

INSIDE

Giant-sized Warhammer Legendary Battle Report

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WHITE DWARF

GAMES WORKSHOP'S
MONTHLY MAGAZINE

WD340

April 2008

WE CELEBRATE:



25 YEARS OF WARHAMMER

ARCHITECTS OF WAR:

We take a look over the history of Warhammer.

HARRY THE HAMMER:

This iconic character gets a makeover!

ALSO INSIDE

WARHAMMER
40,000

APOCALYPSE

LIBER APOCALYPTICA:
The Forces of Chaos

FEATURING ALL-NEW DATASHEETS

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TUTORIAL



Warhammer, the game of fantasy battles, is 25 years old this month, and we're celebrating!

This issue of White Dwarf hits the shelves at a most auspicious time, and I've devoted many of my pages to a celebration of that most excellent of games: Warhammer! Across the world, Games Workshop hobby centres will be preparing for a global party, and all of you are invited to join in the fun.

Within this month's magazine, you'll be able to find out what exactly makes Warhammer such an enduring favourite, as we talk to the original creators and artists behind it. We've even managed to get a whole host of new rules written – new scenarios by Gav Thorpe, and an entire Expansion by Jervis! Now you can elevate your games of Warhammer to a monstrously large level. As if that's not enough, we've used these new rules to stage one of the largest and most stunning battle reports of all time – turn to page 20 and choose your allegiance!

Of course, although I'm more than a little enthused by all these Warhammer goings-on, I'm not going to forget the other games systems. On page 60, you'll find Jervis' musings on Chaos forces in Apocalypse (he's been busy this month!), while on page 78 you'll find the first part of an in-depth Tactics for The Lord of the Rings by Mat Ward. I really don't know how I manage to fit it all in!

Grombrindal, The White Dwarf

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Grimgor Ironhide threatens Wolfenburgh in this gigantic battle featuring over 25,000 points' worth of troops!

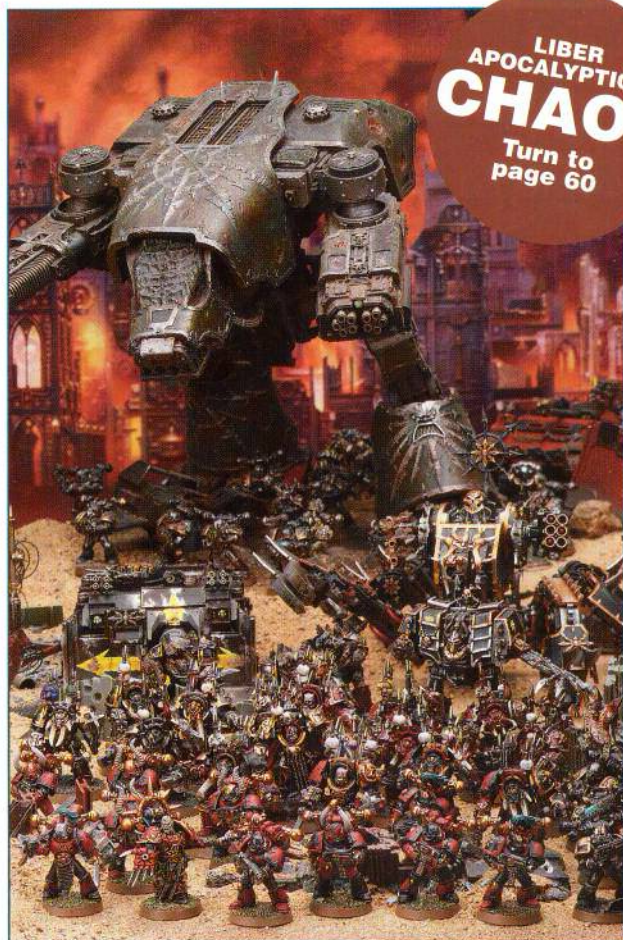
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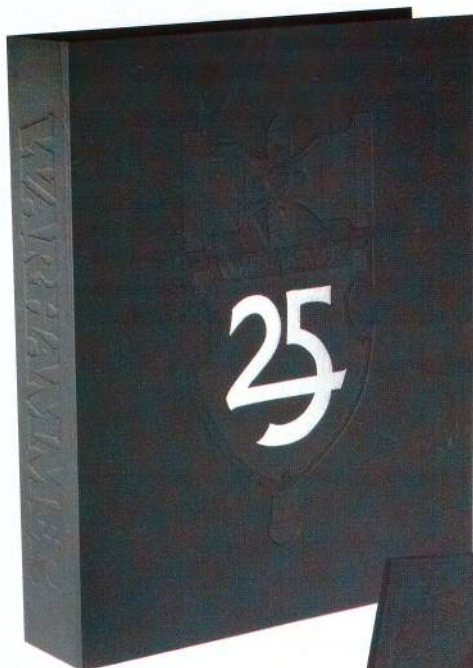
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This is your first – and only – opportunity to own this limited edition so be quick, as they won't last long!

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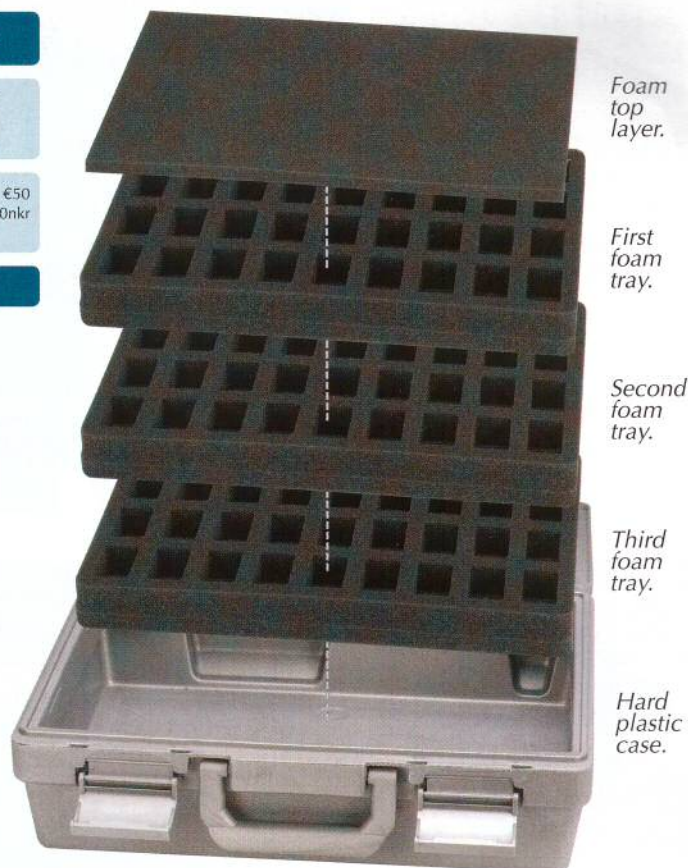
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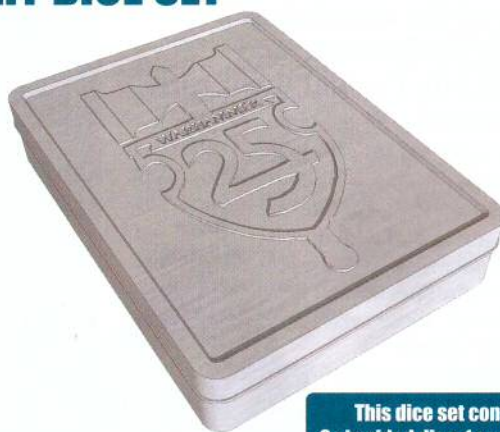
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This set of 10 silver-effect dice not only sports the Warhammer 25th Anniversary logo, but also comes in a snazzy metal tin.

IS THERE A

SILVER TICKET

INSIDE?



**This dice set contains
8 six-sided dice, 1 scatter dice
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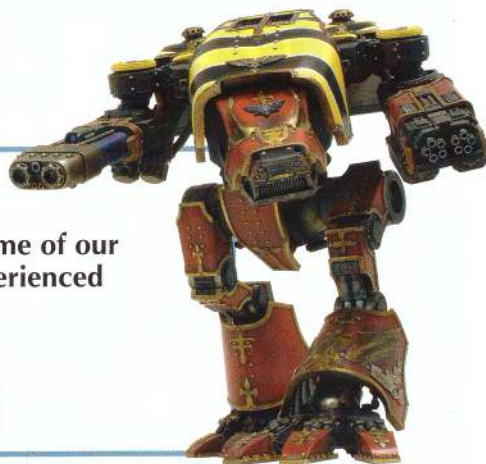
SILVER TICKET

Not only do we have a new set of dice to commemorate the 25th anniversary of Warhammer, we've also had 25 sets of **solid silver** Critical Roll dice made. But getting hold of these ultra-rare dice won't be easy – 25 silver tickets have been hidden in the Anniversary dice sets across the world, and if you're lucky enough to find one, you can send it in to claim your very own set of solid silver dice!

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Master Model by Will Hayes and Simon Egan.



KRIEG COMMISSAR

Designed by Simon Egan.



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Designed by Mark Bedford.



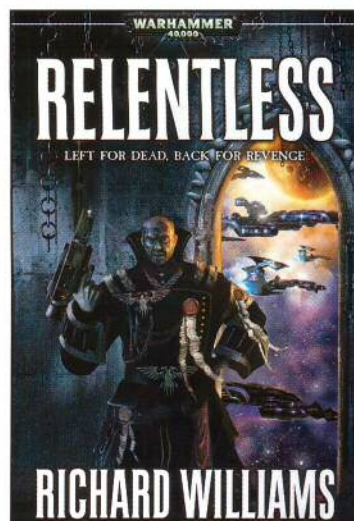
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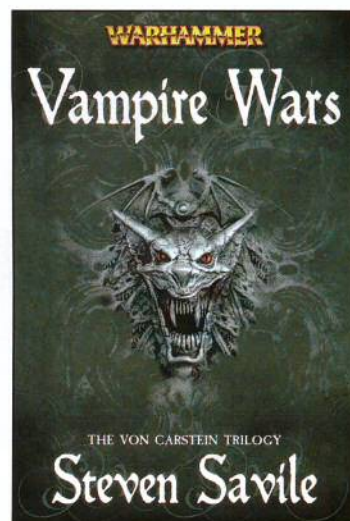
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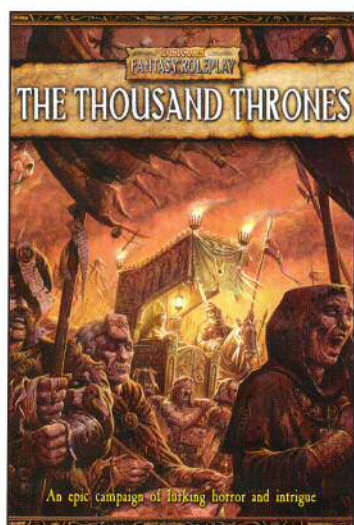
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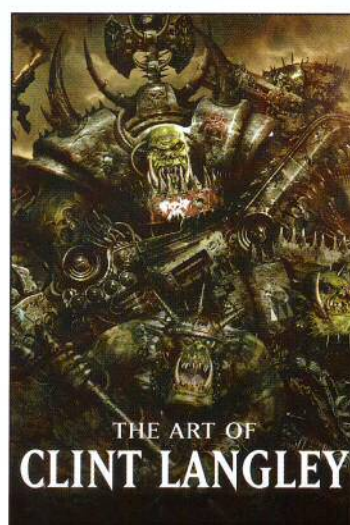
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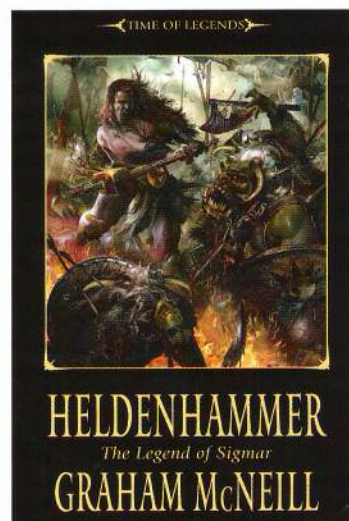
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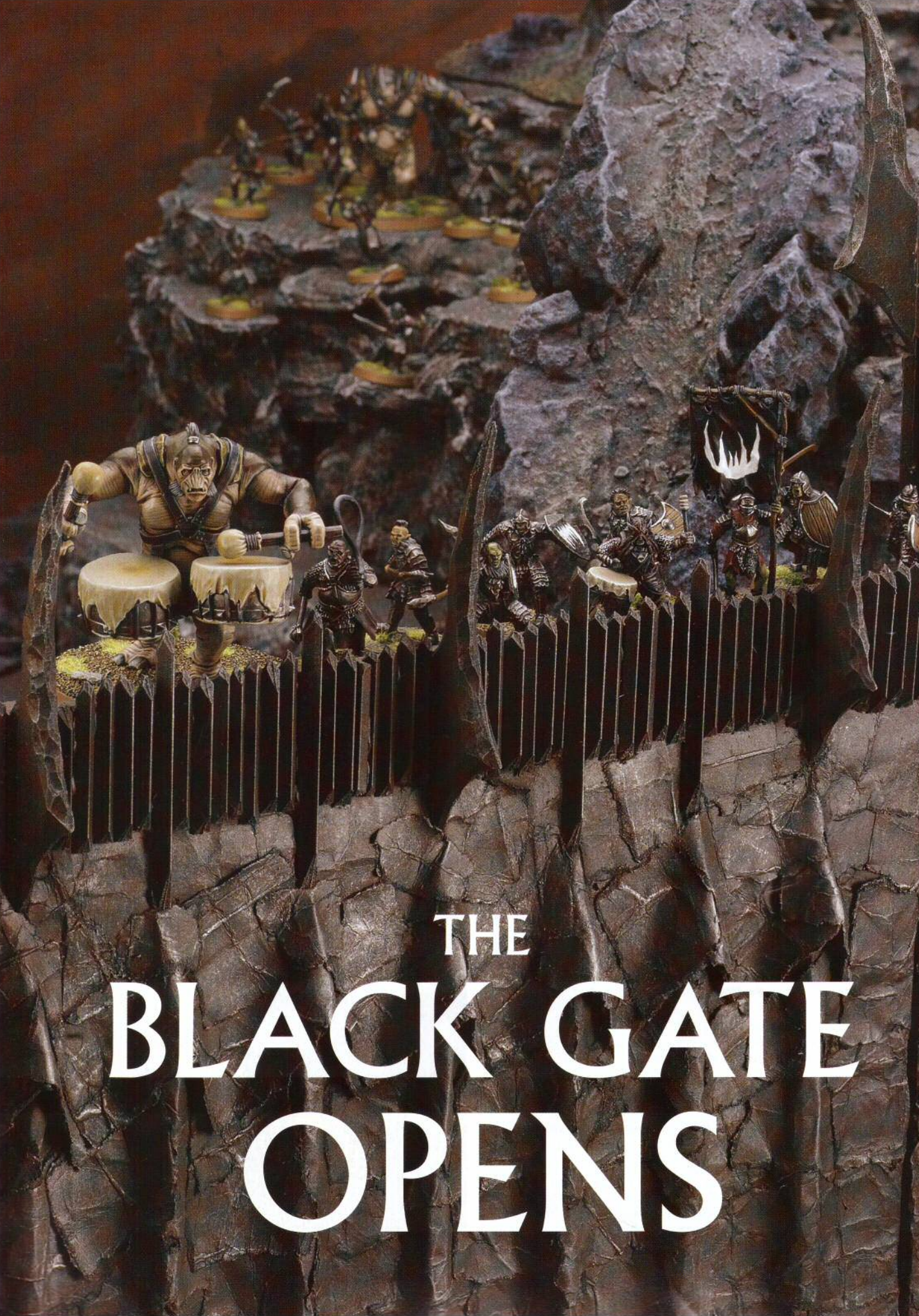


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Mordor players will be able to field armies from Barad-dûr, Minas Morgul, and Cirith Ungol. Orcs and Trolls form the backbone of most evil armies, and the forces of Mordor are no different, marching to war with dread war machines such as the Mordor Siege Bow and the War Catapult. However, the forces of Sauron comprise more than just Orcs, as Black Númenóreans, Dark Marshals and the feared Morgul Knights take to the field of battle.

As well as these fearsome warriors and heroes, the new sourcebook delves into the history of the Nazgûl and gives them a full army list, allowing players to use them as a single, terrifying force – and we're releasing an amazing set of models to represent the Nine like never before!

And if all that isn't enough to get you salivating, there's also the new plastic Troll, which can be assembled as either a Mordor or Isengard monster. There's never been a better time to be Evil!



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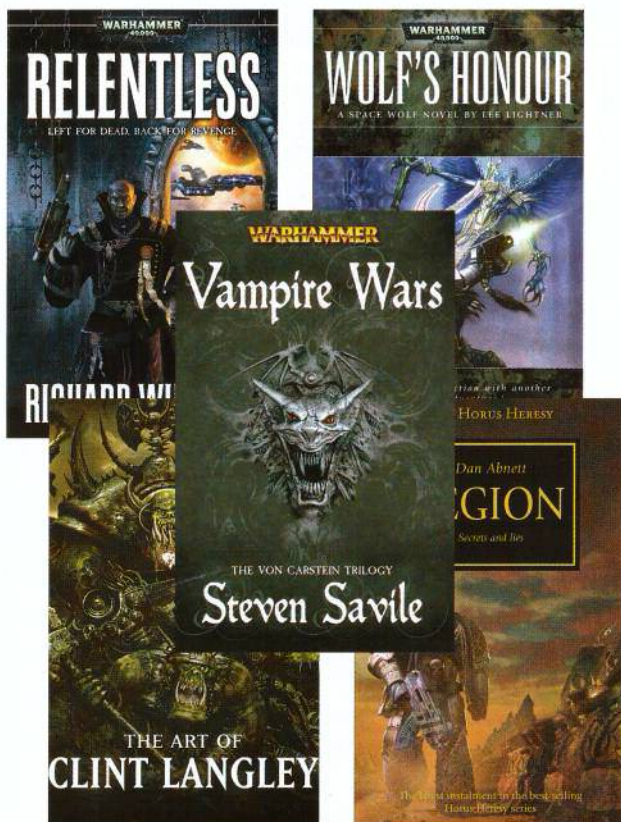
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Starting in May, all of our stores will be taking registrations and running painting activities, leading up to judging the coveted position of Store Painting Champion!

Check out next month's White Dwarf and the website for details, or just pop down to your local store and have a chat with the staff about how you can get involved!



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Do you see yourself joining Gotrek and Felix Jaeger as they hunt Mannfred von Carstein in the dark forests of Sylvania? Have you ever dreamed of leading the Tanith First and Only through the ruins of Vervun Hive?

This May you can, as Games Workshop stores around the country hold the very first Black Library Day!

This is a whole day across all of our stores where we will be celebrating Black Library's awesome books and their contribution to our worlds and their background. There will be all kinds of activities in the stores; games based around the skirmishes and battles from the Black Library's many fantastic stories, converting and painting models of the characters as well as all sorts of competitions and surprises!

Look out for more details here in White Dwarf and on our website, or get along to your local store and have a chat with the staff about what great stuff will be going on!



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WARHAMMER HISTORICAL

Warhammer Historical will be at the Military History LIVE! Show in May. There, manager of Warhammer Historical, Rob Broom and a team of enthusiastic volunteers will be playing games of "The Great War" the forthcoming new World War One rule set as previewed at Games Day 2007.

Well known sculptors from Games Workshop Alan and Michael Perry, Dave Andrews and Aly Morrison will also be in attendance with their fantastic historical gaming tables.

Military History LIVE! is a showcase of the nation's military history over the past 200 years and is taking place alongside the *Who Do You Think You Are? LIVE* and *Discover Archaeology LIVE!* National History Show at Olympia, London on the 2nd-4th May 2008.

Alongside tanks and planes you can also meet Time Team presenter Tony Robinson, TV's Peter and Dan Snow will be discussing strategy and influential battles in the interactive Battle Theatre and you can take time to talk to experts about searching for information about your ancestors. (Grombrindal would approve!)

You can find out more information about Warhammer Historical and the event online.

See you there!

www.warhammer-historical.com
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LEGENDARY

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WARHAMMER

EXPANSION By Jervis Johnson

BATTLES

of Warhammer



Legendary Battles Rules

Jervis details all the rules you need to play massive games of Warhammer.



Battle Report

We play a Warhammer game of truly epic proportions!

Legendary Battles

As part of the celebrations for the 25th anniversary of Warhammer, we decided to organise a 25,000-point Warhammer battle report – one of the biggest ever! Jervis volunteered to write the rules needed for the game, which are presented here. You can read the battle report itself on pages 20-45.

Jervis: Most games of Warhammer are two-player games between armies with equal points values of anywhere from 500 to 3000 points. However, while games like these are great fun, they are not the only way to play Warhammer. The purpose of this article is to provide rules for playing Warhammer in a slightly different way; one where, instead of playing against a single opponent, you gather a group of players together to fight a really large battle. And instead of choosing the armies to a precise points value, you pick a race or two for each side and then use as many models as you can lay your hands on!

Of course, there's a bit more to it than that, and there are a number of special rules and conventions required for large

games like this. This is mainly because the Warhammer rules are written with the assumption that there will only be two armies, with one player a side, and so additional rules are needed to cover what happens when there are more than two players a side. For example, who gets the dice out of the Magic pool? Can units under the command of one player flee through friendly units belonging to another? And so on.

The rules that follow will explain how to deal with these things, and also allow you to do things in a large multi-player battle that you can't do in a normal-sized game. You'll find rules for including allied units in your army, for fielding massed batteries of artillery or large hordes of monsters. There are also alternative rules for deploying and deciding who has won that are especially suited to large games, where adding up Victory Points would take as long as playing the game itself! All you need to do is bring along a large army, handfuls of dice, and be ready to fight one of the most exciting and memorable Warhammer battles of your life!

Legendary Battles Summary

1) ARRANGE THE GAME

- Select teams and decide armies to be used (make sure that the armies on the same team can ally together – see page 16).
- Agree points limit for the battle (minimum of 5000 points per side).
- Decide how armies will deploy, and what victory conditions will be used.
- Agree if any house rules will be used.

2) PICK ARMY

- Choose an army from the relevant Warhammer Army Book.
- Add allied units.
- Add Monstrous Hordes and/or Massed Batteries.

3) PREPARE THE BATTLEFIELD

- Set up the battlefield in any mutually agreeable manner.
- Pick deployment areas.
- Place objectives (if they are being used).

4) DEPLOY

- Agree turn or time limit for game.
- Deploy armies using method decided on in step 1.

5) DESPERATION TOKENS

- Side with lowest points value receives one desperation token for every 100 points they have less than opponents' total points value.
- Desperation tokens are divided amongst the players in the team.

6) FIGHT THE BATTLE

- Determine which side moves first.
- Fight the battle using the Warhammer rules.
- Determine the winner using method decided on in step 1.

The Legendary Battle

A "Legendary Battle" is a special type of Warhammer game that takes place between two teams of two or more players, with each team of players commanding an army of 5000 points or more. Note that it's not each player who has to have an army of this size – it's each side. So two players, one with a 2000-point army and one with a 3000-point army, could fight as a team in a Legendary Battle.

There's no upper limit to how many points each side can have – the more the merrier! Your aim should be to get as much of your collection on the table as you possibly can. In fact, the only real restriction on the upper points limit is that both sides should have roughly the same number of points.

The best way to decide the points limit for the game is to gather the players together and discuss what armies you have available, and how many points' worth of troops you can field. You'll find that it quickly becomes apparent what the sides for the game will be and roughly how many points the game should be. Note that the two sides don't have to have exactly the same number of points, as the rules for desperation tokens, later, will allow you to even things up if one side or the other has slightly more points. This said, try to keep the sides within 1000 points of each other.

So, in order to fight a Legendary Battle you will need a group of players that can muster two armies of 5000 points or more between them. Split the players into two teams (being careful to take into account the rules for allied armies that follow), set a points limit for each side, and then let the players go off and pick their armies ready for the game.

Choosing a legendary army

Each player must pick their army using the normal Warhammer rules. Players belonging to the same team will need to agree amongst themselves how many points each may spend on their army, though usually this will have been decided when the teams are set up.

The only changes to the way you can pick an army are the new rules for Allies and for Monstrous Hordes & Massed Batteries, which are described in the following sections. These modifications aside, you pick your army from the standard Warhammer army list, basing any restrictions on what you can take on the number of points you are allowed to spend on your own army. So, if you were playing in a 10,000-point game but only had 4000 points to spend on your contingent, then the number of characters, Special and Rare choices would be based on 4000 points, not 10,000 (nice try, though!).

Forging alliances

The Allies rules allow players on the same side to command armies drawn from different army lists. This is important in a Legendary Battle, because it's rare for players in a multiplayer game to all collect the same race; usually each side will comprise two or three different armies. If you wish, you can allow any armies to fight together, but to me this approach doesn't feel quite right for Warhammer. After all, there are some armies that have never fought on the same side at any point in the Warhammer world's history. Because of this, I wanted Legendary Battles to have rules that provided guidance about which armies would feasibly fight together.

This is accomplished through the use of the Ally chart you'll see on page 16. Just cross reference two armies to see if they are allowed to ally together. Armies that are enemies may not fight on the same side, but armies that are occasional or common allies can fight alongside each other. If you've got an army that you can't find on the chart for any reason, then either count it as being an occasional ally to all other armies, or (even better!) discuss the matter with the other players and decide among yourselves who they can ally with.

Allied units

By a happy stroke of fortune, the Ally chart also gives you the option of including some allied units in your own army. This is a great way to start off a new army, and means you can include a unit or two of allied models in your collection just because you think they look cool. It also allows for more models to be used in the battle, which is always a good thing – well, if you ask me, anyway!

To see which allied units can join your own army, just read along the line for it on the Ally chart; you may take units from any armies that are noted as being common allies. You may not take units from armies that are your enemies or which you only occasionally ally with. For example, a player fielding an Empire army could include a unit of High Elves, but not Wood Elves or Dark Elves, and so on.

Allied units are paid for from your own points allocation, and you have complete control of them during the battle. Characters and units that are taken do count towards the maximum restrictions that apply to your army for characters and for Special or Rare units. So if you took a Special unit from another list, then it would count against the number of Special units in your army. Similarly a Rare unit from another list would count against the number of Rare units allowed in your army. Allied Core units, however, do not count towards the minimum number of

Famous Battles

THE BATTLE OF BLACK FIRE PASS

At the dawn of the Empire, a vastly outnumbered army of Men led by Sigmar stood side-by-side with their Dwarf allies against the largest Orc horde ever seen. The human and Dwarf armies held a narrow pass, where the overwhelming hordes of Orcs & Goblins could not bring their numbers to bear. The battle lasted many hours, until the Orcs were finally broken by a fearsome charge led by Sigmar himself.



Legendary Battles Ally Chart

	Empire	Orcs & Goblins	Skaven	Chaos*	Tomb Kings	Vampire Counts	Dark Elves	High Elves	Wood Elves	Brettonnia	Dwarfs	Lizardmen	Ogres
Empire	-	X	X	X	O	X	X	C	O	C	C	O	C
Orcs & Goblins	X	-	C	C	X	O	O	X	X	X	X	O	C
Skaven	X	C	-	C	O	X	O	X	X	X	X	O	C
Chaos*	X	C	C	-	O	O	O	X	X	X	X	O	C
Tomb Kings	O	X	O	O	-	X	O	X	X	X	O	O	C
Vampire Counts	X	O	X	O	X	-	O	X	X	X	X	O	C
Dark Elves	X	O	O	O	X	O	-	X	X	X	X	O	C
High Elves	C	X	X	X	X	X	X	-	C	C	O	O	C
Wood Elves	O	X	X	X	O	X	X	C	-	C	O	O	C
Brettonnia	C	X	X	X	X	X	X	C	C	-	C	O	C
Dwarfs	C	X	X	X	O	X	X	O	O	C	-	O	C
Lizardmen	O	O	O	O	O	O	O	O	O	O	O	-	C
Ogres	C	C	C	C	C	C	C	C	C	C	C	C	-

* Chaos includes all the different Chaos army books. All Chaos armies count as common allies to each other.

KEY

X = Enemies: Will not fight on the same side.

O = Occasional Allies: Will fight together, but are not friendly units for purposes of the rules. Can't flee through each other. May not be taken as allied units in another army.

C = Common Allies: Will fight together and are friends. Can flee through each other. Can be taken as allied units in another army. However, characters may not join each other's units, the General's leadership and re-rolls for the army standard will only work for their own army, etc.

Famous Battles

BATTLE OF A HUNDRED CANNONS

The armies of Karaz-a-Karak, Karak Kadrin and Zhufbar united under the command of High King Thorgrim Grudgebearer in order to stop a powerful horde of Ogres. Just as the Ogre army was divided by the river Aver, an army of Nuln arrived to aid the Dwarf throng. Caught between Dwarfs and Men, the Ogres were swept away by the largest concentration of artillery ever seen in the Old World, and were utterly destroyed.



Core units you must take – the minimum number of Core units in your force must still be chosen from your main army list, regardless of how many allies you have.

Note that the game restrictions described later for allied units belonging to another player also apply to allied units in your own army. This means they won't be able to use your General's Leadership, for example, and allied characters won't be able to join units from your main army. The only exception is allied Wizards in your army, who must use your pool of power and dispel dice, and don't get a separate pool of their own.

Massed Batteries and Monstrous Hordes

I doubt that there is an Empire player who hasn't dreamt of being able to field a massed battery of Great Cannons, and I'm sure that any Lizardman player worth his salt yearns for the chance to unleash an entire regiment of Stegadons in a thundering stampede! Most other armies include artillery and monsters that can similarly be fielded in huge numbers in a Legendary Battle!

A Monstrous Horde or Massed Battery consists of several monsters, chariots or war machines that are grouped together into a single formation that counts as one Special or Rare choice (as appropriate). Monsters taken as mounts for a Hero can be grouped together in this way, counting as a single Hero choice for the army, and also as an additional Hero, Special or Rare

choice if the monster would normally use up one of these slots as well.

So, a Massed Battery of twelve Empire Great Cannons would count as a single Special choice, a Monstrous Horde of half-a-dozen Lizardmen Stegadons would count as a single Rare choice, while four High Elf Dragon Mages would count as two Hero choices (one for the Mages and one for their Dragons).

All models in the formation must be of exactly the same type, though they can take different upgrades and options if desired. The formation is deployed as a single unit, and each model after the first must be placed within 6" of a model from the formation that has already been deployed. Once the battle starts, however, all models are treated as individual units, and they move and fight separately just as they would in a standard battle.

Each side may take up to one Monstrous Horde or Massed Battery for every 5000 points in their combined army. So, you could take one Monstrous Horde or one Massed Battery in a legendary army worth 5000-9999 points, or two in a legendary army worth 10,000-14,999 points, and so on.

Note that the limit is per side, not per player, and this means that teams will quite often have to discuss who will get to use them before armies are picked. It's not a bad idea for players to pool suitable models under the command of a single player; for example, several Empire players could pool all of their Great Cannon

models into a single Massed Battery under the command of one player. In this case, the player in command of the formation would have to pay all of the points for the models he has been lent.

Setting up

With the armies chosen you are now ready to set up and play. The first thing you will need to do is to set up your gaming table, or rather gaming tables, as with a game this size you will probably need to join several of the tables you normally use together. As a rule of thumb, allow at least one 6' x 4' table for every two or three players taking part. So, two 6' x 4' tables will cater for a 4-6 player game, while three 6' x 4' tables will work for 6-8 players, and so on.

Try to avoid setting up the tables in a long, thin row, as this will not only look strange, but can lead to players simply playing several normal games side-by-side. Instead, I'd recommend trying to create a deeper, squarer battlefield than you would normally by putting together several tables so that the long edges are touching. Offsetting tables to create an irregular shape also works well.

Next, set up your terrain in any mutually agreeable manner, and roll a dice to see who picks which side of the table to deploy on. You should also set up the objectives for the battle at this stage, as described in the Victory Condition rules later on.

Once these things are out of the way you can deploy the two armies. Set them up 24" apart, as you would in a normal game. Rather than setting up one unit at a time, however, which can take forever for a game this size, I recommend using one of the following alternative methods of deployment:

Map: Each side draws a map of the battlefield and marks on it where their units will set up.

Screen: Place a screen between the two deployment areas, and then have each side deploy simultaneously behind their screen. (We find that Games Workshop figure cases can work well for this if you have enough, or you can use cardboard boxes, or whatever else you have to hand).

Race: Both sides set up simultaneously. The side that yells out "finished!" first gets to choose if they have the first or second turn, and their opponents only have five more minutes to deploy the rest of their army. Any units not deployed within this time must be placed in reserve (see the rules for reserves, later).

Fighting a Legendary Battle

You'll be happy to learn that you're now ready to play... well, almost. Here are the modifications to the game rules you'll need to use when fighting multiplayer battles:

- Each player in a team controls his own army. All players on the same side move their units in the Movement phase, all the players shoot in the Shooting phase, and so on. If there is ever a disagreement on what order to do things in, then roll a die to decide who goes first.
- Characters from one player's army may not join units belonging to a team member's army. Generals and army standards only affect units from their own army.
- Only units that are noted as being common allies count as friendly units for the purposes of the rules. See the Ally chart on the previous page.
- In a Legendary Battle, each side receives one power or dispel dice in their dice pool for each player in the larger-sized team, instead of the usual two dice per side. So, if one team had three players and the other team had four, then both sides would get four dice. These dice must be distributed as evenly as possible amongst the players in the team, and

Famous Battles

THE BATTLE OF HEL FENN

In the year 2145, Mannfred von Carstein, last and most cunning of the Vampire Counts, launched a surprise winter attack on the Empire while the realm was in the grip of a fierce civil war. He almost succeeded in capturing Altdorf, but was forced to retreat by a combined Empire, Dwarf and High Elf army. The alliance pursued Mannfred into Sylvania, and he was finally brought to battle at Hel Fenn, where he was defeated by the Elector Count of Stirland, and his Undead army destroyed.



House Rules and Narrative Games

It is well worth discussing if any house rules will be used when you first start organising a Legendary Battle. A house rule is simply a modification to the normal game rules that will be used for the coming battle.

For example, you might decide to nominate one Army General and battle standard bearer on each side as being in overall command of the army, so their Leadership and re-roll can be used by any unit, including allied units commanded by other players. Another house rule I've seen used for large games is to limit access to special characters and unique magic items so that there can't be more than one of each in the battle. Just take care not to get carried away; a small selection of house rules will create a memorable and unique battle, but too many will only serve to slow the game down.

You should also discuss whether to give your game a narrative, for example basing it on a famous battle from the

history of the Warhammer World, or creating a story yourselves. If your group is playing a Mighty Empires campaign then you may want to create a story for the battle that fits in with your campaign. If you give the battle a narrative, you will almost certainly want to come up with some special house rules to help reflect the theme you have chosen, and you may also want to make sure that certain units and special characters are included in the armies.

I haven't included any hard and fast rules for these kinds of things, because whether you allow them or not in your game is very much a matter of personal taste. In any case, I think it's rather important that all of the players involved in a Legendary Battle take some time to sit down and talk to each other about what house rules they would (or would not) like to use in the coming battle. Doing so can only make the game more enjoyable for all concerned.

Editor's Note: The Legendary Battle report on pages 20-45 is an example of a narrative game for which we created a number of special house rules.

Famous Battles

THE BATTLE OF FINUVAL PLAIN

When the Dark Elves and their Chaos allies invaded Ulthuan, they were confronted by a High Elf army at Finuval Plain. The High Elves were terribly outnumbered, but the heroic efforts of Tyrion and Teclis proved just enough to give them victory. The Dark Elf army was all but annihilated and the Witch King only escaped by casting himself into the Realm of Chaos!



then randomly decide who gets any leftover dice. Next, add additional dice to each player's starting pool as you would normally, and then carry on with the Magic phase.

- Players on the same side are not allowed to share the dice from their pool with other players after the dice have been distributed.
- Only one player per side may attempt to dispel any given spell, but they are allowed to try to dispel a spell cast against any unit on their side, including units commanded by other players.

Reserves

When you fight a really large battle, it's entirely possible that you won't be able to fit all of the units onto the tabletop. At other times you may want to hold some units back even if there is room to deploy, in order to keep some troops in reserve to cover any losses you suffer.

Players are therefore allowed to keep some of their units in reserve. These units are not set up with the rest of the army, and instead can enter play in the same manner as a unit that has pursued an enemy off the table (see page 43 of the Warhammer rulebook for details). The only difference to the standard rules is that any or all of the reserves may enter on any turn that the controlling player wishes, and anywhere on their side's table edge.

Desperation tokens

In a large, multiplayer game, it's not uncommon for one side or the other to end

up with fewer points than their opponent. To help even things out, the underdog is given a number of desperation tokens that they can use to help them in the battle. How you represent the tokens is up to you; coins, counters or beads will suffice, although some players will want to scratch-build some tokens that are in keeping with their army.

The side with the lowest points total receives one desperation token for every full 100 points they have less than their opponents' total points value. How the tokens are divided up is for the team to decide; you can divvy them out at the start of the battle, keep them in a communal pool to use as needed, or use any other system you may prefer.

A desperation token can be used to do one of the following three things, and is then discarded:

- To change a failed Break, Panic, Fear or Terror test into a passed test.
- To cancel out a spell in the same manner as a Dispel Scroll.
- To re-roll any single dice roll (including scatter dice and misfire dice). No dice may ever be re-rolled more than once, even if other abilities that allow a re-roll apply, and the re-rolled result must be accepted, even if it is worse.

Ending the game

A Legendary Battle can either be played for a specific number of turns, or to a time limit. If you play to a time limit, you must still make sure that both sides complete the same number of turns.



You can determine the winner of the battle as you would in a normal game of Warhammer, but this can be fiddly for a game this size, and can feel anticlimactic. Instead, I recommend you fight over a set of objectives, with the side that captures and holds the majority of them throughout the game winning.

If you decide to use objectives, then you will need to set up five objective markers at the start of the battle. Any suitable marker will do; coins or counters are fine, but specially made markers are better! Take turns setting the markers up (roll a dice to see who goes first). One objective must be placed in each side's deployment area, and the remaining three must be set up in the 24" gap between the two armies. No objective can be placed within 12" of one that is already in play.

You must check to see if you have captured any objectives at the end of each of your turns, so you check at the end of each of your turns, and your opponents check at the end of theirs. An objective is captured if you have a unit with a unit strength of five or more within 6" of it, and there aren't any enemy models closer to the objective than you are.

Each objective you control at the end of your turn scores your side a number of victory points equal to the turn number. So, each objective controlled at the end of the first turn is worth 1 point, each controlled at the end of Turn 2 is worth 2 points, and so on. Keep a running tally of each side's score, and at the end of the battle the side with the highest score is the winner.

Why the esoteric scoring system? Simply because this method makes controlling the objectives on the final turns of the battle more important than controlling them early on, while at the same time avoiding the situation where players ignore the objectives until the last turn and then make a desperate "land grab" to seize the most objectives and win the game.

Conclusion

Hopefully this article has inspired you to organise a Legendary Battle of your own – and if not, then the Legendary Battle report later on in the issue will almost certainly do so! Large games take some time and effort to organise, but the rewards in terms of sheer spectacle and dramatic game-play more than make up for this. So, if you haven't ever taken part in a large game of Warhammer, then I highly recommend you start setting one up right now!

But that's not all – far from it. I hope to be able to follow up Legendary Battles with more articles that explore other ways of expanding your games of Warhammer. So, if you've enjoyed this article, why not write in and let me know what kind of other things you'd like to see rules for. Perhaps you like the idea of storming a mighty fortress, or maybe you want to take your Warhammer army out to sea, or you might fancy fighting underground battles between Dwarfs, Goblins and Skaven. Write to me, care of the White Dwarf team, and let me know what Warhammer expansions you'd like to see.

Famous Battles

THE GREAT WAR AGAINST CHAOS

The Great War against Chaos was fought in 2302. Chaos armies overran Praag, sacked the port of Erengard, and besieged Kislev. They were eventually defeated by a force of Men and Dwarfs led by Magnus the Pious, High King Alriksson and Ar-Ulric Kriestov. Afterwards, Magnus the Pious became Emperor and reunited the Empire.





HAMMER OF THE GODS



Game Stats

Game size

Over 25,000 points.

Forces

Orcs & Goblins vs.
Empire and Dwarfs.

Location

The Wolf Gate of
Wolfenburg.

Notable characters

Grimgor Ironhide,
Skarsnik & Gobbli,
The Emperor Karl Franz,
Kurt Helborg,
Balthasar Gelt,
Volkmar the Grim, and
Ludwig Schwarzhelm.

Jervis: Twenty-five years of Warhammer! Who'd have thought it? It makes me both humble and proud (and, I have to admit, a little bit ancient) to have been able to play this amazing game for so long. This month we wanted to do something that really reflected our appreciation of Warhammer and the hobby that's grown up around it.

With this aim firmly in mind we decided to first come up with a narrative for a suitably awesome Warhammer battle, and then recreate said battle on the tabletop. Gav Thorpe and Dave Andrews came up with the idea of a massive battle fought just outside the walls of an Empire city. On one side would be a huge army of Orcs & Goblins, led by their greatest heroes and spearheaded by a huge siege engine designed to breach the walls of the city. On the other side would be the forces of the Empire, defending their city and

their honour, aided by a small contingent of Dwarfs marching to help their ancient allies against the hated green-skinned foe.

The next step was to gather the armies needed to fight this epic conflict and to construct the terrain needed to represent the battlefield. This was a really big job, to say the least. We do have lots of gorgeous terrain and two fairly large Empire and Orc & Goblin armies in the Studio, but even so, we still didn't have enough! Dave Andrews bravely volunteered to make the Orc siege engine, and then went an extra mile by promising us a huge wizard's tower as a centrepiece for the Empire city. Meanwhile, staff from all round the Studio and beyond volunteered their time to help paint the extra models we needed for the huge armies featured in the battle. Marathon after-work painting sessions went on late into the night in order to produce

BATTLE REPORT

"Rest assured, the city will not fall," said Castellan von Hoerigen, turning to the cluster of nervous, finely dressed men following him along the east wall of Wolfenburg; the burgomeisters and merchants of the city.

A wave of his arm encompassed the sea of soldiery assembling behind the gates – rank upon rank of state troops in the colours of several Imperial states. Another languid sweep brought their attention to the array of immense Great Cannons sitting upon the walls. Beyond them sat the awkward forms of the Helblaster Rocket Batteries, fussed over by engineers checking and rechecking the temperamental machines.

"And of course the Bright Order stands by you," continued von Hoerigen, indicating the smoke-belching tower that reared up behind the high wall, its summit swathed in flame and fumes. Upon the steps and balconies strode a cabal of eccentric pyromancers dressed in red robes, fire crackling from fingertips and eyes, a shimmer of heat surrounding them.

"We need but hold for a short while," von Hoerigen assured his worried employers. "Messengers have been dispatched to the Dwarfs in the foothills and to the Emperor himself. No greenskin rabble could take this city."

One of the merchants pointed over the ramparts with a quivering finger.

A sound drifted over the defenders of Wolfenburg. It grew in volume as the enemy approached, a guttural bellowing that drowned out the increasing noise of thousands of booted footfalls. It was a battlecry that they knew too well and had come to fear: "Waa-Orc! Waa-Grimgor! Waa-Orc! Waa-Grimgor!"



some of the big units of troops you will see on the following pages. Special mention must go to Nick Bayton from the Warhammer World store, who spent several nights painting until 4am in order to get the Empire army ready in time!

Gav created some special rules for the game, and Dave and I were asked to help games-master the battle and make sure that things ran smoothly. Two teams of crack Warhammer players were recruited to command the armies – believe me, competition for these plum jobs was both scary and fierce! Last, but far from least, the valiant White Dwarf team laboured hard to organise the whole battle, making sure that everything was ready for play.

The result of this monumental effort was the battle that you'll read about on the pages that follow. Was it all worth it... well read on and see what you think.



There was many a post-workday painting session in the Studio to get all the troops ready for the battle.

Scenario: The Battle of Wolf Gate

The Scenario

We used the following special rules to reflect the unique circumstances of our battle. When fighting your own large battles we highly recommend you first come up with a narrative for the battle and then invent your own special rules to reflect it. Take care not to get carried away; a few simple and dramatic special rules will really add to a battle, but lots of fiddly rules changes will only serve to slow things down. We also had a special "pre-game" phase of movement, which is described in more detail over the page.



Victory Conditions

The Westmarch Bridge ②, the Wolfenburg Guild of Stargazers' Observatory ③ and the Sacred Hospital of Shallya ④ (henceforth referred to as the bridge, the observatory and the asylum) are objectives and provide Victory Points to the side that controlled them at the end of each player turn. There was also a bonus 10 VPs on offer, depending on whether Big Gork breached the city walls or was repulsed. To make things a bit simpler, we decided that any unit could take an objective, taking the place of the usual rules for buildings.

① The Wizards' Tower

The Bright Tower allows all Wizards within it to combine their power. Pool all of the magic dice generated by the Wizards together, and any Wizard on the tower may use any number of these dice to cast a spell. All the Wizards in the tower know all of the Lore of Fire spells, as well as the Immolation of Cities spell. However, if any Wizard miscasts while on or within the tower, the result is applied to all the Wizards in the tower!

New Spell: Immolation of Cities

Casting: 14+

A massive column of flame bursts into the air, raining down fiery meteors on the surrounding countryside.

If successfully cast, the Empire player may make a number of special attacks. Place the 5" template anywhere on the tabletop, and scatter it 2D6" in any direction (unless you score a Hit). Any model directly under the template takes a Strength 6 Flaming hit – roll for partial hits as normal. The template then scatters another 2D6" (use the arrow over the Hit) and is resolved again. Keep scattering the template until a double is rolled, at which point the template scatters once more and then the spell ends.

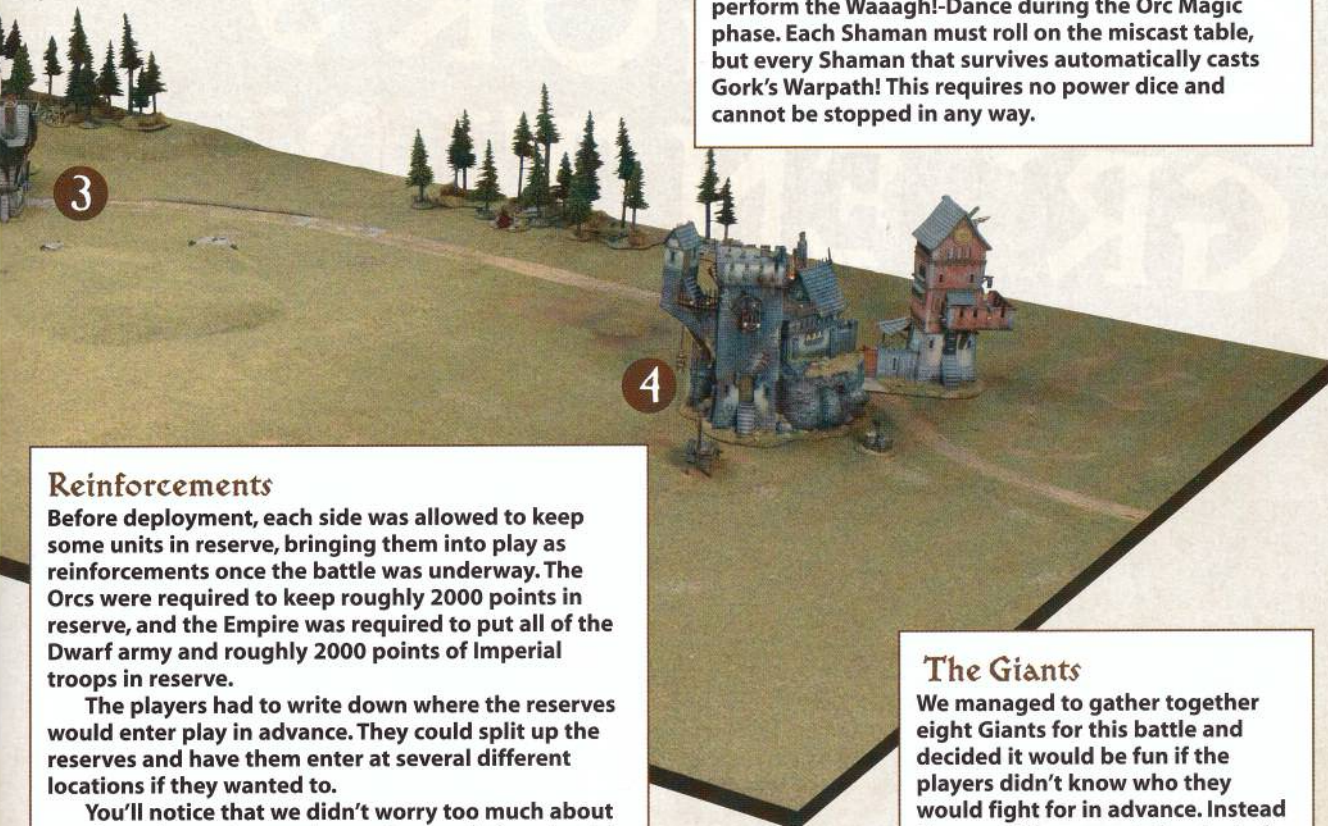
Catastrophic Conflagration

Once during the battle the Wizards in the tower can automatically cast Immolation of Cities, but then each Wizard suffers a single Strength 3 hit. This requires no power dice and cannot be stopped in any way.



The Waaagh!-Dance

The sheer number of Orcs and Goblins on the battlefield allows the greenskin Shamans to perform a special ritual known as the Waaagh!-Dance. Once during the battle, every Shaman on the battlefield can perform the Waaagh!-Dance during the Orc Magic phase. Each Shaman must roll on the miscast table, but every Shaman that survives automatically casts Gork's Warpath! This requires no power dice and cannot be stopped in any way.



Reinforcements

Before deployment, each side was allowed to keep some units in reserve, bringing them into play as reinforcements once the battle was underway. The Orcs were required to keep roughly 2000 points in reserve, and the Empire was required to put all of the Dwarf army and roughly 2000 points of Imperial troops in reserve.

The players had to write down where the reserves would enter play in advance. They could split up the reserves and have them enter at several different locations if they wanted to.

You'll notice that we didn't worry too much about precise points values and army list restrictions for this battle – as long as things looked right we were happy! Likewise, unit size restrictions were not enforced for this scenario. However, the actual turn the reserves turned up would be decided by the games-master.

The Giants

We managed to gather together eight Giants for this battle and decided it would be fun if the players didn't know who they would fight for in advance. Instead they would appear at the start of a random turn, at a random location on the table edge, and the players would roll off to decide who got to control them!

Big Gork

The Orcs have built a huge siege engine called Big Gork to breach the walls of Wolfenburg. The siege engine is so big that it's almost impossible to damage or slow down. Big Gork moves a random distance forwards each turn (usually 2D6", but this can go up or down depending on a number of circumstances, such as the unit strength of the unit pushing it, or whether it is going up or downhill).

Only Great Cannons or the Immolation of Cities spell can damage the machine at range, needing a 6 to cause a point of damage. Enemy units that charge Big Gork roll a single D6 for the whole unit, also needing a 6 to damage it. Enemy units in contact with Big Gork at the end of the Combat phase suffer 2D6 S6 hits, and are then automatically broken as the siege engine rolls irresistibly onwards.

The battle stops at the end of the game turn that Big Gork reaches the city walls. At the end of the turn, the Orc players must roll 2D6: if they roll higher than the total damage accumulated by Big Gork, then the walls are breached. If they rolled equal to or less than that number, then Big Gork collapses and is destroyed.



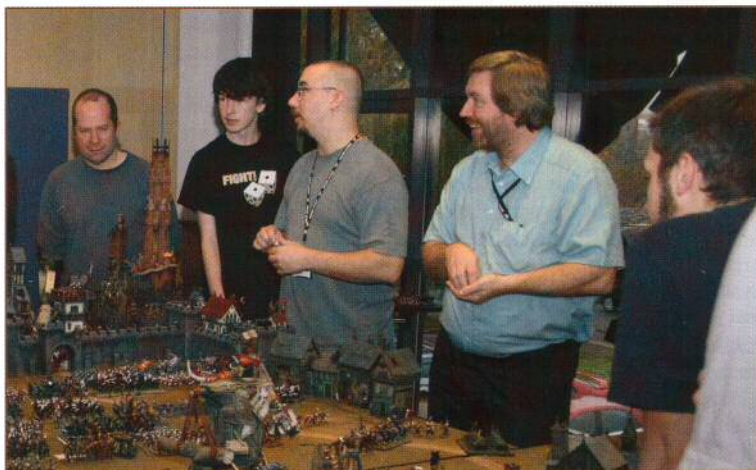
GRIMGOR'S GREEN TIDE



Grimgor's unruly horde of greenskins is under the control of renowned Warbosses Phil Kelly, Alan Merrett, Jeremy Vetock and Warhammer World's Nick Bayton. The Orc plan was simple – get Big Gork to the city wall at any cost, and protect it by surrounding it with rock-hard units of Black Orcs and Stone Trolls for protection. While that's happening, the area around the outlying objectives will be flooded with everything else!

Orc & Goblin highlights:

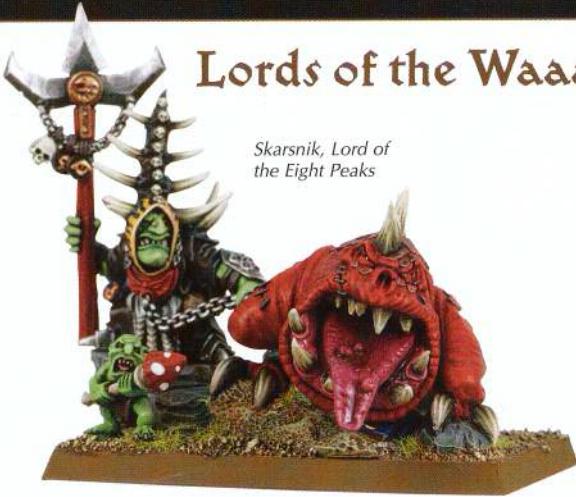
- 49 of Grimgor's Black Orc Immortulz
- Another 178 Black Orcs
- 30 Night Goblin Fanatics
- 39 Cave Squigs
- A total of 21 Trolls
- 44 Boar-riding Orcs



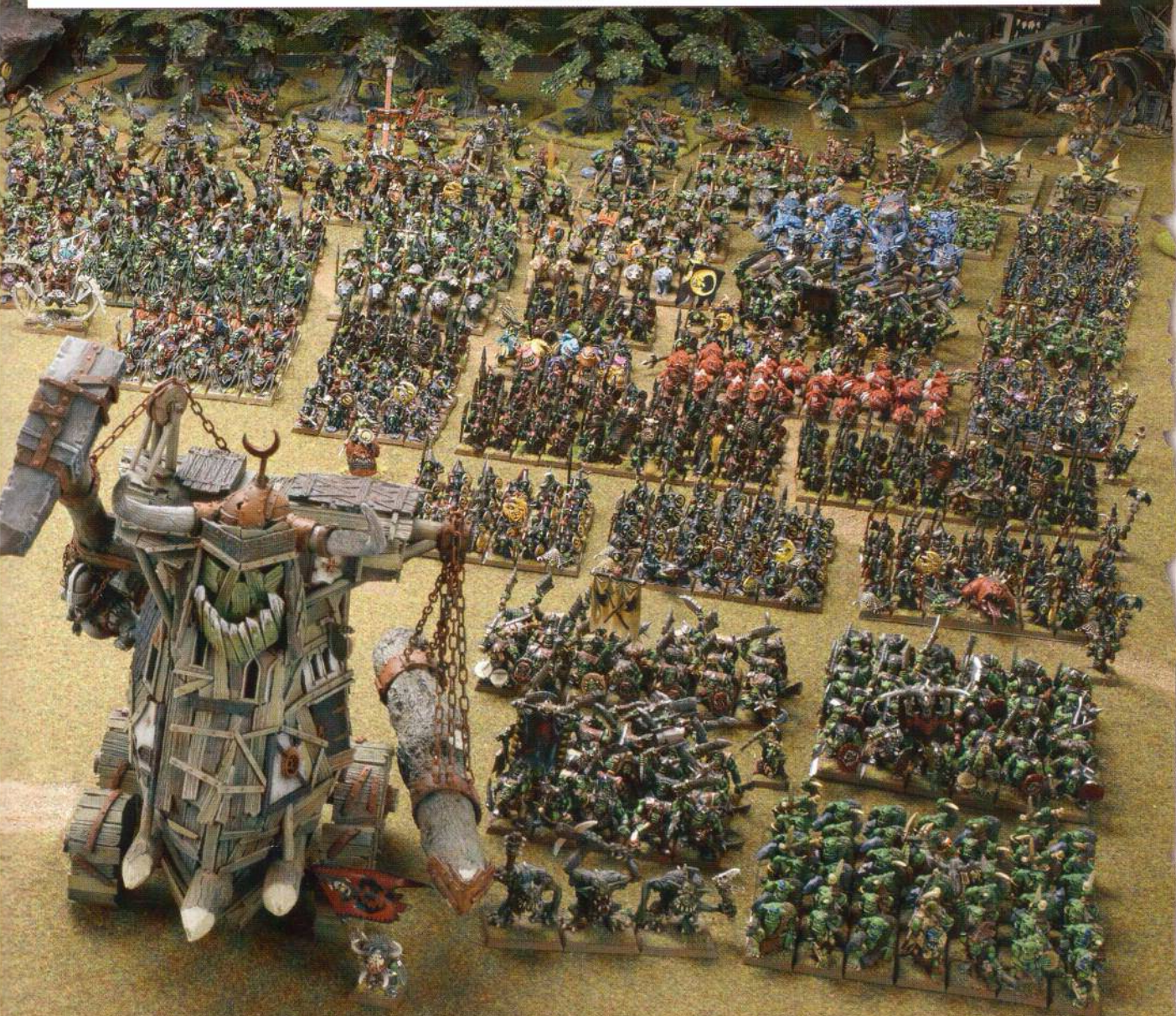
The battle attracted many spectators. Here, Michael Perry and Jack Johnson (son of Jervis) share a joke with Gav and Alan.

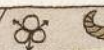
Lords of the Waaagh!

*Skarsnik, Lord of
the Eight Peaks*

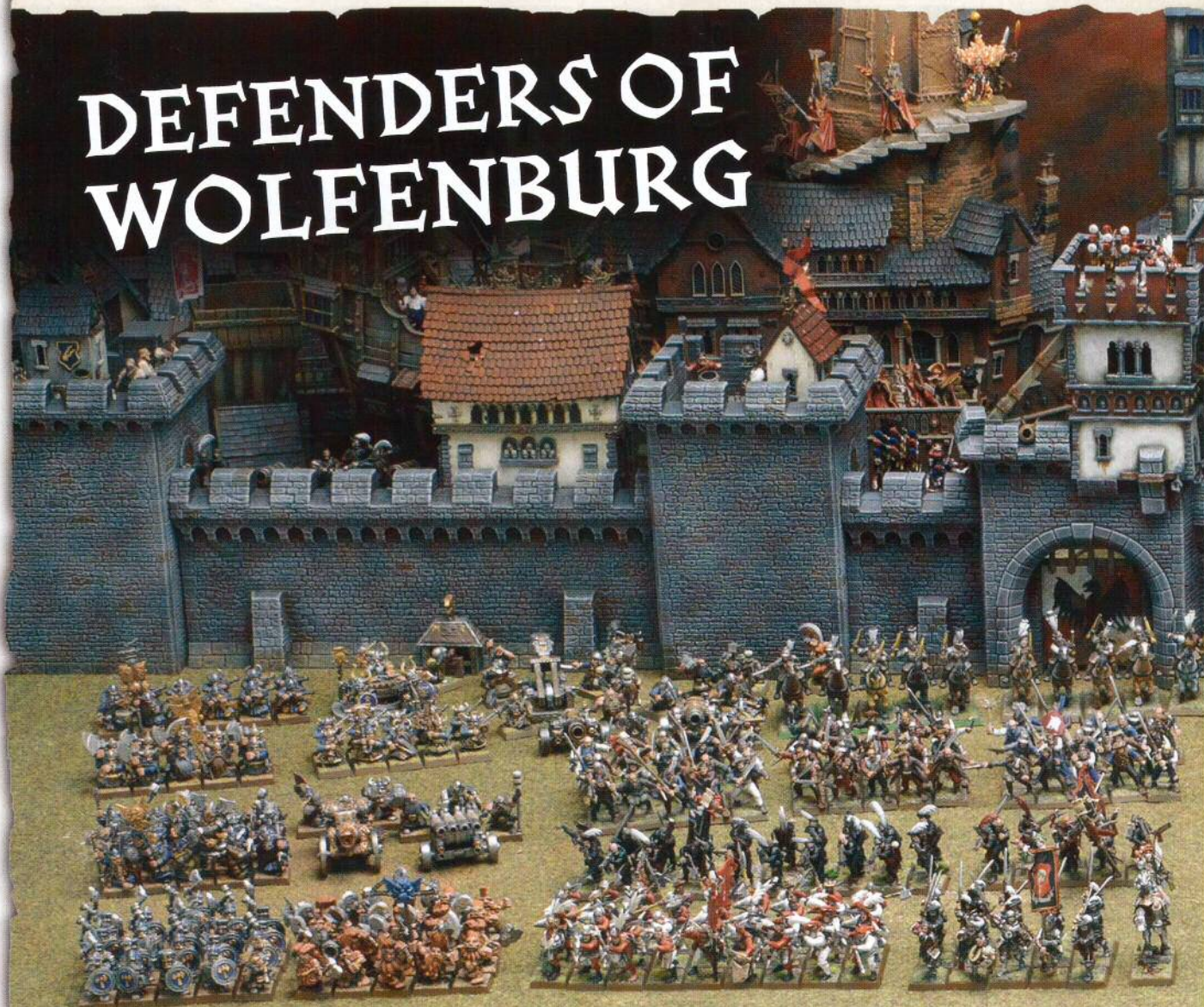


*Grimgor
Ironhide*





DEFENDERS OF WOLFENBURG



The Imperial host is in the capable hands of the Emperor's most trusted advisors: Messrs Gav Thorpe, Andy Hall, Matt Hutson, Dom Murray and Alessio Cavatore. The Imperial plan is based around creating a number of "speed bumps" in front of the city gate to slow down Big Gork. Meanwhile, the Empire reinforcements and the Dwarfs will aim for the outlying objectives and try to wrest them away from the Orcs.

Empire army highlights:

- 95 Flagellants
- A grand battery of 6 Great Cannons
- Over 550 State troops
- 4 Helstorm Rocket batteries
- 66 Reiksguard Knights
- 8 Battle Wizards of the Bright Order



Andy, Matt and Dom check the range of the Great Cannons, while Gav picks his targets.

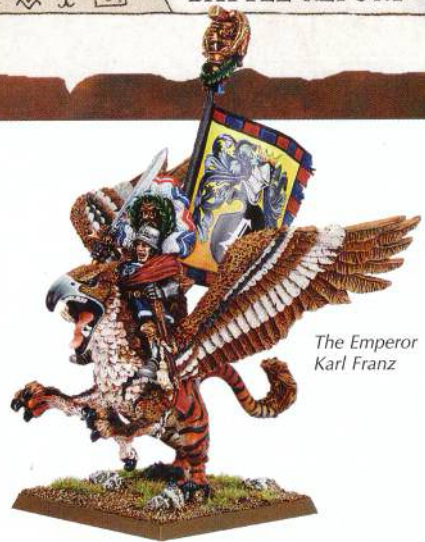
Heroes of the Empire



Luthor
Huss



Kurt Helborg



The Emperor
Karl Franz

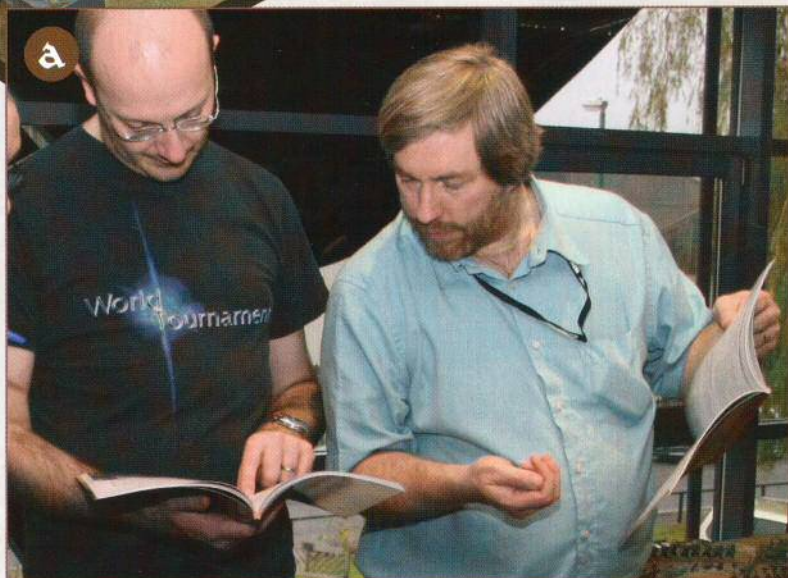
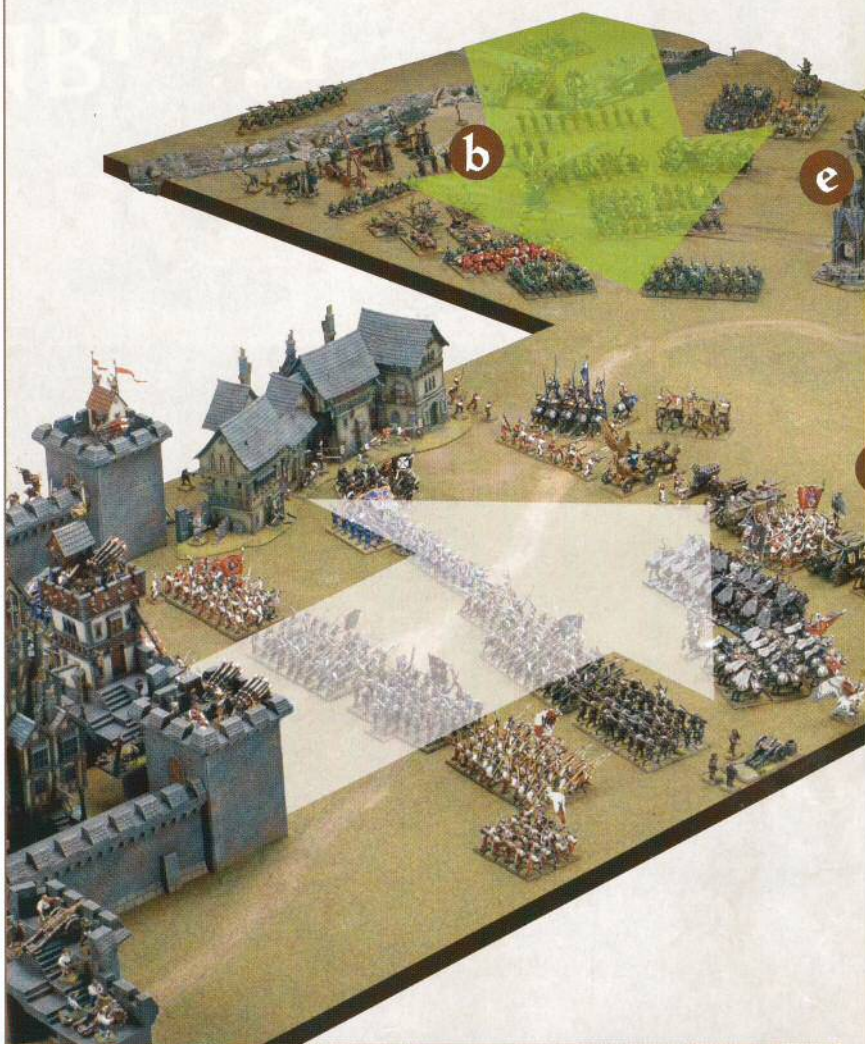


A Gathering of Might

Before the armies truly clashed, a special "pre-game" deployment phase was added as part of the special rules. This was to make sure the table didn't become jammed with units in one area of the battlefield. Once the teams had decided on their reinforcements the rest of the force was split into three sections, the first of which could only contain flyers, fast cavalry and skirmishers, and deployed on the board up to 24" from their respective board edges. The next section of troops was then allowed to deploy in the same manner, while units already on the field could move forward a further 24". This was repeated a third and final time. As soon as any unit within 16" of an enemy unit (8" if the enemy unit is in a building), then both units became "locked" and could not move again until Turn 1 of the battle. This way, the armies moved on in three separate waves, only halting when they got within sight of the enemy. There was plenty of space for all the units to deploy and each mammoth force ended up with a very dynamic battle line.

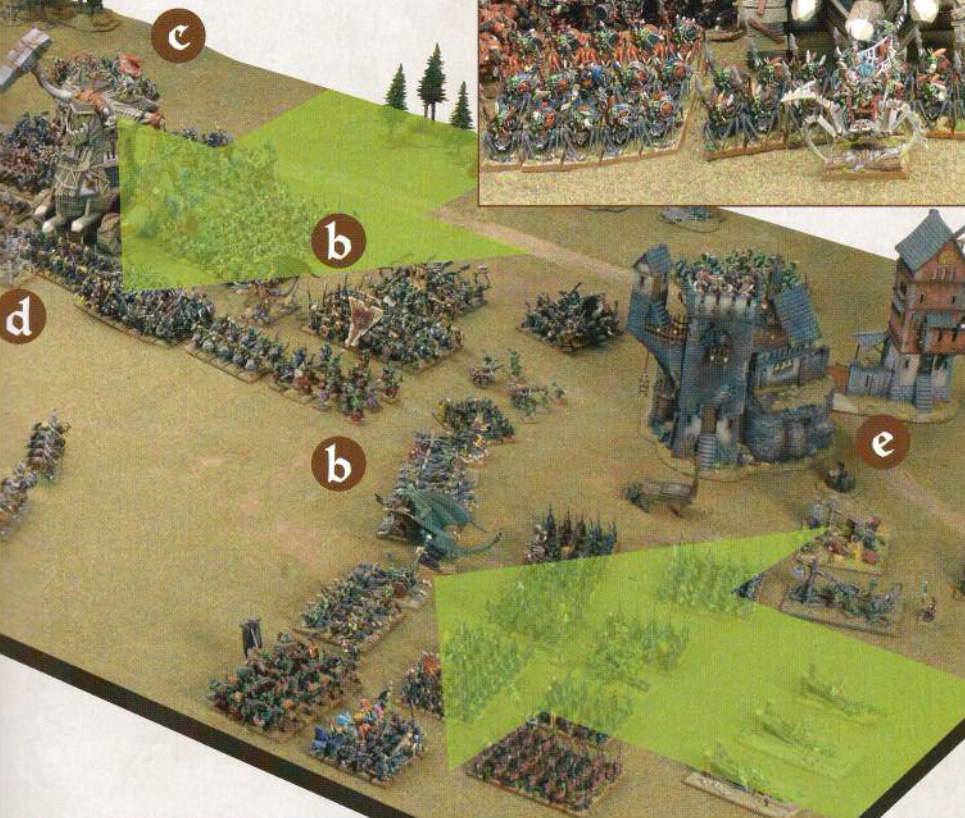
The Empire players used the deployment phase to extend as far forwards from the city gates as they could get, forming three distinct battle lines of densely packed state troops. Every space on the walls of Wolfenburg was filled with artillery, whilst units of Handgunners took refuge in the fouburgh that lay outside the city walls, ready to pour fire upon the greenskins as they closed. The contraptions of the Engineers were placed at the forefront of the city's defences, the Volley Guns and both the Steam Tanks deployed at the centre of the front line, ready to fire lead and steam into the massed ranks of the enemy.

The greenskins, led by Grimgor, assembled around Big Gork. The Stone Trolls pushing the massive siege engine were surrounded by gigantic units of Black Orcs. On the north flank Orc Arrer Boyz and Goblin artillery quickly took the bridge. River Trolls and a large number of Orc Boyz crowded around the observatory, ready to assault it in Turn 1. On the south flank, Savage Orcs prepared to charge the asylum, while massed units of Night Goblins, including batteries of Doom Divers and Spear Chukkas, dominated the southern area closer to the city.



Who Goes First?

Each side rolled 4D6 (one for each general on the smaller team) to see who went first. After several ties, the Orc players rolled higher and got the choice of going first or second. Not surprisingly they elected to go first.



Annotations

a After consulting the rules with Alessio, Alan dismisses the Steam Tanks as nothing more than tin cans that Grimgor and his Immortulz would easily break apart.

b The Orcs are not short on their own air support, with Wyverns on the battlefield in the south, east and north!

c Big Gork sits in the centre of the Orc battle line, powered by an eight-strong unit of Stone Trolls.

d In an attempt to get all the glory, the Goblin Warboss on Gigantic Spider and attendant Spider Riders move before Big Gork, so as to be the first into battle.

e The Empire generals were allowed to deploy one Free Company unit with a Hero in both the asylum and the observatory at the start of the game.



The Horde Unleashed!

Turn 1

Animosity

The Orcs had a great first turn but it could have been even more effective if it wasn't in their nature to constantly bicker and fight amongst themselves. With so many Orc units on the table there were always going to be a few that stopped moving and squabbled within their ranks. However, the whole of the north contingent was crippled by it. Fortunately, the centre of the main Orc battle line mainly consisted of large, orderly units of deadly Black Orcs, tightly controlled by Grimgor Ironhide.

The first turn began with lots of animosity rolls for the greenskins. Clearly having so many Orcs and Goblins in one place awoke old rivalries, as many units in Grimgor's horde started squabbling. Phil rolled a freakish amount of 1s, preventing the north flank from doing anything effective at all. Alan also rolled a hat-trick of squabble results for the Orcs coming from the northeast, which stalled the troops behind. The Spider Riders in front of Big Gork unwisely stopped to fight amongst themselves. The giant war engine and its crew cared little for such petty delays and rolled over the Spider Riders without a second thought, squishing many of them under its massive wheels, before halting just short of the Empire line. The large Black Orc units in the centre surged forward, unaffected by the animosity of their greenskin brethren.

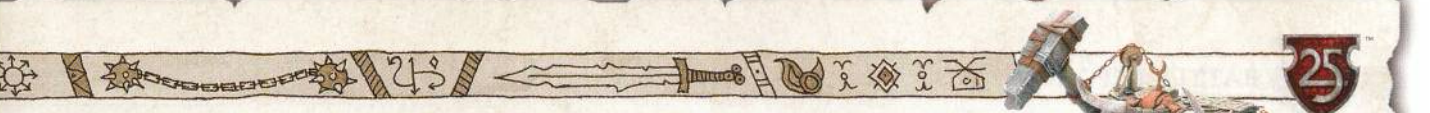
The two outlying settlements, each defended by a few units of Free Company and a Warrior Priest, felt the brunt of the Orc horde as both objectives were charged. On the southern flank the Wolf Riders, Chariots and a foul-tempered

Wyvern charged into the Pistoliers, who bravely elected to stand and shoot.

In the Orc Magic phase, the Empire team used a Dispel Scroll to stop Phil casting Gork's Warpath. Undeterred, Phil cast it again and this time the Empire failed miserably to dispel it – the Knights Panther and one of the Steam Tanks were stomped on by big green feet. Balthasar Gelt was trampled by the Foot of Gork spell, despite his innate magical resistance, but escaped injury. As an encore, the greenskins started to cast Waaagh!, but rolled a miscast, prematurely ending a reasonably successful Magic phase.

The Orc generals squabbled over guessing ranges for their artillery – in the end they went for the simple option of guessing the maximum range of 60" for all their Rock Lobbers. The war engines were surprisingly effective, with rocks landing square on both Helblasters, destroying one of the weapons and killing the crew of the other, as well as damaging the fully functional Steam Tank. The Spear Chukkas were also uncharacteristically accurate, slaying four Inner Circle Knights Panther





The Score

Orcs
Empire

2
1

Wounds on
Big Gork



The Spider and the Hammer

It was always going to be a tall order for the Gigantic Spider to slay the Grand Theogonist. Volkmar shrugged off the Spider's attacks and then wounded the creature. Thanks to the effects of the Doom and Darkness spell, the Warboss had to take a Break test at a further -3 and fled. Volkmar pursued and cut the creature down.



and inflicting even more damage on a Steam Tank. The four Spear Chukkas mounted on Big Gork fired from its wooden torso, tearing into the Steam Tank that had already been struck by the Rock Lobber, knocking an incredible 6 Wounds off it. Has there been a more effective round of shooting in Orc history? None of our players seemed to think so!

The River Trolls charged the Free Company defending the observatory. Despite the rousing presence of a Warrior Priest, combat was short and bloody, the Free Company fled and the Trolls stormed the objective. Elsewhere, the other Free Company regiment fared better, bravely repelling a tide of Savage Orcs and Boyz intent on seizing the asylum. In the centre of the field, the Goblin Warboss and his Gigantic Spider ate the surviving Helblaster Volley Gun crew before overrunning into the Grand Theogonist's War Altar. The Pistoliers fared badly against the Goblin cavalry, nearly wiped out by the Wolf Riders and Wyvern.

The Empire opened their first turn with the Knights Panther charging the unit of Spider Riders approaching from the north – the Forest Goblins promptly fled and were rode down by the knights. Both Steam Tanks were already severely damaged and before they could do anything both boilers began to creak and crack under the pressure, wounding the machines even further and preventing them from moving or firing this turn. In an attempt to inflict as

much damage on the Orc's giant idol as possible, both the Knights of the Blazing Sun and a unit of Talabheim Swordsmen made suicidal charges against it.

The Empire players gathered their dice pool which, with the aid of the Bright Tower, contained 37 power dice. Andy was elected as Tower Overlord and decided to kick things off with Immolation of Cities. Unfortunately, Andy's famous bad luck held true and he miscast it! The miscast result allowed the Orcs to immediately cast one of their spells – Gork's Warpath was unleashed again, but this time Andy managed to dispel it with more of the Tower's power dice. The Orcs were not shy of a few of their own dispel dice and so stymied most of the Empire's casting attempts, although Doom and Darkness was cast on the Spider-riding Warboss by the Amethyst Wizard Lord.

In the Shooting phase, the walls of Wolfenburg lit up as rockets and cannonballs flew towards the greenskin lines. All of Alessio's Great Cannons hit Big Gork but failed to inflict a single wound, although they did kill a few of the Swordsmen trying to slow it down! The Mortars and Rocket Batteries were more successful, killing many greenskins but not enough to be effective at this stage due to the sheer mass of the horde.

In combat, the Swordsmen and Knights failed to wound Big Gork, and in return it rolled over 10 of the state troopers, sending them scattering in its wake.

A Call to Arms

Turn 2

Annotations

a Two Giants with allegiance to the Empire arrive behind the Orc lines, close to the Savage Orcs that were assaulting the asylum. Elsewhere, Giants loyal to Grimgor enter the fray in the southwest.

b Once again the Orcs to the north dissolve into squabbling as both Phil and Alan roll a probability defying number of 1s on the dice.

c In the battle for the asylum, the Orc Boyz storm one of the buildings. However, the Savage Orcs once again fail to shift the Free Company and the Warrior Priest from the main building, so the asylum remains contested this turn.

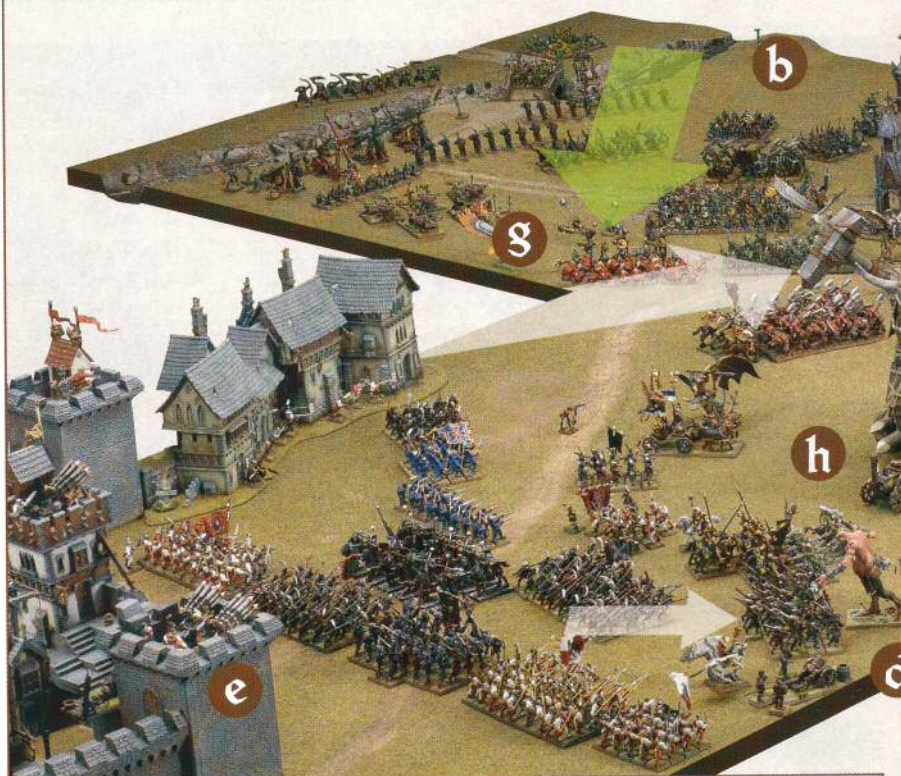
d The Wyvern and Wolf Riders charge into the large unit of Nuln Greatswords. However, the elite soldiers resist the charge and break the greenskin attack, overrunning into the Orc-allied Giants.

e The Great Cannons once again fail to wound Big Gork. The idol trundles forward, destroying the Steam Tanks and routing the Imperial frontline.

f The Night Goblin forces in the south begin to panic as they witness their spearhead stumble and break upon the formidable block of Greatswords. Even Skarsnik bottles it and flees!

g The Squigs charge the Knights Panther and gulp down four of the knights. The remaining knights flee but are caught by the fearsome Wyvern lurking to their rear.

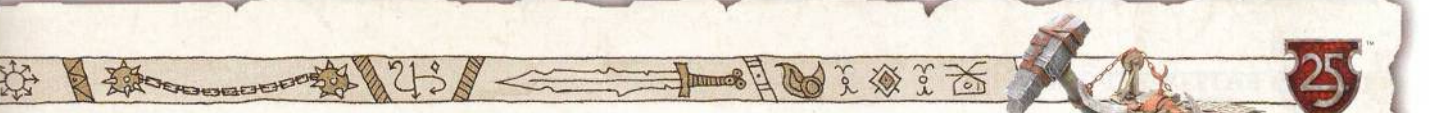
h The White Wolves charge Big Gork and Dom rolls a 6, wounding the gigantic construction to great cheers from the Empire team! The three remaining knights lose their lives in the brave attack.



Karl Franz

Karl Franz rode to battle upon Deathclaw, accompanied by a General on a Griffon and two Pegasus-riding Captains, flying across the battlefield from the northwest. One of the Captains bravely landed early, drawing out the many Fanatics hidden amongst the Night Goblins of the north flank. The Emperor and the rest of his flying escort made for the observatory, hoping that their Terror-causing mounts would break the Trolls and greenskins currently in control of that objective.





The
Score

Ores
Empire

6
1

Wounds on
Big Gork

1



Ancient Oaths Fulfilled

A large contingent of Dwarfs entered the battle along the road from the south. They immediately made their way towards the asylum, to give aid to the two units of Free Company that were barely holding the objective. The Dwarfs' arrival triggered the release of a horde of Fanatics from the nearby blocks of Night Goblins.

Waaagh! Grimgor!

Turn 3



The game attracted so much attention that even company Chairman Tom Kirby turned up to admire the spectacle.

Squigadon

The "Squigadon" came from Nick Bayton's fantastic Orc collection, as did many of the models (both Orc and Empire) that were used in the battle report. The Squigadon is a converted Forgeworld resin Squiggoth and we used the Lizardman Stegadon rules to represent it in battle. To learn more about Forge World's range of resin models visit the Forge World website: www.forgeworld.co.uk



Turn 3 started with things looking increasingly grim for the Empire, but there were always the animosity tests to cheer the Imperial generals. Right on cue, the north contingent collapsed in another severe bout of infighting – Phil rolled another five squabble results in a row!

The large Orc and Black Orc units defending the observatory fled in terror from the might of the Emperor and his Griffon mount. However, while the Black Orcs fled, the Spider Riders decided to stay and try their luck against Ghal Maraz.

Big Gork trundled forwards once more, trampling the Engineer and mechanical horse under foot and contacting the second Imperial battle line. The Black Orcs on the northern flank charged the Outriders. The Empire cavalry wisely turned tail, but only fled 4" and so were caught and wiped out by the ferocious greenskins.

Four more Giants arrived this turn in two pairs. Jervis declared that ownership for each of the newly arrived Giants would

charged out and into the nearby unit of Ironbreakers.

With no crew manning their Orcy contraptions and the Arrer Boyz in the north still busy squabbling, the only shooting was from the Spear Chukkas mounted on Big Gork, but these missed their targets.

The Combat phase was the bloodiest so far. In the southeast, the Dwarfs made their presence felt as the charging Orcs bounced off the Ironbreakers and fled away, leaving the crucial asylum building unguarded. The Rock Lobber crews that foolhardily charged the Dwarf Thunderers realised their mistake and also fled. The Slayers were charged by the Night Goblins, who managed to slay two of the stout Dwarfs before their front rank was well and truly mashed in return. The Slayers then pursued the Night Goblins northwards up the flank, drawing out the last of the Fanatics from the nearby units as they did so – a manoeuvre that took its toll on the dwindling unit of armourless Dwarfs.

“Karl Franz charged the Spider Riders, but before he could swing Ghal Maraz the Forest Goblins fled before Deathclaw.”

be decided by a roll off. This had the comical effect of both sides having a Giant each per pair. As a result, the Giants immediately started fighting each other. As well as fighting his Orc-supporting rival, the Giant that arrived on the south side of the board immediately triggered the release of a tide of Fanatics, which promptly slew the beast!

As well as the Giants, the Orc reinforcements, including a mighty Squigadon captured high in the Mountains of Mourn, arrived onto the battlefield from the southwest corridor.

The Magic phase started with a failed attempt to cast Gork's Warpath, which had Phil petulantly pointing at the Empire's massive dispel pool in incredulity! However, Mork was smiling on the Orc Shamans this day and Waaagh! was cast with Irresistible Force. The entire greenskin army, including the many Goblin war machine crews, immediately stormed forward or charged the nearest enemy units. The green tide swarmed forward once again! It was not all good news for Grimgor though, as the Orcs that sat in one of the contested buildings of the asylum

Back in the centre of the battlefield the Wyvern that had helped slaughter the Knights Panther charged the Grand Theogonist. Volkmar was unprepared for the Wyvern's attack and fell to the creature's sting. In the Giant versus Giant combat close by, the Empire Giant was slain by his fierce rival.

At the start of the Empire turn, the Imperial generals received a great boon as Kurt Helborg and Ludwig Schwarzhelm raced onto the battlefield at full pelt at the head of 66 Reiksguard Knights. To the north, 95 Flagellants arrived behind the Orc lines, ready to sell their lives dearly to recapture the bridge.

In the centre of the table Karl Franz charged the Spider Riders, but before he could even swing Ghal Maraz the Forest Goblins fled before Deathclaw. The Griffon swooped down and destroyed them, sending the Emperor closer to Grimgor and his Immortulz. Things were not so good in front of the Wolf Gate as the state troops crumbled and panicked in the wake of Big Gork. However, two brave units of Halberdiers held their nerve and charged the large unit of Black Orcs advancing past



the foulburgh. Back in the south the Ironbreakers didn't hesitate in taking the empty asylum building, claiming the objective for the Empire once again.

The winds of magic blew strong and fire belched from the chimney of the Bright Tower. Immolation of Cities was finally cast, but the Orcs wisely used a Dispel Scroll to nullify its use. Conflagration of Doom was then cast on the Stone Trolls pushing Big Gork. Jeremy was charged with dispelling it but rolled terribly! Matt then rolled a chain of 6s that had the Orc team shaking their heads in disbelief. By the time Jeremy finally beat Matt in the spell roll off, the spell had caused 27 Strength 4 Flaming hits that wounded 15 times and killed five Stone Trolls. With encouragement from his fellow generals, Matt attempted to cast the spell twice more but the Orc players were having none of it and promptly dispelled both attempts!

Once again the Great Cannons pounded Grimgor's proud idol and this time the enfilade was far more successful. Big Gork was wounded three more times! The rockets from the massed Helstorm Rocket Batteries hit home too, killing greenskins across the Orc line including six of Grimgor's loyal Immortulz. The Handgunners, camped in the buildings outside the city walls, fired on the Orc Giant bearing down on them, severely wounding the creature. In the southeast, every Dwarf that could lay his hands on a gun set about shooting the many Fanatics that were whirling madly about their line.

In combat the Greatswords continued to hold against the greenskin and Giant attack, each Greatsword that fell taking a greater number of Orcs with him. The Halberdiers that had charged the Black Orcs managed to hold their advance up for a further turn, refusing to give any ground.

Waaagh!

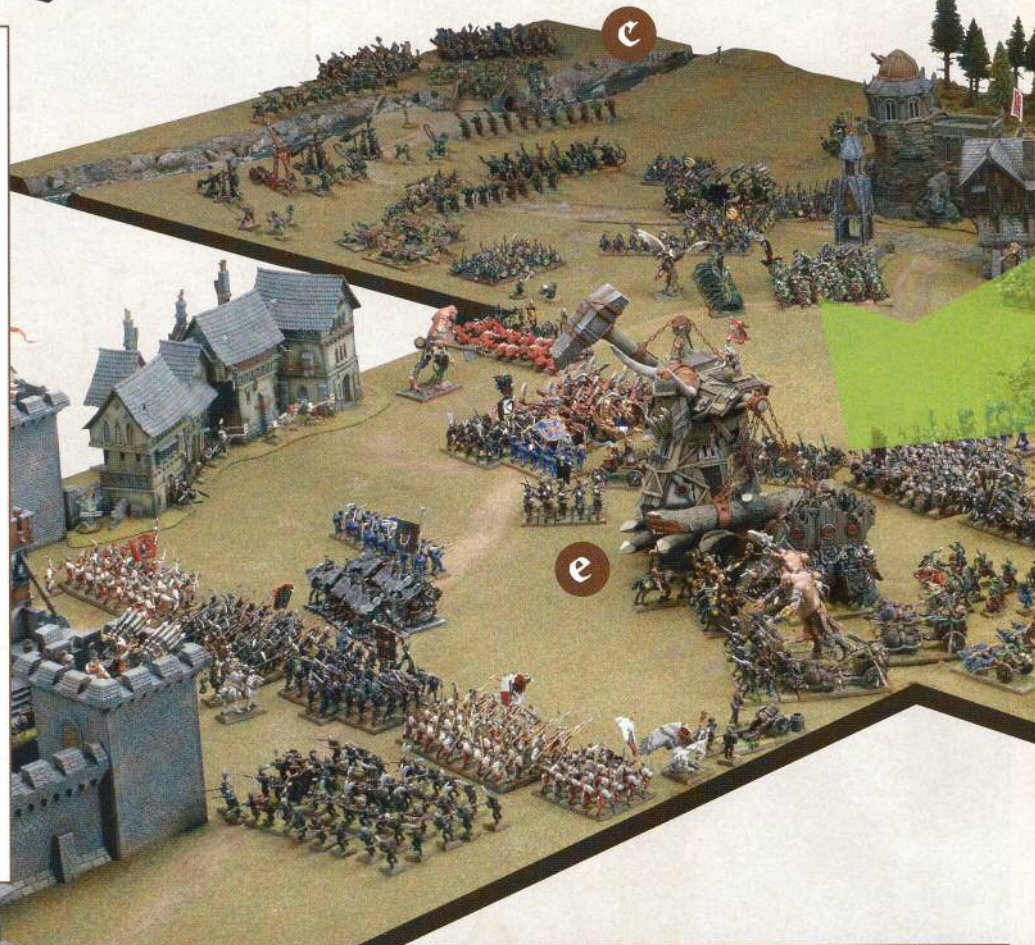
Once per game, an Orc general can declare a **Waaagh!** which gives his army a much better chance of getting a **We'll Show 'Em** result on the Animosity table, sending them surging forward D6". The **Waaagh!** spell has a similar effect, causing all greenskin units to immediately move an extra 2D6". So it's quite possible to get an Orc unit to move an extra 18" on the turn a **Waaagh!** is called if **Mork** favours you!

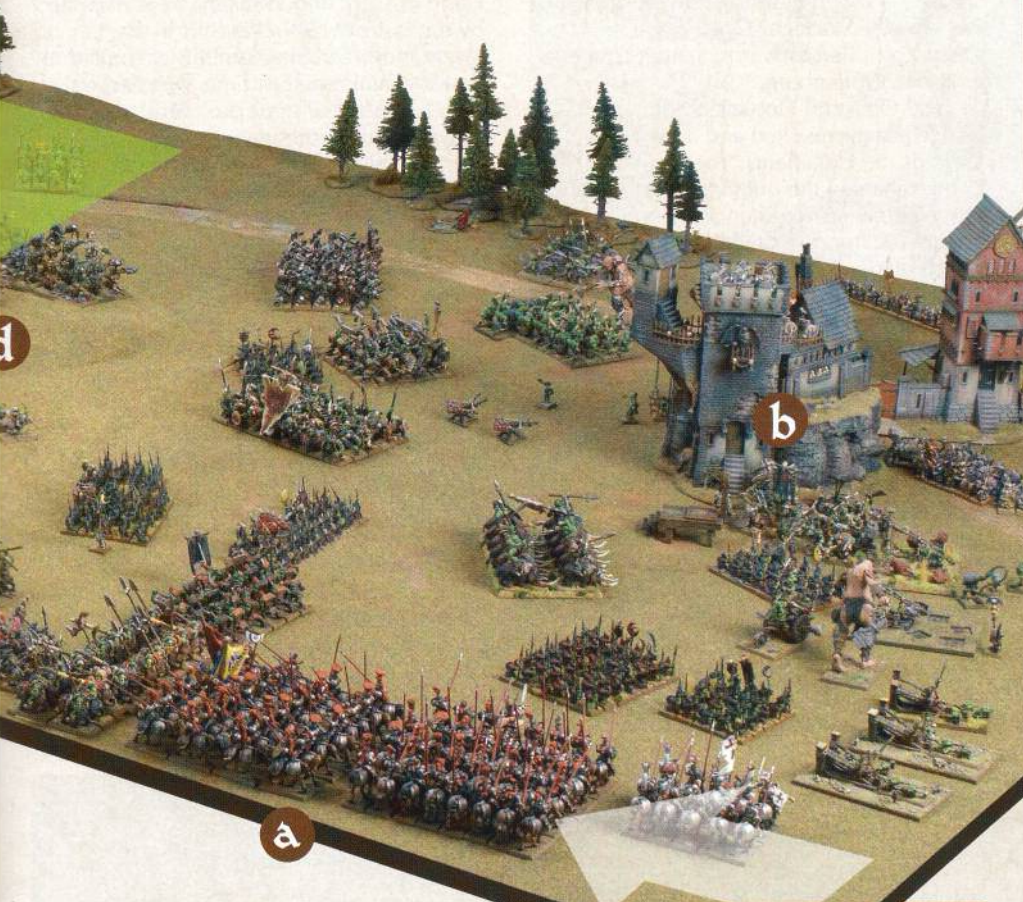
The Knights of the Reik

Turn 3 cont.

Knightly Orders

The Knights of the White Wolf fought bravely on before the Wolf Gate of the city. The Inner Circle, led by the Grand Master himself, had been the bulwark against Skarsnik's Goblin forces attacking from the south. Meanwhile, another large unit of Knights of the White Wolf had gone up against Big Gork and wounded it. As the battle progressed, these templars of Ulrik dwindled in number but continued to rally and throw themselves back into the fray. This gave Kurt Helborg and the Reiksguard enough time to arrive from the south to (hopefully) start making short work of the main greenskin line.





Annotations

a The Reiksguard Knights arrive from the southwest behind the Orc & Goblin lines. They enter the board as two large units led by Kurt Helborg and Ludwig Schwarzhelm, along with a smaller unit of ten Inner Circle knights.

b The Orc Boyz charge out of the asylum buildings due to the Waaagh! The Ironbreakers easily repel the Orcs and then take control of the empty building.

c The Flagellants arrive along the northern road intent on taking the Westmarch Bridge.

d Karl Franz smashes through the Goblins and into the centre of the board, searching for Grimgor.

e Big Gork rumbles forward under the power of the Stone Trolls – before they are seriously depleted by the Conflagration of Doom. The Idol rolls over a hapless Empire Engineer, before trundling into the second line of Empire “speed bumps”.

Pyromancers

Conflagration of Doom was cast with a powerful flourish from the Wizard's tower. The number of hits caused after the initial blast is determined by a roll off. In this case the Orc player, Jeremy, had to beat Matt's D6 roll. Unfortunately for the Orcs it took Jeremy five attempts to beat him, which caused 27 hits and slew five Stone Trolls in one go.



The
Score

Orcs 12
Empire 4

Wounds on
Big Gork

4



A Storm of Magic

Turn 4

Enemy Within?

The Bright Tower had been ineffective in the early turns of the game, with numerous miscast rolls plaguing any spellcasting attempts. This led to some suspicions by the players that a traitor may have been at work amongst the cabal of Bright Wizards. This theory was given further credence when immediately after one of the Wizards was killed by a spear chucked by Big Gork, the Bright Tower successfully cast two massive spells in a row. Had the Orcs inadvertently slain their inside man?

As the turn started, Grimgor let out a blood-curdling howl to signal the Waaagh! Once again the green host piled forwards, stampeding ever closer to Wolfenburg.

The Orcs and Goblins holding the bridge got overexcited and advanced towards the Flagellants. The large unit of Squigs charged the outlying buildings and immediately started munching on the occupying troops – the Handgunners didn't stand idly by, however, and fired upon the approaching monsters, killing two Squigs and slaying five handlers. On the southwest flank, the Greatswords showed signs of buckling under the pressure as another Orc Boar Chariot charged in, joining the Giants, Squigadon and the other chariots that were already locked in combat with the stoic soldiers.

To the south, Skarsnik finally got a hold of himself and rallied, sneering at his Goblin compatriots lest they think less of him! Back in the centre, Big Gork crashed forward into the Knights of the White Wolf once again. The Boarboyz and Goblins in the southwest turned to face the scarily large units of Reiksguard, led by Kurt Helborg, charging towards them.

In the Magic phase, attempts to cast Hand of Gork and Waaagh! were dispelled by the last two Dispel Scrolls in the Wizards' library. Shaman Phil attempted to cast Waaagh! one last time, succeeding with Irresistible Force. The horde charged forwards out of sequence yet again, the extra move allowing the Orcs to charge the Reiksguard and assault the asylum once more. The Orc centre moved ever nearer to the city walls, and the units that had previously fled from the Emperor managed to rally and charge him!

The Flagellants threw themselves upon the spiked rollers of the Pump Wagon as Snotlings swarmed over them. The Black Orcs locked in combat with the Halberdiers ripped through the men in a whirlwind of blood and death. The valiant Greatswords finally broke and fled, hoping they had done enough.

The Emperor, still reeling at this sudden turn of events, struggled defiantly against the large unit of Trolls and massed ranks of greenskins all around him. Even Deathclaw could do little against the tide – the noble Griffon was felled, and the Emperor was dragged from the saddle and trampled into the dirt by the marauding Trolls.



The Empire army was bogged down on all fronts, Man and Dwarf embroiled in vicious hand-to-hand fighting at every turn. Angered by the carnage they could see from their high vantage point, the Bright Wizards called a Catastrophic Conflagration and unleashed the Immolation of Cities upon their foe. The sky above grew dark as fire and brimstone fell from the sky and smashed into the green horde. The large unit of Black Orcs now pushing Big Gork were hit the hardest, with 23 of them slain as a large fiery boulder fell amongst them. The Trolls and the Immortulz were also hit, losing another ten of their number.

As the dust settled and the spell came to an end, Gav cast it once again with Irresistible Force! The sky filled with meteors yet again, but this time the storm was focused on the units that had struck down the Emperor, killing five more Trolls before the storm subsided.

In the Shooting phase the Great Cannons fired upon Big Gork again and wounded it once more.

In the epic combat in the south, Kurt slew the Giant with ease and sent the Night Goblins fleeing before the majesty of the assembled Reiksguard. Meanwhile, Ludwig and his retinue continued to battle on against the vicious Boarboyz, unable to break them.



Doom of the Emperor

Turn 4 cont.

Annotations

a The Orcs managed to Waaagh! twice in this turn – one called by Grimgor as he came within sight of Wolfenburg's walls, the other magically cast with Irresistible Force, propelling the Orcs forward and well within reach of the ultimate objective.

b The Knights of the Blazing Sun are charged and slain by the ferocious Squig Hoppers.

c The block of Greatswords defending the eastern approach lose six of their number, a casualty rate that proves too high even for these elite warriors, sending them fleeing back to the gates.

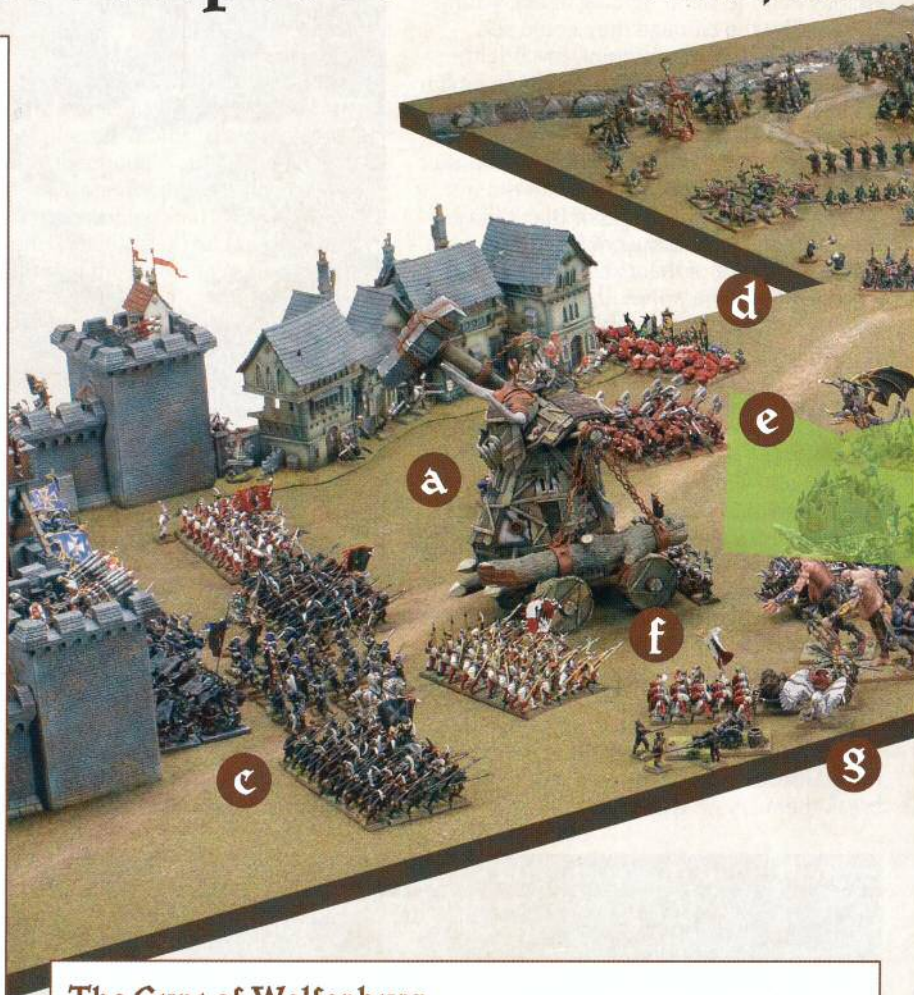
d The Squigs chase the incumbent Handgunners from the buildings of the foulburgh.

e Having been delayed in the last combat phase by the plucky Halberdiers, the Black Orcs resume their slaughter of the serried ranks of state troops.

f The Swordsmen charge the Squig Hoppers, slaying only one. Although three of their number are eaten in return, superior ranks and numbers win the day and break the Squig-riding loonies.

g The Giants kill enough of the brave Greatswords to finally break them. The lumbering brutes pursue and catch the elite Empire troops, trampling them underfoot.

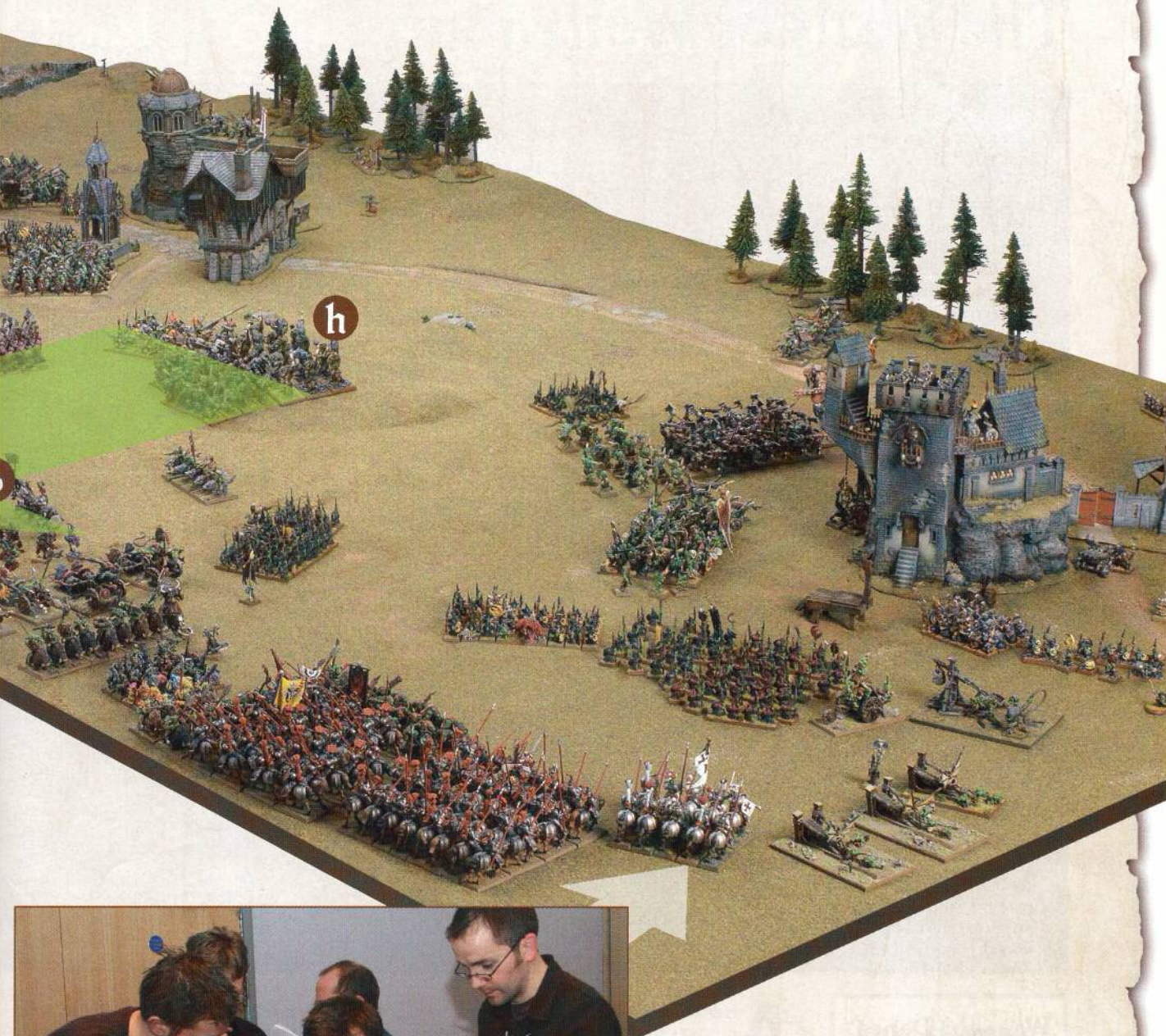
h At the start of the turn, Karl Franz had been in a strong position, with any number of charges possible with Deathclaw. However, with the Orcs effectively having three Movement phases in one turn, predator became prey as the Orc units turned and charged the Emperor, bringing him down with weight of numbers and hungry Trolls!



The Guns of Wolfenburg

The generals had wisely stacked the city walls full of artillery, including six Great Cannons, four Rocket Batteries and four Mortars. While the Great Cannons concentrated their firepower exclusively on Big Gork, the Mortars and Rockets fired upon the mobs of greenskin infantry, whittling down the Orc hordes throughout the day. Sigmar had been smiling on the powder monkeys during the battle as not one war machine had blown up – the misfire results had mainly been minor malfunctions. While the Empire had been lucky in that respect, hurting Big Gork had proved a hard task. Each turn, at least five of the cannons hit Big Gork, but despite this fusillade the Orc Idol was only wounded four times by them.





The Combat Resolution proves tricky. Thankfully, even the slowest of learners can be taught maths with the aid of Warhammer!

The Score	Ores	16	Wounds on	5	
	Empire	12	Big Gork		



The Walls of Wolfenburg

Turn 5



Waaagh!-Dance

The Shamans performed the Waaagh!-dance this turn. Any Shamans that survived a roll on the Waaagh! miscast table immediately cast Gork's Warpath. The resulting magical devastation slew the remaining White Wolves, the lone Dragon Slayer, the Griffon and his rider, along with countless Flagellants and state troops across the battle line.

As the battle entered the final turn, it was unclear who had the upper hand. The Empire had made a comeback in the latter part of the game, accruing many victory points through capturing the bridge and the asylum. Big Gork was perilously close to the city walls, however, and had only sustained five wounds. The peril escalated further as Alan rolled well for Big Gork's move, rolling straight through fleeing Greatswords and almost into smashing distance of the wall.

The surviving Wyvern flew forward, scattering the Middenheim Greatswords and overrunning into a block of Halberdiers who were mounting a last line of defence. They fled before the monster, signalling the collapse of the Empire's last defensive line before the walls.

As one, all the greenskin magic users performed the Shaman Waaagh!-dance,

causing mass destruction amidst the hard-pressed Imperial host.

The fighting took a heavy toll on the Empire hierarchy once again, as Balthasar Gelt was charged and slain by a Goblin Wolf Chariot. To the south, the Ironbreakers repulsed the final Orc assault, ensuring the asylum remained in Imperial hands. The bridge was also secured by the raving Flagellants, denying it to the nearby Orcs. In the foulburgh, the Squig Hoppers rampaged through the buildings, killing any Empire soldiers still hidden within.

The final Empire turn started with Kurt Helborg leading the Reiksguard in a devastating charge on Skarsnik's mob. To get to the Goblin Warlord they had to charge through five Fanatics whirling around in front of them. A lesser commander would have faltered, but not the Reiksmarshal, who rode heedlessly on



**Final
Score**

**Ores
Empire** 31
22

**Wounds on
Big Gork**

7

through the crazed Goblins and into combat with their evil warlord.

At the Wolf Gate the Empire threw all they could at the idol – Swordsmen, Halberdiers and the Grand Master of the White Wolves all sold their lives dearly in an attempt to stall Big Gork from reaching the walls.

The Bright Wizards prepared to summon the Immolation of Cities for a third time, but something terrible happened – perhaps a parting gift from the slain traitor. The dice were rolled to cast, turning up a double 6 as well as a double 1! The miscast took precedence and a daemonic entity burst through reality, attacking the Bright Tower and plucking up the wizards with its warp-flesh tentacles!

The Great Cannons spoke for a final time, one misfiring but the rest all hitting their target. Everyone fell silent as the dice

were rolled to see if they had damaged the idol. Only one came up as a six, adding one more wound to the tally.

At the foot of the gate the units thrown against Big Gork sold their lives dearly and the Grand Master of the White Wolf managed to inflict one more wound on the siege engine. But Big Gork won the combat and overran into the gatehouse. It had reached the gates of Wolfenburg!

To the south, the Reiksguard fought desperately to reach the stricken Emperor. The Reiksmarshal was in no mood to dally, personally cutting down Skarsnik with cold efficiency. The Night Goblin horde was utterly demolished by the Reiksguard's devastating attack.

As the battle came to an end the Victory Points for the objectives stood at 21 for the Orcs to 22 for the Empire. It all rested with the final roll of the game...

Gork's Hammer

If the Orc player could roll more than the wounds scored on Big Gork (7 at this point) on 2D6 then Grimgor would breach the walls and Wolfenburg would be his. If they failed then Wolfenburg would hold firm and the Empire would be victorious. When the dice came to rest, a great cheer erupted from the Orc side – they'd scored a 9. Grimgor's green horde was victorious!

Grimgor Rejoices; the Empire Weeps

Stand Fast!

The Empire's battle lines would have collapsed a lot sooner if it hadn't been for the brave efforts of the Greatswords. Large blocks of these elite, Stubborn warriors are essential when an Empire army needs to hold the line.



Stick it to 'em

The unsung heroes of the Orc & Goblin force were the Goblin Spear Chukkas, which proved surprisingly deadly – especially for the Steam Tanks. It just goes to show that if you throw enough firepower out there, some of it has to hit!



Jervis: So was all of the effort we put into preparing this battle worth it? You know what I'm going to say, don't you? Of course it was! And I find it hard to believe that you've read through the description of the battle and come to anything other than the same conclusion yourself.

There were a number of things that stood out for me in this game. First of all, the pre-battle stage where the armies marched onto the battlefield was a great success (and kudos to Dave and Gav for suggesting it). Not only did it give the two sides a chance to manoeuvre before the game began, but it also served to make the deployment step a really dramatic and visual spectacle in its own right. The sight of the Empire army bravely marching out of the gates of the city to be confronted by a vanguard of Goblin Wolf Riders looked amazing and really set the scene for the coming battle.

And that was just the setup! The action was fast and furious right from the start, remaining so for the entire battle. At first it seemed that nothing would be able to stop the Orcs as they surged forward. The Empire's front line simply disappeared as knights, Volley Guns and Steam Tanks were swallowed up by the oncoming horde. To make matters worse Big Gork seemed impervious to everything the Empire threw at it. But then, slowly, the tide began to turn. The first glimmer of hope was the arrival of the Dwarfs, who quickly helped recapture the asylum and then stoically resisted everything the Orcs attacked with. Perhaps inspired by their doughty allies, the Empire troops outside the city wall started to mount a fiercer resistance to the Orcs and, although unable to stop them, they did start to slow them down, even damaging Big Gork. Then the arrival of the Empire's reinforcements really turned the tide, first with the Flagellants capturing the vital Westmarch Bridge, and then with the last turn charge of the Reiksguard Knights that swept all before them.

This brave fightback meant that the game was incredibly finely balanced on the turn that Big Gork reached the city walls, with the Orcs being on 21 victory points, and the Empire being on 22. This meant it all came down to whether Big Gork could breach the walls, which in the end it did, handing a hard-fought victory to the Orcs & Goblins.

With the battle over, the generals and I retired to Bugman's Bar, to drink a glass or two of refreshing ale, and discuss the battle in great depth. We talked about all the usual things, like how great the game had looked, especially the really big regiments

of troops. We talked about which troops had performed most valiantly, with the jury split between Big Gork, the Goblin Wolf Riders that had rampaged through the Empire army on the first couple of turns, the Empire Greatswords who finally saw the Wolf Riders off, and the whole Dwarf army for standing fast against the Orcs. We discussed which troops had performed the worst, and found another clear winner in the form of the Empire Wizards in the tower, who were so rubbish at casting spells that we came to the conclusion that they must have been paid off by the Orcs before the battle! And finally we talked about that most beloved of subjects: "the reason we lost was because we were really, really unlucky" on the one hand, and "the reason we won was because of our brilliant plan and masterful game play" on the other – go on, you know you've done it too!

As we sat there in Bugman's Bar, enjoying the happy exhaustion that comes from playing Warhammer all day long, I noticed that there was one rather special thing that we were talking about. This was the feeling that we'd taken part in something that had really looked and felt like the battles we'd read about (and in some cases, written about) in the background for Warhammer. You can get something of an idea of this from the pictures throughout the battle report, but trust me, these pictures don't fully capture what it was like to take part in the battle at first hand. The sheer number of models on the table, combined with the incredible terrain that Dave Andrews and the rest of the Studio model makers had made, created a battle that felt really legendary in its scope.

The really good news is that you can join in too! Earlier in this issue of White Dwarf you'll have found details of the rules needed to fight a large Legendary Battle, and this battle report serves as an excellent example of how such games work.

Your turn!

Do you think you could do better? Should Karl Franz have stayed closer to the city walls? Did the Reiksguard arrive too late? Should the Orcs have defended the objectives rather than sending most of their force towards the Wolf Gate? At the Warhammer 25th Birthday on 26th April, we'll be refighting this epic battle report at Warhammer World, and you can participate. Come and join us!



It was hard to see anything through the smoke. Von Hoerigen paced back and forth peering through the gloom, the battlefield masked by the firing of the war machines and the palls of fumes billowing up from the craters left by the Bright Wizards' devastating spells.

To the north he could hear the horns of the Reiksguard and a break in the smog offered him a brief glimpse of the Reiksmarshal himself in his resplendent armour, leading the charge into the flank of the greenskin army. He saw lances shatter and Orcs hurled aside, before his view was obscured.

Von Hoerigen judged the approach of the Orcs more by sound than sight; the smash of metal on metal as it came ever closer to the walls. The war machine crews kept up their furious fusillade, deafening the Castellans with the roar of cannons and the howl of rockets.

Then he spied something in the gloom; a dark shadow that towered higher than any living creature. He heard the rumbling of heavy wheels, the cry of soldiers and the whinnying of horses. The crude laughter of greenskins seemed very close and

the human shouts he heard become fewer and more desperate.

From the smoke lurched the Orc siege engine, a demented greenskin perched atop its carved head waving a tattered banner. Fires burnt from charred planks and a few holes broke its timbered hide, but it move inexorably forward, pushed along by some infernal mechanism within and a horde of greenskins without. So tall was the machine that von Hoerigen was staring straight into its idol-like face as it crunched against the outer wall. All around him cannon crews deserted their artillery pieces, dropping their tools and fleeing with shrieks from the behemoth.

The Castellans watched in dismay as a gigantic, ram-like arm swung forwards, smashing into the stone of Wolfenburg and knocking him from his feet. He stood aghast once more as the other arm was raised, the mighty hammer at its tip shining in the firelight.

"Wolfenburg will not fall!" von Hoerigen cried even as the hammer thudded home, shattering the wall and plunging the Castellans into a dark whirlwind of bone-crushing stone.



TO BATTLE!



WARHAMMER

IN-STORE THIS MONTH



25 DAYS OF WARHAMMER

Thorgrim Branedimm surveyed the blood soaked slopes of the ziggurat as the last rays of the dying sun illuminated the scene in a glowing red. From the uppermost level of the ancient fane, he could see the shadow of twilight fast advancing across the treetops of the surrounding jungle, until only the top steps of the ziggurat stood as a shrinking island of light in the growing dusk.

Three of his brave company lay dead, atop heaps of greenskin corpses; a testament to the ferocity of the fighting. Saugorn lay with a wicked black-fletched arrow still protruding from one eye, Sigrat transfixed by a red hafted spear and Sigrum, decapitated, his head gripped in the dead fingers of a goblin cleft in twain by the dying Dwarf's own axe. Of the three remaining all were wounded; Skeggi Brokenback bleeding from a cut above his eye, held a supporting arm around Sigurd Strongarm, who propped himself up on his great axe, a broken leg hanging limp.

"A fine days work!" declared Skeggi, surveying the Goblin corpses scattered about and across the ruin.

Thorgrim stared out across the forest, as bough and leaf shuddered in the failing light, rustling and movement

closing in on all sides.

"Aye, and a hard night of it too!" Thorgrim grumbled, hefting his mighty hammer.

"Here come the rest!"

All through the Month of April Games Workshop Stores will all be hosting a myriad of exciting events, marking the auspicious quarter century celebrations for Warhammer!

There will be 25 days of action in each store with a different activity each day leading up to the huge Warhammer 25th Birthday Party on 26th April.

You can come along to the store all throughout the month for painting and modelling sessions, gaming, tournaments, challenges, skirmish games, competitions and awards, and all sorts of surprises!

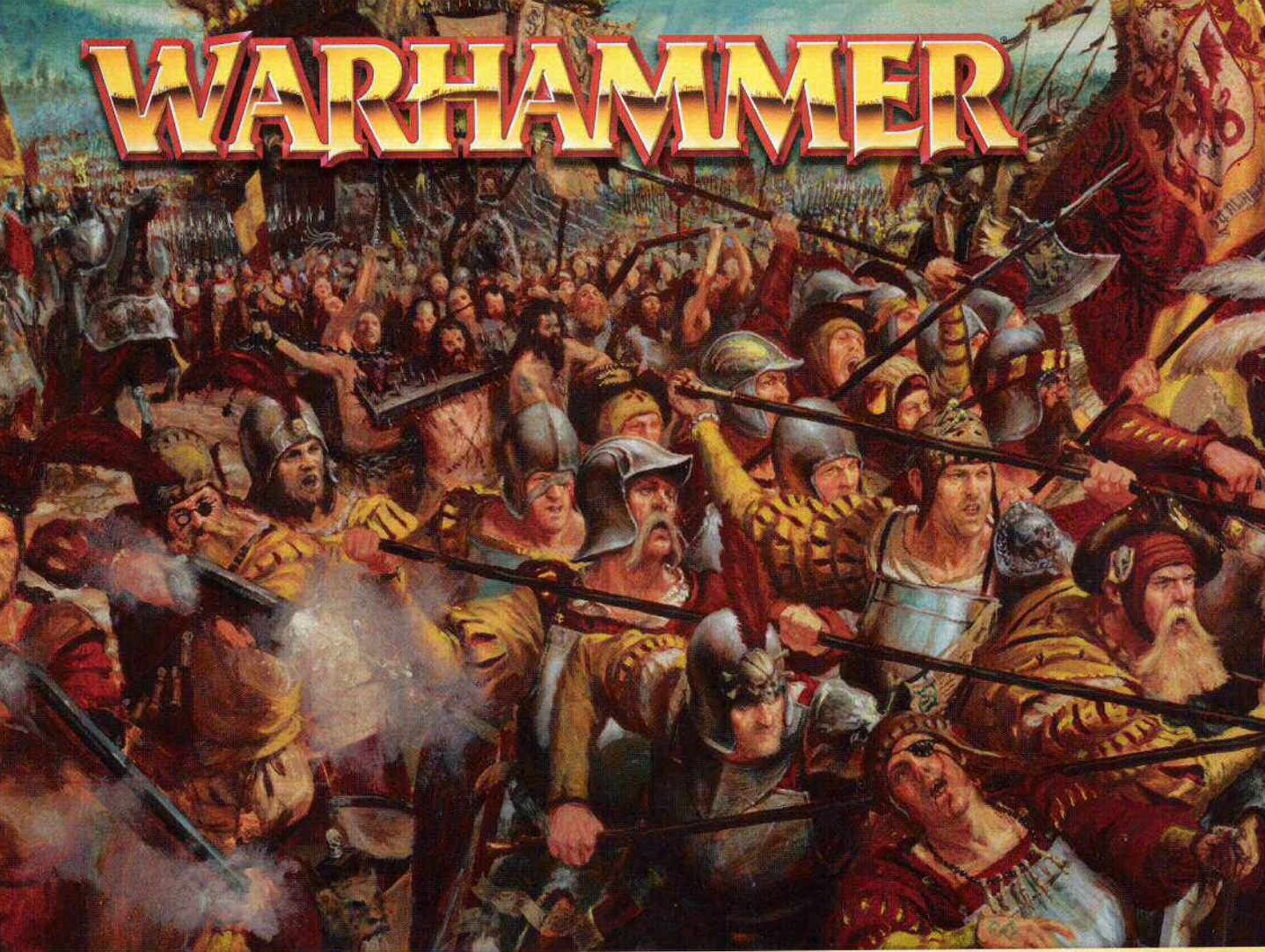
Get along to your local store and ask them about the special Warhammer 25th Birthday events they are running throughout April.

The Birthday Party itself is going to be a great day of celebration so make sure you pop in and get your name down for the events on the day!

RING YOUR LOCAL STORE FOR DETAILS, OR LOG ONTO:

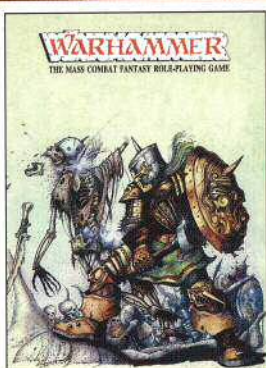
www.games-workshop.co.uk/storefinder

WARHAMMER



ARCHITECTS

1983 1st Edition



The first edition of the game came as three books packaged in a slim cardboard box. Who knew that this would kick off a globe-spanning hobby?

Andy Hall manages to trap four veteran games designers in a room, refusing to set them free until they've given up secrets from the last 25 years of Warhammer's development...

Getting games designers into a meeting room is notoriously difficult. Like trying to bathe a cat, they writhe, scratch, claw and growl at the thought of being in a confined space with someone holding a notepad and Dictaphone. The older and more experienced a designer is, the more stubborn and downright devious they are at avoiding such gatherings.

However, through tenacious use of emails, diversionary tactics and, in Rick's case, bribes of strong ale, I managed to bag four of our veteran games designers – Rick Priestley, Jervis Johnson, Gav Thorpe and

Alessio Cavatore – and cajoled them into discussing the design and development of the first 25 years of Warhammer. As one of the original authors, I started by asking Rick how it all began.

RICK: Warhammer actually started as a promotional system for our Mail Order department. In the late 70s and early 80s we were mostly selling figures for roleplaying games. We made adventurers, and then Goblins, Undead and all other kinds of creatures for roleplayers to populate their dungeons with. Yet, while there had been a spate of it in the mid-70s,



OF WAR

the idea of playing wargames with fantasy armies was out of fashion at the time we conceived the idea in 1983.

JERVIS: Still, we knew people were buying more models than they needed for just roleplaying. They were buying big collections, but at the time there was nothing you could really do with lots of figures other than have them sit on your shelf, so there was definitely a gap that a game like Warhammer could fill.

RICK: Yeah, so Bryan Ansell, who was head of Citadel Miniatures at the time, wanted a set of rules that allowed people to use their entire collection. There was no Studio or bank of writers to produce these rules, so he asked me – I was working in what would be Mail Order at that point – and a chap called Richard Halliwell to write them, as we had published a set of rules together a few years before called

Reaper. Bryan also contributed, having published some wargame rules in a sci-fi setting, called Laserburn. I edited the manuscript together and split it into a couple of booklets. We popped them in a box and made it available through Mail Order. We expected modest sales, but it just kept selling.

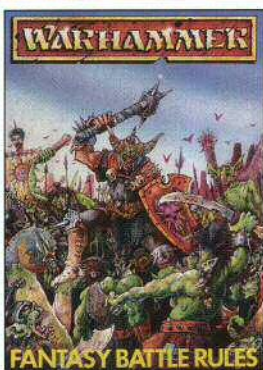
GAV: I remember getting a copy of Warhammer first edition, opening the box and devouring the contents. While I had a copy of first edition, I didn't really play it until the second.

RICK: The second edition was a tidy up from first edition, which was a bit rough around the edges. We had stuff like characteristics with letters instead of numbers and other bizarre nonsense – they were the first things we got rid of. If I remember correctly there was a redundant Movement phase as well.



Rick Priestley, along with Richard Halliwell, wrote the first edition of Warhammer at the behest of his then boss, Bryan Ansell. Rick is now the Creative Director and still likes to keep a wary eye on things.

1984 2nd Edition



Rick describes the second edition of the game as a "big tidy up". It was in the same format as its predecessor, but far more accessible.

JERVIS: No, that was the Reserve phase – that stayed in right up until the third edition of the game.

RICK: I don't know why it lasted that long though, as it was an absolute pain moving everything twice.

GAV: There was lots of moving in third edition, though. Every time a round of combat ended, the winning regiment would push the loser back two inches.

JERVIS: True, and because combat was so protracted you had this effect where units would get locked with an enemy unit and spend the rest of the game just shuffling backwards and forwards.

GAV: Third edition was great though, despite the movement issues. You didn't play it very often but when you did it was a

real event, much like playing Apocalypse or Legendary Battles is now.

ALESSIO: Alas, I can't reminisce with you as I didn't start playing Warhammer until the fourth edition. Up to that point Warhammer was very hard to find in a non-English-speaking country. Fourth edition though, with that beautiful box – that changed everything for my fellow Italian gamers and me. It was still in English but it instantly felt more accessible.

RICK: Yeah, the really big shift was to fourth edition. Second and third were an organic growth from the first edition. However, the fourth edition was a clean slate, not just with the rules, but in the way we presented Warhammer.

JERVIS: It was published in an era when Games Workshop was undergoing great

change, especially as to how we sold our games. Warhammer fourth edition was our first "core game". We had done big box games before, Adeptus Titanicus being the first, but this heralded a new era thanks to improvements in plastic moulding methods and technology.

RICK: When I first planned out the fourth edition of Warhammer, the contents of the box set were very important. I remember being adamant that there should be at least 100 plastic miniatures inside.

GAV: The thing I remember about that time, as I was still just a punter at that

point, was just before fourth ed's release the Empire army list was published in White Dwarf. It spread across two huge articles that introduced the Empire as we know it today – the War Altar, Steam

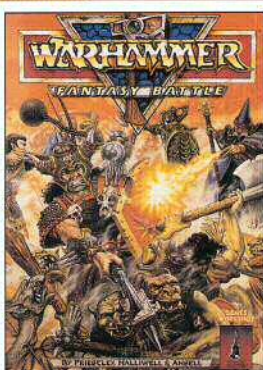
Tank and all that stuff. That was all obviously preparatory work for the first army book. And I think that was the biggest sea change, the army book as much as the box set itself. You no longer had to buy or hunt down copies of White Dwarf or extraneous, hard-to-get-hold-of supplements; all you needed was a copy of Warhammer and one book.

RICK: That was the idea, a core game with plastic figures, a collection of army books and each army book describing a range of Citadel miniatures. It doesn't sound like brain surgery does it? But at the time it was seen as radical, verging on madness!

JERVIS: I think with fourth edition as well there were lots of people who didn't play games to start with, who got this box and it had everything they needed to begin; we

"It doesn't sound like brain surgery does it? But at the time it was seen as radical, verging on madness!" – Rick

1987 3rd Edition



The third edition is seen as the game at its most complicated, but is fondly remembered. Many veteran players started with this edition of the game.

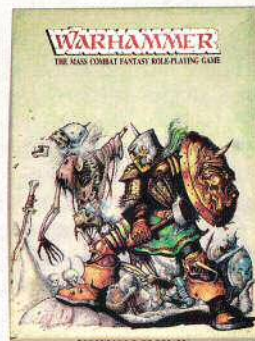
Things That Never Came to Pass

The almost mythical first manuscript of Warhammer, written by a young Rick Priestley and Richard Halliwell, had many archaic and strange rules that never made it into publication. For instance, the first draft of the rules for woods had you roll to see if the wood was occupied by Satyrs. A unit that entered the wood would go missing for D6 turns on a roll of a 4+ as they were being "entertained" by the local Satyr population!

Another rule idea that quickly fell by the wayside was to do with the Colleges of Magic and the colour wheel they were based on. Depending on the predominant colour of your painted army, spells would have a greater or lesser effect depending on where your army "colour" was placed on the colour wheel. This idea was soon jettisoned due to issues of game balance!

The first ever planned supplement for Warhammer was based in Lustria. Written by Richard Halliwell it detailed the environs of the jungle continent with detailed maps and background for the races that occupied it, namely the Amazons and Slann – or as Rick called them, "Demon Frogs from Outer Space". Unfortunately, despite having the manuscript formatted and even a front cover completed, the Lustria supplement was never published.

Warhammer was originally published as three books. They covered characters, tabletop battles and magic. The supplement, Forces of Fantasy, was published in 1984 but two other planned additions to the game, Lustria and Realm of Chaos, never appeared.



showed them how to paint the models, there were two plastic armies, the templates and rules were included. It was written and presented in a way that gradually introduced players not only to the rules but also to the background of the Warhammer world and all the races that inhabited it. I think that was incredibly important because we'd never done it like that before – we'd always put rulebooks out separately from all the other paraphernalia. So it was actually quite difficult "pre-fourth" to get into the hobby and people stumbled into it almost by accident. Fourth edition made the hobby far more accessible and changed how we presented our products at a stroke.

ALESSIO: Jervis is right, especially about the background. I believe it was the fourth edition that really defined the nations and what the Warhammer world looked like.

RICK: Well, don't forget there was also Warhammer Fantasy Roleplay in the late 80s, which was published around the time of Warhammer third edition. That sorted a lot of stuff out, especially in relation to national boundaries, provinces and the Old World in particular. Before that a lot of it was still up in the air. The armies for the first edition of the game were based on the ranges of models Citadel already had in stock, there was no specific Warhammer background at that point. That was its original brief, to help sell the existing range. It soon started to evolve though, Richard Halliwell – or Hal as we called him – did a lot of early work and I did a map based on a loose fantasy version of the atlas. Because both Hal and I grew up in the 70s there was a lot of alternative fiction about, so that was a heavy influence and is why the Warhammer world has vaguely similar landmasses to our own planet. In the 70s there was also a lot of sci-fi and fantasy crossover. We originally intended to have far more sci-fi elements in the Warhammer world and you can see elements of this with the early iterations of the Slann (Don't write this down, but I called them Space Frogs!).

JERVIS: It's interesting because in the early days the miniatures informed the game's development and background. So you would have things like the Goblin Fanatics being created, not to any brief, but by a sculptor just appearing with them one day. Nowadays, it is very much the other way round; the background is established and this informs the models we require from the sculptors.

GAV: It was the army books of the fourth edition that really started to cement what the Warhammer world, especially beyond the Old World, was like.

JERVIS: Another thing that was introduced in fourth edition that really encapsulated my association with Warhammer, even more so than authoring a few of the army

books, were the tournaments. That in turn informed what a "standard" game of Warhammer should be. 2000-point games in 5-6 turns really came from those early Warhammer tournaments. Before that, in previous editions, I think we even published scenarios that could go on for 12 or more turns.

GAV: The fifth edition obviously came a good few years after the fourth. By that point we had published the majority of the army books with only Bretonnians and the new-look Lizardmen to go.

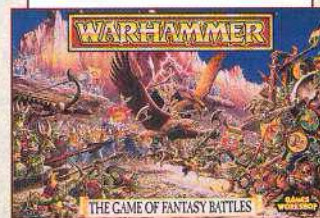
RICK: Yes, like the second and third editions, fifth was very much an evolution of the game, rather than a major shift.

ALESSIO: It did bring a couple of conventions that have stayed with the game ever since though. Counting the rank bonus before you work out casualties springs to mind.

GAV: Sixth edition was another big change. So big it invalidated the army books and we had to start again from scratch!

RICK: The sixth edition was mainly needed because of the magic system. It was a necessary, but very painful, change. By the

1992 4th Edition



The first of the "big box" versions of the game, it included plastic High Elves and Goblins. It also had a new, card-based magic system.

Evolution of the Characteristic Profile

The characteristic profile we know and love has been set since the advent of the fourth edition of Warhammer. Before that, every new version of the game seemed to herald a different iteration of the profile.

First Edition

Even in the first edition you can see the foundation for what is to come. A Dwarf had the following characteristics:

Move	WS	BS	Strength	Toughness	Wounds	Initiative	Attacks
3½	7	4	2	C	2	3	2

As you can see, apart from Weapon and Ballistic Skill, profile headings had yet to shortened to just a letter. More noticeably though, is that a basic Dwarf warrior has a WS of 7, a BS of 4 and a measly Strength of 2! The Toughness characteristic is the most perplexing, with a value of "C".

Second Edition

The second edition profile saw major changes to the original:

Fighting Characteristics								Personal Characteristics			
M	WS	BS	S	T	W	I	A	LD	INT	CL	WP
3	4	3	3	4	1	2	1	9	7	9	9

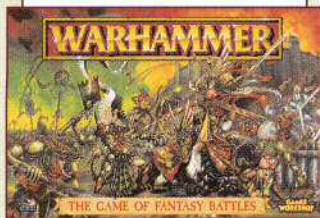
The second edition saw an end to the mysterious use of letters as characteristics. The other major change was a split into two different profile types. Fighting Characteristics which will be familiar to most and Personal Characteristics, which not only included good ol' Leadership, but also had such values as Intelligence, Cool and Willpower.

Third Edition

The third edition profile is even closer to the characteristic profiles used from fourth edition onwards. Here's our Dwarf warrior again:

M	WS	BS	S	T	W	I	A	LD	INT	CL	WP	PTS
3	4	3	3	4	1	2	1	9	7	9	9	8

This profile is closer to the characteristics of the modern era, but still carries some of the foibles from the second edition. Int, CL, WP are still present but are no longer separated out as Personal Characteristics. There's also the inclusion of a points value, indicating more regular use of a points-based army list system.



The fifth edition added the revamped Lizardmen and Bretonnians back into the mix. It also started a range of campaign packs.

end of fifth edition's reign, Warhammer was being played around the world, in many different languages. The card system we used for the magic items and magic phases in fourth and fifth was unsustainable,

with the translations and all the different card types in various formats and card stock, we couldn't

continue. So I charged Tuomas Pirinen with creating a magic system that retained the adversarial feeling but with dice.

GAV: Off the back of that we changed the magic items as well. I remember the original proposal was for even more magic item categories than you have now – you didn't just have talismans and enchanted items, you also had magic rings, amulets and all sorts!

JERVIS: The other major change, of course, was the way you picked your army, and we introduced the Core, Special and Rare categories. This was obviously taken in part from what we had done with the third edition of Warhammer 40,000, which also needed new Codexes when we implemented that system.

GAV: That's the downside of having an army book system. The game is spread out over so many books that when you need to do a major system change, you outdate all the publications. It's why we'll probably never do that again.

ALESSIO: Well, the game doesn't need that kind of reboot anymore. The system is in a very healthy place, which is why the seventh edition was more about finessing what was already there.

"The game, in its third generation is now a mature young man – with a rebellious streak!" – Rick

RICK: I think subsequent editions will build on that. The way I look at it is that first edition was the original, whilst second and third editions were evolutions of the first, and made up the first generation of

Warhammer. Fourth and fifth were the second generation. Sixth and seventh are the third generation. So while there have

been seven editions of the game, there have only been three generations of Warhammer. The first generation is the unruly child, which then became a rude teenager, and the game, in its third generation, is now a mature young man... with a rebellious streak!

JERVIS: I think the point is that going forward it's more evolution than radical, re-defining editions like fourth and sixth were. The expansions will have a large part to play as well.

GAV: The army books are going to become more elegant. We're getting into the "second pass" of the current era of army books. The High Elves are the most telling in this respect – the composition of Core, Special and Rare was something we left well alone on the first batch of army books, but tweaking it has worked so well for the High Elves, it's something I think we'll look at with the other books.

RICK: At the end of the day it will be, and always has been, the Citadel miniatures that drive the game. As long as we produce brilliant models, Warhammer will endure. The game was created to give hobbyists a reason to use their collections, and I think that is still the case even now.

Magic

There have been three distinct magic systems in Warhammer's lifetime. For the first three editions of the game wizards chose from a list of available spells, broken down into numerous spell categories such as Necromantic Spells, Illusionist Spells and Battle Magic – a model very similar to the roleplaying contemporaries of the day. From as early as the second edition you can find spell names that would be familiar to you now, such as Curse of Arrow Attraction, Assault of Stone and the ever-handy Fireball. Other spells had a more literal title, and names like Cause Fire, Move Object and Cause Stupidity left little to the imagination as to what they were intended to do. However, it was the third edition that included the best spell title – many games prematurely ended when a mage cast Vorpall Hurricane of Chaos!

Fourth edition heralded a card-based system. Players would randomly draw spells from their deck. A separate power card deck was then used to generate power and dispel cards. A spell would need a certain amount of power cards to be played in order to cast it, while your opponent could use dispel cards to nullify it. Fifth edition had a very similar system, although it stopped a player casting spells in their opponent's turn, which was deemed a bit too powerful!

From sixth edition onwards, a dice pool system has been used. This takes elements from both the earlier systems but means there's no need for your games to be surrounded by piles of cards, whilst keeping the combative, strategic approach that involves both players.





WORDS OF WISDOM

Alan Merrett has been working at Games Workshop longer than most. He is so immersed in the Games Workshop idiom that he has spent the last few years making sure everything we produce conforms to our unique gaming worlds. Here Alan explains what the Warhammer world is.

ALAN: The world of Warhammer is a very special place – 25 years in the crafting and we still have many more tales to tell, armies to muster and battles to fight. It is an archetypal fantasy world, with heroes, villains, magic, monsters and adventures aplenty. Noble Elves, surly Dwarfs, degenerate Goblins, high-flying Dragons, monstrous mutants and a host of other weird and wonderful creatures inhabit a place that resounds with echoes of our own mundane sphere. It is a world of endless battle – mighty armies clash on the bloodied plains and in the mountain passes of its epic landscape. The peoples and monsters of Warhammer are defined by the wars they fight and by the armies they wage them with. It is a world awash with heroes and villains, but in the world of Warhammer these champions and anti-heroes are not petty adventurers – rather they are the commanders of vast armies and the fate of the world hangs upon their actions. Warhammer's tone is generally dark and grim, but it is shot through with a streak of rebellious humour – there is something inherently funny about a mushroom-crazed Goblin randomly careening across the battlefield wielding a giant ball and chain, and is as big a threat to his Goblin allies as he is to the enemy.

From the very beginning, our intention was to create an exciting and compelling setting within which one could imagine battles being fought between any of the myriad armies of this fantastical world. To this end each of the races of the Warhammer world has a particular character and intent that may at times set them at odds with their neighbours. The Dwarfs of the Old World are taciturn and dour, given to a love of gold, beer and tinkering with machines. They are dogged to the point of being stubborn and bear grudges that last generations. They are unwont to offer friendship, but if earned will honour it till death. The High Elves of Ulthuan are haughty and arrogant, caring little for the achievements and ambitions of other races. Yet they are the world's staunchest defenders against the threat of the dark powers of Chaos. The Orcs & Goblins that plague the wild lands are brutal savages with the power to conquer the world, but are so belligerent that they invariably end up fighting amongst each

other and their conquests are reclaimed by their enemies. The massed ranks of Chaos march to war at the command of their dark gods, whose motives can only be guessed at but surely include the destruction of the mortal world. And so it goes with all of the nations, races and armies of the Warhammer world. Each has a unique character and history and all of them have more than a few reasons to wage war against each other.

Throughout the last quarter of a century our inspiration for Warhammer has largely been drawn from the history, myths, legends, folklore and popular culture of our own (real) world. Add to this the creativity of such fertile imaginations as Rick Priestley, John Blanche, Jes Goodwin and a host of other miniatures designers, artists and writers and the result has been an unrivalled mix of traditional high fantasy, grim warfare and larger-than-life characters that has grown in detail, character and scope over the course of the last 25 years. And we fully intend to carry on developing the Warhammer world for at least another 25 years as well!

2000 6th Edition

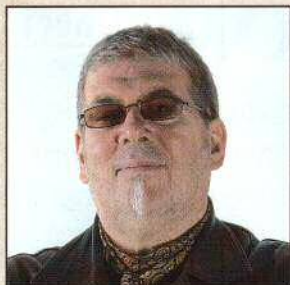


Sixth edition refocused the game on blocks of troops and added the dice pool magic system still in use today. Orcs and Empire came in the box.

Early Citadel Miniatures



Some very early Warhammer Citadel Miniatures from Alan's collection. The slottabase had not yet been invented, so coins and cardboard were used to base models at the time.



IMAGES OF WARHAMMER

John Blanche needs no introduction; his ideas and influences have dominated both Warhammer and its far future counterpart since they were first conceptualised. He currently resides as Games Workshop's Art Director, guiding and contributing to the Studio's continued output.

Father Art



John's role these days starts at the very beginning of a project, literally months before the rest of the Studio starts work on it. John creates the important preliminary sketches that inform the look and feel of the entire project.

John's involvement with Warhammer started a long time before the game was first published. John had been freelancing for White Dwarf in the 70s, which at the time had close links with Citadel Miniatures (yes, at that time Citadel and Games Workshop were separate companies), and through this John met up with Bryan Ansell, the founder and owner of Citadel.

"I was a freelance artist at the time, Citadel Miniatures was just starting to get popular and Bryan asked me to join them part time. The company was growing fast and hungry for ideas. I

"It was the first hint that Warhammer was going to be a bit special." – John

decided that drawing Trolls, Orcs and other fantasy monsters three days a week was far more interesting than illustrating coal mining machines for agencies, which was soul-destroying!" states John.

"I was still on a retainer for three days a week when we started work on Warhammer," continues John. "I say 'we' – I actually mean myself, Rick [Priestley] and Tony Ackland working in one room with an open fire, in a canal cottage on the banks of the River Trent close to Newark. Rick would write the rules and then paste columns of text down onto paper and there'd be a white space left into which Tony or myself would draw an illustration."

John also drew the first incarnation of the infamous "Harry the Hammer", the bloke duffing up the skeleton on the front cover of the first edition, now available as a Chaos Champion miniature. "The piece is definitely of its age but it was a very exciting bit of art in those days, especially for a set of wargames rules. I think it was the first hint that Warhammer was going to be a bit special," says John.

John's hunch was proved correct as Warhammer flew off the shelves, outselling all other wargames rules upon release. John attributes that success to the game's label-defying imagery. "The thing that fills me with the most joy is that Warhammer didn't just become a sub-genre of Tolkien or an American ideal of 'high fantasy'. Warhammer is far darker, grittier and very Northern European in feel. The Beowulf saga has closer ties to Warhammer than

Dungeons & Dragons ever did."

While Rick beavered away at the rules and an early version of the Warhammer world to fight your battles in, it was John who started to define Warhammer's dark and gritty look. Even at that time he was looking towards art and artists that had inspired him. "When I was at art college I discovered the woodcuts of Albrecht Dürer, Hans Burgkmair and the work of artist Albrecht Altdorfer, who did a famous

picture in 1529 called the Battle of Issus – it depicts the troops of Alexander the Great fighting the Persians in renaissance costume. That painting has stuck with me for years.

Every fan of Warhammer should see it," suggests John. It was these and other 16th century German artists that were John's main inspiration for many of Warhammer's illustrations, an inspiration that continues even today.

After 25 years of Warhammer art, does John have a favourite era? "Yes," he answers, "Tomorrow – I'm constantly looking forward. The best thing is always the next thing."

2006 7th Edition



The latest edition of the game can be purchased as a large rulebook or in the Skull Pass set which is crammed with Goblins and Dwarfs.



The Battle of Issus, 1529 by Albrecht Altdorfer, was a big inspiration for John and you can see it's influence in a lot of the illustrations throughout Warhammer's 25-year history.



John's renditions of Harry the Hammer. The latest image (above), and the classic piece (right) drawn over 25 years ago. As you can see Harry's career has taken him ever closer to Chaos in the intervening years!

THE ZIGGURAT OF DOOM

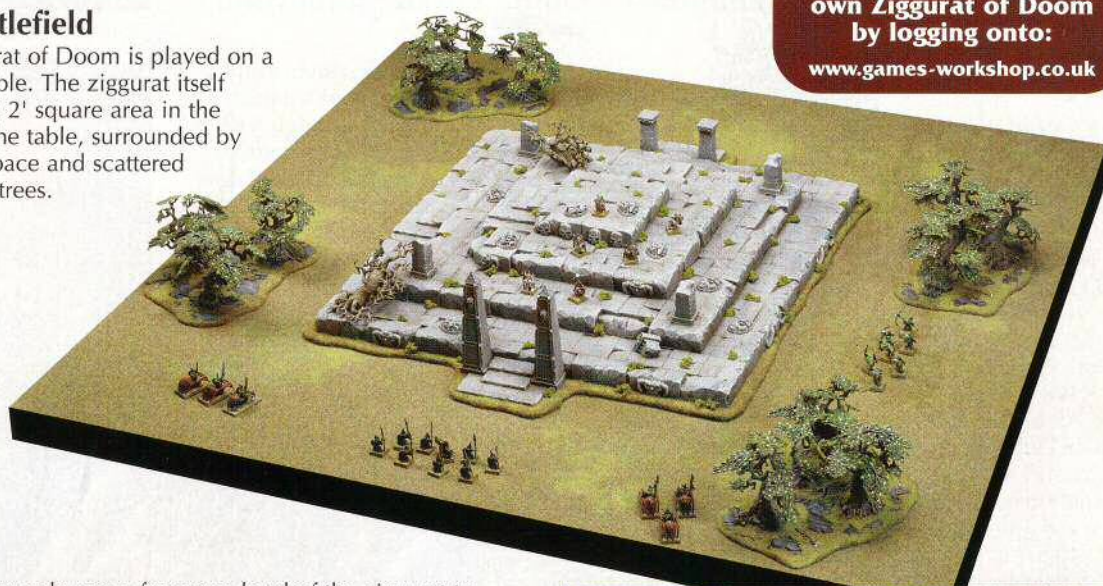
Gav Thorpe presents an updated version of a classic Warhammer scenario. In fact, you can't get any more classic than the Ziggurat of Doom because it was the first ever Warhammer scenario published!

See how to make your own Ziggurat of Doom by logging onto:

www.games-workshop.co.uk

The Battlefield

The Ziggurat of Doom is played on a 4' by 4' table. The ziggurat itself occupies a 2' square area in the centre of the table, surrounded by an open space and scattered clumps of trees.



Models may only move from one level of the ziggurat to another using the ramps – the ziggurat sides are otherwise impassable. Models further up a ramp or fighting from a higher level of the ziggurat gain the High Ground combat resolution bonus.

There are two piles of rocks on each level of the ziggurat. These can be thrown by models, as detailed in the scenario special rules.

The Dwarfs start the battle anywhere on the ziggurat and are deployed before the Gobbos.

The initial Goblin forces start anywhere at least 6" from the ziggurat, set up after the Dwarfs. Goblin reinforcements move on from any table edge. The Goblins get the first turn.



Close-up of Mark Jones' excellent ziggurat, detailing the ramps and stone piles.

The Goblins

The Goblins start with some forces on the table and more arrive as reinforcements throughout the battle. These are determined by rolling a D6 and consulting the Goblin Forces table. The starting force consists of three rolls on the table, plus Guthnog Brittlenose, who is a Goblin Big Boss with the equipment listed below. Any unit you roll may upgrade one model to a Boss.

The Goblins receive D3 reinforcement units at the start of each of their turns. These move on from any table edge in the Remaining Moves part of the turn.



Guthnog Brittlenose
Goblin Big Boss
Heavy armour, Martog's Big Basha and the Effigy of Mork.

Goblin Forces Table

D6 roll	Unit
1	2D6 Goblins with spears or D6+2 Goblins with short bows.
2	2D6 Night Goblins with spears or D6+2 Night Goblins with short bows.
3	D3+3 Forest Goblin Spider Riders with short bows.
4	D3+3 Squig Hoppers.
5	Goblin Big Boss with up to 25 points of magic items.*
6	Night Goblin Big Boss with up to 25 points of magic items.*

*Choose these at the time the Big Boss appears. Each magic item can only be carried by one character per game (this includes Guthnog's Magic Items).

The Dwarfs

There are six Dwarf characters trapped on the ziggurat. Five are veterans with the profile below, led by a sixth Dwarf – Thane Thorgrim Branedimm.

	M	WS	BS	S	T	W	I	A	LD
Veteran	3	5	4	4	4	1	2	2	9

Each Dwarf is equipped as follows:



Thorgrim Branedimm
Gromril armour, great weapon (hammer) with the Master Rune of Kragg the Grim and a Rune of Fury. Thorgrim also has a ring inscribed with a Rune of Luck.



Sigurd Strongarm
Heavy armour, great weapon and crossbow.



Skeggi Brokenback
Light armour, hand weapon and Dwarf handgun.



Sigrat Blackbrow
Heavy armour, shield and great weapon.



Saugorn Brittlebone
Heavy armour, shield and hand weapon.



Sigrum Slendershank
Gromril armour, hand weapon and shield.

Special Rules

Skirmish: To negotiate the dense trees and ziggurat, all Goblin infantry units fight in skirmish formation.

Cover: Models higher up the ziggurat than those shooting at them count as being in hard cover.

Intractable: The Dwarfs have nowhere to run and are therefore Unbreakable. In addition, they may always choose not to pursue a broken enemy.

Throw Rocks: Any model within 3" of a rock pile may use the rocks as a missile weapon, with the following profile:

Range	Strength	Special Rules
8"	3*	Thrown Weapon

*Any rock thrown at a lower target is at +1 Strength. Any rock thrown at a higher target is at -1 Strength.

Chaos Ziggurat: The energies of the ziggurat draw the Winds of Magic. To represent this, the Dwarfs only get one dispel dice in the Goblin Magic phase.

Alternative forces

Dwarfs: You might like to substitute one or two of the Dwarf veterans with a Giant Slayer or an Engineer. You could also create your own leader to replace Thorgrim – use a Dwarf Thane worth no more than 120 points.

Goblins: Feel free to substitute models in your collection for those on the Goblin Forces Table. For example, you

may wish to swap the Goblin or Night Goblin Big Boss result for a single Troll of any type. You could put in a Level 1 Shaman, instead, or perhaps a Big Boss on a Great Cave Squig (but with no magic item). If you give the Goblins a Shaman you may want to give the Dwarfs two dispel dice. You could even swap one of the Goblin or Night Goblin entries for some Savage Orcs (perhaps D6+2).

Another alternative is to come up with your own Big Boss to lead the Goblins. He can either be a Goblin or Night Goblin and should cost no more than 90 points.

Victory Conditions

Play continues until the Dwarfs have been wiped out. The number of turns that it takes to kill all of the Dwarfs determines the level of victory, as shown on the chart below.

Number of Turns	Victory level
Up to 10	Great Goblin Victory
11-15	Goblin Victory
16	Draw
17-19	Dwarf Victory
20+	Great Dwarf Victory

For untold millennia the ziggurat had sat hidden in the depths of the ancient woods. Not a bird stirred in the skies above it; no animal or insect crawled upon its forbidding stones. What dark rites had been performed upon its bloodstained altar could only be guessed at. It had stood here undisturbed for countless centuries. Until this day.

The raucous crowing of birds erupted from the surrounding woods, heralding the arrival of six Dwarfs. They huffed and scowled as they ran into the clearing, coming to a clattering halt as they set eyes upon the imposing structure. War howls and whooping cries filled the trees behind them.

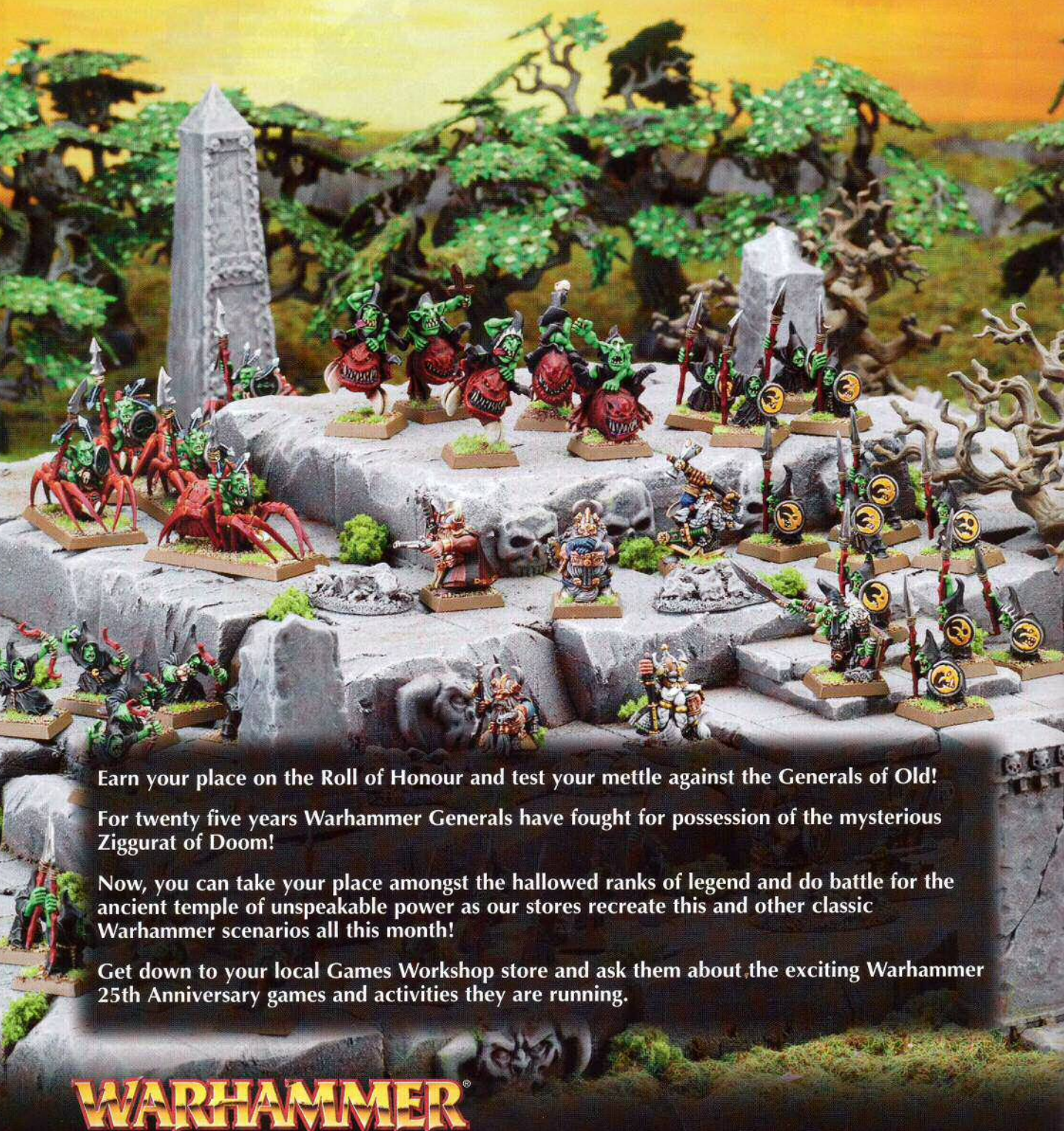
"I don't likes the look o' that," grumbled Sigrat Blackbrow. "We'll never get to the mountain," wailed Skeggi Brokenback. "It's a Goblin pot for us."

"Get up them steps," barked Thorgrim Branedimm, their leader. "This looks as likely a place to make an end of it. We shall defend this old temple. I'd sooner die here with a weapon in my hand than be sent to my ancestors with an arrow in my back."

As they clambered up the worn ramps, Thorgrim turned to see a wave of malevolent Goblins break from the treeline and race towards the ziggurat.

"Here they come!"

BATTLE FOR THE ZIGGURAT



Earn your place on the Roll of Honour and test your mettle against the Generals of Old!

For twenty five years Warhammer Generals have fought for possession of the mysterious Ziggurat of Doom!

Now, you can take your place amongst the hallowed ranks of legend and do battle for the ancient temple of unspeakable power as our stores recreate this and other classic Warhammer scenarios all this month!

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WARHAMMER



ACTIVITIES IN-STORE

Ever since Warhammer first appeared, 25 years ago, our stores have provided our customers with all kinds of hobby experiences and fun. Now more than ever we offer a huge range of activities, tutorials and services. Just by walking into our stores you can take advantage of all the help and excitement to be found in our unique Hobby Centres.

Just some of the activities happening every week in Games Workshop Stores include;

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LIBER APOLYPTICA

The Apocalypse continues with the first of our semi-regular articles in which Jervis Johnson expands the datasheet library for the armies of the Warhammer 40,000 universe. This month he takes a look at the fell forces of Chaos.



WARHAMMER
40,000

LIBER APOCALYPTICA



THE FORCES OF CHAOS

Being in part a Catalogue of Legendary War Machines and Apocalyptic Battle Formations and, in addition, a Treatise upon their History so the Reader may create a Characterful Army of Citadel miniatures and Forge World models...

Welcome to Liber Apocalyptica, a semi-regular feature for White Dwarf magazine that will present new datasheets for use in games of Warhammer 40,000 Apocalypse. My aim is to hijack a few pages of White Dwarf every two or three months in order to present one or two new datasheets, along with background information and army collecting tips that will help you get the most out of the new units in your games of Apocalypse.

As well as the datasheets you'll find here, we'll be publishing additional ones on our website. These extra datasheets will share the same themes and background as the ones that appear in White Dwarf, and

will allow me to cover things that I simply won't have the space to deal with in the limited number of pages in this magazine.

That said, I can only scratch the surface of what's possible, even with the aid of the web, and so I hope that these articles will also serve as inspiration for further datasheets you create for your own games. One of the joys of the Games Workshop hobby is that it allows you to get in there and tinker with the rules and create your own additions to the game. To be honest, that's all I'm doing with the Liber Apocalyptica series – I've just had a bit more practice at it than most people!

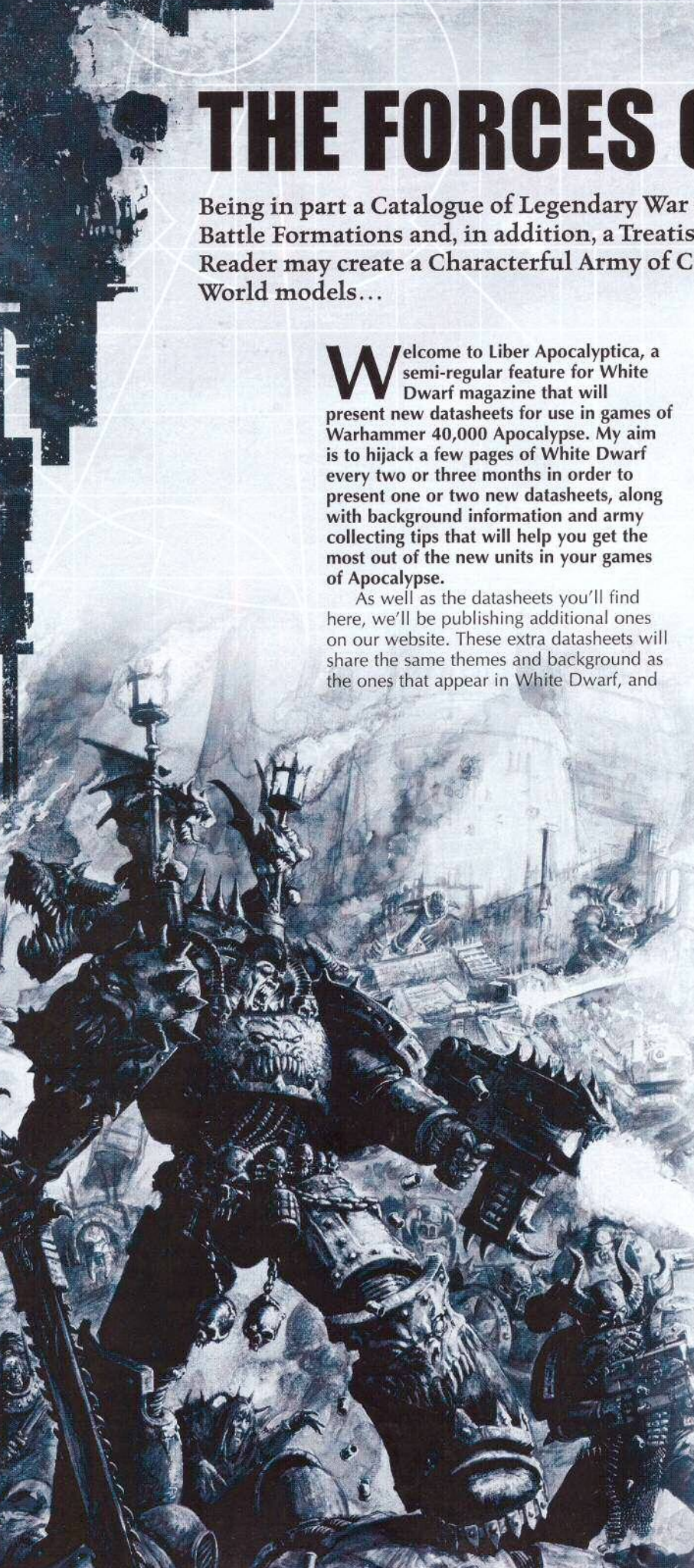
The mighty armies of Chaos

The first installment of Liber Apocalyptica concentrates on the forces of Chaos. The exact nature of the alternate dimension of Chaos remains a mystery, even to such great savants as the Imperial Tech-Priests of the Adeptus Mechanicus on Mars. Perhaps the truth is that Chaos is too complex and volatile a thing to be understood by mortal minds. Whatever the true nature of Chaos, it is a peril every bit as real as marauding Orks and ravenous Genestealers for the citizens of the Imperium.

No world is safe from the corrupting influence of Chaos. Its energy can leak into any mind that is weak, creating an opening through which Daemons can enter the world. Some people give themselves freely to the cause of Chaos, trading their soul for a lifetime of power and the fleeting chance that the Chaos gods will grant them the rare gift of immortality.

Rumours tell of whole worlds that have been consumed by Chaos. Worlds whose citizens have turned to the dark Chaos gods, who have summoned Daemons and raiders from the depths of space and beyond, so that their worlds have perished in an orgy of destruction. Other tales speak of worlds where the very souls of the people have been dragged into the shadowy dimension of the Chaos gods and enslaved for all eternity.

Chaos armies can consist of Chaos Space Marines, mortal followers, towering war machines, and hordes of daemonic creatures. These terrifying armies attack Imperial, Ork, Tau and Eldar worlds, destroying whole populations and crushing any defending armies sent against them.



At the forefront of any Chaos army will be the Chaos Space Marines of Renegade Chapters and the Traitor Legions. Some of these ancient warriors have been fighting against the Imperium since the time of the Horus Heresy, 10,000 years ago.

These mighty warriors will be supported by gibbering hordes of summoned Daemons and by human followers of the Chaos gods, many of whom have been horribly mutated by their contact with the stuff of Chaos. Sometimes entire Imperial Guard regiments will be lured into joining the rebellion and will fight alongside the other renegades, desecrating their original Imperial insignia with hastily scrawled icons of the Chaos gods. Towering above this advancing horde will be the monstrous forms of Greater Daemons and Daemon Engines, all created, at least in part, from the very stuff of Chaos and imbued with its dark and terrible energy.

Meanwhile in the skies overhead, Hell Blade and Hell Talon aircraft will swoop

and dive, unleashing death and destruction on those below, and arcane Silver Towers of Tzeentch will slowly float through the air unleashing coruscating bolts of magical

“Chaos is too volatile a thing to be understood by mortal minds.”

energy upon the enemy. And lumbering in support of the army will be the Titans of the Chaos Titan Legions. The crews of these ancient war machines have become fused with the very fabric of the Titan itself and they can never leave; their existence, like all of the followers of Chaos, has become one of ceaseless war and never-ending service of the Ruinous Powers.

Jervis Johnson

WHERE TO FIND MORE CHAOS DATASHEETS

You can find the following new datasheets on the Games Workshop website at www.games-workshop.co.uk/apocalypse. In addition, Forge World have included datasheets for all of the Chaos models that they make in Imperial Armour Apocalypse, available from the Forge World online store at www.forgeworld.co.uk – and don't forget that you can find Chaos datasheets in the Apocalypse rulebook itself.

Chaos datasheets on the Games Workshop website:

- Banelord of Khorne
- Slaanesh Subjugator
- Silver Tower of Tzeentch
- Nurgle Plague Tower
- Khorne Lord of Battle
- Khorne Doom Blaster
- Chaos Conclave
- Defiler Assault Force
- Emperor's Children Warband
- Thousand Sons Warcoven
- Chaos Annihilation Force
- Plague of Zombies
- Maelstrom of Gore

Chaos datasheets in the Apocalypse rulebook:

- Plaguereaper of Nurgle
- Brass Scorpion of Khorne
- Tide of Spawn
- Warp Rift

Chaos Datasheets in Imperial Armour Apocalypse:

- Daemon Lord – Zarakynal
- Daemon Lord – An'ggrath
- Daemon Lord – Scabeiathrax
- Chaos Warhound Titan
- Hell Blade Chaos Fighter
- Hell Talon Chaos Fighter Bomber
- Giant Chaos Spawn
- Giant Spined Chaos Beast
- Dreadclaw & Dreadclaw Talon
- Daemon Engine Summoning
- Vraskian Renegade Attack Force



THOUSAND SONS WARCOVEN

POINTS: 200 + MODELS

The Thousand Sons were once counted amongst the most loyal of the Emperor's Legions, but that all ended when their Primarch, Magnus the Red, attempted to use forbidden magics to warn the Emperor of Horus's treachery. Exiled from the Imperium by the Emperor, the Thousand Sons now reside in a place of twisted sorcery from where they travel out into the galaxy to gather slaves for their magical experiments.

A Thousand Sons Sorcerer is capable of unleashing a powerful psychic attack known as the Storm of Change. In order for the power to work the Sorcerer must be

supported by a coven of Aspiring Sorcerers who will help him perform the ritual of summoning. The Coven is very vulnerable to attack while they are performing the ritual, and so they will usually be protected by units of Thousand Sons Chaos Terminators.

When the ritual of summoning reaches its climax, one or more of the Aspiring Sorcerers are temporarily drained of all their psychic energy, which is then redirected at the enemy in the form of a devastating psychic attack. The drained Aspiring Sorcerer collapses and will not recover until days later.



FORMATION:

- 1 Thousand Sons Chaos Space Marine Sorcerer or Ahriman
- 1 Thousand Sons Chosen Chaos Space Marine Squad
- 0-3 Thousand Sons Chaos Terminator Squads

SPECIAL OPTIONS & UPGRADES

All models in the Warcoven are considered to have the Mark of Tzeentch for free.

All models in the Chosen Squad are Aspiring Sorcerers and cost 60 points each. They all have the Inferno Bolts special rule, and may take psychic powers from the list in the Thousand Sons troops entry in Codex: Chaos Space Marines.

Thousand Sons Chaos Terminator Squads are Fearless, Slow and Purposeful, and their combi-bolters fire Inferno Bolts. They must include one (but only one!) Terminator Champion, who costs +30 points rather than +10 points as would normally be the case. In addition to his other abilities he is an Aspiring Sorcerer, and therefore benefits from the Sorcerer Commands and Inferno Bolts special rules, and may take psychic powers from the list in the Thousand Sons troops entry in Codex: Chaos Space Marines. The Aspiring Sorcerer is the only model in the squad who is allowed to take any other options.

SPECIAL RULES

If Ahriman or the Chaos Sorcerer leading the Warcoven joins the Chosen Squad, then they may choose to drain one or more members of the squad in order to use the Storm of Change psychic power. The unit may not be engaged in close combat at the time, and may not move or shoot on the turn the model is drained other than to unleash the power; they are too busy performing the ritual required to power the spell. The models that are drained are removed from play when the Storm of Change is unleashed – no save of any sort is allowed. The models do not count as casualties, however, and so no Morale check is required if 25% or more are the models in the unit are removed.

Storm of Change: Storm of Change may be used in the model's Shooting phase instead of using another ranged weapon. If the psychic test is successful then the Storm of Change counts as a weapon with the following profile:

RANGE	STR	AP	SPECIAL
48"	8	1	Apocalyptic Barrage (X) (X = number of models drained that turn)

BANELORD OF KHORNE

POINTS: 2500 POINTS

In the dark days of the Horus Heresy, many of the Titan Legions of the Adeptus Mechanicus were lured into the service of Chaos with promises of forgotten knowledge. With the failure of the Heresy, the Traitor Legions were driven into the Eye of Terror where they still dwell ten thousand years on, waiting to attack the worlds of the Imperium again.

The Renegade Titans have mutated during their long sojourn among the Daemon worlds, for the warping power of Chaos is not limited to creatures of living flesh. Chaos

Titans are feared and respected by the followers of Chaos as monstrous, brooding effigies of ancient gods of war. The Imperium fears the Chaos Titans as the avenging revenants of a horrific past.

The Banelord Titan is aligned to the Chaos Power Khorne, and has taken on the appearance and hues associated with that Power. The Banelord's crew have long since died or become melded with their weapons, leaving the Titan a living, raging machine with a monstrous thirst for carnage and bloodshed.



UNIT: 1 Banelord of Khorne

TYPE: Super-heavy walker

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	3	10	14	14	13	1	6

STRUCTURE POINTS: 9

VOID SHIELDS: 6

WEAPONS AND EQUIPMENT:

- Bloodletter Battlehead
- Havoc Missiles mounted on carapace
- Hellstrike Cannon mounted on right arm
- Doomfist mounted on left arm
- Chaos Titan Tail

WEAPON	RANGE	STR	AP	SPECIAL
Bloodletter Battlehead	30"	6	3	Heavy 5, Primary Weapon
Havoc Missile Rack*	G 24-360"	7	3	Apocalypse Barrage (5), Primary Weapon
Hellstrike Cannon	G 24-360"	9	3	Ordnance 2, 10" blast, Primary Weapon
Doom Fist**	30"	6	3	Heavy 10, Primary Weapon
Chaos Titan Tail***	24"	10	2	Ordnance 1, Large Blast, Primary Weapon

* The Havoc Missile Rack fires like an Ordnance Barrage, but does not scatter and instead uses the Apocalyptic Barrage marker to determine the fall of its five shots.

** The Doom Fist is also a Titan Close Combat Weapon. The bonus attacks are already included in its profile.

*** The Chaos Titan Tail can also be used to make an additional Close Combat attack with the Destroyer ability. This attack may be made even if the Banelord makes a Stomp Attack.

SPECIAL RULES

Possessed: A Banelord ignores Gun Crew Shaken and Driver Stunned results.

Crazed: Roll on the following table at the start of the Chaos Movement phase for each unengaged Banelord Titan.

D6 Result

1 Fire Frenzy. The Banelord may not move or assault this turn. Instead, in the Shooting phase it will fire all of its weapons twice. One of these attacks is carried out as normal by the Chaos player; the second is carried out by a randomly selected player, including those from the opposing side! Note that fire frenzy attacks can be targeted against units from the same side as the Banelord.

2-5 Sane. The player controls the model normally.

6 Blood Rage. In the Movement phase, the Banelord must move as far as possible towards the nearest enemy. In the Shooting phase it may not shoot, but instead moves an extra 1D6" as per the Fleet of Foot rule. It must move towards the nearest enemy, ending its move facing towards the target. The Banelord must then assault this enemy in the Assault phase, if able.

Reactor Meltdown: If the Banelord suffers an Apocalyptic Explosion result on the Catastrophic damage chart, its reactor goes nuclear! This is the same as an Apocalyptic Explosion, except that the range is 6D6", and all models within range suffer a Destroyer hit.

Towering Monstrosity: Because of its immense size, it is difficult for a Banelord to engage targets that are too close. To represent this it suffers from the following restrictions:

- Weapons mounted on the carapace have a minimum range of 24".
- Close combat attacks can only be used against Gargantuan Creatures and Super-heavy vehicles. Stomp attacks and attacks made with the Chaos Titan Tail are not affected by this rule.

Runes of the Blood God: Any psyker that targets the Banelord with a psychic power automatically suffers a Perils of the Warp attack, regardless of whether or not they pass their psychic test.

DEFILER ASSAULT FORCE

POINTS: 100 + MODELS

In 357.M41 the forces of Chaos landed on Urthwart, destroying all before them in a tide of destruction unseen in all the years since the Chaos Legions had fled to the Eye of Terror. At the head of the invasion, Abaddon the Despoiler, the Arch Enemy, led the warriors of the Black Legion, defeating every army that stood against him. Eventually the forces of Urthwart were forced to retreat to Bloden Keep.

After a lengthy bombardment the defenders were horrified to see a host of Defilers advancing toward the walls of the fortress, the giant cannons mounted on their backs blasting huge rents in the supposedly impervious walls. While some continued to pound the walls, others made straight for the main gate, attacking it with their claws and ripping through the thick adamantium with ease. Within the hour, Bloden Keep had fallen.

COMMANDER



DEFILERS



FORMATION:

3-6 Defilers. One Defiler must be the Assault Force Commander.

SPECIAL RULES

Assault Force Commander: The Assault Force Commander and any other Defiler from the formation that is within 6" of it receive a +1 bonus to their WS and BS.

Strike Force: All Defilers in the formation must be deployed within 6" of the Assault Force Commander or, if coming on from reserve, must enter the table within 6" of the point entered by the Commander.

Tear It Down!: If two or more Defilers from the formation are in contact with a terrain feature in the Assault phase, then they can attempt to tear it down with their claws instead of attacking any enemy models. The terrain feature is destroyed on a roll of 4+ (replace it with debris). Add +1 to the dice roll for each additional Defiler after the second that attacks the terrain. Models within a destroyed piece of terrain suffer 1 wound on a roll of 4+ (Saves are allowed) and each unit must take a Pinning test, while vehicles other than the Defilers suffer a glancing hit.

CHAOS CONCLAVE

POINTS: 200 POINTS + MODELS

It is rare for the minions of the Chaos gods to cooperate together for any length of time. Sometimes, however, a powerful leader will arise and, either through force of arms or by other more arcane means, he will be able to bend other champions of the dark gods to his will. One such leader was Warmaster Davroth, another the mighty Abaddon the Despoiler.

The leader and his lieutenants are all amongst the most powerful servants of the Chaos gods, any one of whom is capable of laying waste to an enemy army. Just occasionally it will be necessary for these dread champions of Chaos to band together in order to defeat an especially powerful foe. Imagine then the destruction that is unleashed when all of these mighty warriors fight side-by-side on the battlefield!

ABADDON



CHARACTERS



CHAOS CHOSEN



CHAOS TERMINATORS



FORMATION:

1 named character (Abaddon the Despoiler, Fabius Bile, Huron Blackheart, Typhus, Khârn the Betrayer, Ahriman or Lucius the Eternal).

4-8 characters chosen from the following list:

- Any other named characters (but no more than one of each!)
- Daemon Prince
- Chaos Lord
- Chaos Sorcerer

1 unit from the following list for each character selected:

- Chaos Terminators
- Chosen Chaos Space Marines

SPECIAL RULES

The concentration of power around a Chaos Conclave causes rents and tears in the very fabric of reality. The disruption caused to the enemy makes it nearly impossible for them to coordinate their attacks. To represent this, each of the characters in the Conclave has the same effect as a (mobile) Disruptor Beacon strategic asset. In addition, the player's army receives an Orbital Bombardment strategic asset with the following profile: Apocalyptic Barrage (X), S8, AP3, Pinning. X is equal to the number of surviving characters in the Conclave.

25 MOST INFLUENTIAL

WARHAMMER®

CHARACTERS



In the time-honoured tradition of magazine polls everywhere, the Games Workshop Studio presents its guide to the greatest characters in the history of Warhammer.

Honourable Mentions

What follows is a list of those mighty personages who didn't – in our humble opinion – make the top 25. Each is a mighty or famous individual indeed, so you can only imagine the calibre of character required to make the final list!

- Tzarina Katarin
- Egrimm van Horstmann
- Arbaal the Undefeated
- Finubar the Seafarer
- Prince Imrik
- Orion and Ariel
- Grimgor Ironhide
- Skarsnik
- Azhag
- Morglum Necksapper
- Thorek Ironbrow
- Alaric the Mad
- Krell
- Mannfred von Carstein
- Abhorash
- Neferata
- Settra
- Lord Skrolk
- Mazdamundi
- Von Meinkopt
- Marco Columbo
- Golgfag Maneater
- Alcadizzar
- Drachenfels
- Zacharius the Everliving

As part of the celebrations for the 25th anniversary of Warhammer, we thought it'd be great fun to look at some of the greatest heroes of the Warhammer and pick our top 25.

But of course, such a task is not for the White Dwarf team alone to decide. Oh, no. Instead we set up a makeshift polling booth in the office, and invited everyone from the Games Workshop Studio to cast their vote in a secret ballot.

The Warhammer world has a long and rich history, developed over many (well, twenty-five) years. As you can imagine, the

number of heroes and villains that have come and gone during such a chequered history is quite overwhelming, and so whittling them down to a mere 25 was a tricky task, which generated some buzz around the Studio.

Once the votes were counted, we got some surprising results, which have led to some heated debates at work (*Not to mention down the pub – Grombrindal*). Debates ranging from "Where's my favourite character?", to "Who'd win a fight between...?" and so on. Ah well, you can't please 'em all.

25 Morghur

Revered by the Beastmen as a prophet, Morghur was born unto human parents as a foul mutant. Everything he touches is warped by the pure essence of Chaos and he strives to destroy all civilisation.



First Appearance
Beasts of Chaos army book, Warhammer 6th edition.

Defining Moment
Warping and razing an entire village the day he was born!

24 Josef Bugman

The most famous brewmaster in Dwarf history, Josef Bugman invented the fabled XXXXXX beer. When his brewery was sacked by Night Goblins, Bugman and his Rangers swore vengeance on the Grobi.



Nemesis
Josef Bugman hates Goblins even more than other Dwarfs!

Legendary Deed
Was a shield-bearer for the White Dwarf at the Battle of Cragmere.

23 Leonardo of Miragliano

Miragliano's most famous son, Leonardo founded the Imperial College of Engineers and, five hundred years after his death, remains the Empire's most influential inventor. His machineries of destruction are feared by the Emperor's foes to this day. He was killed whilst testing his prototype flying machine.

Defining Moment

Leonardo of Miragliano invented the fearsome – if somewhat unreliable – Steam Tank, of which only 12 were ever built and only eight remain.

22 Gotrek Starbreaker

This Dwarf High King was perhaps the wisest of all time, seeking to forge a peace between Elves and Dwarfs. Unfortunately, the Dark Elves saw to it that instead the war was escalated, and Gotrek took to the field to avenge the slight. He was a fabled warrior, whose skill in battle and sense of honour were unmatched in the Warhammer world.

Defining Moment

Led his people in the War of Vengeance (a.k.a. the War of the Beard), and slew the High Elf King Caledor II in single combat to end the feud.

20 The Fay Enchantress

As the personal representative of the Lady of the Lake, Morgiana, the Fay Enchantress, is the most influential figure in all of Bretonnia. She commands the utmost loyalty of the Grail Knights, who obey her commands above and beyond those of their king.



Legendary Deed

During the time of King Ballaume the Brave, she ordered the Grail Knights to expel him, stripping him of titles and honour before replacing him.

21 Volkmar the Grim

One of the most powerful men in the Empire and the staunchest advocate of Sigmar, Volkmar the Grim is the current Grand Theogonist. When Archaon the Everchosen invaded the Empire, Volkmar faced him in battle and was supposedly slain. However, Volkmar's soul had been bound back to his earthly body by the Daemon Be'lakor, and consigned to an eternity of torment. Volkmar was made of sterner stuff, and his faith in Sigmar allowed him to escape his daemonic shackles and fight his way back to the Empire, where his deeds would become legend.

First Appearance

Warhammer 4th edition Empire army book.

Defining Moment

Escaping imprisonment at the hands of Daemons, slaying his captors with his chains!



19 Gilles the Breton

The founder of Bretonnia, it was Gilles who united the disparate Bretonni tribes and waged war against the greenskins that blighted the land. He was also responsible for the creation of the fourteen dukedoms.

Legendary Deed

As a young warrior, Gilles slew the great wyrm, Smearghus.

Defining Moment

Uniting Bretonnia through a series of legendary battles.



Hail the Lichemaster

We asked some of our real-life legendary characters to pick their favourite hero of the Warhammer world. First up is none other than Jervis Johnson.

Jervis: I've been asked to pick one of these characters as my favourite, which is of course impossible: I like them all, for all kinds of different reasons. But if I had to pick one, then I guess it must be Heinrich Kemmler. He's a proper "evil villain", which I love, and one of the longest established characters in Warhammer.

18 Heinrich Kemmler

Once a feared Necromancer, Kemmler was almost killed by ambitious rivals. Roaming the Grey Mountains as a crazed hermit, he stumbled across the tomb of Krell, a mighty Chaos Warrior of old. Kemmler resurrected the warrior, striking a pact with the gods of Chaos, becoming a Lichemaster of phenomenal power.



First Appearance

Terror of the Lichemaster, Warhammer 2nd ed.

Defining Moment

Finding the tomb of Krell, one of the dark lords of Nagash.

17 Vlad von Carstein



Vlad was the first and greatest of the Vampire Lords of Sylvania. It was he who tainted the once-human aristocracy of Sylvania with the curse of undeath, and in so doing created an Undead kingdom in the very heart of the Empire. Vlad waged war against the Empire in a bid to become Emperor. Though he was defeated, he came terrifyingly close to achieving his goal, while his evil progeny have plagued the Empire ever since.

First Appearance

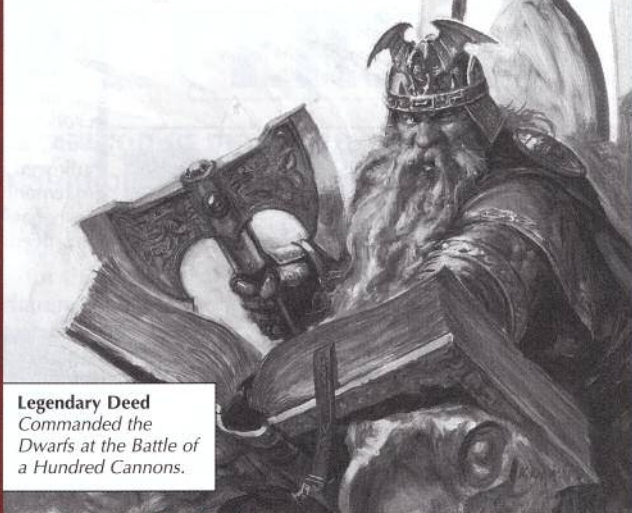
The Undead army book, 4th edition Warhammer.

Legendary Deed

Vlad was "killed" many times in battle, but was resurrected by the Carstein Ring.

16 Thorgrim Grudgebearer

Thorgrim is the descendant of the most ancient and noble Dwarf lords, and it is said that the very blood of Grungni flows through his veins. It is his duty to bear the great Book of Grudges, Dammaz Kron, and his burning ambition to strike every last unavenged grudge from its pages, no matter how long it takes!

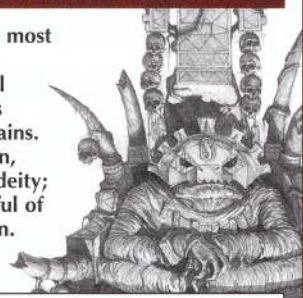


Legendary Deed

Commanded the Dwarfs at the Battle of a Hundred Cannons.

15 Lord Kroak

The spirit of this most ancient of Slann Mage-Priests still pulses within his mummified remains. To the Lizardmen, Lord Kroak is a deity; the most powerful of the ancient Slann.

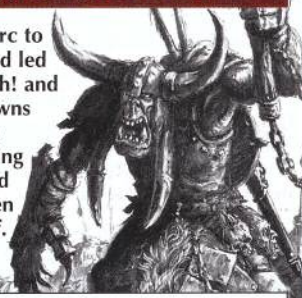


Legendary Deed

Kroak was the last Slann to fall during the Coming of Chaos. It is said that he felled a dozen Greater Daemons, and an entire daemoniac army.

14 Gorbak Ironclaw

The mightiest Orc to ever live, Gorbak led a mighty Waaagh! and sacked many towns and cities of the Empire – including Nuln – destroyed Solland, and even besieged Altdorf.

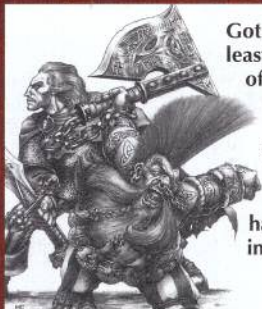


Defining Moment

After destroying Solland and stealing the Solland Runefang, Gorbak besieged Altdorf. During the battle, Emperor Sigismund was slain.

13 Gotrek Gurnisson

Gotrek is the most (or least) successful Slayer of all time, having slain all manner of monstrous foes. Since acquiring his magic axe in the Chaos Wastes, he has become all but invincible in battle.



First Appearance

Geheimnisnacht: a short story by William King (1989).

Legendary Deeds

Too many to count – Gotrek has put an end to many a tyrant!

12 Settra

The first Priest King of Khemri, Settra was a cruel and powerful ruler. He craved life after death, and toiled to ensure his ultimate resurrection. When he rose from the dead, it was as a vengeful Undead Tomb King.



First Appearance

The Undead army book, 4th edition Warhammer.

Defining Moment

Defeated Nagash and forced him from the land of Khemri.

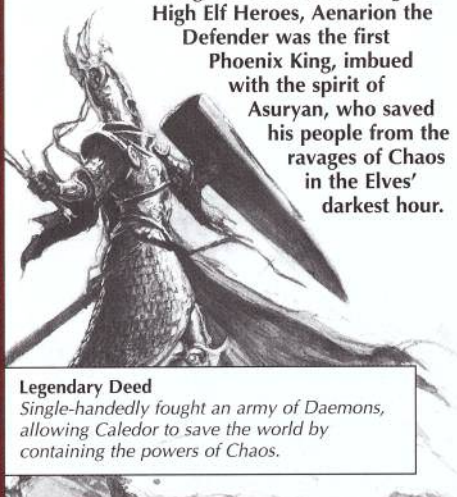


It's in the Runes...

Gav: It's good to see the Dwarfs putting in a good showing in this rundown of the most important characters of the Warhammer world. Of course, Dwarfs started it all, as you'll see from my update of the Ziggurat of Doom scenario, so it's only fitting that they've stubbornly held onto their position of prominence. My only worry is Gorbak getting one over on Thorgrim Grudgebearer, and Grom the Paunch topping both the High King and Gotrek Gurnisson. Out of the mad Slayer and a fat Goblin, which one's got the bestselling series of books, eh?

11 Aenarion

The greatest and most tragic of High Elf Heroes, Aenarion the Defender was the first Phoenix King, imbued with the spirit of Asuryan, who saved his people from the ravages of Chaos in the Elves' darkest hour.

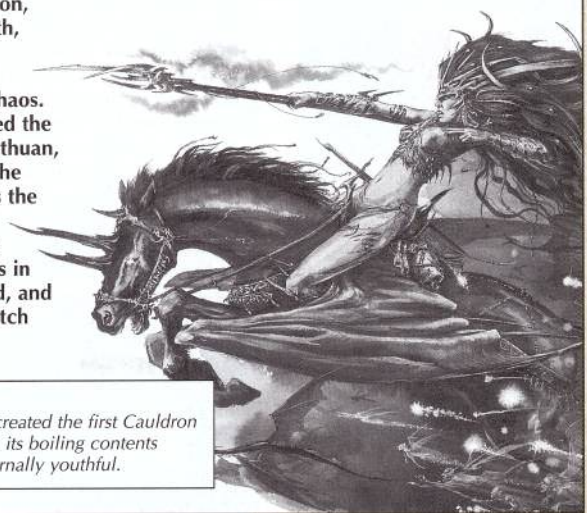


Legendary Deed

Single-handedly fought an army of Daemons, allowing Caledor to save the world by containing the powers of Chaos.

10 Morathi

Second wife of Aenarion, and mother of Malekith, Morathi was a mysterious seeress who was tainted by Chaos. It was she who founded the Cult of Pleasure on Ulthuan, ultimately leading to the Sundering. Now she is the Hag Queen of the Dark Elves, one of the most powerful wizards in the Warhammer world, and second only to the Witch King in Naggaroth.



Legendary Deed

Morathi is said to have created the first Cauldron of Blood, and bathing in its boiling contents allows her to remain eternally youthful.

09 Karl Franz



First Appearance

Warhammer Fantasy Roleplay, 1st Edition.

The Emperor Karl Franz is said to be the greatest statesman the Old World has ever seen. He is acclaimed as a patron of the arts and sciences, as a military innovator and a valiant general. Under his leadership, the Empire has flourished like never before. The Emperor often takes personal command of his army, and has earned an impressive record of victories. It was Karl Franz who led the charge of the Reiksguard that broke the Bretonnians at Norduin. On the Field of Blood, it was the Emperor's courage that steadied the Imperial line against a bloodthirsty Orc horde, while against the Chaos horde of Morkhal-hai the Savage, the Emperor stove the warlord's skull in with Ghal Maraz.



The Council Squeaks

Alessio: In the name of the entire Skaven race, I denounce this list as an anti-Skaven farce! No rat-man personality in the top 25? Ridiculous! Grey Seer Thanquol should obviously be in the top five, and we are collecting evidence of the Dwarf committee's scandalous vote-rigging. We demand a recount!

08 Magnus the Pious

During the Great War against Chaos, the Empire cried out for a hero, and their cries were answered by Magnus of Nuln. This mighty leader, with a puritanical faith in Sigmar, united Men, Elves and Dwarfs, and led the largest army ever seen in the Old World. In an epic battle, his army clashed with the horde of Asavar Kul, and the forces of Chaos were shattered. Magnus was proclaimed Emperor for his mighty deeds.

Defining Moment

Broke the siege of Praag with his army of Men, Elves and Dwarfs.

Legendary Deed

Invited Teclis to found the Colleges of Magic in Altdorf.

07 Grom the Paunch

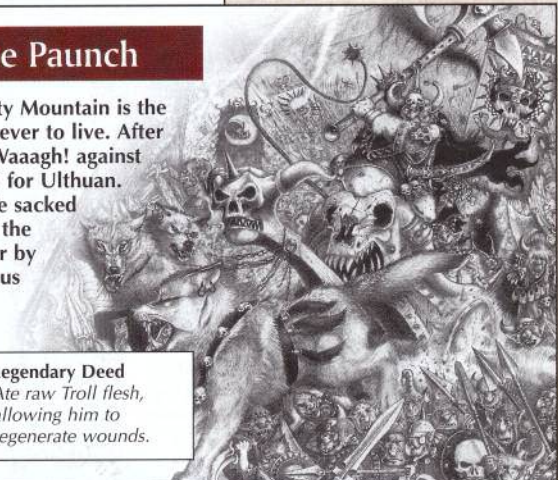
Grom the Paunch of Misty Mountain is the greatest Goblin Warlord ever to live. After successfully leading his Waaagh! against Karaz a Karak, he set sail for Ulthuan. There his greenskin horde sacked Tamarha Keep and upset the balance of magical power by destroying several precious watch-stones.

Nemesis

Eltharion stopped Grom after the Goblin killed his father.

Legendary Deed

Ate raw Troll flesh, allowing him to regenerate wounds.



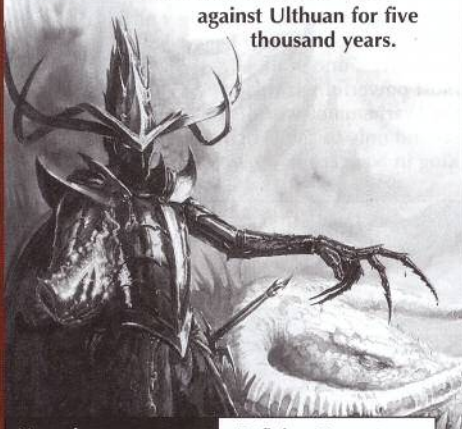


Hammer Time!

Mark: Much as I hate to disagree with Grombrindal (sorry boss), surely Sigmar has to be the top of the proverbial Warhammer tree? Founder of the Empire, demi-god, slayer of entire armies, leader of Men, friend of Dwarfs... his legend is integral to the Warhammer mythos. Not that I'm in any way biased towards the Empire, you understand, but anyone can see that we wuz robbed!

06 Malekith

The Witch King of Naggaroth is the son of Aenarion and Morathi, and the most powerful of the Druchii. Malekith failed to become Phoenix King of Ulthuan after being rejected and scarred by the Flame of Asuryan. He is a great general, a mighty warrior and a renowned sorcerer, who has led the Dark Elves in their "eternal war" against Ulthuan for five thousand years.



Nemesis

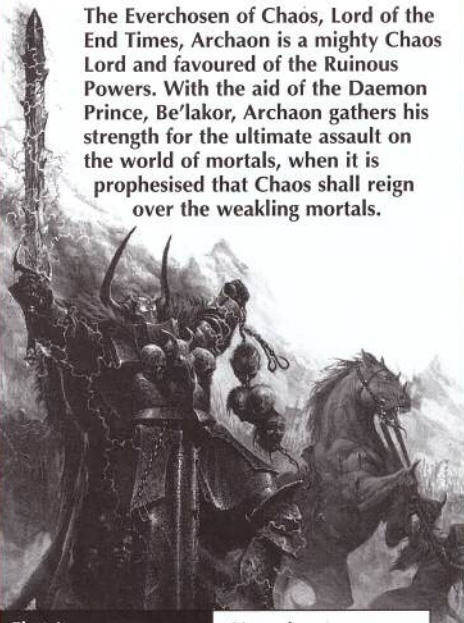
Tyryon and Teclis continue to thwart Malekith's plans.

Defining Moment

Caused the Sundering after being burned by the Flame of Asuryan.

05 Archaon

The Everchosen of Chaos, Lord of the End Times, Archaon is a mighty Chaos Lord and favoured of the Ruinous Powers. With the aid of the Daemon Prince, Be'lakor, Archaon gathers his strength for the ultimate assault on the world of mortals, when it is prophesised that Chaos shall reign over the weakling mortals.



First Appearance

Warhammer 5th edition Champions of Chaos army book.

Nemesis

Volkmar the Grim is the only hero to face Archaon and live.

04 Tyryon and Teclis

These twin Elf lords come as a pair. Teclis is the mightiest mage of Ulthuan, and is responsible for founding the Imperial Colleges of Magic. Prince Tyryon is the chosen of the Everqueen, and is the most famed warrior of his age. Together they form the most able defence that Ulthuan has known for many long centuries.



Legendary Deed

Prince Tyryon was the saviour of the High Elves at Finuval Plain.

Legendary Deed

Teclis allied with Magnus and taught the magical arts to Men.

03 Nagash

Nagash is the ultimate force of evil in the Warhammer world, having created the Undead and brought half the world to its knees. He is a gigantic, monstrous being, no longer human. Now, he sits on his throne at Nagashizzar, biding his time to strike.



Legendary Deed

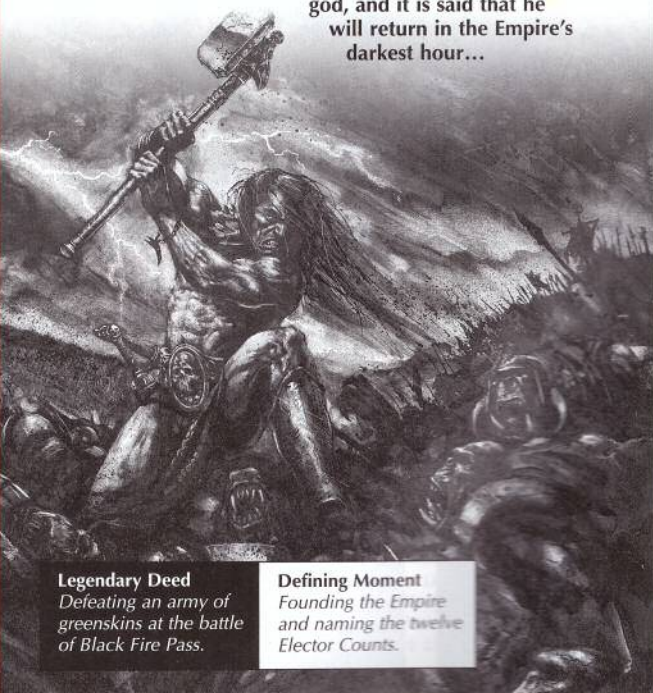
Fought – and almost killed – the man-god Sigmar Heldenhammer.

Defining Moment

Created the Undead, including the Vampire Counts of Sylvania.

02 Sigmar Heldenhammer

When the barbaric tribes of Men first settled in the Old World, they were almost wiped out by Orcs and Goblins. That is until Sigmar of the Unberogens united the tribes and fought back. Allying with the Dwarfs, who gifted him Ghal Maraz, Sigmar founded the Empire by virtue of his many victories. At the end of his reign as Emperor, he journeyed to the east, never to be seen again. Now he is worshipped as a god, and it is said that he will return in the Empire's darkest hour...



Legendary Deed

Defeating an army of greenskins at the battle of Black Fire Pass.

Defining Moment

Founding the Empire and naming the twelve Elector Counts.

01 Grombrindal



Legendary Deed
Defeating an entire
army of greenskins at
the Battle of Cragmere.

Defining Moment
Slew Ghrandukker,
father of Trolls, after
six days of battle.

"Well manlings, you didn't really expect me to take a back seat in my own hallowed publication did you? Heroes of yesteryear, politicians, sorcerers and fallen demi-gods stand aside – I'm a Living Ancestor, hero of Dwarf-kind, and I'm very much alive and kicking.

"Who else could wield the awesome power of my Rune Axe in battle? Who else could don the Rune Cloak of Valaya, gifted to me after the goddess herself fell for my wit and charm. Why, this relic protects me from cowardly magic just as surely as the Armour of Glimril Scales protects me from the most powerful of sword-strikes.

"Don't forget, Gotrek Gurnisson and Josef Bugman (who should have been in the top 5, I say) have both sworn fealty to me, while other Dwarfs revere me with a loyalty that warms my heart. Yes, I'm number one, and I challenge any of the others to come and say otherwise!"

Also-rans

As the characters in the top 25 were voted on by means of a secret ballot, we received many votes that were a bit odd or downright silly. These were usually for particularly obscure characters, people's favourite miniatures, or even real people! We suspect that some GW staffers didn't quite take it seriously. Here are our favourites from the poll:

- Rick Priestley
- Empire Powder Monkey
- The Black Gobbo
- Arka Zargul
- Niblit
- Marneus Calgar (?)

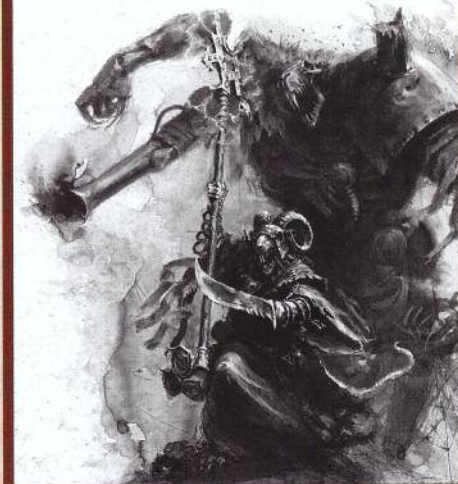
So there you have it – the Games Workshop Studio's poll of the 25 most influential characters in Warhammer history. The result certainly came as a surprise to us all (ahem). We hope you've had as much fun reading it as we had compiling it.

Of course, the story doesn't end there. New characters can appear whenever a Warhammer: Armies book is published, while existing characters can come to prominence by virtue of some heroic deed. What would happen to this list if Nagash or Mannfred von Carstein returned to wreak havoc across the Warhammer world? Or if a new champion of Chaos or Orc Warboss comes to prominence to see the Empire in flames?

Some of the entries in this poll are controversial or surprising. It's possible that you disagree with the order, or think that some other special character should have made it onto the list at the expense of one of those here (Alessio certainly does!). If you do have an opinion on the result, why not write to us at the usual address and let us know? We'd love to hear from you.

Disqualified!

Grey Seer Thanquol received twice the number of votes of any other character in the list, all written in a suspiciously similar hand. As we counted the votes, Gutter Runners under the command of Alessio Cavatore were spotted fleeing the scene. Thanquol was disqualified for vote-rigging!



STANDARD BEARER



After escaping our clutches last month, we've found Jervis Johnson making his way back south from the Realm of Chaos. Listen closely as he tells us of not one, but two daemonic incursions...

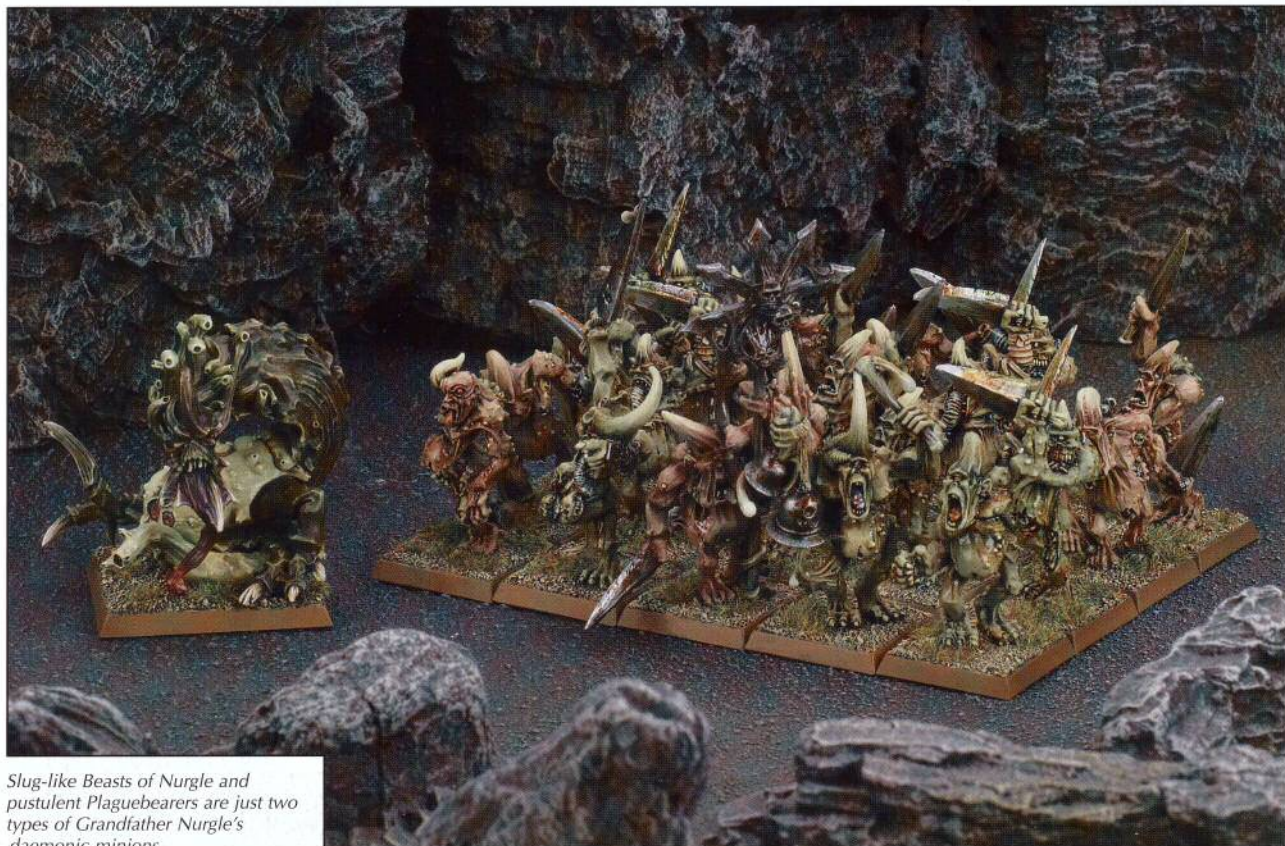
Last month, Rick kindly agreed to write Standard Bearer for me, mainly to give me a chance to catch up on my deadlines. Somehow or another I always end up delivering Standard Bearer two or three weeks late, but with Rick's help I was planning to start to get it in on time. Rick diligently lived up to his side of the bargain, but sadly I've gone and frittered my extra time away on things like the *Legendary Battles* rules and *Liber Apocalyptica* article you can read elsewhere in this month's issue of *White Dwarf*. Oh well, at least the *White Dwarf* crew had one month when Standard Bearer was delivered on time! And perhaps I can trick... er, sorry... I mean convince Rick to write another column some time soon. We'll see.

But I digress. This month I'd like to talk a bit about the two new Daemon books that are coming out next month: *Warhammer Armies: Daemons of Chaos* for Warhammer, and *Codex: Chaos Daemons* for Warhammer 40,000. I know, I know, an Army Book and a Codex both in the same month, it's quite unprecedented. In fact, the last time I can remember us doing anything similar was, appropriately enough, when we brought out the *Realm of Chaos* books back in the late eighties. These books described the pantheon of the Chaos gods in great detail, and included

army lists for both Warhammer and Warhammer 40,000, because the armies of Chaos were present in both games.

Since then we've tended to focus on the mortal followers of Chaos, be they Chaos Warriors, Chaos Space Marines or Beastmen, and Daemons have been relegated to a supporting role. All of which is a shame really, because the pantheon of Chaos gods and the daemonic creatures that follow them are arguably the most dangerous enemy for all of the other races featured in our games. So it was actually a blessing in disguise when we realised that there wouldn't be enough room in *Codex: Chaos Space Marines* to cover the Chaos pantheon; instead we decided to give them their own Codex where we could describe the daemonic armies of the Chaos gods properly. Here, at last, was a chance for us to revisit *Realm of Chaos*, two seminal volumes whose work still resonates to this day. And here was a chance for us to really do justice to the Chaos gods that are right at the heart of both Warhammer and Warhammer 40,000.

Once the decision to do a whole Codex about daemonic armies had been made, we quickly realised that we were going to have to do a Warhammer Army Book on the same subject, and what's more that the two were going to have to come out at roughly the same time.



Slug-like Beasts of Nurgle and pustulent Plaguebearers are just two types of Grandfather Nurgle's daemonic minions.

The decision to release the two books close together meant that we could update the background – and miniatures – for both at the same time, ensuring that Warhammer players didn't feel hard done by their Warhammer 40,000 counterparts, or vice versa. This wasn't such a problem for our miniature designers as the models they made could be used in either setting anyway. But it was a huge extra workload for the Studio's games development and book production

teams, who were going to need to bring out two books in the time normally allowed for one. It says much for their attitude and spirit that they positively welcomed the challenge! And then, of course, the miniature designers went the extra mile, too, when they were asked to make the Soul Grinder just for 40K, on top of all of the other things they were doing. But hey, nobody said working at the Studio was going to be easy now, did they?

The main reason we ended up doing two books at the same time was because we wanted to add new elements to the Chaos army, and we wanted the books to complement each other rather than be contradictory. Which of course begs the

question of what these new things actually were. Well, one example is the aforementioned Soul Grinder, but this was actually added quite late in the development of the 40K army list. No, the thing that we'd wanted to add right from the start, and which had helped motivate us to do two books rather than one, was a desire to show that the Chaos pantheon included its own unique characters and heroes... or should I say anti-heroes?

“Daemons are arguably the most dangerous enemy for all the other races featured in our games.”

The easiest way to understand what we wanted to achieve is to look at ancient Greek mythology in our own history; their legends not only included powerful gods such as Zeus and Ares, but also less powerful but no less interesting divinities and demigods, such as Pan and (most famously) Heracles. Our aim was to add a number of new characters like these to our own Chaos mythos. Doing this would give us a fantastic opportunity to drill deeper into the features that define the different Chaos powers in a way that we simply hadn't had a chance to do since the Realm



Bloodletter



Daemonette



The Soul Grinder is a mighty Daemon engine, easily the match for the tanks of mortal armies.



The Masque of Slaanesh and a unit of plastic Daemonettes – just two of the exciting new range of miniatures to accompany Warhammer Armies: Daemons of Chaos and Codex: Chaos Daemons.



The Masque of Slaanesh can enchant enemy units into ecstatic dances, slowing or befuddling them, or forcing them to move at her whim.

Write to Jervis at:

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

of Chaos books had come out. It would also allow us to add to the already rich tapestry of Chaos background, and make it broader and more “mythic” in scope. Just as importantly it would give us a great opportunity to make some really awesome new models to add to the Chaos range of Citadel miniatures.

It was with a certain amount of relish that we rolled up our sleeves and started work on the two books. As the project progressed we found that as well as giving us a chance to add new characters to the armies and make new models, the new books also allowed us to take a really serious look at how players could paint and model the daemoniac creatures in their armies. This was something that, once again, we hadn’t explored in any depth since Realm of Chaos, and I think that even very experienced painters will find new and interesting ideas to try out in the two new books.

Another thing we were keen to get across is that Chaos is a single pantheon of gods, rather than four separate pantheons. Returning to my earlier example, the pantheon of Greek gods included Zeus, Ares, Hera and the Titans, each of whom had their own individual followers and allies. Sometimes these different gods helped each other, and at other times they fought each other, in a dizzying array of combinations of alliances and rivalries. We

wanted to make sure that a player commanding a Daemon army in Warhammer or Warhammer 40,000 had a similarly wide range of choices. The new books allow players to field an army made up of creatures drawn from across the whole pantheon, just one section of it or anything in-between, without any artificial restrictions being placed on what they can or cannot pick.

But, most importantly of all, the books gave us a chance to update the

“Chaos is a single pantheon of gods, rather than four separate pantheons.”

background for the Chaos pantheon and present it in great depth for a new generation of gamers. Until now, unless you had access to a couple of books published almost twenty years ago, you had to take it on trust when old lags like me waxed lyrical about the wonderful history of the Chaos gods. Now you can simply say “Stop yer blathering Johnson, can’t you see I’m reading?” as you find out about it all for yourself.

And that’s quite enough for this month’s column. As ever, please write to me if you have any comments on what I’ve written. And don’t forget, if you’re planning to visit Warhammer World, drop me a line and if I’m free I’ll be more than happy to meet you in person to talk about the hobby!

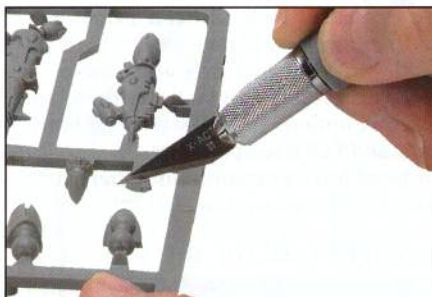
CITADEL[®] Hobby Knife TOOLBOX

A good, sharp knife is an essential tool for our hobby. It's perfect for removing mould lines, cleaning up both metal and plastic models and cutting smaller components from frames.

Using the Hobby Knife

Frame cutting

Once a plastic figure has been freed from its frame, a Hobby Knife can be used to trim any excess plastic still remaining. They are also useful for cutting away smaller components that Plastic Cutters struggle to reach.



Back scraping

Mould lines appear on both metal and plastic models and are unavoidable due to the production process. They are easy to remove using this simple technique. Hold the blade at a 45-degree angle away from you, at the bottom of the area to be cleaned – the ergonomic handle of the Hobby Knife allows you to easily get the correct stance. Apply a small amount of pressure and gently scrape the blade up towards you. Repeat the process until the area is smooth. It is always better to remove mould lines by gently back scraping rather than cutting towards you, as you are less likely to cut chunks out of the model... or your hand.

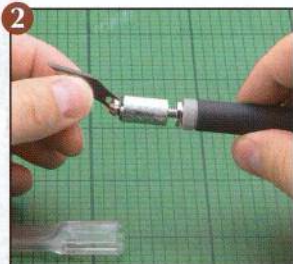


Changing the Blades

A Hobby Knife needs a sharp blade to stay effective. Our knife is designed so you can change the blades easily and safely.



With the sheath on, unscrew the blade mount from the knife handle.



Replace the old blade with a new one, taking extra care when handling naked blades.



Replace the sheath and screw the blade mount back onto the handle.



Top Tips

1 When not in use, always keep the plastic sheath on the knife. Leaving an exposed blade lying around on a cluttered desk can lead to nasty cuts.

2 Always use a sharp blade. Sharp blades need less pressure to cut and so are safer than old, blunt blades, which need far more force to use.

3 Protect your cutting area. Always use a cutting mat, especially when working on your dining room table!

4 Hobby Knives have pointed blades. Don't exert too much pressure on the tip, as this could cause the blade to snap and fly off.

5 Youngbloods should be extra careful, and adult supervision may be required for some cutting jobs. Keep the knife and spare blades out of reach of very young children.

6 "Think twice, cut once". An old builders' adage, which means that you should always double-check your measurements and the area to be cut – once you've cut, you can't go back!

The Enemy of my ENEMY

PART 1



THE FORCES OF GOOD

In war, you need the right tool for the job, and sometimes you have to look a bit further afield to find it. That's why we have Mat Ward – to go where lesser mortals fear to tread...

When it comes to selecting your army for battle, few games offer as much choice as The Lord of the Rings. With over forty army lists spread across a dozen factions, there are oodles of options to play with, and both Good and Evil have plenty of combinations to explore. But where to start? That's the question.

The right tool for the job

Most armies in The Lord of the Rings strategy battle game have weaknesses that can only be countered by allies. Wood Elves are skilled but notoriously fragile, while Dwarves are tough but few in number. Neither of these armies have their own cavalry, while the masters of horsemanship – Rohan – have little in the way of heavily armoured or skilled fighters. Just from these three simple examples, you can see that Rohirrim, Elves and Dwarves

are stronger together than apart, and there are countless other examples buried away in Legions of Middle-earth for both Good and Evil.

This got me thinking: Are there any common tactics at which Good excels over Evil, and vice versa? If so, are there troops on either side that every budding conqueror or defender of Middle-earth should consider adding to his army? After poring over Legions of Middle-earth and my growing pile of Sourcebooks, I think I've found a few distinct nuggets of strategy worth sharing. In traditional fashion, this month we're going to look at the tactics that the forces of Good can best exploit, and the troops they can best exploit them with. Lest Evil generals feel slighted, I'll be back next month to explore some slightly more devious deployments and dispositions on behalf of all murdering minions everywhere.

The swift Riders of Rohan perfectly complement the skilled Elves of Lothlórien.



BULWARKS

Sometimes the best form of attack is defence – and by defence I mean heavily armoured, hard-as-nails troops.

By making good use of the terrain, and holding strategic positions with crack troops, you can force your enemy to waste a lot of time and minions on attacking your carefully planned positions. To make this work, you need not only a good eye for terrain, but also hardy troops: enter the “Bulwark”!

Bring it on!

Bulwark troops are typified by high Defence and good Fight values – they’ll often be outnumbered, so they have to be capable of surviving the worst your opponent can throw at them. Careful use of Bulwark troops can split your enemy in two. One part hammers and stabs at your Bulwarks to little or no effect, while the other part finds itself outnumbered and overwhelmed by the rest of your army.

There are few truly effective Bulwarks in The Lord of the Rings, even in the serried ranks of the Free Peoples. Guards of the Fountain Court and Elf Warriors are amongst the easiest to include as allies in your army, and the massed pikes of the Men-at-arms of Dol Amroth can prove incredibly stalwart, but for the best Bulwarks in the game, you need to look to the Dwarves. Regular Dwarf Warriors are hardy little chaps, with Fight and Defence values high enough to thwart most Evil minions, but the elites have to be seen to be believed.

Beating the Bulwark

Most Bulwark troops rely on formations of spears to work at full effectiveness, so watch out for the enemy creeping around the sides or using spells to the same effect.



Intrinsically Immovable Objects

❶ Vault Warden Team – 25 points per team.

Far and away the doughtiest of all Bulwarks, the Vault Warden team shelters behind a massive shield (Defence 9) and strikes back at Strength 4. Nothing short of a Troll is going to shift a defence based around Vault Wardens.

◆ With their flanks guarded by stone, these Vault Wardens aren't going anywhere!



❷ Fountain Court Guard – 10 points each.

At Defence 6 and armed with a spear, Fountain Court Guard can put up a dogged resistance against anything smaller than a Mordor Troll. Fountain Court Guard are also blissfully cheap.



❸ Iron Guard – 15 points each.

Unlike Vault Wardens, Dwarf Iron Guards rely on offence to carry the day. With 2 Attacks to help win the fight, and a Defence of 6 to keep them alive should things go ill, Iron Guard take some shifting – just as a Bulwark should!



Honourable Mention: Men-at-Arms of Dol Amroth – 9 points each (with Pike).

A dozen or so Men-at-arms of Dol Amroth can hold a sizeable gap against all comers, providing the foe doesn't point a Troll their way. They're particularly good at fending off cavalry, whose large base allows about six Men-at-arms to bring their pikes to bear at once.

BRAWLERS

Brawlers are fighters par excellence, able to cut a bloody swathe through rank upon rank of Orcs without stopping for pause.

There are many approaches to achieving victory. Strategy, army selection, psychology, discretion and ingenuity all play their part – but sometimes you just have to hit stuff. By and large this isn't a problem for the armies of Good. Their troops are generally of a better calibre than Sauron's minions and, one on one, can be relied upon to hand out a whuppin' any day of the week, and twice on Sundays. Unfortunately for the forces of light, such battles are rarely one-on-one. With plenty of cheap troops to call upon, an Evil warlord can normally ensure that your warriors are hopelessly outnumbered – that's when you need a Brawler.

As you might expect, a Brawler's key attributes are a high Fight value and a large number of Attacks to ensure he wins the fight, and a high Strength or special ability that magnifies his potential to dish out damage. Lots of Might and a high Defence are useful secondary traits, but can be managed without in a pinch. Aragorn is perhaps the best example of a Brawler, with Fight 6, three Attacks and Andúril (known in less literary circles as the "I-wound-you-on-a-4+" sword), but Boromir, Gil-galad and Durin run him pretty close in the mass destruction stakes.

Truth be told, with no monsters, Good relies mostly on Heroes for Brawlers, but what a selection there is! Armies tailored to the Third Age need look no further than Gondor for three prime Brawlers: Aragorn the King, Prince Imrahil and Boromir, Captain of the White Tower. If you're more of a fan of Elves, then Lothlórien and Erebor offer up several options. Nor should Last Alliance themed armies fret – High King Elendil is as good a Brawler as any to be found in Middle-earth.

There's nothing subtle about a Brawler – just point him in the direction of the enemy you want chopped, and he'll go chop. The best Brawlers can handle enemy Heroes as easily as they can the rank and file, so don't be afraid of setting them loose on a lurking Orc Captain. Even better, as most Good Heroes have high Courage, Terror-causing beasts are as vulnerable as their more mundane counterparts.

Brawlers beware!

There are two things that can end even the most promising Brawler's rampage. The first, and most obvious, is over-confidence. A Brawler can handle himself against most foes, even when trapped, but you can guarantee that once in every game he's

going to roll a pair of twos and a one when trying to win a fight. If the Brawler is fighting a dozen or so Orcs at that point – entirely likely when you take spears into account – then he's toast. The moral of the story is not to let your Brawler bite off more than he can chew. Even a couple of fairly mediocre buddies can stop the enemy getting all those bonus attacks for trapping your Brawler, and that can mean the difference between him ending up gravely injured or very, very dead.



Brilliant Brawlers



❶ **Aragorn / Strider – 175 points.** There's no getting away from it, Aragorn is the best Brawler the game can offer. Fight 6 and a free Might point every turn makes for a lot of dead Evil critters. Aragorn can work with almost anyone – as a member of The Fellowship there are but a handful of armies that cannot field him. Andúril is a tasty bit of kit, but I'd normally forego it and spend those points on a small bodyguard of Warriors – or perhaps Halbarad – as backup.

♦ Aragorn is the best Brawler in the game, and there are very few Good armies that can't field him.



❷ Gil-galad – 140 points.

Gil-galad gives very little away to Aragorn when it comes to ladling out large quantities of death. Granted, he doesn't have a free Might point to fall back on, but he does cause Terror, have a whopping Fight value of 9 and receives a +1 to wound in close combat. Gil-galad is a great choice for a Good player who's looking for a Brawler that can clobber a Troll, but he's also more than capable of handling himself against smaller foes.

❸ Elladan and Elrohir – 150 points with heavy armour.

Okay, I'm sort of cheating here but, as you have to buy both twins together, they do count. Between them, Elladan and Elrohir have four Attacks and six whole Might points. Better still, you don't need to worry so much about bodyguarding them, as they can watch each others' backs. That's not to say the twins have to stay close by one another – individually they can still cause a lot of damage, but that's nothing to what they can achieve as a team.



Honourable Mention: Treebeard – 190 points.

At a whisker shy of 200 points, Treebeard is a little pricey for some pockets, but he's still worth consideration. Fight, Strength and Defence of 8 make Treebeard one of the drop dead hardest characters in the game – he has little to fear from Orcs, and even Uruk-hai will be hard-pressed to bring him down. The only thing is, he's relatively difficult to get into your army in the first place – only about half of the Good armies can ally with Fangorn.

SNEAKS

Sneaks hang around the edge of the battle, using cover to keep themselves safe and ranged attacks to pick off the enemy.

Remember I mentioned psychology earlier as a key to victory? Well that's where Sneaks come in. For your opponent, Sneaks are bothersome beyond belief. He may think that those five Woses are just a distraction, but can't be sure that they aren't part of a master plan.

Naturally, sneaking about the place doesn't work if there isn't a substantial threat to your opponent's front as well. Sneaks work best alongside fairly substantial armies, so you'll have to restrain yourself from overspending on big, powerful Heroes and heavy cavalry. Rohan, Gondor and Thranduil's Halls can put out a good selection of effective, but reasonably priced, troops, and so make excellent starting points for Sneak-heavy armies. Dwarf Hold and Elven Havens armies struggle a little bit more, but you should be able to make it work.

For a combatant to be a successful Sneak, he needs two or more tricks up his sleeve. The first, and most straightforward, trick is a simple bow – essential for sniping at the main body of the enemy's army. Other tricks are somewhat harder to come by, as they're generally innate abilities. The Woodland Creature and Mountain Dwellers special rules are incredibly useful for marching unimpeded through parts of the board that would normally be a death trap. Most important of all, however, is the humble Elven cloak. Whether a Sneak has a genuine handmade-in-Lothlórien Elven cloak, or a natural ability to mimic the effect of such a garb doesn't matter – what matters is that an Elven-cloak-clad model is all but invisible when obscured by terrain. The end result is that the Sneak in question can happily snipe away at all who pass by, without any fear of being shot himself. Unable to shoot the Sneaks, your opponent is back in the unenviable position of having to physically pursue them, or risk an assault to his flank.

Stopping the Sneak

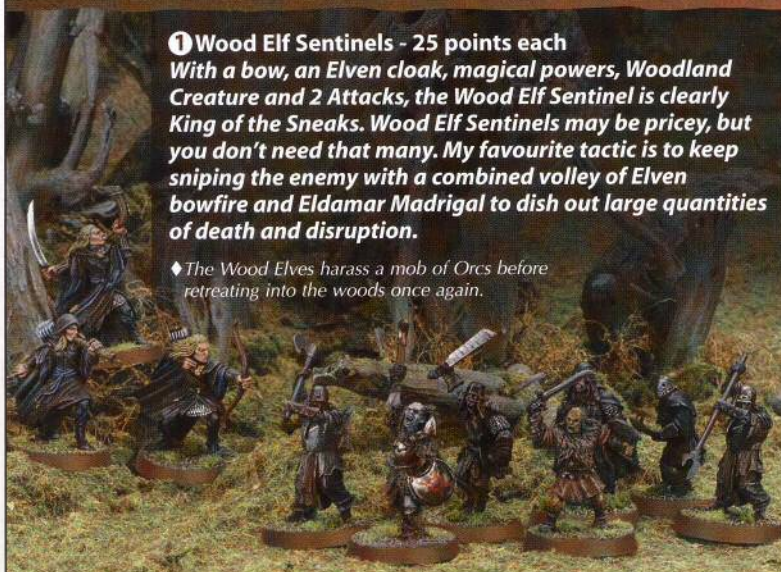
Sneaks are difficult to deal with, but not impossible. Lightly armoured cavalry, such as Warg Riders are often only a little more pricey than the Sneaks they'll be hunting, and their extra speed is normally enough to run them to ground. Sometimes, of course, the Sneaks will turn their bows and blowpipes on the oncoming cavalry, but the points values will often be close enough that losing a few models off your hunting party can be worth it to keep the Sneaks from wreaking havoc elsewhere.

Super Stealthy Sneaks

① Wood Elf Sentinels - 25 points each

With a bow, an Elven cloak, magical powers, Woodland Creature and 2 Attacks, the Wood Elf Sentinel is clearly King of the Sneaks. Wood Elf Sentinels may be pricey, but you don't need that many. My favourite tactic is to keep sniping the enemy with a combined volley of Elven bowfire and Eldamar Madrigal to dish out large quantities of death and disruption.

♦ The Wood Elves harass a mob of Orcs before retreating into the woods once again.



② Woses Warrior – 7 points each.

Cheap, cheerful and with the essential abilities of Stalk Unseen (Elven cloak) and Woodland Creature, Woses are a Sneak budgeted to any general's pocket. A dozen or so Woses led by Ghân-buri-ghân cost less than 150 points, making them numerous enough to pose a real threat through numbers alone.



③ Legolas – 105 points with Elven cloak and armour.

For my last choice, it's back to Mirkwood. There's nothing to say a Hero can't be a Sneak, and Legolas is a one-man scout force. Able to fire three shots a turn, or one shot that hits automatically, Legolas can keep up a good volley of fire that's sure to whittle the enemy down.



Honourable Mention:

Dwarf Rangers – 10 points each with Dwarf Longbow. Though they lack Elven cloaks, Dwarf Rangers earn their place through sheer toughness – Defence 5 is pretty darn good for a Sneak. They also have a high Shoot value and the ability to move through rocky terrain without penalty.

BRINGING IT ALL TOGETHER



**Erkenbrand,
Captain of Rohan**
65 points

Ghân-buri-gân
45 points

Beregond of Gondor
25 points

Boromir of Gondor
105 points

23 Warriors of Rohan
15 with shield, 8 with
throwing spear and
shield.
177 points

11 Riders of Rohan
1 with banner.
168 points

9 Woses Warriors
63 points

**5 Guard of the
Fountain Court**
50 points

TOTAL 698 points

Here's how to use all the different categories described in one coherent force of good guys.

So, with all that said, can all three tactics be combined into a viable army? Furthermore, can that army look like a real force, rather than a hodgepodge of models? To both questions I say to thee: "Aye!" In the example here, I've chosen a fairly large force to the 700-point standard used in the UK Grand Tournament. I've also included all the categories I've described – Bulwarks, Brawlers and Sneaks – it wouldn't be much good if I didn't put my money where my mouth is, after all.

A The Core Force – Chosen from Théoden's Host: 410 points.
Erkenbrand is a solid leader for the centre of my army, with enough Might points to make a real difference, but cheap enough that I can spend plenty of points elsewhere. The grand total of 35 Rohirrim is not to be sniffed at either – their sheer numbers alone are formidable enough.

B The Sneaks – Chosen from The Wild Men of Drúadan Forest: 108 points.
I'm going to confess to whimsy here – I love the Woses, and I'm going to include them, even though it cuts deeply into my ally choices for the rest of the army. I'm certain I shan't regret it though – particularly in a game against the Orcs.

C The Bulwark – Chosen from The White Tower of Ecthelion: 75 points.
With my selection options limited by the Wild Men of Drúadan, I'm going to head to The Tower of Ecthelion for my Bulwark, picking up Beregond and 5 Fountain Court Guard.

D The Brawler – Chosen from The Fellowship: 105 points.
With points running out fast, I need an accomplished Brawler for my force. With the army list options open to me after my previous choices, there can be only one answer: Boromir! Though he lacks for Fate and Will, Boromir's 6 Might will definitely make their presence felt on the skulls and limbs of his enemies.

There we have it! At 698 points, this force has a little of everything. It has plenty of firepower, 13 Might points and a respectable 52 models. As to its narrative? Well it could be plenty of things, but the one I prefer runs as follows. What if Boromir didn't die on Amon Hen? On his return to Minas Tirith he could have united all the Men who lived in the shadow of the White Mountains. As a result, when Sauron attacked Gondor, his armies of Orcs faced an alliance of Men, ready and able to stand against his evil legions!



ARMY BUILDING

With all the talk of big battles this month, we thought it'd be a great idea to look at army building techniques. Our top figure painters are on hand to provide tips for assembling and painting your horde.



At White Dwarf we are lucky to have the 'Eavy Metal team painting all the models we feature in the magazine, which means you get to see the models painted to the highest possible standards. For an example of this, take a look at the gob-smacking paint jobs in the Harry the Hammer article on page 95.

However, most of us will not be painting our models to that level. In fact, to get a lot of units or squads done in a reasonable amount of time, you won't even want to attempt it! Instead, we often go for the "batch painting" option, which usually consists of a basecoat, a shade and two highlights. This is perfect for an "assembly line" approach, resulting in a good-looking army which you'll be proud to field on the tabletop. The secret to good army-level painting is to be organised and create an assembly line style of painting, tackling a

batch of models in a single session. So, for instance, you may paint the shoulder pad trim of your entire Space Marine squad in one go, or basecoat the breastplates of a whole unit Empire state troopers at once. Aim for neatness above all else – you'll need to start with neat, flat basecoats if you are to get the best results.

Before you even start painting, of course, you'll need to clean up and assemble your models. As with painting, your miniatures can be assembled quickly in large batches as long as you keep your work area tidy and organised.

The Studio's hobbyists are constantly tasked with knocking out lots of units to tight deadlines, so we turned to them for advice on batch painting to a high standard. Chad Mierzwa, and 'Eavy Metal's Neil Green and Fil Dunn, were only too happy to impart their knowledge.

VAMPIRE COUNTS



Construction

When building a Warhammer regiment, there's more to it than just sticking individual models together in cool poses – you have to think about how the models will interact when grouped together into a unit. To make life easier, Fil used regiment bases where possible. These are designed to hold four models side-by-side, rather than a single model. Obviously, some models still need to be assembled on individual bases, such as the command group, additional front-rank models, and the fifth model in each rank. This is generally rather useful in games, as you can switch regiment bases for individual models when your unit takes casualties.

When sticking the unit together, Fil broke the process into stages, gluing down all the legs first, then the torsos, then the arms, and so on (1). Building models from the ground up like this allows you to ensure that they rank up well – you can twist torsos and change the positions of the arms so that they don't clatter into each other (2).

Finally, Fil used adhesive putty to temporarily stick the shields into position – this allowed him to test their positioning while keeping them separate for the painting process (3).

SPACE MARINES

Construction

Getting the arms to line up so that the bolter sits correctly is made simpler by using Citadel Plastic Glue to attach them – just stick both arms roughly level, with the supporting arm slightly lower, and then drop the bolter in place without glue, while the glue holding the arms on is still wet. You can then make any alterations to the pose that you need to. Before

you glue the gun in place, you'll need to cut the pistol grip and trigger guard away with a pair of Plastic Cutters. For an extra touch of realism, you can drill out the holes in the gun barrel with a Hobby Drill, although this stage is entirely optional. It's a good idea to leave the head until last to make sure that the model is looking in a sensible direction.



CORSAIRS



Assembly

Most models for The Lord of the Rings strategy battle game comprise of just one or two pieces, making assembly easy!

SKELETON WARRIORS



The ornate horn was painted with a 1:1 mix of Scorched Brown and Shining Gold.



1 Basecoat

Fil applied flat coats over the black undercoat, taking care to achieve a smooth and very neat finish with each application. On these Skeletons, the bones were painted Dheneb Stone, the shields were painted Mechrte Red, and the metallic areas were painted Boltgun Metal. Khemri Brown, Scorched Brown and Calthan Brown were used for the rags, straps and wood respectively.



SPACE MARINES

1 Basecoat

The prescription armour colour here is a 1:1 mix of Ultramarines Blue and Regal Blue. The black areas are painted with a 1:1 mix of Chaos Black and Fortress Grey. The metal bits are basecoated Boltgun Metal, while the shoulder pad rims are painted with a 1:1 mix of Scorched Brown and Shining Gold. Finally, the eye lenses and purity seal are picked out in Mechrte Red.



CORSAIRS OF UMBAR

1 Basecoat

Chad started by basecoating the skin with Bestial Brown. Next, he painted the pantaloons with a 1:1 mix of Chaos Black and Liche Purple, and the shirt with Necron Abyss. The buckler and sword hilt were basecoated with Tin Bitz, while the sword blade was painted Boltgun Metal. Finally, the leather straps and pouches were picked out with Scorched Brown.





The dark shading wash brings out the detail on the models with the minimum of effort.



2 Shading

With a unit of 20 models to paint, Fil wasn't so concerned with the intricacies of selective shading. Instead, he mixed up equal parts Scorched Brown and Chaos Black, then thinned it down with water to the consistency of ink. This mix was applied over the entire model as a shading wash. Once this was dry, Fil applied a thin wash of Chaos Black over the metallic areas for good measure.



2 Definition

Neil gave the blue armour a wash mixed from Regal Blue and Chaos Black, before applying Ultramarines Blue highlights. The gold areas were highlighted Shining Gold, while the black areas received a very sharp highlight of Codex Grey. Finally, the wax seal and lenses were highlighted with Blood Red. Most gamers would be perfectly happy to finish at this stage, but Neil wanted to go a little further...



2 Highlight

Chad layered on the highlights, leaving the basecoats visible in the recesses. The skin was highlighted Dwarf Flesh, the shirt with Regal Blue, the pantaloons with Liche Purple, and the leather areas with Snakebite Leather. The hair was carefully highlighted with a 1:1 mix of Chaos Black and Codex Grey. Finally, Chad highlighted the metal areas – the sword with Chainmail and the buckler with Dwarf Bronze.



SKELETON WARRIORS



The war horn was given a wash of a 1:1 mix of Dark Angels Green and Hawk Turquoise.



3 Highlights

Fil simply applied a strong highlight to all the raised areas of the models. The bones received a Bleached Bone highlight while the shields were highlighted Blood Red. The straps and cloths were highlighted Snakebite Leather, and the wooden areas were edged with Bestial Brown. Finally, the metal bits were highlighted with Mithril Silver before being washed with Vermin Brown.



SPACE MARINES

3 Fine Highlights

The edges of the Space Marine's armour were picked out with a 1:1 mix of Ultramarines Blue and Space Wolves Grey. Fortress Grey was used as a sharp highlight on the boltgun casing, while the eyes were highlighted with a spot of Blazing Orange. The metal bits were highlighted with Chainmail and, finally, Mithril Silver was added to Shining Gold for the edging highlights on the gold areas.



CORSAIRS OF UMBAR

3 Highlights

The final highlights were applied only to the most prominent areas. The face received a highlight mixed from Bleached Bone and Dwarf Flesh. A 1:1 mix of Liche Purple and Fortress Grey was applied to the pantaloons, while Fortress Grey was also added to Regal Blue for the shirt highlights. Finally, a small amount of Mithril Silver was added to Dwarf Bronze for the highlight on the buckler.



Basing Your Models

Warhammer 40,000

Neil based the Space Marines by covering the top surface of the slottabases with PVA Glue (1) and dipping them into a tub of sand (2). He shook off the excess sand and left the glue to dry, before painting the sand with Scorched Brown. Once the basecoat was dry, he drybrushed the sand with Bleached Bone (3), and finally painted the rims of the bases with Graveyard Earth (4).



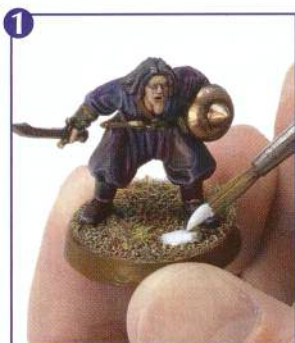
Warhammer

Fil used the same sand technique as Neil, above, to texture his bases. Rather than basecoat the sand with paint, Fil flooded the area with Brown Ink, leaving it to dry thoroughly before applying the Bleached Bone highlights. Fil then applied blobs of PVA to the base with a cheap, old brush (1), and stuck Citadel Scorched Grass to the surface (2). After tapping away the excess grass (3), the model is ready to join its regiment.



The Lord of the Rings

Chad based the Corsairs in exactly the same way that Neil based his Space Marines. However, Middle-earth is much more conducive to images of lush vegetation and verdant plains than the harsh alien landscapes of Warhammer 40,000, so Chad used blobs of PVA (1) to stick down clumps of static grass and coarse turf (2) – the latter is available from most specialist model shops or model railway suppliers.



Alternative Approach

Many players like to base their miniatures before undercoating them, rather than wait until the end. This has the added advantage of sealing the sand with the black

primer, although it does mean that you'll need to basecoat the sand rather than colour it with ink. In this example, Chad has painted the base as he's gone along.



Additional Details

Warhammer

All that remained was to paint a Movement Tray for the unit. Fil finished the edges of his tray in the same way as the unit's bases.



Unit Standard

Fil painted a design onto the unit's banner, although you really don't need to go this far.



Warhammer 40,000

Once the chapter badge transfers have been applied, your Space Marines are ready to report for duty.



Markings

Neil used a mix of waterslide transfers and freehand technique (show off!) to add his squad markings.

The Lord of the Rings

Groups of Corsairs tend to look like a dynamic bunch of individuals rather than a regimented unit, regardless of how they've been painted.



Tattoos

Chad used a fine detail brush to paint on a variety of tattoos and warpaint markings, inspired by the Corsairs from The Return of the King movie.



Once you've mastered the basic techniques of army building and batch-painting, there'll be no stopping you! To illustrate how quickly a great-looking army can be built, we got Fil Dunn to paint up an entire Battalion box set in just a few days.

Of course, not many of us can lay claim to being an 'Eavy Metal-standard painter, but Fil's approach and basic technique can be applied regardless of your experience or ability level. The trick, as described earlier, is a methodical approach. Fil began by assembling and undercoating the entire Battalion at once. This approach is fine for blocks of an army – about 500 points or so at a time – as having all of those undercoated models staring at you is a very visual representation of how much you have left to do. However, don't be tempted to bite

off more than this in one go; too many models sitting on your workstation will have the adverse effect and become daunting rather than motivational.

Once the models were prepared, Fil started blocking in the base colours for his units, using Foundation Paints where possible to speed up the process (they cover a black undercoat in one coat, whereas Citadel Colour paints often require several applications).

Fil applied every stage covered earlier to his models, and soon found the regiments stacking up. However, being one of the world's best figure painters, he couldn't resist going the extra mile at the detail stage, as you can probably tell! Finally, he painted a Vampireess to lead the fledgling force. Saving character models until last is a great way to treat yourself after the hard work of unit-painting.



Battalions and Battle Forces are ideal ways to start a new army. Each box contains at least the minimum core units of core troops you need to get started, providing a strong foundation for your force and a good supply of models for your production line!



HARRY THE

Tirelessly roaming across the Chaos Wastes, always on the look out for a fresh enemy to fight, Harald Hammerstorm exists as an eternal avatar of Chaos and the bane of the Undead. In this feature we explore Harry's background and explain how to use him in your games. We also let the 'Eavy Metal team loose on the fantastic new model in a painting challenge.



HAMMER

WARHAMMER®

In the tales of the Norse and the Kurgan, there is a legend that concerns one of the greatest feats of arms ever seen in the northlands. It tells of the great warrior Harald Hammerstorm, known fondly to his followers as Harry the Hammer.

Harald was famed for killing the Daemon Mathrag Brainmangler during the Battle of Khorsvold, having smashed the Daemon Prince's head from his body with a single blow of his hammer. On a cold midwinter day, as he led his warband across the Chaos Wastes, Harry came across the outcrop of an old ruin jutting from beneath the snows. Upon investigation, he located an ancient gateway leading into a dark tunnel. Thinking that there might be treasure within, Harald and his warriors descended into the crumbling vaults.

Their intrusion awoke something long-dead in the darkness beneath the snow. Ancient warriors sworn to protect the secrets of the tomb-city were roused from their eternal slumber; with rusted blades, bony fingers and eyes aglow with witchfires, they fell upon the northmen.

Stumbling out of the depths, Harald and his men were horrified to see the

Skeletons pursuing them still. The tumbledown ruins now glowed with power and the melting snow revealed forbidding stones burning with magical energy. The Chaos warband found themselves in the middle of a great settlement from the dawn of time. Knowing that he had to fight his way free, Harald turned and faced the advancing legion.

The favour of the gods fuelled Harry as he fought; his hammer rose and fell with monotonous destruction, smashing skulls and ribcages to powder. Harald's followers pressed in behind their leader and Harry formed the point of a wedge driving through the skeletal warriors. After a day and a night of fighting, as dawn rose the next day, the Undead were all but destroyed, piles of bones a storey high left in the wake of the Chaos Warriors.

Since that day, Harald has held a special loathing for the Undead. So efficient and determined is Harry at slaying the Undead that even their mindless spirits regard him with horror – he is an elemental force who hurls back the Undead with his steely will. The dead do not rest easy in the Chaos wastes, and Harald has no shortage of foes upon which to vent his anger.



Aly has been sculpting Citadel miniatures for more years than he (or we) can remember. Aly was responsible for the fantastic new Harry the Hammer model, resplendent in his Chaos Armour.

Harry the Hammer (rules by Gav Thorpe)

365 points

M	WS	BS	S	T	W	I	A	Ld
4	8	3	5	5	3	8	5	9

Designer's note on points value: I would say Harry the Hammer is worth 365 points. However, Harry is a legendary figure from the history of Warhammer, intended for use in scenarios and other narrative games that have been organised with your opponent in advance. He is obviously very good at fighting the Undead and would be worth considerably more points when facing Vampire Counts or Tomb Kings, making it impossible to accurately give him a points value for pick-up games, tournament play and so on.

Weapons and equipment: Harry is armed with the Hammer of Harry (see below), wears the Armour of Damnation and carries the Bane Shield (see Warhammer Armies: Hordes of Chaos).

MAGIC ITEMS

The Hammer of Harry: Harry's hammer is blessed by the gods to banish the souls of those he strikes, and is powerful enough to send back the raised spirits of the Undead. The Hammer of Harry inflicts D6 wounds and

allows no armour saves. In addition, against Undead, Daemon or Forest Spirit models, Harry can re-roll any failed rolls to wound.

SPECIAL RULES

Unbreakable*, Hate Undead*, Killing Blow (only against Undead models)

**Harry passes these traits on to any unit he joins.*

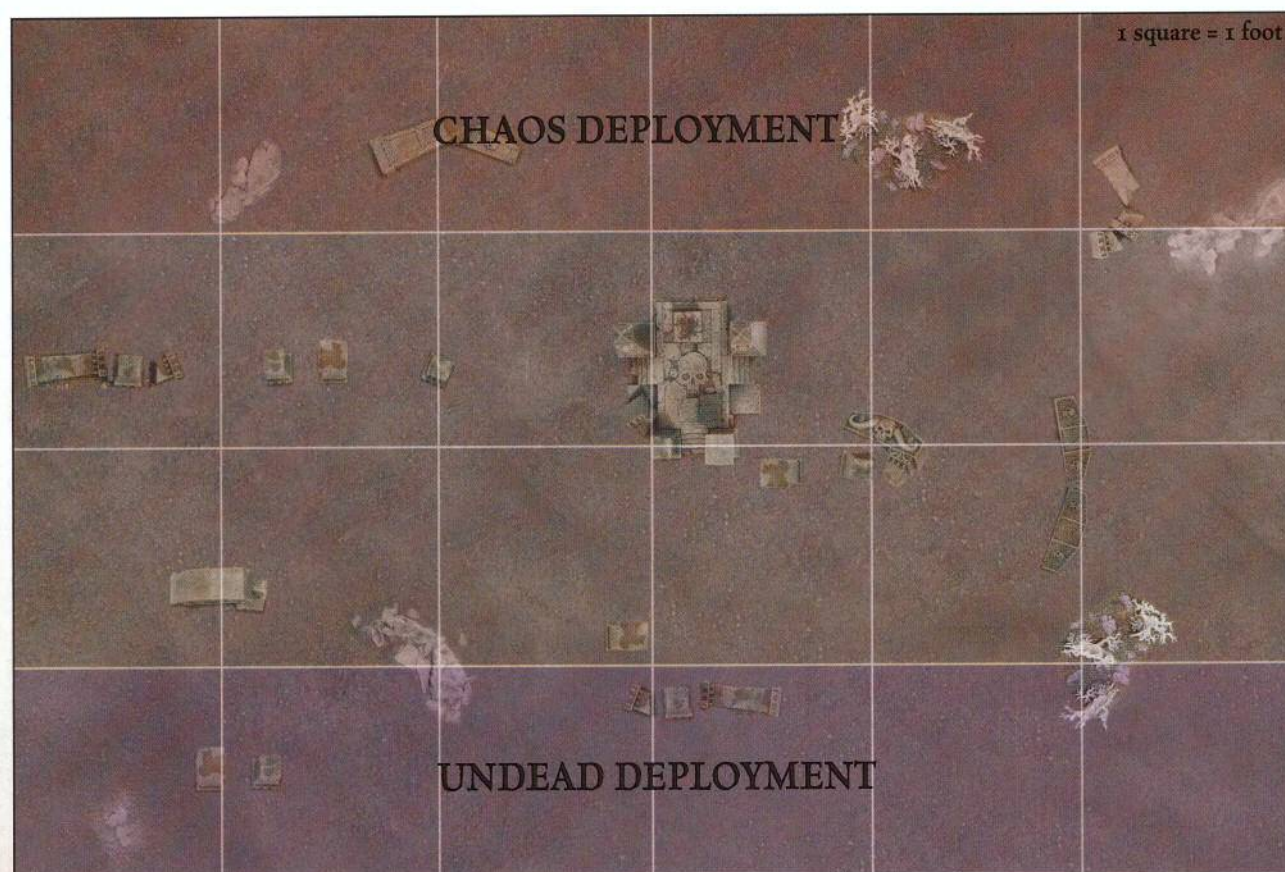
Bane of the Dead: So strong is the aura of Chaos that surrounds Harry, even the dead dread to face him! Somewhere in the vestigial remains of their souls, a spark of awareness flickers to life upon seeing Harry – a memory of their deaths...

Harry causes Terror in the Undead, and any unit he leads causes Fear in Undead, even though the Undead are normally Immune to Psychology. This means they need to pass a Leadership test to charge him or his unit, and test for Terror as normal. If outnumbered, they will break and flee from combat like ordinary troops, rather than crumbling from excess wounds. Fleeing Undead units rally automatically during their next turn. If they are not forced to flee from combat, defeated Undead units will take wounds as normal.

SCENARIO: The Battle of Vorshgar

In an ancient city long buried beneath the rock and snow of the Chaos Wastes, Harald Hammerstorm and his brave warriors fight to break free from the clutches of the Undead.

This scenario represents Harry's legendary battle with the forces of Undead that he and his followers woke when they stumbled in to the forgotten ruined city on their quest for treasure. It's a reasonably small game so can be set up with a minimum amount of fuss and be played within a couple of hours. Perfect for an evening's gaming!



Scenario Rules

Forces

Harry the Hammer is accompanied by up to 1000 points of infantry units chosen from the Hordes of Chaos army list. This list does not need to conform to the normal restrictions for Core, Special and Rare, and may include one other character, who cannot be Lord-level.

The Undead comprise a 1750 point force chosen from the Tomb Kings or Vampire Counts army lists. Whichever army list is used, the Undead force must contain at least two units of Skeletons. The army may not contain any characters at all.

Deployment

Harry's army begins deploying first and the Undead second, using the rules given in Warhammer.

Fighting the Battle

Harry and his warband go first. If Harry is killed, the Undead player wins. If Harry manages to move off the long table edge in the Undead army's deployment zone, then the Chaos player wins.

'EAVY METAL® Painting Challenge

The 'Eavy Metal team are some of the best painters in the world. This is no idle claim, and we thought that the release of the Harry the Hammer model was a perfect opportunity for the team to really show off their talents.



Below: The 'Eavy Metal team beaver away on their Harry the Hammer models.

Inset: Miniatures designer Aly Morrison and veteran Golden Demon judge Alan Merrett scrutinise the competition entries.

Harry the Hammer is a great example of the whole studio working in unison. John Blanche started the ball rolling with a fantastic piece of art, updating his original 25-year-old piece. The new art in turn influenced the fantastic model by veteran Citadel designer Aly Morrison. This was then given to the 'Eavy Metal team.

However, an idea occurred to us that, rather than just give Harry to one of the painters, we'd get the whole team to paint one in a contest to win eight pints of Bugman's finest ale! The 'Eavy Metal team took up the challenge with relish and, after judging, Alan commented: "Judging this contest was actually harder than judging Golden Demon. These really are the best figure painters in the world, and they've all excelled themselves. I hate to pick a winner, as that implies that there's something wrong with the others, which isn't the case at all! The model we've picked has won by the very slightest whisker, and they all display the most fantastic technique. What a great showcase of our figure painters' talents!"





Neil Green

The leering and toothy daemonic faces on Harry's shield were the focus of this model. Neil deliberately confined his palette to blacks and dull metallics to draw the eyes to the intricate patterns of the armour. The faces were created freehand; first Neil painted on the teeth with Fortress Grey and then built up the faces around them using darker greys and a very fine brush!



Fil Dunn

Fil chose a predominately red colour scheme. This being 'Eavy Metal, however, Fil's reds are extremely rich, taking over 13 stages and countless red and brown glazes to get the desired effect. Fil's metallics are also special; he went for a very dark metal, and then a deliberately sharp contrast, going from a darkened Boltgun Metal mix to Mithril Silver in a single stage.





Kirsten Williams

Kirsten wanted a bright colour scheme for her model and chose a bone colour, in keeping with Harry's background. She's particularly proud of the helmet and shield that really capture the marbling effect Kirsten was aiming for. The cloak is painted predominantly with Scab Red, but is also heavily glazed, while the intricate detail on the cloak lining was painted freehand with Chaos Black.



Anja Wettergren

This model was painted with a basecoat mix of Knarlloc Green and Rotting Flesh, with Liche Purple also added into the mix. The armour was built up over many layers – note the world-class blending on the shield. The metal trim was given a very corroded look achieved with Chaos Black, Boltgun Metal and Bestial Brown. The overall effect is so realistic you can almost feel the texture.





Keith Robertson

The green armour of Keith's entry was achieved using the muted tones of the Foundation Paint greens. The skin, cloak, loincloth and skull are all shades of green, to tie the whole model together. The armour was given a purple wash to contrast with the green. Keith has also painted on arrowheads to the vertical slits in the helmet for an even more pronounced Chaos look.



Joe Tomaszewski

Joe's model has been extremely weathered. The armour is silver with a gold trim, with red representing blood that has become caked on over the years of slaughter. One great little touch is the blood drip hanging from the hammer. This is actually a human hair that Joe has painted red and then gradually built up into a drip shape using successive layers, before finally coating it with gloss varnish.





Darren Latham

For the winning entry, Darren was inspired by John's art and took his colour palette from that. He worked up the red using a stippling effect he developed when painting Daemons of Khorne. He used a non-metallic gold technique for the armour's trim – Darren thinks that Harry will be a real painter's model, so he wanted to showcase a technique not seen very often in White Dwarf.

THE WINNER!



Above, top: This view really showcases the stippled armour and non-metallic decorative trim.

Above: The snow leopard pattern was painted after looking at real-world photographic reference on the Internet.

Left: Note the attention to detail on the model – Harry's bulging muscles even have fine blue veins painted onto them!

Find more images of these models online:
www.games-workshop.co.uk/warhammer

WARHAMMER WORLD CELEBRATES



Want to be part of the biggest Warhammer 25th Anniversary party in the land?

On 26th April Warhammer World is playing host to a huge celebration of the Warhammer game, worlds and hobby. You will find an amazing spread of gaming opportunities, displays, special guests and surprises! You will even be able to play on specially created scenery from the Games Workshop Design Studio, join in the refight of this issue's battle report (see below), meet many of the designers and writers and see some amazing games, miniatures and scenarios from all ages and variations of Warhammer.

The Hobby Bar

Ever been tempted by a new Warhammer army, but not sure where to start? Ever wondered what those other units are like to build?

Regardless of which Warhammer army you collect, at its heart are the basic troops – Skeletons, Spearmen or Saurus, Bulls, Boyz or Clanrats.

To mark the 25th Anniversary of Warhammer's release, over the weekend of 26th and 27th April the Hobby Bar is offering something a bit different for visitors to Warhammer World. You can try out building core rank-and-file models for every race in the Warhammer game! For £6 you receive a sprue of infantry of your choice, and the use of any tools, bases and glue as well as any help and advice you need to assemble them. Once you've put your models together,

they're yours to take away and keep!

This is a unique opportunity for you to start a new army, or simply 'have a go' at some models that have always tempted you.

Exhibition on Tour

Warhammer was first published in 1983 and has since grown to become Games Workshop's iconic fantasy tabletop battle game.

As part of this year's Warhammer's 25th Anniversary celebrations, Warhammer World has produced a touring exhibition which will be visiting every Games Day around the world during 2008. In actual fact, we've created two displays, one that can visit Europe, and a second one that will spend the year in the US/Canada.

To create these exhibitions, we've delved into the Studio archives and borrowed paintings, drawings and models from both GW staff and many other private collectors and enthusiasts. As a result the displays will feature some of the finest miniatures and artwork from the early years of Warhammer, providing a memorable journey through the 25-year history of this phenomenal game whose imagery and identity have helped to shape modern wargaming.

In April, to coincide with Games Workshop's Warhammer 25th celebrations, this must-see exhibition comes to Warhammer World, providing visitors with a unique opportunity to see up close examples of original artwork and painted miniatures from Warhammer's venerable past.

The exhibition is on from 26th April to 4th July.

Come and join us and be a part of this awesome celebration of Warhammer!

For updates on the activities as they are confirmed, and details of how you can come and take part, check out the latest news at:



<http://warhammerworld.typepad.com>

'Hammer of the Gods' Battle Report

Earlier in this very issue of White Dwarf you will have read the largest Warhammer battle report ever committed to paper. But the battle doesn't end here!

On the Warhammer Anniversary weekend of April 26th, Warhammer World invites you to come along and help refight the epic struggle between the malign forces of the Orcs & Goblins and the brave defenders of Wolfenburg!

Who wins? You decide!



FRONTLINE

The Events Diary

102-105 ►►

Golden Demon – Polish-style

Every once in a while, the games designers are released from the depths of the Design Studio and allowed to roam freely. Phil Kelly recounts his adventures in Poland where he took part as one of the judges at the first ever Polish Golden Demon Painting Competition.

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.

Advance Order – Daemons

Next month celebrate the joint release of Warhammer Armies: Daemons of Chaos and Codex: Chaos Daemons. But why wait until then? Many of the new units, regiments and character models for the new Daemons are already available for Advance Order!

THE EVENTS DIARY

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



Upcoming Events

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

whitedwarf@games-workshop.co.uk

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

- | | |
|-------------|-------------------|
| • 1st April | WD343 (July) |
| • 1st May | WD344 (August) |
| • 1st June | WD345 (September) |

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 Review: Polish Golden Demon

Games Developer and roving goblin sympathiser Phil Kelly gives us the lowdown on Poland's finest wargames event.

POLCON, the daddy of Polish wargames shows, was held in Warsaw last year. Formally known as the Polish National Science Fiction and Fantasy Fans Convention¹, POLCON is held annually in a different city each year. I was lucky enough to be attending when it was held in Warsaw, which is a beautiful city well worth a visit in itself. Polcon plays host not only to Games Workshop but a host of other gaming companies, authors and esoteric societies. During the awards ceremony on the Saturday night I was sat in between a Stormtrooper and a trio of Terry Pratchett witches, which was a pretty strange start, but when the awards society opened with a ten-minute play about parallel universes and existential reality² I knew I wasn't in Kansas any more.

The programme given to attendees was thick enough to kill a Nurgling, and the signing booths played host to such luminaries as Tad Williams and Ursula Le Guinn. The labyrinthine premises wound around three floors of the Gromada Hotel with the gaming hall playing host to both a Warhammer and Warhammer 40,000 tournament, and several display games. It was every inch a flourishing community and looked like everyone was having a grand old time, despite the fact they were

collectively bringing about the dawn of the Apocalypse³.

Perhaps the best thing to happen to veteran Warhammer 40,000 players in recent memory is Apocalypse, because it enables the gamer to use his entire collection. Some collections are larger than other's, of course – Artur Szydler had brought along several entire battle companies from his Blood Angels Chapter (yes, Chapter – some of you may remember Artur's Blood Angels from WD300) and was gleefully demonstrating how best to use them against a gigantic Tyranid swarm.

For me, the highlight of the convention was the Golden Demon competition. I have a new respect for Golden Demon judges after that day – at Games Days I am usually stuck behind a desk, but this time I was able to properly appreciate the simply stunning examples of miniature painting entered into every Golden Demon. It is extremely difficult to judge between the work of the true masters of our hobby, and I would like to congratulate everyone who entered into the competition even if they did not win anything this time round. I came away from Polcon resolved to paint more miniatures and to paint them to a better standard.

Well, one out of two ain't bad...

GOLDEN DEMON™

After the huge success of last year's Golden Demon, 2008 continues to see the Polish painting competition grow in size and popularity as it finds its rightful place alongside the Golden Demon events of France, Spain, Italy, Germany, Australia, Canada, the US (Baltimore, Chicago and LA), and the UK.

With visitors travelling from as far afield as Hungary, Bulgaria, Finland, Czech Republic, Russia, Denmark, Poland, the UK and beyond, you can expect to see some of the finest miniatures painters in the world compete to win the coveted title of Polish Slayer Sword Winner.



¹ (they wisely opted for POLCON over PNSFFFC. PNSFFFC is very difficult to say even for the Polish, who are used to lots of consonants)

² During which the Stormtrooper nodded knowingly. I think he was trying for Boba Fett.

³ OK, maybe a couple looked the part.



The winners of Polcon's first Golden Demon Painting Competition, together with Slayer Sword winner, Michal Lenarczyk.

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.



**DOUBLES
TOURNAMENT**

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?

**19TH-20TH
APRIL 2008**



**THE
DAMOCLES
GULF CRUSADE
CAMPAIGN WEEKEND**

**17TH-18TH
MAY 2008**

TEMPUS FUGIT VES

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

19th The Lord of the Rings 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: <http://warhammerworld.typepad.com>

26th Eastern Europe GT

Date: 26th-27th April, 2008

Venue: Warsaw

Age Limit: 16+

Details: This is the fourth Eastern European Grand Tournament run by Games Workshop in Warsaw. Covering Warhammer, Warhammer 40,000 and The Lord of the Rings, this tournament is a truly international event with gamers travelling from as far as Poland, Czech Republic, Hungary, Russia, Bulgaria, Finland, Denmark and the UK.

Tickets: £10 - Details on the website below.

Contact: Maciej Krol - +48 601916945
maciej.krol@games-workshop.co.uk

Website: www.eegt.eu

EVENT SPOTLIGHT

We Celebrate 25 Years of WARHAMMER®

Date: Throughout April.

Venue: Hobby Centers around the world.

Details: All through the Month of April Games Workshop Stores will all be hosting a myriad of exciting events, marking the auspicious quarter century celebrations for Warhammer!

There will be 25 days of action in each store with a different activity each day leading up to the huge Warhammer 25th Birthday Party on 26th April.

You can come along to the store all throughout the month for painting and modelling sessions, gaming, tournaments, challenges, skirmish games, competitions and awards, and all sorts of surprises!

Get along to your local store and ask them about the special Warhammer 25th Birthday events they are running throughout April.

The Birthday Party itself is going to be a great day of celebration so make sure you pop in and get your name down for the events on the day!



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

May

4th Battle of the Clubs

Date: Sunday 4th May, 2008

Venue: Sporthal University of Tilburg,
Academielaan 5, Tilburg,
The Netherlands.

Details: The Battle of the Clubs is a contest between teams of three and five participants. During each round, only nominated players 'count' for their team and with careful selection the Team Captain tries to steer his team to overall victory. You can enter one team per club into the Warhammer and/or Warhammer 40,000 tournaments.

Tickets: €17.50 and includes lunch.

Register: gw.outriders@chello.nl

Contact: Martina Jiricka
martinaj@games-workshop.co.uk

10th Blood Bowl GT

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

17th Damocles Gulf

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

June

8th Warhammer Doubles Tournament

Date: 28th–29th June, 2008

Venue: Warhammer World, Lenton,
Nottingham, England

Age Limit: 16+

Details: Compete in a fun tournament with a friend as an ally and do battle to become the Warhammer Doubles Champions of 2008.

Tickets: Tickets cost £70 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: <http://warhammerworld.typepad.com>



THE WARHAMMER 25TH ANNIVERSARY CELEBRATION



26TH–27TH
APRIL 2008

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

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 Horselair, BS1 3JR
Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5LP
Tel: 0117 959 2520

BRISTOL, Area 51:
Tel: 0117 9244655
BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 01235 427 3663
LUTON, Ottakars:
Tel: 01582 486999
CRANFIELD, Wargames Workshop:
Tel: 01234 757078

BERKSHIRE

*** GW MAIDENHEAD:**
Unit 2, 17 Market Street, SL6 8AA
Tel: 01628 166 1747
GW READING:
29 Oxford Road, RG1 7QG
Tel: 0118 959 8693
GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861087
BRACKNELL, Ottakars:
Tel: 01344 488124
BRACKNELL, Toy Planet:
Tel: 01344 426262
NEWBURY, Toycraft:

READING, HobbyCraft:
Tel: 0118 902 8600
SANDHURST, Toyworld:
Tel: 01252 873350
WINDSOR, VJ Daniels:
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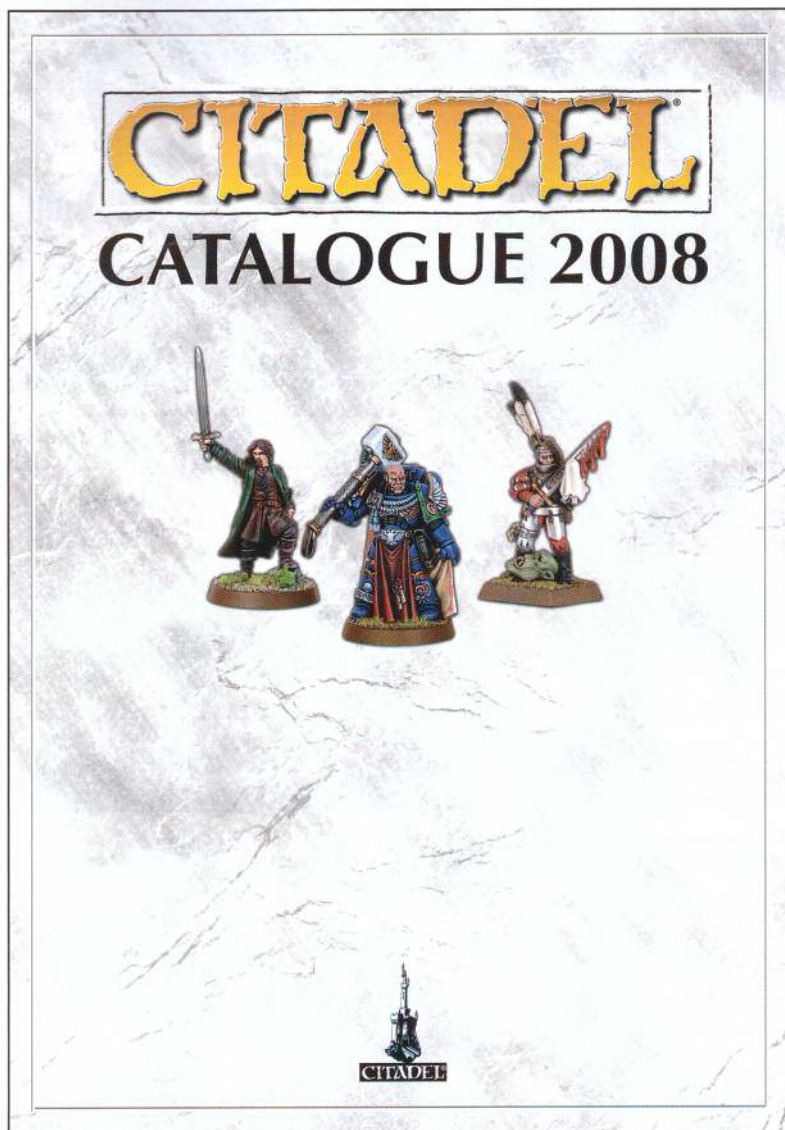
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More than just a catalogue, this tome is a full-colour showcase of the most finely sculpted miniatures on the planet, painted by the world famous 'Eavy Metal team. The catalogue provides a snap-shot of our range as it stood in January 2008 – keep an eye out in the pages of White Dwarf and online for more new products each month.



The Citadel Catalogue is an indispensable resource for building or adding to an army for Warhammer, Warhammer 40,000 or The Lord of the Rings strategy battle game. Shown here are examples of the Orcs & Goblins and Empire sections, in which you'll be able to find all of the models featured in this issue's massive Warhammer battle report.

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The Blessing of Sigmar is just one of our specially commissioned vignettes, while the other Empire miniatures and the Goblin Warboss on Gigantic Spider are amazing new sculpts for the Empire and Orcs & Goblins armies. Last but not least, the Goblin and Night Goblin Shamans are prime examples of old favourites that really stand the test of time, thus earning their place in the Collectors Range.



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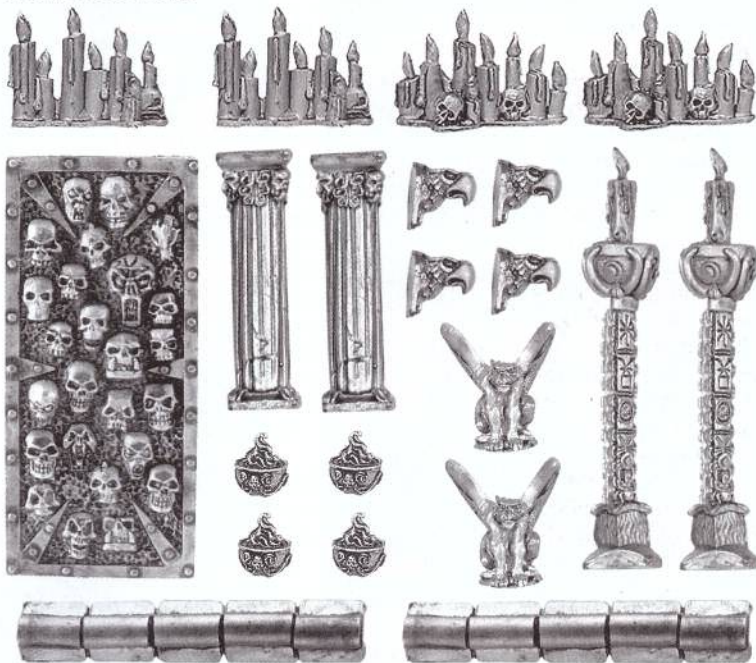


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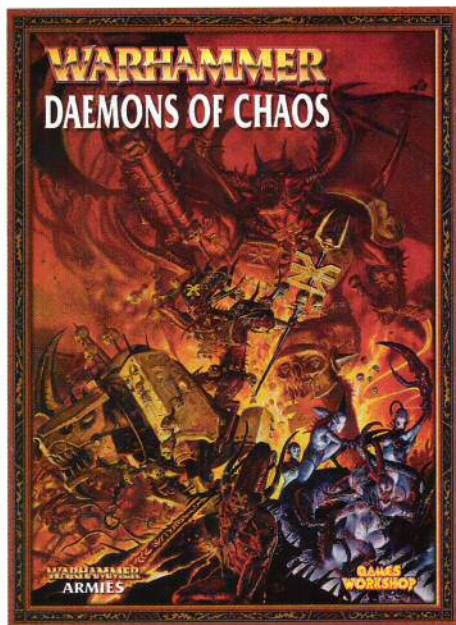


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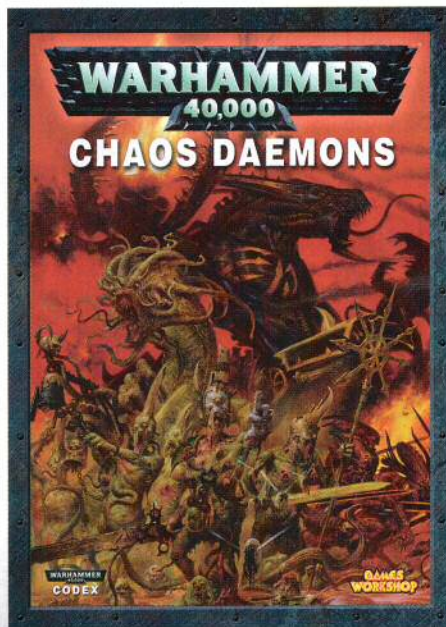
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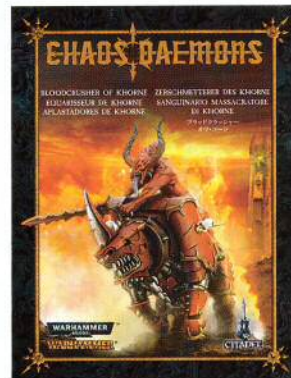
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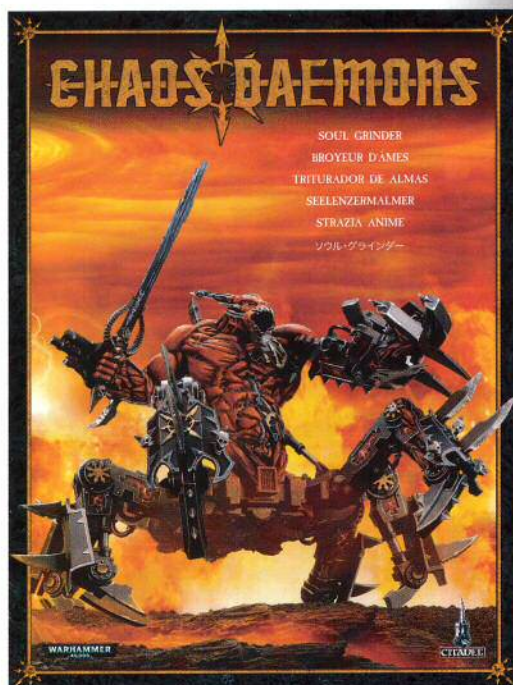
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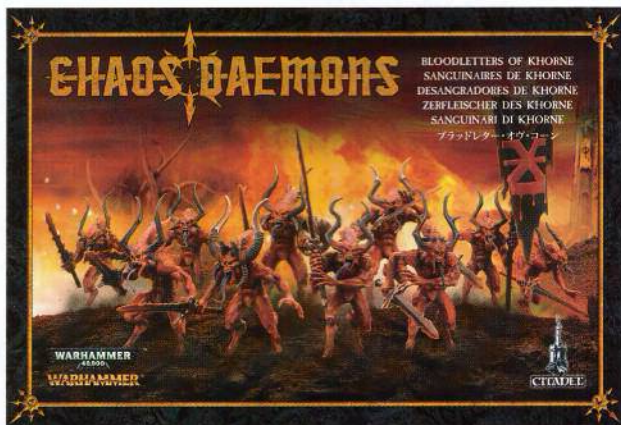


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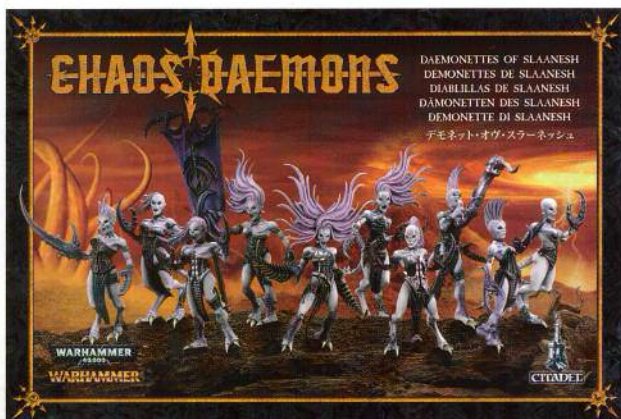
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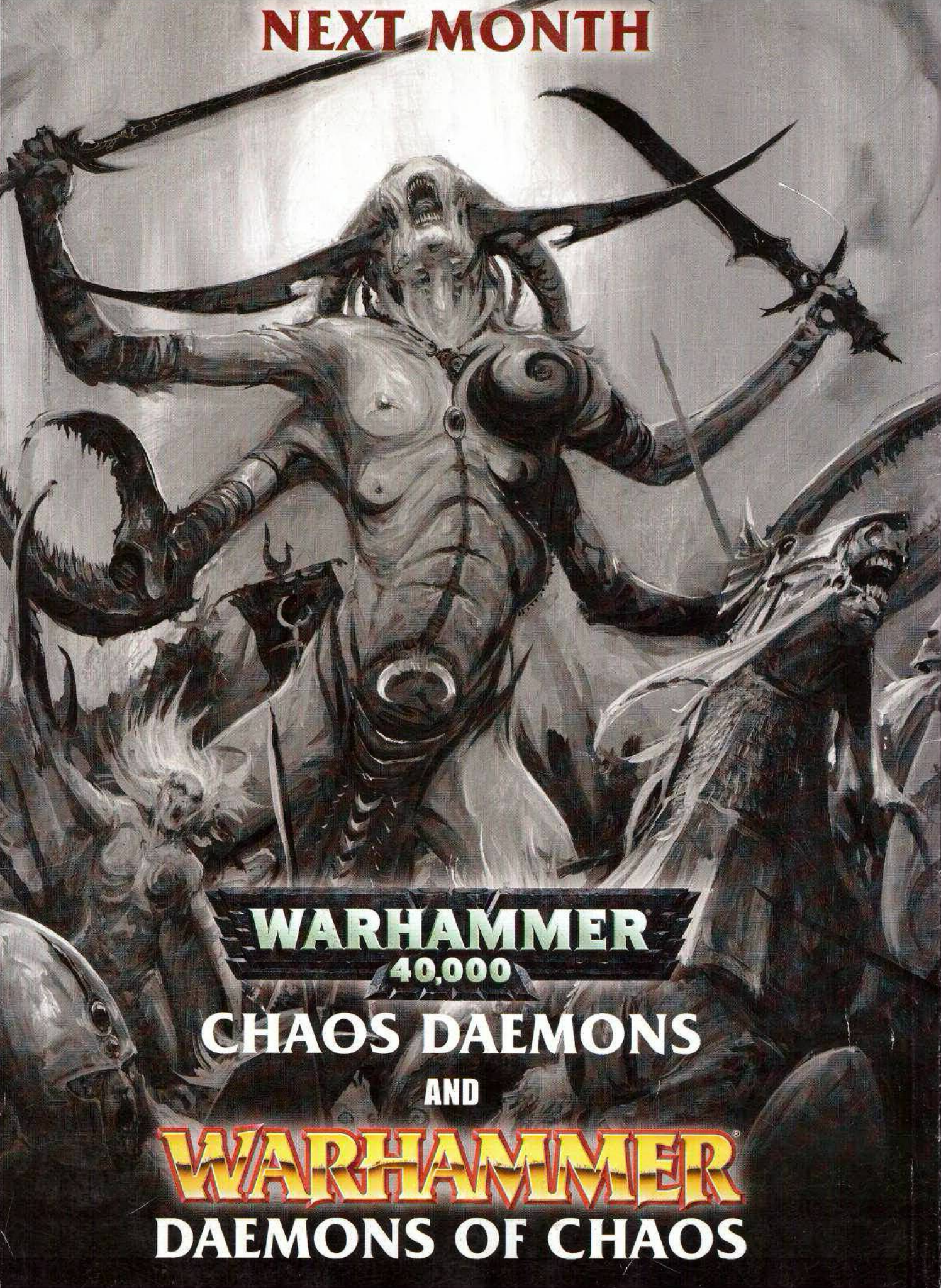
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