, Talisman of Protection and Mad Cap Mushrooms.
72 points
- 4 Sneaky Silus, Goblin Big Boss**
with Giant Wolf, Backstabber's Blade, Spiteful Shield and light armour.
99 points
- 5 Gorsnag, Orc Battle Standard**
with light armour and Gork's Waaagh! Banner.
122 points
- 6 'Ead Hoppa, Night Goblin Big Boss**
with Great Cave Squig, and Nibbla's 'Itty Ring.
100 points
- 7 29 Night Goblins**
with command group, spears, shields, nets and 3 Fanatics.
246 points
- 8 25 Orc Boyz**
with command group, choppas and shields.
180 points
- 9 20 Savage Orc Boyz**
with command group and additional choppas.
230 points
- 10 20 Night Goblins**
with command group, bows, nets and a Fanatic.
140 points
- 11 10 Arrer Boyz**
60 points
- 12 10 Wolf Riders**
with command group, spears, bows and light armour.
170 points
- 13 10 Spider Riders**
with command group, spears and shields.
160 points
- 14 10 Spider Riders**
with command group, spears, bows and shields.
170 points
- 15 Rock Lobber**
70 points
- 16 19 Black Orcs**
with command group, and shields.
304 points
- 17 3 Squig Herds**
90 points
- 18 Giant**
205 points
- 19 Doom Diver Catapult**
80 points

Total: 2997 points



DRAGON FIRE

TURN 1

The High Elves began the battle with the central infantry line moving forward to anchor the southern flank by the tower. The Shadow Warriors wasted no time by entering the mansion and appearing on the balcony moments later, giving them a good view of the Orc line (a). On the far north flank the White Lions moved up behind the mansion. The Dragon flapped its great wings and effortlessly glided over the Elven mansion, landing worryingly close to the Arrer Boyz and Doom Diver on the hill.

The first High Elf Magic phase was uneventful but the Shooting phase proved more lively, with the Dragon opening the phase with a blast of fire that killed two Arrer Boyz (b). The Shadow Warriors' aim also proved true, as they wounded two Spider Riders. The Bolt Throwers unleashed their payload and punctured two Squigs. With no combat, it was time for the greenskins to make their moves.

Spoiling for a fight

As ever, the Orcs began their turn with Animosity tests. This resulted in the Squig Herd squabbling but, thankfully for Andy, no early Waaaghs!

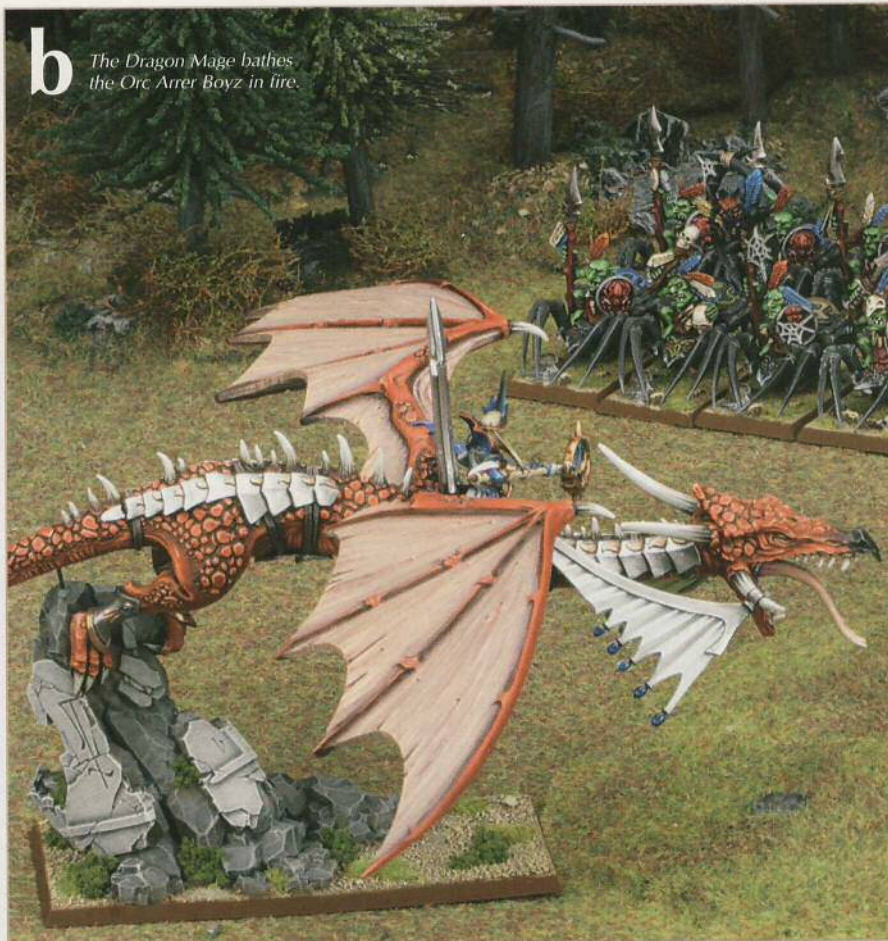
The Spider Riders passed their Terror test and wheeled to face the Dragon, ready to charge it next turn if they proved brave enough. The Savage Orcs also positioned themselves for a potential charge should Gork deem it necessary.

The rest of the greenskin army moved forward towards the glittering High Elf lines. The Wolf Riders and Spider Riders on the southern flank advanced beyond the Orc battle line and laid claim to the south side of the battlefield.

The Shaman, Buzgit, started the Magic phase by casting Gaze of Gork, which was promptly dispelled with a scroll. Mork Wants Ya! was then cast on the Dragon Princes. Adam rolled all his dispel dice but failed to earth the spell even with his +1 bonus. Prince Temakador was targeted, but passed his Initiative roll with ease.

Shooting commenced with a crazed Goblin being launched high into the air, its target the Bolt Thrower. But the Doom Diver drifted and scattered off the table. The Stone Thrower fired next, and, despite an accurate guess by Andy, it also scattered wildly. The Spider Riders and Wolf Boyz on the southern flank both fired into the Spearmen and felled two Elves. On the other side of the board the Spider Riders shot at the Dragon, and would have even wounded it but for its tough scales.

b The Dragon Mage bathes the Orc Arrer Boyz in fire.



Grombrindal says...



After a cagey start for both sides, Andy will be cursing his luck! The unreliable Grobi war machines and squabbling Squig Herd cost him an early lead. Still, what can you expect from a bunch of rowdy, undisciplined greenskins?

Waaagh! Magic

Warlord Rotgor went to war with a powerful Goblin Great Shaman in the hope of countering the Elven magic that would be cast his way. The Shaman came prepared with two Dispel Scrolls, Magic Mushrooms and the Staff of Baduum, giving him +1 to all of his casting attempts.



WARHAMMER® HIGH ELVES

VICTORY POINTS

HIGH ELVES

200

ORCS & GOBLINS

100



TURN 1 – ORCS & GOBLINS MOVEMENT PHASE



a The Shadow Warriors move into the building on the first turn. Note that they didn't start in the building as they would count as being seen and so be illegally deployed.

b The Orc Arrer Boyz are flambéed by the Sun Dragon's fiery breath. Two Orcs are roasted, but the unit held its ground, only because of the proximity of the Black Orc general.

c 'Ead Hoppa, the Goblin Boss rolled high for his Cave Squig's movement and so bounced down the Southern Flank aiming for the arch way under the tower staircase, which would take him behind the High Elf battle lines.

- | | | | |
|--------------------------|---------------------------|----------------------------|------------------------|
| 1 Prince Temakador | 9 White Lions | 1 Rotgor, Warboss | 11 Arrer Boyz |
| 2 Caeliriel, Dragon Mage | 10 Lion Chariot | 2 Buzgit, Shaman | 12 Wolf Riders |
| 3 Aesanir, Mage | 11 Phoenix Guard | 3 Da Loon, Big Boss | 13 Spider Riders |
| 4 Caradryan | 12 Sword Masters | 4 Sneaky Silus, Big Boss | 14 Spider Riders |
| 5 Archers | 13 Shadow Warriors | 5 Gorsnag, Battle Standard | 15 Rock Lobber |
| 6 Spearmen | 14 Repeater Bolt Throwers | 6 'Ead Hoppa, Big Boss | 16 Black Orcs |
| 7 Spearmen | | 7 Night Goblins | 17 Squig Herds |
| 8 Dragon Princes | | 8 Orc Boyz | 18 Giant |
| | | 9 Savage Orc Boyz | 19 Doom Diver Catapult |
| | | 10 Night Goblins | |



FANATIC FALLOUT

TURN 2

a Expecting that the Night Goblin Archers contained some Fanatics, Adam concentrated his fire on them with the Archers and Bolt Throwers. He managed to slay six in total and force a Panic test, but Andy rolled low and so the Night Goblins remained, ready to unleash the Fanatic in the following phase.

b After fleeing at the beginning of the turn due to their proximity to the Dragon, the Doom Diver crew calmed themselves and rallied, beyond all expectation.

c The Fanatics unleashed in the High Elf Movement phase scattered at the beginning of the Orc turn. One died of exhaustion, one swung into the Phoenix Guard, killing one, while the third moved to a spot previously occupied by the fleeing Dragon Princes.

d 'Ead Hoppa and his Cave Squig continued their slow progress towards the Bolt Throwers on the hill.

e The High Elf force continued to frustrate the Goblin Great shaman, dispelling all of his casting attempts with casual disdain.

f The Arrer Boyz tried and failed to get past the Dragon's tough scales. The Rock Lobber also fired at the Dragon but missed.

Baiting Fanatics

A common tactic when facing Fanatics is to force them to be released by placing an expendable unit within 8" of the Night Goblin unit. Adam obviously didn't have an expendable unit, so he gambled by using the Phoenix Guard, hoping that their 4+ Ward Save would help them out if the worst happened.



TURN 2 – END OF ORCS & GOBLINS COMBAT PHASE

Adam started the turn by taking a calculated risk and inching the Phoenix Guard forward to trigger the Fanatics from the central Goblin unit. As expected, three of the insane, ball-and-chain swinging Goblins were launched from the parent unit straight at the Phoenix Guard. Adam's gamble paid off as none of the Fanatics managed to reach the Phoenix Guard and were now in the way of any possible Orc and Goblin charges.

The rest of the High Elf line remained static with the exception of the White Lions, who marched onwards as far as they could, and the Dragon Mage, who swung round on his majestic mount to face the rear of the Black Orcs.

In the Magic phase the Dragon Mage began by casting a Fiery Blast at the Black Orcs, which Andy dispelled with a scroll once again. The Winds of Magic were

obviously blowing softly, as Adam's Mage failed to cast both Flames of the Phoenix and the Shield of Saphery.

The Shooting phase was more eventful. The Shadow Warriors struck first by slaying another Spider Rider on the northern flank. The Archers fired at their Night Goblin counterparts and their aim proved true, with eight of the ten arrows hitting their targets. However, the Goblins were surprisingly resilient, with only two of the arrows wounding. The two Bolt Throwers aimed at the same target and killed another four Gobbos (a). The Sun Dragon breathed fire into the Black Orcs but they all survived thanks to their thick armour.

Discretion over valour

Before Andy could get his forces moving there were a few tests he had to take. The Black Orcs, Orcs and Doom Diver crew all

VICTORY POINTS

HIGH ELVES
100

ORCS & GOBLINS
566

TURN 2 – ORCS & GOBLINS MOVEMENT PHASE



- 1 Prince Temakador
- 2 Caeliriel, Dragon Mage
- 3 Aesanir, Mage
- 4 Caradryan
- 5 Archers
- 6 Spearmen
- 7 Spearmen
- 8 Dragon Princes
- 9 White Lions
- 10 Lion Chariot
- 11 Phoenix Guard
- 12 Sword Masters
- 13 Shadow Warriors
- 14 Repeater Bolt Throwers

- 1 Rotgor, Warboss
- 2 Buzgit, Great Shaman
- 3 Da Loon, Big Boss
- 4 Sneaky Silus, Big Boss on Wolf
- 5 Gorsnag, Battle Standard
- 6 'Ead Hoppa, Big Boss on Giant Squig
- 7 Night Goblins
- 8 Orc Boyz
- 9 Savage Orc Boyz
- 10 Night Goblin Archers
- 11 Arrer Boyz
- 12 Wolf Riders
- 13 Spider Riders
- 14 Spider Riders
- 15 Rock Lobber
- 16 Black Orcs
- 17 Squig Herds
- 18 Giant
- 19 Doom Diver Catapult
- F Fanatic

had to test for Terror thanks to the Dragon Mage's fearsome mount. Both the Orc units passed but the Doom Diver crew fled, although not off the table so there was still time for them to rally (b). Animosity was next and, in typical Orcy fashion, Andy's Savage Orcs, Squigs (again!) and Spider Riders on the south edge all ignored the encroaching enemy in favour of scrapping amongst themselves. On the other end of the spectrum, the Orc Boyz Waaaghed! forward, as did the Night Goblins, even though it meant advancing into the still-spinning Fanatics (c).

Spurred on by the Waaagh! result, the Orc Boyz declared a charge against the Phoenix Guard and the Giant also attempted to charge the Dragon Princes. The Boyz failed to reach the Phoenix Guard and so came to a halt just in front of the silent, stoic High Elf elites. Meanwhile,

the Giant charged forward but Temakador decided on discretion rather than receiving a charge from a club-swinging monstrosity, and promptly fled, to much booing and jeers from the spectators on the Orc side.

In the Movement phase the Night Goblin Archers advanced and released a single Fanatic towards the High Elf Spearmen to the south. The Fanatic hit the Spearmen and caused an impressive six casualties. The Wolf Boyz zipped through the gap between the toppled pillar and the tower staircase, and used their free reform to present their maximum frontage to the High Elf Spearmen.

Magic was uneventful (e) so it was straight into the Shooting phase (f). The Wolf Boyz shot at the High Elf Spearmen but all missed. However, the Night Goblin Archers had more luck and wounded two Sword Masters, despite needing 6s to hit.

Grombrindal says...



Andy's battle line was plunged into disarray, not least because of some failed charges. Adam's general fled from the onrushing Giant – a wise decision, perhaps, but not a very heroic one.

GLORY OR DEATH!

TURN 3

a The White Lions charged into the Savage Orcs. The Chracians slew three of the Orcs but lost two Elves in return. The Savage Orcs won the combat due to their higher Unit Strength. The White Lions lost by a single point and fled, and were wiped out by the pursuing greenskin savages.

b The Prince and Dragon Princes rallied with ease.

c The Winds of Magic blew stronger this turn. Shield of Saphery was cast on the Spearmen facing the Wolf Riders and the Flaming Sword of Rhuin was cast by the Dragon Mage. In the Orc Magic phase, the High Elves dispelled all Andy's Waaagh! magic.

d The Black Orcs were charged by the Dragon Mage in the rear and the Lion Chariot in the front. The chariot scored six wounds, while the Dragon Mage and his mount did another two. In return, the Orcs managed two wounds on the Chariot and slew the Mage, making the Dragon subject to Hatred and Frenzy for the rest of the battle! The High Elves won the combat and the Black Orcs fled. The Black Orcs and Warboss were chased down by the enraged Sun Dragon.

e All High Elf shooting from the hill was aimed at the Giant. After the flurry of arrows and bolts had cleared, the Giant remained standing, only losing two wounds to the massed volley.

f The Mage and the Phoenix Guard charged into the Orcs. The Boyz held on, taking only three wounds, while Gorsnag cut down the High Elf Mage in workman-like fashion. The combat ended in a draw, only because of the Phoenix Guard's War Banner.

g The Sword Masters made short work of the Night Goblin Archers, who were pursued and wiped out. This caused the nearby unit of Night Goblins and Buzgit the Shaman to panic as well.

h The Spearmen won the combat with the Wolf Riders, who fled a good 16" and so could not be caught by the pursuing Elves.

i The triumphant Savage Orcs charged the Shadow Warriors who had emerged from the mansion in the previous phase. Despite the Elves' Speed of Asuryan, they were defeated, fled and were run down.

j The Squig Herd charged the Sword Masters. The Elves made short work of the Squigs and ran the last few Goblins down.

k In the ongoing combat between the Phoenix Guard and the Orc Boyz, the Orcs performed strongly, beating the Elves by three. The Phoenix Guard fled 12" and the Orcs failed to catch them.

TURN 3 – END OF HIGH ELF COMBAT PHASE

The third High Elf turn is marked by massed charges as the elite warriors hit the Orc line hard.



VICTORY POINTS

HIGH ELVES
1220

ORCS & GOBLINS
1292

Wild Squigs

When Squig Herd units lose all their herders or flee, the Squigs go wild inflicting massive amounts of damage on friend and foe. Fortunately for Adam, the Sword Masters prevented this from happening by killing all the Squigs before the herd fled.



Grombrindal says...



In a pivotal turn, the Orc general was slain. Andy cursed his luck, because with one fell swoop Adam had denied the Orcs their chance of a Waaagh!

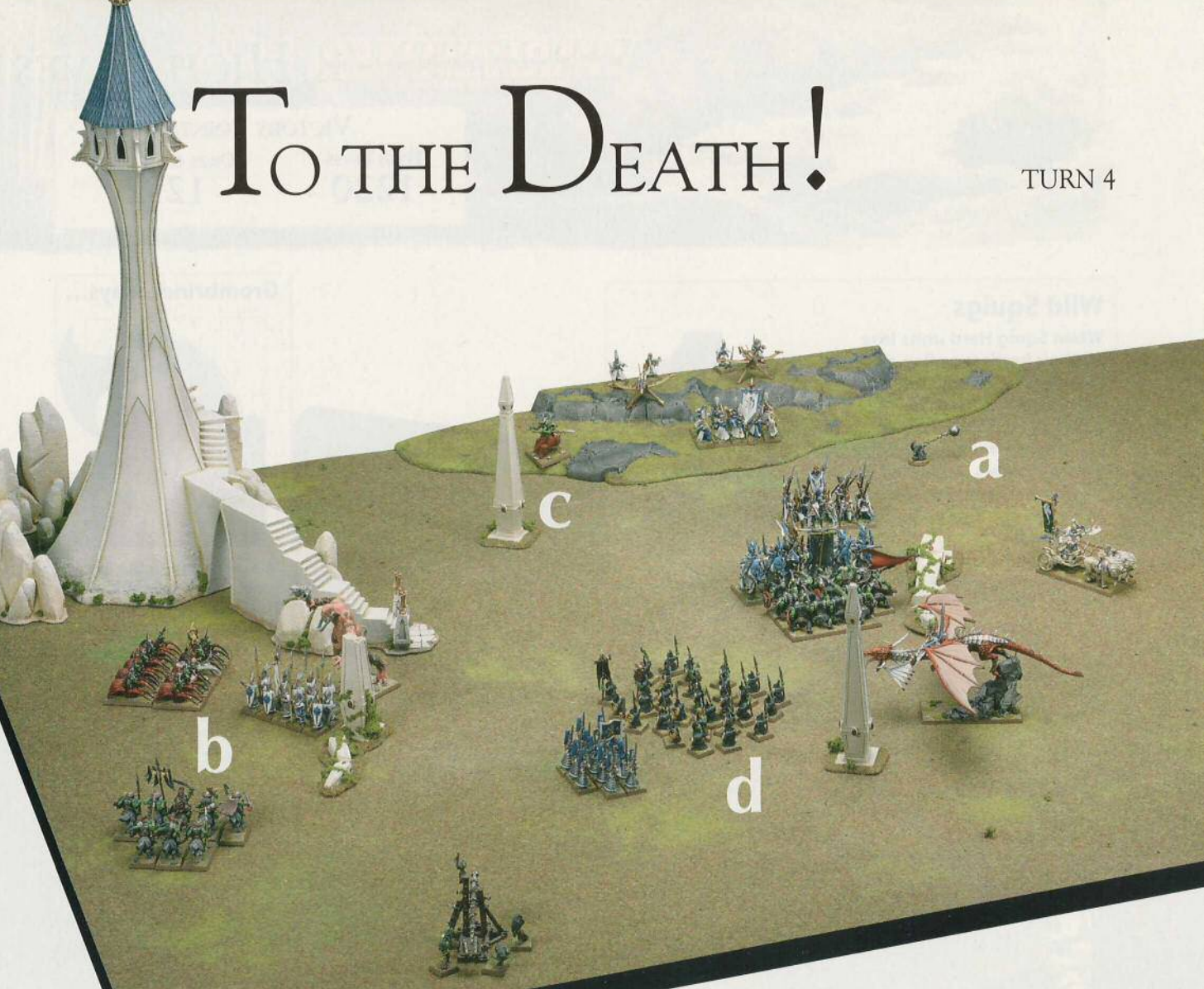
TURN 3 – ORCS & GOBLINS COMBAT PHASE



- 1 Prince Temakador
- 2 Caeliriel, Dragon Mage
- 3 Aesanir, Mage
- 4 Caradryan
- 5 Archers
- 6 Spearmen
- 7 Spearmen
- 8 Dragon Princes
- 9 White Lions
- 10 Lion Chariot
- 11 Phoenix Guard
- 12 Sword Masters
- 13 Shadow Warriors
- 14 Repeater Bolt Throwers
- 1 Rotgor, Warboss
- 2 Buzgit, Great Shaman
- 3 Da Loon, Big Boss
- 4 Sneaky Silus, Big Boss on Wolf
- 5 Gorsnag, Battle Standard
- 6 'Ead Hoppa, Big Boss on Giant Squig
- 7 Night Goblins
- 8 Orc Boyz
- 9 Savage Orc Boyz
- 10 Night Goblin Archers
- 11 Arrer Boyz
- 12 Wolf Riders
- 13 Spider Riders
- 14 Spider Riders
- 15 Rock Lobber
- 16 Black Orcs
- 17 Squig Herds
- 18 Giant
- 19 Doom Diver Catapult
- F Fanatic

TO THE DEATH!

TURN 4



a The final Fanatic ominously moved towards the High Elf Archers, hurtling a massive 11" in their direction.

b The Orcs & Goblins suffer from Animosity once again, as the Spider Riders and Wolf Boyz to the south spend the turn squabbling.

c 'Ead Hoppa continued his epic journey to the High Elf Bolt throwers on the far hill. He ended his movement on the hill ready to charge in the following turn.

d Having rallied in turn 3, the Night Goblins were forced to make another psychology test as the Dragon was very close. They failed and so fled in terror.

TURN 4 – END OF ORCS & GOBLINS COMBAT PHASE

Adam began the fourth turn by declaring a charge on the Orc Boyz with the freshly rallied Dragon Princes. The Spearmen in the north also charged forward into the Spider Riders. The Phoenix Guard stoically took account and rallied without uttering a single word. Meanwhile the Lion Chariot lurched forward, readying itself for another charge in the not-too-distant-future. The Sword Masters turned toward the Night Goblins, who were still fleeing from panic caused by witnessing the crushing of their brethren in the previous turn.

With no High Elf wizards left alive, it was straight into the Shooting phase. The Bolt Throwers and Archers on the hill once again targeted the Giant, causing another two wounds. It was not enough to slay the beast and so it survived for another turn. The Dragon exhaled its fiery breath on the

unfortunate Night Goblins, who had just rallied in turn 3, roasting another two of the hooded greenskins.

The Combat phase kicked off with the Spearmen fighting the Spider Riders. The Spearmen scored two wounds, the Goblins hit back and all missed – however, their monstrous steeds pulled things back for the greenskins by wounding two Elves. However, this was not enough, and the Spider Riders lost the combat and fled. The Spearmen chased after them, rolling 9" for their pursuit distance, but it was too little to catch the routing Forest Goblins.

Prince Temakador and the Dragon Princes charged the Orc Boyz, slaying seven Orcs in spectacular fashion. The Boyz failed to topple even one of the High Elf knights in return, and so lost the combat but managed to stay in the fight thanks to their ranks and numbers.

VICTORY POINTS

HIGH ELVES

1751

ORCS & GOBLINS

1062



Masters of Hoeth

Armed with long, two-handed swords that count as Great Weapons, and with 2 Attacks that always strike first, the Sword Masters are some of the most daunting infantry to face in the entire game. No wonder they struggled to find a willing opponent to face in this battle.

TURN 4 – ORCS & GOBLINS COMBAT PHASE



- 1 Prince Temakador
- 2 Caeliriel, Dragon Mage
- 3 Aesannir, Mage
- 4 Caradryan
- 5 10 Archers
- 6 20 Spearmen
- 7 20 Spearmen
- 8 5 Dragon Princes
- 9 15 White Lions
- 10 Lion Chariot
- 11 14 Phoenix Guard
- 12 15 Sword Masters
- 13 5 Shadow Warriors
- 14 2 Repeater Bolt Throwers

- 1 Rotgort, Warboss
- 2 Buzgit, Great Shaman
- 3 Da Loon, Big Boss
- 4 Sneaky Silus, Big Boss on Wolf
- 5 Gorsnag, Battle Standard
- 6 Ead Hoppa, Big Boss on Giant Squig
- 7 29 Night Goblins
- 8 25 Orc Boyz
- 9 20 Savage Orc Boyz
- 10 20 Night Goblin Archers
- 11 10 Arrer Boyz
- 12 10 Wolf Riders
- 13 10 Spider Riders
- 14 10 Spider Riders
- 15 Rock Lobber
- 16 19 Black Orcs
- 17 Squigg
- 18 Giant
- 19 Doom Diver Catapult
- F Fanatic

The Giant attacks!

In the greenskin Movement phase, the Giant charged into the rear of the High Elf Spearmen who had been pursuing the Wolf Riders. In the north the Savage Orcs reformed, ready to charge or be charged.

Shooting began with the Doom Diver back in action. A flying Goblin launched and landed in the middle of the Sword Masters, killing four High Elves with an almighty crash! The Rock Lobber, which had yet to hit anything all game, got a direct hit on the Dragon, but misfired! Andy just thanked his stars that the machine remained intact. The Arrer Boys also fired at the Dragon but could not pierce its tough, scaly hide.

All eyes turned to the Giant in the Combat phase. Even though the brute had charged the Spearmen from the rear, the High Elves struck first thanks to the Speed

of Asuryan. The Spearmen stabbed at the Giant and managed to wound it. Incensed the Giant used his "Swing with Club" attack and killed five Elves, wiping out an entire rank with one almighty swing! The Elves lost the combat and were run down by the triumphant Giant.

The remaining combat was with the Orc Boyz and the Dragon Princes. Prince Temakador challenged the Big Boss who duly accepted. The High Elf Lord struck first in a fluent display of swordsmanship. The Orc struck back, his sheer might overcoming any need for martial skill. Each took a wound in the challenge. The Boyz and knights also matched each other, both causing a wound. The Dragon Princes lost the combat thanks to the Orcs' static combat bonus. But the Prince passed the Break test and so would remain locked in combat for at least the next turn.

Grombrindal says...



This should have been the turn when Andy dominated the Magic phase. Unfortunately, his Shaman was too busy running away thanks to his unit's failed Panic test!

BEGINNING OF THE END

TURN 5



The Orcs flee before the Dragon Princes and an enraged Dragon.

a The Wolf Riders and Spider Riders shot at the Sword Masters but only managed to slay one Elf between them.

b The Spider Riders tried to charge the Spearmen in the flank but failed their Fear test and so refused to budge from their spot of relative safety.

c The Rock Lobber was not having a good battle; it fired upon the Dragon and missed again, despite another accurate range guess by Andy.

Turn 5 opened with two more charges. The frenzied Dragon charged into the rear of the Orc Boyz, while the Sword Masters charged into the fleeing Night Goblins and wiped them out. The Lion Chariot moved into position for a final charge in the next turn while the Phoenix Guard made their way south to try to engage the Spider Riders.

The Archers moved off the hill and prepared to pepper the final Fanatic with arrows. With no spell casters on either side, it was time for the Shooting phase. The Archers loosed their bows at the spinning Fanatic, and the mad Goblin fell to the floor quite dead. For the first time the Bolt Throwers split their fire, one – the furthest away from the approaching Cave Squig – fired upon the Giant, claiming its final wound, and felling the beast with a great thud. The second Bolt Thrower fired

at the Goblin Big Boss. Despite hitting three times only the Squig took a wound, and it bared its great teeth ready to fight in the following phase.

In combat, the Orcs fared badly, as the Prince, Dragon Princes and Dragon all attacked before the Orcs could strike back. Unsurprisingly, the Orcs lost the combat quite convincingly. Needing “snake eyes” to hold, Andy prayed to both Gork and Mork but they obviously were not listening as he rolled double 6! The Orcs turned tail and ran, but were mercilessly chased down by both units.

A late Waaagh!

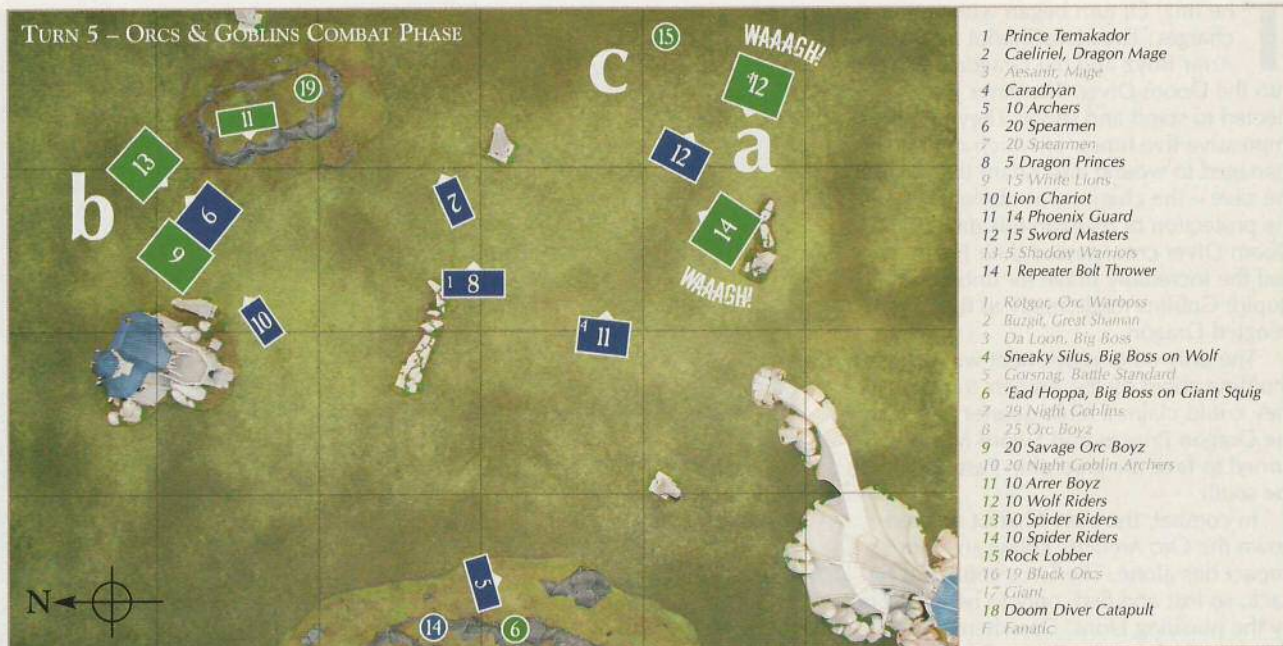
Andy started the Orc turn with his Animosity tests. The Spider Riders and Wolf Boyz in the south both Waaaghed!, giving the Spider Riders the impetus to charge down the fleeing Spearmen. Across

VICTORY POINTS

HIGH ELVES
2258

ORCS & GOBLINS
1162

TURN 5 – ORCS & GOBLINS COMBAT PHASE



- 1 Prince Temakador
- 2 Caeliriel, Dragon Mage
- 3 Aesanti, Mage
- 4 Caradryan
- 5 10 Archers
- 6 20 Spearmen
- 7 20 Spearmen
- 8 5 Dragon Princes
- 9 15 White Lions
- 10 Lion Chariot
- 11 14 Phoenix Guard
- 12 15 Sword Masters
- 13 5 Shadow Warriors
- 14 1 Repeater Bolt Thrower

- 1 Rotgor, Orc Warboss
- 2 Buzzgit, Great Shaman
- 3 Da Loon, Big Boss
- 4 Sneaky Silus, Big Boss on Wolf
- 5 Gorsnag, Battle Standard
- 6 'Ead Hoppa, Big Boss on Giant Squig
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- 11 10 Arrer Boyz
- 12 10 Wolf Riders
- 13 10 Spider Riders
- 14 10 Spider Riders
- 15 Rock Lobber
- 16 19 Black Orcs
- 17 Giant
- 18 Doom Diver Catapult
- 19 Fanatic

Fast Cavalry

Andy made good use of his three Fast Cavalry units, using their Free Reform ability throughout the game to get as many bows as possible facing the enemy.



the battlefield to the north, the Savage Orcs charged the other unit of Elf Spearmen.

Back in the south the Wolf Riders reformed to get as many bows onto the Sword Masters as possible (a). Finally, after a five-turn trudge, 'Ead Hoppa on his Cave Squig entered into combat with a Bolt Thrower. The Spider Riders thought twice about charging the Spearmen (b).

In the Shooting phase the Doom Diver fired at the Dragon in the hope of slaying the big, enraged creature before it bore down on them, but the flying Goblin missed, harmlessly (well, not for him) plummeting into the earth. The Rock Lobber also had a shot at the gigantic reptile (c). The Arrer Boyz shot at the Lion

Chariot but even though they wounded it a couple of times Adam made all his saves.

In combat, the Cave Squig made short work of the Bolt Thrower crew and casually overran into the next Bolt Thrower down the line.

“Andy prayed to Gork and Mork, but they were not listening, as he rolled double 6!”

Despite being charged, the High Elf Spearmen facing the Savage Orcs hit first, wounding three greenskins, their magic warpaint failing to grant any saves. The Savage Orcs struck back but only scored two wounds. The Orcs fled, and were caught by the triumphant Elven Spearmen.

Grombrindal says...



Things went from bad to worse for the Orc horde in this turn – not that I'm complaining of course! Andy's accurate guessing with his war machine was all in vain, as the artillery dice let him down every time. In addition, his Goblins' innate fear of Elves denied him at least one key charge. The only high point for the greenskins came from the Big Boss on Great Cave Squig. Having spent most of the game bouncing towards the High Elf Bolt Throwers, he finally reached them and began to feast!



LEAVE THIS LAND!

TURN 6

The final Elf turn began with yet more charges. The Lion Chariot hit the Arrer Boyz and the Dragon crashed into the Doom Diver. The Arrer Boyz elected to stand and shoot. They hit an impressive five times, of which only one managed to wound and Adam then made the save – the chariot was obviously under the protection of Asuryan this day! The Doom Diver crew passed their Fear test and the incredibly brave (or unbelievably stupid) Goblins made ready to fight the frenzied Dragon.

The only other movement was a slight shuffling about by the Archers to make sure they could claim a table quarter and both the Dragon Princes and Sword Masters turned to face the greenskin Fast Cavalry in the south.

In combat, the Lion Chariot scythed down the Orc Archers, killing six with impact hits alone. The Orcs could not hit back, so lost and fled, only to be wiped out by the pursuing Lions. Elsewhere, the Dragon cut down the Doom Diver crew with one swipe of its claw.

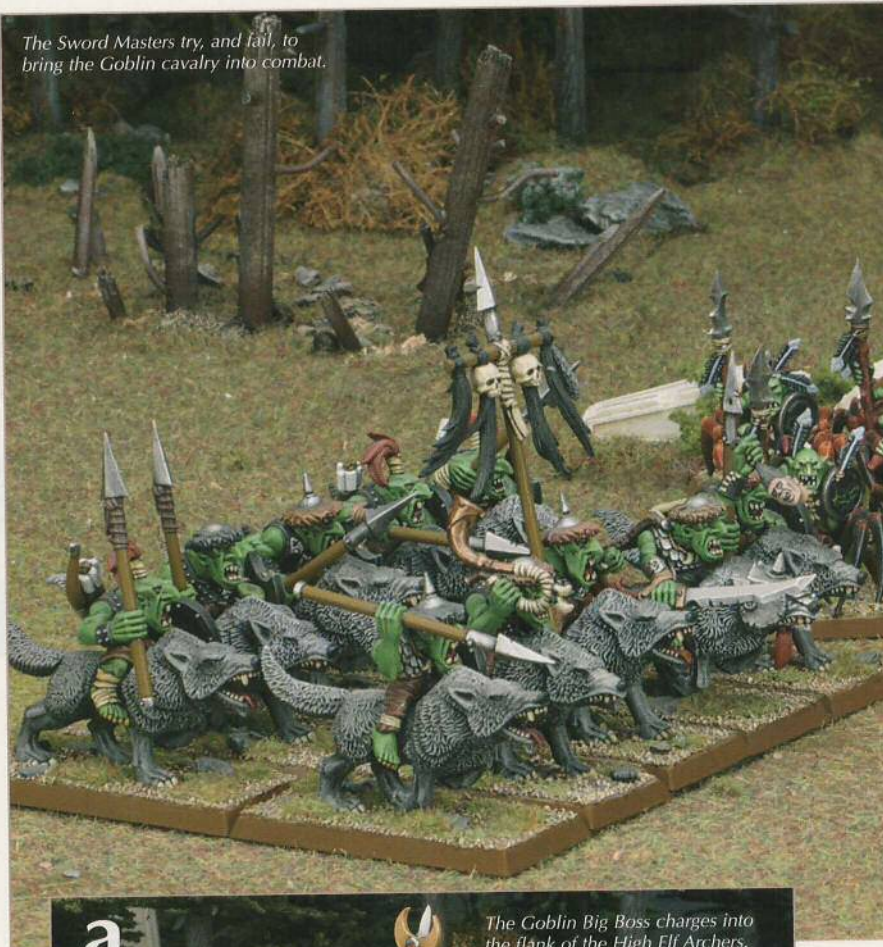
Ravenous Cave Squig

In the last phase of the game, Andy was running out of units to control; the few that remained performed with mixed results. The Cave Squig charged into the narrow flank of the High Elf Archers. All the other greenskin units, the Wolf Riders and two mobs of Spider Riders refused to charge preferring to get in a few parting shots.

The units to the south fired first, slaying three Sword Masters, but not enough to cause a Panic test. The Spider Riders in the north hit but failed to wound.

All that was left was the final combat between 'Ead Hoppa and the Archers. The High Elves struck first and wounded the Goblin hero. The Squig and rider hit back and slew three Elves, winning the combat. Nevertheless the High Elves held their ground, refusing to give the greenskins even a minor success. As the battle came to a close it was clear that the Orc & Goblin army was all but destroyed.

The High Elf force had done its job and wiped out the intruders. The Orcs and Goblins had been taught to not trespass on the hallowed shores of Ulthuan. However, every High Elf soldier knew that the lesser races, be they Dwarf, Man, or foul greenskin, would never learn; many more invaders would come, and many more would and have to be destroyed...



The Sword Masters try, and fail, to bring the Goblin cavalry into combat.



The Goblin Big Boss charges into the flank of the High Elf Archers.

- a** 'Ead Hoppa and his faithful Cave Squig chow down on the last of the Bolt Thrower crew, and then made the final charge of the game against the unfortunate High Elf Archers.
- b** The Rock Lobber fired at the Dragon and, even though probability stated that Andy was due a hit, the rock missed once again, leaving the Dragon unharmed.

VICTORY POINTS

HIGH ELVES

3258

ORCS & GOBLINS

1368

HIGH ELF MASSACRE



Grombrindal says...



Despite his bright start, Andy was crushed in this final turn, perhaps more so than he deserved. If anything, however, Adam was overly cautious throughout the game – he could have taken the fight to the greenskins much earlier, providing he'd been canny about his choice of targets.

TURN 6 – END OF GAME



- 1 Prince Temakador
- 2 Caeliriel, Dragon Mage
- 3 Aesantir, Mage
- 4 Caradryan
- 5 10 Archers
- 6 20 Spearmen
- 7 20 Spearmen
- 8 5 Dragon Princes
- 9 15 White Lions
- 10 Lion Chariot
- 11 14 Phoenix Guard
- 12 15 Sword Masters
- 13 5 Shadow Warriors
- 14 1 Repeater Bolt Thrower

- 1 Rotgor, Warboss
- 2 Buzgit, Great Shaman
- 3 Da Loon, Big Boss
- 4 Sneaky Silus, Big Boss on Wolf
- 5 Gorsnap, Battle Standard
- 6 'Ead Hoppa, Big Boss on Giant Squig
- 7 29 Night Goblins
- 8 25 Orc Boyz
- 9 20 Savage Orc Boyz
- 10 20 Night Goblin Archers
- 11 10 Arrer Boyz
- 12 10 Wolf Riders
- 13 10 Spider Riders
- 14 10 Spider Riders
- 15 Rock Lobber
- 16 19 Black Orcs
- 17 Squig Herds
- 18 Giant
- 19 Doom Diver Catapult
- F Fanatic

ULTHUAN CLEANSED

If I was green...

Well, I'm not exactly an accomplished Orc & Goblin general, but I know what I fear and that's Trolls and Fanatics. I'd have maxed out on Night Goblin units with Fanatics as my Core choices for a start. They are surprisingly cheap (especially compared to High Elf units) and even a couple of Fanatics can do serious damage.



Adam: Well, that went well. From the moment I laid eyes on the greenskin horde, right up until turn 3, it was looking very, very dubious indeed for the High Elves. However the end result is very pleasing to the nobles of Ulthuan. The battle had craven cowardice from the Dragon Princes, fearless heroism from the Sword Masters, and a lot more besides.

“The Dragon, once robbed of his rider, went on a rampage – even so, it poked a great big hole in my magical plans.”

Overall my plan, which was simply to storm forward and stab the Orcs & Goblins a lot, worked fairly well. Andy was let down horribly by some bad luck, especially in the form of failed Animosity tests, and I managed to choose my fights, to Andy's cost. These things combined fairly quickly to make a resounding victory for the High Elves.

That isn't to say there weren't failures – I entirely misjudged the White Lions and their ability to take on the Savage Orcs, which almost cost me the left flank and definitely cost the Shadow Warriors their lives. I also lost both my Mages (the Dragon Mage and the regular High Elf Mage) with charges that went awry. Granted, the Sun Dragon once robbed of his rider went on a bloody rampage, but even so it poked a great big hole in my magical plans.

But what went really well? The Lion Chariot and the Dragon smashing the Black Orcs apart was a great highlight. I was very pleased to get a charge into the rear of the Black Orcs with my Dragon, and then compound it with the Lion Chariot rolling very well for impact hits. The result was Andy's best close combat unit getting torn apart. I was also very impressed by the

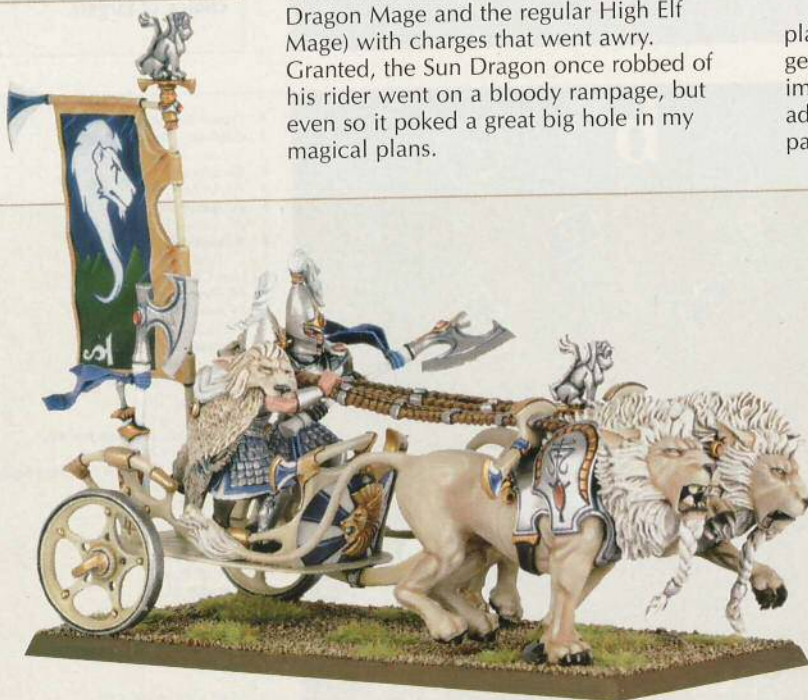
sheer lethality of the Sword Masters, who hacked their way through everything that came their way. I had hoped to turn them against the Black Orcs, purely by way of experiment – however their destiny lay in shredding various units of Goblins as they rampaged across the board.

I think the most pivotal moment of the game, and I am sure Andy would agree, came when my Phoenix Guard fled from the Orc Boyz. It was also risky to flee my general and his elite unit of knights away from the Giant – if that had gone wrong then that would have really opened up the game for Andy.

All in all, a great game that Andy played in the finest spirit of Orc & Goblin generals (right down to using green dice for important rolls). The High Elves performed admirably, and I can't wait to finish painting up my own High Elf force...

Star of Asuryan

It was very hard to choose a “best unit” because all my army performed very well. After much deliberation I would plump for the Lion Chariot of Chrace because of its two devastating charges. I really hadn't expected to do so well against the Warboss' unit, and my fortune was certainly Andy's loss.



MORK HATES ELVES

Andy: I've never been one to blame luck for a bad result, but... up until the last couple of turns I was pretty pleased with how things were going. Although the Fanatics didn't deliver anywhere near as much mayhem as I'd hoped they would, my two central units were doing really well. The Orc Boyz had taken the charge of the Dragon Princes and held, so I was looking forward to the next turn.

And then, it all went wrong, in typical green skinned style. Though the Orcs won the combat against the Dragon Princes, they failed to break them, and that one dice roll proved the tipping point of the entire game.

The Greenskin Animosity rule also had a part to play in the defeat, but you pretty much expect that when playing Orcs & Goblins. Although my army wasn't as royally stymied by Animosity as I've seen some forces go, there were a couple of

their Animosity rolls...

But enough excuses – what went right? Well, it really could have gone either way up until half way through, with several key units holding their own. The Night Goblin Fanatics had put the fear into the High Elves and my range guesses with the war machines had proved alarmingly accurate. My lone Goblin Big Boss on his squig, bouncing ponderously up the left flank was, at the time, maddening. But when he finally made it into combat he took care of two Repeater Bolt Throwers and was munching through some Archers, which was very cool to watch. As ever, Adam was a gent to play against, and I'm looking forward to facing his own High Elves when he's finished them.

As always it was a great game of Warhammer. Playing against the High Elves with their new rules was quite intimidating, knowing that no matter what I did, charge

If I was pale and skinny...

I would have to say that the White Lions of Chrace may be a rock hard unit but their charge against the Savage Orcs was a bit unsupported and so the frenzied Orcs dealt with them accordingly.



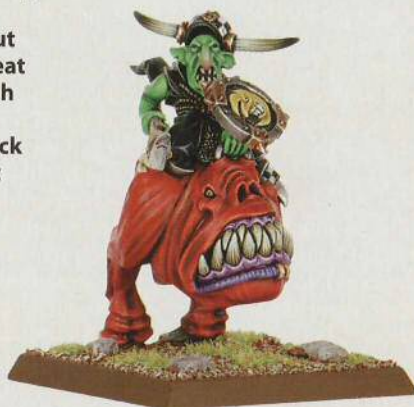
“There were units whose timing when it came to rolling 1s was just comedic.”

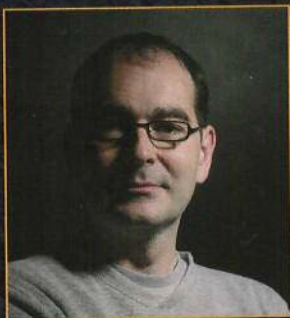
units whose timing when it came to rolling 1s was just comedic. The stubborn refusal of the Squigs to actually do any hopping for the first two turns of the game was classic greenskin behaviour. Best of all was the cunning flank charge I had planned on the right in turn 4, all of which was reduced to nought when both the Spider Riders and Wolf Riders on that flank failed

or be charged, they were going to strike first. In the end I thought it best to do as I normally would; after all, the Orcs have their Toughness of 4 to keep them going (shame about the Gobbos) and the High Elves were still reassuringly squishy, as the White Lions proved!

Gobbo of the Game

Clearly, the Night Goblin Big Boss bouncing his way down the flank to take out the Eagle Claws was a great moment, and even though I'd well and truly lost the game by the time he struck home, it provided a great end to the battle.





STANDARD BEARER

There's more to good games design than writing rules, you know. Or at least there should be, according to Jervis. Heed these wise words, as he explains why the new High Elves herald the future of our army lists...

Way back in June this year I attended Baltimore Games Day. It was a great show, one of the largest we hold in the US, and I had a really nice time chatting to people and hanging out with old friends and acquaintances I haven't seen for far too long. As an aside, one of the things I love about the hobby is the way that it allows you to find other people who you can instantly get on with almost anywhere in the world. Meeting and hearing from my fellow hobbyists all over the world has taught me that, for all of the cultural differences there are between people from different countries, deep down we are much more similar than we are different.

Anyway, on to the matter at hand. While I was at the show I did a couple of presentations running through our forthcoming releases, and at these I was asked a couple of times about what we had planned for the new High Elf army. Back then I couldn't say too much other than "It's looking really, really good!", as the

“The new army faithfully reflects the background we've developed over the course of many years.”

project was still in the early stages of development. However, I was aware that this was hardly an in-depth reply, and I felt a bit bad about not being in a position to talk more about what we had planned for the High Elves. So, this month I plan to set the record straight, and explain exactly what I think is really, really good about the new High Elf army...

Background checks

On the face of it, what I like so much is pretty simple – the new High Elf army very faithfully reflects the background we've developed for the High Elves over the course of many years. I know, I know, this seems like something that should be easy to achieve, but trust me, it can be surprisingly difficult to get right. The trick, in my opinion at least, is to refer to the

original background for an army right at the start of the project. This may seem like an obvious thing to do, but it's very easy to just assume you know all of the background already before you get started. This often leads you to focus only on a great new idea you've had, or a change you want to make to the army to fix a vexing "tabletop" problem that players have been telling you about.

For example, you might say "This troop type isn't all that popular amongst players, what can we do to improve it?" and then come up with a new, clever, and oh-so-subtle change to make the troop type more popular. Or you might have an idea for a great new rule, and come up with a way to justify shoe-horning it in to the latest book you are working on, and so on. The problem with this second type of approach is that it can lead to the army evolving in such a way that, in the end, it doesn't reflect the background we'd originally written. I came across a classic example of this when I worked on the Dark Angels army list. The original background for the Dark Angels stated (and now, thankfully, does again!) that the Deathwing operate in five-man Squads, each with a single heavy weapon. However, the army list had evolved in such a way that, for fairly sound gaming reasons, a player could choose to field the Deathwing in squads with five- to ten-man squads, with up to two heavy weapons in each. The result was that players were fielding armies that simply didn't reflect the game background at all.

It's rare to get such a clear-cut disconnect between background and army list, but the message is clear and stark: unless you're careful, then the background for our games, which we love so much and have worked on so hard over the years to develop, can be made null and void. Obviously, this is not something we want to see happening!

Fortunately the best solution to this problem, like so many other things in life, is very straightforward: go back to the original background, immerse yourself in it, and then make sure that it is reflected as faithfully and characterfully as possible. This is, in effect, a top down approach, looking at the army as a whole, rather than a "unit by unit" approach, which can lead



to problems like the Deathwing Terminators I described earlier on. The aim is to first identify the key characteristics and strengths of the army, and then really emphasise these in the army book. That way, players are encouraged to field armies that reflect the background, as doing so plays to their army's strengths.

This approach is one that Adam Troke, the writer of the new High Elf book, took very much to heart. The key strengths and characteristics that Adam wanted the book to reflect were:

- Dragons
- Serried ranks of white robed, disciplined infantry
- Elite units of deadly warriors
- A dying race
- Oh, and did I mention Dragons?

Now, it might have been possible to represent these things by fiddling round lots of minor aspects of the army list, adding a new special rule here and a +1 bonus to a characteristic there. However, as I've already explained, this approach can end up encouraging players to create armies that don't reflect the army's background (a High Elf army made up almost exclusively of cavalry being a classic example!). So instead Adam went for really profound, top-end changes, designed to encourage players to pick and use a High Elf army in a way that was faithful to the game background.

Realisation of design

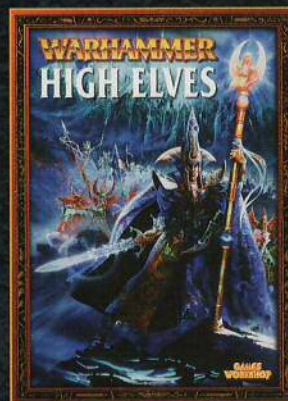
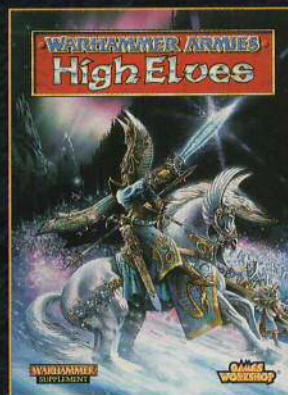
The most obvious of these changes is the new rule that allows High Elves to always strike first in combat. The effect of this is, at a stroke, to make all infantry units in the High Elf army a much more attractive choice. But more than this, it reflects in a

deeply satisfying way that High Elf infantry are the main strength of the armies of Ulthuan. After all, they are amongst the most disciplined and experienced warriors on the Warhammer world – these guys don't just strike first just because they have lightning fast reflexes (although that's certainly a factor), but because they've practiced their craft for hundreds of years. Seeing those serried ranks of white robed infantry should strike fear into any opponent's heart. And now, I can tell you, it really does!

I won't go through all of the other changes Adam has made, as they are covered rather well in the designers notes you can find on pages 28-33. Suffice to say that they've all been made so that players can create a tabletop army for their games of Warhammer that reflects the essential character of the High Elves.

However, this approach doesn't end with the army book, it also influenced the new Citadel miniatures we made for the army, and especially Trish Morrison's amazing new High Elf Dragon kit. The link between High Elves and Dragons was something that had come across very strongly when we studied the background at the start of the project. Re-reading all of the background material we'd written about the High Elves over the years made it impossible to ignore how important the relationship between High Elves and Dragons was, and so one of the key points for the project became making sure that High Elf players could include Dragon-riding heroes in their armies, and were encouraged to do so.

Of course, we could have tried to achieve this by tinkering with the rules for Dragons in the army book (and, to some extent we have), but in this particular case we decided that the best way of inspiring



The High Elves are one of the oldest races in the Warhammer world, and their proud history has been developed over the course of many years and editions of the Warhammer game.

With the new High Elf list, you don't need fancy rules or appendix army lists to reflect the versatility of the Elven host.



players to almost always include a Dragon or two in their army was simply to bring out an amazingly good new Dragon model. What could be simpler? Fortunately for us we could call on the services of Trish

of monstrous creatures. She pulled out all the stops to create a wonderful miniature that is, unless I am very much mistaken, destined to become the centrepiece of just about every High Elf player's army from now on.

The overall result of these things is to create an army that looks amazing and which can be very powerful when used in a manner that reflects the background for the army. This is good, honest stuff – you won't need to create tricky armies that don't look like any High Elf army ever seen on the Warhammer world in order to do well. Instead, you simply need to learn how to get the most from the High Elves' traditional strengths and tactics. Or, to put it another way, just create an army that the Phoenix King himself would be proud to lead and you won't go too far wrong. And that's why I think the new High Elf army is really, really good!

Which brings me to the end of another Standard Bearer article. As ever, if you feel strongly about anything I've written, or about anything else related to the Games Workshop hobby, and you want me to know about it, then please write to me at the address below. All of the letters I receive are read and considered carefully, and I do my best to reply to every one.

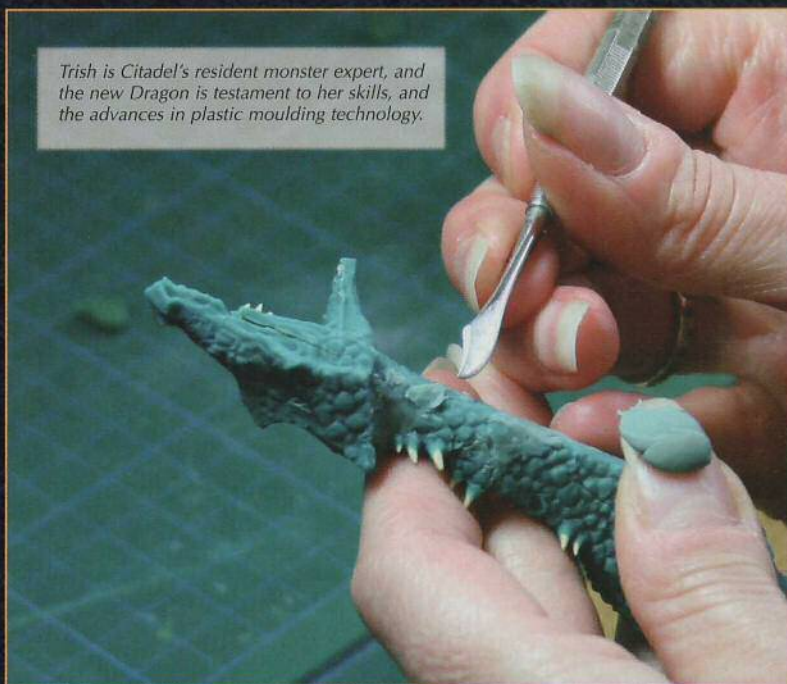
Write to Jervis at:

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

“If you create an army that the Phoenix King would be proud of, you won't go far wrong.”

Morrison, who is one of the most experienced and talented miniatures designers in the world, and is also a specialist when it comes to making models

Trish is Citadel's resident monster expert, and the new Dragon is testament to her skills, and the advances in plastic moulding technology.



CITADEL®

Released this month is a brand new range of custom tools – perfect for your hobby needs. Here, we take a close look at the new range.

TOOLS



Tools In Detail

- ① Hobby Vice
- ② Plastic Cutters
- ③ Sculpting Tool
- ④ Flat File
- ⑤ Round File
- ⑥ Triangular File
- ⑦ Hobby Drill
- ⑧ Hobby Knife
- ⑨ Razor Saw

For many years, Games Workshop has provided a range of tools to make modelling and preparing your Citadel Miniatures as easy as possible. These tools have always been bought from various sources and were originally made with other purposes in mind; it just so happened that they were also great for clipping plastic or filing shoulder pads.

However, our new eye-catching range of Citadel tools is very different, each item has been specifically designed or sourced for working on plastic and metal Citadel miniatures.

"It's all about control," says Dave Cross, the man who has spent the last twelve months developing the range. "A tool that has been designed for a specific job inevitably gives you far more control,

it's safer to use, and it will give you far better results."

Dave has combed the world sourcing the materials needed to make the optimum, purpose-designed tool range.

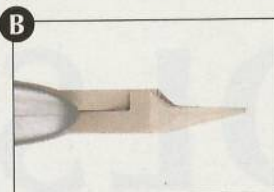
"It took a while," he admits. "The

“A tool that has been designed for a specific job inevitably gives you far more control.”

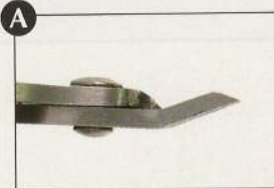
Hobby Vice for instance, was a challenge. Not only did we have to find a fully functioning vice that size, but we also wanted to get a really powerful suction cup on it for maximum stability."

Plastic Cutters

Used for clipping components from plastic frames.



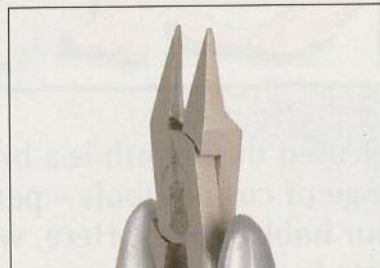
The cutter blades have a slim profile – the old tool (A) was 3mm deep, the new tool (B) tapers to 1mm. This allows you to clip the smallest parts off the majority of our frames.



The new cutters have an ergonomic handle with rubberised grips. This is for comfort and greater control of the tool.



Hardened steel blade gives your cutters a longer life.



The new cutters have a flat back blade. These are quite rare; most small-nose clippers on the market have bevelled back blades, fine for wire cutting, but can leave unsightly ridges when used for modelling. The new cutter blades will leave a clean edge.

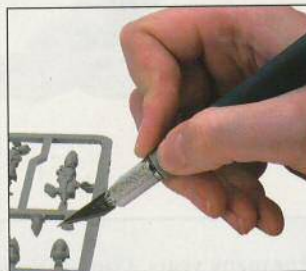


A good tip when clipping parts of a plastic frame is to clip all the components off and store the spare pieces in a bitz tub.

Hobby Knife

The Hobby Knife is designed for cutting and cleaning components.

The blade mount is universal and can accept many different sized and shaped blades, not just the ones that come with the knife. The easy-change blade mount allows for safer and easier blade swaps.



The ergonomic rubber handle gives great control and has been designed to be used in key modelling positions. Now, scraping flash and mould lines away with the blade has never been easier, as the knife handle has an elliptical shape that aids comfort when back scraping.

The knife has a fixed blade mount for more control and it will not accidentally retract during use.

The key moving parts of the knife are made from aluminium for a longer life, greater durability and strength.



The knife comes with 12 spare blades to give your tool a long life and ensure you keep it sharp – a blunt knife is more dangerous than a sharp one as you put undue stress on an old blade.

Hobby Drill

Used for drilling out gun barrels and pinning metal models.

The Hobby Drill comes with six spare 1mm drill bits that can easily be stored in the tool itself. The drill bits are the perfect size for using paperclip wire for your pinning needs.



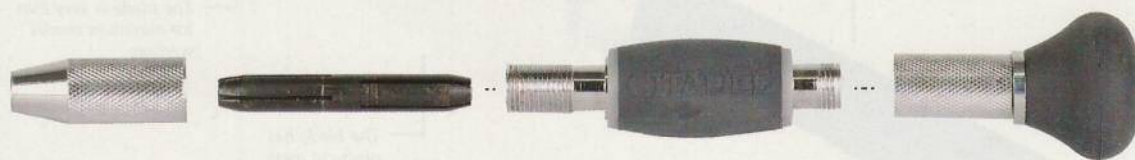
The new drill comes with a spindle with a variety of sockets. So if you do decide to purchase extra bits of varying sizes, the Hobby Drill will be able to mount them.



The 1mm drill bit is the perfect size for drilling out bolter gun barrels.



The new drill features rubberised grips for better control and comfort.



Hobby files

Used for cleaning mould lines and flash.

Three different shaped files means you can get to every possible surface on a model.

Our files have a very fine pattern to give you a very smooth finish.



The round file can be used to enlarge holes in the gun barrels that have been made by the hobby drill.

Dipped rubber handles mean the files are now more comfortable to use.



Sculpting Tool

Used for modelling Green Stuff.

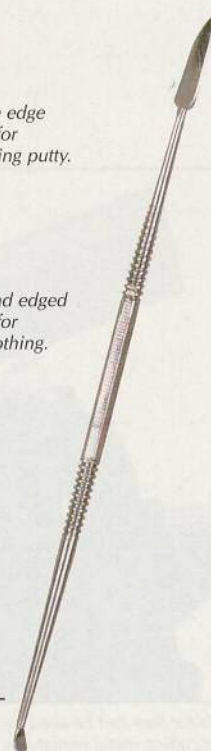
Knife edge end for shaping putty.



Round edged end for smoothing.

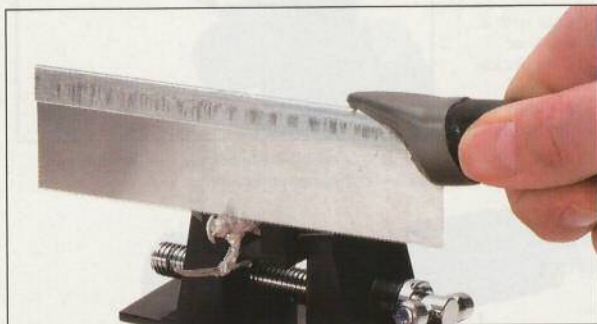


When using the Sculpting Tool, make sure you keep the points damp, especially when moulding with Green Stuff.



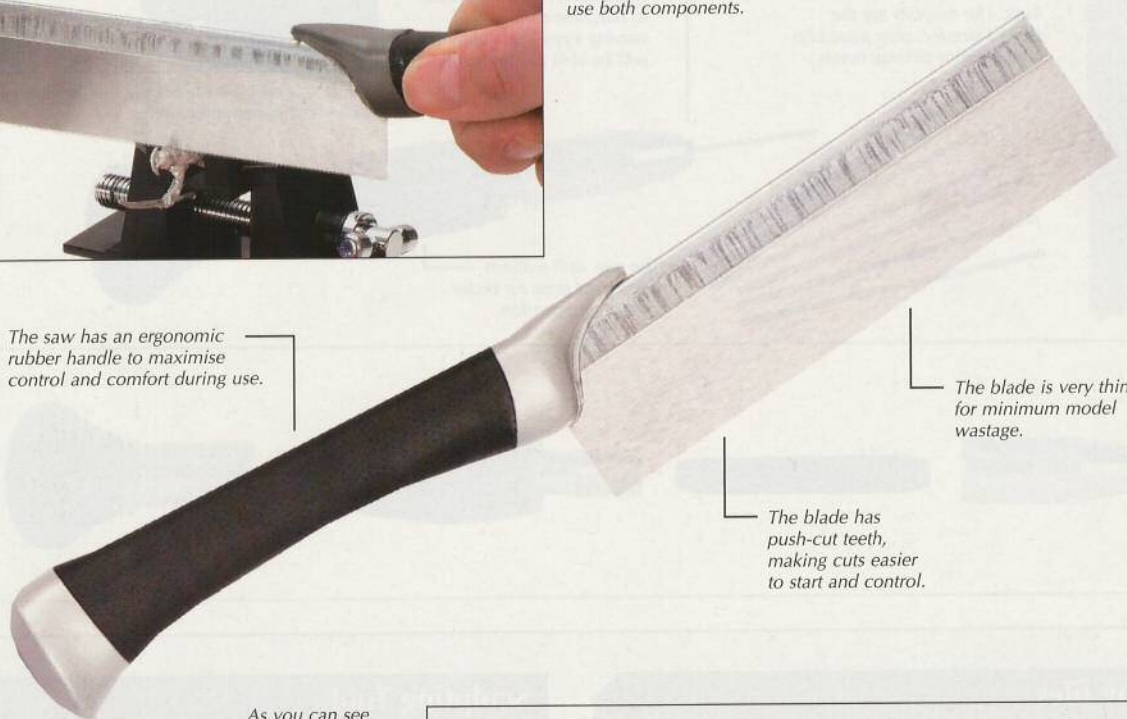
Razor saw

Useful for cutting metal components and large plastic pieces (like buildings).



The Razor Saw's blade is so thin that you can cut the head off a model and still use both components.

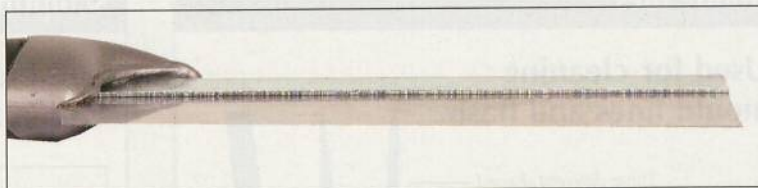
The saw has an ergonomic rubber handle to maximise control and comfort during use.



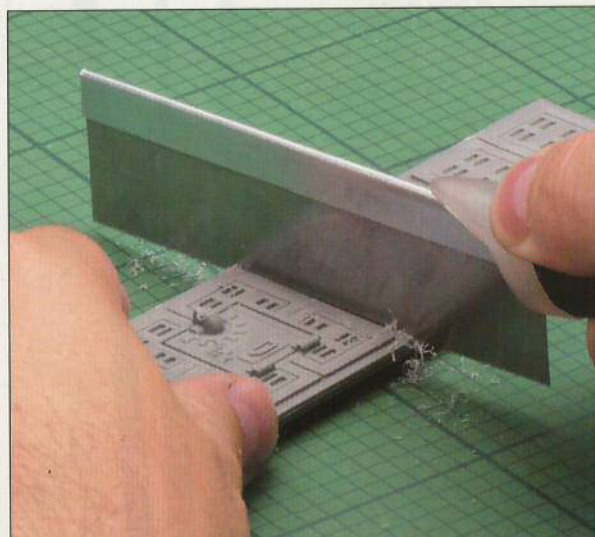
The blade is very thin for minimum model wastage.

The blade has push-cut teeth, making cuts easier to start and control.

As you can see from this profile shot, the blade is thin and sharp.



The Razor Saw can be used on both metal and plastic components. When cutting metal miniatures, it's best to use the Hobby Vice to get the most accurate cut.



Large plastic components, like those from the Warhammer 40,000 building sets or the Warhammer Fortified Manor can now be easily cut through with the Razor Saw.

Hobby Vice

Perfect for holding miniatures steady when using the Razor Saw or Hobby Drill.



The silicon rubber grips will hold the miniatures tight without damaging the model or deforming the fine detail.

A suction cup base allows the vice to attach to any clean, smooth, non-porous surface. Once stuck down, the vice will not move, even during frenetic cutting.



To use the Hobby Vice, place it on a clean, smooth, non-porous surface.



Slide the lever across, this will activate the powerful suction cup and attach the Vice.



The vice is now ready – place the model in the jaws, ready to be cut, filed or drilled.

Top Tip

Safety First

Some of our new tools, by necessity, have extremely sharp edges. All the tools can be dangerous if used in inappropriate ways. The Hobby Knife has scalpel-sharp blades, which could make a deep cut if it is not used with respect and care. All our Hobby Centre staff are experienced hobbyists and will be happy to show you how to use the tools if you are unsure.

Tool Kit

You can buy the individual tools separately or in one handy Tool Kit.



The Tool Kit contains one of every tool, two "bitz tubs" and a special figure case with a custom-cut foam layer for all your tools, and 36 slots for miniatures and/or paint pots.



CITIES SHALL FALL!

PART 1: THE 13TH PARALLEL



The story of this campaign centres around the battle of wills between two old adversaries – Inquisitor Ilthaman and the Chaos Warlord Ptarmak. These mighty lords will take to the field in the final battle of the campaign, and we used the two models shown above to represent them in our battles.

In the first part of our brand new Warhammer 40,000 campaign, the Imperium's beleaguered cityfighters must hold the line against the dread forces of Chaos.

At the close of the third century of the fortieth millennium, the Eye of Terror opened and the defenders of a thousand planets trembled. Like a streaking comet foretelling the doom of an entire world, the forces of Chaos lanced through the tumultuous void, their target: the world of Malin's Reach. The entire region held its breath, fearing a full-scale crusade through the Cadian Gate. Yet no more fleets came; it appeared that Malin's Reach would bear the brunt of the Ruinous Powers' attentions.

As the skies of Malin's Reach burned with the contrails of a thousand Chaos drop ships, the Planetary Defence Force mustered in the world's largest city, Cor Hydrae. Imperial Commander Sahak d'Ludis transmitted a plea for aid, for he saw that his forces would be hard-pressed to stand before the sheer numbers of attackers bearing down upon his world. The 74th Cadian answered his call, for they were traversing the reach en route for duty in the Cadian Gate. Against all of d'Ludis' hopes, the Space Marines, too, answered his plea, with detachments from the Blood Angels, Salamanders, Mentor Legion and a dozen more chapters diverting for Malin's Reach.

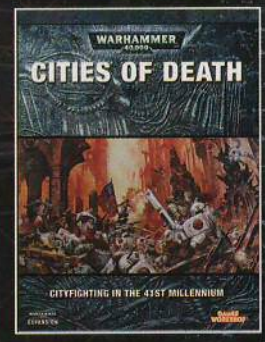
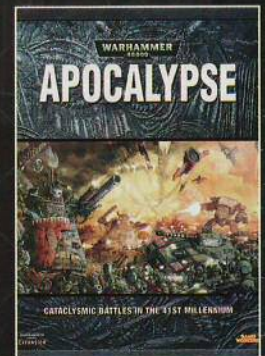
Daring to hope his world might be spared the worst, d'Ludis ordered his forces

to dig in around his major cities and await the inbound reinforcements. Even as the approaching Chaos armies razed the outlying regions, the first Imperial vessel arrived at Cor Hydrae. D'Ludis himself stood upon the landing apron and watched as the jet-black lander touched down. He watched as the vessel's ramp lowered, and a tall figure strode through the vented gases. It was at that point that d'Ludis realised that his hopes for a short war were to be dashed. For the visitor was not some high commander of the Imperial Guard, or a Chapter Master of the Adeptus Astartes. It was an Inquisitor, a sinister agent of the Ordo Malleus.

The Inquisitor was the feared Lord Ilthaman, a man known, even in the ranks of the Inquisition, for his ruthlessness. Ilthaman's first words were to dismiss D'Ludis as commander-in-chief of the Malin's Reach Perimeter Defence Force, and order him to be placed under house arrest pending trial for cowardice in the face of the enemy. Within hours, Inquisitor Ilthaman had complete control of all the forces on Malin's Reach. Over the next few days the Cadian 74th and the Space Marines arrived, and even as the Chaos forces closed on their targets, Ilthaman stood ready to repel the invaders, no matter the cost.



WARHAMMER
40,000
APOCALYPSE



"He is here?" Ilthaman asked of his astropath.

"He is here, my lord. He walks upon Malin's Reach."

"And his target?"

"The tarot reads as you yourself said it would, my lord." The astropath's skeletal hands spread wide to indicate the cards arrayed before him. Though the astropath, like all of his kind, was blind, he saw far more than most men ever would.

"Good." Ilthaman turned from the astropath to address a group of officers waiting patiently behind him. One was a grizzled veteran commander of the Cadian Defence Forces, while the other three, towering above the first, were veteran Space Marines.

"Gentlemen," Ilthaman addressed the group. "It falls to you to take battle to our foe. Your orders are simple. Your forces are to be used to draw the enemy towards the city centre. They must bleed the enemy dry, regardless of casualties to themselves. When Ptar's forces reach the Chapel, we'll surround them and destroy Ptar once and for all. Is that understood?"

The Space Marines simply nodded grimly, while the Cadian officer cleared his throat.

"What is it, Colonel Kaze?" Ilthaman said. "Speak your mind."

"My men, sir." The Colonel said. "Am I to understand that in this matter, the Cadian 74th are to be considered expendable?"

Ilthaman regarded the man through narrowed eyes before replying. "Your orders are clear. Do you object?"

"Object, my lord?" Kaze replied, a glint in his eye. "Of course not, sir. We Cadians always fight better when we're all expected to die. We take it as a challenge, if you catch my drift, my lord."

Ilthaman remained silent as the group filed out of his office. "I hope you are right, Colonel Kaze," Ilthaman muttered. "For all of our sakes..."

THE CAMPAIGN

"Cities Shall Fall!" is a series of three linked games. That may not seem like a lot of games to play in a campaign, but that's because this campaign is special. All three of these games use the rules from both the Cities of Death and the Apocalypse expansions. This article presents the first scenario of the campaign, in which the Imperial side is ordered to hold the "13th Parallel", across which not a single servant of the Ruinous Powers must cross. Next month, we'll present the remaining two battles. Simply play through the three battles using the rules provided. The winner of each scenario will gain some bonus in the next battle.

THE IMPERIUM

Ilthaman's orders to his commanders are simple. They must draw the Chaos horde into the dense urban terrain of Cor Hydrae, and there destroy them utterly. But Ilthaman himself knows his foe well, and is well aware of his enemy's intentions in coming to Malin's Reach. He knows that the Chaos hordes will seek not territory or plunder, but the desecration of the most potent symbol of Imperial faith in the entire

system: the Chapel of the Pious Heart in the very centre of the city. Ilthaman has briefed only his most senior commanders, for he knows that the rank and file would fail in their resolve were they to know the truth. And that truth is brutal: every warrior is expendable in the fight for the city, for the hordes of Chaos must be bled unto death so that as they close upon their objective they may be destroyed utterly, by Ilthaman in person.

CHAOS

At the head of the Chaos invasion stalks the vile warlord Ptar, known to some as the "Execrator of Dolonis VII". Ilthaman and Ptar have faced one another before, and each holds both an abiding hatred and a grudging respect for the other. Ptar seeks upon Malin's Reach the consummation of a diabolical pact with the fiendish denizens of the Warp. At the Chapel of the Pious Heart, he plans to enact a blasphemous ritual and bring about the summoning of a legion of Daemons. With his side of his bargain with the Ruinous Powers completed, Ptar will condemn Malin's Reach to a cruel and savage death.



CAMPAIGN RULES

The campaign has a few rules regarding the order in which the scenarios should be played and what Cityfighting Stratagems and Apocalypse strategic assets can be used. These guidelines help you to tell the campaign's story.

THE FORCES

The first point to make about these three scenarios is that, although they are presented as a series of battles fought between the Imperium and Chaos Space Marines, you should feel free to use them with any forces you have available. Although in Warhammer 40,000 the distinction between the "good" and "bad" guys is intentionally blurred, you shouldn't have any particular trouble using different armies. The part of Chaos could easily be filled by Orks, Tyranids, Necrons, Dark Eldar and the like, while the Imperium could easily be replaced with Eldar or Tau.

Having decided on your army, you'll need both the Cities of Death and the Apocalypse expansions. This is because all three of the scenarios are big, big battles, and they're being fought in the ruined streets of Cor Hydrae.

SCENARIOS

There are three scenarios in this campaign, and each game you play furthers the story. The scenarios are played in this order:

1. The 13th Parallel
2. The Battle of Martyrs' Square
3. The Battle of the Pious Heart

WINNING THE CAMPAIGN

The winner of the final battle wins the campaign. However, your chances of winning that scenario will be greatly enhanced or reduced depending on how well you perform in the preceding games. Finally, each scenario contains a "Victory or Defeat" section, which details the effects that winning or losing a battle have on the campaign.



Colonel Kaze gritted his teeth against the shuddering force of a super heavy shell exploding somewhere nearby. Fragments of masonry pattered all around as he rose, dusting himself off.

"Vox!" Kaze yelled, looking around for his orderly.

A violent coughing told Kaze his vox-officer was nearby, and still alive. A moment later, the man heaved himself to his feet from amidst a pile of rubble. 'Sir.'

"Get on the regimental net," Kaze growled. "Tell Maken to be ready for an assault as soon as this bombardment lifts".

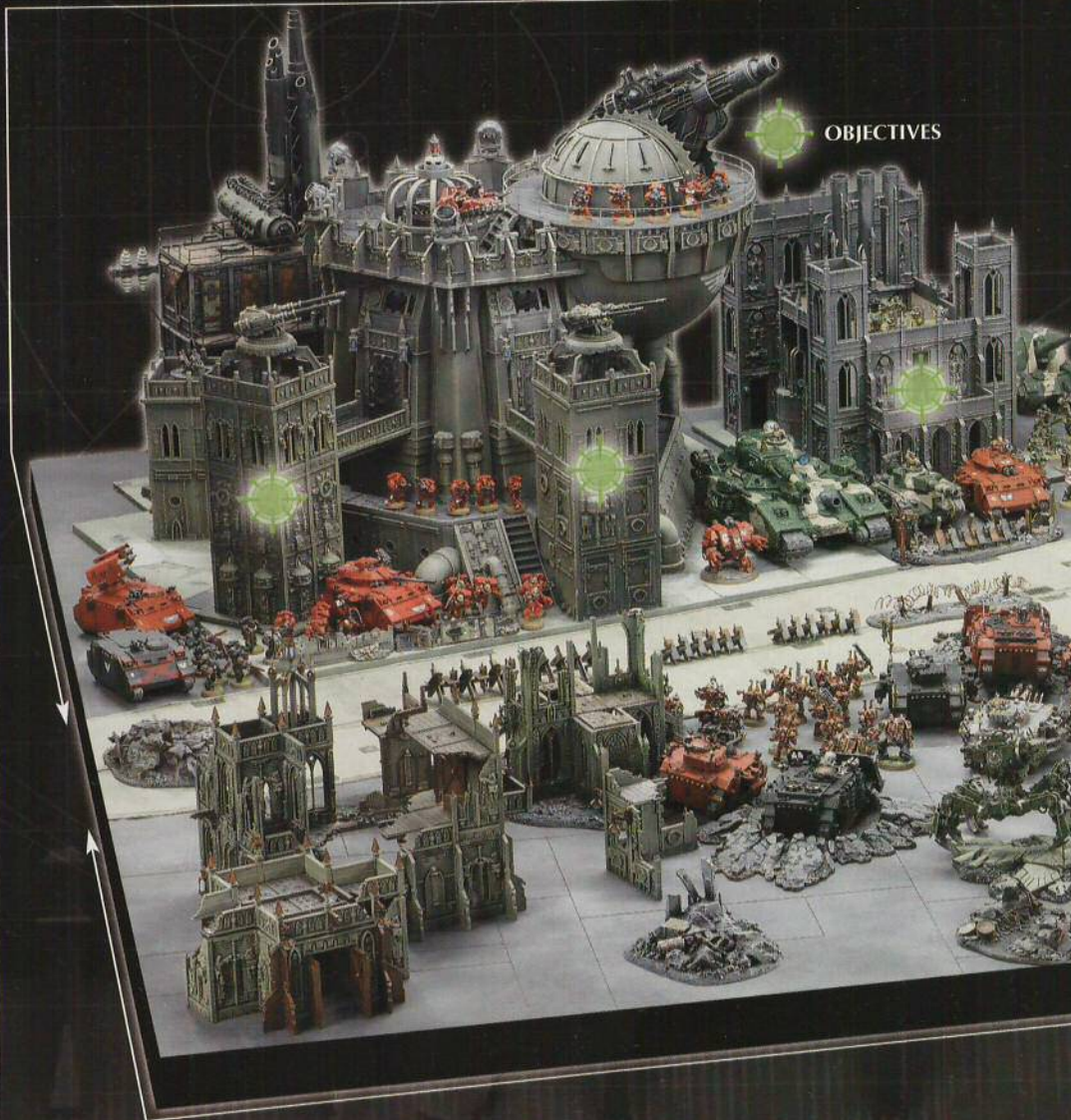
Not waiting for his orderly to acknowledge his order, Kaze turned to the ruined window of the shell of a building in which he had established his command post. The scene without reminded him of the eschatological paintings that decorated the Basilica Gaur back home. Black, skeletal ruins were silhouetted against a livid red sky, their windows glowing infernal orange like the eyes of angry daemons. And through those ruins, Kaze knew that the ultimate foes of Mankind stalked towards his regiment's lines.

Snapping out of his musings, Kaze realised that something was wrong. It took him a moment to register what had changed.

"The bombardment's lifted!" Kaze bellowed. In a single stride, he crossed to his orderly and grabbed the vox handset.

"All companies," Kaze yelled into the vox. "To your final fire positions! Enemy assault imminent!"

Even as he issued his order, the handset dropped from his grasp to the floor. Through the ruined portal, Kaze saw movement against the angry skies. What he had at first glanced taken for a ruin, stark against the flames, was now moving ponderously forward.



OBJECTIVES

SCENARIO 1: THE 13TH PARALLEL

As the Chaos forces launch their assault upon Cor Hydrae, the Imperial Guard dig in at the 13th Parallel, a line on the map denoted by a wide thoroughfare that bisects the city. Their orders are brutally simple: hold the line, no matter the cost.

Warlord Ptar knows that his forces will be made to pay for every metre of the city that they take, and that crossing the 13th Parallel will be one of the most costly battles of the war. However, Ptar is driven by his daemonic pact – he must cross the parallel if he is to capture the Chapel of the Pious Heart.

And so, as the defenders man their defences on their side of the wide thoroughfare, the first shells scream down among them. All know the importance of the outcome, but also that their lives are expendable in this, the battle for the 13th Parallel.

ARMIES

On the Imperial side of the 13th Parallel is a 3000-point Imperial Guard army, plus another 2000 points of Space Marines drawn from a variety of chapters. This

should make a great team game, with one or two Imperial Guard players manning the parallel while any number of Space Marine players launch counter attacks where needed most.

The Chaos army consists of 7000 points of Chaos Space Marines, drawn from a variety of warbands. The Chaos army is intentionally larger than the defenders' force, as it is expected to be taking substantial casualties crossing the parallel.

THE BATTLEFIELD

You will need a 6' x 8' gaming area. The photo above provides an example of how to set it up, though you will need to adapt this according to your own terrain collection. The most important feature is the 13th Parallel itself, which takes the form of a road, 18" wide, running from one short table edge to the other.

TIME LIMIT

Agree a time limit appropriate to your group. You should be able to play this game over the course of a single day, but be prepared to run into the evening.

Imperial Deployment Zone



CITADEL ROADS

We used the new Citadel Roads to represent the 13th Parallel. By laying two strips side-by-side, an instant battle line was drawn on the tabletop.

Chaos Deployment Zone

CITYFIGHTING STRATEGEMS

Imperium: Every City Ruin adjacent to the 13th Parallel is Fortified. One of these should be designated a Command Centre, one a Medicae Centre and up to three as Ammunition Stores. In addition, the Imperial players may place as many lengths of razorwire, tank traps and barricades on their side of the parallel as they wish.

Chaos: Deep Strike, Infiltrate, Siege Shells.

APOCALYPSE STRATEGIC ASSETS

Imperium: Hold at all Costs, Recon, Scheduled Bombardment.

Chaos: Tunnels, Blind Barrage, Orbital Bombardment.

DEPLOYMENT

The Imperium must set up first, in the area indicated above. They have 30 minutes to do so, but no units may be kept in reserve, so any not deployed within the time limit don't make it to the battle!

The Chaos Space Marines also have 30 minutes to set up, and also may not keep any units in reserve.

OBJECTIVES

Unlike a normal Apocalyptic battle, the objectives are all set up on one side of the table, as shown above. There are six in all, and they are captured in the manner described in the Apocalypse expansion.

WHO GOES FIRST?

The Chaos Space Marines have the first turn.

VICTORY OR DEFEAT

If the Imperium wins, they gain the Ambush Apocalypse strategic asset in the next game. If Chaos wins, they gain the Flank March asset next game.

NEXT MONTH

In issue 336, we present the last two battles of the campaign, in which Ptar will penetrate the centre of the city, and close in upon his ultimate target: the Chapel of the Pious Heart. Will Inquisitor Ilthaman's callous plan to weaken the Chaos hordes before delivering the deathblow succeed, or will the Chaos Lord summon forth the dread powers of the Warp and decimate Malin's Reach for all time?

TACTICA



In war, you need the right tool for the job, and sometimes that tool is twelve feet tall with a ravenous appetite. With that in mind, Mat Ward goes in search of things that go bump in the night...

As Gandalf once said, "There are older and fouler things than Orcs in the deep places of the world." And (as usual) he was absolutely right. Not to belittle the sight of an Orc horde sweeping across the plains of Rohan or a swirling and bloodthirsty cloud of giant bats, but they'll never be quite as intimidating as the bellowing advance of a creature that stands two or three times the height of a man. In this article we're going to take a look at just what Middle-earth can offer in the way of monsters, but let's start with the basics.

The Making of a Monster

You won't find it anywhere in the rulebook, but for me at least monsters are defined by size. Generally speaking, anything on a 60mm base (or larger) is a monster. There are odd exceptions, but this'll normally steer you true. Monsters are also normally of Evil intent, either because they're genuinely of the "I want to take over (or eat) the world" variety (Dragons), or because they're weak-minded and easily dominated by Sauron (Trolls). Regardless of type, all follow the Monster "ABC" of battle:

A(dvance)

Most monsters are best used in the thick of battle, which means you need to get them into combat as quick as possible. Until you get into combat, your opponent has a much better chance of slaying your prize beastie, whether with bows or spells.

B(ludgeon)

Monsters live to smash things! They're good at racking up lots of kills very quickly when fighting normal Warriors, so keep them moving through troops that don't stand a chance against them. This may not seem fair – it's not – but it is very satisfying. Bwahahahahaha!

C(ourage)

Monsters generally have poor Courage or, like the Dragon and Shelob, have special rules that make them test their Courage or flee. If the monster has Will, think carefully before spending it – can you save the Will point for a crucial Courage test? If the monster doesn't have any Will points, there's not much you can do to control its Courage tests, but at least be aware that your opponent will be looking to exploit this weakness.

Hrum Hoom!

Though this article focuses on Evil behemoths (the words "monster" and "evil" do tend to go together) let's not forget the Ents of Fangorn. Plenty of Good forces can recruit Treebeard and an Ent or two, depending on the points size of the game, and you will not regret doing so. Ents are to Trolls what Elves are to Orcs – the original and best. Where a Mordor Troll is Strength and Defence 7, an Ent is Strength and Defence 8. Where a Mordor Troll is Courage 3, an Ent is Courage 6. As a result, an Ent has more than enough muscle to plough through your opponent's army just as well as – if not better than – a Troll.



Monsters of
MIDDLE-EARTH™

TROLLS ARE ABROAD

Trolls are a common sight in many Evil armies, but that doesn't make them any less fearsome!

Trolls are the most common of all Evil monsters. They appear in our The Lord of the Rings game in several different sub-species: the unstoppable juggernauts that are the Mordor Trolls, the smaller but still formidable Cave Trolls, the armoured Isengard Trolls. Regardless of where your Troll hails from, it's always going to have high Strength and Defence values, as well as 3 Attacks and Wounds.

Trolls are more than capable of blatting a Hero into a fine red mist, so their messily lethal effect on rank-and-file troops needn't be dwelt upon. As a result, an opponent will almost always try to bring down your Troll long before it gets into bludgeoning range. Cave Trolls, unarmoured as they are, fall swiftest to this kind of devilment, whilst an Isengard Troll will stride through archery without pause. Either way, a cunning Evil player will make the most of the arrow-attracting properties of his Trolls – while

the good guys' missiles are pattering off of your Troll's hide, they're not killing your Orcs, Goblins, Uruk-hai or other such minions.

As they're cheaper than other monsters, Trolls can be fielded two or three to an army. This can be a risky business, as each Troll will replace a dozen other models that would otherwise raise your force's break point. However, few things are more likely to panic an opponent into a foolish decision than a trio of Trolls bearing down upon his lines with malice aforethought. With luck, you'll even spook him into foolish tactics, such as "Of course, Boromir can beat this Mordor Troll by himself." Psychology has its place, but that place is some considerable way back from three Strength 7 Attacks...

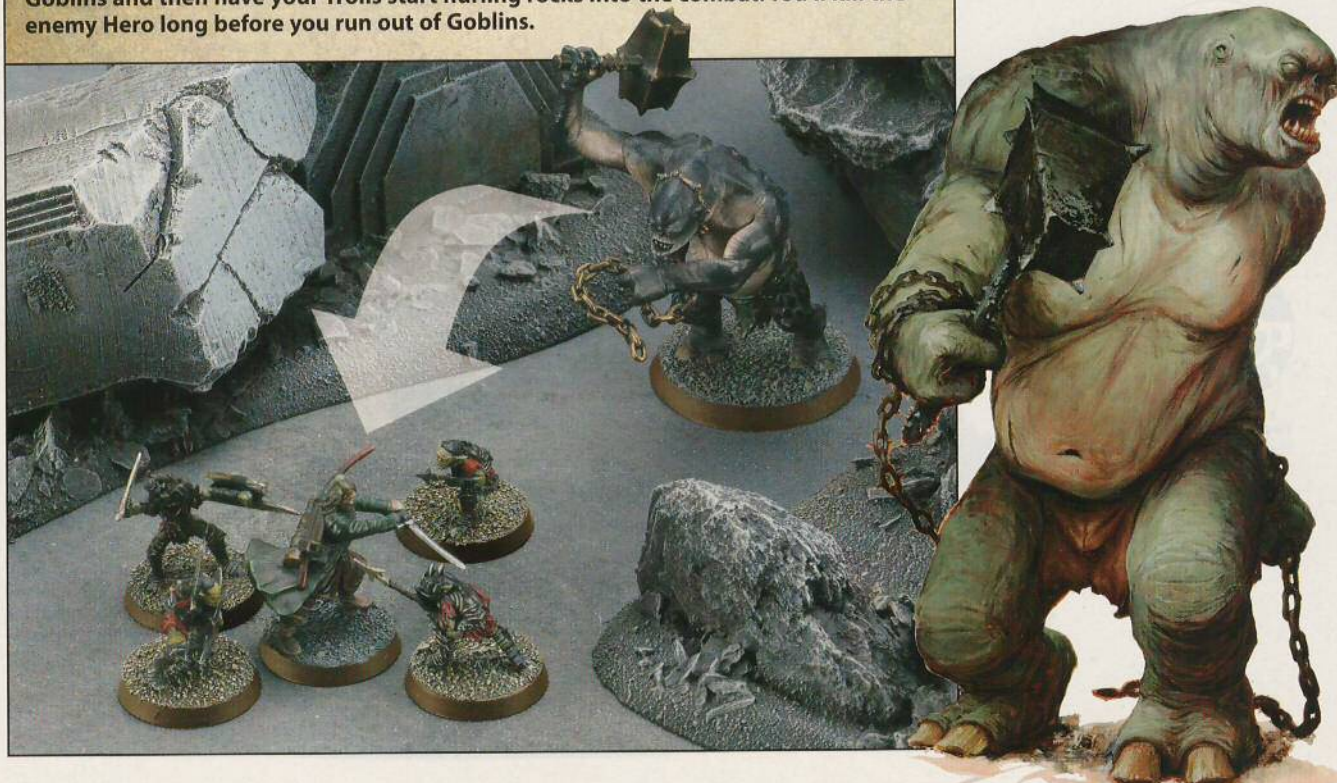


BUHRDÛR

Quite apart from the fact that he's a stunning centrepiece for an army, Buhrdûr's combat prowess makes him a must have for Evil players. Though his profile is similar to that of a Cave Troll, Buhrdûr has some very important advantages. Without doubt the 3 points of Might is the most crucial upgrade, but his Courage of 4 and an increased Shoot value (for lobbing rocks) can also make a huge difference.

READY, AIM, THROW!

An oft-overlooked Trollish ability is their capacity to hurl chunks of stone at their foes. The strength of these earthy missiles varies, but it's always high enough to make a mess. Reserve your stone throwing for Heroes, banner bearers or other crucial foes that you really don't want to get near a combat. Alternatively, if the enemy is fielding a powerful Hero that your Trolls are loathe to approach, try swamping said Hero with Goblins and then have your Trolls start hurling rocks into the combat. You'll kill the enemy Hero long before you run out of Goblins.





Fell Beasts

Okay, so there's not much to connect a Fell beast to a Dragon other than a big pair of flappy wings, but sometimes that's enough. A Fell Beast behaves much the same as a Dragon with the Wyrmtongue and Fly abilities – the Fell Beast does the flying and crunching, whilst the Ringwraith on the back does the spellcasting.

DEATH ON SWIFT WINGS

The ability to fly is a great advantage in battle, and no winged monster is quite as terrifying as a Dragon.

Dragons are certainly the most versatile of all Middle-earth's monsters. Their base profile is certainly impressive enough – most important of all being the 4 Attacks. Combine this with Strength and Defence 7, and an impressive 7 Wounds, and you've got a beastie that can rampage all day and all night. If this seems like a bargain for 250 points, you'd be right. However, Dragons do have a serious weakness that needs preparing for – their Survival Instinct.

Having lived for centuries, Dragons are really rather keen to keep it that way, thank you very much. Accordingly, each time a Dragon suffers a wound it has to pass a Courage test or flee the field. Fortunately, a Dragon has a Courage value of 4 and 3 Will points, so this isn't likely to happen particularly often, although it's worth bearing in mind.

If the prospect of fielding a swift, powerful and tough critter wasn't enough, then there's more to come. While you can field a Dragon as described above – and have jolly good bonesnapping fun with it –

you'll likely want to kit it out with one or more of its upgrades: Tough Hide, Breathe Fire, Wyrmtongue and Fly. Of all these fancy little enhancements, Fly is probably the most essential, as it doubles the speed with which your Draconic pet can close with the enemy. Of the others, it really comes down to personal playing style. Want a nigh-unkillable Dragon? Go for Tough Hide. Want spellcasting ability? Wyrmtongue's the one for you. But who am I kidding? Everybody wants a fire-breathing Dragon.

Breathe Fire is the ultimate leveller for Evil players. For years, you've suffered in silence as those Strength 3 Elf bows have wrought havoc through Orcish and Haradrim hordes, but now vengeance is at hand. Now you can crow as your Dragon spends a Will point to launch a fireball towards the enemy, immolating the target model and any others within 2"/4cm. Better yet, dragonfire is no respecter of multiple wound models – inflict even a single wound on Aragorn, Treebeard or Elrond and watch them burn!

Wyrmtongue. The greatest and most powerful Dragons of old were devious and cunning individuals, able to deceive and bewitch their foes. A Dragon with this ability can cast a spell.



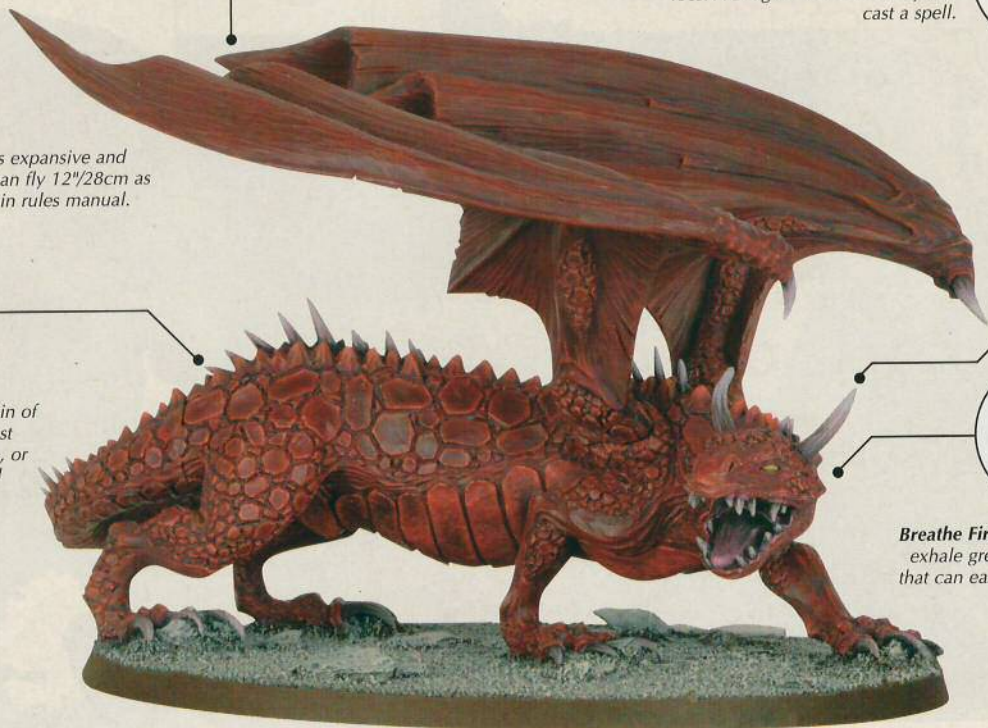
Fly. This Dragon has expansive and powerful wings. It can fly 12"/28cm as described in the main rules manual.



Tough Hide. The skin of this Dragon is almost impenetrably dense, or otherwise protected from harm.



Breathe Fire. Some Dragons exhale great gouts of flame that can easily consume any who fight them.



FROM HELL'S HEART

The stuff of nightmares, Demons are ancient and powerful beings from the earliest days of Middle-earth.

At time of writing, Demons are the least common of monsters in our The Lord of the Rings game. In fact, there are just two – the Balrog of Moria, and Gûlavhar, the Terror of Arnor.

Of the two, the Balrog is the most straightforward. Treat him like a big Troll that just happens to be all but immune to the effects of spells and archery, and you'll not go far wrong. In essence, the Balrog is almost invincible, and only the most drop-dead-hard-as-nails Good Heroes stand a chance against him. In fact, so tough is the Balrog that your opponent will likely attempt to feed the beast one Warrior a turn. This isn't as heartless as it sounds – whilst the doomed sacrifice gets horribly mangled, he does keep the Balrog away from the rest of the army. To counter this, you'll need to keep a couple of cheap Captains nearby, ready to call a Heroic move and so ensure the Balrog fights an enemy of your choice.

Gûlavhar, on the other hand, requires a bit of finesse. He's neither as strong nor tough as the Balrog, but has some nasty

little abilities and is, after all, around half the points. Gûlavhar's first advantage over the Balrog is one of speed. While it remains unproven as to whether or not the Balrog has wings, Gûlavhar most definitely does, and can swoop across the battlefield quicker than you can scream "run for your lives!" Gûlavhar also has three points of Might – no getting trapped in pointless combats for this Demon – but his ace in the hole is his Immortal Hunger rule. This means that Gûlavhar can recover lost Wounds by slaying enemies – just as well, as his Attacks and Courage values ebb and flow as he takes damage. In essence, whenever Gûlavhar is feeling weak, he can bolster his stamina and resolve by taking a big bite out of a foe.



Gûlavhar – the real reason why Bree-folk don't go out after dark...



A WORD OF CAUTION

The Balrog fears nothing and can endure quite obscene punishment, but watch out for that pesky Aragorn. Andúril, Flame of the West, could have been designed to slice through Balrog hide. If the son of Arathorn wins a combat, the Balrog's wounds are going to start fading away very quickly indeed.



EIGHT LEGS ARE BETTER THAN TWO

Nothing strikes fear into the hearts of Men quite like Spiders, and the ancient arachnids of Middle-earth are monstrous indeed.

As any fan of horror films will know, there's not much more monstrous than a writhing and twisting horde of spiders with intent most malign. Even at wargaming scale, there's really something quite creepy about a carpet of multi-legged creatures crawling towards you.

All Spiders share common advantages over their biped foes. Foremost of these is the ability to scale any surface, or move through any terrain without the slightest impediment. Secondly, all Spiders have a venomous bite – the older the Spider, the more virulent the poison in their jaws.

Shelob, of course, is the deadly doyenne of Middle-earth spiders, and her profile in the game reflects this. Not only does she have the muscle of a Mordor Troll, Shelob can barrel across the tabletop at a suitably scary 12"/28cm each turn. Combine this with venom that allows her to reroll failed attempts to wound and the rules of Monstrous Mounts, and you've got a fearsomely fast gaming piece that can threaten everything from Hobbits (well, excepting perhaps Sam – there's some bad blood there) to Heroes of the West. Shelob's only downside springs from her attitude of self-preservation. Each wound counts when striking Shelob, as each forces a Courage test that has a chance of driving her from the field to lick her wounds.

Only a modicum less monstrous are the Spider Queens of Mirkwood. Of the same lineage as Shelob, the Spider Queens are not nearly as tough as their dark descendant, but compensate in two key ways – not only do Spider Queens have Might, they can spawn bases of Spider Broodlings to even the odds in a fight, or just disrupt the enemy force. Otherwise, Spider Queens fill much the same role as Shelob – fast, deadly and really rather intimidating to arachnophobic opponents.



ARACHNOID MINIONS

It's worth taking a moment to mention the most common of the Giant Spiders. Though not heir to the title of monsters through their profile, Giant Spiders are still – and this is important – SPIDERS THE SIZE OF PONIES! In my book, that makes them monsters. Giant Spiders are excellent for clearing woods, rock outcrops and marshes of skulking archers. On open ground, you'd use cavalry to do this job, but Spiders ignore terrain and can get the archers before they escape. With a pair of Strength 5 Attacks per Spider, the fight can only go one way...



Spiderlings



Everyone knows that Spider Queens can generate swarms of Broodlings at the cost of a Will point, but did you know that this can be done at the end of the

Spider Queen's move? This way, once the Broodling has spawned, it can then make a 6"/14cm move of its own – often enough to propel it straight into combat!

THE ARCH-MONSTER

For sheer muscle, size and bad attitude, nothing beats the Mûmakil – it's a one-oliphaunt army!

The War Mûmak of Harad is truly the weapon of choice for an evil genius seeking to make the world shake. Without doubt the biggest and baddest of all monsters in the game, the Mûmak combines the ultimate in brute strength with a modicum of firepower.

The Mûmak's greatest weapon is its Trample attack. Just point the beast towards the thickest concentration of enemy troops and cackle in glee as the carnage begins and the mangled Warriors of your foe fly left, right and centre. Such is the barrelling fury of a Mûmak charge that even the mightiest of Heroes fear its coming – three automatic Strength 9 hits is enough to intimidate even the Gandalfs of this world.

Line your charge up correctly, and there's no limit on the devastation that you can wreak. You'll often find that one of your own models gets in the way of the optimum

vector of attack. My advice to you in this situation is to recall all the times that model has let you down at a crucial moment and trample over him to get at the enemy. This will probably make you cackle, too, but that's just a side effect of capriciously exercising ultimate power and, as such, is only worrisome if you're a world leader; so fear not.

Your Mûmak also comes with a complement of Haradrim archers who, with their poisoned arrows, can easily make their presence known over the course of the game. Use your archers to prune off enemies that cannot easily be caught by a trample, such as those lurking in difficult terrain, or for softening up a Hero that you'd like to stomp all over in the next turn. The Mûmak's only real weakness is a relatively low fight value. As such, an enemy Hero in charge range is bad news – so shoot him.



THE MAHÛD CHIEFTAIN

Why take a Mahûd for your Mûmak? Well, there are two good reasons. First, his Courage is high enough to stop your oliphaunt going berserk and trampling your own men without permission. More importantly, the Mahûd Chieftain has three points of Might, allowing you plenty of Heroic moves with which to trample Aragorn, if he comes too close.



Poisoned Arrows. Every time an arrow hits, but scores a 1 to wound, the Harad player must re-roll the dice.



Trample Attack. If the Mûmak moves into contact with one or more models, it will trample them, automatically inflicting three Strength 9 hits on each model.



IMPERIAL BANEBLADE PART ONE

BUILDING THE BANEBLADE



Over the next two issues, Studio modeller Mark Jones tackles the mighty Baneblade. We follow his progress, from building to painting this enormous tank.

1 Preparation

The Baneblade is a big kit with literally hundreds of components. Before embarking on the project it is best to prepare your work area and to familiarise yourself with the seven different frames so you have a good idea where the components are located.

Mark used a "sub-assembly" method for building this kit, in which the components are built in separate stages (called sub-assemblies) and are then combined together into one model towards the end of the project. When following this method you'll

need a large, clear and organised work area with plenty of space for storing tools, completed sub-assemblies and glued components that are drying.

Mark's approach is very methodical so as to get the best results possible. Be sure to set aside plenty of time; patience will be required for drying times, and it's best not to rush through the assembly stages or mistakes can be made. When using the components only remove those from the frame you need at that point and store the unused frames and components close by.



Using the new Citadel Tool range will give you the best results, as all the tools have been designed for the specific purpose of putting together Citadel kits. You'll need Plastic Glue, Plastic Cutters, a Hobby Knife, Modelling Files, a Sculpting Tool and some Green Stuff.

WARHAMMER
40,000

In this Modelling Workshop, expert modeller Mark Jones takes us through the process of building Citadel's biggest ever plastic kit.

2 Preliminary Assembly

Halved components

The first job is to clip off and clean up all the components that are in two halves. When you've done this, stick the two halves together to make whole components. Use plastic glue sparingly and make sure the parts fit flush to avoid exaggerating join lines. Once the glue has dried, blend the joins (see tip box on right) and then set the parts aside for later.



Top Tip

Safety first

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

Top Tip

Blending the joins

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



Top Tip

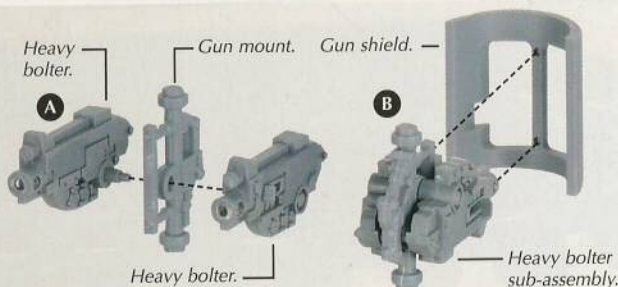
Baneblade or Hellhammer

Before you embark on this project, you must obviously decide which type of tank you will be making – the Baneblade or the Hellhammer. The differences are in the weapon choices. The Hellhammer uses the Hellhammer cannon in the turret and the Heavy Flamers are mounted in the sponsons. If you are making the Hellhammer, then all the advice in this (and next month's) article is just as valid.

3 Sponsons

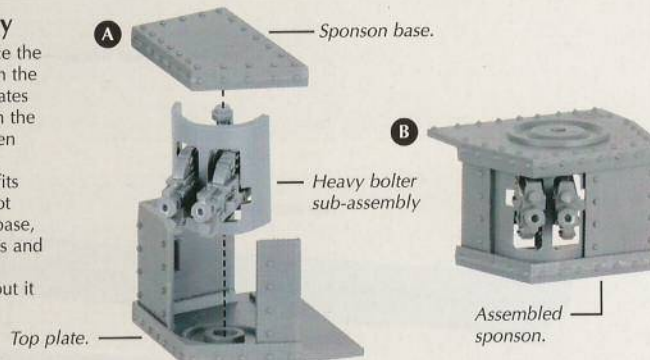
Heavy bolter assembly

When building the sponson sub-assemblies be careful with which points you glue, or else you could prevent articulation. Glue the twin heavy bolters together through the sponson gun mount (A). It's very important to not get any glue on the central rim of the gun mount. Carefully glue the gun shield onto the gun mount as illustrated (B).



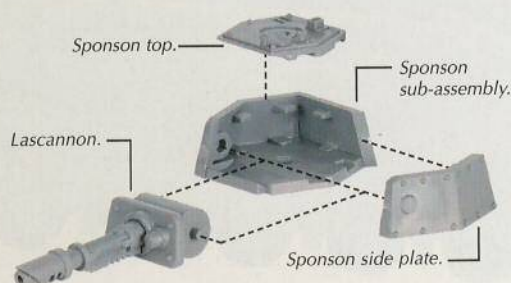
Side sponson assembly

To finish the side sponson, place the top plate so it's upside down on the work area (A). Glue the side plates into their allocated positions on the underside of the top plate. When dry, place the gun mount (also upside down) so the top pivot fits inside the positive joint – do not glue! Finally add the sponson base, glue these to the sponson plates and not the gun mount. The sub-assembly is now complete so put it aside for now (B).



Lascannon sponsons

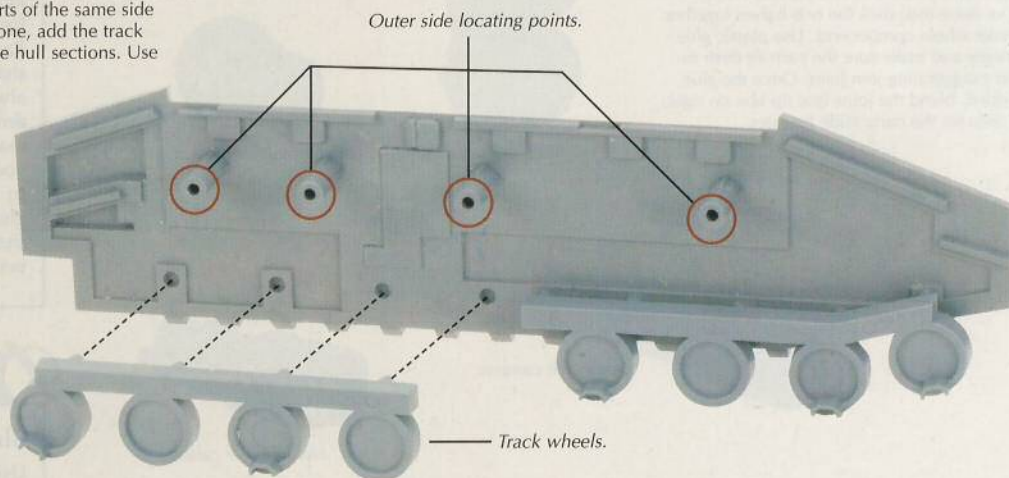
First, create the sponson sub-assembly, as shown, then attach the lascannon barrel to the barrel mount. Place the lascannon so the nubs on either side of the mounts go into the holes – do not glue, as this will prevent the weapon from pivoting vertically. Trap the weapon in place by gluing the sponson side plate to the sub-assembly and then by attaching the sponson top when the whole thing is dry.



4 Track Assembly

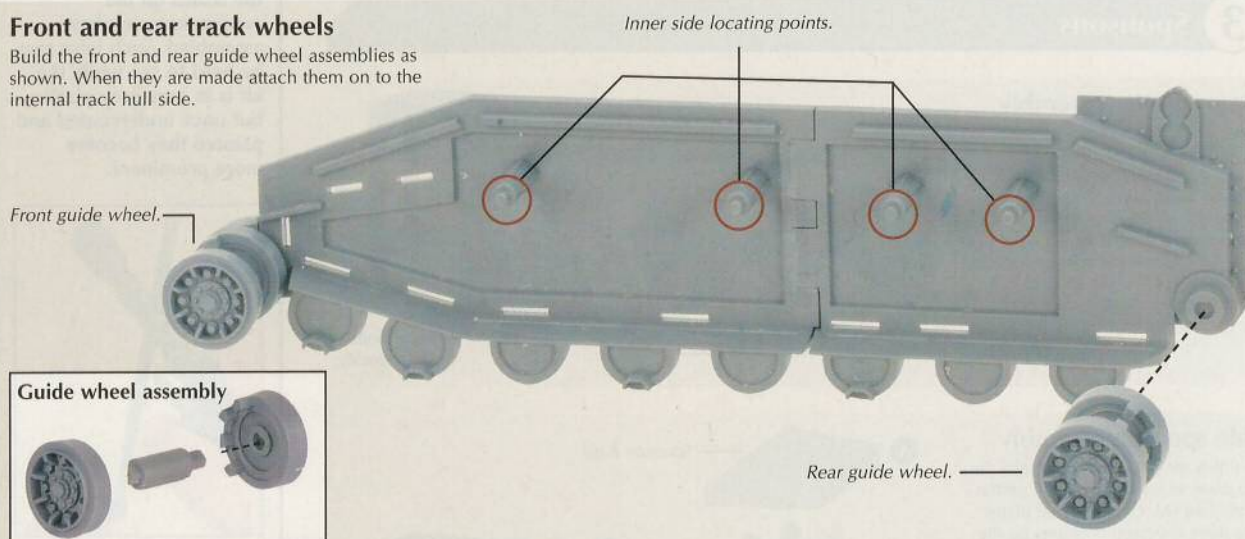
External track wheels

Both the external and internal track hull sides come in two halves. Glue both parts of the same side together first. Once this is done, add the track wheels onto the external side hull sections. Use the locator plugs as shown.



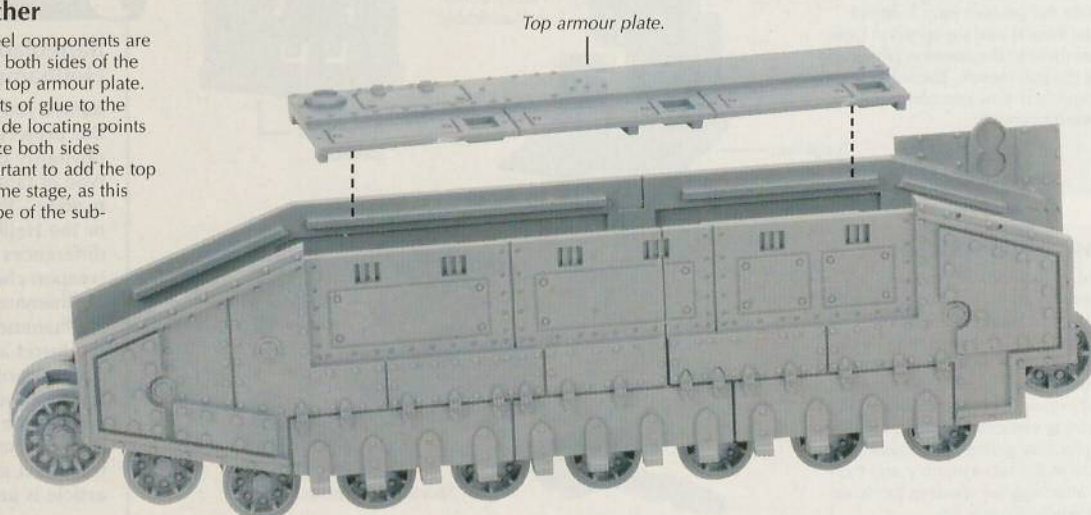
Front and rear track wheels

Build the front and rear guide wheel assemblies as shown. When they are made attach them on to the internal track hull side.

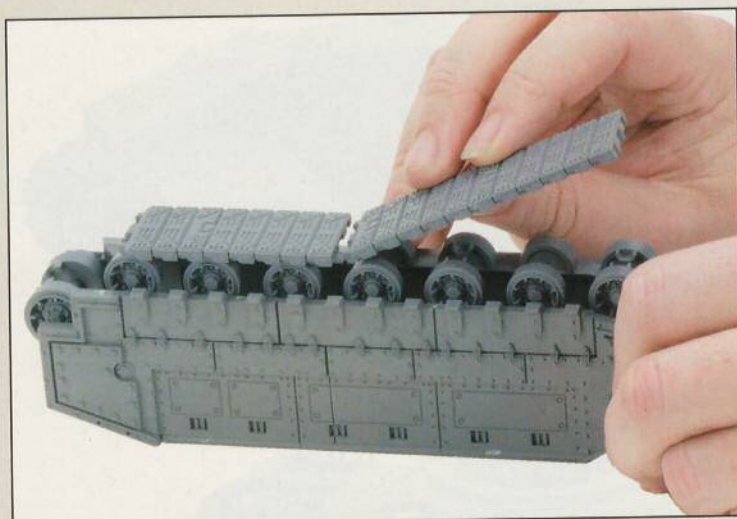
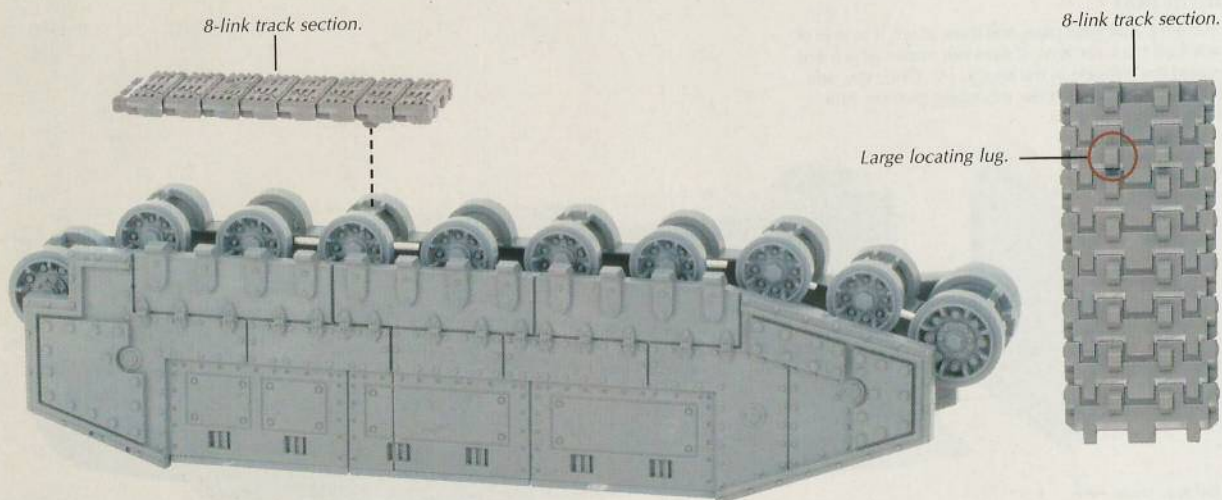


Gluing together

When all the wheel components are dry, stick together both sides of the track hull and the top armour plate. Add small amounts of glue to the tips of the inner side locating points and gently squeeze both sides together. It's important to add the top plate on at the same stage, as this will keep the shape of the sub-assembly square.



5 Adding the tracks



Fitting the tracks

When fitting the tracks to the track hull side assembly, it's very important to start with the eight-link track section, which should be placed onto the bottom of the track wheel as shown in the picture above. Use the locating lug on the track section to attach the track to the wheel. Build the track forwards and backwards of the starting section. Doing it this way will ensure that there are no unsightly gaps in the tracks of your kit.

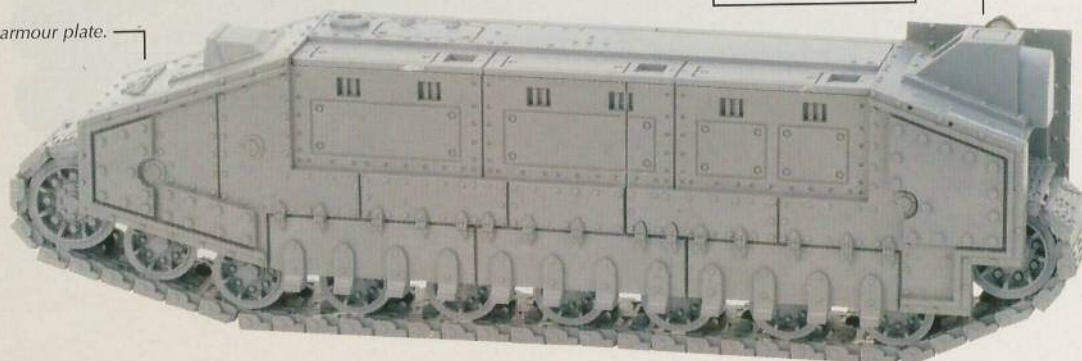
Complete track section

The final part of the track side section to add is the rear plate (A) and the front armour plate. Ensure that you glue the connecting hose to the rear plate before you attach it to the track section.



Rear armour plate and fuel hose mount.

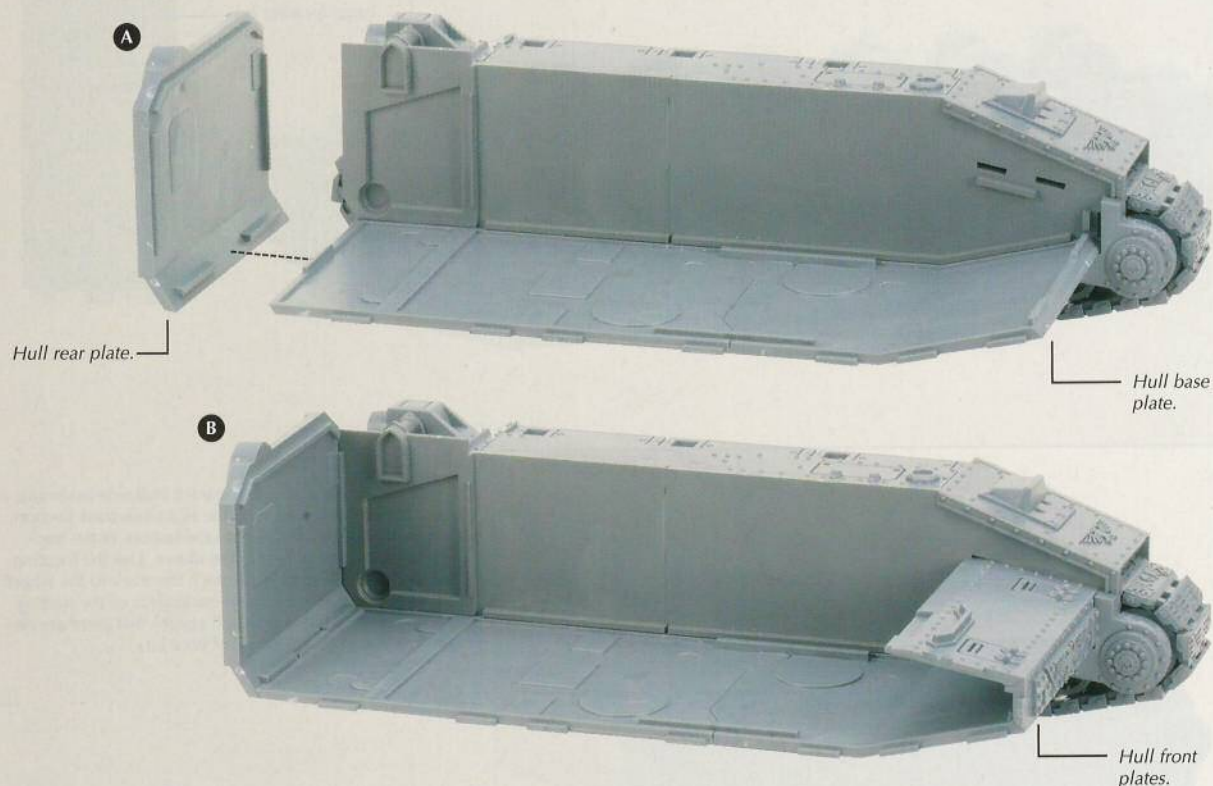
Front armour plate.



6 Assembling the Hull

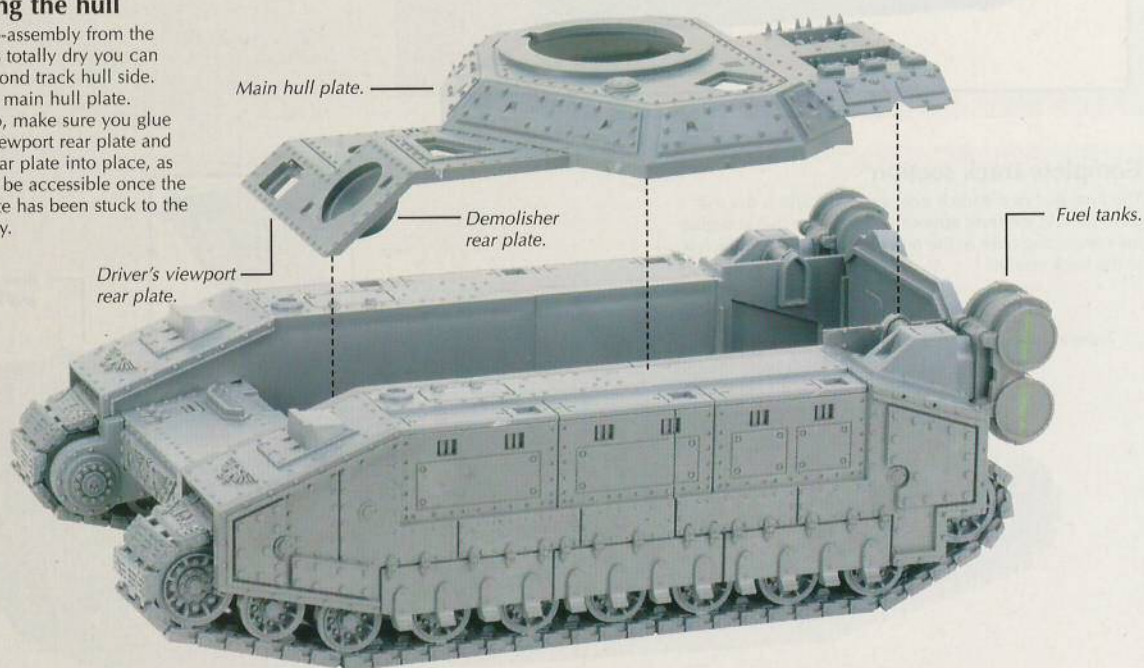
Central hull

Assemble the hull base plate and then attach it to one of the side hull track sections. It does not matter which one – we used the left side in the photos (A). Once dry, add the hull rear plate. Finally for this stage, glue the hull front plates into place (B).



Completing the hull

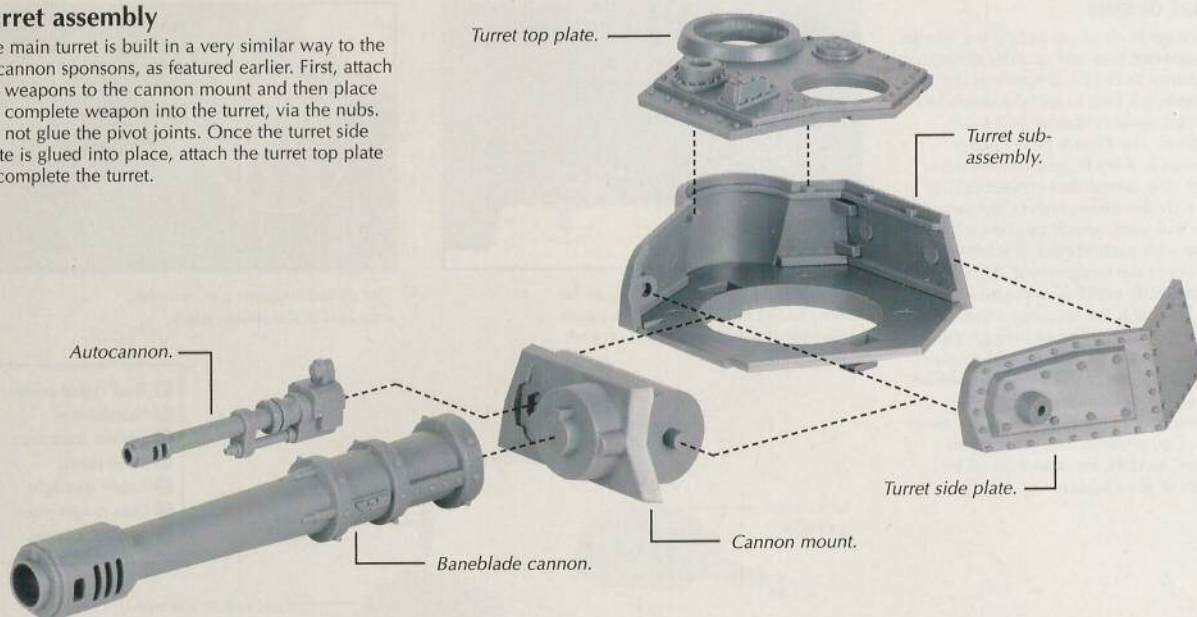
When the sub-assembly from the stage above is totally dry you can attach the second track hull side. Next, add the main hull plate. Before you do, make sure you glue the driver's viewport rear plate and demolisher rear plate into place, as these will not be accessible once the main hull plate has been stuck to the main assembly.



7 Main Turret and Side Sponsons

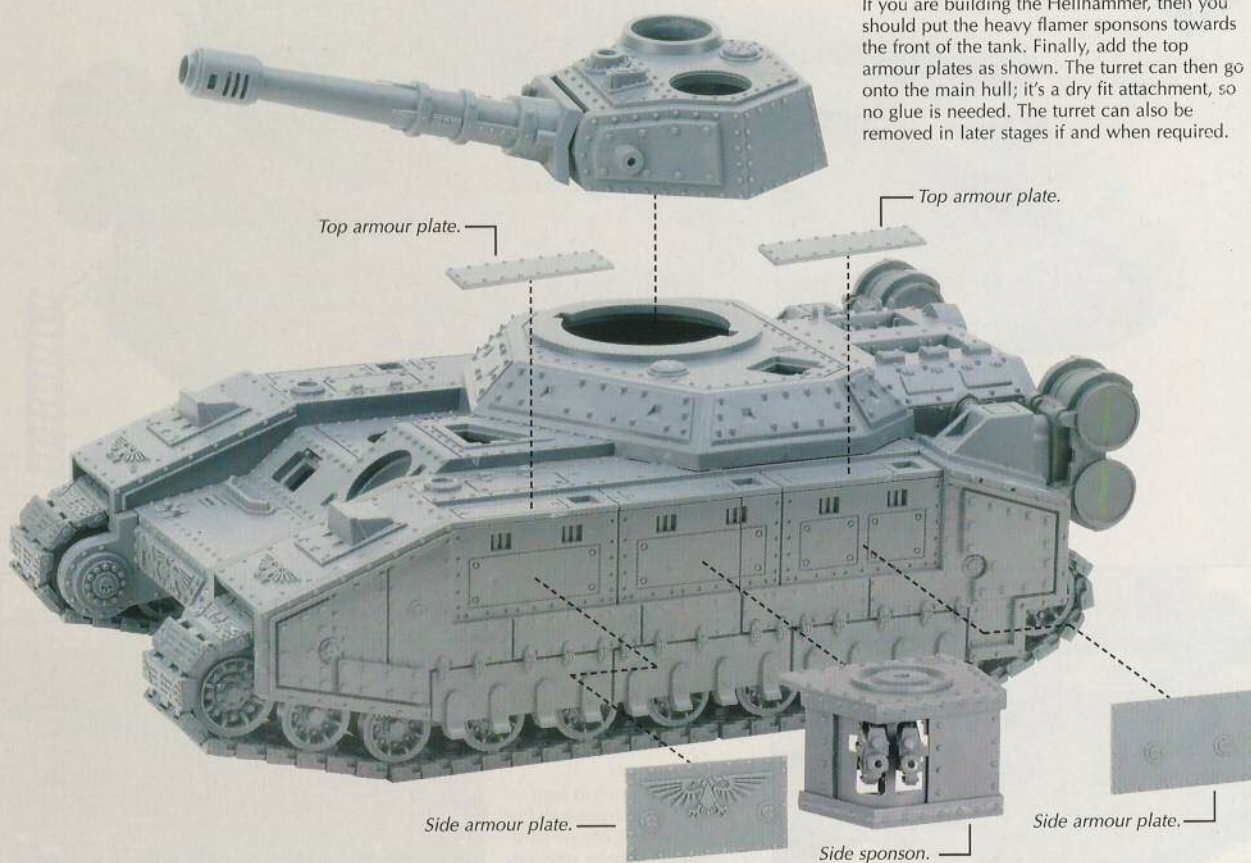
Turret assembly

The main turret is built in a very similar way to the lascannon sponsons, as featured earlier. First, attach the weapons to the cannon mount and then place the complete weapon into the turret, via the nubs. Do not glue the pivot joints. Once the turret side plate is glued into place, attach the turret top plate to complete the turret.



Side sponsons

The next thing to do is to add the side plates and weapon sponsons. You can place your sponsons in three possible bays; as indicated. If you are building the Hellhammer, then you should put the heavy flamer sponsons towards the front of the tank. Finally, add the top armour plates as shown. The turret can then go onto the main hull; it's a dry fit attachment, so no glue is needed. The turret can also be removed in later stages if and when required.

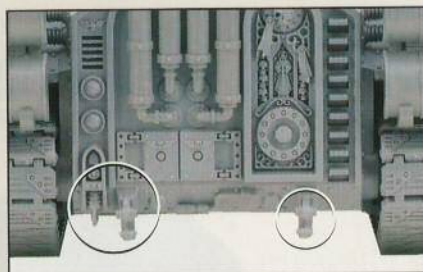


8 Weapons and Detailing

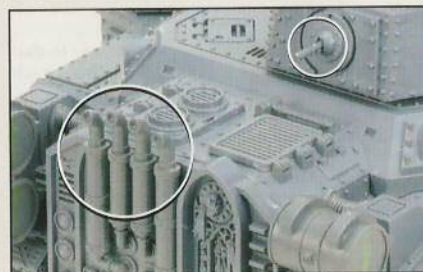
Final details

This stage is all about adding the smaller components that add an extra dimension of realism to the kit. Before you do, however, it's best to add the secondary weapon systems that are still not attached. The central heavy bolter sponson is a dry fit, just like the main turret. The demolisher cannon is held in place by the cannon cover. Because it is on a ball joint, which can be tricky to get at with a paintbrush, it is best to undercoat the weapon first, before you permanently attach it to the tank.

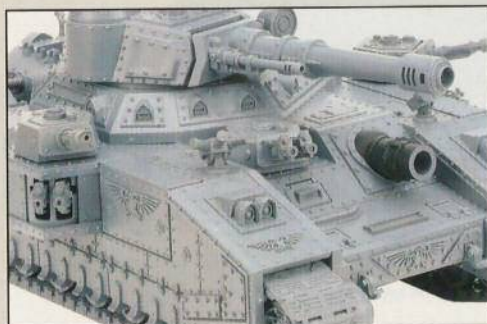
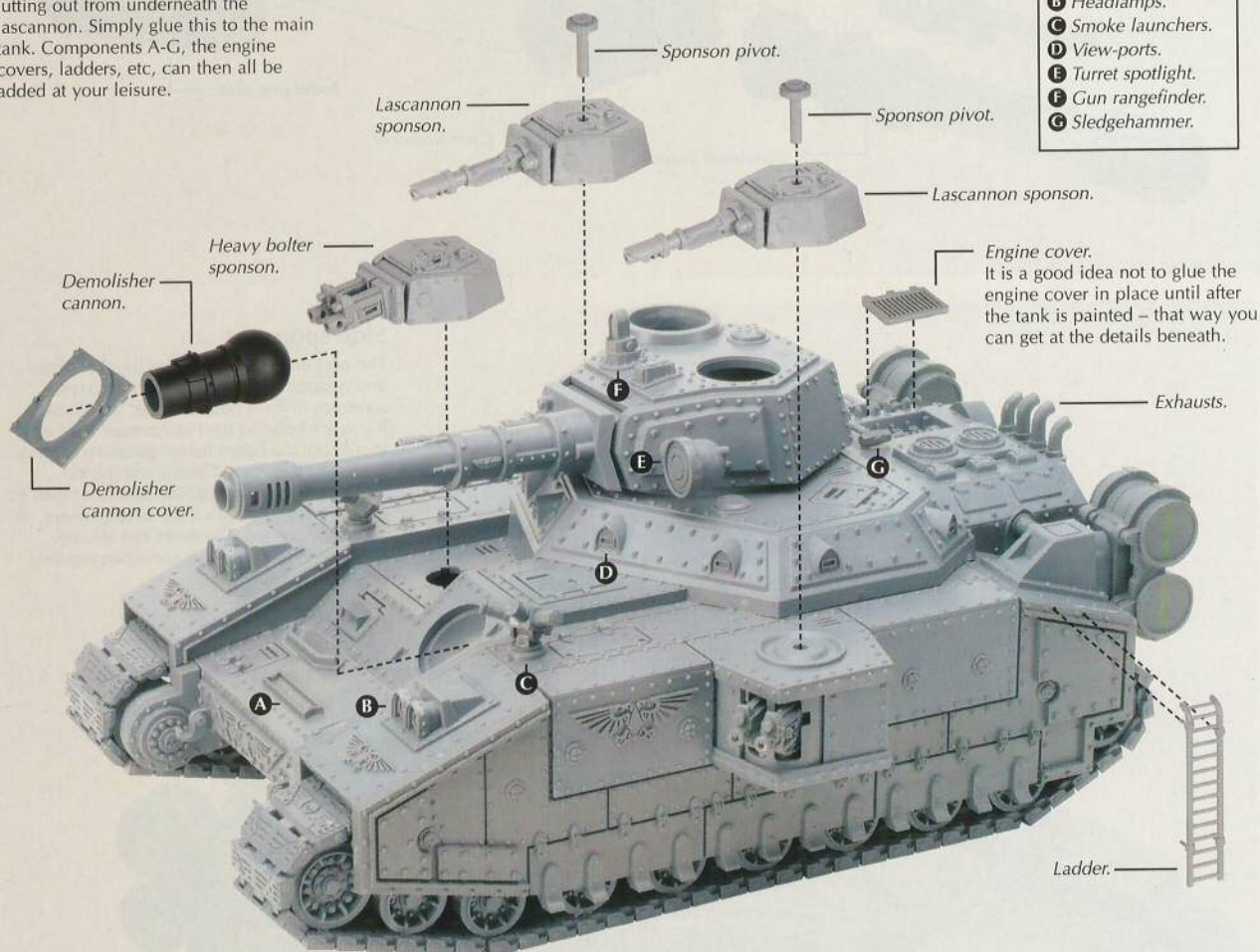
To attach the lascannon sponsons, place the sponson pivot through the weapon and then add a small drop of glue to the end of the pivot that will be jutting out from underneath the lascannon. Simply glue this to the main tank. Components A-G, the engine covers, ladders, etc, can then all be added at your leisure.



The tow hooks and rear lights can be added to the Baneblade at this stage. Also note the addition of the engine crank handle.



The exhaust system can now be attached to the power plant.



All the dry fit assemblies, like the turret, can be easily removed for further modelling and ease of painting.

You may wish to hold off attaching components like the ladders, engine cover and lascannon sponsons until they have been painted.



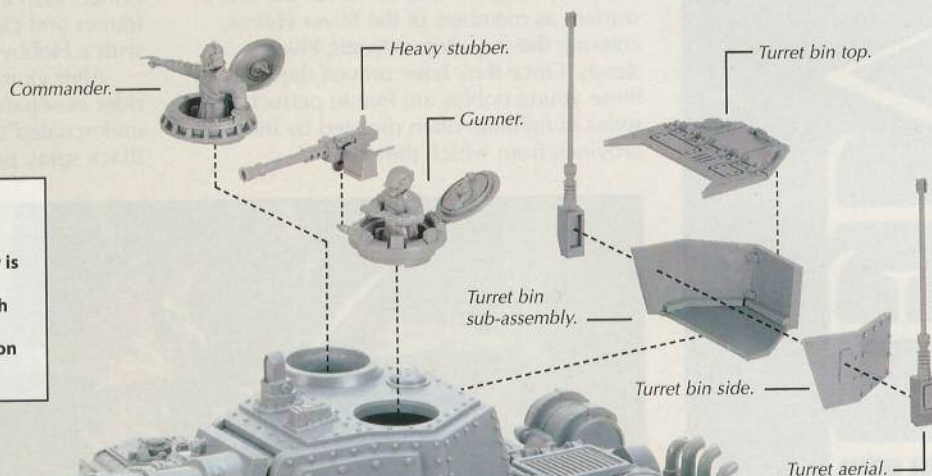
9 Completing the turret

Turret options

The Baneblade turret is extremely customisable. You can have it with a turret bin for storage. You can have one or both of the cupolas occupied by crewmen or closed shut.

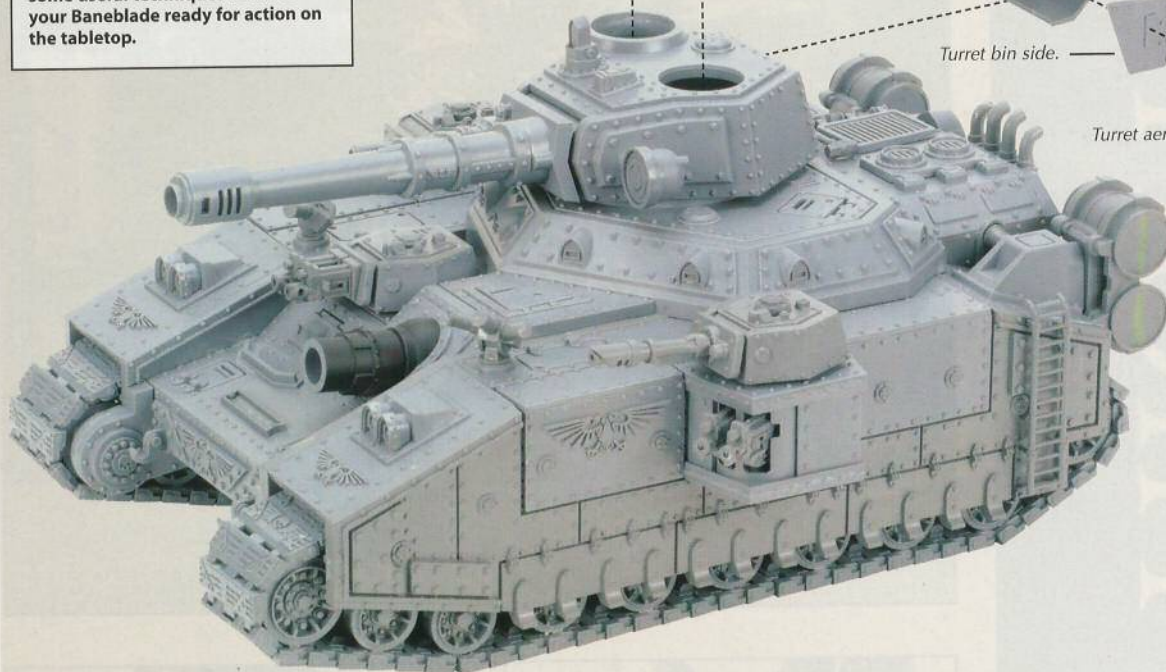
When going for the crewmen and heavy stubber option, then it is best not to glue them in place at this time. This will make them much easier to paint.

The Turret bin assembly is reasonably simply to construct and attach to the main turret. If adding the turret bin, then leave off the lasgun from the turret rear.



Next Issue: Get your paintbrushes ready!

The only thing that's missing now is some colour. In part two of this article, Mark will take you through some useful techniques to make your Baneblade ready for action on the tabletop.



The Baneblade kit gives you the option of having a turret bin or not. If you don't have the turret bin, then there's a lasgun that sticks out of the back of the turret (A) to remove any unwanted enemy hitchhikers!

HIGH ELVES

WARHAMMER

Neil Green of the world famous 'Eavy Metal team takes us through the stages of painting a majestic High Elf Prince.

High Elf Prince

The noble families of Ulthuan have led their people through times of peace and conflict for thousands of years. They pride themselves on their sense of honour and mastery of the arts of diplomacy and war. In battle, Elven Princes are equally adept at commanding vast armies from a distance as they are at fighting blade to blade in the press of close combat.

Many High Elf nobles master the arts of warfare as members of the Silver Helms, entering the fray atop majestic Elven steeds. Once they have proven themselves, these young nobles are free to perfect other styles of fighting, often dictated by the province from which they hail.

This 'Eavy Metal Masterclass is the first that focusses on a plastic kit. The new High Elf Prince and Noble set is worthy of some expert attention, so we asked Neil Green of the 'Eavy Metal team to show us how to paint it.

Preparing the model

After planning out which components he was going to use to construct the Elven Prince, Neil clipped them from the plastic frames and cleaned them up thoroughly with a Hobby Knife.

After gluing together the horse and rider as separate sub-assemblies, Neil undercoated the components with Chaos Black spray paint.



Fase 1

Innanzitutto, Neil ha applicato a diverse aree del modello i colori piatti come base. Solitamente si tratta di mezzi toni, nonostante nelle aree bianche abbia applicato prima la sfumatura più scura. Le foto sono ingrandite per maggiore chiarezza.

MANTELLLO

Decorazione del mantello
Regal Blue.

Mantello
Shadow Grey.

Armatura
Boltgun Metal.

PRINCIPE

Oro e armatura a scaglie
Shining Gold.

Armatura e lama
della spada
Boltgun Metal.



DETTAGLIO

Gemme
Red Gore.

Pelle
Dark Flesh.

Lumeggiatura staffe
e borsa
Scorched Brown.

Fiala
Dark Angels Green.

Tunica e pennacchio
Mordian Blue.

Decorazione delle vesti
Regal Blue.

SCUDO

Runa
Regal Blue.

Scudo
Shadow Grey.

Bordo dello scudo
Shining Gold.



DESTRIERO ELFICO

Bardatura
Boltgun Metal.

Sella
Scorched Brown.

Mantello e coda del cavallo
Charadon Granite.

Oro e armatura a scaglie
Shining Gold.



DETTAGLIO

Gemme
Red Gore.

Suggerimento

Anche nella prima fase, Neil si è impegnato per le gemme. Invece di usare una base piatta, ha applicato Red Gore a piccoli strati, in modo che la sommità di ogni gioiello sfumasse dolcemente dal fondo nero al Red Gore puro.

Bardatura e decorazione
delle redini
Shadow Grey.

Redini e vesti
Regal Blue.

Stage 2

The first highlights are applied at this stage, as well as shading for all the metallic areas. Neil made extensive use of the layering technique, creating subtle highlights by means of thin, translucent layers of paint.

CAPE

- Highlight cape trim
Mordian Blue.
- Cape
Space Wolf Grey.
- Highlight Armour
Chainmail.

LORD

- Highlight stirrups
and pouch
Bestial Brown.

- Highlight vial
Snot Green.

- Highlight tunic and plume
Mordian Blue.

- Robe trim
Space Wolf Grey.

- Shade gold and scale armour
Chestnut ink.

- Highlight armour
and sword blade
Chainmail.



DETAIL

- Highlight gems
Blood Red.

- Skin
Dwarf Flesh.

SHIELD

- Highlight rune
Mordian Blue.

- Shield
Space Wolf Grey.

- Ink shield trim
Chestnut Ink.



ELVEN STEED

- Highlight barding
Chainmail.

- Highlight saddle
Bestial Brown.

- Horse hide and tail
Codex Grey.



DETAIL

- Highlight gems
Blood Red.

- Shade gold and scale barding
Chestnut Ink.

- Barding and rein trims
Space Wolf Grey.

- Highlight reins and cloth
Mordian Blue.

Stage 3

The highlights are built up even further at this stage, and the brightness characteristic of High Elf miniatures is established. Note the attention to the metal, which Neil painted to look more polished than that of other races.

CAPE

Highlight cape trim
Ultramarine Blue.

Cape
Skull White.

Highlight armour
Mithril Silver.

LORD

Highlight gold and scale armour
Burnished Gold.

Highlight armour and sword blade
Mithril Silver.



DETAIL

Highlight skin
Elf Flesh.

Highlight stirrups and pouch
50% Bestial Brown/
50% Vomit Brown.

Highlight vial
Snot Green

Highlight tunic and plume
Ultramarines Blue.

Robe trim
Skull White.

SHIELD

Highlight rune
Ultramarines Blue.

Shield
Skull White.

Highlight shield trim
Burnished Gold.



ELVEN STEED

Highlight barding
Mithril Silver.

Highlight saddle
50% Bestial Brown/
50% Vomit Brown.

Horse hide and tail
Fortress Grey.



DETAIL

Highlight gold and scale armour
Burnished Gold.

Barding and rein trims
Skull White.

Highlight reins and cloth
Ultramarines Blue.

Stage 4

At this stage, Neil painted on the final highlights, often taking the form of thin edging highlights. The addition of Mithril Silver to the gold areas makes the metallic parts of the model really gleam.

CAPE

Highlight cape trim
70% Ultramarines Blue/
30% Skull White.



LORD

Highlight gold and scale armour
50% Burnished Gold/
50% Mithril Silver.



Highlight stirrups and pouch
Vomit Brown.

Highlight tunic and plume
70% Ultramarines Blue/
30% Skull White.

SHIELD

Highlight rune
Ultramarines Blue.

Highlight shield trim
50% Burnished Gold/
50% Mithril Silver.



Highlight gems
Blazing Orange.



DETAIL

ELVEN STEED

Highlight saddle
Vomit Brown.

Horse hide and tail
70% Fortress Grey/
30% Skull White.



Highlight gems
Blazing Orange.

Highlight gold and scale armour
50% Burnished Gold/
50% Mithril Silver

Highlight reins and cloth
70% Ultramarines Blue/
30% Skull White.



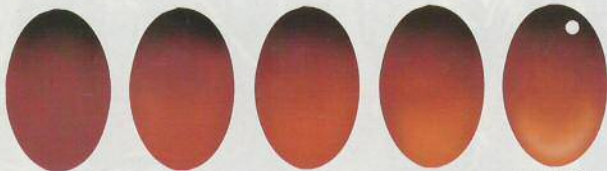
DETAIL

Stage 5

All that remains is to finish off the gems, paint the eyes of the Elven Prince, and finally to assemble and base the model.

Top Tip: Painting Gems

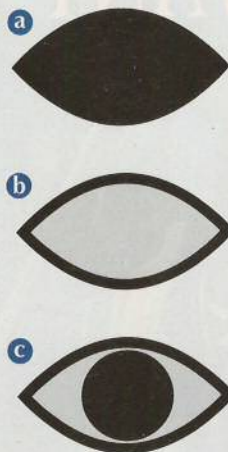
When painting gems, start from a basecoat of Chaos Black and gradually work up layers of paint until you reach the lightest colour. The gem stages used on this model are shown below. Finally, a small dot of Skull White represents reflected light.



Red Gore. Blood Red. Blazing Orange. Fiery Orange. Skull White.

Top Tip: Painting Eyes

Paint the Prince's eyes with a sliver of Chaos Black (a). Next, add a little Fortress Grey to Skull White, and apply this mix as a fine line, leaving the black showing as a keyline around the edge (b). Finally, use the point of your finest brush to dot in the pupil (c).



Painting the scenic base



1 Paint pillar
Calthan Brown.



2 Shade pillar
Black Ink.



3 Overbrush pillar
Khemri Brown.



4 Drybrush pillar
Dheneb Stone.



5 Detail pillar
Hawk Turquoise.



DETAIL



DETAIL





WANT TO JOIN...

...SCHOOL LEAGUE 2008?

WELL HERE'S HOW...

Want to represent your school and play games? The School League is a great way to get involved with lots of fantastic activities, culminating in Regional and National Finals – giving you the chance to prove that your school team is the best in the country! If you have not already signed up to be part of the School League for 2008 it is not too late to join in! The League is open to any mainland UK secondary school (or any school with pupils aged 12+/Year 7 and up) with a club. The school will need to be able to transport its pupils to Regional Finals and be prepared to go to Warhammer World in Nottingham if they get to the National Final held on 2nd July.

If your school wishes to be part of the School League you will need to get your teacher to speak to the Community Coordinator – Bek Hawbby on 0115 900 4821. Bek will be able to send them an information pack.

All Games Workshop stores are waiting to run School League activities (in the store) to help you prepare for the Finals. These activities include painting and tactics as well as opportunities to make scenery or have a club tournament. If you wish to arrange a visit please contact Bek Hawbby and she will help you set it up. Bek can also help you in contacting local school or library clubs that you can play against.

► School League activity in the Reading store



FRONTLINE

The Events Diary

102-105 ►►

Events Calendar

Find out what's happening when and where in the Games Workshop hobby community with this comprehensive list of unmissable dates; tournaments, campaigns and more.

Club Information

Find regular opponents, play campaigns, and get involved in a host of other hobby activities with like-minded gamers at your local club.

Store Information

106-113 ►►

Games Workshop Hobby Centres

Get everything you need to build your forces, and then take them into battle! GW Hobby Centres are the place to learn and practice the intricacies of the hobby.

Store Listings

All the Games Workshop stockists in your area listed, so wherever you are, you can always find a Games Workshop and Citadel Miniatures retailer.

Club Listings

The Games Workshop club community is a great forum to make new friends and play lots of games! Find out where your nearest organised gaming groups are.

Store and Club Focus

Find out exactly what's going on in your area. This month we look at Games Workshop Livingston who will be celebrating their Official Opening soon!

Ordering Direct

114-119 ►►

Games Workshop Direct

The full range of Games Workshop products are available from GW Direct, our premier on-line and telephone ordering service.

Chaos Space Marines Miniatures

This month's releases for the Chaos Space Marines are just the tip of the iceberg. Check out the other great models in the range.

Advance Orders

Order the newest miniatures now – so new they're not even out yet! Order next month's models today, and have them dispatched as soon as they are available.

THE EVENTS DIARY

Conquer the world at tournaments and learn new skills at hobby days! Events are your opportunity to immerse yourself fully in the hobby with, potentially, people from all over the world. Large or small, events are the places to spend your weekends.



Upcoming Events

Are you a Hobby Centre, Independent Stockist, or part of the GCN and running an event? If so, and you want to advertise it for free in this fine publication simply drop us an e-mail at:

white dwarf@games-workshop.co.uk

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

- 1st November WD338 (Feb)
- 1st December WD339 (Mar)
- 1st January WD340 (Apr)

Please note all dates and details are correct at the time of going to print but are subject to change. Games Workshop is not responsible for the content, timing or price of events not organised by Games Workshop PLC.

EVENTS DIARY ABBREVIATION GUIDE

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

Event Profile: The Lord of the Rings Grand Tournament

There are some exciting changes in store for this year's The Lord of the Rings Grand Tournament. Warhammer World's Event Manager, Andy Joyce, elaborates further.

The Lord of the Rings Grand Tournament has been an exciting event to manage and develop; we've reviewed our previous year's event to make the best use of the valuable feedback, and this has led us to make some quite important changes. 'Eavy Metal painter and Event Co-ordinator extraordinaire Pete Foley has played an instrumental part in delivering some of these improvements.

As for the changes to the Grand Tournament, these were relatively simple. Pete has introduced some changes to the scoring system, which is now more in keeping with the other GTs. He wanted there to be a definite way of winning which wasn't reliant upon bonuses or other factors.

The schedule was altered, and while it now follows a similar one to that of the other Grand Tournaments, it squeezes in eight games over four different scenarios

“The changes we've made will make for a far more intense gaming experience, as befits the mantle of Grand Tournament!”

for the players attending. This is an intense gaming experience, as befits the mantle of Grand Tournament.

He has also tinkered with the scenarios being played, in order to test the mettle of budding generals as we give them something new to face.

His work has led to us having to create a whole new event to encompass everything we wanted to do with this one!

For the first time ever, Warhammer World will be presenting The Lord of the Rings Doubles Tournament in 2008.

This event will focus on challenging individuals within a team to truly work together to achieve their goals.

Armies will be

encouraged to be themed and cohesive, as they will be limited to one army list and one ally across the combined force. With bespoke scenarios found only at this event, this promises to be an exciting prospect for 2008 and beyond.

For more information about the new The Lord of the Rings Grand Tournament and other events held at Warhammer World, check out <http://warhammerworld.typepad.com/>

What is a "Grand Tournament"?

Tournaments are an opportunity to play games for a weekend, meet other like-minded players and in the process gauge your ability in terms of gaming results, sportsmanship, painting and rules & background knowledge.

Grand Tournaments are the pinnacle of Games Workshop tournament play. Players from all over the UK (and beyond) come to Warhammer World to test their skills at their chosen game system, and compete for the top spots on the day.

Visit the tournaments page online to find out more about the Grand Tournaments and other events held at Warhammer World.

www.games-workshop.co.uk/tournaments

Take on the staff

Grand Tournaments are also open to members of Games Workshop staff. If you're lucky (or unlucky), you could find yourself battling one of them.



www.games-workshop.co.uk/events

Event Calendar

What's on, when and where:
All the events for the next
few months are listed here.



WARHAMMER GRAND TOURNAMENT

HEAT 1

• 6th-7th October 2007

HEAT 2

• 3th-4th November 2007

HEAT 3

• 17th-18th November 2007

Tickets cost £55 per player, and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

www.games-workshop.co.uk/events



RETURN TO TOR THANA 17th November

In stores nationwide
For more details, see page 44

November

3rd Warhammer Grand Tournament

Date: 3rd-4th November, 2007

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Compete for your place in this season's Grand Final. Players will need a fully painted 2,000 points Warhammer army, and will play six games over the weekend. Players who qualify in the heats are awarded a free ticket to the final.

Contact: Hobby Specialists – 0115 91 40000

Website: www.games-workshop.co.uk/events

4th Cry of War

Date: 4th November, 2007

Venue: Hassocks Hotel, West Sussex

Details: Brighton and Clayton Warlords would like to present their annual Warhammer tournament: Cry of War. To play you will need a 2,000 point Warhammer army. Check the website for more information.

Contact: Roger Smith

roger_gs_smith@hotmail.com

Website: www.brightonandclaytonwarlords.com

4th Fanatic Brugge III

Date: 4th November, 2007

Venue: The Belfry, Brugge, Belgium

Details: Brugges' third Fanatic offers a variety of activities for new and existing hobbyists including introductory gaming, painting & modelling classes, and more. There will also be a tournament for Warhammer, Warhammer 40,000 and The Lord of the Rings. For more details about the event, visit the website below.

Contact: +32 (0) 050 38 51 83

Website: www.thefairplay.be

10th Warhammer 40,000 Grand Tournament

Date: 10th-11th November, 2007

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Compete for your place in this season's Grand Final. Players will need a fully painted 1,500 points Warhammer 40,000 army, and will play six games over the weekend. Players who qualify in the heats are awarded a free ticket to the final.

Contact: Hobby Specialists – 0115 91 40000

Website: www.games-workshop.co.uk/events

11th Fanatic Games-n-stuff

Date: 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 activities for people new to the hobby, like introductory gaming and painting, the Fanatic will also host a traditional tournament for WFB, 40K and LoTR. For more information please use the contact details below.

Contact: +31 (0) 38 421 6385

Website: www.gamesnstuff.com

11th Spellenspektakel

Date: 23rd-25th November, 2007

Venue: Ljsselhallen, Zwolle, The Netherlands

Details: One of the biggest fairs in the Netherlands for board games and fantasy games (including tabletop war games). Each stand is manned by a team of dedicated and enthusiastic hobbyists who will be ready to show all gamers, beginners to the hobby and long time players alike, how the games work. Tickets cost €12.

Website: www.spellenspektakel.nl

17th Warhammer Grand Tournament

Date: 17th-18th November, 2007

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Compete for your place in this season's Grand Final. Players will need a fully painted 2,000 points Warhammer army, and will play six games over the weekend. Players who qualify in the heats are awarded a free ticket to the final.

Contact: Hobby Specialists – 0115 91 40000

Website: www.games-workshop.co.uk/events

24th Warhammer 40,000 Grand Tournament

Date: 24th-25th November, 2007

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Compete for your place in this season's Grand Final. Players will need a fully painted 1,500 points Warhammer 40,000 army, and will play six games over the weekend. Players who qualify in the heats are awarded a free ticket to the final.

Contact: Hobby Specialists – 0115 91 40000

Website: www.games-workshop.co.uk/events

December

8th Inquisitor Grand Tournament

Date: 8th December

Venue: Warhammer World, Nottingham

Details: In the first event of its kind, players will pit their skill as Games Masters, players, hobbyists and designers against one another. This first Inquisitor Grand Tournament will take the battle for the Emperor's soul to a new level. But remember: everything you have been told is a lie!

Tickets: £10 in advance; £12 on registration. Limited places available.

Contact: events@tempusfugitives.co.uk

Website: www.darkmagenta.net

9th Warhammer 40,000 Tournament

Date: 9th December

Venue: King and Queen Pub, Brighton

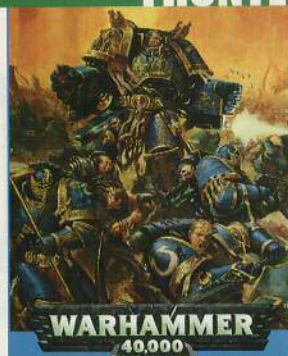
Details: Brighton Warlords present their Warhammer 40,000 Tournament in which players battle one another with their 1,500 point armies to become the best of the best. Places are limited, so book early to avoid disappointment.

Contact: Pete Cooke – 07974094240

peter.cooke423@ntlworld.com

David Purkiss

d_purkiss2000@yahoo.com



GRAND TOURNAMENT

HEAT 1

• 13th-14th October 2007

HEAT 2

• 10th-11th November 2007

HEAT 3

• 24th-25th November 2007

Tickets cost £55 per player, and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

www.games-workshop.co.uk/events

January

FREE Beginners Days

After the Christmas period all of our Hobby Centres will be running weekend events designed to help our beginners to play our games. These involve both painting and gaming lessons and culminate in a Hobby Day where beginners can really put their new skills to the test!

Simply phone or pop in to one of our local hobby centres to find out more.

12th Warhammer 40,000 Doubles Tournament

Date: 12th-13th January, 2007

Venue: Warhammer World, Nottingham

Age Limit: 12+

Details: Compete in a fun tournament with a friend as an ally. You will need a fully painted 500 pts Force for Warhammer 40,000. Play at least six games over the weekend, using a variety of fast play scenarios. Points are awarded for gaming and there is a special award for Best Painted Alliance.

Tickets: £70 per two player alliance, and include vouchers towards lunch on both days, an evening meal on the Saturday night, Tea & Coffee at the start of both days and Doughnuts to get you started on Saturday morning for both players.

Contact: Hobby Specialists – 0115 91 40000

Website: www.games-workshop.co.uk/events

EVENT SPOTLIGHT

23rd The Lord of the Rings Grand Tournament

Date: 26th-27th January, 2008

Venue: Warhammer World, Lenton, Nottingham, England

Age Limit: 12+

Details: With a number of important rules changes including an all new scoring system and a new schedule in which gamers will play a total of eight games across the weekend, this year's The Lord of the Rings Grand Tournament promises to be the most competitive and intense yet.

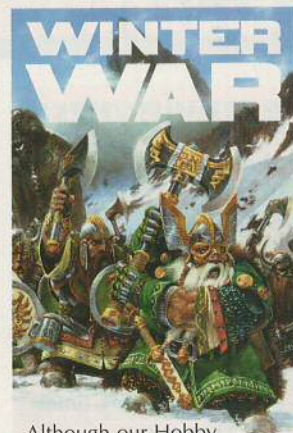
Tickets: £55 per player, and include vouchers towards lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

Contact: Mail Order 0115 91 40000

Website: www.games-workshop.co.uk/events



Last year's Champion, Vesa Neyne



Although our Hobby Centres are busy with Christmas shoppers this does not mean that gaming and painting stops. Over December and January our Hobby Centres will be putting on a selection of activities from campaigns to tournaments to keep you entertained.

Simply phone or visit one of our local hobby centres to find out more.

www.games-workshop.co.uk/events

STORE FINDER

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



GAMES WORKSHOP Hobby Centres

OPENING TIMES

Mon-Fri: 10am – 6pm
Saturday: 10am – 6pm
Sunday: 11am – 5pm

The majority of our stores adhere to the above opening times.

However, as a number of stores' opening times may vary, we recommend you contact the relevant store for opening times before visiting.

You can find your local store online with our Store Finder:

www.games-workshop.co.uk/storefinder

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

Full range of products

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

In-store order point

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

Gaming Rooms

Gaming Rooms are exactly the same as our other Hobby Centres. However, as well as stocking our complete range of products, they also offer additional gaming tables and space making them the perfect place to play your games.

Free painting & modelling advice

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

Free gaming & tactics advice

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

Free beginners programme

Our special beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on Sundays, but there is also one night during the week when you can indulge in more gaming too. All you need to do is come along!

GAMES WORKSHOP

Independent Stockists

Games Workshop Independent Stockists are official sellers of Games Workshop games and hobby products.

IN YOUR LOCAL AREA

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

MOST POPULAR STOCK LINES

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

Games Workshop products are sold by a large number of shops in many different countries across the world.

IN THIS DIRECTORY

Full listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East.

AROUND THE WORLD

If you're unsure where your nearest stockist is located, anywhere in the world, call Direct on: **0115 91 40000**

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Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5UP
Tel: 0117 959 2520
BRISTOL, Area 51:
Tel: 0117 9244655
BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 01235 427 3663
LUTON, Ottakers:
Tel: 01582 486999
CRANFIELD, Wargames Workshop:
Tel: 01234 737078

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*** GW MAIDENHEAD:**
Unit 2, 17 Market Street, SL6 8AA
Tel: 01628 863 1747
GW READING:
29 Oxford Road, RG1 7QG
Tel: 0118 959 8651
GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861087
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Tel: 01344 488124
BRACKNELL, Toy Planet:
Tel: 01344 426262
READING, HobbyCraft:
Tel: 0118 902 8600
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Tel: 01252 873350
WINDSOR, WJ Daniels:
Tel: 01753 862106

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GW DUDLEY:
Unit 16, Merry Hill Centre, DY8 4UE
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GW SOLIHULL:
690 Warwick Road, B91 3DX
Tel: 0121 705 7997
*** GW SUITON COLDFIELD:**
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Tel: 01922 272 5207
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9 King Street, WV1 1ST
Tel: 01902 221 0466
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Tel: 0121 477 0022
GREAT BARR, Gaming Crypt:
Tel: 0121 360 5080
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GW HIGH WYCOMBE:
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Tel: 01296 421098
BUCKINGHAM, Abacus Toys:
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Tel: 01753 802952
MILTON KEYNES, HobbyCraft:
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WISBECH, The Gluey Goblin:
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Tel: 0161 474 1427
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CHEADLE, Fantasia:
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CHESTER, HobbyCraft:
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CREWE, Potters Model World:
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CREWE, Jac in a Box:
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Modellers:
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GW TORQUAY:
12 Market Street, TQ1 1AQ
Tel: 01800 320 1036
BARNSTAPLE, The Battlezone:
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STORE FINDER KEY

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(*) Indicates Gaming Room facilities.

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Offers a hobby gaming and painting service.

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Stocks the complete Games Workshop range and offers introductory gaming and painting lessons.

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Stocks most of the Games Workshop range.

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

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TIVERTON, Wings 'N' Wheels:
Tel: 01884 242 819
TORRINGTON, Angling Pastimes:
Tel: 01805 625 808

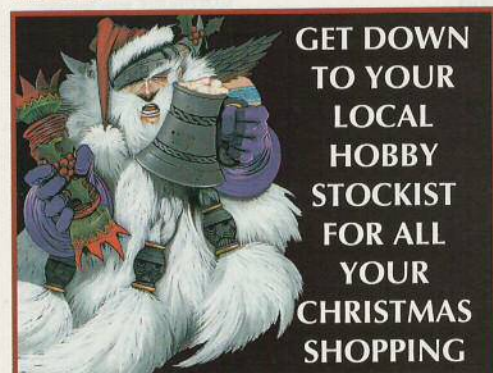
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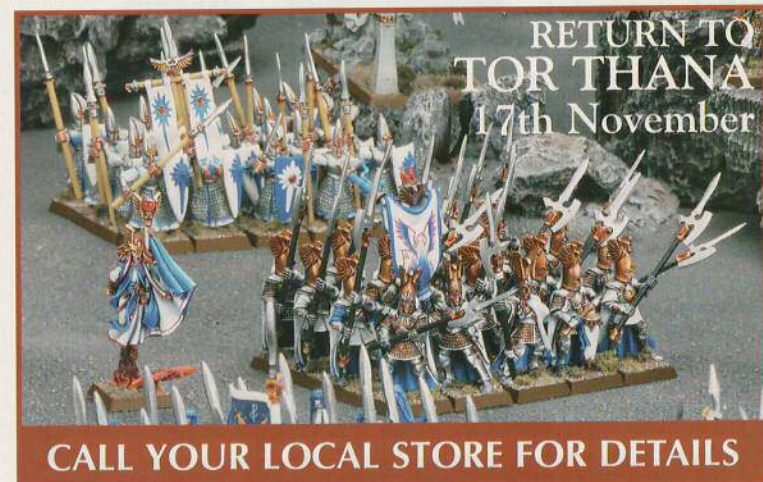
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E-mail: alanvowles@bt.com

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GCN MAIDENHEAD, Bracknell Forest Gamers:
Contact: Chair@bigclub.org.uk
E-mail: chair@bigclub.org.uk

GCN MAIDENHEAD, MAD Gamers:
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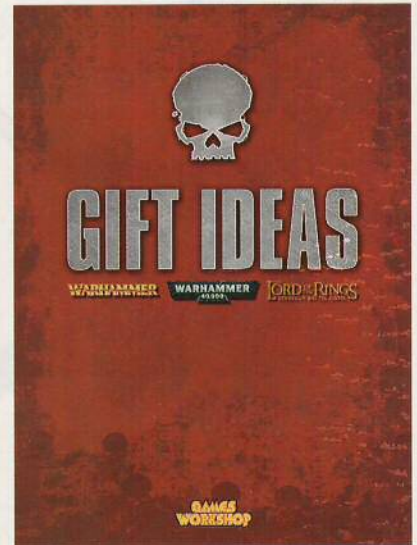
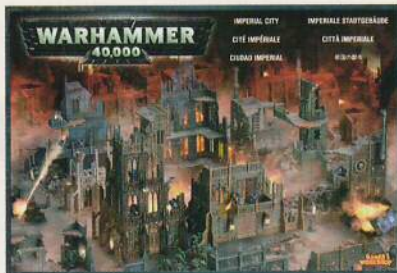
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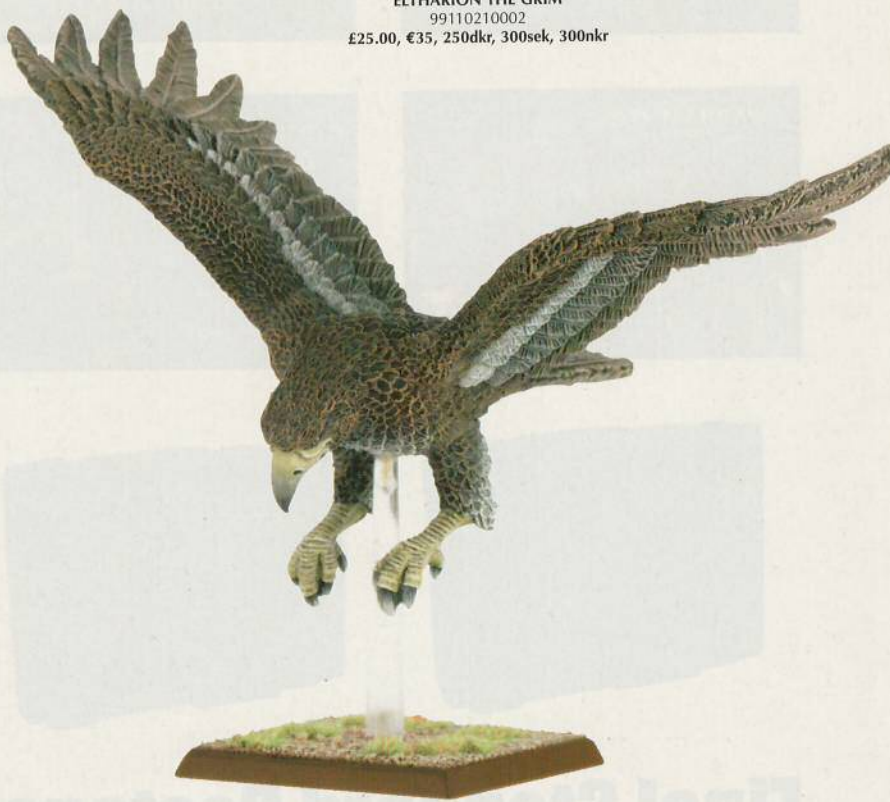
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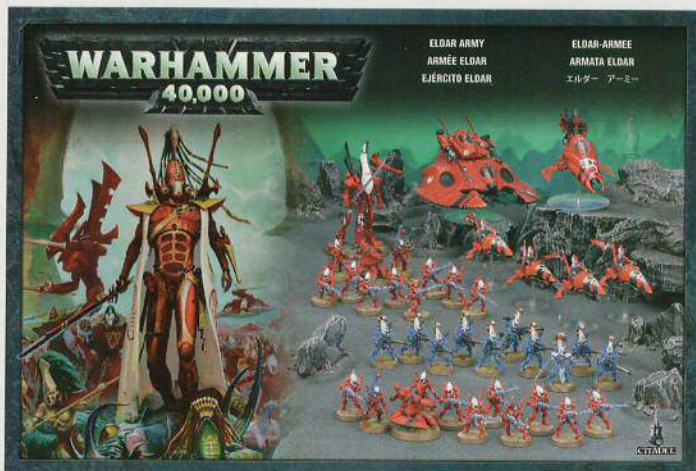


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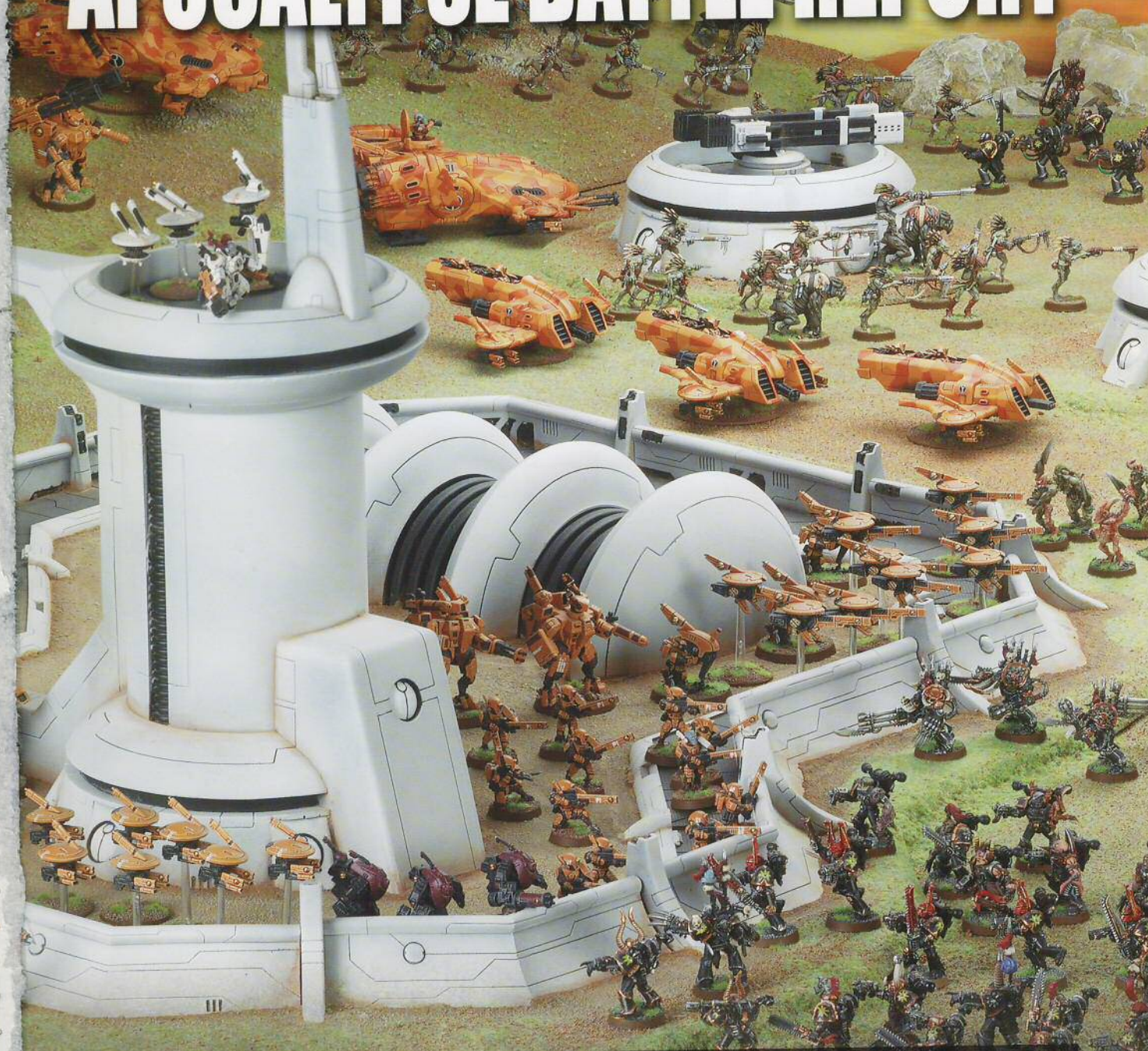
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