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WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD336

December 2007

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WARHAMMER
40,000

APOCALYPSE

BATTLE REPORT

WARHAMMER

MODELLING WORKSHOP

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

CAMPAIGN



HOLIDAY SPECIAL



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It's that time of year when my mind turns to feasting, gift-unwrapping and, of course, war!

Yes, across the world the festive season is well underway, which means hobbyists everywhere will be receiving new forces to swell their miniatures collections, and flocking to hobby centres and gaming clubs for some festive wargaming. You may even be getting together with friends to play some huge Apocalypse games; there's nothing like blasting your mates' armies to kingdom come to get you in the holiday spirit! Read our massive battle report on page 17.

In this issue, we're concentrating on hobby activity – providing lots of things for you to do while the rest of the family gorges themselves on pudding and argues over who gets to pull the last cracker. Players of The Lord of the Rings strategy battle game will find a complete campaign to play, while our Warhammer 40,000 campaign concludes this month, too. If you've been using last month's Baneblade guide to construct your mighty tank, then you can find out how to paint it on page 76. Warhammer players need not despair, as we have not only a Warhammer buildings Modelling Workshop, but also a Dragon masterclass. Finally, we have a round-up of some of the world's best-painted miniatures in our Golden Demon feature on page 66. Glad tidings to all!

Grombrindal, The White Dwarf

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17

WARHAMMER 40,000

APOCALYPSE BATTLE REPORT: VALLEY OF BLOOD

The Tau have laid claim to a former Imperial world – but the Imperial Guard and Blood Angels want it back!



40

THE LORD OF THE RINGS STRATEGY BATTLE GAME

MIDDLE-EARTH IN FLAMES

A complete map-based campaign; choose your faction, muster an army and prepare for war!



90

WARHAMMER

HIGH ELF DRAGONS

We take an in-depth looking at the new Dragon kit, and ask 'Eavy Metal how they painted it.



**GOLDEN
DEMON
2007**

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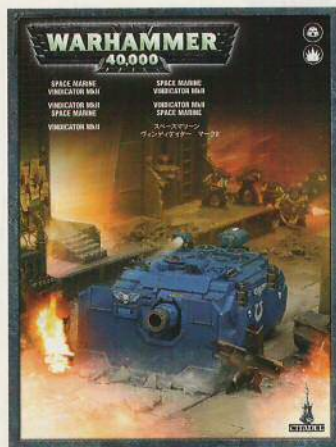
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SPACE MARINE VINDICATOR £25

Euro	€35
Denmark	250dkr
Sweden	300sek
Norway	300nkr

Product code: 99120101058
Sculpted by Tim Adcock
and Jes Goodwin

ON SALE DECEMBER 8th



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CHAOS SPACE MARINE VINDICATOR



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**This plastic kit contains
1 Chaos Space Marine
Vindicator**

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Sweden	300sek
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ELDAR ARMY

When the Eldar go to war, they go armed with highly advanced weaponry and dedicated specialist combat troops. The Guardians and Dire Avengers, all armed with deadly shuriken catapults, form the core of the army. This force is rounded out with a Wraithlord, lightning-fast Jetbikes and a Vyper, and a Falcon grav-tank with transport capability.



**ELDAR GUARDIAN WEAPON TEAM
WITH STARCANNON**



DIRE AVENGER



DIRE AVENGER



DIRE AVENGER



DIRE AVENGER EXARCH



WRAITHLORD

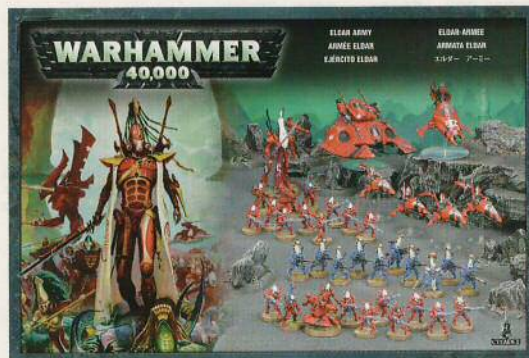




VYPER



JETBIKES



This multi-part plastic box set contains 20 Guardians, 2 Guardian weapon platforms, 10 Dire Avengers, 4 Eldar Jetbikes, 1 Vyper, 1 Falcon grav-tank and a Wraithlord

ELDAR ARMY SET	£100
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Sweden	1500sek
Norway	1500nkr
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ON SALE DECEMBER 8th



ELDAR

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**Contains power sword
and fusion gun
weapon options**



**ELDAR AUTARCH
WITH LASER LANCE**



**This multi-part
kit contains 1 Eldar Autarch
on Jetbike with variant
weapons**

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ON SALE DECEMBER 8th

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SHINING SPEARS EXARCH

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2 Shining Spears**

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ON SALE DECEMBER 8th



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WARHAMMER 40,000

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Sweden	400sek	Norway 400nkr

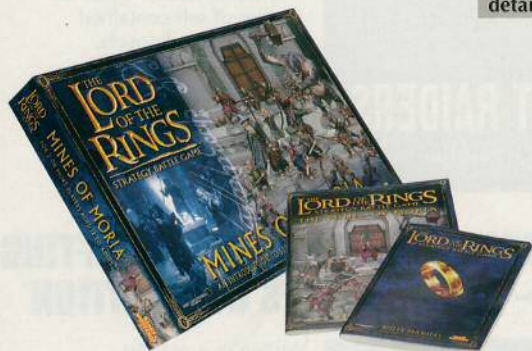


THE LORD OF THE RINGS STRATEGY BATTLE GAME

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This hobby set contains a 112-page The Lord of the Rings rules manual, 34 plastic Citadel miniatures, detailed scenery and dice.

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Sweden	400sek	Norway 400nkr



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Sweden	400sek	Norway 400nkr



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DEFENDERS OF ULTHUAN

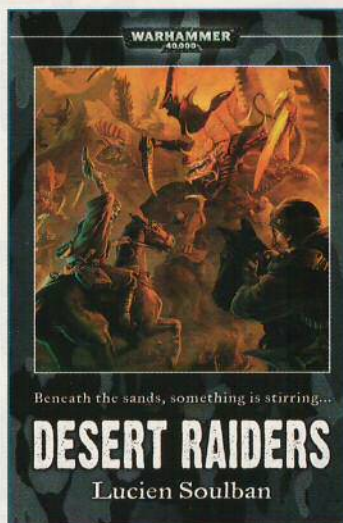


Two brothers fight a desperate struggle against a backdrop of war as the Dark Elves launch a massive invasion of Ulthuan. Can the High Elves drive back their evil kin before unspeakable forces of magic are unleashed?

Replete with tales of sweeping battles, powerful magic and mighty dragons, this thrilling story is sure to delight all fans of epic fantasy.

DEFENDERS OF ULTHUAN	£6.99
by Graham McNeill	€9.00
ISBN: 1-84416-516-7	70dkr
	80sek
	85nkr

DESERT RAIDERS

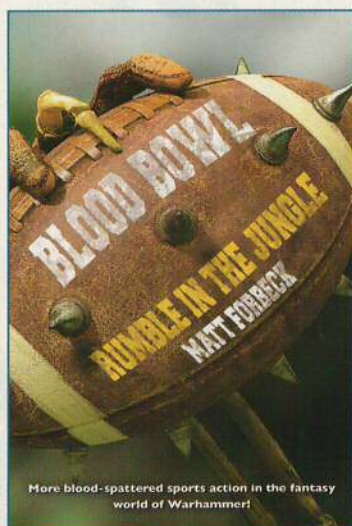


When an Imperial listening station receives a call for help from a far-flung planet, a regiment of Tallarn Desert Raiders is sent to investigate. The Imperial Guard find themselves locked in a desperate running battle with wave upon wave of Tyranids.

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by Lucien Soulban	€9.00
ISBN 10: 1-84416-492-6	70dkr
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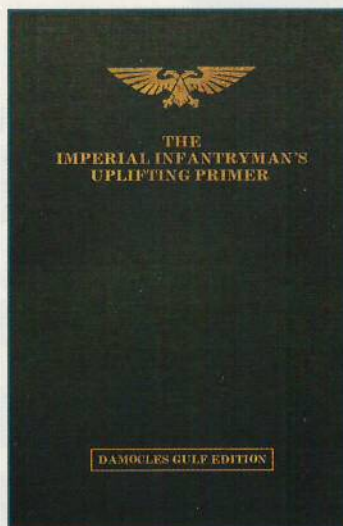


The fourth novel in the popular Blood Bowl series that follows the rags to riches career of star thrower, Dunk Hoffnung and his team, the Bad Bay Hackers.

The Hackers set sail for the fabulous land of Lustria. In the steamy jungles, Dunk and his friends have to fight off zombies and lizardmen – and that's before they face off against the Amazons in the Tobazco Bowl!

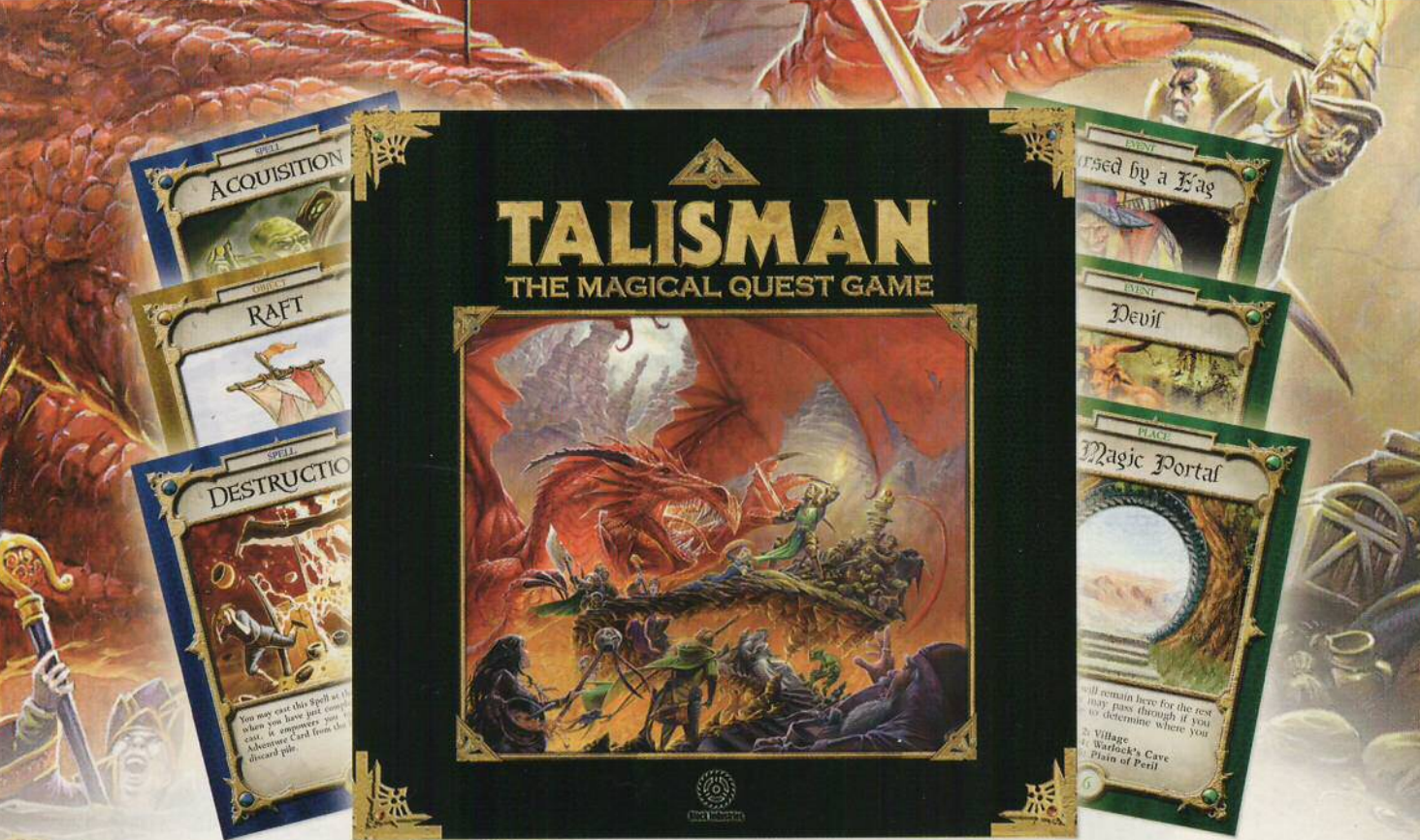
BLOOD BOWL: RUMBLE IN THE JUNGLE	£6.99
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ISBN 10: 1-84416-517-5	70dkr
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Written in a zealous propaganda style, the Imperial Infantryman's Uplifting Primer has everything a Guardsman needs to see him through the rigorous tests he will surely face. Also featuring numerous sketches and diagrams to accompany the text, the Damocles Gulf edition of this perennial favourite is a must for all fans of Warhammer 40,000.

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DEATH KORPS OF KRIEG COMMAND HQ

The Death Korps of Krieg Command HQ is a 5-man resin multi-part command squad, with Senior Officer, Vox Operator, Standard Bearer and 2 Guardsmen.

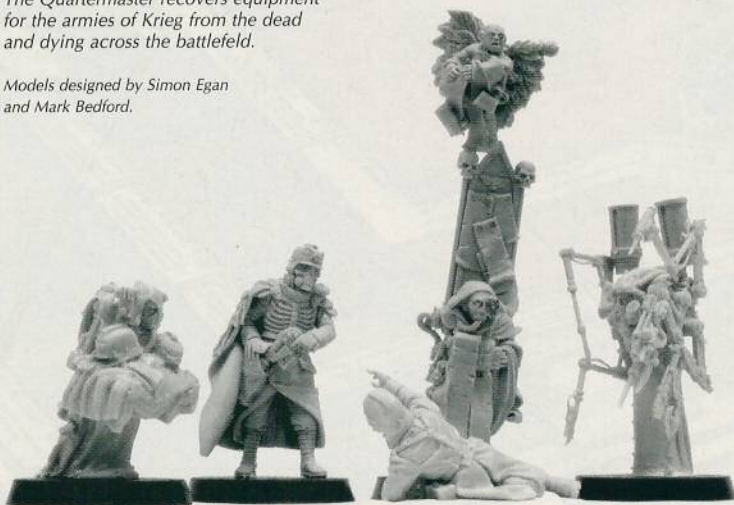
Models designed by Simon Egan and Will Hayes.



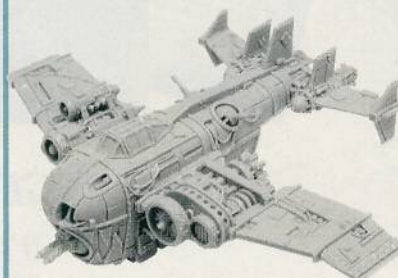
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The Quartermaster recovers equipment for the armies of Krieg from the dead and dying across the battlefield.

Models designed by Simon Egan and Mark Bedford.

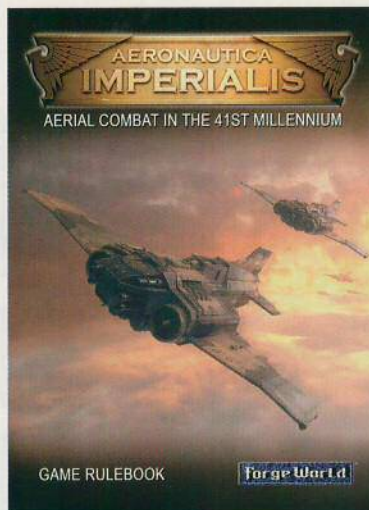


AERONAUTICA IMPERIALIS



This Ork Bomber from Aeronautica Imperialis is one of a range of interchangeable resin kits.

Model designed by Daren Parrwood.



Aeronautica Imperialis is a tabletop wargame for two or more players where you command the aircraft of the Imperial Navy or one of its many alien enemies. All the rules needed to play are in this lavish hardback book.

IMPERIAL MALCADOR HEAVY TANK

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



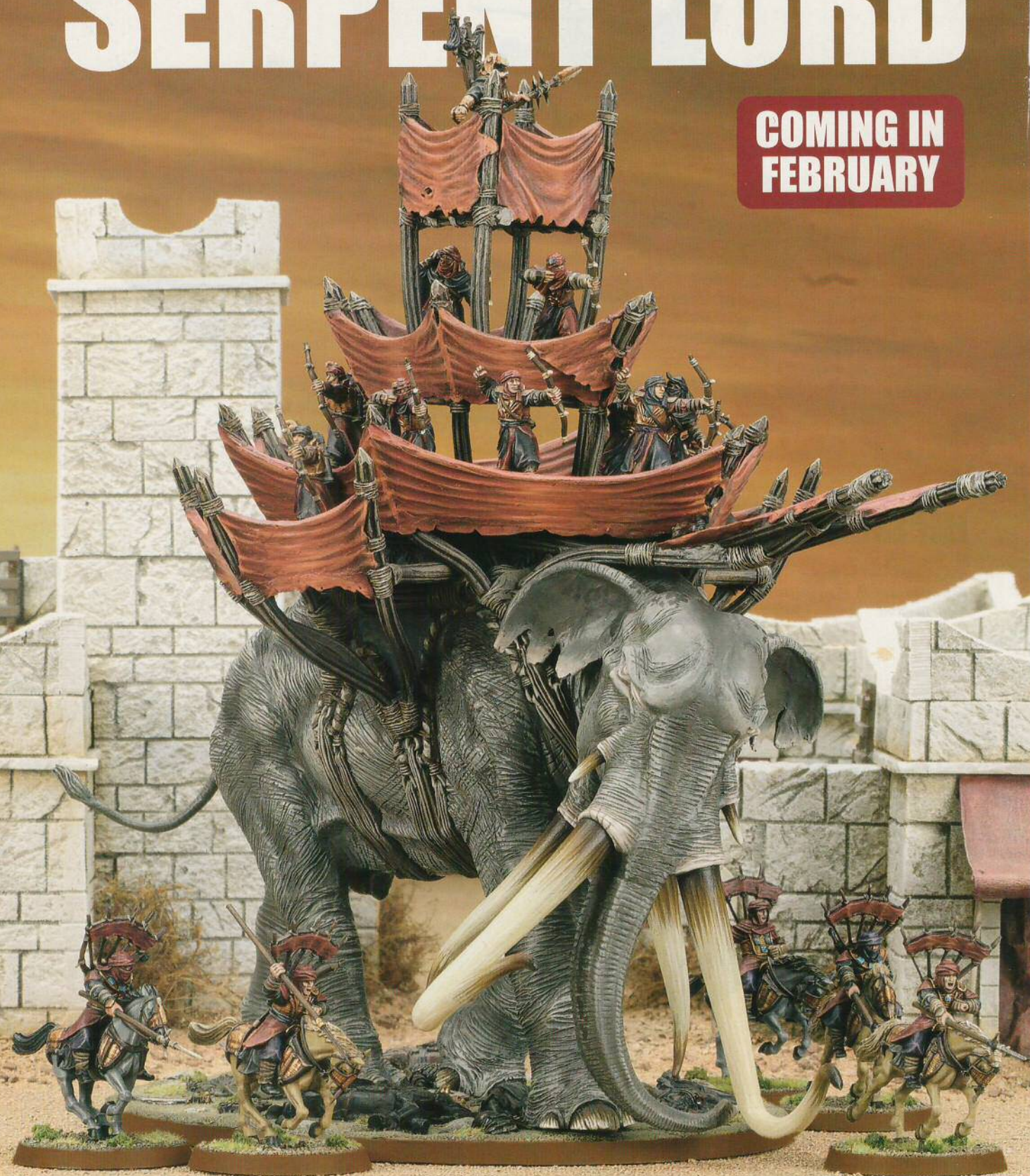
IMPERIAL MACHARIUS VANQUISHER HEAVY TANK

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



RISE OF THE SERPENT LORD

COMING IN
FEBRUARY



THE LORD OF THE RINGS

STRATEGY BATTLE GAME

At the battle of the Pelennor Fields, Gondor was nearly brought low by the minions of the Dark Lord. Thousands of vile Orcs and cruel Easterlings marched on Minas Tirith with murder in their black hearts, yet amongst this host it was the mighty Mûmakil of the Haradrim that led the slaughter in Sauron's name.

However, it's not just the great Oliphaunts that the Serpent Kingdom can field in times of war and invasion – the Corsairs of Umbar, Half-Trolls and deadly Hâsharin assassins all hail from the region of Harad and all are willing to die in service to The Lord of the Rings.

In February 2008, the forces of evil will once more be emboldened, as we release the Serpent Kingdoms sourcebook for The Lord of the Rings strategy battle game. Inside the book you'll find three army lists, a full history of the large, desolate area of Harad, a complete listing of every hero and warrior to be found in Harad and loads of new scenarios.

To accompany the book expect a whole raft of new miniatures, including some great new plastics like the Haradrim Raiders and Corsairs of Umbar, which will allow you to fill out the mainstay of your armies quickly. New characters join Suladân to command the Harad forces, like Dalmyr, Fleetmaster of Umbar, while brand new metal models – among which are the Half-Trolls, Corsair Arbalesters and the Watchers of Kârna – add deadly elite troops to bolster your forces before you once again marshal the armies of the Serpent Kingdom. The armies of the far south march to war once more against those who would defy Sauron!



Mahûd Warriors.



Mahûd Warriors with blowpipes.



Mahûd Raiders.



TALISMAN: THE VIDEO GAME



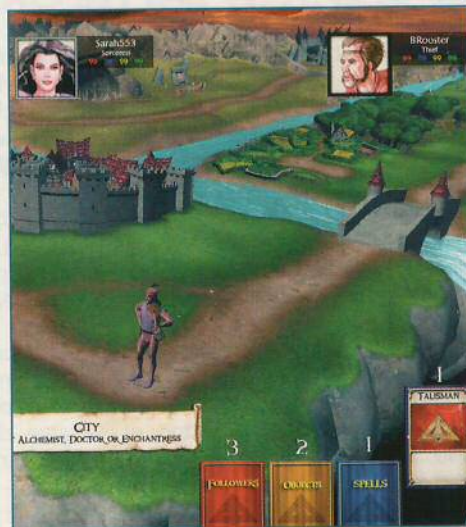
Games Workshop have joined forces with Capcom and developer Big Rooster to bring the fantastic world of the board game Talisman to life!

Experience Talisman as you've never seen it before, with a faithful recreation of everything you know and love about the game and then some. Download the game directly to your Windows PC, Xbox 360 or PlayStation 3 console and play alone or with up to three friends in online or offline modes.

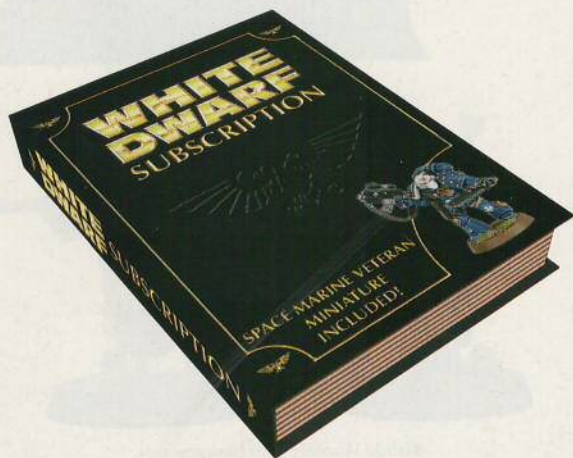
Using the same rules as the recently released 4th Edition of this classic board game, you'll witness your adventures unfold in full 3D, high-definition graphics.

No two adventures are ever alike in the Talisman video game. Whether you have 30 minutes to play, or 3 hours, the new assortment of innovative play modes allow you to control your gameplay experience even further. The race for the Crown of Command is on!

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WHITE DWARF SUB IN A BOX



White Dwarf Sub in a Box is back, and this year includes an awesome Space Marine Veteran!

Packed with all the latest on the hobby including new releases, upcoming hobby news, battle reports, scenarios, campaigns, background, painting workshops, masterclasses, event reports, and much more, subscriptions are the best way to ensure you never miss an issue!

This pack provides you with a twelve month subscription to White Dwarf and includes a Space Marine Veteran miniature.

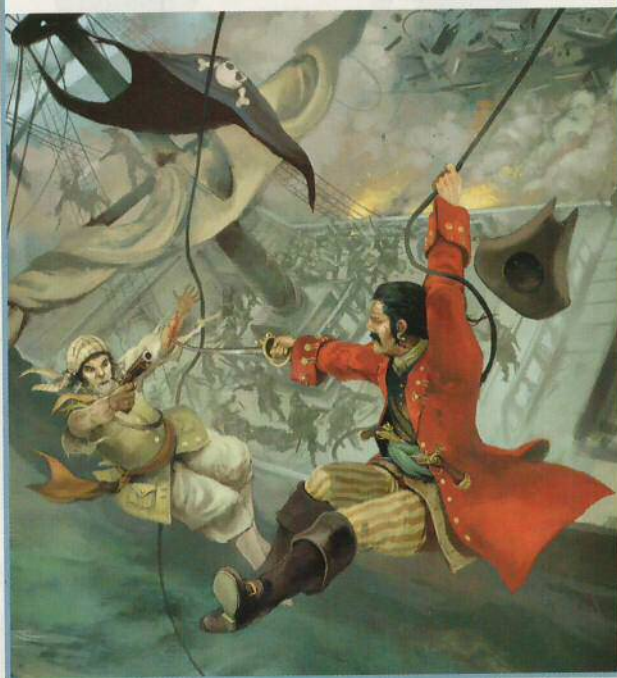


This awesome Space Marine Veteran is included in this year's Sub in a Box.

LEGENDS OF THE HIGH SEAS

Following the success of *Legends of the Old West*, Warhammer Historical are proud to announce the forthcoming release of *Legends of the High Seas*! This full-colour rulebook provides rules, background and scenarios to recreate furious battles on the high seas. Play as legendary pirates or Royal Navy captains, bringing law or ruin to the seven seas. Watch the horizon for more information at:

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Gaming



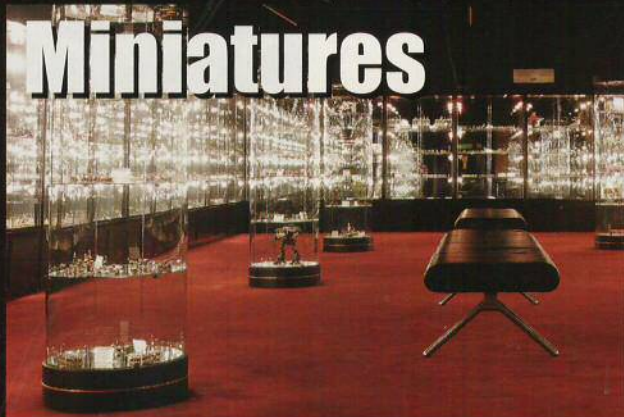
We have a wide selection of scenery and fantastic showpiece gaming tables from the Underhive of Necromunda to the awesome city of Minas Tirith in the gaming arena. You can come along with your friends and your armies and use these gaming tables if available. Throughout the year we also play host to gaming events run by gaming groups, clubs or organisations such as the GCN or WPS, as well as our own annual calendar of activities.

Exhibitions



The gaming arena at Warhammer World is now the venue for a series of exhibitions and displays of artwork and miniatures from the Games Workshop archive. These celebrate the creative skills of Games Workshop's hugely talented artists, modellers and sculptors, and give visitors to Warhammer World the opportunity to see up close the original artwork, drawings and miniatures, which for almost three decades have illustrated our games, books and of course, White Dwarf magazine.

Miniatures



The Citadel Miniatures Hall contains the finest collection of painted miniatures in the world. Along with thousands of models from the world-renowned Studio 'Eavy Metal team, the display also showcases the work of Golden Demon winners past and present and many other highly individual painters, modellers and artists from the last twenty-five years. This unique exhibition gives visitors the opportunity to view new release models and classic miniatures in a sumptuous gallery setting.

Warhammer World is the spectacular exhibition and gaming arena at our head offices in Nottingham. Here you can see displays of original artwork & miniatures, game to your heart's content and feast in Bugman's Bar.

Bugman's

Right next to the Warhammer World gaming arena is Bugman's Bar, our characterful and cosy Dwarf themed pub. Here you can relax over a cup of tea (...or for Longbeards, a pint of best ale) and dine on home-made cakes, hot and cold snacks or a hearty meal. Bugman's also sells a range of special merchandise, available only at Warhammer World.



Warhammer World Blog

The Warhammer World Blog contains up-to-the-minute information on all of events, activities and displays at Warhammer World, written and posted by the Warhammer World staff, together with store opening times and how to get to the venue.

<http://warhammerworld.typepad.com>

www.games-workshop.co.uk/warhammerworld

WARHAMMER 40,000

Space Marine Vindicator	08/12/07	250dkr,	300sek,	300nkr,	€35.00,	£25.00
Chaos Space Marine Vindicator	08/12/07	250dkr,	300sek,	300nkr,	€35.00,	£25.00
Eldar Shining Spears	08/12/07	225dkr,	270sek,	270nkr,	€30.00,	£20.00
Eldar Autarch on Jetbike	08/12/07	175dkr,	200sek,	225nkr,	€22.50,	£15.00
Eldar Army	08/12/07	1250dkr,	1500sek,	1500nkr,	€160.00,	£100.00

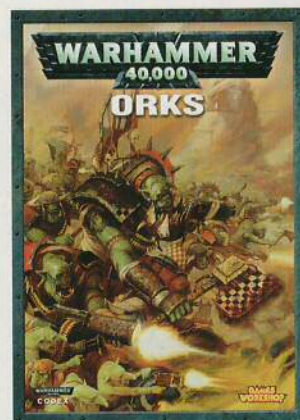
WARHAMMER 40,000 NEXT MONTH

Codex: Orks	12/01/08	140dkr,	170sek,	200nkr,	€20.00,	£12.00
Ork Warbiker Mob	12/01/08	250dkr,	270sek,	270nkr,	€30.00,	£20.00
Ork Trukk	12/01/08	200dkr,	250sek,	250nkr,	€27.50,	£18.00
Ork Boyz	12/01/08	140dkr,	170sek,	200nkr,	€20.00,	£12.00
Ork Lootas and Burna Boyz	12/01/08	140dkr,	170sek,	200nkr,	€20.00,	£12.00
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Ork Painboy	12/01/08	70dkr,	80sek,	85nkr,	€9.00,	£6.00
Ork Stormboyz upgrade pack	12/01/08	100dkr,	115sek,	125nkr,	€12.50,	£8.00
Ork Stikkbommerz upgrade pack	12/01/08	100dkr,	115sek,	125nkr,	€12.50,	£8.00
Ork Battleforce	26/01/08	650dkr,	750sek,	750nkr,	€70.00,	£50.00
Ork Killa Kan	26/01/08	140dkr,	170sek,	200nkr,	€20.00,	£12.00

OTHER RELEASES

Square Bases set	08/12/07	60dkr,	70sek,	75nkr,	€7.50,	£5.00
Round Bases set	08/12/07	60dkr,	70sek,	75nkr,	€7.50,	£5.00
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Desert Raiders	08/12/07	70dkr,	80sek,	85nkr,	€9.00,	£6.99
Blood Bowl: Rumble in the Jungle	08/12/07	70dkr,	80sek,	85nkr,	€9.00,	£6.99
The Imperial Infantryman's Primer	08/12/07	135dkr,	175sek,	200nkr,	€17.50,	£12.00

COMING NEXT MONTH



Codex: Orks

DON'T FORGET



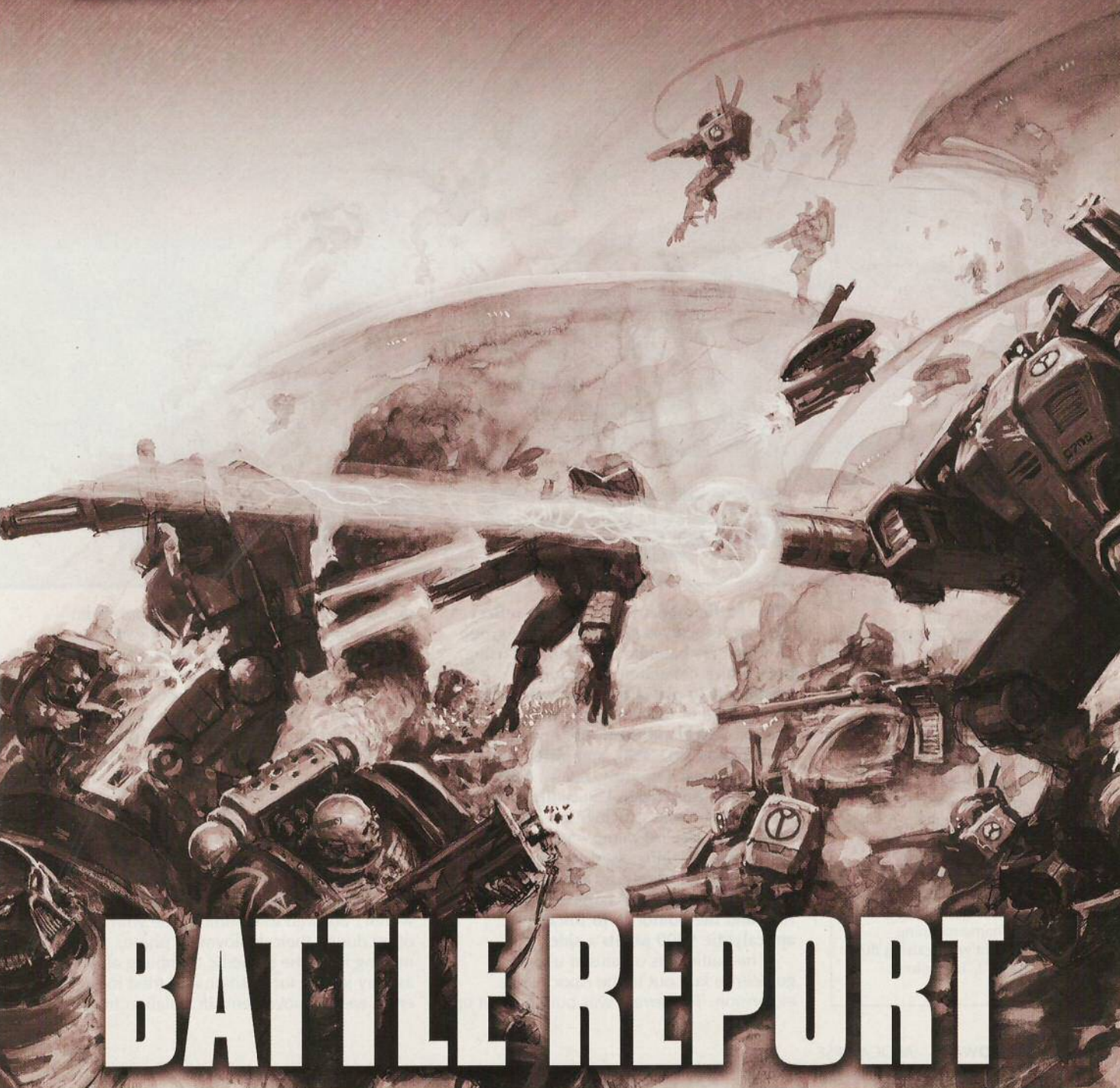
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Ork Trukk

WARHAMMER
40,000

APOCALYPSE



BATTLE REPORT

VALLEY OF BLOOD

In the best White Dwarf tradition, we decided to celebrate the holiday season with a great big battle report. In this Apocalypse battle, the Tau attempt to hold on to their remote outpost in the face of an Imperial planet-strike.



BATTLE FACTS

Forces: Blood Angels (Matt Hutson) and Imperial Guard (Ian Strickland) vs. Tau Empire (Andy Hoare and Andy Hall).

Points: 9000 per side.

Strategic Assets: *Imperial side:* Jammers, Orbital Bombardment, Hold at All Costs, Careful Planning, Scheduled Bombardment, Camouflage (Imperial Guard), Vortex Grenade (Chaplain), and Long-range Ack Ack. *Tau side:* Shield Generator, Disruptor Beacon.

Scenario: Standard Apocalypse Mission.

Location: Valaxa Halo (Imp. design.); Syl'lek'an (Tau name meaning "twilight wind raising dust clouds"), Tau colony.

WARHAMMER
40,000

BATTLE REPORT

This battle report is designed to reflect what Apocalypse is all about – a group of gamers banding together, and using their entire collection of Citadel miniatures to play a massive battle and have a load of fun! We took Matt Hutson and Ian Strickland (from the Apocalypse challenge in WD 333), and pitted them against a huge Tau army, led by Andy Hoare and Andy Hall. Unusually, most of the Tau force was provided by a third hobbyist – Richard Kemp – whose endeavours are discussed on page 24. The forces were bolstered by additions from the Studio armies and Forge World, largely to round the points up to suitably apocalyptic 9000 points a side.

The battle was organised using the guidelines laid out in the Apocalypse expansion. The terrain was built and set up

by Ray Dranfield and Mick Cudworth from Nottingham's Warhammer World gaming hall, and included their lovingly crafted Tau "Area Denial Nodes" (see page 25 for the exclusive Apocalypse datasheet).

Once the deployment zones were set up, the two teams bid the amount of time it would take them to set up. The Imperial side bid 15 minutes, while the Tau side bid 10. This meant that the two Andys would have to deploy first, but would get the first turn. However, Matt and Ian played their trump card, as they had chosen the Jammers strategic asset at the start of the game. This meant that the Tau players weren't allowed to communicate with each other during their deployment phase, making for some comedic bumbling about as they jostled for position and tried to pre-empt enemy movements in isolation from



OBJECTIVES

- A Landing Pad
- B Comms Relay 1
- C Shield Generator
- D Comms Relay 2
- E Comms Relay 3
- F Listening Post

each other. In the end, the Tau side deployed with 20 seconds to spare, with a large contingent left in reserve (including the Rapid Insertion Force).

The Imperial side then proceeded to set up in a much calmer and well-coordinated manner. However, Ian wasted over four minutes of his time heckling the other players. This resulted in him forgetting to place the Bombard and Medusa – much to the Tau players' amusement – forcing them to enter play from reserve. Ian then insisted on making vocal sound effects for all of his tanks and guns, making Matt wish he'd played Jammers on his teammate instead of the enemy. Despite these oversights, the Imperial Guard were deployed to face off against the bulk of the Fire Warrior teams on the western side of the table, while the Blood Angels eyed up the Tau compound.

The Scenario

The army limits were set at 9000 points. The Imperial side weighed in at around 700 points less than the Tau, meaning that they began with three extra strategic assets, in addition to the bonus assets granted by their formidable battle formations.

The terrain was set up by a third party on a 6' x 12' table, and the White Dwarf team nominated the objectives. In the Imperial deployment zone were a Tau listening post and a communications relay point. Two more relay points lay in no-man's land, while the Tau had a landing pad and a shield generator (doubling up as the strategic asset) in their deployment zone.

The Apocalypse mission calls for a time limit to be set for the battle. After the time limit is reached, the game continues until both sides have played an equal number of turns. As we were ready to start playing at 9:30am, we decided to call time at 5:00pm.

With the details out of the way, we were ready to begin. Would the Tau be able to defend their foothold on the planet of Valaxa Halo, or would the Imperium defend their territory successfully?

FORCES OF THE IMPERIUM

IMPERIAL GUARD

HQ

Command HQ
(Heroic Senior Officer,
Commissar,
4 Guardsmen,
Sanctioned Psyker,
and Chimera).

TROOPS

Infantry Platoon

Command Squad
(Junior Officer,
Commissar,
4 Guardsmen,
Sanctioned Psyker
and Chimera).

3 Infantry Squads
(Each has 10
Guardsmen and
Chimera).

Armoured Fist Squad
(10 Guardsmen and
Chimera).

ELITES

10 Kasrkin.

FAST ATTACK

Hellhound.

3 Sentinels.

HEAVY SUPPORT

Leman Russ Vanquisher.

Leman Russ
Exterminator.

3 Leman Russ tanks.

Leman Russ
Demolisher.

Basilisk.

2 Baneblades.

Bombard.

Medusa.



Ian Strickland: Finally, a chance to use my tank collection in a single game! For a devotee of large, armoured, tracked vehicles like me, Apocalypse-scale games of Warhammer 40,000 are the perfect stage. No more pesky force organization charts to hamper my plans to field a steamroller of metal behemoths. Not that I have anything against infantry – like most Imperial Guard players, I just want to field lots of everything!

So, on with the battle plan. I'll be pairing up with White Dwarf's own Matt Hutson, who's fielding his freshly painted Blood Angels Battle Company. Being no slacker in the victory department, and a veteran Space Marine player to boot, Matt will probably go for the glory of taking the big power generator objective. It's all a question of fitness for purpose – Space

Marines are fit for the purpose of giving the enemy a good hiding at close quarters, and Imperial Guard are fit for delivering brutal armoured thrusts!

After conferring with Matt, the plan was agreed. I will conduct a sweep of the right flank, taking the two objectives in the area as I go. As soon as the armoured spearhead has eliminated the Tau forces on the right, I'll swing round to lend my aid to the Blood Angels' assault on the power generator. An aggressive and fluid attack is the order of the day.

I had two strategic assets to choose, and went for Camouflage (5+ cover save in the first turn/vehicles count as obscured). This suited the look of my army, which actually blended quite well into the board! I also chose a Scheduled Bombardment, aiming the strikes at three of the Denial

Imperial Air Support Marauder Bomber



BLOOD ANGELS 3RD BATTLE COMPANY

HQ

Mephiston,
 Lord of Death.

Captain Tycho
 (with 5 Honour Guard
 and Razorback).

Chaplain.

ELITES

10 Death Company.

TROOPS

6 Tactical Squads
 (Each with 10 Space
 Marines and Rhino).

2 Assault Squads
 (10 Space Marines).

HEAVY SUPPORT

2 Devastator Squads
 (Each with 10 Space
 Marines and Rhino).

Land Raider.

Nodes in turns 1, 2, and 3 respectively.

Having said all this, I'm a firm believer in the maxim that no battle plan survives first contact with the enemy, but putting your faith in cold steel and heavy ordnance is about as good an insurance policy as you can get in my book!

Matt Hutson: Having spent every minute of my spare time of the last three months painting red power armour I was really looking forward to actually playing a game with my Blood Angels Battle Company.

Ian Strickland is a real tank enthusiast, and his force proves it! His army will be the perfect ally for mine, adding a lot of long-range fire support to my assault-orientated Blood Angels.

For the battle, I split all my Tactical Squads down into combat squads, with the

ones comprising a Sergeant and special weapon being mounted in Rhinos. These would form up in a line and race towards the Tau base. Spearheading this assault would be Mephiston in the Land Raider. The combat squads containing the heavy weapons and the Devastator Squads would support this assault. I kept the Jump Infantry squads in reserve, ready to Deep Strike in and distract the two Andys away from my assault.

Together with my Battle Company assets I chose Jammers; I hoped it would lead to a few mistakes during the Tau deployment. The second asset I chose was a Vortex Grenade, which I gave to my Chaplain. This is nasty, but can be just as dangerous to your own side. Because of the points difference we also took Long Range Ack Ack to counter any Tau flyers.



Ian Strickland is part of Games Workshop's production team, responsible for the photography and layout in our rulebooks. He is also a dedicated Imperial "tread-head". Matt Hutson is a familiar name to White Dwarf readers – he's one of our graphic designers, and is renowned for painting impressive armies quickly!

FORCES OF THE TAU EMPIRE

TAU FORCE ALPHA HQ

Commander Shadowsun.

Ethereal.

Shas'el Commander
(with Gun Drone and
Shield Drone).

ELITE

Rapid Insertion Force
(6 XV25 Stealth Suits,
3 XV8 Crisis Suits,
3 XV8 Crisis Suits, and
2 XV8 Crisis Suits).

TROOPS

2 Fire Warrior Teams
(each with 9 Fire
Warriors).

18 Kroot
(plus Shaper, 6 Kroot
Hounds and 3 Krootox
Riders).

FAST ATTACK

2 Vespide Strains.

2 Pathfinder Teams
(with Devilfish).

3 Piranhas.

HEAVY SUPPORT

Hammerhead.

2 XV88 Broadside Suits.

2 Sniper Drone Teams.

4 Heavy Drones.

3 Knarloc Riders.

Great Knarloc Pack
(3 Great Knarlocs).

Interdiction Cadre
(2 Hammerheads,
2 Sky Rays).



Andy Hoare: I've played against Tau in Apocalypse missions a couple of times, but this will be the first time I've played with the army. The Tau have plenty of advantages in large games, in particular their manoeuvrability and long range firepower, both of which are vital in the Apocalyptic mission.

However, the Tau have one disadvantage in this mission – they'll have to hold a number of objectives if they are to win. The Tau aren't made for holding positions, and so our tactics will need to account for this annoying weakness.

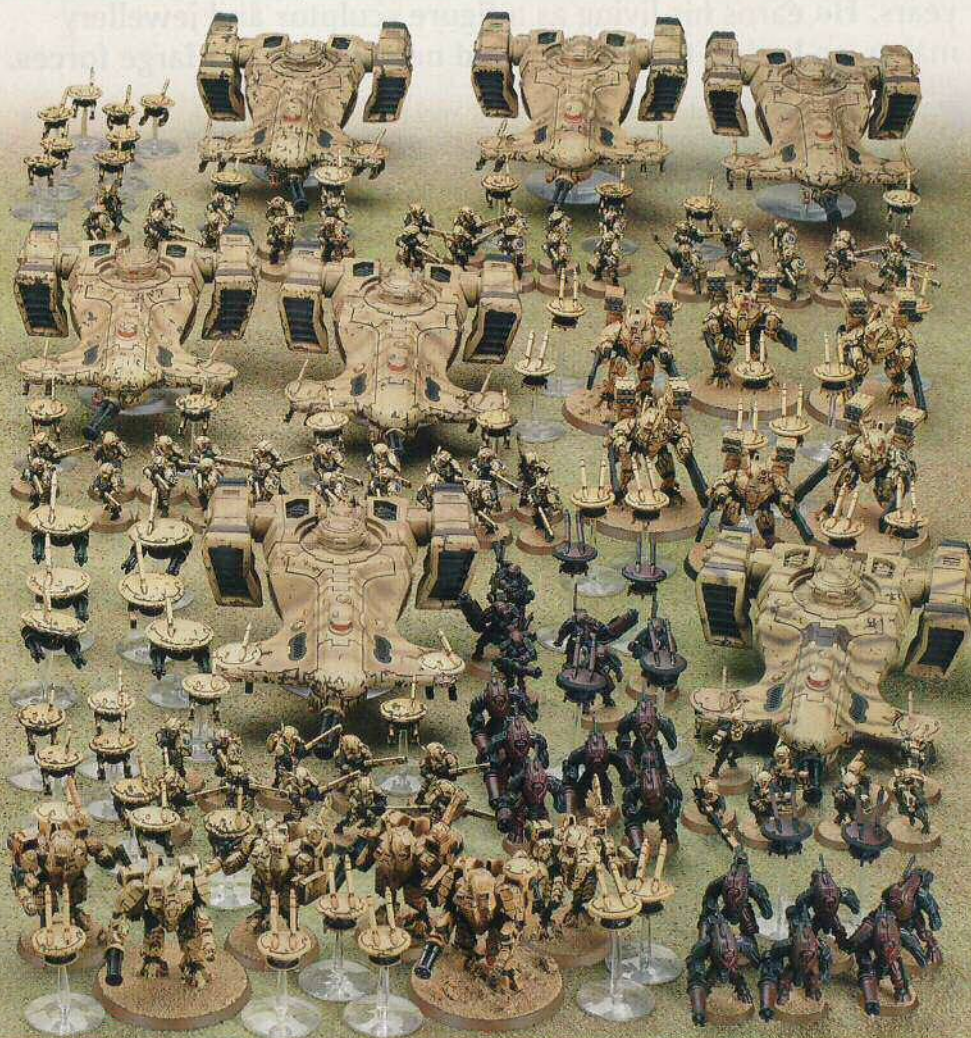
The answer is to be found in the background to the race. The Tau practise a battle philosophy called the Kaupon – the Patient Hunter. This relies on drawing an enemy onto a lure, and then counter-attacking with overwhelming force. As we

know that the enemy will be coming towards us, looking to claim the objectives in our own deployment zone, we plan to force them to do so through a storm of fire. We'll then counter-attack with a Rapid Insertion Force held in strategic reserve, deep striking the battle suits behind the Blood Angels, and hopefully gunning them down in short order. I have a suspicion that the Blood Angels may use the Flank March strategic asset to come in behind the Tau base, so we'll be sure to crowd the area with Kroot and Vespids, to deny the Space Marines options and to respond to any moves they make.

And while all this is happening, we'll be using other units to make a play on the objectives in no-man's land and in the enemy deployment zone. The plan here is to use the flyers to clear the objectives of

Tau Air Support

Barracuda Heavy Fighter
Tiger Shark AX-1-0



TAU FORCE BETA HQ

2 Shas'el Commanders (with 3 Shield Drones and 2 Shas'vre Bodyguards).

ELITE

3 XV15 Stealth Teams (each with Shas'vre and 2 Shield Drones).

TROOPS

6 Fire Warrior Teams (each with 10 Fire Warriors, Devilfish and 2 Gun Drones).

FAST ATTACK

Pathfinder Team (with Devilfish and 2 Gun Drones).

2 Gun Drone Squadrons.

HEAVY SUPPORT

2 XV88 Broadside Teams (each with Shas'vre and 6 Shield Drones).

4 Area Denial Nodes.

6 Heavy Gun Drones.

the enemy, and then to move in on them right at the end of the game.

Andy Hall: I'm approaching this one with a mixture of excitement and dread.

On the one hand, the Tau will be able to bring down some massed firepower with a Rapid Insertion Force containing nine Crisis Suits and an Interdiction Cadre that has two Hammerheads and two Sky Rays attached. Let's not forget the presence of a Tiger Shark, Barracuda, those Area Denial Node rail cannons, and over 70 pulse rifle-armed Fire Warriors.

On the other hand, we will be facing off against a whole host of Imperial armour, including two Baneblades, and there is also the small matter of a Blood Angels Battle Company, who will be itching to engage the Tau in close combat.

Although I would have liked even more Hammerheads and as many railguns as possible in our force, we were tied to the models in the Studio's and Richard Kemp's excellent-looking armies. Still, six Broadside Battlesuits should give even the bravest Commissar pause for thought.

Andy and I both agreed early on to split the force into roughly half each. I would take command of Richard's army, while Andy would field the Studio force. We would share the flyers, as they would have the range to get to the greatest threat. I planned to use the six Fire Warrior Teams, in their Devilfish, to try and gain at least two objectives from the Imperial Guard, leaving Andy with the Sky Rays, Hammerheads and the Rapid Insertion Force to defend the Tau-controlled objectives and fend off the Space Marines.



Just to confuse you we put the two Andys on the same team. **Andy Hall** is White Dwarf's resident writer, and editor of *Fanatic* online – he only just manages to find time to paint Tau! On the other hand, **Andy Hoare** is one of the Studio's talented Games Developers, who literally wrote the book on the Tau Empire!

TAU EMPIRE

Richard Kemp has been into miniature gaming for many years. He earns his living as a figure sculptor and jewellery maker, so he has the steady hand needed to paint large forces.

Being foremost a painter and modeller, especially for miniatures in the First World War era, Richard suddenly had the urge to paint a Warhammer 40,000 Army. As you can see from the size of this force, he doesn't do things by halves!

"I've been good friends with Dave Andrews (*One of our veteran terrain makers – Grombrindal*) for a long time. So when I mentioned to him that the guys in my gaming group were playing Warhammer 40,000, and I thought it was time I painted an army, he mentioned – knowing what I was like – that Apocalypse was coming," says Richard.

"Of course, I didn't have access to Apocalypse, nor any knowledge of how it worked at that time. I just knew, from what Dave told me, it was going to be about big games. So I bought the Tau Empire Codex and worked out the largest force I could get and then set about purchasing the models I needed."

When starting a new army, most of us would start the project in logical stages – getting some miniatures, painting them up before moving on to the next purchase, Richard's method was quite different. "I got it all in one go and then assembled and cleaned up all the tanks and miniatures before I even started to undercoat any models," he explains.

With his large Tau Force all assembled and cleaned up, Richard's next task was to start painting them. Again, he went for a

very methodical approach. "I undercoated the entire force Chaos Black. Once this was done, I started on the Fire Warriors – I aimed to get ten models or one tank painted in a single evening. I wouldn't start on the next model or unit until the current batch was completed."

For the colour scheme, Richard followed the advice for painting the Tau Desert scheme found in the Codex, although he used his faithful airbrush on the Devilfish. He stayed true to the process as described in the book, but there was one technique he developed for the final layer. "What I did was thin down the paint so there was hardly any colour in it; you could almost see the pigment particles floating in the water. This was then applied to the model in droplets. I let the droplets dry and, as the water evaporated, the pigment came to rest on the figure in a fine sheen. It's a very difficult thing to master, because if you leave your droplets too thick with paint then you'll get a horrible, bobbly effect – the exact opposite of what you're trying to achieve!"

The other major difference between Richard's force and the Studio army is the condition of the troops and their equipment. "I know Tau are meant to be very clean and shiny, but I did a lot of weathering on the figures to get the feeling they were mid-campaign. That's why all the tanks and battlesuits are muddy and heavily chipped."



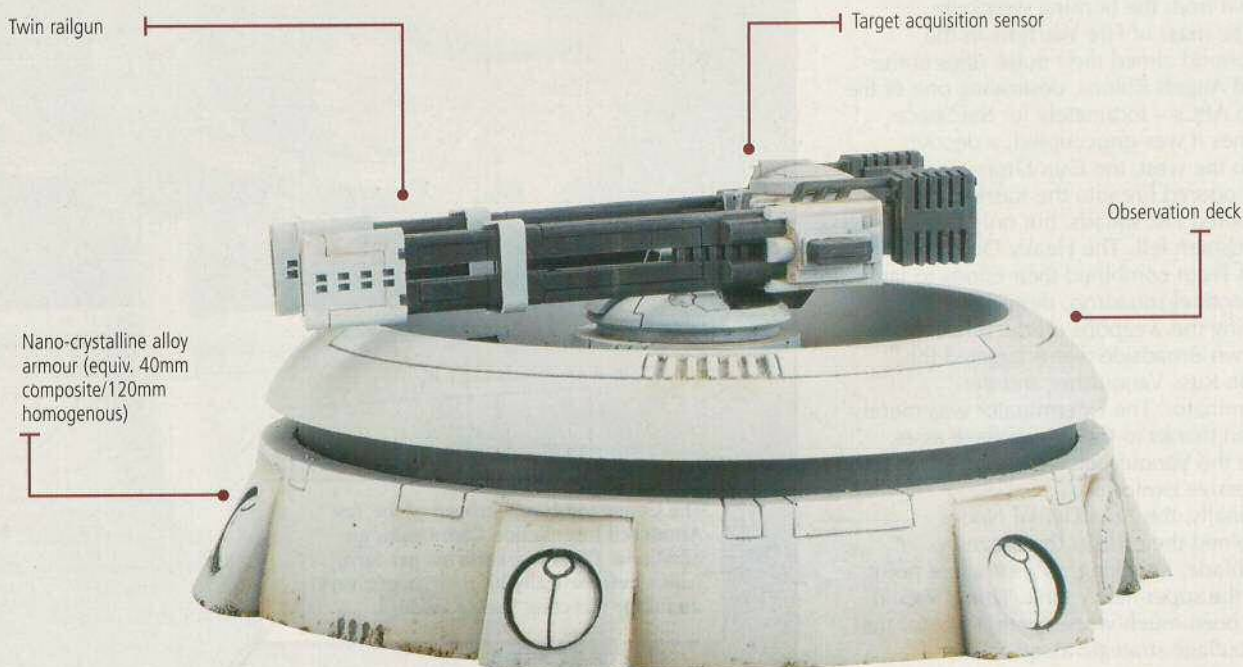
AREA DENIAL NODE

POINTS: 175

Tau strategic doctrine dictates manoeuvre warfare over stationary defence, meaning that it is only in the most critical situations that a position will be defended to the last. The use of Area Denial Nodes allows mainline Fire Caste units to pull back safely in the face of overwhelming enemy attack, whilst still opposing the enemy's assault and punishing him for any gains he makes. Far better, it is reasoned, to lose the drone-controlled guns than to risk the lives of valuable Fire Warriors.

Area Denial Nodes are employed by the Tau around vital installations, and provide a screen of anti-armour and anti-

personnel fire, through which only the most determined of enemies will attack. Each node is a stationary gun emplacement, its targeting systems controlled by an advanced drone intelligence. Each node forms one part of a network of emplacements, each able to combine fire with its neighbours. When two or more such weapons are brought to bear upon a single target, the results are often devastating. In at least a dozen reported instances, Area Denial Nodes have disabled enemy super-heavy vehicles, and it is even reported that a battery of seven nodes engaged and destroyed an Imperial Scout Titan at the battle of Dal'yth.



UNIT: 1 Area Denial Node

TYPE: Super-heavy vehicle
(immobile)

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

Turret-mounted twin-linked railgun.

ARMOUR				
BS	FRONT	SIDE	REAR	
3	12	12	12	

Submunition: Instead of firing the standard, solid shot round, the Area Denial Node may fire an explosive submunition. When rolling to wound against models hit by the blast, unsuccessful wounds may be re-rolled.

Point Attack: Area Denial Nodes are networked together, allowing them to combine their fire to fearsome effect. Declare before rolling to hit that a point attack is to be made, using two or more nodes, and then declare the target they are combining fire upon. Only a solid shot may be used. Roll to hit for all of the nodes firing. If two or more shots hit, then they all benefit from the Destroyer rule.

WEAPON	RANGE	STR	AP	SPECIAL
Railgun (solid shot)	180"	10	1	Heavy 1
Railgun (submunition)	72"	6	4	Heavy 1, 5" Blast

TURN 1

Tau Turn 1

The drone of Devilfish engines filled the air as the Tau on the west side of the board made the opening moves of the battle. Recognising that they were outgunned by the Imperial Guard tanks arrayed against them, the Tau forces realised that careful manoeuvring would make all the difference. On the eastern flank, the compound defenders had no such worries, and they opened the Shooting phase in style, killing a Blood Angels Devastator and destroying Mephiston's Land Raider. The Lord of Death was unceremoniously thrown from the burning wreckage.

The mass of Fire Warriors in the compound aimed their pulse rifles at the Blood Angels Rhinos, destroying one of the tough APCs – fortunately for the Space Marines it was unoccupied; a decoy!

To the west, the Gun Drones on the far flank poured fire into the Kasrkin and Armoured Fist squads, but only two Guardsmen fell. The Heavy Drones and a Crisis Team combined their efforts to target the Sentinel squadron, destroying one and blowing the weapons off the other two! The two Broadside teams targeted the Leman Russ Vanquisher and the Exterminator. The Exterminator was merely shaken thanks to the Camouflage asset, while the Vanquisher was destroyed in an impressive explosion.

Finally, the Area Denial Nodes combined their fire at the nearest Baneblade, knocking off a structure point from the super-heavy tank. Things would have been much worse were it not for the Camouflage strategic asset!

Imperial Turn 1

Despite the nearby Tau Disruptor Beacon, the Death Company entered the battle by Deep Striking near the compound. Keen to get to grips with the enemy, Blood Angels across the battlefield gunned the overcharged engines on their Rhinos. All but two of the APCs surged across the battlefield towards the foe – those that got closest to the enemy promptly discharged their smoke launchers. The Imperial Guard battle line moved as one, the ground trembling beneath the many tracks.

The Shooting phase opened with a Scheduled Bombardment, aimed at the first Area Denial Node. The rail cannon emplacement was hit four times, and lost a structure point.

Every Blood Angel who was able opened fire at the Tau in or near the compound. However, thanks to a

The Sky Rays behind the tower used the markerlights that were in play to lock onto the Blood Angels Land Raider, destroying the transport in an impressive pyrotechnic display.



The Command Hammerhead of the Tau Armoured Interdiction Cadre gains an additional D3+1 markerlights per turn, which automatically hit their target; very useful for directing Seeker missiles.

combination of poor dice rolling and the fortified walls of the Tau outpost, not a single casualty was inflicted! On the western flank a plasma-gun-armed Blood Angel even managed to kill himself with his overheating weapon. Frustrated, Matt revealed his trump card and the Chaplain threw a Vortex grenade at the nearby Broadside team, sucking one of the battlesuits into the ether.

The Imperial Guard had a little more to cheer about, as Gun Drones and Crisis Suits fell to the massed firepower of the Chimeras and Leman Russ battle tanks. Then the Baneblades spoke – between them, the two metal behemoths took down three Shield Drones, destroyed a rail cannon on the second Area Denial Node, destroyed the burst cannon on a Devilfish and Crew Stunned a second Devilfish.



The Broadside had mixed fortunes in the first Shooting phase, but proved their worth by destroying a Leman Russ Vanquisher with a single railgun shot.

Within the compound, the Tau forces were incredibly resilient. The fortified walls afforded the ranks of Fire Warriors a 3+ cover save, while the pulsating shield generator makes all vehicles within the compound count as obscured for shooting.



OBJECTIVES

- A** Landing Pad
- B** Comms Relay 1
- C** Shield Generator
- D** Comms Relay 2
- E** Comms Relay 3
- F** Listening Post



Turn 1



Vortex Grenade

The Vortex Grenade is probably the most feared strategic asset in Apocalypse. Anything this template touches is sucked into the Warp with no chance of survival, and then the crackling rift remains in play, drifting around the board bringing chaos with it!

TURN 2

This turn saw death from the skies, as both sides received some much-needed air support. In addition, the Imperial orbital bombardments struck home, adding to a deadly fusillade that tore across the battlefield.

Tau Stealth Teams arrived on the field, one deep striking onto the landing pad objective, and the others entering near the listening post. All around them, their comrades opened fire at the approaching Blood Angels and Imperial Guard squads. A Tiger Shark and Barracuda also entered the fray this turn, dominating the skies above Valaxa Halo. Space Marines and Guardsmen began to fall, none more heroically than the Blood Angels Chaplain, whose Rosarius protected him from Sniper Drones and two Broadside rail cannons, but who finally succumbed to a Hammerhead's smart missile system!

In the Imperial turn, an Orbital Barrage smashed into the Tau battle line, killing nine Fire Warriors, before two units of Blood Angels Assault Marines entered play from reserve, unperturbed by the Disruptor

Beacon in the compound. The forgotten Bombard and Medusa rumbled onto the field from the northernmost edge, while a Marauder Bomber thrust into play, bombing the Kroot to oblivion. All across the battlefield, Imperial Guard weapons opened up at the massed ranks of Fire Warriors before them. Multi-lasers and heavy bolters made short work of the aliens, and another dozen fell.

In the Assault phase, the Space Marines had mixed fortunes. While the Tactical Squad nearest the listening post saw off the Stealth Team threat, a lone Veteran Sergeant fell to a pair of Crisis suits. On the eastern side of the battlefield, Mephiston and two Tactical Squads stormed the compound and breached the Tau defences (see note 6).





Bombing Runs

The Imperial Marauder made its presence known in style, dropping a deadly payload of four bombs onto the packed Kroot formation in the southeast corner of the board. In the Shooting phase, Matt rolled 4 times for the Apocalyptic Barrage template – once for each bomb – to see where they landed. With a fairly even spread, the deadly bombs claimed 16 Kroot and two Kroot Hounds!

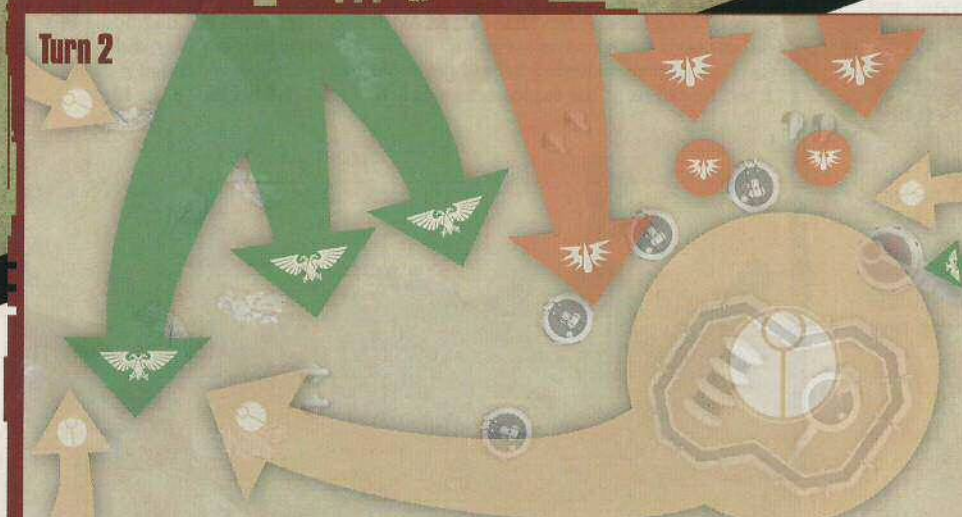


ANNOTATIONS

- 1** The Vortex grenade backfires, moving into the midst of the Death Company and killing seven of them instantly without the chance of even a basic armour save!
- 2** Thanks to the Armoured Interdiction Cadre's markerlights, the Tiger Shark causes structural damage to a Baneblade with its deadly seeker missiles, while the Barracuda accounts for two Devastators.
- 3** Still reeling from the aerial attack, the Devastators on the eastern hill are promptly wiped out by the combined firepower of the Pathfinders and the Ion-cannon-armed Hammerhead!
- 4** Conversely, the majority of models in the Tau compound open up at the nearby Rhinos, but fail to do more than Immobilise one thanks to the smoke screens shielding them.
- 5** The Baneblade nearest the centre of the field fires all of its weapons at the nearest squad of Fire Warriors, wiping them out completely and destroying their Devilfish transport!
- 6** Mephiston leads two Combat Squads into an assault against the compound walls, personally slaying six Fire Warriors and launching a sweeping advance into the Great Knarlocs beyond.



Turn 2



TURN 3

The turn opened with the Vortex scattering 6", taking it dangerously close to the Hammerhead in the Tau compound. The Imperial side then interrupted proceedings to play their Long-range Ack Ack strategic asset on the Tiger Shark, inflicting a structure point of damage and shaking the gun crew. In an eventful pre-turn sequence, one of the Crisis teams, having been broken in the previous turn, fled the battle, while the two Andys managed to reverse their fortunes somewhat by repairing the Area Denial Nodes.

At the start of the Tau Movement phase, the Rapid Insertion Force swept onto the eastern flank in the midst of the Blood Angels contingent. Bolstered by these new arrivals, the entire flank erupted in a torrent of firepower, concentrated almost entirely on the Assault Marines. In the end, a dozen Pathfinders, two Devilfish, the Piranhas, a Stealth Team, two Crisis Battlesuit teams and even the Barracuda all unleashed their weaponry at one of the Assault Squads, killing every last Space Marine!

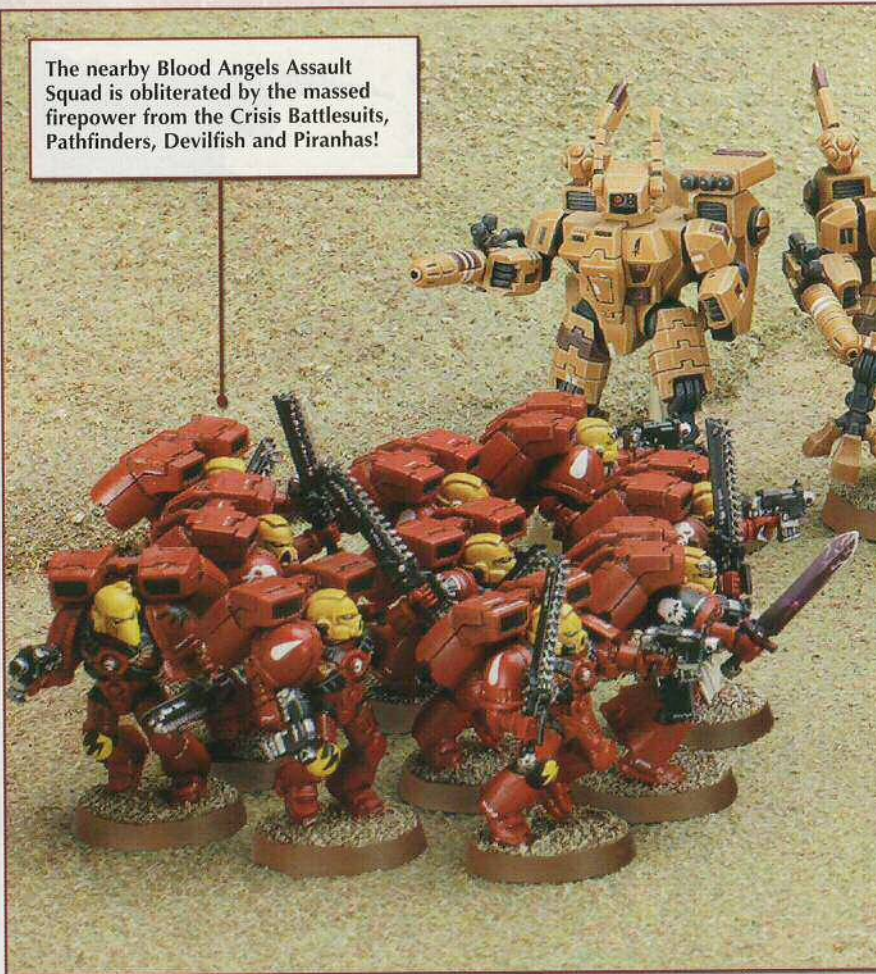
On the opposite flank, the two Stealth Teams targeted the Space Marine Combat Squads before them, slaying three Blood Angels in total. Andy (Hall) used a Fire Warrior Team, a Devilfish and his Gun Drones squad to shoot the Kasrkin; in an abysmal round of shooting, Andy scored 15 wounds, but only killed 5 Kasrkin.

Elsewhere, the Area Denial Nodes combined their railcannon fire at the nearest Baneblade. With no camouflage to protect it this time, the Baneblade went up in smoke.

In the Assault phase, the Pathfinders over to the west side of the battlefield faced off against a unit of Guardsmen, and managed to defeat them. The plucky Imperial soldiers held fast. In the compound, Mephiston failed to Transfix a Great Knarloc, but successful boosted his Attacks to 7 in total, slaying one of the super-evolved monsters outright! The Tactical Squads also slew a Great Knarloc, and the Blood Angels made a sweeping advance to continue their rampage. Mephiston headed for the nearest Broadside team, while the Tactical Squads crashed headlong into a Vespide squad and a Heavy Gun Drone Squadron.

Despite the deadly close-quarters fighting in the main compound, the Tau forces fought back in typical fashion. The Rapid Insertion Force arrived, making a major impact, while the Tau firepower pounded the Imperial Guard.

The nearby Blood Angels Assault Squad is obliterated by the massed firepower from the Crisis Battlesuits, Pathfinders, Devilfish and Piranhas!



Destroyer

Having self-repaired at the start of the turn, all four of the Area Denial Nodes opened fire at the nearest Baneblade. With their combined fire upgrading the rail cannons to Destroyer weapons, the Baneblade exploded! Thankfully for the Guardsmen sheltering behind the super-heavy tank, Andy rolled a double 1 for the radius of the explosion, so only one man lost his life to the blast.





The Rapid Insertion Force deep strikes into battle, evening up the odds for the Tau in dramatic fashion.



TURN 3 *continued...*



OBJECTIVES

ANNOTATIONS

- 1** The next Scheduled Bombardment hits home, destroying an Area Denial Node.
- 2** The Marauder continues its onslaught. Swooping over the heads of the newly arrived Rapid Insertion Force, it drops all eight remaining bombs on the heads of the battlesuits, killing Shadowsun's Shield Drones, a regular Shield Drone and two Crisis battlesuits. A second Crisis suit falls to the Marauder's lascannons.
- 3** The Medusa, three Tactical Squads and the Honour Guard open fire at the Crisis teams. The rapid-firing bolters, cut down all but one battlesuit, which Tycho promptly vaporises with his meltagun. The Crisis Commander is killed by the Basilisk, when an Earthshaker shell lands on the unfortunate Tau's head!
- 4** The remaining Baneblade immobilises a Hammerhead and destroys another Area Denial Node.
- 5** The second Assault Squad takes out an Area Denial Node with its meltabombs, while one of the Combat Squads in the compound defeats and runs down the Heavy Gun Drones.



Lord of Death

With his Might of Heroes psychic power in full effect, Mephiston is a fearsome foe. Having slain six Fire Warriors single-handedly in Turn 2 and a Great Knarloc in the Tau Turn 3, he turned his attentions to the nearby Broadside team and cut them down, too!





OBJECTIVES

- A** Landing Pad
- B** Comms Relay 1
- C** Shield Generator
- D** Comms Relay 2
- E** Comms Relay 3
- F** Listening Post



Armoured Fist

In this turn, Ian's Imperial Guard tanks finally showed what they were made of! The Leman Russ Demolisher and Exterminator finished off the nearest Fire Warrior Team, while the two standard Leman Russ battle tanks combined to take down a railgun emplacement. Finally, massed multi-laser fire from three Chimeras wiped out an entire Gun Drone Squadron!



TURN 4

Having weathered the storm of Xenos firepower in the previous turn, the Imperial side aimed to roll right over the objectives. However, the swiftness of the remaining Tau forces could still secure victory.

The Tau, realising that the situation looked bleak, made an all-out break for the objectives. Embarking into their Devilfish transports, the Pathfinders on the east flank redeployed to protect the landing pad, while in the centre of the field, 16 Fire Warriors from two disparate teams surrounded a communications relay point.

The Tau shooting was devastating. Rail cannon fire spoke out across the battlefield, obliterating two Leman Russ battle tanks. One exploded, taking an infantryman with it. To the west, Devilfish, Fire Warriors and Gun Drones all targeted the Imperial foot troops, wiping out the Kasrkin and a Cadian Infantry squad. Rapid-firing pulse rifles claimed two Blood Angels Rhinos, while even mighty Space Marines fell in droves (note 2). Finally, the remaining Stealth Team charged the Blood Angels at the listening post, for the Greater Good!

The Imperial response was typically blunt and brutal. The Marauder destroyed a Piranha, paving the way for the rest of the Imperial forces to scour the landing pad of the

enemy (note 3). The Medusa and the Bombard on the north hill launched their shells at the two Sniper Drone teams – the resultant scatter killed only two Drones, but managed to immobilise the command Hammerhead.

In the Assault phase, the remaining Assault Marines charged the Knarloc riders, wiping them out and launching a daring sweeping advance to claim the landing pad. The Tau followed suit on the other flank, however, by slaying the Blood Angels Tactical Squad and claiming the listening post objective in the Imperial deployment zone.

The battle came to a close as the two forces counted the terrible toll inflicted upon them. But as the smoke cleared, the Tau had already begun to withdraw – the world of Syl'lek'an would have to be abandoned to the Imperial forces. For now.

**IMPERIAL
VICTORY**

FINAL OBJECTIVES



4



2

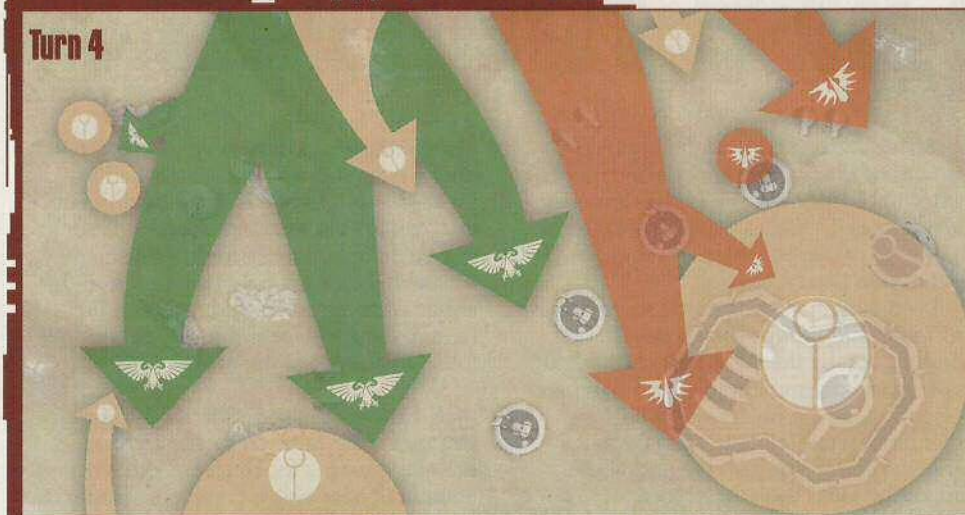


OBJECTIVES

See this board up close at Warhammer World!



Turn 4



OBJECTIVES

- A** Landing Pad
- B** Comms Relay 1
- C** Shield Generator
- D** Comms Relay 2
- E** Comms Relay 3
- F** Listening Post



ANNOTATIONS

- 1** In the Tau turn, the Vortex destroys another Broadside battlesuit, before vanishing from play in the Imperial turn.
- 2** The Blood Angels Honour Guard is wiped out by the remaining Tau on the east flank, leaving Tycho standing alone against the Xenos threat.
- 3** Every Imperial Guard tank and Space Marine transport with line of sight to the landing pad opened fire, destroying the Piranha squad.
- 4** A full squad of Fire Warriors and their Devilfish had crowded onto one of the communications relays, attempting to hold it at all costs. Now they were targeted by a Leman Russ, an Exterminator, a Demolisher and two Chimeras, wiping out every last Tau and scouring the objective clear.
- 5** After two Assault phases of bloody combat, the Tau Stealth team finally manage to wrest control of the listening post away from the Blood Angels, defeating the Space Marines in combat.

BLOOD AND THUNDER

Hero of the Imperium

Our star of the battle has to be Mephiston, Lord of Death. Seemingly single-handedly butchering his way through the Tau's defensive line, his attack on the shield generator objective undoubtedly won it for Matt. And watching Mephiston lop the head off a Great Knarloc was deeply satisfying!



Ian Strickland: Looking at the big picture, a resounding win for the Imperial side, but a somewhat Pyrrhic victory for the Imperial Guard. I nearly had to wipe away a tear when one of the Baneblades was destroyed by the Area Denial Nodes!

Everything had been going so well until the Tau's fourth turn, when a devastating bombing run by the Tiger Shark wiped out my Leman Russ squadron, which had been poised to take the objectives, whilst my other tanks were trying to mop up the surviving Tau infantry. In the end, these supporting tanks took the objective anyway, due to Andy's utter lack of anti-tank weaponry on his flank. If anything, this was his biggest mistake, and pretty much gave me a free ride on my half of the table, even though it did feel like I was using a sledgehammer to crack a nut sometimes. Still, there's nothing wrong with that approach according to Imperial Guard doctrine!

I think my biggest mistake was neglecting my infantry on the hill. By getting whipped up in the excitement of moving all my tanks, I didn't bother moving the footsloggers. In hindsight this would have allowed them to take the listening post, which in the end was claimed by a Stealth Team that overwhelmed the Blood Angels combat squad protecting it. By the time I was alerted to the danger, the Imperial Guard infantry were too far away to affect the outcome.

I was glad we managed to knock out the railgun platforms

eventually, without them causing too much grief – even if the Blood Angels had to melta-bomb one of them! All in all, I felt my Cadians did the Emperor proud, but there's definitely room for improvement. Meanwhile, it's enough that we raised the aquila over the battlefield, and that the light of the Emperor is once more restored to a dark corner of the galaxy.

Matt Hutson: In the end it was a clear victory for the Imperial force. Early on, though, it wasn't looking so good. My first Shooting phase was a complete disaster. I just couldn't seem to penetrate the armour of the Tau Hammerheads. My own Vortex grenade killing seven of my Death Company was almost a calamity. Still, they fulfilled their role in the plan, as it took an enormous amount of firepower from the Tau to finish them off. In fact, this was a theme of the battle – mainly through my ability to make lots of armour saves when it counted, my Blood Angels just wouldn't lay down and die!

A huge factor in our win had to be the two Andys' incorrect assumption that I would Flank March my Assault Squads into play. This meant that dangerous units such as the Kroot were too far away from my main assault. It only took Mephiston and two Combat Squads to smash their way through the compound defenders in the end. The most satisfying moment of the game for me had to be killing the Tau Rapid Insertion Force, largely through the Marauder's bombing run.

All in all, the game turned out to be quite a tactical one, with large sweeping tank and troop movements, which made for quite a cinematic battle that was lots of fun to play.

CURBED AMBITIONS

Andy Hoare: Well, that was brutal! We certainly managed to lure the Blood Angels across the open ground, but unfortunately, the Rapid Insertion Force just didn't manage a convincing enough counter-attack. Once even a small number of Blood Angels got in amongst the units defending the base, they were protected by both the shield generator, and by the fact that I couldn't target them because they were engaged in close combat.

One of my favourite moments came when I destroyed a Blood Angels Land Raider on a glancing hit, expecting some Terminators to come piling out. I was pleasantly surprised when Matt placed Mephiston himself next to the wreck. I knew the Chief Librarian would still be on my lines pretty fast, but at least he'd be slowed a bit, and I might even get the chance to shoot him as he came in.

So, what did we do wrong? Perhaps we should have used the more refined variation on the Kauyon and not actually had any troops at all defending the base. We could then have put all of our effort into the counter attack, but would have lost the chance to whittle down the Blood Angels' number as they came in.

Either way, it was a really fun game. The terrain looked great – complimenting Ian's army very well, as the camouflage he'd used on his vehicles matched the table surface. Matt was a challenging opponent as ever, and Andy was a great teammate. All in all, a memorable game

that lived up to everything the Apocalypse supplement is about.

Andy Hall: Well that was suitably apocalyptic, with lots of destruction on both sides. In the end, though, the Imperium won – the speed and brutality of the Blood Angels overcoming the Tau firepower. It didn't start very well, with Matt and Ian placing Jammers on us, which stopped us communicating in the crucial deployment phase. The positioning of the Kroot was a gamble that didn't pay off – we were expecting a flank attack from that side of the battlefield, but instead the Blood Angels decided to slog it from the Imperial deployment zone, leaving the Kroot stranded.

There were quite a few moments for the Tau to rejoice; the Stealth Team's last minute capture of the listening post, the destruction of the Baneblade and the Vortex Grenade swallowing the majority of the Death Company being but three. However, with a two-objective lead, the day clearly belonged to the Imperium.

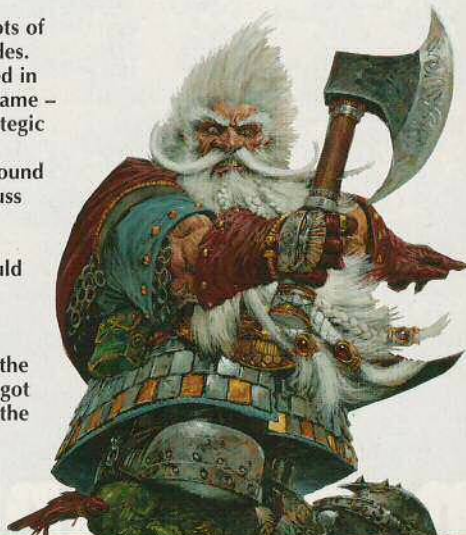
Master Hunter

One of the most useful members of the force was the command Hammerhead of the Armoured Interdiction Cadre. The ability to put markerlight hits on any enemy within the command tank's line of sight was incredibly useful, and led to some highly effective fire against the Baneblades and other armoured targets.



White Dwarf Says...

This was a great battle, with lots of dramatic moments for both sides. The Tau were severely hindered in the deployment phase of the game – partly due to the Jammers strategic asset – and they never really recovered. Andy Hall's force found itself facing a line of Leman Russ tanks and Chimeras, with very little heavy weaponry to use against them. His best bet would have been to fly beyond them and target the infantry, but he opted instead to try and hold the objectives at all costs. On the east side, Matt's Blood Angels got a pummelling from the Tau in the compound, but once they got into the combat all those big guns counted for very little!



WELCOME TO WARGAMING

It's Christmas; season of goodwill, too much food and many presents! Perhaps you're reading this now because you've received White Dwarf in your stocking. Maybe you've never played a wargame before. If so, we'd like to take this opportunity to welcome you to the amazing world of the Games Workshop Hobby.



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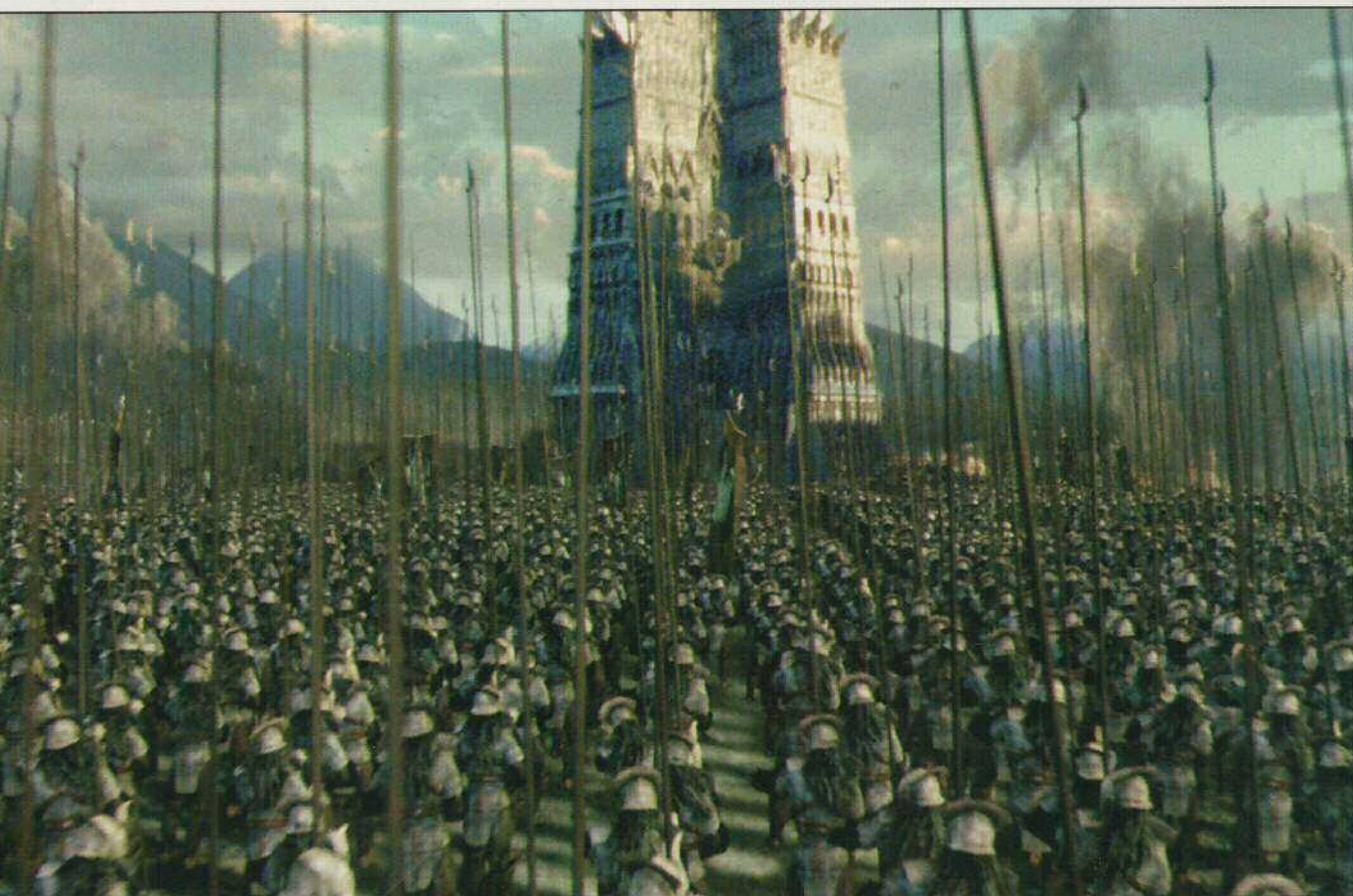
Painting Citadel miniatures is one of the most satisfying parts of the hobby – there's nothing quite like looking at a massive army you have painted yourself. Although it takes time to become as good as the 'Eavy Metal team, who paint most of the models in our books, it doesn't take much practice to be able to create an eye-catching army.



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MIDDLE-EARTH[™] IN FLAMES



The map for the Middle-earth in Flames campaign can be found at the end of this article. We recommend enlarging it on a colour photocopier. Alternatively, you can download a PDF version of the map and the counters from our website. Just log onto:

www.games-workshop.co.uk/thelordoftherings

War has come to Middle-earth, as mighty armies try to claim the land for their own! Mark Latham presents a new map campaign for The Lord of the Rings strategy battle game.

This complete campaign is set around the dramatic events shown in both *The Two Towers* and *The Return of the King* films, specifically the military campaigns wrought by Saruman against Rohan, and Sauron against Gondor.

The campaign uses a map (see page 48), and allows you to take the part of one of the four great factions – Gondor, Rohan, Isengard and Mordor – moving your forces around the map, claiming territories and fighting out encounters as separate battles. Additionally, we present some advice for creating map campaigns of your own.

What is a map campaign?

While a narrative campaign follows a set story through a series of defined battles, a

map campaign has two separate elements – the Campaign Turns and the battles themselves. In the Campaign Turns, you use a map to plot the locations and movement of each of your armies, allowing you to choose which battles to fight and which to avoid. The second stage is to play the battle games – these are used to resolve what happens when armies clash on the map. Like in most campaigns, there are several options for each player to achieve their victory conditions. This means that the combined events of a Campaign Turn become part of a larger strategic game.

Finally, as the campaign progresses you will have the opportunity to expand your fledgling force into a powerful army, giving you a great incentive to paint fresh troops!

CAMPAIGN RULES

Players and forces

This campaign is designed for four factions: Gondor, Rohan, Isengard and Mordor. These are represented by appropriate army lists from *Legions of Middle-earth* or our sourcebooks, as detailed below. This allows up to four players to take part, each assuming control of one of the factions, though the campaign can also be played with just two or three players. With two players, each person takes two factions, either both of the Good nations of Gondor and Rohan, or the Evil realms of Isengard and Mordor. In a three-player game, one player takes both of the Good or both of the Evil factions, while the remainder are split between the other two players.

Armies

Each player will control a number of armies during the game, representing the forces he can bring to bear in any given area. Army Markers are used to show the locations of your armies on the campaign map. Army Markers and Territory Markers are printed with the map – these are provided for you to cut out and use while playing your campaign.

Each Army Marker has a points total assigned to it. Every time an army needs to fight against another army, the player creates his force to a points limit equal to the army's points total. The minimum points total an army can have is 300 points, while the maximum is 600 points. In addition to this, each faction can only control a maximum of five armies at any one time. At the start of each battle, the players choose a new force from the appropriate army list in *Legions of Middle-earth* or a sourcebook.

Factions

To start the campaign, each player must choose one of the four factions to play. He then gets to place two armies on the map. One is placed on the capital and the other is placed in an adjacent space. These armies each start out with a points total of 300.



Rohan



Gondor



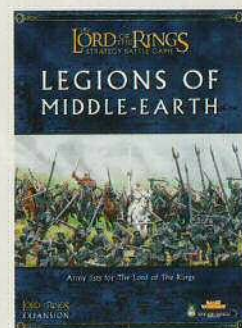
Mordor



Isengard

Legions of Middle-earth

This expansion for The Lord of the Rings strategy battle game is an invaluable guide to the armies of Middle-earth. Within its pages you will find army lists for every faction from the strategy battle game. Example armies are shown on the following pages.



Right: Armies for each faction must be chosen from a relevant army list in *Legions of Middle-earth* or a sourcebook, using the guidelines on the following pages. You can use any list related to your faction – this example is of a Minas Tirith army with Fiefdom allies, while the example overleaf uses the Tower of Ecthelion list.



Left: The Middle-earth in Flames map covers the areas of Mordor, Gondor, Isengard and Rohan. At the end of this article are some guidelines for using other factions in the campaign – if you choose to do this, then the creative types among you might want to try designing your own map!

FACTIONS

The following forces represent typical factions from the Middle-earth in Flames campaign.



TOWER OF ECTHELION



Faramir on horse (85), with 6 Knights of Minas Tirith (with shields, plus 1 with banner) (194), Beregon (25), 24 Warriors of Minas Tirith (8 with bows, 8 with swords, 8 with spears) (200), Warrior of Minas Tirith banner bearer (32), 5 Citadel Guard with spears (45).



THÉODEN'S HOST



Théoden with armour on horse (90), Háma (50), 3 Outriders (45), 12 Warriors of Rohan (4 with throwing spears, 4 with swords, 4 with bows) (88), 12 Riders of Rohan (4 with throwing spears) (164), 3 Royal Guard on horses (54).



BARAD-DÛR



Ringwraith (110), Orc Captain with shield (45), 24 Orc Warriors (8 with bows, 8 with spears, 4 with hand weapons and shields, 4 with two-handed weapons) (144), Orc banner bearer (30), 6 Warg Riders (3 with bows, 3 with spears) (81), 11 Morannon Orcs (4 with bows) (88).



LEGIONS OF THE WHITE HAND



Saruman (170), Gríma (25), 10 Uruk-hai with shields and swords (100), 10 Uruk-hai with Pikes (100), 5 Uruk-hai with crossbows (55), 3 Uruk-hai Berserkers (45).

CAMPAIGN TURN SEQUENCE

In a Campaign Turn, each player gets an opportunity to do several things. The order in which this happens is determined by following the turn sequence. Once every player has taken their actions and any tabletop battles have been fought, a new Campaign Turn starts with another Initiative roll.

- 1. Initiative Roll**
- 2. Turn Actions**
- 3. Resolve Battles**

1. Initiative roll

At the start of every Campaign Turn, each player rolls a dice and compares the results to determine the order in which they will take their Turn Actions. The player that rolled the highest takes his Turn Actions first, followed by the player who rolled the next highest, and so on until all players have taken their Turn Actions. Players that tie re-roll until there is a clear order.

2. Turn actions

Once Initiative has been determined, players get to take their Turn Actions in the following order:

- (i) **Gather Resources**
- (ii) **Move Armies**
- (iii) **Distribute Resources**

(i) Gather resources

Certain spaces on the map are identified with red flags as being Strategic Points. When your faction controls one of these points it has the potential to generate resources that you can later spend to create or reinforce armies. Roll a dice for each Strategic Point you control and on the roll of a 4 or more, add 100 points to your "treasury". Your capital counts as a Strategic Point, but automatically adds 100 points to your total every turn without needing to roll. A captured enemy capital does not generate an automatic 100 points – instead, a dice is rolled like a normal Strategic Point.



The Rohan player gets to roll three dice to gather resources. Scoring more than 4 on two of his rolls, he gets 200 points, plus a further 100 for his capital, to add to his army total.








(ii) Move armies

In order to capture a Strategic Point, an army simply has to move into the relevant hex and end the current turn's movement there. The player then places one of his Territory Markers to show that he retains control of the hex even if his army moves away in a later turn. If a player's army moves onto a Strategic Point that already contains an enemy Territory Marker, that marker is removed and replaced by one belonging to the new arrival. However, if the enemy has positioned an army in the hex to guard the Strategic Point, a battle must be fought (as described below), and control goes to the victor. Moving an army involves two things – first a Scouting roll, then a Forced March roll (as explained on the following page). If an army fails either of these rolls, it stays where it is and can move no further that Campaign Turn. There are a few other things that can restrict an army's movement:

- An army cannot move into a space occupied by another army from its own faction.
- If an army moves into a space occupied by another faction's army, it can move no further. The other army cannot move either, even when it is its turn to move. The two become locked in combat and a battle is fought at the end of the Campaign Turn to see which army will remain in that space.
- When two armies are locked in combat, no armies from any faction can enter that space.

Scouting Chart

Terrain Type	D6 roll
 (Clear)	Automatic
 (Forest)	2+
 (Swamp)	3+
 (Mountain)	4+
 (River)	5+

Scouting roll: To represent the problems of moving armies over difficult terrain, an army needs to pass a Scouting roll before it can move into an adjacent space. To do this, first check what type of terrain you want your army to cross – determined by the colour of the line separating the two spaces. Next, look up that colour on the Scouting chart above. This will give you the number you need to roll on a single dice in order to find safe passage into the next space. Remember, an army cannot move any further once it has failed a Scouting roll.

Right: In order for this Rohan army to move into the mountains, it needs to make a Scouting roll. Scoring a 5 on the dice, the army succeeds and moves into the space.



Forced March Chart	
Terrain Type	D6 roll
First Space	Automatic
Second Space	3+
Third Space	4+
Fourth Space	5+

Forced March roll: Each space on the map represents a considerable distance. Marching an army across such an expanse can be very troublesome. To represent the exhausting effect such manoeuvring can have, you will need to make a Forced March roll for each space moved. The Forced March chart tells you the number you need to equal or beat in order to successfully move into the next space. As indicated on the chart, you must make a roll for each successive space you wish to move to, and you will find it gets progressively harder the farther you go. If you fail a Forced March roll, the army does not move into the space and can advance no further that Campaign Turn. An army cannot move more than four spaces in a single Campaign Turn.



This Isengard army can automatically move one space, and moves a second and third time by rolling a 4 and a 6. However, it cannot move a fourth space because a 2 was rolled. The terrain is clear, so all Scouting rolls are passed without needing to roll.

(iii) Distribute resources

Once a player has moved all the armies he intends to, he may distribute the resources he gathered at the start of his Turn Actions. The points in his treasury may now be used to reinforce or create new armies, or simply be kept in the treasury for use in a subsequent Campaign Turn. An army can only be reinforced while it is at a Strategic Point, and not engaged by an enemy.

To reinforce an army, move points from your treasury into that army's points total. These points may only be moved in multiples of 50. A new army can be created at any Strategic Point you control as long as there is not already an army in that space. You need to have 300 points in your treasury to start a new army, as that is the minimum size an army can be, and the new army cannot exceed 750 points.



With 300 points remaining, the Gondor player chooses to raise a new army (2) in another Strategic Point.

3. Resolve battles

When two armies meet on the campaign map, a tabletop battle is fought. This game uses one of the scenarios from The Lord of the Rings rules manual, generated at random in the usual manner. The opposing forces are chosen to the points totals of the armies involved. However, in order to establish a clear winner and loser, there can be no draw result.

If the game ends in a draw, players must find some method to determine a clear victor – perhaps by counting up the number of models in each force left on the board, or playing an extra turn to try to claim an objective.

The army that wins remains in the contested space, while the defeated side is utterly destroyed and its marker is removed from the Campaign Map. Once all the battles have been fought, a new Campaign Turn starts, with everyone making another Initiative roll.

Winning the Campaign

- **The campaign lasts for 15 Campaign Turns, at the end of which the player whose faction controls the most Strategic Points is the winner.**
- **In the event of a tie, play continues until, at the end of any subsequent Campaign Turn, one player controls a majority of Strategic Points.**

ALTERNATIVE CAMPAIGN RULES

A lot more detail can be added to the Middle-earth in Flames campaign. Here we look at ways in which you can customise this campaign with your own ideas.

Faction bonuses

You may want to give each faction some kind of bonus to represent the character and background of the armies in play. Here are a few suggestions:

- Isengard's armies add 1 to all their Scouting rolls.
- Rohan's armies add 1 to all their Forced March rolls.
- Mordor adds 1 to each dice's result when rolling to Gather Resources.
- Gondor adds 1 to the dice when making its Initiative roll each turn.

Other factions

With a bit of work, you could increase the number of players in the campaign. The simplest way to do this is to use other army lists from the regions already covered, such as the Minas Tirith force, for example. Otherwise, the introduction of Elven hosts, Dwarf throngs or even Hobbit forces will add extra flavour to the campaign. With a little preparation you could even shift or expand the campaign map to cover the lands of Harad and the East, allowing you to involve more exotic forces.

Gathering resources

Detail can be added by having Strategic Points provide resources differently. You could have some points generate resources more or less readily than others. For example, desolate or remote places, like the Eryn Muil or the swamps of Nindalf, could only produce resources on the roll of a 5+. Places abundant with resources or manpower, such as Fangorn Forest or the heartlands of Gondor, could produce resources on the roll of a 3 or more. This would make some Strategic Points more valuable than others – as such, it is a good idea to have only a few of these special areas on your map.

Scenarios

There are many other scenarios you can use aside from the four from the rules manual. When fighting over a capital or stronghold, you could use the Walls of Minas Tirith scenario from *The Return of the King* journey book, or the Osgiliath scenario from *Gondor in Flames*, for example. Bear in mind that different scenarios may need a few adjustments to account for the different points totals and forces you will be using.

You could also change what happens to the losing army after a battle. Instead of being wiped out, the army's points total could simply be reduced by 100 points and it is moved into an empty adjacent space. However, if this reduces the army's points total to less than 300, the army is destroyed. A Scouting roll is needed if it moves into a space by crossing terrain. If the Scouting roll is failed, the army is caught by the victors and wiped out – otherwise it moves into the intended space.

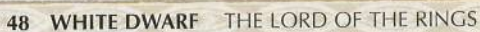


Below: Players can choose scenarios that are appropriate to the location of the battle.

Bottom: It is hard to find the resources needed to raise an army in such a barren land.



TM



IN FLAMES CAMPAIGN MAP



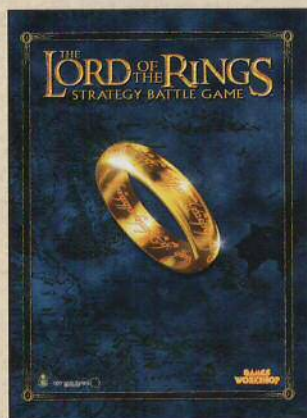
1	2	3	4	5	1	2	3	4	5
1	2	3	4	5	1	2	3	4	5

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THE LORD OF THE RINGS

STRATEGY BATTLE GAME

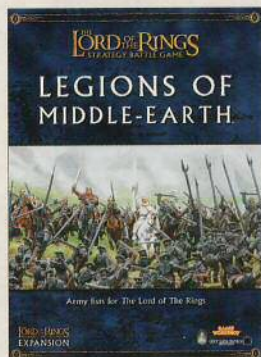


THE LORD OF THE RINGS RULES MANUAL

The Lord of the Rings strategy battle game gives you and your friends every opportunity to relive the excitement of the motion picture and the trilogy of books.

This lavish 240-page full colour hardback rules manual features the full collated and updated rules for our The Lord of the Rings game. With this rules manual you can fight battles with Middle-earth's entire cast of heroes and villains, from stalwart Hobbits to brutal Uruk-hai. The hardback also contains an extensive hobby section and exhaustive list of profiles, updated and arranged by race and region. No player can afford to be without this weighty tome!

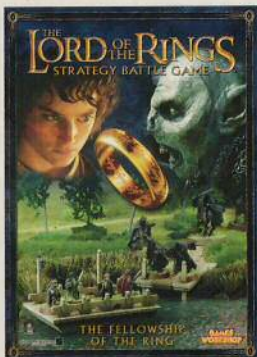
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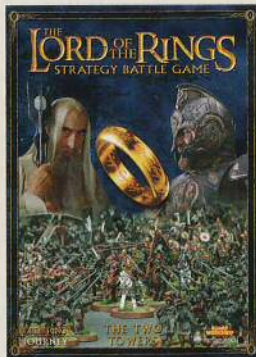
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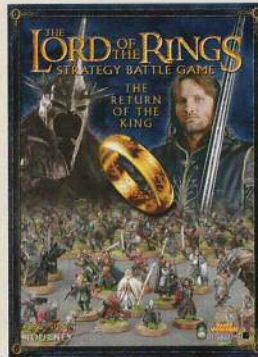
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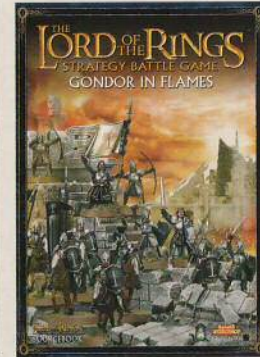
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The Return of The King

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

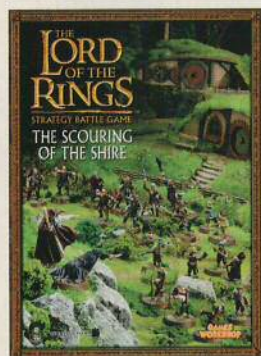
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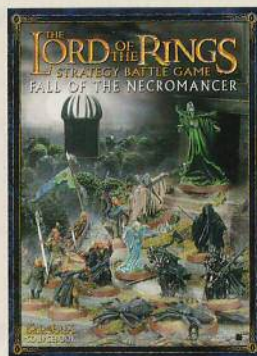
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The Hobbits return from the battles against Sauron, only to find that the Shire has been overrun by evil forces.

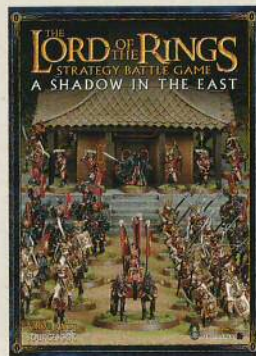
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Fall of the Necromancer

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

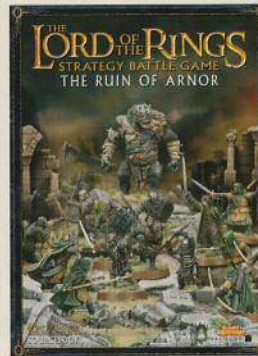
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A Shadow in the East

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

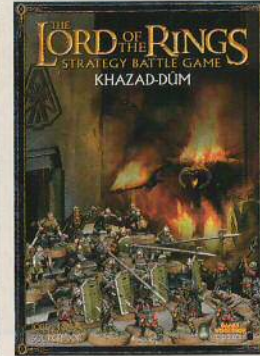
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The Ruin of Arnor

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

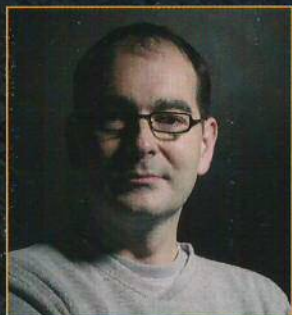
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Khazad-dûm

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

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STANDARD BEARER

With a mighty Waaagh!, a great Warboss gathers hordes of lesser warriors to his side, to launch an orgy of destruction capable of levelling entire worlds. Yes, Jervis Johnson has once more called for a Design Studio tea break – the canteen staff had better watch out!

Next month sees the release of the brand new Ork Codex and a plethora of new Citadel miniatures to go along with it. I'm really excited about this release, mainly because it has been a terribly long time since we did anything new for what is arguably the most important alien race in the Warhammer 40,000 galaxy.

What makes the Orks so important? Well, for a start they have been one of the Imperium's most deadly enemies ever since Warhammer 40,000 came out just over twenty years ago. The cover of the first Warhammer 40,000 rulebook (or Warhammer 40,000: Rogue Trader, as it was known back then) featured a squad of Space Marines beset on all sides by an unseen foe – history dictates that this foe was indeed the Orks. This is still a seminal piece of Games Workshop imagery, and one which has been alluded to on more of our book covers than any other piece of artwork.

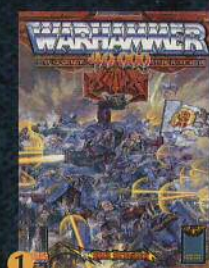
But it's not just in Rogue Trader that the Orks appear. They are featured throughout

our early books, in the artwork and in the descriptions of the background for the game. They also appear in the scenario that was included in Rogue Trader, the classic "Battle at the Farm", in which Thrugg Bullneck and his Boyz took on the Crimson Fist Space Marines on the Imperial planet of Rynn's World. From the start, then, the Orks were shown to be one of the Imperium's greatest foes.

Not surprisingly, the Orks proved to be a popular army with players of Warhammer 40,000. Over the coming years we made many, many new Ork

“The Orks have been one of the Imperium's most deadly enemies since the first edition of Warhammer 40,000.”

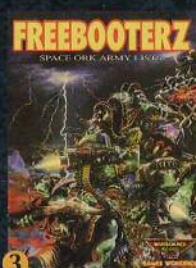
models for the army, and we published a number of supplements like Waaagh! The Orks! and 'Ere We Go! that delved much deeper into the background for the army. It was these books that introduced players to the Ork gods Gork and Mork, and told



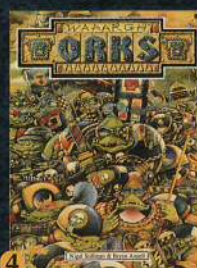
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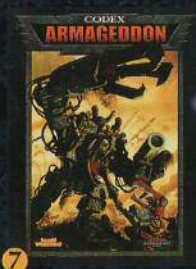
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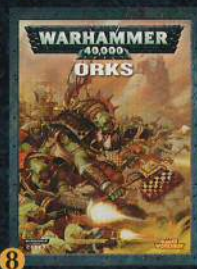
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8

1 The Orks featured in the first edition of Warhammer 40,000.

2 'Ere We Go (1991) introduced Goffs, Snakebites, Blood Axes, Oddboyz and loads of Ork wargear.

3 This book introduced the Death Skulls, Evil Sunz, Bad Moons and, of course, Freebooterz!

4 Described as the "ultimate Ork sourcebook", this tome firmly established the Ork background.

5 The first Codex as we know it, produced in 1994.

6 Codex: Orks for Warhammer 40,000 third edition.

7 The Orks were revisited for the Armageddon campaign Codex.

8 Finally, the brand new Codex – Da biggest and da best!



The Battle for Armageddon

I recently came across the files for the Battle for Armageddon board game mentioned in this month's article. As an early Christmas present for Standard Bearer readers, I've arranged for the files to be made available for free from the Games Workshop website. All you need to do is follow the link below, download the files, and then you can print out your very own copy of the game!

www.games-workshop.co.uk/orks

them more about Ork society and the different Ork clans. They also described the Orky know-wots that allowed the greenskins to produce deadly battlefield weapons like the Shokk Attack Gun, and some of the great Ork Warlords like Ghazghkull Thraka. Last but far from least, they introduced the world to the mighty Ork "Waaagh!" – a battlecry that can be heard echoing around Games Days and other shows to this day.

Such was the popularity of the Orks that they were a natural choice for the alien race to be included in the first ever boxed version of Warhammer 40,000. This version of the game came with two complete armies, one for the Space Marines, and one for the Orks. The Orks were also featured in one of the very first Codexes we produced (although modesty forbids me to mention the name of the naive and wet-behind-the-ears young games developer that wrote this magnificent tome). We even made a board game called Battle for Armageddon, which allowed players to recreate the Ork invasion of an Imperial planet, and which added the story of the Armageddon campaign to the history of the galaxy.

Since then we've spent a lot of effort (rather successfully, I think) building up the other alien races that threaten the Imperium, and the Orks have taken something of a back seat for a while. This

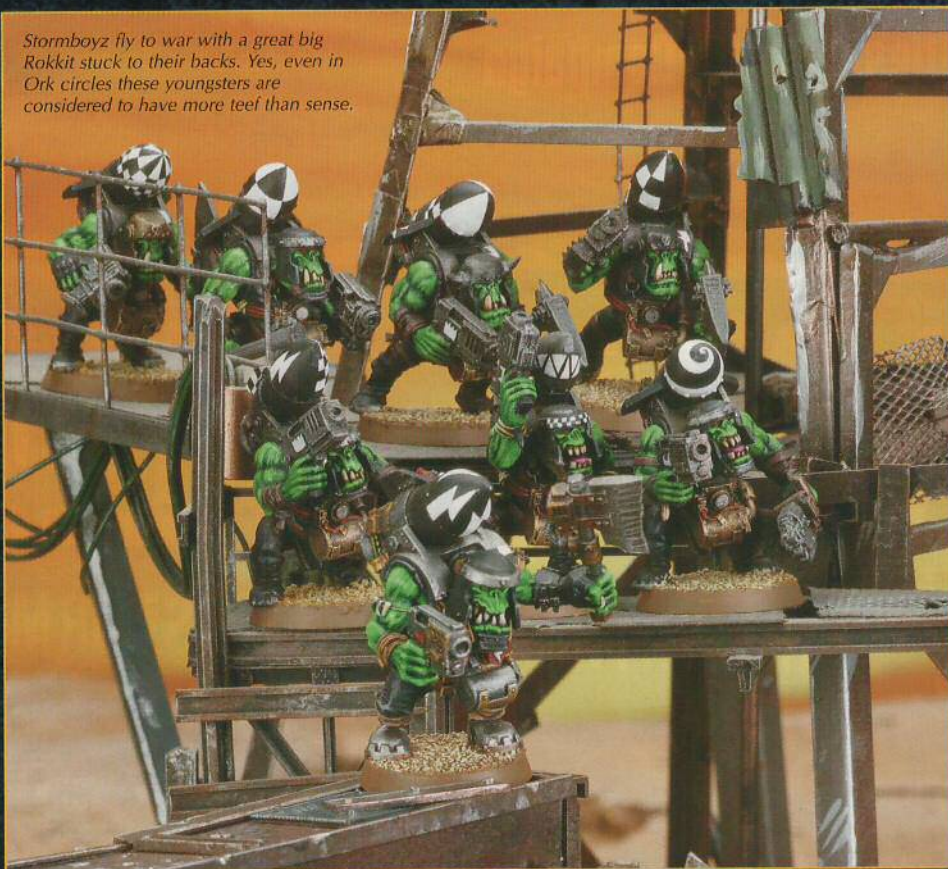
isn't to say we've done nothing for them – far from it – but it does feel like the once-mighty Orks have not been receiving as much attention as they used to. Which, if you ask me, is rather a shame.

And, fortunately, it's also something that is about to change! Starting off with the new Codex and Citadel miniatures in January, we've got plans for all kinds of new stuff over the course of the year. What else is in the pipeline? Well I'm going to have to keep that a secret for the moment, but suffice to say that 2008 is set to be a very green year indeed, and I don't mean that in an eco-friendly sort of way!

Why are we doing this? Well, our main aim is to restore the Orks to the rightful place as one of the pre-eminent armies in the Warhammer 40,000 game. We love the Orks, and all of the work we've been doing on other armies have left them in need of some serious TLC (if you can say that about an eight-foot tall green alien monster). But we aren't just doing this because "that's the way it used to be back in the good old days". You see, one of the things we quickly came to realise when we started work on the new Ork Codex is that the Orks are an important counter-balance to the more serious and "dark" aspects of the Warhammer 40,000 background. The Orks offer the designers at the Studio and you the players a chance to create an army that's crazy, fun and tough as nails, and



Stormboyz fly to war with a great big Rokkit stuck to their backs. Yes, even in Ork circles these youngsters are considered to have more teef than sense.



The upcoming Ork release will see some new Tankbustas models, armed with a variety of armour-penetrating weapons.



The ultimate in Ork tank-busting technology, Squig-bombs are likely to explode at the slightest provocation.

packed to the gunnels with larger than life characters and insanely inventive weapons. This isn't the army for the cunning tactician, it's one for the player that wants to throw caution to the wind and get stuck in! An Ork army isn't for everyone, but that's part of their charm; it's the fact that they are so different from most other armies that makes them important.

These differences spill over into the fantastic and totally over-the-top modelling and painting opportunities that the Orks offer the dedicated (if slightly unhinged) hobbyist. I was reminded about this recently when I was visited by just such a crazy Ork player, who goes by the name of Dave "Squigbrain" Handy. I've known Dave for several years now, ever since we met at one of the early Grand Tournaments held in the USA, and throughout that time he has had one larger-than-life Ork modelling project after the other on the go. Dave's latest project is a looted vehicle. Now, quite a few Ork players include heavily converted models that have been "looted" from another army, and that count as something from the Ork list – a captured Rhino that counts as a Battlewagon, for example – so having a looted vehicle in an Ork army isn't all that surprising. However, Dave being Dave, he had to go just one step further, and is currently working on a

looted Tyranid Carnifex (!) as the latest addition to his army. I know.

It's this kind of thing that makes the Ork army so important, in my opinion anyway. The Orks are like a safety valve for many of the serious aspects of the hobby, allowing us to say "Yes, this is a deep and engrossing hobby – but it can be crazy and over-the-top and fun too!" In other words, the Orks help give our hobby breadth as well as depth. And that's why I'm looking forward to 2008 being a very green year (*That's all very well, but when's the white-bearded year, that's what I'd like*

“Packed to the gunnels with larger than life characters and insanely inventive weapons!”

to know! – Grombrindal).

And that's all for another month. As ever, please feel free to write to me if you have any comments about this article, or indeed about anything else you want to get off your chest about the hobby. I read all of the letters I receive, and although I can't promise a personal reply to everyone, I do consider all of the feedback I receive very seriously. You can reach me by writing to the address to the right.



Lootas are the most heavily armed Orks, and go to battle in large 'Eavy Weapon rigs.

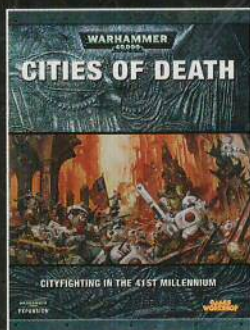
Write to Jervis at:

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

An Apocalypse/Cities of Death Campaign

CITIES SHALL FALL!

PART 2: THE EYE OF THE STORM



This campaign uses both the *Cities of Death* and *Apocalypse* expansions for Warhammer 40,000.

An expansion gives you all the rules and information you need to play games in different and exciting new ways – like fighting in a dense urban environment or using truly massive armies.

Welcome to the second part of our Warhammer 40,000 campaign! Will Inquisitor Ilthaman's plan to defeat Warlord Ptar succeed, or will his gamble cost the Imperium another world to the forces of Chaos?

Last month, in the first part of the *Cities Shall Fall* campaign, we presented the battle of the 13th Parallel, in which the hordes of Chaos surged into the city of Cor Hydrae.

The Imperial force's high commander, Inquisitor Ilthaman, planned to draw the forces of Chaos into the heart of the city, where his armies could grind them to dust amidst the dense terrain, before the Inquisitor himself would join the fray and take on Warlord Ptar in single combat. If Ilthaman could entrap the Chaos horde in his city, he could surround them, and destroy them utterly. Or so he planned...

ILTHAMAN'S GAMBIT

Even as the Shock Troopers of the Cadian 74th A, B and E companies sold their lives dearly at the 13th Parallel, the remainder of the regiment redeployed further towards the centre of Cor Hydrae. The manoeuvre was a trying one, for an orderly retreat in the face of an enemy is amongst the hardest of military endeavours. But these men were Cadians, and death held no fear for them. With the sounds of the Chaos hordes giving chase behind them, the Cadians fell back to their prepared positions at Martyr's Square.

Having manned the defences prepared for them mere days before, the Cadians prepared to hold the square until ordered to fall back once more. Few men of the lead companies expected anything other than to stand and die, just as the other companies had at the 13th Parallel. They saw this action as a fitting repayment to those who had died that day.

Watching tensely across the wide square for the first signs of Chaos forces, the Cadians were surprised to see a single Rhino crash through a ruined wall and head towards their lines. As the transport slewed to a halt in front of the Cadian positions, heavy shells began to fall, massive explosions wracking the square and scarring it with ragged craters. The Rhino's ramp slammed down, and the Cadians were astonished to see a Space Marine Chaplain disembark. The Cadians gave voice to a mighty cheer as another figure emerged. It was their commanding officer, Colonel Kaze. He had somehow survived the action to draw the forces of Chaos across the 13th Parallel, and had led the lead elements of Ptar's force directly into the killing ground of Martyr's Square.

Even as the Colonel was greeted by his jubilant men, battle was joined...



INQUISITOR ILTHAMAN

The high commander of the Imperial forces on Malin's Reach, Inquisitor Ilthaman is a man noted for his ruthlessness, even amongst his peers in the Ordo Malleus. He has faced Warlord Ptar, the so-called "Execrator of Dolonis VII", on several occasions, and the two harbour a grudge for one another that has yet to be settled. Ilthaman is prepared to go to any extreme to defeat his nemesis, even to sacrifice an entire world to

entrap and destroy the Chaos warlord. Ilthaman intends to surround Ptar and his forces in the heart of Cor Hyrdæ, and to face the warlord in single combat. Only then, having slain Ptar by his own hand, will Ilthaman's mission be complete.

Ilthaman will take to the field in Mission 3 – use an Inquisitor model from the Witch Hunters or Daemonhunters ranges, and follow the rules from the appropriate Codex.



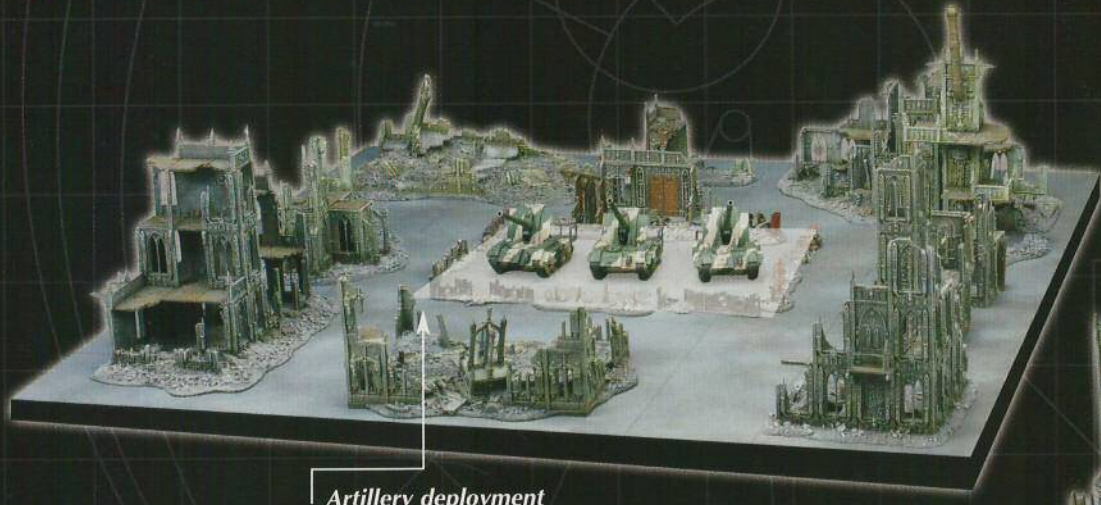
WARLORD PTAR

The Execrator of Dolonis VII has carved a bloody path across at least a dozen of the Imperium's worlds, and has the blood of millions on his hands. Following the victory at Dolonis, Ptar's horde grew still larger, and he dared to imagine himself worthy of the greatest of rewards a loyal servant of the Ruinous Powers might receive – apotheosis to Daemonhood. To that end, Ptar has sealed a terrible pact with his patron gods. He will offer up to

them the world of Malin's Reach, and he, in return, shall become a Daemon Prince of Chaos!

Warlord Ptar will take to the battlefield in Mission 2 – the Battle of Martyr's Square, and Mission 3 – the Battle of the Pious Heart. If you wish to field him, then you could use the new plastic Chaos Lord in Terminator Armour model and the rules from Codex: Chaos Space Marines.





Artillery deployment

ST JERRON'S HILL



Chaos deployment zone

MAR

Brother Lysil of the Blood Angels Chapter gazed out across Martyr's Square.

He knew the enemy would soon come into sight. He could almost smell their evil upon the hot, cordite-laced winds.

"Sir?" Lysil turned to face the man who addressed him. It was a trooper of the Malin's Reach Planetary Defence Force. "Speak, trooper," Lysil replied.

"Sir. If we survive this, my lord, what will become of us?"

Lysil considered the man's question for a moment. Across the square rose the crump of explosions and the grinding sound of tracks crushing rubble.

"What matter if we survive this?" the Blood Angel answered, hefting his bolter and checking the sights in readiness for the inevitable assault.

"What matter?" the trooper replied, confusion writ large across his face.

"Yes, trooper," Lysil replied. "So long as we do our duty to Emperor and Primarch, our deaths shall be a glorious thing."

The trooper nodded, and lifted his own weapon to his shoulder. Space Marine and Defence Force trooper stood side by side as the forces of Chaos advanced into the open. As battle was joined, the bark of Lysil's bolter and the sharp crack of the Imperial Guardman's lasgun merged into one.

SCENARIO 2: THE BATTLE OF MARTYR'S SQUARE

The Battle of Martyr's Square was the second of Inquisitor Ilthaman's bold actions to draw the forces of Warlord Ptar into the centre of Cor Hydrae. The Chaos forces were forced to cross the wide-open space of the square before getting to grips with their foes; the Cadians' fire taking a fearsome toll upon them as they did so. The Shock Troopers knew that they had to hold the line and not give an inch, so that the enemy might be punished for every step of the Imperium's city they gained.

Despite their fate, the Cadians knew that they were fortunate indeed to have a detachment of Space Marines bolstering their lines. The example of these stoic defenders of Humanity was one the Cadians would emulate even as the enemy bore down upon them. Each man prayed not for survival, but that he might do his duty to the Emperor and take with him enough of his foe to save Cor Hydrae, and Malin's Reach itself.

ARMIES

Defending the positions hastily erected across Martyr's Square is a mixed force of Imperial Guard and Space Marines. The Imperial Guard army should amount to around 5000 points, and the Space Marines around 2000 points.

In addition, the Cadians are now in range of their medium heavy artillery. This consists of up to 500 points of Imperial

Guard artillery pieces such as Basilisks, or any of the Forge World models capable of indirect fire.

The Chaos army should be of an equal size (approximately 7500 points). In addition, the Chaos army has a further 2000 points of units held in Strategic Reserve, dispatched by Warlord Ptar to replace the inevitable casualties his force will take crossing the open ground of Martyr's Square in the very teeth of the Cadian gun positions.

THE BATTLEFIELD

This battle is fought on two tables. One represents Martyr's Square, while the other represents Saint Jerron's Hill, on which the Cadians have emplaced their artillery in support of their units in the square.

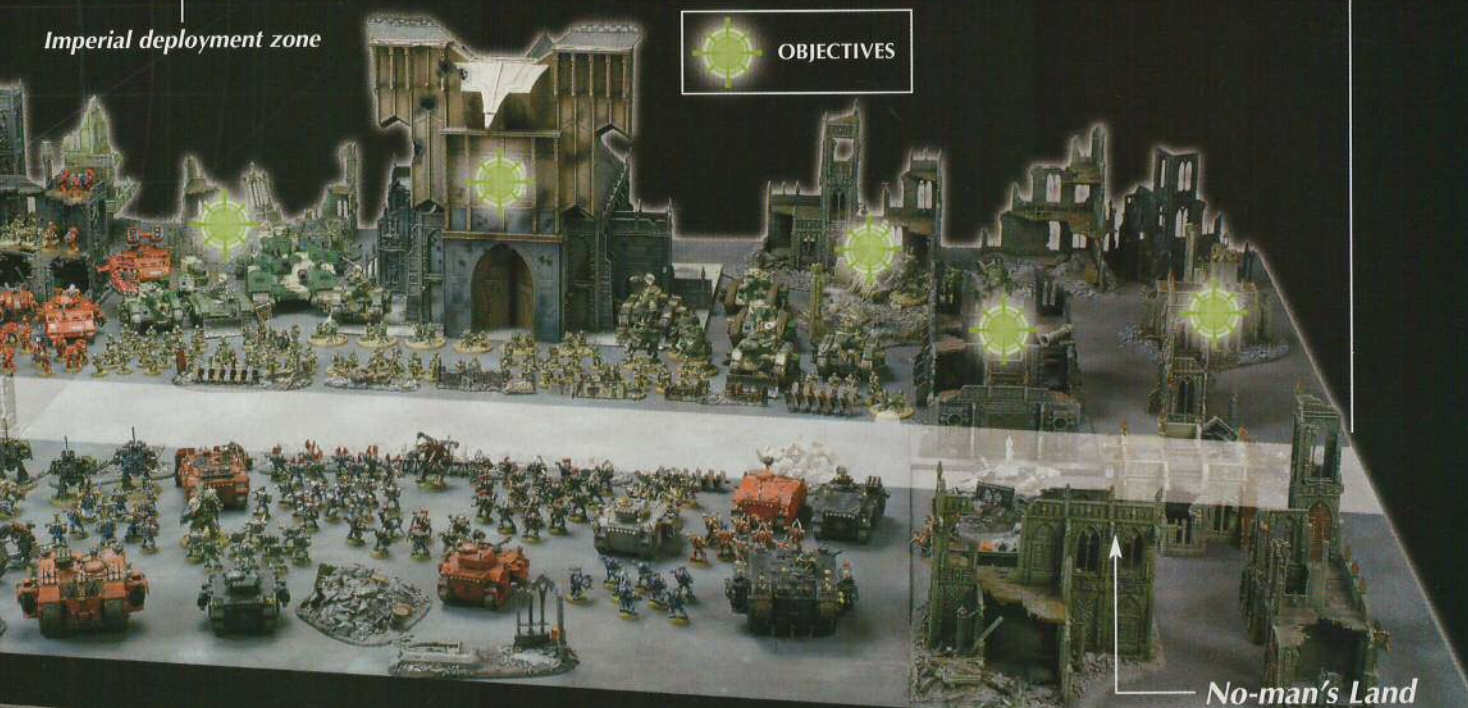
Martyr's Square should be set up on a 6' x 8' gaming area. The photo above provides an example of how to set up the battlefield, though you will need to adapt this according to your own terrain collection. Most importantly, the City Ruins are only placed around the table edges, leaving most of the table open.

Saint Jerron's Hill is located only a mile or so from Martyr's Square, and the summit of the hill is represented by a 4' x 4' table, which you should set up near to your main table. This battlefield should use any urban terrain you have available, and may be set up by the Imperial side.

Imperial deployment zone



OBJECTIVES



No-man's Land

SQUARE

TIME LIMIT

Agree on 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.

CITYFIGHTING STRATAGEMS

Imperium: Fortifications on the Martyr's Square table, Obstacles on both tables.

Chaos: Deep Strike on both tables.

APOCALYPSE STRATEGIC ASSETS

Imperium: Minefields on the Martyr's Square table, Disruptor Beacon on the Saint Jerron's Hill table.

Chaos: Strategic Redeployment and Blind Barrage on both tables.

DEPLOYMENT

The Imperium must set up first, in the areas indicated above. They have 30 minutes in which to do so.

The Imperium deploys its main force in its deployment zone in Martyr's Square. No Imperial Guard indirect-firing artillery (such as Basilisks) may be set up in the square – these must be assigned to the Saint Jerron's Hill table. The Imperial side may assign up to 1000 points of its army to defend the artillery at Saint Jerron's Hill, and these are deployed along with the artillery there, in the area shown.

The forces assigned to Saint Jerron's Hill are also set up at this time, within the deployment time limit.

The Chaos Space Marines also have 30 minutes to set up. Any number of units may be held in Strategic Reserve, but only those able to Deep Strike may enter play on the Saint Jerron's Hill table.

OBJECTIVES

Just as in the first 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. Note that there are no objectives on the Saint Jerron's Hill table – the motivation for fighting there is explained in the Special Rules below.

WHO GOES FIRST?

The Imperium has the first turn.

SPECIAL RULES

Fire Support: The artillery placed on Saint Jerron's Hill may fire upon the Martyr's Square table. If any Imperial Guard Command Squad containing a vox or master vox has line of sight to a target, then the scatter dice may be re-rolled.

VICTORY OR DEFEAT

If the Imperium wins, every model in the army will be Stubborn in the next game. If Chaos wins, they gain the Ambush asset next game.



"Colonel!" Kaze turned at the shout. "Duck!"

He did so without thinking, trusting the instincts of the trooper who had called his name. As he slammed to the rubble-strewn ground, he felt something impossibly hot pass overhead, the hairs on the back of his neck beginning to melt in its backwash.

Forcing himself to open his eyes, Kaze rolled back over. Whatever had passed overhead was gone, but it had left a boiling contrail through the air, leading all the way back to the centre of the Imperium's lines.

And there, on the steps of the Chapel of the Pious Heart, Kaze saw Ilthaman locked in combat with a beast from a terrible nightmare. Rearing above the Inquisitor was a winged giant, its face leering and demonic, its claws were mighty blades from which roiling energies spat.

Kaze could see that the Inquisitor had but minutes to live.

"To me!" he bellowed above the roar of battle. "Cadians! To me!"

In moments, a score of men surrounded him. He spared an instant to look each in the eye, before pointing towards the chapel and the titanic battle being played out on its steps. Twenty pairs of eyes followed his gesture.

The colonel and his men stood, all understanding what must be done. Kaze knew that no hollow speech was required. These men would follow him into the very Eye of Terror, for they were Cadians, beyond reproach, loyal to the last, with fire in their hearts.

"Charge!" bellowed Kaze. The colonel and his hastily formed detachment broke from cover, running – oblivious to the bolter and las-fire around them – towards the Inquisitor and the vile monstrosity. None made it to the chapel, but Kaze had never been more proud of his men.

SCENARIO 3: THE BATTLE OF THE PIOUS HEART



Following the Battle of Martyr's Square, Ilthaman's forces were successful in drawing Ptar's hordes into the centre of the city, at terrible cost to both sides. The Inquisitor Lord himself took to the battlefield, determined that he would face the vile Chaos warlord in combat, and defeat him once and for all.

Every last warrior in the city gathered to do battle at the Chapel of the Pious Heart. Ilthaman deployed the bulk of his forces around the chapel, while keeping the remainder back to encircle his enemy's army. Here, in the very centre of Cor Hydrae, the decades-old battle between the Inquisitor and his nemesis would be settled, one way or another.

ARMIES

Both armies are of the same size – use as many models as you can get your hands on! In addition, the Imperium has a single squad of Grey Knight Terminators, up to the points value of any such models you have available.

THE BATTLEFIELD

You will need a 6' x 8' gaming area. The photo below provides an example of how to set it up, though you will need to adapt this according to your own terrain collection. If you have appropriate terrain to represent the Chapel of the Pious Heart (such as any Sanctum Imperialis or Chapel of Sanctuary pieces), these should be concentrated in the centre of the table. A suitable terrain piece, or some manner of counter, should be used to indicate the altar of the Chapel of the Pious Heart.

TIME LIMIT

Agree on 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.

CITYFIGHTING STRATEGEMS

Imperium: Obstacles, Booby Traps, Sacred Ground (the Chapel).

Chaos: Deep Strike, Infiltrate, Sewer Rats.



APOCALYPSE STRATEGIC ASSETS

Imperium: Flank March, Null Field Generator (the altar)

Chaos: Supreme Headquarters, Vortex Grenade (Ptar).

DEPLOYMENT

The Imperium must set up first, in the area indicated above. They have 30 minutes in which to do so.

The Chaos Space Marines also have 30 minutes to set up, in the areas indicated on the map.

OBJECTIVES

Ptar is attempting to seal his pact with the Ruinous Powers by enacting a ritual of desecration at the altar of the Pious Heart. To do so, he must move into base contact with the altar, and will then achieve apotheosis as described in the special rules, right. If Ptar has achieved apotheosis and is alive at the end of the game, Chaos wins the game, and the campaign. If Ptar has not achieved apotheosis or has been killed, then the Imperium wins the game.

WHO GOES FIRST?

Roll a D6 to determine which side gets the first turn – the winner decides.

SPECIAL RULES

Apotheosis! If Ptar comes in base contact with the altar in the Chapel of the Pious Heart, then at the beginning of the following turn, the model is replaced by a Daemon Prince.

Grey Knight Intervention: The Imperium's Grey Knights are held in Strategic Reserve, and will deep strike onto the table at the beginning of the next Imperial turn after Ptar's apotheosis is achieved. They will deep strike to any point within 12" of him, and will not scatter.

THE END?

So, did Ptar succeed in his blasphemous ritual and become a Daemon Prince of Chaos? Or did Inquisitor Ilthaman finally kill his enemy, thus ending his lifetime's obsession? Either way, we hope that you've enjoyed this simple campaign, and feel inspired to create one for yourself. The obvious place to start is to continue the story. If he survived, what foul deeds will the new Daemon Prince perform in his service of the Ruinous Powers? And if Ilthaman survived, what terrible steps will the Inquisitor Lord be driven to in his quest to stymie Ptar's ambition? Over to you!



MARK LIFTON



Mark Lifton is truly a veteran of the hobby. In fact, he was building, converting and painting model kits before Games Workshop even existed! With such a wealth of experience, White Dwarf was only too happy to feature his models in Painting Masters.

I got the modelling bug early, when I was about five or six," begins Mark. "I started collecting and building plastic military model kits. My bedroom was full of Spitfires and Messerschmitts!"

Mark's military kit building hobby soon evolved into collecting miniature soldiers, although the historical kind – Romans and Greeks to be precise. "This was in the early '70s, so painting miniatures was nothing like it is now. Getting hold of paints and brushes was very hard. The only materials I could find were thick, glossy enamel paints and cheap, bristly brushes. Small art brushes did exist but they were very expensive and beyond my budget at the time. I had to improvise so I started painting with a metal pin! I didn't actually come back to using brushes until I was in my late teens in and around 1980. Of course, at that time Games Workshop was still a tiny company with only one store and no paintbrush range. Painting with a pin for nearly a decade is the reason I still use the smallest brush I can get hold of. It's also the reason I'll probably never have a big army, as painting everything with such a small nib does take a long time!"

It was during the early '80s that Mark encountered Citadel Miniatures for the first time.

"I came across one of the very first Citadel catalogues and in it was a range of 'Space Pirates' so I bought those, and still have them to this day – I think they're up in the attic. In those days I was just painting on a block colour then moving on to the next part of the model. I'd figured out that you needed to start with an undercoat, and how to drybrush, but I was blissfully unaware of other techniques like blending, glazing or fine highlighting. Still, so was everybody else in the hobby – after all, White Dwarf was in its infancy, so there was nothing or no one out there coaching painters or showcasing miniature-painting techniques."

Mark became reacquainted with White Dwarf during the mid 1980s. By then, White Dwarf had a more established identity, some colour pages and was even publishing painting articles. "I think my first issue number was 90 or 91," says Mark. "There were some Chaos Knights in it, and I just had to have them, so they were purchased as soon as possible!" With

his Chaos Knights in hand and armed with new painting knowledge gleaned from the issue of White Dwarf, Mark began to experiment. "I'm completely self-taught. I basically copied what I saw in White Dwarf and tried to figure out how to achieve those effects. The 'Eavy metal pages were great for this," he adds.

By the early '90s, Mark was ready for some competition. In those days you had to enter Golden Demon through your local Games Workshop store. While Mark's first entry made it through the local stage, it wasn't good enough to make the actual finals. Mark took it with good humour. "It was clear, even to me, that that particular entry wasn't up to the standard on show. I could have either given in or upped my game; I went for the latter and was rewarded, as my models in the following years started to get noticed by the judges."

Mark is now a familiar face at the Golden Demon contest and, as you'll see with the models on the following pages,

“I could have either given in or upped my game; I went for the latter.”

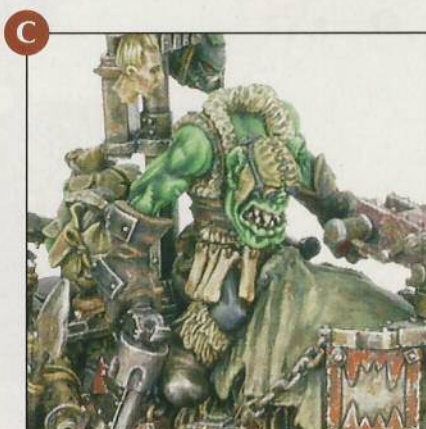
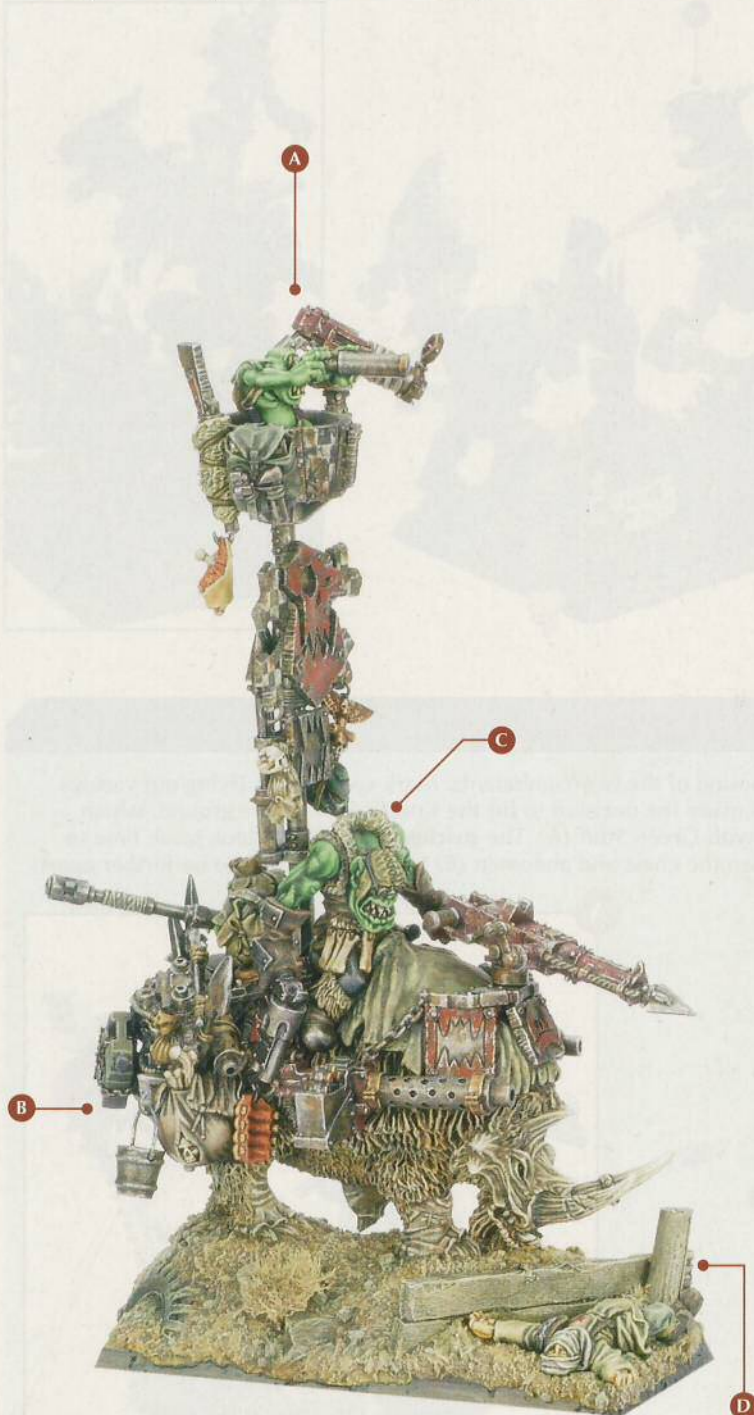
has deservedly been bringing in a few awards, particularly in the Duel category. Now that he's been around the painting circuit a while, has he noticed any changes? "Absolutely," states Mark. "High-end painting does follow fashions. For instance, glazes are currently 'in', they're useful because they allow you to push the paint around a bit. Colour palettes are getting more realistic – for instance, browns used to be very red in hue, be it on tree bark or when representing mud. There's now been a move towards brown colours with a more grey and natural look. This is why I like the new Foundation Paints with the 'earthy' colours so much."

Mark's other love is converting. As you'll see in the following pictures, he's an expert on posture and positioning, able to perfectly capture a poised moment or a snapshot of figures frozen in combat. "It's all about the details," adds Mark. "For instance, positioning a chain so it looks like it's swinging in the air is a painstaking process but it's always worth the effort."

The Painting Masters series showcases the work of some of the best miniatures painters in the world. This month, we talk to Mark Lifton, winner of multiple Golden Demon awards.

Ork Rhinox Rider

Mark had a ball with this project, and it's his favourite model to date. He used lots of bits from the Gorkamorka range, such as the glyph plates and the crow's nest from the classic Grot Cutter model (A). Pouches and wargear taken from Kroot models were also useful (B), as Mark wanted to really overload the Rhinox to make it look as though the riders had been scavenging their way across the battlefield. The Ork rider comes from the Deff Kopter, and the legs are from an Orc Boar Boy (C). Finally, wooden coffee stirrers procured from a coffee shop provide the odd bit of base decoration (D).



Orc versus Skink Chieftain

This diorama won the Bronze in Mark's favourite Golden Demon category – the Duel. The trickiest part of the model was the repositioned neck, which makes the Cold One look like it is actively taking part in the scrap and not just staring off into space (A). Mark particularly enjoyed making the base on this one, using lots of Lizardman glyphs and Saurus standards in the process (B).



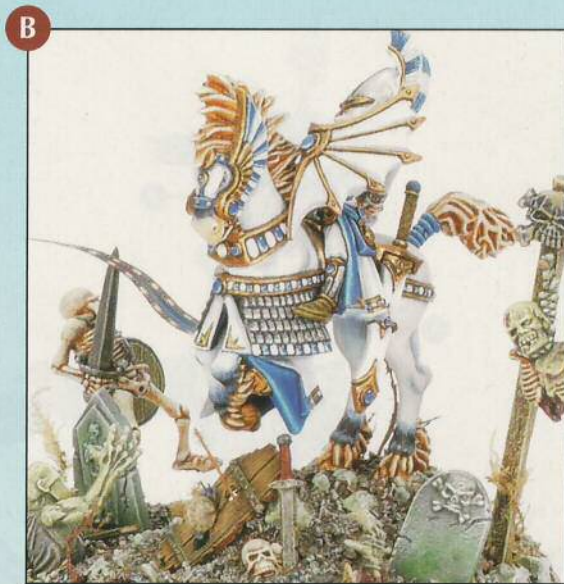
Kroot versus Hormagaunt

This 2002 Gold-winning Duel was all about the posing of the two combatants. Mark spent hours trying out various poses with the help of some adhesive putty. Mark made the decision to lift the Kroot's foot off the ground, which meant he had to sculpt the underside of the foot with Green Stuff (A). The stricken Tyranid also took some time to sort out, the key piece of modelling was to broaden the chest and abdomen (B) to enable the legs to be further apart.



High Elf versus Undead

This diorama won Silver in the 2001 UK Golden Demon Battle Scene category. The rider is made from a combination of High Elf cavalry figures, including a crest transplanted from an old standard bearer model (A). Mark particularly enjoyed adding the little bits of detail to the base – the broken bits of coffin (which are fragments of wood veneer), the arrow and even a very small snail, which was a shell, found on a beach in Italy (B).



There was a vogue for rearing horses at the time the model was made. This was achieved by bending the hind legs.



Ork Warboss

The Ork Warboss has only a few minor conversions – a topknot was put on his head (A), a sight was added to the gun and some severed heads were added to his back banner (B). The base was actually made from a coffee jar lid and then covered in card, with added Ork glyphs and spikes from the Chaos vehicle frame (C). The model won bronze at the 1999 UK Golden Demon, and the palette highlights that era well with its bright green, yellow and red areas.



Imperial Guard Rough Rider Captain

The Rough Rider Captain was quite an extensive conversion. The horse was originally Balthasar Gelt's pegasus. The Captain's head came from the Tank Accessory frame, while the legs are, fittingly, from a metal Rough Rider. The Captain's cape is from a Chaos Marauder. Mark found the most difficult part of the model was the saddlebags, which come from the Space Marine Bike kit – getting them to fit onto the horse took quite some time.



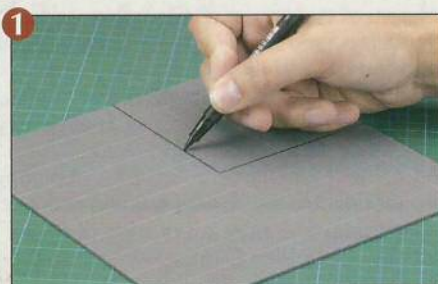
CITADEL® TOOLBOX

Modular Movement Tray

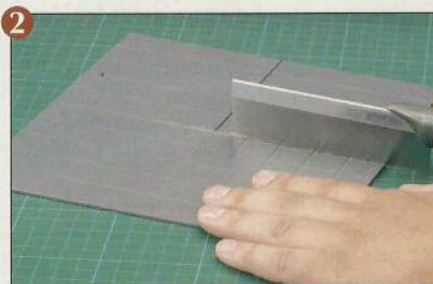
This month we take a look at the new Modular Movement Trays. Now you can tailor your movement trays to the size of the units in your armies, for both 20mm and 25mm base sizes.

Customising your movement trays

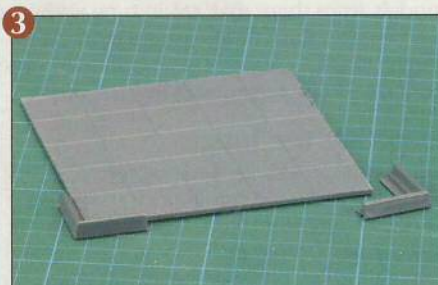
The modular system makes these movement trays very simple to assemble, especially if you are using a razor saw:



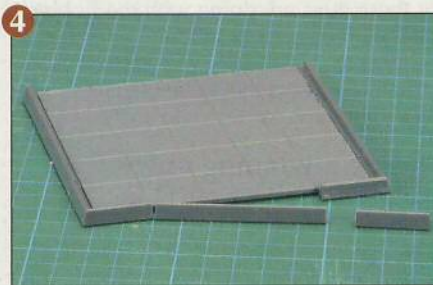
Decide how big you want your tray to be. The base sheet is divided into 20mm squares on one side and 25mm squares on the other. Mark up your tray size on the plastic sheet so you don't get confused when cutting (surprisingly easy to do). A black felt tip or marker is good for this.



Place the sheet flat on a cutting mat and use the razor saw to cut along the marked up groves. You don't need to cut all the way through, as once you have scored the plastic you can carefully snap it.



Next, clip out two corners and glue them onto the cut out base using plastic glue. The corners and straight edge pieces have small ridges, which the base sheet is designed to sit upon snugly.



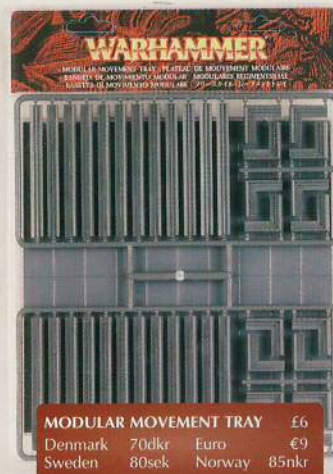
Now add the straight edge parts. These will fit between the corner joints. You can cut the straight edge pieces to fit using the razor saw. Measure the gap you need and carefully cut the straight edge piece to length. Remember the adage: "Measure twice, cut once" to prevent mistakes.



Each Modular Movement Tray set provides you with enough parts to make up to eight separate trays (assuming you only use three edges per tray – leaving the rear edge of the tray open).



You can finish your trays in any number of styles. This one is fully sanded, painted and flocked, although a simple lick of paint will suffice.



MODULAR MOVEMENT TRAY				£6
Denmark	70dkr	Euro	€9	
Sweden	80sek	Norway	85nkr	

Useful materials



You'll need plastic glue to stick the components together. PVA glue will be useful for gluing sand and flock to the base.



Coating the edges of your custom-made tray in sand gives you a good texture to paint and drybrush.



Adding patches of static grass to your painted movement tray will give a great finish.



GOLDEN DEMON

Golden Demon is the world's premiere miniatures painting competition. Over the next few pages we'll be taking a look at this year's winners from the Golden Demon competitions that take place all over the world. First, Games Workshop's very own oracle, Alan Merrett, reminds us why we run such a prestigious competition in the first place.

Golden Demon exists for two reasons: to showcase great looking Citadel miniatures, and to recognise and reward fantastic painters," says Alan, a man who's been with Games Workshop for more years than anybody dare count and was involved with Golden Demon from the very beginning.

"It's all about the hobbyists. It's not about Games Workshop or our staff, it's about providing hobbyists with an opportunity to demonstrate their creativity. These are people who really get inside the skin of what we do. They produce fabulous models, awesome bits of conversion and great painting. Somehow we have to be able to recognise that and say: 'Look at what these guys are doing with the hobby.' It is an achievement to produce amazing miniatures that just make you gasp. It's a fun thing to reward that achievement, and it's the right thing for us to do so."

Creating a winning entry

Choosing what to enter can be as important as the actual creation of your piece. There are two things you should bear in mind when preparing an entry. The first is that Golden Demon is a painting, not a modelling, competition.

"We look at the painting first," explains Alan. "If we have two models that are equally good, then it will go to the quality of the modelling."

Bad modelling work can let a brilliant paint job down. "It can be jarring if the quality of the work is not as good as that on the original miniature. It has to be seamless, so you have to ask yourself if you can match the skill of the Citadel team."

You also need to make sure that any modelling you do is in scale and keeping with the miniature and that all your work is finished to the same standard.

The second thing is that Golden Demon is a competition about Citadel miniatures that depict our three main gaming worlds.

"I've seen dozens of entries that have references to films or comic book characters, and even an Eldar Dreadnought with top hat and tails. These entries are often breathtakingly painted, or very funny, but they can't win. That might seem deeply unfair, but it's a Games Workshop tournament for Citadel miniatures depicting our worlds. However well-painted some of those things are, they fall outside of the purview of Golden Demon."

Golden Demon also does not encompass parts of our worlds that we have not yet explored.

"Araby, Cathay, Nippon. Not even we know what the characters from these places look like, so how can people create models from there that are in tune with our worlds? The guys in the Studio struggle to come up with great ideas, and they have to do it under the most terrifying scrutiny."

Inspiring the judges

Our judges, then, are looking for beautifully painted miniatures, modelled perfectly, which capture the soul of one of our gaming universes.

"Genuine creativity," explains Alan, "is taking something that we think we know, and then presenting it with a style and a quality that is so brilliant that it makes you look at it afresh. Golden Demon has dozens of entries every year that do just that. Great art in history comes through people doing unexpected, brilliant things with what's already there. For example, Mozart didn't invent violins, flutes and cellos, but look what he was able to do with them. Reinvention, that's where real creativity lies."

Take a look at the models on the next few pages and see why their creators have held aloft the Slayer Sword. These are great exemplars of what the Golden Demon painting competition is all about – fantastically painted models that encapsulate an element of our worlds. Hopefully they will inspire you too.



United Kingdom

Carnifex

David Rodriguez



This year's UK Slayer Sword winner is David Rodriguez, a member of the all-conquering Team Spain.

This is David's second Slayer Sword, winning the Spanish one in 2000. David chose to do a Carnifex, as he had been so used to painting Space Marines and wanted to challenge himself with something totally different. "I used gloss and matt textures as differing elements, making them just as important as highlighting and shading on the model," says David.

To get such a finish is not easy – it took David four months and over 200 hours of labour to get the final look!



GOLDEN DEMON





Australia

Space Marine Chaplain
Glenn Lamprect



This year's Australian Golden Demon winner was Glenn Lambert for his remarkable Space Marine Chaplain.

Glenn has won many Golden Demon trophies for Warhammer Fantasy entries in previous years. This year saw Glenn try his hand at Warhammer 40,000, with amazing results, as he took out his fourth Slayer Sword win. We asked Glenn what he thought it took to produce a sword-winning entry.

"The old adage 'less is more' is a good one to keep in mind. It's easy to go overboard when you're trying to showcase everything you can do on one model. It's not unlike composing a successful painting or piece of music. You want to lead people into it and then have them wander around a little to see it all. If your model smacks people in the face with everything all at once, they tend to see it as over-the-top and move on..."



Spain

Gaunt's Ghosts Major Rawne
Alfonso Giraldes



Alfonso Giraldes won the Spanish Golden Demon with this impressive model of Major Rawne from Gaunt's Ghosts series of Black Library novels.

The hobbyists of Spain had a great 2006, with Slayer Sword victories not only in their own territory but also in France and the UK as well. So, in 2007 it was important for "Team Spain" to win in their home competition, especially when French hobbyists came armed with some fantastically painted models in an attempt to wrest the Slayer Sword away from Spanish hands!

At the end of the day "Team Spain" were triumphant once again, with the Slayer Sword being awarded to the talented Alfonso Giraldes for his beautifully painted Major Rawne.



France

Daemonette
Allan Carrasco



The French 2007 Golden Demon winner was Allan Carrasco for his Daemonette.

Drawing his inspiration from the Hordes of Chaos army book, Allan sculpted this 54mm-scale Daemonette miniature from scratch! He had originally planned to enter the miniature to the Spanish Golden Demon, but it wasn't quite ready in time, so Allan was able to spend extra time giving it a lavish finish for the French Golden Demon. The large areas of flesh were a real challenge to paint. The happy few who have been able to actually see this Daemonette up close and personal have been astonished by its delightful curves, subtle blending, as well as some not-too-obvious slaaneshi details.



GOLDEN DEMON



Italy

Daemon Prince
Francesco Farabi



Francesco Farabi won the Slayer Sword for the 2007 Italian Golden Demon for this fantastic-looking Daemon Prince.

It's the intricate details and the things that you miss on your first glance that make this model a real, well-deserved Slayer Sword winner. For instance, on the standard and the tabard, you can see a recurring skull pattern in the background. Each skull was individually painted in excruciating detail.

Other areas of note are the blending of the muscle tone on the Daemon Prince's torso, and the skeletal face leering at you with glowing eyes, to the armour plate of the Daemon Prince's thigh.





United States of America

Games Day Atlanta

Stone Troll

Todd Swanson



Todd: "For 2007's Golden Demon competition, I wanted to challenge myself and improve my painting skills. I was extremely excited that Jakob Rune Nielsen was willing to coach the painting of my Stone Troll. I have been inspired by Jakob over the years and having his guidance was an honour. He helped me tell a story with my miniature by adding subtle clues about the Troll's past. In painting, he taught me the importance of adding interesting, and realistic transitions into my miniature. I really enjoyed the process as it took my miniature painting in a new direction and showed what can be achieved with good coaching and a lot of hard work."



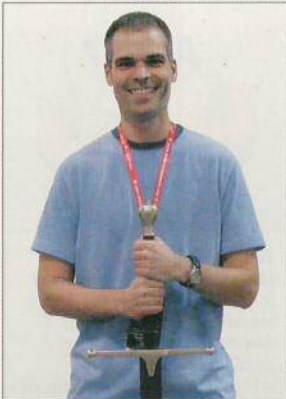
GOLDEN DEMON



Games Day Los Angeles

Brother Captain Meridius

Doug Jones



Doug: "I re-sculpted much of the leg and both feet to create the charging pose, and sculpted an angry face that I feel fits the mood of the figure. I had to reposition the arms and sculpt a new left hand. All of the conversion work was done with Green Stuff and plastic Space Marine parts."

"When painting the figure, I used a basic three-colour scheme – red, grey and gold. My style is clean, bright and detailed, so I focused on good blending technique, clean lines and freehand work. All of the wording was taken from the Daemonhunters Codex and the image on the back banner was inspired by the work of Renaissance masters."



Games Day Chicago

Fulgrim
Chris Borer



Chris: "For the 2007 Golden Demon in Chicago, I was part of a group of painters that chose to convert Space Marine Primarchs. I firmly believe that enthusiasm for a project shows through in the final results and chose Fulgrim. I drew inspiration from a John Blanche sketch and a Sam Wood painting in the Horus Heresy art books, and built a physically uncorrupted Fulgrim at the time of the Great Crusade. This model is unquestionably my most ambitious project to date – only the face, hands and understructure of the shoulder pads are standard 'bitz'; everything else was sculpted from putty. It was quite a challenge, but I feel the results do the subject justice."



GOLDEN DEMON



Games Day Baltimore

Dark Angels Company Master
Natalya Melnick



Russian paintress Natalya Melnik won this Slayer Sword at Games Day Chicago (The USA is so big that they hold four Games Days and Golden Demon competitions a year).

It is but the latest award that Natalya has won, as she has picked up numerous statuettes from Golden Demon competitions in many countries, and is widely regarded as one of the planet's best miniatures painters.

This miniature caught the judges' eye for the attention to detail, fantastic banner, and great use of the plastic Dark Angels kits.



Germany

Empire Free Company Soldier
Sascha Buczek



Germany's 2007 Slayer Sword went to veteran painter and Golden Demon participant, Sascha Buczek.

It's taken a good few years for Sascha to be able to take home the Slayer Sword. His outstanding miniatures have been winning in numerous categories for many years, but the Slayer Sword has always eluded him until now.

In Germany, the champion of the preceding year is invited on to the jury of the next Golden Demon, so now that Sascha's ultimate goal has finally come true it will be up to him, and a select few others, to choose next year's winner!



Canada

Lord Graviax
Vincent Hudon



In 2007, Golden Demon veteran and member of the esteemed "Team Montreal", Vincent Hudon, won Canada's coveted Slayer Sword for the second time.

Vincent's excellent piece "Lord Graviax" was entered into the Warhammer 40,000 single miniature category. It astonished the judges and easily walked away with the top prize. Vincent's motto, "Pushing yourself to go above and beyond what you can currently do is the best way to learn and improve your work", explains why this talented painter keeps coming back to the competition with the highest quality entries. People are not only astonished by Vincent's immense talent but by the fact that he actually plays games with his award-winning models!



GOLDEN DEMON



IMPERIAL BANEBLADE

PART TWO

In this Modelling Workshop, expert modeller Mark Jones begins the enjoyable task of painting up the Baneblade.

WARHAMMER
40,000

PAINTING THE BANEBLADE



Last month, Studio modeller Mark Jones took us through the stages of assembling the mighty Baneblade. This issue, he shows us how to apply an expert paint job to the kit.

1 Preparation and Undercoating

With the tank assembled, it is ready for painting. Don't forget that the ladder, lasgun sponsons, main turret crew and engine cover can still be removed from the main assembly at this stage for ease of painting.

Once you have gathered all your paints and brushes the first task is to undercoat your tank. Spray the entire model and all its unattached sub-assemblies Chaos Black. It is best to use a fresh can so you know

that you'll be able to cover the entire model in one session. Mark undercoated the model in three stages. First he sprayed the sub-assemblies. Next Mark sprayed the lower half of the hull, the tracks and underside. When that was dry he sprayed the top half of the model. It's a good idea to do the undercoating in stages as the model is so big it would be easy to smear the undercoat when handling it if you tried to spray it all at once.

YOU WILL NEED

Spray Paint

Chaos Black Spray and Purity Seal Spray

Hobby Tools

Tweezers, Hobby Knife

Paintbrushes

Large Flat Brush, Small Flat Brush, Large Brush, Large

Drybrush and Standard Brush

Citadel Paints

Catachan Green, Gretchin Green, Dark Angels Green, Chaos Black, Dheneb Stone, Kommando Khaki, Fenris Grey, Fortress Grey, Codex Grey, Adeptus Battlegrey,

Graveyard Earth, Calthan Brown, Khemri Bown, Vermin Brown, Dark Flesh, Scab Red, Red Gore, Blood Red, Blazing Orange, Fiery Orange, Boltgun Metal, Dwarf Bronze, Burnished Gold, Bleached Bone, Tausept Ochre, Skull White, Matt Varnish and 'Ardcoat

2 Basecoat

Camouflage pattern

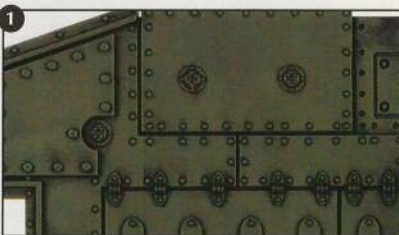
For the hull, Mark decided on a Cadian colour scheme very similar to the 'Eavy Metal Baneblades in the Studio collection. The Camouflage scheme is dark green with thick waves of khaki, divided by slim bands of black. When painting on the camo, make sure the pattern continues unbroken across the turret when the cannon is facing forward.

Colour Palette

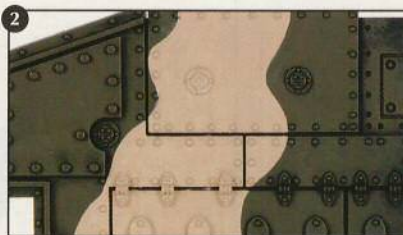
Camouflage

Mark used the following colours on the camo scheme:

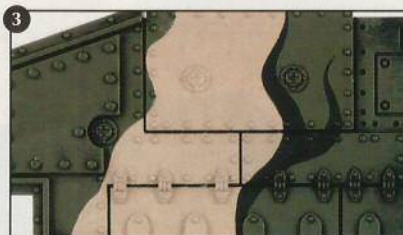
-  Catachan Green.
-  Dheneb Stone.
-  Kommando Khaki.
-  Chaos Black.



1 Using the Large Flat Brush, paint the hull with a generous overbrush of Catachan Green. This may need a second coat once it's dry, in order to achieve a uniform colour.



2 Using a Large Brush, paint thick, wavy bands of Dheneb Stone onto the hull. Paint on the outlines first, then fill these in afterwards. When dry, basecoat these areas with Kommando Khaki.




3 Add neat, black stripes between the boundary of the khaki and green areas using a Standard Brush. This is the most challenging part of the camo scheme, so take your time.

Cadian Baneblade markings

In a super-heavy tank company, individual vehicles take the place of regular tank squadrons. So, a super-heavy regiment might consist of only ten vehicles, comprising three companies and one HQ vehicle.

 472185
 472186
 472187

Each Cadian tank bears a unique serial number, allowing its deeds to be accurately attributed and entered into the histories of Cadia.

 The first digit indicates the company number, and the second the vehicle's number within that company.



The regiment's HQ Baneblade is numbered 0, with the remaining three companies being numbered 1 to 3.

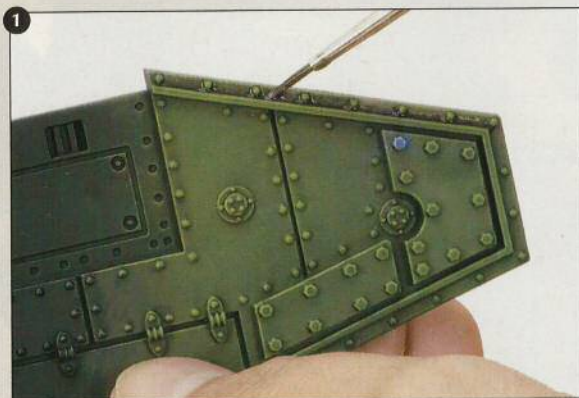


The gateway symbol is borne by all Cadian regiments, and the numeral within it indicates the regimental number (here the Cadian 4th). A skull on the "lintle" marks the tank as a command vehicle.

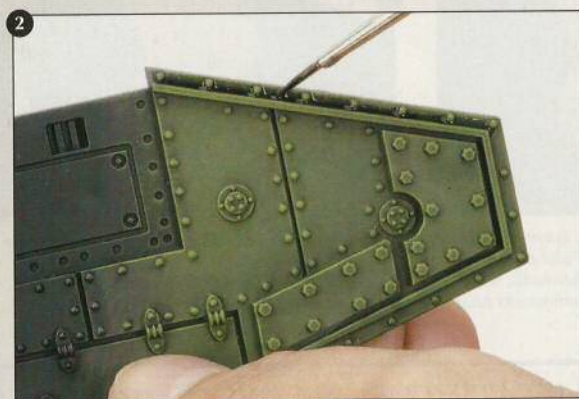
3 Washes and Highlighting

Get into the groove...

Here's a clever little technique that will allow you to apply a neat line of wash into a straight, recessed area, and is easier to achieve than painting a dead straight line yourself. It's perfect for using on vehicles. The technique takes a steady hand and some patience, so don't rush when applying it.



Run a small amount of clean water across the ridge and into the recess of the area you wish to shade. Use a clean brush and don't overload the area – only the recess should be wet at this point.



Into the water, spot in some Chaos Black wash (a mix of 75% water and 25% Chaos Black). The surface tension of the water already on the model will draw the Chaos Black wash along the ridge.



As you can see from the above picture, the wash has been drawn into the area underneath the ridge giving definition to the model. This technique is great for panel lines, long straight ridges, rounded hubs and other large, non-organic areas.



To highlight the edges of the green areas, Mark applied Gretchin Green lightly onto the model with the edge of a Standard Brush. Using edging highlights on sharp edges like this requires a steady hand!



The khaki areas of camouflage were highlighted with Bleached Bone. Use the very edge of a Standard Brush with only a small amount of paint, and take your time for a neat finish.

Washing

A wash allows you to define the rivets and other details at a stroke. A wash is simply a watered-down paint or ink, typically 25% pigment to 75% water.

Drybrushing

When wiping your brush for drybrushing use a good quality kitchen roll. Don't use toilet roll as the fibres will be transferred to the model, or even break up under the brush.

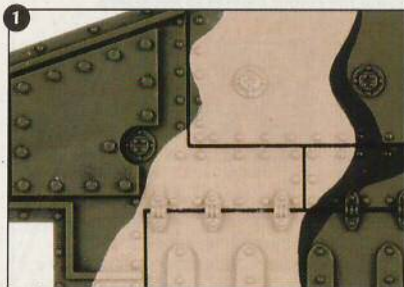


Colour Palette

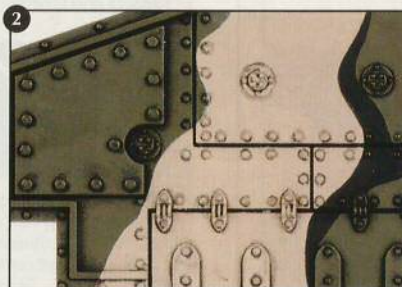
Wash and highlight

The colours Mark used for this stage were:

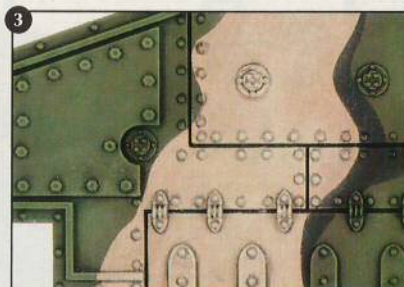
-  Chaos Black (Wash).
-  Dark Angels Green (Drybrush).
-  Graveyard Earth (Drybrush).
-  Bleached Bone (Highlight).
-  Gretchin Green (Highlight).



A Dark Angels Green drybrush was applied over the Catachan Green areas. This not only adds definition, but also enriches the base colour.



Using a Standard Brush, apply a wash of Chaos Black to the details and around the rivets on the Baneblade model.



Apply a very light drybrush of Graveyard Earth to the khaki areas. Next, highlight the area with Bleached Bone. Finally, the green parts need a light drybrush of Gretchin Green, using a Small Flat Brush.

4 Final Highlights and Detailing

Painting the crew

For the best results you should keep the crew separate from the main assembly for ease of painting. This way you can get your brush to all points of the model and don't have to worry about excess paint straying onto the hull of the Baneblade.



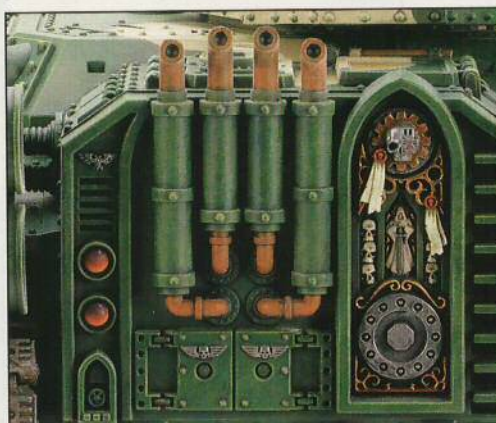
The cupola is painted in the same way as the tank hull. The inside of the hatch is basecoated Adeptus Battlegrey, and then drybrushed with Codex Grey. The crewman's coat is painted Calthan Brown and the skin has a basecoat of Tallarn Flesh. Mark has painted the crewman's hair Khemri Brown.



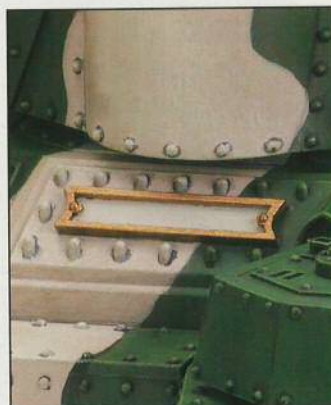
Next, paint the coat in Tausept Ochre, leaving the basecoat visible in the recesses. Give the skin a light wash of Dark Flesh. Once the shading wash is dry, highlight the skin with a layer of Elf Flesh.



Finally, pick out the small details, like the headphones and cybernetic devices, the Aquila, medals, the belt buckles and headgear.



Mark decided to paint the exhaust system a rusted, grimy colour. To achieve this, basecoat the exhaust pipes with Vermin Brown. Next, stipple the pipes with Blazing Orange, using a Small Drybrush. Finally, apply a wash of Chaos Black to the ends of the pipes and around the joint detail.



The name plate was simply painted in Dheneb Stone. The name plate frame and vision slit frames were painted Dwarf Bronze, and then highlighted with Burnished Gold.

Painting the lights

Painting lights and sensors on vehicles is very similar to painting gemstones. The basic premise is to shade the top and highlight the bottom of the light. Mark used the same method on all the lights, sensors and targeters, varying the colour palette as necessary.



Mark started with a Scab Red basecoat and then applied a Chaos Black wash to the top half of the area (1). The next layer was a 50/50 mix of Red Gore and thinned-down Blood Red, which was applied to the bottom half and centre of the light's surface (2). Next, using the tip of a Standard Brush, Mark added a thin arc of Blazing Orange to the bottom half of the light, and a sliver of Fiery Orange to the upper half (3). Finally, Mark painted a tiny spot of Skull White in the upper right quarter to represent reflected light, and a final highlight of Fiery Orange and Skull White (in a 50/50 mix) to the lower edge (4).

Metal details

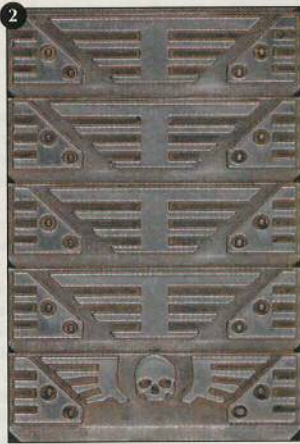
At this stage, Mark started to pick out the detailing of the model. The gun barrels and aquilas (Imperial eagles) were basecoated with a 50/50 mix of Chaos Black and Boltgun Metal. This was followed by a Chaos Black wash and, when the wash had dried, a drybrush of Boltgun Metal.



Painting the tracks



The tracks are painted in two rough stages. First, touch them up with Chaos Black paint, as there is a good chance that spilt paint or a stray brushstroke will have marked them. When that's dry, apply a wash of Calthan Brown. This represents mud and dirt that has accumulated in the recessed areas of the tracks.



It's important to make sure the wash is entirely dry before you start the next layer. When ready, use a Small Flat Brush to apply a very light coat of Boltgun metal to the raised details. Gradually build up the coat in several layers to get a brushed metallic look. Don't forget to drybrush the sides of the tracks as well.

5 Weathering

Battle damage

By now your tank will be almost finished. These last few stages are optional, but can really add extra realism to the kit. First, you can "weather" the model so it looks like it's seen some action in the field. When weathering, remember that "less is more" – if you apply too much in the way of dirt and battle damage, it will be very hard to rectify.



Mark painted lots of little chips on the hull, to represent bullets and stones scraping off the paint, revealing the primer beneath. Small chips work better than large areas of grey. Use the tip of the Standard Brush and apply small amounts of Codex Grey paint in an irregular pattern.



On the most pronounced extremities, particularly the teeth around the tracks, the chips will be deeper, revealing the bare metal beneath the paintwork. Repeat the above process, but with Boltgun Metal.



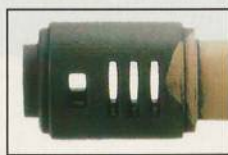
Chipped areas

The heaviest wear and tear will occur around crew access areas, such as hatches, skirts and ladders.



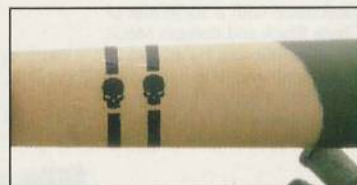
Field dirt

The mud effect on the lower half of the hull was achieved by gradually building up thin, drybrushed layers of Graveyard Earth.



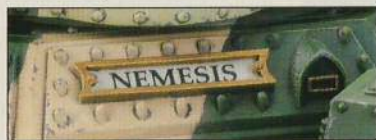
Smoke damage

The top of the exhausts and end of the Baneblade cannon were given a light drybrush of Chaos Black to represent carbon residue.



Kill markings

Mark added a kill marking transfer to the barrel. The barrel is tapered so you need to take care to ensure the transfer is placed correctly making sure it wraps completely around the cannon.



Applying transfers

Here is Mark's method for applying decals. This can be a tricky operation, so don't rush it.

1 Decide where your transfers will go and apply two coats of 'Ardcoat to the area. This smoothes out the paintwork and prevents air bubbles appearing under the transfer.

2 Cut your transfer from the sheet and place it on some kitchen towel.

3 Drip some clean water onto the tissue to soak the backing paper. Wait 30 seconds, then pick up the transfer with some tweezers. Slide the decal partially off the backing paper and position it on the model. Use a paintbrush to hold the transfer in place, and then carefully slide away the backing paper. Smooth down the transfer using a clean, damp brush.

4 Dab the transfer and the area around it with some kitchen towel to remove any excess water. Take care not to move the transfer accidentally in the process.

5 If you need to, you can reposition the transfer by flooding the area with clean water, this will give you some leeway to move the transfer. However, this is very tricky and can easily break the transfer, so be very careful.

6 When dry you'll need to take the shine off the 'Ardcoat area – this can be done by brushing some Matt Varnish on and around the transfer or spraying the whole model with a can of Purity Seal spray when you have finished painting the tank.



Reference

When weathering, it's a good idea to use some real-world reference material so you have an idea of what you're trying to achieve. Pictures of tanks, refuse skips and heavy plant machinery are all good, and are easily found in books, magazines and online.



And finally...

If you wish, you can varnish the model with Purity Seal to protect it from the rigours of gaming. We recommend using a fresh can for this job and to test it first to make sure the propellant hasn't settled (this can happen if the varnish has been stood for a very long time).

Once it is varnished then the very last job is to pick out the lights and vision slits with 'Ardcoat. Then it's finished, you have a Baneblade ready to take to the battlefield to crush the enemies of the Imperium!

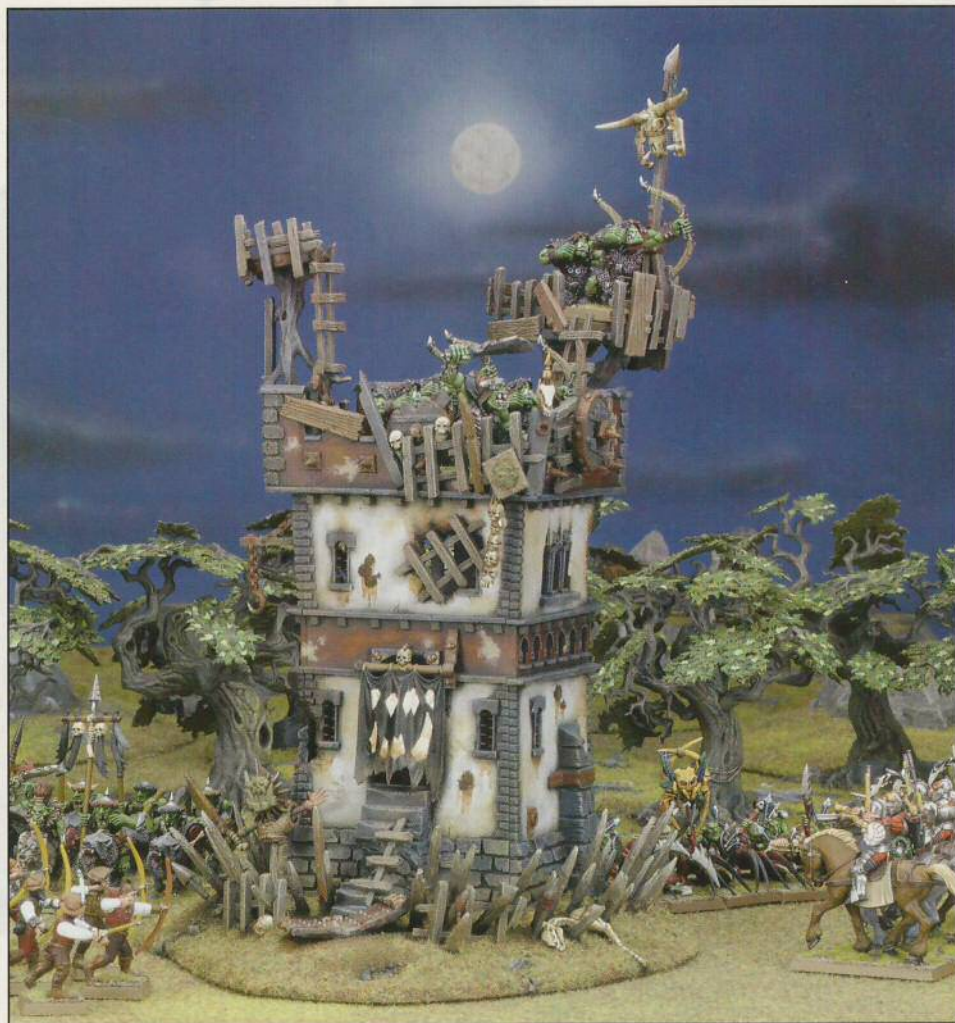
MODELLING WORKSHOP

WARHAMMER BUILDINGS

WARHAMMER

The Warhammer building kits offer the gamer a vast range of components and modelling opportunities. This month, we take a closer look at these versatile kits.

For this Modelling Workshop we asked Chad Mierzwa to create some bespoke scenery pieces using the Warhammer building kits. Using components from the Fortified Manor, the Arcane Ruins and the venerable Warhammer Fortress, here's what he came up with.



Since the release of the Fortified Manor, Arcane Ruins, Citadel Woods and Hills, Warhammer Players have never had it so good when it comes to terrain. And because all these great terrain models are made out of plastic, they are far more versatile and convertible than ever before. In addition, the advent of the new tool kit, especially the razor saw, has made cutting and converting the large components from the terrain sets even more straightforward.

Personalising your Warhammer buildings can be as simple as adding a few extra bits here and there, right through to converting large sections by chopping and changing components. These modifications can transform your building into a unique piece of terrain, making a perfect centre-piece for your battlefield. Many of the

smaller modifications shown on Chad's buildings on the following pages can be used for your own projects. Of course, if you want to outdo Chad with an even grander building conversion, then feel free to take that challenge.

It's also worth noting that the Special Features rules in Warhammer allow you to give your bespoke buildings an actual role in the game. Whether it's a simple Historic Landmark offering an extra 100 victory points, to something more atypical like an Acropolis of Heroes – which means that the unit controlling the feature always counts as outnumbering the foe – or even a Monument of Glory that instills Hatred for the enemy; or you can even create a Special Feature based solely on your own converted building – just check with your opponent before using it.

ORC TOWER

Once an Empire Watchtower, this building has been raided and occupied by Orcs & Goblins. The greenskins have added their own ramshackle constructions and other characteristically Orcy "improvements", which mark it out as Orc-held territory.

Orcs are wont to always "upgrade" the things they capture. In this case, the greenskins obviously thought that the tower needed to be higher and so made a platform out of a wooden door, building it precariously onto the existing chimney stack.

During the raid, the Orcs flung all manner of unmentionables at the tower. This Goblin – taken from the plastic Giant kit – is all that remains of an unfortunate Doom Diver!



The tower shows many scars from the original Orc assault. Windows and masonry have fallen away and have been damaged by fire from the Orcs' initial attack.



The Orc scarecrow is loosely based on the human versions that the Orcs have seen on their route through the Empire – except that the Orcs think that it will scare "Da Oomies" away!



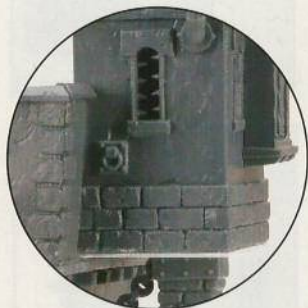
When Chad is modelling he doesn't waste anything. All the stakes around the base of the tower are bits of plastic frame that have been cut to shape with a Hobby Knife.



The battered door was torn from its hinges when the Orcs stormed the tower, and remains where it was thrown. Little touches like this add a narrative to the modelling project.



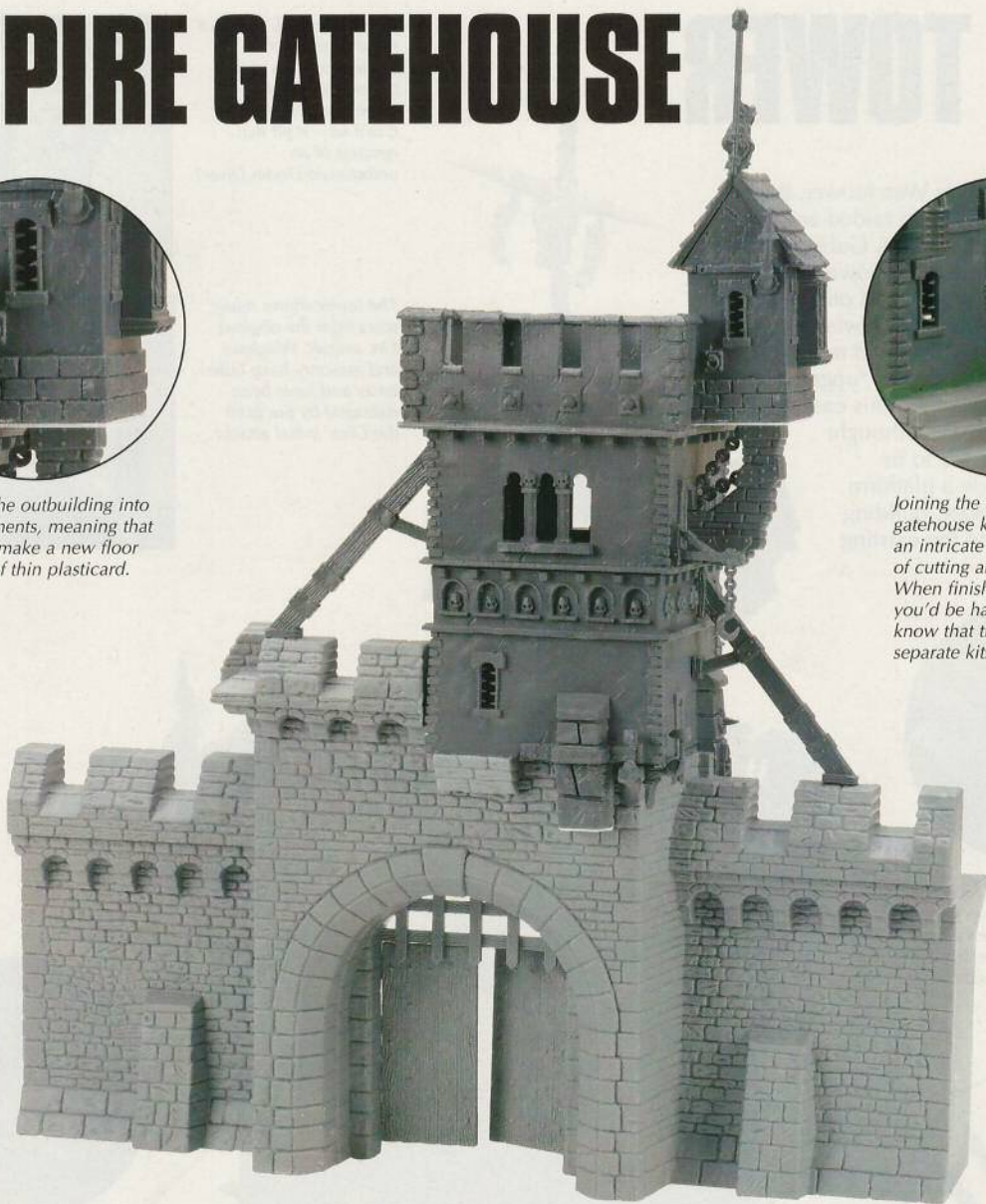
EMPIRE GATEHOUSE



Chad set the outbuilding into the battlements, meaning that he had to make a new floor for it out of thin plasticard.



Joining the tower and gatehouse kits together was an intricate job, involving lots of cutting and Green Stuff. When finished and painted you'd be hard pressed to know that they were two separate kits.



Mighty Fortress

The Warhammer Fortress is a complete castle that creates the perfect setting for siege games and a great centrepiece for your terrain collection. The box set contains three wall sections, four towers and a gatehouse.

This gatehouse represents part of a boundary fortress that guards one of the main arterial routes into the Empire, protecting the provinces from invasion and providing safe havens for weary travellers.

For this project, Chad has used the fortress gatehouse and the Watchtower kits. He also used a bit of plasticard here and there to cover up the gaps where the two kits were joined. Plasticard is a great modelling material, available from many specialist model shops. If you can't get hold of it, thick card will do just fine.

Chad has placed the tower off-centre, which gives the building a more characterful, off-kilter look, perfectly in keeping with Empire architecture. The tower's outbuilding also adds to this aesthetic, as it has been cleverly added to the top of the tower by removing some of

the crenellations. The chimney stack component has been placed underneath it to act as a rickety support column.

Chad has done a great job of seamlessly blending together the two kits. This took quite a bit of measuring and accurate cutting with the razor saw, as the tower joins with the gatehouse on four different levels. Green Stuff was used to tidy up the edges.

It's not just the big conversions that set this model off though. Lots of smaller components, mainly found on the Fortified Manor frames, have been added to the building for extra touches; things like the rusty hook, support beams and braziers.

Finally, Chad painted the gatehouse in the red and white colours of Talabheim, using the gate itself to display the heraldry of the province, before weathering the model with paint effects.



Support beam struts are great components because they can be placed anywhere you like, adding instant character to a project.



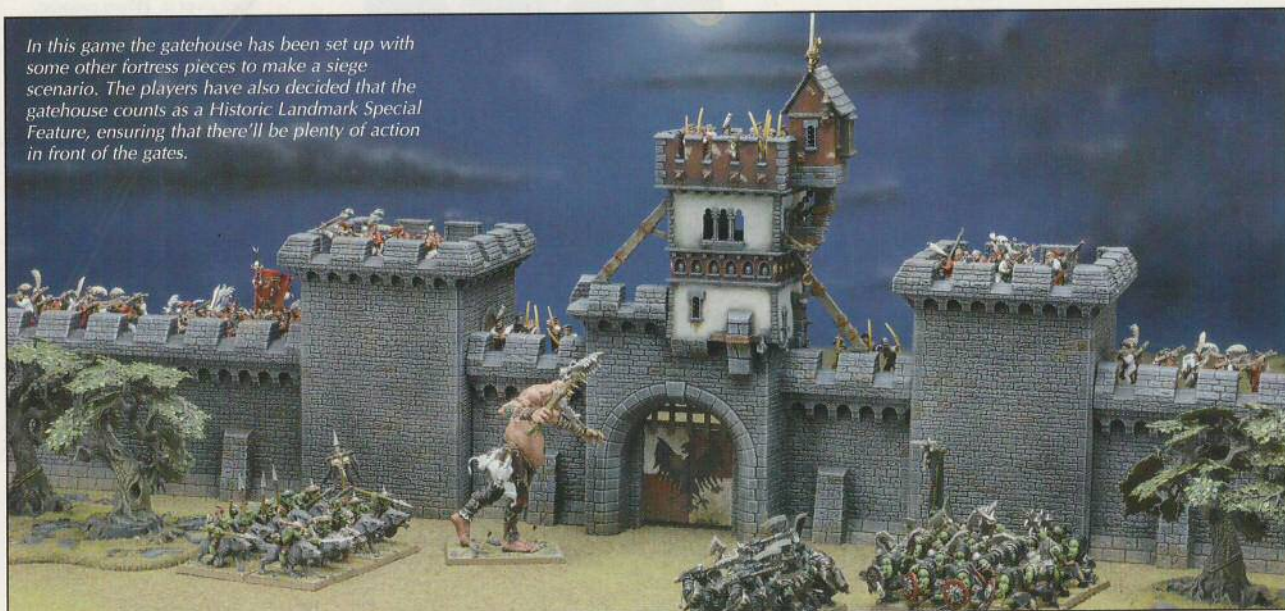
The base of the gatehouse was given a very light drybrush of Graveyard Earth to produce a dusty, weathered effect.



The rust effect was achieved by basecoating the chains with Boltgun Metal and then stippling them, first with Vomit Brown, then with Blazing Orange. Finally, the whole area was covered in a Brown Ink wash.



In this game the gatehouse has been set up with some other fortress pieces to make a siege scenario. The players have also decided that the gatehouse counts as a Historic Landmark Special Feature, ensuring that there'll be plenty of action in front of the gates.



WIZARD'S TOWER

Wizard's towers have a tendency to be built on the edge of dark, forbidding woods. In fact, there probably isn't a forest in the Old World without at least one Wizard's tower rising up above the tree line, with the occasional pyrotechnic blast from an upper window illuminating the night sky.

This is the most extravagant of Chad's terrain projects. Containing components from the Fortified Manor, Arcane Ruins, Gaming Hill and Citadel Woods sets, it really is the ultimate in terrain conversion projects.

Every component on the model has been modified in some way or another. For instance, the hill is considerably smaller than a standard Gaming Hill, because Chad removed most of the lower portion to create a much smaller, more compact hill for the crooked tower to sit on.

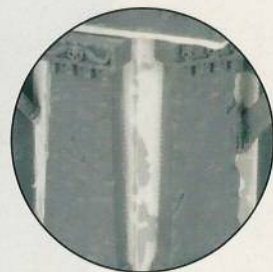
Even the first floor of the tower, which at first glance looks relatively untouched, is actually made of wall sections from two different watchtower kits, so that Chad could get a door on both sides.

The second level of the tower has been created with the pillars from the Arcane Ruins set. These come supplied in two halves, which Chad stuck to plasticard sheets and assembled in an eight-sided octagonal formation.

The top level, which rests upon the octagonal pillars, houses the wizard's keep with its distinctive cross-gabled roof. Other areas of note include the irregular, pentagonal battlements, and the beacon that rises from the roof of the wizard's keep to the tip the model, made from the Arcane Ruins obelisk.



The Wizard's keep, sat atop the tower, was created by converting two Chapel kits. The cross-gabled roof proved quite a challenge, with the wooden batons strategically added to hide the joins.



Chad cut nicks and cracks into the plasticard sheets to create a similar texture to the Arcane Ruin pillars that were stuck over it. When painted, this then looked like it was carved from the same material as the pillars.



Chad cut a channel into the hill so the steps from the tower could be set into it, rather than rest on top.





The pentagonal battlements required lots of chopping and patching up.



Bright Wizards love fire, and this one has placed candles wherever he can!



A charred tree stands outside the tower – the victim of one of the Bright Wizard's magical experiments!



This tree, from the Citadel Woods set, was positioned to look like it was jutting out from the hill, with extra branches being pressed into service as gnarled roots.



Painting Tips

Roof slates

- **Basecoat**
Charadon Granite.
- **Drybrush**
Astonomican Grey.

Brazier Flames

- **Basecoat**
Scab Red.
- **Paint tip**
Chaos Black.
- **Paint middle**
Blood Red.
- **Highlight 1**
Blazing Orange.
- **Highlight 2**
Sunburst Yellow.
- **Highlight 3**
50/50 mix of Sunburst Yellow and Skull White.
- **Highlight 4**
Skull White.

Candle Flames

- **Basecoat**
Skull White.
- **Paint tip**
Sunburst Yellow.

Pillars

- **Basecoat**
Chaos Black.
- **Overbrush**
Bestial Brown.
- **Drybrush 1**
Desert Yellow.
- **Drybrush 2**
Bleached Bone.
- **Drybrush 4**
Skull White.



The three large braziers are actually cauldrons from the Warhammer Siege range. The "flames" are made from metal horse tails.



HIGH ELF DRAGONS

High Elf players are currently spoiled for choice with all the great new releases out there. Undoubtedly the star attraction of the new range is the Dragon. In this article we talk to one of the sculptors, Martin Footitt, and show you how to get the best out of this great kit.



OF DRAGONS...

The oldest Dragons of the world can no longer be found, for they retired beneath the mountains and into the ocean depths. Their younger progeny can still be awakened from their slumber by powerful magic or the entreaty of a great hero.

Dragons are intelligent creatures, and like other beings can be disposed to good or ill deeds. Some are dire foes, while others are of a more noble spirit and will fight alongside those of lawful aspect against the dark things of the world.

Dragons have been inextricably linked with the High Elves since the very first edition of Warhammer. These great, monstrous and intelligent creatures have carried the High Elf nobility to war in some form of the game throughout Warhammer's proud twenty-five-year history.

It's fitting then, that the recent batch of High Elf releases contains one of the best-looking plastic dragons yet to grace our Hobby Centre shelves. Not only is the new model nice to look at, but it's also one of the most versatile kits in the Warhammer range. And it has to be, of course, as the new army list not only allows three different character types to ride such a beast into battle, but also three kinds of Dragon, which are distinguished by the creature's age – the young, fiery Sun Dragons, the ferocious and wise Moon

Dragons, and the terribly ancient and powerful Star Dragons.

No two Dragons are the same – the hue of their scales, their temperament and their wing spans all vary wildly from creature to creature, regardless of age or the name bestowed upon them by the Elves. Just as well, then, that the sheer number of components on the new frame allow you to create a personalised High Elf army centrepiece worthy of any collection.

Of course, once you have assembled and painted your Dragon, it will be time to field it on the tabletop. A Dragon is a fearsome unit for an opponent to face, and with its speed, ferocious Strength, numerous Attacks, breath weapon, and powerful rider, the Dragon can heavily influence the Movement, Magic, Shooting and Combat phases in each turn of the ensuing battle.



Designing the Dragon

If you're familiar with the many previous Dragons in the Citadel range, the first thing you'll notice with the new one is that it is not posed in the now-familiar "S"-shape. "One of the benefits of plastic tooling is that we can create models and put them in poses that wouldn't be possible using the metal casting process," explains Martin Footitt, one of the sculptors of the new Dragon kit.

Trish Morrison, Citadel creature-designer extraordinaire, was the first link in the creation of this Dragon. She actually sculpted the beast some time ago. It was then kept in a dormant state ready for when the High Elf range came along. "Trish made the creature," says Martin,

project for many months, was there a danger he would get bored of it? "Not really. It took a while to get to the finished master but because so many different processes were used, all the way from frame component planning to spotting undercuts in the digital files, I was kept on my toes and always engaged."

Martin has made sure that the kit is very versatile. You can alter the appearance of not only the rider, but the actual Dragon, too. "Trish made the Dragon with boney protrusions down its back, but I've added the option of spines. You also have the choice of horns or ears, an armoured or unarmoured head, and even a choice of different reins," Martin says, proudly.



MARTIN FOOTITT

Martin Footitt has been with Games Workshop for just over ten years. He started in the studio as a figure painter for 'Eavy Metal but has since moved onto sculpting, being responsible for some great recent models including much of the Dark Angels range and the majority of the new High Elves.

“We'd gone from a hard model to digital file, back to hard copy and then to a digital master again!”

"then I took it and turned it into a High Elf Dragon by adding the various race-specific bits, like the armour and, of course, the High Elf riders."

The design process the kit went through was quite an involved one and has included various different sculpting disciplines. Martin explains: "First, Trish constructed the Dragon at actual size, using traditional materials like Green Stuff and plasticard. This was then scanned into the computer to create a digital master. From the digital file we created a 3:1 (or 'three-up') physical, resin model of the neck section, known as a rapid prototype," says Martin. A rapid prototype – or "RP" in sculptor parlance – can be made reasonably quickly from a digital file. Making an RP model is a very mysterious process involving such things as photosensitive resins and lasers (*only Master Runesmiths know how it truly works – Grombrindal*). Martin used this as a reference to create the riders and saddle, also in a 3:1 scale. "When these were ready they were also scanned into a digital format. So we'd gone from a hard model to digital file, back to hard copy and then to a digital master once again," states Martin.

With such an involved design process the kit was in development for a long time. As Martin was consumed by the Dragon



The three-up High Elf Prince, sculpted by Martin and cast up, ready to be transformed once more into a digital file!

PAINTING THE DRAGON



NEIL GREEN

Neil has been with Games Workshop as part of the 'Eavy Metal team for over a decade, in which time he's painted his way through far more Citadel miniatures than you could possibly count.

Unlike an Orc, whose flesh is green, or an Elf with pale, luminescent skin, the scales of a Dragon are as much to do with the creature's temperament and personality than any racial traits. When it comes to painting a Dragon, this gives you enormous freedom as you can paint the creature any colour and style you wish.

For this 'Eavy Metal Masterclass, we asked veteran painter Neil Green to give the High Elf Dragon model the expert attention it deserves. Neil plumped for a fiery colour scheme, and so decided to paint the Dragon in a variety of rich reds and golden hues. He decided to assemble a High Elf Prince to ride this mighty beast into battle, adding another mighty Lord to the Studio High Elf army!

Preparing the model

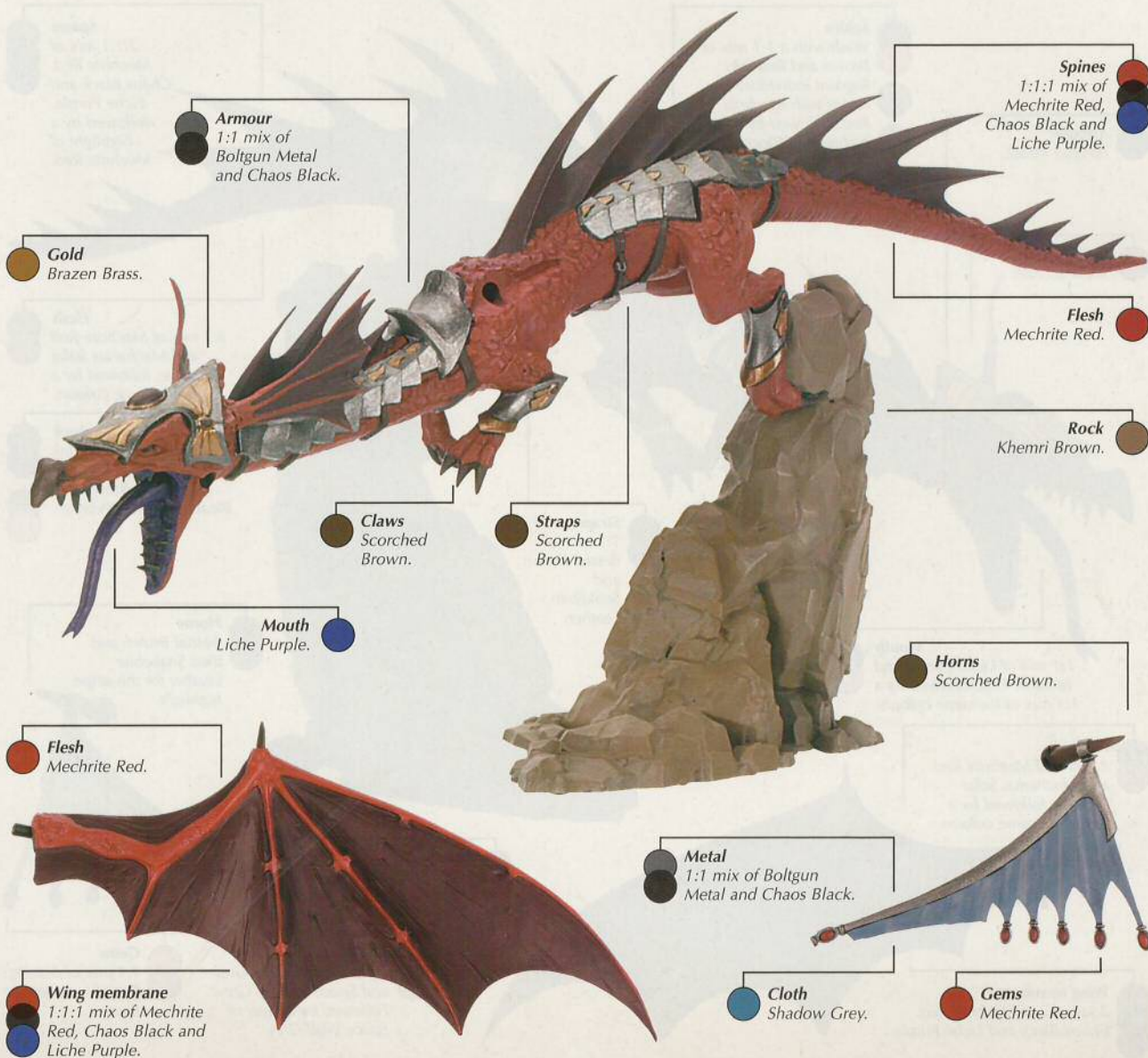
Before painting begins in earnest, you need to make sure the model and work area, tools and brushes are all properly prepared. Make sure you have a good work space with all your tools, brushes and paints close to hand.

After planning out which components from the plastic frame he was going to use, Neil clipped them out from the frames and cleaned them up thoroughly with a Hobby Knife. He then glued together the Dragon and rider as separate sub-assemblies with Plastic Glue. Neil then checked over the model for unsightly joins and mould lines – any he found were trimmed and filed so they were no longer visible – before undercoating the components with Chaos Black spray paint.

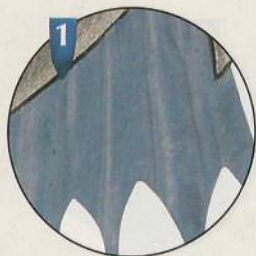


Stage 1 – Dragon Basecoat

Once the Chaos Black undercoat had dried, Neil began by painting the flat basecoats. He painted the rock first, to prevent any stray flecks of paint marking the Dragon itself. When applying the basecoats on the Dragon, Neil painted the underside of the body first, then the scales and finally the armour to minimise slippage.



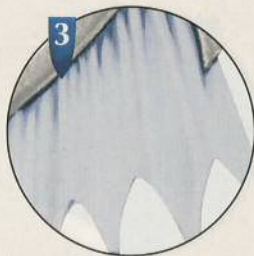
The Reins



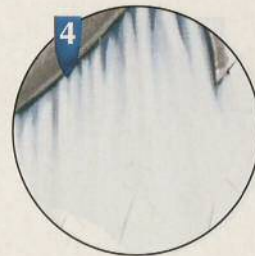
Basecoat. Apply an even basecoat of Shadow Grey to the cloth area, taking care not to paint over the silver gem settings.



Highlight 1. Paint a 1:1 mix of Shadow Grey and Space Wolves Grey over all the raised parts, followed by a layer of Space Wolves Grey.



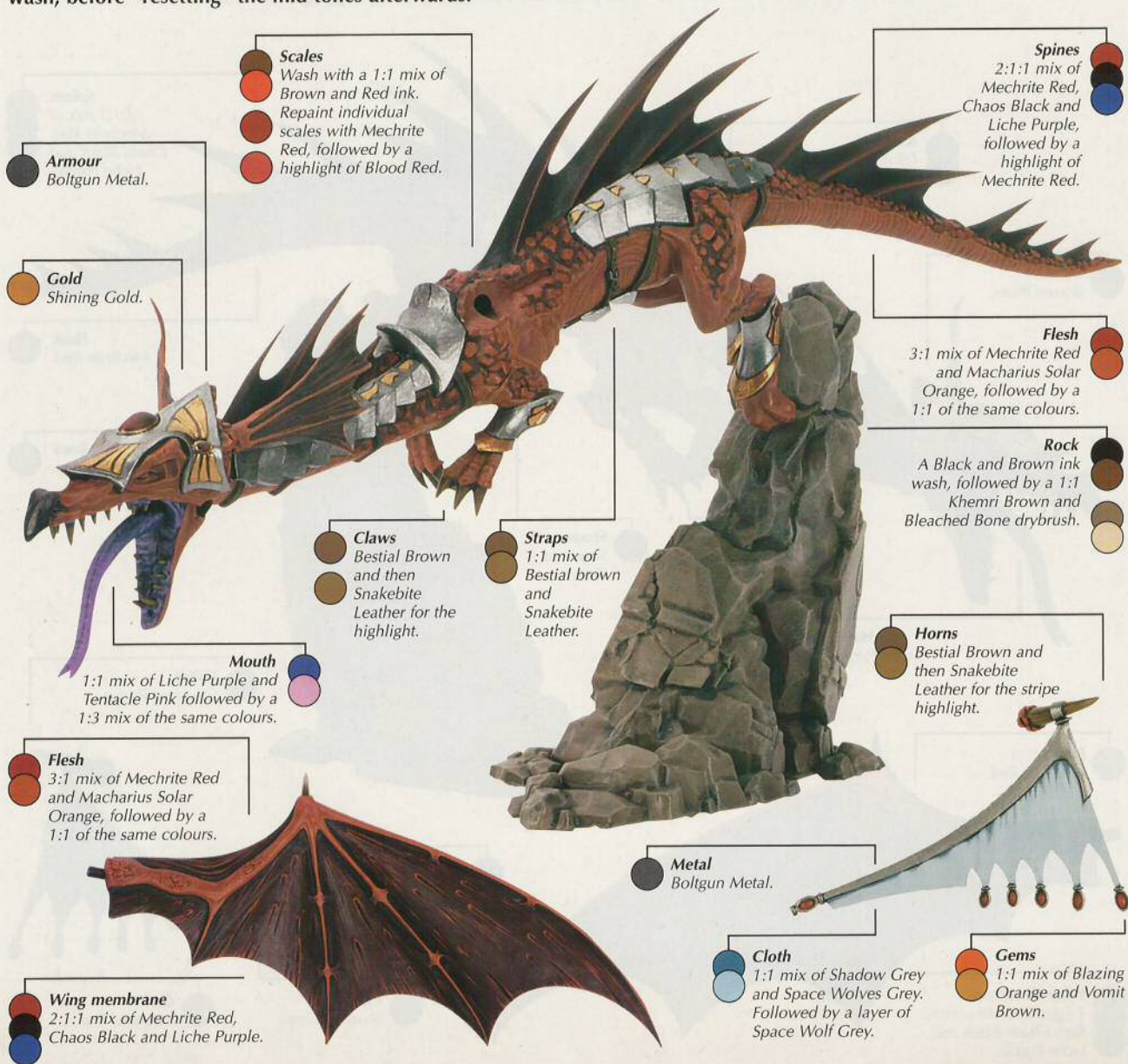
Highlight 2. The next layer was a 1:1 mix of Space Wolves Grey and Skull White, applied to the raised areas of cloth.



Highlight 3. The final highlight was pure Skull White, which was applied to the most prominent creases of the cloth area.

Stage 2 – Dragon Shade and Highlight

At this stage, Neil painted on the first highlights, leaving the base colours showing through in the recesses. On some parts of the model, however, such as the scales and rock, Neil added extra definition by first shading the area with an ink wash, before “resetting” the mid tones afterwards.



Wing Membranes



Basecoat. Basecoat the wing membrane area with a 1:1:1 mix of Mechrite Red, Chaos Black and Liche Purple.



Highlight. Next, apply a 2:1:1 mix of Mechrite Red, Chaos Black and Liche Purple. Highlight the ridges with Mechrite Red.



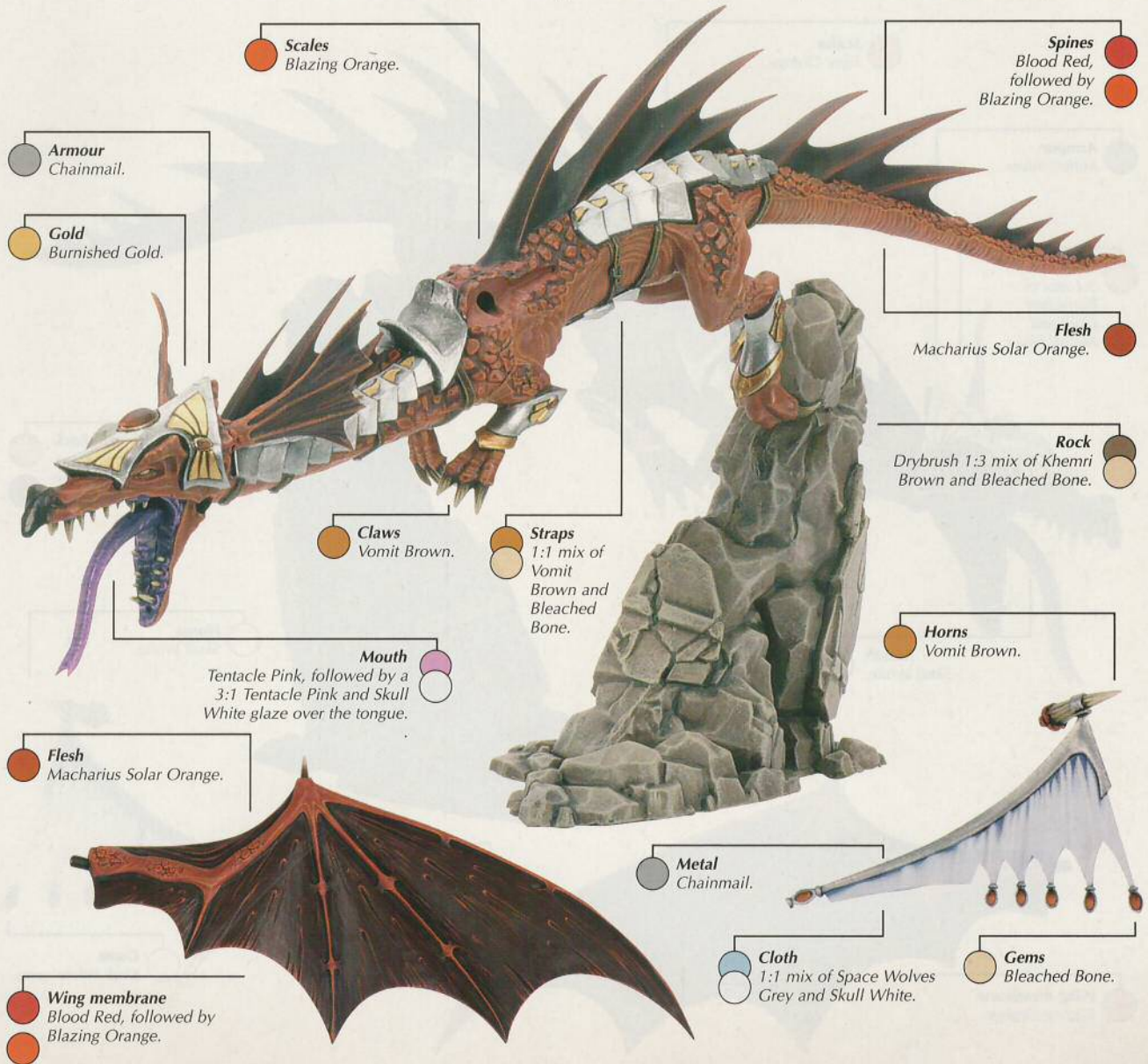
Wash. Apply a wash of Chaos Black and Liche Purple into the recesses. In the deepest areas use a Chaos Black wash.



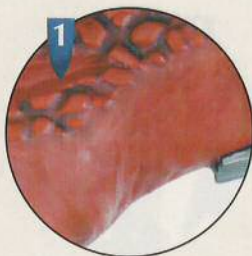
Final Highlight. Highlight the most prominent areas, like the tips of the ridges with a small amount of Blazing Orange.

Stage 3 – Dragon Second Highlight

Neil continued to work up the highlights all over the model. These highlights were mostly blended – several thin, translucent layers were applied at each stage, resulting in a subtle gradation from the darkest to the lightest tones. The rock was drybrushed further – be careful when drybrushing around the Dragon's feet, as this is a messy technique.



Underbelly



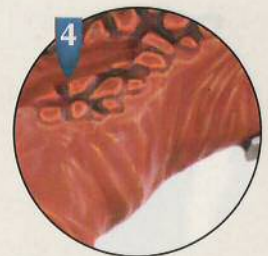
Basecoat. Basecoat the flesh with a solid layer of Mechrite Red.



Mid tone. Next, apply a mix of 3:1 Mechrite Red and Macharius Solar Orange, followed by a 1:1 coat of the same colours.



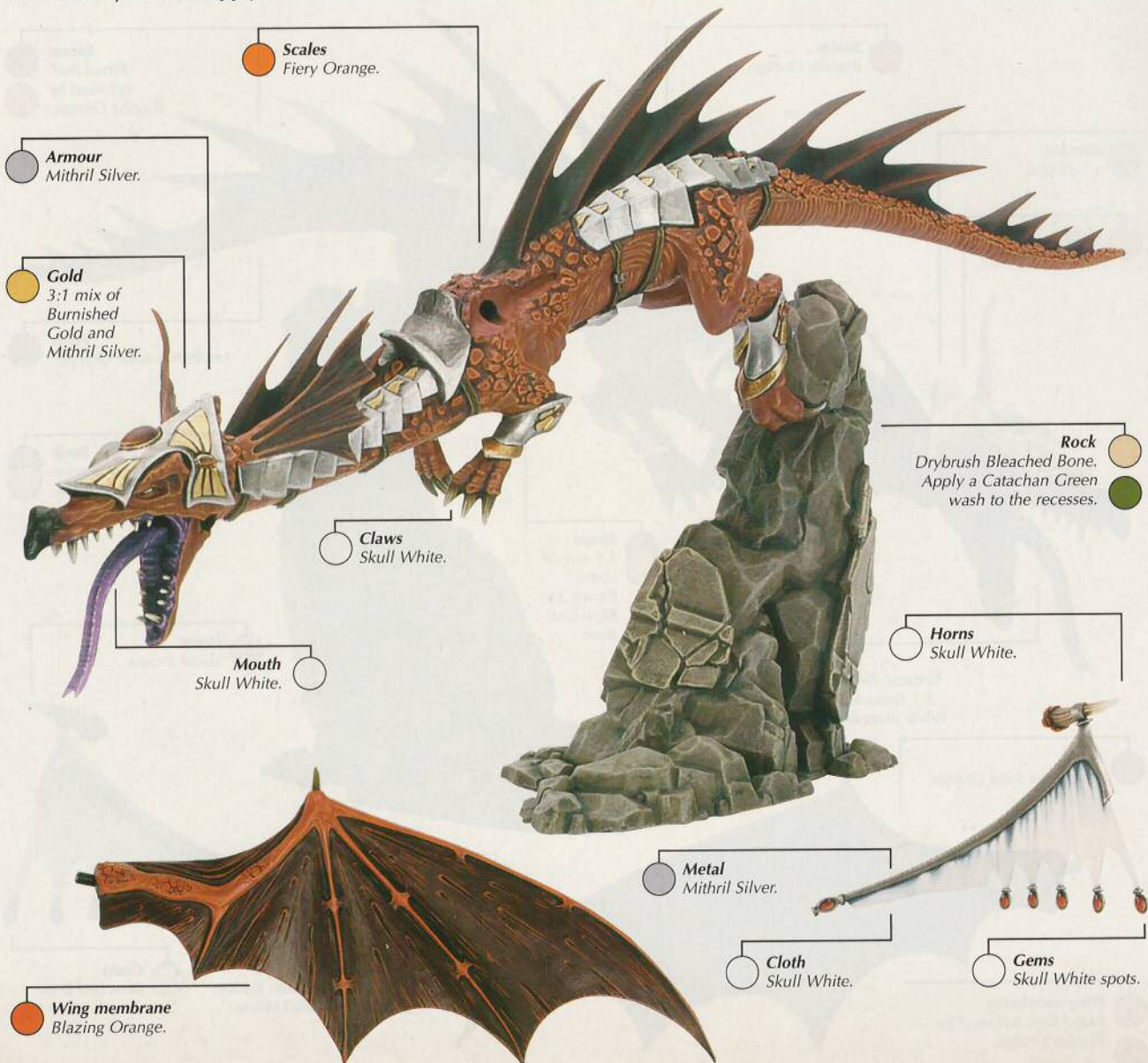
First Highlight. Apply a highlight layer using a 1:1 coat of Mechrite Red and Macharius Solar Orange.



Final Highlight. For the last highlight, use pure Macharius Solar Orange on the most prominent raised areas.

Stage 4 – Dragon Final Details

The final stage on the Dragon is to apply the finest highlights. As you apply each highlight the colour should be lighter and the area that you paint should be smaller than the previous coat. Thus, the final highlight needs the lightest touch and a steady hand to apply it.



Mouth and Tongue



Basecoat. Paint the mouth and tongue with an even basecoat of Liche Purple.



Highlight. Highlighted with a 1:1 mix of Liche Purple and Tentacle Pink, with a further 1:3 mix highlight of the same colours.



Glaze. Apply a 3:1 Tentacle Pink and Skull White glaze over the tongue to differentiate it from the rest of the mouth.



Final Highlight. Finally, use Skull White on the fine ridges of the tongue for the final highlight.

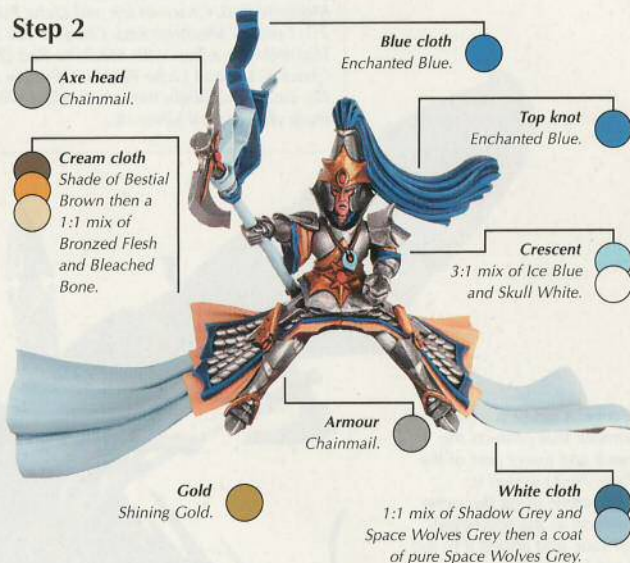
Stage 5 – The Prince

Like the Dragon, the rider was split into roughly four stages, although for painting purposes Neil treated him almost as a separate project. For the flowing white cloth parts, Neil achieved a very smooth finish by using watered-down Skull White – at least 1:1 paint to water – over three to four layers. The result is well worth the effort!

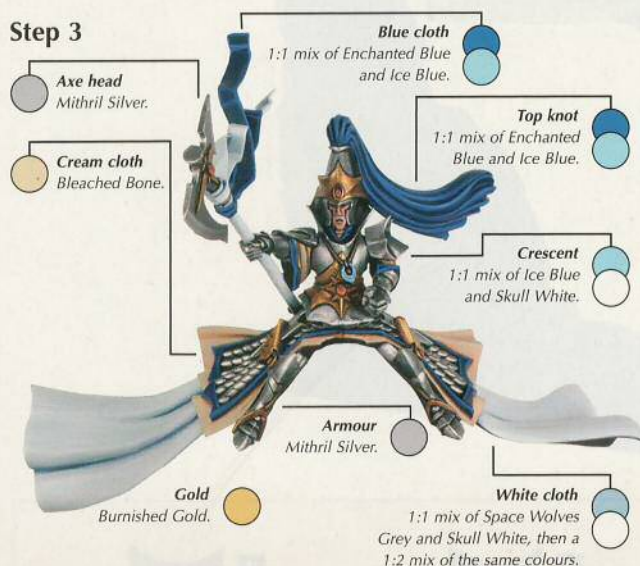
Step 1



Step 2



Step 3



Step 4



Elf Flesh



Basecoat. The Elf Prince's skin was basecoated with a flat coat of Vermin Brown.



First Highlight. Carefully apply a layer of Dwarf Flesh to all but the most recessed areas.



Second Highlight. Apply a 1:1 Dwarf Flesh and Skull White highlight mix to the raised areas of the face.



Final Highlight. Finally, apply a 1:3 mix of Dwarf Flesh and Skull White as a final highlight.

Assembly and Final Detail

Seat rest

The seat rest of the saddle was painted using a very similar method to the scales of the Dragon. Start with a basecoat of a 1:1:1 mix of Mechrute Red, Chaos Black and Liche Purple (1). Next, apply a 2:1:1 mix of Mechrute Red, Chaos Black and Liche Purple. Highlight the edges with Mechrute Red (2). Now, apply a wash of Chaos Black and Liche Purple. Paint the studs with Boltgun Metal (3). Finally, highlight the raised edges with Blazing Orange and the studs with Mithril Silver (4).



Bevor. A bevor is a piece of armour that protects the neck and lower part of the face. Neil painted it separately, using the same method as the rest of the armour, and added it to the Lord last of all.



Base Details. Neil has decorated the base with lots of components from the frame, such as the fallen column and the hatchling Dragon.

Shield

1



Basecoat. As the shield is so prominent on this model, Neil gave it as much attention as the Dragon itself. He started with a backdrop of Regal Blue. The flames were painted Vomit Brown, the wings Mechrute Red and the Phoenix itself was given a base of Shadow Grey.

2



Washes. Neil used a Chaos Black wash of increasing strength to achieve the gradual fade to black on the blue field. The flames were given a wash of Blazing Orange. The wings received a highlight layer of Blazing Orange. The Phoenix was given a coat of Space Wolves Grey.

3



Detailing. Neil added small stars to the background in Shadow Grey. The flames were given a vibrant wash of Blood red so they stood out. Neil started to highlight the wings with Vomit Brown. The Phoenix was highlighted with a mix of 1:1 Space Wolves Grey and Skull White.

4



Final Highlights. To finish off the shield, Neil added Ice Blue dots to the centre of the stars. The flames had a wash of Red Gore and were then highlighted with Bleached Bone. The Wings were also given a final highlight of Bleached Bone. The Phoenix had a last coat of pure Skull White.

White surf crashed over broken spars and timbers as the wrecks of three longships piled up onto the golden sands of the Yvresse coast. A squadron of hawkships, their white sails full in the wind, stood further out to sea. In their midst a mighty kingship sped forwards on three banks of oars, its immense prow carved with the leering face of a Daemon ploughing through the waves. Volleys from the Hawkships' bolt throwers clanged harmlessly from the kingship's iron-bound hull.

The beach was covered with a swarm of dark-armoured figures who had poured from the decks of two beached longships. Above the heaving mass red and black banners waved, scrawled with runes in the dark tongue, and brazen icons bearing the sigils of the Chaos gods glowed evilly with dark enchantments. The spear-armed Elves of Yvresse stood firm against the repeated assaults; a thin white line holding back a boiling black stain.

Yet the numbers of the marauders were beginning to tell, and here and there the darkness punched through the shining line of the defenders. Having broken through the hawkships' blockade, the kingship reached the shoreline and crashed out of the waves. Chaos Warriors clad in thick plates of armour leapt over the sides into the sand and quickly assembled around the burning totem of their warlord. A heavy drumbeat sounded and the Chaos Warriors advanced, heading towards one of the widening gaps in the Elves' line.

A drawn-out roar drowned the clamour of fighting and a gargantuan shadow passed across the battlefield causing the warriors of both sides to pause in their bloody work and gaze skywards. With another bellow, a blue-scaled dragon plunged from the skies, smoke trailing from its fanged maw. Atop its back sat a figure in golden armour, a glimmering lance in his hands. The Dragon circled above the kingship, the beating of its wings kicking up a tempest of water. Deep blue fire gouted from the Dragon's maw, quickly setting a flame in the sails and masts, which then spread to the timbers of the ship's hull. Soon the whole vessel was ablaze from stem to stern.

With firelight reflecting from the glittering scales of its underbelly, the Dragon soared low across the battlefield. Where it passed, Chaos tribesmen faltered and ran; unmanned by drake-terror. Only the warlord and his bodyguard held their ground.

Like a thunderbolt of vengeance, the Dragon Prince and his monstrous steed smashed into the Chaos Warriors. The snap of bones and the screech of tearing armour mixed with the stentorian roaring of the Dragon. The rider's lance pierced the helm of the northern warlord, and with his death the Chaos Warriors broke and ran.

The victorious Elves racing across the sands in its wake, the Dragon hurled the northmen back into the sea. Most drowned, dragged down by their armour, while some clambered aboard their ships. Within moments these too were burning fiercely, turned to kindling by the fury of the Dragon's breath.

As the tide withdrew, it swept the charred bodies and timbers far out to sea, and by morning nothing remained of Kurbad the Angry's ill-fated expedition.





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 Hawbly 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 Hawbly 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.

► The 2007 School League Final, held at Warhammer World, Nottingham.



FRONTLINE

The Events Diary

102-105 ►►

Games Day 2007

This year's Games Day was our largest event to date with well over 8000 hobbyists in attendance. Find out what you missed, together with a sneak peek at some of this year's winning Golden Demon entries.

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.

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.

Mail Order

114-119 ►►

Games Workshop Mail Order

The full range of Games Workshop products are available from GW Mail Order, our premier online and telephone ordering service.

Christmas with Games Workshop

If you're looking for the perfect present to give this year, check out the selection of great gift ideas available from Games Workshop Mail Order.

Advance Order – Orks

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.



UNITED KINGDOM

Breaking all previous records, Games Day 2007 was an enormous success with over 8000 enthusiastic hobbyists in attendance. Event Organiser, Brian Aderson recaps just a few of the many highlights of the show.



Only available at this year's Games Day or through buying a ticket, the Orc Boss and Goblin assistant is a wonderfully unique model – a fine addition to any hobbyist's miniatures collection and a must-have for all Orcs & Goblins players.

GAMESDAYTM & GOLDEN DEMON 2007



Now that the dust has settled on another awesome Games Day I can sit down, put my aching feet in a bowl of warm water to soak, and review everything that went on at the NEC this year. One thing's for sure, it was an event that was enjoyed by customers and staff alike and we all have stories to tell about what we saw and what we did at Games Day 2007.

Now, I could use up numerous pages in White Dwarf telling you about Apocalypse at Games Day, the games, the people, Golden Demon, Black Library authors, and

of T-shirt launchers and apocalyptic five-metre crowd-blasting templates but I think it best to save the details of such things for the Games Day review web pages. Suffice to say, whether you missed the show or not you should do two things; first take a look at the website to see how much fun we had this year and view the Golden Demon winners, and second, keep your calendar in September 2008 free so you can come and enjoy the fun at Games Day 2008.

See you next year.

Brian Aderson
Games Day Manager

For a full review of the day's activities, together with a gallery of all the Golden Demon winning entries, visit the website at:

www.games-workshop.co.uk/gamesday

Right: Throughout the day the awesome new High Elves and amazing Apocalypse battle formation boxed sets drew a huge amount of attention, while the Apocalypse Gamers' Edition sold out within the first 45 minutes!

Below Left: The bar was raised even higher in this year's Conversion Clinic competition as hobbyists of all ages entered their bids to win the coveted Scrap Demon trophy.

Below Right: Games Designer Adam Troke talks at length about the new High Elves army book for Warhammer.

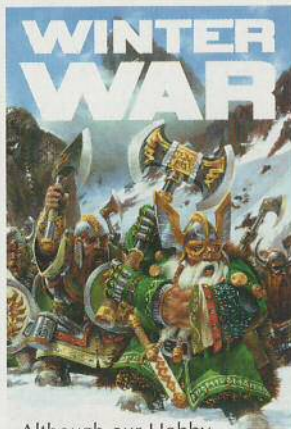


Triumphant at last

After many long years of dedication, relentless painting and several near misses, 2007 was finally the year in which one time Warhammer World staff member and former 'Eavy Metal painter, David Rodriguez, would finally be rewarded for his efforts. His Slayer Sword-winning Tyrantid Carnifex a more than worthy new addition to the long line of Golden Demon sword winners.

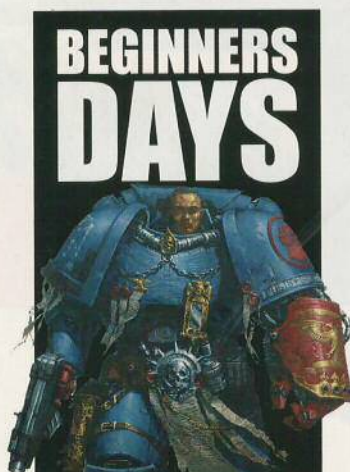
Event Calendar

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



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.



Throughout January, 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.

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 the day.
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

9th De Dordtse Decemberslag

Date: 9th December

Venue: Stork Aerospace Industries, Industrieweg 4, 3351 LB Papendrecht, The Netherlands

Details: Warhammer and Warhammer 40,000 Doubles Tournaments.

Tickets: €10 per person. For full information, registration and rules pack visit the website.

Contact: www.dordtsedecemberslag.nl

January

12th Warhammer 40,000 Doubles Tournament

Date: 12th–13th January, 2007

Venue: Warhammer World, Nottingham, England

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 includes: tea & coffee at the start of both days, with doughnuts to get you started on Saturday morning, vouchers towards lunch on both days, and an evening meal on the Saturday night.

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, tea & coffee at the start of both days, with doughnuts to get you started on Saturday morning, vouchers towards lunch on both days, and an evening meal on the Saturday night.

Contact: Mail Order
0115 91 40000

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



Last year's Champion,
Vesa Neyne

February

9th Warmaster Winter Warmer 2

Date: 9th February, 2008

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Dig out your small soldiers and get to Warhammer World for a fun day playing Warmaster. You'll need a fully painted 2,000 point Warmaster army to take part. Play three games over the course of the day and compete for the Winter Warmer White Elephant!

Entry is free but places are limited (and you'll need to provide your own lunch!)

Contact: warmasterwinterwarmer@yahoo.co.uk

Website: <http://games.groups.yahoo.com/group/gw-warmaster/>

10th Full Tilt VI

Date: 10th February, 2008

Venue: Leopoldsburg, Belgium

Details: Full Tilt is an annual wargames tournament organised by the White Knights gaming club from Leopoldsburg in Belgium and will take place for the 6th time. There will be tournaments for three systems: Warhammer Fantasy, Warhammer 40,000 and The Lord of the Rings. So if you're in the mood for a day of wargaming in a great atmosphere, then check out the website below for more information.

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

WARHAMMER WORLD HOBBY WORKSHOPS

Want to improve your painting and modelling skills? Curious how best to base your latest creations? Well, Warhammer World has the answers!

Throughout the Christmas holidays Warhammer World will be offering a fantastic range of hobby activities to the public. From painting techniques to modelling skills and scenery workshops, even tactical game play advice, there's something for everybody.

Each activity is run by a skilled GW staff member, and will provide you with all the required materials and tools to take part. At the end of the session you will not only have developed your own skills in a particular area, but you'll get to take away any models you use and make during the activity!

For more information about the activities run throughout the holiday season and beyond, including details about how you can register to take part, check out the Warhammer World Blog Page.

<http://warhammerworld.typepad.com/>

Kevin Beadle
Hobby Content Manager
Warhammer World

Coming to a store near you...



Over the months of January, February and March our stores will be running a selection of hobby sessions aimed at improving your hobby skills no matter what your level of expertise!

From outright beginner to those of you with literally years of experience, there will be something for you.

All you need to do is sign up and attend these sessions and you could be welcomed into the ranks of those who have been rewarded with an 'Iron Halo' badge to display their hobby prowess!

Ask store staff for details.



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 Mail Order 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 across Europe 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 Mail Order on: +44 (0) 115 91 40000

Store Directory

AVON

GW BRISTOL:
67 The Haymarket, BS1 3JR
Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5LP
Tel: 0117 959 2520
BRISTOL, Area 51:
Tel: 0117 9244651
BRISTOL, HobbyCraft:
Tel: 0117 959 7180

BEDFORDSHIRE

GW BEDFORD:
10 Greifans, MK40 1HP
Tel: 0123 427 3663
LUTON, Ottakres:
Tel: 01582 486999
CRANFIELD, Wargames Workshop:
Tel: 01234 737878

BERKSHIRE

* **GW MAIDENHEAD:**
Unit 2, 17 Market Street, SL6 8AA
Tel: 01628 863 3747
GW READING:
29 Oxford Road, RG1 7QG
Tel: 0118 959 8693
GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861087
BRACKNELL, Ottakres:
Tel: 01344 480121
BRACKNELL, Toy Planet:
Tel: 01344 426262
READING, HobbyCraft:
Tel: 0118 902 8600
SANDHURST, Toyworld:
Tel: 01252 873350
WINDSOR, WJ Daniels:
Tel: 01753 862186

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit 116, Bullring Link, B5 4BS
Tel: 0121 633 7193
GW DUDLEY:
Unit 36, Merry Hill Centre, DY8 4UE
Tel: 0138 448 1018
GW SOLIHULL:
990 Warwick Road, B91 1DX
Tel: 0121 705 7987
* **GW SUTTON COLDFIELD:**
45-47 Birmingham Road, B72 1JF
Tel: 0121 354 3174
GW WALSHALL:
Unit 27, Old Square Shopping Centre, WS1 1QF
Tel: 0192 272 5287
GW WOLVERHAMPTON:
9 King Street, WV1 1ST
Tel: 0190 231 0466
BIRMINGHAM, Console Games:
Tel: 0121 477 0022
GREAT BARR, Gaming Crypt:
Tel: 0121 500 5080
WOLVERHAMPTON, HobbyCraft:
Tel: 0845 051 6543

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 25, The Octagon Centre, HP11 2HT
Tel: 0149 453 1494
GW MILTON KEYNES:
504 Silbury Boulevard, MK9 2AD
Tel: 0190 869 0427
AYLESBURY, Bear Necessities:
Tel: 01296 421099
BUCKINGHAM, Abacus Toys:
Tel: 01280 821815
GERARDS CROSS, Howard Marshall:
Tel: 01753 882952
MILTON KEYNES, HobbyCraft:
Tel: 01908 388 330
NEWPORT PAGNELL, Doodles
Tel: 01908 610496
PRINCES RISBOROUGH, Treas:
Tel: 01844 344354

CAMBRIDGESHIRE

* **GW CAMBRIDGE:**
54 Regent Street, CB2 1DP
Tel: 0122 331 3330
GW PETERBOROUGH:
3 Wentworth Street, PE1 1DH
Tel: 01733 890 862
ELY, City Cycle Centre:
Tel: 01353 663131

HUNTINGDON, Sports & Fashions:

Tel: 01480 454541
PETERBOROUGH, The Gluey Goblin:
Tel: 01945 588 808
PETERBOROUGH, Westgate Department Store:
Tel: 01733 563151
PETERBOROUGH, Your Story:
Tel: 01733 341007
ST NEOTS, First Computer Games:
Tel: 01480 306 838
ST NEOTS, Gamers:
Tel: 01480 217 443
ST NEOTS, Westgate Department Store:
Tel: 01480 473282
WISBECH, Westgate Department Store:
Tel: 01536 203525
WISBECH, The Gluey Goblin:
Tel: 01945 588 808

CHANNEL ISLANDS

JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 752187
JERSEY, ST. SAUVOUR, The Jersey Train and Model Centre
07797 736478

GUERNSEY, ST. PETERS PORT, Carousel:
Tel: 01481 721721
ST. HELIER, Bambola Ltd:
Tel: 0604 20828

CHESHIRE

GW ALTRINCHAM:
Unit 1, 19 Grafton Street, WA14 1DU
Tel: 0161 929 9096
* **GW CHESTER:**
112 Fongate Street, CH1 1HB
Tel: 0124 431 1967
* **GW MACCLESFIELD:**
Unit 38, Chestergate Mall, Grosvenor Centre, SK11 6AR
Tel: 0162 561 9020
GW STOCKPORT:
32 Mersey Square, SK1 1RA
Tel: 0161 474 1427
GW WARRINGTON:
Unit 19 Bank Street Time Square, WA1 2AP
Tel: 0192 565 1984

ALTRINCHAM, The Gaming Crypt:
Tel: 0161 929 9919
BIRKENHEAD, Kit Shop:
Tel: 0151 647 9067
CHEADLE, Fantasia:
Tel: 0161 491 1130
CHESTER, HobbyCraft:
Tel: 01244 650 110
CONGLETON, Deans Toys & Cycles:
Tel: 0126 0273277
CREWE, ABC Model Sport:
Tel: 01270 505 048
CREWE, Potters Model World:
Tel: 01270 250 038
CREWE, Jac in a Box:
Tel: 01270 581 118
FRODSHAM, Steve Webb Models & Hobbies:
Tel: 01928 735 225
NANTWICH, HobbyCraft:
Tel: 0845 001 6537

NESTON, Carousel:
Tel: 0151 336 621
NORTHWICH, Level 1:
Tel: 01606 45053
NORTHWICH, The Model Shop:
Tel: 01606 826 346
SANDHURST, RC Nut:
Tel: 01270 255 870
STALYBRIDGE, Hardcastles:
Tel: 0161 3038528
STOCKPORT, HobbyCraft:
Tel: 0161 429 3400
HYDE, Gossings Toymaster:
Tel: 0161 427 2099
WIDNES, The Hobby Shop:
Tel: 01514 241 947

CLEVELAND

* **GW MIDDLESBROUGH:**
Unit 33, 37 Dundas Street, TS1 1HR
Tel: 0164 225 4091
HARTLEPOOL, Illusions:
Tel: 01429 233 199
HARTLEPOOL, Westgate Department Store:
Tel: 01429 244 337
NORMANBY, PC Tech:
Tel: 01642 461019
REDCAR, PC Tech:
Tel: 01642 481888

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street, TR1 2AA
Tel: 0187 232 0047
BODMIN, Bricknells:
Tel: 01208 77088
BUDE, Nitro RC:
Tel: 01288 353 388
BUDE, More Value:
Tel: 01288 352 362
CALLINGTON, GMS Games
Tel: 01736 753 012
FALMOUTH, Wonderland:
Tel: 01736 753 012
HAYLE, Blewetts of Hayle:
Tel: 01736 753 012
NEWQUAY, Planet Hobbywood:
Tel: 01637 859 941
3ST AUSTELL, Adeba Toys:
Tel: 01736 73125
ST AUSTELL, Mad for Miniatures:
Tel: 01736 72259
ST IVES, Dragon's Hoard:
Tel: 01736 79848

COUNTY DURHAM

* **GW DURHAM:**
64 North Road, DH1 4SQ
Tel: 0191 374 1062
GW DARLINGTON:
78 Skimmergate, DL3 7LX
Tel: 0132 538 2463
BARNARD CASTLE, Toy Shop:
Tel: 01833 637 396
BISHOP AUCKLAND, Windsock Models:
Tel: 01888 609 764
CONSETT, Kwikcraft:
Tel: 01207 581024
SEAHAM, Games of War:
Tel: 01915 817 110
STOCKTON ON TEES, Stockton Modeller:
Tel: 01642 616 800

CUMBRIA

* **GW CARLISLE:**
Unit 2, Earls Lane, CA1 1DP
Tel: 01223 859 0216
BARROW-IN-FURNESS, Heaths:
Tel: 01229 820 435
BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 01539 443 047
COCKERMOUTH, The Toy Shop:
Tel: 01900 825855
KENDAL, Ayries:
Tel: 01539 720 781
KESWICK, Lakeland Toys and Hobbies:
Tel: 01768 775 275
PENRITH, Harpers Cycles:
Tel: 01768 864 475
ULVERSTON, Sawdust 'n' Stitches:
Tel: 01229 582 284
WIGTON, Jacksons Diecast Models:
Tel: 01697 342 557
WORKINGTON, ToyTown:
Tel: 01906 873 322

DERBYSHIRE

GW DERBY:
42 Sadler Gate, DE1 3NL
Tel: 0133 237 1657
ASHBOURNE, Lumbards Toys:
Tel: 01335 345115
BEUPER, Children's Choice:
Tel: 01773 825865
BUXTON, Knowles Toys and Models
Tel: 0129 824 203
CHESTERFIELD, Chesterfield Department Store:
Tel: 01246 220 280
CHESTERFIELD, Peak Bookstore:
Tel: 01246 201 609
GLOSSOP, Wain Services:
Tel: 01457 853 548
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Tel: 01159 327 727
MATLOCK, Shawes:
Tel: 01629 582 482
DEVON
* **GW EXETER:**
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Tel: 0139 249 0305
GW PLYMOUTH:
84 Cornwall Street, PL1 1LR
Tel: 0175 225 4121

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(*) Indicates Gaming Room facilities.

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BARNSTAPLE, The Battlezone:
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BIDEFORD, The Tarka Train Company:
Tel: 01397 424 807
DARTMOUTH, Wex Pillar & Co:
Tel: 01803 832 139
EXMOUTH, Gamezone Models:
Tel: 01395 267 733
HONITON, Honiton Toy Shop:
Tel: 01404 43741
KINGSBRIDGE, The Trading Post:
Tel: 01548 852 923
NEWTON ABBOT, Austins:
Tel: 01626 333 444
PLYMOUTH, Model Shop:
Tel: 01752 221 851
CONSETT, Kwikcraft:
Tel: 01207 581024
SEAHAM, Games of War:
Tel: 01915 817 110
STOCKTON ON TEES, Stockton Modeller:
Tel: 01642 616 800

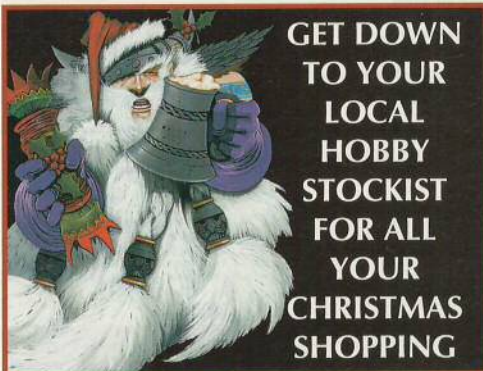
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GW BOURNEMOUTH:
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Tel: 0120 231 9292
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Tel: 0120 268 3634
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BRIDPORT, Frosts Toymaster:
Tel: 01308 422 296
DORCHESTER, Dorchester Toys:
Tel: 01305 261 152
SHAFTESBURY, Hardings:
Tel: 01747 832 156
SHERBOURNE, The Corner House:
Tel: 01935 815 615

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Tel: 01935 815 660
WEYMOUTH, Razzamataz:
Tel: 01305 780 601
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GW CHELMSFORD:
Unit 4C, The Meadows Centre, CM2 6FB
Tel: 01274 549 0040
GW COLCHESTER:
2 Short Wyre Street, CO1 1LN
Tel: 0120 676 7279
GW SOUTHEAST:
12 Southchurch Road, SS1 2NE
Tel: 0178 246 1251
GW THURROCK:
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Tel: 01268 240 100
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Tel: 01245 493 355
CLACTON ON SEA, Clacton Art & Craft Centre:
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Tel: 01279 423 334
HOCKLEY, Hobbitt:
Tel: 01702 200 180
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MALDON, Colin Bliss Models:
Tel: 01621 851 327
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STROUD, Pissoff Games:
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Tel: 01684 295 776

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23 East Street, SO14 1AG
Tel: 023 633 1562

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Tel: 0196 386 0139

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ANDOVER, Hoggosaurus Toymaster:

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FLEET, Fleet Toys:

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Tel: 01730 267 932

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WATERLOOVILLE, Forever Toys Ltd:

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HEREFORD, Hereford Model Shop:

Tel: 01432 352 809

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ROSS ON WYE, Revolutions:

Tel: 01989 562 639

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Tel: 01222 745 2880

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Tel: 01795 591 203

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BURY, Consumes Toymaster:

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Tel: 01695 573516

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THORNTON-LE-CLAY, Toys2save Collectables:

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Unit 2, 14/20 Silver Street, LE1 5ET
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GW LOUGHBOROUGH:

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Tel: 01530 923 8107

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HINCKLEY, Punctillio Model Spot:

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GRANTHAM, Arbon & Watts:

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161 King Street, W6 9LR
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Tel: 01444 457551
HORSHAM, Gentle Gallery:
Tel: 01403 238 567
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HOVE, Kids Dreams:
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SEAFORD, Big Kids Toy Shop:
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Models and Toys
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SUNDERLAND, Toy and Computer Store:
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WHITLEY BAY, T&G Allan:
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18 Brunel Plaza, SN1 1LF
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MELKSHAM, The Toyshop:
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SWINDON, HobbyCraft:
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SWINDON, Spot On Models:
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SWINDON, SPS Swindon:
Tel: 01793 881 452
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Tel: 0142 356 4310
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GW SHEFFIELD (Central):
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HUDDERSFIELD, Something Wicked:
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ABERYSTWYTH, Albatross:
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CHEPSTOW, Artists Corner:
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Tel: 08700 664 904
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POWYS, The Toy Box:
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SWANSEA, Comix Shoppe:
Tel: 01792 533 464
SWANSEA, West Coast Games Ltd:
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GW AYR:
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Tel: 0129 261 0673
GW BREAHEAD:
115 Braehead Shopping Centre, Kings Inch
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Tel: 0141 805 9440
GW DUNDEE:
110 Commercial Street, DD1 2AI
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Tel: 0131 228 6540
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12 Cow Wynd, FK1 1PL
Tel: 0132 462 4553
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ARRACOTH, Hags:
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BANCHORY, Toy and Gift Shop:
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BRECHIN, Gardiners:
Tel: 01358 622 365
CRIEFF, Happy Craft Company:
Tel: 01764 653706
CUPAR, The Nappy Pin:
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DINGWALL, Sports and Model Shop:
Tel: 01349 662 246
DUNFERMLINE, Abbey Models:
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Tel: 01563 520 262
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Tel: 01577 862 516
KIRKCALDY, The Hope Chest:
Tel: 01592 260 116
NORTH BERWICK, Laws Cycles:
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PETERHEAD, George Donald Ltd:
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SHEETLAND, Harrys Dept Store:
Tel: 01595 693 097
THURSO, Durran:
Tel: 01847 893 169
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Tel: 01888 562 610
WHITEHILLS, Kraft Kabin:
Tel: 01261 861155

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GW BELFAST:
20A Castle Court, BT1 1DD (towards the back
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BANBRIDGE, Toymaster Banbridge:
Tel: 028-40622225
BANGOR, Reply Games:
Tel: 028-9142210
COLERAINE, Toymaster Coleraine:
Tel: 028-70344444
ENNISKILLEN, Modellers Corner:
Tel: 028-66323367
LISBURN, World of Wonder:
Tel: 028-92669996
PORTADOWN, Toymaster Portadown:
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BRUSSEL, Intertoys Laken
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DEURNE, The Gamestore
Tel: 033 25 55 35
GENT, Intertoys Gent
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GENT, Red Dragon Games
Tel: 032 31 71 43
HALLE, Mishra's Playground
Tel: 023 61 58 53
HALLE, Top 1 Toys
Tel: 023 56 04 03

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(*) Indicates Gaming Room facilities.

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NE ELITE STORE

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KORTRIJK, De Concorde
Tel: 056 37 05 43
KORTRIJK, Albion
Tel: 056 32 43 07
NEERPELT, 't Spellenhuis
Tel: 011 74 49 79
OOSTENDE, Timms
Tel: 059 80 49 43
OVERIJSE, Intertoys Overijse
Tel: 026 87 42 53
ST NIKLAAS, HQ
Tel: 0486 20 51 31
TOURNAI, Intertoys Tournai
Tel: 069 21 42 22

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SOFIA, Magic Worlds
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SOFIA, Moria
Tel: 359 2 986 6858

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SHANGHAI, Zhanchui Store
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OSIJEK, Land of Magic
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SPLIT, Land of Magic
Tel: 385 21482249
VARAZDIN, Land of Magic
Tel: 385 42200141
ZAGREB, Land of Magic
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ZAGREB, Land of Magic
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PAPHOS, Cyprus Crusade
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Tel: +420495522009
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LIBEREC, Battle Games-Obchodni Pavilion
Tel: +42077526154
OSTRAVA, Matrice (knihkupectvi)
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PRAHA, Cerny Rytir
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VSETIN, Atlantis
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AARHUS C, Dragons Lair
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HERNING, Buddy Legetøj
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KOLDING, Good Games
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RANDERS, Randers Hobby Import
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RINGSTED, Buddy Legetøj
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PORVOO, Puolenkuun Pelit Porvoo
Tel: 019 5348377

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ESPOO, Pelimestä
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ATHENS, Kaissa Neas Filadelfias
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ATHENS, Kaissa Neas Smirniss
Tel: 0030 210 9817944
ATHENS, Kaissa Pagratou
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THESSALONIKI, Kaissa Thessalonikis
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THESSALONIKI, Underworld
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HONG KONG, Fun Atelier
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GW DEN HAAG
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Van Oldenbarneveltpark 452, 3012 AP, Tel: 010 280 0268

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SOEST, Top 1 Toys Soest
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UTRECHT, Elf Fantasy Shop
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NORWAY

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ÅLESUND, Kremmerhuset
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ARENDAL, Norli Arenasenter
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GJØVIK, Ringo Leke-Olsen
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HARSTAD, Smått og Rått
Tel: 77 06 57 24

HAUGESUND, Norli Haugesund
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HITRA, Ringo Hitra
Tel: 72 44 12 45

OSLO, Brio Notabene Lambertseter
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OSLO, Outland Paleet
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VADSØ, Brio Vadsø
Tel: 78 94 22 29

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Tel: 0048 691 23 21 09
BYDGOSZ, Empik DTC
Tel: 0-52 321 35 25
BYDGOSZCZ, Empik Galeria
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GDANSK, Empik Alfa
Tel: 0-58 511 03 66
GDANSK, Iskra
Tel: 0048 58 5201952
GDANSK, Spider Games
Tel: 0048 58 551 93 33
GOYNIA, Empik Centrum
Tel: 0-58 620 07 73
GOYNIA, Futurex
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Tel: 0-75 7547455
GDANSK, Rebel Centrum Gier
Tel: 0048 58 3470204
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Tel: 0048 504 255 194
KATOWICE, Bard Centrum Gier
Tel: 0048 32 2571817
KIELCE, Sklep RPG Graciz
Tel: 0048 507013307
KRAKOW, Bard Centrum Gier
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LODZ, Empik Manufaktura Empik Mega
Tel: 0-42 639 12 31
LODZ, Gamelord
Tel: 0048 42 6311161
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Tel: 0048 602714613
LUBLIN, Empik DTC
Tel: 0-76 844 25 02
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Tel: 0048 81 5322986
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Tel: 48606229457
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SZCZECIN, Empik Galaxy
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SZCZECIN, Tall Tower
Tel: 0048 91 4237091
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Tel: 0-56 657 40 10
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WARSZAWA, Empik Galeria
Tel: 0-22 541 33 79

WARSZAWA, Empik Nowy Swiat Mega
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Tel: 0048 22 4291201
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SINES, Galeria BT
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Tel: 00012 3321828
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Tel: 0075 2728811

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BELGRADE, ANET Hobbystore
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BELGRADE, Exit Hobby store
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BELGRADE, White Dragon
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Tel: 00 381 21315538
PODGORICA, Neutron Podgorica
Tel: 00 381 69 060 669
ZREJANIN, Takeda
Tel: 00 381 2364572

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Tel: 6836 9069
SINGAPORE, Comics Mart PTE Ltd
Tel: 65 6462 2751
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SINGAPORE, Paradigm Infinitum Pte Ltd
Tel: 65 6734 3838

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Tel: 00386 59631223
LJUBLJANA, Pri Goblinu
Tel: 00386 4003230

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Tel: 0027 21 914 06 00
BLOEMFONTEIN, The Games Dungeon
Tel: 0027 51 446 5090
CAPETOWN, Pastimes Retail
Tel: 0027 21 421 1191
CAPETOWN, Wizards Books and Games
Tel: 0027 21 463 0360
DORINGLOOF, Battle Planet
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Tel: 0027 11 454 3010
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UMLANGA, The Hobby Specialists
Tel: 0027 31 566 4806

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Tel: 0026 416 4946

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Ringsgatan 300, 111 53,
Tel: 8 213 840
GÄVLE, Hobbyshopen
Tel: 26106299
KARLSTAD, Spel och Fantasi
Tel: 054 15 10 70
NORRÖPING, Lekhuset
Tel: 01287070
UMEA, Fantasia
Tel: 090770360
KRISTIANSTAD, Spel på Vallgatan
Tel: 044 101091
SKELLEFTÅ, Lek & Hobby
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STOCKHOLM, Dragons Lair
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STOCKHOLM, Science Fiction Bokhandeln
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SUNDSVALL, Orionspel och böcker
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UPPSALA, Prisfyndet
Tel: 0870106697
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Tel: 021 10 44 91
VÄXÖ, Helges Håls
Tel: 047 02 18 60
ÄNGELHOLM, Brio
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Tel: 0570106697
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Tel: 0171 32750
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ESKILSTUNA, Lasses Leksaker
Tel: 016130335
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Tel: 037110733
HALMSTAD, Brio
Tel: 035159175
HÄPÅRANDA, Barnens Hus
Tel: 09 22 36 600
HELSINGBORG, Spel på Kullagatan
Tel: 042 121091
HUDDIKSVALL, Albins Leksaker
Tel: 0630595082
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Tel: 036122031
KALMAR, Kalmar Lek & Hobby
Tel: 048024717
KALMAR, Ojtoy
Tel: 048022002
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Tel: 045410381
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Tel: 058633333
KARLSKRONA, Brio
Tel: 045524002
KARLSKRONA, Fact & Fiction
Tel: 045516710
KATRINEHOLM, Brio
Tel: 0150 79720
KIRUNA, Brio
Tel: 098682550
KÖPING, MD Hobby
Tel: 0736436178
KUNGÄLV, Lek & Hobby
Tel: 030313940
KUNGSBACKA, Brio
Tel: 030014136
LAHOLM, Brio
Tel: 043010909
LIDKÖPING, Game Maniacs
Tel: 0705 190274
LJUNGBY, Sagoland
Tel: 013101970
LJUNGBY, Brio
Tel: 037213481
LULEÅ, Barnens Hus
Tel: 092022095
LUND, Spel på Clemensorget
Tel: 040 152 810
MALMÖ, Spel på Djäknegatan
Tel: 040 120410
MORA, Lek & Hobby

STORE FINDER KEY

GAMES WORKSHOP HOBBY CENTRE
(*) Indicates Gaming Room facilities.

HOBBY STOCKIST
Offers a hobby gaming and painting service.

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

NE PARTNER STORE
Stocks most of the Games Workshop range.

INDEPENDENT STOCKIST
Official sellers of Games Workshop products.*

NEW STORE OPENING
Indicates new stores and stockists.

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

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NACKA, Amusar
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NORRÖPING, Hobbyhörn
Tel: 011612120
NYKÖPING, Laka TV-spel
Tel: 0152501060
NYNÄSHAMN, Svens Lek Och Hobby
Tel: 08 520 10 991
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Tel: 0196114983
ÖREBRO, Modellex AB
Tel: 019 611 15 34
ÖRNSKÖLDSPÅK, Lajbans
Tel: 066083100
OSKARSHAMN, Brio
Tel: 0491 170 66
ÖSTERSUND, Hobbyboden
Tel: 083513310
PIITÉA, Barnens Hus
Tel: 091119910
SÄFFLE, Bergers Lek & Bosättning
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STOCKHOLM, Arcane
Tel: 070959490
STOCKHOLM, Brio
Tel: 087491146
STOCKHOLM, Happies Hammarby Sjöstad
Tel: 085224800
STOCKHOLM, Fidelur
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STRÖMSTAD, Kjells Lek & Hobby
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STRÖMSTAD, Leksaksbutik
Tel: 052640333
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Tel: 040400318
TÄBY, Hobby & Prylar
Tel: 0851050426
TOMELILLA, Alfis Leksaker
Tel: 041710000
TROLLHÄTTAN, Partaj
Tel: 052079499
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Tel: 0853038000
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Tel: 0853060011
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Tel: 085229188
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Tel: 038319990
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Tel: 049231188
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Tel: 0498215050
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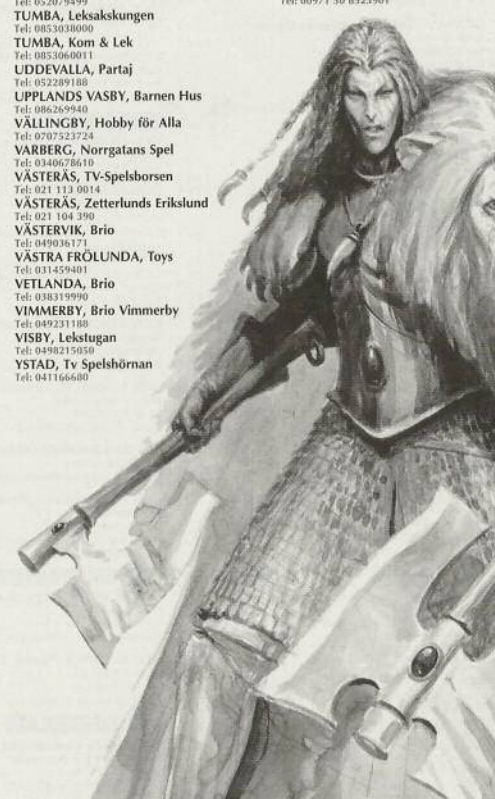
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TAIWAN 806, Games 'R' Us
Tel: 001164 9489 2750

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BANGKOK, Fantasia (TS Toys)
Tel: 66 6 9773 1379

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Tel: 00380 634 409 001

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Tel: 00971 58 6255801



Club Directory



Gaming clubs are groups of fellow gamers and hobbyists who meet regularly to enjoy the hobby together.

THROW DOWN THE GAUNTLET!

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

THE GAMES WORKSHOP CONNECTION

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

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

AVON

GCN BRISTOL, Portbury Knights:
Contact: Alan Vowles
Tel: 07771 985440
E-mail: alanvowles@bt.com

BERKSHIRE

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

GCN MAIDENHEAD, MAD Gamers:
Contact: Francis Jose
E-mail: fjosel@msn.com

GCN DUDLEY, The Spiky Club:
Contact: David Cole
E-mail: spikyclub@hotmail.co.uk

BIRMINGHAM AREA

GCN DUDLEY, Dudley Darklords:
Contact: Paul Sheldon
Tel: 01384 288 360

GCN WOLVERHAMPTON, Da Boyz Club:
Contact: Darren Pugh
Tel: 07779 305262
E-mail: daboyzclub@bt.com

BUCKINGHAMSHIRE

GCN HIGH WYCOMBE, Armageddon Inc.:
Contact: James Schofield
Tel: 01494 865 905

CHANNEL ISLANDS

GCN BRELADES, Jersey Privateers Gaming Club:
Contact: Paul Noel
Tel: 01534 738192
E-mail: noel@carlock@aol.com

CHESHIRE

GCN CHESTER, Royal Guild of Minted Boards:
Contact: Christopher Fry
Tel: 07976 878732
E-mail: chris_fry@frayfilms.com

GCN CHELTENHAM, Hyde Clarendon Strategy Games Club:
Contact: Paul Mather
E-mail: paul.mather@timeside.ac.uk

GCN MACCLESFIELD, Macwargames:
Contact: Duncan Harradine
Tel: 01625 612 579
E-mail: harradine2002@yahoo.co.uk

CLEVELAND

GCN MIDDLESBROUGH, Middlesbrough Gamers Club:
Contact: Sean Altherton
E-mail: mgc.club@gmail.com

GCN REDCAR, Redcar Ironbeards:
Contact: Ian Widdows
Tel: 01642 503207

CORNWALL

GCN BIDE, Dice and Dagger:
Contact: Kurt Baker
E-mail: celto@errow@aol.com

DEVON

GCN PLYMOUTH, Cross Swords Gaming Club:
Contact: Anthony Cross
Tel: 01752 837 133
E-mail: enquiries@cross-words.co.uk

GCN PLYMOUTH, Plymouth Association of Wargames:
Website: www.plymouthwargames.co.uk

DORSET

GCN POOLE, Battlescarr:
Contact: Paul Cleveland
Tel: 01202 385 632
E-mail: paul@battlescarr.co.uk

ESSEX

GCN CHELMSFORD, Chelmsford Bunker:
Contact: Gareth Williams
Tel: 01245 38542
E-mail: cdgareth@faimail.net
Website: www.bunkerssaul.co.uk

GCN COLCHESTER, Colchester Games Club:
Contact: Colin Wilson
E-mail: info@colchestergamesclub.org.uk

GCN SOUTHEAST, Southend Toy Soldiers Club:
Contact: Paul Gayner
Tel: 07891 666 641
E-mail: clubenquiries@hottmail.com

GCN SOUTHEAST, Warzone: Southend:
Contact: Michael Ryan
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E-mail: swampy88@blueyonder.co.uk

GCN THURROCK, Tempus Fugitives:
Contact: Stuart Mackness
Tel: 07787 153668
Website: www.tempusfugitives.co.uk

GLOUCESTERSHIRE

GCN DURSLEY, Dursley Games Club:
Contact: Dan Bishop
Tel: 01453 549 377

HAMPSHIRE

GCN BASINGSTOKE, Sad Muppets Society:
Contact: David Offen-James
E-mail: david@sadmuppets.org

GCN PORTSMOUTH, Hammer N Ales:
Contact: Ivan Butler
Tel: 07752 533462
E-mail: hammer_n_ales_portsmouth@hotmail.co.uk

GCN PORTSMOUTH, Shadowspawm:
Contact: Gary Donaldson
Tel: 07802 360669

KENT

GCN ASHFORD, Stanhope Gaming Group:
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Tel: 01223 663 996
E-mail: simon@cannon.kent.uk.net

GCN TUNBRIDGE WELLS, Tunbridge Wells Wargame Society:
Contact: Colin Stone
Tel: 0175 340 0211
E-mail: colin@castone.freeserve.co.uk

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GCN LINCOLN, Gobstys:
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E-mail: adelafield@btopenworld.com

LONDON

GCN CLAPHAM, Clapham Wargames Guild:
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Tel: 07966 969 309
E-mail: info@claphamwargames.org.uk

GCN COVENT GARDEN, Cross Gaming Club:
Contact: Karl McWillon
Tel: 0789588838
E-mail: madmuck@5791@aol.com

GCN WAINSTEAD, Tanelorn Wargames Club:
Contact: Martin Turner
E-mail: martin.turner@bt.com

GCN WATFORD, Watford Wargames Federation:
Contact: Ben Sutcliffe
Tel: 07908 710 675
E-mail: negromaniac2001@hotmail.com

MERSEYSIDE AREA

GCN LIVERPOOL, Liverpool Gaming Guild:
Contact: Leon Lynch
E-mail: club.leon@hotmail.co.uk

GCN RUNCORN, Halton Daemons:
Contact: Janette Fleming
Tel: 01928 715 351
E-mail: janette.fleming@halton.gov.uk

NORFOLK

GCN NORTH WALSHAM, Blackfish:
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Tel: 07877 312 874

GCN NORWICH, Aftermath:
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E-mail: lee@aftermath@btinternet.com

GCN NORWICH, Battlenet:
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Tel: 07710 702297
E-mail: richard@battlenet.co.uk

GCN OLD BUCKENHAM, Old Buckenham Bone Crushers:
Contact: Paul Gilling
Website: www.bonsandthebucs.co.uk/wargames

GCN WYNDHAM, Wymondham Wanderers:
Contact: Barry McCarthy
Tel: 07960 995 982
E-mail: xanda1@bt.com

NORTHAMPTONSHIRE

GCN NORTHAMPTON, Northampton Warlords:
Contact: Mark Peal
Tel: 077 010 482 57
E-mail: markspacky30@hotmail.com

GCN RUSHDEN, Phoenix Gaming Club:
Contact: Carl King
Tel: 07979 281350
E-mail: carling1@btinternet.com

NORTHUMBERLAND

GCN BLYTH, Northumbrian Adventurer's Guild:
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Tel: 0772 766 7398
E-mail: nagonline@hotmail.co.uk

NOTTINGHAMSHIRE

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Tel: 07815 449875
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GCN NOTTINGHAM, 1st Company Veterans:
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GCN OXFORDSHIRE
GCN OXFORD, Oxford Gaming Club:
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GCN WALLINGFORD, South Oxfordshire Wargames:
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Tel: 01865 300 160

SHROPSHIRE

GCN SHREWSBURY, Gatekeepers Wargames Club:
Contact: James Sherry
E-mail: info@gatekeepers.me.uk

GCN TELFORD, S.T.A.G.S Telford:
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E-mail: phoenix22@blueyonder.co.uk

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Tel: 01543 459 229
E-mail: kurnick@bricenye.finet.co.uk

GCN TAMWORTH, TGC:

Contact: Phil Hamigan
Tel: 01827 287446
E-mail: philhamigan2002@yahoo.co.uk

GCN WALSALL, Warlords of Walsall:
Contact: Martyn Furnival
Tel: 07717 475047
E-mail: martynfurnival@blueyonder.co.uk

SUFFOLK

GCN ASSINGTON, Suffolk and Essex Gamers:
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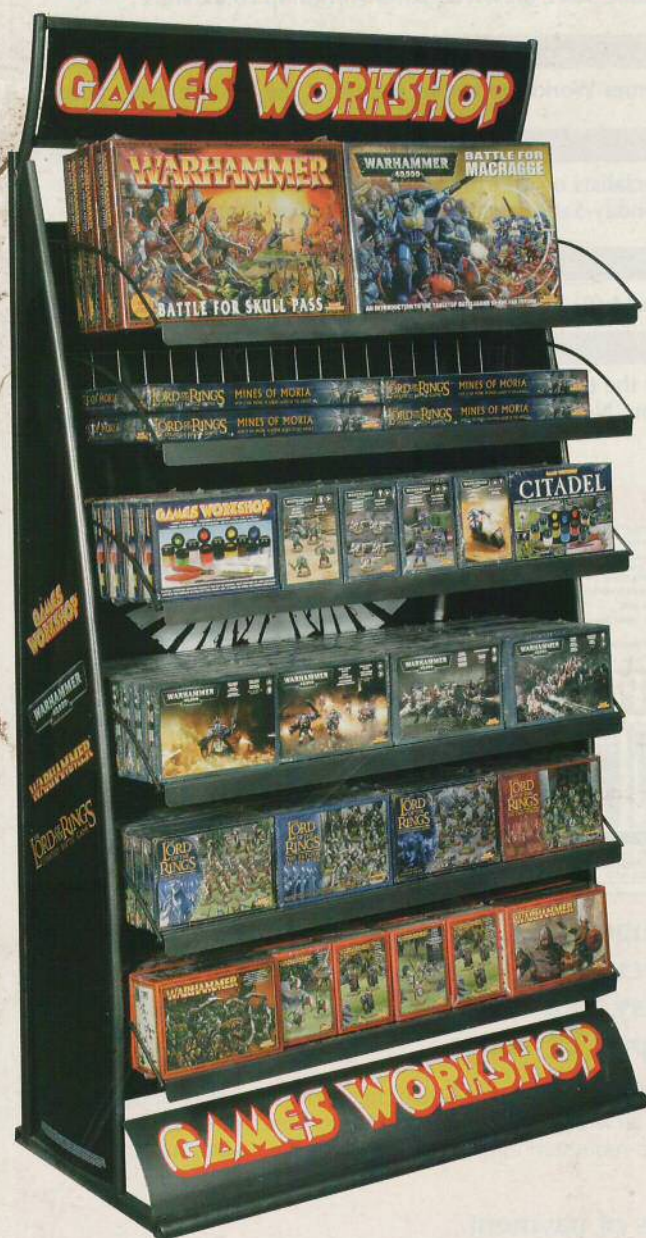
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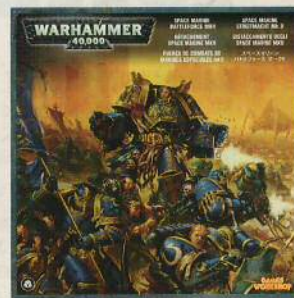
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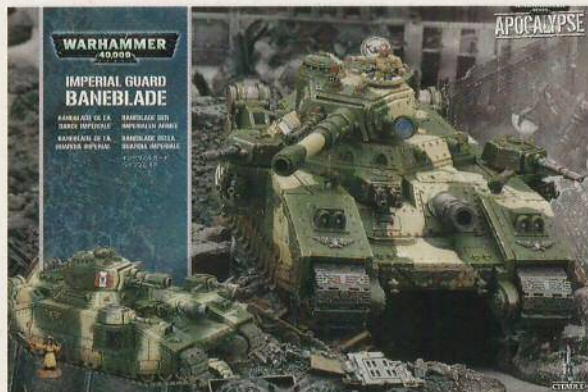
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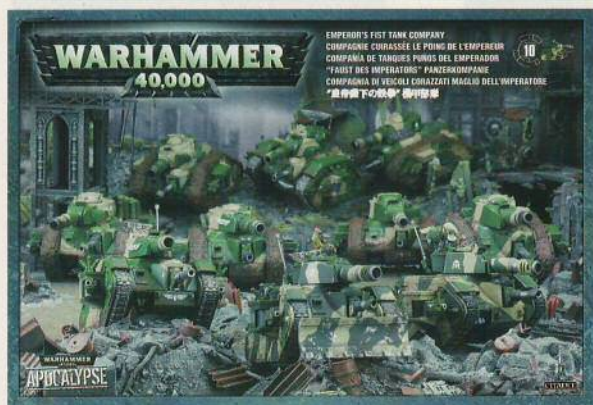
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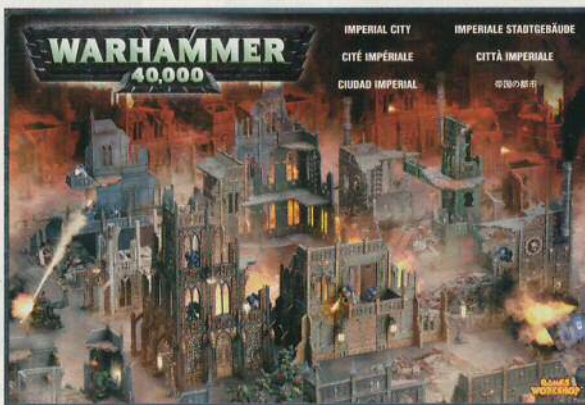
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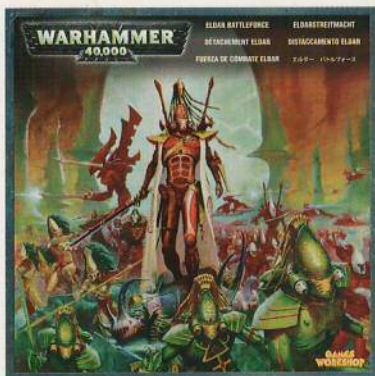
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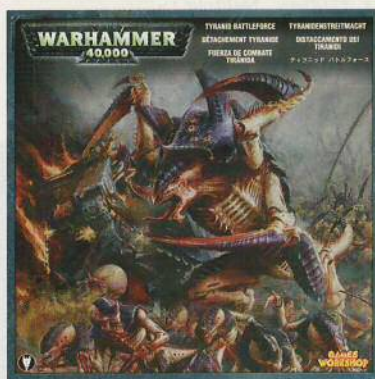
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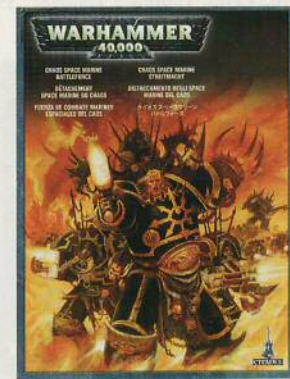
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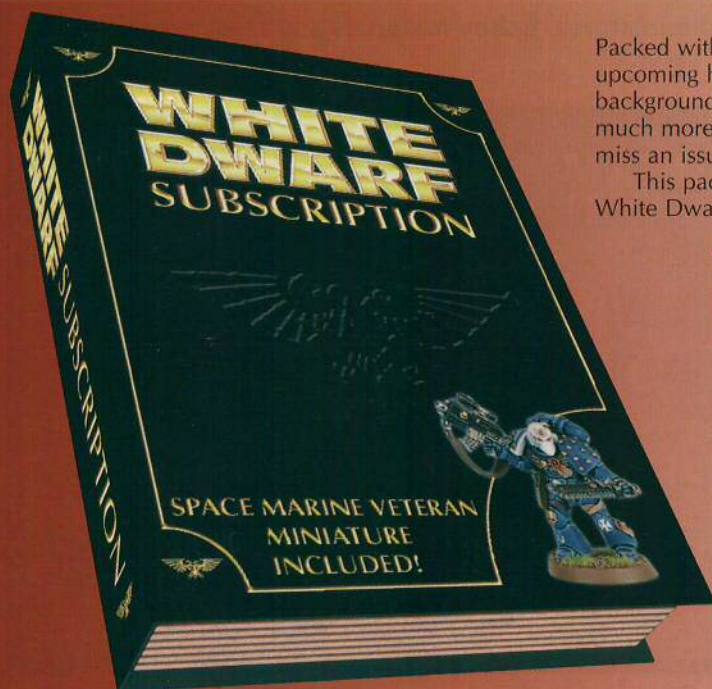
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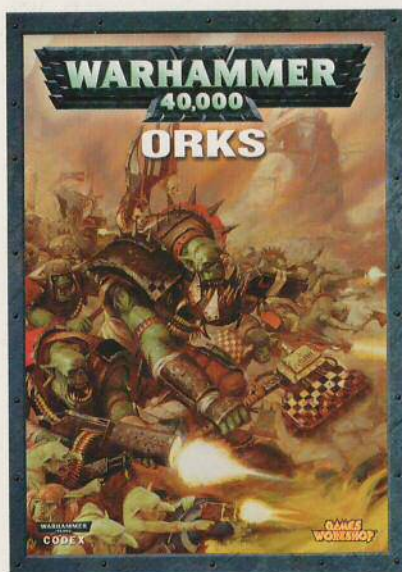
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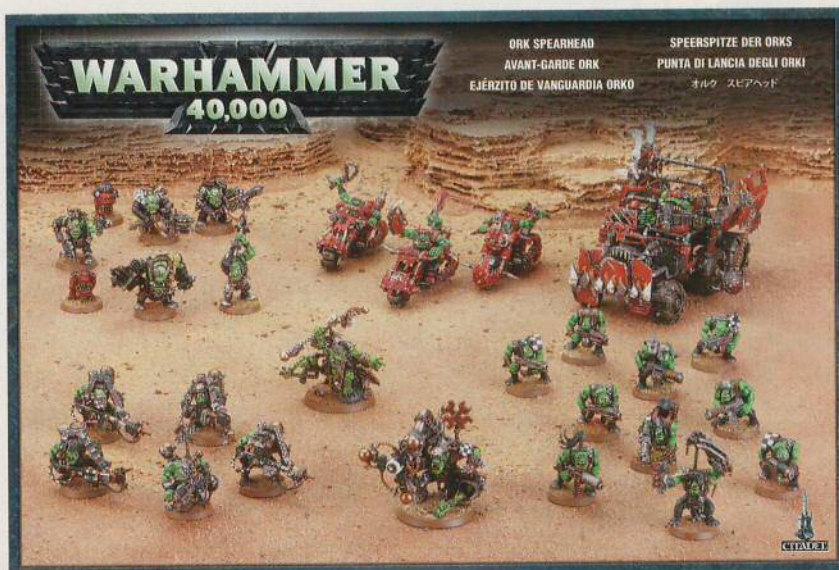
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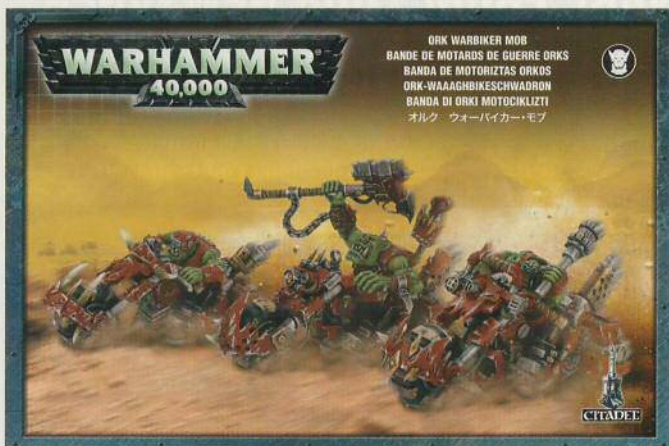
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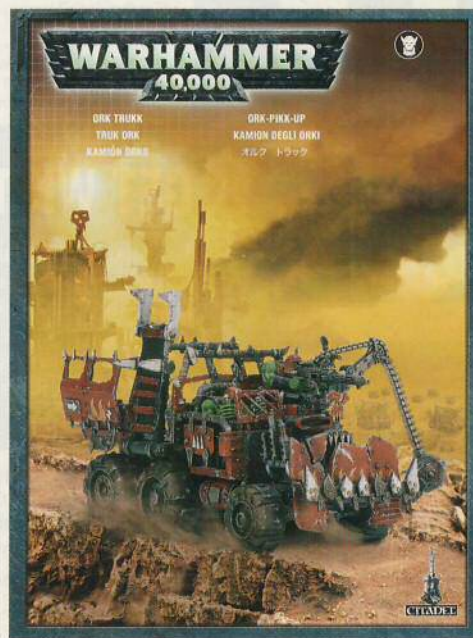
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