

INSIDE

Special Narrative Vampire Counts Battle Report

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD339
March 2008

SOMETHING
EVIL STIRS
IN THE
DARK

ALL NEW

WARHAMMER®

VAMPIRE COUNTS

ALSO INSIDE

WARHAMMER
40,000

Orks vs Crimson Fists:
Rynn's World Campaign

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STRATEGY BATTLE GAME

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EDITORIAL



Something evil is stirring in the depths of Sylvania,
 something neither dead nor truly alive...

Yes, Manlings, it's time to quake in fear once again as the ancient and terrible Vampire Counts ride abroad from their castles, summoning hordes of Undead soldiers from innumerable crypts, to do their bidding. Those von Carsteins had better limit their ambitions to the Empire, I can tell you; if they come anywhere near the holds of my kin they'll be feeling the bite of my axe!

We've sent our team to track down Gav Thorpe and John Blanche this issue, to find out all they can about the Vampire Counts. If there's any way to stop the shambling legion of the dead, White Dwarf will find it. Speaking of fighting the von Carsteins, the Empire are doing just that in this month's battle report – turn to page 36 to see how they fare.

Also in this issue, we present a Tactics on Fast Vehicles in Warhammer 40,000, along with a reprise of the classic Rynn's World campaign. Those of you who remember Rogue Trader will love the new take on the Battle for the Farm scenario.

Fans of The Lord of the Rings strategy battle game have a Mûmakil Modelling Masterclass to look forward to, and a showcase of the exquisite Studio Elf collection (although how those untrustworthy types keep sneaking into my pages I'll never know...).

Grombrindal, The White Dwarf

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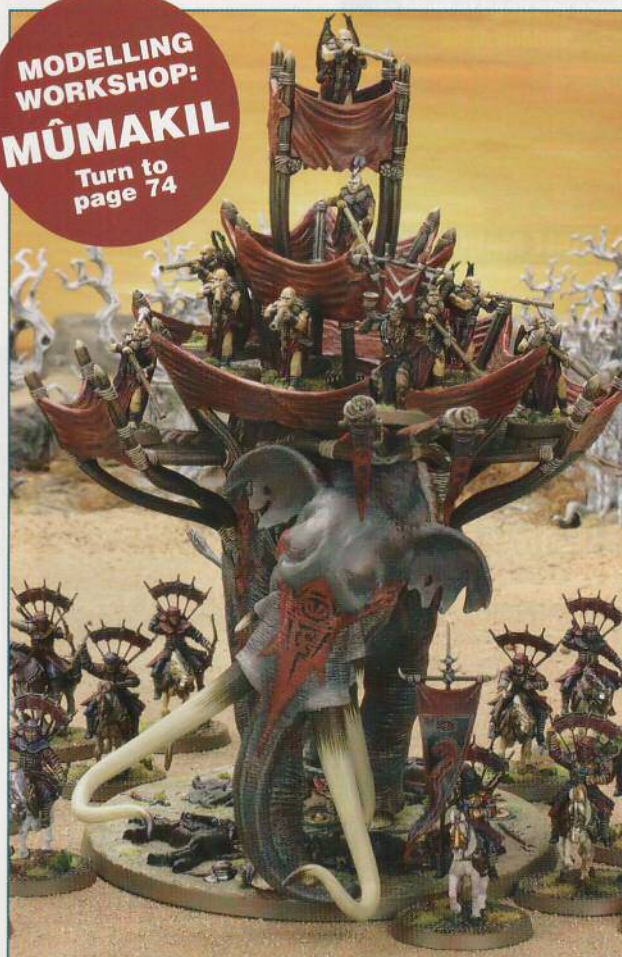
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In the gods-forsaken lands of Sylvania, ancient evils stir and armies long dead march to war. Raised from mass graves and despoiled tombs, the Undead army gathers, led by the Vampire Count, ready to do battle with the living.

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>>>TURN TO PAGE 16 TO FIND OUT MORE

This 96-page supplement contains all the rules and advice you need to build an Undead army

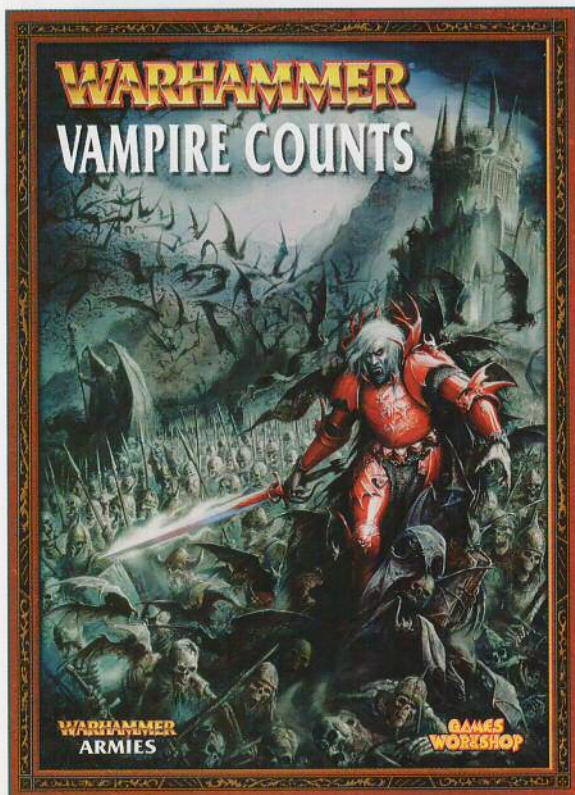
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Written by Gav Thorpe

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The Vampire Counts
The most powerful and deadly of the Undead are the Vampires, created by the Vampire Count. These undead are bound to the will of a power-hungry Vampire.

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Places of Death

Under the command of the Vampire Count, the Undead are bound to his will. The Vampire Count can raise the dead to fight for him. The Vampire Count can raise the dead to fight for him. The Vampire Count can raise the dead to fight for him.

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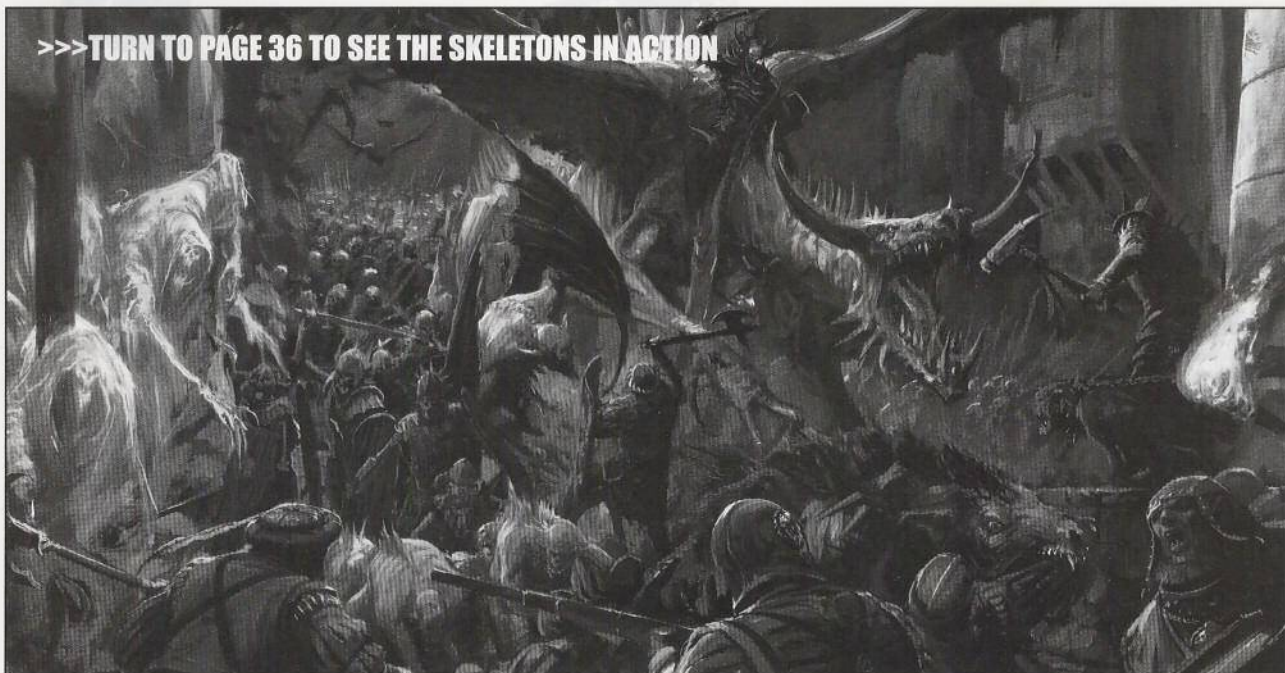
Standard Bearer



Musician



>>> TURN TO PAGE 36 TO SEE THE SKELETONS IN ACTION



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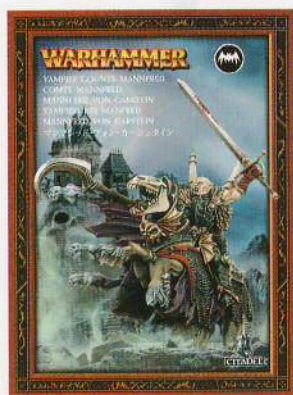
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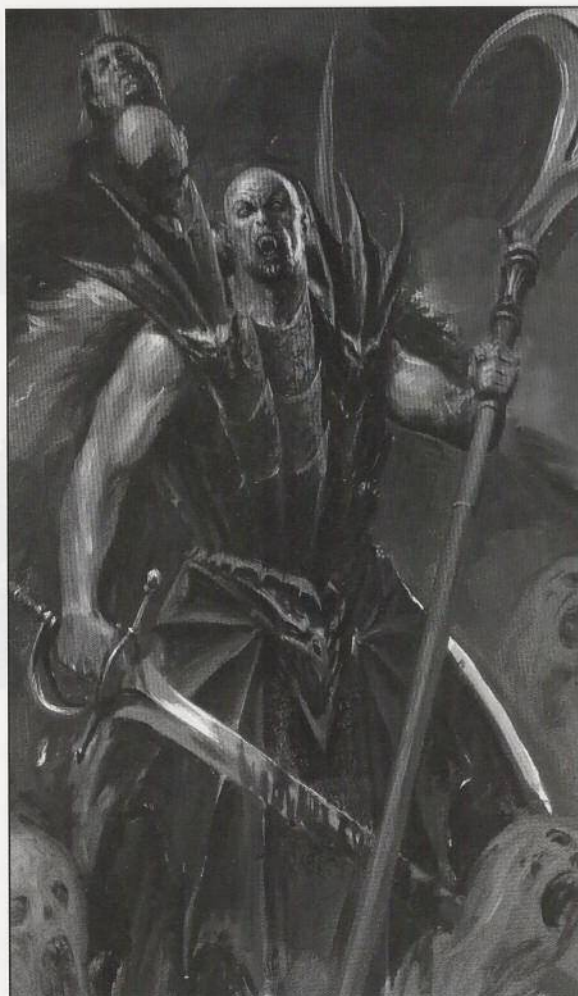


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Kastellan



Musician



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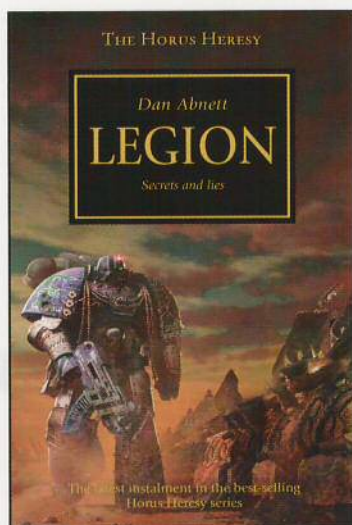
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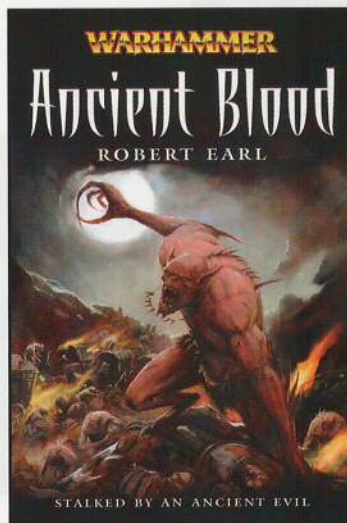
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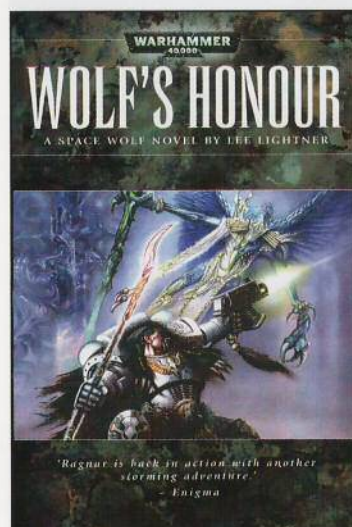
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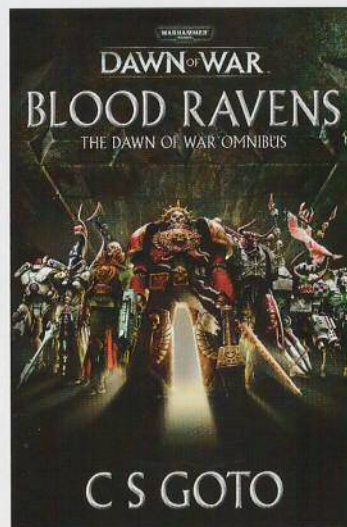
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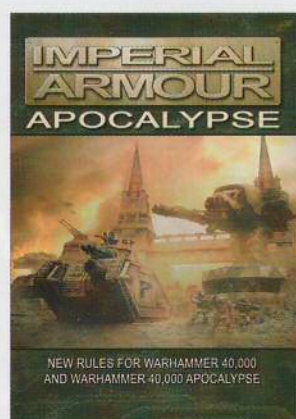
Conversion kit designed by Daren Parrwood.

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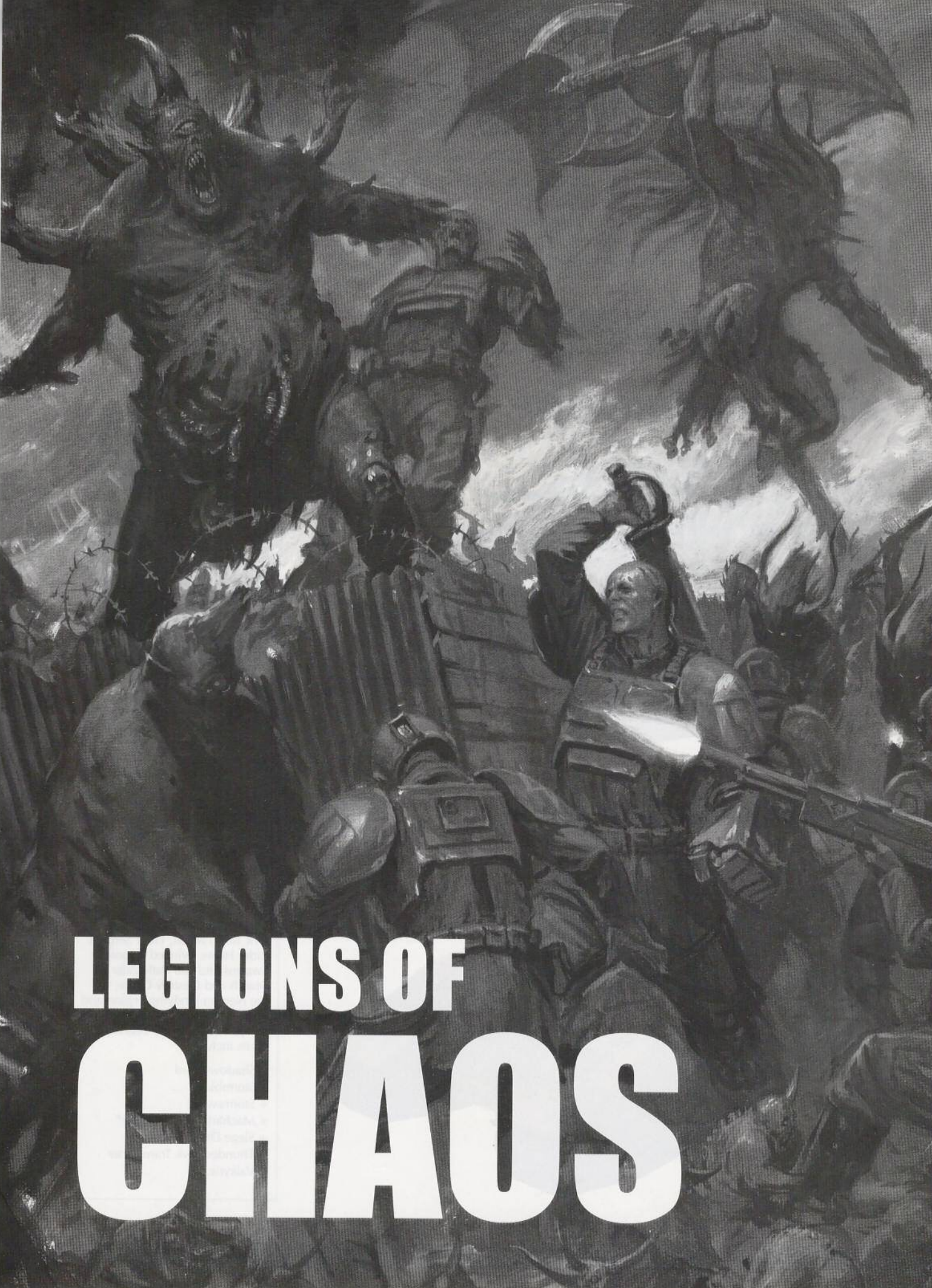


This rules guide contains 60 new datasheets for Legendary Units in Warhammer 40,000: Apocalypse, from massive Imperial Guard tanks like the Shadowword, Macharius and Malcador, to the awesome power of the Chaos Warhound Titan and the mighty Daemon-Lords, as well as gargantuan Tyranid creatures like the Scythed Hierodule and Trygon.

There are also 26 new battle formations, covering all the races, from the Space Marine Drop Pod Assault Force, Ork Tanka Mobs, Eldar Serpent Rider Hosts, Winged Tyranid Swarms and Tau Pathfinder Search and Destroy Cadre, to the Necron Undying Legion and Chaos Daemon Engine Coven.

Just some of the Legendary Units included:

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- + Stormblade
- + Stormsword
- + Macharius "Vanquisher"
- + Siege Dreadnought
- + Thunderhawk Transporter
- + Valkyrie



LEGIONS OF CHAOS



CHAOS DAEMONS

WARHAMMER DAEMONS OF CHAOS

Beyond the boundaries of space and time, the Chaos Gods dwell within the Realm of Chaos – a place incomprehensible to mortal minds. To the Dark Gods, the material world represents the grandest game of all, a world of unrelenting war and carnage where they can vie with one another for absolute power. Most feared of the servants of these gods are the Daemons, warlike fragments of divine will loosed upon the world.

Sometimes the Realm of Chaos shatters its boundaries and spills into the physical plane. Nightmare and terror is unleashed, as armies of slaving fiends and cavorting warriors pour forth alongside regiments of blood red soldiers and batteries of brazen war machines. While the skies burn with magical fire and rivers of blood drown ravaged cities, the armies of the gods slaughter and maim all in their path, feeding upon the souls of their victims.

This May sees the arrival of a true Games Workshop event. We're releasing Warhammer Armies: Daemons of Chaos and Codex: Chaos Daemons at the same time! This is the first time the Warp-spawned fiends of the Immaterium have been represented by their own army lists and background in either games system, and the brand new range of miniatures – examples of which are shown here – are truly something special.



Two of the new plastic, multi-part Daemonettes.



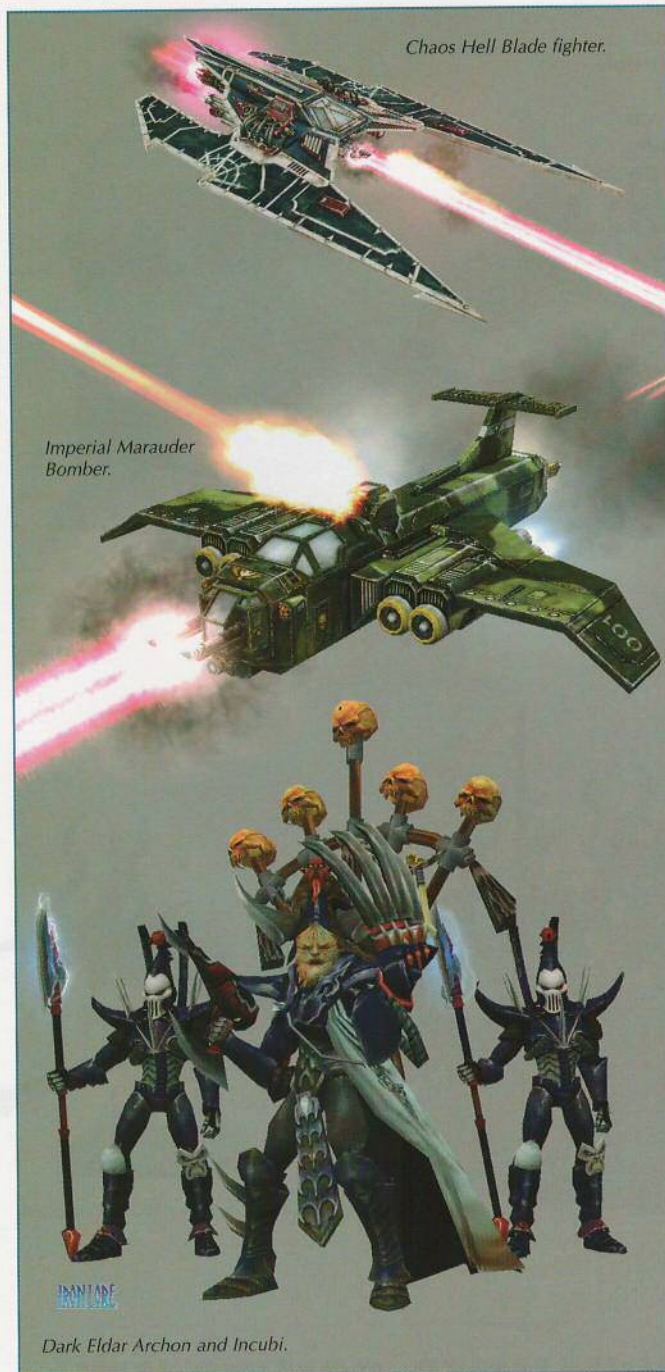
A foul Beast of Nurgle.



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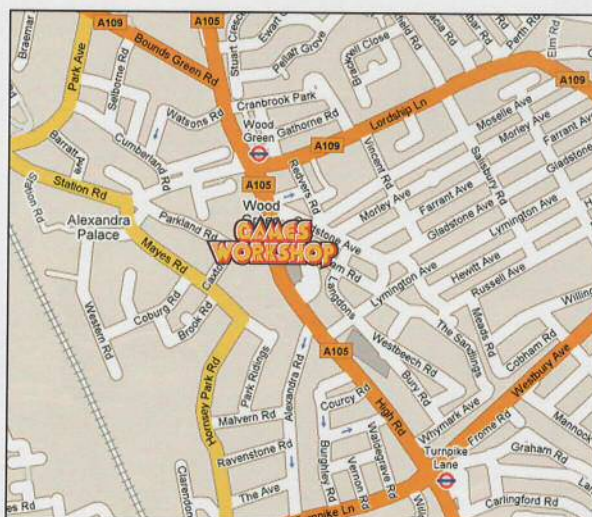
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Turn to page 103 to see what will be going on at Warhammer World this Easter.



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VAMPIRE COUNTS



WARHAMMER

*Never has a land been so forsaken as Sylvania.
Yet what the gods rejected and the people of the
Empire despised, the Undying Lords coveted...*



18

THE UNDYING LORDS

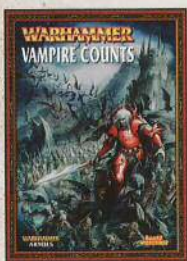
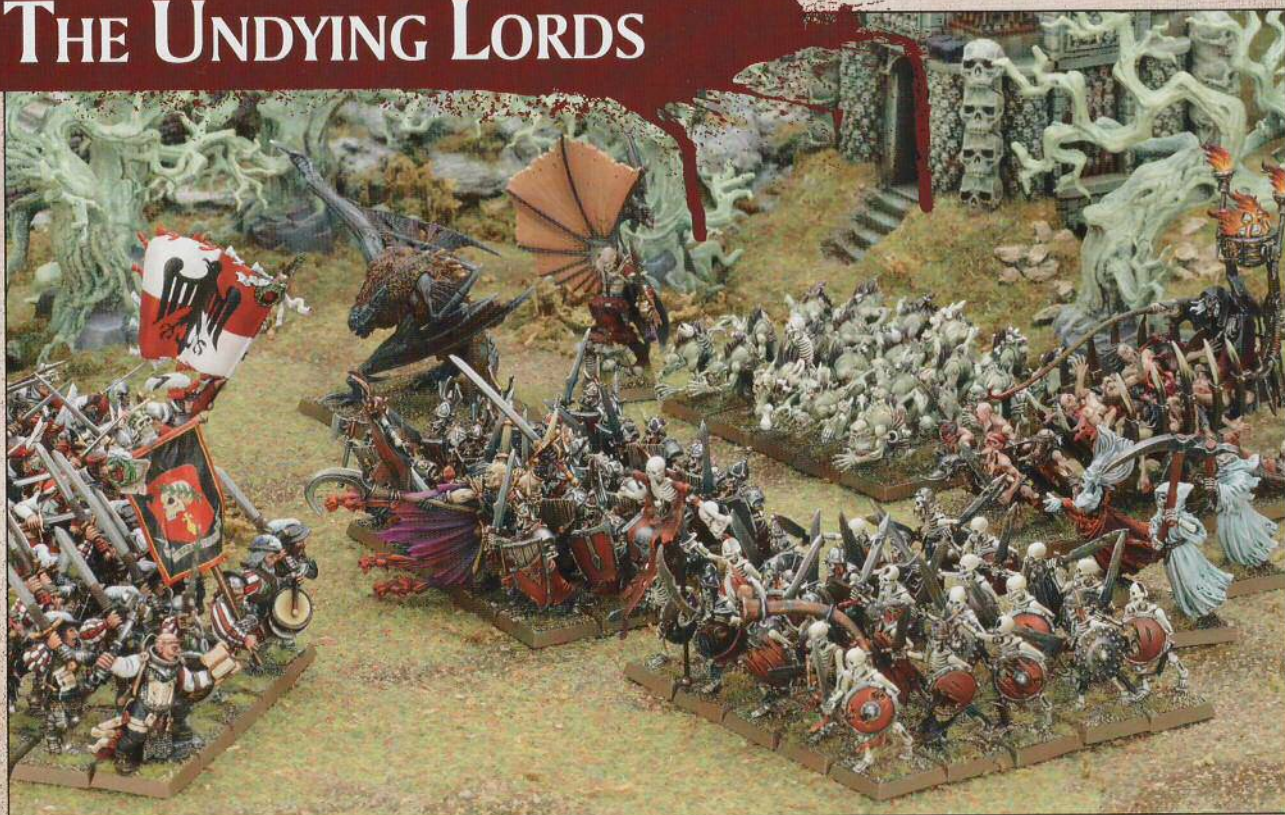
We talk to the Studio's Necromancers about the new Vampire Counts project.

36

HOUR OF THE DEAD

Vlad does battle against the priests of Sigmar in this month's battle report.

THE UNDYING LORDS



Warhammer Armies: Vampire Counts is a 96-page book that contains all the information you need to field an Undead army, including:

- Massive background section detailing the history of the Undead, the cursed land of Sylvania and the origins of the Vampires.
- Full bestiary describing every troop type and rule needed to play with a Vampire Counts army.
- Comprehensive hobby section showing you how to paint and model Zombies, Skeletons and their Vampire leaders. Also includes loads of colour banner designs.
- Brand new army list.

White Dwarf's own witch hunter, Andy Hall, set out to trap and interrogate the latest Vampire to summon an Undead army and threaten the Old World, Count Gav von Thorpe.

Since time immemorial, Vampires have been seen as monstrous flesh-eaters, charismatic lords and ladies, and dead generals of the Undead. They are nightmare predators filled with an insatiable thirst for blood. After the defeats of the von Carsteins, most Vampires stayed close to the shadows, trying not to draw attention to themselves, lest the Witch Hunters attack before they were ready to rise at the head of an Undead host.

Vampires will often hide themselves in plain sight, moving in high society where their aristocratic position allows them to conceal their unholy nature. Some lurk in the deep woodlands or within dark caverns, preying on travellers. A few dwell within the mist-shrouded ruins of their old castles and emerge from their ancient crypts to feast intermittently on whatever they can find. Others still have become debased and feral creatures, feeding on fresh corpses and making their lairs in graveyards and mausoleums.

However, not all Vampires are content to skulk in the shadows forever. Unlike other creatures of Undeath, Vampires retain their intelligence and desires. They will often possess a low cunning and be capable of such emotions as greed and vanity, with an insatiable lust for supremacy. When a powerful Vampire stirs,

the dark magic it exudes draws all manner of dreadful creatures to its service, acting as a magical beacon to spirits and dead things for leagues around. Skeletons from ancient wars rise from the ground and the corpses of the recently dead lurch forward, powered by hunched Necromancers. Ghouls leave their graveyard lairs and Dire Wolves slink from the shadowy forests. At the head of this horde is the Vampire himself, his face twisted in a bestial visage, he cuts a commanding figure amongst the Undead ranks that are powered by his immortal will.

As with all Studio projects, the end product is far from the responsibility of one man, but as the new version of the book was authored by veteran Games Developer Gav Thorpe, we thought it best to start with him. So, armed with my trusty Dictaphone, and with a string of garlic hung round my neck, I found Gav lurking at the back of the Studio crypt...

Andy Hall: The Vampires seem to have changed quite a bit, even more so with the latest version of the book.

Gav Thorpe: They have. The main aim of the Vampire Counts project was to create the definitive Warhammer look to Vampires and the Undead; to take classic Vampire archetypes and mould them into something



Vlad von Carstein

Vlad was not the first Vampire to be encountered in the Empire, but before his rise to power they had been solitary predators. It was Vlad's usurpation of Sylvania and his ascendancy to the position of Count that marked a new era of dread for the Empire.

As the first Vampire Count of Sylvania, Vlad had designs not only to create a realm of the dead, but also sought dominion over the living. His aim was to hold Sigmar's mantle and become an undying Emperor. While the other Elector Counts bickered and fought, Vlad made his move, leaving the boundaries of Sylvania at the head of a vast Undead horde. The Vampire's army ran amok across the weakened Empire, and it was only the personal intervention of the Grand Theogonist that prevented Vlad from taking the throne.

As well as an impressive profile that boasts 5 Attacks, Vlad is the true wielder of the infamous Carstein Ring, which can return him to (un)life on a 2+ and confers a 4+ Ward save.



Vlad blends Necromantic ability with an awesome fighting prowess.

Konrad von Carstein

What possessed Vlad to bestow vampirism on the insane Konrad rather than simply cutting off his head will never be known. When a mortal, Konrad was an insane killer and as a Vampire his compulsions were magnified, only supplemented by the strength, speed and raw power of vampirism.

In battle, Konrad would lose all self-restraint, leading his army more as a bloodthirsty whirlwind than as a general, his unconscious will pushing his minions forward. He revelled in the shedding of blood to the point that all sense of purpose was lost, and he would stop to feed as the battle continued around him.

Konrad is truly awesome in combat, receiving an extra attack for each wound inflicted and always re-rolling misses. Bear in mind, however, that Konrad is insane and can be hard to control!



A crazed butcher, Konrad has no subtlety at all and is an almost uncontrollable killing machine.

that could only come from the Warhammer World. We also wanted to emphasise the idea of the Vampires in battle. When we were initially discussing this John [Blanche] had a great phrase "We wouldn't make an Elector Count in his pyjamas". What he means by that is that our Vampires should be kitted out for battle with their "war faces" on rather than trying to inveigle their way into society. That's not to say they don't do that, but a Citadel miniature should represent the Vampire at his most ferocious, armed with mighty weapons and decked in armour.

AH: So by the sound of it, Vampires are still powerful characters?

GT: Well, you would never tangle with a Vampire Lord unless you had an accomplished warrior or mage to throw at them and that is still true with this version

of the book. But the concept is much broader than that, redefining the Vampires for Warhammer allows us to make the most of their horrific nature. A Vampire is not simply an Undead noble with fangs, he is a monster that can barely hold onto his humanoid form, such is the roiling power, bloodlust and thirst inside him. We've explored this throughout the new range and, with the army list in particular, you'll find that Vampires are no longer just represented in the character allowance.

AH: And it's not just the Vampires that have noticeably changed either is it?

GT: No, the changes in our portrayal of Vampires had a positive knock-on effect in how the Undead army looks and feels. We wanted to give the army an image of their own and not just be dead versions of someone else. I've seen armies that have

The Red Duke

The tale of the Red Duke is an old Bretonnian story. The tales concern a Duke who was wounded during the crusades against Araby. The Duke fell into a deep coma and was brought back to his homelands by his faithful Knight Retainers. The Duke died and was placed in the family crypt. His loyal servants, overcome with grief, made a rash oath to serve him in death. And so they did! For only a few days later the Duke had risen from the crypt, no longer a noble Knight but a foul Lord of the Undead!



As long as there's been Warhammer, there's been an Undead horde to fight against or with. In the early editions of the game the Undead were represented by generic hordes of Skeletons, Zombies, Ghosts and Wights, and were led by Necromancers and Liches with such grandiose names as Colin, Simon and Necromancer Nick (Yes, really! – Grombrindal). As Warhammer evolved, so the Undead became more sophisticated in their troop choices. By the third edition of the game you could call upon Death Riders, Grim Reapers, and Undead Chariots.

With the fourth edition, the Undead were granted their own book – Warhammer Armies: Undead, authored by Jervis Johnson and *Gotrek & Felix* creator, Bill King. The Undead's history was greatly expanded and we learnt of the Great Necromancer, Nagash, and of the Lands of the Dead, the creation of Vampires and their subsequent migration north. A few years later, two distinct types of Undead began to emerge – the dry, mummified armies of the Tomb Kings and the Undead Hordes in thrall to the Vampires of Sylvania and beyond. The Vampire Counts were the first to get a new army book, which introduced the different Vampire clans in the form of Bloodlines. The sixth edition of the game introduced an updated book with a new, bestial Vampire Bloodline.

In the modern era, 25 years after the first army list, Vampire Counts players can look forward to the latest incarnation of the Undead and once more prepare for war!

quite deliberately been made to look like a recently risen Empire or Bretonnian force and they look great, but for the new Undead range we wanted to give them their own identity. The magic that creates them corrupts them, giving the army a distinctive look of its own. Two particular cases in point are the Skeletons and Grave Guard. Skeleton warriors have been long dead and so we didn't want them to look contemporary compared to other races – this is why they are equipped with weapons, shields and armour with a very antediluvian look and feel. The Grave Guard are not a rusted, dead version of another race's elite regiment – they are ancient Wights, with ornate helmets and tattered, arcane finery unique to them.

AH: I know John Blanche's excellent artwork helped with this.

GT: Absolutely. The whole process was led by John's art and concept sketches. They clarified what exactly "Undead" is in the Warhammer world, and how an Undead horde led by the Vampire Counts should look. The range is now so well-defined that the other Undead army, the Tomb Kings, no longer share kits with it. Both Undead armies are entirely separate races with their own unique ranges of Citadel miniatures (You can see how John's great art influenced this project by turning to page 64 – Grombrindal).

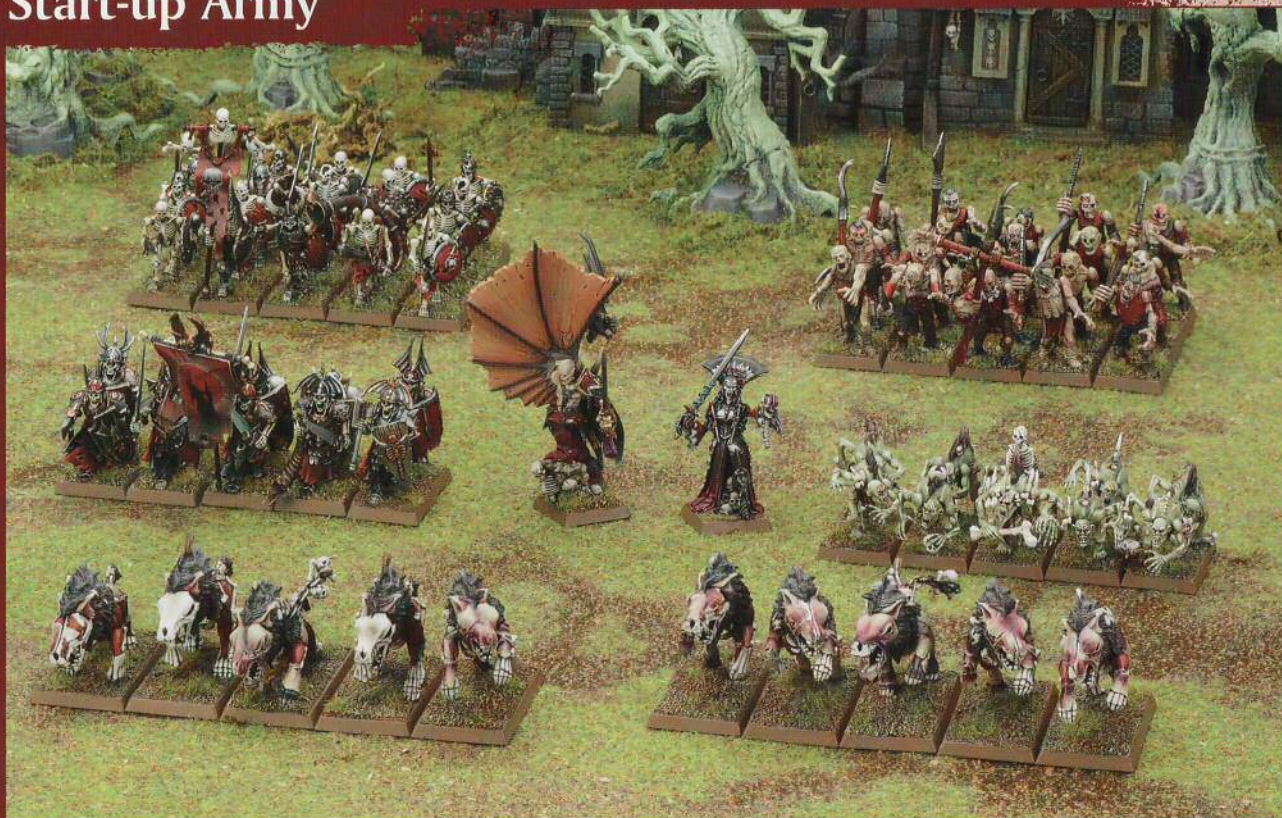
AH: With the changes to the Vampires, existing Undead players will no doubt be curious about the Bloodlines...

GT: The archetypes and central images that the Bloodlines represented – the warrior, the seducer, the beast, the aristocrat, and the wizard – still remain, but the way they were treated before was quite restrictive and too literal. We were attaching names to images, which came across as very prescriptive and that was never the intention. What we've done instead is to present some cultural groups. For example, the von Carsteins are a group of Vampires propagated by Vlad, that's why they are named after him. Now, Vlad wasn't a von Carstein beforehand – some other Vampire bit him and Vlad may have done or acted in all manner of ways before he appeared in Sylvania. Another example is the Blood Dragons, who are so called because they are the Knights of Blood Keep, named after the Blood Dragon Order. A Blood Dragon may well sire a Vampire that won't necessarily become a warrior. This way we remove that literalism so it allows us and, more importantly, the player, to create new images and concepts or mix existing ones together. Not all von Carsteins are the same either – for example, Konrad was a psycho, while Manfred became an extremely accomplished user of Dark Magic. Or you can have a Vampiric beast that is actually beguiling rather than repulsive to its victims, which is in itself a well-known archetype. This approach allows players to make a Vampire unique; we don't tell you that your own Vampire has to be placed into one of these pre-generated, existing slots, which is exciting for both the gamer and the modeller.





Start-up Army



Getting started

This 1000-point Vampire Counts force is a great start-up army and can be accrued with minimum fuss. The Vampire Counts battalion is an excellent first purchase and will supply you with the 20 Zombies, 20 Skeletons and 10 Crypt Ghouls you'll need. You'll then need a couple of the awesome new Vampires to power your army.

Finally, you can round off your initial force with a few specialist troops; a box set of Dire Wolves will give you two units of five and the Grave Guard box set will allow you to add ten elite Wights to your army. A further option would be to drop a Vampire and swap in the Corpse Cart that comes with the Battalion set.

Vampire
with Forbidden Lore, Lord of the Dead, Cadaverous Cuirass and Book of Arkhan.
200 points

Vampire
with Avatar of Death, Summon Ghouls, Tomb Blade and Dispel Scroll.
185 points

5 Dire Wolves
40 points

5 Dire Wolves
40 points

10 Crypt Ghouls
including Crypt Ghost.
88 points

20 Zombies
with musician and standard bearer.
92 points

20 Skeleton Warriors
with command group and the Banner of Dead Legion.
205 points

10 Grave Guard
with full command.
150 points

Total: 1000 points

AH: But I could still conform to these archetypes if I want to?

GT: Of course! The new Vampiric powers will allow you to do that with the added bonus of adding some new abilities if you so wish. A Hero-level Vampire has a 50-point allowance to purchase Vampiric powers, while a Vampire Lord gets 100 points to play with. In fact, the secret to getting a successful Vampire Counts army will depend on the combinations of Vampires, their equipment, and Vampiric powers. The playtesters came up with some wicked combinations.

AH: Now we're moving on to how the army plays what advice would you give to a first-time Vampire general?

GT: What Undead do really well are blocks

of infantry that cause Fear. The Core troops are variations on that – you have the Zombies that are dirt cheap, with really rubbish characteristics, but are very good for outnumbering and should always give you that +5 resolution in any combat (ranks, standard and outnumber bonus). Skeletons are a little more expensive but are okay fighters, with decent equipment options like spears, light armour and the ever-reliable hand weapon and shield. These two units work well in combination. A unit of Crypt Ghouls is always useful, while Dire Wolves add much-needed speed. Seed the force with at least two Vampires and you'll have a small, formidable army, perfect for any freshly blooded Vampire (Gav's provided a great example army above – Grombrindal).



The Vampire Countess is an excellent choice to lead your army.

Blood Knights



Martial Honour

The Blood Knights are nigh indestructible, and their bloodthirst makes them ferocious and implacable.

Such is their honour that they will refuse no challenge, and will fight at the forefront of an army.

Unless the unit has been joined by a character with an equal or higher Ld, a Kastellan must always issue a challenge when possible, and must answer any challenge issued by the enemy.

With their 2 Attacks, Frenzy, and the option for the Kastellan to take a 25-point magic weapon, the Blood Knights are a truly fearsome unit.

AH: You mentioned Ghouls...

GT: Yeah, they're now known as Crypt Ghouls, to further define them as a Warhammer monster, but they're another useful Core troop for the reasons I've already mentioned. More importantly, though, for 8 points a model you're getting two Poisoned attacks and Fear. They count as Undead units as well now, so you don't need to worry about their low Leadership value causing them to panic and run off too soon.

AH: Are all Vampire Counts troops Undead now?

GT: Yes, we've done this to unify the whole army. While Crypt Ghouls are technically alive, the way they act and the dark magic that infuses and summons them to the Vampire's will means they are treated like other Undead creatures.

AH: Vampire units?

GT: Yeah, there are a few troop types in the list that are actually Vampiric in origin. This is one of the biggest changes to the army lists – the fact that Vampires are not just character choices anymore. You have the Black Coach, the bestial Varghulf and the Blood Knights. They all live in the Rare section, so your army will still have to be made up of mostly Zombies and Skeletons.

AH: I recognise the Black Coach...

GT: Not only does the Black Coach now count as Vampiric, but I've increased its Ward save to 4+ and changed how Evocation of Death works. So now, instead of gaining wounds, it absorbs power dice in the Magic phase. Each dice absorbed gives the Black Coach a new ability, from scythed wheels and Hatred, to flying if enough magic is absorbed!

Corpse Run

The Corpse Run forms a nauseating barrier between Sylvania and Averland. The bottom of this unwholesome stream is littered with bones polished smooth over many centuries.

Tainted with warpstone dust, the Corpse Run is home to many mutated fish. The warpstone also infects the dead and, on occasion, they rise up from their watery graves to attack nearby villages.

AH: With the army now comprising of all Undead, units can't march, as befits a shambling horde of lifeless monstrosities. I assume magic can get your Undead regiments moving faster when needed?

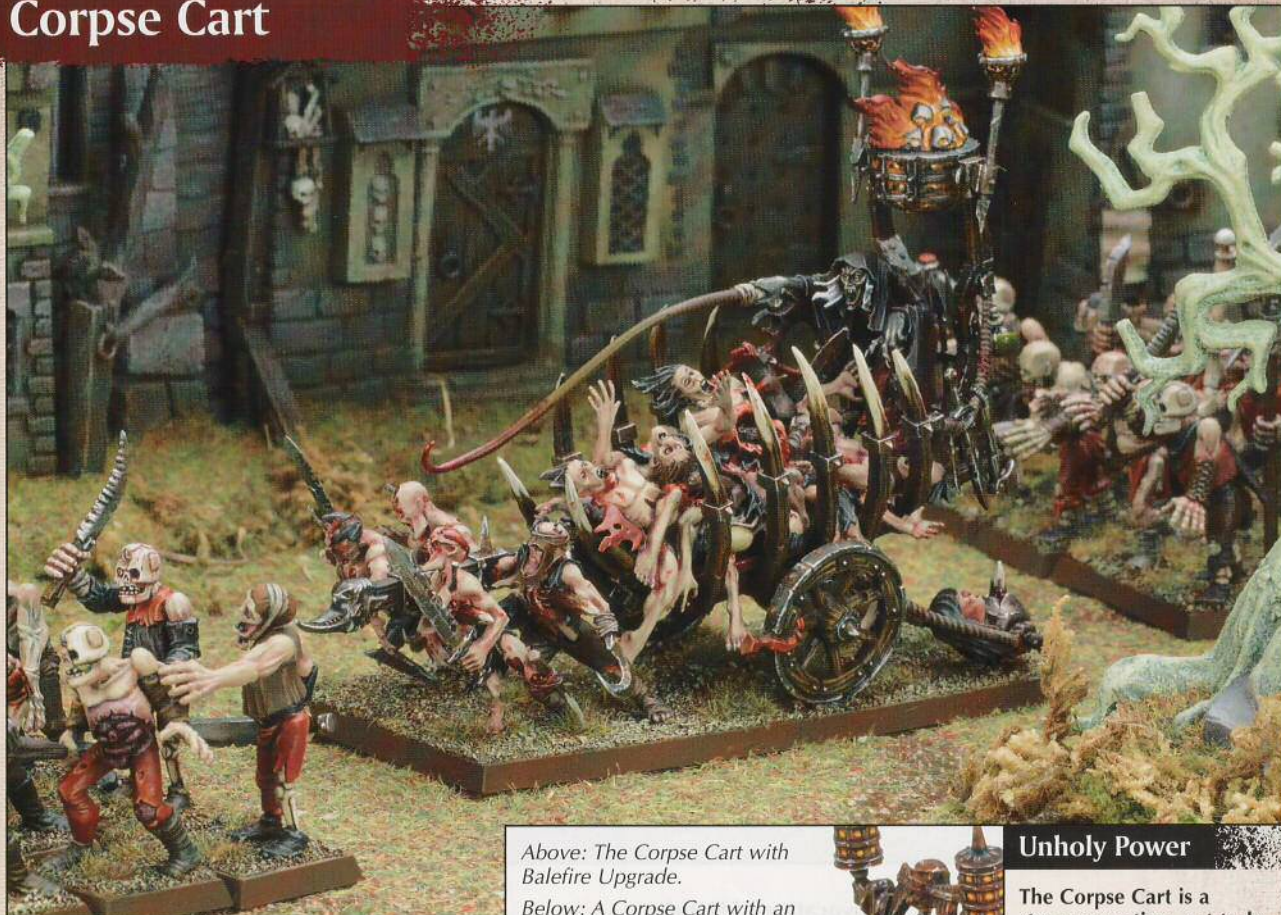
GT: Yes, magic is and always has been an important component in getting your army moving but it's not the only one. Earlier I mentioned seeding Vampires through your starting force and that's not just because of their superior fighting abilities. All units within 6" of a Vampire – or 12" of the army general – can March as per the normal rules for Marching. Previously it was just the general that had this ability and so you had armies that would be very compact and bunched up. Now, any Vampires – including units of Vampires – can get your Undead horde moving quickly, giving you greater flexibility.

AH: What about the Varghulf?

GT: The Varghulf is a great example of how John's concept sketches drove the design process. It started off as just an unnamed monster that John had drawn. Everyone thought it was cool so we knew it had to become a Citadel miniature. The Varghulf represents the Vampire that has no wish to maintain a human form and has embraced its thirst, allowing the beast within to take over. The Vampire Beast is a strong archetype that was previously represented by the Strigoi Bloodline so, inspired by John's sketch, we've developed that further. In game terms it's a powerful creature with high Movement, Weapon Skill and 5 Attacks, plus Hatred and the ability to Regenerate. What's more, because it's a Vampire it can enable other units to march move. Placing a Varghulf on the flank with



Corpse Cart



a couple of units of Dire Wolves is always a deadly combination.

AH: Ouch! I'm guessing the Blood Knights aren't too sloppy either?

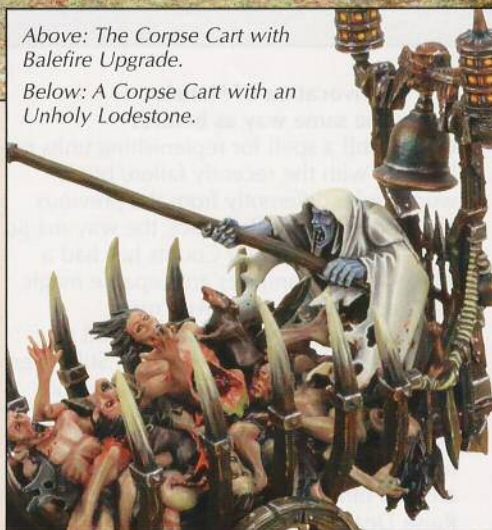
GT: No, not at all. In fact they're some of the hardest-hitting cavalry in the game. You've got high Weapon Skill, Strength 5, lances and 2 Attacks, plus Frenzy. If your unit of Blood Knights is led by a Vampire Lord who has the Dread Knight and Red Fury Vampiric powers, and they have the Flag of Blood Keep magical standard, then I can't see anything but a high-level special character stopping them. The only thing an opponent could really do against them is to use their Frenzy against them and lead them by the nose, drawing them off into meaningless combats.

AH: The Corpse Cart is another new unit and the model looks great. How is it used on the tabletop?

GT: Well, it's a mount option for a Necromancer, but primarily they are best at supporting your other units. It's okay in combat, quite resilient and, although it has low WS and Strength, its 2D6 Attacks gives the Corpse Cart potential for a strong round of combat – and it can Regenerate. However, its main ability is the bound spell it carries: Miasma of Deathly Vigour. If cast, Undead units close by can strike first

Above: The Corpse Cart with Balefire Upgrade.

Below: A Corpse Cart with an Unholy Lodestone.



in combat. Combats against the Undead tend to be quite protracted because Undead units don't break and run. So, unless your opponents flee in the first round, it's a war of attrition, which means being able to strike first is very useful. There are also two different upgrades you can purchase, although you can only have one or the other. One is Balefire, which messes with enemy magic. The other is the Unholy Lodestone, which is a bell with a warstone clapper in it. This helps units gain extra wounds with Invocation. So what the Corpse Cart tends to do is move behind the lines of Undead, boosting their abilities, and can then even join in the fight round the flanks if it needs to.

Unholy Power

The Corpse Cart is a strange creation, not truly a chariot or creature. In game terms, the Corpse Cart moves and fights as a monster and benefits from the following special rules:

Undead; Regeneration; Miasma of Deathly Vigour
This power is a bound spell with power level of 3. If successfully cast, all friendly Undead units within 6", including the Corpse Cart, are granted the Always Strikes First rule. This lasts until the start of the next friendly Magic phase.

The Corpse Cart may also take one of the following:

Balefire
Enemy wizards within 24" suffer a -1 modifier to their casting rolls when attempting to cast spells.

Unholy Lodestone
If a friendly Undead unit within 6" of one or more Unholy Lodestones, including the Corpse Cart, is targeted by Invocation of Nehek, the unit gains an additional wound.

Grave Guard



AH: So Invocation of Nehek, works the same way as before?

GT: It's still a spell for replenishing units of Undead with the recently fallen, but it works quite differently from the previous iteration of the spell. In fact, the way magic works for the Vampire Counts has had a shake-up. All Vampires are capable magic users and can become even more proficient by purchasing some or all of "The Arkayne" Vampiric powers. Still, even the lowliest Count knows Invocation of Nehek in the same way that all High Magic users innately know Drain Magic. Invocation is a Necromancy spell and there are two others in the Lore of Vampires – Raise Dead and Vanhel's Danse Macabre. Necromancy spells are important because they can be cast more than once in a phase and even multiple times on the same target. So Invocation of Nehek, when cast, will allow a unit to regain D6 wounds worth of models. If you can cast it two or three times in the same phase, it is easily possible to completely restore a unit to its starting strength. Similarly, Raise Dead, when cast allows you to start a fresh unit of Zombies. You can then keep casting Raise Dead to create fresh Zombie units in another part of the battlefield and then increase their size with Invocation of Nehek. The most famous Undead spell, Vanhel's Danse Macabre, is easier to cast than before and has two effects. You can either cast it on a unit to get them to make

an additional move of 8" or you can use it to get them to strike first in combat. What's more, because it's a Necromantic spell, it can be cast again and again, to get your whole battleline hitting first or give a lagging unit of Skeletons a burst of speed.

AH: I'm guessing it's worth noting that Invocation of Nehek can now be used on any Undead unit, not just Skeleton Warriors and Zombies?

GT: That's right – because all entries in the Vampire Counts list count as Undead, all can be affected by Invocation. That means you can restore wounds to anything from Grave Guard to Blood Knights, or even a wounded Varghulf. This makes the spell the thumping engine behind the Undead army, and its value in battle should never be underestimated.

AH: What about the other, non-Necromantic, spells?

GT: Well, the big one is Summon Undead Horde, which acts like a souped-up version of Raise Dead, allowing you to create a massive 5D6-strong unit of Zombies from scratch, or it can be used as an even more powerful Invocation that allows the Vampire spellcaster to replenish 3D6 wounds on any number of units within 12". Gaze of Nagash is a high-strength magic missile. Curse of Years has had a subtle change to tone it down slightly but is easier to cast. Wind of Death is a really cool and



powerful spell; the Vampire summons a spectral wind that rips the souls from its victims' bodies and then turns them into Spirit Hosts bound to the Vampire's will.

AH: You talk about Vampire spellcasters – what about the Necromancers?

GT: They're still there, fear not. You have two archetypes when you think about Necromancers. There's the wretched thrall, who seeks to learn the dark arts to please his Vampiric masters in the hope that they will one day grant him the blood kiss so he too can become immortal. The other well-known archetype is that of the master sorcerer or Liche, a powerful lord at the head of an endless army of the Unliving. Nagash himself fits into the latter, and in the last version we tried to get both types into the book. However, we didn't want to distract from the Vampires this time around, and because it's a strong image it may be something we'll come back to at a later date. So there are no Necromancer Lords in this list, just the basic, wretched mortal wizards, who live in a half-life in thrall to their Vampire masters. They can only ever be level 1 wizards although, uniquely, you can buy extra Necromancy spells for them at +15 points a pop. As they are so cheap they are useful in very specific roles. One could be your Zombie-raising guy, his sole aim being to summon as many Zombie units as possible. Another could be part of a large Skeleton regiment, propelling the unit forward with Vanhel's Danse as fast as possible.

The Black Art

Dark magic is a destructive, corrupting force. To channel its energies, Necromancers must use corpses to shield themselves from its effects. Without this protection, a Necromancer will slowly wither away until he becomes a wraith. A Vampire can unleash the full power of dark magic without risk of harming itself, and so has an intrinsic control over the

Undead that a human Necromancer can never achieve. Only a few Vampires go on to learn new spells; the majority use their Necromancer minions to attend to the day-to-day rituals of summoning and binding.



Necromancers are twisted practitioners of the black arts.



This version of Manfred is the newest addition to the Citadel Collectors Range. Turn to page 119 for details.

Manfred von Carstein is well versed in the powers of darkness.

Mannfred von Carstein

Mannfred rose to prominence many years after Vlad's defeat in Altdorf. Indeed, some say it was a betrayal by Mannfred that allowed his master's magical, death-cheating ring to be stolen, thereby sealing Vlad's fate. Still, it would be many years before Mannfred sought to rule Sylvania. Instead, he travelled the world in a quest for unholy knowledge, spending decades studying the dark arts, journeying as far south as Nagashizzar.

Years later, Mannfred returned to Sylvania. Using the cunning and stature befitting Vlad's progeny, he installed himself as Count of Sylvania. But his lust for power did not end there and, like his sire, he made an attempt to take the Empire, his army finally being halted at the infamous battle of Hel Fenn.

You can take Mannfred both as he was at the height of his power and when he was an Acolyte during Vlad's reign. Mannfred has all the raw power of a Vampire Lord and is a level 4 wizard. His Sword of Unholy Power grants him an extra power dice in the following Magic phase for each wound caused.

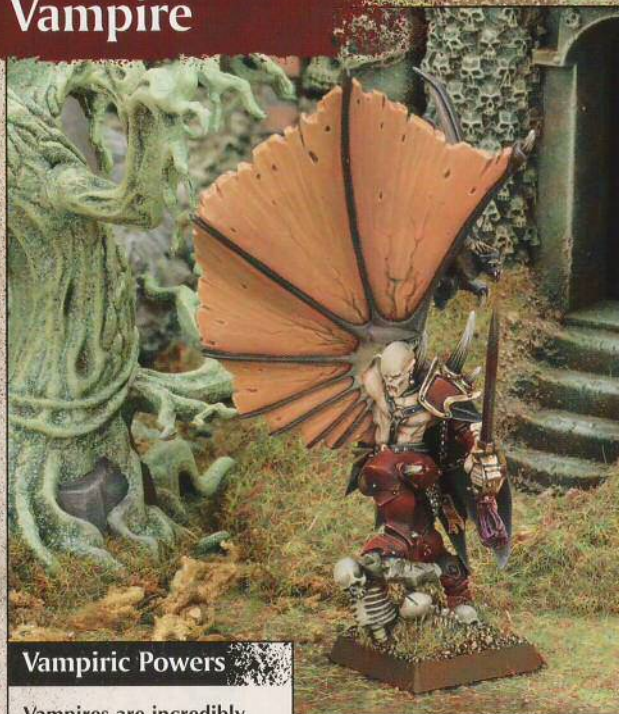


Mannfred was by far the most magically gifted of all of the von Carsteins.

Cairn Wraiths



Vampire



Vampiric Powers

Vampires are incredibly varied creatures, some dedicating their lives to warfare, while others delve into arcane lore or create vast Undead nations through political manipulation. These powers can be bought as upgrades for your Vampire. The Vampiric powers are split up into 6 archetypal categories: the Severed, the Arkayne, the Bestialle, the Martialle, the Courtly and the Master.

The Vampire shown above looks as though he has powers from the Bestialle and Martialle categories as typified by his wing and armour.

AH: The other character we've yet to mention is the Wight King in the Hero section. But as Vampires are so useful and pivotal for the army, why would anyone use up a Hero slot with a Wight King?

GT: A Wight King is not only cheaper than a Vampire, he's also tougher. We've found that they make excellent Battle Standard Bearers. And, unlike a Vampire, he can ride a Skeletal Steed and so join insubstantial units – he makes a great leader for the Black Knights who also ride upon Skeletal Steeds.

AH: Talking of ethereal units, I've noticed that while the Spirit Hosts remain largely the same, Banshees and Wraiths have changed somewhat.

GT: Yeah, the Spirit Host has had a few



Wight King
Battle Standard Bearer.



A Wight King mounted
upon a skeletal steed.

tweaks; the 0-1 restriction has been lifted and they now have a slightly higher leadership. It is the Banshee that has had the biggest makeover. Wraiths have been moved from the Heroes section of the list and returned to the regiments section, with the Banshee as the Wraiths' unit champion. The Tomb Banshee still has her Ghostly Howl – it's the only attack that can be used in the Shooting phase in the Vampire Counts army!

AH: You've been heavily involved in this project from the start – what's been the best thing about it and what parts are you most proud of?

GT: Vampires have been about in popular culture and superstition for centuries and there are so many variations of what a



Dire Wolves



Crypt Ghouls



Vampire is and how they look, so I'm really pleased with how we have a system that doesn't straitjacket you into a certain look or type and gives you the freedom to create your own unique Vampire. This also means that we've put the focus firmly back on the Vampire Counts themselves – the army won't function without them! And who doesn't love hordes of mindless Zombies and Crypt Ghouls who can overwhelm the most skilled warriors through weight of numbers, and will keep getting back up for more!

>> With Gav vanquished, Andy went in search of the talented sculptors responsible for some of the new models. Over the page we talk to Brian Nelson, Aly Morrison and Mark Harrison.



Ghouls

Crypt Ghouls are ugly, stooped creatures. Their skin is dark and filthy and their snarling lips reveal sharp, pointed teeth in their slaverling mouths. They have long claws, encrusted with filth, and the merest graze from these natural weapons can infect a man with foul disease. Though technically living creatures, over the centuries they have become so corrupted by Dark Magic that any vestiges of life have left them, their feral minds becoming dominated by their Vampire masters.

Skeletons



The design of the new Skeletons fell to expert designers Brian Nelson, Aly Morrison and Mike Anderson. Brian created the initial “dollies”, while Mike and Aly set about turning the basic Skeletons into models that fitted into the Vampire Counts range. We caught up with Aly and Brian to find out more.

“I made the dollies first,” says Brian referring to the basic, unadorned “green” figures that comprise a miniature’s basic anatomy and features. “What I wanted to do was shrink them down a bit compared to our previous Skeletons, so they would look like 28mm-scale figures if they had flesh and muscles around them,” adds Brian. “I also wanted to make sure that all the Skeleton Warriors ranked up. In the past we’ve made our Skeletons too poseable and they could be difficult to form up into units. When placed all in one unit the overall effect of the regiment is lost. This time, I designed them specifically to look great as blocks of infantry – as if marching with one purpose.”

Mike and Aly’s challenge was to take the new, basic Skeletons and add even more detail, before arming them with weapons. “We did this in numerous ways,” states Aly. “To make the models more substantial we added strips of rotting cloth. You’ll notice with the cloth – and even the standard – it all looks like it is being blown from behind. This is quite deliberate; we wanted to create the effect that an ‘ethereal wind’ was blowing the Undead forward. We used this to tie as much as the Undead range together as possible. You’ll even see it on the cloaks of Mark Harrison’s von Carstein Vampires. We tried to create the effect that the whole Undead horde is marching as one with this foreboding wind blowing them ever onward.”

Zombies

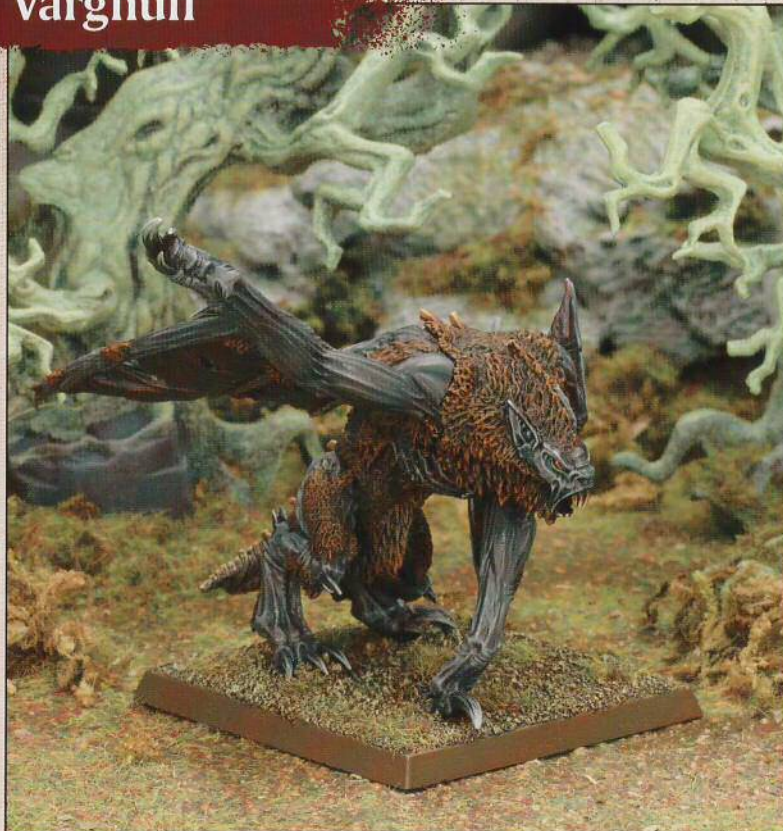


A lot of thought also went into the design of the armour and weapons that the Skeletons are carrying. “Skeletons, by their very nature, were not killed days, weeks or even months before they were raised – that’s Zombies,” continues Aly. “No, Skeletons have been dead a long time and we wanted to reflect that with the weapons and armour they held and wore. And so the shields are mainly round, while the spears and swords have a very archaic look to them,” adds Aly. With this in mind you’ll notice that the Skeletons have an antiquated appearance that gives them a look as if from a different historical era to that of “contemporary” Empire or Bretonnian soldiers. Not all the equipment follows this antiquarian trend, though. “Well, we had to do a coffin-lid shield,” admits Aly. “It’s been a long running joke for years, and it just wouldn’t be a proper Warhammer Skeleton regiment without at least one!”





Varghulf



Bestial Fury

Not all Vampires care for the trappings of life or seek to control their inner urges. There are a few Vampires who embrace their thirst, and allow the bestial hunter within to take over.

These are the Varghulfs; blood-mad killers that exist only to feed. Like enraged, starved wolves, they run rampant, devouring whole villages and yet never sating their thirst. They slaughter without mercy, revelling in bloody carnage. As well as devouring the living, a Varghulf will ransack graves and feast upon the bodies of the dead. Other Vampires consider them disgusting scavengers, though nonetheless valuable and deadly fighters in spite of their uncivilised behaviour.

On the tabletop, Varghulfs are hulking monsters that benefit from the Bestial Fury rule, which means that they have no flanks or rear in combat. In addition, they have the Vampire rule, (allowing nearby undead troops to march), Terror, Regenerate and Hatred of all enemies.

Mark Harrison of the Citadel Design Team was tasked with sculpting the von Carsteins and the monstrous Varghulf. "We had a quite extensive brief this time round," says Mark. "We wanted to refine and clarify what a Vampire of the Warhammer world looked like, so John Blanche was involved from the very start, which then informed our brief. We wanted the Vampires to be wearing armour, with weapon in hand – ready for war. From a sculptor's point of view this is more difficult than it seems, as we already have plenty of great-looking Warhammer characters in ornate armour. So the challenge was to make the Vampires noticeably different from a Chaos Champion or even an Empire Hero."

Mark went about this by incorporating different shapes on his miniatures that haven't traditionally been used in the Warhammer range before. "The Vampires now have very angular armour with ridges. When using ridges, or any kind of repeating pattern in the design of a figure, you should always use them in groups of either three or five. A Warhammer 40,000 example of this would be the head plates of a Tyranid," adds Mark.

Mark has also tied the Vampires together using a couple of noticeable design elements, like the blood drop jewellery that hangs from all three of the von Carsteins' armour. "I've also tried to get bat-wing motifs on the armour and cloaks wherever possible as well," says Mark. "In the case of Konrad it's a lot less

subtle, as he has a cloak of living bats! However, for Vlad and Mannfred the bat influences are far more understated, but still their armour incorporates leering bat faces and their cloaks have been sculpted in the likeness of the tattered form of a bat's wings."

On the subject of both Mannfred and Vlad's cloaks, it's easy to spot that these are no mundane pieces of clothing. "To add another horror element to the von Carsteins, I made the cloaks look as though they contain the lost spirits of the Vampires' many victims. On the Vlad model they're trapped inside his cloak, while on Mannfred they form the edge of the cloak, as if trying to escape from it."

The other Vampire creature Mark designed was the terrifying Varghulf. "Again, John's art was responsible for this monster; I had a chat with John and we worked out a few initial details, like the pose and the fact that we wanted the finished model to look like a weird cross between a wolf, a bat and a sloth! I wanted it to look like it was about to pounce, and so I sculpted the legs in a squatting position with bunched-up muscles. I'm really pleased with the articulation in the front claws. If you look at the Varghulf's left claw, which is resting on the ground, you'll see two prominent joints. I tried to make the creature as anatomically correct as possible, even though I was designing a totally fantastical part wolf, part sloth, part bat monster!"

Example Vampire Counts Army



Count Latham

Along with Grombrindal, Mark Latham heads the team that brings you your monthly dose of hobby-flavoured goodness in the form of White Dwarf magazine. Mark is also an accomplished Vampire Counts general – although in the Battle Report, which starts on page 36, he’s actually playing against his beloved Undead. Here, Mark designs a 2000-point army that can confidently take on all challengers.

As a long-time Vampire Counts player, I’ve been looking forward to this release for what seems like an eternity. The new list offers even more variety than before, which can present the player with a seemingly endless array of tactical choices. The army I’ve picked here is quite a competitive one, and I’ve tried to adapt the new list to my old, tried-and-tested tactics, with a few new tricks thrown in for good measure.

One thing that hasn’t changed in the new list is the importance of the characters. While you have to be wary of spending too many points on customising your Vampires (which is great fun now), it does mean that you can tailor your heroes and lords for a specific purpose. In this army, the general is a Vampire Lord with some potent spellcasting abilities. He’s a

level 2 Wizard (Dark Acolyte) who generates two extra power dice each turn (Master of the Black Arts). When casting Invocation of Nehek on Skeletons, he adds +1 to the attempt, and can increase the unit to beyond its starting size (Lord of the Dead). The Book of Arkhan is a must-buy for me – bound items are almost essential for the Undead, as they allow you to draw out your opponent’s dispel dice or scrolls, enabling you to cast the really important spells when you most need them. I intend for him to lead the Grave Guard, so I’ve given him the Blood Drinker weapon to keep the unit in tip-top condition. This same unit will be bolstered by either Konrad von Carstein or the army Battle Standard. Konrad is a cut-price killing machine, and shouldn’t be overlooked, despite his madness. The Wight King with



Vampire Counts Army

Heroes

Vampire Lord

Master of the Black Arts, Dark Acolyte, Lord of the Dead. Wears the Flayed Hauberk and carries Blood Drinker and the Book of Arkhan.

400 points

Konrad von Carstein

145 points

Wight King Battle Standard Bearer

With heavy armour and hand weapon.

100 points

Necromancer

Carries the Sceptre de Noiro. Rides a Corpse Cart with the Unholy Lodestone.

180 points

Core Units

18 Skeleton Warriors

with spears, shields, light armour and command group.

182 points

20 Zombies

with standard.

88 points

10 Crypt Ghouls

includes Crypt Ghast.

88 points

5 Dire Wolves

with Doom Wolf.

50 points

Special Units

18 Grave Guard

with heavy armour, hand weapons, shields and command group. Carry the Banner of the Barrows.

291 points

3 Spirit Hosts

195 points

10 Black Knights

with command group.

280 points

Total: 1999 points

the Battle Standard hasn't been given any extra equipment – his Wight Blade is good enough for such a bargain character.

Finally, my characters were rounded off by a Necromancer on a Corpse Cart. The Corpse Cart has the Unholy Lodestone upgrade to make summoning even easier, and the Sceptre de Noiro to help me raise a horde of Zombies just when the opponent least expects it.

Though the idea of a large(ish) horde is integral to my notion of a Vampire Counts army, I saved a few points here and there by taking smaller units. I'm expecting to cast Invocation of Nehek enough times to boost the Core units, and the Vampire can take the Skeleton Warriors above their 17-model starting strength.

One unit that I wouldn't be without are the Grave Guard – these grim warriors of

old are the bodyguard for my Vampires. You'll notice that there are lots of very good – but very expensive – elite units in the book. Because of this I found that, in a 2000-point army, I had to make some tough choices. After picking my characters and Core units, I started to run out of points. Therefore I had to be selective with my elites, and opted for the Black Knights for their Ethereal movement, and Spirit Hosts to form an anti-missile screen. The job of these deadly ghosts is to float around in front of my Grave Guard, and hopefully charge the enemy's hardest unit to hold them up and generally annoy them!

So, in theory this army should be able to overwhelm most foes. Remember to look after your characters and keep raising warriors, and your opponent will be cowering in a corner before you know it!

Vampire Counts Hobby Tips

'Eavy Metal's Neil Green provides a few expert tips to get your Vampire's retinue looking suitably scary!

Painting a Vampire Counts army is not just about drybrushing Skeletons with Skull White. Far from it! The new Skeleton models are armed and armoured with the trappings of ancient days, while their banners and shields provide scope for intricate livery. Plus, an Undead horde will

be led by a charismatic Vampire, who'll need anything but a dull drybrushing job! That doesn't mean painting a Vampire Counts army is hard – once you've mastered the basics, you'll be cranking out Skeletons and Zombies faster than a Necromancer can raise them!



Skeleton Warrior Champion

Skeleton Warrior



The bones were basecoated with Khemri Brown. The armour was basecoated with a 1:1 mix of Boltgun Metal and Chaos Black.



The whole model was then given a shading wash with a 1:1 mix of Brown and Black Ink.



The bones were layered Bleached Bone, while the armour was highlighted with Chainmail.



The bones were highlighted with Skull White, and the metal was given a final wash of thinned-down Scaly Green.



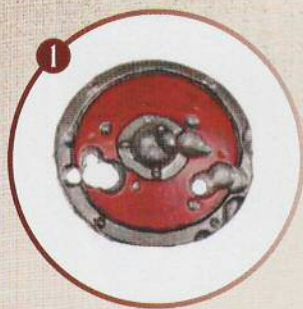
Colours of the Dead

There are lots of different approaches you can take to painting your Undead horde – here are some more of the 'Eavy Metal team's models, painted in a variety of ways.





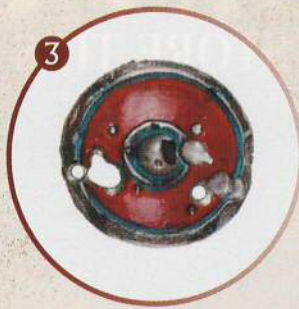
Painting Shields



The red field was basecoated Mechrite Red. The metal rim and boss were painted with a 1:1 mix of Boltgun Metal and Chaos Black.



The whole shield was then given a shading wash, using a 1:1 mix of Brown and Black Ink.



The field was layered with Blood Red, while the metal parts were highlighted with Chainmail before receiving a wash of Scaly Green.



The field is painted exactly like the metallic areas of the shield above. The brass parts were basecoated with a 1:1 mix of Chaos Black and Brazen Brass.



The whole shield was given a shading wash, using a 1:1 mix of Brown and Black Ink.



The brass was highlighted with pure Brazen Brass, then the whole shield was washed with Scaly Green to achieve an aged, verdigris effect.



Heraldry of Death

When painting the banners of the Vampire Counts army, the 'Eavy Metal team used dark colours and grim, morbid heraldry.





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THE BLOOD IS THE LIFE



On the weekend of 15th March Games Workshop stores up and down the land will be running modelling, painting and army building workshops, where you can get your new Vampire Counts battle-ready, as well as all kinds of exciting Warhammer games as The Storm of Undeath breaks upon the lands of the living!

Waldakir surveyed the burning forests of Talabheim, the smoke columns rising to obscure the rictus grin of the full moon. The tall gaunt Vampire Lord surveyed the ruined land, his tatterdemalion robes fluttering in the Wind of Death, long boned fingers rubbing his patrician chin and a fanged smile cracking his leathery skin.

The fabled Nemesis Crown, for which the living had searched and fought, was gone, spirited away to the Dwarf realms. Waldakir's predations and those of his Undead hordes had gone un-marked in the turmoil of war and now his prey was ready. Stationed across the Old World his Vampire minions stood ready at the van of their hosts, awaiting his signal to descend in a lightning strike upon the weakened holds of Men, Elves and Dwarfs.

A shadow detached itself from the blackness of the forest. The crouched form of the Undead Lord, Marcus Gore, shuffled into the moonlight. "What is your command, my Lord?" he hissed.

Without turning Waldakir replied; "Unleash Hell!"

Vampire Lords across the land, raise your foetid forces and overrun the complacent and weakling races! Living Beings of the Old World panic not, for your strength is in your courage and unity!

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HOUR OF THE DEAD



WARHAMMER BATTLE REPORT



For this issue's battle report, Gav Thorpe presents something a little different. He's written a special Vampire Counts scenario that he's going to run for our two players.

There are many different ways to enjoy Warhammer. The rulebook sets out the basic Warhammer game, often referred to as a Pitched Battle, which is great for turning up to the games table with your army and starting a battle with as little fuss as possible.

The sheer variety of armies and different opponents means that there will always be a new tactical challenge to meet or story to tell. We can now also take part in the joy of conquering all before us as we carve out a kingdom with the Mighty Empires expansion, creating bitter rivalries and uncertain alliances with our fellow Warhammer generals. Yet another way to play Warhammer is with a pre-written scenario, which is what we're going to do for this month's battle.

There's some great advice on writing scenarios in the Warhammer book, so I won't repeat that here. Suffice to say, a scenario works best when you base it on a simple idea that creates a good story and offers the players an alternative challenge. A scenario might change the deployment rules, alter the allowed compositions of the armies, or provide alternative victory conditions. The Hour of the Dead scenario does all three!

The idea came to me as I was writing and editing the history of the Vampire Counts for the new book. A prominent part of the background details the various invasions of the Empire launched by the Vampire Counts, starting with the grandest of them all – Vlad von Carstein. I thought it would be great to recreate one of those first battles, as Vlad leads his Undead minions across the borders of Sylvania, resisted by a hastily-assembled Empire army. Rather than play in the battle myself, it occurred to me that I could act as "games master" for the battle – an impartial referee who sets up the battlefield and creates the scenario for the other players. This meant that each player could be given secret information regarding the battle, leading to a very different sort of game.

Mat Ward and Mark Latham were my willing guinea pigs, commanding the Vampire Counts and Empire respectively. I set up the battlefield in advance for them to plot and plan, and gave each a briefing before the battle (as shown over the page). I then asked them to pick their armies and plan their deployment without knowing what each other's forces or objectives were. With it all ready to go, let's see how they got on!

Game Facts

Forces: Vampire Counts (Mat Ward) vs. Empire (Mark Latham).

Size: 3000 points.

Scenario: Custom scenario based upon the early days of Vlad's campaign – he has revealed himself as a Lord of the Undead and set out from Sylvania to claim no lesser prize than the Imperial Throne.

Location: Along the River Stir upon the Sylvania border.



What did this vile usurper hope to achieve? It was a question that taxed Arch Lector Voltan von Khrest as he watched the soldiers form their battleline. It had taken the best part of the day for the vanguard regiments to make their way across the small, rickety bridge that crossed the river. If Vlad von Carstein sought a crossing here, he would be hard-pressed to achieve victory. The waters were fast-flowing and the bridge easy to defend. As a last resort, black powder from the cannons and mortars had been used as a makeshift bomb on the bridge so that, should things go ill for the army of the Empire, the crossing could be destroyed. It would be impossible for the Undead legion to invade here.

As the devoted follower of Sigmar gazed across the river, he saw the dead horde approach. The sky blackened with storm clouds and a chill filled the air as dark magic wreathed and coiled across the river. Wispy tendrils of malice wrapped around the timbers of the old bridge and plunged into the frothing waters below. Horrified, Leistrass watched as the river began to churn, spewing noxious vapour, while the bridge rotted and warped, turning from wood to bone. A mountain of skulls heaved from the silt of the river, bound with filth and muscle, enveloping the bridge. A hideous construction of bone and death now spanned the river, wide enough for an army to cross. For a moment, the Arch Lector's courage faltered. Regaining his nerve, he ordered his men to stand ready for the attack.

THE SCENARIO

Here Gav introduces the Hour of the Dead scenario and the special player briefings.

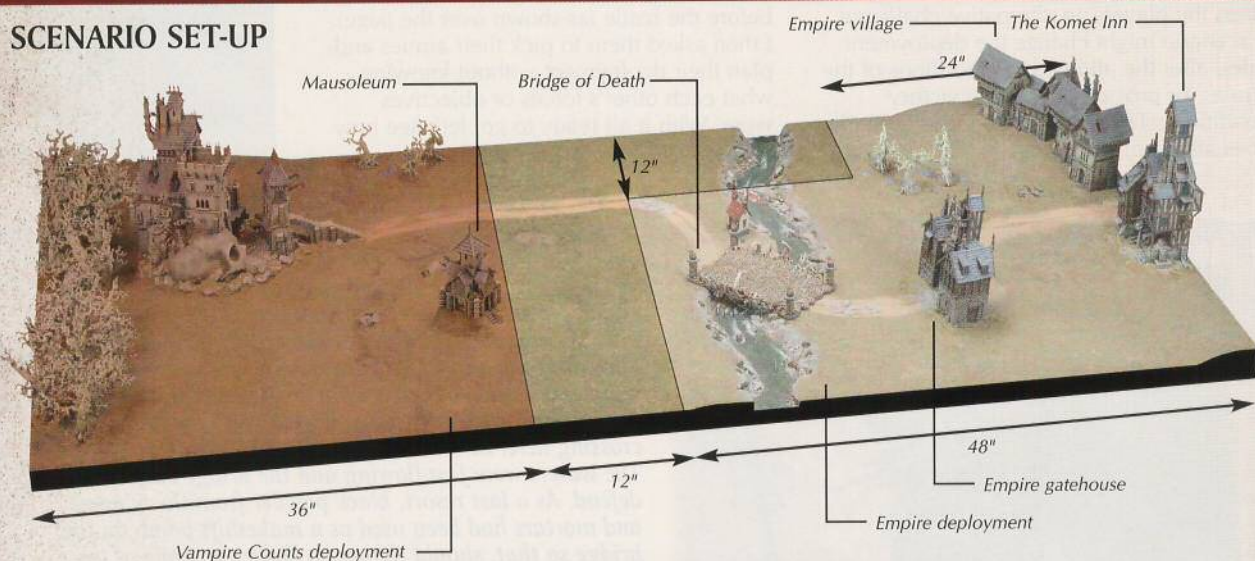
You can see the briefings that were given to each player on the opposite page. Basically, this scenario sees one army attempting to cross the river and capture the village and the other defending the river crossing. In order to give the attacking army a fair chance of achieving this objective, the two deployment zones are quite close together and the attackers (the Undead horde of Vlad) get the first turn. This means that the fighting will likely break out pretty quickly! There was another reason for starting the armies so close together. As you'll see from the briefings, each player had to draw his deployment positions on to a map before the battle, and I didn't want the defenders to have too much time to reposition their units before the attackers reached them.

An important part of the scenario isn't in the briefings, and that's how we dealt with the bridge itself. The fantastic "Bridge of Death," made by Chad from our hobby team, was going to be a central feature in the battle and we decided it would work best if we used a modified version of the buildings rules. To reflect the nature of the bridge, we allowed any unit to occupy it (not just infantry), and ruled that cavalry could assault it. We also decided that only the -2 to hit modifier for hard cover would apply to shooting. Lastly, units would be allowed to charge from the bridge, measuring the charge from the end of the bridge – if units couldn't charge out it would be too easy for the defender to park a unit on the far side of the bridge and stop any unit getting off at all!



Skeleton Standard Bearer

SCENARIO SET-UP



Above. The stage is set. Both deployment zones start deep into the table, ensuring that the action would kick off early on in the game.

Left. One of the focal points for this battle was the Bridge of Death, created by master modeller Chad Mierzwa. Incidentally, as per the normal rules, the river can be crossed at any point – not just at the bridge – treating the area as Very Difficult terrain.



EMPIRE PLAYER'S BRIEFING

Grim tidings sweep the lands of the Empire. While the rival claimants to the Imperial throne bicker amongst themselves, a new contender has arisen – Vlad von Carstein of Sylvania. He seeks now to cross the Stir and strike westwards, and you, my general, must stop him. Rumour has it that you face no ordinary foe – that Vlad is a bloodthirsty Vampire who has raised an army of the dead to do his bidding. Arch Lector Voltan von Khrest has travelled from Nuln to confirm whether this is true, and brings with him expertise on fighting the living dead and their blood-hungry masters. Reinforcements are on their way, you must hold the river at all costs. Destroy this upstart Count before he plunges us all into a terrifying war against darkness!

Army

You may choose an army worth up to 3000 points. To represent the historical nature of this battle your army may not include any of the following: named special characters; Wizard Lord; Battle Wizard; mechanical steed; pigeon bombs; Helblaster Volley Gun; Helstorm Rocket Battery. The army must include at least one Arch Lector.

Deployment

You will be given a map showing the deployment area for the Empire army. Sketch the positions of your units. These deploy at the same time as the Vampire Counts. If your army contains Scouts, these need not be marked, but may be deployed using the normal Scouts rules once both armies are set up.

The Vampire Counts army has the first turn.

Special rules

The mausoleum (marked on map) is a special feature. Whilst one of your units controls the mausoleum, the Vampire Counts player does not get the two magic "pool" power dice available to his army.

Victory conditions

The game lasts for six turns. The side with the most Victory Points wins. Victory Points are earned by the Empire for the following achievements:

- 1VP** If there are no Undead units of Unit Strength 5 or above on the Empire side of the river, or occupying the bridge, at the end of Turn 6.
- 2VP** Vlad von Carstein is slain (permanently removed from the game).
- 1VP** Each other Vampire character slain (permanently removed from the game).



VAMPIRE COUNTS PLAYER'S BRIEFING

The time is nigh! The rulers of the Empire are divided and weak. Strike hard, strike fast, and their resistance will quickly crumble. Your surprise attacks have met with some success, but you must get your army across the Stir before the Electors can strengthen their defences and gather their armies. With one blow you can cross the river and drive for Talabheim, scattering all opposition and securing your grip on the throne of the Empire. Let nothing stand in your path – no man or obstacle can stop your rise to power.

Army

You may choose an army worth up to 3000 points. The army must be led by Vlad von Carstein. The army may not contain Count Mannfred.

Deployment

You will be given a map showing the deployment area for the Vampire Counts army. Sketch the positions of your units. These deploy at the same time as the Empire. If your army contains Scouts, these need not be marked, but may be deployed using the normal Scouts rules once both armies are set up. Your army has the first turn.

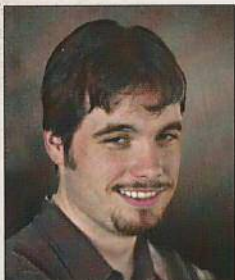
Victory conditions

The game lasts six turns. The side with the most Victory Points wins. Victory Points are earned by the Vampire Counts for the following achievements:

- 1VP** Each of the following features occupied by an Undead unit of Unit Strength 5 or above:
 - The village (counts as one building).
 - The Komet Inn.
 - The gatehouse.
 - The Bridge of Death.
- 1VP** Each Arch Lector in the Empire army slain (permanently removed from the game).



VAMPIRE COUNTS ARMY



Mat Ward is the Studio's resident top-hat-wearing, moustache-twirling villain. He's happiest when playing with the Evil races, so was a natural choice as Vlad's real world proxy.

As a wise man once said: "Evil will always triumph, because good is dumb." Obviously, we're not talking about some kind of comedy-yokel idiocy here. No, in the great battle between good and evil, the former is often guilty of the kind of specialised idiocy that doesn't realise, for instance, that the name of their kindly host is an anagram of none other than a famous bloodsucking vampire (*Stop waffling on about rubbish old movies and get on with it, Ward – Grombrindal*).

Alas, I don't think Mark's going to fall into that category. You see, he's a member of the pointy teeth brigade himself, or rather, to clarify, he has a Vampire Counts army of his own. Worse yet, the army he's going to field here is strongly Sigmarite, and they're definitely not of the whiter-than-white-even-at-low-temperatures flavour of do-gooder – more a sort of

grubby grey, really. All in all, I'm not going to be able to rely on stupidity winning the game for me, so I'm going to fall back on the second master plan of embattled evil...

I'm going to cheat!

Of course, when I say cheat I don't mean the "I'll-move-this-unit-when-he's-not-looking" or "can-I-use-my-weighted-dice?" kind of cheating. No, to have class worthy of a true lord of darkness, you have to cheat within the rules.

First up, Mark's defending a river with one bridge. This makes for a really obvious point of attack, and attack there I shall with Vlad von Carstein and a specially drafted unit of Grave Guard. However, I don't want this to be my only point of crossing, so I need some units that can ignore the river when they move. Fortunately, the Vampire Counts list has a whole bunch of



these to choose from, so I plumped for a unit of Black Knights, another of Bat Swarms and a small band of Cairn Wraiths (with obligatory Tomb Banshee). As soon as I deploy these units, Mark will have to rethink his strategy. None of these units can hold a vital building for me, but they can make a real mess of war machines, characters and so on.

My second dirty trick involves a scouting, Terror-causing Vampire popping up behind Mark's army. He'll hopefully be even more of a thorn in Mark's side than the river-skipping units. To properly ensure that's the case, I've also invested a few points in Master of the Dark Arts to boost his spell-casting abilities – while Mark's defending the river, I'll cram the buildings full of the freshly dead...

With evil plans drawing together nicely, I need some troops to help Vlad out. In this

scenario a big unit of Ghouls led by a Vampire with Ghoulin will give me a natty little first turn charge, so they're in. Some Blood Knights and a Varghulf will give me some extra muscle, while some Skeletons and Zombies will provide much-needed rank bonuses. Add a Necromancer on a Corpse Cart and Isabella von Carstein (how can I not? She's great), and the army of the dead is ready to go.

My deployment was intended to capitalise on my evil plan. Black Knights, Bats and Wraiths on the flanks, with Vlad in the centre and everything else in between. I was mildly concerned to see a big unit of swordsmen in front of my Varghulf, but felt sure that I had enough troops nearby to batter them out of the way. As for the Knights Panther in front of the Blood Knights, well, they looked for all the world like canned food...

- 1 Vlad Von Carstein
490 points
- 2 Isabella Von Carstein
90 points
- 3 Vampire Lord
with Hunter in the Dark, Supernatural Horror, The Hand of Dust, Master of the Black Arts and Sceptre de Noiro.
380 points
- 4 Vampire
with Summon Ghouls and Ghoulin.
140 points
- 5 Necromancer
with Book of Arkhan, and Corpse Cart with Unholy Lodestone.
190 points
- 6 15 Crypt Ghouls
120 points
- 7 20 Zombies
with standard bearer.
88 points
- 8 20 Zombies
with standard bearer.
88 points
- 9 20 Skeletons
with command group and shields.
180 points
- 10 3 Bat Swarms
105 points
- 11 20 Grave Guard
with command group.
270 points
- 12 6 Black Knights
with command group.
184 points
- 13 5 Blood Knights
with command group.
325 points
- 14 1 Varghulf
175 points
- 15 Cairn Wraiths
includes 2 Cairn Wraiths and 1 Tomb Banshee.
175 points

Total: 3000 points

EMPIRE ARMY



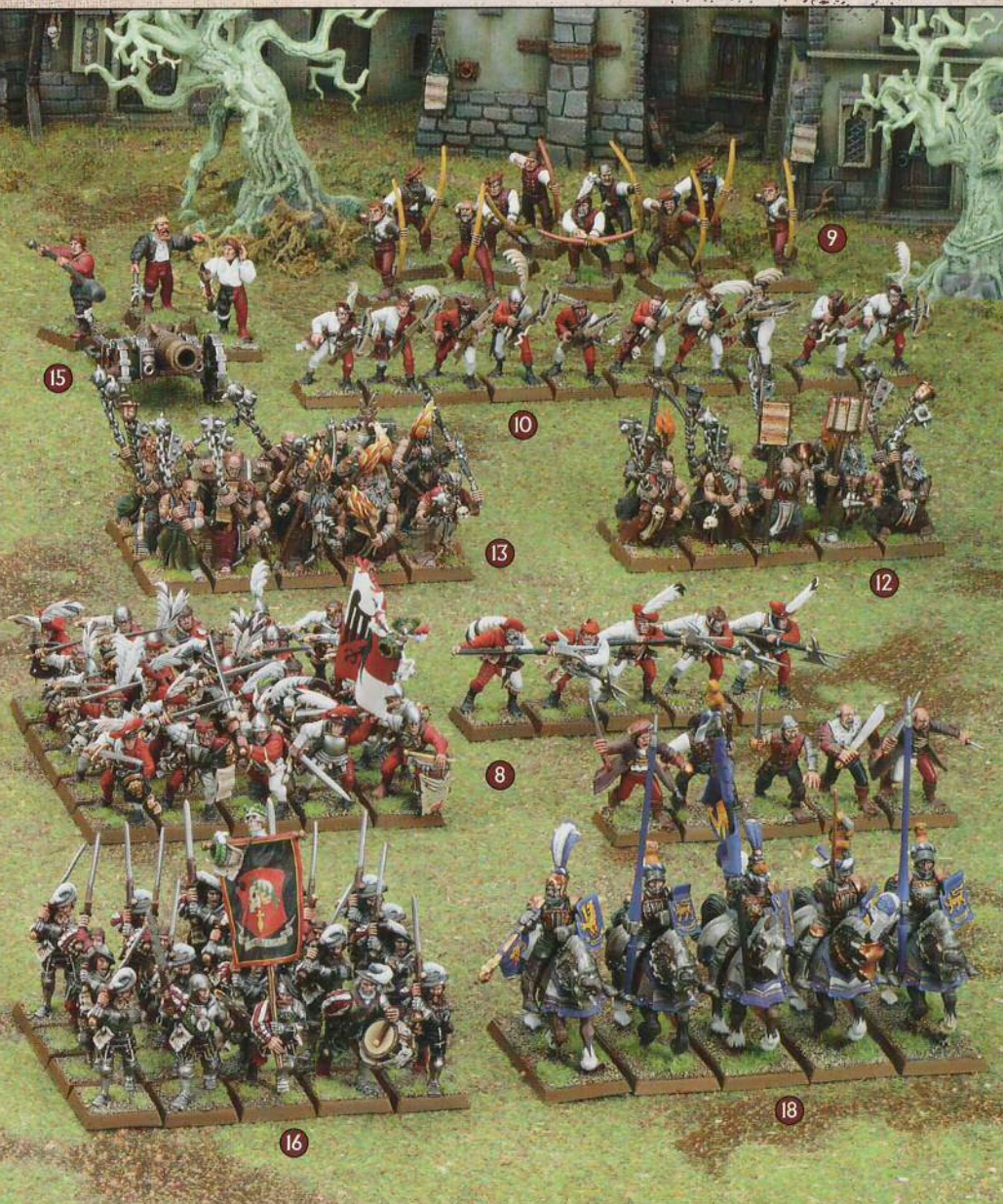
White Dwarf Editor and Warhammer nut, Mark is much more used to playing with Vampire Counts armies than against them, and is therefore hoping that his insider knowledge will help him out.

The problem I always face when choosing an Empire army is that there's too much choice! So in a way, I'm almost happy that the scenario guidelines narrow down the selection somewhat. Almost.

You see, the one thing you really need when facing Vampire Counts is magical defence, and the lack of wizards could really hamstring me in that department. So, I'm going to have to max out on Warrior Priests to compensate! My first (compulsory) choice of the day is an Arch Lector of Sigmar on a War Altar. This classic model is really first rate, and 'Eavy Metal have very kindly painted us a new Warrior Priest to ride upon it just for this game. Not only does the Arch Lector give me two extra dispel dice, but he can also cast spells from the Lore of Light – very handy against the Undead.

My other Lord choice was a tricky one, but in the end my preponderance for combat won out, and I picked a Templar Grand Master. One of my other armies is Orcs & Goblins, so I obviously like to take it to the foe! Armed with the Laurels of Victory and a Sword of Power, this Strength 6 killing machine should be able to add extra points of combat resolution to my total, even against Ethereal creatures.

The Hero slots were more straightforward. Other than a Battle Standard Bearer, I took three of the Studio's Warrior Priests. In the game, each of these guys will accompany a unit, making them Hate the enemy. In addition, they add Prayers of Sigmar and extra dispel dice to my force. When choosing magic items for this battle, I had two criteria in mind: Add to my magical defence, and take some bound items to draw away some of Mat's



dispel dice. I also took a Shroud and Icon of Magnus, then went back and gave my Arch Lector the Silver Horn – very useful in the later stages of a game against Undead.

So, onto the units. In an Empire army, I actually think the Core Units section is the strongest, so I generally pick lots of them! The large infantry units with detachments should form a powerful defensive line, supported by some missile troops. The Spearmen will be tasked with holding the bridge come what may, while the Swordsmen will be used to anchor my flank. Additionally, I took a unit of Huntsmen; these guys will hopefully claim the mausoleum objective in Turn 1, robbing Mat of some power dice early on. Aside from the infantry, I took two units of Knightly Orders – one was upgraded to Inner Circle and moved to the Special section, while the other was fairly basic.

The Knights Panther will be useful for drawing attention away from my main spearhead, while the Knights of the Blazing Sun will be joined by my Grand Master – I really want to test them heroically against some Black Knights or Blood Knights!

With all my favourites picked, I had some tactical decisions to make with my remaining points. To combat the Fear and Terror of the Undead horde, I took two units of Unbreakable Flagellants. Finally, with some points remaining, I went for a Great Cannon and two Mortars – if I'm really lucky, those Vampires will fall prey to a fluke cannonade.

As we deployed our armies, I realised that the two forces were closer than anticipated, and that my Huntsmen wouldn't be able to take the mausoleum after all. Mat's army looked formidable indeed, but I'm ready to battle for Sigmar!

- 1 Templar Grand Master**
with Sword of Power, Laurels of Victory, full plate armour and barded warhorse.
240 points
- 2 Arch Lector of Sigmar**
with great weapon, heavy armour, The Silver Horn and mounted on the War Altar of Sigmar.
272 points
- 3 Battle Standard Bearer**
with heavy armour, Holy Relic and Biting Blade.
129 points
- 4 Warrior Priest**
with additional hand weapon, heavy armour and Shroud of Magnus.
148 points
- 5 Warrior Priest**
with heavy armour and shield, Van Horstmann's Speculum and Sword (Hammer!) of Might.
141 points
- 6 Warrior Priest**
with great weapon, Armour of Meteoric Iron and Icon of Magnus.
144 points
- 7 20 Spearmen**
with command group and shields.
Detachments
5 Halberdiers.
9 Halberdiers.
210 points
- 8 20 Swordsmen**
with command group.
Detachments
5 Free Company Militia.
5 Halberdiers.
195 points
- 9 10 Huntsmen**
100 points
- 10 10 Crossbowmen**
80 points
- 11 10 Handgunners**
includes Marksman with Hochland long rifle.
105 points
- 12 10 Flagellants**
Prophet of Doom.
110 points
- 13 15 Flagellants**
Prophet of Doom.
160 points
- 14 2 Mortars**
150 points
- 15 Great Cannon**
100 points
- 16 20 Greatswords**
with command group.
230 points
- 17 9 Knights of the Blazing Sun**
Inner Circle, with command group and Standard of Arcane Warding.
304 points
- 18 5 Knights Panther**
with command group and War Banner.
180 points

Total: 2998 points

THE ATTACK BEGINS

Turn 1

Vlad's Undead legion surges forward and battle is quickly joined.



Ghoulkin

Before the first turn proper, Mat unveiled one of his Vampiric Power tricks. The Vampire leading the Crypt Ghouls used her Ghoulkin ability, giving the unit a free march move. This is performed after deployment but before the first turn begins.

In an unsubtle gesture befitting their crude, animalistic intelligence, the Crypt Ghouls loped towards the gibbering Flagellants in front of them, guaranteeing them the charge on the first turn.

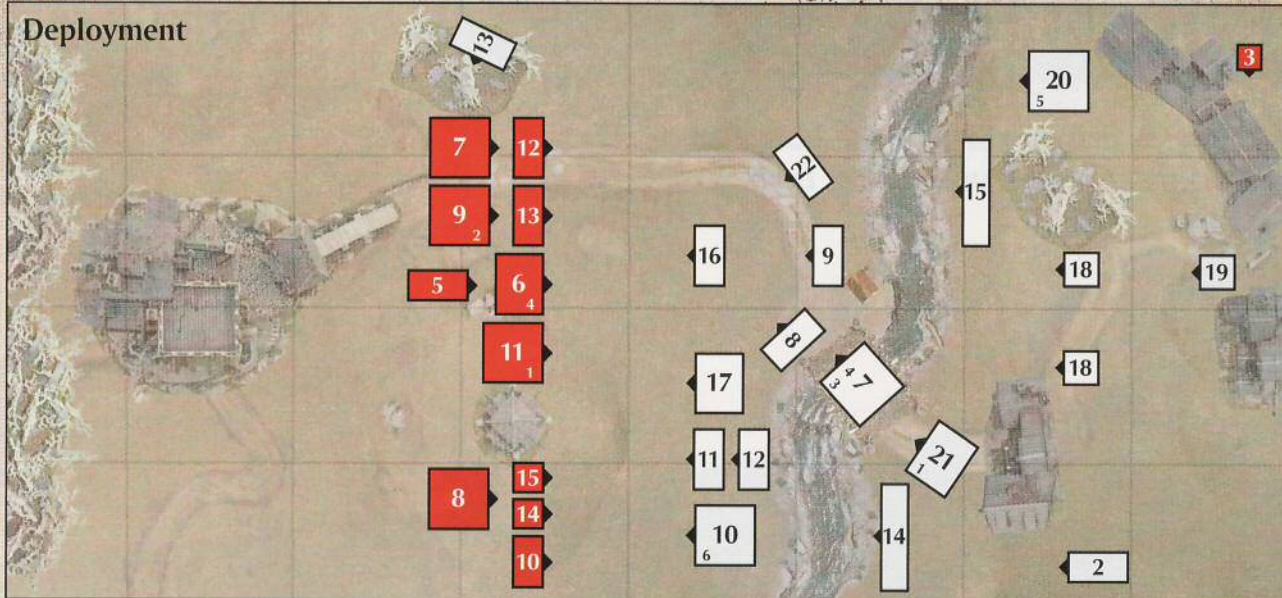
Gurgling and screeching, the Crypt Ghouls pounced on the frothing Flagellants. Alongside them, the feral Varghulf leapt forwards as well, crashing into the Swordsmen with claws and fangs bared. Unnerved by the bestial apparition bearing down on them, the Swordsmen failed their Fear test. Things could have been worse for Mark; if not for the Warrior Priest's Icon of Magnus, the Swordsmen would have been taking a Terror test and would have fled from the Varghulf! To compensate for this cowardice, the Free Company detachment bravely counter-charged the Varghulf in the flank. This did not unduly concern Mat, as enemies gain no combat resolution benefit from flank or rear attacks against the monstrous Vampire. Along the Undead line, the regiments of Vlad's army advanced. In particular, the Blood Knights galloped directly towards the Knights Panther, no doubt looking for worthy foes, while the Cairn Wraiths drifted forwards to support the Varghulf.

As Mark unleashed a deadly pun (asked if the Knights Panther were Inner Circle, he declared, "No, they're in a line"!), Mat resolved to wipe the smile off his opponent's face in the Magic phase. It didn't start well, though, with several failed and dispelled attempts to cast Raise Dead and Invocation of Nehek, including a miscast by the Vampire Lord in the village. However, things improved when Vlad decided to show his minions how to do it, and promptly sent the Blood Knights hurtling into the Knights Panther with Vanhel's Danse Macabre. The lowly Necromancer used his Book of Arkhan to move the Cairn Wraiths into the flank of the Swordsmen to finish off a somewhat roller-coaster Magic phase.

Overall, the Undead fared poorly on the charge, except for the Blood Knights, who completely crushed their opposition – the full plate armour of the Knights Panther could not stand against the frenzied onslaught of the Vampire knights.



Deployment



Vampire Counts Army

- | | |
|-------------------------|--------------------|
| 1 Vlad von Carstein | 10 3 Bat Swarms |
| 2 Isabella von Carstein | 11 20 Grave Guard |
| 3 Vampire Lord | 12 6 Black Knights |
| 4 Vampire | 13 5 Blood Knights |
| 5 Necromancer | 14 Varghulf |
| 6 15 Crypt Ghouls | 15 Cairn Wraiths |
| 7 20 Zombies | 16 Raised Zombies |
| 8 20 Zombies | |
| 9 20 Skeletons | |

Empire Army

- | | | |
|--------------------------|---------------------------|--|
| 1 Templar Grand Master | 10 20 Swordsmen | 19 Great Cannon |
| 2 Arch Lector of Sigmar | 11 5 Free Company Militia | 20 20 Greatswords |
| 3 Battle Standard Bearer | 12 5 Halberdiers | 21 9 Inner Circle Knights of the Blazing Sun |
| 4 Warrior Priest | 13 10 Huntsmen | 22 5 Knights Panther |
| 5 Warrior Priest | 14 10 Crossbowmen | |
| 6 Warrior Priest | 15 10 Handgunners | |
| 7 20 Spearmen | 16 10 Flagellants | |
| 8 5 Halberdiers | 17 15 Flagellants | |
| 9 9 Halberdiers | 18 Mortars | |

Everywhere else, the Undead failed to do enough damage to win their combats. Even the Cairn Wraiths only managed to kill a single Swordsman with their six Strength 6 Attacks! The Varghulf tried its best to swing the tide and killed three Swordsmen, but it wasn't going to be enough. Fortunately, the gigantic Vampire beast proved too tough to hurt in return – it even regenerated the solitary wound caused by the Warrior Priest's great weapon. The Crypt Ghouls were also disappointing against the unarmoured Flagellants, despite their poisoned attacks and having a Vampire to help them out they could only bring down two of the ranting madmen. In return the crazed doom-mongers sacrificed one of their own number, resulting in them being subject to Hatred! The re-rolls to hit that this bonus granted the Flagellants proved invaluable, and the flail-wielding nutters killed four Crypt Ghouls.

Having weathered the charges on his left, Mark moved his units forward on the counter attack and readied his missile troops for a devastating fusillade. Or so he hoped. The Arch Lector on his War Altar cut through the village, looking to intercept the Vampire Lord if he emerged from the building in which he was skulking.

With little for his Warrior Priests to do at the moment, Mark used their prayers to make the Spearmen and Greatswords

Unbreakable. Mat hastily dispelled Mark's attempt at a Soulfire prayer unleashed by the Warrior Priest leading the Swordsmen, not wanting the trapped Varghulf to suffer D6 Strength 6 hits...

Mark's Shooting phase brought mixed success. The Cannon and two Mortars did nothing at all, while the Crossbowmen killed the Necromancer and the blackpowder weapons of the Handgunners took a heavy toll of the Blood Knights at point blank range (see page 47).

The combats continued with the Swordsmen trying their best to bring down the Varghulf, now aided by a rear attack from the Halberdier detachment against the surviving Cairn Wraith. Although they couldn't hurt the Ethereal creature, if all five of the Halberdiers survived they would add an important +2 points to their side's combat resolution score. As it was, the solitary Cairn Wraith cut down two of the Halberdiers for their troubles. Meanwhile, the Varghulf, having survived another flurry of attacks from the Warrior Priest, turned its attention on the devoted follower of Sigmar. Despite some raking blows from the Varghulf's claws, the Warrior Priest's Armour of Meteoric Iron proved too good a defence to breach. Once again, the Varghulf survived the ensuing combat result with its regenerate ability, while the last Cairn Wraith was destroyed,

Scouts

After both players had set up their armies according to their deployment maps, it was time to place Scouts. Mat deployed first, hiding his Vampire Lord behind the buildings of the village thanks to the Hunter In the Dark Vampiric Power. No doubt having such a powerful character in the Empire's rear would cause Mark no end of headaches. For his part, Mark had hoped that his Huntsmen would be able to sneak behind the mausoleum, but the deployment of the Vampire Counts army left nowhere for them to huddle out of sight, and instead Mark placed the scouting archers in the woods. From here, Mark hoped to stop the Undead from marching in later turns, thus slowing their advance.

INTO THE FRAY

Turn 1 (Cont.)

Blood was drawn early in the battle as the armies clashed in the first turn.



Undead Combat Resolution

Undead do not take Break tests like other units. Instead, they suffer Wounds equal to the amount by which they lose a combat. This is how Mat's Ghoulin Vampire was slain, giving Mark the first VP. However, Ward saves and Regeneration can now be used against these wounds, which turned out to be critical for the Varghulf.



Key



Move



Charge



Flee



Charge of the Blood Knights

In contrast to the other two Undead attacks, the Blood Knights showed exactly what they were capable of. In a devastating charge, they unleashed 16 Strength 7 Attacks, of which 11 hit and 7 wounded! This was more than even plate armour could cope with, and the Knights Panther were butchered to a man. Bathed in the gore of their foes, the Blood Knights sped on relentlessly into the river.



Annotations

A The Varghulf and Cairn Wraiths battle against the Swordsmen and detachments. Following a poor charge by the Undead, the numbers of the Swordsmen begin to tell and the Cairn Wraiths swiftly disappear due to combat resolution. The Varghulf keeps on fighting though, kept alive by its ability to regenerate.

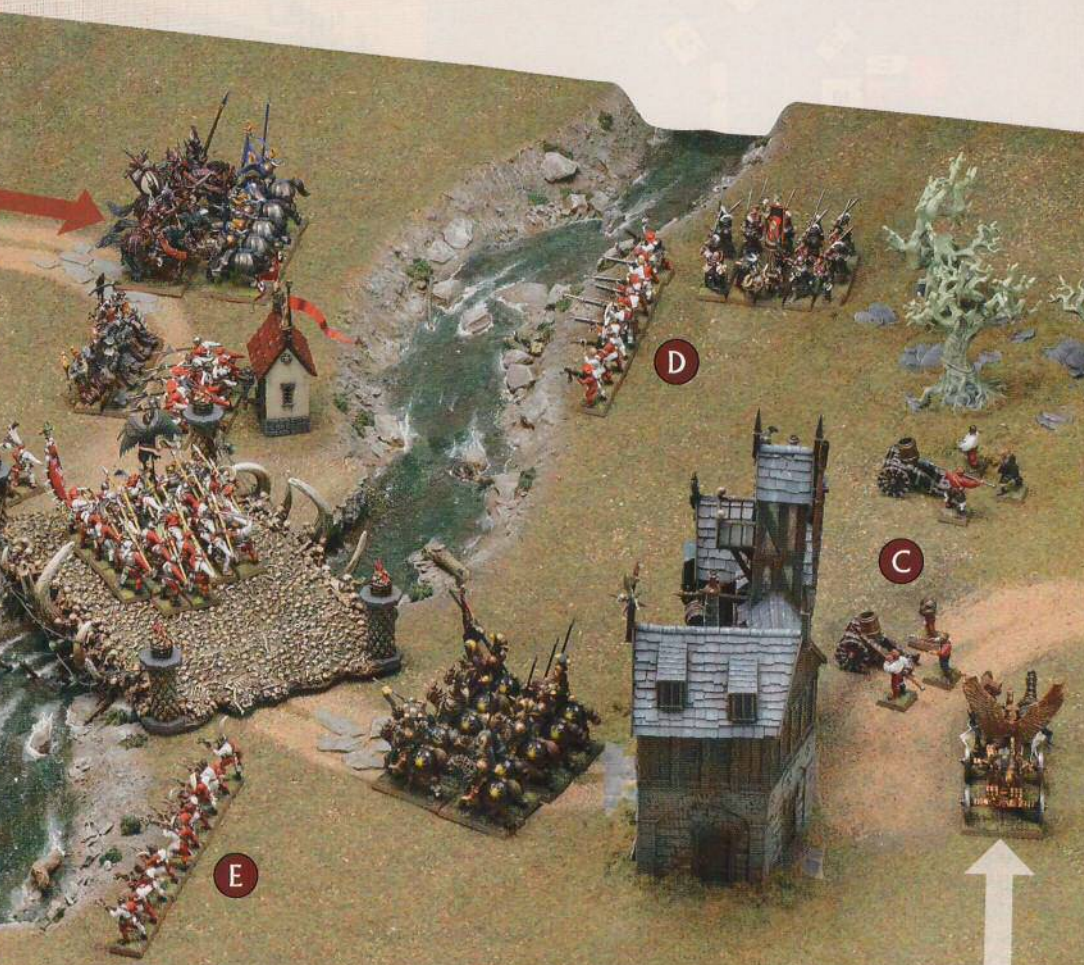
B The Crypt Ghouls get a charge on the Flagellants but perform very badly, and are quickly overwhelmed by the raving madmen.

C Some poor guessing by Mark means that the Empire war machines fail to hit anything!

D The Handgunners' Marksman picks out and kills the Blood Knights' Kastellan with his long rifle, while the rest of the unit despatch two more of the Vampire knights.

E Some lucky shooting from the Crossbowmen plucks the Necromancer from the back of his Corpse Cart!

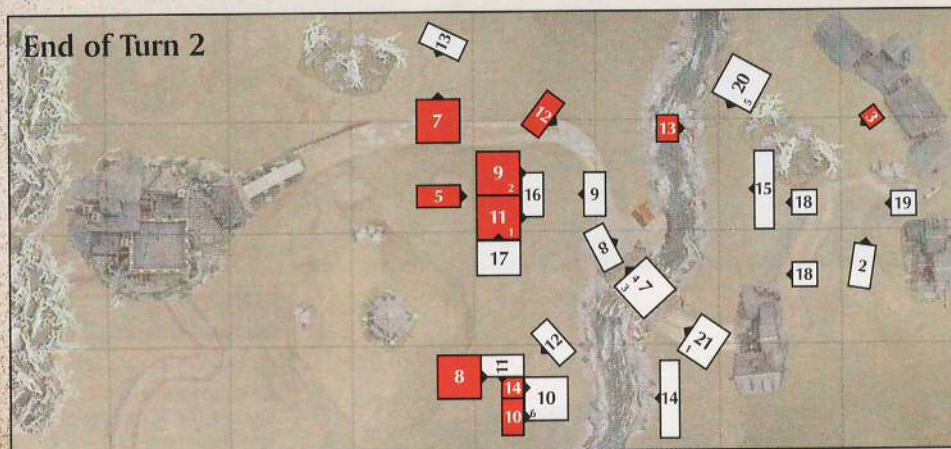
F Vlad attempts to cast Raise Dead twice and miscasts on the second attempt. However, Mark has no wizards to take advantage of the magical power unleashed.



WE'RE ALL DOOMED

Turn 2

As Vlad von Carstein leads from the front, the manic Flagellants prove their worth.



Regenerating Varghulf

Although Mat had been hoping to break through swiftly on the right, it hadn't worked out as he'd planned. However, the Varghulf had held on for four rounds of combat due to its Regenerate ability, using it against wounds suffered from both enemy attacks and for losing combat. This staunch defiance prevented Mark from advancing on the mausoleum, to deny the Undead horde some valuable magic power dice.



Making Close Calls

B The Arch Lector had attempted to charge the Vampire Lord, but due to him having to pivot around the cannon, it was difficult to judge exactly whether he was in range or not. The distance was so close that even as games master I was reluctant call it one way or the other on such an important matter – it really was impossible to tell. In the end, we decided to roll a dice for it (on a 4+ the charge was in range) and the charge failed.

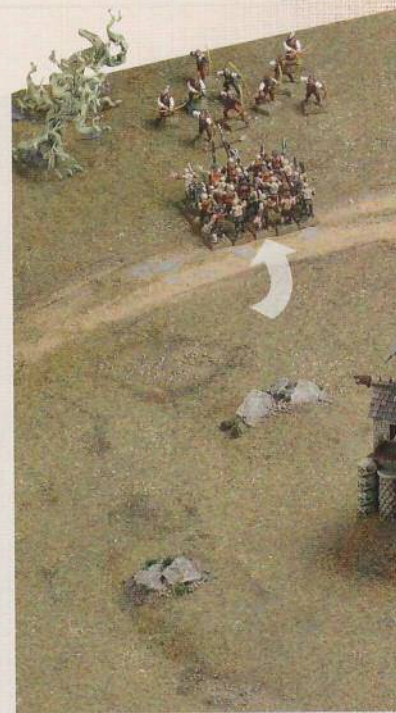
Even at this early stage of the battle, both Mat and Mark were cautiously eyeing the progress of the game. If the Undead could make some quick headway, they would overwhelm the village defenders. On the other hand, the longer Mark held out against the legions of Vlad, the harder it would be for them to cross the river in force.

Determined to seize the advantage, Mat sent his main units into the attack, pitching Vlad's Grave Guard and the accompanying Skeletons against the block of Flagellants barring their path. The Black Knights also tried to charge the Flagellants but, unfortunately for Mat, were out of range. On the Undead right flank, the Zombies were able to get a flank charge on the Free Company who were battling the Varghulf, adding their considerable weight of numbers, if not any devastating fighting

prowess. The Bat Swarms also descended in a horrifying flock to engulf the embattled Swordsmen. The other unit of Zombies on the left turned towards the Huntsmen, in a bid to drive them off and allow the Black Knights to march in later turns.

Driven by their battlelust, the Blood Knights attempted to charge the Handgunners. Although only two of the Vampire knights remained, the Imperial soldiers had seen the demise of the Knights Panther at close hand and wisely decided to flee. This left the Blood Knights with a failed charge and, as we were treating the river as Very Difficult terrain, the Vampire cavalry were forced to forge forwards slowly through the deep, foaming waters of the River Stir.

In the Magic phase, Vlad attempted to cast a Summon Undead Horde spell to bolster his army, but narrowly failed, while





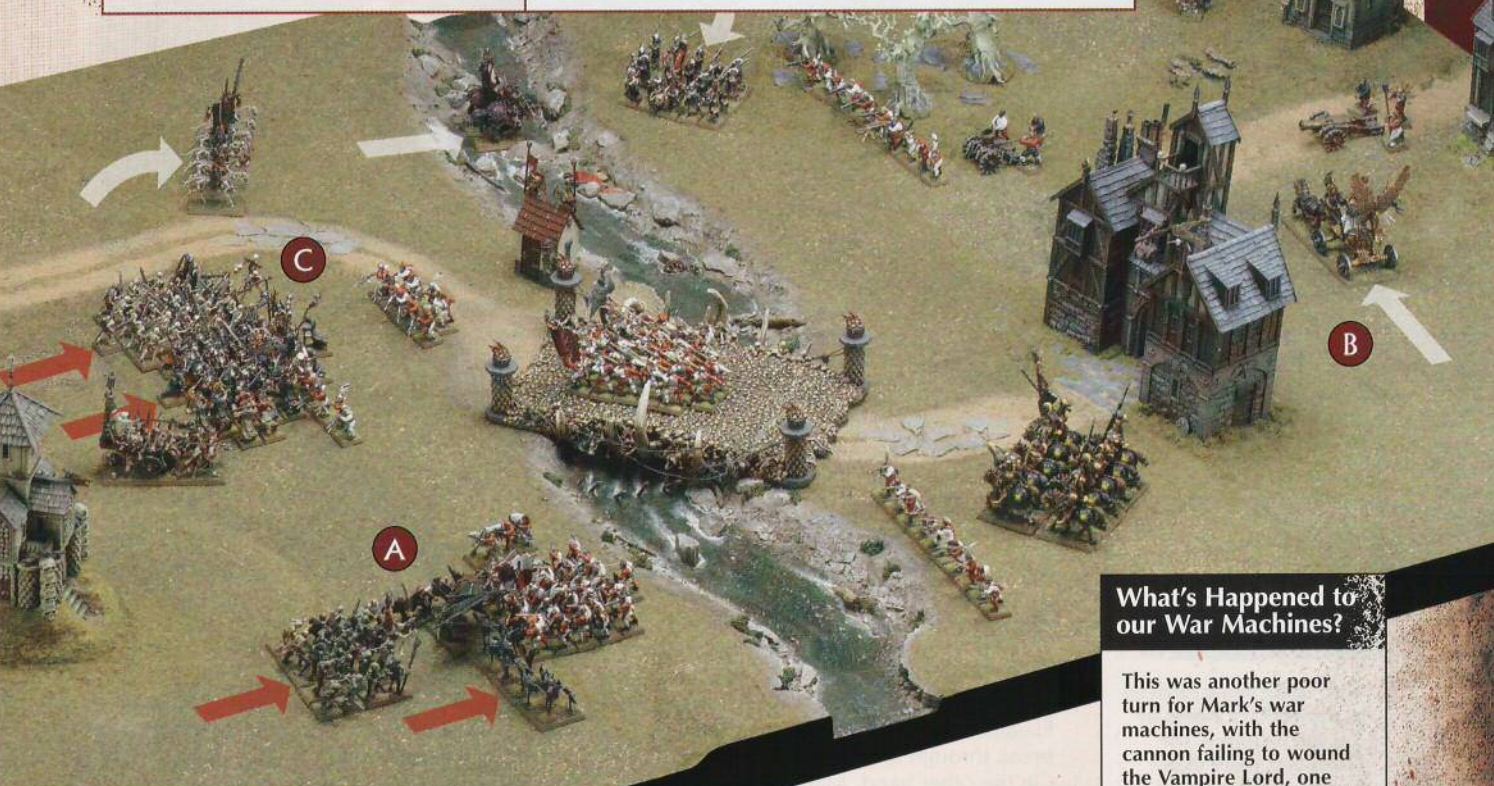
The Grind

The battle in the centre was closely contested, with both sides doing considerable damage to each other. However, Vlad caused enough damage with Blood Drinker to win the fight in the Empire's turn, and in the process used the magical blade to resurrect four of his fallen Grave Guard. Despite losing the combat, which caused the Halberdiers to flee into the river, the Flagellants survived and continued to hold back the Undead army.

C



Vlad von Carstein



Mark dispelled several more attempts at Invocation of Nehek and Raise Dead. With no edge to be gained for the Undead in the Magic phase, play swiftly moved onto the vital close combats.

The Swordsmen finally managed to inflict a wound on the Varghulf, whilst cutting wildly at the Bat Swarms, protected by their shields against the bats' return attacks. With the damage inflicted by the Varghulf and the ranks of the Zombies bolstering their combat resolution score, the Undead managed to win the combat. The Icon of Magnus again played its part, and meant that the Swordsmen only needed to take a normal Break test rather than suffer the effects of Fear. This they duly passed, though the Free Company detachment lost their nerve, routing before the Zombies and were pulled down and devoured as they tried to escape.

In the centre, Vlad used his Beguile power on the Flagellants' Prophet of Doom and swiftly cut down the raving preacher, along with two more of his unstable brethren. Despite losing more of their number to the Grave Guard, the Flagellants survived the onslaught and, being Unbreakable, held their ground. The Undead assault had been held!

Mark pushed more reinforcements to battle Vlad, flanking the Grave Guard with more Flagellants and throwing in a detachment of Halberdiers. The Greatswords advanced, ready to meet the Blood Knights, while the War Altar continued to close in on the Vampire Lord in the village. The cannon crew hastily loaded grapeshot into their war machine and fired at the Vampire Lord. Despite the hail of bullets and shrapnel, the Vampire Lord emerged from the blast unscathed!

What's Happened to our War Machines?

This was another poor turn for Mark's war machines, with the cannon failing to wound the Vampire Lord, one mortar missing its target and the other misfiring. Perhaps Vlad had cursed them before the battle!



Mortar Crew

Despite the skulking Vampire in the village, the Empire line holds firm against the Undead onslaught.



Annotations

A Despite being reduced to one solitary model by the end of Turn 3, the Flagellants more than proved their worth by holding the line, preventing Vlad getting to the bridge of bone until every last crazed zealot was destroyed.

B The resilience of the Varghulf, thanks to its Regenerate ability, was impressive, allowing it to hold up the Swordsmen and prevent them from taking the mausoleum.

C Cleansing Flare was the most powerful spell Mark had available, capable of dealing each Undead unit within 12" of the caster D6 Strength 6 hits. Mat was obviously desperate to dispel it, as he did in this turn.

Mat's mood was grim at this moment, and not just because he was acting as Vlad von Carstein. Having failed to speedily despatch the Flagellants he was looking at a struggle to break through and cross the river in time. On the other hand, Mark wasn't feeling particularly certain of victory either, with a Vampire Lord running around the village to inflict untold malice!

Having escaped a vengeful Arch Lector and a hail of grapeshot, the Vampire Lord charged into one of the mortar crews. Elsewhere, the Zombies on the Undead left charged the Huntsmen. In front of them, the Black Knights charged a Halberdier detachment, hoping to defeat them and get an overrun or pursuit move across the river. The Zombie unit close to the Varghulf could not charge the Swordsmen as the Vampire monster was in their way. Mat contented himself with menacing the surviving Free Company instead. The last two Blood Knights, still gripped by their Frenzy, charged up over the river bank and smashed into the waiting Greatswords. Against the massed ranks of the Empire regiment, they would have to do some serious damage to survive!

In the Magic phase, the Vampire Lord needed some reinforcements. He attempted to cast Raise Dead and failed, then attempted it again and succeeded. A newly summoned unit of 12 Zombies clawed their way from the soil in front of the Komet Inn. A third attempt at the spell also failed, much to Mat's chagrin. Having drawn out Mark's dispel dice with other spells, Mat then unleashed the Corpse Cart's bound spell, allowing the nearby Undead to strike first in combat.

As expected, the mortar crew survived for only a moment against the rampaging Vampire Lord, who smashed aside their war machine with a contemptuous sweep of his claws before closing in on the Handgunners. If Mat had positioned his charge a little better, the Vampire Lord would have overrun into the Empire missile troops. With similar predictability, the Black Knights swept away the Halberdier detachment, though failed to run them down as they fled into the river. In a more surprising turn, only a single Huntsman fell to the flailing arms of the Zombies, and the experienced woodsmen cut down five of the living dead in return to ensure that they won the combat.



In the centre, the Undead fell upon the surviving Flagellants with magical vigour as Grave Guard, Skeletons, Vlad and Isabella hacked their way through the apocalyptic zealots. However, when the combat was over, a few Flagellants still survived to bar their path. The doom-laden lunatics were not giving up easily. Similarly, the Varghulf and Bat Swarms battling against the Swordsmen inflicted several casualties but not enough to win the combat, and slowly they were being whittled down.

Despite their prowess with lance and blade, the Blood Knights were no match for a formed-up unit of elite Greatswords. Though the warriors of Blood Keep cut down three of the Emperor's finest and wounded the Warrior Priest, the foes' ranks and numbers were insurmountable and the Vampires perished.

The Empire line had buckled but not broken and Mark looked to regain some of the initiative. The Greatswords closed in on the area where the Black Knights would cross the river, while the Arch Lector moved forward in an attempt to trap the Vampire Lord in front of him. The Handgunners rallied and took up a position to unleash a volley at the Black Knights as they crossed the river. The Halberdiers who had fled from the Black Knights regained their composure in the middle of the river, determined to hold up the Undead advance for as long as possible. The cannon crew swiftly reloaded their grapeshot and unleashed a blast of hot lead at the newly-risen Zombies, scything down five of them – it would have been a lot more but for Mark's poor rolls to wound. Crucially, the Zombies retained control of the inn for now.

Having held on for so long, the Bat Swarms and Varghulf eventually succumbed to the overwhelming numbers

Necromancy

Three of the spells available to the Vampire Counts – Invocation of Nehek, Raise Dead and Vanhel's Danse Macabre – are "Necromantic" spells. This means that a wizard can attempt to cast them more than once in a Magic phase. This can be very important when trying to create new units, as happened this turn, or when adding lots of models to units by means of Invocation of Nehek.



of the Swordsmen. Mat had passed more than his fair share of Regeneration saves for the Varghulf already, and finally the wounds from losing the combat saw the beast crumple to the ground with a plaintive howl. On the far side of the battlefield, the Huntsmen failed to prevail against the Zombies and fled from the horde of flesh-eating fiends.

Despite Vlad's intervention, the Grave Guard and Skeletons could not wipe out the Flagellants in the centre. One Flagellant was all that remained, but his survival meant that Vlad would not be able to move on with his attack for yet another turn!

“Will no-one rid me of these troublesome Flagellants?”

End of Turn 3



THE DEAD SHALL RISE

Turn 4

With his attack stalled on the wrong side of the river, Vlad looks to sorcery to claim his prize.



Isabella



We used this classic Isabella von Carstein model in this battle. She is available from GW Direct along with a whole host of Collectors Range figures. See page 119.

Although the Flagellant holding up the Grave Guard unit would doubtless die horribly this turn, Mat fretted at losing another Movement phase. He charged the Vampire Lord into the remaining mortar, hoping to slay them and overrun out of sight of the Arch Lector. The Black Knights plunged across the river into the Halberdiers, while the Zombies chased off the Huntsmen. Meanwhile, the Zombies who survived the grapeshot piled into the nearby tavern, groaning and swaying.

Knowing that crossing the river was by no means guaranteed, Mat put all of his Magic into creating some more forces within the village. He started with the Corpse Cart's Miasma of Deathly Vigour, which Mark unthinkingly used a dice to dispel – Vlad was sure to cut down the Flagellant so it made no difference whether the Grave Guard struck first or not. Vlad

then used Summon Undead Horde again, this time in an attempt to create a new unit of 5D6 Zombies. Such a large unit on the other side of the river could swing things dramatically and Mark breathed a sigh of relief as he just managed to dispel it with the last of his dice. With no dispel dice left, Mark was left to the mercy of the Vampire Lord's casting, who raised up a unit of 12 Zombies next to the gatehouse.

At this stage, the game was at a tie, as Mark had slain one Vampire and Mat had captured one building. However, if Mat could take the bridge and another building, things would be looking a lot better.

Vlad finished off the remaining Flagellant with a flourish and set his gaze on the Spearmen defending the bridge. In front of the Grave Guard the Black Knights easily rode through the surviving Halberdiers and galloped up the far bank.

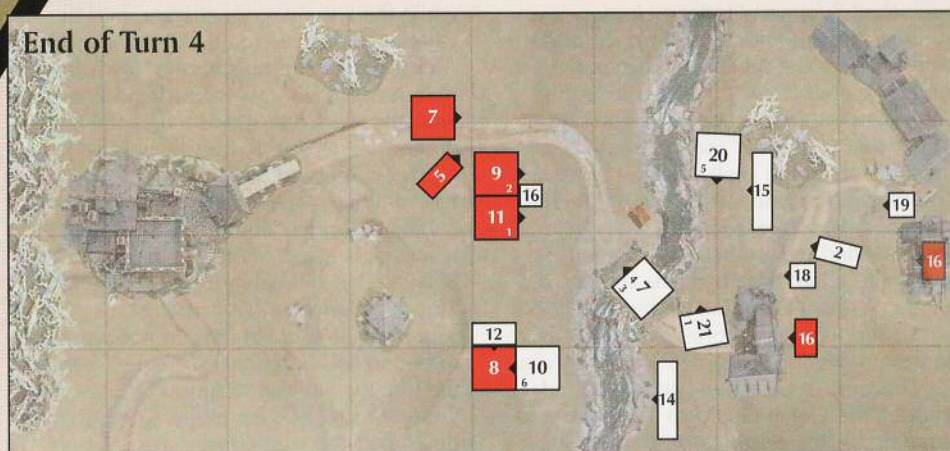


Die, Unholy Beast!

Having contested the magic of the Vampire Lord for several turns, and also having narrowly missed out on a charge earlier in the battle, the Arch Lector finally managed to steer his War Altar into the Undead Lord. Before despatching the Vampire Lord, though, the Arch Lector had other things to do. Casting the Light magic spell Cleansing Flare, he inflicted a wound on the Vampire Lord (to add injury to insult), and banished several Zombies from the newly raised unit, leaving just a lone Zombie hiding in the tavern. The results of his charge were swift and predictable, with the impact hits alone causing enough damage to slay the Vampire Lord. Mark sported a very satisfied grin as the Undead beast was ground beneath the wheels of the Arch Lector's blessed chariot!



End of Turn 4



However, their overrun move had been just a little short, and they were left right in front of the Knights of the Blazing Sun.

Luck seemed to desert the Vampire Lord, as he cut down two of the Mortar crew but failed to finish them off. The surviving crewman did nothing in return but passed his Break test, locking the Vampire in combat right in front of the Arch Lector. For the first time in the battle, Mark had some devastating charges of his own to look forward to!

The Imperial Grand Master signalled the charge, eager to be in the fight. On the other side of the gatehouse the Arch Lector yelled his praises to Sigmar and sent the War Altar crashing into the imposing frame of the Vampire Lord. Across the river the Swordsmen locked their shields and hurled themselves towards the Zombies. It seemed as if all across the battlefield the army of

the Empire was on the counter-attack. Never one to take things for granted, Mark moved the Greatswords along the river bank towards the bridge, from where they would be able to intervene next turn if the Black Knights somehow survived. This had the added benefit of moving the Greatswords closer to the gate tower, which Mat was currently trying to claim with his raised Zombies.

As it was, such precaution was unnecessary as the charging Inner Circle knights smashed through the Black Knights without pause and sped onwards towards the bridge. The Swordsmen cut down Zombie after Zombie, aided by the Warrior Priest who swung his great hammer with renewed vigour. Shattered by the ferocity of the Empire attack, more Zombies collapsed to the ground as the dark enchantments animating them dissipated.

Targeteer!

Throughout the battle the steady nerves and true aim of the Marksman in the Handgunner unit had been a tremendous boon to the Imperial forces. Earlier in the battle he had taken out the Blood Knight Kastellan. Then, in this turn, the Marksman continued his run of prodigious shooting, picking out Isabella von Carstein from the unit of Skeletons and wounding the Vampireess!



Marksman with long rifle

THE COUNT STRIKES

Turns 5 & 6

The battle now centred on control of the bridge. Will Vlad be able to seize the crossing and hold against a counter-attack?

Arch Lector



The Arch Lector remained in a prominent position within the village to get as many Undead units within the Cleansing Flame spell radius as possible.

Annotations

- A** The Corpse Cart trundles towards the bridge to support Vlad and his elite unit of Grave Guard.
- B** The Swordsmen, having toiled ceaselessly throughout the battle, mainly against the Varghulf, see off the last Zombie. This late into the battle there's nothing more they could do.
- C** The cannon aims at Isabella in an attempt to slay another Vampire. Unfortunately the shot is way overlong and fires harmlessly high into the dull, clouded sky.
- D** In Turn 5 the reliable Hanggunners take aim at the skeletons and down another four.
- E** Mat uses Summon Undead Horde in the final magic phase to pack the inn with more Zombies.

Mat started Turn 5 with no Victory Points, while Mark had earned 2 points by killing two Vampires. The general of the Undead had only two forces with which to contest the crossing and village – the Zombies on the far side of the river and Vlad's Grave Guard. If he were to wrest any kind of result from the situation, Mat would need to use both to their full potential.

Without hesitation, Vlad charged the bridge, trusting that he and his elite warriors would be able to see off the defenders. Behind them, Isabella led her Skeletons into a supporting position, should things go horribly wrong. The Zombies in the village shuffled into the gatehouse to claim a vital Victory Point for the forces of Undeath.

In the Magic phase, Vlad once more unleashed Summon Undead Horde, looking to swell the ranks of his Zombies. Mark rolled a big handful of dispel dice and got a double six – but also a double one! The double one was an automatic failure that “trumped” the automatic success and so the spell was cast. The Zombies in the gatehouse now numbered nine models, while those in the tavern were swelled by another nine Zombies – enough to claim the objective and score another Victory Point (or, perhaps, victory pint!). Suddenly the scores were even again and the battle for the bridge would be vital.

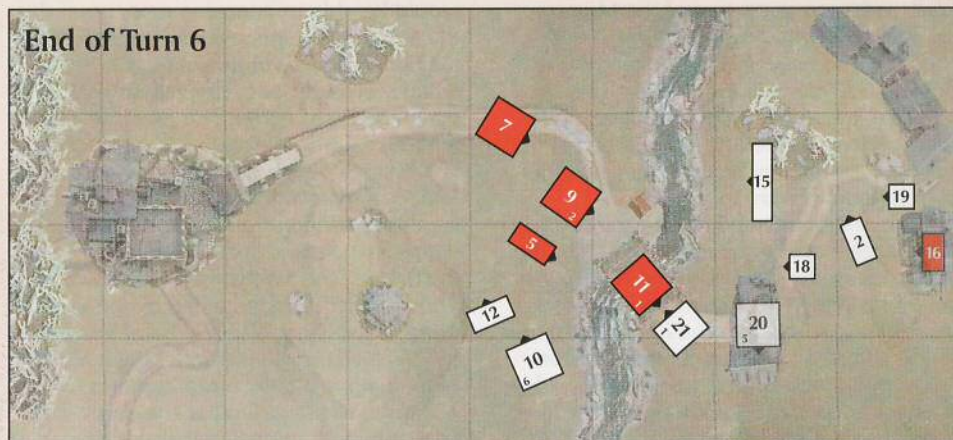
The Corpse Cart then used its bound spell on the Grave Guard to allow them to strike first – this would be important, as normally units charging buildings lose the benefit of striking before their opponents. In the end, the Spearmen put up little resistance, the sheer killing power of Vlad

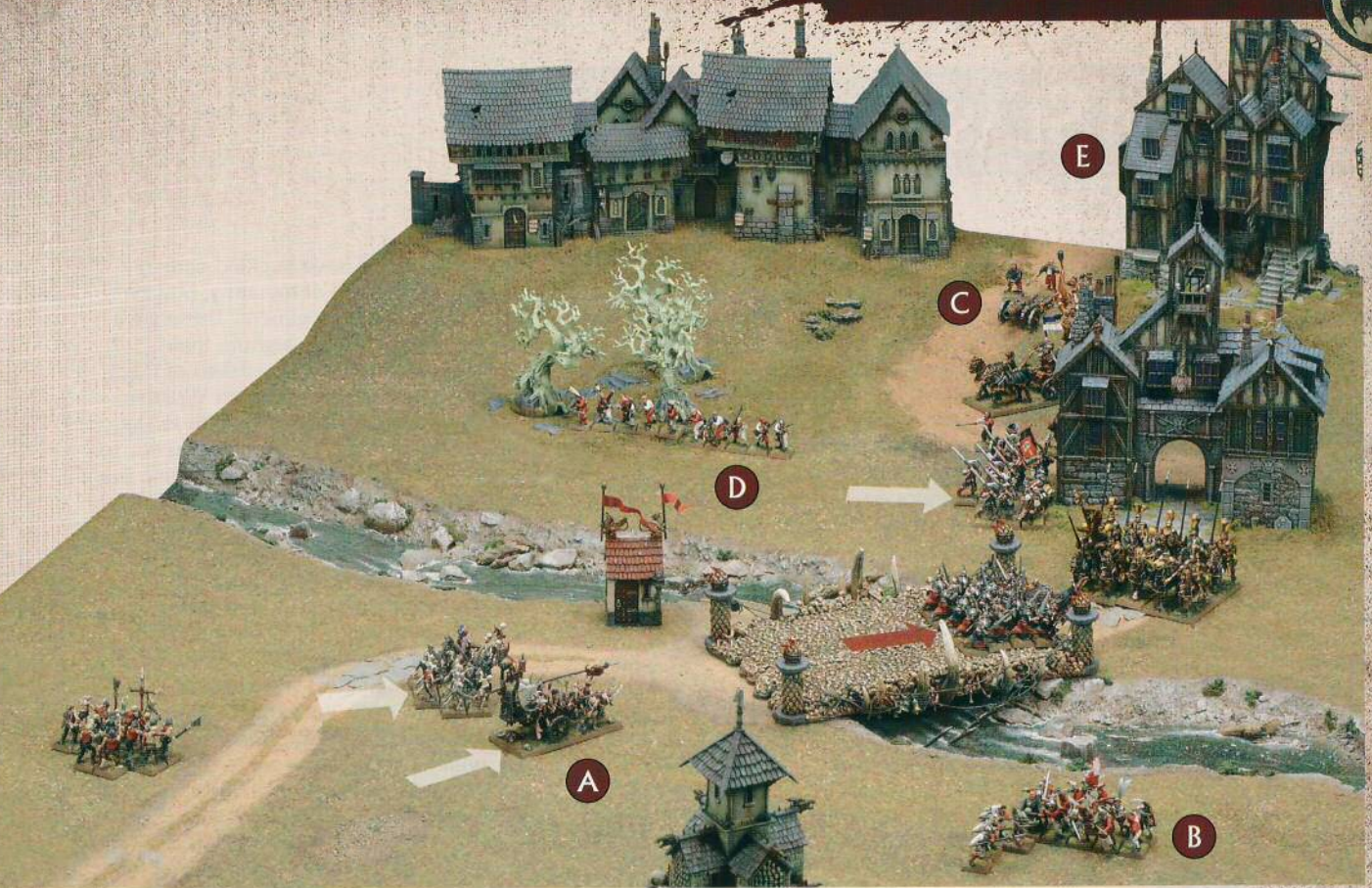
proved more than enough to win the combat. Outnumbered by Fear-causing enemies, the Spearmen needed to roll a double one for their break test. They failed, but had a re-roll from their battle standard. This came up as a 1 and a 2 – close but not enough to save them. The Spearmen fled from the bridge, panicking some nearby Crossbowmen in the process and abandoning their banners as they went. The Grave Guard had finally taken their objective. Mat claimed the banners as prizes – even though they weren't worth any Victory Points in this battle, he enjoyed a good gloat all the same.

Mark was now 3-2 down on Victory Points, and turned his efforts to reclaiming the bridge, charging with the big unit of Inner Circle knights. The War Altar moved forwards to get Cleansing Flare into range, while the Greatswords charged into the gatehouse to drive out the Zombies. The Arch Lector's attempts to thin down the numbers of the Grave Guard and Zombies was dispelled, and it was left to the Knights of the Blazing Sun to prevail on their own.

The Greatswords hacked and chopped their way into the gatehouse, mercilessly cutting down the Zombies and, crucially, taking possession of the building. On the bridge, Vlad did his best to cut down the Empire knights but even against his supernatural strength their armour proved to be too solid and only a single Knight of the Blazing Sun fell to Blood Drinker. The Grand Master and his fellow knights cut down half-a-dozen Grave Guard for no more losses, but even this considerable tally was not enough to wipe out the Wights. Having failed to break across the bridge, the knights withdrew a short

End of Turn 6





distance and prepared to charge again in the final phase of the game, knowing full well that this glorious action could carry the Empire to victory and maybe even halt Vlad's Undead invasion before it could truly begin.

Seeing no gain in leaving the bridge, Mat contented himself with using Summon Undead Horde to further bolster the number of Zombies in the tavern and the Grave Guard regiment, and prepared himself for the final charge of the Knights of the Blazing Sun. Mark's best opportunity for a win now was to attempt to slay Vlad, either directly or through combat resolution – and then hope that Vlad's Carstein Ring failed to resurrect him. It was a slim chance, but better than nothing!

As it was, Vlad and his Grave Guard proved too tough to slay and the bridge stayed in the hands of the Undead. That slim chance of victory had slipped from Mark's grasp. With two Vampires slain and two buildings under Undead control the battle ended as a bloody but well deserved and highly enjoyable draw.

The Grave Guard

For the whole battle, Mat had lamented the performance of his Grave Guard, but they proved their worth in that final turn. With no charging bonuses, the Knights of the Blazing Sun could not benefit from their lances, although their armour protected them against Vlad's determined attacks. The knights and their Grand Master tried with all their might to kill Vlad, but he survived their attacks unscathed. In a last, mocking gesture, a Grave Guard attacked the Grand Master and rolled a 6 to wound – this was a killing blow that would slay the Grand Master outright regardless of his 3 Wounds and near-impenetrable armour. Despite being locked in combat for so many turns, this was the first and only time in the game that the Grave Guard had inflicted a killing blow, much to Mark's dismay. With no Ward save to protect him, the Grand Master slid from his saddle, beheaded by a glowing spectral blade.



VICTORY POINTS

Vampire Counts: 2

Empire: 2

HACK N' SLASH

Hero of the Empire

My choice for "man of the match" in this battle has to go to the lone Flagellant. The 10 points that he cost me made the difference between Vlad von Carstein reaching my line and faltering at the bridge. Unbreakable units rock, and this nameless, dispossessed warrior really proved his worth!



Flagellant

Mark: What a game! That was actually as exhausting as it was fun – the narrative side of things kept Mat and I on our toes, as it took a different approach to a standard battle. It also meant that we had to think a lot more about what we were doing, as Gav was set on challenging our preconceptions throughout.

I'm really pleased with the way my army performed. Mat is a very good player, and we couldn't help but get pretty competitive. However, I was very confident in my army selection and deployment, with one or two exceptions. The hidden deployment was a bit nastier than I'd thought – I was unprepared for Mat's Scouting Vampire, and the threat that it posed to my artillery made me over-cautious with the Arch Lector throughout the game. I wanted to keep the Sigmarite Lord on hand to kill the pesky Vampire, whereas I originally planned to use him more aggressively.

Other than that, my plan went fairly smoothly. Mat didn't expect me to have quite so many Dispel dice, and that put paid to a lot of his spell-casting capability. I was unfortunate not to dispel Vanhel's Danse Macabre in Turn 1, however, as failure to do so cost me my Knights Panther! Those Blood Knights are truly scary, and it was actually pure luck that let me beat them in the end. Our hidden deployment just happened to have the Blood Knights facing my Greatswords – I don't think any other unit in my army could have halted the charge of the Vampire Knights.

My Flagellants also performed admirably, holding up the centre of Mat's horde for most of the game!

Without them, I'd have buckled early on. The surprise success of my army, however, was the Swordsmen regiment. These guys took the charge of the Varghulf, their detachments did everything asked of them, and they even saw off the Cairn Wraiths and a Bat Swarm to boot. My faith in the Empire rank and file was not misplaced. To be honest, I think Mat's only mistake in the game was to charge the Swordsmen with the Cairn Wraiths – he'd have been better served using their ethereal movement to charge the Crossbowmen across the river. Had he done that, he'd have saved his Necromancer from getting skewered...

Speaking of missile troops performing well, the Handgunners were amazing! The Marksman was my "best buy" – he picked off the Kastellan from the Blood Knights unit, which undoubtedly led to their

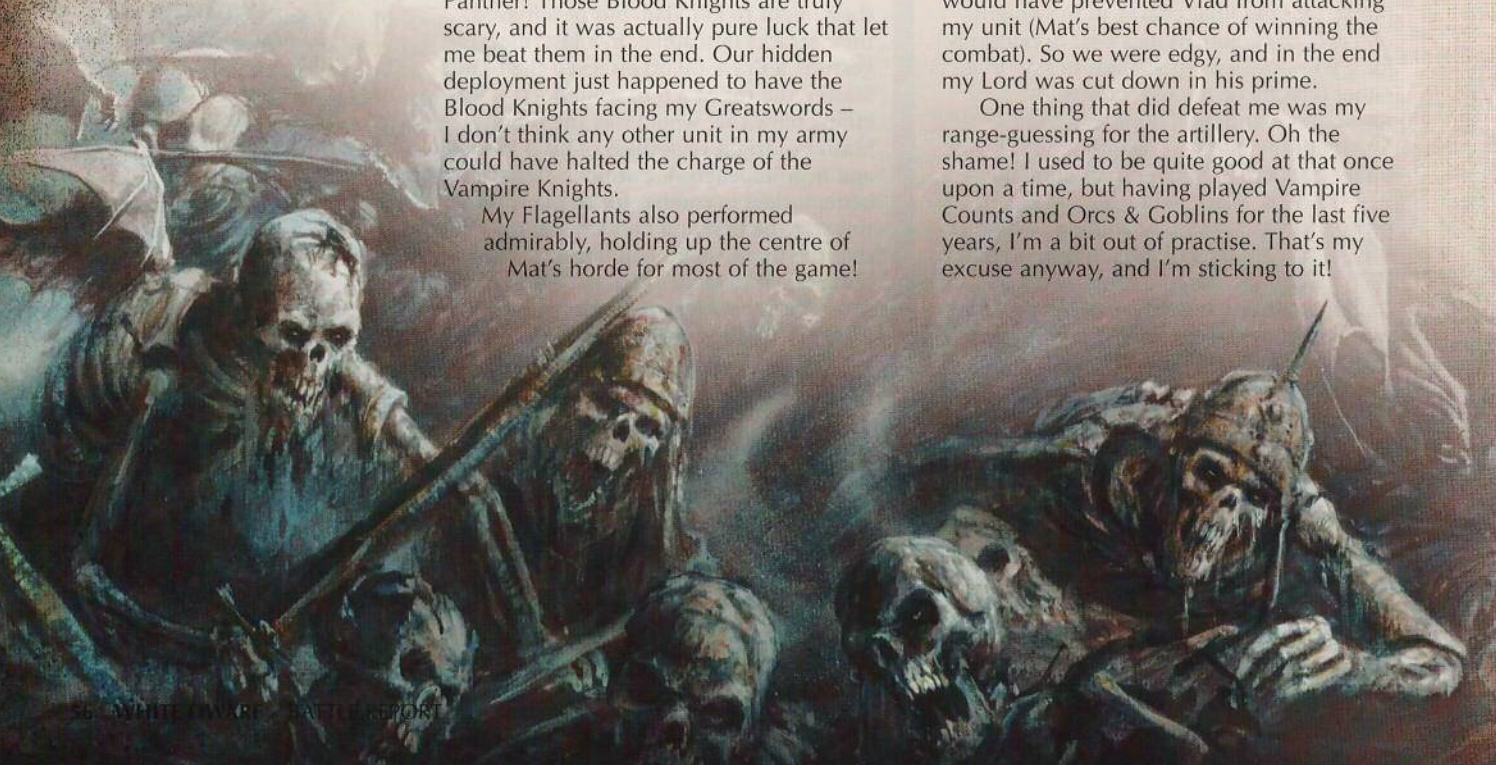
demise in the following turn. The same Marksman wounded something almost every turn, including Isabella von Carstein in Turn 4!

The final battle for the bridge was tense, and not quite as

heroic as I would have liked. Neither me nor Mat wanted to issue a challenge, as we both feared that the unit Champion would accept. That would have prevented me from targeting Vlad with my Grand Master (my last chance to win the game), and would have prevented Vlad from attacking my unit (Mat's best chance of winning the combat). So we were edgy, and in the end my Lord was cut down in his prime.

One thing that did defeat me was my range-guessing for the artillery. Oh the shame! I used to be quite good at that once upon a time, but having played Vampire Counts and Orcs & Goblins for the last five years, I'm a bit out of practise. That's my excuse anyway, and I'm sticking to it!

“I was unprepared for Mat's Scouting Vampire and the threat it posed.”





LET DARKNESS COME

Mat: Now, if ever there was a close-fought battle, it'd be this one. Through sheer bloody-mindedness, Vlad was able to hold his opposite number in the Empire to a draw, but it was awful close to a defeat there for a time.

Broadly speaking, everything in my army did its job, but at times there wasn't enough of it to go around. That's the thing about fighting Empire – there's always plenty of them to go around. With all those Warrior Priests kicking about, I couldn't quite get the little devils to run away fast enough. And don't talk to me about Flagellants! Of all the troops in the Empire army, there are none so difficult for the poor old Undead to cope with as Flagellants. Their units are too large for your Vampires to kill (as Vlad and Isabella proved) but you have to kill them, because they never run away. Everything else in Mark's army (apart from the incredibly durable Swordsman on the right flank) obligingly died whenever I set a unit on them, but those Flagellants single-handedly held me up for long enough to really spoil my day.

“With all those Warrior Priests kicking about I couldn't quite get them to run away fast enough.”

Otherwise, my plan went reasonably well. The Blood Knights chewed their way through the Knights Panther without stopping, and with slightly better dice might have taken the Greatswords as well – they'll be coming to battle again for sure. Similarly the Varghulf really was a star on the right flank, though he eventually succumbed to combat resolution he kept those Swordsmen pinned in place and stopped them causing Vlad problems in the centre. Once Vlad got on the bridge he was awesome, it was just that damned armour of the knights that stopped him short. That said, I should never have charged the Cairn Wraiths into the

Varghulf's fight – all they did was collapse from the same combat resolution that the Varghulf itself shrugged off. Never mind, I'll know better next time – it's easy to declare charges in the heat of the moment, so I'm going to mark that one down to fiendish enthusiasm.

Yes it's a draw. But when the night draws in, who do we really think is going to take that town?

Favourite Fiend

Without Vlad's stalwart presence in the centre, there's a good chance the Flagellants would have actually overwhelmed the Grave Guard. That, by itself, is not enough to earn this coveted title. However you should remember that it was Vlad's Summon Undead Horde spell that kept me in the game when all else seemed lost, and Vlad that took the bridge to hold Mark to a draw. That's the stuff of heroes, and exactly the kind of evil bloodsucker I want leading my army!



Vlad von Carstein

Honours Even

Gav: I hope this battle report conveys how exciting and close this game was. Right from the first turn both players swung between hope and despair as events unfolded on the tabletop. All I can say is (in droning sports pundit voice) a draw was probably the fairest result. Both players showed moments of genius and lunacy, and both enjoyed good fortune and abysmal luck. In the post-battle debrief, there were lots of talking points. What if the Arch Lector's first charge had reached, or if the Vampire Lord had slain the second mortar crew? How did the Flagellants hold so long? Should Mat have moved the Cairn Wraiths across the river? I always take it as a good sign if a battle generates so much discussion, and I feel that the scenario worked very well to create a tense, testing challenge for both players.

The use of a few simple objectives creates a strong story for a battle, and focuses the players' tactics in a very different way to a pitched battle. In the end, I was left wishing that I had been a player – and perhaps I will next time! You should give it a go as well, or even better, write a scenario of your own.

Happy Gaming!



Vampire Lord

STANDARD BEARER



Missing

Jervis Johnson has strayed. If you find him, please return him to the usual address. Promises of tea and biscuits should be sufficient to bring him in peacefully. In his place we offer Guest Standard Bearer Rick Priestley¹ together with our profound apologies.

I was busying myself with a pint in Bugman's² the other day, and couldn't help but notice the place was teeming with strangely accented folk, packing the place out and demanding unmanly drinks like fizzy water and cold lager. It turns out there was a huge Blood Bowl event taking place over three entire days – 250-odd of the very keenest gamers descending from every corner of the globe, resulting in unprecedented local immigration and a sudden paucity of goods at the local Sainsbury's³.

Noting this unexpected accumulation of innocents, I sidled over to a likely-looking bunch on the off-chance they might take pity on a thirsty old games designer. Instead, I was enthusiastically treated to tales of Blitzers and Blockers, of dice rolls won and dice rolls lost, of certain victory and crushing defeat! Great stuff it was too, and stepping through into the temple to gaming greatness that is Warhammer World I found the place packed to the gunnels with busy Blood Bowlers getting down to the serious affair of enjoying themselves. And jolly serious about it they were too!

Now I'm no stranger to the tables in Warhammer World neither of an informal evening nor at the weekends when I've taken part in countless campaigns, competitions and get-togethers of one kind or another. Even so – I made my way home that evening abuzz with the electric charge of gaming fervour. Ideas for new projects fought bravely for mental space alongside an irresistible determination to organise more games and dust down old armies. Household tasks went undone and

the weekend sped by in a blur of activity – picking up and painting the odd model, making notes on battles to be fought, and reviewing the forces in readiness for new campaigns. I don't know if I got much done – and I'm not sure I really expected to – but it was great fun! And it makes you think. It really makes you think. Between the paint and the glue, the endless cups of tea and the Archers Omnibus⁴ there's plenty of room for contemplation. And that's what led me to write this Standard Bearer. It's about some of the different attitudes I've encountered to organised gaming – attitudes that influence the way all of us play games to some extent and which often affect the decisions that rules writers make, whether they know it or not.

And let's kick off with the greatest myth about tournaments: that they're only for hard-nosed, win-at-any-costs gamers and brutal sociopaths with scant regard for the finer points of gaming and a lawyer's eye for semantics. Rubbish, rubbish, rubbish! A tournament can be whatever its organisers want it to be – the only common factor is that we get together and play games. Yes, games will be won and games will be lost – but the thing only works properly if participants want to return year after year – to meet up with old and new friends, to talk about their latest gaming projects, admire newly painted armies, and share stories over a few drinks. Of course we all come along to play games, and we enjoy playing too – but we don't *just* enjoy playing and we certainly don't *just* enjoy winning! It's been my pleasure to meet some of the friendliest and most helpful gamers at tournaments, some of whom

¹ Rick Priestley – author of Warhammer 40,000 and some other more or less well-known games.

² Bugman's Bar at Warhammer World GW HQ – a well-known Dwarf watering hole.

³ Sainsbury's – a well-known UK supermarket chain.

⁴ The Archers – a well-known show on BBC Radio 4, the well-known radio station previously well-known as the Home Service.

Blood Bowl is the game of fantasy football and perfect for tournaments and leagues.



Tournaments are run at Warhammer World throughout the year. They're a great chance to meet gamers from all over the world.



have become regular opponents over the years and good friends to boot.

That said – and speaking as a games designer here – it is true that tournaments, more than anything else, make you very aware of how different people approach games in different ways. When folk come from all over the world to take part in any kind of event there are bound to be habits of play, interpretations of rules and unspoken conventions that differ between them. These things hardly matter when you're playing familiar opponents – because you all share the same habits, interpretations and conventions without realising it. All these differences are exposed during a tournament because players have to interact with others from other parts of the country or even different countries – not always sharing the same first language in some cases. And that's why the players who really enjoy tournaments are those who are naturally tolerant, open-minded and welcoming. That's why I believe games should be written in a tolerant, open-minded and welcoming spirit too! But carefully, mind. Very carefully.

And there's nothing that shows up weaknesses in the way rules are presented or explained more than a game against the clock – as, with ten minutes to go, you find yourself frantically skipping through the rulebook in search of a desperate saving throw. Now here's the great dilemma for the rules writer – do you write the game so that it can most easily be understood and learned, or do you write the game so it can most easily be referenced? My own preference has always been for the former – but you can't ignore how easy the book is to navigate or how quickly rules can be checked and applied. Brevity and clear

logical separation of rules are vital – but then so is clarity, often demanding extra explanation and hence more text. There's no easy answer to this, as emphasis on one aspect of the writing will always compromise another, so you have to learn to strike a balance of tone and precision – to convey the intent of a rule as well as the bones of the mechanic. There's nothing like exposure to other players and playing styles to remind a games designer why these things are so important.

One of the ways tournaments do *not* influence game design is in the way armies are set at a basic size by points value – say “2000 points” for a standard Warhammer army. I say this because I have heard the contrary view expressed, often quite passionately, by gamers who seem to believe they are in the thrall of a

“There's nothing that shows up weaknesses in the way rules are explained more than a game against the clock.”

“tournament obsessed” design mafia. This is utter cobbles, you know. For starters a lot of events don't even use the standard points totals – often adding random elements, or dividing the armies into sub-groups and then playing games that pitch various combinations of sub-groups against each other. All the army lists are designed to work with a broad spread of points – but we have always recommended a “standard” value that corresponds as closely as possible to a force that can be

A 2000-point Orc & Goblin army ready to do battle with a similar sized force; a popular way of gaming but not the only method.



reasonably deployed onto your average sized table, that gives a game that takes about an evening to play, and which correlates closely to a nicely rounded and satisfying collection of models. Of course you can play games with fewer models or far larger forces – but the standard is driven by the aesthetics of the game and not by

“Don’t even worry about points values if you don’t want to – just play a game.”

Write to Jervis (when we find him) at:
Jervis Johnson
c/o White Dwarf
Design Studio
Games Workshop
Willow Road
Nottingham NG7 2WS
United Kingdom

any demands imposed by tournaments. If you have a larger table and a whole day to play – play a big game. If your collection is still growing or you have only an hour to play – play a small game. Don’t even worry about points values if you don’t want to – just play a game.

I could be going out on a limb here, but I suspect the notion that the “2000 points is a tournament army” idea is all part and parcel of a broader and equally misguided notion that “there’s only one proper way to play a game”. You know the sort of game I mean. You come along with your “stock” army. I do likewise. We both

deploy our models along opposite table edges and one... two... three, we’re off! A few hours later we have a result and pack up and go home, either jubilantly or vowing vengeance depending upon our respective fortunes. Yes, that is a very common way to play – and it’s a common way to play in organised competitions, too – but I don’t think it’s popular *because* it’s the method used in many tournaments. It’s popular because it’s what most players prefer to do most of the time. It’s popular because it’s actually quite satisfying when it comes down to it. And it’s popular because it’s easy to organise a game and get going. Yes of course, we’d all like to play cunningly crafted scenarios over a beautifully wrought tabletop, blending battle and role-play in ever more subtle expressions of the twenty-first century art form that is tabletop wargaming. We’d all like to do that. And occasionally, just occasionally, it all comes together: months of effort, models especially converted and painted, rules worked out in intricate detail, a whole weekend in which to play, a bunch of like-minded mates and a fridge fully fuelled on the launch pad. Well we can all dream can’t we – in the meantime I’ve got 2000 points of hot Gobbos and a couple of hours to kill before the last bus – fancy a game?!

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The Razor Saw and the Hobby Vice have been designed to work together to provide a safe and accurate means of cutting your miniatures. In this issue's Toolbox we run you through a few simple tips.



Building extension

The Razor Saw cuts perfectly straight, which makes it ideal for cutting large pieces of plastic terrain like Warhammer 40,000 City Ruins. By cutting the ends off two building walls you can seamlessly fit them together to get one, much longer wall section.



Top Tip

Clean your Teeth!

When the saw is used intensively the teeth can start to get blocked with fragments of metal or plastic – depending on what you have been cutting. Between jobs, take the time to remove any detritus that has settled between the teeth by “pinching” the edge of the blade with your thumb and forefinger and then moving your hand away from the blade.

Dismembering your models

“Head swaps” are the most common type of conversion. Here, we show you one way to attempt such a conversion, using two Eldar Autarchs as an example. By swapping the heads of the models, you end up with two brand new variations.



Start by clamping the first Autarch into the Vice and removing its head. Be sure to select where you make the first cut so as to cause the least amount of damage to the model.



Cut the other model's head off in the same manner as before. In this instance, cut diagonally downwards through the Autarch's neck to avoid damaging the helmet.



File down the heads and glue them onto their new bodies. You may need to file away more metal to achieve a snug fit, or use Green Stuff to fill any unavoidable large gaps.



Top Tip

Clampdown

The Hobby Vice comes with a powerful suction cup, used to affix the Vice to your work surface. For maximum stability, use a

clean, smooth, non-porous surface – tiled or glass worktops are best. As a general rule, the shinier the work surface is, the more powerful the suction.



WARHAMMER

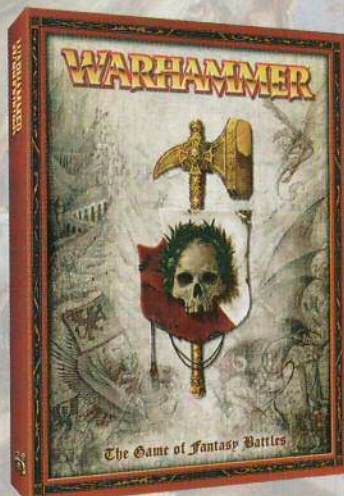


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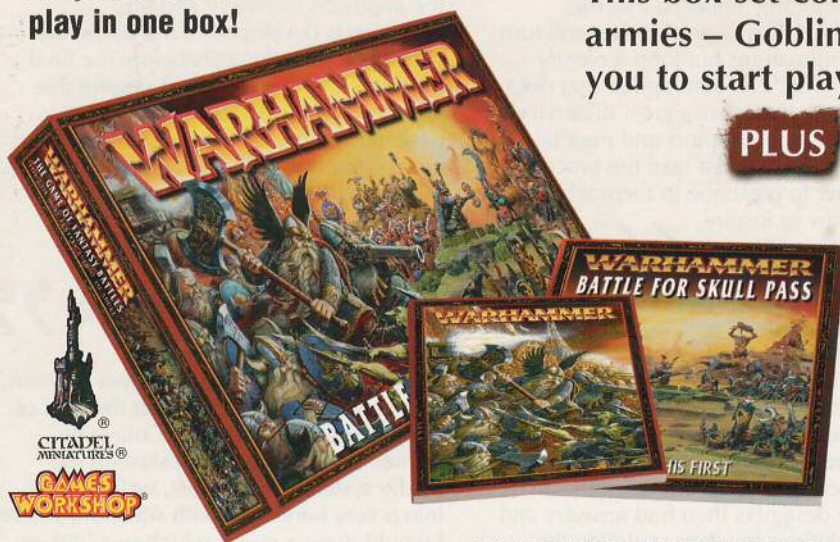
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VAMPIRE COUNTS SKETCHBOOK

John Blanche is a name that is synonymous with the worlds of Warhammer and Warhammer 40,000. Over the past decade, John has been Games Workshop's art director, influencing and guiding many of the projects produced by the Studio.

The Vampire Counts was one project that had John hitting his sketchbook hard, and after this frantic activity he had drawn over sixty pieces of art of which we can only show but a small fraction on the following pages.

It is commonly believed that the sculptors then take these sketches and turn them into miniatures but John fervently disagrees. "That's an assumption that does our miniature designers a great disservice. I'm in awe of the sculptors and their talents – it is the designers that lead the process. I don't draw to prescribe to them what to make; I draw to inspire them. There is a big difference between dictating to the miniatures designers and stimulating them."

John always strives to do more than just create a great picture to inspire the designers though. "Rather than telling sculptors how things should look, my concept sketches ask questions that the designers then find answers and solutions to when sculpting the figure," continues John. "When the sculptors find the answers, it's a very positive thing – it's *creating*. I don't design things. In fact what I do is contrary to that – I'm entropic, which is the opposite of energy and the second law of thermodynamics. First, something is created – the first law, and then it turns to chaos and dissolves – the second law. This is the cyclic universal motion of thermodynamics. Sounds a bit poncey, I know, but this is the underlying philosophy that drives me in art and in all the things I look at."

Is this very distinctive worldview something that John has always perceived in his art or is it a philosophy he has come to of late? "It's a realisation –

I've always had this fascination with entropy but I've only recently been able to put a name to it. This is why I've been heavily involved with the Vampire Counts project; the archaic, crumbling images of the Vampires and their Undead slaves is the antithesis of energy and life."

Projects developed in the studio are conceived literally years before the final products hit the shelves but despite this seemingly endless "lead time", the designers could always do with a little bit more – to correct this, change that or keep tweaking to make things better. This has

“I don't draw to prescribe to them; I draw to inspire.”

always been a perennial problem for John, whose work is needed right at the start of the process. With Vampire Counts he wanted to get a good headstart on the Studio system. "In the past, we've fallen into a very hand-to-mouth situation, where I would draw a piece, which would then be used by the artists, sculptor or writer and then I would move onto the next element of the project. The Vampire Counts was a very deliberate exercise by myself to get ahead. I drew all the sketches well in advance of anybody starting work. When it came to start sculpting there was an entire body of work that already existed, not just a specific sketch for a specific figure. This way the designers could get a feel for the race and its inherent identity as a whole," says John.

One of the concepts for the Sylvanian Undead John sought to explore was the clothing and other accoutrements that the Undead rank and file carried to war. "We wanted to convey the idea that, with the Skeletons in particular, the Undead were soldiers of conflicts that happened many years prior to the current Warhammer timeline. So, one of the questions I wanted to ask the Designers through the concept sketches was – do you have a literal skeleton with Bretonnian armour on, or do you look at a totally different style representing a whole different era? In my





CONCEPT TO REALITY*

The Varghulf, the new plastic Skeleton regiment and the Dire Wolves have all been inspired by John's concepts. The key to a good concept is that the designer should not feel restrained or that he has to strictly adhere to the sketch. As illustrated by these models, the concepts are just the starting point, it is then up to the sculptors to take the germ of an idea and work it up into a fantastic Citadel miniature.



KEY TO ARTWORK

- I Vampiress on Abyssal Terror
- II Varghulf
- III Grave Guard
- IV Dire Wolf
- V Vampiress
- VI Skeleton Warrior
- VII Zombie
- VIII Vampire on Fell Bat
- IX Vlad von Carstein
- X Grave Guard

* John likes to annotate his sketches with quasi-medieval captions and weird spellings. We've tried to stay true to his style, so all of the headers in this article are in John's own hand, complete with the 'original' spellings!

sketches I didn't necessarily ape an earlier real-world historical period but I went for imagery that I can only describe as the height of Victorian Gothic, it's very spiky with it's own intrinsic design as opposed to just old-looking Empire equipment."

With a design ethic established, this then flowed into the many other Undead-flavoured drawings John was working on. "I wanted Undead armour to look at being pointed, very fluted and covered in the morbid trappings of death. Magic binds the Undead, brings them back to life and makes them move, so it has an effect on their armour and dress as well. It makes these things very robust and dangerous-looking as opposed to just rusty mail."

Another area that John's concepts covered was the Undead creatures that still had some flesh on their bones. "A question I wanted the designers to answer was about the Zombies, Dire Wolves and Fell Bats – are they literally dead creatures that have risen up from their graves or are they constructed somehow by the Necromancers? So, you maybe have a single Zombie that is made from many bodies melded or sewn together. You can also evoke other powerful, traditionally scary images that might be appropriate for such creatures. Scarecrows for instance, are literally held together by a farmer sticking poles down their back. In a Warhammer context you can have Zombies that have bits of weapons, bow shafts and stuff that prevents them falling apart. Colin Grayson and Brian Nelson did a fantastic job of emphasising this with the Zombies that are pulling the Corpse Cart."

The Varghulf was another notable model directly inspired by John's art. "Mark [Harrison] did an awesome job with that," says John. "When I first drew the sketch it didn't have a name nor was it a specific unit needing to be visualised as such. I drew what I thought was a Warhammer Vampire at his most bestial and the concept and subsequent miniature grew, organically, from that."

As we've already noted elsewhere in this issue, one of the Vampire Counts project's primary aims was to define a Vampire in battle. John drew many Undead Lords, of which one of his favourites is the Vampire Countess. "I realised early on that it wouldn't just be male Vampires that would go to war – female Vampires would appear on the battlefield armed and armoured as well. While I was pondering how to portray this, my son was watching Cinderella – which got me thinking that instead of just a glass slipper, what about magical glass armour? So I drew her wearing this glass armour that shapes and reforms as the wearer moves, over this she wears her bustle and sheathed daggers. It's a concept that we may never realise in model form, but that doesn't matter – it's these ideas that make the Warhammer world such a unique place."





WARHAMMER
40,000

TACTICA



Fast vehicles offer a deadly blend of speed, manoeuvrability and firepower – a game winning combination when used correctly. Games Development's latest recruit, Robin Cruddace, puts pen to paper and shares a few thoughts on how to make the most of your fast vehicles.

The key to winning a Warhammer 40,000 battle is to have your forces in the right place at the right time. No units are better suited to this task than fast vehicles.

In my experience, fast vehicles force your opponent to redirect units to counter the threat. They can threaten your opponent with some considerable flanking fire (or the possibility of elite infantry disembarking) very early on in the game. Units skulking at the back of the board suddenly come under threat. The enemy commander must decide whether to peel off forces from the front line to reinforce them, thereby weakening his claim for any

objectives, or leave his firebase to its fate. Do not underestimate a fast vehicle's ability to ruin your enemy's carefully prepared battle-plans.

Think about what role you want your fast vehicles to perform. Are they mobile tank hunters, ready to get stuck into tightly packed infantry formations with close range weaponry? Is their role to support advancing foot-sloggers, using speed to position their firepower where it can wreak the most havoc? Or are they there simply to transport your troops to where they are most needed? The role your fast vehicles play will dictate how you arm them and use them in your games.



FAST VEHICLES

Tank hunters

Fast vehicles can excel at destroying enemy armour. Why? Well, because fast vehicles don't attack a fully armed battle-tank head-on. Open the throttle flat out with your fast vehicles and zip down a flank. Use the terrain to shield you from enemy fire where possible. This allows you to position your fast vehicle(s) into the ideal firing position to bull's-eye enemy tanks in the side or rear armour. Should your opponent pivot his battle-tank to face your fast vehicle he'll end up exposing his flank to less mobile elements of your army. It's a win-win situation.

So, how should you arm your fast vehicles for tank-hunting duties? Well, it depends on their prey.

If your opponent fields lots of light vehicles then any multiple shot weapon such as heavy bolters or scatter lasers are ideal. These weapons will still have the Strength to punch through the lighter armour and the multiple chances to hit will help ensure you leave a mark.

For medium-sized tanks or artillery, such as Tau Skyrays or Imperial Guard Basilisks, then I'd suggest a single shot, but higher Strength weapon. Multi-meltas, dark lances, rokket-launchas, the choice of tank-killy goodness goes on. Whilst you'll only get a single roll on the damage table, chances are it will be a penetrating hit. Worst case scenario: you roll a 1 when determining damage and the battle-tank can't fire next turn. Hurrah, another win-win situation!

What about larger enemy tanks – like the fearsome Land Raider or the dreaded Monolith? Well, these vehicles require a bit more attention. They might be able to shrug off a single multi-melta hit, but can they shrug off three? If your opponent is wont to field Land Raider-sized vehicles (a good friend of mine regularly fields three) then a single fast vehicle will be lucky to do any damage and will probably just be ignored. Consider fielding a squadron of fast vehicles, all armed with tank-killing weaponry – see if he ignores you now!

The Fast and the Furious

Perhaps the most important aspect of using fast vehicles, and their greatest advantage, is that they can shoot a single main weapon and all defensive weapons whilst moving up to 12". By and large, a fast vehicle only tends to have a single main weapon meaning they can move 12" whilst still firing at full-effect. Zoom-dakka-dakka!

Tau Enfilade

Fast vehicles commonly trade armour for additional speed. The best way to keep a fast vehicle alive is to never let it be a target. The Tau Piranha has a unique advantage in its ability to carry indirect-firing seeker missiles. Stealthily bounding along a flank from cover to cover, a Piranha can set itself up so that markerlights, carried by other units in the Tau Empire army, can launch these missiles into the side armour of an enemy vehicle while it sits safely out of view. Who needs railguns?

By Tim Sawyer



Asdrubael Vect

No fast vehicle in the game is as terrifying as Asdrubael Vect's Ravager. With armour 14 against shooting attacks, the benefits of a fast vehicle and 5 WS6 Strength 4 power weapon Attacks in close combat, he is truly a master of warfare. Against Space Marines he is particularly effective, as the dark lance and destructors on his Ravager can put out a terrifying amount of armour penetrating shots, all hitting on 2s, which can fire even if he moves 12"!

By Pete Foley

Fire suppression

The majority of fast vehicles come decked out with lots of anti-infantry weaponry as standard; heavy bolters, big shootas, shuriken cannons, and so on. All of which can wrack up the body count. Again, have a think about what you want your fast vehicle to do. If you want to zoom across the board and target small but potentially powerful units such as Imperial Guard heavy weapon teams or Eldar D-cannon crews, then a single fast vehicle will normally suffice. Against a full strength, fully armed squad, however, a single fast vehicle is not much of a threat – but a squadron of three can lay waste to all but the toughest of opponents.

Short-range firepower, such as heavy flamers or skorchas, can be devastating to groups of tightly packed enemy infantry. Make sure that when you do go in for the kill you don't leave anyone left to retaliate. Fast vehicles can dish it out, but they just can't take it.

On time, on target

Whilst dedicated troop transports may not be able to capture or contest objectives, an infantry squad carried safely within them certainly can.

Use fast vehicles to capture objectives – particularly if your fast vehicles are transporting infantry. Ork Trukks, Dark Eldar Raiders, Eldar Wave Serpents and

Eldar Falcons can all transport troops from one area of the battlefield to another. If transporting a squad, then remember your troops are almost certainly more powerful and more useful than the transport itself. Keep to cover, stay fast and wait for the right moment to disgorge troops. Then take up a support role, keep moving and avoid getting into small arms weapons range. If you take a weapon destroyed result then remember, you can potentially tank shock all troops in a 24" line!

Troops cannot usually disembark from vehicles that have moved more than 12" in a single turn. Ork Trukks and Dark Eldar Raiders are open topped and so the squad being ferried can assault even after the vehicle has moved, something that Eldar Wave Serpents or Falcons are unable to do. The vehicle movement, disembarkation and assault move means that opponents within 20" of the vehicle at the start of the turn could find themselves on the receiving end of a severe beating. If a Dark Eldar player combines this with a fleet of foot move, or an Ork player with a Waaagh!, then this potentially means any enemy within 26" will find themselves in some very serious trouble! The downside of this is that the units embarked on a fast moving, fast vehicle that is destroyed will typically suffer a lot of casualties with, on average, 3 out of every 4 models having to take an armour save. Ouch!

Sammael, Master of the Ravenwing

Universally feared when on his Jetbike, Sammael takes on a whole new dimension when he goes to war in his Land Speeder! With BS5, a twin-linked assault cannon and heavy bolter he will cut through swathes of troops. He is also protected by the Shield of the Night, giving him an armour value of 14. This is akin to a flying Land Raider that only takes glancing hits! Oh, and did I mention he has Rites of Battle and counts as a scoring unit?

By Owen Rees





Mob the enemy

When using a Kult of Speed I try to keep all fast vehicles and bikes together, speeding down a flank where it can make best use of any terrain to shield it from incoming fire. When it is time to attack, do so all at once, or not at all. By overwhelming an opponent with targets – Trukks, Warbuggies and Warbikes – then chances are that enough Orks will get through. Don't let your opponent destroy you one Trukk at a time!

By Alex Boyd

Off to a flying start

Fast vehicles that are also skimmers have a couple of extra advantages, and it would be remiss of me not to quickly mention what they are.

Fast skimmers that have moved more than 6" in the Movement phase treat any penetrating hits as glancing hits instead. Speed really is the best defence a skimmer can get from high-Strength weaponry. Fast vehicles in the open and not benefiting from extra protection will be targeted by your opponent and exterminated – typically with much prejudice and rubbing of gleeful hands!

Skimmers always count as moving over 6" for the purposes of close combat, this means that enemies will only hit the vehicle on the roll of a 6. This protects fast vehicles from units of jump infantry and bikes. These are the troops who are most likely to catch a fast vehicle and they typically have access to all manner of tank

wrecking goodies, such as melta-bombs.

Skimmers can really make the most of their speed since they don't need to trundle around terrain or any troops that get in their way. Nowhere is this a bigger advantage than in games of Cities of Death. Most vehicles have to choose between sticking to roads or risking damage, even destruction, by moving through rubble or buildings. Skimmers need not worry about such bothersome things as intervening terrain! A skimmer's freedom of movement, ability to relocate 24" in urban environments, combined with the impaired mobility of other troops and vehicles means that you can easily outflank the enemy and/or deposit troops in the ideal position to capture buildings. In addition, because it is difficult to draw a line of fire from one side of the board to another, infantry in fast vehicles can often pounce on the enemy before drawing any incoming fire.

Road Hogs

Ork Trukks and Warbuggies can take advantage of both being fast and of moving on roads, something that skimmers are unable to do. If a vehicle spends its entire turn moving on a road it can move an extra 6". This would result in the Orks moving a massive 30" in a single turn. Waaagh! It is important therefore to make sure none of your own troops impede the vehicles' movement, particularly if you want to claim the extra movement advantage by using roads.

Faster than a Speeding Bolter Round

Eldar tanks are as fast as they come (and don't they just look it?) but don't forget that they also have awesome firepower. When using a Wave Serpent or Falcon, try investing in star engines for a good 36" zoom into a nice safe spot behind terrain, and then use that heavy weaponry on the enemy vehicle's side and rear armour once the troops are dropped off. Vectored Engines compliment this tactic as they greatly reduce the damage should your speeding tank have its wings clipped.

By Phil Kelly

So what's the hitch?

Built for speed, the armour of fast vehicles simply does not compete with that of slower moving battle-tanks. But forewarned is forearmed.

A word of warning... fast vehicles, with their lower armour values, are themselves vulnerable to many anti-infantry weapons. Even bolters have been known to take down those deadly Vypers! To counter this try and keep your fast vehicles out of small arms fire range. Be careful when moving around not to get caught too close. The weaponry on many fast vehicles can easily outrange most troops so this shouldn't be too much of a problem.

Many fast vehicles are also open topped. It is therefore crucial that your fast vehicles rely upon their speed for protection. For skimmers this simply means moving fast to ensure that any penetrating hits will be instead be glancing. For land based speedsters it means you get behind cover until you're ready to attack.

But the best laid plans...

Sometimes a fast vehicle will find itself on the receiving end of serious firepower. This unwanted attention usually comes about through one of three situations:

- Your fast vehicle has purposefully stayed stationary in order to fire more than one main weapon. If it is critical to fire all main weapons however, then try and make sure your vehicle is behind cover and therefore benefits from the hull-down rule.

- Your opponent gets the first game turn and hence you've not had an opportunity to move yet. Cunning players should set their army up such that their fragile fast vehicles are safely hidden behind cover. After all, they'll be able to move around or over the terrain.

- Your vehicle is stationary as a result of damage received in a previous turn. As well as an immobilised result, a crew stunned result for a fast vehicle can, more often than not, spell its doom as it won't be able to move next turn and hence gain the protection it sorely needs. Upgrades such as Eldar spirit stones that allow you to count crew stunned results as crew shaken are always worth considering. It will mean that whilst the vehicle will be temporarily unable to fire it will, crucially, be able to move. This means it can either get into cover or tank shock enemy troops. Don't forget that your fast vehicle (not a dedicated transport, mind) is still a scoring unit if it can move, regardless of whether or not it can fire.

Night Shields

Keeping Dark Eldar vehicles operational can be a real challenge; especially since Strength 4 weapons can bring down a Raider. I find that the Night Shield vehicle upgrade can give you an extra edge. Moving a Raider up to 18" but out of 12" of an enemy unit's rapid fire or pistol range can really work a treat. The enemy unit will often advance, confident of taking down the Raider. However, the Night Shield makes the vehicle count as being 6" further away than it actually is – The advancing squad will find themselves out of range and will have wasted their Shooting phase, leaving you free to assault them!

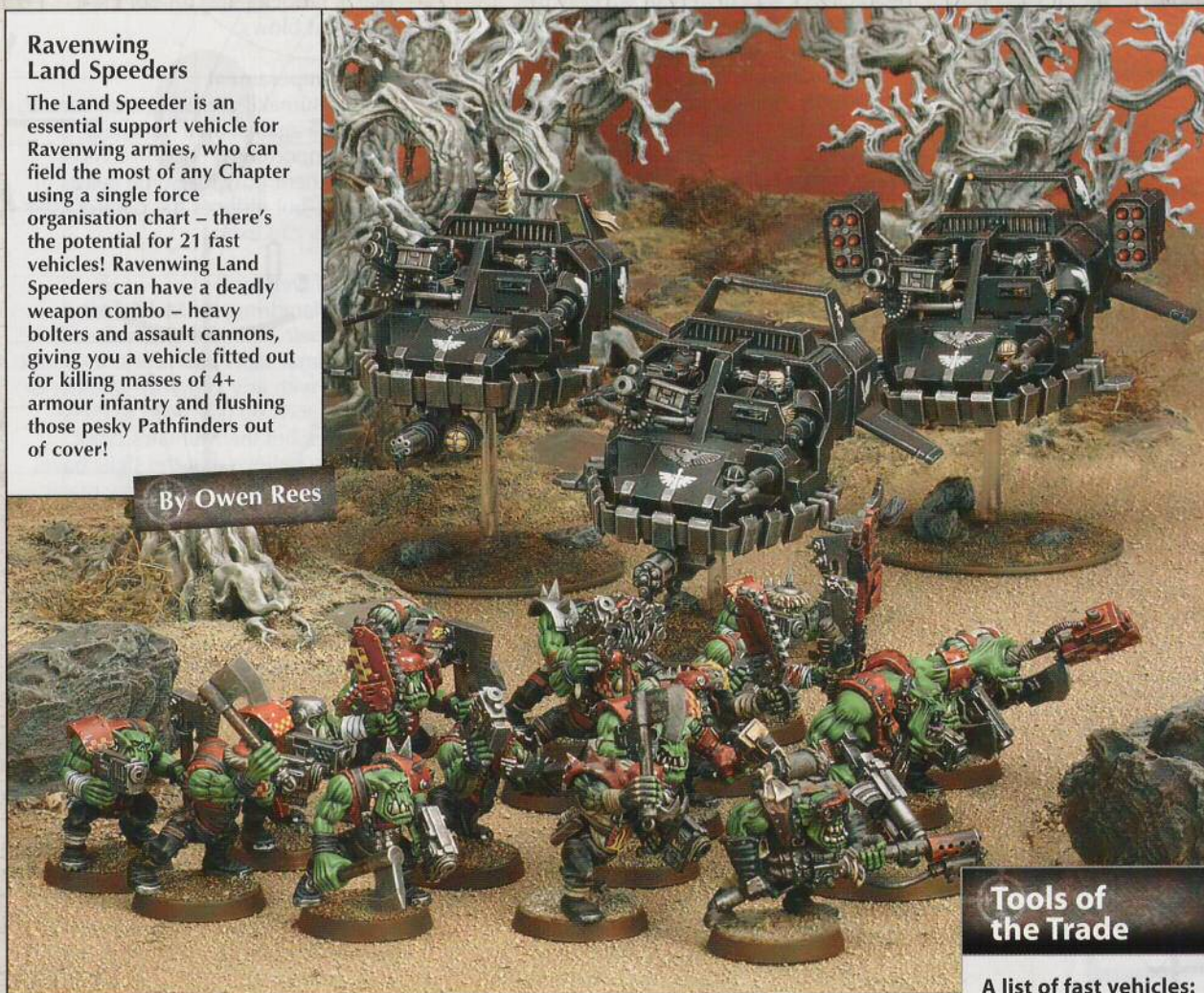
By Pete Foley



Ravenwing Land Speeders

The Land Speeder is an essential support vehicle for Ravenwing armies, who can field the most of any Chapter using a single force organisation chart – there's the potential for 21 fast vehicles! Ravenwing Land Speeders can have a deadly weapon combo – heavy bolters and assault cannons, giving you a vehicle fitted out for killing masses of 4+ armour infantry and flushing those pesky Pathfinders out of cover!

By Owen Rees



Stopping them dead

By now, players who don't have access to fast vehicles may be excused for feeling a little disgruntled. Well, I'm an equal opportunities kind of person, so I'll spare a few words for all you slow-pokes.

Any multiple-shot weapon with a fairly high Strength value is useful since you'll have a good chance of making multiple rolls on the damage tables. Save traditional tank-hunting gear, such as missile launchers or lascannons, for targets that can't negate your ability to penetrate armour. Remember that an open-topped vehicle hit by a blast or template weapon takes two hits instead of one!

Whenever facing an army that makes use of a lot of fast vehicles, ignore them at your peril. In my experience troop transports are the biggest risk to your army

– target them and destroy them as a priority. Any troops inside will then be entangled; don't be tempted to gun them down just yet if there is even a single mobile troop transport in weapons-range.

Final thought

Don't forget the final turn! Provided your fast vehicle is not immobilised or is a dedicated transport, then it is a scoring unit. In alpha-level missions these units can literally be game winners, since the points value of the unit itself is not important, only whether it is a scoring unit or not. Many a battle has been won by fast vehicles capturing an otherwise uncontested board quarter in the final turn. Remember the mission objectives and your vehicle could literally earn its weight in victory points.

Tools of the Trade

A list of fast vehicles:

ELDAR:

- Falcon
- Fire Prism
- Vyper
- Wave Serpent

DARK ELDAR:

- Raider
- Ravager

SPACE MARINES:

- Land Speeder

ORKS:

- Trukk
- Warbuggy

TAU EMPIRE:

- Piranha

MÛMAKIL

In this issue's Modelling Workshop, top Studio model maker Chad Mierzwa, shows how you can model and paint upgrades onto your War Mûmak of Harad.

The most devastating weapon the Southrons can bring to bear is the mighty Mûmakil. These colossal beasts carry war-towers of wickerwork and hide upon their backs, which house Haradrim and Mahûd warriors.

The Mûmak is nigh-unstoppable once it begins its charge, tossing aside enemies or anyone foolish enough to stand in the great creature's way. To make the Mûmakil even more effective, their Harad masters have been known to add chains or wicked wooden spikes to the creature's tusks, pack the howdah with rocks to throw down onto the enemy or deliberately enrage the most foul tempered beasts in the hope of goading them into a frenzy when amongst the enemy forces.

We tasked Chad with representing these deadly upgrades on the actual model. Some are easier to achieve than others, while some – like the Sigils of Defiance – are represented purely through paint effects.

Mûmak upgrades

No two Mûmakil are alike. Not only do the creatures themselves vary greatly in temperament and physique, but their Haradrim or Mahûd masters often alter their beast's appearance. Such changes vary from warpaint upon howdah and Mûmak, to lengths of chain, with which to mangle attackers. You may upgrade any War Mûmak in your army with any or all of the following options. If you have purchased one or more upgrades for your War Mûmak, you must make clear to your opponent which upgrades you have chosen before the game begins.

1 Gnarled Hide

This Mûmak is blessed with an exceptionally tough and hardy hide that is proof against all but the strongest blows.

2 Foul Temperament

Some Mûmakil are never truly tamed, and rage against their vassalage at every opportunity. Such ill-temper makes them truly fearsome beasts in combat, but reduces the control their handlers can exert.

3 Sigils of Defiance

Many Haradrim and Mahûd tribes adorn their Mûmakil and howdahs with primal sigils and runes. It cannot be said with any certainty whether or not the gods do pay heed to these offerings, but the Mûmak's crew certainly believe that the sigils have the power to ward off enemy magic.

4 Tusk Weapons

Some Haradrim attach spikes, wooden spars and other lethal implements to the tusks of the Mûmakil in order to make it even more difficult for victims to escape its onslaught.

5 Rappelling Lines

The howdah of the Mûmak is laden with various ropes that enable the crew to dismount the beast should need arise.

6 Rocks!

Chunks of rubble and stone are stacked about the Mûmak's howdah for the crew to hurl onto their foes.



THE
LORD OF THE RINGS
STRATEGY BATTLE GAME™

Oliphants are the subject of this month's Modelling Workshop. We show you how to model the new upgrades onto your plastic kit.

Chad constructed two Mûmaks for this Modelling Workshop, showing off a variety of the available upgrades. One Mûmak is designated as a war-beast of Harad, while the other is from Far Harad, under the control of the Mahûd.



FILLING THE JOINS

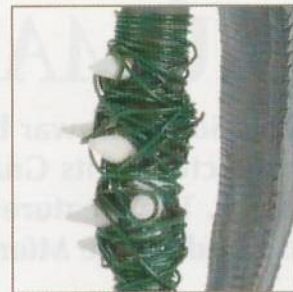
Chad assembled the models as normal, carefully removing the components from their frames and sticking them together with plastic glue. When the glue was dry, he used Green Stuff to fill in the seams that were created by joining the two main parts of the kit together.



To fill the joins, Chad rolled some Green Stuff into thin sausages and then carefully placed this along the seams. Using a wet Sculpting Tool, he smoothed the Green Stuff in and around the gap. Next, Chad took a pin and, making sure the end was damp, he scored back the lines created by the folds in the skin that he had covered when filling. He paid particular attention to the head, as the warpaint would make that area the focal point of the model.

Mûmak of the Mahûd

Our Mûmak of Far Harad has Tusk Weapons, a Gnarled Hide and Sigils of Defiance. As the Mahûd are more feral, Chad didn't want to put any metal parts on the model.



The sharpened stakes were made from plasticard tubes whittled into points with a Hobby Knife. The points were bound to the tusks with florist's wire, although you could use string instead.



To emphasise the Gnarled Hide, Chad added warts using small lumps of smoothed Green Stuff to areas of the model that already had a knotted, bunched look, such as the Mûmak's shoulders.

Mûmak of Harad

The Harad Mûmak is a ferocious beast with a Foul Temper, so it was given a large, studded harness to give the Chieftain more control over the beast.



The harness was made out of thin plasticard. Chad heated it up with a hairdryer to make it pliable and, when it was warm enough, he pressed it into position. A hole punch was used to cut the spike mounts from more plasticard, while the spikes themselves were pieces of plastic rod sharpened with a Hobby Knife.

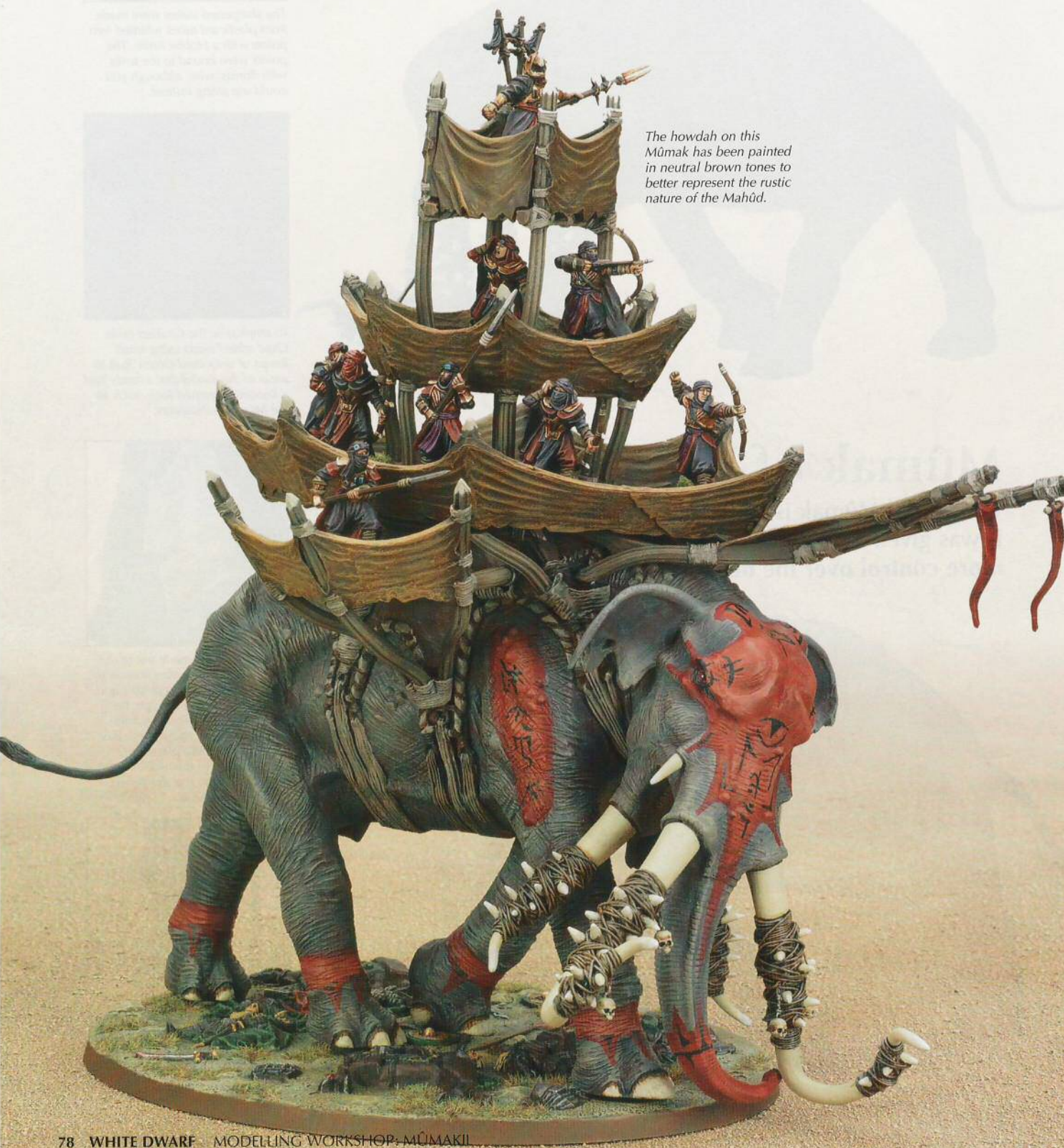


The Tusk Weapons were made from Green Stuff, adorned with more plastic spikes. Jewellers' chain was strung across the tusks to create another deadly weapon.

MÛMAK OF FAR HARAD

This Southron war beast is driven to battle by a Beastmaster Chieftain. It is protected by its Gnarled Hide, while its huge tusks have been augmented by wicked barbs. The creature also has some protection from enemy spells from the symbols daubed on the Mûmak by its evil masters.

The howdah on this Mûmak has been painted in neutral brown tones to better represent the rustic nature of the Mahûd.





Chad painted the Mûmak's skin to a finished state all over the model, even before adding the warpaint. This gave him some flexibility as to where he would paint on the markings. The skin was basecoated with Adeptus Battlegrey, followed by drybrushed layers of Codex Grey and Fortress Grey. A warmer tone was drybrushed over some more prominent parts of the model, mixed from equal parts Codex Grey and Graveyard Earth. The warpaint was applied using Mechrite Red, before being highlighted with Blood Red.



The tusks and spikes were painted with a basecoat of Bestial Brown, followed by Bubonic Brown and Bleached Bone with a final highlight of Skull White. The twine was simply painted Graveyard Earth and then given a Black Wash.



The sigils on the war paint were made in Chaos Black. For reference, Chad used film stills which can be found online or in the Harad sourcebook. He also made his own designs influenced by the shape of the model, for instance the curved line that follows the eye lid.

Rappelling Lines

The Rappelling Line upgrade allows troops to dismount the Mûmak during the game. You can create them using Chad's method below and then hang them from the Howdah to represent the upgrade visually.

Stage 1



Cut four paperclips into a hook shape and then stick them together with superglue so the ends of the hook are splayed apart into a cross formation. Next, take a large loop from some jeweller's chain and stick that to the bottom of your paperclips, again using superglue. Make sure it's dry before moving on to the next stage.

Stage 2



Wrap either florists' wire or thread around your rappel. Wrap the wire around two thirds of the hook and tie the end to the loop.

Stage 3



Create a rope using two strands of wire or thread and twisting them together. One end needs to be tied to the loop, which is quite a fiddly procedure. The rope can be as long as you like. If you wish, you can have your lines dangling all the way down the Mûmak's side.

Stage 4

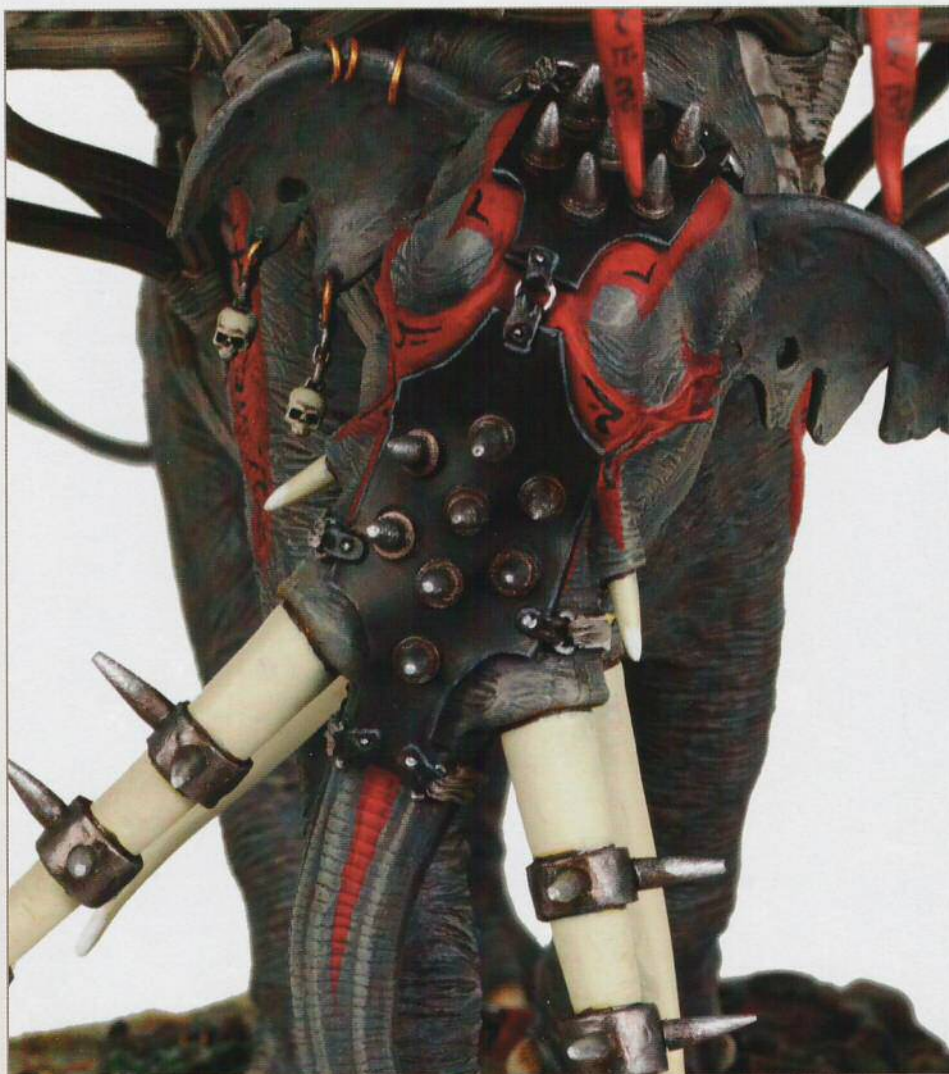


Undercoat the Rappelling Line with Chaos Black. Paint the rope with Graveyard Earth and give it a Black Wash. Paint the hooks with Boltgun Metal.

MÛMAK OF HARAD

This ferocious Mûmak has a vicious temperament, so it needs a large harness that fastens tightly around the head, helping the Chieftain to control the creature in the intensity of war. Metal shackles and a sturdy chain have been clasped to the trunk to make the Mûmakil's charge even more deadly, while the warpaint harnesses primitive magics to protect the great beast from enemy sorcery.





The large studded black harness is a visual representation of the Mûmak's Foul Temperament upgrade. The harness itself was painted Chaos Black and highlighted with 1:1 mix of Chaos Black and Codex Grey. The metal studs were basecoated with Tin Bitz and then given a heavy drybrush of Boltgun Metal. The studs were then given a highlight of Mithril silver. The metal links that join the separate harness parts were painted with Mithril Silver, while the binding that keeps the harness fastened was painted with Graveyard Earth.



Before the chain was painted it was given a thin coat of superglue to harden it up. The brush in the Citadel Superglue is ideal for this job. The chain and spiked clasps were then painted using the same method as for the studs in the Mûmakil's harness.



The earrings were created with jewellers' chain loops. The skulls come from the Citadel Woods kit. The earrings were then painted with Tin Bitz, then Shining Gold, followed by Burnished Gold and a final, small highlight of Mithril Silver.

Sigils of Defiance

The sigils would have been painted onto the Mûmak by its crewmen, using large, harsh brushes to daub sigils onto a moving, and most likely very frustrated, animal – so you don't need to worry about them being too neat! Chad used the side of his brush, much like a calligrapher will use the whole nib of a fountain pen to achieve changes in width and "flow" of the lines.



DISASTER ON RYNN'S WORLD



Pedro Kantor (Chapter Master Kantor, he bitterly reminded himself) gazed back at the actinic plasma fires that climbed so high into the night sky they created a false dawn. The Crimson Fists' thousand-year-old fortress-monastery was at the heart of those fires. A thousand years of service to the Emperor on Rynn's World, a thousand years of discipline, faith and sacrifice was being consumed by those hungry white flames. Kantor felt an icy and unaccustomed knot of fear in his stomach. He was Master of the Chapter, the responsibility for this disaster was his and his alone. He had failed in his duty.

Can the might of Waaagh! Snagrod conquer even a Space Marine Chapter planet? War correspondent and greenskin sympathiser Phil Kelly revisits the Battle for the Farm, the first ever scenario written for Warhammer 40,000, and the events leading up to the Crimson Fists' darkest hour...

It all began on Badlanding, an Imperial system at the fringes of Ork dominated space and only a few weeks away from the Rynn star system. On 3650989.M41, Badlanding was invaded by Ork hordes under the command of Warlord Snagrod the Arch-Arsonist of Charadon.

Violently independent and hostile, the empire of Charadon had endured as a blight on the galaxy for over sixteen centuries under a series of different warlords – each more vicious and sadistic than the last. The current incumbent, the

self-proclaimed Arch-Arsonist, was a particularly vicious and sadistic leader of a race generally noted for its vicious and sadistic tendencies. Snagrod's vicious (and sadistic) wars had conquered all the Ork tribes opposing him in a twelve-year reign of bloodshed and mayhem. This made Charadon the most powerful coalition in the anarchic confines of Ork space.

Badlanding fell to the Orks in a matter of weeks, and Snagrod's boasts that Rynn's World was next invited violent retribution from the Crimson Fists. They took the war

to Badlanding, but the Orks fought back hard. Soon an Ork armada approached Rynn's World itself, and war was joined on a new scale.

An Astartes Chapter planet bristles with potent weapons of war and boasts the military might of the Space Marines in its defence. By rights the Ork armada should have been taken apart and destroyed within a matter of days. But it was not to be. Due to a catastrophic weapons malfunction in the fortress-monastery's cavernous arsenal, much of the Crimson Fists' headquarters was destroyed in the opening stages of the Ork invasion. As the Orks made planetfall in ever-increasing numbers, the remainder of the Crimson Fists were left to fight a guerrilla war, which almost spelt the end of the Chapter, and brought shame to its battle brothers.

Can Chapter Master Pedro Kantor make it back to New Rynn City in one piece, and begin the herculean task of restoring his Chapter to its former glory? Why not grab some dice and find out!

The Rynn's World campaign

The events of the Rynn's World disaster are etched forever in the annals of the Crimson Fists and passed down from Runtherd to Wildboy in Ork tribes all across the Charadon Empire. Still, that doesn't mean you can't have a go at reliving those dire days yourselves, and even at changing history if you can!

If you are an Ork player, this is a great excuse to get stuck in and really notch one up for the greenskins – who knows, you may be lucky enough to incapacitate or even kill a Chapter Master, and how good would his head look stuck on your Warboss' bosspole?

If you play Crimson Fists, perhaps you would like to see if you could fare better than your historical counterparts, and maybe even redeem the honour of the Chapter by brutally massacring those invaders who had dared to sully Rynn's

Imperial record 0034.567.87 ref. 1632.73

• Name:	Rynn's World (Agri-World)	 <p style="text-align: center;">RYNN'S WORLD</p>
• Location:	Loki Sector/ Segmentum Tempestus Peryton163	
• Cluster:	UH-745/HS+15	
• Attitude:	Binary A7/M2 comb	
• Primary Type:	2: A-class 1: FI-class, 2: D-class, secondaries	
• Graviometrics:	1*058/>3	
• Population:	[CLASSIFIED]	
• Tithe Grade:	Aptus Non	
• Restimare:	D100	
• Principal Export:	[CLASSIFIED]	
• Principal Import:	[CLASSIFIED]	

• Notes:	Home world of the Fists Space Marine
• Crimson Chapter	[Second Founding, Imperial Fists acted as primogenitors]

World with their presence?

If you are a Space Marine player of a different stripe, this is a great opportunity to see if your preferred Chapter could have done a better job of repelling the Ork invasion. You never know – next time it could be your Chapter planet on the hurty end of an Ork Waaagh!

In any case, we hope that this slice of vintage wargaming history will inspire you to find an opponent and maybe try out the latest incarnation of the first ever scenario written for Warhammer 40,000.

Playing the campaign

The Rynn's World Disaster is a two-player campaign which is played by enacting a series of linked games. These include everything from squad-based games of Kill-team and small-scale Combat Patrols all the way up to mighty games of Apocalypse (one of which includes rules for the cataclysmic moment when the Crimson Fists' Fortress Monastery is blown to smithereens). It'll take a while to play, but then all the best campaigns do!

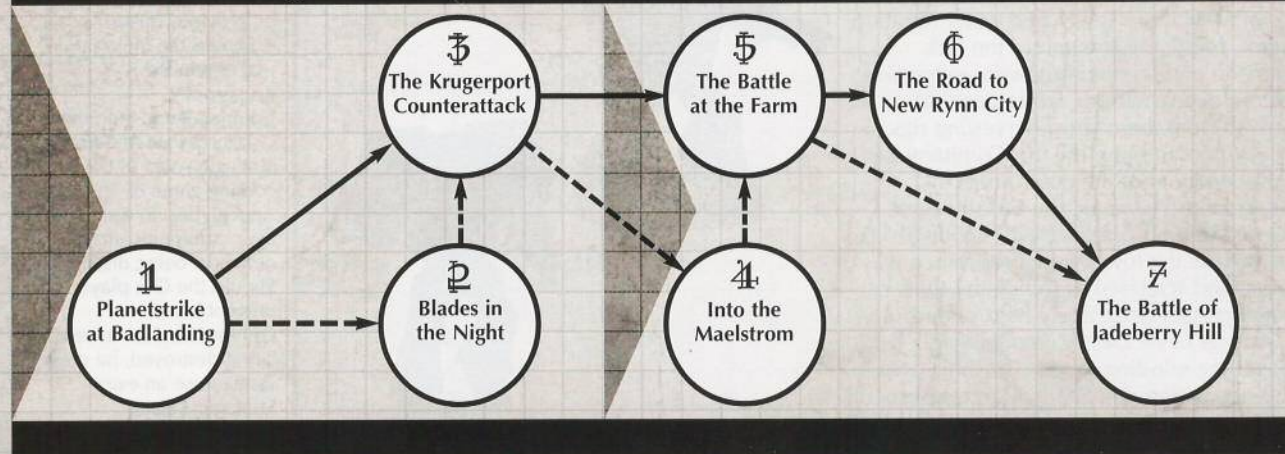


Rogue Trader

The original Warhammer 40,000 rulebook, known to pipe-smoking veterans across the world as Rogue Trader, was initially published in 1987. It is a mighty if rather eccentric tome, filled with everything from Space Marines to carnivorous sand clams.

Phase One: Badlanding

Phase Two: Rynn's World



PHASE ONE: BADLANDING

1 PLANETSTRIKE AT BADLANDING

Blitz mission, Standard Warhammer 40,000 scenario

The single habitable world of the Badlanding system was protected by three recruitment companies of the Imperial Guard and a small garrison of Crimson Fists, plus a planetary defence network of ground-based missile silos and defence lasers which had not been blessed by a Tech-Priest in over three centuries. Perhaps unsurprisingly the Orks made successful landings across the planet, although they lost a number of ships to both the antiquated defences and some ill-considered landings in the treacherous dust seas of the equatorial region.

The Imperial troops fought alongside the indigenous Badlanders and between them they put up a stout resistance centred around Krugerport, the only sizable settlement on the planet and seat of government. However desperately the forces of Badlanding fought, the Orks seemed bolder and more numerous. The Imperial garrison was swiftly outmatched by the growing numbers of Orks which gathered against them, and Krugerport fell within days, even as a counter strike of Crimson Fists was readied at their fortress-monastery on Rynn's World.

Attackers: Orks (1000pts).

Defenders: Imperial Guard and/or Space Marines (1000pts).

Special Rules

- The Imperial player may launch a Preliminary Bombardment at the start of his second turn.
- The winning player gains an extra 50 points for his army in the Krugerport Counterattack mission for every full 100 Victory Points by which he wins.

2 BLADES IN THE NIGHT

Reconnoitre mission, Kill-team scenario

Although wresting Badlanding from the Orks' control would be impossible in the short term, Chapter Master Kantor planned a series of raids on Warlord Snagrod's latest acquisition to secure information on the strength of the Orks and prevent them tightening their grip on Badlanding and exploiting its resources.

The initial phases of the raid passed well. At nightfall, Scout squads infiltrated the town ahead of the main body of Crimson Fists and eliminated several guard posts to prevent the alarm being raised as the rest of the Company moved forward.



A Space Marine Scout's role is often infiltration, which makes them great for games of Kill-team.



Kill-team Size: At least five Space Marine Scouts.

Special Rules

- Should the Scouts win, the Imperial player may use the entire Kill-team in the Krugerport Counterattack mission in addition to his normal points. Should the Ork brutes manage to uncover and kill the Scouts before their reconnoitre is complete, they may boost their force with an extra unit of 24 Ork Boyz with shootas and no upgrades.

3 THE KRUGERPORT COUNTERATTACK

Sabotage mission, Standard Warhammer 40,000 scenario

Three Thunderhawks cut through the yellow haze of Badlanding's atmosphere to place the Space Marines within thirty miles of Krugerport. Captain Drakken planned to march his troops to the town, destroy its communications tower and water filtration plant, gauge the strength of the Ork garrison and then withdraw for extraction before overwhelming reinforcements arrived from the nearest harvesting rigs.

Within an hour, the 4th Company had advanced within the outer limits of Krugerport. However, the Orks became alerted to their presence and fighting broke out across the town. Initial resistance was weak and scattered as individual Orks or small groups tenaciously held ruined buildings or recklessly counterattacked down the winding streets. Brushing aside the opposition, the Space Marines pushed forward towards their twin objectives of the communications tower and filtration plant.



A Veteran Sergeant directs the counterattack at Krugerport.



Attacker: Space Marines (2000pts).

Defender: Orks (2000pts).

Objective:

Communications Tower

Special Rules

- Forces can be affected by previous missions.
- Should the Imperial player win the Krugerport Counterattack, then the Ork forces get one less Strategic Asset in the coming game of Apocalypse, to represent their communications networks being disabled. Should the Ork player prevent his communications tower being destroyed, he may instead use an extra Strategic Asset.

PHASE TWO: RYNN'S WORLD

The Orks in Krugerport had proved to be alert and exceedingly aggressive.

Chapter Master Kantor, a veteran of many wars against the Orks, could see what was coming by the strength and aggression of the Ork forces encountered. An Ork Waaagh! was gathering strength and the attack on Badlanding had only been the first ripple of lightning at the beginning of a storm. Badlanding would have to be reconquered when the Orks had expended their strength on expansion and conquest, not whilst the Orks were gathering their forces there.

The fortress-monastery of the Crimson Fists was placed on full alert and all companies recalled, even though an attack on the Crimson Fists' heavily-defended home world seemed insane.

On 3903989.M41, orbiting augur satellites registered an alien warfleet exiting the warp. Opticon scans confirmed the approaching fleet as a mass of ramshackle Ork ships which were even now launching a cloud of assault boats and landers at the planet. Snagrod was apparently psychotic enough to try a full-scale invasion of Rynn's World.



4 INTO THE MAELSTROM

Apocalypse game, no points limit

The planetary defences of Rynn's World were not weak and ill-kept like those at Badlanding. Defence platforms and system ships were clustered thickly around the planet; great batteries of defence lasers and missiles lay beneath its surface. Within seconds of arrival, the first Ork ship was torn apart by incandescent blasts of laser-fire. More followed with each passing moment as more weapons came online and the defensive fire intensified. The night side of Rynn's World grew bright as day beneath the terrible inferno which criss-crossed the heavens.

The Ork fleet plunged on into the maelstrom with reckless bravery. They blasted satellites and platforms, rammed or boarded system ships and monitors. The first assault landers breached the atmosphere and plummeted down upon laser silos and missile sites, their deadly cargoes of green-skinned warriors spilling out to slaughter the defence crews. The tally of casualties and combat reports became a stream and then a flood as the fighting spread.

Then, at the height of the battle, a single missile from a salvo launched by Battery Laculum on the western flank of the fortress-monastery went awry. At the edge of the stratosphere it fell back, its fiery

trail describing a long, elegant arc back towards the heavily armoured bulk of the Chapter fortress. A single rogue missile should have been able to inflict little harm on those adamantium walls, let alone threaten its vulnerable arsenal protected by stasis fields, ceramite doors and hundreds of metres of solid rock. Yet harm it did – by infernal chance it burrowed deep into the high-impenetrable stone, and its plasma warhead detonated with full force and breached the arsenal walls.

The ancient, mountain-top stronghold shook as secondary explosions ripped through its subterranean catacombs. Flash fires roared through corridors and engulfed stairwells. Jets of flame geysered from every fire-point and embrasure, and in moments the fortress-monastery had become an erupting volcano of terrible violence. The rock itself melted and ran like wax in the resultant inferno.

Into the Maelstrom is an optional game of Apocalypse that you can play to represent the full-scale invasion of Rynn's World by the psychotic invaders under Snagrod's command. If you don't have enough models to form a 3000-point force for each side, or a copy of Apocalypse, never fear – just go onto the Battle for the Farm scenario instead.

Special Rules:

- The Imperial players have the following added to their normal forces:

Bonus Strategic Assets:

Precision Strike
Orbital Bombardment
Scheduled Bombardment

Apocalypse Datasheet

Defence Laser

The rules for a Defence Laser can be found at www.games-workshop.co.uk/apocalypse

• The Darkest Hour:

At the beginning of each turn, roll on the following table to see if the heart of the Imperial defences has been annihilated:

Turn	1	2	3	4
D6	n/a	5+	3+	auto

When the rogue warhead takes out the Crimson Fists arsenal, every model on the table takes a S10 hit at AP1 (vehicles are hit on their side armour).

- Objectives can be claimed by units of any size, even single models – it's every man for himself!

THE BATTLE AT THE FARM

Special Mission

Chapter Master Kantor had escaped the destruction of the fortress. He was engaged in surveying the outer defences at the time the attack came, and was hastening back as the missile struck. So Kantor and a handful of Crimson Fists survived the conflagration and, grimly setting aside their fury, fell back towards the distant planetary capital of New Rynn City. With their fortress – heart of the planetary defences – reduced to rubble, the skies above them soon filled with the distant glitter of the multitude of Ork ships in orbit. Hundreds of assault boats and landers streaked across the night sky like fiery meteors.

Over the next five days the Orks rampaged across Rynn's World virtually unchecked. Kantor and his men fought skirmishes with Ork hunter-killer-eater patrols, often barely escaping before more Orks arrived in overwhelming numbers. They travelled by night to avoid the attention of the Ork fighta-bommerz which dominated the skies by day. During the daylight hours they were forced to seek cover where they could – lying up amidst the ruins of a farm one day, hiding out in an abandoned quarry the next. Food and ammunition grew scarce, and sooner or later an Ork patrol was bound to stumble upon their position...

When setting up, make sure to place a Stash counter in the rear section of the ruined farmstead as shown on the map. Thruigg must try to get to the Stash by the end of the game if he can – if he ends any phase on the marker, then the Stash counts as retrieved.



FORCES

Kantor's Last Chance

- Pedro Kantor, Space Marine Master with master-crafted power fist, bolter, bolt pistol, adamantine mantle and iron halo.
- Ten Tactical Space Marines with a missile launcher and a flamer, split into two five-man combat squads.
- Five Space Marine Veterans with close combat weapons and bolt pistols.
- All Space Marines have frag and krak grenades.

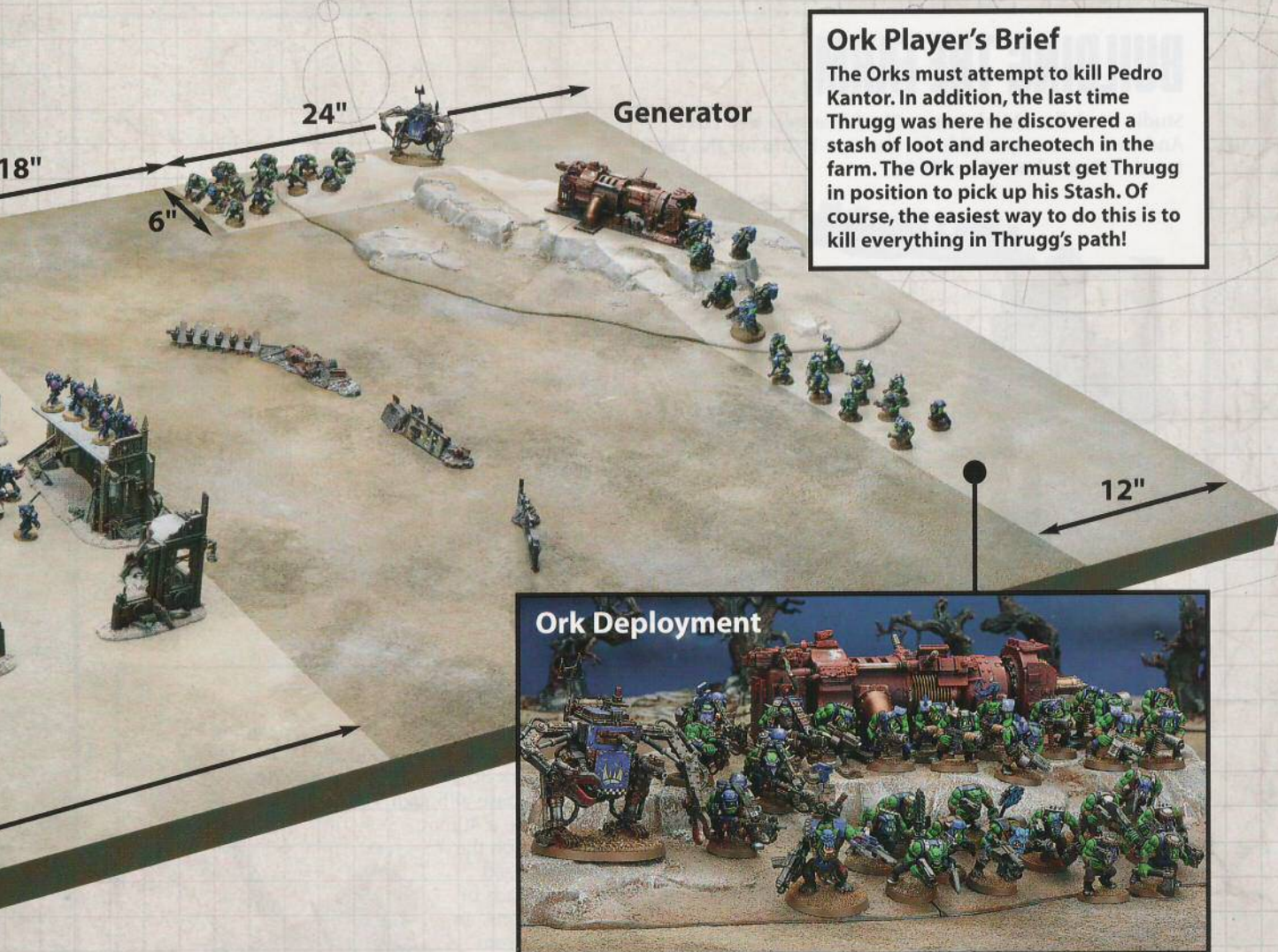
Bullneck's Ork Raiders

- Warboss Thruigg Bullneck with power claw, twin-linked shoota, and a bosspole.
- 12 Ork Boyz with slugga and choppa, including Hruk da Nob (armed with twin-linked shoota and choppa).
- 12 Ork Boyz armed with shootas.
- Five Burna Boyz including a Mek with a kustom mega blasta.
- One Deff Dread armed with rokkit launcha and big shoota.

Space Marines' Brief

The Space Marines must attempt to kill Thruigg Bullneck and obliterate his minions, all the while keeping Kantor alive. That said, the Chapter Master will need to get stuck in if you've a hope of taking Bullneck down.





Ork Player's Brief

The Orks must attempt to kill Pedro Kantor. In addition, the last time Thrudd was here he discovered a stash of loot and archeotech in the farm. The Ork player must get Thrudd in position to pick up his Stash. Of course, the easiest way to do this is to kill everything in Thrudd's path!

Ork Deployment

Set-up

The Space Marines set up in the ruins of the farm following the rules for hidden set-up. They may not hold any units in reserve.

Once the Space Marines have placed their hidden set-up markers, the Orks deploy. The Space Marine player then deploys his forces according to the placement of the markers.

Thrudd is trying to make it look like his Orks are on a routine patrol and therefore his forces are covering as much ground as possible. For this reason, Thrudd and Hruk may not start the game within 24" of each other.

The Honour of the Crimson Fists: All units in the same army as Pedro Kantor have the *Preferred Enemy: Orks* and *Stubborn* special rules.

Lines of retreat

The Ork player will retreat back to the short board edge in their deployment zone. The Space Marine player will retreat to the opposite board edge.

Who goes first?

The Ork side has the initiative and hence goes first.

Game length

The game lasts for 8 turns before Ork reinforcements arrive, forcing the Crimson Fists to withdraw towards New Rynn City and denying Thrudd his chance to nick the loot on the quiet.

Reaping the rewards

- If the Orks manage to take down Pedro Kantor, he escapes with his life but is badly wounded, and must subtract 1 from all his characteristics for the remainder of the campaign.
- If Thrudd Bullneck gets to the Stash counter and the Warlord survives, he spends his ill-gotten gains in the Painboy's klinik. He adds +1 to all his characteristics when he appears in the Battle for Jadeberry Hill.
- If the Space Marines manage to kill Thrudd Bullneck they are bolstered by their success. All surviving Crimson Fists are counted as *Fearless* for the rest of the campaign.
- If the Space Marines kill all the Orks then the greenskin forces in the area are not alerted to the Crimson Fists' presence. They need not play the Road to New Rynn City scenario. All Space Marines surviving the Battle of the Farm are added to the forces used in the final battle.

BUILDING THE FARM

Studio modellers Mark Jones, Chad Mierzwa and Dave Andrews were responsible for the new Battle for the Farm terrain. Here's how they did it.



Farm ruins

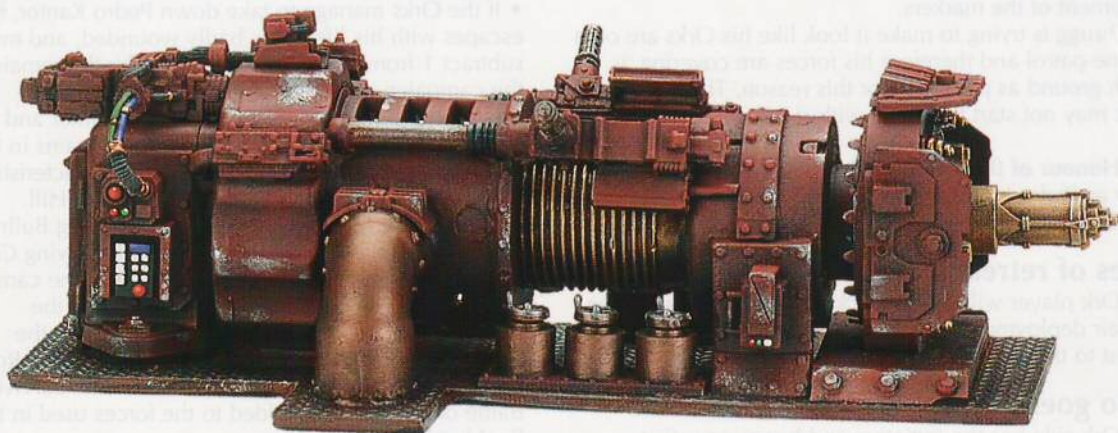
Chad created the farm ruins using the Warhammer 40,000 City Ruins frames. Just one of the ruined building kits should provide you with enough components to create the ruined outline you need to represent the farmstead. Once the ruins were based, they were painted in dull greys and metallic greens. Make sure a couple of your farm ruin parts have an extra level to provide your Space Marines with some elevated positions.

The generator

For the generator, Chad found a bit of old scenery that Dave had made years ago, and simply spruced it up a bit! For this kind of scenery piece, try to get hold of some bits from broken household appliances – these items should have components that, with a bit of modification and a swish paint job, will combine to make a perfect generator for your game.

Stash counter

Mark Jones made the Stash counter by raiding his bitz box and sticking components that any self-respecting Ork Boss would find desirable onto a resin base although you could use a 40mm round base. On the counter we used you'll find loads of plastic weapons, an ammo crate from the Battlefield Accessory frame, a shell casing and even some rock crystal procured from a craft shop.



THE ROAD TO NEW RYNN CITY

Combat Patrol scenario (adapted)

On the tenth night after the destruction of the fortress-monastery, Kantor and his command reached the outskirts of New Rynn City – only to find shattered ruins in place of the once-proud metropolis. The central portion of the city was built on an island in the midst of the great river Pakomac, and this appeared battered but still standing. The rest had been destroyed in the fighting. Many Ork forts had been built out of the rubble and it was obvious that several warbands were vying for the glory of capturing the last city on the planet. Each Warboss was busy trying to cross the river – some were building bridges under withering fire from the defenders, others were constructing boats or pontoons or submersible siege towers, still others were bombarding the city with artillery. Kantor still had a chance.



We used a special edition Games Day figure to represent Pedro Kantor. If you're not lucky enough to own him, you can create a very similar model using the plastic Space Marine Commander kit.

Forces:

- The Space Marines field the same forces as used in the Battle for the Farm.
- The Orks have 300 points of Troops from the Ork army list.

Terrain:

- Place as much city terrain as possible on the board. You may even use the Cities of Death rules.

Special Rules:

- The victor may add the survivors of this battle to the army in the next Scenario.
- If the Space Marines were all taken down at the Farm, play a Breakout mission with the Space Marines as the Attackers.

THE BATTLE OF JADEBERRY HILL

Apocalypse game, no points limit

Kantor led his men to a major underzooom that led under the river near Jadeberry Hill. The Crimson Fists reached the tunnel entrance only minutes before the Orks advanced. They rejoiced when they discovered that the tunnel mouth was being held by a large force of Crimson Fists who had been dispatched to New Rynn City before the Orks attacked. Their leader was Veteran Sergeant Huron Grimm, who was astounded to find his old Chapter Master emerging from the pre-dawn mist with the battered and bloodied remnants of his command.

The rejoicing was short-lived. Moments later all had to man the barricades. A vast force of Ork troops, led by Snagrod himself, melted out of the dawn light and battered at the Crimson Fists in successive wave attacks.



This Ork Warboss has a Power Claw, achieved with a basic hand swap. Check out this month's Citadel Toolbox for some conversion tips.

Special Rules:

- Thrugg Bullneck may take part in this battle if he survived the Battle at the Farm – he is used in addition to the normal Ork point total.
- While Kantor is still standing, all Crimson Fists are treated as *Fearless*.

Bonus Strategic Assets:

Space Marines
Hold at All Costs, Obstacles, Recon.

Orks
Flank March, Tunnels, Camouflage.

The victor of this game wins the campaign.

Congratulations!

THE AFTERMATH

After three days of constant fighting, the Crimson Fists were driven back down the underzooom tunnel and forced to use demolition charges to prevent the Orks following. New Rynn City was left completely isolated and besieged.

The eighteen-month siege of New Rynn City, and the campaign to liberate Rynn's World when Imperial reinforcements finally arrived, would

make epic tales in their own right and great material for a future campaign. As Kantor had predicted, it took years of fighting to reconquer the worlds in Loki Sector, which were seized by Waaagh! Snagrod.

Badlanding remains in Ork hands to this day, but there's no reason why you shouldn't revisit its war-torn dust seas with revenge in mind...

MARTIN FOOTITT



Martin Footitt is well-known for both his sculpting skills and the awe-inspiring pieces that he enters into the UK Golden Demon Open Category. Here, he tells us of his journey from bi-annual gamer to the top of the hobby tree.

When asked how he first got into the hobby, Martin replies enthusiastically that "It was all down to HeroQuest. Before that I'd made a few World War II kits, but it was HeroQuest that really kicked things off, I saw the advert and got it for Christmas."

Having played the game and enjoyed painting the Citadel miniatures that were supplied with it, Martin discovered that Games Workshop had a chain of shops where you could go to buy models, play games and paint, including a place in his home town of Nottingham! "I'd go in and buy a few models; at that point I wasn't trying to build an army, I was just picking models I wanted to paint."

Martin continued to dabble in the hobby but became more involved when his cousin also started collecting and gaming with Citadel miniatures. "He was really into Necromunda," says Martin. "But we also started playing Epic and Warhammer 40,000. However, we'd only see each other twice a year. I'd go to his house for the weekend and we'd play five or six games. So I'd be painting my force or gang during the six months in-between visits."

As Martin got older he carried on painting the miniatures, becoming far less of a gamer, but continuing to refine his painting technique. Meanwhile, Martin left school and decided to head into further education. "I went to University but didn't get on with the course so I dropped out after a year. I came back home to Nottingham, unsure what to do. My Mum suggested painting figures was the only thing I really enjoyed, but while I was quite happy to carry on doing that at home, my Dad told me I had to get a job! As I happened to live in the same city as the GW Studio, I applied for a position on the 'Eavy Metal team. I went to see the Nottingham store manager, who was impressed with my figures and rang up the Studio for me. The 'Eavy Metal boss agreed to take a look, but I didn't know where the Studio was, so the manager sent a member of the store staff with me as my guide! The painting manager said my models were good but there was room for improvement. Nine months later I had a proper interview, for which I had to paint a metal Saurus Warrior. I thought I'd fluffed the interview, but to my surprise I got the job!"

Even though Martin was a member of 'Eavy Metal he remains very pragmatic about his own abilities in the first few months of employment. "I was at a high enough standard to get the job, but, looking back, I don't believe I was as good as I could be. However, when you're painting figures for seven-and-a-half hours a day, for five years, you get better at it! I was also working with other, more experienced 'Eavy Metal painters and so I picked up techniques and then had plenty of opportunities to practice them."

During his time in 'Eavy Metal, Martin developed his style which has been described as a classic Games Workshop look with clean colours, neatly done. "I've become known for my metallics, which are very smooth and realistic."

Of course, nowadays Martin is a key member of the Citadel Design team with such great miniature lines as the High Elves, Eldar and Dark Angels under his belt. How did he go from painter to sculptor? "I tried sculpting early on during my 'Eavy Metal days but it was rubbish so I

“I was happy painting models at home, but Dad told me to get a job!”

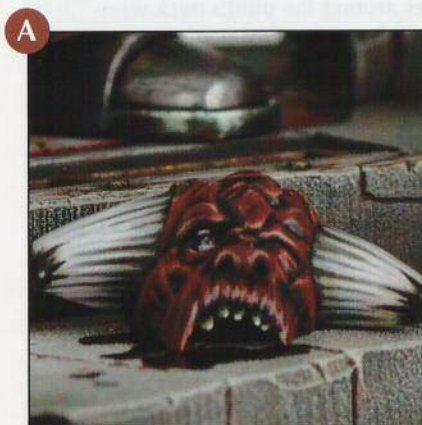
packed it in. A year later I thought I'd give it another go. I was taken on as a trainee designer after a year of sculpting in my own time. The figures I did were mainly copies of existing ones – Space Marines, Empire Soldiers, High Elf spearmen and Orc Warriors – I had to show the design managers I could get the right shapes in the correct anatomical proportions."

Martin has also become well known for his Open Category entries at Golden Demon, some of which are featured on the following pages. "I never entered when I was in 'Eavy Metal – it was only after I stopped painting full time and it had turned into my hobby again that I considered entering. I now paint two figures a year; one is my Golden Demon entry, the other I'll paint for pleasure. I don't think two models is enough, though, so I'm going to do far more in the years to come!" When asked what his current painting project is Martin refuses to comment, saying only that all will be revealed in September '08.

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

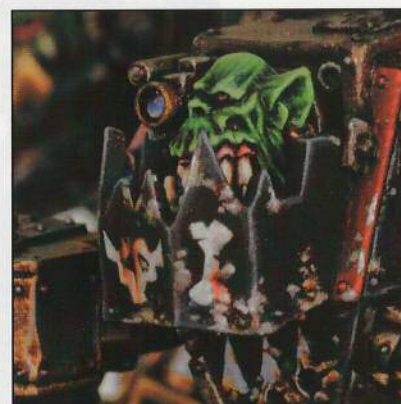
Grey Knight

This fantastic Grey Knight won the Gold in the 2007 Open category. The model is based on the Artemis miniature from the Inquisitor range, though it is heavily converted. The winding stairs on the scenic base are made from MDF, although the Daemon's decapitated head is from the plastic Warhammer Giant kit (A). The conversions on the actual model are down to Martin's sculpting expertise. Of note is the belt feed instead of an ammo drum on the storm bolter (B). Martin didn't want the arm to look too large and unwieldy, and felt the belt feed was a bit more elegant. When painting, he used a very tight palette of black, white, silver, red and gold.



Ghazghkull Thraka and Nobz

This diorama came about as Martin was fast running out of time to get a figure ready for the 2004 Open category. So, rather than creating something from scratch, he took Ghazghkul and some Ork Meganobz that he had already painted and placed them on a cool-looking base. Although the Orks are from Martin's personal collection they were painted in traditional 'Eavy Metal Goff colours. The piece ranked as a finalist.



Chaos Champion

This brilliant, as-yet-unreleased Chaos Champion was sculpted by Martin during his tenure as a straight-line designer. He wanted to do a more traditional figure to keep his skills up to par. It's painted in a dark green colour scheme that people often mistake for an allegiance to Nurgle, which isn't the case – he's just a Champion willing to fight for any Chaos God.



Imperial Pilot

Martin painted Lt Varrus from Battle for Macragge because it was the first model of his design to be made in plastic. The pilot's skin was painted in pallid tones and his clothing in light greys and blues. Martin also added some Ultramarines insignia to denote the pilot's allegiance. The pipes around the pilot's neck were painted in a deliberately contrasting scarlet.



High Elf Spearman

This 54mm-scale scratch built High Elf Champion is so impressive it was no doubt a major influence on getting Martin the High Elf gig for the range update last year! The model also won a Silver Demon in the '05 Open Category. When he came to paint it, however, Martin realised he had sculpted a bit too much armour on it, so he made a conscious decision to put a lot of contrast in the metals. The armour itself has a beautiful finish achieved by carefully and gradually glazing it with blues and greens.



Tip – Metallics and Glazes

The secret to great looking metallics is all about the glazes. Martin normally paints metals on figures using the same method; a basecoat of Boltgun Metal, then Chainmail, highlighted with Mithril Silver – although the amount of Mithril can vary depending on the look of the model. The glazes (very thin coats of watered down paint) will differ greatly depending on the model and context. For example, this High Elf Champion received many layers of blue, purple and even green glazes. For an Orc or Chaos character, Martin will use much darker glazing layers, like blacks and dark browns. So, whilst the method for painting metal remains consistent, it is the glazing that can change and add to the mood of the model.



Bretonnian Trebuchet

When learning the ropes as a straight-line designer, one of Martin's projects was the Trebuchet. After he had made it he wanted to paint one. To get the movement of the Trebuchet firing he borrowed a video off the Perry twins of a real trebuchet being used in Denmark! The dioramic base tells a narrative, with the boy (A) firing at the crow that has flown down because of the dead cow that is about to be slung by the war machine. The model won bronze in the '06 Open.



Eldar Farseer

For the Eldar Farseer, Martin wanted to use a limited palette and see how far he could go just using white. The red was used as a contrasting colour. With hindsight he would have painted the helmet red, too, though we think it looks great as it is!



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Helm's Deep

As the Rohirrim retreated to the sanctuary of Helm's Deep to prepare for the onslaught of Saruman's Uruk-hai, Haldir's Elves arrived to aid the people of Rohan. The Elves had been sent by Elrond to honour the ancient alliance between Elves and Men that deposed Sauron back at the end of the Second Age.

Haldir



Wood Elf Captains



Wood Elf Banner Bearer



Arwen Evenstar

Like her father, Elrond, Arwen is well versed in the magical arts and has great courage, but her love for Aragorn keeps her tied to the mortal realm.



THE LORD OF THE RINGS
STRATEGY BATTLE GAME

The Elves are one of Tolkien's defining creations and have a large part to play in The Lord of the Rings story. For this month's 'Eavy Metal showcase, we feature the fey Elves.

Rivendell

Founded in the Second Age by Elves fleeing Sauron's assault on the kingdom of Eregion, the haven of Imladris – also known as Rivendell – has always been a bastion of light in a world troubled by creatures of shadow. Anyone of good heart is welcome in Rivendell as guests of its master, Elrond Half-Elven.

Elladan



Elrohir



Gildor Inglorion



Cirdan



Glorfindel



Erestor



The Last Alliance

It was Gil-galad's friendship with the High King of Men, Elendil, that led to Sauron's defeat at the Battle of the Last Alliance. Relations between the two races have never been as strong since.

Elrond



Gil-galad



High Elf Captain and Banner Bearer



Legolas

The son of Thranduil of Mirkwood, Legolas is an accomplished warrior, archer and Wood Elf prince. He represented the Elven nations in The Fellowship of The Ring, where he struck up a loyal yet unlikely friendship with Gimli the Dwarf.



The Woodland Realms

At one time or another the Elves have found a sanctuary and home within the three great woodland realms of Mirkwood, Fangorn and Lothlórien. It is in Lothlórien that the Elves remain the strongest; keepers of a great realm that spans between the golden Mallorn trees, a sanctuary of peace and healing that can trace its history back to the dawn of time.

Celeborn



Galadriel



The 'Eavy Metal team painted this alternative version of Galadriel, inspired by her transformation scene in the first movie.

Wood Elf Banner Bearer



Haldir



Wood Elf Sentinels



Thranduil



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New Releases: Orks & Vampire Counts

4th January – 3rd April

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

Vampire Counts

17th March – 12th May

The hordes of the Undead are summoned forth in this tribute to the Vampires that plague the realms of the Warhammer World.

New Releases: Daemons & Mordor

4th April – 3rd July

Catch a glimpse of the forthcoming Daemons of Chaos and the hordes of Mordor in the Citadel Miniatures Hall.

Due to the number of events hosted by Warhammer World, we occasionally have to move things around. If you are planning a special trip to the venue to see our exhibitions, or just to play some games, we advise you contact us in advance to avoid disappointment.



Warhammer World is also home to Bugman's Bar – an authentic Dwarf drinking hole where you can relax over coffee and cake, or sit back with a pint of the master brewer's famous XXXXXX (Longbeards only).

Bugman's also has a full menu of food – from home-made cakes and quick snacks to full-on, mouth-watering meals.

If that's not enough to tempt you, Bugman's is also a free Wi-Fi hotspot and so, while your friends or family are happily gaming, you can open up your laptop and work, surf or play to your heart's content.

Contact Bugman's Bar on:

bugmans@games-workshop.co.uk

0115 916 8377

FRONTLINE

The Events Diary

102-105 ►►

Warhammer 40,000 Battlefields & Easter Activities

This month, we present not one, but two event profiles. In the first we introduce Warhammer 40,000 Battlefields in which experienced gamers take advantage of the new Apocalypse expansion. Meanwhile, in the second profile, Kev Beadle sheds some light on the Easter activities going on at Warhammer World.

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.

Vampire Counts

With the release of the new Vampire Counts, we trawl through our archives for those classic collectibles and main range miniatures including Zombie Regiments, Dragons, and the Black Coach.



'Battlefields' is different to any other event Games Workshop does, neither a tournament nor a campaign weekend. The former deals with competitive play, the latter with telling a narrative. A Battlefields event is simply about the experience and enjoyment of playing Games Workshop games.

This takes the form of playing different sized games and different scenarios – all with the intention of providing great games with challenging tactical play. Awards are given at the end of the weekend based on the outcome of games between both players, and every player walks away with a certificate detailing all their games played – there are no losers at a Battlefields event, just awesome hobby experiences!

Done campaign weekends? Tired of competitive play? Perhaps neither have ever appealed. Maybe a Battlefields event is for you!

Event Profile: Warhammer 40,000 Battlefields

After the success of the Warhammer Battlefields event last year, and with the release of Apocalypse, 2008 felt like the perfect year to introduce Warhammer 40,000 Battlefields to the event scene.

As with its sister event, we are keen that Warhammer 40,000 Battlefields be about the games hobbyists play and the social interaction between its attendees. In other words, it's a total hobby experience, more akin to playing with some mates round at their house. However, the scale is bigger because it's an enormous event at Warhammer World!

During the weekend players will have the opportunity to play a variety of different sized games and non-standard scenarios. There will also be the chance to play Cities of Death and Apocalypse missions – the latter doubles style! With few exceptions, players will be able to play on any table they like and decide how long they want to play their games for!

You will need a 3000 point army to play in Warhammer 40,000 Battlefields. From this master list you will need to be able to choose different armies of varying points that comply with the standard force organisation chart using your chosen codex. 1000 points of the 3000 point total does not comply to any force organisation chart and may be used to purchase anything from your codex – including Apocalypse legendary units and datasheets!

So, if you like the experience of gaming over purely winning and want to make lots of new hobby friends – this could be just the event you've always wanted to attend!

Tickets will sell out fast for this great new event, so don't delay!

See you there, and prepare for War!



FOR MORE INFORMATION

The campaign pack and more information can be found on our website at:
<http://warhammerworld.typepad.com/>

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 March | WD342 (June) |
| • 1st April | WD343 (July) |
| • 1st May | WD344 (August) |

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.

Event Profile: Hobby Station & Easter Activities

Over the last few months, visitors to Warhammer World will have noticed a bustle of noise and activity in the corner of the main gaming arena. Over half-term, in addition to offering a fantastic museum and gaming venue, we also wanted to give visitors the opportunity to have a go at some modelling or painting activities, guided by our resident experts and so, the Hobby Station was born.

Visitors to Warhammer World can now sit down and have a go at a whole range of exciting and entertaining activities, from assembling and painting miniatures to scratch building scenery and terrain. Each session lasts from between one to two hours and the price not only includes the tuition and cost of all paints, glue and materials, but the 'take away' from each project are the actual miniatures or models that you've been working on.

The Hobby Station has become so popular that we are now extending the opening times to include most Saturdays and Sundays, as well as all of the School Holidays throughout the year. One of the great features of the Hobby Station is that each activity has been designed as a 'have a go' project. Whether you are a newcomer to the world of Games Workshop or a seasoned veteran, or even a parent or best mate, we will have something to suit your interests and level of hobby skill.

From Easter 2008, the Hobby Station will take another step forward as, for the first time, we'll be offering 'all day' sessions to pre-booked visitors. These will enable you to tackle more complex and detailed hobby projects such as large multi-part kits but with the same level of help and guidance from our expert hobby staff.

If this plan is as successful as we hope, then we intend to turn these Warhammer World 'all day' sessions into week-long Summer 'hobby camps' for both Warhammer and Warhammer 40,000. We're still working on the details of these, but they will enable us to not only deliver an exciting range of extended painting and modelling activities, but also move the action onto the tabletop, with some spectacular battles and 'live' tuition in game-winning strategies and tactics from our expert in-house generals.

News of all of these forthcoming activities will of course be in White Dwarf, on the web or at Warhammer World itself. We look forward to seeing you.



Located in Lenton Nottingham, Warhammer World is the place to come for a great Games Workshop experience. Within its castle courtyard you will find a wide variety of awesome gaming tables built by Warhammer World's scenery team. All of Games Workshop's current game systems are represented, from cathedral ruins for the Warhammer 40,000 universe, to the rolling plains of the Warmaster board. Whatever game you play, Warhammer World is the place to fight your war!

- A wide variety of gaming tables that can be used for all systems.
- Gaming nights to cater for all levels of gaming knowledge and experience.
- Visit the world famous Citadel Miniatures Hall
- Sample the legendary hospitality of the Dwarfs at our very own Bugman's Bar!

For more details, call +44(0)115 916 8328

FOR MORE INFORMATION

To find out more details and to sign up for this Easter's Hobby Station activities, then contact the Warhammer World Events Team on 0115 916 8328. Alternatively, get online and visit www.warhammerworld.typepad.com/



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.



March

EVENT SPOTLIGHT

1st The Battle for Albion Campaign Weekend

Date: 1st-2nd March, 2008

Venue: Warhammer World, Lenton, Nottingham, England

Age Limit: 16+

Details: The Isle of Albion has been forgotten in the mists of time and all across the Old World it is nothing more than legend. Until now...

Inhabited by primitive humans the island is also home to powerful druids who call themselves the "Truthsayers". Together with the Giants, they guard the Ogham circles – great stone circles – which are said to be the key to incredible power.

Now, the recent appearance of a mysterious figure known only as "the Dark Master" has rekindled the legends of Albion, and even now he makes for the isle.

In a bid to capture the stone circles of power, claim the island's treasure for their own, and prevent the dark shadow of Chaos spreading further, the races of the Warhammer World prepare their fleets for conquest!

You will need a 2000 point army chosen from the Warhammer Armies series of books. Full details can be found in the campaign pack for details, available to download from the Tempus Fugitives website.

Tickets: £45 and includes six games over the weekend as well as lunch on both days, and an evening meal on the Saturday.

Contact: tfevents@tempusfugitives.co.uk

Website: www.tempusfugitives.co.uk

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

8th Winds of War 2008

Date: 8th March, 2008

Venue: Harmans Water Community Centre, Bracknell Forest, Bracknell

Details: The Bracknell Forest Gamers would like to invite you to play in a fun tournament with a friend as an ally. You will each need a 500 point Warhammer Border Patrol force.

Tickets: £18 per two player team

Contact: 07951 936955

eventsmaster@bfgclub.org.uk

Website: www.bfgclub.org.uk

1st Euro Get Together

Date: 15th-16th March, 2008

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: A truly international, annual community event, players can take part commanding Warhammer, Warmaster and Warmaster Ancients armies, lead Mordheim warbands or even taking to the high seas with Man O'War fleets!

Website: <http://eurogt.org/>

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

From outright beginner to those of you with literally years of experience, there will be something for you. All you need to do is sign up and attend these sessions and you could be welcomed into the ranks of those who have been rewarded with an 'Iron Halo' badge to display their hobby prowess! Ask store staff for details.



April

6th Warhammer 25th Anniversary

Date: 6th April, 2008

Venue: Athens Electra Palace Hotel
18-20, N.Nikodimou Street, Greece

Details: Join us in our celebration of 25 years of Warhammer. Participate in games and competitions, win prizes and share your hobby with the Warhammer community. In collaboration with Fantasy Shop, Kaissa, Strategy Hall, Underworld, Hobby Planet and the Greek Gaming clubs.

Contact: yannis.krommydas
@games-workshop.co.uk

26th Storm Over Stirling

Date: 26th April, 2008

Venue: Ochil Community Centre,
Ochil Crescent, Stirling

Details: Stirling Wargamers invite you to take part in their annual Warhammer tournament. You will need a 2250 point army.

Tickets: £10 and includes a pizza buffet lunch, tea and coffee all day and doughnuts.

Contact: Gus McCabe – 07739 903086
info@stirling-wargamers.org.uk

EVENT SPOTLIGHT

19th THE LORD OF THE RINGS STRATEGY BATTLE GAME Doubles Tournament

Date: 19th–20th April, 2008

Venue: Warhammer World, Lenton,
Nottingham, England

Age Limit: 12+

Details: Compete in a friendly tournament with a friend as your ally. Designed to challenge players' abilities to work together to achieve their goals, who will emerge as the first The Lord of the Rings Doubles Champions?

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

Contact: Mail Order 0115 91 40000

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

BLOOD BOWL GRAND TOURNAMENT



Once again, mayhem and destruction run riot as teams from all walks of life descend upon Warhammer World to compete in the XLVII (47th) Blood Bowl Grand Tournament. Have you got what it takes to lift the fabled Blood Bowl Trophy?

10TH-11TH
MAY 2008

May

10th Blood Bowl Grand Tournament

Date: 10th–11th May, 2008

Venue: Warhammer World, Lenton,
Nottingham, England

Age Limit: 16+

Details: Compete to become the winning coach in this prestigious Blood Bowl Grand Tournament. You will need a fully painted Blood Bowl team following all the restrictions detailed in the event pack. You will play six games over the weekend, and the top two players in the final round will compete for the Blood Bowl Cup.

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

Contact: Mail Order – 0115 91 40000

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

17th Damocles Gulf Campaign Weekend

Date: 17th–18th May, 2008

Venue: Warhammer World, Lenton,
Nottingham, England

Age Limit: 16+

Details: Troubled by the rapid expansion of the fledgling Tau Empire, the Imperium decides to strike, launching an immense armada into the region of space known as the Damocles Gulf. But with an enormous Ork Waaagh! in the region, it will not be long before these three great societies clash in a battle for supremacy.

You will need a 2500 point army, and a copy of the Apocalypse expansion. See the campaign pack for details.

Tickets: Tickets are £45 and include five games, lunch on both days and an evening meal on the Saturday.

Contact: tfevents@tempusfugitives.co.uk

Website: www.tempusfugitives.co.uk

THE DAMOCLES GULF CRUSADE CAMPAIGN WEEKEND



17TH-18TH
MAY 2008

TEMPUS FUGITIVES

STORE FINDER

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



GAMES WORKSHOP Hobby Centres

OPENING TIMES

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

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

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

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

www.games-workshop.co.uk/storefinder

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

Full range of products

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

In-store order point

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

Gaming Rooms

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

Free painting & modelling advice

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

Free gaming & tactics advice

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

Free beginners programme

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

GAMES WORKSHOP

Independent Stockists

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

IN YOUR LOCAL AREA

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

MOST POPULAR STOCK LINES

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

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

IN THIS DIRECTORY

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

AROUND THE WORLD

If you're unsure where your nearest stockist is located, anywhere in the world, call Mail Order on: +44 (0) 115 91 40000

Store Directory

AVON

GW BRISTOL:
87 The Horsell, BS1 3JR
Tel: 0117 925 1513
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5UP
Tel: 0117 959 2520
BRISTOL, Area 51:
Tel: 0117 9244655
BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 01233 486999
LUTON, Ottakers:
Tel: 01234 757878

BERKSHIRE

*** GW MAIDENHEAD:**
Unit 2, 17 Market Street, SL6 8AA
Tel: 01628 863 1747
GW READING:
29 Oxford Road, RG1 7QG
Tel: 0118 959 8693
GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
Tel: 01233 365087
BRACKNELL, Ottakers:
Tel: 01344 488124
BRACKNELL, Toy Planet:
Tel: 01344 426262
Tel: 0118 902 0600
READING, HobbyCraft:
Tel: 01252 873350
WINDSOR, WJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit L16, Bullring Link, B5 4BS
Tel: 0121 633 7193
GW DUDLEY:
Unit 36, Merry Hill Centre, DY8 4UE
Tel: 0121 648 1818
GW SOLIHULL:
690 Warwick Road, B91 3DX
Tel: 0121 705 7997
*** GW SUTTON COLDFIELD:**
45-47 Birmingham Road, B72 1QF
Tel: 0121 354 3174
GW WALSALL:
Unit 27, Old Square Shopping Centre, W51 1QP
Tel: 0192 272 5207
GW WOLVERHAMPTON:
9 King Street, WV1 1ST
Tel: 0190 231 9486
BIRMINGHAM, Console Games:
Tel: 0121 477 9023
WOLVERHAMPTON, HobbyCraft:
Tel: 0845 051 6543

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 29, The Octagon Centre, HP11 2HT
Tel: 01494 453 1494
GW MILTON KEYNES:
304 Silbury Boulevard, MK9 2AD
Tel: 01908 669 0477
AYLESBURY, Bear Necessities:
Tel: 01296 421096
BUCKINGHAM, Abacus Toys:
Tel: 01280 821015
GERARDS CROSS, Howard Marshall:
Tel: 01753 882952
MILTON KEYNES, HobbyCraft:
Tel: 01908 308 330
NEWPORT PAGNELL, Doodles
Tel: 01908 610496
PRINCES RISBOROUGH, Treats:
Tel: 01844 344354

CAMBRIDGESHIRE

*** GW CAMBRIDGE:**
54 Regent Street, CB2 1DP
Tel: 01223 331 3350
GW PETERBOROUGH:
3 Wentworth Street, PE1 1DH
Tel: 01733 890 052
ELY, City Centre:
Tel: 01351 663171
HUNTINGDON, Sports & Fashions:
Tel: 01480 454541

PETERBOROUGH, Your Story:

Tel: 01733 341007
ST NEOTS, First Computer Games:
Tel: 01480 386 638
ST NEOTS, Gamers:
Tel: 01480 217 443
ST NEOTS, Westgate Department Store:
Tel: 01480 473242
CHANNEL ISLANDS
JERSEY, ST. HELLER, The Little Shop:
Tel: 01534 732187
JERSEY, ST. SAVIOUR, The Jersey Train and Model Centre
07797 736478
GUERNSEY, ST. PETERS PORT, Carousel:
Tel: 01481 721721

CHESHIRE

GW ALTRINCHAM:
Unit 1, 19 Grafton Street, WA14 1DU
Tel: 0161 929 9896
*** GW CHESTER:**
112 Foregate Street, CH1 1HB
Tel: 0124 431 1967
*** GW MACCLESFIELD:**
Unit 38, Chestergate Mall, Grosvenor Centre, SK1 6AR
Tel: 0162 561 9020
GW STOCKPORT:
32 Mersey Square, SK1 1RA
Tel: 0161 424 1427
GW WARRINGTON:
Unit 19 Bank Street Time Square, WA1 2AP
Tel: 0192 565 1984
ALTRINCHAM, The Gaming Crypt:
Tel: 0161 929 9919
BIRKENHEAD, Kit Shop
Tel: 0151 647 9067
CHEADLE, Fantasia:
Tel: 0161 491 1130
CHESTER, HobbyCraft:
Tel: 01244 650 110
CONGLETON, Deans Toys & Cycles:
Tel: 0126 0273277
CREWE, ABC Model Sport:
Tel: 01270 595 048
CREWE, Jac in a Box:
Tel: 01270 581 1130
FRODSHAM, Steve Webb Models & Hobbies:
Tel: 01928 735 225
NANTWICH, HobbyCraft:
Tel: 0845 051 6537
NESTON, Carousel:
Tel: 0151 336 621
NORTHWICH, Level 1:
Tel: 01606 43053
NORTHWICH, The Model Shop:
Tel: 01606 826 346
SANDRACH, RC Nut:
Tel: 01270 759 890
STALYBRIDGE, Hardcastles:
Tel: 0161 303 9402
STOCKPORT, HobbyCraft:
Tel: 0161 429 5400
HYDE, Goslings Toymaster:
Tel: 0161 427 2099
WIDNES, The Hobby Shop:
Tel: 01514 241 947

CLEVELAND

*** GW MIDDLESBROUGH:**
Unit 33, 39 Dundas Street, TS1 1HR
Tel: 01642 235 4091
HARTLEPOOL, Illusions:
Tel: 01429 233 199
NORMANBY, PC Tech:
Tel: 01642 461010
REDCAR, PC Tech:
Tel: 01642 461080
CORNWALL
GW TRURO:
Unit 1, Bridge House, New Bridge Street, TR1 2AA
Tel: 01892 232 0047
BODMIN, Bricknells:
Tel: 01208 77088
BUDE, Nitro RC:
Tel: 01288 353 388
BUDE, More Value:
Tel: 01288 352 362
CALLINGTON, GMS Games
Tel: 01579 394 837
FALMOUTH, Kernow Toymaster:
Tel: 01326 312 571
HAYLE, Blewetts of Hayle:
Tel: 01736 753 012

LISKEARD, Bricknells:

Tel: 01579 342 161
LISKEARD, Trago Mills:
Tel: 01579 348 877
NEWQUAY, Planet Hobbywood:
Tel: 01637 859 941
3ST AUSTELL, Adebata Toys:
Tel: 01726 73125
ST AUSTELL, Mad for Miniatures:
Tel: 01726 72259
ST IVES, Dragon's Hoard:
Tel: 01736 79848
TRURO, Toymaster:
Tel: 01872 272 452
WADEBRIDGE, Bricknells:
Tel: 01208 813 274

COUNTY DURHAM

*** GW DURHAM:**
64 North Road, DH1 4SQ
Tel: 0191 374 1062
GW DARLINGTON:
78 Skinnergate, DL3 7LX
Tel: 0132 538 2463
BARNARD CASTLE, Toy Shop:
Tel: 01833 637 396
BISHOP AUCKLAND, Windsock Models:
Tel: 01388 609 766
CONSETT, Kwikpart:
Tel: 01207 581024
SEAHAM, Games of War:
Tel: 01915 817 118
STOCKTON ON TEES, Stockton Modeller:
Tel: 01642 616 680

CUMBRIA

*** GW CARLISLE:**
Unit 2, Earls Lane, CA1 1DP
Tel: 0122 859 8216
BARROW-IN-FURNESS, Heaths:
Tel: 01229 820 435
BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 01539 443 047
COCKERMOUTH, The Toy Shop:
Tel: 01909 825855
KENDAL, Aireys of Kendal:
Tel: 01539 720 781
PENRITH, Harpers Cycles:
Tel: 01768 864 475
WIGTON, Jacksons Diecast Models:
Tel: 01697 242 537
WORKINGTON, ToyTown:
Tel: 01900 873 122

DERBYSHIRE

GW DERBY:
42 Sadler Gate, DE1 3NL
Tel: 01323 237 1657
ASHBOURNE, Lumbards Toys:
Tel: 01335 345115
BELPER, Children's Choice:
Tel: 01773 825865
BUXTON, Knowles Toys and Models
Tel: 01298 24291
CHESTERFIELD, Chesterfield Department Store:
Tel: 01246 220 200
GLOSSOP, Wain Services:
Tel: 01457 853 548
ILKESTON, Ilkeston Co-op:
Tel: 01159 327 777
MATLOCK, Shaves:
Tel: 01629 582 482

DEVON

*** GW EXETER:**
31a Sidwell Street, EX4 6NN
Tel: 0139 249 0305
GW PLYMOUTH:
84 Cornwall Street, PL1 1LR
Tel: 0175 225 4121
GW TORQUAY:
12 Market Street, TQ1 1AQ
Tel: 0180 320 1036
BARNSTAPLE, The Battlezone:
Tel: 01395 267 731
BIDEFORD, The Tarka Train Company:
Tel: 01237 424 807
DARTMOUTH, WG Pillar & Co:
Tel: 01803 832 139
EXMOUTH, Gamezone Models:
Tel: 01395 267 731
HOISWORTHY, Honiton Toy Shop:
Tel: 01404 43741
HONITON, Bazaar:
Tel: 01409 253 892

STORE FINDER KEY

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

HOBBY STOCKIST

Offers a hobby gaming and painting service.

NE ELITE STORE

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

NE PARTNER STORE

Stocks most of the Games Workshop range.

INDEPENDENT STOCKIST

Official sellers of Games Workshop products.*

NEW STORE OPENING

Indicates new stores and stockists.

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

KINGSBRIDGE, The Trading Post:

Tel: 01548 852 923
NEWTON ABBOT, Austins:
Tel: 01626 333 444
PLYMOUTH, Model Shop:
Tel: 01752 221 851
TAVISTOCK, Kaleidoscope:
Tel: 01822 615 236
TEIGNMOUTH, Jackmans Toybox:
Tel: 01626 778 260
TORRINGTON, Toyzone:
Tel: 01805 624 790

DORSET

GW BOURNEMOUTH:
24 Post Office Road, BH1 1BA
Tel: 01202 231 9292
*** GW POOLE:**
Unit 12 Twyngate Centre, BH15 1ER
Tel: 01202 268 5634
BOURNEMOUTH, Hobbycraft:
Tel: 01202 582 444
BRIDPORT, Frosts Toymaster:
Tel: 01308 422 226
DORCHESTER, Dorchester Toys:
Tel: 01305 261 152
SHERBOURNE, The Corner House:
Tel: 01935 815 615
SHERBOURNE, The Toy Barn:
Tel: 01935 815 040
WEYMOUTH, Kessock Models:
Tel: 01305 750 025
WEYMOUTH, Razzamatraz:
Tel: 01305 780 601

ESSEX

GW CHELMSFORD:
Unit 4C, The Meadows Centre, CM2 6FB
Tel: 0124 549 0048
GW COLCHESTER:
2 Short Wyre Street, CO1 1LN
Tel: 0120 676 7279
GW SOUTHEND:
12 Southchurch Road, SS1 2NE
Tel: 0170 246 1251
GW THURROCK:
Unit 4158, Level 3, Lakeside Shopping Centre, RM16 1ZJ
Tel: 01780 806 7133
SAFFRON WALDEN, Game On:
38 High Street, Tel: 01799 506 079
BASILDON, HobbyCraft:
Tel: 01268 240 100
BRENTWOOD, B&M Cycles:
Tel: 01277 214 342
CLACTON ON SEA, Clacton Art & Craft Centre:
Tel: 01255 436 146
HARLOW, Marquee Models:
Tel: 01279 423 334
LEIGH-ON-SEA, Caliver Books:
Tel: 01702 473 906
MALDON, Colin Bliss Models:
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WATERLOOVILLE, Paul's Hobby Shop:
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MELKSHAM, The Toyshop:
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SWINDON, SPS Ltd:
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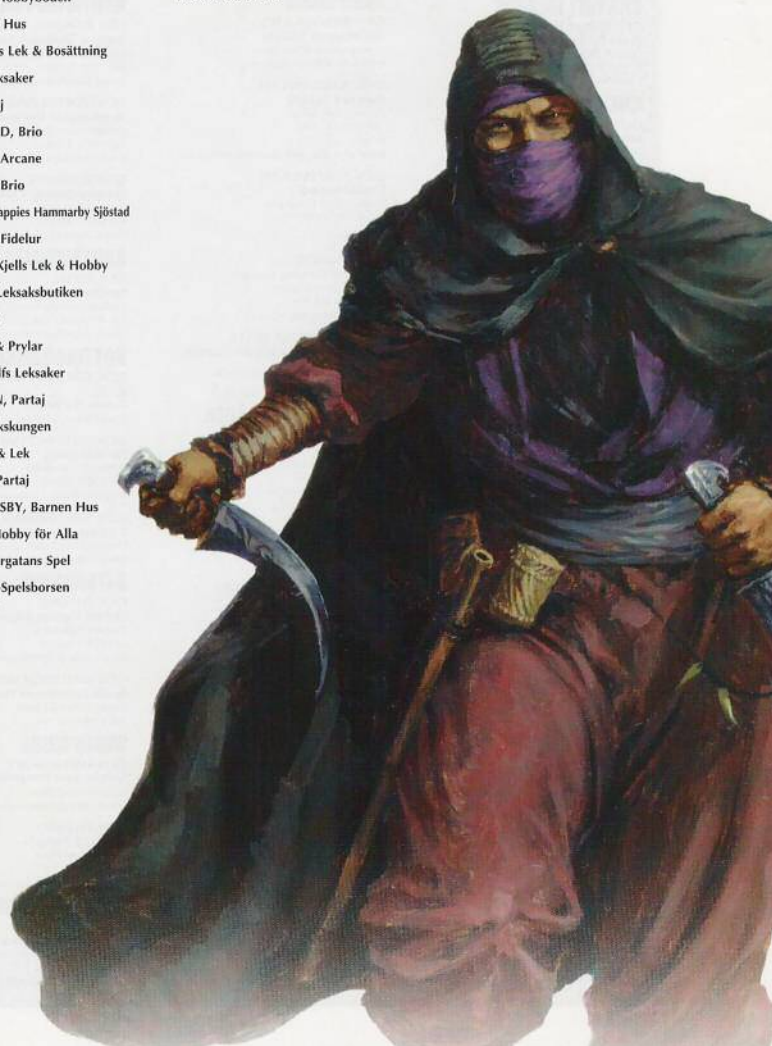
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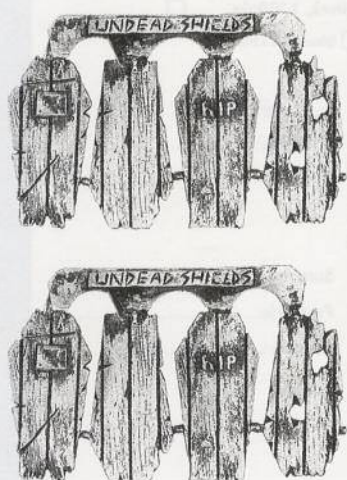
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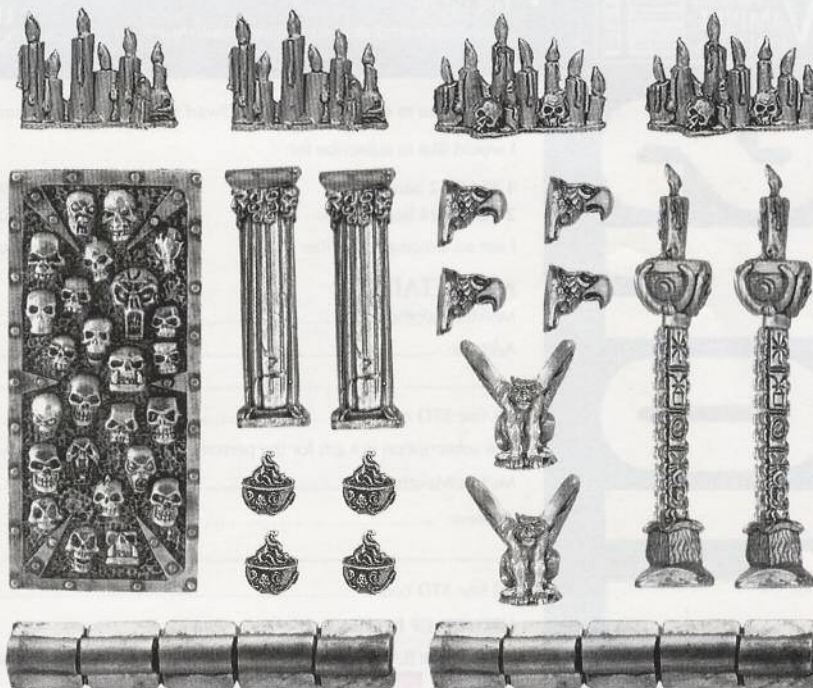
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