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WHITE DWARF™

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD337

January 2008

WARHAMMER
40,000

WAAAGH! THE ORKS
White Dwarf goes green
— the Orks are on the rampage

WAAAGH!

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From the depths of space they came; a green-skinned
horde intent on conquest and anarchy!

Unless you're a lowly bearding wazzok*, you'll undoubtedly have noticed that the Orks have returned to the pages of White Dwarf. Much as it irks me, the foul greenskins once more take up arms to carry war across the known galaxy, and you'll find all you need to know about the new Ork releases here! With tons of new miniatures from the Citadel forges, including the astonishingly good Shokk Attack Gun, Ork players will be celebrating this month.

But of course, just because the pages of White Dwarf are decidedly green this month, that doesn't mean that we've forgotten everyone else. Oh, no. Warhammer players will find a Tactics on flying creatures, written by none other than Loremaster, Gav Thorpe. Also, 'Eavy Metal's Anja Wettergren shows us how to paint a true classic of the Citadel Miniatures range – Eltharion – and you can see the stunning results on page 90. Fans of The Lord of the Rings strategy battle game can take a trip down memory lane on page 66, as we recount some favourite movie moments to inspire your battles. As this is the first issue of 2008, we're ringing in the changes, so on page 60 you'll get a sneak peek at some of the wonders being developed in the Studio – truly there are exciting times ahead!

* Khazalid for "foolish or gullible Dwarf".

Grombrindal, The White Dwarf

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22 DESIGN NOTES

Phil Kelly reveals why the new Warhammer 40,000 Ork Codex is "da best one ever!"

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Ork Warbosses Brainbiter and Gitkilla are set to unite to form a mighty Waaagh! Can Tigrurus stop them?



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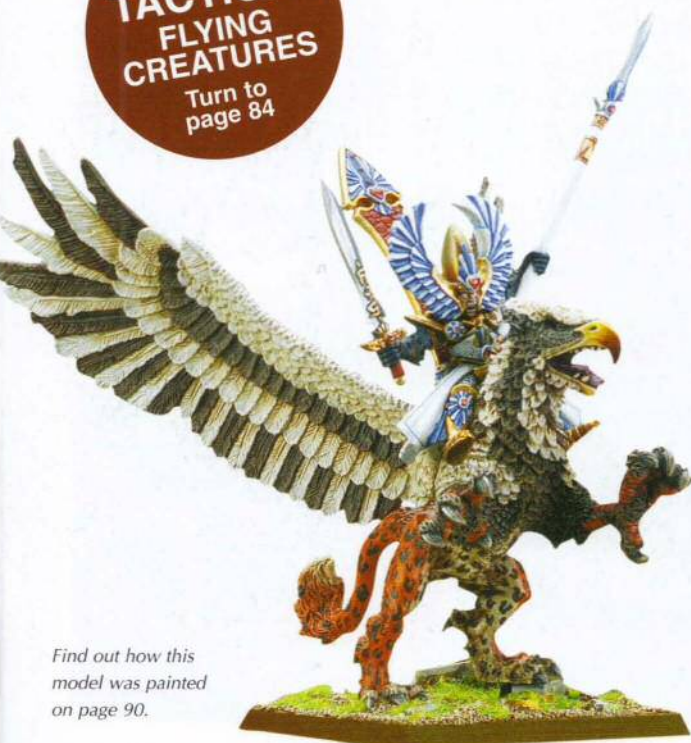
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TACTICA:
FLYING
CREATURES

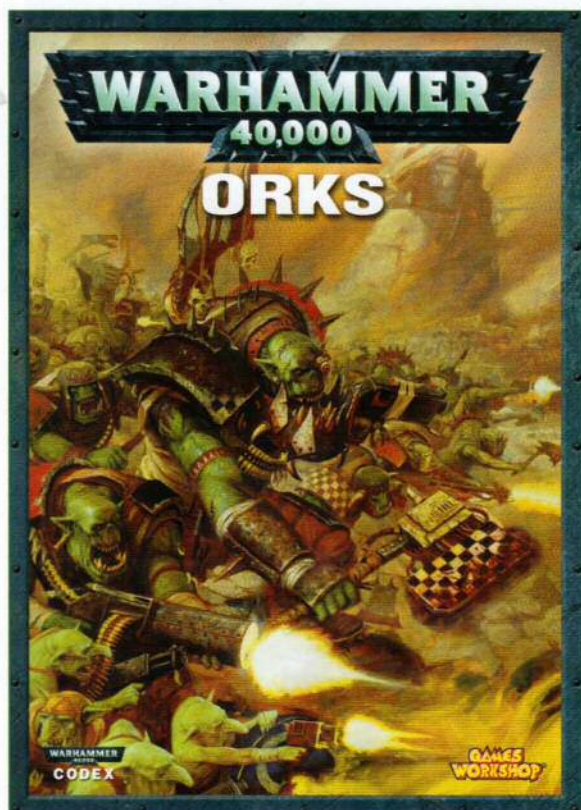
Turn to
page 84



Find out how this
model was painted
on page 90.

WARHAMMER 40,000

ORKS



BRAND NEW CODEX

The Orks are the most widespread menace in the galaxy. They are brutish, greenskinned aliens, whose only wish is to fight – not out of necessity, but for the sheer joy of slaughter.

This 104-page Codex includes an exhaustive background section, a comprehensive forces list for all the troop types available to an Ork army, a full-colour hobby section, and the brand new Ork army list.

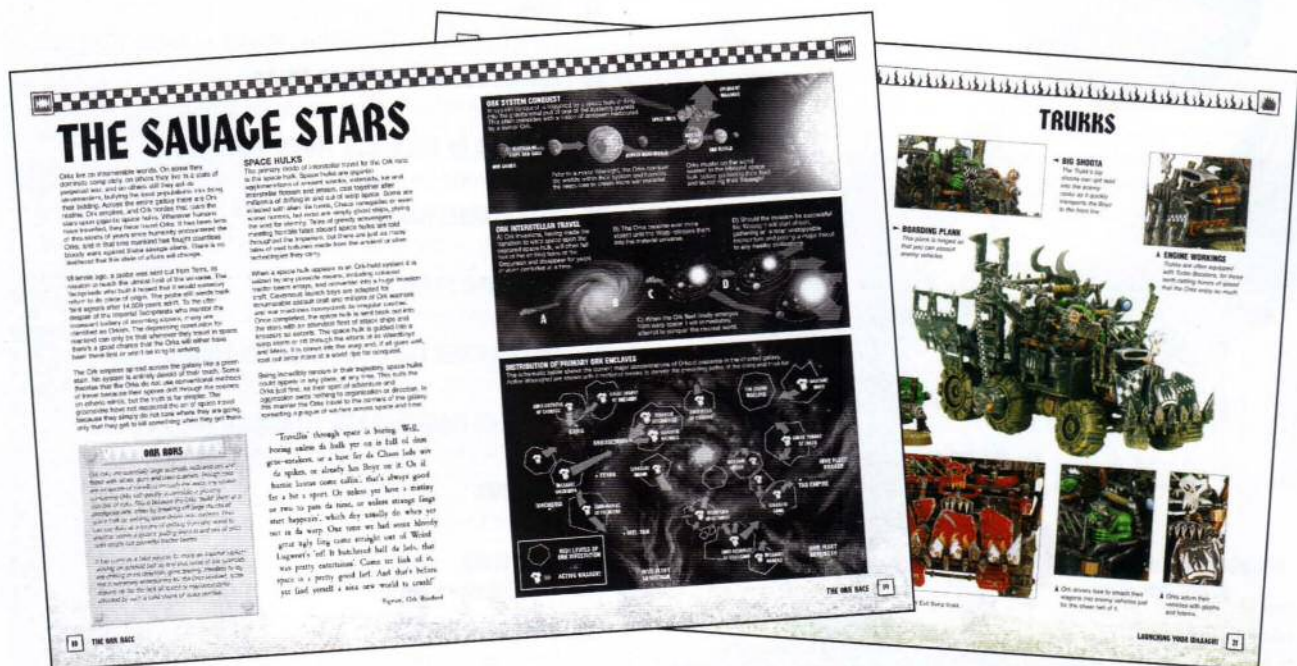
>>>TURN TO PAGE 22 TO FIND OUT MORE

This 104-page Codex contains all the rules and information you need to start collecting and gaming with an Ork force

CODEX: ORKS

\$22

Product code: 60030103003
Written by Phil Kelly



ORK BIG MEK WITH SHOKK ATTACK GUN



The Shokk Attack Gun is a devastating Ork weapon that hurls Snotlings through the warp, sending them mad in the process. When they reappear, they are frenzied creatures, capable of bringing down the toughest of enemies – especially if they rematerialise inside an enemy's armour!



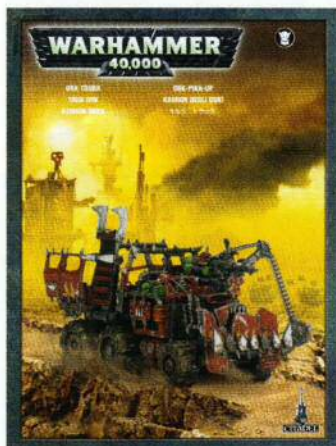
**This metal kit contains
1 Ork Big Mek with
Shokk Attack Gun**

**BIG MEK WITH
SHOKK ATTACK GUN**
Product code: 99110103105
Sculpted by Seb Perbet

\$25



ORK TRUKK



Trukks are designed to transport mobs of choppa-wielding Boyz into combat as quickly as possible. Each warband and clan will "kustomise" its trukks to reflect their own predilections. For example, A Goff vehicle will be functional, with a large crew compartment, while the Evil Sunz almost always have turbo-charged engines and a red paint job.

**This plastic kit contains
1 Ork Trukk**

ORK TRUKK

Product code: 99120103012

Designed by Tim Adcock
and Dale Stringer

\$30



>>> TURN TO PAGE 28 TO SEE WHAT YOU GET ON THE NEW TRUKK FRAME



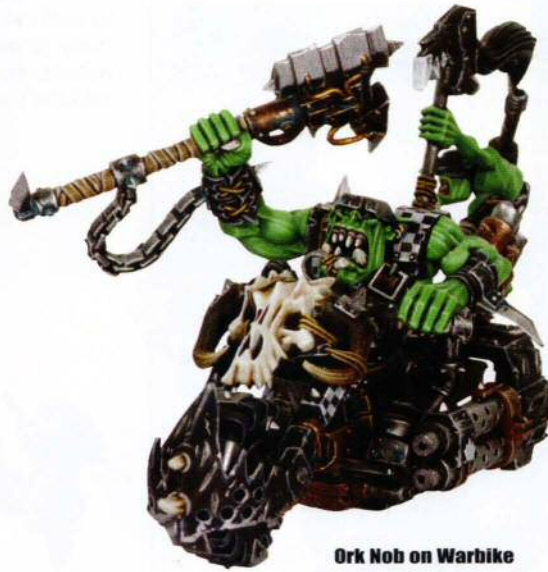
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ORK WARBIKER MOB



**This plastic kit contains
3 Ork Warbikerz**

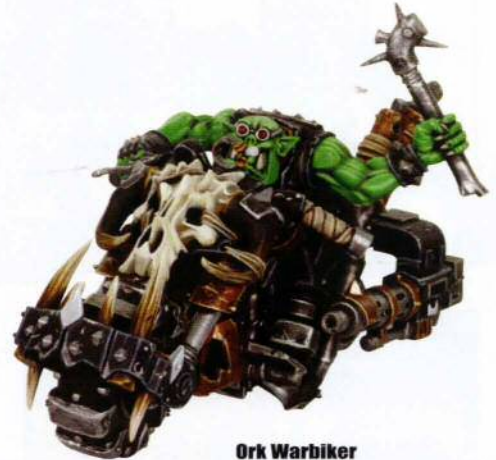
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Designed by Seb Perbet
and Dale Stringer



Ork Nob on Warbike



Ork Warbiker



Ork Warbiker

>>> TURN TO PAGE 30 FOR A CLOSER LOOK AT THE NEW WARBIKERZ



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ORK WEIRDBOY

Weirdboyz act as a focal point and conduit for the psychic energy that is generated whenever large crowds of greenskins gather on the battlefield.

**This blister pack contains
1 metal Ork Weirdboy**

ORK WEIRDBOY \$17
Product code: 99060103107
Sculpted by Dave Thomas



Ork Weirdboy

ORK PAINBOY

Ork Painboyz are happy to perform the most hasty surgery to get their patients back up and into the fray.

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1 metal Ork Painboy**

ORK PAINBOY \$10
Product code: 99060103108
Sculpted by Mark Harrison



Ork Painboy

Grot Orderly

ORK BOYZ



Ork Nob

**This plastic kit provides
enough components to
assemble 10 Ork models**

ORK BOYZ \$22
Product code: 99120103013
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Ork Boyz with shootas



Ork with rokket launcha

ORK LOOTAS & BURNAS



Ork Meks are responsible for creating the most destructive weapons an Ork can lay his big green hands on. Whether it is the surprisingly sophisticated Burnas or the far louder, shoulder-mounted Deffguns, a Mek is never short of customers.



Ork Mek

This plastic kit provides enough components to assemble 5 Orks

ORK LOOTAS AND BURNAS
Product code: 99120103014
Sculpted by Seb Perbet

\$20

Kit allows you to build a Mek, and either 4 Burna Boyz or 4 Lootas – or a mixture of the two



Ork Burna Boyz



Ork Lootas



>>>SEE THE LOOTAS IN ACTION FROM PAGE 40

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ORK TANKBUSTAS



This metal kit contains
5 Ork Tankbustas and
2 Bomb Squigs

ORK TANKBUSTAS
Product code: 99110103106
Sculpted by Mark Harrison

\$25



Tankbusta Nob



Tankbusta with
tankhammer



Tankbustas with rocket launchers



ORK NOB WITH WAAAGH! BANNER

DIRECT ONLY



This metal kit contains 1 Ork
Nob with Waaagh! Banner

ORK NOB WITH WAAAGH! BANNER \$15
Product code: 99060103121
Sculpted by Dave Thomas



Tankbusta with rocket launchers

BOMB SQUIGS

AVAILABLE IN BLISTERS
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This blister pack contains
4 metal Bomb Squigs

BOMB SQUIGS
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TBA



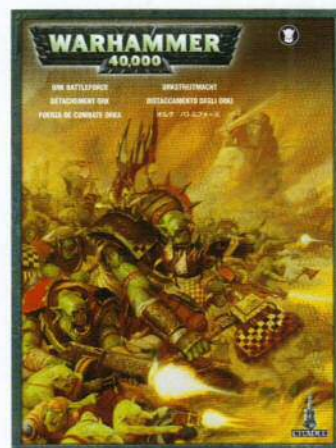
ORK BATTLEFORCE



Ork Boy with rokket launcha



Ork Nob



This plastic kit contains:

- 20 Ork Boyz
- 1 Ork Trukk
- 3 Ork Warbikerz

ORK BATTLEFORCE

Product code: 99120103009

\$90



ORKS SPEARHEAD

Can't wait to get your hands on all the new releases for the Orks this month? Then look no further!

The Orks Spearhead set is available in hobby centers, independent retailers, or from Games Workshop Direct before the official release date. These sets are available in strictly limited numbers, so get 'em while you can!

This box set contains:

- 10 Ork Boyz
- 5 Ork Lootas or Burna Boyz
- 5 Tankbustas
- 2 Bomb Squigs
- 3 Ork Warbikerz
- 1 Ork Trukk
- 1 Ork Big Mek with Shokk Attack Gun
- 1 Ork Weirdboy

ORK SPEARHEAD
Product code: TBA

\$170



Ork Weirdboy



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THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

"NO MAN CAN KILL ME" THE FATE OF THE WITCH-KING

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Models can be mounted individually on 25mm round slottabases (included), or arranged on the special display base.



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**Contains 1 metal
Fate of the Witch-king set**

THE FATE OF THE WITCH-KING
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ORCS & GOBLINS



The forests and dark places of the Warhammer world are full of all kinds of ferocious arachnids, the largest of which are often captured by Forest Goblin bosses, who ride the Gigantic Spiders to war, bringing dread both to their own troops and that of the enemy.

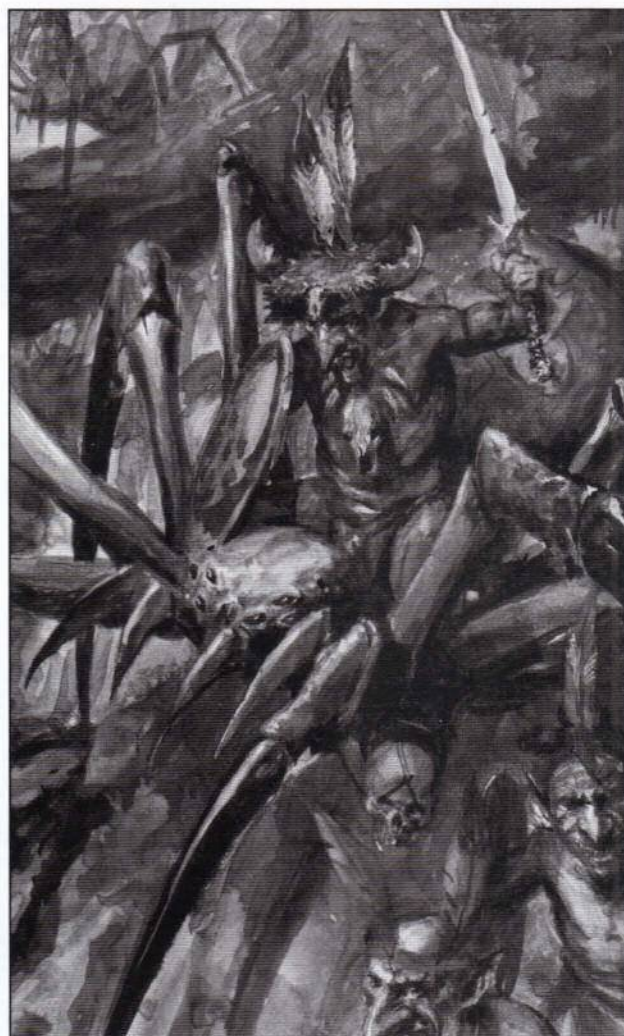
**DIRECT ONLY
EXCLUSIVE!**

**This metal kit contains
1 Goblin Warboss on
Gigantic Spider**

GOBLIN WARBOSS ON
GIGANTIC SPIDER

\$30

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CITADEL CATALOGUE 2008

The 2008 Citadel Catalogue is an indispensable full-colour showcase of the most finely sculpted miniatures in the world. Every model in this massive tome has been painted by the renowned 'Eavy Metal team.

Inside the catalogue you'll find details of the full range of models for Warhammer, Warhammer 40,000 and The Lord of the Rings, as well as all of Games Workshop's rulebooks, army books, codexes, terrain and hobby supplies.

This full colour, 416-page catalogue contains the entire range of Citadel miniatures

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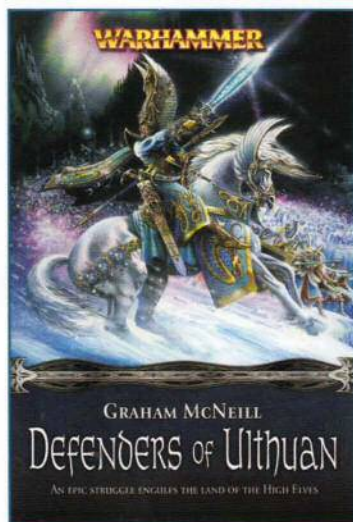
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DEFENDERS OF ULTHUAN

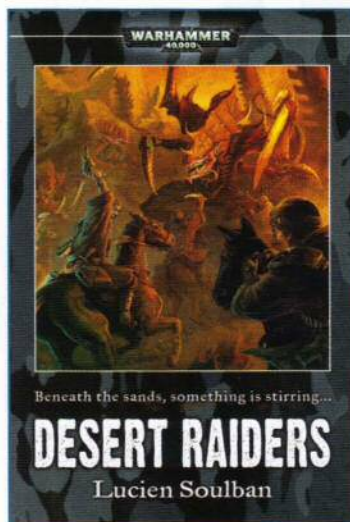


Two brothers fight a desperate struggle against a backdrop of war as the Dark Elves launch a massive invasion of Ulthuan. Can the High Elves drive back their evil kin before unspeakable forces of magic are unleashed?

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 \$7.99
by Graham McNeill
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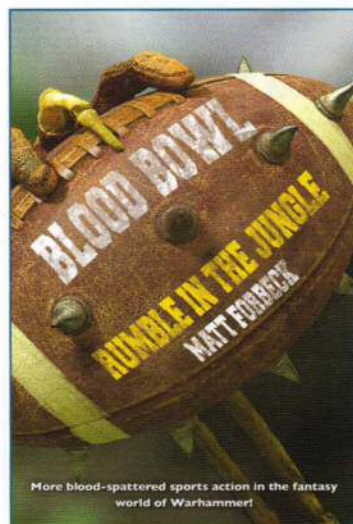


When an Imperial listening station receives a call for help from a far-flung planet, a regiment of Tallarn Desert Raiders is sent to investigate. The Imperial Guard find themselves locked in a desperate running battle with wave upon wave of Tiranids.

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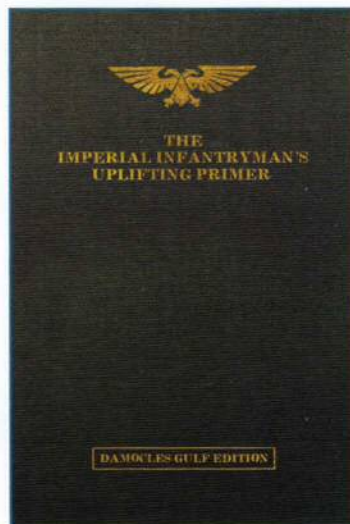


The fourth novel in the popular Blood Bowl series that follows the rags to riches career of star thrower, Dunk Hoffnung and his team, the Bad Bay Hackers.

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 Tobacco Bowl!

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RUMBLE IN THE JUNGLE** \$7.99
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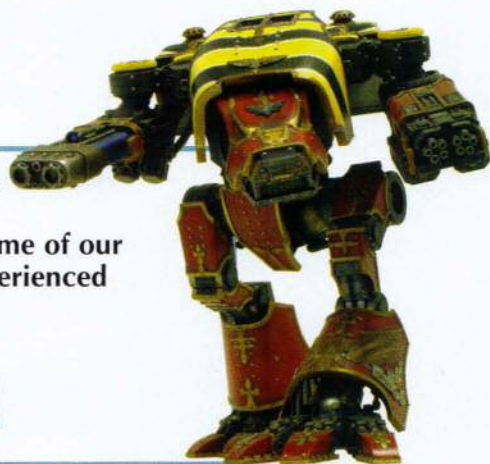
Written in a zealous propaganda style, the Imperial Infantryman's Uplifting Primer has everything a Guardsman needs to see him through the rigorous tests he will surely face. Also featuring numerous sketches and diagrams to accompany the text, the Damocles Gulf edition of this perennial favourite is a must for all fans of Warhammer 40,000.

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PRIMER – THE DAMOCLES
GULF EDITION** \$19.99
By Matt Ralphs
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ELDAR AVATAR

This new finely crafted Eldar Avatar is dynamically posed, ready to throw the Wailing Doom in the form of a spear.

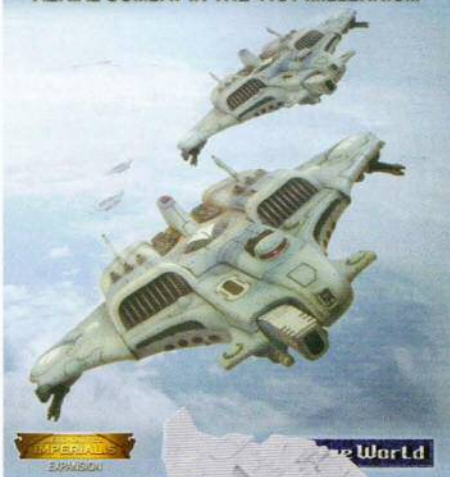
Model sculpted by Juan Diaz and Daren Parwood.



AERONAUTICA IMPERIALIS

TACTICA AERONAUTICA

AERIAL COMBAT IN THE 41ST MILLENNIUM



TACTICA AERONAUTICA

This brand new expansion for Aeronautica Imperialis contains additional rules for ground installations and new aircraft, as well as weapon fits and upgrades for existing aircraft. It also details a campaign between Tau and Imperial forces on the world of Typha-IV, along with tactics for your aircraft and a hobby section.



**COMING IN
MARCH**

THE DEAD SHALL RISE

WARHAMMER®

VAMPIRE COUNTS

From their castles and towers the Vampires, immortal rulers of the evil Undead, raise vast legions of Zombies and Skeletons to swell their immortal armies. Summoning dark creatures and ethereal beings from beyond the grave, they march across the Warhammer world intent on conquest.

When the forces of the Vampires march to war, the world trembles. Bound by the will of their dark lord, the Undead are a fell and mighty foe. They cannot be reasoned with, bribed or coerced. They know neither fear nor mercy. They need no sleep or warmth, neither drink nor wholesome sustenance and, as they march onwards, their ranks are swelled by the corpses and trapped souls of their former opponents. The legions of the living dead are terrible to behold.

Next month sees the launch of the latest edition of the Vampire Counts army book. This unspeakable tome features an expanded background section, chronicling the history of the Vampire Counts, from their mysterious beginnings in the Lands of the Dead through to the wars waged across the Empire by the von Carsteins. In addition, the new army list and bestiary will allow you to field monstrous warriors old and new, including the bestial Varghulf and nauseating Corpse Cart. New miniatures galore will accompany the release, and gamers will delight in the new range of plastic Skeleton Warriors, Dire Wolves, Ghouls and Grave Guard, as well as a host of new Vampire Lord models.

This March, fear incarnate stalks the Warhammer world...



Manfred von Carstein is just one of the fantastic new character models out next month.



The new miniatures range is headed by a variety of metal Vampires and special characters.



The new plastic Skeleton Warriors are among the most intricate plastic miniatures we've ever released.



25 YEARS OF WARHAMMER

2008 is a very special year for Games Workshop, as it is the 25th anniversary of the launch of Warhammer! Yes, the game of fantasy battles is 25 years old, and we intend to celebrate.

Throughout the year, there will be a host of special promotions, parties and hobby events, sparking a global celebration of the Warhammer hobby. We can't tell you exactly what we have planned just yet, except that it'll be huge! Keep an eye out on these pages, and in GW Hobby Centres for more information.



Have you got what it takes...?

Throughout January, February and March, Games Workshop Hobby Centres will be running a host of exciting events and activities that will give you the chance to earn your own Iron Halo!

Registration for events starts straight after Christmas, and the fun begins from as early as 27th December.

So get yourself down to your local Games Workshop Hobby Centre and join in the fun!

Go to page 38 for more information.

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Great news! When you place an order through any Mail Order point in our Retail stores in UK or Northern Territories it will be sent POST FREE! Yep, that's right, any order from a Space Marine arm to a Battle Company will be delivered to the store completely free of any postage charges. Happy Ordering.

For more information on ordering through Mail Order or the online store go to page 114.

Mail Order Opening Times

In a change to the opening times, Mail Order will now open at 11:00am on Tuesday. Opening times for the rest of the week are unaffected.

Revised Mail Order Opening Times.

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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 Bugmans Bar.



Every weekend and throughout the school holidays Warhammer World offers a fantastic range of hobby activities. From painting techniques to modelling skills and scenery workshops, even tactical game play advice, there is something for everyone.

Each activity is run by a skilled Games Workshop staff member, and we will provide you with all the required materials and tools to take part. The price for one hour long activity is £6, whilst the longer 90 minute activities cost £10. 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 make during the activity!

For more information on the activities available, including details about how you can register check out the Warhammer World Blog Page.

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

Forthcoming Displays

Warhammer 40,000 Orks

14th January – 10th March

The gaming hall will be hosting a celebration of the mean green-skinned monsters and their marauding forays across the Warhammer 40,000 universe.

White Dwarf Armies

23rd November – 31st January

The Citadel Miniatures hall will be exhibiting the armies from the WD336 Battle Report. On show will be Ian Strickland's Imperial Guard army (pictured right) and Richard Kemp's stunning Tau Force.

Tank-Tastic II

7th December – 21st February

Featuring a plethora of Baneblades from Games Workshop's talented studio this will be a tank fest in every sense of the word.

New Releases

4th January – 3rd April

A chance to see new models up to three months before they go on general release in the UK!



See this army in the miniatures gallery!



WARHAMMER
40,000

WAAAGH! DA ORKS

This month, the Orks not only get a fantastic new Codex, but tons of new models including the shiny new Bikes and Trukks, too. We daubed White Dwarf writer Andy Hall in green paint, and sent him to infiltrate the Orks' lair...



Design Notes

White Dwarf talks to Codex: Orks author, Phil Kelly, about everything that's mean and green.



Battle Report

The Ultramarines make a pre-emptive strike against a combined force of Evil Sunz and Goffs.

Da Green Tide



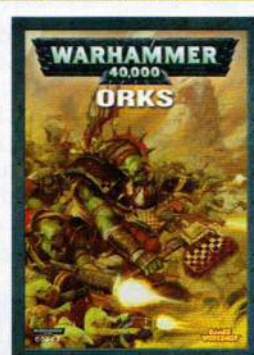
The green tide is upon us! Orks are large, brutal and barbaric warriors, who live for the thrill of battle. They are the most warlike of all the xenos that the Imperium has encountered, and their number is beyond counting. Should they ever unite into one force then they could conceivably swamp the galaxy and all other civilizations in a deluge of carnage and constant war.

For their latest release, the Orks have been bolstered by loads of new stuff, as you'll see over the next few pages. We spoke to the Citadel Design Team's Chief Runtherd, Ted Williams, to find out more.

"The Orks fundamentally haven't changed – they are still very much in the style Brian Nelson developed a few years back – hulking, great monstrosities with jutting jaws," says Ted. "What we have done is look at the range. Previously there

have been a lot of plastic and metal 'hybrid' blisters, so this time around we've added far more value to the new Ork Boyz frame. There are some heavy weapons, Nob components and many other useful gubbinz. The Lootas and Burna Boyz are now on one frame, so we can retire the old hybrid blisters and devote that resource to another part of the range."

Under Ted's discerning gaze, top designer Seb Perbert has produced some fantastic new sculpts. "I particularly like the Lootas," says Ted. "In the past it has sometimes been hard to distinguish Ork heavy weapons – they got lost in the horde, so to speak, due to having their weapons hung low. What Seb has done is put the weapons onto the Orks' shoulders, placed in a cage-like rig that covers the whole of the upper back and shoulders. This makes the models distinctive and



instantly recognisable. The problem we've had with Ork shoulder-mounted weapons in the past is what to do with the 'spare' hand. The heavy weapon rigs give the spare hand a purpose, whether it's holding the frame in place, using a counter lever, racheting the ammo feed, or whatever."

Trukks and stuff

The Orks have always gone to war in ramshackle vehicles, knocked up by the Meks using whatever materials come to hand. This edition of the Orks is no different, and to help the greenskins in their air-polluting cause we've got new Warbikes and a brand new Trukk from the capable hands of Tim Adcock.

"We knew the Ork vehicles would define the new range, so we wanted them to look a bit special," says Ted. "For our first concepts, Tim looked at very early

American flatbed trucks. Once the basic design had evolved, it was just a case of making the Trukk customisable, ensuring that we had all the components that you could upgrade your Trukk with from the army list. What we wanted to get across was that Ork vehicles are ramshackle but not rickety, fragile things that could collapse at any moment – they are brutal vehicles, more than capable of carrying the greenskins to battle."

The new Ork Warbikes also encapsulate this aesthetic, being heavy, barbaric-looking motorised steeds on which the Ork Warbikers ride to war, while looking cobbled together with lots of "kustom" tech. "There's definitely a 'street racer' thing going on with the Warbikes," jokes Ted, "as each Ork rider tries to outdo his rivals with increasingly dangerous bits of kit and larger, more erratic engines."

Codex: Orks is a 104-page book containing:

- Massive background section, covering everything from the greenskin "Kultur" to gathering the Waaagh!
- Comprehensive forces section with rules, background, wargear and art for every Ork troop type and vehicle.
- Hobby advice for collecting and painting an army of Orks.
- Brand new, easy-to-use army list.

Bringin' back da Waaagh!

Along with all the great new models, the Orks have a swanky new Codex, full of the gunnels with background, rules and, of course, the all-important new army list. The author of this Orky classic in the making is none other than resident "alien guy", Phil Kelly. With Tyranids, Eldar and now the Orks under his belt, does Phil mind being Games Development's resident xenos-freak? "Not at all," says Phil. "I've found my niche and I'm happy to fill it. After all, the Space Marines need something to fight against, and it can't always be Chaos!"

Back to the Orks, and we're keen to know what's changed. "It's been a while since the last Ork Codex, so the greenskins have undergone quite an extensive refit. The previous Codex was functional but small, so a lot of the cool Ork background was left out due to necessity. Now we're up to 104 pages – in fact it's the largest Codex I've written to date – so we've got a nice big, chunky background section," says Phil. Back in the mists of time the Orks were fortunate enough to have three books on the go simultaneously. Veterans may remember them as Freebooterz, 'Ere we go and Waaargh! the Orks. "I still think the early Ork books contained some of the best background work we've ever done. I've been heavily inspired while writing the latest Codex and have tried to get as much of it into this edition as possible. Brain Boyz, the multifarious Squig species, Ork Clan histories – they're all back in the front section of the book where they belong!"

A big part of Ork "Kultur" has always been the numerous clans that somewhat define an Ork's behaviour and how they fight to an extent – although no matter

what clan an Ork comes from, he's still going wallop you with his choppa if you're in reach. "The previous Codex had a cursory nod to the clan structure of the Orks. But, as this was a big part of the early books I definitely wanted them back in, so there is a whole chapter on clans in the new Codex. What we didn't want to do, however, is straightjacket players with clan-specific units. The army list will allow you to flavour your force towards one clan or another, but at the same time there's nothing stopping you, for example, having Kommandos – traditionally Blood Axes – in a predominantly Goff force," says Phil.

Kunning new roolz

With the background firmly in check, another major part of the project for Phil was looking at how the Orks worked in the actual game. "We've always portrayed the Orks as being a horde army, having masses of warriors that pour forward in a big green tide all shouting at the tops of their voices. Unfortunately that didn't always work so well on the battlefield and that's something we've really addressed in the new Codex. We wanted to make the horde army approach just as devastating as the background suggests," says Phil.

Phil has gone about making horde tactics viable in a number of ways. First, Orks are now a lot cheaper; a basic Ork Boy is 6 points – 3 points cheaper than a Slugga Boy from the previous Codex. "An Ork force should really outnumber their opponent two or even three-to-one," says Phil. To complement this, all Orks now have the Furious Charge special rule, which adds +1 to both a greenskin's Strength and Initiative on the charge.

>> continued on page 26

Stormboyz

Stormboyz are the shock troops of many Ork warbands. The rest of the ladz treat them with suspicion, as they are far too efficient and disciplined by the standards of any right-thinking greenskin.

Kommandos

Kommandos are seen as a bit un-Orky by their compatriots, but they are extremely useful on the battlefield. The Kommandos infiltrate forward to destroy gun emplacements, giving the rest of the ladz a better chance of reaching the enemy lines.

Lootas

Lootas are the most heavily armed of all Orks, because they steal the best weapons from everybody else!

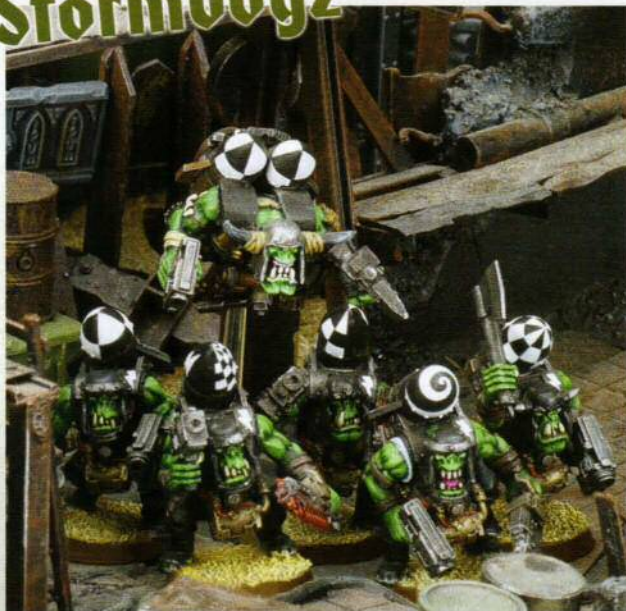
Tankbustas

Tankbustas revel in the thrill of scoring a direct hit on a tank and seeing it explode. They're armed with tankhammers and Bomb Squigs to get the maximum bang possible.

Burna Boyz

Burna Boyz are dedicated arsonists, characterised by their welding masks and stripped-down flamers, which spray great gouts of oily flame.

Stormboyz



Kommandos



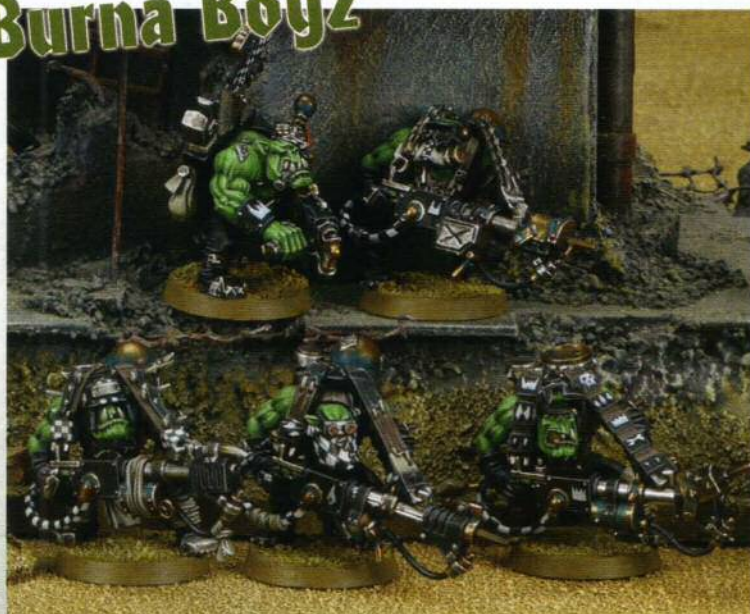
Lootas



Tankbustas



Burna Boyz



Shokk Attack Gun

One of the most deadly and downright bizarre weapons at a Mek's disposal is the Shokk Attack Gun. The gun has the capacity to open up a small warp tunnel, which is then aimed at an enemy. Snotlings, oblivious to the terrifying journey they are about to undertake, are sucked into the Shokk Attack Gun and out through the portal. Such is the trauma for the Snotlings that they emerge in an absolute frenzy, scrabbling, clawing, biting and defecating uncontrollably inside an enemy vehicle, their armour, or – by far the worst fate – even inside the enemy trooper's body!



Weirdboyz

Weirdboyz are the most psychically powerful of all Orks. They act as a focal point for the psychic energy subconsciously generated by their greenskin comrades. Weirdboyz resonate with the power of sheer Orkiness, and the more Orks there are nearby, the higher the charge held in their bodies.

"Furious Charge effectively replaces the Choppa rule," says Phil. "I've never been a fan of the Choppa rule, as it modifies an armour save, which goes against one of the design tenets of the Warhammer 40,000 game. Also, it was very effective against heavily armoured foes, like Terminators, but didn't make any real difference when facing, say, a Guardsman. This made the rule very counter-intuitive. Furious Charge gives a howling mob of Orks some punch on the critical first round of combat no matter which foes the Boyz are charging!" Thirdly, Phil has introduced a Waaagh! rule, very similar to the Warhammer equivalent. "Once per game an Ork player can sound a Waaagh!, meaning that all Ork infantry count as having the Fleet of Foot special rule for the turn. If declared at the right time in a battle, this will give the Orks that extra burst of speed to get into combat," explains Phil. The

Waaagh!, coupled with Furious Charge, makes an Ork horde extremely hard-hitting in close combat. Of course, to enter combat you've got to weather the storm of enemy firepower. Luckily, getting across the battlefield without running away is also easier now. "The final piece in the puzzle of getting Ork hordes to be viable is the Mob rule," adds Phil. "Ork psychology and morale is directly linked to the number of Boyz around them. We've represented this by allowing Ork mobs to have the same Ld value as the amount of Boyz in the mob. If your mob has more than ten models then it counts as being Fearless. This goes some way to reducing the perennial problem of Ork hordes in the past who had a tendency to run away rather than charge forward oblivious to the danger, as every greenskin should."

Whilst all this may be music to the ears of Ork players, is Phil not concerned that the green horde will now be nigh unstoppable? "Not at all," he says. "Yes, the greenskins have a healthy stat-line and will be cheap enough to outnumber their foe, but you have to remember that, with a few notable exceptions, Orks go to war in nothing more than a vest. The vast majority of Ork units have a 6+ armour save. So if you wound an Ork he's going to be removed from the table in most circumstances."

Oddboyz

It's not just the Boyz that have had a tune-up. "The Oddboyz are back!" says a grinning

Phil. Mekboyz, Painboyz, Weirdboyz and Warpheads all appear in the army list, and are up to their old tricks. For instance, adding a Painboy to a mob of Nobz gives them all the Feel No Pain special rule. Weirdboyz randomly generate a psychic power each turn, ranging from an extra Waaagh! to ZZap! – an incandescent beam of pure Orky psychic force with a 36" range, S10 and AP 2. Mekz can now be armed with the Shokk Attack Gun – a bizarre weapon that teleports Snotlings (literally) into enemies. "That's my favourite," says Phil. "I loved writing the chart for that. Because it's so random, some of the results are really powerful,

“Orks are brutal, alien monsters, but they're up for having a laff too!”

while others can be devastating for the Orks. When I'm explaining to people just how gross and potentially devastating it can be, the scenario I always use is of a Space Marine suddenly keeling over because a frenzied Snotling has just appeared inside him, frantically clawing at the lining of his stomach!"

More dakka!

With the Orks getting all the shiny stuff, it's possible to forget about their smaller cousins, the Grots – but you shouldn't rule them out. "Gretchin are still very much part of the Ork army. They've had an increase in Ballistic Skill, which makes them the best shots in the list, so they definitely have their uses," adds Phil. Speaking of shooting, with all the emphasis on horde armies and getting the Orks into combat as fast as possible, is a "shooty" Ork army still viable? "Oh yes," says Phil. "All Orks have access to some kind of firearm. They may not be very good shots but the Ork philosophy is, and always has been, that if you throw enough stuff at the enemy somebody's going to get hit!" A great example of this are the Flash Gitz, now found in the Heavy Support section; they are armed with the plasma-like Snazzgunz, which can be upgraded to S6 and a variable D6 AP. Then there's the Big Gunz – these Grot-crewed weapons have the potential to be devastating.

Phil's been working on the Ork project for quite some time and is rightly proud of the new Codex. Overall, what does he think he's brought to the new incarnation of the Orks? "For me, the real beauty of the project is being able to get that dark humour back in there. Orks are brutal, alien monsters, but they're up for having a laff, too!"



The Ork Clans

There are six major Ork clans that have spread from one side of the galaxy to the other, and each has distinct cultural preferences and behaviors.



Goffs

Goffs are the biggest, meanest and most brutish Orks in all Orkdom. They are bloodthirsty warriors, and consider themselves superior to the "cowardly" Orks from other clans who hang back to shoot when they could be running headlong into the thick of battle.

"Dey's da biggest an' ugliest wiv loadsa Boyz an' Nobz. Dey fights 'and-to-'and. None of dis sissy-stuff, 'anging back an' sneakin' like grotty Gretchin an' sniulin' Snotlins. No Uuver clan is as 'ard as da Goffs."



Bad Moons

The Bad Moons are the richest of all the Ork clans. This is because their "teef" grow faster than anyone else's, meaning that even the lowliest Bad Moon has a steady supply of wealth. The Bad Moons fulfil the role of a merchant class in Ork society, and have a reputation for showing off.



"Da Richboyz, and don't dey know it! Dey 'ave to spend it all on gear to fight off da uuver clanz wot wants to redurstrubute dere welf a bit."

Blood Axes

The Blood Axes are seen by the other clans to be a bunch of untrustworthy git. They are the most unscrupulous clan, as not only do they sneak about the battlefield, but they will actively trade and parley with other alien races, and even humans, instead of simply fighting them!



"Honestly, sum ladz will do anyfink fer teef. Now, dere's Nufink wrong wiv dat, but hob-nobbin' wiv 'oomans, dat's diff'rent."

Deathskulls

The Deathskulls are plunderers without equal. They loot, borrow, scrounge and steal from friend and foe alike. The Deathskulls see battle as a two-stage process, often hurrying the killing part in an effort to speed along the scavenging spree that will follow.



"Da best lootas in da 'oonivers, dese is thievin' blighters wiv loadsa runts and grots runnin' about nikkin' stuff."

Snakebites

Snakebites shun technology and are considered a bit backwards by other Orks. As a result of their rugged lifestyle they are tough as old Squig-hide boots. They are experts in the field of breeding stock, and their Grots and Squigs are the fiercest in all of Orkdom.



"Dese Boyz liv in da dark age. Dey wouldn't even know 'ow to use a shoota if ya didn't show 'em."

Evil Sunz

The Evil Sunz are irresistibly attracted to fast vehicles and loud noise. They have an ungovernable desire to careen around the battlefield at great speed, ploughing into the ranks of the enemy before racing off to cause more carnage elsewhere.



"Dey like ta go fast. Dat's why they 'ave so many jalopies 'an paint dem all red. Everywun knows dat red wuns go faster!"

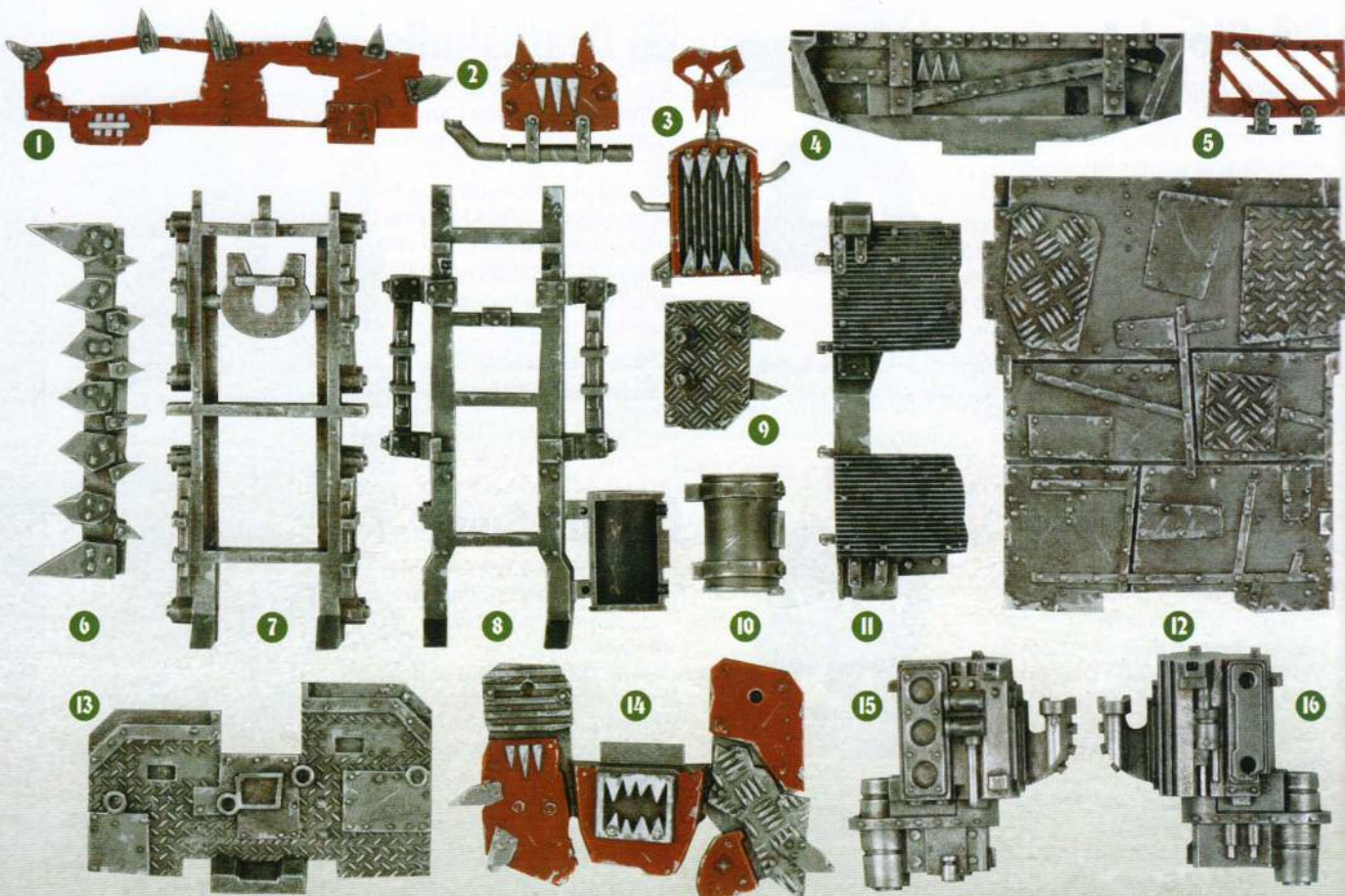
Ork Truk

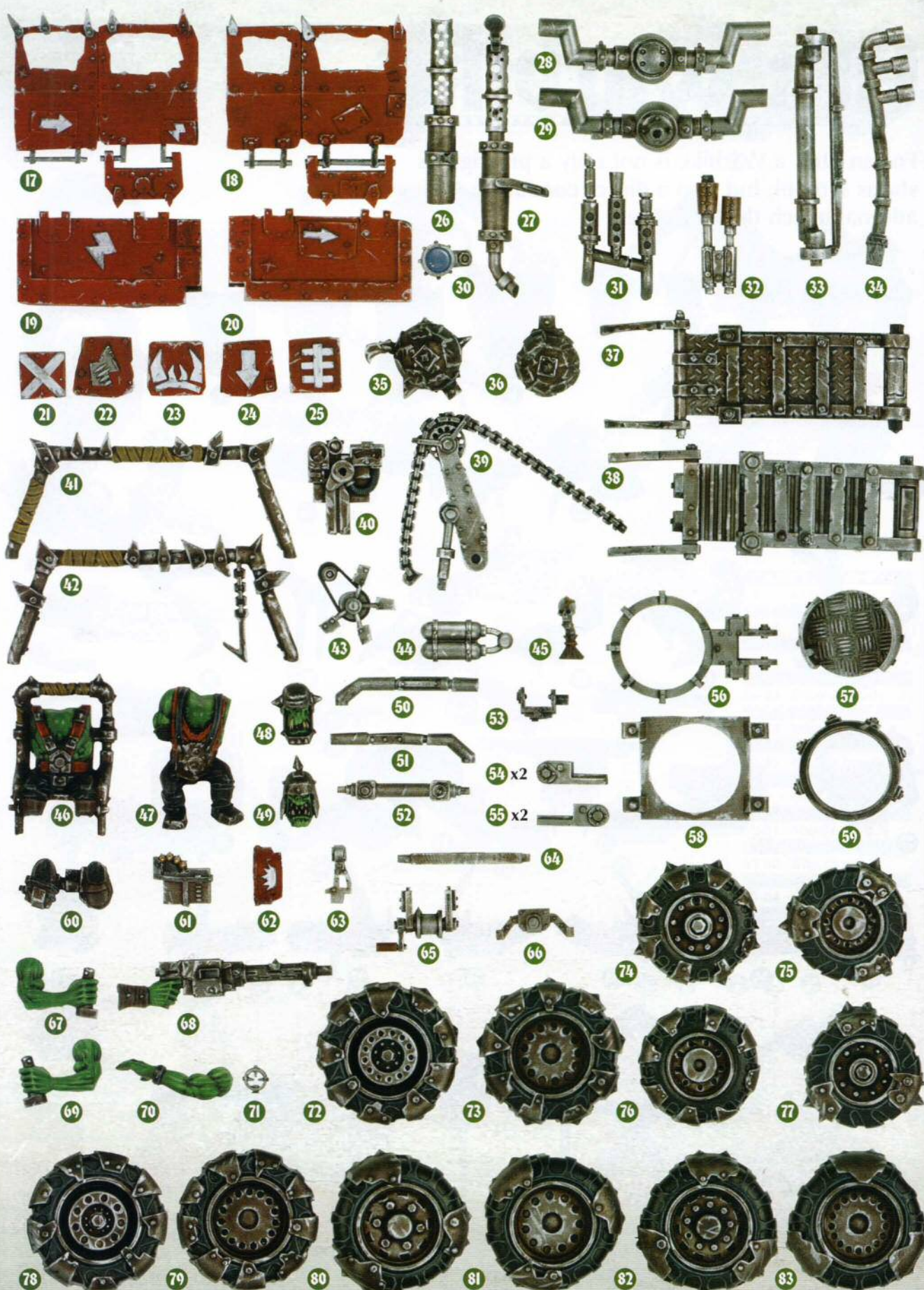
No two Ork Trukks are the same and the new kit has been designed to be extremely "kustomisable".



Example of completed Truk.

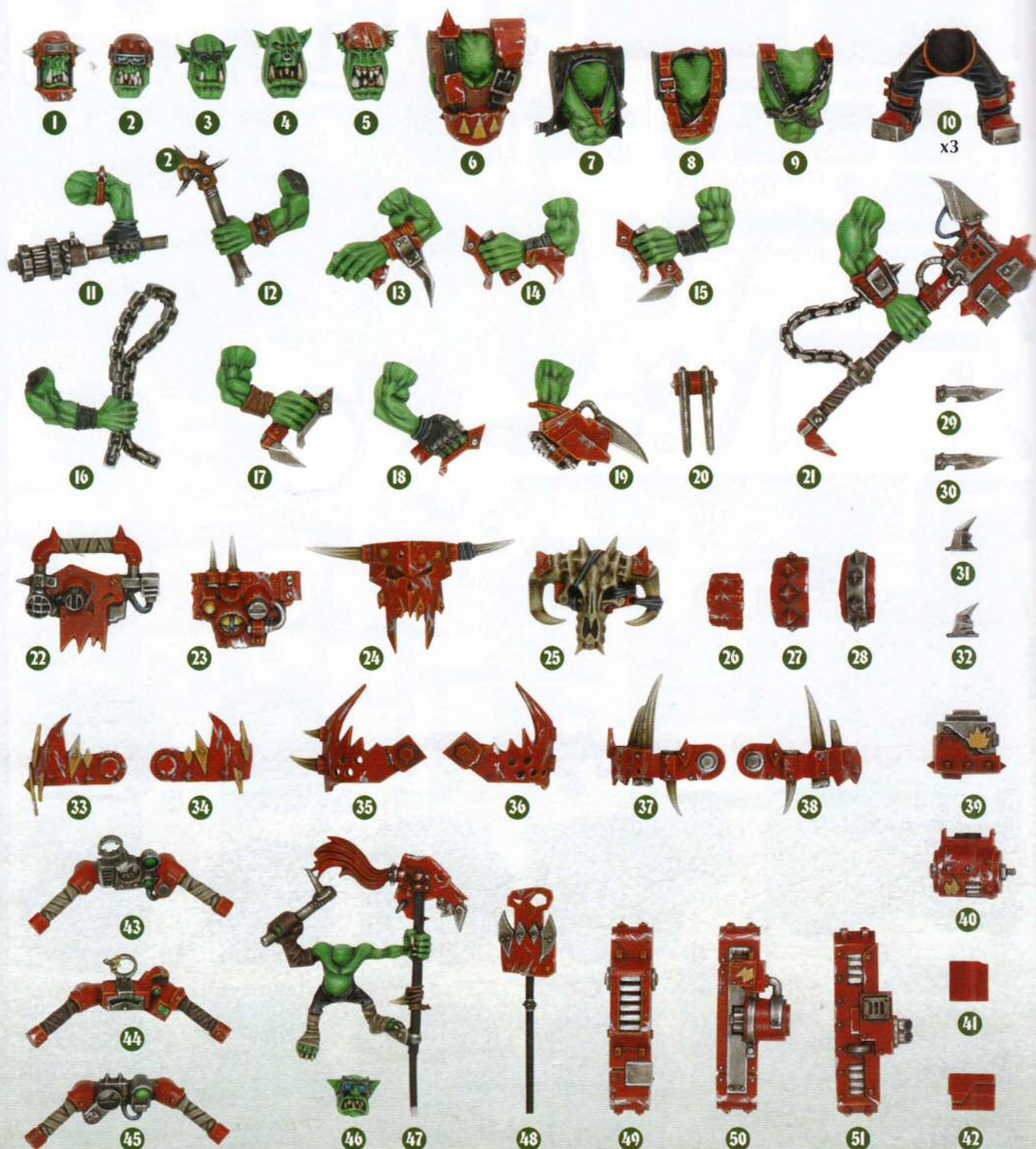
1	Rear cab panel	35-36	Wrecking ball
2	Cab panel	37-38	Boarding planks
3	Radiator	39-40	Chain winch
4	Lower rear cab panel	41-42	Roll bar
5	Windscreen	43	Fan belt
6	Bumper	44	Nitro tanks
7-8	Chassis	45	Gear stikk
9	Treadplate	46-47	Crew torsos
10	Fuel tank	48-49	Crew heads
11	Front cab panel	50-51	Cab side bars
12	Truk bed	52	Front drive shaft
13	Cab floor	53	Shoota mount
14	Front armour plate	54-55	Plank pivots
15-16	Engine block	56-59	Shoota cupola
17-20	Side armour	60	Driver feet
21-25	Small armour plates	61	Ammo box
26-27	Exhaust	62	Small plate
28-29	Axles	63	Shoota pivot
30	Headlamp	64	Rear drive shaft
31	Engine exhaust	65	Wrecking ball winch
32	Stikkbombz	66	Steering column
33	Front axle	67-70	Crew arms
34	Rear exhaust	71	Shoota sight
		72-83	Wheels





Ork Warbike

For an Ork, a Warbike is not only a prestigious status symbol, but also a direct conduit to the adrenalin-rich thrill of speed.





52



53



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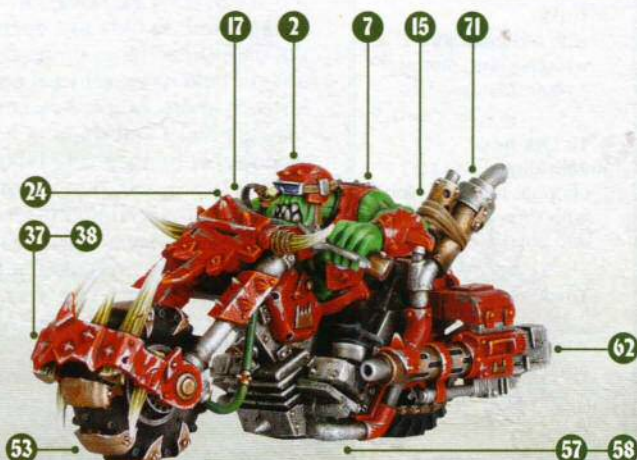


70



73

- | | |
|-------|----------------|
| 1-5 | Heads |
| 6-9 | Torso |
| 10 | Legs |
| 11-15 | Left arms |
| 16-18 | Right arms |
| 19-20 | Nob power klaw |
| 21 | Big choppa |
| 22-25 | Fairings |
| 26-28 | Shoulder pads |
| 29-32 | Blades |
| 33-38 | Wheel covers |
| 39-42 | Ammo cases |
| 43-45 | Handle bars |
| 46 | Grot head |
| 47 | Grot body |
| 48 | Boss pole |
| 49-51 | Shoota ammo |
| 52-54 | Front wheels |
| 55-60 | Bike chassis |
| 61-62 | Shoota |
| 63-64 | Big shoota |
| 65-70 | Worky bitz |
| 71-73 | Exhausts |



Speed Freeks

The new Ork Codex allows you to field an army replete with greenskinned killing machines that can move 24" or more in a single a turn. Phil Kelly gives us the lowdown on just such a force.

- 1 HQ**
Warboss Gitkilla
with big choppa, twin-linked shoota and bosspole. 75
- ELITES**
- 2 3 Nobs**
with Warbikes, 2 big choppas and a power claw. 170
- 3 5 Nobz**
with 2 twin-linked shootas, Waaagh! Banner, power claw, ammo runt, and bosspole. 158
- Trukk**
with red paint job, wreckin' ball, ram, armour plates and boarding plank. 70
- TROOPS**
- 4 10 Ork Boyz**
with slugga and choppa. Includes Nob with power claw and bosspole. 100
- Trukk**
with red paint job, wreckin' ball, ram and armour plates. 65
- 5 10 Ork Boyz**
with slugga and choppa. Includes Nob with slugga, choppa and bosspole. 75
- Trukk**
with red paint job, wreckin' ball and armour plates. 60

Phil: I firmly believe that one of the coolest parts of the gaming experience is zooming vehicles about the place. Yes, and making the accompanying noises; in for a penny in for a pound, as they say. Speed Freeks are the undisputed kings of the bum's rush, able to field more vehicles and close in faster than any other race. Sure, the enemy may get lucky and shoot down half of your wagons before they get to the front line, but the deadly cargo in the other half will soon wipe the smile off his face just in time, as passengers from the destroyed Trukks catch up and join the fray.



The force above hinges around a hard core of trukkers – relatively small units of Ork Boyz riding to war in an upgraded Trukk. A decent Speed Freeks force should have at least three of these units. If you have several

Trukk units, your tactic should be to boost across the table at top speed and park within about 12-18" of the enemy. That way, if the enemy destroys your Trukk, the Boyz can disembark and be in range for an assault next turn, perhaps using the wreck as cover in the meantime. A lot of the army's anti-tank ability comes from the wrecking balls mounted on the Trukks. Just think "demolition derby" and you won't go far wrong.



The force is led by a Warboss armed with a big choppa and twin-linked shoota, who can give your Trukk Boyz units that extra bit of punch in close combat. A bargain at 75 points, he allows you to take even more vehicles and rank-and-file greenskins to ensure that you outnumber the foe.



- 6** 12 Ork Boyz with slugga and choppa, plus one big shoota. Includes Nob with slugga, choppa and bosspole. 92
- Trukk** with red paint job, wreckin' ball, ram, boarding plank, armour plates. 70
- FAST ATTACK**
- 7** 2 Warbuggies with twin-linked rokket launchas and red paint jobs. 80
- 8** 6 Warbikes includes Nob with power klaw and bosspole. 190
- 9** 3 Wartrakks 2 twin-linked shootas and 1 skorchas. 110
- 10** **HEAVY SUPPORT**
Deff Dread with big shoota and rokket launcha. 90
- 11** 2 Killa Kans one with big shoota and one with rokket launcha. 90
- TOTAL** 1500



C The army's first Fast Attack slot is used on a unit of Warbikerz, including a Nob armed with a power klaw. This unit excels against other horde armies due to its dakkaguns – think big shootas with a shorter range, but twin-linked. It is also very capable of mixing it up in close combat due to the Warbikers' high Toughness and devastating charge – that power klaw comes in useful for ripping open enemy tanks in close combat, too. The other Fast Attack choices are used to field Warbuggies, Wartrakks and Skorchas. These add some much-needed firepower to the army so it can suppress the enemy as the trukkers close in.

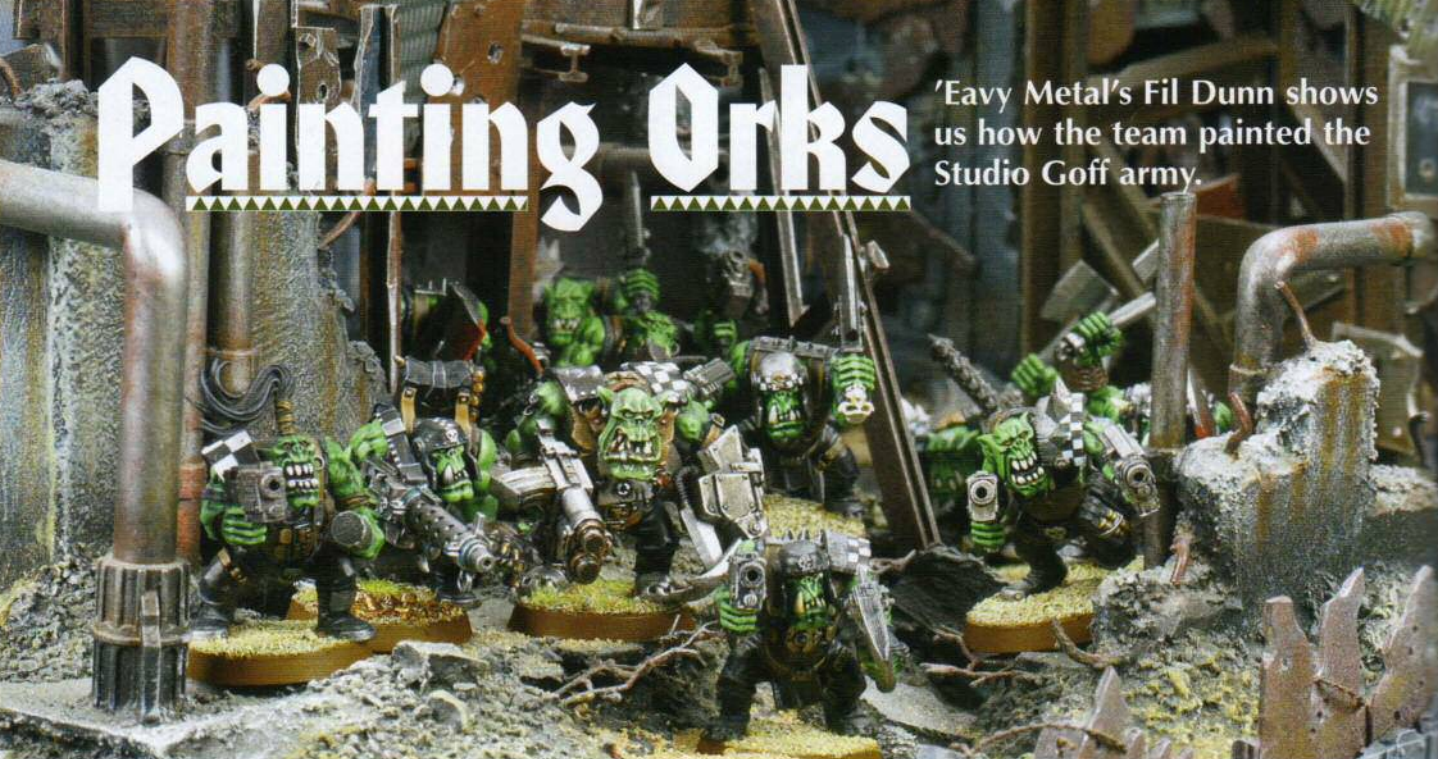
D It is always a good idea to have some heavies lurking around to claim

objectives and stop enemy units from outflanking your Orky spearhead. That's where the Deff Dread and Killa Kans come in. They are relatively cheap but fully capable of stomping flat anything that comes within 12" of them, laying down a hail of fire support in the meantime!

E The army's elites come in the form of units of Nobs. One is used in exactly the same way as the Trukk Boyz, storming forward and getting into close combat on Turn 2. The other unit of Nobz is mounted on Warbikes. Try using them to tear open a tank skulking at the rear of the enemy force (even the Nobz with the big choppas are S8 when they charge), or ripping apart the enemy's elites before they get to launch a charge of their own.

Painting Orks

'Eavy Metal's Fil Dunn shows us how the team painted the Studio Goff army.



Ork Faces



- 1** **Skin:** Orkhide Shade
- Teeth:** Scorched Brown
- Eyes:** Blood Red

Give the Ork's skin a basecoat of Orkhide Shade, the teeth a coat of Scorched Brown, and pick out the eyes with Blood Red.



- 2** **Skin:** Knarloc Green
- Teeth:** Graveyard Earth

The Ork flesh is given a mid-tone layer of Knarloc Green, while the teeth are given a layer of Graveyard Earth.



- 3** **Skin:** Goblin Green
- Teeth:** Bleached Bone

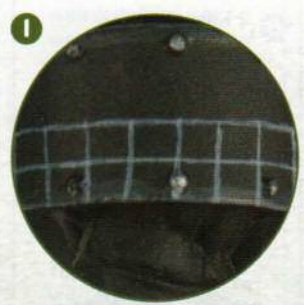
Next, paint the flesh with Goblin Green, leaving the darker tones visible in the recesses. The teeth are given a highlight layer of Bleached Bone.



- 4** **Skin:** 50% Goblin Green
50% Bleached Bone
- Teeth:** Skull White

For the final highlights, the skin was given a layer of a 1:1 mix of Goblin Green and Bleached Bone. The teeth were finished with Skull White.

Checks



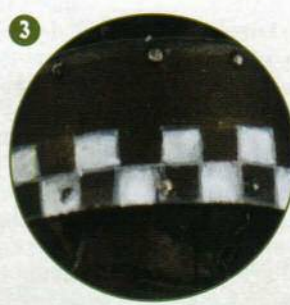
- 1** **Lines:** Fortress Grey

Using a Fine Detail brush, create a square grid on the relevant part of the model with Fortress Grey.



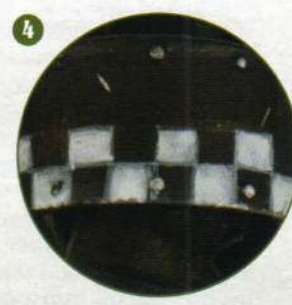
- 2** **Checks:** Fortress Grey

Fill in alternate squares with Fortress Grey, it doesn't have to be very neat – imagine that an Ork or Grot has painted it!



- 3** **Checks:** Skull White

Highlight the Fortress Grey-filled squares with Skull White.



- 4** **Chips:** Mithril Silver

Add small flecks of Mithril Silver to represent chipped armour.



Nob



Mega-armoured Nob



Warboss



Burna Boy



Ork Boy



'Ard Boy

Dags



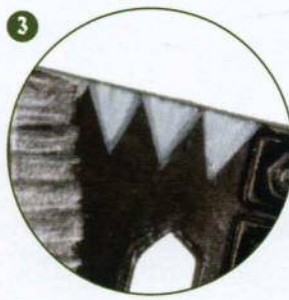
Lines: Fortress Grey

With a Fine Detail brush, outline a repeated triangular pattern along the edge of the part of the model you wish to decorate.



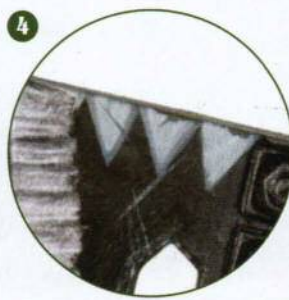
Pattern: Fortress Grey

Fill in the triangular dag pattern with Fortress Grey.



Pattern: Skull White

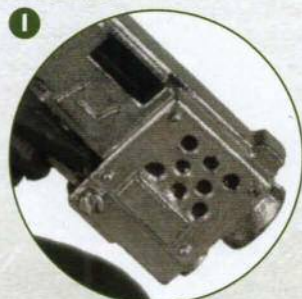
Highlight the dags with Skull White. Try to keep the grey outline visible, although you don't have to be too neat.



Chips: Mithril Silver

Paint on chips and scratches with Mithril Silver.

Metal



Base: Boltgun Metal

To get a patchy, dark metal look for the Ork weapons, start with a basecoat of Boltgun Metal.



Wash: Chaos Black

Apply a wash of Chaos Black all over the metal areas to dull it down and provide shading.



Highlight: Mithril Silver

When the wash has dried, apply a liberal highlight of Mithril Silver to the prominent edges.



The finished Ork. All of the models on this page make use of the same techniques and palette.

WARHAMMER
40,000

JOIN THE

A great, green tide of energy has been unleashed as the Orks claw their way back to the top of the scrap heap! There are loads of great events going on this January, all designed to help you get your Christmas gifts on the tabletop, ready for lots of action!



<http://us.games-workshop.com/news/events/>

WAAAGH!



Iron Halo Registrations

12/26/07 - 01/12/08

From just after Christmas until January 12, 2008, our Hobby Centers will be taking registrations for all the Iron Halo hobby-centric events they have running in-store until the end of March. Be sure to get stuck in, learn a few new hobby tips, and earn yourself an Iron Halo!

The WAAAGH Begins!

01/12/08

Saturday January 12, 2008 will see the biggest release of greenskins ever in your local Hobby Center. With all that manic Orky energy floating around you won't be able to resist the lure of battle! Ready yourself for an Apocalyptic battle featuring the Orks against their most hated enemies, pretty much anyone else. This battle is just a precursor for the wild battle we have scheduled for Saturday February 16. Battle sizes and times will vary by store so make sure you check in with the staff for more details.

Iron Painter: Ork Battleforce!

01/12/08 - 01/20/08

As part of the Ork festivities, our Hobby Centers will also be running a 40K Battleforce Painting Competition! The rules are simple: purchase a 40K Battleforce of your choice on Saturday, January 12 10 or Sunday, January 13, assemble and paint it all in a week, and bring it back to the Hobby Center by 3 p.m. for final judging on Sunday, January 20. The winner will be judged by the staff and customers, announced at 5 p.m. and will win a great ORK artwork print!

Best WAAAGH Banner Competition

01/12/08 - 02/03/08

Every Ork Warboss needs a Waaagh Banner, so get building! From Saturday January 12 until Sunday February 3, our Hobby Centers will also be running a Best Waaagh! Banner Competition! The rules are simple: convert a Nob carrying a Waaagh! Banner, paint him up, and bring it back to the Hobby Center by 3 p.m. for final judging on Sunday, February 3. The winner will be judged by the staff and customers, announced at 5 p.m. and will win a great ORK artwork print!

Pre-Order Your Vampire Counts!

01/26/08 - 02/20/08

Our new-style Army Preview boxes have proved very popular. The Vampire Counts Preview Army Box will be no different. Packed full of all the new models, it's your chance to get a hold of these cool miniatures two weeks or more before they're released. Come in on Saturday January 26 to get your Pre-Order in early!

Orky Terrain Building!

02/02/08 - 02/03/08

Orks are all about making do and getting by on what they've got close at hand, and their buildings really are the best place to see that. Come in to our Hobby Centers over the weekend of Saturday February 2, and Sunday February 3, to join in on some great terrain building sessions. Pick up a Cities of Death building, hack it up, add some great gubbinz left over from your Trukk boxes and you could have a great Ork hovel or a grandiose Big Mek's workshop! Don't forget, Sunday February 3 is also the day the Waaagh! Banners will be judged.

Call your local Hobby Center for details!

EVEN MORE IN-STORE!



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A painted model is a thing of beauty. A well-painted one doubly so. It is a scientific fact that unpainted models result in bad dice rolls and the derision of your mates. But not all of us are born to wield a brush with the skill of Michaelangelo, Rolf Harris or an 'Eavy Metal painter. Recognising this fact, our retail stores offer regular painting lessons, clinics and tutorials designed to help you either learn to paint or improve your skills and techniques, making sure your models need never again appear wearing just their undercoat.

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It is a common misconception that staff in our shops do nothing but play games all day, every day. This is of course rubbish – they get some days off and we have to let them stop for lunch by law. Apart from that, what they actually get to do is show you how to play our games all day every day. So whether you've just got your first game for Christmas, or have been playing since *Rogue Trader* (*Younger readers: ask your dad – Grombrindal*) you're guaranteed to receive top notch gaming advice in your local Games Workshop store.

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IRON HALO

**HAVE YOU GOT
WHAT IT TAKES?**



**EARN YOUR
IRON HALO**

REGISTRATION BEGINS AFTER CHRISTMAS

Da Tale of TWO BOSSES



WARHAMMER
40,000

Battle Report

In this month's battle report, the Ultramarines execute a pre-emptive strike against a growing Ork Waaagh! Can Tigurius rid the Imperium of yet another devastating greenskin invasion before it has truly begun?

The sector of space known as Charadon lies close to the stellar boundaries of Ultramar. Charadon has constantly been a thorn in the Ultramarines' side, as it has been riddled with Orks for as long as even the most venerable of the Chapter's Dreadnoughts can remember.

Since the rise of Chief Librarian Tigurius to the upper echelons of the Ultramarines Chapter, the Orks of Charadon have been consistently stymied, and potential Waaaghs! brought low before they could gain any momentum. Each time, through wise counsel, bitter experience and prescient vision, Tigurius has managed to identify potentially powerful Ork Warlords and eliminate them before a Waaagh! can build.

Meanwhile, on an arid backwater planetoid, Goff Warboss Bigtoof Brainbiter and Evil Sunz Warboss Gitkilla were having a bit of a scrap. What started as a race around their large Ork settlement quickly escalated into a fight. The Orks split into their clan allegiances and a full-blown battle overtook the whole shanty-town. As the brawl headed to its climax and both Warbosses were poised to decapitate each other with their chopas, the sky lit up and blue Drop Pods began to fall from the heavens. The two Warbosses met each other's gaze and both sprouted big, toothy grins, turned to their respective Boyz and hastily set about organising their forces for the battle to come.

This, then, is the scenario for our battle report. Tigurius has divined that one or both of the Warbosses will one day gather

a massive Waaagh!, leading the Orks of Charadon to make war against the Imperium. Tigurius, accompanied by a force of Space Marines, has arrived to destroy both Warbosses before the Waaagh! can gather momentum.

Phil Kelly, author of Codex: Orks, will be taking control of the Goff and Evil Sunz alliance while Space Marine veteran, Matt Hutson, will be commanding the Ultramarines attack. We set the table up to represent the outskirts of the Ork settlement, with the Space Marines arriving upon the boundary just as the Orks have gathered their force. The mission being played was a Gamma-level Recon, the aim being to get scoring units into your opponent's 15"-wide deployment zone.

Phil deployed his large green force across the length of the table, with a rough split of the Goffs in the northeast and the Evil Sunz in the northwest. Warboss Bigtoof Brainbiter stood proud amongst the large mob of Slugga Boyz in the centre of the west flank, while Evil Sunz Warboss Gitkilla was already mounted in his Trukk on the far east flank.

Knowing that he would be seriously outnumbered, Matt deployed cautiously. His Scout sniper squad set up at the peak of the central hill, with the other Space Marine squads deployed around the hill's base. The Predator Annihilator and Destructor were positioned on the west flank, as was Tigurius, who was facing the Goff Warboss and his Slugga mob across the ramshackle barriers of the Ork encampment. It's time for a rumble...

Mission: Recon

Both sides are attempting to punch through the enemy lines to establish forward positions and probe the opposition's strength in preparation for a major attack.

Objective:

Enemy Lines

Both players must attempt to get units into the enemy deployment zone and overrun their lines. The deployment zones extend 15" from the long board edges. Victory Point rules are used in the Gamma level mission.

Gamma Level Rules:

Infiltrate, Deep Strike, Dusk & Dawn, Victory Points.

Set-up:

Players take it in turns to place one unit at a time in their deployment zone. No unit may be deployed within 24" of the enemy or more than 15" from their own table edge.

A roll was made to see whether it was dawn or dusk – it was neither. A further roll was made to see who got the first turn, which Phil won.



Ere We Go

Phil Kelly's Ork force is an alliance between two rival clans: the Goffs and the Evil Sunz.

GOFFS

HQ

- 1 Warboss Bigtoof Brainbiter** with big choppa and Attack Squig.
80 points

- 2 Big Mek Magstak** with Shokk Attack Gun.
95 points

ELITES

- 3 7 Tankbustas** including Nob, tankhammer and 2 Bomb Squigs.
125 points

- 4 8 Lootas**
120 points

TROOPS

- 5 3 Meganobz Trukk** with red paint job and ram.
165 points

- 6 25 Ork Boyz** with sluggas and choppas, plus 2 rokkit launchas. Includes Nob with power claw and bosspole.
210 points

- 7 20 Ork Boyz** with shootas and 2 big shootas. Includes Nob with power claw and bosspole.
170 points

- 8 10 Gretchin** with Runtherd.
40 points



Phil: What's better than fielding an army of the brand new Orks in their inaugural battle report? Fielding two Ork armies, of course. Courtesy of a cool back story I get to pick both an Evil Sunz army and a Goff army, and will be keeping a tally as to who can kill the most Space Marines over the course of the game. Ace!

So what are my weapons of choice against Matt's finely balanced Ultramarines strike force? Ghazghkull's high points cost made his inclusion tricky, so I went for a pair of cheap Warbosses instead. The Goff Warboss will be accompanied by some Meganobz as a bodyguard (these power-claw toting hard cases count as Troops if you choose a Warboss) and two huge units of Ork Boyz as the backbone of the force.*

With the basics covered, I can afford to spend some points on some of the Ork wonder weapons (it's a wonder when they actually hit something). First up was a Big Mek with a Shokk Attack Gun, a consummate Space Marine-killer due to its large template and AP2. Big Mekks work well in tandem with Lootas. The Lootas can chuck out a hell of a lot of firepower (a full squad of 15 can theoretically fire 45 Strength 7 shots if they roll well), are great at finishing off a squad that the Shokk Attack Gun has mauled, and give the vulnerable Big Mek some cover into the bargain. They will be invaluable if Matt decides to Rhino-rush his way across the table, because their deffguns are great against lightly armoured vehicles.

* For the record, if a full squad of Ork Boyz gets to charge, it can chuck out 120 (yes, one hundred and twenty) attacks, all at Strength 4 or better. Stick that in your power armour and smoke it!

EVIL SUNZ

HQ

1 Warboss Gitkilla

Big choppa, twin-linked shoota and bosspole.

75 points

TROOPS

2 10 Ork Boyz

with slugga and choppa, plus big shoota. Includes Nob with power claw and bosspole.

Trukk

with red paint job and wreckin' ball.

155 points

3 10 Ork Boyz

with slugga and choppa. Includes Nob.

Trukk

with red paint job and ram.

120 points

4 10 Ork Boyz

with slugga and choppa.

60 points

FAST ATTACK

5 2 Warbuggies

with twin-linked' rokket launchas and red paint jobs.

80 points

6 3 Wartrakks

with twin-linked shootas, 1 skorcha.

115 points

7 7 Warbikers

including Nob with power claw.

210 points

HEAVY SUPPORT

8 Deff Dread

with big shoota and rokket launcha.

90 points

9 2 Killa Kans

with big shoota and rokket launcha.

90 points

GRAND TOTAL 2000



Heavy armour is more of a problem for the Ork horde, though, which is why I consider a unit of Tankbustas an absolute must. These rokket launcha-equipped Boyz are the big game hunters of the Ork world, and excel at busting tanks (surprise!), especially if they get in range to launch a Bomb Squig or two at the enemy. They will follow the big mobz into battle, with a big stompy Deff Dread and a pair of Killa Kans in support to deter any counter-assaults, and a Grotz mob to bolster my numerical advantage even more.

Once the footsloggers were covered, it was high time I paid for some wheels. I wanted to put pressure on the Ultramarines gun line from the very start, and so I took a Trukk for my Meganobz and two more Trukks for my Evil Sunz Boyz. I gave them wrecking balls, too, so that once they had dropped the Boyz off they could get stuck

in with some vehicular close combat – smashing great big dints into those pristine Ultramarines vehicles does appeal to the greenskin in me!

The Evil Sunz flanking force is led by a unit of the splendid new Ork Warbikes – excellent all-rounders and very fast indeed. Next, I turned my attention to the Wartrakks and Warbuggies, adding twin-linked rokket launchas and red paint jobs wherever I could afford the points. Before I knew it, I had myself an Evil Sunz army – not quite as hitty as the Goffs, but a hell of a lot faster. With a bit of luck, I'll be in Matt's deployment zone before he knows what has hit him. Whilst he's concentrating on my first wave, the main bulk of the greenskin army will close in for the inevitable kill...

That being said, Matt is an experienced player, so this may well be a close one.



Known as the "Alien Guy" within the Design Studio, Phil is an expert commander in Xenos warfare. As the Codex author, he's out to prove that the Orks are no pushovers.

Ultramarines

The Emperor's finest, led by Tigurius, must slay the Ork Warbosses to prevent a future Waaagh!

HQ

- 1 Tigurius, Chief Librarian of the Ultramarines** with Rod of Tigurius, bolt pistol, Hood of Hellfire, frag grenades and krak grenades.

165 points

- 2 Chaplain Octavius**

Reclusiarch with master-crafted crozius arcanum, bolt pistol, frag grenades, melta bombs, Terminator Honours, jump pack.

142 points

TROOPS

- 3 Space Marines Tactical Squad 1**

Sergeant with bolt pistol and chainsword, 1 Space Marine with flamer, 1 Space Marine with missile launcher, 6 Space Marines with bolters. All have frag grenades.

160 points

Rhino

with storm bolter and smoke launchers.

53 points

- 4 Space Marines Tactical Squad 2**

Sergeant with bolt pistol and chainsword, 1 Space Marine with flamer, 1 Space Marine with missile launcher, 7 Space Marines with bolters. All have frag grenades.

176 points

Rhino

with storm bolter and smoke launchers.

53 points

- 5 Space Marines Tactical Squad 3**

Sergeant with bolt pistol and chainsword, 1 Space Marine with flamer, 1 Space Marine with missile launcher, 7 Space Marines with bolters. All have frag grenades.

176 points

Matt: So it falls to me (and the Ultramarines) to stop the latest Ork Waaagh! from engulfing the galaxy.

Fighting Orks is quite straightforward, really – shoot them a lot and don't let them assault you en masse! The problem is that there are usually twice as many of them, meaning that they tend to hit you in waves. No sooner have you slaughtered one mob of Boyz than another one is right behind them – the phrase "plenty more where they came from" definitely applies to Orks. So if you want to stop them, make sure you have plenty of firepower backed up by some close combat units that can react quickly to where the Orks look most likely to overwhelm your lines.

With this in mind I set about designing a Space Marine force with as many bolters in it as possible. For the core of the army I went for three maximum-sized Tactical

Squads in Rhinos, each equipped with a missile launcher to help deal with any Trukks or Kanz, and a flamer for when the Orks get too close to my thin blue line.

To lead the force, I selected Chief Librarian Tigurius. I chose him mainly because of his background of being an expert at fighting Orks, which I thought was very characterful. He also happens to be a rock hard Space Marine Librarian, with some tasty psychic powers at his disposal. I chose Veil of Time, which allows him to make any number of re-rolls, and Fury of the Ancients because of its unlimited range and D3 Strength 5 hits.

With the compulsory choices filled, I moved on to selecting some Heavy Support. Past experience of fighting Orks has taught me that they struggle against heavily armoured tanks, so I chose three of them. Vindicators are good against pretty





Rhino
with storm bolter and
smoke launchers.

53 points

6 Scout Squad
Sergeant with sniper
rifle, 3 Scouts with
sniper rifles, 1 Scout
with missile launcher.

95 points

FAST ATTACK

**7 Space Marines
Assault Squad 1**
Veteran Sergeant with
power fist, bolt pistol
and combat shield. 2
Space Marines with
plasma pistols, 7 Space
Marines with bolt pistols
and chainswords. All
have frag grenades and
jump packs.

265 points

**8 Space Marines
Assault Squad 2**
Veteran Sergeant with
thunder hammer and
bolt pistol, 2 Space
Marines with plasma
pistols, 7 Space Marines
with bolt pistols and
chainswords. All have
frag grenades and jump
packs.

276 points

HEAVY SUPPORT

9 Vindicator
with extra armour.

130 points

10 Predator Destructor
with autocannon and
heavy bolter sponsons.

110 points

11 Predator Annihilator
with twin-linked
lascannons and
lascannon sponsons.

145 points

GRAND TOTAL 1999

much everyone, mainly due to the size of the template they fire. This tank is perfect for guarding my flanks, as just the mere threat of the Vindicator is enough to turn large parts of the tabletop into a no-man's land. Against Orks, I consider the Predator Destructor an essential choice. Its autocannon and heavy bolters are perfect for taking out lightly armoured Trukks and Warbikes as well as swathes of Ork boyz. For my final Heavy Support choice I was tempted to take another Predator Destructor, but in the end I settled on a Predator Annihilator – its multiple lascannons will be useful for picking off the Killer Kanz I was sure Phil would be bringing along.

Back to the plan – next on my list were some rock hard close combat troops, fast enough to plug any holes in my lines. Two 10-man Assault Squads led by a Chaplain

will be well able to fill this role. With each squad capable of putting out 30 Attacks when they charge, they should be able to make a mess of Ork mobs of any size. When accompanied by a Chaplain they are even better, as you get to re-roll any missed hits. Even if they are charged, they still get to fight first against Orks due their higher Initiative values.

To finish off, I've selected a unit of five Scouts armed with sniper rifles and a missile launcher. The sniper rifles may come in handy for pinning small units of Boyz, while the missile launcher can be put to a variety of uses.

The force I have picked is quite balanced and should be able to hold its own no matter which mission we play. It is actually quite a manoeuvrable force for missions such as Recon, while it's solid enough to hold objectives.



Matt's worked on every issue of White Dwarf since January 1999, serving under four temperamental editors. He's either a heroic Longbeard, or a glutton for punishment!

Let's Get 'em Ladz

The Orks begin by charging forward, before following up with a surprisingly impressive Shooting phase.

Turn 1

Annotations

- A** The Tankbustas fired their rokkits at Tactical Squad 2's Rhino. One of the rokkits hit, glancing the Rhino's front armour and immobilising it.
- B** The Shokk Attack Gun fired upon Assault Squad 2. Luckily for Matt the large template scattered 6" from the squad, and the frenzied Snotlings materialised helplessly in the middle of nowhere.
- C** Warbuggies and Wartrakks revved their engines and drove forward, firing their shootas and rokkits at Assault Squad 2. The shots either missed or pinged off power armour.
- D** The Vindicator fired its demolisher cannon at one of the Evil Sunz Trukks, the shot scattered north onto a Warbike and destroyed it, but still managed to catch another Trukk in the blast. The Trukk was destroyed, and careened forwards into a barrier. The Ork passengers got out unharmed.



Bellowing a massive Waaagh!, the Orks of both clans surged forward towards the Ultramarines' line. In the east, the Evil Sunz Trukks and Bikes stormed up the flank. Across the battlefield the Goff Deff Dread used its powerful claws to climb the building. Only the Lootas and the Big Mek remained stationary.

The first shot of the game was from the rokkit armed Boyz in the large Goff Slugga mob. Despite Phil needing 5s to hit, both rokkits struck the Predator Destructor. One penetrated, and the Space Marine tank blew up, taking an Ultramarine from Tactical Squad 2 with it. The Evil Sunz Trukks managed to draw a bead on Assault Squad 1 and killed two Space Marines with more uncharacteristically accurate fire. The Big Mek and Lootas fired upon Assault Squad 2, the Lootas managing to despatch another Space Marine (B).

In Matt's turn, the Ultramarines largely held their ground, with only the Assault Squads moving. Assault Squad 1 moved towards the centre of the table, away from the Evil Sunz Trukks, and Assault Squad 2 moved forwards towards the Ork barricades. The Space Marine Shooting phase was concentrated on the two large Goff mobs, the largest – the Slugga Boyz – taking the lion's share of the fire and casualties (E). After the sustained Space Marine shooting had stopped, the Slugga mob had lost ten of its number and was reduced to 15 Boyz. The Goff Trukk was hit by the Predator Annihilator and was sent Kareening out of control, before exploding in front of the ramshackle barricades and disgorging its Meganob passengers prematurely.



E The Goff Slugga mob attracted the majority of the Ultramarines' fire. Tactical Squads 1 and 2, Tigurius and the Scouts, all shot at them, killing ten Orks in total.



DAT'S NEW!

Ork Trukks

Trukks are all about how fast they can get Boyz to the enemy, and so are not heavily armoured at all, essentially being a flatbed chassis with wheels and an engine block. However, even when a Trukk turns into a cartwheeling pile of burning wreckage they have a tendency to keep moving, with the passengers

desperately holding on, more determined to engage the enemy than ever. Thus, Trukks have a unique damage table that the Ork player rolls on when they suffer a "vehicle destroyed" or "vehicle explodes" result. This usually means that the Trukk can make an extra move – or Kareen! – before the wheels fly off and its passengers can finally disembark, shaken but ready to fight.



Red Ones Go Fasta!

A well-timed Waaagh! gets the Ork Boyz into combat early, although it doesn't all go to plan for the greenskins.

Turn 2

DAT'S NEW!

Calling da Waaagh!

Once per game the Ork player can declare a Waaagh! during the Shooting phase. For the duration of the turn, all Ork infantry units (not Grots – they're far too weedy) gain the Fleet of Foot special rule. If a unit rolls a 1 when checking the distance for the Waaagh! move, then the Orks start fighting before they even get to the enemy!

228 US 655

Annotations (Ork turn)

A The surviving Evil Sunz Trukk zoomed up to the Space Marine lines. Warboss Gitkilla and his Boyz disembarked and ran into combat with the nearby Assault Squad. However, the Ultramarines proved to be up to the challenge and killed seven Orks before the greenskins could even raise their choppas in anger. The Speed Freet's assault was blunted, and the Warboss and surviving mob fled back towards Ork lines.

B The Ork Warbikes turbo-charged through the barricades and quickly surrounded the Vindicator.

C Phil rolled a hit on the scatter dice when firing the Shokk Attack Gun, the template was placed smack bang in the middle of Assault Squad 2. A massive 10 was rolled for the Strength, so Matt had to remove five dead Assault Marines – the accompanying Chaplain only survived thanks to his rosarius save.

D The Tankbustas released a Bomb Squig at the Predator, but it was out of range. They fired at it instead, scoring three glancing hits, immobilising the tank and preventing it from firing in the following turn.

E Thanks to the Waaagh!, the Meganobs reached and engaged Tactical Squad 2. The Orks took a wound but retaliated by slaying five Space Marines. The Ultramarines lost badly and fell back.

F The Goff Shoota Boyz crashed through the barricades and into combat with Assault Squad 2. The Goffs lost four of their number but wiped out the Assault squad, including the Chaplain, in short order.

Turn 2 continued...

Thinking like any self-respecting Ork, Phil began the turn by decisively moving the remaining active Evil Sunz Trukk forward. It bounced over the Ork terrain and then swerved in front of the Ultramarines Assault Squad, offloading the Evil Sunz Warboss, Gitkilla, and his retinue of Ladz. The Warboss bellowed a massive Waaagh! that was answered by all Orks on the battlefield as Phil declared he was using the Waaagh! special rule, allowing all Ork infantry units to Fleet in the Shooting phase. Like a green tide, the Orks stormed forward, with the exception of the Big Mek and the Lootas.

The Shokk Attack Gun fired again. This time it was far more accurate, as five Assault Marines suddenly found they were sharing their power armour with rabid, insane Snotlings. The Chaplain survived the attack – only just – thanks to his 4+ rosarius save. The Lootas fired at the same squad and managed to take out another Space Marine. The Wartrakks also targeted the same squad but missed.

The Warbuggies in the centre of the field fired upon Tactical Squad 3's Rhino – both hit and penetrated the Space Marine vehicle, destroying it.

On the east side of the table the Deff Dread launched its rokkit at the surviving Predator. They missed, flying harmlessly by the target. The Tankbustas also targeted the Annihilator and were much more accurate, scoring three glancing hits, which immobilised it, preventing it from firing in the following Shooting phase.

In the Ork Assault phase, the Meganobz, thanks to the Waaagh!, charged into Tactical Squad 2. The Ultramarines struck first, wounding one of the Nobz, but the Orks hit back killing five in return, causing the Space Marines to fall back. In the centre, the Goff Shoota Boyz charged across the barricades and into close combat with the Assault Squad. Once again the Space Marines hit first, cutting down four of the greenskins. The Orks fought back, buoyed up by their Furious Charge ability and slew all the remaining members of the squad. The Chaplain was finally brought down, completely surrounded by a tide of Orks.

Events didn't go so well for Gitkilla and his Evil Sunz Boyz. The Orks charged into the remaining Assault Squad, but their momentum was stolen, as the chainswords of the Ultramarines slew seven Orks before they could even finish their war cries. The Ork Boyz tried to hit back but all missed. The Warboss stepped forward muttering that he'd "Show 'em 'ow it's dun", but,

despite hitting and wounding, the Ultramarines' power armour saved all the attacks. The Assault Squad had soundly beaten the Evil Sunz mob and its Warboss! Proving that they can go fast even without wheels, the Evil Sunz mob promptly fled back towards the greenskin settlement, before the Assault Squad could catch and destroy them outright.

The Ultramarines hit back

The Space Marines began the turn with Tigurius casting the Veil of Time, a psychic power that allows all dice rolls directly affecting him to be re-rolled. The power was cast, but Matt rolled a double-1, so the Chief Librarian lost a wound to the Warp.

Movement began with the triumphant Assault Squad using their jump packs to get within assault range of the Warbikes. Tigurius, with Tactical Squad 1, moved towards the Meganobz. The Vindicator moved forward, gunning for the Warbuggies in the centre of the battlefield.

In the Space Marine Shooting phase, Tactical Squad 3, in the centre of the field, fired upon the approaching Shoota Boyz with a flamer, which fried two Orks and wounded the Nob. The bolters and krak missile from the same squad killed another five greenskins. The Vindicator fired at the Speed Freeks. Its massive shell was on target, destroying both a Wartrakk and a Warbuggy in the resulting explosion. The remains of Tactical Squad 2 fired upon the Goff Warlord and his large retinue of Slugga Boyz, but the Ultramarines were obviously still shaken and all missed.

The Assault phase began with Tigurius and the attached Tactical Squad charging into the Meganobz. Before the heavily armoured Orks could even raise a power claw, Tigurius unleashed a full-scale psychic assault with his force weapon. All three Meganobs were slain where they stood, their mega-armour useless in the face of the psychic onslaught.

The Assault Marines, fresh from dealing with the Evil Sunz Warboss in the previous turn, flew into combat with the Warbikes. Despite hitting first, the Ultramarines failed to wound the Ork Warbikerz, the greenskins' vehicles proved too tough for the teeth of the chainswords. In retaliation, the Orks proved equally ineffective, not scoring a single hit. Then it came down to the two big hitters – the Assault Marine Sergeant managed to crush two Warbikes with his power fist, while the power klaw-armed Ork Nob slew two Space Marines. All square, the units were left locked in combat for another turn.

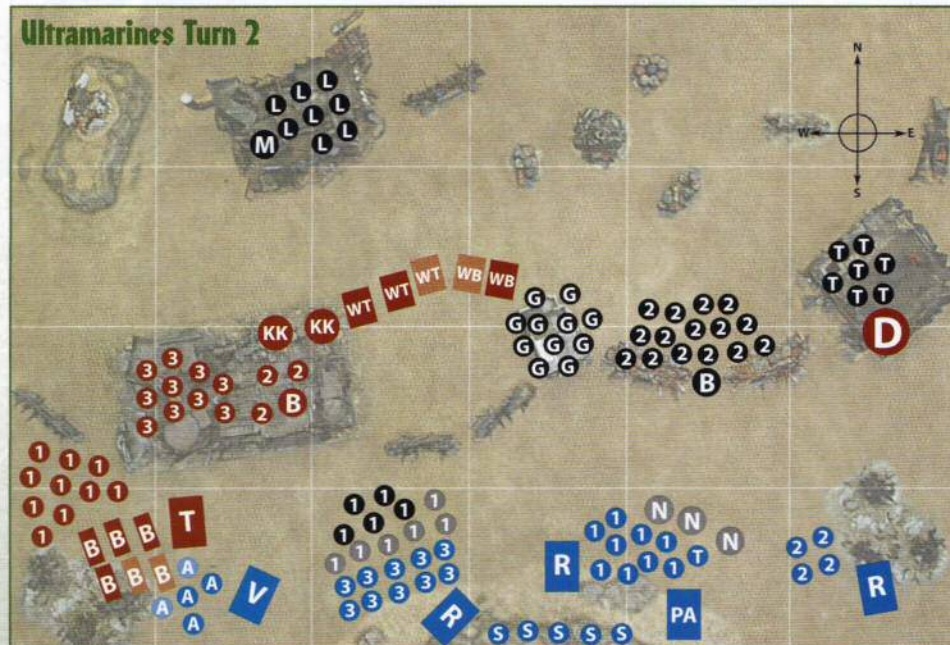


Smash and Grab

There's nothing that can really stand against a power fist, as the Evil Sunz Warbikes found to their cost.



Ultramarines Turn 2



Ultramarines

- T Tigurius
- C Chaplain
- A Assault Squad 1
- A Assault Squad 2
- S Scout Squad
- 1 Tactical Squad 1
- 2 Tactical Squad 2
- 3 Tactical Squad 3
- R Rhino
- V Vindicator
- PD Predator Destructor
- PA Predator Annihilator

- WT Wartrakk
- WB Warbuggy
- B Warbikers Mob
- T Trukk
- KK Killa Kanz Mob
- D Deff Dread

Goff Orks

- B Warboss
- M Big Mek
- N Meganobz Mob
- G Gretchin Mob
- L Lootas Mob
- T Tankbustas Mob
- 1 Ork Boyz Mob 1
- 2 Ork Boyz Mob 2
- 3 Ork Boyz Mob 3
- T Trukk

Evil Sunz Orks

- B Warboss
- 1 Ork Boyz Mob 1
- 2 Ork Boyz Mob 2
- 3 Ork Boyz Mob 3

Charadon's Bane

Goff Warboss Bigtoof Brainbiter faces off against Tigurius in a climactic scrap, while across the field the Evil Sunz prove they are far from finished.

Turn 3

The Deff Dread, which had spent the first two turns clambering about on the roof of an Orky building, jumped down with a resounding thump and lumbered towards the remains of Tactical Squad 2. The other Orky walkers, the Killa Kans also finally made it into range, making their way through the Warbuggy wreckage created by the Vindicator in the previous turn.

The large Goff mob cleared the barricades and moved towards the Ultramarines line as fast as they could, with the Warboss yelling at the top of his lungs. The greenskins were so emboldened by this that even the Gretchin mob advanced. The only active Ork Trukk moved next to the Vindicator and started to swing its massive wrecking ball, hoping to take the final Space Marine tank out of action with a gigantic, swinging lump of oxidised metal.

The Shooting phase began with the Big Mek aiming the Shokk Attack Gun at Tigurius and Tactical Squad 1. Once more, the blast marker was on target and four brave Ultramarines died as they merged with frenzied, warp-propelled Snotlings. The Lootas fired next; aiming at the same squad, they inflicted an impressive four wounds, with Matt only saving one of them. The Goff Boyz readied their sluggas and also poured fire into the same squad, but despite seven hits and five wounds, Matt managed to make some saves this time and only one Space Marine fell. The two remaining Wartrakks were next and fired at the beleaguered squad, wiping out the remaining Space Marines and leaving just Tigurius to face the onrushing mob of battle-hungry Goffs.

In the Assault phase, the Goff mob piled in and surrounded Tigurius. However, the hero of Macragge was far from intimidated. He swung his force weapon in a crackling arc and brought it down on Warboss Brainbiter's head, slaying him instantly! The Warboss managed to inflict two wounds in his death throes, both of which the Librarian saved.

Elsewhere, the Goff Shootas charged Tactical Squad 3. The Ultramarines lost two men and failed to wound any Orks in return. On the east flank the Evil Sunz Boyz charged into the Assault Squad and



Warbike combat. The Assault Marine Sergeant with the power fist managed to destroy another Warbike, but the sheer number of greenskins swamping the squad finally did the job, and the valiant Space Marines were wiped out.

The Space Marine turn saw very little movement (C). Tactical Squad 2 turned its flamer on the Ork Tankbustas and slew four with burning promethean. The Tankbustas wavered in the face of such losses and fled back into the settlement.

In the Assault phase Tigurius bravely battled on, felling another two Goffs. In response he weathered 33 attacks, of which eight wounded him, but still he managed to survive! However, an Ork Nob with a power klaw dashed Matt's hopes, and brought down the Ultramarine hero – this will be a grave day on Ultramar!

In the combat between the Goff Shootas and Tactical Squad 3 the Ultramarines killed another Ork for no losses in return. Without their Furious Charge, the Ork Boyz lost some momentum and only inflicted two wounds, both of which were saved. The Orks had lost the combat but stayed put only because the Nob used his bosspole to murder a comrade and prove a point!



Who's da Boss?

Ork Nobz carry bosspoles as a sign of their status. Each time a unit with a bosspole fails its Morale check, you may choose to inflict a wound on the unit in order to re-roll the test. This is the Ork way of restoring "dissaplin" to a rowdy mob that might be thinking of "runnin' da uvver way".

Annotations

A The Warbuggy fired its rokkits at the Rhino and scored a penetrating hit, destroying the Space Marine transport.

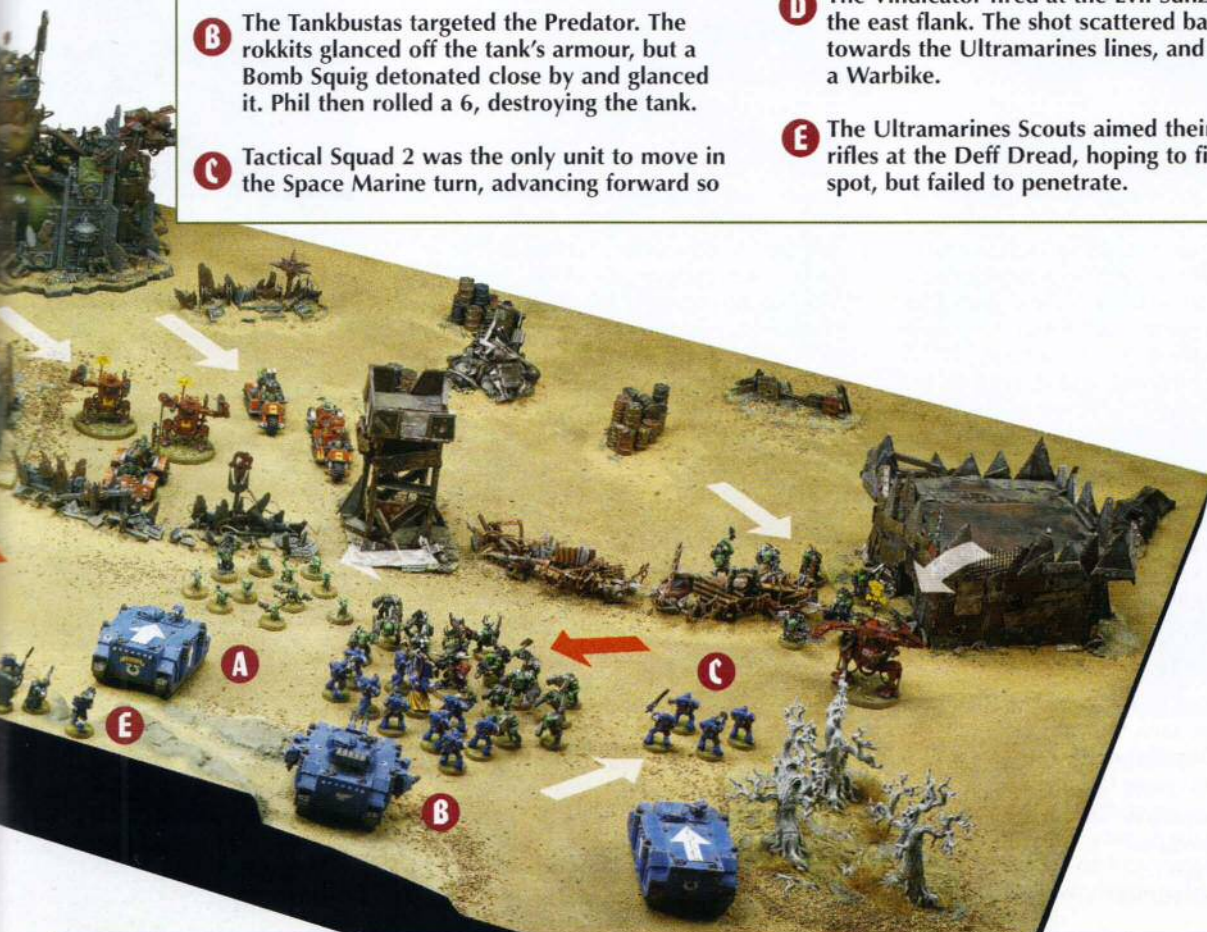
B The Tankbustas targeted the Predator. The rokkits glanced off the tank's armour, but a Bomb Squig detonated close by and glanced it. Phil then rolled a 6, destroying the tank.

C Tactical Squad 2 was the only unit to move in the Space Marine turn, advancing forward so

they could use their flamer on the annoying Tankbusta Boyz.

D The Vindicator fired at the Evil Sunz mob on the east flank. The shot scattered back towards the Ultramarines lines, and destroyed a Warbike.

E The Ultramarines Scouts aimed their sniper rifles at the Deff Dread, hoping to find a weak spot, but failed to penetrate.



Shokk Attack!

Due to the tenacity of the Ultramarines and some faulty Ork equipment, the Space Marines are far from finished, and make the Orks pay for the death of every battle-brother.

Turn 4

The greenskin mobs not already engaged continued to advance. The Gretchin felt ready to take part in the battle by mounting some Trukk wreckage to give them line of sight to Tactical Squad 2 (B). The Wartrakk and Scorchers barrelled forward over the barricades in a desperate attempt to see some action, but Phil rolled a double-1 twice in a row for their Dangerous Terrain test, and so both ended up stranded and immobilised in the middle of the battlefield. The Warbikes, fresh from their combat on the Assault Squad, charged into the ongoing combat between Tactical Squad 3 and the Goff Shoota Boyz.

The Shooting phase started with the Shokk Attack Gun powering up. Phil targeted the Space Marine Scouts but then rolled a double-5, meaning that the Mek teleported himself into combat rather than the demented Snotlings! The active Evil Sunz Trukk fired its rokkits at the Vindicator. The tank took a penetrating hit and lost the demolisher cannon.

The assaults were fast and deadly for both sides. The bewildered Mek fared badly against the Scouts, who took the surprise appearance of an Ork Mek in good stead and promptly wounded him.

The Mek, obviously still suffering from his unexpected journey, failed to hit the Scouts, and lost the combat. Once again Phil rolled high for the Fall Back distance, and the Mek scarpered before the Scouts could cut him down. The Deff Dread charged into Squad 2 and made short work of the two remaining squad members. On the east flank, the Orks fared badly against Tactical Squad 3, only managing to slay one Space Marine. The Goffs stayed put but the Warbikerz hit the throttle and fled away from the combat.

In the Ultramarines turn there was very little for Matt to do; the only bits of shooting were from the pintle-mounted storm bolter on the last Rhino, and the Scouts (C). The storm bolter fired into the large Goff Slugga mob and managed to take down an Ork, crucially reducing the mob to half strength.

Then it was straight into the only active combat, between Tactical Squad 3 and the Goffs. By this time, both sides seemed to be suffering from prolonged exertion as the Orks and Space Marines failed to hit their foes. The combat ended in a stalemate, and both sides readied their weapons for the next turn of fighting.



Turn 4

Ultramarines

- T Tigurius
- C Chaplain
- A Assault Squad 1
- A Assault Squad 2
- S Scout Squad
- 1 Tactical Squad 1
- 2 Tactical Squad 2
- 3 Tactical Squad 3
- R Rhino
- V Vindicator
- PD Predator Destructor
- PA Predator Annihilator

Evil Sunz Orks

- B Warboss
- 1 Ork Boyz Mob 1
- 2 Ork Boyz Mob 2
- 3 Ork Boyz Mob 3

Goff Orks

- B Warboss
- M Big Mek
- N Meganobz Mob
- G Gretchin Mob
- L Loota Mob
- T Tankbustas Mob
- 1 Ork Boyz Mob 1
- 2 Ork Boyz Mob 2
- T Trukk

Other Units

- WT Wartrakk
- WB Warbuggy
- B Warbiker Mob
- T Trukk
- KK Killa Kan Mob
- D Deff Dread

800 US 1533



Annotations

- A** The Evil Sunz Warboss and the Tankbusta Boyz fled from the field of battle.
- B** The Grots aimed their blastas and fired on Tactical Squad 2, surprising everybody by killing two Space Marines, leaving the Deff Dread with even fewer targets to crunch.
- C** Once again the Scout Snipers took careful aim at the approaching Deff Dread. They failed to find a weak point, and the Ork walker continued its inexorable advance.

Orks are da Best

As the game entered the final third, it was clear that the superior numbers of the greenskin horde had prevailed.

Turns 5 & 6



DAT'S NEW!

Wrecking Ball

Great for cracking enemy armour, wrecking balls are a Trukk upgrade, which deliver a Strength 9 hit on a roll of 4+ on an enemy unit within 2" of the wreckin' ball.

As the battle drew towards the conclusion, the embattled Space Marines fought on, although all Ultramarines still alive knew that none would survive the day. The Goff Slugga Boyz moved up the hill to assault the Scouts. The Evil Sunz mob and Gretchin advanced as far forward as possible. Even the Killa Kans finally moved around the barricades and into walking distance of the enemy deployment zone.

The Deff Dread advanced towards the last Rhino, its claws chopping in anticipation of cutting through the vehicle's armour. The Lootas fired upon the Scouts and killed four, leaving just one to face the enraged Goffs charging up the hill! In the Ork Assault phase the Kanz and Evil Sunz mob piled into Tactical Squad 3. The Dread assaulted the Rhino and ripped it apart, while the Goffs made short work of the lone Scout. The Evil Sunz Trukk used its wrecking ball against the side armour of

the Vindicator. The tank's thick ablative armour held and so the wrecking ball failed to damage it.

Despite the Orks flooding the area, the Space Marines of Squad 3 were far from finished, slaying the Goff Nob – the last of the Shoota Boyz mob. Still, with the Kanz and the Evil Sunz joining the fray, even the Ultramarines struggled against the overwhelming numbers and lost four Space Marines, leaving just the Sergeant. Matt, though, refused to be beaten and rolled a double-1 for the Morale check!

Space Marine Turn 5 leapt straight into the Assault phase, and the Sergeant despatched another Ork and braved the odds once more to survive the turn!

In Ork turn 6 all attention was focussed on the lone Space Marine Sergeant. Could he survive the final round of combat? Unfortunately not – a Killa Kan unceremoniously brought him down, securing victory for the greenskins!



Turn 5



Ultramarines

- T Tigurius
- C Chaplain
- A Assault Squad 1
- A Assault Squad 2
- S Scout Squad
- 1 Tactical Squad 1
- 2 Tactical Squad 2
- 3 Tactical Squad 3

Rhino

Vindicator

Predator Destructor

Predator Annihilator

Evil Sunz Orks

- B Warboss
- 1 Ork Boyz Mob 1
- 2 Ork Boyz Mob 2
- 3 Ork Boyz Mob 3

WT Wartrakk

WB Warbuggy

B Warbikers Mob

T Trukk

KK Killa Kanz Mob

D Deff Dread

Goff Orks

B Warboss

M Big Mek

N Meganobz Mob

G Gretchin Mob

L Lootas Mob

T Tankbustas Mob

1 Ork Boyz Mob 1

2 Ork Boyz Mob 2

T Trukk

FINAL TOTAL

ORKS

2292

ULTRAMARINES

932

ORK

VICTORY!



WAAAGH! Orks

Broad side of a barn takes a direct hit!

I just loved the look on Matt's face when two rokkit launcha-toting Orks in the big Slugga Boyz mob got a pair of direct hits on the Predator Destructor, turning it into scrap before it had a chance to fire. A couple more Tankbustas in the warband from now on, I would think!

Indirect influence

Though it runs against Matt's playing style, I think I would have played super-defensive, holding my Assault Squads back and using them to counter-attack. Instead, their advance triggered an early Waaagh! and robbed Matt of a turn of shooting. Also some indirect fire from a Whirlwind or two could have really punished the Orks, especially the Lootas and their Mek buddy, causing havoc from the back.



Phil: Alright! That was all kinds of fun. The Boyz got stuck in nice and early due to the Waaagh! on the second turn, which robbed most of Matt's army of a whole turn of shooting. I was very lucky with those Meganobz – they managed to Kareen! their Trukk towards Matt's lines and pass their Pinning check, allowing them to plough into Matt's line before being seen off by Tigurius (damn that Veil of Time!).

The performance of the Boyz was about right – one unit absolutely mullered its Assault Marine opponents and cut down the Chaplain leading them in a single round, the others became chainsword fodder. Overall I can't fault the lads really. They took out a couple of tanks with lucky rokkit shots before the Tankbustas got into

full swing, and with the benefit of their Furious Charge they bashed up Space Marine squads and special characters alike. The Warbosses, on the other hand, were a bit of an embarrassment; despite causing plenty of wounds, those were all saved by Matt's power armour saving throws. The Speed Freaks had a dodgy start, but really took their toll in the latter half of the game, with the Warbikes riding out everything that the Space Marines could throw at them and still breaking power armour with the Nob's power claw.

Overall a darn good fight – Matt's mighty counterattack nearly swung the game back his way, but in the end the day was green, and one of the Warbosses even lived to fight another day. Waaagh!

“The performance of the Boyz was about right – one unit absolutely mullered its Assault Marine opponents and cut down the Chaplain leading them in a single round, the others became chainsword fodder!”



Da best of da Orks

The Big Mek excelled himself. Sure, he did accidentally fire himself across the table into combat with the Scouts, but before his little mishap he killed more Space Marines than both the Warbosses put together. Go the warp-crazed Snotlings!

“But...”, ventured the Evil Sunz Nob to Gitkilla, the Warboss, “Da Goffs are sayin’ yoo ran from da oomies and they ain’t gonna follow ya now’ere”. The Warboss looked at the Nob, as if thoughtfully contemplating what he had just said, before briskly raising his choppa and decapitating the Nob in one fell swing. Gitkilla spun round to face the other Nobz who were trying to ignore the previous speaker’s body as it jerked this way and that, spurting green blood, before crumpling to the ground.

“Right! I want yoo’s all ta listen and listen good,” announced Gitkilla to the gathered Evil Sunz. “I don’t care what da stinkin’ Goffs said, I didn’t run from no stoopid oomies. It was a trick of da light or dat psyky Tigga bloke that made ya fink yoo saw it. But I didn’t run like some pansy Grot, I bashed ‘em good.” Gitkilla looked around, waiting for an Ork stupid enough to voice an objection – there was silence. “Now, I’m takin’ charge of the whole shebang, anyone fink they know betta?”

Tigurius Lost

Matt: Well that game swung all over the place! My counter attack in Turn 3 nearly won it for me. Nearly.

Having weathered two waves of Orks I just didn't have the numbers left to take on a third. Losing the Predator Destructor early on was a big blow (It was just the type of jammy luck I expect from Phil). Overall, though, there were two things that lost it for me.

Firstly, I let the Assault Squads get charged. For me, this a cardinal sin. I just wasn't prepared for the Orks' new Waaagh! rule – a mistake I won't make again. I should have hung back with them, but I'm just too used to playing Black Templars.

And curse that Shokk Attack Gun! I need to do my research a bit more next

time. This gun is awesome at killing Space Marines and should be dealt with at the earliest opportunity. A Devastator squad armed with some heavy bolters or even a deep striking unit of Terminators could have dealt with him. Another mistake I won't be making again.

Overall it was a fun game that swung at least three times. With one Warboss dead and the other one fleeing like a Gretchin off the board (I'm sure a Nob from his warband will be eyeing up his position) another Ork Waaagh! from the Charadon empire has been delayed; meaning that, in a tenuous way, it's a victory to the Ultramarines (ahem). I look forward to my next game against Phil, but I think I'll field my red Space Marines next time...



HERO OF THE IMPERIUM

Tigurius was immense. He killed all the Mega-armoured Orks in one turn of combat, keeping the Ultramarines in the fight on the right flank. If only he'd had an Invulnerable save, he could have fought to the very end.

“With one Warboss dead and the other one fleeing like a Gretchin off the board, another Ork Waaagh from the Charadon empire has been delayed; meaning that, in a tenuous way, it's a victory to the Ultramarines (ahem)!”

WHITE DWARF SAYS...

Christian Byrne, White Dwarf's resident "beardy" tournament player, offers some words of advice:

Phil's approach to the game was a textbook use of the Orks – overwhelming numbers of infantry spearheaded by fast moving assault units. The overall effect of such a tactic against small, elite armies like Space Marines is to grind their numbers down and eventually overwhelm them. Smaller armies can deal with this, however, if they use cover effectively (so they always strike first) and hold valuable assault troops and independent characters back to launch the inevitable counter-assault.

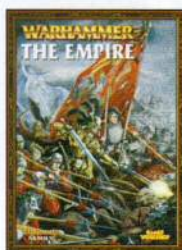
Another tactic that is not so common – yet devilishly effective – is using transport vehicles to block areas of the battlefield hopelessly buying time on one flank, while you deal with what's approaching on the other. The key is to remember the “one-inch rule”. This means (unsurprisingly) that enemy models cannot pass within 1" of an opposing model unless they intend to assault it. Used wisely, three Rhinos can effectively barricade a section of the battlefield for at least a turn (as an aside, if this is done with a skimmer any troops deployed can fire past the skimmer but cannot be directly assaulted). If Matt had done something similar on his right flank, he could have brought the full force of his army down upon the advancing Evil Sunz, hopefully wiping them out before returning to await the advancing Goff horde.



DESIGN STUDIO

A YEAR IN REVIEW

2007 in Review...



January: The Empire



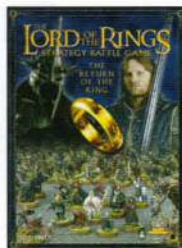
February: The Ruin of Arnor



March: Dark Angels



May: Khazad-dûm



August: The Return of the King

Here's just a handful of some of the great miniatures released over the last year:



High Elf Mage.



Chaos Terminator Lord.



Master of the Ravenwing.



Boromir.



Kurt Helborg.



Gûlavhar.

The last year was an incredibly busy one here in the Games Workshop Design Studio, with absolutely tons of great releases hitting the shelves of our hobby centres. It was a year in which old favourites returned in new incarnations, while new innovations stole the show.

Around these pages you can see a sample of the great releases from last year, from the Empire army for Warhammer last January, to the more recent High Elves and Apocalypse releases. Of course, these flashbacks don't tell the full story.

For example, it was an amazing year for hobby accessories. In April 2007 the Foundation Paints were released, which revolutionised the craft side of the hobby for many painters. Most recently, the revamped Citadel Tools have provided hobbyists with custom-designed modelling implements for virtually every need.

In a similar vein, Citadel scenery, Apocalypse templates, Moonscape and Vortex Grenade template, not to mention the Apocalypse backpack and custom army cases, have all contributed to making the Games Workshop hobby that bit more involving, fun and, well, cool!

It was also a year for activity and participation. In addition to the amazing Games Days all around the world (where the show was stolen in almost every instance by Baneblades and Apocalypse mega-battles), we had the Nemesis Crown campaign, supported by new models for Empire, Orcs & Goblins, and Dwarfs, and of course it was the year of White Dwarf's 30th birthday, providing a great excuse for a global party! You'd think that 2007 would be too hard to beat, but you'd be wrong – just take a look at the next few pages and see for yourself...

As a new year begins, the White Dwarf team gets all nostalgic and takes a look back at what a great year 2007 was. But of course, the Design Studio is not a place where people rest on their laurels! On the following pages we'll also look ahead at the wonders that 2008 will bring!

Scenery

Not to be overlooked, the Citadel scenery range, released in June 2007, revolutionized Warhammer tabletops across the world. Now gamers can populate their tables with buildings, ruins, hills and forests, which look fantastic and require minimum modelling effort!



Citadel Trees.



Citadel Arcane Ruins.



Warhammer Chapel.

Mighty Empires

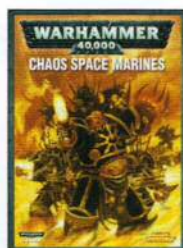
The return of Mighty Empires last July was welcomed by many veterans, while newcomers to the hobby were introduced to the joys of Warhammer campaigns.



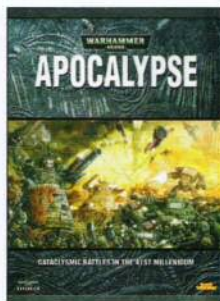
The Baneblade. Quite simply the biggest plastic kit we've ever produced, and the star of the Apocalypse releases.



August: Gondor in Flames



*September:
Chaos Space Marines*



October: Apocalypse!



November: High Elves

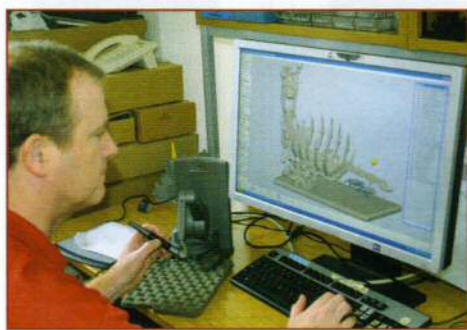
What a corker of a Year that was! Turn over to find out what the future holds...

DESIGN STUDIO

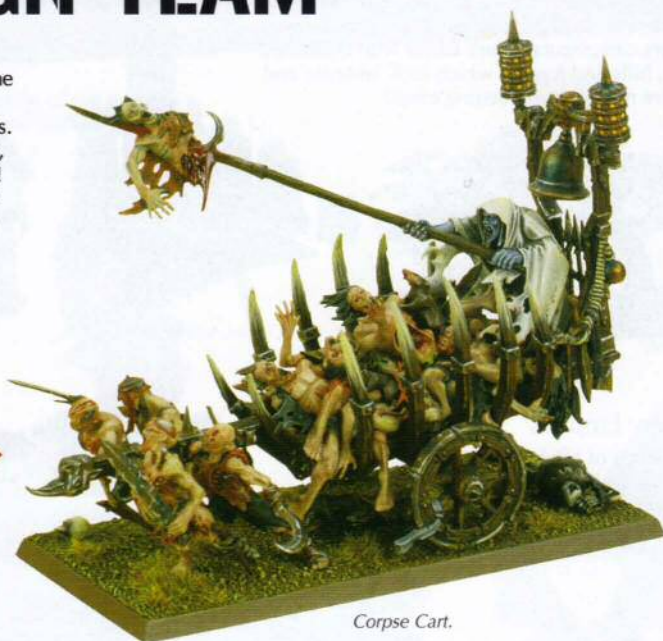
WHAT THE FUTURE HOLDS

CITADEL DESIGN TEAM

The talented sculptors and CAD operators pulled out all the stops in 2007, and look set to do it again this year! The new technology devised while producing kits like the Baneblade will really help push the bar for future projects. Take a look at this incredibly detailed plastic Corpse Cart, and wait until you see what's coming up later in the year! Suffice to say that the skill of the designers, coupled with investments in cutting edge technology, have opened the floodgates – the potential is frightening!



Colin Grayson begins the painstaking process of designing the 3D Corpse Cart.



Corpse Cart.



Mark Harrison sculpts the new Vlad von Carstein miniature, using the more traditional method.



Vlad von Carstein.

DID YOU KNOW?

Sliding Core Technology

First used on the Baneblade to produce one-piece weapons with pre-drilled barrels, sliding core technology is a highly advanced form of plastic moulding. No manufacturer has ever used it on a wargames model before, as it's expensive and difficult to engineer, making the process a considerable investment in the future of Citadel Miniatures.

The process uses a 4-stage mould – two mould sides (A) close together as normal, then the “sliding core” (B) components move in from the sides. Plastic is then pumped into the mould. It flows around the pins, creating the hollow barrels. The mould then slides apart to give you a new, high-tech frame.

Like something from the set of a sci-fi movie, technological advancements like this mean that our plastic kits can get bigger and ever more detailed!



'EAVY METAL

Bolstered by the arrival of Joe Tomaszewski last year, the 'Eavy Metal team has increased its output, whilst maintaining its impeccably high standards. They're currently putting the finishing touches on the last few Vampires, as well as starting work on Daemons of Chaos and providing the ever-popular step-by-step masterclasses for White Dwarf each month.



Keith Robertson paints the Vlad miniature that you saw earlier. His current project, however, is still top secret.



Joe paints the forthcoming plastic Isengard Troll. Yes, that's a multi-part plastic Troll!



Vlad von Carstein.



Isengard Troll.

HOBBY TEAM

All of the amazing modelling projects you see each month in White Dwarf, along with the splendid scenery featured in every Games Workshop book and battle report, are the results of hard work put in by several talented individuals. The prime culprits are usually Studio Modellers Dave Andrews and Mark Jones, top hobbyist Chad Mierzwa, and Studio Illustrator Neil Hodgson. Together, these guys create the settings and advanced projects to complement everything the Studio produces.



Mark Jones hard at work on some Harad buildings (B).

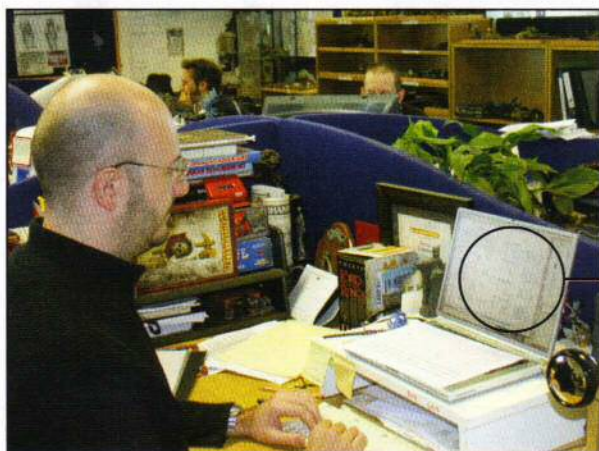


Dave Andrews puts the finishing touches to his awesome Vampire Counts manor (A).



GAMES DEVELOPMENT

The think-tank of the Design Studio, the Games Developers are housed in one of our most secretive chambers. These talented chaps are responsible for writing all of our rulebooks, Codexes, Army Books and supplements, as well as articles for White Dwarf (especially rules-based ones like last year's Blood Angels Codex). Right now, they're plunged into Daemons and Mordor, and beyond that even we cannot glean further information!



Alessio works out the intricacies of the new Daemons. We stole this sneak peek while he wasn't looking!

HQ									
HERALD OF KHORNE									
WS	BS	T	W	I	A	Ld	Sv		
6	3	4	4	2	5	3	10	5+	
Herald of Khorne									
Unit Type: Infantry									
Numbers/squad: 1									
Daemonic Gifts: Hellblade									
Special Rules: Daemon, Independent character, Furious charge									
Options:									
• May have one of the following: +50 pts									
• Juggernaut									
• Chariot of Khorne +15 pts									
• May have three of the following: +15 pts									
• Fury of Khorne +15 pts									
• Death Strike +10 pts									
• Blessing of the Blood God +10 pts									
• Chaos Armour +15 pts									
• Chaos Icon +15 pts									
• Unholy Might									
HERALD OF TZEENTCH									
WS	BS	T	W	I	A	Ld	Sv		
2	4	3	3	2	4	2	10	4+	
Herald of Tzeentch									
Unit Type: Infantry									
Numbers/squad: 1									
Daemonic Gifts: Daemonic Gaze									
Special Rules: Daemon, Independent Character									
Options:									
• May have one of the following: +15 pts									
• Dirk of Tzeentch +60 pts									
• Chariot of Tzeentch +10 pts									
• May have three of the following: +20 pts									
• We are Legion +30 pts									
• Master of Sorcery +10 pts									
• Soul Devourer +10 pts									
• Spilt of Tzeentch +10 pts									
• Breath of Chaos +30 pts									
• Chaos Icon +10 pts									
• Boon of Mutation									
HERALD OF NURGLE									
WS	BS	T	W	I	A	Ld	Sv		
4	3	4	5	2	3	2	10	5+	
Herald of Nurgle									
Unit Type: Infantry									
Numbers/squad: 1									
Daemonic Gifts: Plaguesword									
Special Rules: Daemon, Independent Character, Feel no pain, Slow & Purposeful									
Options:									
• May ride a Palanquin of Nurgle									
• May have three of the following: +20 pts									
• Noxious Touch +10 pts									
• Chaos Icon +10 pts									
• Cloud of Flies +10 pts									
• Aura of Decay +10 pts									
• Breath of Chaos +10 pts									
• Unholy Might									
HERALD OF SLAANESH									
WS	BS	T	W	I	A	Ld	Sv		
5	3	3	3	2	7	4	10	5+	
Herald of Slaanesh									
Unit Type: Infantry									
Numbers/squad: 1									
Daemonic Gifts: Hunting Claws									
Special Rules: Daemon, Independent Character, Feel no pain, Slow & Purposeful									
Options:									
• May have one of the following: +20 pts									
• Mount of Slaanesh +10 pts									
• Chariot of Slaanesh +10 pts									
• May have three of the following: +10 pts									
• Translating Gaze +10 pts									
• Sororific Nuke +10 pts									
• Chaos Icon +10 pts									
• Slaanesh									

NEW DEVELOPMENTS...

This somewhat untidy area is the home of resident mad scientist, Dave Cross. Dave's job is to come up with all manner of cool, innovative hobby products to make things easier, more convenient, or just cooler for you, the customer. Dave's lab is the birthplace of Foundation Paints, Citadel Trees and Gaming Hills, Apocalypse templates and the awesome backpack, figure cases and the new Hobby Tools. His plans for 2008 are mind-blowing, and if you look closely at these pictures you might even catch a glimpse of some of them!



What's this? Well we don't know, but we're told it may revolutionize the way you paint Citadel miniatures.



Dave at work in the hobby lab, surrounded by blueprints and experimental product samples!



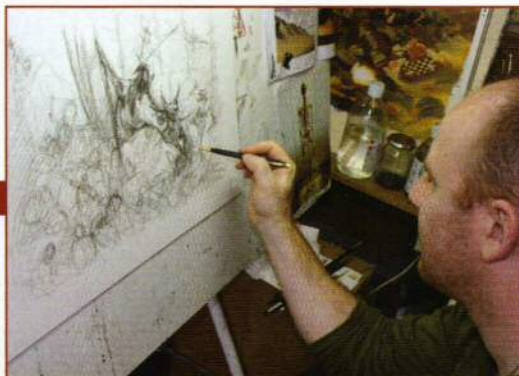
Products that make the cut go on display in the far right cabinet. The rest are doomed to an eternity in Dave's hobby archive.

ART AND GRAPHICS

Under the guidance of the legendary John Blanche, the artists and designers in the Studio team are constantly busy producing beautifully rendered paintings, technical drawings, maps and icons, or laying out all of the Studio's books. Their boundless enthusiasm and mountains of talent helps in no small way to bring the worlds of our games systems to life. The sketches here are among their current projects. Can you tell what they are yet?



Paul Dainton works up a sketch for the Vampire Counts book. Games Workshop has a proud history of using traditional art mediums in its imagery, and the talented Studio artists strive to enrich our gaming worlds.



Here, Alex Boyd works on another black and white piece for the Vampire Counts book. The new army book is one of the most atmospheric ever, thanks in no small part to the art department.

WORK IN PROGRESS



These sketches are far from finished, but give a glimpse of the amazing work being produced for the Daemons project.

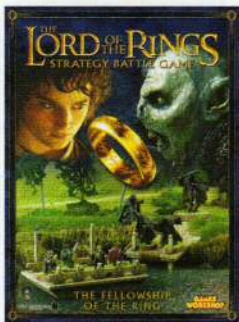




MOVIE MOMENTS

Journey Books

These expansions allow you to recreate the events of the books and films in a quite literal manner. Each journey recreates part of The Lord of the Rings story through a campaign, with plenty of associated hobby projects to keep you busy!



One of the big draws to The Lord of the Rings strategy battle game is the rich imagery and heroic battles from the books and films. Here, Mark Latham takes a look at some inspiring scenes to recreate in miniature!

When most of us first began playing The Lord of the Rings strategy battle game, it was either because we finally had the chance to game with the beloved characters from our favourite books, or because we had just witnessed an awe-inspiring action scene on the big screen and were inspired to recreate it on the tabletop.

Whichever your approach, what holds true is that gaming in Tolkien's world is about creating a piece of cinematic or literary magic in miniature; it's about telling a tale of heroism, adventure and derring-do! Throughout this article, you'll be able to see what some notable Design

Studio personages think of as their favourite, most inspirational movie moments, and why.

This article looks at getting back to those inspiring moments, and at how dramatic scenes from the story of The Lord of the Rings can inform your battle games. You might want to play small scenarios based on your favourite scenes, create scenery to represent a particular area of Middle-earth, or simply collect a force of miniatures that looks exactly like an army from the movies. There are many ways that the rich imagery of the cinema screen and Tolkien's prose can inspire you in your battle games and campaigns.

Scenarios

Scenarios are a fantastic way of recreating a “movie moment” quite faithfully. Whether you want to re-enact the breaking of The Fellowship at Amon Hen (see below), or to fight an all-out siege at Helm’s Deep, a special scenario game is the way to do it. While all of the scenarios in the main rules manual are designed to provide a balanced gaming experience, it’s the ones that you’ll find in the Journey books and Sourcebooks that are specifically intended to be narrative-driven. We’ve provided the Amon Sûl scenario at the end of this article to show you exactly what we mean.

Scenery Projects

Many key events from the books and films take place in a distinctive or unusual setting, and the films in particular provide us with a clear picture of what those settings look like. Many hobbyists love to recreate the unique features of Middle-earth on their battlefields. Again, the Journey books are a great source of hobby tips for this kind of battlefield scenery – all kinds of step-by-step projects can be found within, from building Weathertop and Balin’s Tomb, to constructing the walls of Minas Tirith!

>> continued on page 69



The Hobbits face the foul Nazgûl in this intense and atmospheric scene from the first movie.



Amon Hen

Mat Ward: I like my films (and books, and comics...) to have heroes that you can cheer for as they courageously battle against insane odds. That being the case, I have to choose the fight on Amon Hen as my favourite The Lord of the Rings moment. People always talk about the Boromir bit, but I prefer Aragorn’s one-man charge against the Uruk-hai – it’s just great. Frodo flees and the

film moves into slow motion. Aragorn turns to meet the oncoming horde. Not only does he not look intimidated by the dozens of brutish Uruk-hai bearing down on him, he actually salutes them before wading in. For several seconds we’re treated to the sight of Lurtz’s entire hunting party being completely outfought by a single man. Now that’s worth cheering!

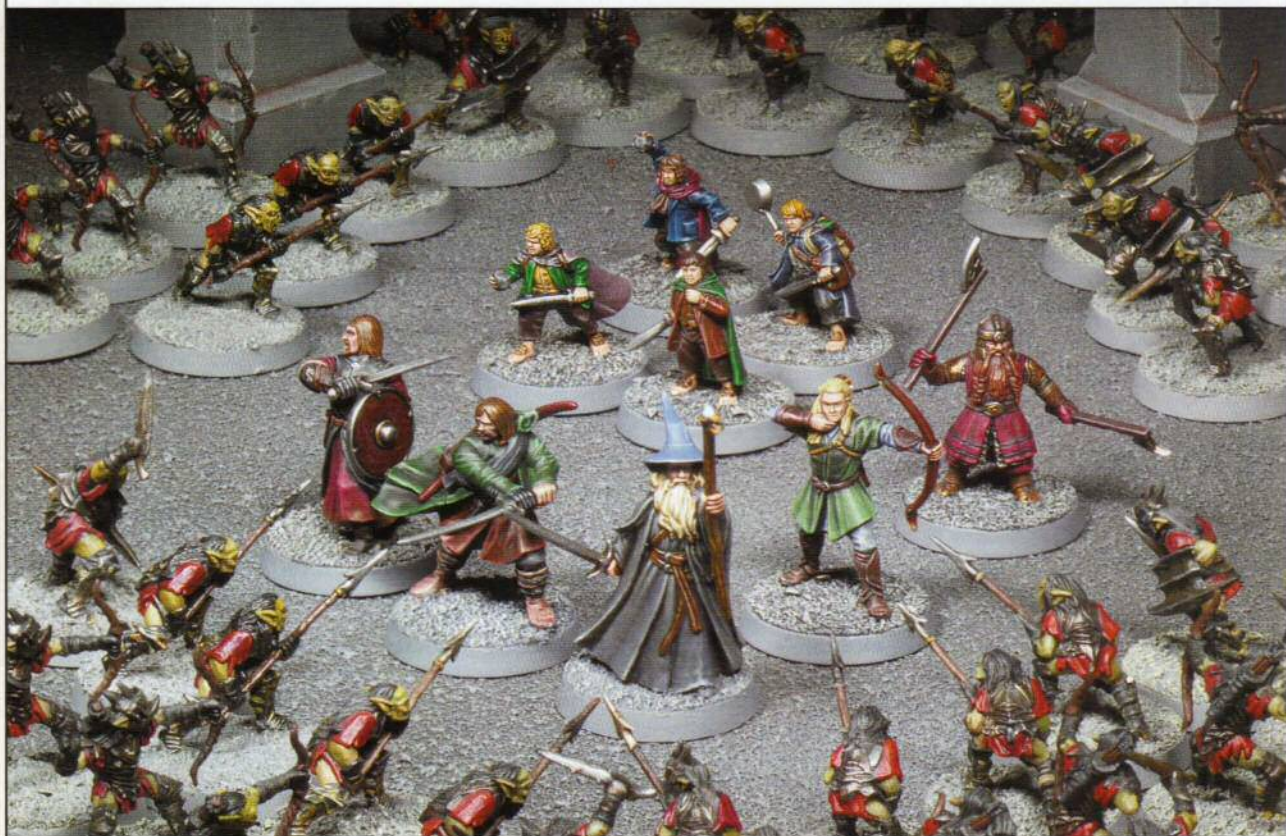


The Cave Troll prepares another hammer blow as Aragorn dives for cover!

The Mines of Moria

Gav Thorpe: The section of *The Lord of the Rings* that I enjoy the most every time I read the book is the journey through Moria. A great tension builds, starting from the moment the Watcher in the Water blocks the gate behind The Fellowship. As The Fellowship journeys eastward alone in the darkness, the suspense grows, culminating in the reading of the Dwarf tome in the chamber of Mazarbul. After that, it's a battle with the

Moria Goblins and the hectic flight to the bridge of Khazad-dûm, before Gandalf's climactic duel with the mighty Balrog. What more could you want for a series of adventures? You get to pitch the might of The Fellowship against the Watcher in the Water, hordes of Moria Goblins, a Cave Troll and a Balrog, all the while followed by the elusive Gollum. They are coming... we cannot get out!



Ride of the Rohirrim

Alessio Cavatore: My favourite moment from The Lord of the Rings movies – one that always brings tears to my eyes – is definitely when the Rohirrim arrive on the fields of the Pelennor to find Minas Tirith under siege. Théoden's speech, his riding up and down the line hitting the spears of his men, their war cry, the horns

and the great music set the scene for what is, without the shadow of a doubt, the most amazing cavalry charge in the history of cinema! If you look carefully, you can even see Snowmane outrunning every other horse – the King is the first rider to crash into the enemy ranks. Heroic stuff!



>> continued from page 67

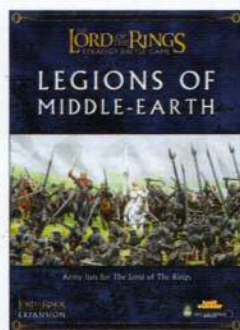
Army selection

As mentioned earlier, another great way to re-enact a particular event from the films or books is for you and your opponent to choose forces that are based closely on those from the scene in question. For example, if you wanted to base your force on the Uruk-hai who captured Merry and Pippin, then most of the troops would be Uruk-hai Scouts, others would be Mordor Orcs, and the Heroes in the force would be Lurtz, Uglúk and Grishnákh. On the other hand, if you wanted to recreate the battles of The Fellowship of The Ring, then you'd only need the nine companions for those particular scenarios.

Structuring your army in such a way extends beyond the models in your collection – even a well thought-out paint job can add to the atmosphere and coherency of the force. For example, to represent the Orcs that work in Saruman's forges – and who fight against the Ents in The Two Towers – you might just use Mordor Orc models, but paint white hands on their shields and banners. On the other hand, some hobbyists are meticulous about details when it comes to painting prominent characters from the films, even going so far as to match the markings on their horses!

Legions of Middle-earth

This invaluable expansion for The Lord of the Rings strategy battle game contains every army list and troop type available. If you want to recreate a force from a movie scene, then you'll find the means to do it in this tome.





The Hunt of the Nazgûl

Phil Kelly: I have always been a fan of the bad guys, and they don't come much badder than the Witch-king and his evil compatriots. I just love the suspense and menace that bleeds out from every second of their screen time, especially during the scenes when they are hunting the Hobbits around Bree, and the chase scene where they pursue Arwen to the Baranduin river. When the Nazgûl are on the prowl it never fails to give me a lump in the throat – even if they are driven off a little too easily for my liking!

Fall of the Witch-king

Mark Latham: There are so many moments of one-on-one combat and abject heroism in The Lord of the Rings story that it's hard to pick just one. However, for me any scene involving the Witch-king of Angmar wins out, because he is the "big bad"! My pick, therefore, will be the moment when he gets his comeuppance. Having terrified most of the heroes of the tale, and even bested Gandalf, it is Éowyn of Rohan and a mere Hobbit who spell his doom – there are few stories of bravery in the face of almost certain death that can beat that!



Helm's Deep

Andy Hall: I love situations where the heroes are in a seemingly impossible scenario, facing a countless horde with only a small but loyal force of their own to fight back. The siege of Helm's Deep is just such an occurrence. It's non-stop action, from the explosion of the Deeping Wall to Aragorn and Gimli's clearing of the bastion gate. And how can you not be moved when Aragorn and Théoden ride out of the keep to do battle, before the Orcs are scattered thanks to Gandalf and the Rohirrim's timely intervention.

SCENARIO: AMON SÛL

Aragorn has led the Hobbits to Amon Sûl – lately the site of a great battle between Gandalf and the Ringwraiths. Whilst Aragorn leaves to spy out the land and find food, the Hobbits are left alone in the ruined grandeur of the old outpost, the graven faces of kings long dead staring down at them from the walls. It is in the still watches of the night that their situation takes a turn for the worst, for the five Nazgûl who did not follow the Grey Wizard spy their prey atop the crumbling edifice and, shortly thereafter, attack out of the shadows. Against the terror and fury of the five Ringwraiths the Hobbits cannot possibly hope to prevail, yet Frodo's companions rush to his defence in the hope that Aragorn will return before all is lost.

Participants

Good

Frodo Baggins
Samwise Gamgee
Peregrin Took
Meriadoc Brandybuck
Aragorn

Evil

The Witch-king of Angmar
4 Ringwraiths

Note that the Ringwraiths have the minimum amount of Might, Will and Fate described in the main rules manual (ie, 0/7/0 for the Ringwraiths and 0/10/0 for the Witch-king of Angmar). This represents the fact that Sauron's power is still building and even his most deadly servants are not yet at full strength.

Layout

This scenario is played within the ruin of Amon Sûl itself – a circle 12"/28cm in diameter. See The Fellowship of The Ring Journey book for the modelling project. The boundary of the playing area should be crumbling walls that can be climbed by a man-sized figure (ie, between 1"/2cm and 2"/4cm tall). In addition, the entire playing area counts as difficult ground.



Starting Positions

The Good player deploys the Hobbits within 3"/8cm of the centre of the board. The Evil player then deploys the Ringwraiths touching the edge of the playing area. Aragorn is not deployed at the start of the game, but will be available as the game goes on.

Special Rules

Flaming Brands: All of the Hobbits are clutching flaming brands as well as the swords they have taken from the barrows near the Old Forest. If they win a combat, any surviving opponent must immediately retreat D6"/2D6cm.

Seat of Power: The aura of nobility that surrounds the ruins of what was once a great fortress is a major deterrent to the Evil forces. Any Ringwraith (including the Witch-king) in the playing area at the start of its move must test its Courage in the same way as if its force was broken.

Aragorn: Aragorn is not present at the start of the game and is instead out in the wilds foraging for food, unaware that the wraiths are so close. From the second turn onwards, the Good player may roll a D6 at the end of his Movement phase. On the roll of a 4+, Aragorn will move onto the playing area from any point on the circumference of the circle. Aragorn may not charge on the turn he arrives, but may otherwise act normally.

The Cry of the Nazgûl: Once per game, in the Priority phase (but before any dice have been rolled), the Evil player may choose to unleash the piercing wail of the Nazgûl. This terrible cry freezes the hearts of all who hear it. Accordingly, for the duration of the turn, all models on the Good side have their Courage reduced by 3 points.

However, such a fearful noise will also have the effect of drawing more attention to the Nazgûl – in the turn that this ability is used, Aragorn will arrive on the roll of a 2+, rather than a 4+ as described in the Aragorn special rule.

Objectives

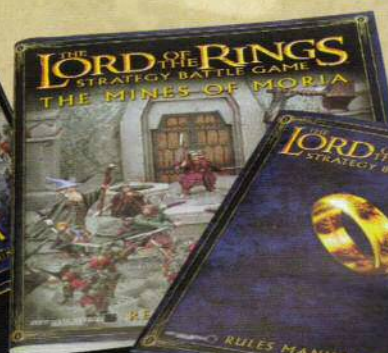
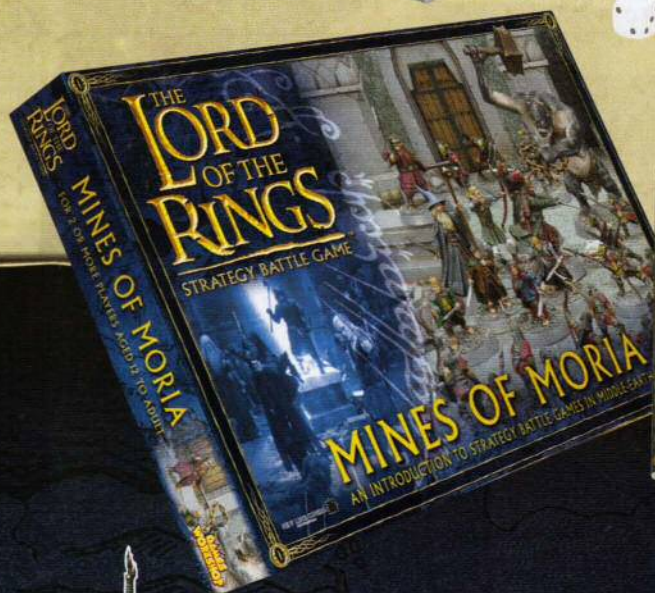
The Evil side wins automatically if Frodo is slain – The Ring is recaptured and the fate of the world is forever altered. The Good side wins if all of the Ringwraiths are slain or driven off.

In any other result, or if both players meet their victory conditions in the same turn, the game is a draw.

MINES OF

AN INTRODUCTION TO STRATEGY

Recreate The Fellowship of The Ring's journey through Moria with this fantastic boxed set. Bursting with hobby materials, it includes all you need to get playing The Lord of the Rings strategy battle game immediately.



NEW LINE CINEMA
A Time Warner Company

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All you
need to play
in one box!

MORIA™

BATTLE GAMES IN MIDDLE-EARTH



BOX CONTENTS

34 Plastic Miniatures

Many of these models are only available in this box set!

- Frodo
- Merry & Pippin
- Legolas
- Sam
- Boromir
- Gimli
- Gandalf
- Aragorn
- 24 Goblins
- Cave Troll (with two weapon options)

Balin's Tomb Plastic scenery

Recreate the Chamber of Mazarbul on the tabletop with this fantastic plastic scenery set.

Hobby Supplies

The Mines of Moria box set also contains 12 paints and a paintbrush.

Gaming Essentials

Full version of The Lord of the Rings strategy battle game rules!

- Small format 112-page rules manual
- Fantastic introductory booklet
- Dice and range rulers
- Paints and paintbrush

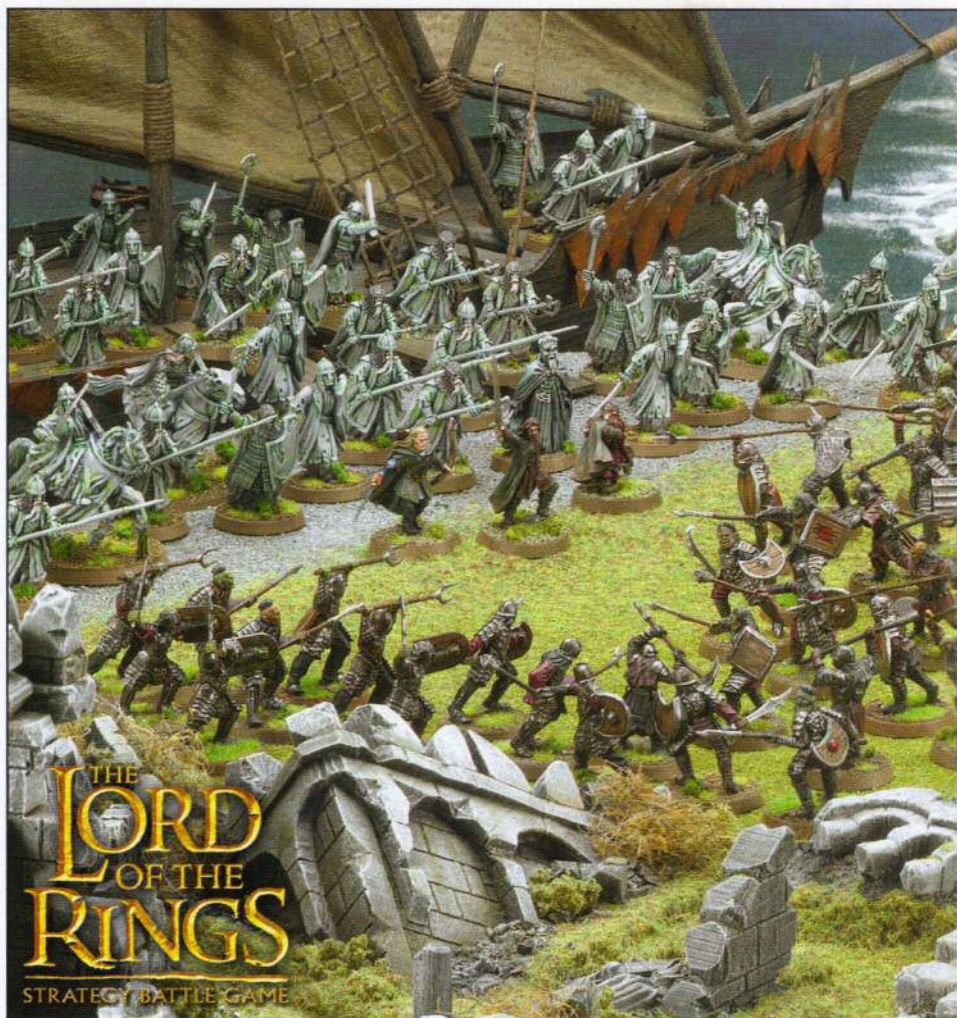
The Mines of Moria set is available from Games Workshop Hobby Centres, Independent Retailers, Games Workshop Direct and Games Workshop Online!

\$60

CITADEL®

THE CITADEL RANGE

This month, the Citadel Miniatures range is undergoing a bit of a facelift and reorganisation. Rick Priestley is on hand to shed some light on the matter.



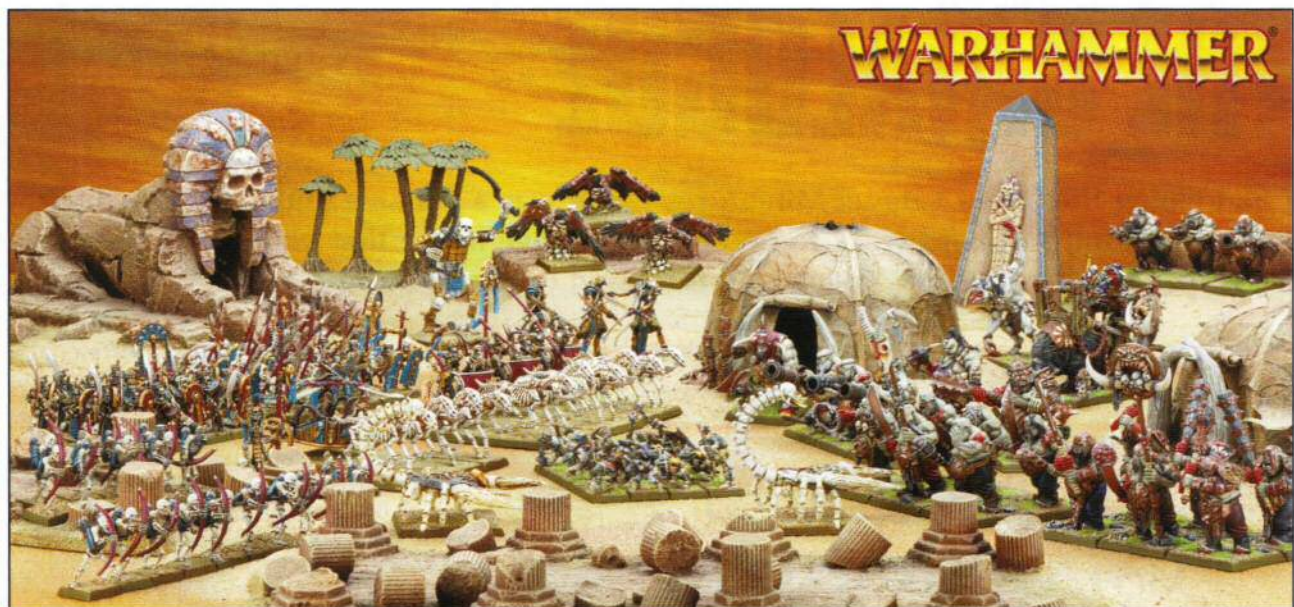
I've been asked to write a few words about the new Citadel 2008 Mail Order Catalogue. Obviously I said no. Unfortunately our esteemed editor has discovered my weak spot – namely strong beer – so here we are with a brief introduction, impending deadline, and nagging hangover. I alone have to suffer the last two of these, while you only have to put up with the first. Consider yourselves lucky.

As most readers will undoubtedly be aware, your average Games Workshop store carries only a fraction of the huge Citadel Miniatures range "on the shelf". Mind you, that's still just under a thousand different boxes, blister packs, paint pots, etc, which is a lot of stock to juggle you have to agree. Not that our gallant store staff would be so cavalier. As to the rest – many, many thousands of items – these can

be ordered either in your local store and picked up a few days later, or they can be purchased from our web-store or via telephone for home delivery. And that's where our new catalogue comes in.

The new catalogue contains our entire reorganised and updated ranges for Warhammer, Warhammer 40,000 and The Lord of the Rings. When I say reorganised, I mean that many items that were previously available only as part of larger sets or random selections have been organised into either individual models or smaller selections. Particular attention has been paid to ensure that models are available to fit all the various army lists. We've even brought some classic models back into production to fill gaps in the existing range.

The most striking thing about our new catalogue is that it's full of pictures of



gloriously painted Citadel miniatures. What will be less apparent is that this is our first ever world-wide catalogue – making the whole range available to all our customers, wherever they happen to live. No doubt we will all come to appreciate the even speedier and more efficient service that having a single world-wide range facilitates. Meanwhile, everyone can enjoy page-after-page of eye-watering miniatures painted by the 'Eavy Metal team, lavishly presented in full-colour throughout, and actual size wherever possible.

Before we get carried away looking at all the pictures, it's well worth bearing in mind that the catalogue is designed to work with our new web-store. Watch this space for further developments! A printed catalogue can be updated every year – and we fully intend to do so – but the web-store is being updated daily with all the

new models as they appear. Inevitably, the ultimate reference for the Citadel Miniatures range of the future will therefore be the web-store in conjunction with the latest printed catalogue. For this reason we've decided not to double the size of the catalogue by including the whole range for Mordheim, Battlefleet Gothic, Warmaster and other Specialist Games. All these models are still available and we've put the entire ranges for all the Specialist Games onto the web-store, where they can be viewed in full. The same goes for our reorganised Bitz Packs range for converters and modellers, and our forthcoming Collectors' range which will include the very best of our archives as well as existing new models – although we managed to sneak a selection of both these new ranges into the catalogue.

Rick Priestley

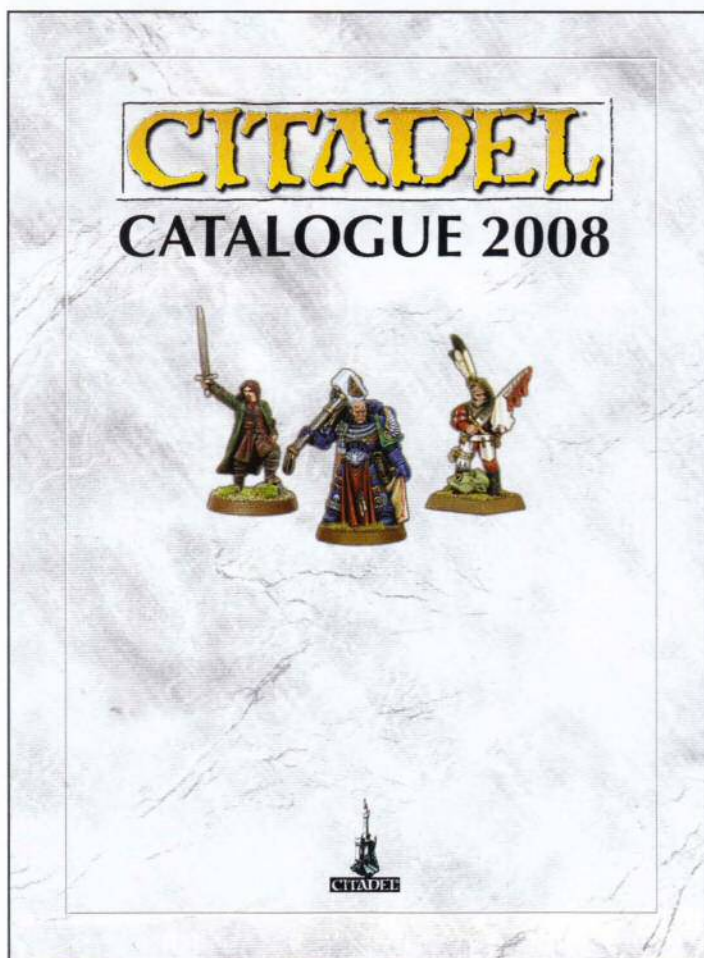
**COLLECTORS' RANGE
MINIATURES**
Turn to page 79 for
more information



This fantastic Empire Hero is one of the many models that will form the new Collectors' range.

THE CATALOGUE

Cataloguing the entire Citadel Miniatures range was a massive undertaking, which followed months of hard work to organise the range in the first place! The result is a 416-page, full-colour catalogue to inform and inspire your miniatures collection.



The 2008 Citadel Catalogue is the clearest, most user-friendly and attractive catalogue to date. Gone are the pages and pages of grey, unpainted metal figures. Now, beautifully painted Citadel miniatures adorn every page, and every model from the current range of Warhammer, Warhammer 40,000 and The Lord of the Rings strategy battle game are accounted for, along with our Citadel hobby products.

But glorious technicolour is not the only innovation to grace the catalogue pages. The organisation of this weighty tome has been very carefully thought out to make it much simpler to navigate. For example, a Space Marines player, looking for a Devastator Squad for his army would first turn to the clearly marked Warhammer 40,000 section. From there, he would find the Space Marines section. In the old days, he would have had to rifle through the pages until he reached the Devastators entry. Now, however, he need only turn to the Heavy Support section, where the Devastators will be displayed in the same place as they are in the Space Marine Codex.

This systematic approach has been applied throughout the catalogue to make it simple for a newcomer to the hobby to use, whilst being convenient and attractive to veteran gamers. Of course, the clear layout and concise information on each page will also encourage casual browsing – after all, we all love looking at pictures of well-painted miniatures!



Army Section

As you'd expect, the catalogue entries are organised by army.

Force Organisation

Each miniatures entry is organised in the same way as your army list!

It's All in the Detail

Where possible, miniatures are shown in close-up.

SPACE MARINES

HQ

This boxed set contains Marneus Calgar and 4 Honour Guard including a Standard Bearer and Chapter Champion.



Marneus Calgar and Honour Guard
99110101299

MULTI
PART
PLASTIC
KIT



This boxed set contains 5 multi-part plastic Space Marines, including options for a Space Marine Veteran Sergeant, Company Champion, Apothecary, Standard Bearer and a Space Marine with assault weapon.



Space Marine Command Squad
99120101028

WARHAMMER
40,000

Plastic Kits

Those kits with lots of handy, interchangeable components are clearly marked.

Game System

The range is divided by games system.

Product Information

Obviously, the product name and code are essential for ordering.

Descriptions

Exactly what you get in each set.

Life Size

Where possible, models are photographed at 100%.

MAIL ORDER-ONLY OFFERS

While the main part of the range covered in the catalogue is available in Games Workshop Hobby Centres, some products and special offers are only available via mail order. That's where Games Workshop Direct comes in.

The Games Workshop mail order service carries the entire Citadel Miniatures range, including those models that are unavailable in-store. In addition, the guys at Games Workshop Mail Order work tirelessly to bring you great deals, Bitz Packs for conversions and exciting Collectors' range miniatures.

Products that are only available via our Mail Order service will be clearly marked in each month's in White Dwarf. The Games Workshop online store is the most convenient way to get hold of these products, offering fast, secure ordering via credit card, with a variety of postage options.

Previously, some countries have been unable to carry the entire Citadel range online. With the launch of the new catalogue and reorganised range, however, that has become a thing of the past. Now, every model, book and hobby accessory in the current range is available at the click of a mouse or a simple phone call.



The Warhammer Gamer's Edition and Apocalypse Backpack are great examples of past Mail Order-only offers. Of course, there'll be lots more to come in the future, so keep an eye out online and in White Dwarf for details.



The Warhammer Gamers' Edition contained a hardback rule book, small format rule book, dice pouch, plastic gaming and spell effect counters, special edition Warhammer templates and dice, and an exclusive shoulder bag with embroidered logo!



The Apocalypse Gamers' Edition contained the Apocalypse book, Big Gun dice, Apocalypse Templates and Backpack.

COLLECTORS' RANGE

The new Citadel Collectors' range is a very exciting prospect for many hobbyists, offering some exceptional and unusual models exclusively through mail order.

Models in this range are a bit special. They may be supplemental to the main range of miniatures, dioramas or vignettes, a model from the archives, or perhaps a special product that wouldn't be viable to produce on a massive scale. The Collectors' range allows us to produce speciality miniatures that perhaps wouldn't ordinarily see the light of day, such as the Goblin Warboss on Gigantic Spider and High Elf Noble seen here.



*Goblin Warboss
on Gigantic Spider.*



*"No Man Can Kill Me":
The Fate of the Witch-king*



*Space Marine in Mk IV
Maximus Armour.*



High Elf Noble.

BITZ PACKS

In the past there were so many individual product codes and components available for sale that our Trolls became very confused. So confused, in fact, that they very nearly ate our Troll-herders in protest!

To make life easier for Trolls, herders and customers alike, we've combined the most commonly requested components into special Bitz Packs – an example of which can be found here. We'll keep producing these packs as time goes on, so keep your eyes peeled for more!

The Gothic Scenery Bitz Pack has been put together with the imminent release of the Vampire Counts in mind...

GOTHIC SCENERY BITZ PACK



Ordering Direct

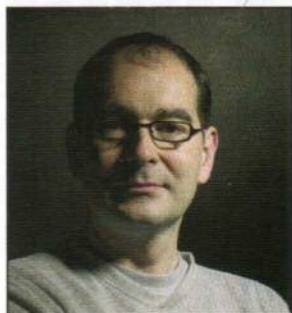
Don't forget that you can call Games Workshop Direct to order Bitz Packs, Collectors' range models, or any other part of the Citadel range. In fact, you can even call them for gaming or hobby tips, or advice on your next purchase. Remember, anything at all, give us a call!

Phone: 1-800-394-4263

Alternatively, you can order online by visiting:

<http://store.us.games-workshop.com>

STANDARD BEARER



Roused from an eternal slumber, the Hobby behemoth whose real name has long since been forgotten – but who we know as Jervis Johnson – turns his ancient mind to diversity of our hobby, and why it's a Good Thing.

One of the things I've noticed about hobbyists is that they can be very partisan. You know the kind of thing, someone will say "I think Warhammer is a great game because...", but then someone else will chip in with "No, no, no, Warhammer 40,000 is the best game because...", then someone else is bound to say "You're both wrong, The Lord of the Rings is the best", and someone might even say "Well I think Warmaster is best game Games Workshop has ever made because..."

Before you know it, everybody and their dog is arguing away about what makes their own personal favourite the best of the lot, and why all of the others are total rubbish. The truth is that none of these games is really better or worse than the others, they're just different. In fact, we've deliberately designed them to be that way – after all, the hobby wouldn't be nearly as interesting or diverse if all of our games were basically the same. So instead we've tried to make sure that each of them explores a different facet of the hobby. Warhammer is all about large, set-piece battles, for example, while Warhammer 40,000 focuses on furious short-range firefights, and The Lord of the Rings

concentrates mainly on battles with a strong narrative theme that are based on scenes from The Lord of the Rings movies and books. We've done the same kind of thing with the different miniature ranges for the games, so that they each have their own particular style of design. This is why a Mordor Orc looks very different to a Warhammer Orc, and both are different again to a Warhammer 40,000 Ork.

Depending on your own tastes and preferences you will almost certainly be drawn to one or the other of our games and Citadel Miniatures ranges, and to start off with at least, you'll probably concentrate mainly on that one. Many players stick with one game forever, which is fine as long as it doesn't blind you to the things you can learn from the other games. You see, although we've designed all of our games to be different, they all include things that can easily be crossed over from one to the other.

Let's take The Lord of the Rings strategy battle game as an example. Now, although you can't use the miniatures from The Lord of the Rings in either Warhammer or Warhammer 40,000, the way that this system deals with scenarios can easily be "borrowed" and used in other games. As

The Lord of the Rings strategy battle game focusses on battles of varying sizes that all have a strong narrative link to scenes from the films and books.



I've already mentioned, the vast bulk of the scenarios in The Lord of the Rings are based on scenes from the movie and Tolkien's books. This gives the scenarios a very strong narrative theme, and this means that they have really interesting victory conditions and exciting special rules. Quite often a The Lord of the Rings scenario will include a special piece of terrain, like a fort, or a lake inhabited by a monstrous creature, and if this is the case then the scenario will be accompanied by a set of instructions explaining how to make the terrain required for the game. These ideas can cheerfully be stolen and used to create interesting scenarios and exciting terrain features for Warhammer or Warhammer 40,000 too. And exactly the same kind of thing applies to all of our other games; each has things to offer that will be of interest to any hobbyist, whichever game system or miniatures they prefer.

By now some of you will be thinking "Well, that's all very well and good, Johnson, but I have my hands full just collecting and painting an army for one game, let alone three or more!" This is entirely true, but fortunately there are a

“The scenarios have a very strong narrative, and this means that they have really interesting victory conditions.”

couple of things you can do so that you don't have to collect an entire army just to find out about a game.

The first thing you can do is just to pop into your nearest Games Workshop store,



The Bucklebury Ferry is a great narrative scenario, following the plight of the Hobbits as they flee from the evil Nazgûl.

and ask if you can have a demo of a game you don't usually play. The staff will be happy to help out with this, and should also be able to let you know about larger game sessions you may be interested in coming along to watch.

“My hobby is my peace of mind. It keeps me happy in the face of a hard day at work.”

Even better than this, the next time you find yourself being drawn into a heated debate about which game is best, take a deep breath, hold your fire and, rather than arguing back, instead ask if you can have a game. So when you hear someone saying “I think Warhammer (or 40K, or The Lord of the Rings) is best because...”, reply “Any chance we could play a game?”. Most hobbyists will be delighted to help and will have enough models to field two armies in a small game, giving you a great chance to try the game out and find out what all the fuss is about. And then you can offer your opponent a chance to try out your own personal favourite game, just to return the favour as it were. You never know, you may find a new regular opponent! Whatever the result, it's bound to be more fun than arguing about which game has the best combat system.

Write to Jervis at:

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Design Studio
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Willow Road
Nottingham NG7 2WS
United Kingdom

A reader writes

I normally end Standard Bearer by asking you to write in if you've any comments about what you've read or about the Games Workshop hobby in general. This time round, however, I thought I would print an extract from one of the letters I've received from Jeff Preston of Mount Horeb, Wisconsin, which really made an impact on me when I read it:

“My hobby is an important part of my life. I have my work (illustrator by trade) and my family life. I have my health and my hobby. I think of life in terms of a table with four legs: you have to support all of them, or else the table falls down.

“My hobby is my peace of mind. It keeps me happy in the face of a hard day at work, horrific news stories and a never-ending pile of bills I have to pay. When I get done with all of those, I rely on my hobby to let me relax and get away from it all for a while... I think if more people could have a hobby they enjoyed, and dedicated a small portion of their day to it, there would be far less stress (and stress-related accidents).”

Wise words indeed, and ones that prompt me to encourage you to write in not just about what you've read, but also to let me know the things you've learnt about the hobby and what it means to you. I'd love to read what you think. Perhaps your own words of wisdom could end up in a future Standard Bearer article...

Specialist Games

In this article, Jervis mentions a game called Warmaster. This is one of a range of games we call Specialist Games. Each game in the Specialist range explores a different facet of the Games Workshop hobby, and is supported by a range of unique Citadel miniatures. The rules for all of these games are available for free from the Games Workshop website, and the miniatures needed to play them are available from our online store.



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Tactica



FLYING MONSTERS

In Warhammer, there are many monstrous beasts that can soar across the battlefield, forming a vital part of any battle plan. Gav Thorpe looks at some ways to use these monsters.

It is often the case that the general who outmanoeuvres his opponents will gain the upper hand. Getting to charge your foes and dictate who fights against who is an important part of Warhammer tactics, and in this respect flying monsters can prove very useful. Some monsters allow you to restrict the enemy's movement or stymie their plans, while others are highly destructive units that can break an enemy unit on their own.

A well-timed attack by a flying monster can turn the enemy's plans inside-out, launch a counter-attack against a daring enemy move or simply sweep away your opponent's army.

The potency of flyers is reliant upon their mobility. Being able to move 20" in any turn, over terrain and even intervening troops, makes it very hard for your opponent to counter. A well-executed move can place a flyer on the flank or against the rear of the opposing army and cause your foe a tremendous tactical headache. This disruption is often enough to gain the upper hand before the flyer has even killed any enemies!

When selecting your army and during deployment, you should have a definite

role for each of your flyers. In this article, I'll be looking at some broad tactics that employ flying monsters, and also look at which flyers are most suitable for using them. The important thing to remember with flying monsters is their speed and, therefore, their flexibility. If Plan A is not going to work or becomes unnecessary, it's always useful to have a secondary role, a Plan B, ready. For example, you might have a hero on a Pegasus tasked to take out enemy war machines, but after both armies deploy you find that your opponent has none. In this situation, assess the battlefield and enemy deployment to identify another role that your Pegasus-riding hero can fulfil; such as warding away a skirmish screen or perhaps countering some fast cavalry on a flank.

Generally, the following roles require increasingly more powerful flyers to execute. However, even the mightiest Dragon can sometimes be best employed stopping the enemy marching or taking out a pesky war machine. Always spend a little time at the start of each turn to ask yourself how your flyers will best aid your overall battle plan – don't get locked into one way of using them.

Roles of Flying Monsters

Bewilder and Befuddle

Flyers can use their mobility to interfere with the enemy's movement, preventing the foe from marching and getting in the way of charges.

The Lone Hunter

A flying monster with a hero on its back can take on enemy fast cavalry and skirmishers, or outflank the foe and attack their war machines.

Fire From the Sky

Magic users are important additions to an army, and a wizard mounted on a flying

monster not only becomes tougher to kill, but can bring his powers to bear where they are most needed.

Meteor of Destruction

Some flying monsters and their riders are powerful enough to simply smash into the enemy and tear them apart in lethal close combat!

Dragons

Dragons are the largest and deadliest of all flying monsters, and when used well their presence can dictate the outcome of the entire battle.

Bewilder and Befuddle

Your flying monster does not have to slaughter a swathe of enemy troops to prove its value. Careful positioning of flyers can ruin an enemy's battle plan.

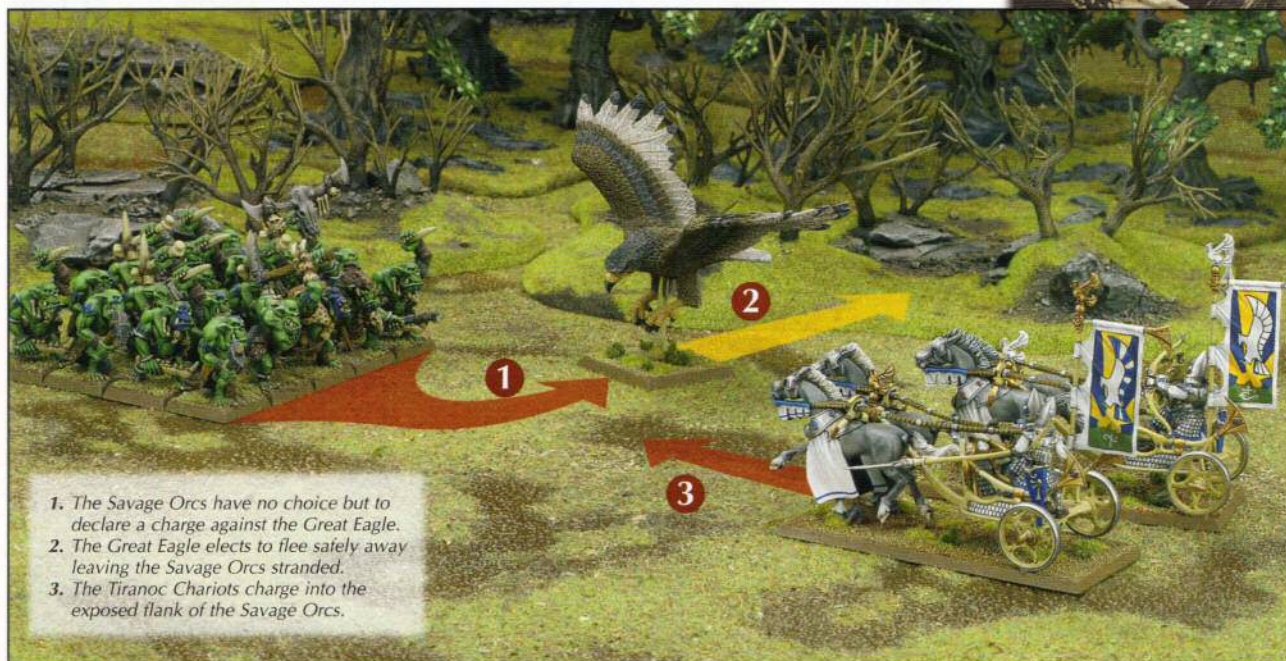
There is a simple rule that flyers can really take advantage of – units that start their movement within 8" of an enemy cannot march. Often this won't slow down the enemy until they are at close quarters, but with flyers you can make sure the enemy advance grinds to a halt from the first or second turn.

It's simplicity itself to park a flying monster within 8" of an enemy unit; the real trick is choosing which unit(s) to slow down, and how to do this while minimising the risk to your flyer. Although you can stop an enemy marching for a single turn, it is usually better if you can slow them down for two or three turns, and this means protecting your flyer against charges and missile fire.

For these reasons, flying monsters that have the Large Target special rule often find it difficult to get into the enemy army without being seen by every enemy war

machine and missile unit on the battlefield. Smaller flyers, such as the Pegasus and the Great Eagle, can find their way into gaps in the enemy army whilst remaining hidden. Woods are good for hiding behind (or in) if you land first and move inside on foot. Of course, it's usually impossible to hide from war machines on a hill, in which case use the proximity of enemy troops to protect you – your opponent will think twice about launching a rock or firing a cannonball at your flyer if there's a good chance he'll kill some of his own warriors.

As for the units you want to delay, there are few hard and fast rules. If your army is relying predominantly on missile fire, then the fastest-moving, hardest-hitting enemy such as heavy cavalry are your best target. If you are going to duff over the enemy in close combat, then slowing down fast cavalry or other flanking units allows you to advance with more confidence.



1. The Savage Orcs have no choice but to declare a charge against the Great Eagle.
2. The Great Eagle elects to flee safely away leaving the Savage Orcs stranded.
3. The Tiranoc Chariots charge into the exposed flank of the Savage Orcs.

Redirect for Victory!

Though moderate in its killing power, the Great Eagle is perhaps one of the best flying monsters in the game. Wood Elves and High Elves players can use Great Eagles to devastating effect to interfere with the enemy. The classic tactic is the "charge redirect", which places the Great Eagle in front of and to one side of an enemy that can charge next turn.

By careful placement, the Great Eagle screens the unit behind it, but is close enough to friendly units to

allow them to counter-charge. If done properly, the enemy unit must either remain where it is and be shot or charged by your units, or it must declare a charge towards the Great Eagle, which then flees out of range and leaves the enemy vulnerable to being attacked anyway. In ideal circumstances this will even expose the flank of the enemy unit to your army. This works exceptionally well against units with Frenzy, as they must charge the Great Eagle if it is in range.



The Lone Hunter

They may not be able to deal with ranked units, but most flying monsters are more than capable of taking on war machines, skirmishers and fast cavalry.

Along with march blocking and charge redirecting, this is the most common use of flying monsters. Any Hero-level character on a flying monster mount can fulfil this role, although the top five are listed below.

The lone hunter excels by picking on units that cannot defend themselves! These are enemy units not usually committed to the frontline, such as missile, skirmishing, war machine or fast cavalry units. Basically, any unit that has few combat resolution bonuses – no extra ranks, no standard, or small in number makes an ideal target. Also, beware units with multiple Attacks, such as

Wood Elf Wardancers or Skaven Gutter Runners. It can be something as small as suffering a single wound that swings the balance of these close combats against your flyer.

It's important for your hunting monster to do its job as quickly as possible – it's not just about scoring Victory Points. There's much more benefit in taking out a war machine before it has blasted your army to pieces than after! With this in mind, when deploying your lone hunter try to make sure that it can get to its target safely in two turns. If possible, use terrain to shield your flying monster from enemy shooting, but make sure that you can charge your target.

Top Five Lone Hunters

High Elf Noble
with Dragon Armour,
Enchanted Shield, Reaver
Bow, lance and riding a
Great Eagle.

195 points

Dark Elf Noble
with heavy armour,
shield, Sea Dragon cloak,
lance, Web of Shadows,
Seal of Ghond and
riding a Dark Pegasus.

191 points

Wood Elf noble
with light armour, shield,
spear, Hail of Doom
Arrow, Helm of the Hunt
and riding a Great Eagle.

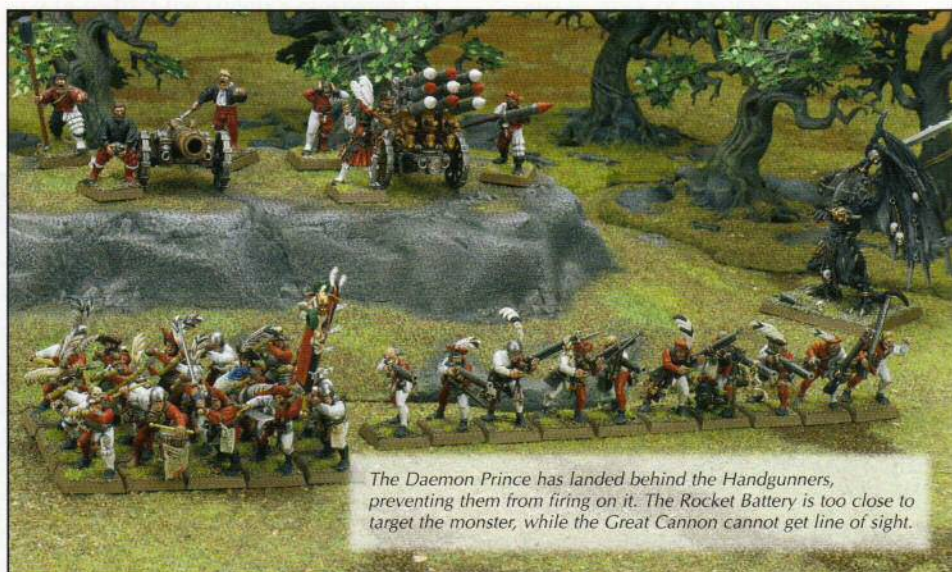
181 points

Bretonnian Paladin
with heavy armour,
lance, shield, Grail Vow,
Virtue of Noble Disdain,
Gromril Great Helm and
riding a Pegasus.

187 points

Empire Captain
with full plate armour,
shield, pistol, Shroud of
Magnus and riding a
Pegasus.

166 points



The Daemon Prince has landed behind the Handgunners, preventing them from firing on it. The Rocket Battery is too close to target the monster, while the Great Cannon cannot get line of sight.

Cannon Bane

When attacking a war machine, you can be sure that your opponent is going to realise what you are up to, and might turn his war machine on your monster in a pre-emptive strike. To minimise the risk, there are two ways to approach a war engine. The first is to place your monster amongst enemy units, as with the march blocking tactic earlier. This is useful against war machines on hills, as even a monster that is not Large can charge over intervening units.

The other option is to get as close as possible to the target before charging. Stone throwers and similar engines of destruction have a minimum range, and may not be able to target you at all. Other war machines, like cannons, add a

random amount to the distance they fire, and so if you get close there's a chance the shot will go past your monster before it can do any damage. Beware of grapeshot from cannons, so don't get too close! Also remember that this won't work against bolt throwers, Helblaster Volley guns and other devious war machines that can target you at close range.

Against batteries of engines, try to attack from one side rather than head-on. For a start, the closest war engine will block the line of sight of others, and secondly when your victorious monster overruns or pursues, the creature's movement will take it directly into a fresh victim.

Meteor of Destruction

Sometimes you just need to kill lots of enemy troops! By mounting your general on a gigantic flying beast, you may have just the weapon for the job.

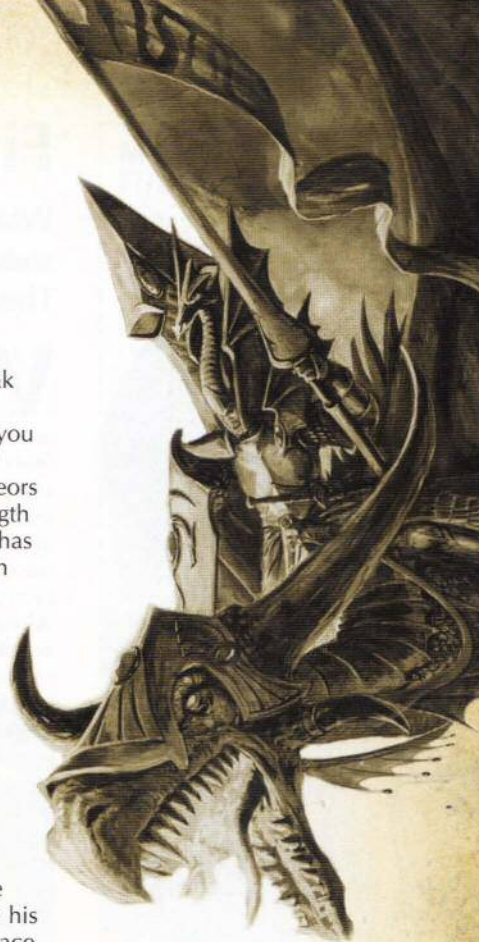
The “meteor of destruction” requires your monster and its rider to deal out as much damage as possible in close combat. This type of flyer can be used on its own against weak to average opposing units, and in conjunction with friendly units to overwhelm tougher or larger enemy regiments. The prime requisite for any meteor of destruction is to get as many Attacks as possible, against the highest Strength possible. The examples included on this page show just a couple of the many ways this can be achieved.

Despite the ferocious amount of death and injury you can cause with a Dark Elf Beastmaster on a Manticore or an Orc Warboss on a Wyvern, “frontline” infantry units usually come with combat resolution bonuses for three extra ranks, at least one standard and they will outnumber. In order to win the combat your rampaging mass of clawed and fanged death is going to have to cause at least 6 unsaved Wounds and suffer none in return. No small feat, even for the biggest creature! You should usually err on the side of caution when working out how many enemies your flyer and rider can kill – you never know when a couple

of fluffed To Hit rolls can turn a “sure thing” result into an embarrassing Break test and rapid retreat!

All of this gets a little easier when you use the mount’s mobility to charge the enemy in the flank or rear. Proper meteors of destruction should have a unit strength of 5 or more – that’s to say the mount has at least 4 wounds on its profile, plus an extra point of unit strength for the rider. By having such a monstrous beast crashing into them, the enemy are disrupted and will lose their bonus for extra ranks – that’s three less wounds you need to inflict in order to win.

These monsters also tend to be Large and so can charge over your units and those of the enemy to get into the flank or rear of their target. A canny opponent will look out for these potential swooping charges and bunch his units together to deny your monster space. That’s fine, because this will make them more vulnerable to scattering war machine shots, spells with templates, and they’ll have to take Panic tests when their friends are broken in combat.



Meteors of Destruction

Chaos Lord

with Mark of Slaanesh, Blade of Blood, Pendant of Slaanesh, Armour of Damnation, Enchanted Shield and riding a Chaos Dragon.

690 points

Bretonnian Lord

with Grail Vow, Virtue of the Ideal, Silver Lance of the Blessed, Shield and riding a Hippogryph.

441 points

Black Orc Warboss

with Porko’s Pigstikka, Spiteful Shield, Warboss Imbad’s Iron Gnashas and riding a Wyvern.

440 points

Blood Dragon Vampire Lord (Level 3 Wizard)

with lance, shield and full plate armour, Red Fury, Strength of Steel, Honour or Death and the Talon of Death, riding a Zombie Dragon.

739 points



King Louen Leoncoeur of Bretonnia is a true meteor of destruction, capable of causing devastation to enemy units.



Fire From the Sky

Wizards are pivotal to the battle plans of many generals, but sometimes it seems as if you need them everywhere at once. This problem is solved with relatively cheap flying mounts.

Wizards are tricky characters to use sometimes. Often they need to be within a unit for extra protection, but then become a liability if that unit gets into combat. Many of their spells require line of sight or have relatively short ranges, and so it is tempting to allow your wizards to roam on their own, but this leaves them vulnerable to being shot, or attacked by enemy skirmishers or flyers.

With the addition of a flying monster mount, your wizard can not only move rapidly to where he will be most effective, but also gains a measure of extra protection against shooting and magic missiles. Of course, the best defence is to be in the right place and not vulnerable, and that's the greatest asset of a flying mount. Pretty much any wizard will benefit from the kind of mobility this brings, but some monsters – the more expensive ones such as Wyverns and Winged Nightmares –

are usually best reserved for Lord-level spellcasters. Also, Chaos players should remember that this includes Daemon Princes and the Lord of Change.

As with any wizard, having the right spell is important, so an item that allows your wizard to choose his spells or generate additional ones help to make sure that you get the right enchantment for the job. Spells that have a short range often get overlooked, but can be amongst some of the most powerful in Warhammer, especially when you have a big winged beast to carry you into range earlier than your opponent expected! A selection of my favourite nasty but short-ranged spells include: Dazzling Brightness and Cleansing Flare from the Lore of Light, Crown of Taidron from the Lore of Shadow, Mistress of the Marsh and Master of the Wood from the Lore of Life, Drain Life from the Lore of Death, and Soul Stealer and Dominion from the Lore of Dark Magic.

Disc of Tzeentch

Exalted Champion of Chaos

with Mark of Tzeentch, additional hand weapon, riding a Disc of Tzeentch.

219 points

This chap is a bit of a bare bones character, but an effective one nonetheless. With a total of six Strength 5 Attacks (five for the rider, one for the disc) the Tzeentch Disc Rider can quickly clobber enemy fast cavalry and most skirmishing units – although he'd best avoid Wood Elf Wardancers – and makes for a handy combined charge against a ranked up unit. In fact, this warrior can even challenge small units of heavy cavalry – provided they don't have a 1+ armour save, that is. The Tzeentch Disc Rider's real advantage, though, lies in his magical abilities. As a level 2 wizard he can be killing the enemy right from turn 1 – no waiting to get in a charge. The best result is a combination of the Yellow and Orange fires, granting a bucket of re-rolls and a 5+ Ward save. Failing that, it's always worth swapping one spell for Red Fire – it's cheap, cheerful and kills small units from 30" away. Not a bad spell for moments when the Disc Rider finds himself unengaged.



Dragons

Arguably the most powerful of all the flying monsters are the Dragons. They are creatures rarely seen in the skies, but when they are summoned they'll have a decisive role to play.

The ultimate flying monster is the Dragon. Whether it is a Zombie Dragon, Black Dragon, Imperial Dragon, Moon Dragon, or any other kind of Dragon, this beast is big enough and strong enough to take on all-comers and win. It has the distinct advantage of having enough Wounds to negate ranks and gain combat resolution bonuses for flank or rear charges, even if the rider is killed. All Dragons are large monsters that can charge over intervening obstacles. They also have

a breath weapon, so when used to block enemy marches or after recovering from a pursuit, the Dragon can still deal damage to the enemy.

Most armies have access to one kind of Dragon or another, but the High Elves are the undisputed kings of this, famed for their Dragonriders, so I'll finish off by highlighting just a few of my favourite rider and Dragon combinations.

Happy gaming (and death from above)!

Gav Thorpe



Knight Slayer

Elf Prince

with Star Lance, Guardian Phoenix, Dragon Armour and Helm of Fortune, or Armour of Caledor*, and riding a Star Dragon.

619 / 610 points (depending on armour).

*This depends whether you prefer a solid 2+ armour save or a 3+ re-rollable save.

This is the ultimate High Elf fighting unit on the charge, but even so it's probably best to attack ranked units with high combat resolution in the flank or rear. The preferred targets for this Dragonlord are all kinds of heavy cavalry, though a full Bretonnian lance with a battle standard bearer and a fighting general could be a serious

obstacle. Other targets are units of monsters such as Ogres, Minotaurs and Trolls – but Dragon Ogres should only be engaged from the flank since a unit of three has more Wounds than this Lord has Attacks, and they can hit back with the best of them!

Also all other monsters, monstrous characters and monstrous mounts are fair game, though one should approach Chaos Lords on Dragons with great care, and also be more circumspect around Ogre Tyrants. The latter can kill your Dragon outright, resulting in your Lord being outnumbered by a fear-causing enemy. The moral is: know thy limitations, and this guy will slay!

Mobile Firepower

Elf Prince

with Dragon Armour, lance, Bow of the Seafarer, Guardian Phoenix, Enchanted Shield and riding a Star Dragon.

630 points

This model costs a lot of points and so must be used very carefully for it to return on the investment; if used at its full potential it's a definite battle-winner. This Elf Lord does not have any preferred opponents, as his main mission is to fly around the battlefield shooting his magic bow. In the process of doing so, you should position the Dragonrider so that he gets a flank or rear charge to support your other units, thus collapsing the enemy line and bringing victory to the warriors of Ulthuan!

Hunter

Elf Prince

with halberd, The Amulet of Light, Armour of Caledor, Vambraces of Defence and riding a Star Dragon.

621 points

This setup is similar to the Knight Slayer, shown left, and can perform most of the same tasks. However, the Hunter is optimised for hunting down Daemons, Forest Spirits, Ethereal creatures and their ilk. The Amulet of Light will allow all attacks against such creatures to count as magical, while the Vambraces of Defence will protect the Prince with a 4+ Ward save.

HIGH ELVES

WARHAMMER

For this month's 'Eavy Metal Masterclass, Anja Wettergren tackles one of most fondly remembered Citadel miniatures: Eltharion the Grim, Warden of Tor Yvresse.

ELTHARION THE GRIM

The Warden of Tor Yvresse is one of the greatest Elf Lords to have lived. Known as Eltharion the Grim due to his extremely dour personality, he was no less loved by the people of Tor Yvresse as he successfully defended them from the fearsome invading greenskin horde of Grom the Paunch.

It's hard to believe that Jes Goodwin's brilliant miniature of Eltharion on his noble Griffon, Stormwing, is over 15 years old. Yet even now, against the fantastic sculpts of today, the model stands out as a classic and a great figure to have for a centrepiece in any High Elf force.

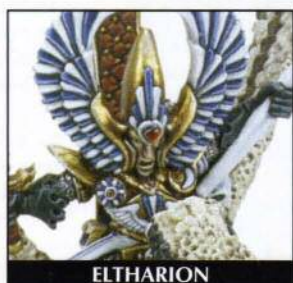
With the recent re-release of Eltharion in his classic form, we thought it was a great opportunity for 'Eavy Metal to give this model the masterclass treatment.

Preparing the model

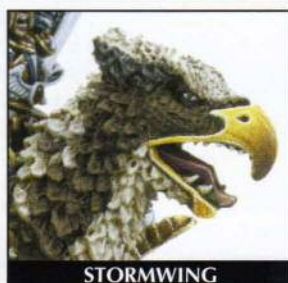
Anja Wettergren was tasked with assembling and painting this model. Her first job was to clean up all the components. Using a Hobby Knife and Modelling Files, Anja carefully went over every metal component, removing flash and filing away the mould lines that are an inevitable part of the metal casting process.

Once the separate components were ready, Anja set about assembling the model. Anja divided the model into three distinct sub-assemblies: Stormwing, the legs and saddle, and Eltharion's torso.

Anja prefers to isolate areas of her models when painting, completing a section such as the Griffon's wings, before moving onto the beak, for example. You'll see this approach on the following pages.



ELTHARION



STORMWING



FANGSWORD

Constructing the Griffon

Before Anja could begin painting, she needed to clean up the components and assemble Stormwing, the Griffon. She stuck the body, tail and claw parts together with superglue and, when dry, blended the joints and filled in the gaps with Green Stuff. The wings were then added, being pinned into place with the aid of paperclip wire and a hobby drill.

Blending the Joins

When you have assembled Stormwing, there may be gaps where the large metal components join together – this is due to the metal cooling as it leaves the mould. These small joins can easily be covered with Green Stuff. Once you've mixed the blue and green parts of the putty together, roll it out into a thin sausage shape. Carefully drape the putty over the gaps and then, using a Sculpting Tool, gently smooth the Green Stuff into the gap. Keep working the putty until the join is disguised. Keep the ends of the Sculpting Tool wet to prevent it sticking to the putty.

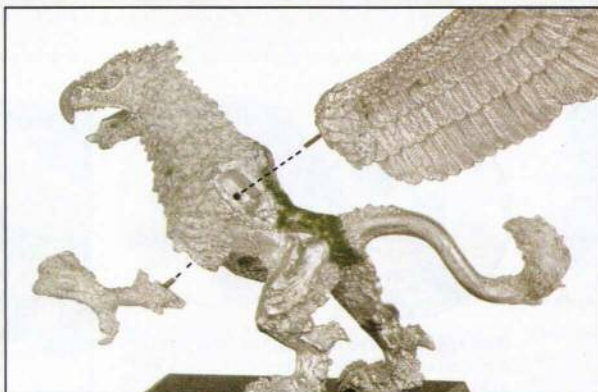


Anja painted Eltharion in three different parts and only assembled the model when all the painting was completed.

- 1) Stormwing
- 2) Eltharion's torso
- 3) Legs and saddle.

Pinning the Griffon

It is best to pin both the wings and the talon to the Griffon's body. Using the Hobby Drill, bore holes in both the wing connecting tabs and the sockets on the Griffon's back. It's important that the holes match up when the wings are in place. Cut some paperclip wire to about 10mm in length and glue this into the hole in the socket. Now stick the wing onto the Griffon, using the wire to join them.



Green Stuff

Green stuff is a two-part epoxy putty that the Citadel designers use the majority of the time to sculpt their models.

As illustrated on this page it is also perfect for filling gaps, and to use for sculpting work for your own conversions.

You can find blisters of Green Stuff in our Hobby Centres and through GW Direct.

Griffon – Painting the Feathers

Feathers on models have a raised texture that takes paint very well and so can be less challenging to paint than other areas of a model like skin or clothing. For Stormwing's feathers, Anja used a basecoat then a shade, and then highlighted the feathers with drybrushed layers until she was happy with the finish.



To get a strong contrast on the wings and upper body, Anja used two colour schemes: dark brown and off-white.



Painting the Feathers



1 Light Basecoat
1:1 mix of Khemri Brown and Bleached Bone.

Dark Basecoat
Scorched Brown.

Basecoat. The feathers are painted in alternate stripes. Paint the light areas first, as the Foundation colour provides a strong base.



2 Light Shade
Flesh Wash.

Dark Shade
Black Ink.

Shade. Black Ink was used for shading the dark feathers while Flesh Wash was applied sparingly to the base and stem of each feather.



3 Light Highlight
Bleached Bone.

Dark Highlight
1:2 mix of Scorched Brown and Graveyard Earth.

1st Highlight. Using a Small Drybrush, apply the first highlights as a heavy drybrush – or overbrushed – layer.



4 Light Highlight
1:1 mix of Bleached Bone and Skull White.

Dark Highlight
1:2 mix of Scorched Brown and Graveyard Earth.

2nd Highlight. Successive highlight layers require a lighter drybrush – wipe off even more of the paint before applying the technique.



5 Light Highlight
Skull White.

Dark Highlight
Graveyard Earth.

Final Highlight. The light feathers have a final drybrush of Skull White. The dark feathers had a drybrush of pure Graveyard Earth.



Griffon – Painting the Fur

The hindquarters of a griffon resemble those of a large cat, and Stormwing in particular is part leopard. When painting animal fur it's good to use real life reference material, so Anja used the infinite resources of the Internet to get some leopard photos before she tackled this part of the model.



A Leopard's spots are not actually "spots" but are more of a "U" shape.

Other types of Griffon

By Joe Tomaszewski



Lion. Lion fur uses lighter, more muted browns, such as Snakebite Leather. Obviously there are no spots!



Snow Leopard. This dramatic colouration uses a pale grey base, highlighted up to pure white before adding the markings.



Tiger. The contrast between the light and dark parts of the fur are more pronounced, but the basic palette is the same.



White Lion. This Chracian Griffon is painted in the same way as a regular lion, but with a much paler colour palette.

Painting the Fur



1 Light Basecoat
1:1 mix of Khemri Brown and Calthan Brown.

Orange Basecoat
1:1 mix of Fiery Orange and Scorched Brown.

Basecoat. The underside was given a basecoat of Khemri Brown and Calthan Brown. The haunch, back and tail was painted with the orange mix.



2 Light Shade
Scorched Brown.

Orange Shade
Scorched Brown.

Shade. Scorched Brown was applied as a shading wash on both the underside and the orange areas of the fur.



3 Light Highlight
Khemri Brown.

Orange Highlight
2:1 mix of Fiery Orange and Scorched Brown.

1st Highlight. For the first highlight layer, Anja added more Fiery Orange to the base mix. The light fur received a Khemri Brown highlight.



4 Light Highlight
1:1 mix of Khemri Brown and Bleached Bone.

Orange Highlight
3:1 mix of Fiery Orange and Scorched Brown.

2nd Highlight. Try applying several thin layers of each stage instead of one thick layer, to achieve a natural, blended effect.



5 Light Wash
Snakebite wash.

Orange Highlight
Fiery Orange.

Orange Glaze
Dark Flesh

3rd Highlight. The wash over the light areas, and the glaze over the orange areas were applied to mute the tones.



6 Light Highlight
1:1 mix of Bleached Bone and Skull White.

Orange Highlight
1:1 mix of Fiery Orange and Elf Flesh.

Final Highlight. After the final highlights are applied to both parts of the fur, it's time to paint on the spots – see above for details.

Painting the Talons



Basecoat
1:1:1 mix of
Codex Grey,
Chaos Black and
Graveyard Earth.

Basecoat. For the first stage Anja painted the claws with a basecoat of the above mix.



Highlight
1:1:1:1 mix of
Codex Grey,
Chaos Black,
Graveyard Earth
and Bleached
Bone.

1st Highlight. The first highlight layer was applied in rough stripes.



Highlight
1:1 mix of
Codex Grey and
Graveyard Earth.

2nd Highlight. The stripes were defined, getting lighter towards the points.



Highlight
Bleached Bone.
Highlight
Skull White.

Final Highlights. The claws were given a final highlight of Bleached Bone and then thin lines of Skull White were carefully added.

Griffon – Painting the Beak and Claws

After the griffon's body was complete, Anja started work on the beak, tongue and claws respectively. Again, Anja worked on each area separately, only moving on to the talons once the beak and tongue had been completed.



Painting the Beak



Beak Basecoat
Bronzed Flesh.
Tongue Basecoat
1:1 mix of Tanned
Flesh and Liche
Purple.

Basecoat. The beak's basecoat was built up with several layers of Bronzed Flesh.



2nd Beak Basecoat
Golden Yellow.
Tongue Shade
1:1 mix of
Regal Blue and
Liche Purple.

2nd Basecoat. The Bronzed Flesh provides a strong base for the thinner yellow pigment.



Beak Shade
1:1 mix of
Golden Yellow
and Scorched
Brown.
Tongue Highlight
Tanned Flesh.

Shade. The shading is applied in thin layers, blended towards the beak's point.



2nd Beak Shade
Scorched Brown
and Chaos Black.
2nd Tongue Highlight
1:1 mix of Tanned
Flesh and
Bleached Bone.

2nd Shade. A Scorched Brown/Black mix was then applied towards the tip of the beak.



Beak Highlight
1:1 mix of
Golden Yellow
and Skull White.
3rd Tongue Highlight
Bleached Bone.

Highlight. The first highlight was applied to the top and edges of the beak.



Final Beak Highlight
Skull White.
Final Tongue Highlight
Skull White.

Final Highlight. Skull White was added to the very edges of the beak.

Eltharion – Painting Metallics

When it came to Eltharion himself, Anja started work by first picking out the metallic parts of the model and working them up in lots of stages to get a highly polished sheen, worthy of a High Elf hero of Eltharion's stature.



Painting the metal areas first means there's less danger of catching the face, chest plate or helmet feathers metallic paints and their related washes.



Don't forget to paint the greaves, saddle edge, sword hilt and spear decoration in gold as well.



Ithilmar Weapons



1 Basecoat
Boltgun Metal.

Basecoat. Anja used Boltgun Metal to provide a solid, flat basecoat.



2 2nd Basecoat
Chainmail.

2nd Basecoat A second basecoat of Chainmail was added to brighten the metal areas.



3 Wash
Blue Ink
Wash
1:1 wash of Blue and Black Ink.

Wash. Two washes were then applied to provide a bluish, polished effect.



4 Highlight
Mithril Silver.

Highlight. When dry, a thin coat of Mithril Silver was added for the highlight.

Painting Gold



1 Basecoat
1:1 mix of Scorched Brown and Shining Gold.

Basecoat. Adding Scorched Brown to the gold paint makes the colour look less artificial.



2 2nd Basecoat
Shining Gold.

2nd Basecoat. Pure Shining Gold was then applied over the top of the first basecoat.



4 Highlight
Burnished Gold.

Highlight. The first highlight Anja applied was of pure Burnished Gold.



5 Highlight
1:1 mix of Burnished Gold and Mithril Silver.

2nd Highlight. Adding Mithril Silver to gold is a great way to get a polished effect.



3 Wash
Brown Ink.
Wash
1:1 wash of Scorched Brown and Liche Purple.

Wash. The brown wash provides shading, while the purple enriches the colour.



6 Highlight
Mithril Silver.

Final Highlight. Pure Mithril Silver was added as a fine edging highlight.

Eltharion – Painting the White and Blue

Painting white, especially on something as elegant as this model, can be tricky. Anja's advice is to use a light basecoat, and build up lots of thinned down layers of Skull White. Even when you think you have applied the final coat, look again when the model is completely dry and don't be scared to add a few more thin layers to get an even crisper finish.

White and Blue



- Blue Basecoat**
Regal Blue.
- White Basecoat**
Astronomicon Grey.

Basecoat. The blue areas were given a basecoat of Regal Blue while Astronomicon Grey was used for the white basecoat.



- Blue Highlight**
1:1 mix of
Regal Blue and
Enchanted Blue.
- White Shade**
Shadow Grey.

1st Highlight. The blue areas had a highlight, using a 1:1 mix of Regal Blue and Enchanted Blue. The white parts were shaded grey.



- Blue Highlight**
1:1:1 mix of regal
Blue, Enchanted
Blue and Space
Wolves Grey.
- White Highlight**
Skull White.

2nd Highlight. At this stage, start to build up the thin layers of Skull White and add the penultimate highlight layer to the blue areas.



- Blue Highlight**
Space Wolves
Grey
- White Highlight**
Skull White.

Final Highlight. Apply Space Wolves Grey as a very fine edging highlight to the blue areas. Continue to build up the white layers.



A steady hand is needed to get to the feathers of the helmet wings behind Eltharion's outstretched right arm.



The quiver has been painted using the same techniques as the rest of the blue and white elements.



Painting Gemstones

When painting gems, start from a basecoat of Chaos Black and gradually work up layers of paint until you reach the lightest colour. The gem stages used on this model are shown here. The darkest portions should be at the top of the gem, while the highlights fall towards the bottom. Finally, a small dot of Skull White in the top corner represents reflected light.



Red Gore.



Blood Red.



Blazing Orange.



Fiery Orange.



Skull White.

Eltharion – Painting the Face and Saddle Back

Anja tends to paint faces last, so as to match the contrast with the rest of the model. If you paint the face first, you might make it too dark, which will look out of place on a model as light as this one.



Painting the Face



1 Basecoat
Vermine Brown.

Basecoat. Aim to get a flat, even coat of Vermine Brown, leaving the eyes and mouth black.



2 Shade
1:1:1 mix of Scorched Brown, Liche Purple and Chaos Black.

Shade. The shade is applied as a wash, and set the tone for the subsequent highlight layers.



3 Highlight 1
Dwarf Flesh.

Highlight. Start to block in all of the raised areas with the highlight mix.



4 Highlight 2
1:1:1 mix of Dwarf Flesh, Bronzed Flesh and Bleached Bone.

2nd Highlight. Continue to build up the highlights, concentrating on the raised areas.



5 Highlight 3
Bleached Bone

3rd Highlight. Apply the fine highlights on the most prominent parts of the face using a fine brush.



6 Glaze
1:1 mix of Purple Ink and Scorched Brown.

Glaze. Re-establish the fey, Elven skin tone with a very thin purplish glaze.



7 Final Highlight
3:1 mix of Bleached Bone and Skull White.

Final Highlight. Again, reset the final highlights. All that's left now are the eyes and teeth.



Painting the Saddle Rest



1 Basecoat
2:2:1 mix of Mechrite Red, Scab Red and Liche Purple.

Basecoat. Start with a deep red basecoat mixed from the above colours.



2 Shade
1:1 mix of Scab Red and Chaos Black.

Shade. Add definition to the creases in the saddle back with a dark shading wash.



3 Highlight 1
1:1 mix of Scab Red and Blood Red.

Highlight. Highlight the panels with a bold, deep red.



4 Highlight 2
1:1:1 mix of Scab Red, Blood Red and Blazing Orange.

2nd Highlight. Start to pick out the creases and edges of the panels.



5 Highlight 3
Blazing Orange.

3rd Highlight. As the highlight layers get lighter, they should also get finer and more precise.



6 Final Highlight
1:1 mix of Blazing Orange and Elf Flesh.

Final Highlight. Only the sharpest edges should be highlighted with this very pale mix.



Eltharion – Finishing Touches

A character model painted to this high standard will make a fantastic centrepiece for any High Elf army. Even with the great new Dragon and High Elf character models in the same force, Jes Goodwin's classic Eltharion sculpt has stood the test of time, and should take pride of place in any budding High Elf Noble's force.



Hair. The hair was first given a Bronzed Flesh basecoat, followed by a Bestial Brown wash. It was then highlighted, first with a 1:1 mix of Bronzed Flesh and Bleached Bone, then pure Bleached Bone, and finally Skull White.



Face details. The eyes and teeth were painted with very thin bands of Skull White. Finally, Anja added tiny dots of Chaos Black for the pupils.



Gloves and sword detail. The black gloves were highlighted up from Chaos Black by adding increasing amounts of Space Wolves Grey. The sword grip was painted in the same way as the saddle back. Finally, the gemstone was painted as described on page 98.



CITADEL Plastic Cutters TOOLBOX

In this month's Toolbox, we take a look at one of the most indispensable hobby tools – the Plastic Cutters. These are so useful that no hobbyist should be without a pair!

Using Plastic Cutters

Plastic Cutters are primarily used for clipping plastic components from frames. They are a versatile tool that can be used for a whole range of hobby-related tasks. We asked some of the Design Studio modellers for their hints and tips.

Clipping Frame Components



When snipping components from their frames, don't cut too close. It's best to leave a bit of the frame attached to the component and then clean it up with a Hobby Knife afterwards.



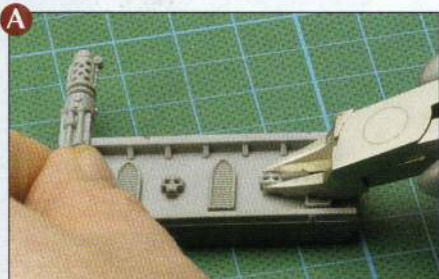
Converting Miniatures



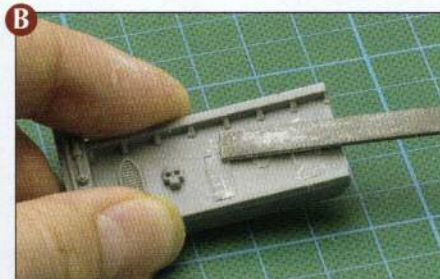
If you're cutting an arm, head or other appendage off a model then use the flat side of the cutter blades against the part you wish to keep. This will ensure that you get a clean cut on the correct side of the component.



Removing Detail



Cutters are great for weathering plastic components and removing raised detail. Rather than using a saw or knife to try to cut away a difficult-to-remove part of a model, such as a book being held in a miniature's hands, or the surface detail from a City Ruin, the Plastic Cutters can be used to clip away the majority of the detail, before tidying the model up with the knife and files.



Top Tip

Safety First

Plastic Cutters work by applying pressure to the sharp blades, which means that small components and pieces can have a tendency to fly off in a random direction. This is a particular problem if you use the tool for cutting metal components. Angle the cutters downwards, so that the piece you're cutting lands on your desk and not in your eye!



Top Tip

Faithful Companions

The Hobby Knife and modelling files are great tools for cleaning up models once you've freed them from the confines of the plastic frame.



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.

ARE YOU NEW TO THE HOBBY? DO YOU WANT TO KNOW MORE?

All through the cold winter months our warm and welcoming stores are running great introductory and tutorial events for anyone new to the Games Workshop Hobby. These tutorials can help you get to grips with collecting, painting & modelling, and playing all of our games. Our expert staff can introduce you to new aspects of the Hobby, or help you to develop your skills and hone your generalship.

And you don't need to worry if you are completely new to all the dizzying variety of the Hobby. Our staff can help and advise from your very first steps along the path to getting the army you want onto the table ready to crush all opposition!

The sessions will be running throughout January, and each store will have a full timetable for which you will need to get signed up as spaces will get filled quickly!

All you need to do to get involved is to get in touch with your local store and our friendly staff will be able to book you into the session which best suits your needs.

So, get along to your local Games Workshop store and get booked into a Beginners Course!

RING YOUR LOCAL STORE FOR DETAILS!



You can't fight a battle without troops, which, in our case, are represented by models about an inch (30mm) high. Model armies, just like real armies, contain different kinds of troops and are commanded by valiant generals. By adding regiments, as well as war machines, heroes, monsters and other special models your army will soon grow.



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.

www.games-workshop.co.uk/storefinder

FRONTLINE

The Events Diary

102-105 ►►

Campaign Weekends

Campaign Weekends are one or two day events that concentrate on telling specific stories and this month we talk about some of the changes that will be happening to them.

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.

Waaagh! Orks

Check out the Orks available from Mail Order including some Mail Order-only miniatures and packs.

Advance Order – Harad

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

THE EVENTS DIARY

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



Upcoming Events

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

whitedwarf@games-workshop.co.uk

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

- 1st January WD340 (Apr)
- 1st February WD341 (May)
- 1st March WD342 (Jun)

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

EVENTS DIARY ABBREVIATION GUIDE

WHWarhammer
40KWarhammer 40,000
BBBlood Bowl
WABWarhammer Ancient Battles
WPSWarhammer Players' Society
WECWWarhammer English Civil War
EpicEpic Armageddon
LOTRThe Lord of The Rings
GWGames Workshop
GTGrand Tournament

Event Profile: Campaign Weekends

Campaign weekends are one or two day events that concentrate on telling specific stories unique to the worlds of Warhammer and Warhammer 40,000.

We have some great news for our gamers! Warhammer World will be hosting not two campaign weekends next year but three, organised and run by passionate groups of gamers within the Gaming Club Network (GCN).

As part of our annual review of our events schedule, we observed that the GCN, and in particular the Tempus Fugitives, had been delivering some fantastic campaign events. With the introduction of Warhammer 40,000 Battlefields and The Lord of the Rings Doubles events, we had to take a very long hard look at what we could physically deliver to our customers.

We were faced with a decision; should we keep our campaigns for another year, or support the GCN in delivering their events during the coming year?

After some thought, conversations and

cups of tea, we decided to assist the Community with hosting some top notch campaigns in the hall, which would allow us to focus on some new formats to further enhance the event calendar

We would like to take this opportunity to thank the Tempus Fugitives and the GCN for their support and wish them well with their events in 2008.



FOR MORE INFORMATION

For more details about these and other forthcoming events, please check out our blog at: <http://warhammerworld.typepad.com/>
Or the GCN at: www.gcnm.org.uk
The Tempus Fugitives at: www.tempusfugitives.co.uk/
Or contact us direct at: whworldevents@games-workshop.co.uk

What is the Gaming Club Network?

The Gaming Club Network (GCN) is a volunteer organisation, founded in 1999 to bring together like minded clubs for lots of gaming fun!

Games Workshop does not run the GCN, rather we support its efforts and welcome GCN clubs to events; for instance the GCN clubs ran many games at this year's Games Day.

The GCN strives to create and support excellent gaming clubs in a safe environment, whilst also helping to grow the community at a national level.

For more information on the GCN including requirements for prospective clubs please go to the website below.

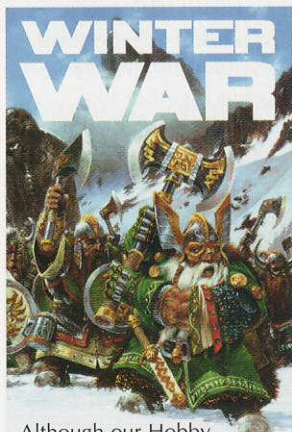
www.gcnm.org.uk



www.games-workshop.co.uk/events

Event Calendar

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



WINTER WAR

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.

BEGINNERS DAYS



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.

January

12th Warhammer 40,000 Doubles Tournament

Date: 12th–13th January, 2008

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 500pts 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 and 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

27th Yorkshire Open Tournament – Warhammer 40,000

Date: Sunday 27th January 2008

Venue: Games Workshop Wakefield

Details: The Yorkshire Open tournaments are now in their eighth year. Competition is fierce but if you think you have what it takes to be the best contact us now as tickets will sell quickly. You will need a 1500pt standard mission force to take part in this tournament.

Tickets: £10

Contact details: Games Workshop Wakefield
Tel: 01924 369431.

EVENT SPOTLIGHT

26th 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 and 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

Coming Soon...



Have you got what it takes?

Registration begins after Christmas.



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 sixth 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>

23rd Bloodbowl: The Chaos Cup

Date: Saturday 23rd February 2008

Venue: Games Workshop, Bromley

Details: The London Bloodbowl Tournament season kicks off with this one-day tournament The Chaos Cup. You will need your team, templates and dice. Only 24 tickets available. Look out for the Spikey cup, Summerbowl and Bloodbowl completing the season later on this year.

Tickets: £15 – on sale now!

Contact: Games Workshop Bromley on 0208 466 0678

24th Yorkshire Open Tournament – Warhammer

Event Date: Sunday 24th February 2008

Venue: Games Workshop Wakefield

Event Details: The Yorkshire Open tournaments are now in their eighth year. Competition is fierce but if you think you have what it takes to be the best contact us now as tickets will go quickly. You will need a 2000pt Warhammer army to take part in this tournament.

Tickets: £10

Contact details: Games Workshop Wakefield
Tel: 01924 369431

March

8th Vampire Counts Halloween Party...

Date: Saturday 8th March 2008, 6.30pm

Venue: Games Workshop Bromley

Details: Halloween comes early in 2008 as the Vampire Counts are unleashed across the Old World. Take part in lots of activities including a mega graveyard battle (20ft long board) Join the Witch Hunt to root out the Vampires from the Empire. Power-up your Vampire by drinking "blood" from the vile chalice. Battle commences in the eerie dark gothic atmosphere lit by "candle light".

Contact: Games Workshop Bromley
Tel: 0208 466 0678



The Games Workshop website contains more information about the events scene than we could ever list here. Not only can you find out about forthcoming events and activities it also contains tournament reviews and Games Day reports (which also includes the Golden Demon winners).

For those interested in tournaments, you can find rules packs and details for all of our Grand Tournaments in the 2007-2008 season. You can also find reviews for previous tournaments if you are still in need of convincing.

Those of you who are regulars at your local club, the website has guides and advice for running events as well as details about joining the Gaming Club Network (as a member we can add your details to the club finder in the pages of this White Dwarf magazine).

Finally, it's all free!

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 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:
17 The Homelark, BS1 3JR
Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5UP
Tel: 0117 959 2520
BRISTOL, Area 51:
Tel: 0117 92446124

BRISTOL, HobbyCraft:

Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:

10 Greyfriars, MK40 1HP

Tel: 01234 427 3643

LUTON, Ottakers:

Tel: 01582 486999

CRANFIELD, Wargames Workshop:

Tel: 01234 757878

BERKSHIRE

*** GW MAIDENHEAD:**

Unit 2, 17 Market Street, SL6 8AA

Tel: 01628 663 1747

GW READING:

29 Oxford Road, RG1 7QG

Tel: 0118 959 8693

GW WINDSOR:

Unit 3, 6 George V Place, SL4 1QP

Tel: 01753 861087

BRACKNELL, Ottakers:

Tel: 01344 480124

BRACKNELL, Toy Planet:

Tel: 01344 426262

READING, HobbyCraft:

Tel: 0118 902 8600

SANDHURST, Toyworld:

Tel: 01252 873155

WINDSOR, WJ Daniels:

Tel: 01753 862106

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 1818

GW SOLIHULL:

690 Warwick Road, B91 3DX

Tel: 0121 705 7997

*** GW SUTTON COLDFIELD:**

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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

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GCN BRISTOL, Portbury Knights:
Contact: Alan Vowles
Tel: 07771 985408
E-mail: alanvowles@msn.com

BERKSHIRE

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

GCN MAIDENHEAD, MAD Gamers:
Contact: Francis Jose
E-mail: fsjose@timey.plus.com

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

BIRMINGHAM AREA

GCN DUDLEY, Dudley Darklords:
Contact: Paul Sheldon
Tel: 01494 288 360

GCN WOLVERHAMPTON, Da Boyz Club:
Contact: Darren Pugh
Tel: 07790 507 551
E-mail: daboyzclub@googlemail.com

BUCKINGHAMSHIRE

GCN HIGH WYCOMBE, Armageddon Inc.:
Contact: James Schofield
Tel: 01494 863 905

CHANNEL ISLANDS

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

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Contact: Christopher Fry
Tel: 07976 878732
E-mail: chris.fry@fryupfilms.com

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

GCN MACCLESFIELD, Maccwargames:
Contact: Duncan Harradine
Tel: 01625 612 579
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CLEVELAND

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Contact: Sean Abbernon
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Contact: Kurt Baker
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Contact: Adam or Davinia Turner
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DEVON

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Contact: Anthony Cross
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E-mail: philhaanigan2002@yahoo.co.uk

GCN WALSALL, Warlords of Walsall:
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E-mail: matt@holdenhouse.freemove.co.uk

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E-mail: peter.cooke423@ntlworld.com

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E-mail: gareth.wynn808@ntlworld.com

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Website: www.cack-wargamesclub.org.uk

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E-mail: mark.templar@googlemail.com

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E-mail: roger_gs.smith@hotmail.com

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WILTSHIRE

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E-mail: ubersquack@yahoo.co.uk

GCN LEEDS, Night Owls:
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Tel: 0113 225 0461

GCN SHEFFIELD, Dysartes:
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Tel: 07743 388061
E-mail: webmaster@dysartes.com

GCN YORK, York Garrison:
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E-mail: garrison.wargaming@yahoo.com

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E-mail: billdragon1@tiscali.co.uk

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GCN GLASGOW, WPAS:
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GCN INVERNESS, Da Klub:
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Tel: 0141 886 2466
E-mail: atthompson@jags24.freemove.co.uk

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

THE ARMY WARGAMER'S ASSOCIATION

Games Workshop has always had a strong association with Britain's Armed Forces. To help the gamers among them to meet up (it can be difficult when you're scattered around the globe) a number of groups have been set up. One of these is the The Army Wargamer's Association (AWA).



The Army Wargamer's Association (AWA) was first set up in 1995 and within a few months the Association had two dozen members. Today there are over 100 registered members, worldwide.

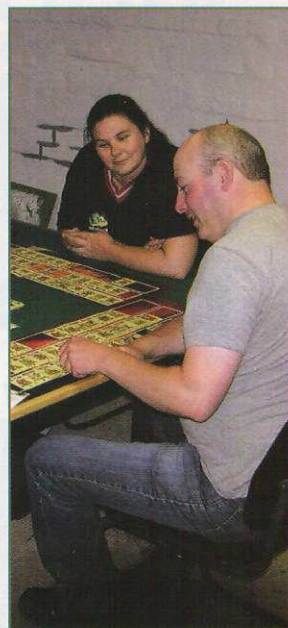
Prior to its creation many other gaming groups and associations existed, mainly based in specific areas like Germany. These days its members are spread across the globe; there are, of course, members in the UK as well as Germany, Canada, USA, Holland, Cyprus, and the Former Republic of Yugoslavia, to name a few. Membership of the AWA is free and not only exclusive to serving members of the Army. The Association also welcomes members of the Civil Service working with the Ministry of Defence.

The aims of the Army Wargamer's Association have always been primarily, to give Army gamers a way of contacting

each other wherever they are located. Secondly, to raise awareness of wargaming amongst the British Army.

The AWA is present at most organised Forces wargaming events. There is also a dedicated Army Wargamer's Association Website as well as its own Yahoo! Group which only members are allowed to access. The AWA regularly sends a newsletter to all its members to keep them up to date with news and information.

Army Wargamers play all Games Workshop's games old and new as well as a wide variety of other historical and fantasy games. If you are a member of the British Army, or a Civil Servant, then contact the AWA Membership Secretary, Tim Lewcock for more details you can also download a membership application form from the Association Website.



MORE INFORMATION

Membership Secretary

Tim Lewcock, Email: membership@theAWA.org

Website:

<http://www.theAWA.org>

Yahoo Group:

<http://groups.yahoo.com/group/theawa>

Next Event: Action 2008 – Rheindahlen, Germany

Date: March 2008

Contact: Charles Gray, Tel: 0049 2161 472 2983

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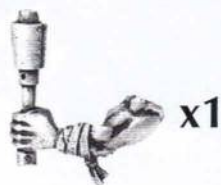
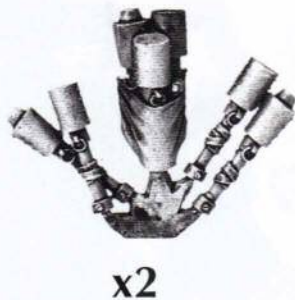


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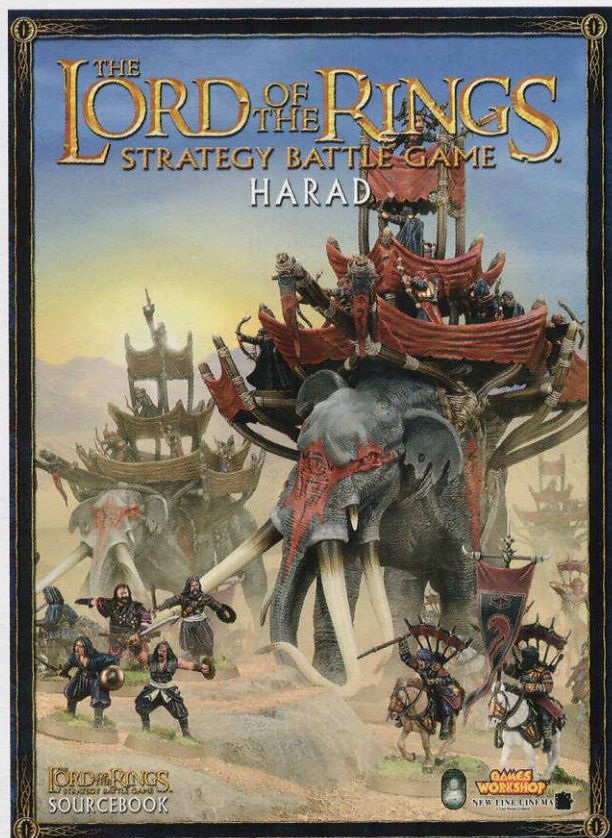
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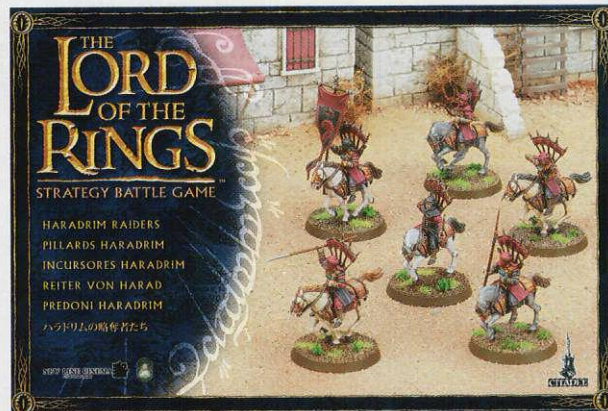
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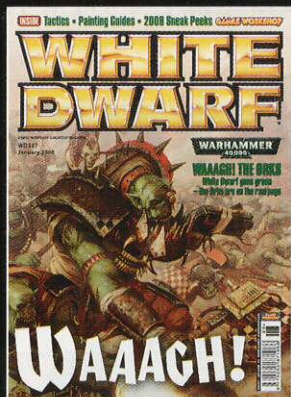


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