INSIDE The new edition of WARHAMMER 40,000 is here

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GAMES WORKSHOP'S MONTHLY MAGAZINE

WD343 JULY 2008

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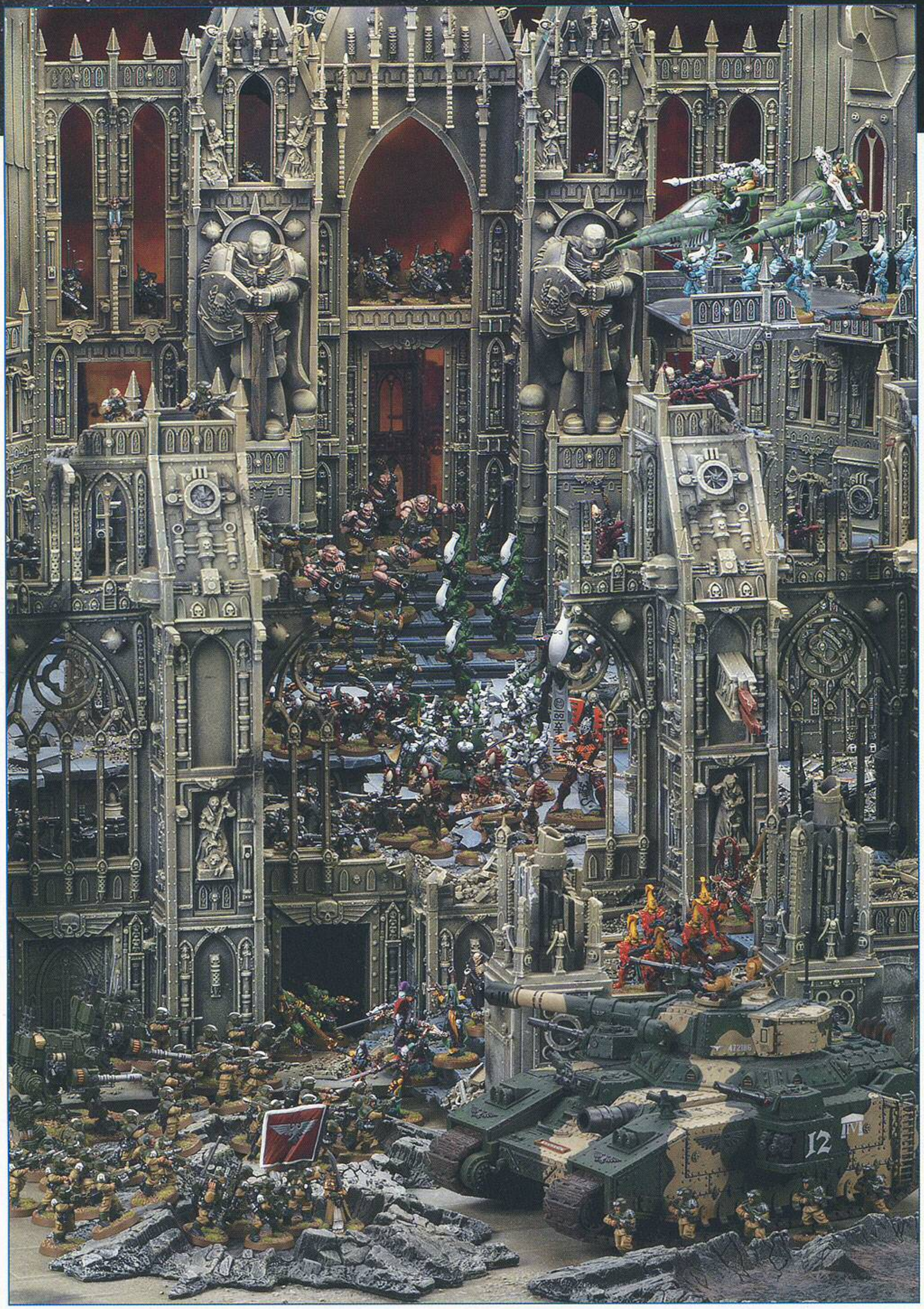

Cadian Imperial Guard battle against an Eldar warhost on the steps of an Imperial Cathedral.

EDITORIAL

Well, it had to happen sooner or later – Grombrindal has gone off adventuring again, leaving me in charge. So, what do we have in store this month? Only one of the biggest releases of the year: the new edition of Warhammer 40,000!

Okay, I'll admit it, just recently I've been so distracted by my ever-growing Warhammer armies that I've neglected Warhammer 40,000. My poor Space Marines lie gathering dust on the shelves, playing second fiddle to Orcs, Empire and Vampire Counts. But no longer! You see, Warhammer 40,000 is more than just a set of rules. Even though I'm a bit rusty on the 40K gaming front, I've still painted the odd inspirational miniature, read the background material and Codexes, and even bought models that I swear I'll get round to "one day".

The great thing about this hobby of ours is that there are so many facets to it. I don't do all of it all of the time, but I've always got one (or three...) projects on the go. Now all that is about to change, because the new rules are just the catalyst I need to get gaming once more. It's a time when old lags like me can get inspired to paint and game with renewed fervour, while new recruits take their first steps to becoming the seasoned hobbyists of the future. Warhammer 40,000 is here, and that means war!

Mark Latham, White Dwarf Editor

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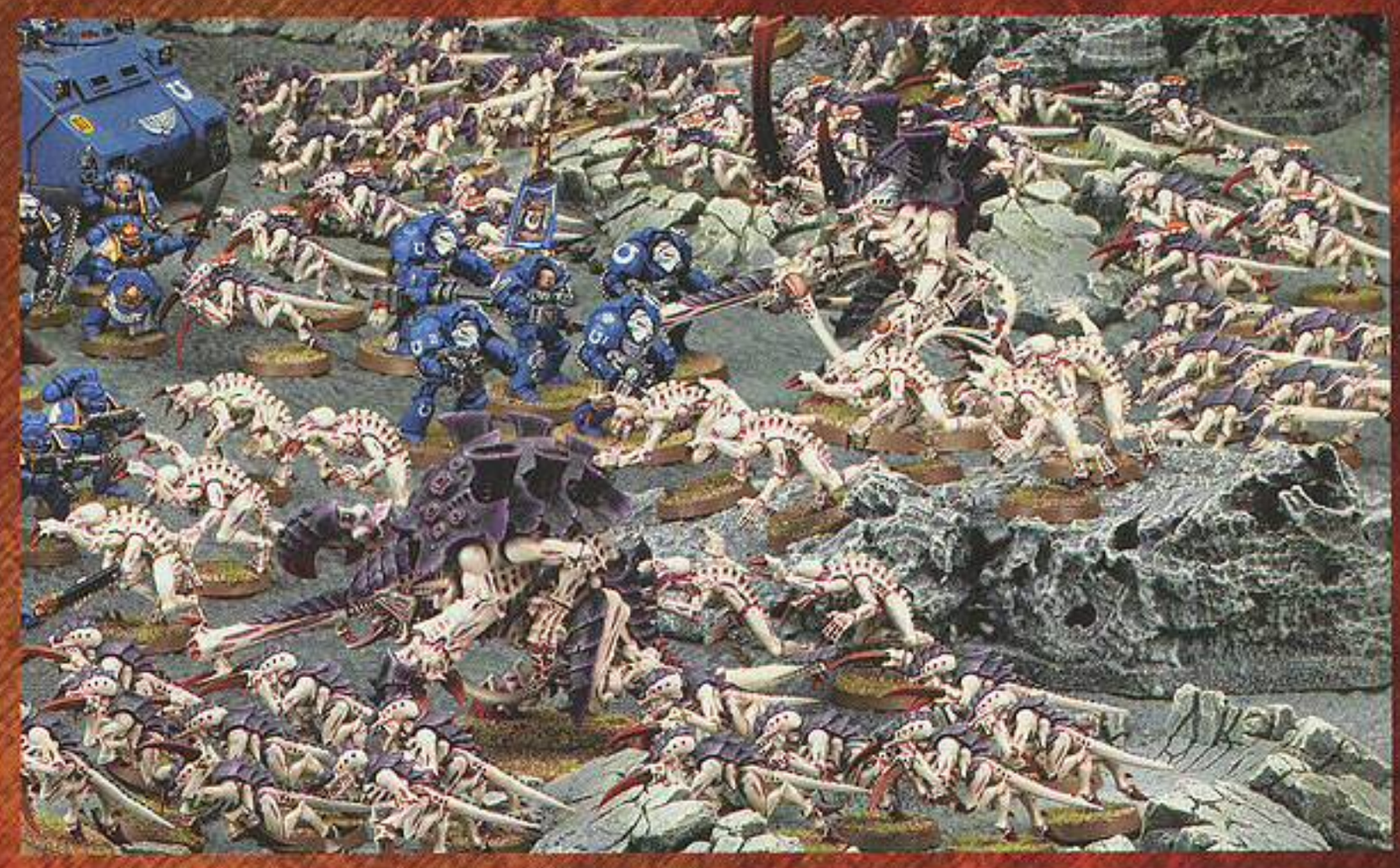

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WARHAMMER 40,000 COLLECTORS' EDITION

The Warhammer 40,000 Collectors' Edition is the ultimate edition of the new rulebook. The rulebook comprises a unique, triple-fold hardcover embossed with the Imperial Calendar symbol and affixed with an authentic-looking purity seal. This highly collectable edition is strictly limited to 4000 copies worldwide, and is guaranteed to sell out fast.

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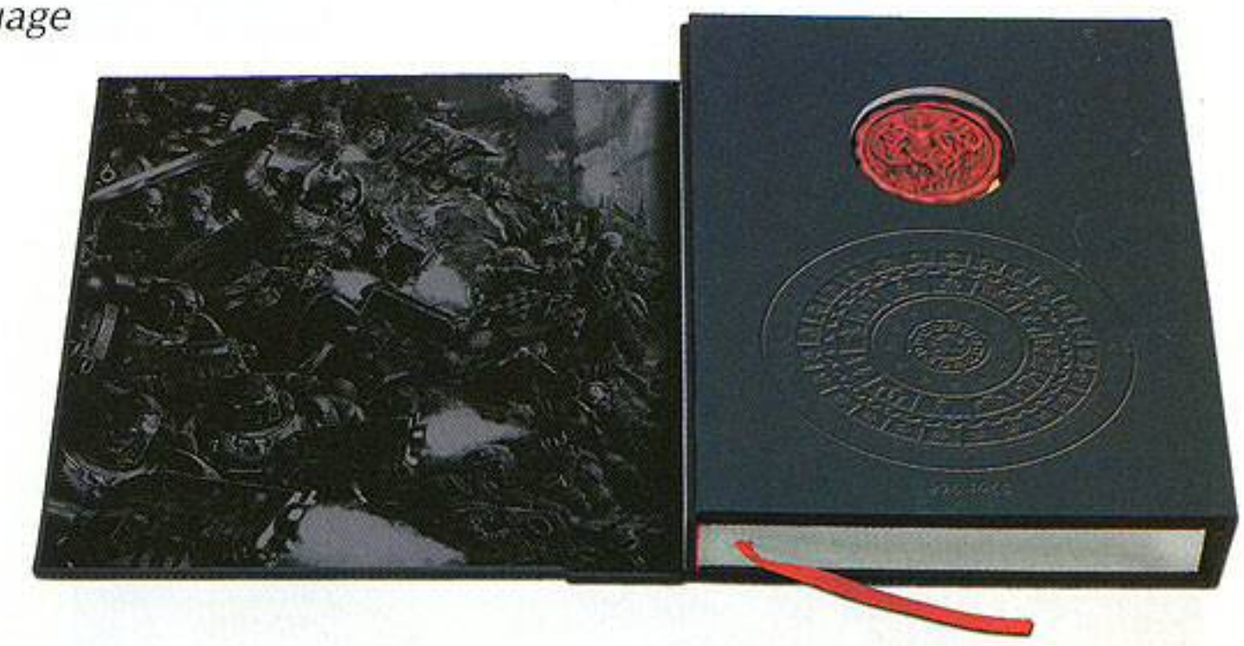

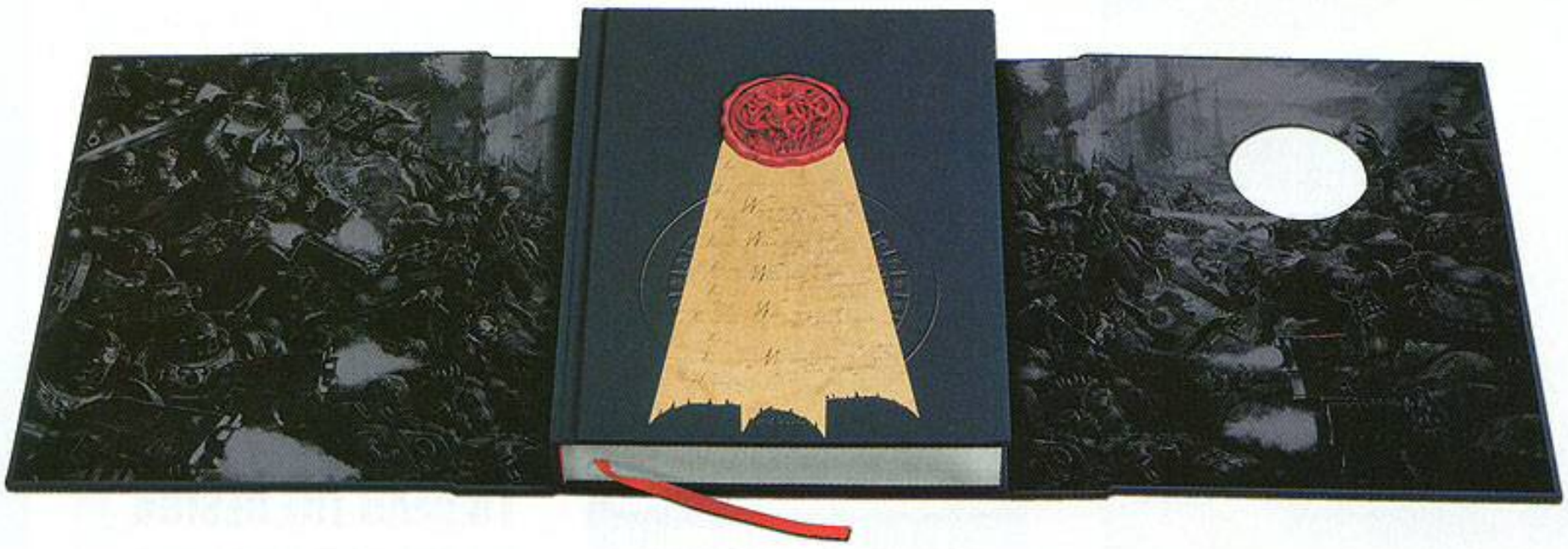

This 320-page book contains all the rules, background and hobby information needed to play Warhammer 40,000

WARHAMMER 40,000 COLLECTORS' EDITION
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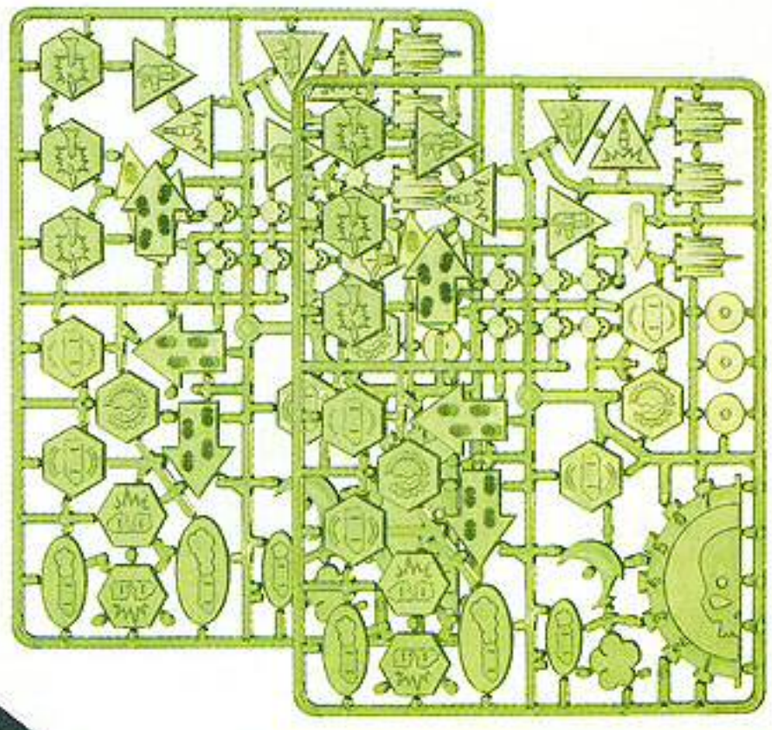
The Warhammer 40,000 Gamers' Edition contains the 5th edition rulebook, along with a set of the new counters and templates, all presented with a metal ammo crate. The ammo crate contains a foam inlay, making it ideal for carrying your miniatures to battle in.



This metal case contains a copy of the Warhammer 40,000 rulebook, a set of templates and counters

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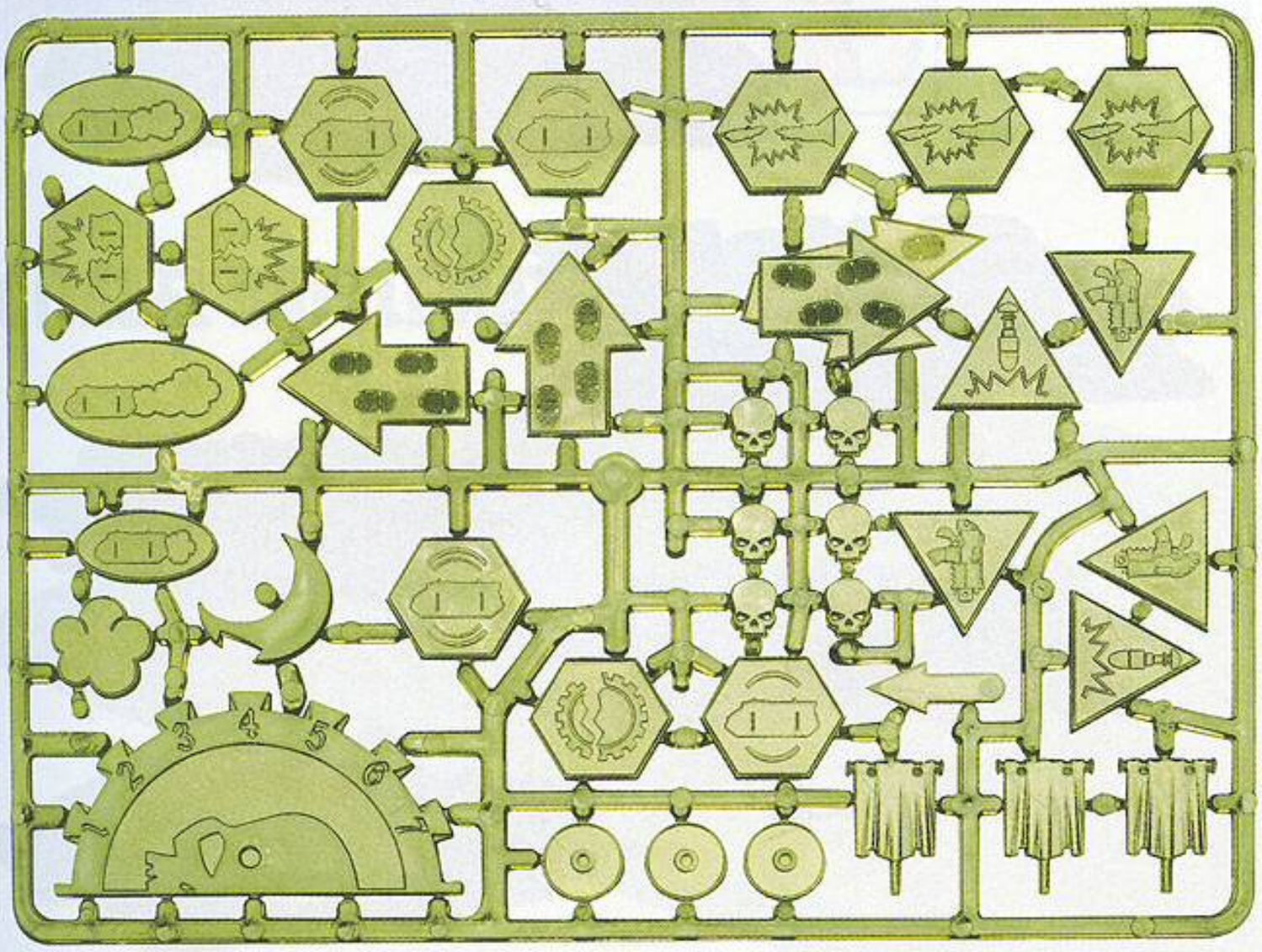
WARHAMMER 40,000 COUNTER SET



The Warhammer 40,000 Counter Set contains counters and markers to represent all of the different situations that might crop up in the game, such as wounds, smoke and vehicle damage.

>>> TURN TO PAGE 29 TO SEE THE COUNTERS IN MORE DETAIL

Contains 2 complete sets of counters

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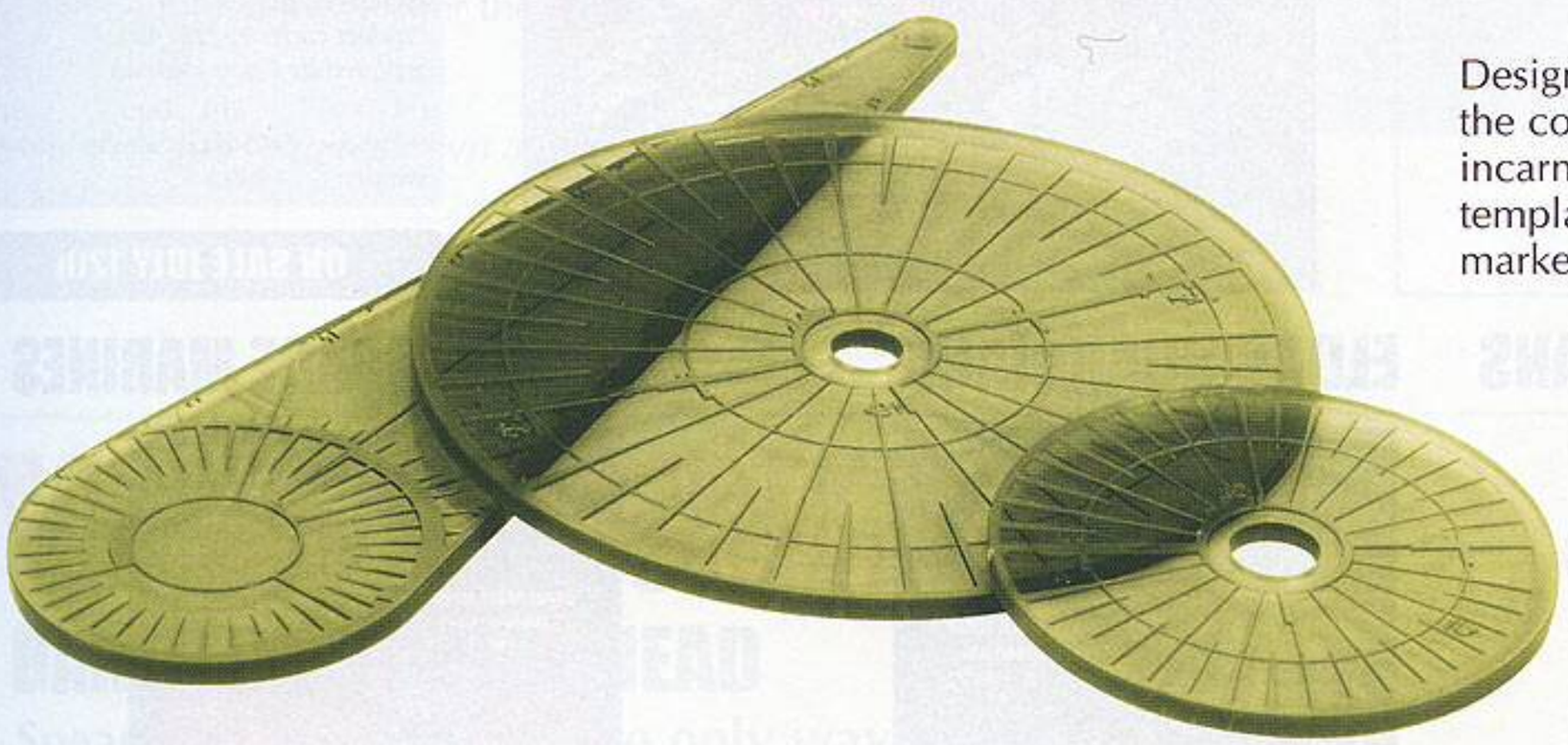

Designed in the same green plastic as the counter set, this new, super-durable incarnation of the Warhammer 40,000 templates contains two sizes of blast marker and a flamer template.

Contains 3 templates

WARHAMMER 40,000 TEMPLATE SET
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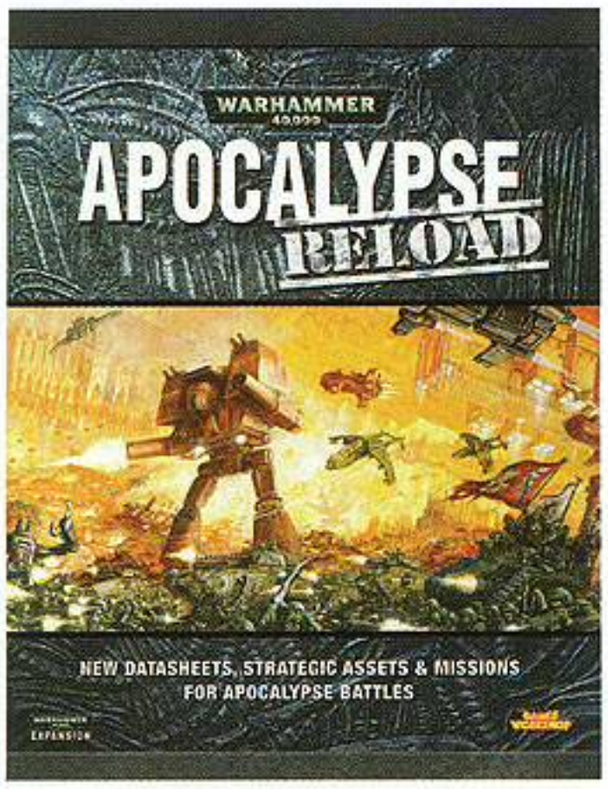

Apocalypse Reload is a supplement to the hugely popular Apocalypse book, crammed full of more than 50 exciting new datasheets, new strategic assets specific to each Warhammer 40,000 army, and an Apocalypse battle report that has to be seen to be believed!

88 page supplement for Warhammer 40,000 Apocalypse

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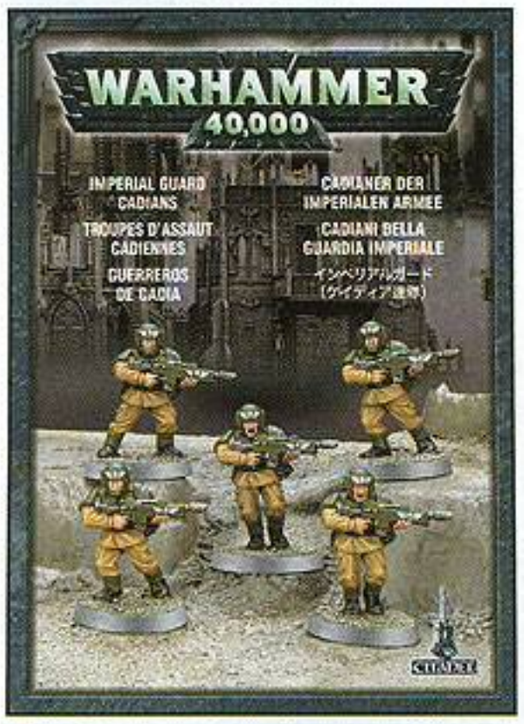

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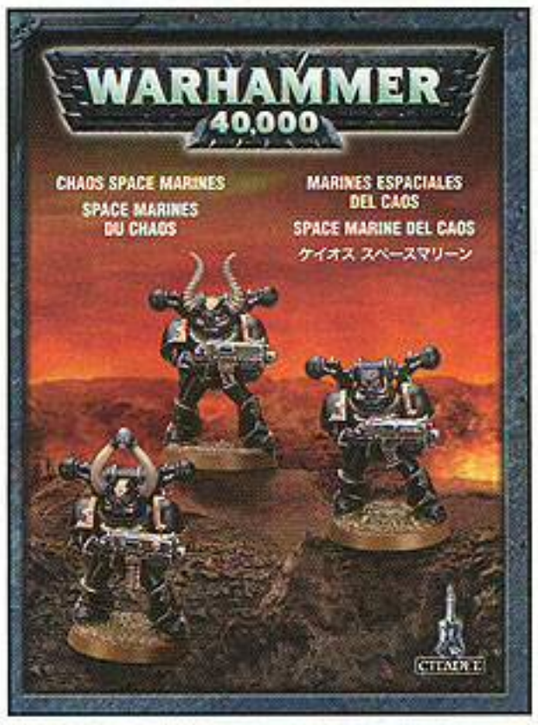
CHAOS SPACE MARINES



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>>> TURN TO PAGE 83 FOR MORE INFORMATION ABOUT THE BATTLEMAT.

CITADEL BATTLEMAT

The new Citadel Battlemat provides a quick and easy way to make a battlefield, no matter where you are playing. The cloth-backed mat can be used in conjunction with our terrain sets to create an instant and effective-looking battlefield, and can be folded away after the game for ease of storage.

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One of the great new Cold One Knights

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NEW RELEASES

The release of the new edition of Warhammer 40,000 offers the perfect excuse to start a new army. To help you get going, we're releasing several box sets containing a great selection of miniatures ideal for a starting force, including Troops, vehicles and HQ units.

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Chaos Space Marine

Chaos Space Marine

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- 1 Monolith

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Destroyer

Autarch

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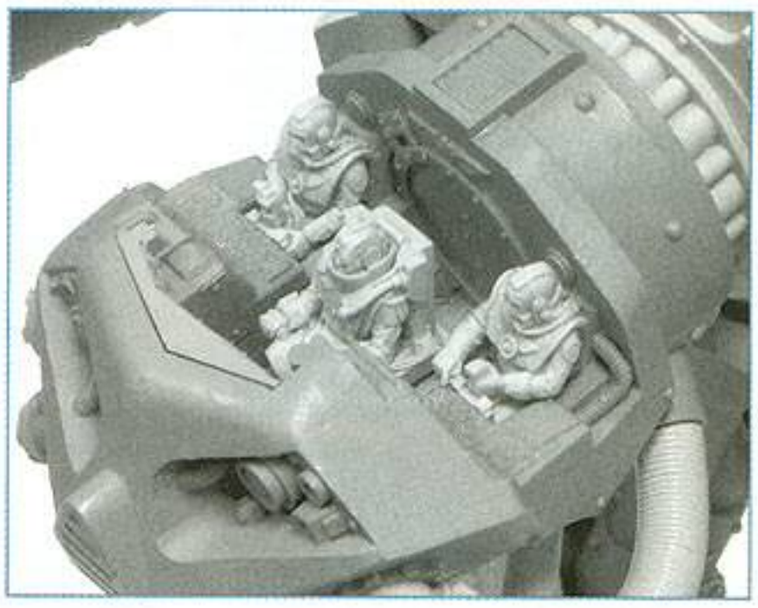
REAVER TITAN

Standing a mighty 410mm/16" high, this model represents a Reaver Titan armed with an Apocalypse Missile Launcher, Laser Blaster and Gatling Blaster. The model contains interior detailing inside both the cockpit and the hull.

Model designed by Will Hayes. Crew designed by Simon Egan and Mark Bedford.



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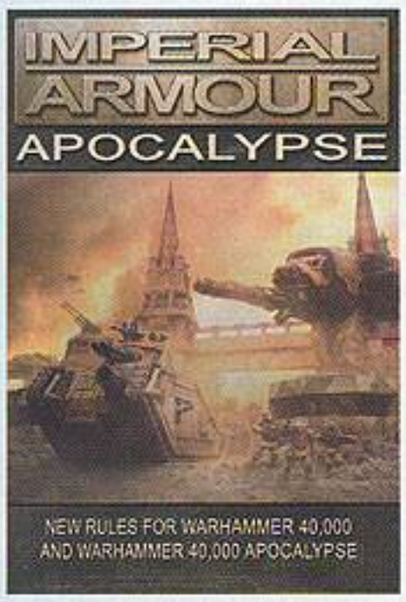
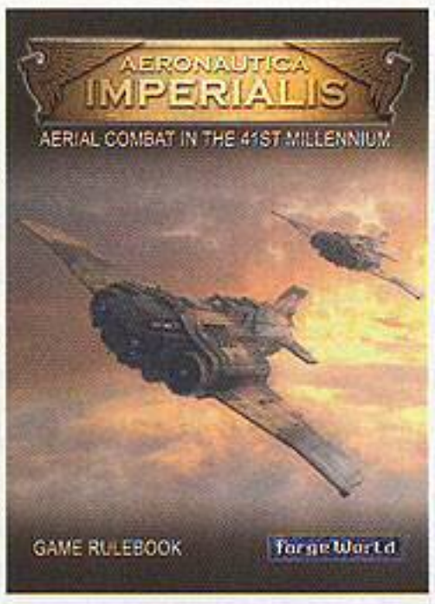


This rules guide contains 60 new datasheets for legendary units in Warhammer 40,000: Apocalypse, from massive Imperial Guard tanks like the Shadowsword, to the awesome Chaos Warhound Titan. There are also 26 new battle formations covering all races, including the Space Marine Drop Pod Assault Force, and the Chaos Daemon Engine Coven.



Aeronautica Imperialis is a tabletop wargame for two or more players where you command the aircraft of the Imperial Navy or one of its many alien enemies. All the rules and card sheets needed to play are in this lavish 176-page hardback book.

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

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Black Library publishes a range of novels and sourcebooks that delve deep into the worlds of Warhammer and Warhammer 40,000. These are available in many of our stores worldwide, as well as in bookshops in certain countries. However, if you are finding it difficult to get hold of any of these publications then go to the Black Library website, where books may be purchased directly.

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The Dark Angels Space Marines are devout servants of the Imperium, but the secretive nature of their Chapter has led some to question their motives. For the Chapter harbours a dark and horrific secret that stretches back over ten thousand years to the time of the Horus Heresy.

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CURSE OF THE NECRARCH
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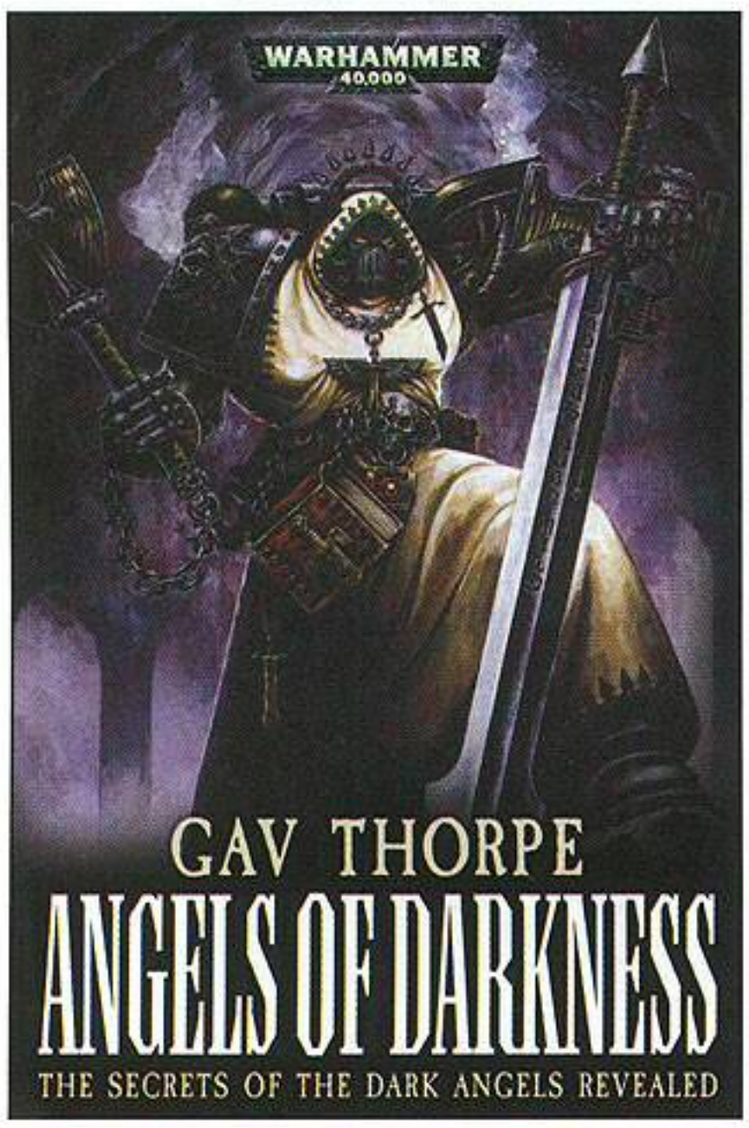

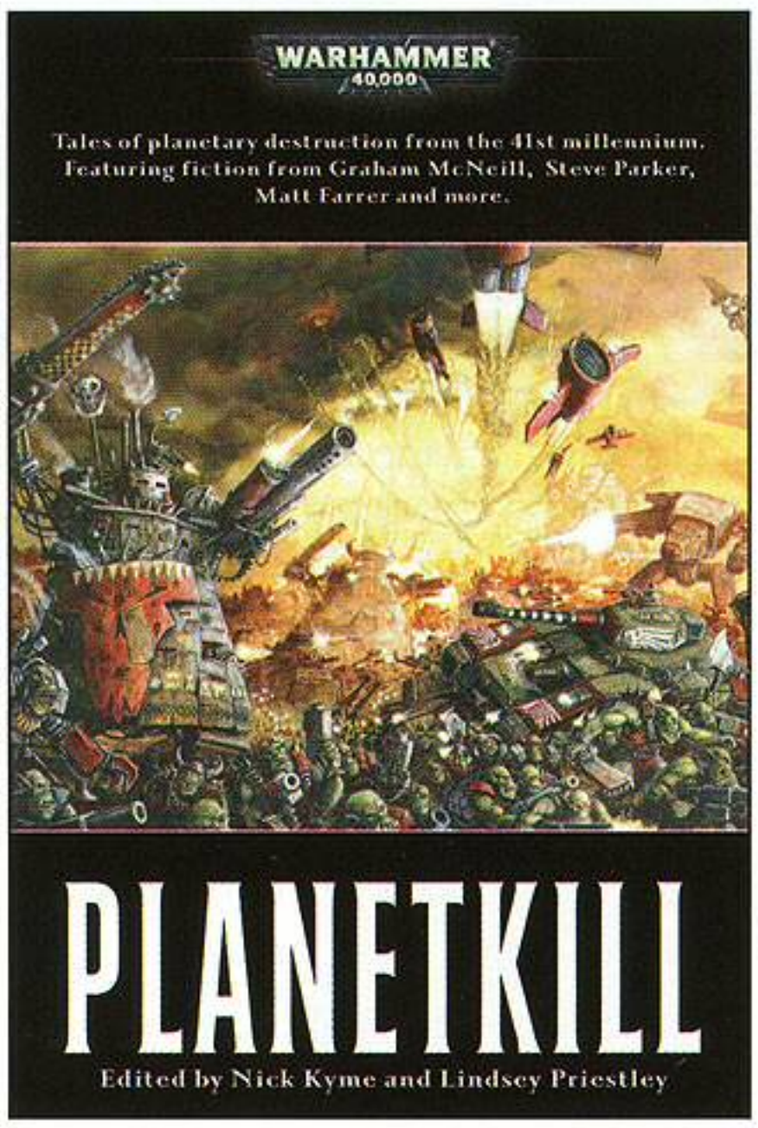

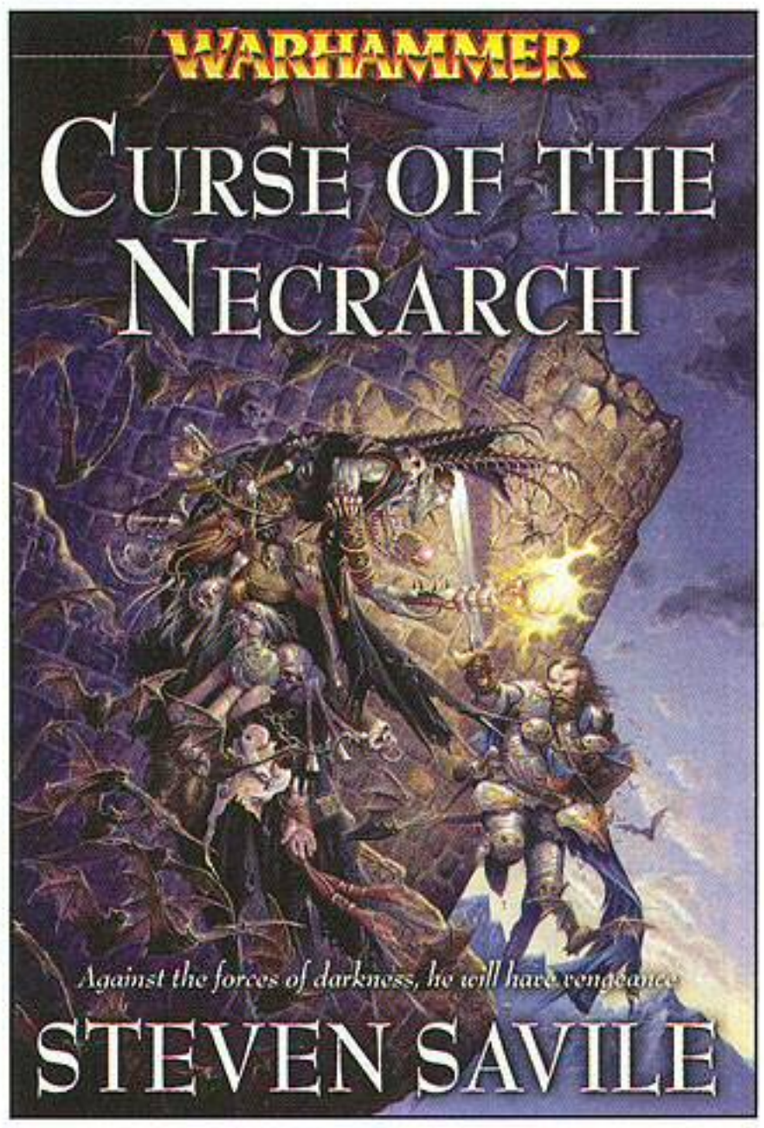

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GAMES DAY & GOLDEN DEMON 2008™

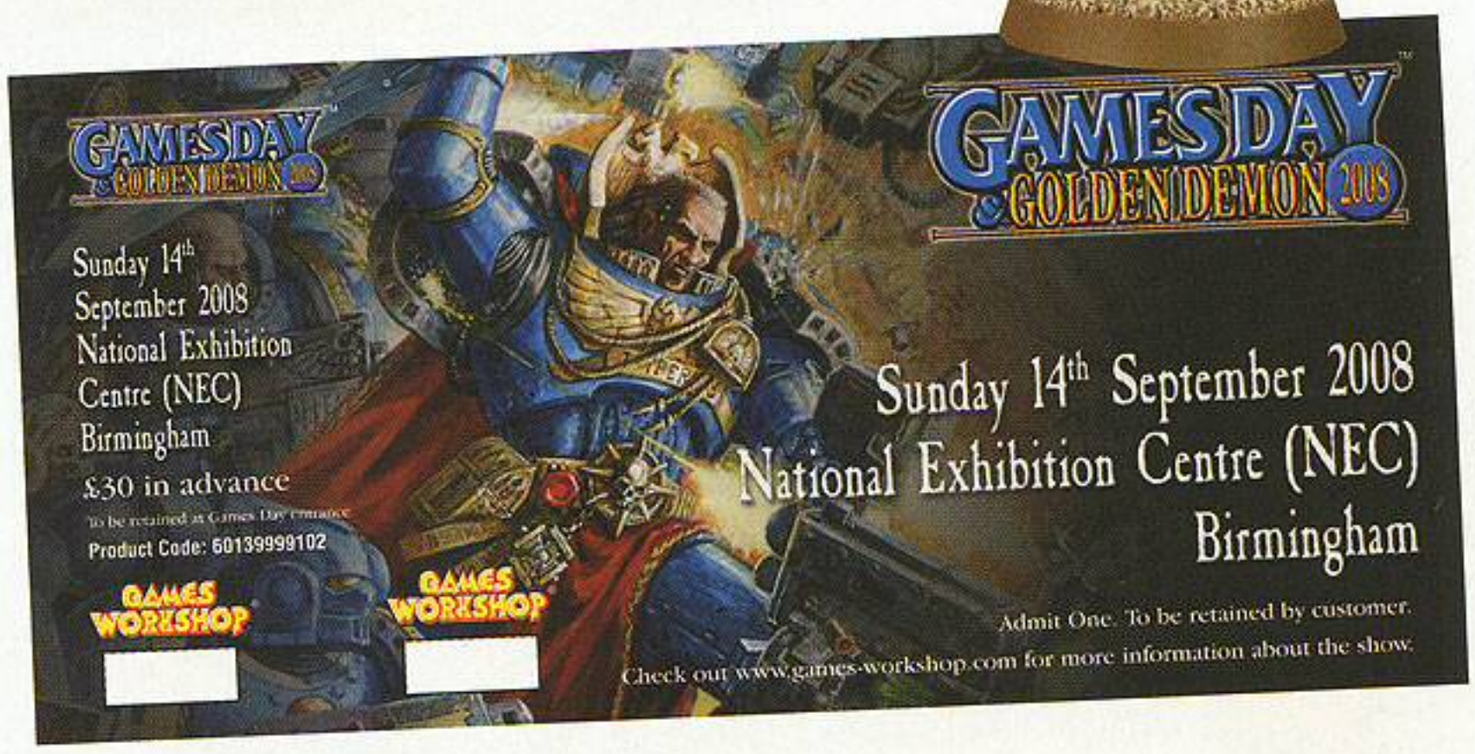
Tickets now on sale

This year's Games Day & Golden Demon event promises to be the biggest and best ever, as we say 'goodbye' to the Forum and 'hello' to Hall 1 – an immense space in which the Arena hall can easily fit two or three times over!

With all this extra space, it was important we fill it – check out the Games Day Preview on page 102 for more details.

Games Day Tickets are now available to buy from your local Hobby Centre, via Mail Order on 0115 91 40000, and online:

www.games-workshop.com



10am to 4pm on Sunday 14th September 2008. Birmingham National Exhibition Centre (NEC). Tickets £30 and includes Games Day Miniature.

Order yours by calling 0115 91 40000 (Golden Demon entry forms also available).

Games Workshop Antwerp, Belgium

We are delighted to announce that our newest Hobby Centre, Games Workshop Antwerp is now open for business and doing extremely well.

This is not, of course, our first store in Belgium – our two existing stores in Namur and Liege continue to prove as successful as ever. However, for many hobbyists living north of Brussels, they weren't exactly what you'd call 'convenient'.

Located in the north of Belgium, Antwerp provides a far more accessible alternative for our Flemish hobbyists, and for some of our Dutch hobbyists as well!

Like all our Hobby Centres across the UK, Scandinavia and Benelux, GW Antwerp offers a full range of products for our three main game systems and is staffed by our friendly and highly experienced staff.

So, whether you're starting a brand new army, looking for some modelling and painting advice, or simply want to pop in and have a nose around, GW Antwerp welcomes you!

Sadly, at the time of going to print, the store hadn't even been fitted out with water and electricity, let alone any merchandise. Suffice to say, it will be lovely when it's finished and we celebrate her future success. With a bit of luck, we might even be able to show you a picture next issue! – Ed.

Warhammer 40,000 hits Antwerp

With the release of the new edition of Warhammer 40,000 you can be sure that GW Antwerp, like all GW Hobby Centres will be running extenxsive hobby and gaming activities set in the 41st Millennium. For details, why not popinto the store, located at the address above.

WARHAMMER® 40,000™

Every Games Workshop Hobby Centre across the planet is introducing the new Warhammer 40,000 rules. Be the first to try them out! Contact your local store for details.

WARHAMMER® WORLD HOBBY BAR

Want to spend a week learning to play the new 40K, and start a brand new army?

Throughout August Warhammer World will be running a series of summer Hobby Camps, including two weeks dedicated to the new Warhammer 40,000. Over the course of a week-long Hobby Camp, we will take you through the stages of collecting, modelling and painting your new army before trying out some new tabletop battle tactics – all under the watchful eye of our expert Hobby Tutors.

Just let us know what army you collect and a new Battleforce will be waiting for you when you arrive. At the end of the week we'll also give you an army figure case so you can safely transport and store your new army.

The cost for each Hobby Camp is £170. Each Hobby Camp runs from 9:00am until 5:30pm Monday to Friday, and includes a full cooked lunch each day in Bugman's restaurant. As with all our Hobby Activities, use of all tools, brushes, paints and glues is provided so there is nothing else to buy.

Our Hobby Camps are on the following dates:

• 28th July – 1st August	Warhammer 40,000
• 4th–8th August	Warhammer
• 18th–22nd August	Warhammer 40,000
• 25th–29th August	Warhammer

Our specialist tutors are all highly trained and CRB checked so the Hobby Camps are particularly suitable for youngsters aged 12-16. Each staff member will work with a group of 6 attendees over the course of a week.

To book your place and for more information contact us at:

whworldevents@games-workshop.co.uk
or call Kevin Beadle directly on
0115 9004177

IN THE GRIM DARKNESS
OF THE FAR FUTURE...

THERE IS

ONLY

WARHAMMER

40,000

WAR!

Warhammer 40,000 content this issue:

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The new release of Warhammer 40,000 is the ideal opportunity to get started in the hobby – here we show you how!

22 Time for Change
White Dwarf talks to Alessio Cavatore and Mat Ward to see what has changed in 40K.

34 The High Lords Speak
A round-table discussion with our most venerable games designers about how Warhammer 40,000 first came to be.

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A sneak peak at some of the exciting forthcoming 5th edition releases.

42 Imagining a Nightmare Future
A look at some fantastic artwork, and a rare glimpse into the minds of our artists.

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Gav Thorpe and Alessio Cavatore duke it out using the new rules.

66 Warriors of the Far Future
This guide will help you identify your enemies and choose your champions.

THE FAR FUTURE

It is the 41st Millennium. For more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the master of Mankind by the will of the gods, and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium for whom a thousand souls are sacrificed every day, so that he may never truly die.

Yet even in this deathless state, the Emperor continues his eternal vigilance. Mighty battlefleets cross the Daemon-infested miasma of the Warp, the only route between distant stars, their way lit by the Astronomican, the psychic manifestation of the Emperor's Will. Vast armies give battle in his name on uncounted worlds. Greatest amongst his soldiers are the Adeptus Astartes, the Space Marines, bio-engineered super-warriors. Their comrades in arms are legion: The Imperial Guard and countless Planetary Defence Forces, the ever-vigilant Inquisition and the tech-priests of the Adeptus Mechanicus to name only a few. But for all their multitudes, they are barely enough to hold off the ever-present threat from aliens, heretics, mutants – and worse.

IS HERE

Experienced Warhammer 40,000 Hobbyist?

Turn to Page 22

New to Warhammer 40,000?

Read On

Warhammer 40,000 is, and always has been, far more than just a game. It is an all-encompassing, engrossing hobby full of unlimited possibilities; Andy Hall explains why.

Many believe that if Man were to ever reach the stars then an ever-lasting era of enlightenment would take place aided by advanced technologies and constant progress. Warhammer 40,000 provides quite the opposite to this utopia, presenting a grim, war-torn future where knowledge of technological marvels has long been forgotten.

Mankind has regressed into a moribund, quasi-religious state, while technology has stagnated, its upkeep a closely guarded secret by a select few. In this future, the human race finds itself beset on all sides by aliens and traitors. But Man will not go quietly into damnation; the Imperium of Mankind has vast armies at its disposal and with the valiant super-human Space Marines it holds its most feared weapon. It is in this bleak future that games of Warhammer 40,000 are fought, a future where Mankind faces the stark reality of extinction, and the whole galaxy teeters on the very edge of utter destruction.

Before you can immerse yourself in the nightmare world of the far future there are a few things you're going to need. Don't worry though; getting started is easy, whether you're a fresh-faced novice or a gnarly veteran of countless future wars.

First things first: the best way to familiarise yourself with the hobby is to find someone who is already a Warhammer 40,000 gamer. Not only can they run you through the rules, but they'll introduce you to an even wider circle of like-minded hobbyists who'll all be keen opponents for future battles – they may even lend you a few models from their prized collection for your first game. If you don't know anyone who plays, then contacting a local club is a great idea – hobbyists are a friendly, sociable bunch who are only too happy to

> **"Getting started is easy, whether you're a fresh-faced novice or a gnarly veteran of countless future wars."**

The Warhammer 40,000 Hobby

Participating in the Warhammer 40,000 hobby is a rich, fulfilling experience. When we talk about our hobby, what we mean is a combination of the following three elements:

Collecting

Planning what units, vehicles and characters to add to your army is great fun and often the topic of many debates between fellow hobbyists. And then there's always that next army to start collecting...

Painting

Assembling and painting your models is a very important part of the hobby, and for many the hobby itself. Painting models is a craft, and it takes time and effort to become as good as an 'Eavy Metal painter, but anyone can paint up an eye-catching army with a little practice.

Gaming

There's no limit to how you play Warhammer 40,000, from small 1-2 squad skirmishes to vast battles involving hundreds of models and monolithic vehicles. This is the social side of the hobby where friendships (and rivalries!) will be forged.

welcome newcomers. And don't forget that Games Workshop Hobby Centres are a welcoming presence throughout the world, staffed by keen hobbyists who will be ready and willing to show you a game and introduce you to the hobby. Our Hobby Centres are more than just stores – they host loads of exciting events and act as a hub for the hobby in the local area.

You'll soon have plenty of willing opponents, although at some point you're going to have to take the plunge and start your own collection of miniatures. The best first purchase will be the new Warhammer 40,000 rulebook. Not only will this allow you to familiarise yourself with the rules,

> **"There's nothing quite like the feeling of starting a brand new army and getting your hands on those first few box sets."**

it'll be an essential reference when playing, and the extensive background section will help you to choose your first force.

Once you've had a good look through the rulebook and maybe had an intro game at your local Hobby Centre, it'll be time for you to start collecting your own force. The races that inhabit the galaxy of the 41st Millennium are many and varied, each having their own strengths and weaknesses, some specialising in certain areas of warfare while others will have a broader approach to fighting. Our Warriors of the Far Future article on page 66 will give you an idea of the various races on offer and the different ways they play. Whichever force you choose there's nothing quite like the feeling of starting a brand new army and getting your hands on those first few box sets and blisters!

The new Warhammer 40,000 rulebook has great background information for all the races as well as a reference section complete with profiles for all the different troop types; this is a really useful resource, invaluable for having a quick game with your first squad or two. However, when you've chosen which army to collect and fight with, that race's Codex is your next essential purchase.

A Warhammer 40,000 Codex provides you with all the rules, background and painting advice you'll need for playing with your chosen force. Most importantly, it contains the army list, which allows you to pick a battle-ready force to field on the tabletop. When arranging a battle, players agree on a particular points limit for each side – 1000 points, for example. This means that a force of powerful, elite models will be quite compact, while an army of weaker models will form a horde, winning battles through weight of numbers. Whatever you choose within this total, the battle will be a fair match, the victor decided by tactics and a little bit of luck.

The army list in each Codex gives the points cost for all the models in that army, as well as the many optional upgrades such as squad leaders, special weapons and other equipment. The army list also provides a structure that helps you to create an effective fighting force. For example, every army must have a leader, such as a mighty Space Marine Captain, a psychically powerful Eldar Farseer, or a monstrous Tyranid Hive Tyrant. Within these parameters there is a lot of freedom, and once players have a sizable collection of miniatures, they have the option of

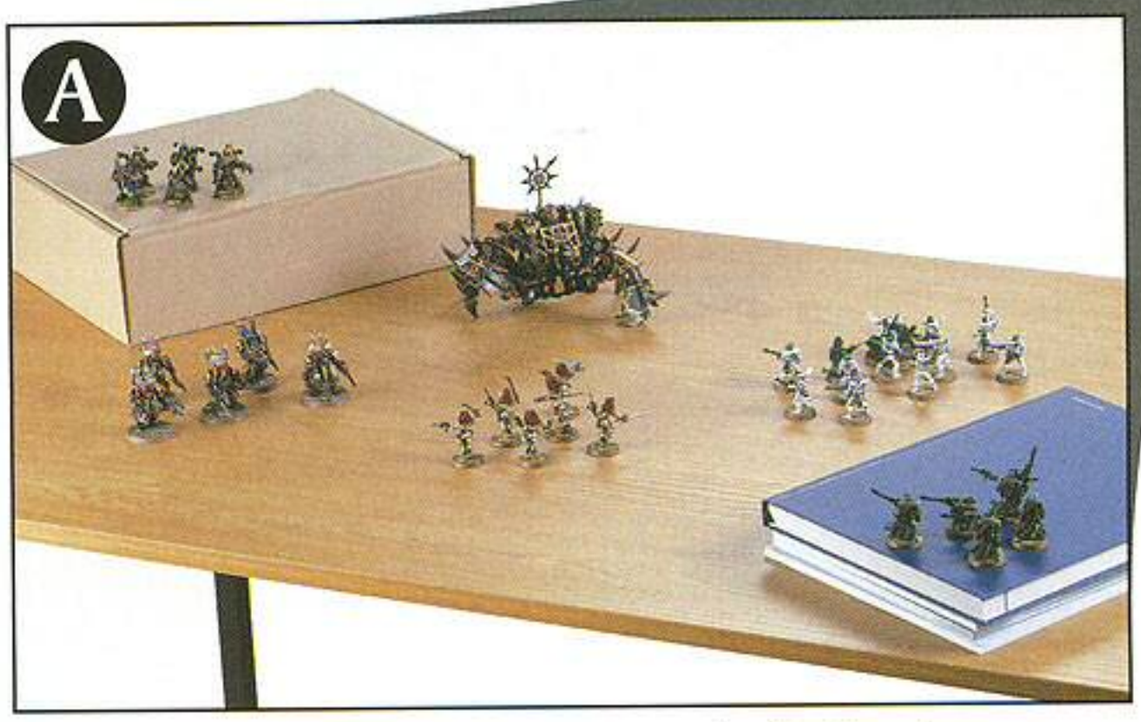
Marneus Calgar, Master of the Ultramarines, and one of the most powerful Space Marines.

Your First Game

Playing a wargame like Warhammer 40,000 is a fantastic experience. You may have played your first ever game of Warhammer 40,000 in a Games Workshop Hobby Centre, but there will come a time when you'll want to play in your own surroundings at home or a friend's house. The three most important things you'll need is an opponent, two evenly matched armies and a suitably sized battlefield.

The Battlefield

In the twenty years I've been playing I've fought across battlefields as varied as carpet, a garage floor, tabletops too numerous to count, all the way up to the dedicated gaming tables in Warhammer World. All you need to play is a flat 6' x 4' area. Many people start playing on the dining room table and, if that isn't big enough, place a larger board on top (with a blanket or sheet underneath to protect the table). This issue's Modelling Workshop shows you how to make your first battlezone – you can find out more on page 96.



Most new gamers are so eager to start playing that they'll make an impromptu battlefield out of a table and some old books (A). However, soon you'll start to crave a painted and modelled gaming board to fight over (B). Finally, as your hobby skills improve, you might even take on an ambitious scenery project like this Imperial moonbase (C).

picking exactly which troops to use for each battle. Most gamers really enjoy this process of coming up with new force rosters, and some are in their element spending hours working out different combinations and planning cunning tactics before they even reach the battlefield.

The army list is also useful for planning how to add to your collection. Many hobbyists like to expand their army in small, manageable chunks, maybe buying 500 points' worth of miniatures at a time and painting them before buying another 500 points.

Assembling and painting your models is as important as gaming with them – in fact some hobbyists are more than happy simply to paint and display their collection. A lovingly painted Citadel miniature is truly a sight to behold, and when used on the tabletop with an equally nice terrain set, then you truly are in hobby heaven! To get to that stage and to prepare your models for the forthcoming battles you'll need an assortment of paints, brushes, glues and tools. Staff at your local Hobby Centre will be only too happy to advise you on what to get initially – you'll be playing 40K in no time at all.

"Painting your models is as important as gaming with them – a lovingly painted Citadel miniature is truly a sight to behold."

TOOLS OF DESTRUCTION

1 Dice
The game uses ordinary six-sided dice to work out combat results. A few different colours will be useful. You'll also need a scatter dice, which is used to determine random directions for things like errant missiles.

2 Rulebook and Codexes
It's always good to have these on hand, to check how a rule works if you're unsure, or to remind yourself of a model's profile.

3 Tape Measure
You'll need at least one but two is best, one for each player. Make sure they're marked out in inches.

4 Terrain
Citadel produces a whole range of ready-made terrain from hills and woods to city ruins. Additionally, terrain can be made from anything to hand, such as cereal boxes, card tubes and stones from the garden.

5 Templates and Blast Markers
Some weapons, such as flamers and missiles, affect a large area and can hit many enemy troops at once. The templates and blast markers are used to determine what is hit.

6 Pen and Paper
A pen or pencil and some scrap paper are always handy when playing to note down vehicle damage, character wounds, and so on.

7 Counters
You can easily play without these, but the new counter set is great for representing objectives, which squads are falling back, the turn number and a myriad other things that can easily be forgotten in the heat of battle. For more details, see page 29.

A TIME FOR

The brand new Warhammer 40,000 rulebook is here and with it comes a whole host of new rules, background and hobby information. Andy Hall gets two of its writers to divulge some of the book's secrets.

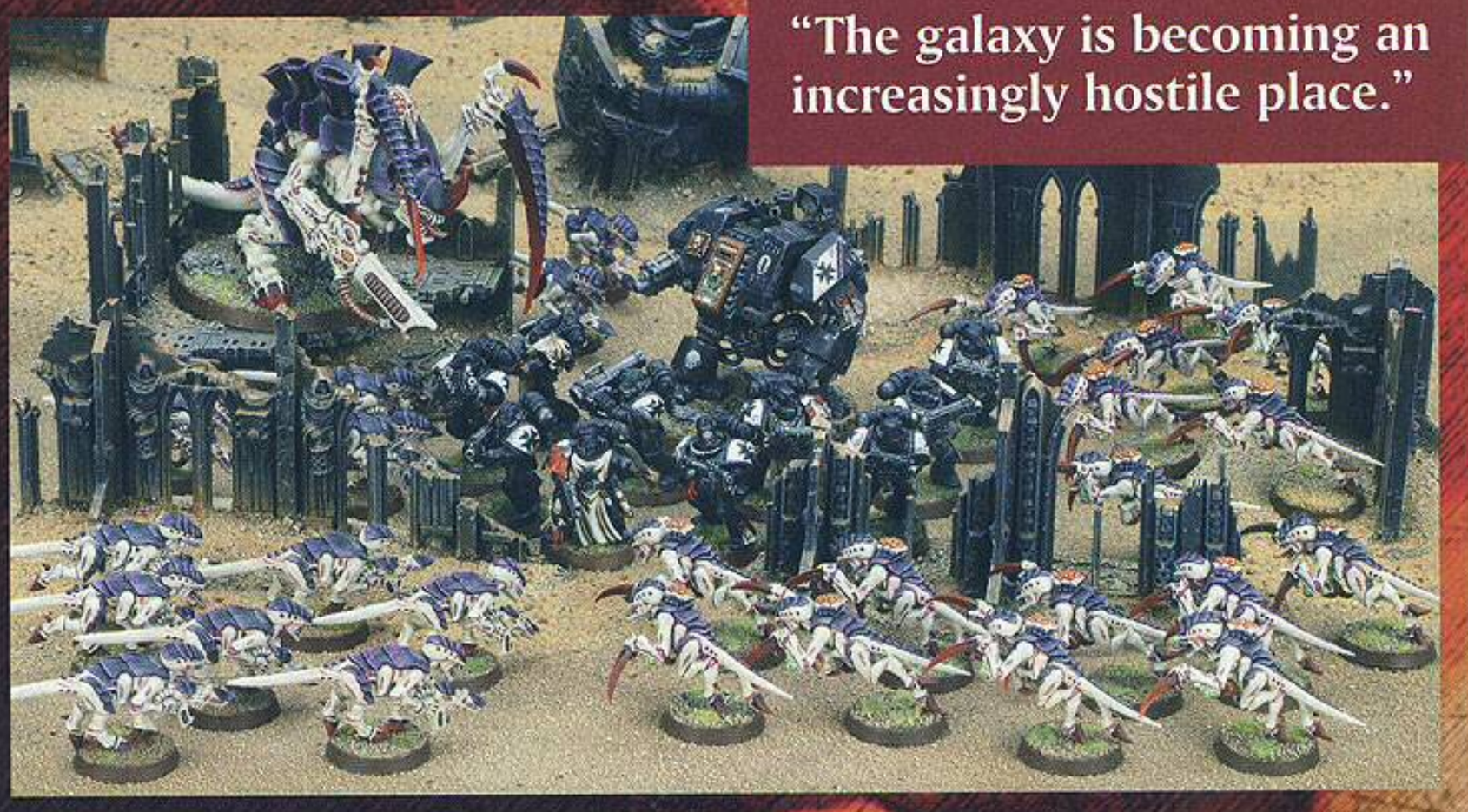
As with all new releases, especially something as special as a new edition of Warhammer 40,000, there are loads of people involved and the Studio becomes a frantic hive of activity the closer we get to release. Unfortunately if we were to talk to everyone involved, White Dwarf would have to be as big as the new rulebook itself. So, to make sure we remain a news-stand-friendly size, we've picked two of this edition's most prominent writers. One is veteran Games Developer Alessio Cavatore, who is largely responsible for the new rules, and the other is Mat Ward, who oversaw the new background section.

"Quite simply, we were trying to create the best background section ever."

"Quite simply, we were trying to create the best background section ever," begins Mat. "We have gone for a slightly different take this time over. Before we've tended to concentrate on events that have happened in the past to the exclusion of what is actually happening in the current 40K timeline. The Horus Heresy is the obvious example; we could have written pages and pages on it – and it is still mentioned – but we now have a whole range of novels that cover that ground. Instead, we've used the space to really get into the detail of the galaxy in its current state. There are events that have occurred in the last 250 years or are happening still that are just as important as things that happened ten thousand years ago – the arrival of the Tyranids and the awakening of the Necrons are just two such examples. This means that we can give new players a comprehensive grounding in the history of the Imperium and the galaxy, as well as providing loads of fresh material for existing and veteran gamers who love reading new stuff."

These recent events have been focused on more and more, to the extent that it became clear that humanity was entering a new age. The Age of Imperium was never a nice place, but there was still a collective belief by the Emperor's subjects that humanity would always endure. However, the galaxy is becoming an increasingly hostile place, a bleak fastness that (no doubt, heretical) historians are calling the

"The galaxy is becoming an increasingly hostile place."



CHANGE

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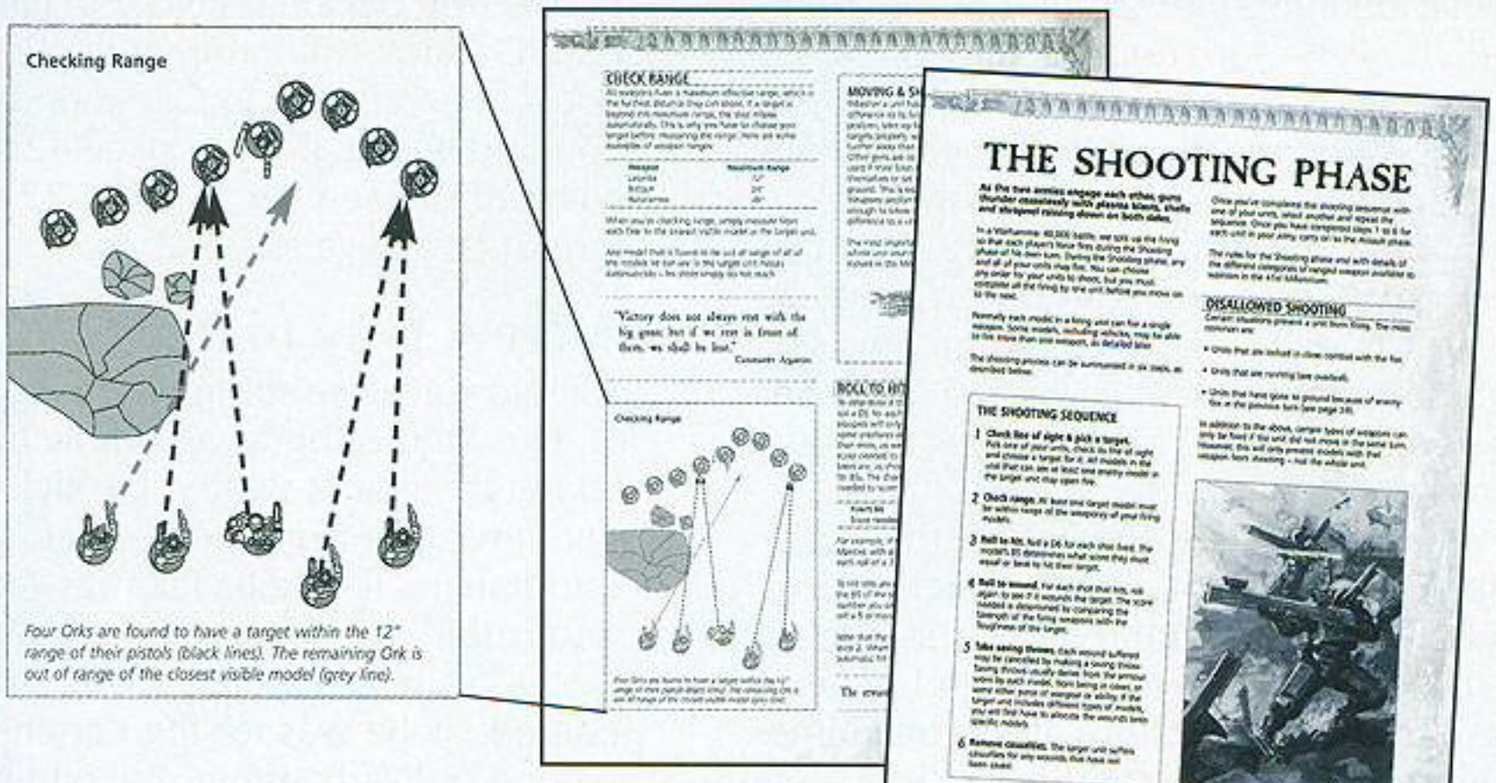

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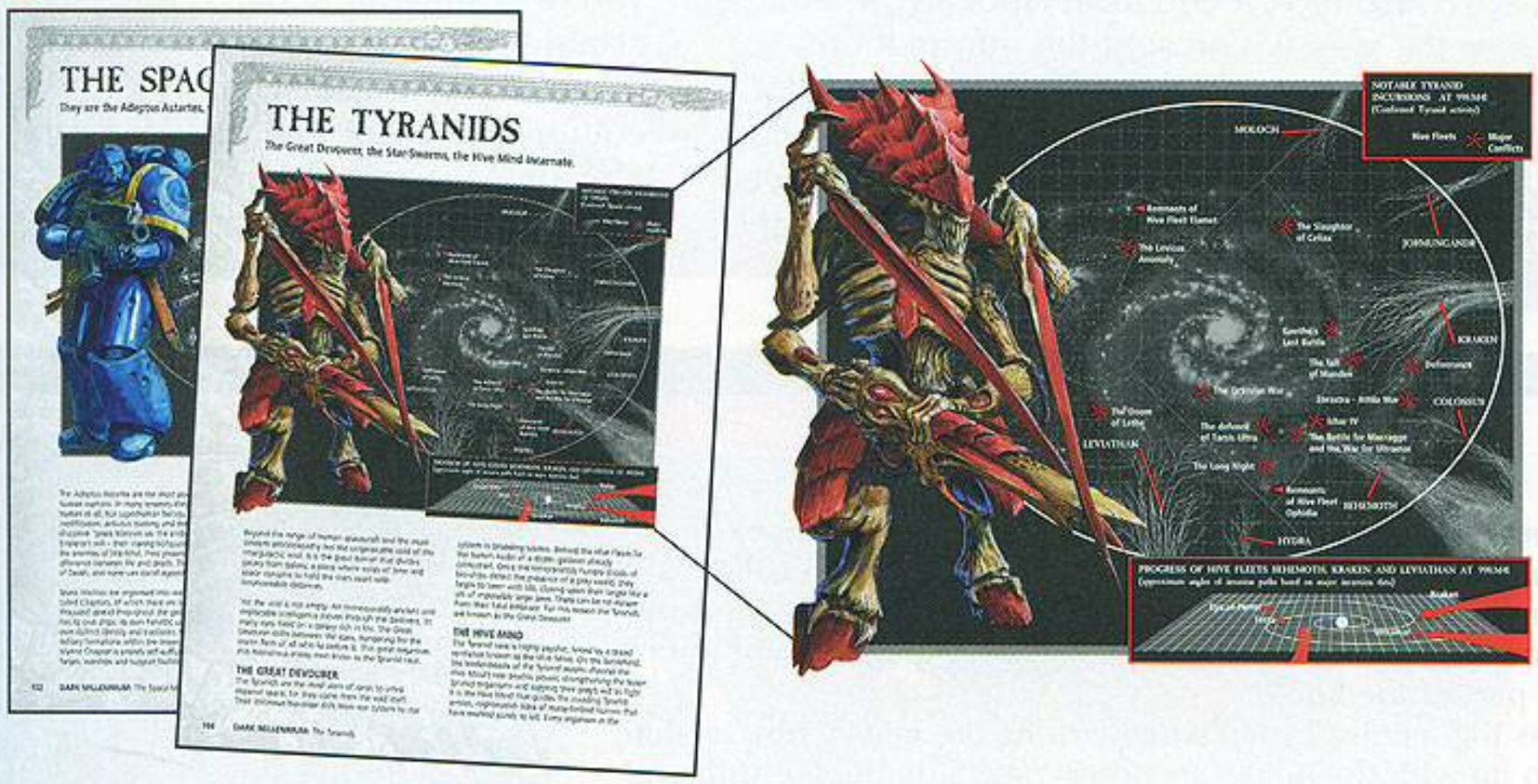


3

INSIDE THE RULEBOOK

Inside the glorious new Warhammer 40,000 rulebook you'll find over 300 pages of pure gaming goodness, including:

1 The Rules

Written with clarity in mind, these rules form the basis of the most exciting, fun and dramatic edition of the game yet.

2 Dark Millennium

The best background section we've ever produced, explaining why Mankind teeters on the brink of extinction. And it's all in full colour, too.

3 The Hobby

Full-colour section with pages of ideas on collecting and painting your armies, playing campaigns and creating your own amazing battlefields.

Reference

A comprehensive list of all troop type profiles, plus all the key tables and charts that you'll need during a battle.

The picture above, and others like it throughout this article, are just a few of John Blanche's concept drawings. John's designs are key to the dark vision of Warhammer 40,000. You can read more about the art process on page 42.

Time of Ending, an age that began with the invasion of Tyran – the Imperium's first fateful encounter with the Tyranids.

"Because we've added so much to the 'current era'," continues Mat, "it has allowed us to do something that hasn't been possible in the past and that's actually develop timelines of the history of the 40K setting. So we've done three, each dealing with a different period of time: one dealing with the different Ages of Humanity, one further defining the Age of the Imperium, and an even more detailed section describing events from the past 250 years, a period we're calling the Time of Ending, as the galaxy stands on the cusp of oblivion. A lot of the events we describe here cross-reference with things mentioned in the Codexes, and that's something you'll see more and more, giving you an interweaving series of storylines that you can dip in and out of."

And it's not just servants of the Imperium that dominate the background section; all of the other races get their time in the spotlight as well. "Whilst I planned the background section, all of the Games Development team contributed to it so you get a good spread of styles and material. We also took a cue from Apocalypse and so the way we present the information varies greatly from race to race," says Mat. When you open up the background section it's easy to see what Mat means. Each race has its own section, not only describing the history and background to the race, but also featuring double page spreads packed with intricate details and large diagrammatic pictures that you could easily spend an age poring over, such as a star chart depicting the progress of a Waaagh! across a system. The whole background section is in sumptuous colour as well. "It's not just the words that make this the best background section we've ever done. It's in full colour and the artists have surpassed themselves with some great pieces. My personal favourite has to be Paul Dainton's painting of the Port of Lost Souls, the gateway to Commorragh," concludes Mat. Turn to page 42 to see just some of the new art, or page 32 to see the fantastic new galaxy map.

A New Way to Play

Alessio Cavatore started working for Games Workshop as a humble translator, taking the words written by Rick Priestley and Jervis Johnson and translating them into Italian. Ten years later it's Alessio's words that are being translated around the globe, as he is lead rules writer for this edition, as he was for the current – 7th – edition of Warhammer. But while the two projects may sound quite similar (in that you're writing an updated rules set for an established game) they were actually very different. "Warhammer from 6th to 7th edition was a nip and tuck; the game was already neat and clean, it just needed a few tweaks," says Alessio. "The difference between 40K 4th to 5th edition is greater.

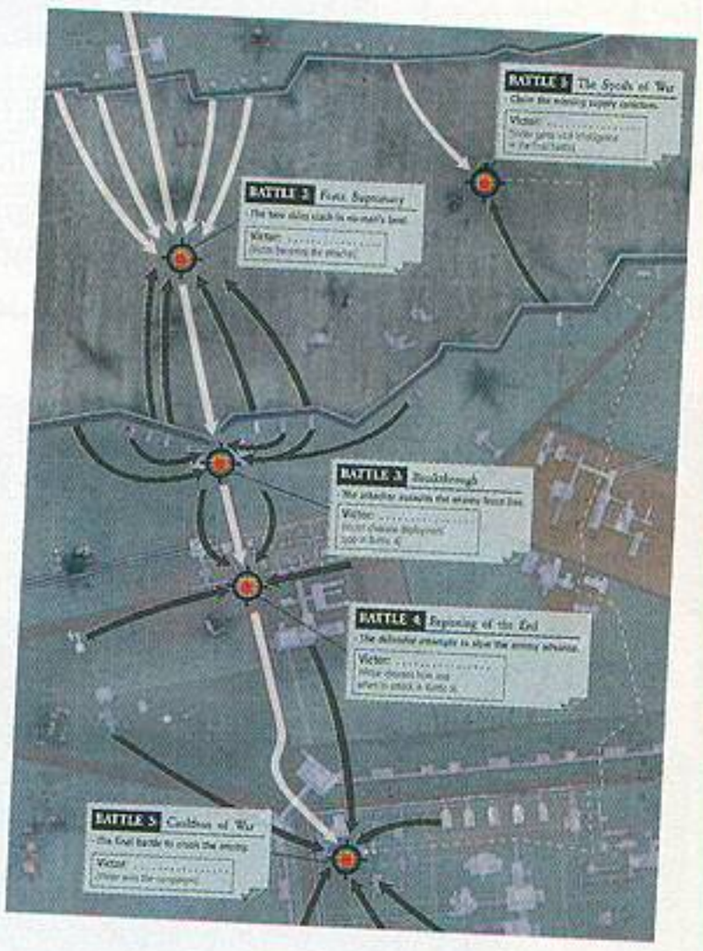
Hobby Lore

In addition to the new rules and background, the hobby section of this new book is packed with information for gamers old and new. This section shows how to collect an army, invent missions, play campaigns, and generally indulge in every facet of the hobby. Andy Hoare was the man behind the splendid hobby section, so we grabbed him to find out why it's such an important part of the book.

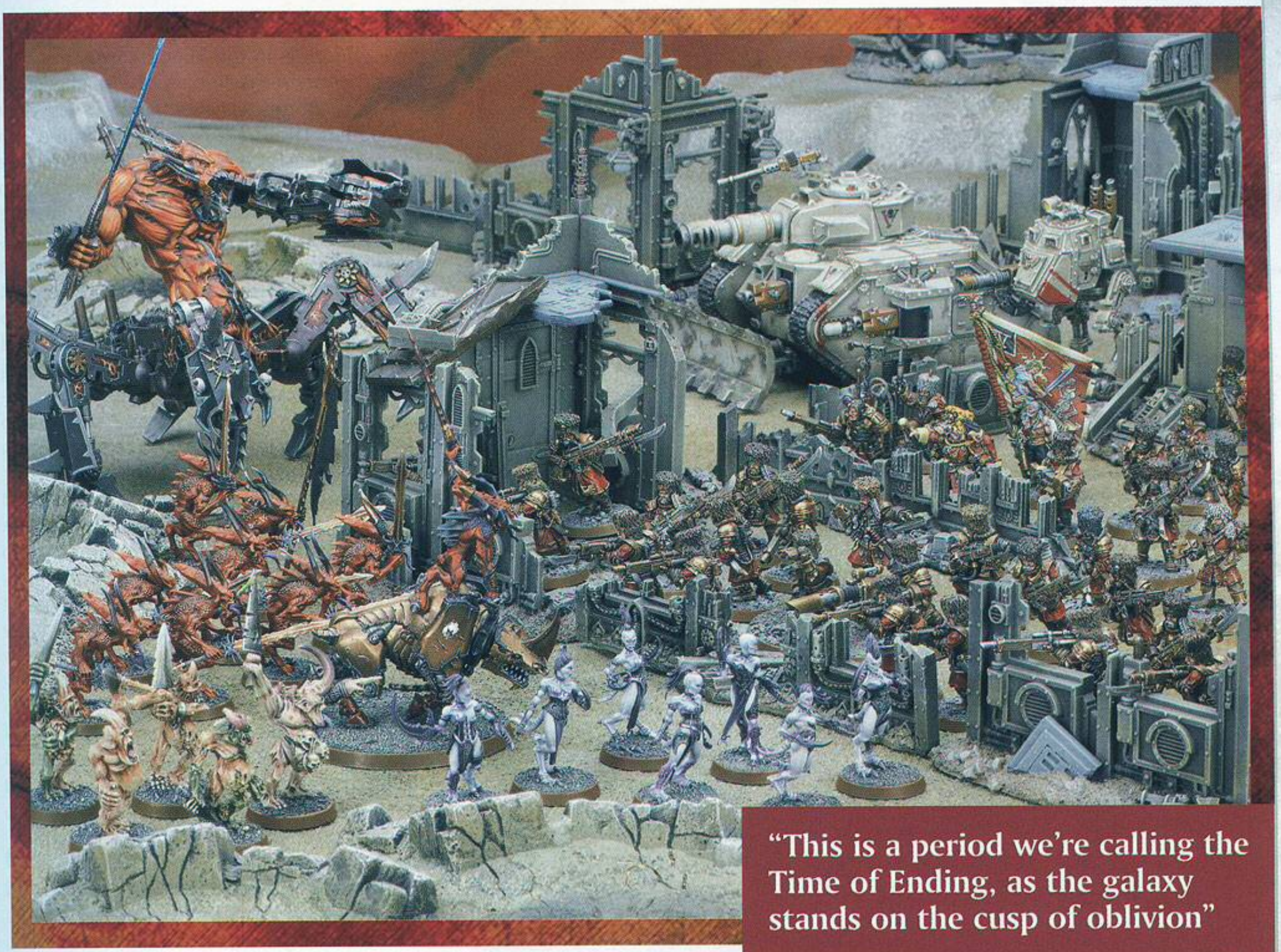
"Lead by example – that was the mantra I used when writing the new hobby section," states Andy. "What I've tried to do with the hobby section is pack it with cool stuff and advice and then give rock solid examples of each. A good case in point is explaining how to invent new missions. Not only do we advise how to do it, but then we illustrate it with the 'Yarrick's Stand' scenario, based around a nice little background extract, which we then turn into a simple scenario."

Another important point about the hobby section is how it caters for hobbyists of all levels. So the terrain section, for example, builds up from showing you how to set up terrain kits, to making cool little objective markers, all the way up to the awesome custom terrain that will have expert modellers reaching for their tool kits.

"The campaign section follows this format as well", says Andy, "starting with a small, six-scenario set of games, which we then play through and report on, before guiding you through to more complex stuff like the good old map-based campaign."

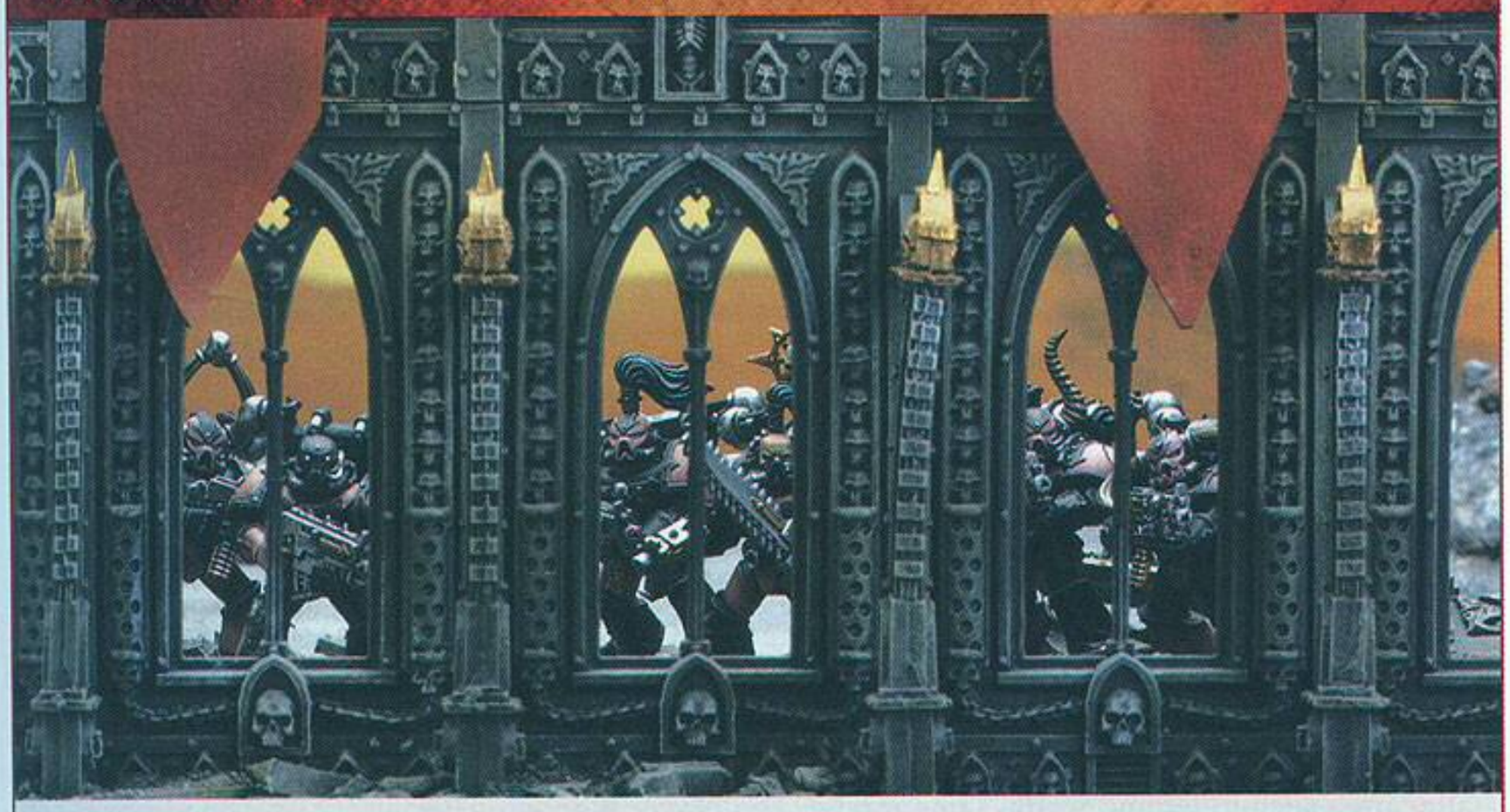


Here you can see just a few elements from the hobby section of the book. There's a campaign map (above) and a variety of scratch-built objective markers (left) that you can easily make and use in your own games.



"This is a period we're calling the Time of Ending, as the galaxy stands on the cusp of oblivion"

TRUE LINE OF SIGHT



One of the most prominent changes is how line of sight now works. Basically, if you can see it, you can shoot it! In most cases it will be obvious what targets a model can see. If not, players need to stoop down over the table to get a "model's eye view". Of course, this method does mean that there are occasionally border-line cases when it is quite hard to decide if a model can see a target or not, but sporting players will always be generous and give their opponent the benefit of the doubt.

In the photo above the Chaos Space Marines are visible through the windows. It's now irrelevant how far into the area terrain they have been placed. The rule is simple: if you can get a model's eye view of the target then you can shoot it.

"When you are deciding if a model can see a target, there's only one rule: get down to the model's point of view and look."

We've gone for a much bolder, more radical approach and have even changed some fundamentals because, frankly, we needed to. That's not to say it's a different game, it's still very much Warhammer 40,000, but we've tried to make sure the rules system doesn't get in the way of having great battles."

Alessio's not one for mincing words, so when he mentions bold changes, there's no doubt he means it. Most of all I'm intrigued by his comment about not letting the game system get in the way – what does he mean by that? "We've taken out as much abstraction as we can. The very nature of a tabletop wargame means that there will always be a certain amount, but an over-reliance on it can needlessly distance you from the miniatures you're gaming with. After all, 40K is a game about playing with your lovingly painted models, not gaming with counters." The place where this is most evident is in the Shooting phase, which has seen the lion's share of changes, while movement remains largely unaffected. The line of sight rules in the Shooting phase are one of the largest and most obvious changes to how the game now works. "In this version of 40K, line of sight is real," states Alessio. "We work purely on the model's eye view. When you are deciding whether a model can see a target, there's only one rule: get down to the model's point of view and look. Only one exception comes to mind – the members of your own squad are 'transparent' so they will never block your line of sight, as they are assumed to be trained to cover each other, take the best positions and generally not get in each other's way during a battle." While on the face of it this may sound like a simple change, it does fundamentally alter how the game plays and feels. Before, you had a distant, god-like perspective. Now you are firing the gun, because you have to get down to the miniature's plane; it's more dramatic. "It does change the perception of the game. Instead of being above the action, you're right in it," agrees Alessio.

Playing a game with the new line of sight rules, you soon realise that there's more shooting than before. With no terrain abstraction or size categories, las-beams and bolt shells fly through the air more furiously than ever, but the game remains balanced and you'll still find, in most cases, that there are models left on the

TAKING CASUALTIES

As always, models in a unit that share the same equipment, profile and rules are removed as casualties chosen by the player who owns the unit, but it's always been more complicated when a squad consists of different types of models. Casualty removal in these complex units has been simplified so you don't have to track excess wounds, and so on.

Now the player must allocate one wound to each model in the target unit before he can allocate a second wound to the same model. The player then allocates a second wound, again going through the whole unit before he allocates a third, and so on. The clearest way to do this is to literally place the wounding dice by each model in turn until you have run out. Now pick up all the dice from the models that are identical and roll their saves. Then roll the saves for the individual models with different weapons, saves or profiles.

In the example above, the Chaos Space Marine squad has come under heavy fire and has taken eight wounds. The Chaos Space Marine player has to allocate a wound to each member of the squad, as indicated by the white dice. He then allocates each of the three remaining hits onto the Chaos Space Marines with bolters (shown by the red dice) thereby increasing the chances of the Aspiring Champion and plasma gunner surviving.

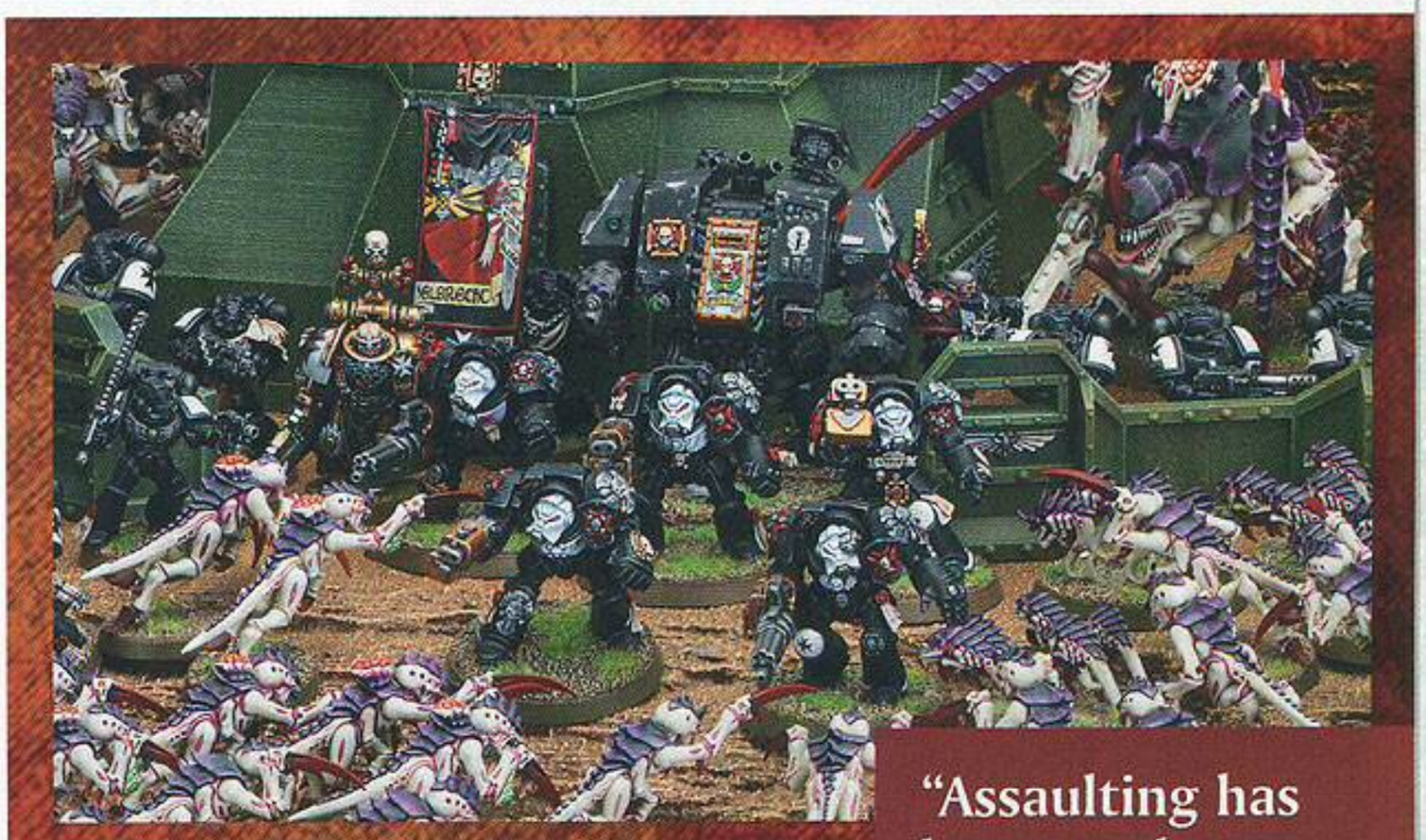
table in the later stages of the game. "To compensate for the increase in shooting, I've improved cover saves, both in terms of who gets them and the protection they offer. Now, more often than not, a cover save will confer a 4+ save. More drastically, shooting through intervening squads, whether friend or foe, automatically awards the target a 4+ cover save. There's also a new rule called "going to ground", that even a target in the open can take advantage of. A squad that has been shot at can declare they are going to ground and increase their cover save by +1. If they are in the open they gain a 6+ cover save, representing them hugging the ground for all they're worth!"

The new line of sight rules are far from the only change to the game, so I ask Alessio what else is new. "Another big change in the Shooting phase is that all units of infantry can now run," he replies. It works just like the fleet rule – you can't shoot but can move an extra D6"." What about troops who still have the fleet ability, surely they've lost out now that every grunt can run about in the Shooting phase? "The key difference, and it's a big one, is that troops with fleet of foot can still assault in the Assault phase. Troops that simply run cannot," answers Alessio.

Getting Up Close

It's not just the Shooting phase that has had a bit of an overhaul. The Assault phase didn't escape Alessio's scrutiny either. "Assaulting has been made simpler, less exploitative and more brutal." Moving into assault works pretty much as it did before, but your opponent now moves unengaged models 6" towards the combat, very similar to a Pile In move, before any combat takes place, meaning there are more attacks in the average combat, and so it's far fiercer. "Crucially," continues Alessio, "all models that are locked in combat before the fight is resolved can participate. This means that the tactical casualty removal that plagued the 4th edition of the game no longer works; your power fist guy will now always get to fight. If your opponent doesn't want to get hit by a power fist, then he's going to have to slay him, he can't stop him through sneaky tactics."

An Ultramarines Company Champion – fearsome in combat.



"Assaulting has been made simpler, less exploitative and more brutal."

SNEAKY TRICKS

One of the banes of close combat squads in the previous edition was the way that casualties could be removed during assaults. Called Tactical Casualty Removal in certain circles, this often led to canny players deliberately choosing casualties in contact or close to powerfully armed models, such as characters with a low Initiative, who could not fight when it was their turn to strike. Although this was a sensible, viable tactic in 4th edition, we found it very "gamey" and counter-intuitive. To remedy this, the assault rules have now been tweaked so that all models that can fight at the start of the combat will get to try and land a blow even if there's no one in front of them when it's their turn to strike, assuming of course, that they're still alive.

If the example above was from a 4th edition game, the Space Marine Sergeant with powerfist (A) would be unable to fight in the assault because the Ork player has removed three Ork casualties, leaving no opponents for him to attack. However, in the new edition he can still participate in this combat as he was engaged with an enemy model at the start of the assault.

An Ork Nob with power klaw – he'll get to use it more often now.

"Providing he's still alive, your power fist guy will now always get to fight!"

SELECTING MISSIONS

Missions are randomly chosen by first selecting a mission from the following three:

1. Seize Ground
A multi-objective free for all, with lots of movement, capturing and recapturing objectives.

2. Capture and Control
Both sides are trying to capture the enemy base while simultaneously defending their own.

3. Annihilation
Pretty obvious from the title – wipe out the enemy force.

Once you have your mission, a deployment type is selected:

1. Pitched Battle
A classic style of engagement, familiar to Warhammer players and veterans of previous editions of 40K.

2. Spearhead
Both armies are trying to outflank one another in a welcome return for table quarter deployment.

3. Dawn of War
An escalating engagement that sees players deploy scouting units deep into their table half before the sun has fully risen.

Now, I don't mind admitting that combat resolution in 40K, especially in the last edition, used to flummox me – there was a bit too much maths for this simple writer to attempt in the heat of combat. Luckily the design team agreed with this sentiment. "Combat resolution is much simpler and more of an absolute," says Alessio. "There are no more ratios to deal with, or models that count as multiple models, and so on. If you lose by three casualties you take a Morale check at -3, it's as simple as that."

Another assault change worthy of note is that consolidating squads can no longer move into combat. "That's definitely one to cheer up Imperial Guard and Tau players," says Alessio. "We didn't think these 'back door' assaults were fair. It was weighted too much towards fast moving assault troops. This way 'shootier' armies will get another round of firing, if they are deployed well enough."

"When assaulting vehicles you now always use the rear armour value."

Vehicles in Warhammer 40,000 always seem to come under scrutiny when there's a new edition and in this version of 40K it's no different. Vehicles have had their fair share of tweaks but, like a lot of changes, the aim has been to make them simpler to use. The most noticeable change has undeniably been inspired by Apocalypse. "Well, it was more like Apocalypse was the test bed for what we had in mind for 40K. So you no longer have three separate vehicle damage tables to remember," states Alessio, as I breath a sigh of relief – I'm one of those players who could never remember them *(Hall, you can barely remember to come to work in the morning! – Ed)*. "As a consequence of having only one table, there are only two results where a vehicle is destroyed. This makes vehicles more resilient as they've gone from a 50% chance of being destroyed on a penetrating hit to a 33% chance. Normally, the highest you can get from a glancing hit is a 4 on the table, which means most glancing hits will only immobilise a vehicle. Conversely, infantry attacking a vehicle, just like in real life, are very dangerous as they drop grenades in through hatches or fire shots directly into vision slits. So we've made that more deadly, meaning that when assaulting vehicles you now always use the vehicle's rear armour value."

There are numerous other less significant changes to vehicles as well, two of which have always been bugbears of Alessio's. "Dedicated transports can now carry any squad, I've always found the rule confining them to the parent squad needlessly restrictive. You can also ram with vehicles now. This came out of a White Dwarf battle report I was playing against Gav, in which I found it really frustrating that my Chaos Space Marine Vindicator with a heavy dozer blade couldn't smash aside an immobilised Sentinel – well now it can!

VEHICLE DAMAGE

D6	RESULT
1 or less	Crew – Shaken
2	Crew – Stunned
3	Weapon Destroyed
4	Immobilised
5	Destroyed – Wrecked
6 or more	Destroyed – Explodes

Modifiers:

Glancing hit	-2
Hit by 'AP–' weapon	-1
Hit by 'AP1' weapon	+1
Target is open-topped	+1

Vehicle damage is now calculated on just one table with a few modifiers.

Missions Matter

It's strange that we've yet to come to the most wide-ranging change to the game system, but that's because its not in the Movement, Shooting or even the Assault phase; it's in mission selection. "We've totally scrapped the old system and introduced a brand new one. The new missions have more variety. You had five standard missions before; now you have

three mission types and three deployment types, giving you nine possible combinations of game scenarios. Two of the mission types revolve around capturing objectives. Now, the important point is that only squads selected from the Troops section of the army list count as scoring units and so can retain objectives for the purposes of the victory conditions. We've done this for two reasons. Firstly it's a very realistic take on warfare, where specialist squads would go in and eliminate resistance around a strategic point and then place it in the hands of the grunts – the squads that form the bulk of the force. The elite troops don't hold objectives, they move on to capture the next one. From a gaming perspective this puts some emphasis on Troops again, which have been seen as a necessary evil rather than a useful component in their own right."

You can, of course, carry on taking your minimum requirement of Troops but with two thirds of the missions (and don't forget you randomly choose the mission type after you've selected your force) involving holding objectives, it is a risky ploy. "By the same token," adds Alessio, "taking an army consisting entirely of Troop choices is not a game winning formula either. Many playtesters tried this and soon found that their forces lacked punch. What the new system does is encourage and reward balanced forces."

As you'll have gathered from reading through this, the 5th edition of 40K is more than a handful of tweaks and a few cosmetic changes. There's no doubt its still Warhammer 40,000, but it does play as a different beast – albeit a more handsome, streamlined beast. "It's a far more intuitive system," Alessio agrees. "It came from a need for realism. Players were not playing the game as written. In our stores, in their homes and at clubs, people were playing in a far more intuitive way. If they could see an enemy model standing in the window of a building, they'd try and send a krak missile into him. So the game system needed to catch up with the hobbyists, so to speak. But to make this work we assume gamers will play in a friendly way. This game requires you to play with a gracious, cooperative spirit. You have to make the game work for you, your opponent and the story you're creating. It is a move away from the ultra-competitive style that has become more prevalent in 40K over the recent years. But let's not forget its roots are in Rogue Trader, which actually required you to have a games master. As well as this, the emphasis on Troops and capturing objectives changes the way you think and compose your army lists – again, making for a more realistic, fairer game. And with the new line of sight rules, like I said earlier, the whole perception of how you play your games has changed. You no longer stand aloof above proceedings; you get involved at a model's eye level, participating in every shot fired. It works, but above all it is fun."

"You have to make the game work for you, your opponent and the story you're creating."

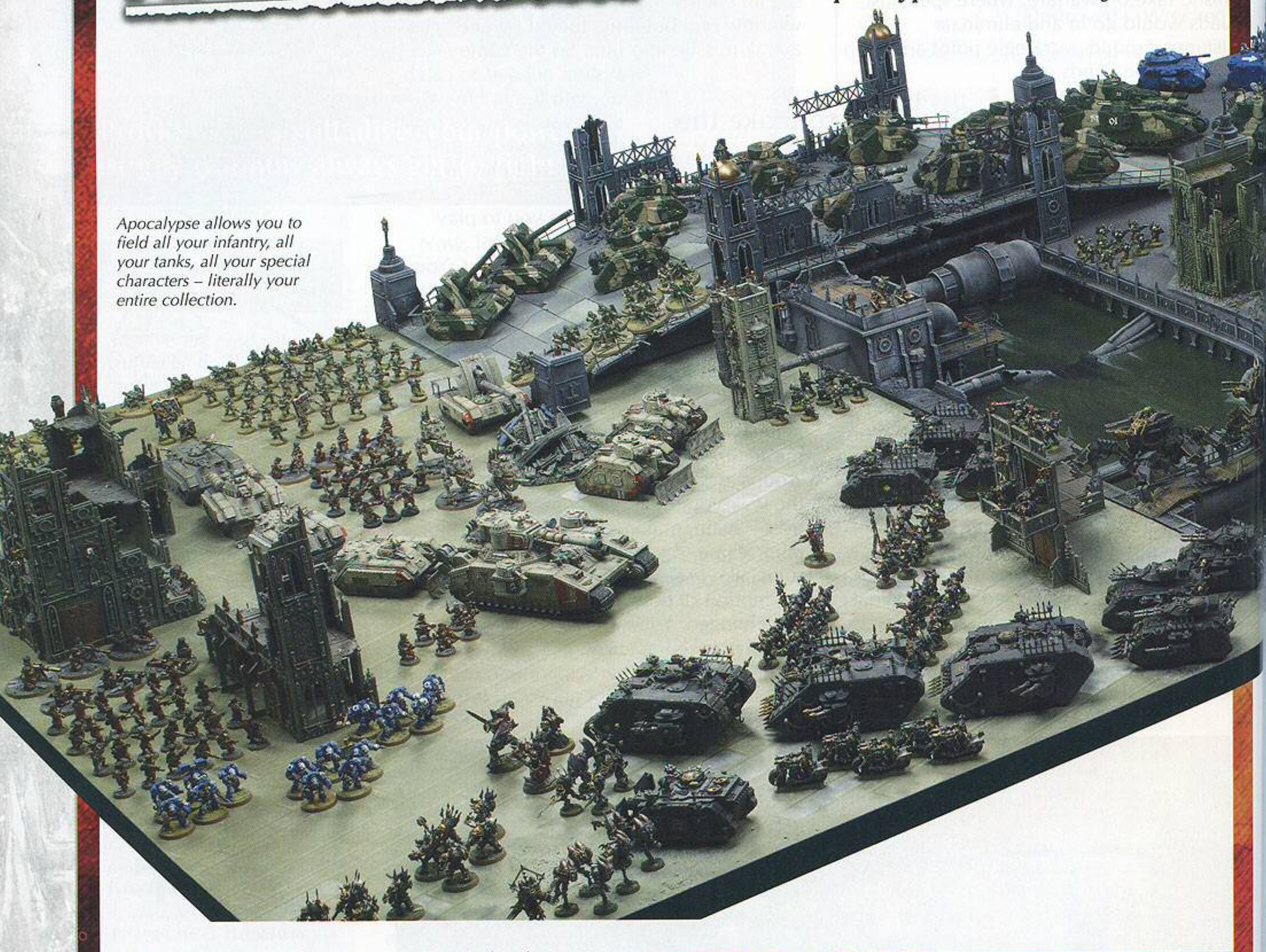
GAMING ACCESSORIES

Made especially for the new version of 40K, the plastic counter set has everything you'll need to jog your memory during a battle.

Like the new rules, the new counters keep everything clean and easy.

WARHAMMER 40,000 APOCALYPSE

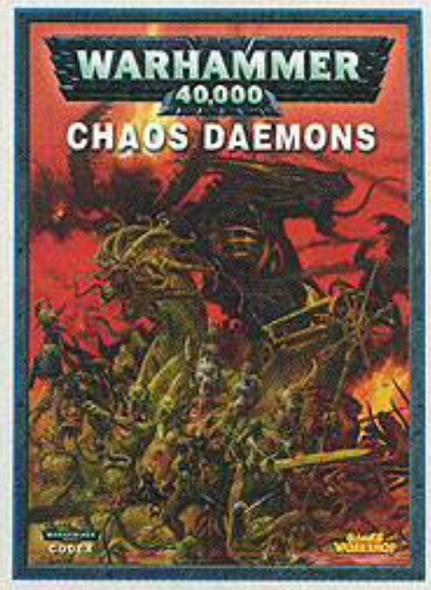
The series of Warhammer 40,000 Expansions provide you with new rules, background, ideas and information for playing your games in different ways. There are currently two Expansions available – Apocalypse and Cities of Death.



Apocalypse allows you to field all your infantry, all your tanks, all your special characters – literally your entire collection.

Apocalypse is the game of gigantic battles, featuring hundreds of models, towering war engines, loads of vehicles, and blast templates the size of dinner plates! In 5th edition, Apocalypse plays just as well as it always did. In fact, you'll find massed infantry combats easier to resolve and tanks won't be quite the super-heavy fodder they have been in the past. The redefinition of what counts as a scoring unit is the most obvious change to playing an Apocalypse battle and will no doubt affect how people build their armies – will they go with more legendary units and special formations, or take loads more Troops? One of the great joys of Apocalypse is that it was designed with friendly, cooperative play in mind. This means that rules disputes are easily solved, leaving all the participants focussed on the most important part of the game – having fun!

WHAT ABOUT MY CODEX?



A question always asked by hobbyists when we update our games systems, especially when there are big changes to the game, is how does this affect existing Codexes? The good news is that all Codexes are completely compatible with Warhammer 40,000 5th edition.

WARHAMMER 40,000™

CITIES OF DEATH

The whole character of city-fighting in Warhammer 40,000 has changed for the better with the advent of 5th edition. The new line of sight rules, coupled with the dense terrain in a Cities of Death battle, makes for a fantastic game, as windows, doorways, crevices and alcoves can all potentially hide a sniper or a flamer, where before it was all classed as area terrain. In a way, the Cities of Death rules have come of age, as many of the new rules of 5th edition, such as the emphasis on infantry, were first seen in this Expansion, while the missions add a new dimension to your games.

WARHAMMER 40,000

The Galaxy

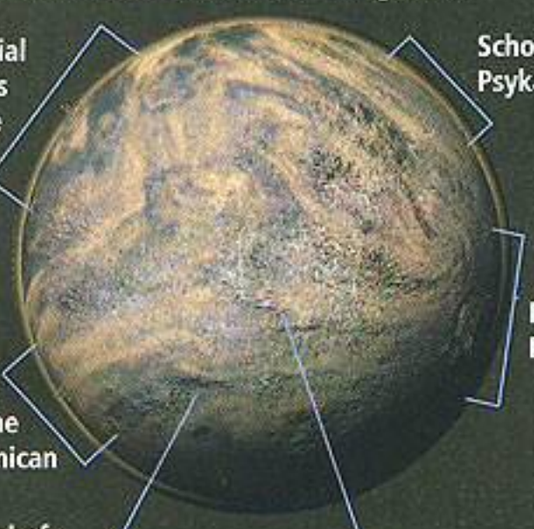
IMPERIUS DOMINATUS

The Age of Battle has begun.

The fires of war burn brightly from star to star. Everywhere the fortresses of Man are steeped in blood and ancient enemies appear from the darkness. Sensing weakness they gather for the kill. They know as we know that night approaches and all mortal life shall be extinguished. We know, as they cannot, that there shall be a new dawn and a new day when we will rise and they will be driven into the darkness forever.

HOLY TERRA

Blessed in his authority,
here dwells the most beneficent Emperor.



Terra is the slow-beating heart of the Imperium, a sacred world of power and majesty that has become legend. It is the site of the Golden Throne; the demesne of the Immortal Emperor of Mankind. The breathtaking architecture of its soaring buildings strike awe into the hearts of the supplicants below. Forbidding statues of angels and Primarchs loom down from their eyries, their sightless stare driving out all thoughts of heresy. Truly it is such a blessing to set foot upon Glorious Terra that most pilgrims never leave.

SEGMENTUM OBSCURUS
HALO STARS
SCARUS SECTOR
CALIXIS SECTOR
FINIAL SECTOR
THE EYE OF TERROR
GOTHIC SECTOR
Naogeddon
Dimmamar
STORM OF EMPEROR'S
Cypra Mundi
Mordian
Valhalla
Chinchare
Belis Corona
Piscina
Cadia
Fenris
Molov
Hydraphur
Armageddon
Elysia
SEGMENTUM SOLAR
Lastraf
Prospero
Golgotha
Ryza
Terra
Catachan
THE MAELSTR
Gathalamor
Necromunda
Macharia
Badab
Krieg
Luther McIntyre
Tallarn
Chiros
Ophelia
Nocturne
V'run
UHULIS SECTOR
Aleusis
Solstice
REDUCTUS SECTOR
SEGMENTUM TEMPESTUS
Bakka
Antagonis
Illustris
Gryphonne IV
THE VEILED REGION

TIMELINE

The Time of Ending draws near. The Emperor's light is fading, yet Mankind shall not pass quietly into damnation.

744.M41

Taggarath, the Seer of Corrinto, proclaims the approach of the End Times. He prophesises a time of unprecedented upheaval, in which even the light of the Emperor is swallowed in darkness. Taggarath is swiftly executed for heresy.

745.M41

The Tyranids enter the galaxy and the Tyrannic Wars begin. Hive Fleet Behemoth destroys the Imperium-held Tyran and Thandros systems. Later that year, Hive Fleet Behemoth descends upon the realm of Ultramar, laying waste to several planets and decimating the Ultramarines. The threat of Hive Fleet Behemoth is finally ended under the guns of two entire Imperial battlefleets. Imperial commanders across the Ultima Segmentum look at their borders with increasing unease.

GHOUL STARS

Quisto'rol

Lunaphage

Porteus

Angelis

Coelia

Desperation

Asylus

Sable

ULTIMA SEGMENTUM

Formund

Hexos

Kar Duniash

Corinthe

Attila

Cirillo Prime

Vengeance

The Ymga Monolith

THE EASTERN FRINGE

Schindelgheist

THE TAU EMPIRE

CHARADON SECTOR

Ichar IV

Espandor

Perdus

Black Reach

False Hope

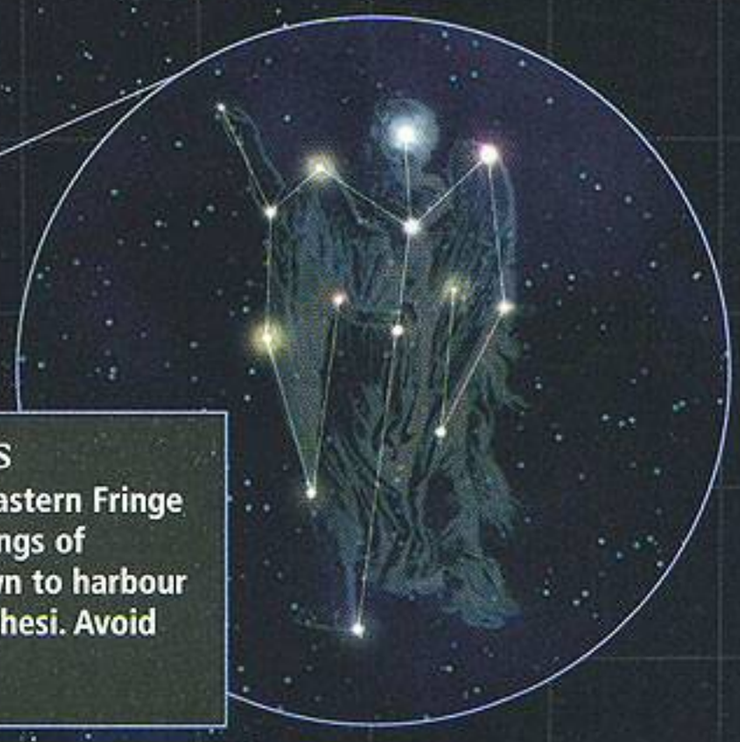
Salem

CRAFTWORLD IYANDEN

Eldar Craftworld, last sighted 992.M41

Eldar Runeform 'The Shrine of Asuryan'

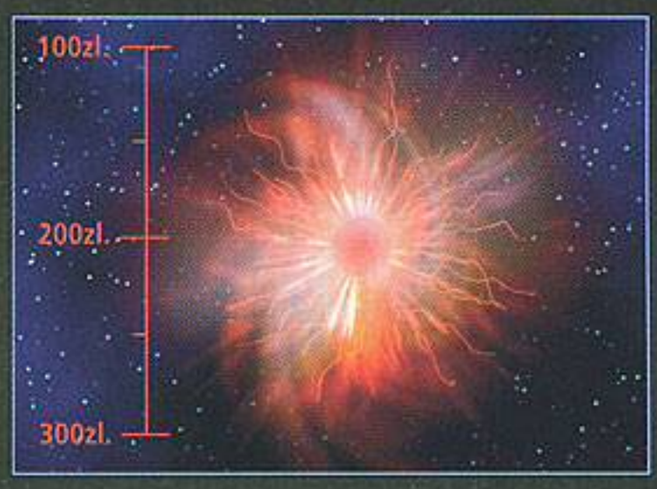
The nomadic remnants of the Eldar race ply the stars in Craftworlds; not spacecraft, so much as gigantic space-borne cities. Some xenoscholars believe that the Craftworlds themselves possess a gestalt consciousness comprised of the ghosts of fallen Eldar who once lived upon them. As with all Eldar craft, they are just as likely to attack Imperial forces as they are to come to their aid.



THE GRENDL STARS

Constellation on far Eastern Fringe once known as the Wings of Sanguinius. Now known to harbour the hyper-violent Barghesi. Avoid at all costs.

SPATIAL ANOMALY 'HADEX'



Anomaly 'Hadex' ++Unclassified++

The 'red hole' known as Hadex is uncategorisable and possibly even sentient. It is believed that it constantly spews time from other dimensions into the southern spiral arm of our own galaxy, thereby distorting all attempts to monitor or control it. The outer rim of Hadex is dotted with ghost ships, trapped in a kind of stasis from which there can be no release.

783.M41 — *Eldrad Ulthran, Farseer of Ulthwé, foresees an Imperial explorator fleet unwittingly awakening a Necron tomb complex on the dead world of Maedrax. Striking swiftly, the Eldar destroy the Imperial ships before descending on Maedrax to purge the Necron presence. As the Eldar withdraw, they are brought into conflict with Space Marines of the Blood Angels Chapter.*

797.M41 — *The Siege of Zalathras. Marneus Calgar, Chapter Master of the Ultramarines, holds the gate alone against the greenskin horde for a night and a day.*

801.M41 — *An unprecedented flicker in the Astronomican throws thousands of ships off course, dooming them to destruction in the depths of the Warp.*

863.M41 — *The Saint Cyllia Massacre. The Adamant Fury Titan Legion turn away from the Emperor and fall to Chaos. They turn their guns on loyalist regiments of the Planetary Defence Force before making their escape.*

THE HIGH LORDS

A few issues back we coaxed our senior designers into talking about Warhammer. Well, we've done it again! Andy Hall braved their wrath to unearth the glorious history of Warhammer 40,000.

Rick Priestley – It's all his fault. Without Rick's intervention we may have found ourselves in other hobbies, like fishing or ping-pong (shudder).

Jervis Johnson – He spends his days pondering the hobby and getting pestered by the White Dwarf team for the latest Standard Bearer article.

It's a well-known fact that senior Games Designers can smell fear. And so I put on a brave face as I entered Rick's office one bright Thursday morning, knowing that if I showed a weakness, they'd all pounce on me like a pack of jackals. Luckily, all four designers were in good spirits, so taking advantage of the situation I quickly turned on the Dictaphone and set to work by asking Rick how Warhammer 40,000 came to be, and why exactly it started life under the title of Rogue Trader.

Rick: Rogue Trader started as a spaceship combat game that Bryan Ansell, as head of Citadel Miniatures, had commissioned me to design. It was to go with a range of spaceships that I'd made before I joined Games Workshop in 1981. One of the understandings of me joining the company was that I'd put that game into production. I remember there was a human spaceship, an Orc ship and an Elf vessel.

Gav: So even at that point you were thinking about juxtaposing fantasy creatures into space?

Rick: Yes, very much – fantasy archetypes in a science fiction setting, although that got shelved as we started to do Warhammer. But even as we were writing Warhammer we began adding futuristic elements into it. So a lot of the original Warhammer scenarios had quite a bit of pseudo-science fiction in there. A lot of the early compendiums and journals we published had rules for bolters and lasguns in. So that's kind of the seminal point where Warhammer 40,000 began.

Alessio: I know the Laserburn game is often mentioned when people talk about the history of 40K.

Rick: People often mention Laserburn in the context of 40K, but this is clearly the case of a little knowledge being a very misleading thing! Bryan [Ansell] wrote a game called Laserburn in the very early 80s. It was a decimal based system so had nothing to do with 40K. It certainly wasn't the "precursor" to Rogue Trader as some hoary old myths claim. The only similarities were a couple of the naming conventions, which we used again because we produced an existing sci-fi range – Citadel Space Farers – which we wanted to re-use for Rogue Trader.

Gav: I know that you'd already written a couple of sci-fi games before you joined Games Workshop.

Rick: Yeah, there was Combat 3000 in the late 70s and Imperial Commander a bit later, both written along with Richard Halliwell, and have a far closer ancestry to 40K than Laserburn ever did – primarily because they shared the same author!

TIMELINE

897.M41 – *The fortress-convent Sanctuary 101, and all Sisters of Battle within, is destroyed by the Necrons. There are no survivors and few tangible proofs of the perpetrators.*

901.M41 – *Lugft Huron, master of the Astral Claws chapter, declares himself the Tyrant of Badab and announces the system's secession from the Imperium. Eleven years of inter-system war follows, wreaking havoc on shipping lanes and embroiling more than a dozen Space Marine Chapters. Huron is eventually defeated, but escapes into the Maelstrom.*

926.M41 – *The Vaxhallian genocides. In less than a month, Chaos renegades, known as the Purge, slaughter fourteen billion Imperial citizens.*

SPEAK

Jervis: I think the important point about 40K's early days was just how long it took to get published. I remember that there was a belief that science fiction tabletop wargaming just wouldn't sell and it was only through Rick being stubborn that we saw the first version of Warhammer 40,000 at all.

Rick: Well I'd originally joined Games Workshop to do a sci-fi game, so after a few years of Warhammer writing I did put my foot down, insisting that my next project should be 40K, or Rogue Trader as it was just called then.

Jervis: Bryan wanted it to share the Warhammer name with Fantasy Battle so he came up with "Warhammer 4000."

Rick: I added an extra zero to make it feel that it was happening so far into the future there would be no connection with the present. Interestingly, the Rogue Trader name was kept for the first edition because in the early days we had a bizarre tendency to advertise products before we'd even made them, so people had known that Rogue Trader was coming for years.

Jervis: Every show we'd attend, the first thing people would ask would be when Rogue Trader was going to be released. So we added the sub-title, as we had to call something Rogue Trader eventually!

"It was only through Rick being stubborn that we saw the first version of Warhammer 40,000 at all."

Rick: Anyway, there's no denying that there was a reluctance to produce a science fiction wargame at first. However, as the book began to take shape everyone quickly realised we had a hit on our hands. Of course, by then it had mutated from a spaceship game, to a roleplaying game, and then into a wargame. Even so, there was a palpable sense of something cool and new being created, both within the company and outside it.

Gav: I do remember that when I got my first copy I couldn't wait to get home and bury my head in the book. There's nothing quite like reading the 40K background for the first time, although it's not as comprehensive or as fully formed as people imagine, a lot more of that came later in books like *Chapter Approved: the First Book of the Astronomican,* and issues of White Dwarf.

Rick: Everyone assumes there was a great plan for how the background took shape, but it didn't come about until I had written the game up. It simply came out as I wrote it sat at my keyboard. People think of the background in Rogue Trader as being dark, gritty and nihilistic, but no one remembers all the jokes! I packed in as many as I could – you've got Ogryns that only talk in two syllables "dib, dib, dob, dob,"

Gav Thorpe – Since this interview Gav has sadly left the company to become a Freebooter. But don't worry, because he'll be back next issue (and beyond) to talk about Dark Elves.

Alessio Cavatore – The rules-smith behind the latest edition. He vehemently denies all claims that he tailored the rules to benefit his all-power fist-armed Space Marine assault army.

941.M41

Waaagh! Ghazghkull descends upon Armageddon. The Orks are defeated only by the extreme stubbornness of the defenders and the combined might of three Space Marine Chapters. Thought dead by his foes, Ghazghkull himself escapes into space.

944.M41

Commissar Yarrick, hero of the Battle for Armageddon, hears rumours that the Ork Warlord Ghazghkull still lives. Leaving retirement, Yarrick sets off in pursuit of his nemesis, vowing to bring Ghazghkull to justice.

963.M41

The Ultramarines clash with a Tau expeditionary fleet for control of the cursed planet of Malbede. When the conflict awakens the Necron tombs hidden on Malbede, the Ultramarines and the Tau join forces to defeat the emerging Necrons. In the wake of the battle, Marneus Calgar initiates Exterminatus on Malbede, but generously allows the Tau to evacuate before the planet is completely destroyed.

WARHAMMER 40,000 Classic Design Notes

1987 1st Edition

The game that brought science fiction wargaming to the masses and its legacy still lives on. Rogue Trader was first presented as a 290-page hardback book stuffed to the gills with the mad writings of Rick's fevered imagination – it's a seminal piece of work.

1993 2nd Edition

The first version of the game that came in a box. You got 20 Space Marines, 20 Orks and 40 Gretchin. The rules were divided into three slim volumes – the Rulebook, the Wargear Book and Codex Imperialis, which presented a fully updated game background.

creatures called Ptera-squirrels, and I don't think we could get away with writing the description we used for Ratlings anymore!

Jervis: The realisation that it was special dawned on us quite early, as we made some massive investments for the size of the company at the time and looking back it was quite risky. The RTB01 Space Marine frame was released, and we were already working on the first Land Raider kit before the book was published.

Alessio: Loads of gamers remember the first plastic Space Marines with fondness.

Rick: Aly Morrison and Jes Goodwin designed the first Space Marine frame. We'd used fantasy archetypes and Space Marines were no different, being inspired by Chaos Warriors. You can see the lineage even now – stocky, broad and covered in armour with large shoulder pauldrons.

Jervis: The Space Marine, Rhino and Land Raider kits were a gamble, but served us well. The Rhino of course, and to a lesser extent the Land Raider, remained in service right into the 2nd edition.

Gav: Ahh, 2nd edition. I joined shortly after its release and did lots of development work on it in my early years so I've definitely got a soft spot for it.

Rick: It was a very timely change. By that point Rogue Trader was strewn across numerous supplements and it was all a bit of a mess.

Jervis: It was indomitable. Rogue Trader in its later years was next to impossible to get into so something had to be done.

Rick: We'd launched the first boxed Warhammer in the previous year, and that had completely reinvigorated the game. So it wasn't too much of a stretch to do exactly the same for 40K; gather all the rules up, simplify a few, and put them all in one place inside a box full of plastic Space Marines and Orks. I think the largest change was to the background itself. By that point we'd defined a lot of it but, like the rules, it was scattered over various publications, so I basically rewrote it and updated it along with Andy Chambers. Andy, of course, became synonymous with 40K from that point on.

Gav: The other thing that changed was how the army lists were presented and, although the core rules were similar to the 1st edition, how you actually played the game changed quite dramatically.

Jervis: That's a good point. If you look at Rogue Trader, the perception was of a game that ran with a games master and was really quite skirmishy. What happened as the game developed, and it wasn't planned, was that we started creating army lists. So the game evolved and changed within that edition. By the end of that period it had turned into a battle game.

Alessio: 2nd edition then followed Warhammer quite closely at that point. It was the first time you got army books, a large supplement came out a few months after, and even the psychic system was very similar to the magic cards that you had in Warhammer at the time.

Gav: Yes, the Psychic phase was the same, with a few subtle changes, to the Warhammer Magic phase, but that meant it also suffered from its weaknesses as well. It seemed to exist as a sub-game within a battle, rather than interacting with the models on the tabletop. It also wasn't very foreign-language friendly.

Jervis: Strangely, we realised this far sooner

> **"People think of the background in Rogue Trader as being dark, gritty and nihilistic, but no one remembers all the jokes!"**

TIMELINE

969.M41 – *The plagueship Terminus Est is reported in the Cando system. The Zombie Plague sweeps across the system in the following months.*

969.M41 – *Raiders from Ulthwé Craftworld strike at Cadian holdings on Aurent, only to be utterly defeated through the genius of Lord Castellan Ursarkar Creed.*

997.M41 – *The Tau Empire begins a third phase of expansion. They capture several Imperial worlds on the Eastern Fringe and show no sign of slowing.*

997.M41 – *The twin tendrils of Hive Fleet Leviathan strike at the underbelly of the Imperium, cutting a swathe of destruction through Segmentums Tempestus, Ultima and Solar.*

for 40K than we did in Warhammer. So the 3rd edition completely scrapped a separate Psychic phase, while Warhammer made it to a whole a new edition with the card system intact.

Gav: 3rd edition was another drastic change, but then 2nd edition, like Rogue Trader, had already had a long shelf life.

Rick: The battles being fought were getting larger, too big for the rules to cope with. The combat system for instance, which I still think is very elegant, while perfect for skirmish systems like Necromunda, really struggled in the mass assaults happening in 40K. So it was a big change, so big, in fact, we had to start all the Codexes again.

Jervis: More important than the changes in the combat system or shooting was how army lists and army selection worked. This was the first time we'd used army list "slots" and categories (Troops, HQ, Elites, and so on), a design mechanic that would later flow over into Warhammer with Core, Special and Rare selections.

Gav: The early 3rd edition Codexes weren't all that popular – although we'd followed the brief that was given to us, might I add!

Jervis: The idea was to get them to work harder and faster; they were smaller and therefore cheaper for hobbyists to buy and we could produce five or six in a year, so they did have their advantages. We realised, though, that gamers were less worried about price and more concerned with the page count.

Gav: We did a lot of stuff in 3rd edition that was very exciting. We introduced three new races – Dark Eldar, Tau and Necrons – the earliest campaign Codex got released in the form of Armageddon, and we released the first in what we'd later term Expansions, called Cityfight.

Jervis: It's 4th edition where the Expansions really took hold, and with two more already in development I can't see them stopping any time soon.

Rick: The important thing about 4th edition wasn't the rules changes, which really were a tidying up exercise, but the concept of the two different-sized rulebooks, it was the first time we had rules for a game system in two different formats. That was quite controversial at the time, the original idea being that the small book you got in the Macragge box set was going to be a "rules-lite" affair. Well, I had to put my foot down once again and made sure the complete rules set was included, knowing it would be a great gaming aid for players. It's something that's now so much a part of the way we do things that there wasn't any doubt the new edition would follow the same format.

Gav: But unlike 4th edition, the new version of the game is far more than just a tidy up…

Jervis: I compare the change to going from 1st to 2nd. It really has reinvigorated playing 40K, not just for me but everybody who has playtested it. I've never seen the Studio gaming tables so busy; you have to book a space in the gaming area over a week in advance now.

Alessio: This edition, along with the recent Expansions like Apocalypse – which plays brilliantly in 5th edition – makes Warhammer 40,000 the healthiest it has ever been.

Rick: The most exciting thing for me is looking at the new Assault on Black Reach box set; the sheer amount of models you get is staggering.

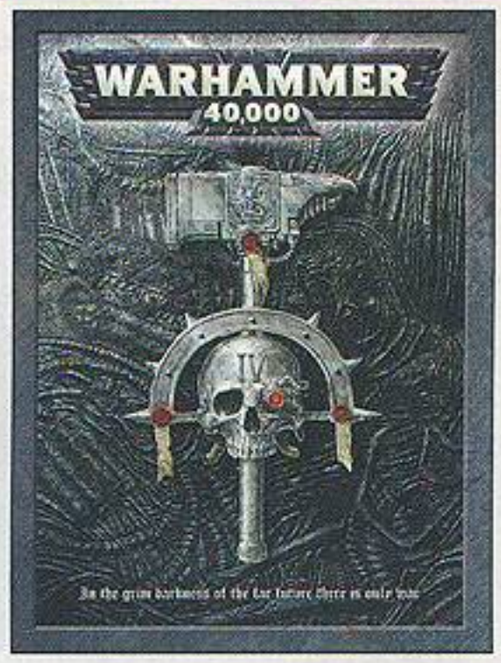
Alessio: Going forwards, the plan is more Expansions showing you different ways of playing 40K and larger, cooler Codexes.

Rick: Yes, I think it's about time the Dark Eldar, Space Wolves and a few others had their turn in the spotlight again. And with the ability to make kits the size and scale of the Baneblade, I can only see things getting better and better.

1998 3rd Edition

The 3rd edition had rules tailored to even larger encounters. The rules were put into one large tome, which you could purchase separately or as part of the boxed game, which was once again crammed full of Space Marines and a new race, Dark Eldar.

2004 4th Edition



This version of the game introduced rules in two formats, a large hardback book for your bookshelf and a handy pocket version for use in-game. The Battle for Macragge boxed game came with Space Marines, Tyranids and a crashed shuttle to fight over.

998.M41

Ghazghkull returns to Armageddon at the head of a new, even greater, Waaagh! Imperial commanders, having learnt from the previous invasion, do not hesitate to commit ever greater numbers of troops to this new battle for Armageddon. Several months into the siege, Ghazghkull grows bored with the grinding stalemate and, leaving his generals to continue the fight, begins the conquest of nearby worlds. Upon learning of the Warlord's departure, Commissar Yarrick joins a Black Templars crusade to finally end the menace of Ghazghkull.

999.M41

The light of the Astronomican grows dimmer. Contact is lost with Ultima Macharia, and is intermittent at best with Macragge and Cypra Mundi.

999.M41

Tech Priests of the Adeptus Mechanicus discover failures in the mechanisms of the Golden Throne that are far beyond their ability to repair.

IN THE PIPELINE

The new rulebook is just the beginning of our plans for Warhammer 40,000. The Studio schedule is bursting with brand new projects – here are just a few cool sneak peaks of things to come.

Games Development

The guys in Games Dev are busy writing a whole new generation of Codexes for your favourite races. We caught up with Games Dev new boy, Robin Cruddace, who's hard at work on the Imperial Guard. Whilst talking to him we discovered he's quite mad – here's what he has to say on his plans for the new Codex:

"You wish to know about the new Imperial Guard Codex? Praise the Omnissiah, for there shall be more tanks. A lot more tanks. We shall crush the enemies of Mankind beneath our steel treads – mwahahaha! Ahem. Now get out of my laboratory. Pass me that spanner on your way out."

Err... thanks, Robin!

Art Department

The artists are as busy as ever – just look at the illustrations they're currently working on for the forthcoming Codex: Space Marines.

Paul Dainton (top) and Alex Boyd (above) toil away on some fantastic new artwork.

Citadel Design Team

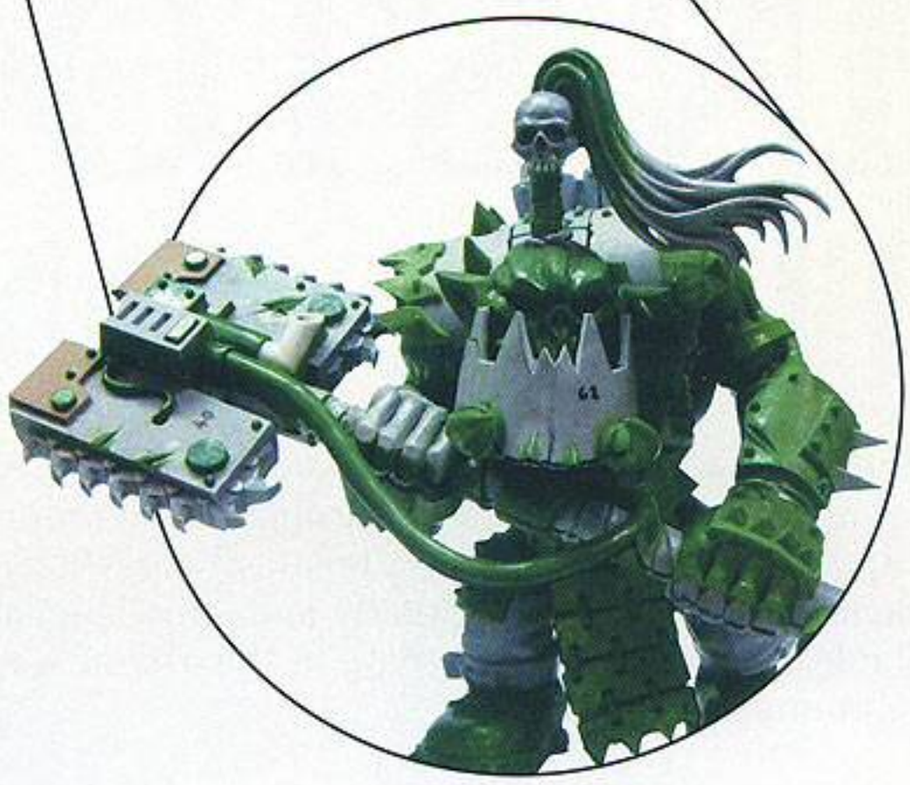
The sculptors of the Citadel Design Team continue to produce gob-smacking models year after year, and the next twelve months will be no different. If you don't believe us, take a look at these exclusive sneak peaks.

No it's not part of a giant Ork, but a piece of a 3-up version of an upcoming plastic Ork Nob.

RESTRICTED

Boss Zagstruk, leader of the Vulcha Squad.

Space Marine Sternguard Veteran.



The complete Ork Nob, still in the "green" phase of design.

WHITE DWARF

Coming Soon

This plastic Space Marine Terminator and Ork Nob are just two of the brilliant new models to be found in the forthcoming Assault on Black Reach box set. And what's more, we'll be giving away a brand new Ork Nob and a Terminator with every copy of White Dwarf 345!

SNEAK PEAK

Space Marine Terminator.

Ork Nob.

THERE IS NO PEACE AMONGST

IN-STORE THIS MONTH

With the release of the new Warhammer 40,000 rulebook all of our stores are gearing up for war! Throughout the month you can take part in all manner of activities, lessons, workshops and battles! Be it a weekend or weekday our friendly and knowledgeable staff will be available to guide or instruct you in the arts of war in the 41st Millennium!

New Game; New Army!

The release of the new rules provides a great excuse to start that new army that you've always hankered after. Now we have the new Citadel Washes and Spray Gun, it has never been easier to get painting a new force, ready to do battle on the tabletop! Bring your chosen forces in to your local store and the staff will be able to show you how to get them battle-ready in no time!

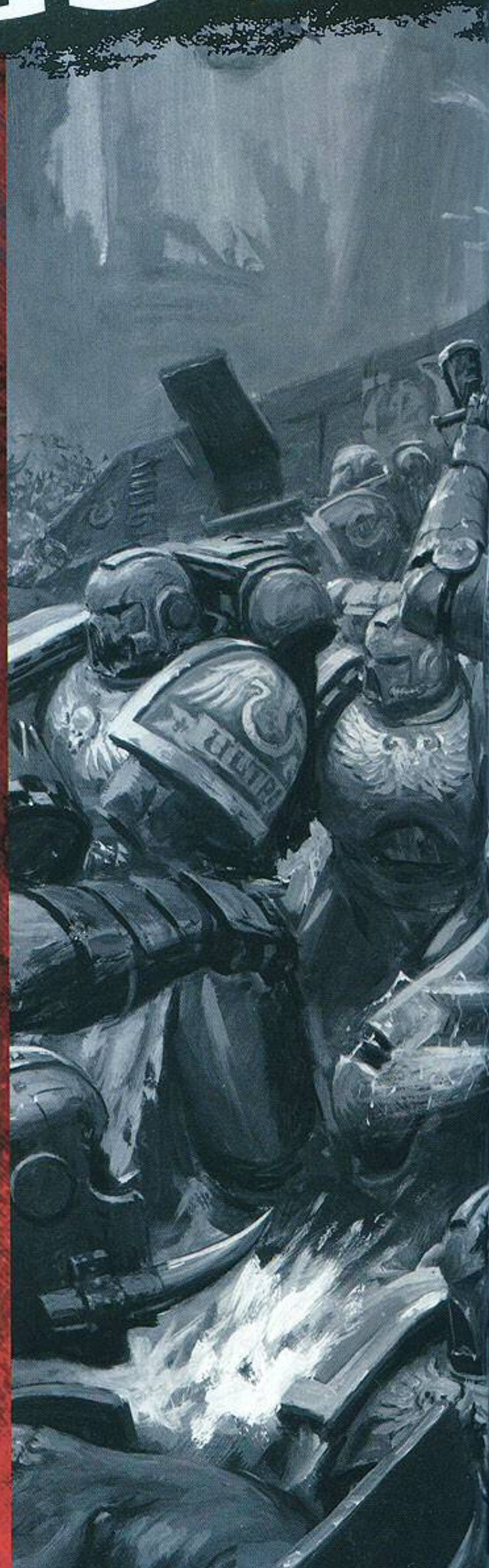
Planning to win.

Whether you are a veteran commander or greenhorn lieutenant, starting a new army is a big commitment and can be a bit daunting. Our store staff are on hand to help with tactical advice, effective army selection and how to start if you are completely lost. Through July many of our stores will be running special army selection and tactica sessions, just ask for details.

In the grim darkness of the far future there is only WAR!

Whether it's a quick tutorial game or a huge battle you are after, you can get involved in a multitude of Gaming sessions in our stores! Most stores have a gaming evening at least once a week and we often hold huge special games on Saturdays. Budding generals and ancient warriors; there will be a conflict to test your mettle!

All of Games Workshop's stores will be offering great Warhammer 40,000 activities like these. Get down to your local store and ask them about the special events and activities they are running.



RING YOUR LOCAL STORE FOR DETAILS, OR LOG ONTO:

www.games-workshop.com

THE STARS

WARHAMMER 40,000

Lieutenant Grice peered over the vox operator's shoulder, glaring at the dials and readouts, as if staring hard enough could summon a response from the machine. For 13 hours there had been no word from the Commander stuck in the trenches with the 173rd Andrian Rifles; nothing since the data-slates had lit up with the unmistakable light traces of incoming traitor drop pods. No word, and with each passing hour less hope.

The Commander must, by now, be dead, thought Grice. He would soon have to see to the defense of the command complex himself, as the traitor marines would soon be upon them, having eliminated the Andrians. Yet he remained inside the bunker, repeatedly quizzing the vox-operator. Sighing he straightened, pulling down the front of his tunic. He was about to turn away when a signifier light sparked into life. The operator leapt from his chair.

'It's the Commander sir! He's alive! Signal's faint but it's definitely him!'

He sat down heavily.

'I don't understand. He says "Spend three and four pence we're going to a dance!" I think he's lost his mind sir.'

Grice was already half out the door, running to the tank pool, almost whooping with excitement and joy.

'No you fool!' he called back, before the bunker door closed. 'That's "Send reinforcements, we are going to advance!" We've got them on the run!'

Imagining a NIGHTMARE FUTURE

The Art of Warhammer 40,000

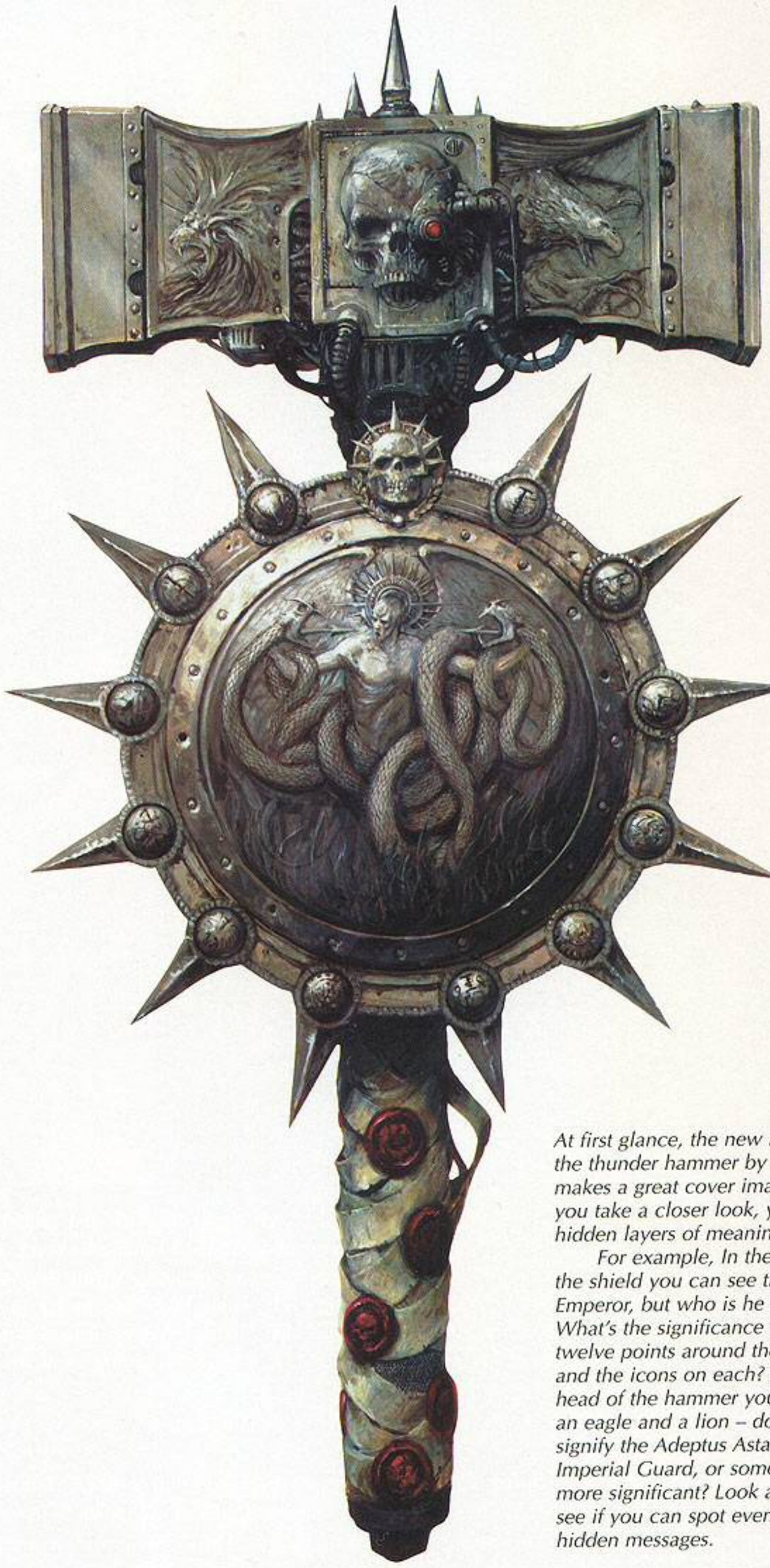
A new edition of Warhammer 40,000 means a whole raft of sumptuous new art. Over the past year, Games Workshop's talented artists have been producing some fantastic new pieces, a small selection of which are showcased on the following pages.

John Blanche is one of the architects of the dark, gothic world in which we play our games. In recent years John has become Director of Art, guiding the next generation of talented artists towards a dark, dystopian future. We asked John about the challenges of producing art for a brand new version of Warhammer 40,000. "It's all about balance and pace," begins John. "People assume that art just randomly appears in a book, but that's not the case – the placement of every piece is carefully thought about."

Many years have passed since the first edition of the game hit the shelves and, as time has moved on, so have technological advances in design and book production. "We're more sophisticated now," agrees John, "both us as designers of the product and the hobbyists who read it, and so you need a good balance of art, graphics and text. Past editions of the game have favoured either a gamer look or more of a background take, but the new edition is the most balanced of any book we've worked on to date."

So how do you portray what the Warhammer 40,000 background is all about? "You have to remain honest and truthful to what 40K is – a dark, crumbling, archaic, gothic galaxy. And so you use key images that stay with you but are presented in a fresh way. That's why, along with the familiar Emperor's Gate piece, we've added brand new panoramic views of alien landscapes and depicted Space Marines in ways you will not have seen before."

As well as these grand concepts, John stresses the importance of the race vignettes that you can see elsewhere in this issue (see page 66). "Dave Gallagher draws these fantastic vignettes and I can't stress how hard they are to do or how important they are. They present the concept of an entire race in one brief picture. They're not paintings of the models they represent, as miniatures don't scale up well, but they're not entirely realistic either or they would lose their impact." One thing is clear, that the art in our games plays just as important a part as the words in telling the story of the 41st Millennium.



At first glance, the new rendition of the thunder hammer by Alex Boyd makes a great cover image. But if you take a closer look, you'll find hidden layers of meaning.

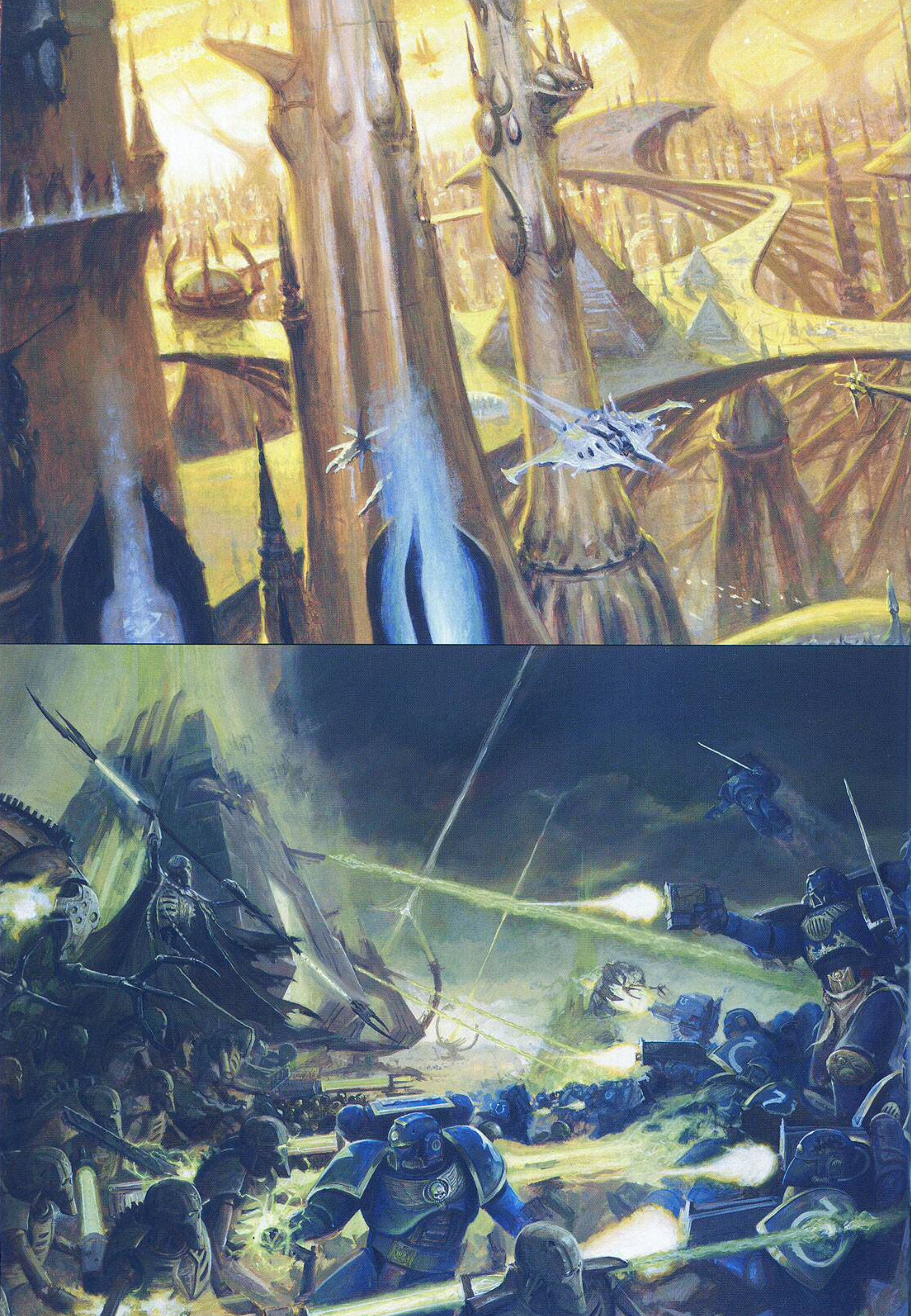
For example, In the centre of the shield you can see the Emperor, but who is he fighting? What's the significance of the twelve points around the shield and the icons on each? On the head of the hammer you can see an eagle and a lion – do these signify the Adeptus Astartes and the Imperial Guard, or something even more significant? Look again, and see if you can spot even more hidden messages.

◀***Left:*** *The illustration of the Emperor's Gate is one of John Blanche's most iconic drawings. "This picture shows an allegorical view of the young Emperor defeating Horus," says John. "The gate itself is beaten out of the melted remains of Traitor Space Marine armour. The gargantuan gate leads to the vestibule of the Emperor's Palace. In the outer room, left in decay, are the serried ranks of banners of the defeated armies. I wanted to demonstrate the awesome nature of the Imperium on Terra, which is a place where buildings can sprawl over entire continents."*

John drew this piece with pencil in the early 90s. At that time John was drawing lots of sketches using pencils ranging from 3H to 8B, largely due to time constraints. However, John found he could still produce a good body of work using pencils as they took less time to produce than full-colour pictures. John created some of the most seminal pieces of Warhammer 40,000 art during this period.

▼***Below:*** *This fantastic colour painting by Dave Gallagher has been produced for the cover of the forthcoming Assault on Black Reach box set. Dave is a veteran at producing great colour box art. The Orks and Ultramarines in the piece are obviously representative of the Citadel miniatures found in the Black Reach box.*

The secret to good box art is a strong central image that draws the eye – in this case it is the fight between the Space Marine Commander and the Ork Warboss which forms the focal point of the picture. As your vision pans out you can appreciate the sheer scale of a Warhammer 40,000 battlefield, from the Space Marines fighting within arm's reach of the fearsome Orks, to the Dreadnoughts and Terminators adding their fire to the fray, and the many thousands of Orks advancing as the battleline recedes into the distance.



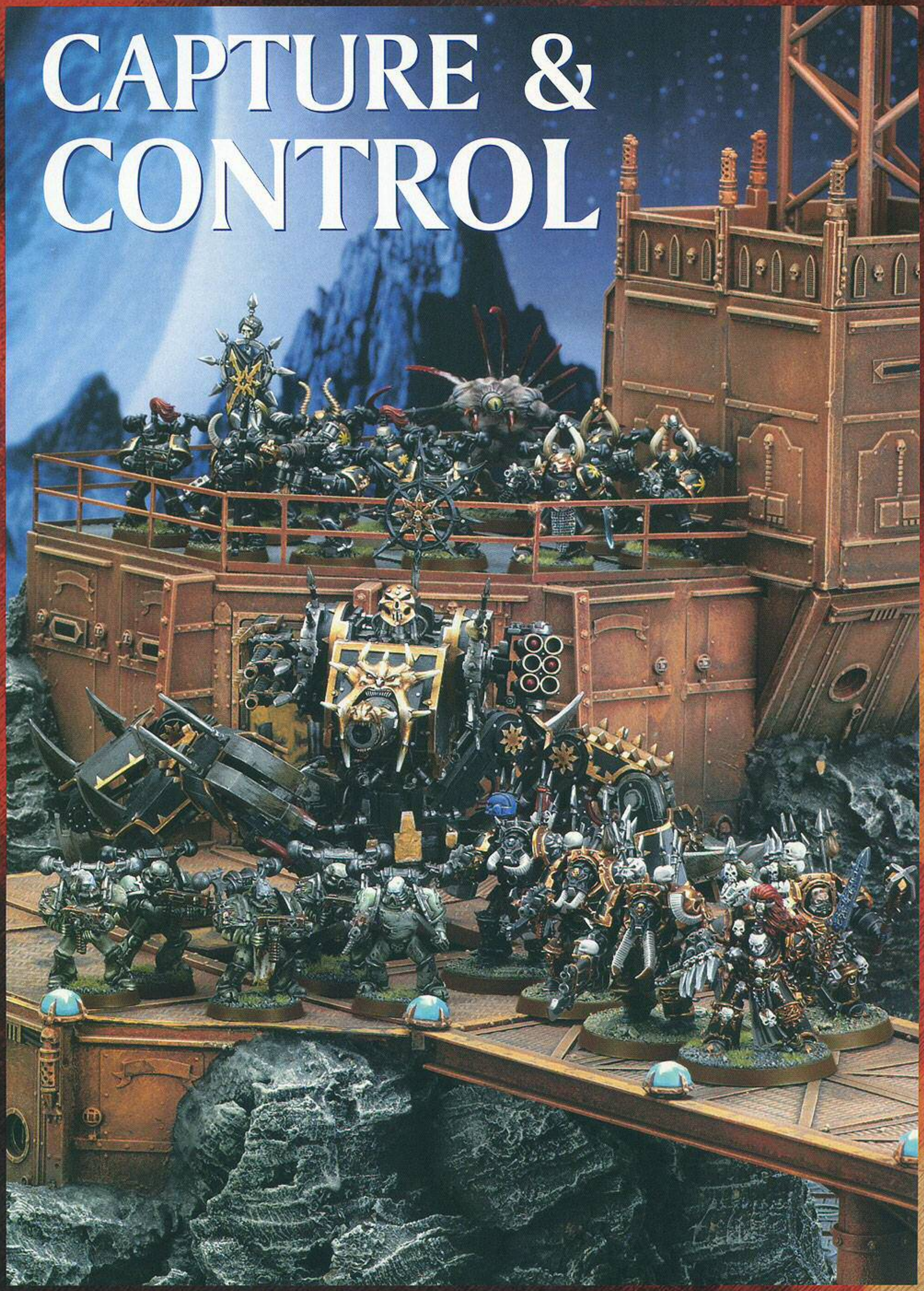
▲***Above:*** *Paul's Eldar Craftworld is one of a couple of xenos landscapes that have been produced for the new book. "A craftworld is more than just a spaceship and that's what I wanted to get across in this piece," says Paul. "You can see the dome and its supports in the background, but you can also see cloud cover, as if there's an atmosphere within the dome." Paul also wanted to take familiar Eldar shapes and place them in a different and unfamiliar context, so you have ships that are clearly Eldar in origin, but like nothing you'll have seen in the Codex.*

◀***Far left:*** *The dramatic Ultramarines vs Necrons picture was painted by Alex Boyd. Alex wanted to depict two armies on an equal footing. "Usually we produce art where it is clear which army is in the ascendant. But I wanted this to be a classic pose of two armies facing off against each other," says Alex. The painting is actually based on the Fall of Damnos, an incident that's described in the Warhammer 40,000 rulebook and one we'll be going back to in the forthcoming Space Marines Codex.*

One aspect that Alex found challenging was the use of green as the predominant colour. "It was interesting working out how blue power armour would look under a dense green hue, and how the green lighting would effect the picture as a whole. Now I know I got it right, I think it actually adds to the whole atmosphere of the piece."

◀***Left:*** *This Paul Dainton piece is of an Ultramarines Veteran hurtling forward into assault against Eldar Guardians. "For this, I wanted to show Space Marines in the thick of the action and actually getting to grips with something," says Paul. As with the other illustrations shown here, your focus is initially on the Assault Marine. But once you've taken in the whole picture you can see hints that there are many other things happening, around and about the picture's subject – the faint outlines of Drop Pods, the smoking plasma pistol and the Eldar in the foreground firing behind the Assault Marine, all suggest that this is a snapshot of a far bigger battle.*

CAPTURE & CONTROL



For this battle report we asked two old rivals, Alessio Cavatore and Gav Thorpe, to take to the field of battle using equally timeless adversaries, the Space Marines and their hated Chaos nemeses.

This month's battle report focuses on the new edition of Warhammer 40,000. We've gathered together two old hands who'll both be fighting with Space Marines – the loyal Ultramarines and the treacherous Black Legion. Alessio Cavatore will be fighting for the Emperor, while Gav has thrown in his lot with the Dark Gods once again. Both players will be going all out for the win, but we'll also be using this battle as an opportunity to highlight as many of the 5th edition rules as we can. If you've read Alessio's design notes *(And if you haven't, you should go and do so right now! – Ed)*, then you'll already have an idea of some of the changes to the game. However, there's no substitute to seeing the rules in action.

We start with the mission selection. Once Gav and Alessio had chosen their respective forces and the gaming table and terrain had been set up, it was time to see what kind of game they'd be playing. Gav rolled for the mission while Alessio rolled for the deployment type. This two-level scenario generation process makes for much more variety in your missions.

The game that they rolled up was a Capture & Control mission using a Dawn of War set up.

Capture & Control

Both sides are attempting to capture the enemy base of operations, whilst defending their own.

Each player chooses a point in his deployment zone to be his objective. After objectives are chosen, deploy your forces as described in the type of deployment being used.

At the end of the game, you control an objective if there is at least one of your scoring units and no enemy unit within 3" of it. The player controlling the most objectives wins.

Dawn of War

A clash of patrols escalates into a major engagement as the sun rises and reinforcements begin to pour in.

The battlefield is divided lengthways into two halves. The players roll off and the winner chooses either to go first or second (Gav won this roll and chose to go first). That player then chooses one of the long table edges to be his own. He can deploy up to two units from his Troops selection and up to one from his HQ selection into his deployment zone (note that dedicated transports for Troops squads also count as a Troop choice for this purpose). His opponent then does the same in the opposite half, but must position his units more than 18" away from any enemy squads. Once deployment has finished, the player that chose his deployment zone first starts game Turn 1.

All units that were not deployed, and were not declared to be in reserve during deployment, must enter the game in the Movement phase of the first player turn by moving in from their own table edge.

During game Turn 1 the night fighting mission special rule is in effect.

GAME STATS

Size
1500 points per side.

Force commanders
Alessio Cavatore (Space Marines) & Gav Thorpe (Chaos Space Marines).

Mission type
Capture & Control.

Deployment type
Dawn of War.

Special Characters
Abaddon the Despoiler.

FORCES OF CHAOS

Ⓐ Abaddon the Despoiler

Ⓣ Abaddon's Retinue – 5 Chaos Terminators with reaper autocannon and combi-meltagun

❸ Squad Bubos – 5 Plague Marines with Plague Champion with blight grenades

❹ 5 Lesser Daemons of Chaos

❶ Squad Torvash – 10 Chaos Space Marines with lascannon, plasma gun, Icon of Chaos Glory and Aspiring Champion with power weapon

Ⓡ1 Chaos Rhino with havoc launcher

Gav Thorpe wrote the Chaos Space Marine Codex so knows this army better than most. But he is cursed with bad luck by the Gods of Chaos, so let's hope the new edition sees a change of fortune!

Gav: Since finishing work on Codex: Chaos Space Marines I have pondered many different army lists whilst slowly assembling my own force. These have all had a distinctly Tzeentchian theme to them, but there are still a few kinks and tactics for me to work out, so I wanted to use something a bit more familiar for this battle report. I really like the backstory behind Abaddon and the Black Legion, so I opted for these dastardly traitors as a solid, all-round force.

I'm sure this will be said a lot about the latest 40K rules, but really it can't be said enough: make sure you have a good number of Troops choices. A couple of bare-minimum squads will leave you really short for capturing objectives in two out of three of the possible missions. On the other hand, load up on too many Troops and you may find yourself short of firepower, anti-tank weapons or some other vital component in your army.

In this department, the Chaos Space Marines are blessed by the Dark Gods. Not only are their basic squads good all-rounders, but the Troops section also contains awesome specialists such as Khorne Berzerkers and Thousand Sons. My first army list contained plenty of these exotic troops, but the army was too small in number. I went back to the drawing board and started from scratch, taking a couple of basic but effective Chaos Space Marine Squads. These form a less specialised foundation on which to build, and make for a more rounded force.

Why wouldn't a Black Legion player want Abaddon leading his army? Sure, the Despoiler of Cadia is 275 points, but he is

S Chaos Spawn

D Defiler

V Chaos Vindicator

2 Squad Magreg – 10 Chaos Space Marines with missile launcher, meltagun, Icon of Chaos Glory and Aspiring Champion with power fist

R2 Chaos Rhino

well worth it! For a suitable bodyguard, I took some Chaos Terminators – I was confident that these would be able to deep strike onto the battlefield where needed and eliminate any opposition nearby, or survive for several turns to contest an objective until Troops arrived to claim it.

In terms of survivability, Plague Marines are pretty close to the top of the list. I needed at least one other Troops choice to feel more comfortable, but didn't want to spend too many points. A small five-man squad with minimal upgrades would be perfect for sitting on an objective and soaking up a disproportionate amount of enemy fire.

Over the years, one blind spot I have noticed in some of my armies is an under-investment in vehicles. To ensure I didn't fall into the same trap, I gave both of the Chaos Space Marine squads a Rhino each so that they could be mobile, backed up by a couple of big ordnance-hurling mechanical beasts – a battlecannon-armed Defiler and a Chaos Vindicator. The templates are big enough to make huge dents in a numerous foe such as Tyranids or Orks, and also hit hard enough to smash through well-armoured enemies like Necrons and Marines. Lovely!

I had some points left over so I invested in some Summoned Daemons and a couple of Chaos Icons for them to pop out of – if they turned up later in the battle they could be a nice little diversion or an extra unit. A Chaos Spawn then filled in the rest of the points very neatly.

So there we go, one army with (hopefully) everything I needed to win a game in 5th edition 40K!

"Why wouldn't a Black Legion player want Abaddon leading his army?"

GLORY OF ULTRAMAR

S Master Sirrus with combi-plasma gun, power fist and adamantium mantle

T Squad Fennius – 5 Terminators with 2 assault cannons

3 Squad Aesclius – 5 Space Marines with lascannon

4 Squad Quintus – 5 Space Marines with plasma cannon and plasma gun

1 Squad Victus – 8 Space Marines with missile launcher, meltagun and Veteran Sergeant with power fist

R1 Space Marine Rhino with smoke launchers and extra armour

Alessio wrote most of the rules for the new edition of 40K. A fair and sporting gentleman wouldn't take advantage of such inside knowledge. But nobody ever said Alessio had to play fair.

Alessio: Call me a geek, but writing an army list is perhaps the part of our hobby I like the most. I love the fact that in your head you play the coming game again and again, trying to work out what is going to happen on the field and what units you are going to need. In the past, when making a 40K army, I used to start from my Troops selections and I always stuck to the minimum two I needed to field. You see, it's part of human nature that if you're forced to do something, you immediately feel you don't want to. So, when told that I had to include two Troops, I immediately wanted to have everything but Troops! That's all changed in this new edition. Troops are now vital to winning two missions out of three, and that makes me feel that I really want Troops units in my army. Indeed, it sometimes feels like the maximum of six choices isn't enough!

I began by picking two Tactical squads, with the idea of mounting them in Rhinos and sending them scampering towards the objectives in a Capture & Control or Seize Ground mission. I also made sure, however, that they had heavy weapons, in case the game turned out to be an Annihilation mission, where firepower is more important than mobility. To make sure I had some hard hitters in an assault, I gave a power fist to both the Veteran Sergeant and the Commander. For the other Troops choices I went for a Scout squad with sniper rifles and a heavy weapon, whose ideal role would be to infiltrate directly onto an objective and then put up a static defence with their move-or-fire weapons. The second Scout squad has the job of outflanking and taking

5 Squad Europus – 5 Scouts with sniper rifles and missile launcher

6 Squad Borus – 5 Scouts with bolters and missile launcher

D Dreadnought Varus with smoke launchers

L Landspeeder Tornado with assault cannon

V Vindicator

2 Squad Tarros – 8 Space Marines with missile launcher and plasma gun

R2 Space Marine Rhino with smoke launchers and extra armour

another objective, so I gave them bolters so they can dish out a great deal of firepower whilst on the move (oh, and a missile launcher, just in case). Finally, I picked two small Tactical squads armed with heavy weapons, to form a firepower base which was still able to hold an objective in case of a Take and Hold mission.

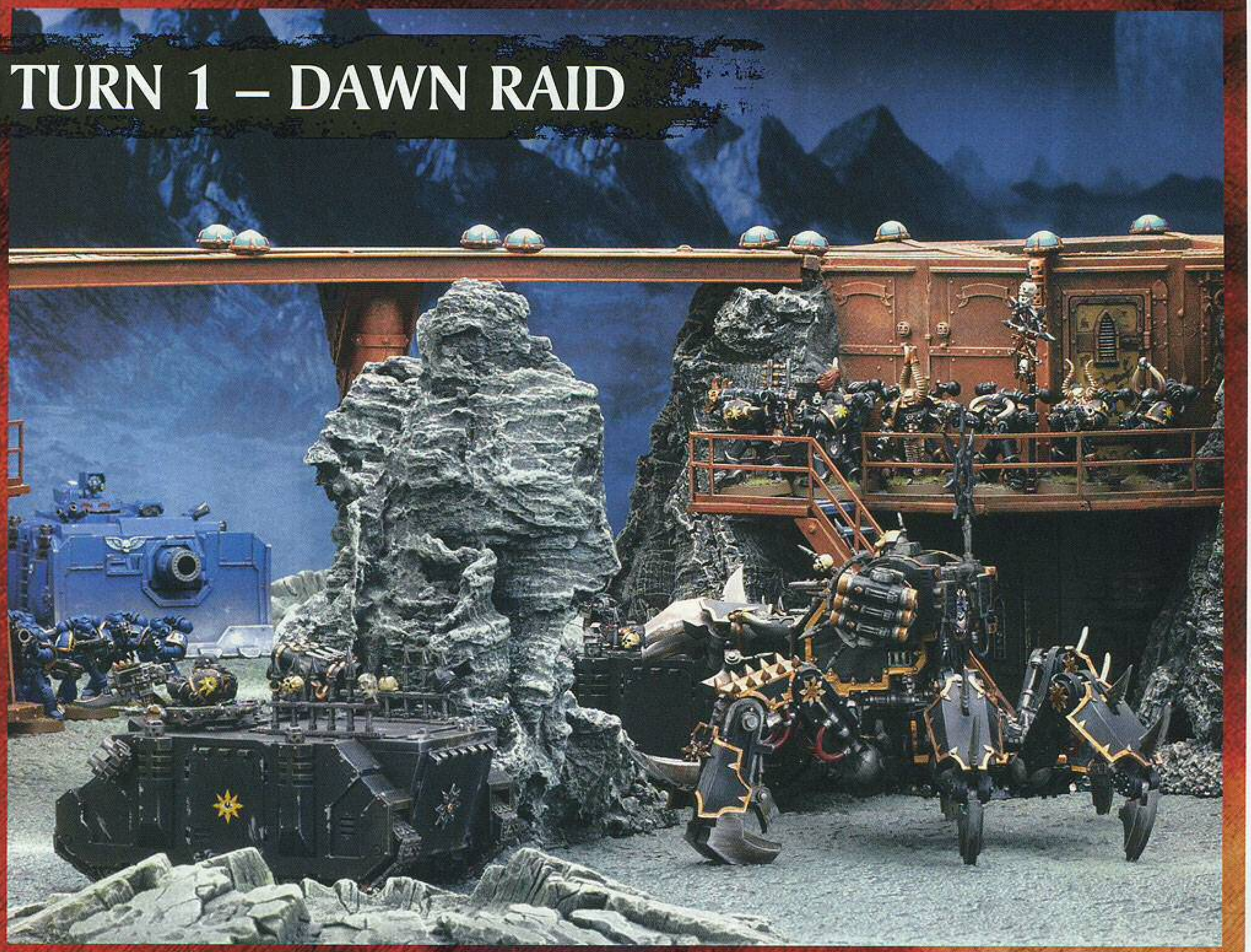
Having picked all of my Troops and HQ, I decided that my army lacked mobility and firepower – in other words, I needed vehicles! I first picked a Land Speeder Tornado. Their ability to zoom 24" to deny the enemy an objective in the last turn of the game can prove decisive. Then I decided that I needed something that could blow up Terminators, Obliterators and other Traitor Marines sporting a 2+ armour save, which led me to the demolisher cannon on a solid Vindicator tank (and let's face it, that big dozer blade seems to be made for ramming Traitor vehicles!). I also included a Dreadnought, as I am convinced that walkers (along with Transports) are the vehicles that have improved the most in the new rules.

Finally, I wanted an elite unit capable of quickly deploying where needed, tilting the balance of power in my favour. I was torn between a unit of Assault Marines and a Terminator squad, and eventually decided for the latter. It was a hard call, however, as I think a unit of Assault Marines has the right mix of manoeuvrability and punch. However, against the firepower of a Chaos Space Marine force, the Terminators' superior armour should come into its own.

And now to battle – let's cull the traitorous scum!

"I really want Troops units in my army. Indeed, it sometimes feels like the maximum of six choices isn't enough!"

TURN 1 – DAWN RAID



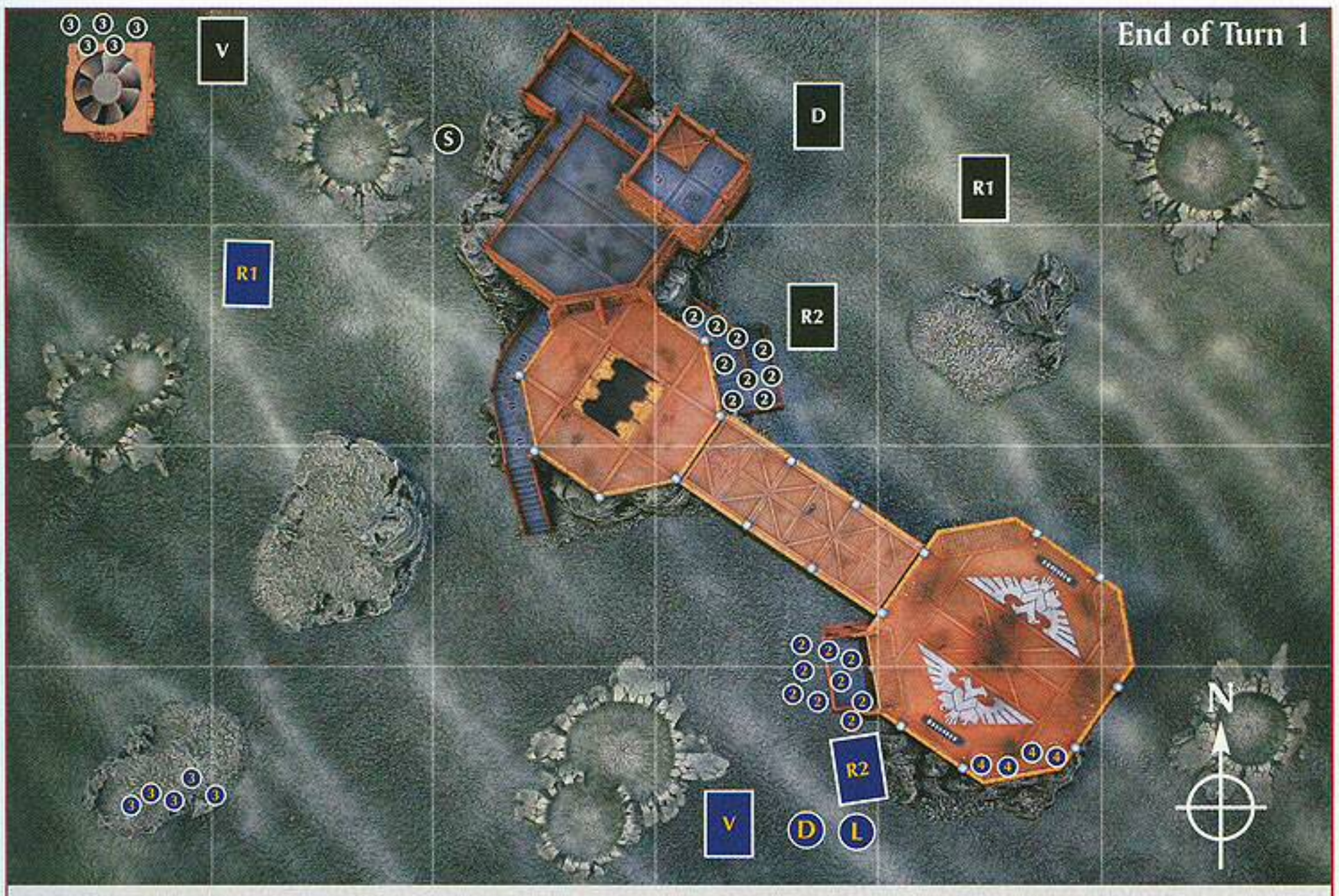
SEIZE THE INITIATIVE

Just before the player that got the first turn begins the game, his opponent may try to seize the initiative, catching the enemy flat-footed. He does this by rolling a dice: on a result of 6 he gets the first turn instead! Alessio tried to do that here but failed to catch the Chaos Space Marines unawares. Note that you don't have to seize the initiative – obviously if you've volunteered to go second or your plan hinges on waiting for the enemy to act first, you might be happy to sit back and let them take the first turn!

Under the cover of the pre-dawn darkness, the two sides deployed their patrols – Gav deployed a Rhino containing Squad Magreg, whilst Alessio deployed Squad Victus and Master Sirrus in their Rhino. Squad Bubos moved onto the battlefield and made for the Chaos-nominated objective – a large turbine in the north-west. The Chaos Vindicator trundled into position and the Chaos Spawn randomly moved 3" forward in the west. On the other side of the communications tower, the Defiler moved onto the battlefield and the Chaos Space Marines of Squad Torvash trundled across the deployment zone in their Rhino.

The shooting began with the Chaos Vindicator targeting Master Sirrus' Rhino, spotting the transport despite the darkness. The Vindicator's demolisher cannon fired, hitting and penetrating the Rhino's armour. Gav rolled on the Vehicle Damage table but was unlucky and only rolled a 1, meaning that the Rhino's storm bolter could not fire next turn. In the previous edition of the game, the Rhino's passengers would have had to disembark, but now they can stay safely inside, as the Commander and his Space Marines did. Gav chose not to fire with the Defiler – instead it ran forward a further D6", as did the Chaos Spawn.

In Alessio's turn, the bulk of the Space Marine force moved onto the battlefield, south of the large gantry that connected the landing pad to the communications tower. Squad Quintus entered a little further east, moving close to the rock face that the players had designated as dangerous terrain in the pre-game session. In the Shooting phase, Squad Quintus used a run move to scale the rock face and climb onto the landing pad. However, the Space Marine armed with the plasma gun failed his dangerous terrain test and fell to his death. The Space Marine Vindicator prepared to fire, targeting Squad Magreg's Rhino – Alessio even used the new L.O.S. Markerlight to check he could see. However, he was thwarted by the darkness, and the tank failed to spot the target. The Land Speeder managed to make out the forms of Squad Magreg, firing its assault cannon and killing one Traitor Marine.



Black Legion Chaos Space Marines

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- 2 Squad Magreg
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- 4 Lesser Daemons
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- V Chaos Vindicator
- D Defiler

Ultramarines Space Marines

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- R1 Rhino
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- R2 Rhino
- 3 Tactical Squad Aesclius
- 4 Tactical Squad Quintus
- 5 Scout Squad Europus
- 6 Scout Squad Borus
- D Dreadnought Varus
- L Landspeeder Tornado
- V Vindicator

NIGHT FIGHTING

Although the rules for night fighting haven't changed, it's worth noting how they work here as they are now used in a third of all Warhammer 40,000 standard mission games in the new edition. When using the night fighting rules, a unit must check to see if they can spot their intended targets in the darkness. Roll 2D6 and multiply the result by 3. This is the distance in inches the unit can see for that turn. If the target is beyond this distance they cannot fire in the Shooting phase.

RUN!

A new rule that all infantry and walkers can take advantage of is the run move. In the Shooting phase, instead of firing a weapon, a unit can move a further D6". This is obviously useful for Troops as it allows them to forego their shooting and get closer to that key, game-winning objective. Alessio used the run move in Turn 1, getting Tactical Squad Quintus to run and climb up onto the landing platform, and ever closer to the objective in the centre of it.

TURN 2 – TELEPORT ASSAULT

ANNOTATIONS

A **The Chaos Vindicator shoots at the Rhino once again. The demolisher cannon hits and Alessio fails the 4+ cover save provided by his smoke launchers. The Rhino is penetrated but Gav rolls a 1 yet again, the only consequence being that the Rhino can't fire its storm bolters for another turn.**

B **The Chaos Spawn charges the Rhino and despite 7 attacks it fails to hit, as the Rhino had been travelling at cruising speed (more than 6") in its previous turn.**

C **Tactical Squad Tarros and Master Sirrus disembark from the Rhino. The Tactical squad moves towards the turbine objective, while Master Sirrus advances toward the foul Spawn.**

D **The combined fire from the Terminators and Tactical Squad Victus wipes out the Daemons. Not a single Warp-nasty remains after the smoke clears.**

E **The Ultramarine Vindicator fires at the Defiler. The shell hits, but Gav makes his cover save to shrug off the shot.**

F **The Land Speeder fires at Squad Torvash's Rhino, getting a penetrating hit, but only managing to destroy the havoc launcher.**

The Chaos Icon Bearer could hold the Daemons in check no longer and a unit of Lesser Daemons burst their way into reality, appearing on the gantry. In the east, the Defiler advanced. The Rhino attached to Squad Magreg moved forward, into position under the gantry before popping its smoke launchers.

In the Shooting phase the leering Daemons immediately ran forward a further 4", making their way to the Space Marine's landing pad objective. Squad Magreg's missile launcher fired at the Ultramarines Dreadnought; it managed a glancing shot, but only rolled a shaken result on the damage table. The Defiler also took aim at the Dreadnought, Gav stooping down to Defiler height to see if the battlecannon had line of sight through the gantry struts, which it did. The ordnance weapon fired and hit, immobilising the target.

The Space Marine turn was a typical Ultramarine coordinated assault, as all of Alessio's remaining units arrived onto the battlefield. The Terminators teleported on top of the landing pad objective, while Scout Squad Europus outflanked on the north-east and the other Scout squad, Borus, came on within assault range of the Plague Marines by the turbine objective.

The Tactical squad that was already on the landing pad moved into place next to the Terminators, before being joined by Squad Victus who had arrived via the heavy duty elevator.

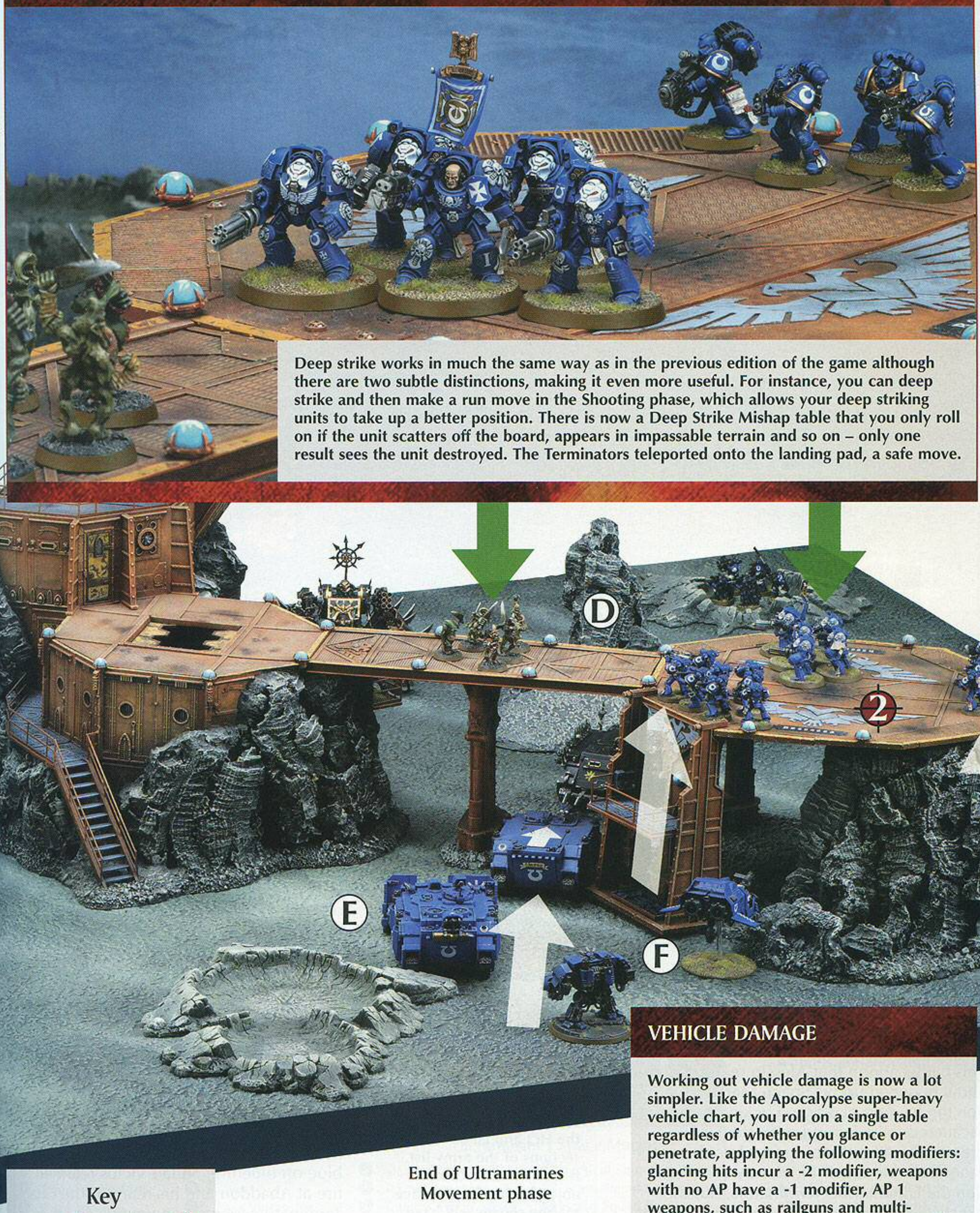
Boosted by the new arrivals, the Ultramarines opened up the Shooting phase with swathes of firepower. The lascannon from Squad Aesclius penetrated the Chaos Vindicator, destroying it in a fiery plume. Unfortunately the resultant explosion wounded the nearby Ultramarines Commander, as well as killing a Plague Marine. Squad Tarros rapid fired their bolters into the Plague Marines of Squad Bubos, killing three of the bloated warriors despite their reputed toughness.

In the Assault phase, Scout Squad Borus charged onto the turbine objective and slew one of the surviving Plague Marines without incurring any losses of their own. Commander Sirrus assaulted the Spawn, which Gav had affectionately dubbed "The Maw", making short work of the tentacled gribbly.

FLANKING MANOEUVRES

Models with the scout or infiltrate special rules can now be kept in reserve and enter play by outflanking the enemy, as both of Alessio's Scout squads did here. When they become available as reserves, roll a D6. On a 1-2 they enter play from the short board edge to your left, on a 3-4 to the right, and on a 5-6 you can choose which side.

DEEP STRIKE



Deep strike works in much the same way as in the previous edition of the game although there are two subtle distinctions, making it even more useful. For instance, you can deep strike and then make a run move in the Shooting phase, which allows your deep striking units to take up a better position. There is now a Deep Strike Mishap table that you only roll on if the unit scatters off the board, appears in impassable terrain and so on – only one result sees the unit destroyed. The Terminators teleported onto the landing pad, a safe move.

Key

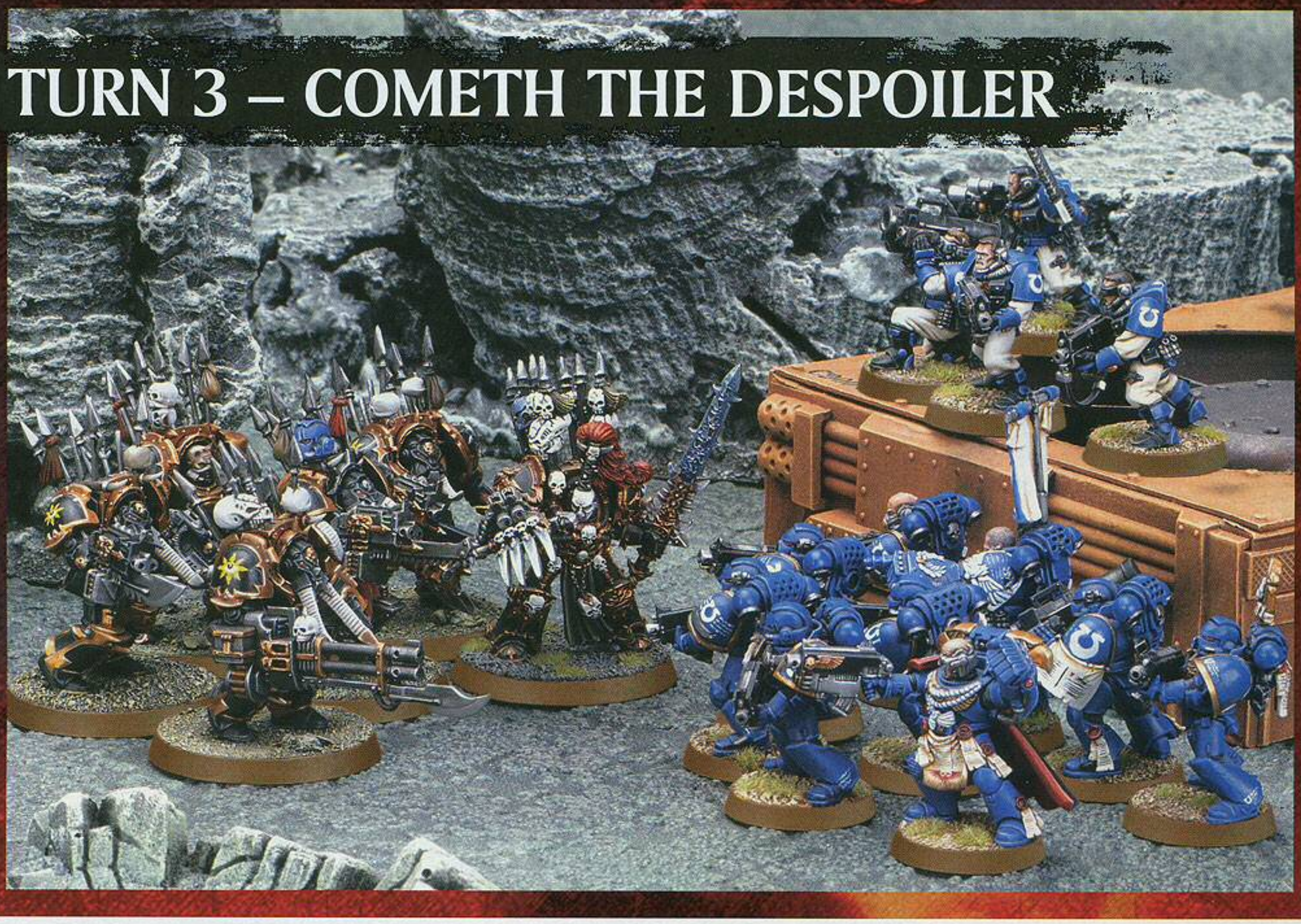
Move · Assault · Deep Strike · Objective

End of Ultramarines Movement phase

VEHICLE DAMAGE

Working out vehicle damage is now a lot simpler. Like the Apocalypse super-heavy vehicle chart, you roll on a single table regardless of whether you glance or penetrate, applying the following modifiers: glancing hits incur a -2 modifier, weapons with no AP have a -1 modifier, AP 1 weapons, such as railguns and multi-meltas, add +1 to the roll, and you also add +1 if the target vehicle is open topped. For ordnance weapons, you roll 2D6 and choose the highest result.

TURN 3 – COMETH THE DESPOILER



Having monitored the battle from orbit and seen the synchronized strike made by the Ultramarines in the previous turn, Abaddon deigned to join the fray and teleported in close to the turbine objective, with a bodyguard of Black Legion Terminators. The Defiler advanced forward and then started to scale the building in an attempt to get a better line of sight to the landing pad. Squad Magreg moved from the stairs and onto the gantry, weapons pointed at the multitude of Ultramarines guarding the platform.

Abaddon and his Terminators wasted no time making their presence felt, firing into Tactical Squad Tarros, scoring an impressive nine wounds. However, the Emperor protects, and only two were slain.

It was only as Gav declared a shot with his battlecannon that Alessio realised quite how bunched up his Space Marines were on the landing platform. Luckily the shot scattered quite far and even the Defiler's reasonably high BS of 4 could not bring the shot back on target. It did, however, land on the Ultramarine Terminators, but their Tactical Dreadnought armour saw to it that there were no casualties.

In the Assault phase the Scouts managed to overcome the lone Plague Marine and took the objective, but with Abaddon close by the question was for how long?

Alessio reacted to the appearance of Abaddon in a decisive manner. The Land Speeder and Vindicator changed course and immediately headed north-west towards the turbine. Sirrus' Rhino made a swift turn and travelled due south towards Squad Aesclius, intending to pick them up and ferry them to claim the objective.

On the landing pad the Terminators advanced forward towards the Chaos lines, while the Space Marines of Squad Victus spread out more, moving along the gantry to within rapid fire range of the Chaos Space Marines. Back in the north-west, Commander Sirrus joined Squad Victus.

In the Shooting phase the Scouts of Squad Borus fired everything they had at Abaddon, including a frag missile that veered dramatically off course and hit Squad Victus. Luckily for the Ultramarines, no casualties were taken from their own missile and, shrugging off the (literally!) blue on blue fire, Squad Victus returned fire at Abaddon and his retinue. The Chaos Terminators took seven wounds in total – five from a well placed frag missile, one from bolter fire and one from a superheated blast from a meltagun. One Chaos Terminator was slain and Abaddon

TROOPS

Troops are very important in the new version of Warhammer 40,000, especially in the Capture & Control and Seize Ground missions, as they are the only unit types that can hold objectives for your force. So Gav losing his Plague Marines, who were holding the turbine at the start of this turn, was a blow for Chaos. Abaddon and his Terminator squad, who teleported down close by, can contest the objective and prevent Alessio's Troops from taking it, but can't claim it themselves as they are chosen from the HQ and Elites sections of the army list. If Gav wants to take the objective his Chaos Space Marine squads will have to hot foot it across the board and into position.

lost a Wound – but he had plenty left.

Master Sirrus aimed his combi-weapon at Abaddon but the Chaos Gods protected their Chosen well, as the Commander rolled a double-1 to hit and suffered two wounds from the overheating plasma weapon. To make matters worse, Alessio then failed both saves! Master Sirrus lay dead, even though he hadn't been shot by a single enemy bullet. Everybody around the table, including Alessio, had a good giggle at this – the Commander could well be scrubbed from the annals of Ultramarines history!

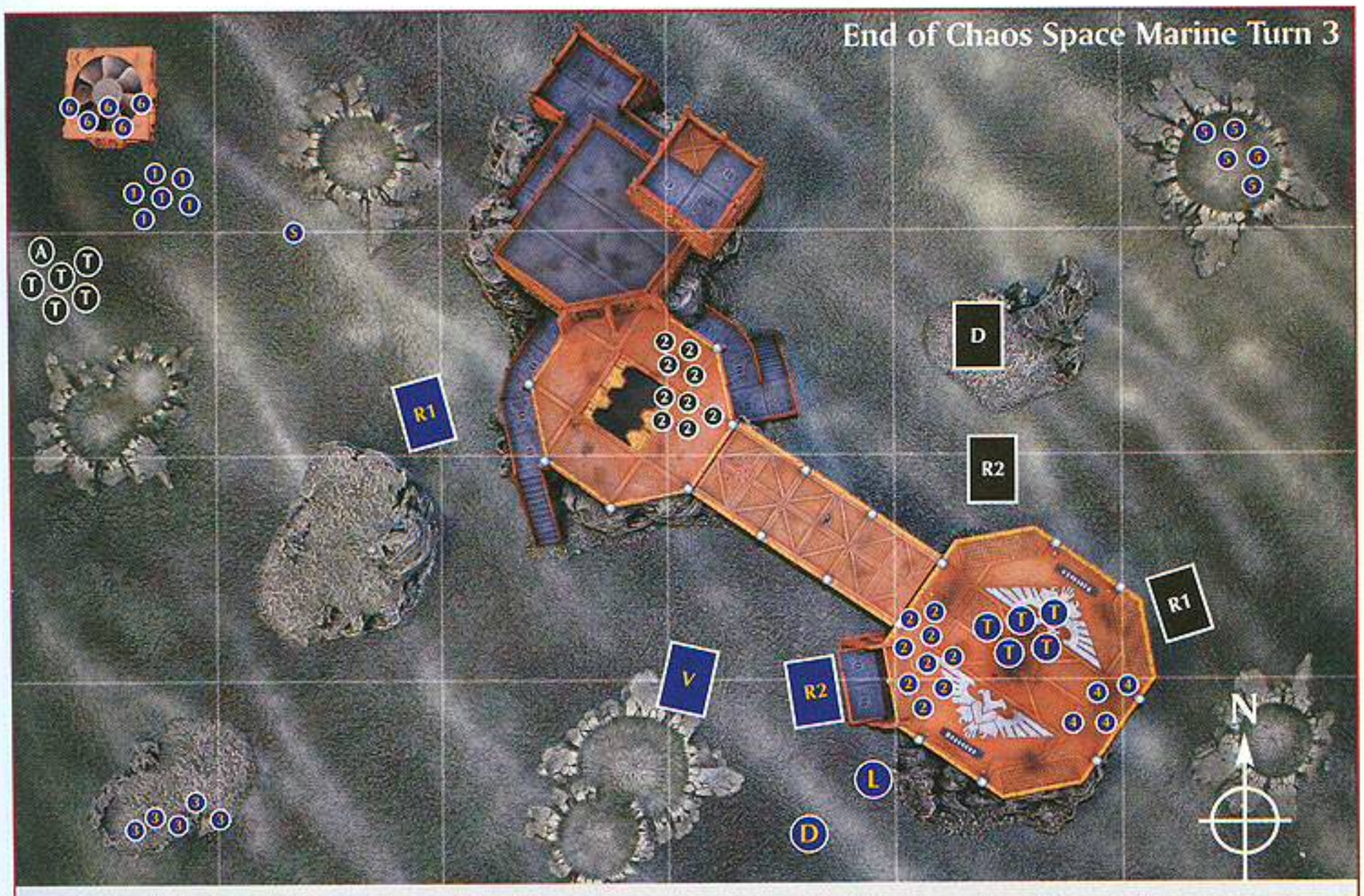
In the south, Squad Aesclius also aimed their weapons at Abaddon's unit, although the Chaos Terminators made all their saves.

The Chaos Space Marines of Squad Magreg were a prime target as they were standing out in the open on the gantry. Alessio happily obliged, the immobilised Dreadnought and Squad Victus letting rip at the same target, managing to inflict nine hits and causing five wounds. Gav could only make three of his saves and so two more Chaos Space Marines died. The Terminators further added to the Chaos Space Marines' woe and slew a further four Traitors – Gav was rapidly running out of those crucial Troops.

The Scout with the missile launcher fired a krak missile into the rear of Squad Torvash's Rhino, causing a penetrating hit that immobilised it.

BLAST WEAPONS

As demonstrated by the Defiler's battlecannon, the way weapons that use blast markers work has changed. In this turn, the Defiler shot at the Dreadnought. Gav rolled a scatter dice and 2D6, rolling an arrow and a score of 9. Because the Defiler's BS is 4, the shot scattered 5" (9" minus the Defiler's BS), not enough to hit the Tactical squad but just enough to hit the Terminators instead! A unit with a lower BS would have scattered more, missing altogether.



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CASUALTY ALLOCATION

Allocating wounds in squads containing different weapons, profiles, and so on has changed. All models in the squad can be affected, even those models that are not in line of sight or are out of range. An equal number of wounds must be allocated to each member of the squad, and once every model in the squad has an equal amount of wounds, the owning player can decide where any remaining wounds are allocated. Saving throws are then taken. In this turn the Chaos Terminators took seven wounds from Squad Victus. There were six in the squad including Abaddon, so Gav had to allocate one wound to each member of the squad, before choosing where the spare wound was allocated.

TURN 3 – CONTINUED

DEDICATED TRANSPORTS

Dedicated troop transports are no longer restricted to only transporting their parent squad. This meant that Alessio could turn his Commander's Rhino around and send it back towards Squad Aesclius in the south to pick them up and ferry them into position, even though it wasn't their dedicated transport vehicle.

Key

Move | Assault | Deep Strike | Objective

LINE OF SIGHT

There's as little abstraction as possible in the new edition. This is most obvious in the use of what we've termed "real line of sight". In this game the battlefield was fairly open so it was obvious most of the time what models could see. There were a couple of points though, when some peering down at model level was needed, mainly around and on top of the landing pad. If your target is partially covered then they can claim a cover save – usually 4+, although it does depend on what they are obscured by.

End of Ultramarines Shooting phase

ANNOTATIONS

A The Space Marine Scout missile launcher shoots a krak missile into the rear armour of Squad Torvash's Rhino, immobilising the transport vehicle.

B The Land Speeder and Vindicator change course and race north-west towards the turbine.

C Black Legion Terminators, including Abaddon, deep strike into the north-west, dangerously close to the table edge (and a roll on the Mishap table!).

D The Ultramarine Terminators consolidate their position and pour fire into the advancing Chaos Space Marines of Squad Magreg.

E Squad Quintus fires at the Chaos Rhino but fails to even glance its armour.

F Master Sirrus' Rhino turns south towards the Tactical squad, intending to pick them up and carry them back into the action.

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PLASMA CANNONS

Space Marine Devastator

The plasma cannon has seen a rise in popularity here in the Studio since playtesting of 5th edition began, due to the fact that blast weapons can hit more models now, as there are no more partial hits to worry about!

vengeance. If they could fell the Despoiler there was still a chance that Squad Aesclius could arrive in time and claim the turbine. To this end, the Rhino sped up to the Tactical squad, before spinning round to let the Space Marines hastily onboard.

On the landing pad, the Terminators backed towards the centre, conscious that they would have to face Squad Torvash at some point. In the Shooting phase the Vindicator fired its mighty cannon at the Chaos Terminators and slew two of them. The Land Speeder also fired its assault cannon and another of the Warmaster's bodyguard fell. To add insult to injury, a lucky shot from the speeding Rhino's storm bolter inflicted another wound on Abaddon the Despoiler.

The immobilised Dreadnought continued to fire, firing at Squad Magreg and slaying two more Chaos Space Marines. The Terminators also targeted the same squad and reduced it to just a single Chaos Space Marine armed with a meltagun – still enough to count as a scoring unit.

Tactical Squad Quintus first considered firing at Squad Torvash, but when he crouched down to model height Alessio realised that, unless he melted the landing pad first, he could not see them, so he shot at the Defiler with his plasma cannon instead. Unfortunately for the Ultramarines, it missed its target.

TURN 5 – HOLD THE LINE!

GOING TO GROUND

Players now have the option of going to ground, which increases a cover save by 1. So, going to ground inside a ruin gives you a healthy 3+ save. The downside is that the unit counts as pinned and cannot do anything in its next turn. Even in the open you can go to ground, getting a basic 6+ save. When Squad Torvash was hit by a burst from a plasma gun, Gav opted to go to ground, giving the Chaos Marines a 3+ cover save (4+ from the cover afforded by the intervening troops, and +1 for going to ground).

The Space Marine Scouts stoically held their ground atop the turbine objective, even as Abaddon strode towards them with malice aforethought. Luckily for the Scouts, the Warmaster only rolled a 1 for his difficult terrain test.

The Defiler stood nearby, but Gav knew that Alessio was still firmly in control of the landing pad. Squad Torvash started to clamber up the rock face, as they could still contest – or even take – the objective.

The Defiler fired its battlecannon once again, hitting Squad Quintus. The casualty count was high as three Ultramarines and one Terminator were killed, making Squad Torvash's job a bit easier. The Chaos Space Marines used their run move to clamber up the rest of the rock face and onto the platform. However, unfortunately for Gav, three of the Chaos Marines fell to their doom in the process.

In the Assault phase Abaddon and his remaining Terminator bodyguard piled into the Scouts. The Scouts surprised everyone once again and managed to inflict three wounds on to the Despoiler's squad, slaying the last of the Terminators. Abaddon struck back with fury, killing all but one. This turned out to be quite fortunate, as it left him locked in combat with the lone Scout and so he could not be targeted by Alessio's approaching vehicles!

The Vindicator, robbed of its primary target, backed up slightly and brought the Defiler into its sights. The Land Speeder also changed direction, the assault cannon ready to shoot at the multi-legged machine. The Rhino carrying Squad Aesclius sped north towards the valuable turbine objective and the lone, valiant survivor of Scout Squad Borus.

In the Shooting phase the Space Marine vehicles shot at the Defiler. The Vindicator missed, while the Land Speeder failed to penetrate the Defiler's armour. The Ultramarine Terminators let rip into Squad Torvash hitting seven and wounding six. Gav failed three of his saves. Tactical Squad Victus then fired past the Ultramarine Terminators at the same target, inflicting another five wounds, but Gav managed to save them all. In the final Assault phase the Terminators charged into Squad Torvash. The Chaos Space Marines killed two of the Ultramarine veterans, before the power fists on the remaining Terminators crackled into life and wiped out the remainder of the traitors.

In the north-west, Abaddon wasted no time in slaughtering the last Scout, clearing the turbine of loyalist Space Marines.

As Turn 5 came to an end, a dice was rolled to see if the game finished. At the end of Turn 5 Alessio held one objective (the landing pad) whilst Gav contested the other one (the turbine). With Squad Torvash wiped out, any hope of claiming an objective for Chaos was lost, but if the game carried on for another turn or two the Defiler might well cleanse the landing pad of Alessio's Tactical Marines, forcing a draw. But the dice had other ideas in mind, as Gav rolled a 2, ending the game! Victory for the Emperor!

FIRING THROUGH SQUADS

Intervening models – friend or foe – don't automatically block line of sight. If you can see your target past them you can still fire at them, but if they're obscured they can claim a 4+ cover save as normal! This happened here when Squad Victus fired past the Terminators at Squad Torvash, giving them a cover save. Against the bolter fire, Gav's 3+ power armour save was much better. However, against Squad Victus' AP3 plasma gun, Gav made sure to take advantage of it and it paid off, as he made all his saves!

VICTORY

When playing a standard mission, a game lasts anywhere from 5 to 7 turns. At the end of Turn 5 you roll a D6, and on a roll of 1-2 the game ends. At the end of Turn 6 the game ends on a roll of 1-4, and if it continues the game automatically finishes at the end of Turn 7.

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ULTRAMARINES VICTORY 1-0

NEW RULES, BUT NO NEW LUCK!

TOP TRAITOR

I'm not sure I used the Defiler in the best way and should have carried on closing on the landing pad. But, that was my fault, not the Defiler's! It did everything I asked of it, blasting away at the units on the pad with devastating effect and had the game gone onto a 6th turn, another well-placed battlecannon shell might well have earned me the draw!

Gav: For all the changes with the latest edition of 40K, this battle just goes to prove that if the dice gods hate you, it'll still be an uphill struggle. My Plague Marines, the survival specialists, didn't survive for long and neither did the Chaos Terminators. If not for Abaddon, things would have been even nastier on the western flank. The Despoiler took out two squads all by himself and had the battle continued for another turn I suspect he might have had another Tactical squad to play with.

The Vindicator started well, spotting Alessio's Rhino despite the night fighting rules and getting a bang-on hit. I was more jubilant still when this rightfully penetrated the Rhino's armour and then utterly ashamed when the shot did nothing more than stop the vehicle from firing its storm bolter. Twice! I would have nicknamed the Vindicator the "Shake-a-tron 3000", only it didn't survive long enough to deserve such ironic affection – injury was added to insult when the first lascannon shot directed at my demolisher cannon-toting tank blew it up!

The lament could continue – my Daemons turning up straight away didn't help – but there were some positives. Despite the poor performance of some units, the Chaos Space Marine squads did the best they could. Suffering the combined fury of several enemy units, Squad Magreg survived some serious firepower. Although they attracted a lot of attention, their heroic effort allowed the other squad to get into position – just in time to get annihilated by the loyalist Terminators...

If nothing else, this game demonstrated that if your reserves turn up all at once and early on, that's a big help. Alessio made the most of his early reinforcements to put me under a lot of pressure and I never quite came up with a plan for an effective counter-attack. In short, I didn't mitigate against the bad luck and failed to exploit what fortune did come my way, so my hat's off to Master Cavatore for an efficient – yet fun – victory.

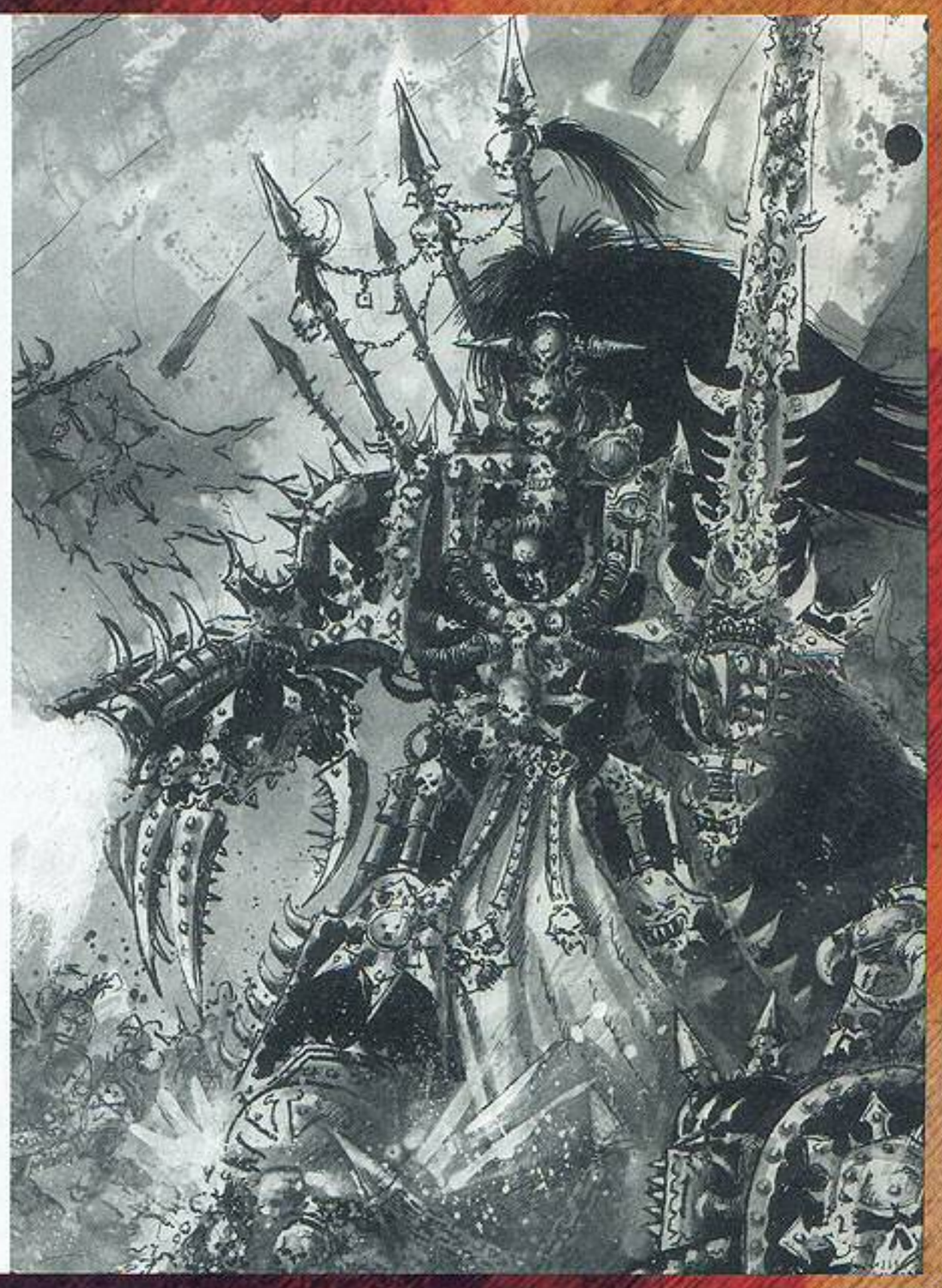
"Injury was added to insult when the first lascannon shot directed at my demolisher cannon-toting tank blew it up!"

STRATEGIC COMMAND

Matt Hutson is a veteran Warhammer 40,000 player, and was on hand to record this battle report. We asked him what his take of the game was.

Matt: What would I have done differently? Well, as it's the very first battle report for the new edition of 40K, I can't judge the players too harshly. I do wonder whether Gav took enough Troops choices, however. Whereas Alessio had the maximum number of six choices, Gav only had four, which instantly gave Alessio the advantage when it came to capturing and holding objectives. This was further compounded by Gav's setup – I'd have sent a few more men to defend my home objective (the turbine), as the five-man Plague Marine squad were wiped out too easily. One of the Chaos Space Marine squads would have been better used there, with the Plague Marines sent to support the other ten-man squad on the landing pad. It didn't help that Gav's Daemons turned up too early, as they were far too vulnerable to be left out in the open in front of the massed guns of the Space Marine battleline.

Alessio mounted a very solid defence, with the entrenched Space Marines ensuring that any attempt to take the landing pad would be tricky; whereas Gav's attack was too piecemeal, which allowed Alessio to deal with them bit-by-bit. A subtly different setup could have swung the game more in Gav's favour.



WARHAMMER 40,000

QUICK REFERENCE SHEET

TURN SEQUENCE

1 The Movement Phase

2 The Shooting Phase

3 The Assault Phase

SHOOTING SEQUENCE

1 Pick one of your units, check its line of sight and choose a target for it.

2 Check range.

3 Roll to hit.

4 Roll to wound.

5 Take saving throws.

6 Remove casualties.

ASSAULT PHASE

1 Move assaulting units

2 Defenders react

3 Resolve combats

ROLL TO HIT (SHOOTING)

Firer's BS	1	2	3	4	5
Score needed to hit	6	5	4	3	2

MORALE CHECKS

A unit takes a Morale check:

- If it takes 25% or more casualties in a single phase (close combat casualties do not count) – test at the end of the phase.
- If an enemy tank performs a Tank Shock attack on them – test once the tank has moved into contact.
- If it is defeated in close combat in the Assault phase – test once combat results are established. The unit's Leadership is modified by -1 for every point their side has lost the combat by.

DIFFICULT TERRAIN – EFFECTS ON MOVEMENT

Unit Type	Slowed by difficult terrain?	Dangerous Terrain test required?
Infantry	Yes	No*
Bikes	No	Yes
Jetbikes	No	Only if move starts/ends in the terrain
Monstrous creatures	Yes	No*
Jump Infantry	No	Only if move starts/ends in the terrain
Artillery	Yes	No for crew*. Yes for gun models.
Beasts & Cavalry	Yes	No*
Vehicles – Walkers	Yes	No*
Vehicles – Skimmers	No	Only if move starts/ends in the terrain
Vehicles – Other	No	Yes

** unless terrain is also categorised as dangerous*

RESERVES TABLE

Turn	Unit arrives on
1	N/A
2	4+
3	3+
4	2+
5+	Automatic

COVER CHART

Cover Type	Save
• Razor wire, Wire mesh	6+
• High Grass,Crops, Bushes, Hedges, Fences	5+
• Units (friends and enemies) Trenches, Gun pits, Tank traps, Emplacements, Sandbags, Barricades, Logs, Pipes, Crates, Barrels, Hill crests, Woods, Jungles, Wreckage, Craters, Rubble, Rocks, Ruins, Walls, Buildings, Wrecked vehicles	4+
• Fortification	3+

RESOLVING COMBATS

1 Pick a combat.

2 Fight Close Combat. Engaged models roll to hit and to wound in Initiative order. Their opponents take Saving throws as required.

3 Determine Assault Results. Total up wounds inflicted. The side which inflicted the most wounds overall in the combat is the winner.

4 Loser Checks Morale. The loser has to pass a Morale check or fall back. If the loser passes the test, go directly to Pile In.

5 Sweeping Advances, Fall backs and Consolidations. Units falling back from close combat must test to see if they successfully break off, if they fail they are destroyed. The winners may then consolidate their position.

6 Pile In. If units are still locked in close combat, then any models not engaged are moved 6" towards the enemy to continue the fight next turn.

7 Pick another combat and repeat until all combats have been resolved.

TO HIT CHART (Assault)

Opponent's Weapon Skill

Attacker's Weapon Skill	1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

TO WOUND CHART

Toughness

Strength	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	N	N	N	N	N	N
2	3+	4+	5+	6+	6+	N	N	N	N	N
3	2+	3+	4+	5+	6+	6+	N	N	N	N
4	2+	2+	3+	4+	5+	6+	6+	N	N	N
5	2+	2+	2+	3+	4+	5+	6+	6+	N	N
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	N
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

WEAPON TYPE SUMMARY

(not for vehicles)

Weapon Type	Moving and Firing	Firing and Assaulting
Pistol	Can move and fire once	May fire once in the Shooting phase and then assault the same enemy unit in the Assault phase. Counts as an additional weapon in close combat.
Rapid Fire	Fire twice at up to 12", or remain stationary and fire once up to maximum weapon range.	Unit may not assault if the weapon was fired in the Shooting phase (unless allowed to by a special rule).
Assault	Can move and fire normally.	May fire in the Shooting phase and then assault the same enemy unit in the assault phase.
Heavy	Cannot move and fire.	Unit may not assault if the weapon was fired in the Shooting phase (unless allowed to by a special rule).

VEHICLE DAMAGE TABLE

D6	Result
1	Crew – Shaken
2	Crew – Stunned
3	Damaged – Weapon Destroyed
4	Damaged – Immobilised
5	Destroyed – Wrecked
6	Destroyed – Explodes!

Modifiers:	
Glancing Hit	-2
Hit by 'AP–' weapon	-1
Hit by 'AP1' weapon	+1
Target is open-topped	+1

DEEP STRIKE MISHAP TABLE

D6	Effect
1-2	Terrible accident! The entire unit is destroyed!
3-4	Misplaced. Your opponent may deploy the unit anywhere on the table (including inside difficult terrain, which of course counts as dangerous for Deep Striking units!), in a valid Deep Stike formation, but without rolling for scatter.
5-6	Delayed. The unit is placed back in reserve. If the unit is unlucky enough that the game ends while it is still in reserve, it counts as destroyed.

VEHICLES' MOVING & SHOOTING SUMMARY CHART

	Stationary	Combat Speed	Cruising Speed	Flat Out
All (except Fast & Walkers)	All Weapons	1 Weapon*	No Weapons	N/A
Fast	All Weapons	All Weapons	1 Weapon*	No Weapons
Walker	All Weapons	All Weapons	N/A	N/A

**plus all defensive weapons.*

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THE EMPEROR PROTECTS!

Alessio: Wow, what a tense and exciting game! In the early stages it looked a bit one-sided, as my army was performing like clockwork – all my reserves turned up perfectly on Turn 2, and exactly where I wanted them. On the contrary, Gav's bad luck with his reserves meant that I got to fight his army piecemeal, the Daemons appearing too soon and still out of charge reach, and Abaddon and his Terminator bodyguard appearing quite late, leaving Gav with only 1000 points to fight my 1500 points for two full turns. And that took a heavy toll on his army.

But then, when they did show up, they immediately showed why they are so expensive, cutting through a couple of my units with ease. They single-handedly denied me one of the objectives and forced me to react to their strike, robbing me of the initiative. I reacted by bringing more firepower to bear upon them (and the choice of the Vindicator proved right when it blew some of them up!), and one of my Rhinos headed back at full speed to pick up the last of my scoring units left on that side. However, unless I could bring down Abaddon with my shooting, it would have proven extremely difficult for the transport and its cargo to make their way past the Despoiler, or to survive for long even if they actually made it to the objective.

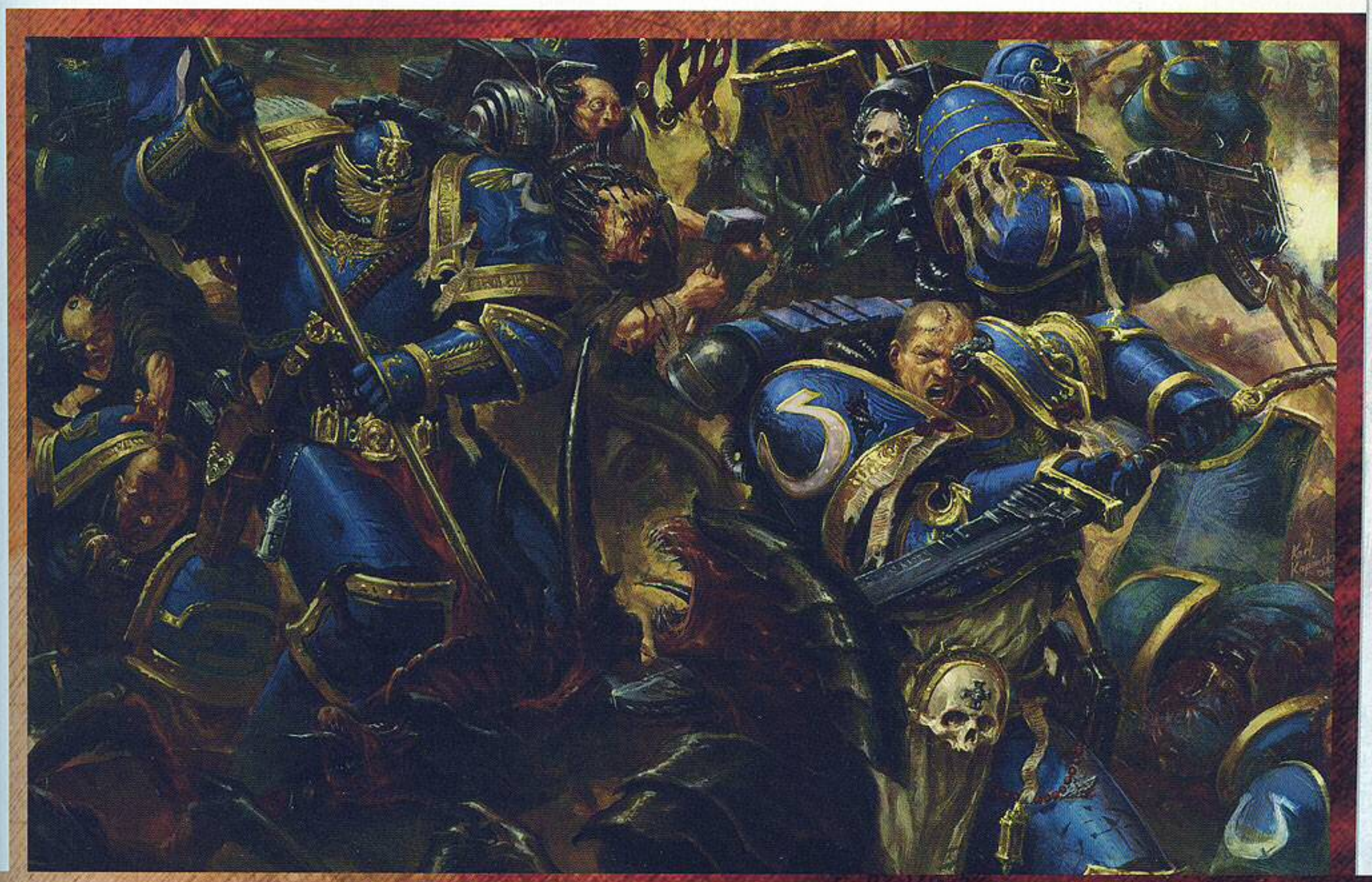
"Gav's bad luck with his reserves meant that I got to fight his army piecemeal."

On the landing pad, things were looking better, but all it would have taken was a lucky shot from the Defiler's battlecannon to kill all of my remaining Tactical Marines. This would probably have caused the game to end in a draw, and I was very grateful when the dice decided that the game was over at the end of my Turn 5. All in all, it was a wild game, where my feelings swung from utter confidence at the end of Turn 2 to a vague sense of unease after Abaddon took back the objective, to sheer dread when I was waiting for the next shot from the Defiler... and the final liberating relief when the game ended before the possessed behemoth could take the shot. What more can you ask of a game?

CAPTAIN CALAMITY

Space Marine Captain

Certainly not my best model, but the Commander provided the most laughs! He began by getting injured by the blast from the Vindicator he was about to charge, and then finished himself off the next turn by rolling four 1s in a row when his plasma gun overheated. Priceless!



WARHAMMER 40,000

WARRIORS OF

In the nightmare future of the 41st Millennium, there is only war. Over the next few pages, we take a look at the warring races in the battle for galactic supremacy.

For millennia, humanity was thought to be alone amongst the stars, the inhabitants of Terra remaining blissfully ignorant of other life. The discovery of the Warp led to Mankind spreading out across the whole galaxy, and with this expansion came the first encounters with aliens. It was a golden age for Man, but it did not last. The Dark Age of Technology and the Age of Strife saw it come to an end.

Tens of thousands of years later, the Imperium of Man finds itself beset on all sides by aliens determined to enslave or destroy it. And it is not just the countless xenos that are plotting Mankind's destruction. There are terrors that dwell in the Warp that need only the most tenuous of links to enter real-space and set about annihilating human and alien alike. But perhaps Man's greatest threat comes not from alien races, but from itself. There are many who have pledged their allegiance to Chaos and fight to overthrow the Imperium. Some plot from within, whilst other traitors muster on worlds far from the Emperor's light.

These forces do not exclusively fight against the Imperium, for all races have their own agendas and will fight all who stand in their way. The galaxy of the far future is hostile to one and all; alliances are extremely rare. The only constant in the 41st Millennium is war – there can be no peace amongst the stars.

It is into this maelstrom of conflict that you will send your chosen force. This army could be your first, or maybe you are using the advent of Warhammer 40,000 5th edition as an excuse to start a brand new army from scratch. Over the next few pages we take a look at the armies at your disposal. If you're new to the hobby then this will give you a good idea of the forces on offer, but it will also prove useful to more experienced gamers as we look at how the new rules will affect each race.

"It is into this maelstrom of conflict that you will send your chosen force."

Coming soon...

This article is all about choosing that first Warhammer 40,000 army. If, after reading this, you still can't decide which force is for you, then help is on its way. Next issue, we're bringing back an old favourite in the return of 'A Tale of Four Gamers'. Many readers may not even remember this classic article, but the old timers in the Games Workshop Studio still get dewy eyed over it.

Now it's the turn of Warhammer 40,000, as we task our four gamers with collecting, painting and playing with a brand new 40K army. Each month we'll set them hobby milestones and strict deadlines, to show you four different approaches to army building, before letting them battle it out for supremacy. Find out what happens next issue.

THE FAR FUTURE

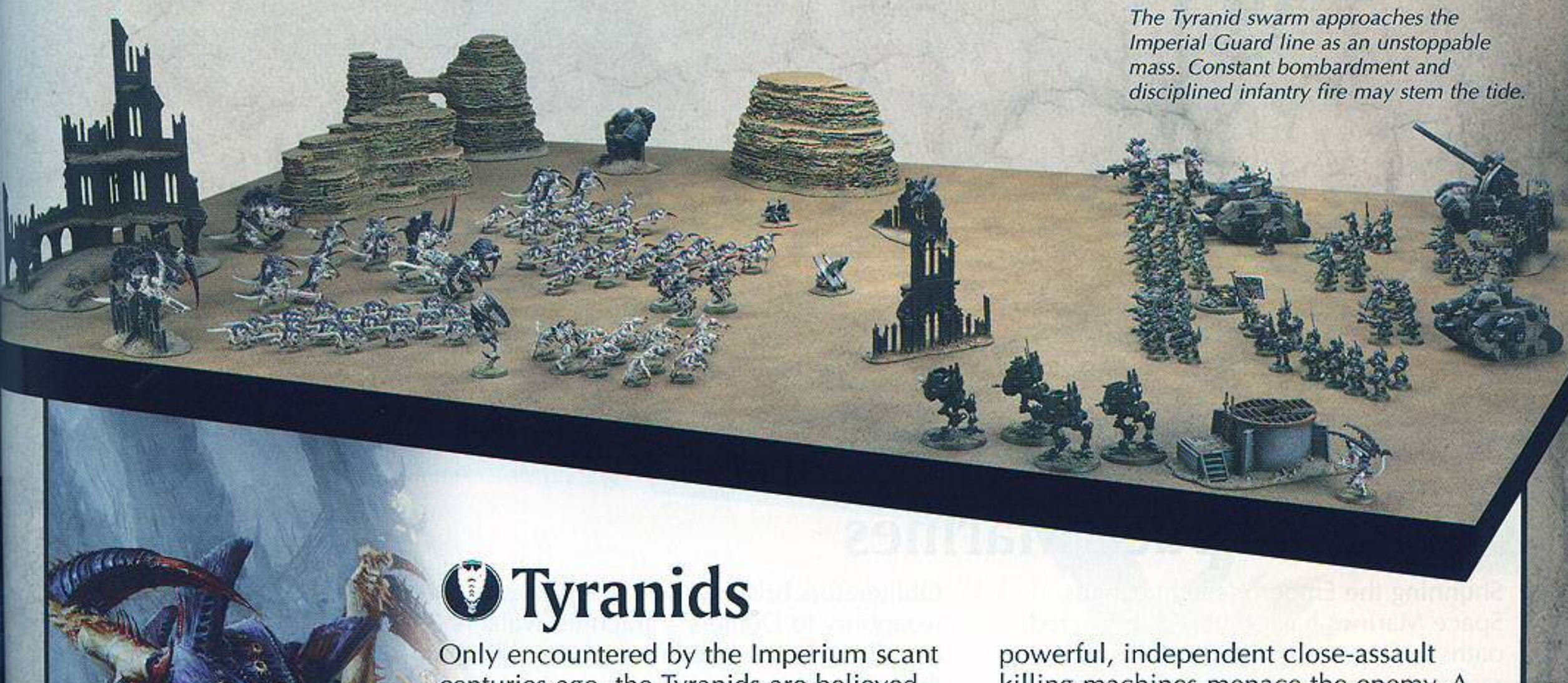
Imperial Guard

The vast armies of the Imperial Guard are the sledgehammer with which the enemies of Mankind are smashed asunder. The soldiers of the Emperor are as numerous as the stars themselves and when the Guard goes to war, the very earth shakes with the rumble of tanks, the thunder of artillery and the pounding of marching feet.

Playing with an Imperial Guard army is all about massed firepower. An average Guardsman will rarely excel in combat, but even the humble lasgun can prove devastating when fired en masse. But it's not just the number of shots the Imperial Guard can deal out, it's the power as well. An Imperial Guard force has access to more tanks than any other race and even the staunchest enemy will shudder when facing squadrons of vehicles armed with heavy ordnance weaponry and a multitude of lascannons.

The Imperial Guard greatly benefit from the new rules. With vehicles now harder to destroy, the advantage for a tank-heavy army is obvious. Another benefit is that a Guardsman only costs 6 points, so raising squads of Troops to capture objectives will not be an issue, leaving you plenty of points for your Heavy Support choices. With close combat troops now prevented from consolidating into fresh assaults, your grunts will be able to tough it out for longer, leaving them free to snatch an objective on that last turn or squeeze in another critical round of shooting with their massed lasguns.

The Tyranid swarm approaches the Imperial Guard line as an unstoppable mass. Constant bombardment and disciplined infantry fire may stem the tide.



Tyranids

Only encountered by the Imperium scant centuries ago, the Tyranids are believed by some to be its greatest threat. From beyond the known galaxy, the Tyranids have arrived in great, innumerable swarms, their only purpose to consume all life in the path of the Hive Fleets. Tyranids comprise a multitude of different creatures functioning as one, coordinated by the great, gestalt consciousness of the Hive Mind.

A Tyranid force consists of hordes of relatively weak Gaunts, which swarm forward to overwhelm the enemy with weight of numbers. Alongside these march gigantic, monstrous creatures, genetically engineered to fight in any battlefield conditions. Finally, broods of powerful, independent close-assault killing machines menace the enemy. A successful Tyranid horde is one that uses all three elements in concert.

A Tyranid force in the new edition is as deadly as ever. Gaunts will particularly benefit, as the Enemy Without Number rule gives Tyranid players an endless supply of Troops. While Tyranids will struggle to destroy larger enemy vehicles at range, close assaults will be even more effective than before, as the rear armour value is used in assaults against vehicles. The abilities of many Tyranid units to deep strike and infiltrate is another boon, as they can expect to get closer to those critical objectives before the enemy can react to their presence.

Space Marines

The Adeptus Astartes, or Space Marines, are the most powerful of all human warriors. In many respects they are not human at all, but superhuman beings forged by genetic engineering, arduous training and strict discipline. Each Space Marine is worth a dozen normal fighting men, as not only are they superior in body but they are armed and armoured with the best equipment the Imperium has to offer. Few can withstand conflict with a fighting force of Space Marines, for they are the Emperor's elite warriors.

Space Marine forces are relatively small and resilient, masters of the surgical strike. Space Marines hit hard and fast, delivering a devastating blow to a localised area before moving on to the next target or objective. They are also extremely flexible, with a good selection of troops that can perform various battlefield roles, from artillery bombardments with Whirlwind tanks to infiltrating and sniping with Space Marine Scouts.

In 5th edition, Space Marines can take advantage of the versatile, well-armed Troop choices at their disposal, able to capture and hold those vital objectives. Drop Pods, Terminators and Assault Marines will also benefit from the reduced risk of deep strike. Additionally, the multitude of Space Marine tanks will survive for longer, so hardy transports like Rhinos and Land Raiders become invaluable, able to taxi those all-important Troops between objectives far more effectively than they could previously.

And if this isn't enough, just wait until you see the new Codex: Space Marines – there are some great surprises in store.

The Ultramarines engage their traitorous brethren. When these two sides fight it is always a bitter struggle, with no force willing to show weakness.

Chaos Space Marines

Shunning the Emperor's light, Chaos Space Marines have reneged on sacred oaths in favour of glory, power and bitter resentment of the Imperium. Chaos Space Marines are the dark, corrupted antitheses of their loyal brethren. These warriors fight alongside icon-encrusted tanks, Daemon-possessed Defilers and psychopathic Dreadnoughts.

Chaos Space Marines were once Adeptus Astartes and so their battlefield prowess and fighting style is similar in some respects to other Space Marine armies. However, Chaos Space Marines have a more brutal edge, caring less for tactical flexibility and more for the slaughter of their enemies. Nevertheless, a Chaos Space Marine force has a great many choices available to them, from Possessed Space Marines and Obliterators bristling with Warp-powered weaponry to Defilers – arachnid walkers equally at home in combat or pounding the enemy from afar.

Chaos players will find quite a few things have changed in their favour. Those Chaos Space Marines that bear the marks of the Chaos Gods – the powerful Noise Marines, Plague Marines, Khorne Berzerkers and Thousand Sons – are all Troops choices, making them much more desirable and good value. As well as this boon, Chaos Space Marines benefit in the same way as their loyalist kin, so will have more resilient vehicles – especially walkers, which are an important part of a Chaos Space Marine list. Transports become more versatile and resilient. Finally, Obliterators have plasma cannons, which are better than ever.

Necrons

The Necrons are an implacable foe, who have spent the last sixty million years in hibernation and are only now being roused from their ancient slumber. They have awoken to find that the galaxy has changed, with insolent usurpers claiming dominion of the galaxy with their upstart empires. From huge Tombships and floating Monoliths, glittering phalanxes of metallic warriors march forth. To the Necrons, their foes are but cattle for their ever-hungry gods, and with each passing year the Tomb Fleets grow greater in size, with new Tomb Worlds reactivated.

Necron forces are incredibly resilient and notoriously difficult to slay, no matter how much firepower you aim in their direction. While they lack the diversity of many of the other races, their relentless march and powerful gauss weapons make them an enemy to fear. Necrons are a great force for any hobbyist – experienced painters can make outstanding army centrepieces with the exquisite C'tan models, while the Necron Warrior kits lend themselves to fast, effective batch painting, allowing an army painter to get a battle-ready force together in no time.

The Necron force remains as steadfast as it always has been in the new edition of the game. However, with the increased importance of Troops, the Necrons excel, as Necron Warriors are the perfect troop type for holding objectives, their resilience and "I'll be back" ability making enemy attempts to capture objectives or wrest them back especially hard. A vehicle with Armour 14 on all sides is now especially hard under the new rules, and with the Monolith the Necrons have just such a choice – in fact they're nigh on impossible to destroy!

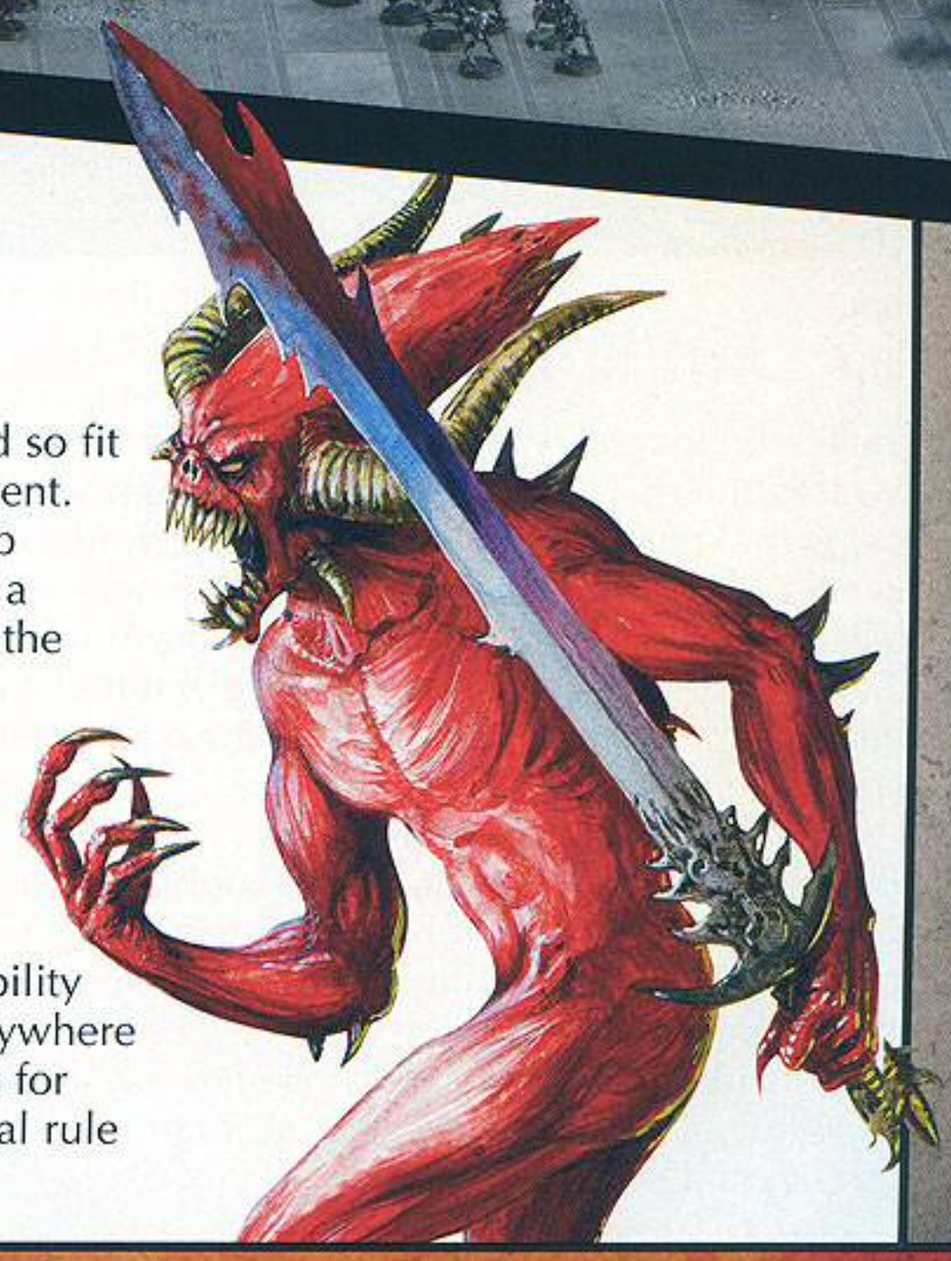
The Daemons appear amongst the Necron Warriors. Both forces claim dominion over the galaxy but only one side can take it for their respective gods.

Chaos Daemons

Without the Warp, the Imperium could not exist. Yet it's within the Warp that the Dark Gods and their scions – the Daemons, pure manifestations of a Chaos God's will – lurk, ready to tear through reality. Daemons are anathema to the material realm, creatures of a truly terrifying and bizarre aspect, their abilities at odds with the mortal plane.

While all races differ from one another, collecting and playing with an army of Daemons is a truly unique experience. Daemon forces are paragons of the hobby – painters can go crazy, using any colour palette they see fit, while gamers get to grapple with the strategic implications of not deploying your army until the game has started!

Being a new force, the Daemons were developed alongside the new rules and so fit perfectly into this environment. A whole army that can deep strike onto the battlefield is a scary one to face, allowing the Daemon player to take or contest objectives early in the game, and pinpointing weaker squads to attack in Annihilation scenarios. Daemons are now scarily fast, as they combine the ability to appear by deep strike anywhere on the board, the new rules for running, and the fleet special rule that many of them possess.

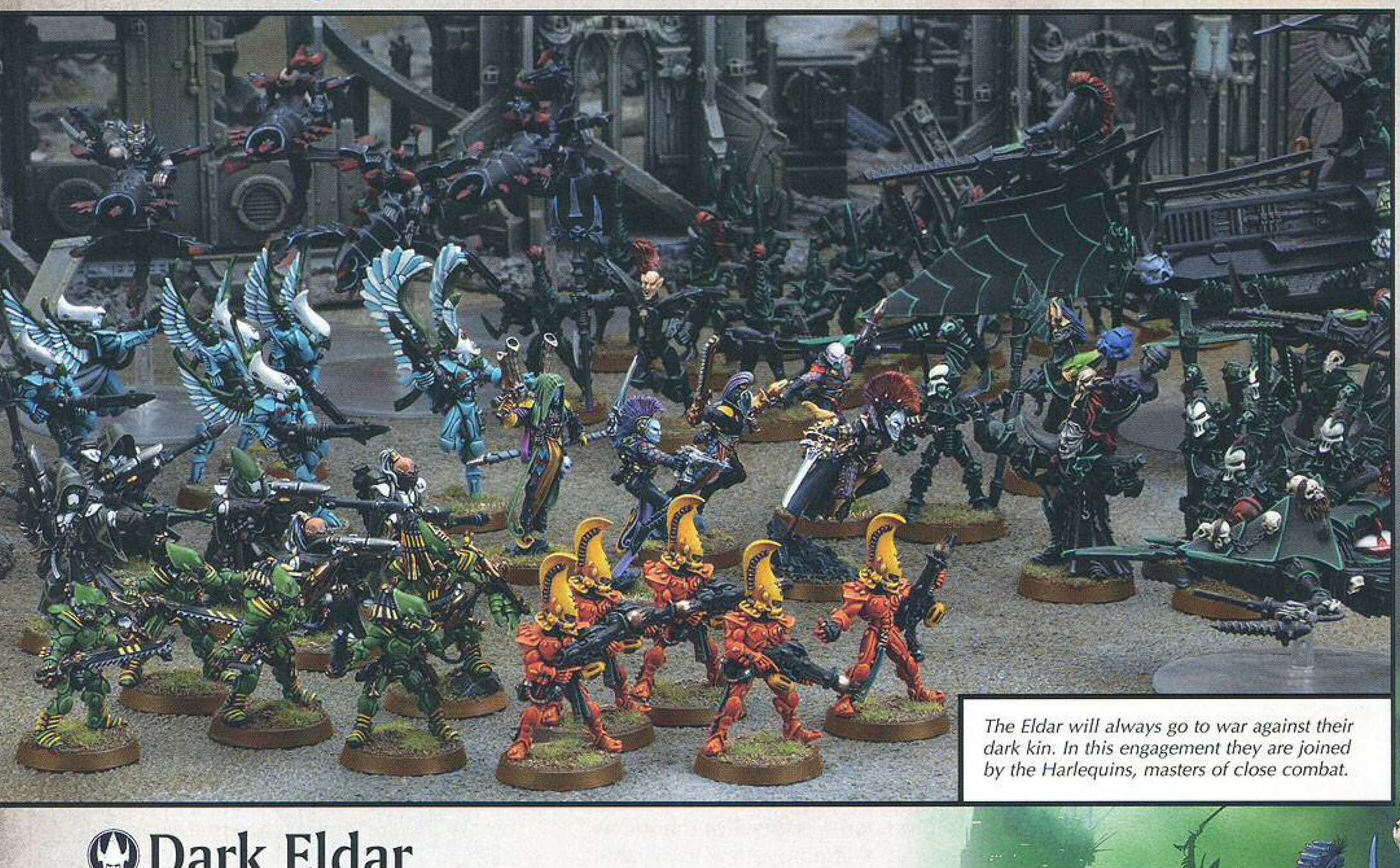


Eldar

Long ago, the Eldar had an empire that spanned across the galaxy. Suns could be extinguished or planets moved at a mere whim. Then a great cataclysmic event befell their decadent race. Such was the destruction wreaked by the death of so many at once that, where their homeworlds once lay, a great rift was torn in the fabric of space, known to this day as the Eye of Terror. Ever since, the Eldar have been a broken, nomadic race, living off glories past, but still capable of the greatest kindness or the cruellest action should they be so inclined or provoked to do so.

Eldar armies consist of small, elite forces built around highly specialised troops that cannot be outmatched by any other race in their chosen field. Playing with an Eldar force gives you access to many different troop types, giving both painters and gamers some truly spectacular models to get to grips with.

An Eldar force benefits from the new rules most significantly with the increase in cover saves, making them more resilient. An Eldar Ranger going to ground, for example, gains a 2+ cover save, becoming almost impossible to kill. The Eldar benefit in more subtle ways too – the improvement to sniper weapons, hardier vehicles, and the allowance for more attacks to be rolled in combat all aid the Eldar way of fighting.



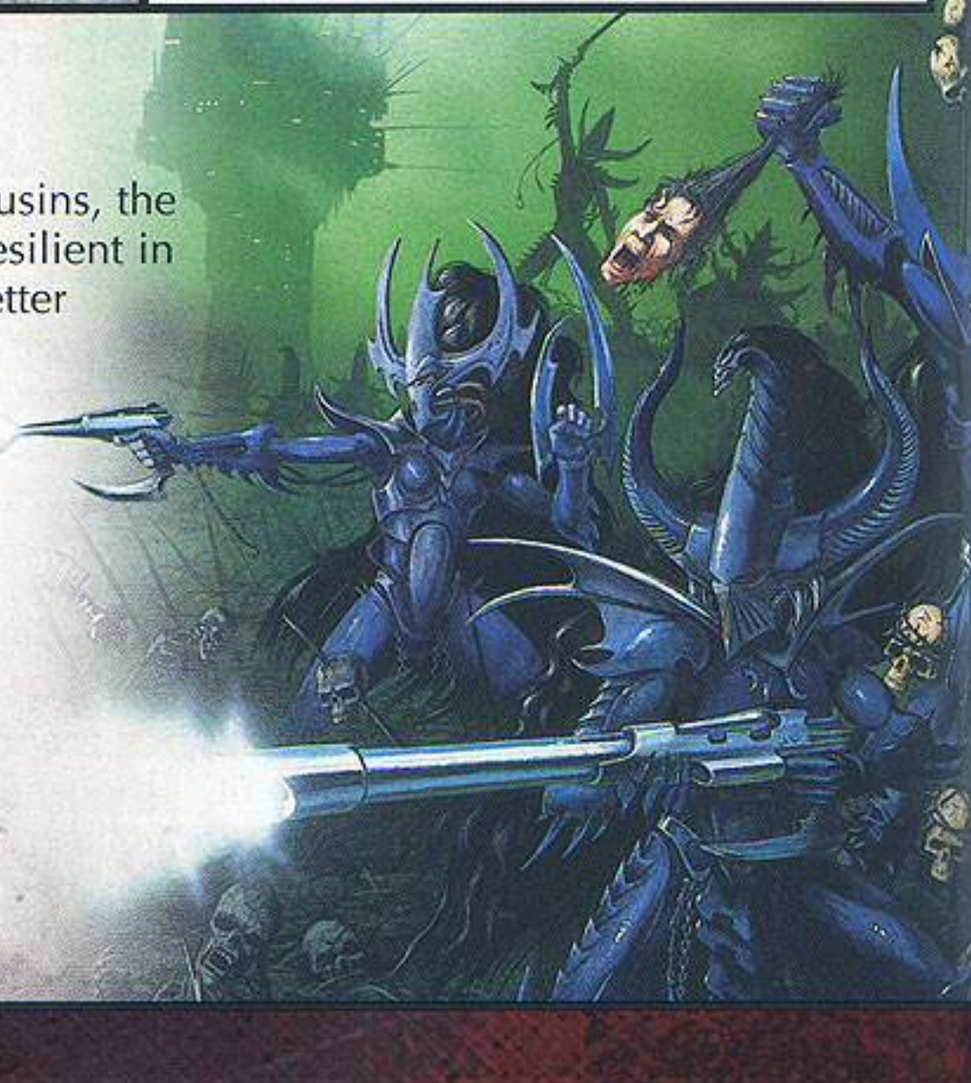
The Eldar will always go to war against their dark kin. In this engagement they are joined by the Harlequins, masters of close combat.

Dark Eldar

The Dark Eldar are twisted creatures that dwell in the twilight realm of Commoragh, an infernal place hidden in the forgotten corners of the webway. The Dark Eldar delight in toying with their enemies, the full measure of their alien intellect given to the pleasure of preying on their victim's worst fears.

The Dark Eldar are hit and run specialists. They are a fast, highly mobile force, their troops and vehicles all geared towards speed and getting in that first devastating hit. Using these eldritch warriors in a prolonged, meat-grinder assault would be a mistake, but no one hits faster than the Dark Eldar.

Like their craftworld cousins, the Dark Eldar become more resilient in 5th edition thanks to the better cover saves on offer. Dark Eldar vehicles, thanks to their highly manoeuvrable nature, can take advantage of cover saves by positioning themselves behind ruins and other obstacles. Finally, their powerful dark lance weaponry can rip apart heavily armoured enemy vehicles with consummate ease.



Orks

These greenskinned savages can be found in every corner of the galaxy. They are brutal, ugly creatures whose only thought is war or, when not in battle, how to get to the next war. Whilst for many other races conflict is merely a necessary consequence of some other objective, for Orks it is their only goal. Most Orks are fairly dumb, but they show surprising creativity when it comes to technology – especially weaponry – inventing madcap equipment and vehicles to hurtle their troops across the battlefield and into the enemy lines.

Orks are the ultimate horde army – their plans are usually very simple, mostly involving closing with the enemy as quickly as they can to hack them apart in close combat. With a few notable exceptions, their weapons are typically short ranged and their vehicles are designed to get them into combat as fast as possible.

With 5th edition, all Orks can now run and so can close with the enemy even more quickly, giving them the opportunity to launch a Waaagh! as early in the game as possible. Ork vehicles are notoriously fragile, so making them harder to destroy gets another green thumbs up, and they won't have to disembark if the vehicle they are riding in is penetrated (previously the bane of Ork trukkaz). Plus, the fact that vehicles can now be used to ram other vehicles will please most Ork Warbosses no end!

While the Orks charge forward, the Tau try to keep them at bay so they can bring their powerful guns to bear on the greenskins.

Tau Empire

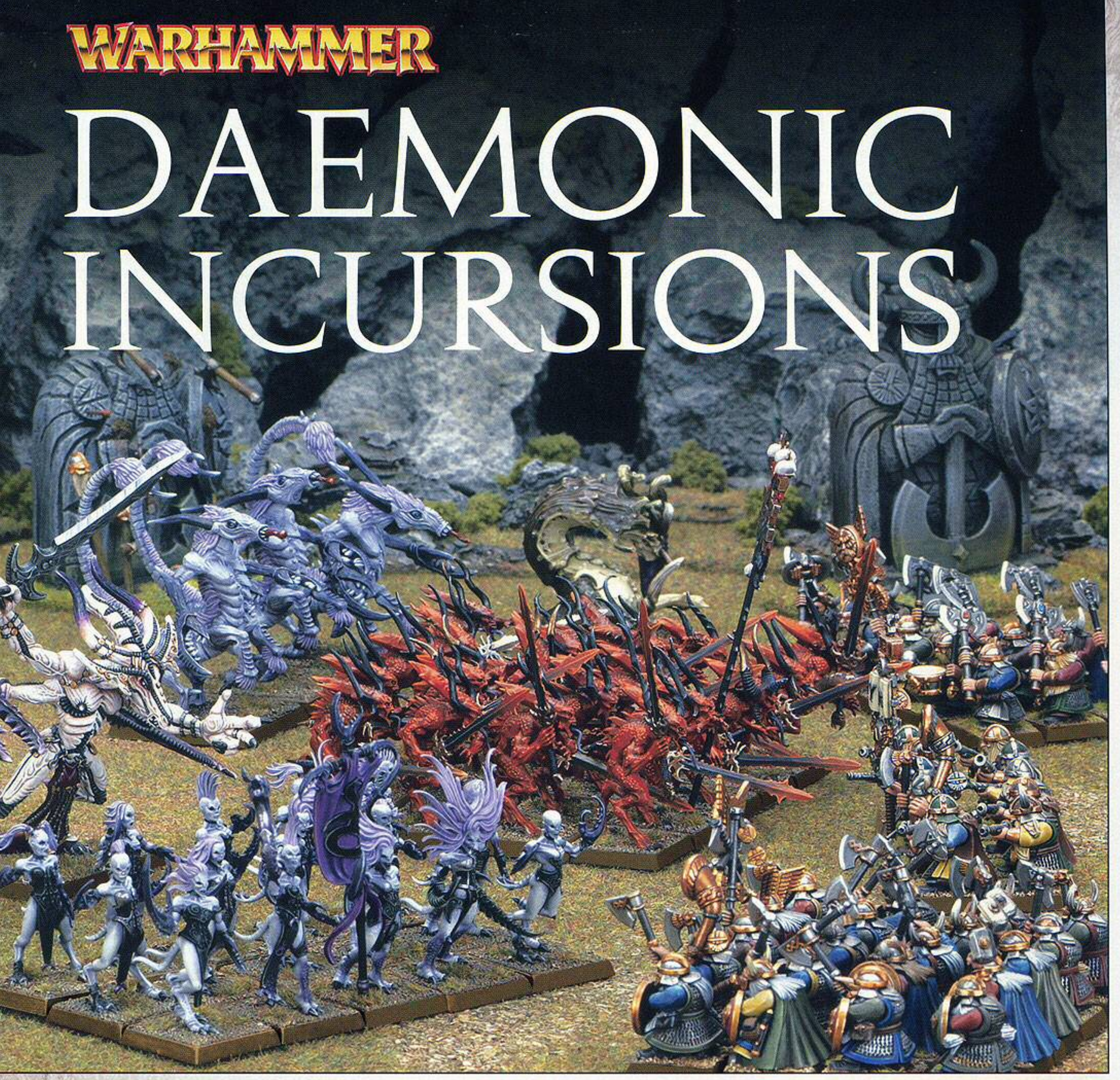
A dynamic and inquisitive race, the Tau utilise highly advanced technology in every sphere of life, especially warfare. The fledgling Tau Empire has evolved from a race of primitive humanoids to control a star-spanning realm in less than two thousand years, and they continue to expand forward at an exponential rate. It is this dynamic growth that has led them into hostile encounters with the older races.

The Tau way of battle is based around keeping the enemy at arm's length. The Tau use their highly manoeuvrable vehicles and battlesuits to lure an enemy closer, and then shoot it to bits before it can get too close. Tau firepower is among the most powerful in the game, with even Tau infantry wielding deadly, high strength weaponry. Tau hold a unique approach to dealings with other alien races, incorporating willing species into their Empire. This allows the Tau to field troops who complement their own racial weaknesses, so Kroot will often fight in close assault roles while the insectoid Vespid fly about the field tackling well-armoured foes.

The new line of sight rules will prove a major boon for Tau players, as the more weapons they can fire, the more likely the Tau will win. The ability to run allows isolated Tau units to get into a better firing position more quickly or, if need be, move further away from the enemy's elite assaulting units! AP1 railguns benefit hugely when rolling on the vehicle damage chart. But the biggest gain is the prevention of enemy units from consolidating into new combats. In most situations, this will give unengaged Tau units one last chance to bring their pulse rifles to bear on the charging enemy.

WARHAMMER

DAEMONIC INCURSIONS



Gav Thorpe and Jervis Johnson present a treatise on the daemonic incursions that have ravaged the Warhammer world, and how to refight them yourself.

The daemonic armies of the Chaos Gods were unleashed upon the Warhammer world many thousands of years ago, when the great polar gates created by the mysterious Old Ones collapsed. The resulting cataclysm shook the world to its core, and opened a permanent rift to the Realm of Chaos.

Since then, Daemon armies have been a constant threat to the mortal races of the Warhammer world. These incursions can happen at almost any time and place; there is a constant war against invasions from the Chaos Wastes to the north, but the Chaos Gods are able to exploit even the slightest rift in the nature of reality to bring Daemons into the physical plane.

These incursions can range from small events where only a single daemonic creature is able to manifest itself, through to massive invasions by vast hordes of Daemons, that can only be stopped when all of the peoples in the threatened realm unite to face the foe. No one is safe from the daemonic armies of the Chaos Gods, who only have one aim: to bring terror and destruction to all living things.

This, then, is the background to two such daemonic incursions that have ravaged the Warhammer world. The following pages explore how you can use this background as the basis for themed games and campaigns to play with your friends or local gaming group.

The subject of daemonic incursions is a vast one, too big to cover the history of every such event. Instead, this article describes two scenarios based on famous events from the history of the Warhammer world. The first is the *Hunt of the Vlagians*, a three-part campaign pitting the daemonic host against the Dwarfs of Karak Vlag. The second is a standalone scenario using the Legendary Battles rules from WD340, based upon Lord Kroak's valiant defence of Itza.

The Hunt of the Vlagians

Of the fate of the Dwarf hold of Karak Vlag, only the Chaos Gods can tell. Dwarf histories merely record that contact was lost with the hold, and when an expedition was mounted to discover what had happened, no trace of Karak Vlag could be found. It was as if the hold had never existed, scooped out of reality by the hands of the Dark Powers, its inhabitants doomed to suffer unthinkable torment under the cruel attentions of the Daemons of Chaos.

No text chronicles what miseries were heaped upon the Dwarfs of Karak Vlag in their final days, nor recounts the suffering and bravery of their tale. Whatever happened to Karak Vlag itself is unknowable, but there is one story that remains, one legend that survives, even if none outside the Realms of Chaos know it. This is the saga of the survivors of Karak Vlag who fled under the leadership of Anarbarziz, seeking sanctuary to the south.

Anarbarziz, nephew to the king of the hold, had been away with much of his clan fighting Goblins to the east. Upon returning victoriously to their home, they found it had disappeared. The stench of Chaos hung thickly in the air and Anarbarziz feared further attack. He did not know whether the vanished hold had gone forever and deemed it prudent to seek reinforcements before investigating further. To this end, he turned his throng southwards towards the outpost of Ar Anrak, an outlying fort of Karak Ungor.

The southerly trek of the last surviving Vlagians did not go unnoticed. From within the Palace of Pleasure, the Keeper of Secrets Amin'Hrith the Soulflayer regarded the Dwarfen army upon the surface of a golden mirror. The Greater Daemon had not been part of the assault on the hold, but it knew that its master had intended for all of the Dwarf inhabitants to be enslaved. Seeing an opportunity to earn greater favour by delivering the last of Karak Vlag's folk to Slaanesh, Amin'Hrith gathered its foul minions.

The Bloody Spires

South of Karak Vlag lies an upland plain dozens of miles across, dominated by tall pillars of volcanic rock. The ground heaves with earth tremors, and sulphurous pits bubble and boil amidst the ruination of the fire mountains that surround the plateau. These are known to the Dwarfs as the Bloody Spires, for once they were the scene of a mighty battle between the Dwarfs of Karak Ungor and the Goblin horde of Grukha the Throttler. The air is filled with noxious fumes and few folk, even the hardy Dwarfs, dare travel it. Yet on this day the plight of the Vlagians was desperate and their haste was great, so Anarbarziz decided to lead the throng across this treacherous landscape, rather than take the more circuitous route to the west.

Amidst the bubbling geysers and cloying gases, Amin'Hrith attacked. From out of glittering gateways raced the Seekers of Slaanesh upon their sinuous mounts. Taken unawares, the vanguard of the Dwarfen army was quickly surrounded. From left and right advanced the legion of

the Soulflayer, cruel Daemonettes and bizarre Fiends intent on inflicting pain.

Though attacked from all sides, the Dwarfs put up a stiff resistance, none more so than Anarbarziz. Wherever he fought, the Dwarfs were heartened and battled with enormous vigour. So stout was the Dwarfen defence that only the vanguard was lost, and the Daemons of Amin'Hrith could find no way to prevail. Seeing that victory remained elusive, the Soulflayer withdrew the remnants of his forces back to the Realm of Chaos, where he sought other means to fulfil his ambition.

Though bloodied, the Dwarfs had been victorious and marched without rest to the fortress of Ar Anrak. Here they relayed their tale of woe to the dour inhabitants. The garrison commander, Kungrim, offered his warriors as escort to Karak Kadrin, which Anarbarziz duly accepted. They began their preparations for the long march at the height of summer.

A Dread Alliance

Though defeated, Amin'Hrith was not dissuaded. Approaching the Lord of Change known as the Eldritch Watcher, he proposed an alliance. In return for the Tzeentchian Daemon's aid, the Soulflayer promised to overthrow one of the Eldritch Watcher's rival Lords of Change.

Though the Eldritch Watcher was content to observe from his pinnacle at the Impossible Fortress, it sent many of its Horrors and Screamers to fight alongside the army of Slaanesh. Amin'Hrith's swift-moving forces were greatly bolstered by these magical troops and the Keeper of Secrets did not delay in attacking again.

The daemonic host of the Soulflayer fell upon Ar Anrak only a few days after Anarbarziz's arrival. The Dwarfs upon the walls showered the advancing Daemons with crossbow bolt and handgun shot, but were forced back from the ramparts by flights of Screamers swooping into their ranks. Daemonettes scaled the stone walls with contemptuous ease, while Horrors of Tzeentch blasted at the sturdy gate with their sorcerous powers.

Attacked from the gate and the walls, the Dwarfs could not hold out against the Daemons and Amin'Hrith led his force into the castle. The fighting was fierce in the rooms and corridors within and Kungrim ordered the retreat. Leaving a rearguard to protect their evacuation, the Vlagians and garrison fled the citadel and into the forboding wilderness beyond its walls.

The Battle of Death Canyon

So it was that the last battle of the Vlagians was to be fought in the winding valley known as Death Canyon – Uzkul-ak-Dreng. In the south-eastern end of the valley Amin'Hrith marshalled his otherworldly host. Daemons screeched and bickered while the Dwarfs marched onwards towards them, knowing that they had to break through. The few war machines salvaged from Ar Anrak bombarded the Daemons to break a path through their ranks and Anarbarziz led his Vlagian's into the gap.

It was then that reality was torn asunder in the mountains behind the Dwarf army. Brazen horns echoed around the canyon sides and the march of feet thundered deafeningly along the valley. At the head of a dread legion of Bloodletters strode the Bloodthirster Kharang'kahar Goreweaver, drawn to the mortal realm by the scent of battle. Flesh Hounds loped at his sides, baying for blood, whilst Juggernauts stamped and brayed, eager for war.

Caught between the two Daemon armies, the Dwarfs fought back-to-back, Vlagians alongside the Ungorites. There was no chance of victory, yet Anarbarziz hoped that a few of his warriors might survive and carry news to the south of what had befallen his home.

It was not to be, for they were slaughtered to the last warrior, and so what befell Karak Vlag remains a mystery to the Dwarfs this day.

Anarbarziz

Anarbarziz was a fierce warrior, learned in axecraft and runelore. He bore the Crown of Thungrigg, token of his rulership of his clan, and the mighty axe Grobidreng. He refused to take the title of king when Karak Vlag's disappearance was discovered, maintaining to his dying day that the hold would be reclaimed and his uncle rescued.

Playing the Campaign

The Hunt of the Vlagians is a small, narrative campaign based on Anarbarziz's doomed attempt to lead his army to safety. The campaign is fought as a series of battles that are fought in order, one after the other. The results of the first two battles will have an effect on what happens in the third and final battle of the campaign.

Amin'Hrith the Soulflayer

Many have been the schemes of Amin'Hrith, and many the mortals tempted into damnation by its subtle lures. The Keeper of Secrets took the name of Soulflayer after the Battle of the Winter Grove, during which it slew more than a hundred Wood Elves and later fashioned a long, five-headed whip from their flayed skins.

Battle One: The Bloody Spires

Slaaneshi Daemons under the command of Amin'Hrith ambush the Dwarf army as it attempts to cross the ash wastes known as the Bloody Spires.

The Battlefield: Set up the battlefield as you would for a normal game. There should be no trees or buildings, but plenty of hills and rocks. You may want to make terrain pieces to represent the spires of volcanic rock that gives the region its name.

The Armies: Each player picks an army to the same points value. The Dwarf army is led by Anarbarziz (a Dwarf Lord) and can include any units desired, while the Daemon army is led by a Keeper of Secrets known as Amin'Hrith the Soulflayer and may only include Daemons of Slaanesh.

Deployment: The Dwarfs deploy first, anywhere on the table at least 18" away from a table edge. The Daemon army deploys second, anywhere within 6" of any table edge. In this battle units always flee towards the closest edge of the table. Roll-off to see which side gets to have the first turn.

Game Length & Victory Conditions: The battle lasts for six turns. The victor is decided using victory points in the same manner as a pitched battle.

Special Rules: The air of the battlefield is filled with clouds of steam and noxious gas, which hinders the use of missile weapons and ranged spells. Because of this, when declaring a ranged attack of any kind you must roll 3D6 and double the score; if the total is equal to or greater than the range in inches to the target of the attack, then the attack is allowed to take place. If the total is less than the range, then the attack was obscured by clouds of steam and will have no effect.

Battle Two: A Dread Alliance

Bolstered by the daemonic minions of the Eldritch Watcher, Amin'Hrith is able to overrun the Dwarf stronghold of Ar Anrak. A small contingent of Dwarfs is left to fight a desperate rearguard action in order to give the rest of the garrison a chance to escape.

The Battlefield: The battle is fought on a 3' square playing area representing one of the Dwarfs' great underground halls. There is a 6" wide entrance in the centre of one table edge, and a 6" wide exit in the centre of the opposite edge. No other terrain is required, but if you have suitable terrain pieces, such as piles of rubble, stone columns, and Dwarf altars or architecture, then you should by all means use them!

The Armies: Each player picks an army. The Daemon army receives twice as many points as the Dwarf army. Neither army may include any Lord-level characters. The Daemon army may only include Daemons of Slaanesh, and Horrors and Flamers of Tzeentch. Because of the confined nature of the underground halls no unit may have a unit strength greater than 10.

Design Note: This battle works best as a fairly small game, with about 500 to 750 points of Dwarfs taking on twice as many points' worth of Daemons.

Deployment: The Dwarfs deploy first, within 18" of the exit. Half the units in the Daemon army (rounding down) are deployed second, anywhere within 18" of the entrance. The remaining Daemon units enter as reinforcements (see below). The Dwarfs will flee towards the exit if broken.

Game Length & Victory Conditions: The battle lasts until there is a Daemon unit closer to the exit than any Dwarf models. Keep track of the number of game turns that have elapsed. When the battle ends, the Dwarf player rolls 2D6 and must roll equal to or less than the number of turns fought in order to win the battle. Any other result is a Daemon victory.

Special Rules: Half the units in the Daemon army are deployed as normal. The remainder can enter as reinforcements from the Daemon player's second turn. One unit can enter per turn, entering through the entrance to the hall in the same manner as a unit that has pursued off the table.

Mighty Empires

If you want to play these scenarios as part of a Mighty Empires campaign, then why not include a special Realm of Chaos tile like this one. This represents an area at the epicentre of a daemonic incursion. It can be used as the starting tile for a player with a Daemon army, and counts as a city. In addition, roll a D6 whenever the Daemon army fights a battle to see if the Chaos Gods still favour their daemonic servants:

1 – Displeased: The gods are not pleased. Subtract 2D6x10 points worth of troops from the Daemon army for the next battle.

2-4 – Unimpressed: The gods are neither displeased nor favourable. Nothing happens.

5-6 – Favourable: The gods are pleased and reward the army with a bonus of 2D6x10 points in the coming battle.

Battle Three: The Battle of Death Canyon

It was in the winding valley known as Death Canyon that the Vlagians made their last stand. To their front lay the Daemon hordes of Amin'Hrith, and to their back the Khornate legions of Kharang'kahar Goreweaver. The Dwarfs' only hope was to cut through one of these armies to freedom!

The Battlefield: Set up the battlefield as you would for a normal game, but do not use any buildings. The long table edges represent the walls of Death Canyon and are impassable to either side. Fleeing units will always head towards the closest narrow table edge.

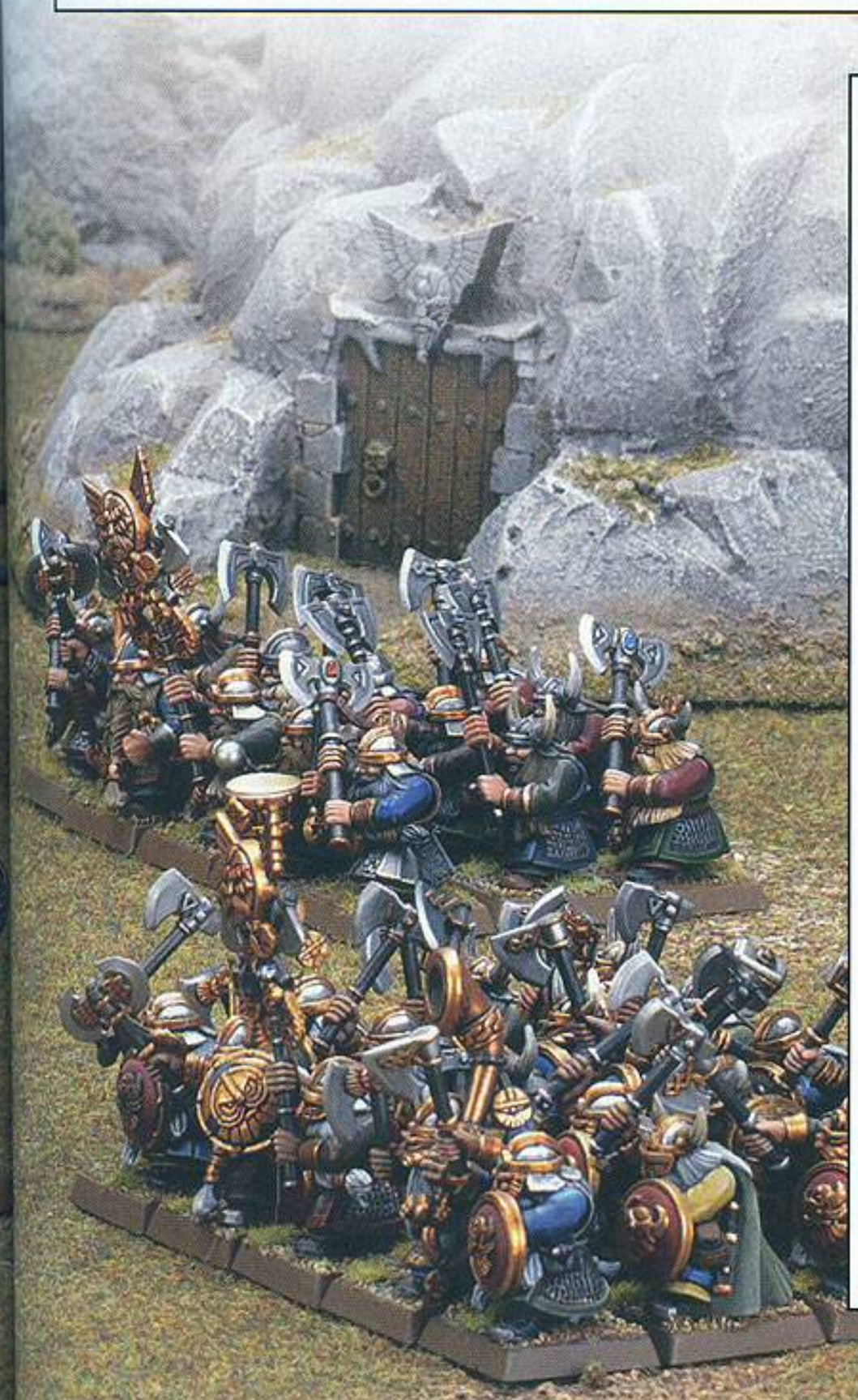
The Armies: Each player picks an army to an equal points value. The Dwarf army may include any units other than Gyrocopters and Miners. The Daemon army may include any type of Daemons of Khorne and Slaanesh, and Horrors and Flamers of Tzeentch. If the Daemons were able to win either of the first two battles then they may take a number of Greater Daemons for free:

- *Daemons Won First Battle:* Daemon army may take a Keeper of Secrets (Amin'Hrith) for free.
- *Daemons Won Second Battle:* Daemon army may take a Bloodthirster (Karang'kahar Goreweaver) for free.

Deployment: The Dwarfs set up first, anywhere within 18" of the centre of the table. The Daemons set up second. Any Slaanesh or Tzeentch Daemons must set up within 12" of one narrow table edge, and any Khorne Daemons within 12" of the opposite narrow edge.

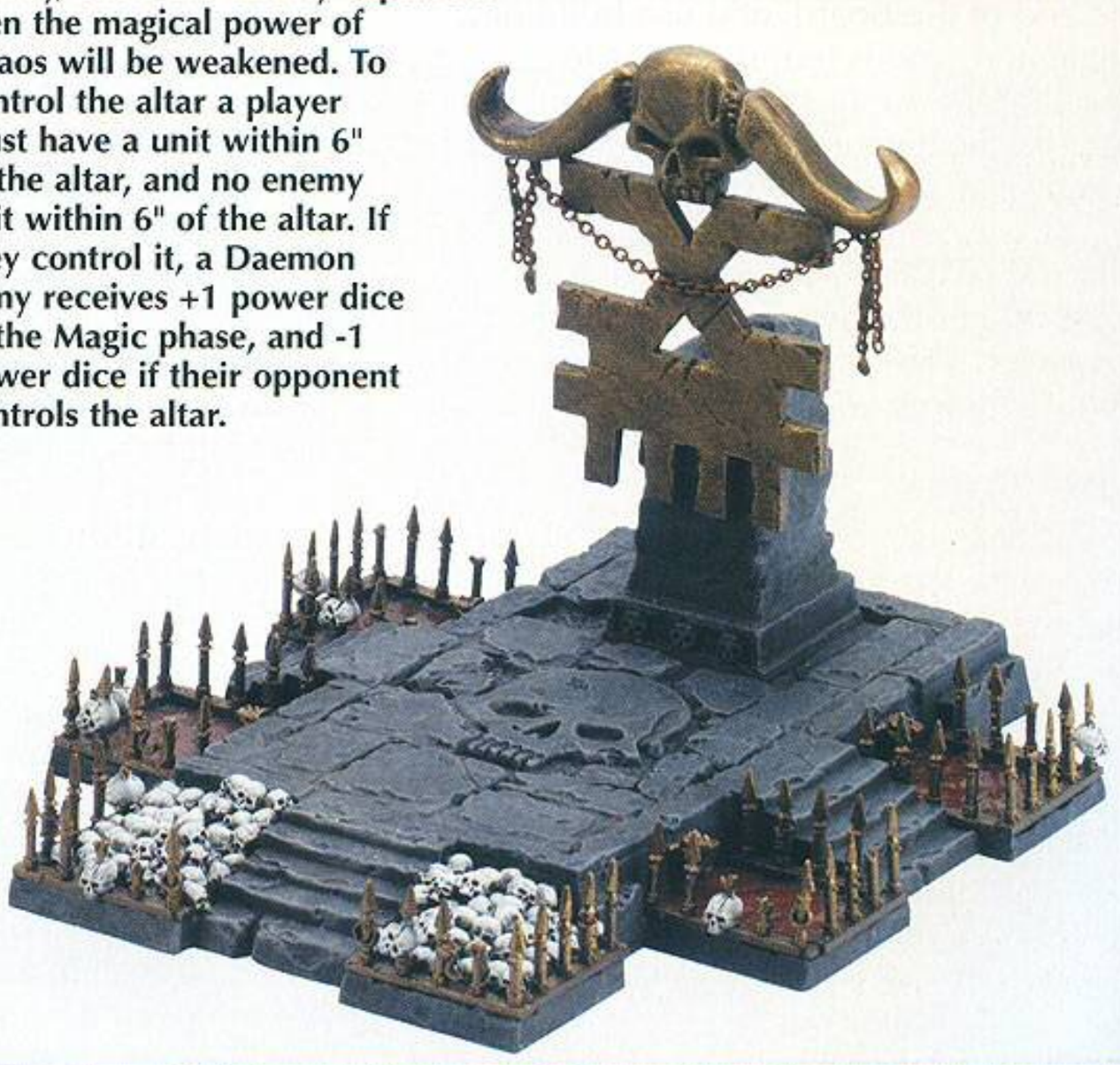
Game Length: The battle lasts until there are no Dwarf units left in play or one Dwarf unit is able to exit the table.

Special Rules & Victory Conditions: Dwarf units are allowed to exit the table from either narrow table edge. If at least one Dwarf unit manages to leave the table 'in good order' (i.e. not fleeing), then the Dwarfs win the battle and the campaign.



Special Feature – Arcane Ruins

Centuries ago Chaos cultists built an altar to their Dark Gods. Although the cultists are long since dead, the arcane ruins remain and are still suffused with the raw power of Chaos. Control of the altar by the forces of Chaos will increase the magical power of any daemonic troops that are nearby, but if the enemy capture it then the magical power of Chaos will be weakened. To control the altar a player must have a unit within 6" of the altar, and no enemy unit within 6" of the altar. If they control it, a Daemon army receives +1 power dice in the Magic phase, and -1 power dice if their opponent controls the altar.



FAMOUS LEGENDARY BATTLE:

The Defence of Itza

The battle for control of the Slann temple-city of Itza is one of the most cataclysmic events in the history of the Warhammer world – and it's crying out for a refight!

Vast armies of daemonic creatures were unleashed when the warp gates built by the Old Ones collapsed. They flooded across the Warhammer world, and one by one the mighty temple-cities began to fall. Finally, the Daemons reached the legendary city of Itza, which was under the protection of Lord Kroak, first and greatest of the Slann Mage-Priests. For months Lord Kroak held the Daemon hordes at bay, and even though his mortal body was slain by a war host of a dozen Greater Daemons, his undying spirit fought on, eventually denying victory to the enemy.

Refighting the Battle of Itza

The Battle of Itza makes an excellent subject for a narrative Legendary Battle, fought between a Lizardman army and a Daemon horde. The Legendary Battle rules were published in WD340, and you can download a copy from the Games Workshop website. The notes that follow are based on our own refight of the battle at the Studio's Thursday-night games club.

Table Setup

The refight concentrates on the attack by the host of Greater Daemons that led to the death of Lord Kroak. It is written that Lord Kroak spent the battle "Serenely seated atop the Great Pyramid of Itza". Place a model to represent the Great Pyramid at one end of the board, and use buildings, jungle and woods terrain pieces to represent the area of the city in front of it – we used the ziggurat from the Ziggurat of Doom scenario in WD340.

The Armies

The Battle of Itza was fought between Lizardmen and Daemons. No allies from other army lists may be used.

Lord Kroak

The Lizardmen army must include Lord Kroak. Use the Venerable Lord Kroak model to represent him in his living form, with the following house rules:

The Ruination Of Cities: While alive Lord Kroak can cast Ruination of Cities with greater power. To represent this he may attempt to cast it normally, with a casting value of 14, or choose to cast it with a casting value of 15 or 16. Each point by which the casting value is increased adds +1D6" to the area of effect of the spell, and also adds +1 to the Strength of any hits inflicted (to a maximum of +2D6" area of effect and +2 Strength).

Golden Death Mask: Lord Kroak isn't allowed to use this item in this battle, because he's not yet dead!

Serenely Sitting: Lord Kroak must be set-up on the top of the Great Pyramid, and may not move from there during the battle.

Spirit Form: Should Lord Kroak be slain then his spirit-form will carry on fighting. The only thing the spirit-form can do is to cast the Ruination of Cities spell at a difficulty of 14. In addition, any Daemons that are in base contact with Lord Kroak when he is slain are instantly banished and are removed from play. This includes the models that managed to slay Lord Kroak!

This scenario takes place before Lord Kroak dies and gets his death mask – but it is fine to use your Lord Kroak model as he is.

Greater Daemon War Host

Lord Kroak was finally slain by a war-host of twelve Greater Daemons. To represent this gathering of might, the Daemon army is allowed to include a war host made up of up to twelve Greater Daemons of any type. The war host counts as a "Monstrous Horde" from the Legendary Battles rules – this is an exception to the normal rule that all units in a Monstrous Horde must be of the same type.

Winning the Battle

Use the standard Legendary Battles victory conditions for this scenario. However, such is Lord Kroak's importance to the outcome of the battle that, if he is alive at the end of the game, then the Lizardmen may add 25 points to their total score. However, if he is slain then the Daemons may add 25 points to their total.

STANDARD BEARER

Each month, the Editor dispatches a Dwarfer to the darkest caverns of Nottinghamshire. His mission, to rouse the Johnson from his timeless slumber. If he's lucky, he makes it back alive, clutching the latest Standard Bearer!

A few months ago I was chatting to Andrew and Nicola Taylor, two good friends who also happen to be two of the most talented miniature painters I know outside of the 'Eavy Metal Team. The Taylors regularly attend the tournaments we hold at Warhammer World, and just as regularly walk off with the prize for the best painted army.

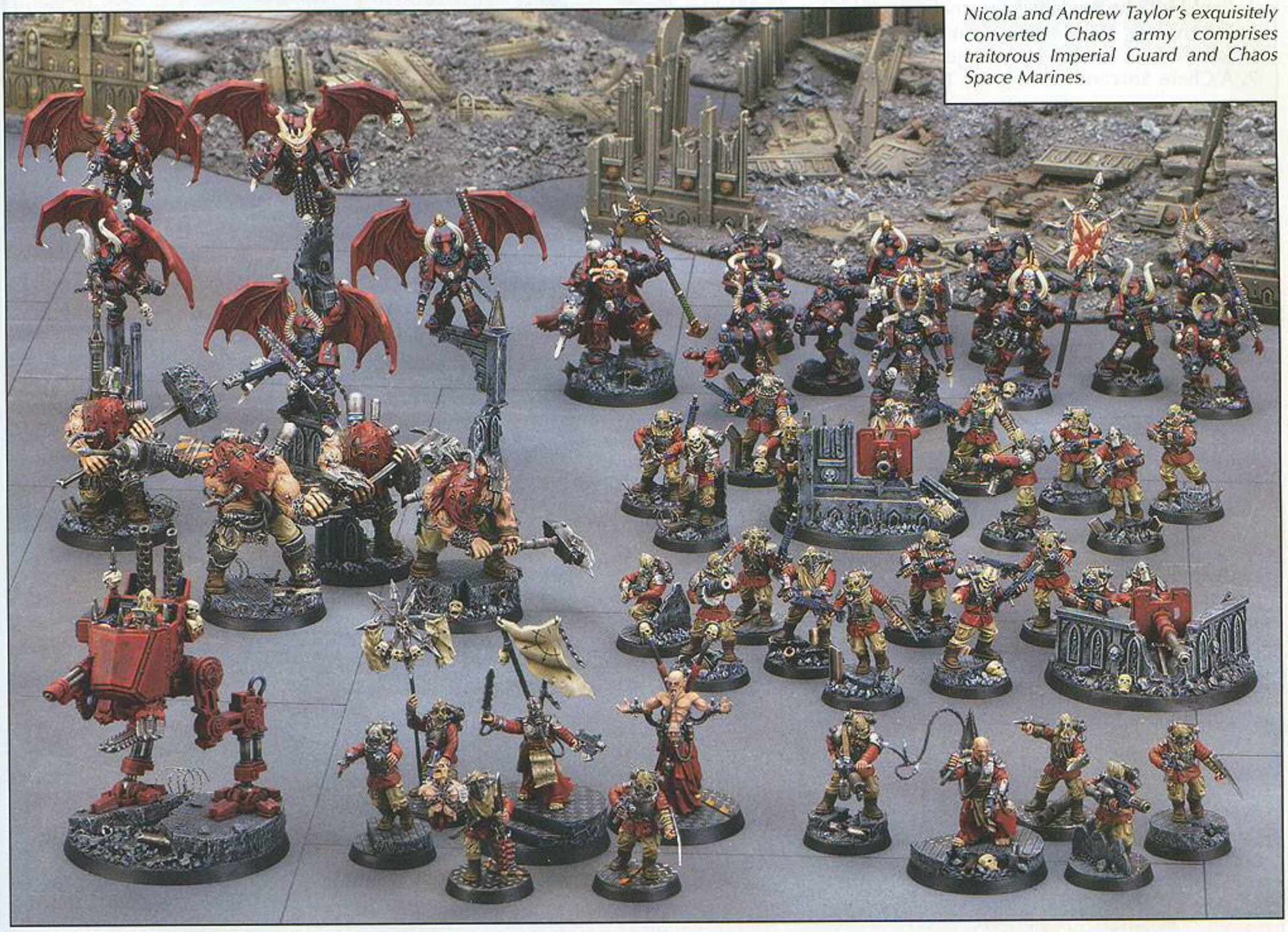
Anyway, there we were sitting in Bugman's, enjoying a refreshing beverage and a classic old Games Workshop board game by the name of Dungeonquest, when the Taylors suggested that I enter the Warhammer 40,000 Doubles Tournament with my son Jack. "Hmm," I said, "that doesn't sound like a bad idea at all – I think I'll do it!" And I'm jolly glad I did, too, because I had the most wonderful weekend I've had in years.

For those of you that don't know of it, the Doubles Tournament – as its name implies – is played by teams of players. Each team is made up of two players, each of whom brings along a 500-point army, so that the two players have a combined force of 1000 points. The two armies in the team must be ones that would probably fight alongside each other, and the tournament rules pack provides details of which armies can (and more importantly, cannot) ally. The tournament is fought over two days, and each team takes part in half-a-dozen games during that time, all fought using the standard rules and missions from the Warhammer 40,000 rulebook. Then, at the end of the weekend, prizes are awarded to the team that performed best on the battlefield and the team that brought along the best painted army.

Now, this description may make the event seem very dry and serious, but the reality is anything but. When I arrived on Saturday, the place was buzzing as over two hundred players got themselves signed up and found out which table they'd be playing their first game on. Being an absent-minded twit, I'd left things far too late to enter myself and Jack as a regular team, but a certain amount of arm-twisting meant that we were down as the "spare player" for the event and would play against any team who was missing an opponent. Luckily for us, this occurred three times over the weekend, and I also managed to get in a one-on-one game with Jack into the bargain. This meant I got to play plenty of games, and still had time to wander about and look at what was going on, catch up with the Taylors, and generally pontificate about the hobby with anyone who was willing to listen to me!

The impression I left with was of a tournament where the players were more

Owen Rees and Jon Carter commanded this force of Dark Angels and Deathwatch. Snow bases provide a visual link between the two armies.



Nicola and Andrew Taylor's exquisitely converted Chaos army comprises traitorous Imperial Guard and Chaos Space Marines.

interested in playing friendly games against like-minded opponents, rather than taking part in a deadly serious, win-at-all-costs competition. I think the team set-up has a lot to do with this; there's something about playing alongside a mate or partner (or son!) against another team of two players that just makes for an easier-going game.

But although the gaming was fun, the thing that really stood out for me was how well painted most of the armies were. I think this is because, at the Doubles, each player only needs to prepare a 500-point force, and therefore can lavish a great deal of time and attention on their army. Certainly the general standard was amongst the best I've ever seen, while the six armies that were up for the best-painted army prize were all gob-smackingly good.

For those who haven't attended a tournament before it's probably worthwhile explaining how the best army is chosen, at least at the events we run at Warhammmer World. What happens is that after the first round the players leave their armies 'on display' on their gaming tables. A team of judges then go round, and after a certain amount of bickering and arguing, pick out the six armies they think are the best painted. Then, later on at the event, usually on the second day, the armies that made the cut are put back on display, and all of the players in the tournament get to vote for the one they like the best. The army that gets the most votes wins the prize.

What I think is wonderful about this system is that it means that all of the players (and various liggers and hangers-on such as myself) get a chance to see the best armies at the event, not just those that are lucky enough to fight a battle against the army. It's almost always my highlight at the tournaments I attend, and this year's Doubles really was no exception. In fact it made me rather pleased that, as a member of staff, I was not allowed to vote, as I think I'd have found it almost impossible to choose between the armies that were on show. One thing that really stood out were

"The six armies up for the best painted army prize were gob-smackingly good."

The Best Models of the Day

1 & 2. Fully converted Renegade Guardsmen by Andrew Taylor.
3. A Slaaneshi Chaos Space Marine converted and painted by Tom Coveney.
4. Paul McCabe modelled an ornate jump pack onto this Khornate Space Marine.
5. Owen Rees' Dark Angels Commander.
6. Jon Carter's Deathwatch Sergeant armed with a power axe.
7. A Chaos Sorcerer leading the Taylors' force to battle.

the variety of different approaches taken. There were armies that looked like they could have been lifted from the pages of a Codex, painted with painstaking attention to detail. There were armies where each and every model was heavily converted in one way or another. There was even an army that included classic models from the Citadel range, such as the first ever Space Marine Dreadnought model we made, beautifully painted and showing that these very early models have a real charm all of their own and deserve their place on the gaming table to this day. All six armies included wonderful small details that rewarded careful attention and meant that every time you looked you noticed something you hadn't seen before.

But enough rambling from me – when all is said and done the pictures you can see on these pages show what I'm talking about far better than any words can. Instead I'll urge you to try and attend a Doubles tournament if you possibly get the chance. You'll get a great weekend of gaming, and a chance to see what are arguably the best painted armies in the world to boot. And if you can't get to Warhammer World, why not organise your own doubles tournament? It's easy to do with a little bit of effort and great fun to take part in.

And that's all for this month's Standard Bearer. As ever, if you have any thoughts or comments on what I've said, then please let me know by writing to me care of the White Dwarf team. I'd love to hear from you and really do read every letter. I don't have my own bank of servitors scanning the mail – it really is just me, honest!

Write to Jervis at:

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c/o White Dwarf
Design Studio
Games Workshop
Willow Road
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United Kingdom

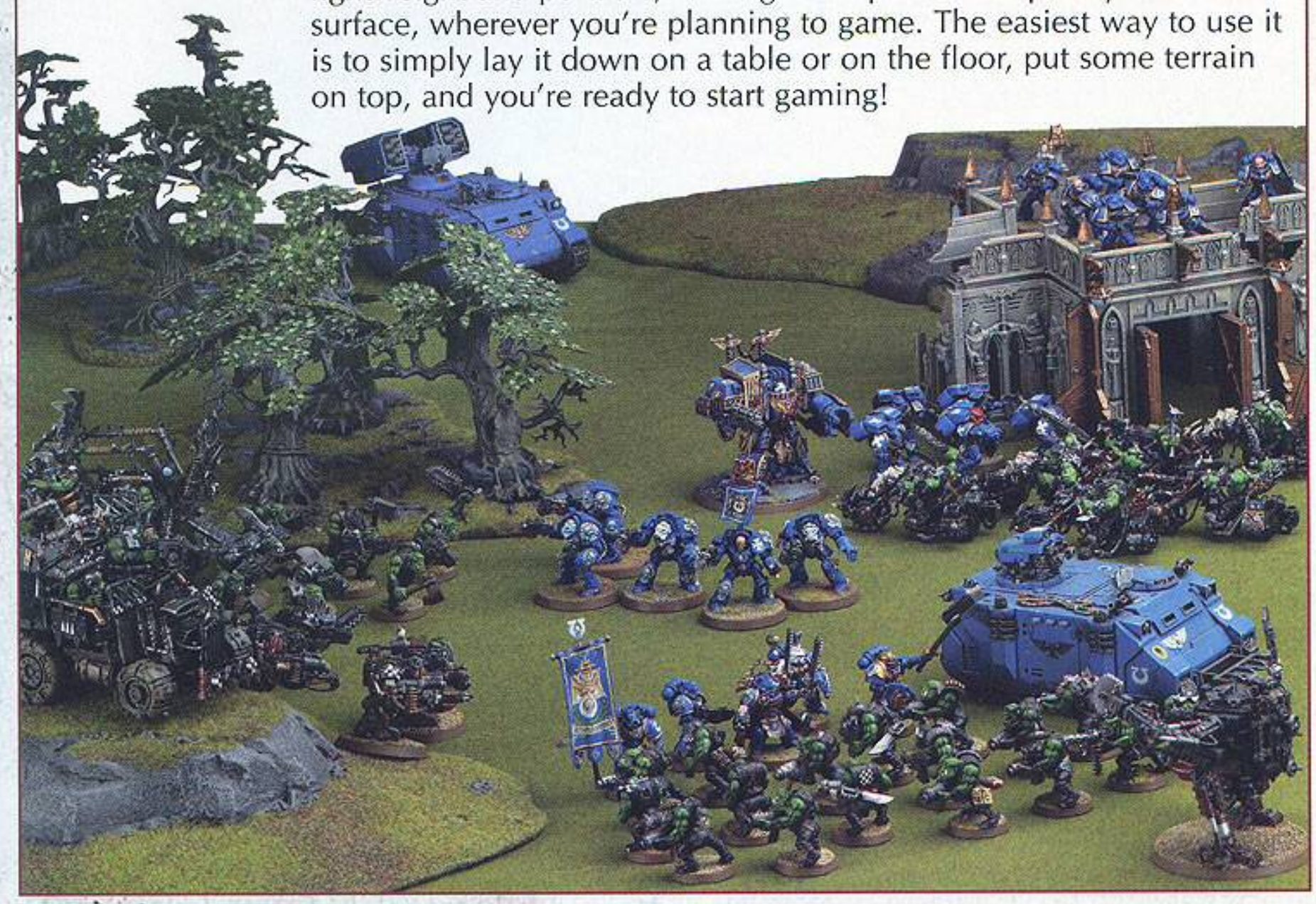
CITADEL® TOOLBOX

The Battlemat

We're always on the lookout for ways to improve the quality of our products and make them all the more usable by the hobbyist. This month sees the reinvention of the Citadel Battlemat, with the release of a new, cloth-backed version. Here we take a look at a few of the ways you can use of it.

Terrain on top

You can use the Citadel Battlemat in many different ways – it's lightweight and portable, making it the perfect temporary battlefield surface, wherever you're planning to game. The easiest way to use it is to simply lay it down on a table or on the floor, put some terrain on top, and you're ready to start gaming!



Contour Control

In classic wargaming tradition, you can place boxes or stacks of books underneath the Citadel Battlemat to create hills and contours. Because the new Battlemat has a cloth backing, it does not crease and will follow the contours of the items underneath, giving you a gently sloping landscape for your battles.

Top Tip

Instant Texture

To get a quick, perfectly green textured surface for your gaming table, you can use the Citadel Battlemat – simply glue the Battlemat to the top of your gaming board (see p96 where we show you how to make your own). Make sure you pull it tight across the surface – it's best to use a heavy duty staple gun to keep it rigid – before gluing it down.

Clever Cloth

The new Citadel Battlemat is a great improvement on its predecessor. Here are a few reasons why:

- **No More Rolling – after your game just bunch it up and stuff it in your bag, as it's crease resistant.**
- **Tear Resistant – you can't rip or tear holes in it accidentally.**
- **Fray Resistant – the edges of the Battlemat will stay nice and tidy.**
- **Eminently Reusable – even after repeated use, the Battlemat doesn't get tatty.**
- **Washable – should the worst happen and you spill your coffee on the Battlemat, you can just pop it in the wash. It's hand washable in warm, soapy water.**

'EAVY METAL
MASTERCLASS

THE LORD OF THE RINGS STRATEGY BATTLE GAME

MORDOR TROLL

The multi-part plastic Troll Kit is one of the most anticipated releases for The Lord of the Rings strategy battle game in ages. Expert painter Fil Dunn was on hand to paint us a fearsome Mordor Troll.

There's nothing quite as fearsome in a game of The Lord of the Rings as a great big Troll. These hulking creatures are responsible for the countless deaths of Good warriors and more than a few well-known Heroes have found their quests ended prematurely at the hands of a Mordor or Isengard Troll.

A powerful creature such as a Troll makes a great centrepiece for your army, and it would be a shame not to expend a great deal of time and effort when painting it for your collection.

Step forward Fil Dunn, 'Eavy Metal team leader and the man with the brush skills to get your plastic Troll miniature onto the battlefield looking spectacular.

Fil started the project by detaching all of the plastic components from the frame using the Citadel Plastic Cutters and Hobby Knife. He then cleaned up all of the parts with the knife and files, before sticking the kit together as a Mordor Troll. When the plastic glue had dried, Fil gave the entire model an undercoat of Chaos Black. He used several thin coats of Chaos Black spray paint, before touching it up with Chaos Black from the pot.

You Will Need

All of these paints are available from the Citadel Colour, Wash and Foundation ranges of paints.

- Chaos Black Spray
- Bestial Brown
- Bleached Bone
- Blood Red
- Boltgun Metal
- Chaos Black
- Dwarf Flesh
- Graveyard Earth
- Khemri Brown
- Fortress Grey
- Mithril Silver
- Scab Red
- Scorched Brown
- Snakebite Leather
- Vermin Brown
- Tallarn Flesh
- Badab Black
- Devlan Mud
- Gryphonne Sepia
- Leviathan Purple
- Ogryn Flesh
- 'Ard Coat
- Matt Varnish

Painting Troll Flesh

A purple glaze was applied to the skin around the eye sockets to make the face slightly paler than the rest of the Troll's flesh.

For the Troll's skin, Fil chose quite a pale tone to make a very deliberate contrast to the dark tarnished armour and leathers he planned to paint later. Fil painted the flesh with a lined, loose-looking texture, mimicking the skin of large mammals such as rhinos and elephants for the Troll's flesh. Larger animals tend to have loose, sagging skin compared to smaller creatures. By replicating this look on the Troll flesh, Fil intended to create a sense of scale. As ever, the Internet is useful for finding reference material, as are encyclopaedias or natural history books that contain good, high-quality photographs. Don't be afraid to use real-world references when painting miniatures.

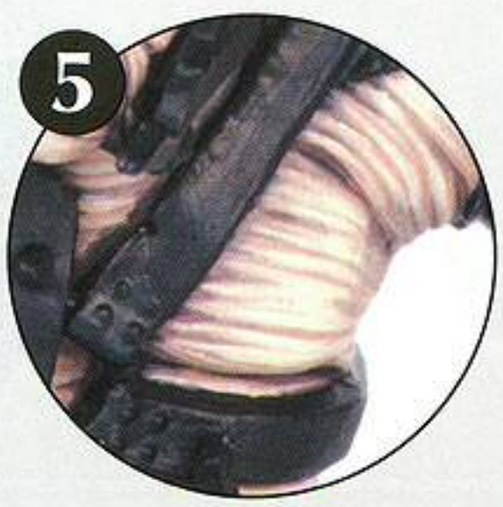
Painting the Skin

Step 1. *To start with, Fil blocked in all of the flesh areas of the Mordor Troll with an even basecoat of Scorched Brown.*

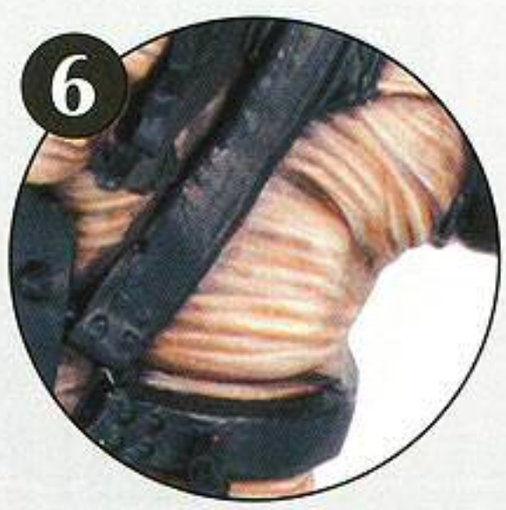
Step 2. *For the next stage he started to build up the skin with a 1:1 mix of Scorched Brown and Tallarn Flesh, applying the paint across the flesh in horizontal lines.*

Step 3. *Next, Fil used a coat of pure Tallarn Flesh, applying it as before to give a wrinkled appearance to the skin.*

Step 4. *A 1:1 mix of Tallarn Flesh and Dwarf Flesh was then applied to the flesh of the model brushed on in lines across the body, adding to the appearance of the creases.*



Step 5. *Next, a 1:1:1 mix of Tallarn Flesh, Dwarf Flesh and Bleached Bone was used. Fil continued to apply the paint across the same areas to keep the dark furrows.*



Step 6. *To finish the skin, a glaze was applied to the whole area using a 1:1:1 mix of Matt Varnish, Ogryn Flesh and Leviathan Purple.*

Working Inside Out

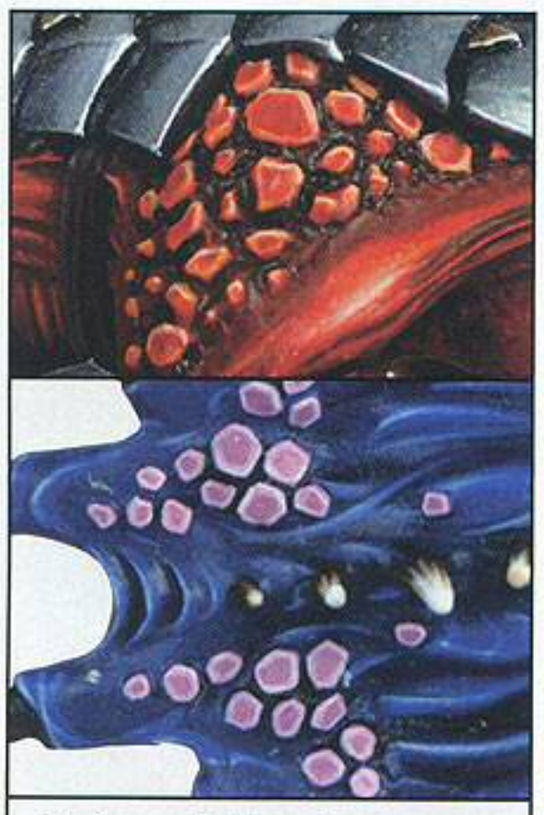
When painting a model of any size, Fil works from the inside out, first painting the skin, then the cloth, the armour and other outer accoutrements. This way he doesn't have to worry too much about being messy on the earlier layers because he'll get to the outer layers later and can tidy up any stray paint strokes by painting over the top of them.

Troll Scales

Fil lined in the area around the scales using Scorched Brown rather than Chaos Black, which would have been too stark.

We refer to the rough patches of skin found on the Troll's legs and back as scales for the purpose of this painting feature. This is because they are painted using the exact same method as the scales you'll find on our Dragons, Cold Ones or any number of the creatures found in a Warhammer Lizardmen army.

The 'Eavy Metal team use a similar method for painting scales no matter which creature it is – a basecoat, a wash, followed by two highlights. Fil used a basecoat of Scorched Brown for these scales. Scorched Brown was used repeatedly across the whole model – for the skin, the scales and the leather – tying the colour palette together.



Soft and Hard Highlights

When painting a monster it can be difficult to decide on the best way to apply highlights. Adding a very severe highlight will not always work. A good rule of thumb is that if it is a "gloss" surface, like a claw, shiny chitinous plates, scales or teeth, then the highlight can be quite harsh. If you're highlighting a matt surface, like skin or cloth, which diffuses light rather than reflects it, then a much softer highlight should be used instead.

Painting the Scales

Step 1. *The scales were first basecoated with Scorched Brown. The basecoat was applied both to the scales themselves and the area of skin around them.*

Step 2. *A dark brown wash of Devlan Mud was then liberally applied over the top of the basecoat. Fil made sure it covered the entire area, knowing that you can be generous with the washes without affecting the tone.*

Step 3. *The first highlight applied was a 1:1 mix of Scorched Brown and Bleached Bone. Fil carefully applied this mix to the edge of each separate scale.*

Step 4. *For the last stage, a sharp highlight was applied to the most prominent edges of the scales, adding some more Bleached Bone to the previous mix.*

Painting Battered Metal

The sword was painted in the same way as the armour, but Fil used only a couple of wash layers, making the overall effect brighter.

The helmet uses the same method as the armour. You can see the the watered-down Vermin Brown wash, which represents rust forming in the recesses.

When painting armour, Fil likes to create dark metal tones, before adding brighter highlights to create a very strong contrast. This is further complemented by the Troll's pale skin colour.

A very dark, almost black, iron-like colour works on evil creatures such as Orcs and Trolls really well, as the darker the metal, the more tarnished and ill-kempt it looks.

When painting dark metal, it's important to create an extreme highlight along the edges to create a strong contrast and help delineate the outline of the armour. This is best seen with the helmet as shown in the inset above. All metal areas of the model were painted in the same way.

Painting the Breastplate

Step 1. *All the metal areas of the Troll were painted with a basecoat of Boltgun Metal. Boltgun Metal tends to be quite thick, so make sure you keep it fluid by adding water.*

Step 2. *For the next stage the breastplate was given six layers of Badab Black wash, taking the shine off the Boltgun Metal. Make sure each layer of wash is dry before applying the next.*

Step 3. *Fil used a fine brush to carefully apply the paint chips and scratches with Mithril Silver. The armour edging was also given an extreme highlight of Mithril Silver at the same time.*

Step 4. *A wash of Badab Black was applied to some of the chips to age them. A final wash of Vermin Brown was added to create a rusty look to parts of the armour, especially in the recesses.*

Metal Chips

There are many ways of painting chips and dents in metal armour. One extreme method used on metal models is to score the painted armour with a knife to expose the actual metal underneath. Fil created his chips and flecks with Mithril Silver and a steady hand. He applied a wash of Badab Black to some of the chips (but not all) to age the armour and make it look as though the damage has happened over time rather than all at once.

Painting the Straps and Hide

The Troll's loin cloth was painted in the same way as the black hide, with a brown leather belt and metal clasp.

The strap ring was painted with Boltgun Metal. A small amount of Devlan Mud has been applied around the metal studs of the strap.

The Troll is wearing two types of leather – the straps are painted in a traditional brown colour and the hide that the Troll is wearing underneath the armour is much darker, almost black. Even though both types of leather have different colourations, the basecolour of both is Scorched Brown, as used in both the Troll's scales and skin.

As with the armour, Fil wanted to keep the leather dark to contrast with the paleness of the skin and the bright edging highlight of the metallic areas. It's always good to plan ahead when painting a centrepiece model like this, so you can think about colour theory and the effects of contrast and balance across the whole of a miniature.

Aged Leather

To make the leather look more realistic, Fil applied highlights to age it. As leather is a readily available material, finding a suitable reference shouldn't be a problem. Studying items like old leather belts and black leather jackets can give you a good idea of how leather wears and cracks.

For the straps, Fil highlighted fine cracks along the edge that work their way into the centre, around the areas that would realistically incur the most movement, such as around the shoulders.

Painting Leathers

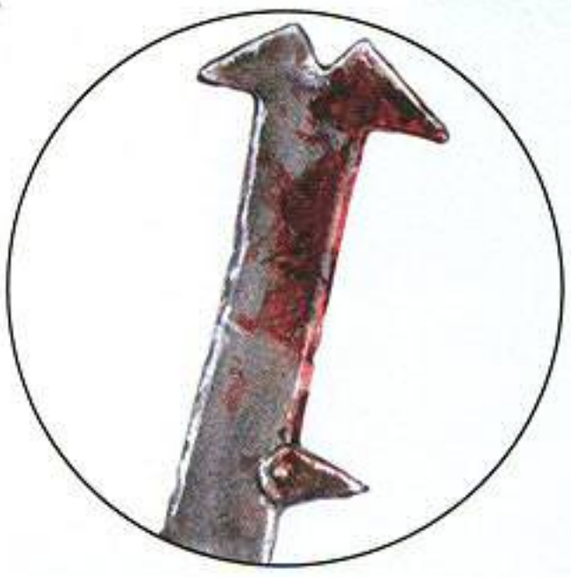
Step 1. *The black leather was given a 1:1 basecoat mix of Chaos Black and Scorched Brown. The straps were basecoated with pure Scorched Brown.*

Step 2. *The black leather was then shaded with watered-down Chaos Black, although you could also use Badab Black. Fil then gave the straps a wash of Devlan Mud.*

Step 3. *A highlight using a 1:1 mix of Scorched Brown and Bleached Bone was applied to the raised areas of the black leather. A Bestial Brown highlight was also painted onto the very edge of the straps.*

Step 4. *More Bleached Bone was added to the previous mix for a final highlight on the black leather. Snakebite Leather was used to create creases and cracks in the leather straps as described in the box on the left.*

Final Details



The Troll's sword was made to look bloody with layers of Scorched Brown, Scab Red and then Blood Red, followed by a wash of Devlan Mud. The final layer is a 1:1 mix of Blood Red and Gloss Varnish to give it that glistening, visceral look.

The Troll's nails were painted with Scorched Brown. The lines were painted with Graveyard Earth and then Fortress Grey. A wash of Gryphonne Sepia was then applied, followed by a final highlight of Bleached Bone.

The severed head on the Troll's harness was painted with the same mix of paint as the Troll flesh, with a bit of Fortress Grey added.

The finished Mordor Troll, complete with a scenic base.

Fil blocked in the eyes with Chaos Black and then added a tiny highlight of Skull White.

You can assemble your plastic Troll in a variety of different ways, such as those shown here.

PAINTING WORKSHOP

CITADEL WASHES

As the great new Citadel Washes were released last month, we thought it'd be the ideal time to revisit those techniques for which they're most useful: washing, glazing and staining.

Washing is a technique used to create shading across the surface of a model. Washes are strongly coloured translucent paints with a fluid consistency that runs into the cracks and crevices of a miniature, staining the surface and shading the areas where the wash gathers strongly. The overall effect is a gradated shade that lends a natural, almost realistic look.

The Citadel paint range includes a range of new, specially formulated washes that are designed to wash, glaze and stain Citadel miniatures. The darker colours are ideal for washes, especially Badab Black and Devlan Mud. Badab Black can be mixed into the other colours to make them even darker.

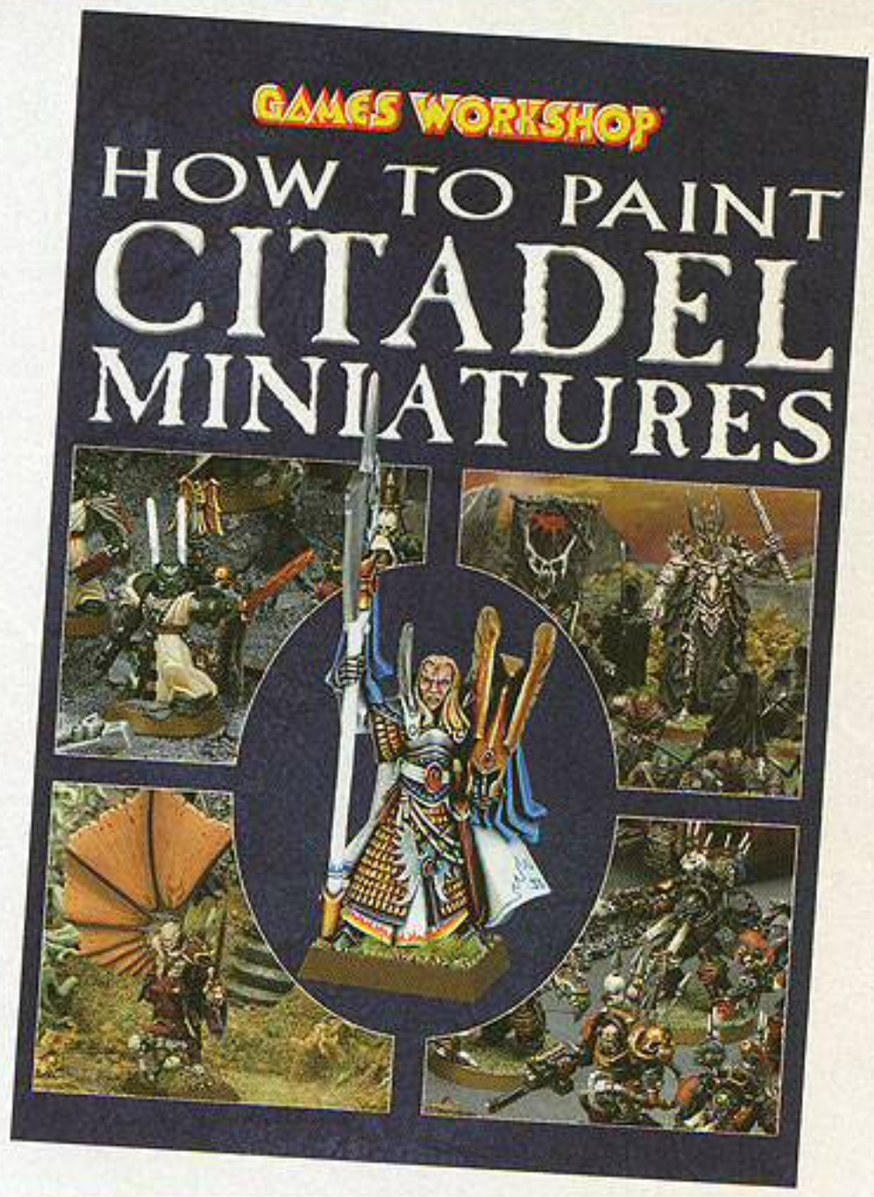
You can also try washing with paint. It is worth experimenting by watering down the paint and then adding Citadel Colour Varnish to the mix. This makes paint behave much more like a wash and stengthens the contrast compared to paint and water alone.

On the opposite page you can see how washes have been used to add shading to the ranger, Damrod.

How to Paint Citadel Miniatures

This book is for everyone who paints miniatures – it doesn't matter whether you have ambitions to produce stunning individual models for display or whole armies for gaming, you'll still find plenty of useful hints, tips and advice. *How to Paint Citadel Miniatures* is packed with great information about materials, techniques, tips from professionals, and example after example of painted miniatures, demonstrating a multitude of methods and effects.

Of course, there is only a finite amount of space in the book, and so the information found in this tome of painting wisdom will be expanded in the pages of White Dwarf magazine.



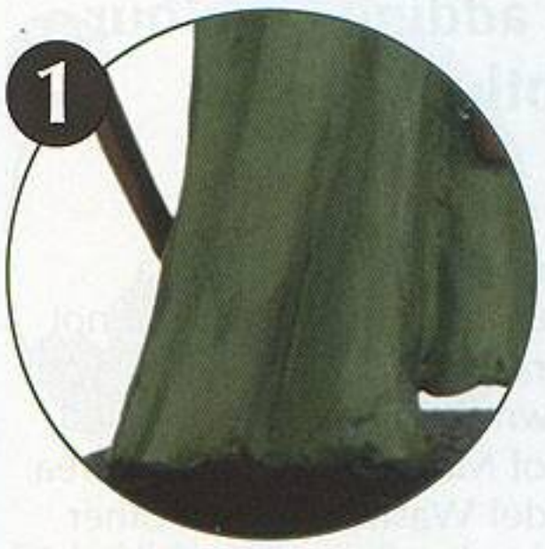
WARHAMMER

WARHAMMER 40,000

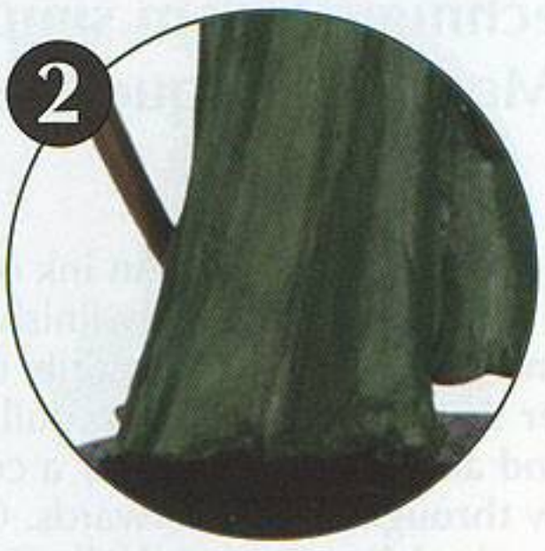
THE LORD OF THE RINGS STRATEGY BATTLE GAME

Month-by-month, the Painting Workshop series builds into an invaluable resource of techniques, tips and tutorials covering every aspect of the painting hobby.

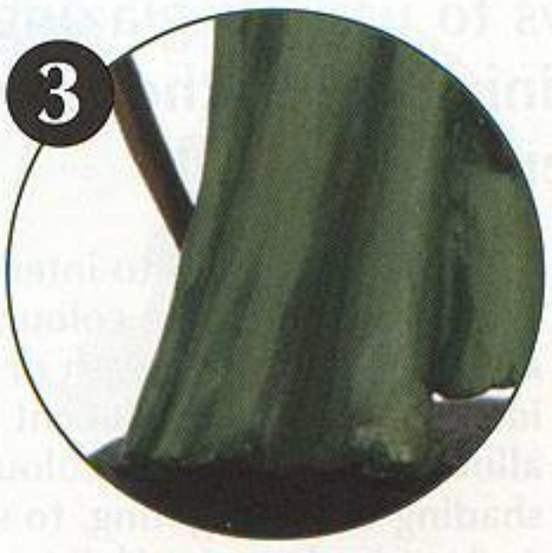
Example: Damrod



Step 1. *The cloak and tabard are painted Knarloc Green.*



Step 2. *The green areas then receive a wash of Thraka Green.*



Step 3. *A highlight layer of Knarloc Green is applied to the edges.*

Step 4. *Goblin Green is used on the most prominent edges.*

Step 1. *The skin is given a basecoat of Elf Flesh.*

Step 2. *Gryphonne Sepia is applied as a wash straight out of the pot.*

Step 3. *The raised areas are highlighted with Elf Flesh.*

Using a simple system of basecoat, wash and highlight, this model is ready for the tabletop in no time at all.

Step 1. *The leather is basecoated with Calthan Brown.*

Step 2. *Next, the leather is washed with Devlan Mud.*

Step 3. *Finally, the leather is highlighted with Calthan Brown.*

'EAVY METAL Washes Showcase

Shade

Tyranid Brood Lord

Wood Elf Spellsinger

GLAZING

There are several ways to use the glazing technique, from simply adding a colour tint to an area of a miniature, to the 'Eavy Metal technique of subtly blending different hues together on a model.

Top Tip

Glaze Consistency

Because Citadel Washes are designed for, well, washing rather than glazing, you might find that it takes a bit longer to build up glazed pigment. In this month's 'Eavy Metal Masterclass on page 84, Fil Dunn recommends adding Citadel Matt Varnish to the wash to speed up the process. Alternatively, you can use Citadel Colour paint to glaze, although you will have to water the paint down much more than usual, so that you can barely see the pigment in the mixture.

A glaze is used to intensify colour, or restore strong colour, by applying a thin layer of wash or paint. The idea is to use a translucent layer that allows the underlying colour, and any shading or highlighting, to show through. A glaze is also a good way of emphasising gemstones, wax seals, or similar decorative parts of the model which you want to stand out.

A glaze is also a suitable method for restoring the overall appearance to an area that has been highlighted too much, for example, by over-enthusiastic drybrushing. If you want to subtly reinforce a colour, mix your chosen wash with water and then glaze over the underlying paint with as many separate coats as needed – this enables you to gauge the effect as you go. Previously, in order to use very thin glazes, you really had to mix a medium such as washing-up liquid into ink. However, Citadel washes are formulated so that you don't have to do that.

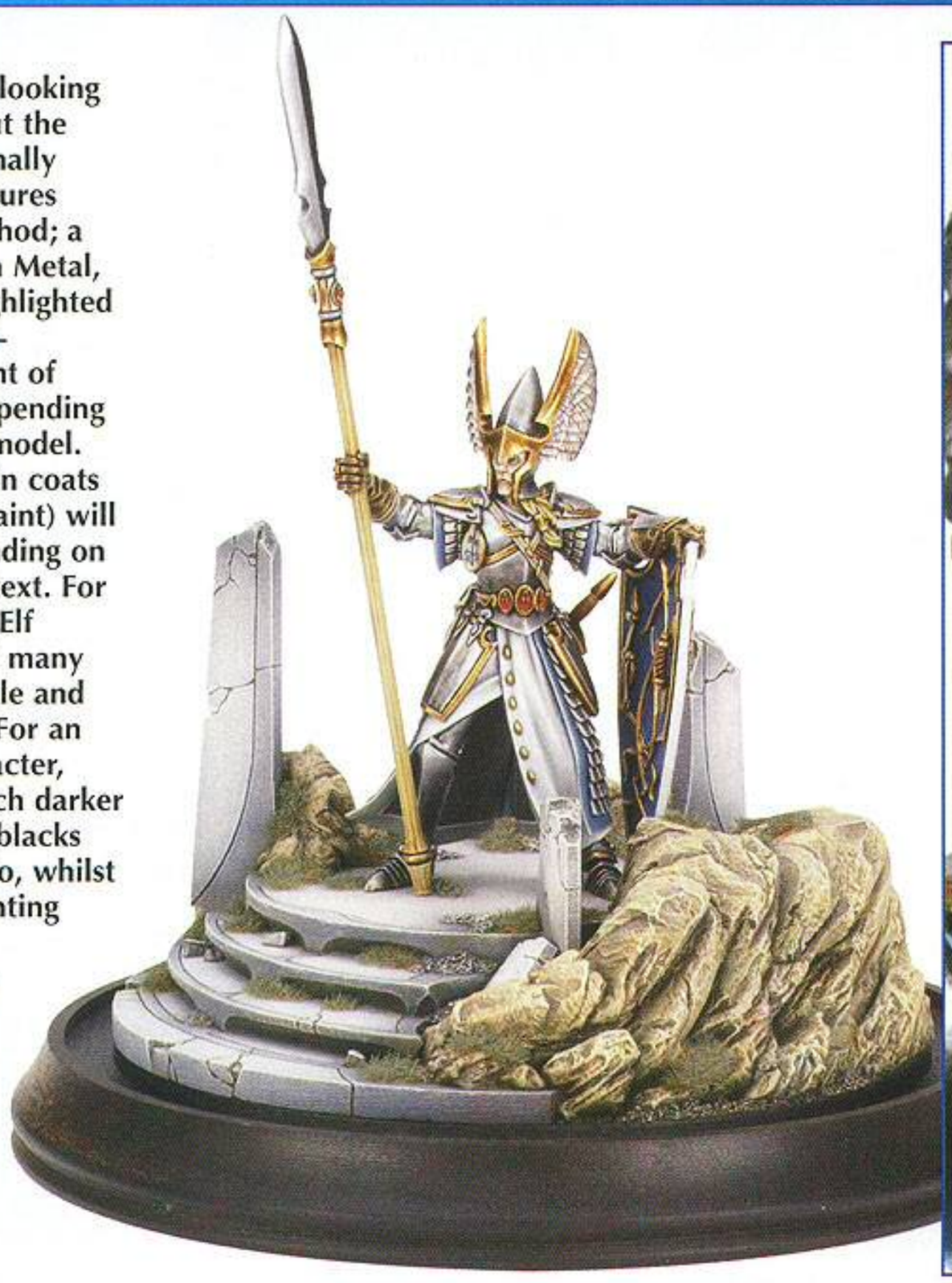
An ink or paint glaze will leave a glossy finish, ideal for shiny gems but not necessarily desirable for everything. If you want to dull down the finish, you'll need to apply a coat of Matt Varnish to the area afterwards. Citadel Washes, on the other hand, dry completely matt, so if you need a shinier finish you will need to use 'Ardcoat to gloss the area afterwards.

To some extent, wash and glaze effects can amount to the same thing, as both use ink to recolour the paintwork beneath. The difference is that a glaze should ideally be an even, thin coat, whilst a wash is applied liberally and allowed to run into recesses on the model. To a degree it's impossible to do one without doing the other, as all but the thinnest glaze will gather in the dips and recesses, whilst a wash will still glaze the prominent high points. Glazes using Citadel Colour paint are less effective but can also work – see the tip on glazing consistency to the left for more information on using paint.

Focus On...

Martin Footitt

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



Example: Strengthening Blending 1

The highlights of this Griffon were carefully blended up from Scorched Brown by adding Fiery Orange in increasing amounts.

The highlights were applied in several thin layers at each stage instead of one thick layer, to achieve a natural, blended effect.

Finally, the glaze was applied. In this case, several layers of very thin Dark Flesh were used to smooth out the highlights.

Example: Enriching a Hue

Basecoat the Orc's skin with a smooth coat of Snot Green.

Highlight the model by adding increasing amounts of white.

Finally, a few glazes of Sunburst Yellow warm the skin tone.

Example: Adding Depth

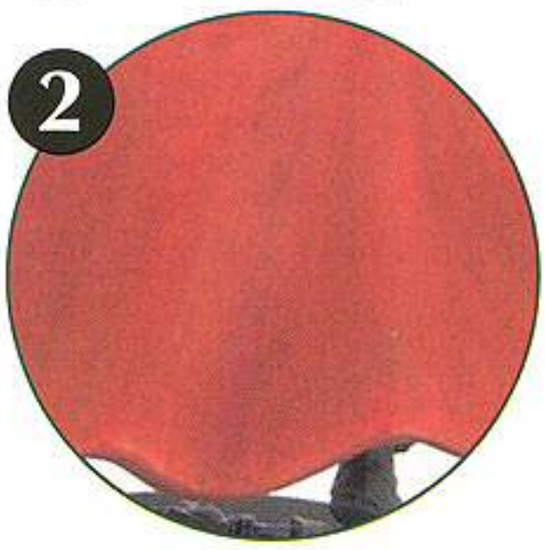
Glazing is a great way of creating a strong yellow colour. Begin with a Blazing Orange basecoat.

Overbrush the armour using Skull White to create highlights.

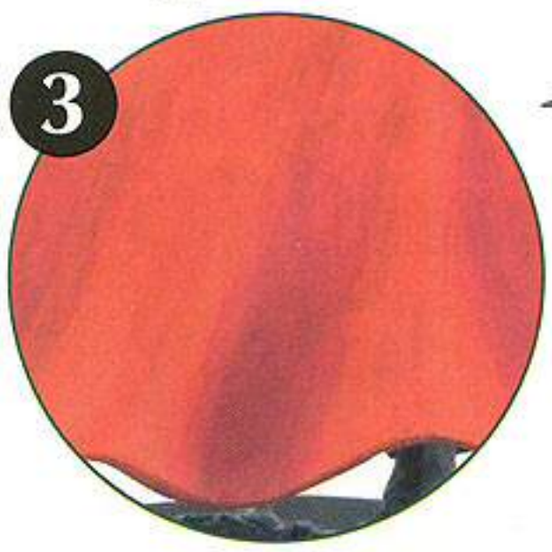
Glaze the whole area with Golden Yellow, creating a strong yellow with shading and highlighting.

Example: Strengthening Blending 2

Basecoat the cloak with watered down Scab Red. Apply five or six thin coats to get an even coverage.



Water down some Blood Red, and apply a few coats to the raised areas to get a smooth highlight.



Highlight the raised areas using a 1:1 mixture of Blood Red and Blazing Orange.

Apply several very thin glazes of Baal Red to the cloak to smooth out the blending.

'EAVY METAL

Kirsten Williams

The scales on this Cold One model were finished off using a glaze, which is one of Kirsten's favourite techniques. Glazes are very useful for adding a smooth, reflective finish and can also be good at "knocking back" over-highlighted areas. To create a glaze, choose a coloured ink and add a tiny amount to some water. The aim is to literally give colour to the water, nothing more. In this example, Kirsten highlighted the blue scales all the way up to Skull White, then, to stop the white dominating the texture and making it look chalky, she applied blue glaze in several layers.

STAINING

Of the three wash techniques, staining is probably the simplest to achieve, while producing the most dramatic results. This technique is used to both dramatically enhance the colour of a model and provide strong shading at a stroke.

Citadel Washes are translucent colours that can be applied over a white surface, or over a black base that has already been drybrushed white, to create a colour by staining.

This is similar to a wash or a glaze, but both of these techniques are designed to build upon an existing colour, whilst a stain provides the colour itself. Washes are ideal because they are highly pigmented.

Stain effects over anything other than pure white will work better for some colours than others, and you'll probably find it necessary to experiment to get an idea of what the final result will look like. We've provided a few examples.

Top Tip

Simple Staining

This horse provides a great example of how staining completely colours the model.

1

This horse has been drybrushed white over black...

2

... then stained with a mix of black, brown and red washes.

Example: Staining over colour

1

The basecoated model.

Apart from the metallic areas, the model has been basecoated entirely with Foundation paints.

The staining technique actually encourages neatness – carefully applied basecoats will pay dividends later.

2

The stained model. The whole miniature was covered in Devlan Mud straight from the pot.

The textured areas have not only been shaded, but also been made to look more earthy.

Combined with the black undercoat showing through the recesses, the stain has produced a very weather-worn metal effect.

3

The model after highlighting and basing.

The flesh has been retouched with Tallarn Flesh, but you could leave it as it is.

The only highlights you really need apply are on the sharpest edges.

CITADEL® Colour Chart

Citadel's range of paints, metallics, washes and varnish provides you with a comprehensive palette to paint your miniatures in any colour scheme or tone you wish. Foundation Colours provide the perfect basecoat, Citadel Washes are fantastic for shading, while the Citadel Colour range consists of great paints, specially formulated for a host of miniature-painting techniques.

Citadel Colour

- Sunburst Yellow
- Golden Yellow
- Blazing Orange
- Blood Red
- Red Gore
- Scab Red
- Dark Flesh
- Dwarf Flesh
- Elf Flesh
- Liche Purple
- Warlock Purple
- Regal Blue
- Ultramarines Blue
- Enchanted Blue
- Shadow Grey
- Space Wolves Grey
- Ice Blue
- Hawk Turquoise
- Dark Angels Green
- Snot Green
- Goblin Green
- Scorpion Green
- Rotting Flesh
- Camo Green
- Catachan Green
- Graveyard Earth
- Scorched Brown
- Bestial Brown
- Vermin Brown
- Snakebite Leather
- Bubonic Brown
- Vomit Brown
- Desert Yellow
- Kommando Khaki
- Bleached Bone
- Fortress Grey
- Codex Grey
- Chaos Black
- Skull White

Metallic Colour

- Burnished Gold
- Shining Gold
- Dwarf Bronze
- Tin Bitz
- Boltgun Metal
- Chainmail
- Mithril Silver

Citadel Wash

- Baal Red
- Asurmen Blue
- Leviathan Purple
- Devlan Mud
- Ogryn Flesh
- Gryphonne Sepia
- Thraka Green
- Badab Black

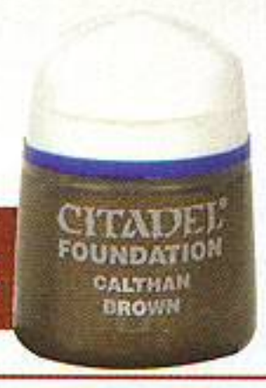
Citadel Varnish

- Gloss Varnish

Citadel Foundation

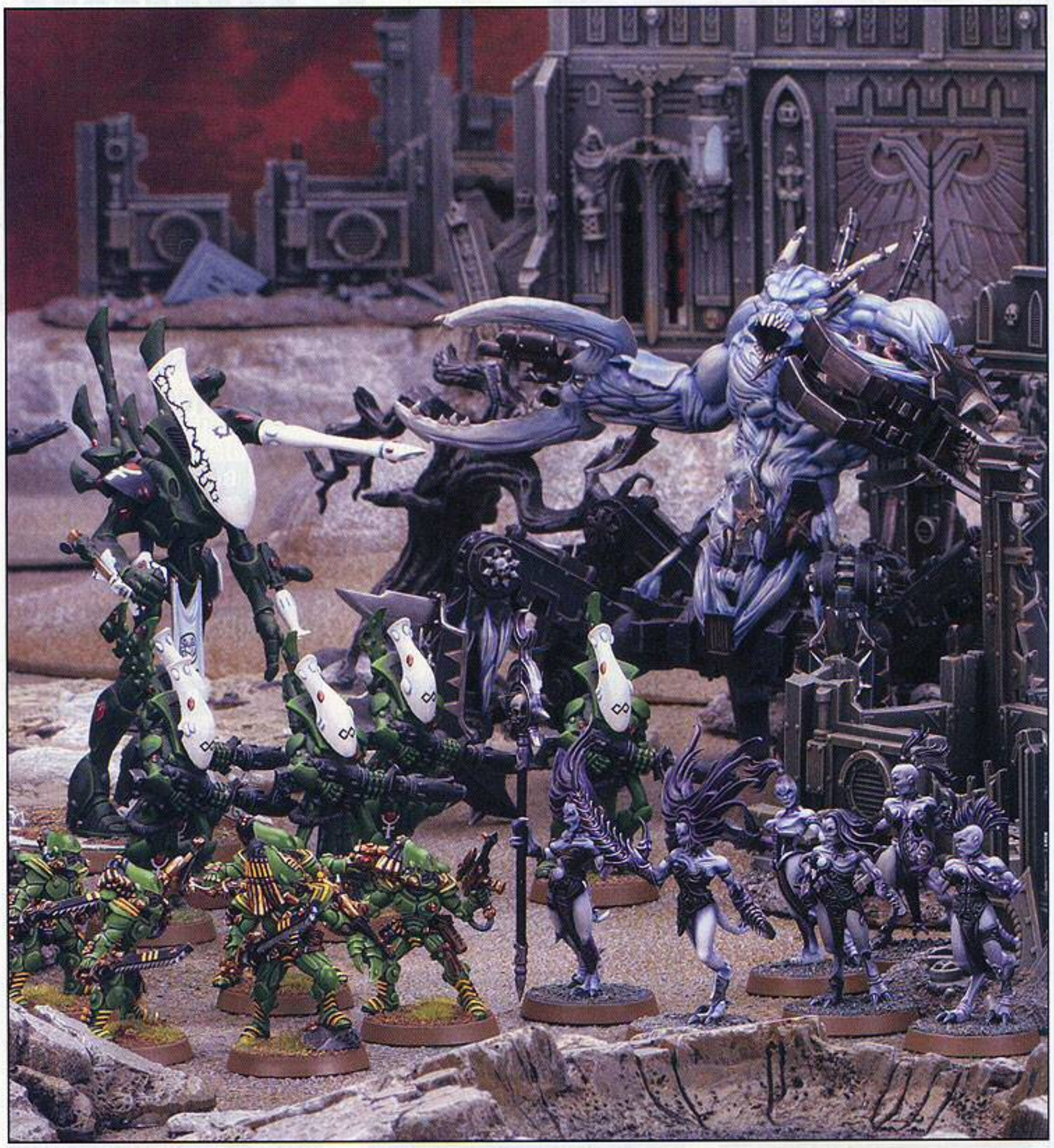
- Iyanden Darksun
- Macharius Solar Orange
- Mechrite Red
- Tau Sept Ochre
- Calthan Brown
- Khemri Brown
- Tallarn Flesh
- Dheneb Stone
- Gretchin Green
- Knarloc Green
- Orkhide Shade
- Fenris Grey
- Hormagaunt Purple
- Mordian Blue
- Charadon Granite
- Necron Abyss
- Adeptus Battlegrey
- Astronomican Grey

Individual Paints.....
£2, €2.50, 25dkr, 35sek, 40nkr



MODELLING WORKSHOP

BATTLEZONES



Every gamer dreams of playing over an evocative battlezone, comprising a beautifully modelled gaming board and scenery. In this article, we show you how to make your own board, and the terrain to go with it.

With the release of the new edition of Warhammer 40,000, which makes more use of terrain than ever before, we thought it would be a great time to look at gaming tables. After all, if you're going to paint an entire army, they'll need a battlezone to fight over.

A gaming board is probably the most rewarding thing a hobbyist can make, as it is the thing that will be used the most out of your entire collection of scenery. The gaming board is also the one item that varies the most in its construction from person-to-person, and in this article we aim to show you several options, so you can choose the one that's right for you and get gaming as quickly as possible.

If you're new to the hobby, we've got plenty of practical tips for you. If you're a seasoned veteran, then you might well pick up a thing or two from our hobby gurus, the inestimable Chad Mierzwa, Dave Andrews and Mark Jones.

Before jumping straight in, there are several things to consider when planning your first gaming board or area. How big an area will you need for your games? How much space do you have in your home, garage or club? How much can you afford to spend? Which games do you want to use it for? Finally, think about your own experience at modelling – if you're not conversant with woodworking, you might want to think twice before building a large wooden board. We'll be showing you how to go about that later in the article. Remember, if you need further help or advice on any aspect of the hobby, pop along to your local Games Workshop Hobby Centre and talk to our friendly staff.

WARHAMMER 40,000

Modelling Workshop is your indispensable guide to getting the most out of your models and terrain. Here we turn our attention to building your first battlezone.

WHERE TO START

The simplest gaming board to make isn't really a board at all. In fact, it's not even a modelling project, *per se*. It is, of course, the new Citadel Battlemat. You can find out more in this month's Citadel Toolbox on page 83. Needless to say, the mat is easy to store – it's crease resistant so you can fold it up and pop it away in a cupboard after use. It's also relatively cheap, and by placing some large books underneath it you can make some makeshift hills, too.

A simple battlefield such as this one can be made instantly with the new battlemat and a few Citadel terrain sets.

DREAM BATTLEFIELDS

At the opposite end of the spectrum are battlefields like this one. This board features a gigantic Imperial cathedral, built from dozens of City Ruins kits and featuring many scratch-built elements. This kind of board is beyond the realms of most gamers, as it is wrought by the hands of expert modellers Dave Andrews and Mark Jones. Still, it is a great example of the pinnacle of the model-maker's art, and is the kind of setup that all hobbyists dream of!

Valiant Blood Angels defend a beautifully modelled ruined cathedral from the foul forces of Chaos – a battle fought on terrain like this is sure to be a memorable occasion.

CONSTRUCTING A GAMING BOARD

You Will Need

To construct your own gaming board you will need a few supplies, available from any good DIY store.

1. **A 183cm x 122cm (6' x 4') piece of 9mm-thick MDF (medium density fibreboard).**
2. **Six strips of 40mm x 20mm hardwood batons in the following lengths: 118cm for the four short batons and 183cm for the two long ones.**
3. **A saw, drill, wood screws and a screwdriver (remember, if you're under 16 seek adult supervision before using power tools).**
4. **Panel pins and hammer.**
5. **Large decorating paintbrushes.**
6. **PVA glue.**
7. **Modelling Sand.**
8. **Paint (more later).**

Making your own board isn't as hard as you might think, but it does take a bit of time and effort. We asked Mark Jones and Chad Mierzwa to guide us through the process, from construction to painting. The board we settled on is 6' x 4', made of MDF and reinforced with sturdy wooden batons. We asked the guys to create a blasted battlezone of the far future, that could easily represent a multitude of planets in the Warhammer 40,000 universe. Obviously, if you play Warhammer or The Lord of the Rings strategy battle game as well as 40K, you might like to paint your board in a different way, such as grassland or desert, so that you can get the most use out of it.

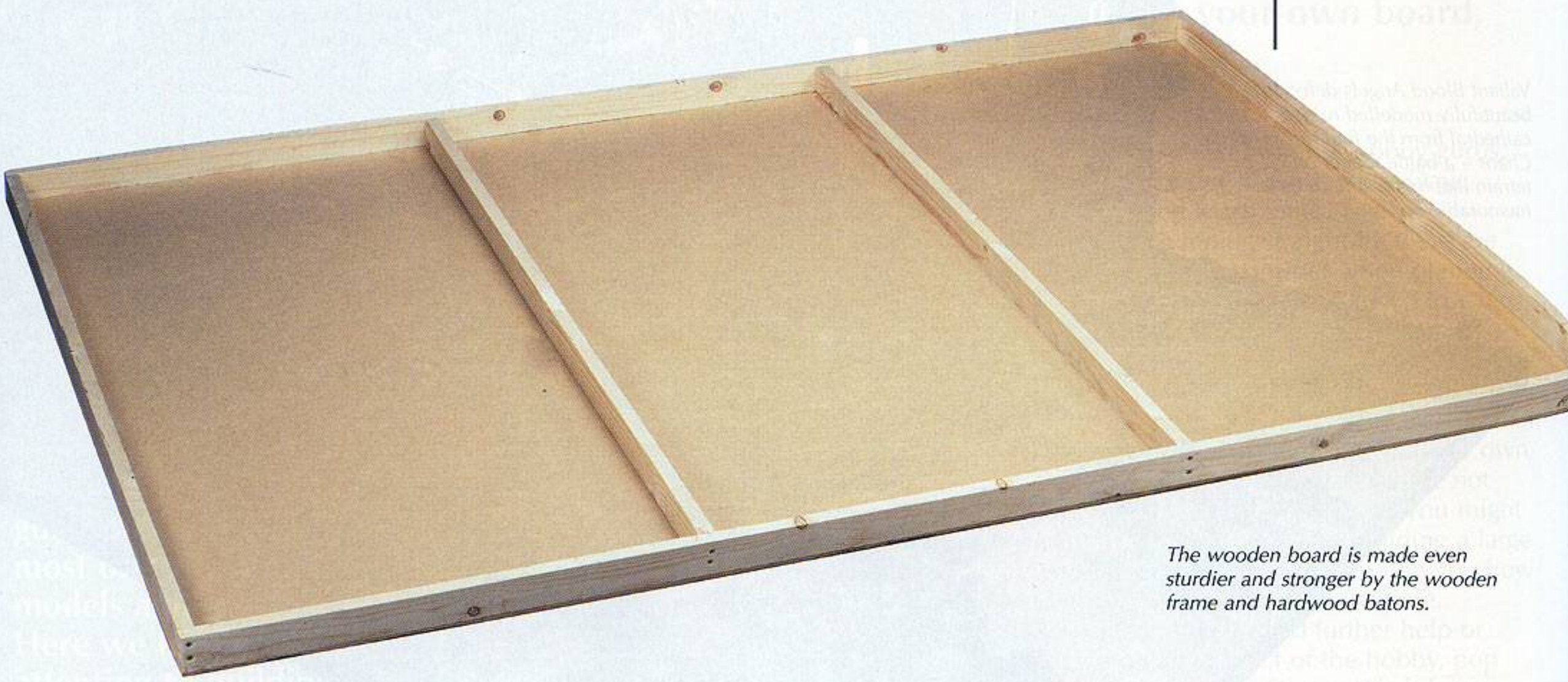
Before embarking on the project, find yourself an uncluttered work area, preferably outside, or in a garage or workshop. Gather the tools and materials (see the sidebar opposite), and you're ready to go.

One thing to note is that many DIY stores have specialist wood shops, and people on hand who are able to cut wood to size for you. This takes a lot of the hard work out of the process for you, reduces the need to use power tools, and can result in more precise cuts to boot! All of this frees you up to concentrate on the fun part of the project.

Using the hardwood batons, Mark began by making a wooden frame (see below) to support the board. The batons are drilled and screwed together, making a 6' x 4' frame. Once this frame is complete, lay it down onto a flat surface and apply PVA glue to the topmost edges. Carefully lay the MDF board on top of the frame – you'll need some help with this to make sure that the edges sit flush to the frame. Leave the glue to dry for a few hours, then knock a few panel pins through the top of the board and into the frame to secure it permanently in place.

Texturing the Board

Once the gaming board has been assembled, it needs to be textured. Mark covered the surface of the board with PVA glue and poured Modelling Sand all over it. It's best to apply the glue in strips across the board, about 12" at a time, so that the glue doesn't start to dry out before you add the sand. Tip off the excess onto some old newspaper, and collect it up ready to use again later. Once the glue is completely dry, check for any bare patches and repeat the process as necessary. Leave it to dry overnight, then tap off any excess sand once more. The board is now ready to paint.



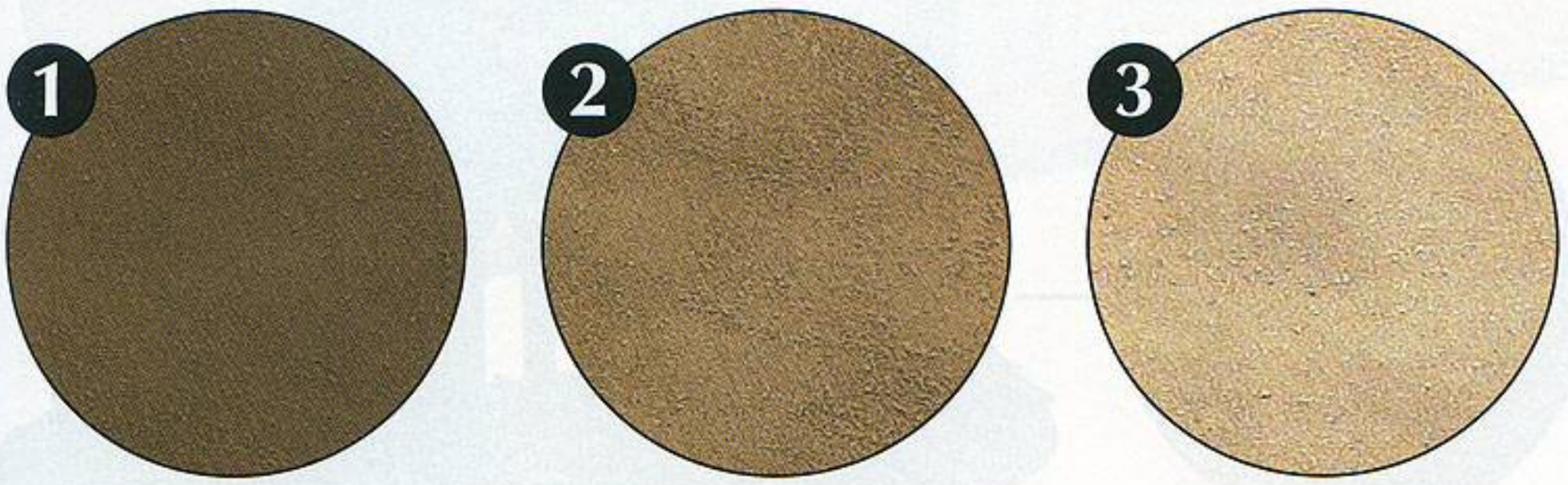
The wooden board is made even sturdier and stronger by the wooden frame and hardwood batons.

PAINTING THE BOARD

Whatever colours you choose to paint your board, the basic techniques remain the same. First, you will need to apply a liberal basecoat. In the case of our board, this was Graveyard Earth. The basecoat not only primes the surface and provides a good foundation colour, but also seals the sand, preventing it from falling off. As you'll need a lot of paint for the basecoat, it's well worth finding a DIY store that can mix up pots of custom emulsion, and getting them to match the colour to your Citadel paint for you.

After basecoating the board, drybrush on the highlights with Snakebite Leather, before giving the board a much lighter drybrush with a mix of Graveyard Earth and Codex Grey. Once the paint is dry, your board is finished. If you want to try another colour scheme, we've provided some alternative colour examples below.

Desert Board

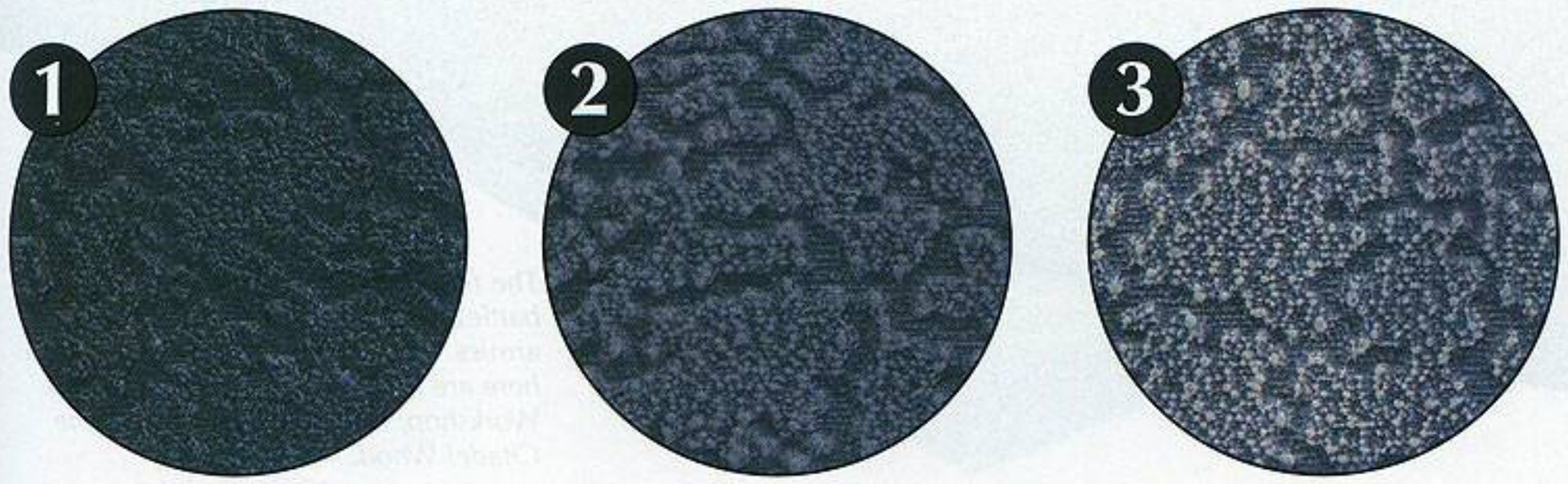


Basecoat the board with Bestial Brown paint, making sure you work the paint between the sand grains (1). Next, with a large brush, give the entire surface a heavy drybrush of Vomit Brown (2). Finally, give the board a lighter drybrush of a 1:1 mix of Vomit Brown and Skull White (3).

Mars/Red Planet Board

Paint the sanded board with a basecoat mixed from equal parts Dark Flesh and Red Gore (1). Once dry, the entire surface can be given a heavy drybrush using the same mix but with Blazing Orange added to it (2). Finally, Blazing Orange is lightly drybrushed over the entire surface (3). By increasing the strength of the drybrush in certain areas you can create a natural gradation of colour across the board.

Moonscape



This landscape hasn't been textured with sand at all. Instead, thick textured wallpaper from a DIY shop has been glued over the board and left to dry before painting it. The entire surface was painted Orkhide Shade (1), then drybrushed with a 1:1 mix of Catachan Green and Codex Grey (2). Finally, a light drybrush of Rotting Flesh provides the top highlights (3).

SCENERY

Of course, constructing a board is only the first step to realising your dream battlefield. Next, you'll need some scenery to match it. Some players swear by scratch-building terrain, while others prefer the convenience of Citadel scenery, which can make populating your board that much quicker. To start with, basic, natural terrain such as hills and trees can be painted up to match your gaming board and used straight away.

We asked Chad Mierzwa to make us some ruined buildings for our battlezone. Using the City Ruins box sets, he came up with these great-looking buildings. Note the use of the extra girders and bits of plastic frame to create debris. The buildings were based on pieces of thick foam board (available from most art shops). The edges were sloped using a sharp Hobby Knife, then covered in sand and painted to match the board.

The buildings were basecoated with a 3:1 mix of Graveyard Earth and Shadow Grey, applied with the Spray Gun over a black undercoat. The walls were then drybrushed with Rotting Flesh.

The floor panels were painted Adeptus Battlegrey, before being drybrushed with Codex Grey. Finally, select parts of the model were weathered with a wash of thinned-down Bestial Brown.

The finished Warhammer 40,000 battlezone, complete with warring armies. All of the scenery pieces shown here are available to buy from Games Workshop, from the City Ruins to the Citadel Wood.

OTHER GAME SYSTEMS

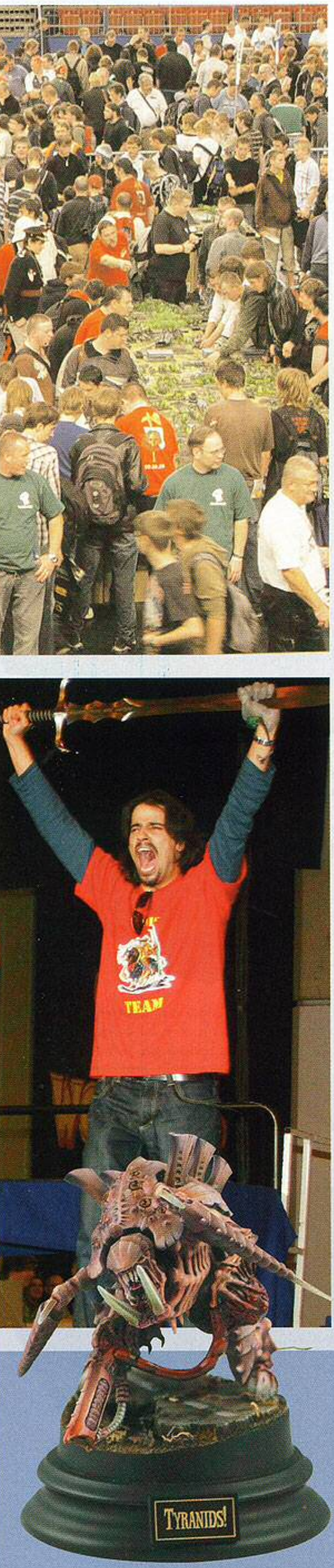
As mentioned earlier, the battlezone board lends itself to Warhammer 40,000, but not as well to Warhammer or The Lord of the Rings strategy battle game. The easiest way to cater for other game systems is to make a gaming surface that can be used in any setting. However, if you only play Warhammer or The Lord of the Rings, there's no reason why you can't apply all the tips from this article to make a fully themed board for your chosen game system. Here are a couple of suggestions, but the only real limit is your imagination.

WARHAMMER®

This desert board could be used for Warhammer, Warhammer 40,000 or The Lord of the Rings strategy battle game. Here it is set up for a game of Warhammer, including terrain made from the Arcane Ruins and Bitz Packs.

THE LORD OF THE RINGS STRATEGY BATTLE GAME

This board was created for The Lord of the Rings strategy battle game, complete with hills and rivers modelled into the surface of the board.



▲ *Last year's Slayer Sword winner, David Rodriguez.*

GAMES DAY & GOLDEN DEMON 2008

September is around the corner and that means Games Day will once again take over the Birmingham NEC, so we decided to have a preview of all the day's action.

It's been a strange year for the Games Day Project Team; as we planned for changes in the event content, circumstances were to lead us to what will be the biggest Games Day ever. This year we won't be using the Forum Hall which has previously contained the Games Workshop and Forge World sales stands, the Hobby Zones and the Bring & Battle Tables. This year we will be moving along one hall and using Hall 1 of the NEC complex, along with the Arena and Pavilion Halls we have used before.

Most of you will have your tickets by now, and will be anticipating the activities, personalities and cool stuff you'll see within the three halls at the NEC this year.

THE ARENA

Participation Games and Mega Battles
The whole Arena floor will be covered with participation games this year. Games Workshop Hobby Centres and Independent Clubs from across the UK and beyond have made some excellent themed tables and painted miniatures. With everything from enormous set piece battles in the world of Warhammer to Ork Trukk racing in the Warhammer 40,000 universe; all you need to do is turn up and play.

Stage & Screen
Keep an eye on the stage throughout the day as we expect images of New Releases and Golden Demon entries to be displayed on screen. Make sure you take your seats at the end of the show in plenty of time to see the big screen display images of the winning Golden Demon entries as the awards are declared.

THE PAVILION

Golden Demon
Golden Demon entrants can register here. The Pavilion is also where all the entries for the painting competition will be displayed. As well as viewing the miniatures 'in the flesh' you can admire some of the best entries close up with the help of the plasma screens at each end of the Golden Demon stand. Good luck to all the competitors vying for the coveted Golden Demon Slayer Sword!

The Gaming Club Network (GCN)
This network of independent gaming clubs goes from strength to strength with members all across the UK. They are supporting Games Day this year with a number of participation games in the Arena Hall. In addition they have an assembly area in the Pavilion where they are on hand to discuss the benefits of starting a club in your area and joining the GCN.

The Studio & Tooling
These deptartments are vital to the development of Games Workshop's games and models and this year they will each have their own area to provide you with a snapshot of the design process. If you ever wondered how we get from concept art sketches to 'Eavy Metal painted miniatures and boxed sets in our stores, now's your chance to find out. You'll also have the chance to meet artists, games developers, miniatures sculptors, 'Eavy Metal painters and scenery makers, so if there's any question about our games and miniatures that you want to ask, this is where to do it!

10am to 4pm on Sunday 14th September 2008. Birmingham National Exhibition Centre (NEC). Tickets £30 and includes Games Day Miniature.

Tickets on sale for White Dwarf subscribers from 31st May 2008, and general release from 28th June 2008. Order yours by calling 0115 91 40000 (Golden Demon entry forms also available).

White Dwarf
White Dwarf will be around again this year, taking pictures, conducting interviews and generally wandering about the event. In addition, you can approach them to ask questions about past articles, future issues or anything White Dwarf related. We're also hoping to persuade previous White Dwarf Editors to make an appearance to autograph your favourite issues.

The Archive
Each year we like to remind you about some of the bygone products that Games Workshop has developed. Come and see this display continuing our celebrations of the 25th Anniversary of the Launch of Warhammer, the game of fantasy battles.

Art Competition
Budding artists are challenged to bring along a piece of A4 drawn or painted art to put on display and be judged by one of our Studio artists. Entries will be sorted into two age categories with category winners receiving an award at the end of the day.

HALL 1

Sales Stands
Taking advantage of the new-found space, our Sales Stands will be located in Hall 1 and promise to be the biggest ever, affording you more space to look through the goodies that will be available to buy.

The focus of this year's Sales Stand will of course be Warhammer 40,000 including the brand new Space Marines. These superhuman warriors can be yours to own before anyone else!

There will also be miniatures from our current ranges as well as a brand new feature to the Games Day Sales Stands where you will be able to see many future releases and what we have in store for Christmas!

Black Library & Warhammer Historical
Once again, Black Library will be on hand with their latest range of books, collectors' editions and other collectible merchandise, and guest authors will be signing copies of your favourite books and novels.

The Warhammer Historical team will also be celebrating the variety of historical battles that can be fought using the wide range of Warhammer Historical Rules. More details are given over the page.

Games Workshop Interactive
This year's Games Day will have stands from many of our computer games partners, showcasing their latest games set in the Warhammer 40,000 universe, Warhammer and Blood Bowl worlds.

Hobby Zone
Want to win the coveted Scrap Demon in the conversion competition by trying your hand at making a plastic conversion? Want to see just how easy it is to make a piece of scatter scenery? Or maybe you just want to put together your new miniatures bought from the sales stands? All of this is possible in the Hobby Area at Games Day. Due to it's increasing popularity we will be expanding this area again this year so hopefully no-one will miss out on an opportunity to try one of these activities in the Hobby Zone.

NOT TO BE MISSED...

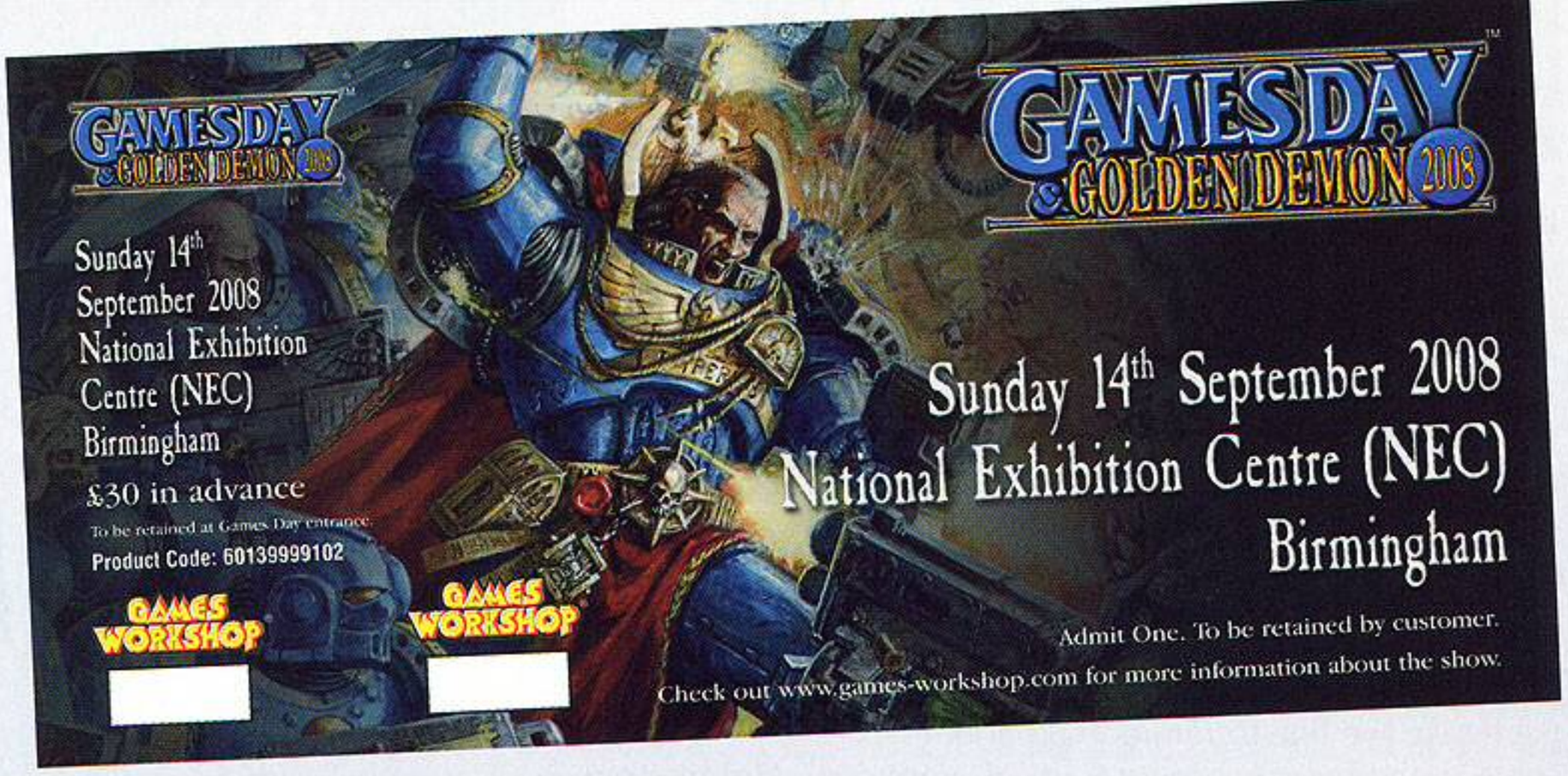
Games Day is the showcase event in our event calendar. It encompasses painting, gaming and modelling in a vast, one-day event. However, the day would be nothing without the participation of the thousands of hobbyists who come to share in the enjoyment of the hobby. So join us and help make this year's Games Day the biggest and best ever.

If you like the sound of all the activities going on at this year's Games Day, then get yourself a ticket. Most Games Workshop Hobby Centres will be providing a coach for the day, (make enquiries at your local Hobby Centre for details of this) but there is on-site parking and access from the station and airport as well.

Tickets are available right now from Mail Order on 0115 91 40000, online at www.games-workshop.com and in stores.

Make sure you don't miss out – order your ticket and exclusive Games Day miniature today!

▲ *Last year's Art competition winners, 15 Years and Under winner, Greg Wale (top) and 16 Years and Over, Devon Thomas (above).*

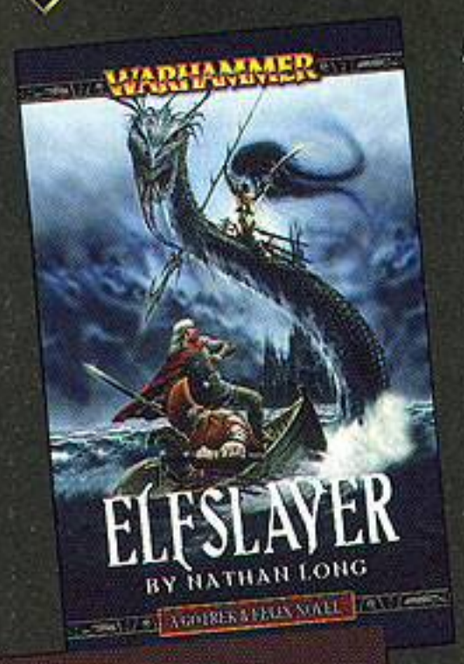


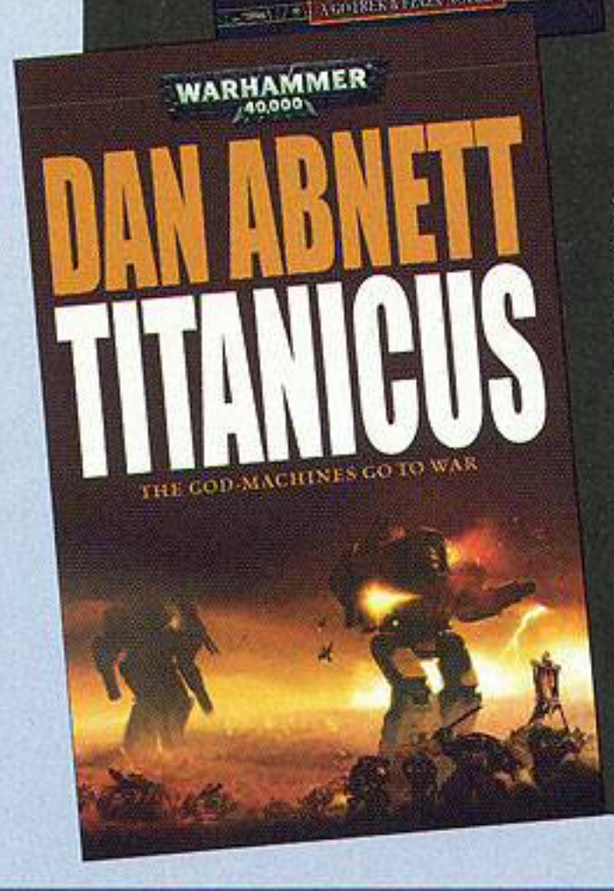
▲ *Tickets go on general release from 28th June.*

◀ *This year's exclusive Games Day miniature is included in the ticket price.*

Call Direct on 0115 91 40000 to book your ticket.

The Black Library





Make sure you pay a visit to the Black Library area this Games Day. Here are just a few of the treats that we have in store!

Meet the authors and artists!
Games Day is a great opportunity to get your books signed and meet the authors in person. This year there are a raft of authors and artists attending, including:

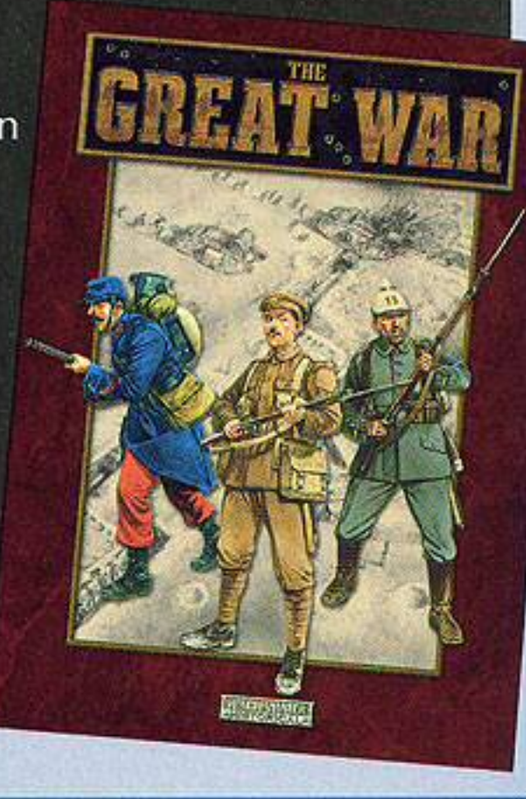
- Dan Abnett
- Ben Counter
- Mike Lee
- Nathan Long
- Graham McNeill
- Sandy Mitchell
- James Swallow
- Jon Sullivan
- Gav Thorpe

You can also get your hands on some fantastic new novels early! Available this year will be Titanicus, Elfslayer and Cain's Last Stand – stocks are limited so make sure you get to the Black Library stand early!

On the day, we'll also have exclusive free extracts of the much anticipated next Horus Heresy novel, Mechanicum, and the third book in the Time of Legends series, Malekith. And why not corner the Black Library editors and question them on what they have in store for the future.

Warhammer Historical

Warhammer Historical will be opening the doors of history once again this year. You will be able to view and take part in spectacular games from Warhammer Ancient Battles right through to The Great War. Take the opportunity to stop by and chat to Rob Broom Manager of Warhammer Historical about future projects and what is in development right now. There's sure to be some Legends gaming going on somewhere at Games Day as well, so look out for Pirates and the Wild West as you move through the gaming areas. Our featured games will be in support of our recent Great War rule book.



◀ *The Great War from Warhammer Historical*

GAMES WORKSHOP® PRESENTS

THRONE OF SKULLS™

TOURNAMENTS

WARHAMMER®

WARHAMMER 40,000™

Throne of Skulls is our brand new tournament system showcasing in Warhammer World this October. Play in one of three Heats in order to compete for qualifying places at the Grand Final. Open to players aged 16+. This is your chance to test your mettle against the best players in the country and, in the words of games designer, Jervis Johnson 'play your favourite game all weekend long'!

Tickets cost £55 each and will include:

- 6 games played over the weekend.
- 2 lunches and one evening meal during the weekend.
- Tea and coffee on both mornings to get you started.
- Evening activities and entertainment on the Saturday Evening.

You will require:

- A 2,000 point fully painted army if you are entering the Warhammer Heats.
- A 1,500 point fully painted army if you are entering the Warhammer 40,000 Heats.
- A good level of understanding of the rule set you will be using.
- Somewhere to stay on the Saturday Evening

For more information download the pack from

www.warhammerworld.org

CALL **0115 91 40000** FOR DETAILS

Event Calendar

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

AUGUST 2ND & 3RD

Prepare your armies for war on a grand scale!

Aimed at the more experienced general, this two-day event will test your abilities as a leader and master tactician as you do battle to claim honour and glory.

July

1st There is No Peace Amongst the Stars

WARHAMMER 40,000

Date: Throughout July, 2008
Venue: In all our stores across the country!
Details: With the release of the new Warhammer 40,000 rulebook all of our stores are gearing up for war! Throughout the month you can take part in all manner of activities, lessons, workshops and battles, be it a weekend or weekday, our friendly and knowledgeable staff will be available to guide or instruct you in the arts of war in the 41st millennium.
Contact: Contact your local store for details

19th Thrud Bowl 2008

Date: 19th–20th July, 2008
Venue: Bognor Regis Community College
Age Limit: 16+
Details: All proceeds from this Blood Bowl Tournament will be donated to Cancer Research UK. The event will feature a charity auction, a wandering Thrud, and trophies for the winners, including Tournament Champion, Runner Up, Best Painted Team and Sportsmanship. There will also be spot prizes, Thrud shirts, dice and more.
Tickets: £18, 70 places – see website below
Contact: Frank Hill – 01243 537404
mrfrankhill@yahoo.com
Website: www.thrudbowl.com/reservations

27th The Lord of the Rings Doubles Tournament

Date: 27th July, 2008
Venue: Wakefield Hobby Centre
Details: Pair up with a friend to battle against others in this competition of deadly duos. To play you will need two warbands of 300 points using the Legions of Middle-earth supplement and a friend to play with. Full details will be sent with the event pack.
Tickets: Tickets cost £15 per two player team.
Contact: GW Wakefield – 01924 369431

August

2nd Warhammer Battlefields

Date: 2nd–3rd August, 2008
Venue: Warhammer World, Lenton, Nottingham, England
Age Limit: 16+
Details: Test your leadership skills to the limit in this unique Warhammer event! You will need a fully painted 3,000 points Warhammer army, able to be broken down into smaller, legal forces for some scenarios. Play six games over the weekend and tackle a range of new tactical challenges.
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

23rd The Second Alliance

Date: 23rd August, 2008
Venue: The London Event Centre (above GW Bromley)
Details: To enter this one-day tournament you will need a two 600 point forces, one of Good and one of Evil following the lists in Legions of Middle-earth. Awards will be given for 1st, 2nd and 3rd places as well as the best painted army.
Tickets: £10 and includes tournament pack
Contact: 0208 466 0678 for tickets and more information.

30th A Gathering of Might

Date: 30th–31st August, 2008
Venue: Warhammer World, Lenton, Nottingham, England
Age Limit: 16+
Details: North West Warriors proudly present 'A Gathering of Might', a 1500 point Warhammer tournament. You are invited to take part in six rounds of combat over the weekend to determine who is the mightiest!
Tickets: £15 available from the website below
Website: www.northwestwarriors.org.uk

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

GAMES DAY & GOLDEN DEMON 2008™

14TH SEPTEMBER AT THE BIRMINGHAM NEC

This year's Games Day promises to be best, but also the biggest in history as we move along one hall of the NEC complex to occupy the Arena, Pavilion and, for the first time, Hall 1 – an immense space even bigger than the Arena!

You can read a preview of what we have in store for this year's event on page 102, but rest assured, there has never been a Games Day of this scale and size before!

CALL **0115 91 40000** FOR DETAILS

September

6th 13th Black Crusade Campaign Weekend

Date: 6th–7th September, 2008
Venue: Warhammer World, Lenton, Nottingham, England
Age Limit: 16+
Details: The Eye of Terror, a vortex of Warp-space so large it sprawls across half a Segmentum, has vomited forth a near unstoppable stream of mutants, traitors, heretics and scum. Blood feuds that have lasted ten millennia have been put aside in the name of one common cause: the utter destruction of the Imperium.

This exciting campaign weekend promotes story-driven gaming in a relaxed setting. Full details can be found in the campaign pack, available to download from the Tempus Fugitives' website.
Tickets: £50 and include five games over the weekend as well as lunch on both days, and an evening meal on the Saturday.
Contact: tfevents@tempusfugitives.co.uk
Website: www.tempusfugitives.co.uk

EVENT SPOTLIGHT

14th Games Day 2008

Date: Sunday 14th September, 2008
Venue: Birmingham NEC, England
Details: Games Day is Games Workshop's premier event in the world. It is our largest promotion and a day designed to highlight the size, splendour and excitement that is our hobby. Each year, excited hobbyists from across the world attend this one-day event in their thousands, eager to come together in celebration of the hobby and participate in some of the many games and activities that have become synonymous with Games Day.

Sneak previews of forthcoming releases, guest studio and Black Library personalities and mega-battles are just some of the many activities on offer at this year's Games Day.
Tickets: £30 and includes this year's exclusive Games Day miniature.
Contact: Mail Order – 0115 91 40000
Website: www.games-workshop.com

STORE FINDER

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

GAMES WORKSHOP® Hobby Centres

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.

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.com

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 Horsefair, BS1 3JR
Tel: 0117 925 1533

GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5UP
Tel: 0117 959 2520

BRISTOL, Area 51:
Tel: 0117 9244655

BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 0123 427 3663

LUTON, Ottakers:
Tel: 01582 486999

CRANFIELD, Wargames Workshop:
Tel: 01234 757878

BERKSHIRE

• GW MAIDENHEAD:
Unit 2, 17 Market Street, SL6 8AA
Tel: 0162 863 1747

GW READING:
29 Oxford Road, RG1 7QG
Tel: 0118 959 8693

GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861087

BRACKNELL, Ottakers:
Tel: 01344 488124

BRACKNELL, Toy Planet:
Tel: 01344 426262

NEWBURY, Toycraft:
Tel: 01635 38077

READING, HobbyCraft:
Tel: 0118 902 8600

SANDHURST, Toyworld:
Tel: 01252 873350

WINDSOR, WJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit L16, Bullring Link, B5 4BS
Tel: 0121 633 7193

GW DUDLEY:
Unit 36, Merry Hill Centre, DY8 4UE
Tel: 0138 448 1818

GW SOLIHULL:
690 Warwick Road, B91 3DX
Tel: 0121 705 7997

• GW SUTTON COLDFIELD:
45-47 Birmingham Road, B72 1QF
Tel: 0121 354 3174

GW WALSALL:
Unit 27, Old Square Shopping Centre, WS1 1QF
Tel: 0192 272 5207

GW WOLVERHAMPTON:
9 King Street, WV1 1ST
Tel: 0190 231 0466

BIRMINGHAM, Console Games:
Tel: 0121 477 0022

WOLVERHAMPTON, HobbyCraft:
Tel: 0845 051 6543

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 29, The Octagon Centre, HP11 2HT
Tel: 0149 453 1494

GW MILTON KEYNES:
504 Silbury Boulevard, MK9 2AD
Tel: 0190 869 0477

AYLESBURY, Bear Necessities:
Tel: 01296 421098

BUCKINGHAM, Abacus Toys:
Tel: 01280 821815

GERARDS CROSS, Howard Marshall:
Tel: 01753 882952

MILTON KEYNES, HobbyCraft:
Tel: 01908 308 330

NEWPORT PAGNELL, Doodles
Tel: 01908 610496

PRINCES RISBOROUGH, Treats:
Tel: 01844 344354

CAMBRIDGESHIRE

• GW CAMBRIDGE:
54 Regent Street, CB2 1DP
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GW PETERBOROUGH:
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NOVI SAD, Dragon
Tel: 00 381 11 636 24038
NOVI SAD, Valhala
Tel: 00 381 21315538
PODGORICA, Neutron Podgorica
Tel: 00 381 69 060 669
ZREJANIN, Takeda
Tel: 00 381 2364572

SINGAPORE

SINGAPORE, Comics Mart PTE Ltd
Tel: 6883 2724
SINGAPORE, Comics Mart PTE Ltd
Tel: 6836 9069
SINGAPORE, Comics Mart PTE Ltd
Tel: 65 6462 2751
SINGAPORE, Forgeworks Hobbies
Tel: 65 6438 5975
SINGAPORE, Paradigm Infinitum Pte Ltd
Tel: 65 6734-3858

SLOVAKIA

KOMARNO, Jonako SRO
Tel: +36704550489
KOSICE, Draco
Tel: +421557296557; +421905518060
SPISSKA NOVA VES, War Gaming
Tel: +421903219195

SLOVENIA

LJUBLIJANA, Crna Luknja
Tel: 00386 59031220
LJUBLIJANA, Pri Goblinu
Tel: 00386 40833230

SOUTH AFRICA

BELVILLE, The Boys and Mens Hobby Shop
Tel: 0027 21 914 8688
BLOEMFONTEIN, The Games Dungeon
Tel: 0027 51 446 5090
CAPETOWN, Pastimes Retail
Tel: 0027 21 421 1191
CAPETOWN, Wizards Books and Games
Tel: 0027 21 683 0360
DORINGKLOOF, Battle Planet
Tel: 00 27 8245 93933
DURBAN, Wizards Books and Games
Tel: 0027 31 3128271
EAST LONDON, Slaters Toy Magic
Tel: +27 43 7265762
EDENVALE, Plastiks
Tel: 0027 82 783 1489
GAUTENG, The Underground
Tel: +27 11 795 3946
JOHANNESBURG, Esswex Retail
Tel: 0027 11 8883619
JOHANNESBURG, Outer Limits Johannesburg
Tel: 0027 11 482 3771
JOHANNESBURG, Outer Limits Pretoria
Tel: 0027 12 342 4360
JOHANNESBURG, Wizards Book and Games
Tel: 0027 11 890 9253
JOHANNESBURG SOUTH, Dragons Den
Tel: 0027 11 432 3996
PIETERMARITZBURG, Games Direct
Tel: +27 33 342 9978
UMLANGA, The Hobby Specialists
Tel: 0027 31 566 4806

SOUTH KOREA

SEOUL, Orc Town
Tel: 026 402 5946

SWEDEN

GW GÖTEBORG
Drottninggaten 52, 411 07,
Tel: 031 133958

GW STOCKHOLM
Regeringsgatan 30, 111 53,
Tel: 8 213 840
GÄVLE, Hobbyshopen
Tel: 26186299
KARLSTAD, Spel och Fantasi
Tel: 054 15 10 70
NORRKÖPING, Lekhuset
Tel: 011287070
UMEÅ, Fantasia
Tel: 090770360
KRISTIANSTAD, Spel på Vallgatan
Tel: 044 101091
GOTEBORG, Wizard Games
Tel: 031514150
SKELLEFTEÅ, Lek & Hobby
Tel: 091012980
STOCKHOLM, Dragons Lair
Tel: 08 654 60 50
STOCKHOLM, Science Fiction Bokhandeln
Tel: 08215052
SUNDSVALL, Orionspel och böcker
Tel: 060155947
UPPSALA, Prisfyndet
Tel: 018106607
VÄSTERÅS, Zetterlunds
Tel: 021 10 44 91
VÄXJÖ, Helges Håla
Tel: 047 02 18 60
ÄNGELHOLM, Brio
Tel: 0431 80527
ARVIKA, Perry Data
Tel: 057010669
Asarum, LEK & FRITID
Tel: 0454329906
AVESTA, Vega Video
Tel: 022680078
BORÅS, Hobbex
Tel: 033418380
BROMMA, Boink!
Tel: 0826 8808
DALARÖ, Butiken Svanen
Tel: 0709625205
ENKÖPING, Nallens Leksaker
Tel: 0171 32750
ESKILSTUNA, Barnens Hus
Tel: 016481138
ESKILSTUNA, Lasses Leksaker
Tel: 016130335
FALKENBERG, Brio
Tel: 346 807 60
FALUN, Tv-spelsbörsen
Tel: 02327775
FÄRJESTADEN, Leksaksmagasinet
Tel: 048534570
GÄLLIVARE, Brio
Tel: 097066502
GISLAVED, Brio
Tel: 037110733
HALMSTAD, Brio
Tel: 035159175
HAPARANDA, Barnens Hus
Tel: 09 22 36 600
HELSINGBORG, Spel På Kullagatan
Tel: 042 121091
HUDIKSVALL, Albins Leksaker
Tel: 0650595082
JÖNKÖPING, Play Planet
Tel: 036122834
KALMAR, Kalmar Lek & Hobby
Tel: 048024717
KALMAR, Ojtoy
Tel: 048022002
KARLSHAMN, Brio
Tel: 045410381
KARLSKOGA, Leklådan
Tel: 058633333
KARLSKRONA, Brio
Tel: 045524082
KARLSKRONA, Fact & Fiction
Tel: 045516710
KATRINEHOLM, Brio
Tel: 0150 79720
KIRUNA, Brio
Tel: 098082550
KÖPING, MD Hobby
Tel: 0736426178
KUNGÄLV, Lek & Hobby
Tel: 030313940
KUNGSBACKA, Brio
Tel: 030014136
LAHOLM, Brio
Tel: 043010069
LIDKÖPING, Game Maniacs
Tel: 0705 190274
LINKÖPING, Alltilek
Tel: 013101970
LINKÖPING, Sagoland
Tel: 013122290
LJUNGBY, Brio
Tel: 037213481
LULEÅ, Barnens Hus
Tel: 0920220095
LUND, Spel på Clemenstorget
Tel: 046127810
MALMÖ, Spel pa Djäknegatan
Tel: 040 120410
MORA, Lek & Hobby
Tel: 025071628
NACKA, Amusar
Tel: 086440540
NORRKÖPING, Hobbyhörnan
Tel: 011162120
NYKÖPING, Laka TV-spel
Tel: 0155281000
NYNÄSHAMN, Svens Lek Och Hobby
Tel: 08 520 10 991
ÖREBRO, Brio
Tel: 0196114983
ÖREBRO, Modellex AB
Tel: 019 611 15 34
ORMINGE, Happies
Tel: 087152501
ÖRNSKÖLDSVIK, Lajbans
Tel: 066083100
OSKARSHAMN, Brio
Tel: 0491 170 66
ÖSTERSUND, Hobbyboden
Tel: 063513310
PITEÅ, Barnens Hus
Tel: 091119910
SÄFFLE, Bergers Lek & Bosättning
Tel: 053310345

STORE FINDER KEY

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

HOBBY STOCKIST
Offers a hobby gaming and painting service.

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

NE PARTNER STORE
Stocks most of the Games Workshop range.

INDEPENDENT STOCKIST
Official sellers of Games Workshop products.*

NEW STORE OPENING
Indicates new stores and stockists.

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

SALA, Elons Leksaker
Tel: 022410314
SKOVDE, Partaj
Tel: 051079499
STENUNGSUND, Brio
Tel: 030380384
STOCKHOLM, Arcane
Tel: 0709594900
STOCKHOLM, Brio
Tel: 087491146
STOCKHOLM, Happies Hammarby Sjöstad
Tel: 0852244800
STOCKHOLM, Fidelur
Tel: 08 5002 0270
STRÖMSTAD, Kjells Lek & Hobby
Tel: 052615989
STRÖMSTAD, Leksaksbutiken
Tel: 052640333
SVEDALA, Brio
Tel: 040400318
TÄBY, Hobby & Prylar
Tel: 08510$0426
TOMELILLA, Alfs Leksaker
Tel: 041710008
TROLLHÄTTAN, Partaj
Tel: 052079499
TUMBA, Leksakskungen
Tel: 0853038000
TUMBA, Kom & Lek
Tel: 0853060011
UDDEVALLA, Partaj
Tel: 052289188
UPPLANDS VASBY, Barnen Hus
Tel: 086269940
VÄLLINGBY, Hobby för Alla
Tel: 0707523724
VARBERG, Norrgatans Spel
Tel: 0340678610
VÄSTERÄS, TV-Spelsborsen
Tel: 021 113 0014
VÄSTERÄS, Zetterlunds Erikslund
Tel: 021 104 390
VÄSTERVIK, Brio
Tel: 049036171
VÄSTRA FRÖLUNDA, Toys
Tel: 031459401
VETLANDA, Brio
Tel: 038319990
VIMMERBY, Brio Vimmerby
Tel: 049231188
VISBY, Lekstugan
Tel: 0498215050
YSTAD, Tv Spelshörnan
Tel: 041166680

TAIWAN

TAIWAN 806, Games 'R' Us
Tel: 001164 9489 2750

THAILAND

BANGKOK, Fantasia(TS Toys)
Tel: 66 8 9773 1379

UKRAINE

DNEPROPETROVSK, Book Shop (Goblin)
Tel: 00 380 675 648 558
KHARKOV, Aladdin Toy Store
Tel: 00 380 577 157 738
KIEV, Budinok Igroshek
Tel: 00 380 4457 851121
KIEV, Budinok Igroshek
Tel: 00 380 445 733 979
KIEV, Budinok Igroshek
Tel: 00 380 445 821 385
KIEV, Budinok Igroshek
Tel: 00 380 442 308 150
KIEV, Budinok Igroshek
Tel: 00 380 444 567 671
KIEV, Charge
Tel: 00380444567671
KIEV, Novi Skazka
Tel: 00 380 442 872 702
ODESSA, Models
Tel: 00 380 505 622 277
SEVASTOPOL, Sevmodel
Tel: 00 380 953 965 400
VINITSA, Spellscape
Tel: 00 380 634 409 001

UNITED ARAB EMIRATES

DUBAI, Bishops Trading
Tel: 00971559487870

Club Directory

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

THE GAMES WORKSHOP CONNECTION

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

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

The GCN strives to meet the following objectives:

- Promote good communications between Gaming Clubs and Games Workshop.
- Assist in the running of local gaming events.
- Support other clubs' activities.
- Assist in the running of games at the national level.
- Provide a forum for Gaming Clubs.
- To facilitate club development and growth.
- To create a safe environment for people to play in.

THROW DOWN THE GAUNTLET!

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

SETTING UP YOUR OWN GAMING CLUB

If you would like to set up your own Gaming Club please contact Bek Hawkby, our Community Coordinator on 0115 900 4821, who will give you advice on the basics of setting up and running a club. This includes providing packs for schools, libraries, independent clubs and information on the GCN.

Please note, if you want to set up a gaming club in a school we will need to speak to a teacher or member of staff before we can register your club.

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

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

AVON

GCN BRISTOL,
Portbury Knights:
Contact: Alan Vowles
Tel: 07771 985488

BERKSHIRE

GCN BRACKNELL,
Bracknell Forest Gamers:
Contact: Dan Currey
E-mail: d.currey@talk21.com

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

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

BIRMINGHAM AREA

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

GCN SOLIHULL,
Toll Road Gamers:
Contact: Mark Simkin
Tel: 0790 418 7517
E-mail: tollroadgamers@blueyonder.co.uk

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

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

BUCKINGHAMSHIRE

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

CHANNEL ISLANDS

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

CHESHIRE

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

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

GCN MACCLESFIELD,
Maccwargames:
Contact: Duncan Harradine
Website: www.maccwargames.org.uk
E-mail: harradine2002@yahoo.co.uk

GCN STOCKPORT,
Stockport Slayers:
Contact: Laura Keily
E-mail: marplemarauders@hotmail.com

CLEVELAND

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

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

CORNWALL

GCN BUDE,
Dice and Dagger:
Contact: Kurt Baker
E-mail: celtofkernow@aol.com

GCN CORNWALL,
West Cornwall Games Club:
Contact: Neil Sharp
E-mail: neilasharp@aol.com

CUMBRIA

GCN WINDERMERE,
North West Warriors:
Contact: Adam or Davinia Turner
Tel: 07825 511 867
E-mail: north_west_warriors@hotmail.com

DERBYSHIRE

GCN CHESTERFIELD,
COGS:
Contact: Anthony Barnes
Tel: 0794 425 8764
E-mail: awbl@btinternet.com

DEVON

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

GCN PLYMOUTH,
Plymouth Association of Wargamers:
Website: www.plymouthwargamesr.co.uk

DORSET

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

ESSEX

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

GCN ESSEX,
Essex Warhounds:
E-mail: jamescukd@aol.com

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

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

GCN SOUTHEND,
Warzone: Southend:
Contact: Michael Ryan
Tel: 01269 694805
E-mail: warzonesouthend@sky.com

GCN THURROCK & ROMFORD,
Tempus Fugitives:
Contact: Stuart Mackaness
Tel: 07809 154020
Website: www.tempusfugitives.co.uk

GLOUCESTERSHIRE

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

HAMPSHIRE

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

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

GCN PORTSMOUTH,
Shadowspawn:
Contact: Gary Donaldson
Tel: 07882 360669

KENT

GCN ASHFORD,
Stanhope Gaming Group:
Contact: Simon Cannon
Tel: 01233 663 996
E-mail: s.cannon@ap-ac.co.uk

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

LEICESTERSHIRE AREA

GCN ARNESBY,
Leicestershire Warriors Wargaming Club:
Contact: Patrick Foster
Tel: 0796 816 3471
E-mail: pwfost@yahoo.co.uk

GCN LEICESTER,
Leicester Fat Kats:
Contact: Antony Evans
Tel: 07903391227
E-mail: anton970@yahoo.com

LINCOLNSHIRE AREA

GCN LINCOLN,
Gobstyks:
Contact: Anna Delafield
Tel: 0124 643 1896
E-mail: adelafield@btopenworld.com

LONDON

GCN CLAPHAM,
Clapham Wargames Guild:
Contact: Thomas Petit
Tel: 07966 969 309
E-mail: info@claphamwargamers.org.uk

GCN COVENT GARDEN,
Cross Gaming Club:
Contact: Karl McWilton
Tel: 07859858838
E-mail: madmackarl5791@aol.com

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

GCN WATFORD,
Watford Wargames Federation:
Contact: Bob Long
Tel: 0207 820 0082

MERSEYSIDE AREA

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

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

NORFOLK

GCN NORTH WALSHAM,
Blackfish:
Contact: Dave Hicks
Tel: 07877 312 874

GCN NORWICH,
Aftermath:
Contact: Lee Lowe
Tel: 07921 859 581
E-mail: lee.aftermath@btinternet.com

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

GCN OLD BUCKENHAM,
Old Buckenham Bone Crushers:
Contact: Paul Girling

Web:www.banhamandthebucks.co.uk/wargames

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

NORTHAMPTONSHIRE

GCN BEDFORDSHIRE,
Bedford Gladiators Association:
Contact: David Wilkin
Tel: 0779 1559297
E-mail: gladiator64uk@yahoo.co.uk

GCN NORTHAMPTON,
Northampton Warlords:
Contact: Mark Peat
Tel: 077 010 482 57
E-mail: markysparky30@hotmail.com

GCN RUSHDEN,
Phoenix Gaming Club:
Contact: Carl King
Tel: 07979 281350
E-mail: carlking1@btinternet.com

NORTHUMBERLAND

GCN BLYTH,
Northumbrian Adventurer's Guild:
Contact: Mark Anderson Coulter
Tel: 0772 766 7398
E-mail: baldyorc@hotmail.co.uk

NOTTINGHAMSHIRE

GCN KIRKBY IN ASHFIELD,
K.I.A:
Contact: David Laithwaite
E-mail: inquisitormefisto@yahoo.co.uk

GCN NOTTINGHAM,
Da Wot Notts:
Contact: Scott Miskin
Tel: 07815 449875
E-mail: scott.miskin@btopenworld.com

GCN NOTTINGHAM,
1st Company Veterans:
Contact: Stephen Watson
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OXFORDSHIRE

GCN OXFORD,
Oxford Gaming Club:
Contact: Mike Sharp
Tel: 07802 764143
E-mail: mike.sharp4@btopenworld.com

GCN WALLINGFORD,
South Oxfordshire Wargamers:
Contact: Darren Bassett
Tel: 01865 300 160

SHROPSHIRE

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

GCN TELFORD,
S.T.A.G.S Telford:
Contact: Carl Evans
Tel: 01952 597927
E-mail: phoenix22@blueyonder.co.uk

STAFFORDSHIRE

GCN CANNOCK,
Games Club Cannock:
Contact: Richard Bryce-Nye
Tel: 01543 459 229
E-mail: lornrich@bricenye.fsnet.co.uk

GCN TAMWORTH,
TGC:
Contact: Phil Hannigan
Tel: 01827 287446
E-mail: philhannigan2002@yahoo.co.uk

SUFFOLK

GCN ASSINGTON,
Suffolk and Essex Gamers:
Contact: Mark Aldhouse
Tel: 01440 785589

GCN BECCLES,
Crypt Keepers:
Contact: Christine Worster
Tel: 07913 606 549 (after 6pm)

GCN BECCLES,
Curious Dwarf:
Contact: Giles Robinson
Tel: 079222 36600
E-mail: gizartious@tiscali.co.uk

GCN IPSWICH,
Swarmm Wargames Club:
Contact: Matt Holden
Tel: 01473 827 208
E-mail: matt@holdenhouse.freeserve.co.uk

GCN NEWMARKET,
Newmarket Dwarf Wargames Society:
Contact: Mark Haynes
E-mail: mark.haynes@capegemini.com

SURREY

GCN MITCHAM,
Mitcham Marauders:
Contact: Jason Fowler
Tel: 0776 3403472
E-mail: mitchanmarauders@hotmail.co.uk

GCN TOLWORTH,
Tolworth First Founding:
Contact: Peter Corps
Tel: 07788 790136

GCN WOKING,
1st Founding:
Contact: Ashley Homewood
Tel: 0193 278 7445

SUSSEX AREA

GCN BOGNOR REGIS,
BRGA:
Contact: Frank Hill
Tel: 07896 319 683
E-mail: mrfrankhill@yahoo.com

GCN BRIGHTON,
Brighton Warlords:
Contact: Peter Cooke
Tel: 0797 409 4240
E-mail: peter.cooke423@ntlworld.com

GCN BRIGHTON,
Gambit Games UK:
Contact: Gareth Wynn
E-mail: gareth.wynn808@ntlworld.com

GCN CHORLEY,
Coppull & Chorley Knights:
Contact: Jonathan Taylor-Yorke
Website: www.cack-wargamesclub.org.uk

GCN CRAWLEY,
Crawley Magic and Tabletop Games:
Contact: Mark Lane
Tel: 07921 555 129
E-mail: mark.templar@googlemail.com

GCN HASSOCKS,
Clayton Warlords:
Contact: Roger Smith
Tel: 0771 556 296
E-mail: roger_gs_smith@hotmail.com

GCN EASTBOURNE,
Eastbourne Elemental:
Contact: Luke May
Tel: 0787 790 9125
E-mail: lukes.weatherlight@gmail.com

GCN WALBERTON,
Walberton Wargamers:
Contact: Mike Roddham
Tel: 01245 554185
E-mail: walbertonwargamers@yahoo.co.uk

WARWICKSHIRE

GCN NUNEATON,
Nuneaton Model and Games Club:
Contact: Brian McCormack
Tel: 07866 707 127

WILTSHIRE

GCN SWINDON, SWAT:
Contact: John Hext
Tel: 01793 692 938
E-mail: jfhext@btinternet.com

GCN SWINDON,
Swindon and District Wargamers:
Contact: Paul Nettle
Tel: 01793 700609
E-mail: nettle.tribe@ntlworld.com

YORKSHIRE

GCN HALIFAX,
Pennine Raiders:
Tel: 0142 236 9834
E-mail: hardpin@tiscali.co.uk

GCN HUDDERSFIELD,
Cellar Dwellars:
Contact: Richard Ambler
Tel: 07984 11 3974
E-mail: ubersquack@yahoo.co.uk

GCN LEEDS,
Night Owls:
Contact: Steve Nolan
Tel: 0113 225 0461

GCN OSSELT,
Osselt Wargames Club:
Tel: 0192 426 4064
E-mail: paulmgrace@btinternet.com

GCN SHEFFIELD,
Dysartes:
Contact: Nick Johnson
Tel: 07743 388081
E-mail: webmaster@dysartes.com

WALES

GCN BRIDGEND,
Bridgend YMCA Gamers Club:
Contact: Bill Evans
Tel: 0165 676 6134
E-mail: billdragon1@tiscali.co.uk

SCOTLAND

GCN CAITHNESS,
Northern Knights:
Contact: Dave Yeomans
Tel: 0784 976 0048
E-mail: recceboss@btinternet.com

GCN DUNFIRMLINE,
Dunfirmline Wargaming and Roleplay Fellowship:
Contact: Brian Forrester
E-mail: dwarfclub@aol.com

GCN EDINBURGH,
Edinburgh League of Gamers:
Contact: Andy Meechan
E-mail: leagueofgamers-owner@yahoogroups.co.uk

GCN FIFE,
The Gaming Kingdom:
Tel: 07834699774
E-mail: krissherriff@hotmail.com

GCN GLASGOW,
St Aidens Warriors Club:
Contact: Alan Hobbs
E-mail: macdonald317@hotmail.com

GCN INVERNESS,
Da Klub:
Contact: Stephen Miller
Tel: 07876 571222
E-mail: steveindex@aol.com

GCN KIRRIEMUIR,
Kirriemuir Wargames Club:
Contact: David Tulloch
E-mail: david.tulloch1@tesco.net

GCN RENFREW,
WPAS:
Contact: Andy Thompson
Tel: 0141 886 2466
E-mail: athompson@jags24.freeserve.co.uk

GCN STIRLING,
Stirling Wargamers:
Contact: Paul Brooks
Tel: 01786 450 062
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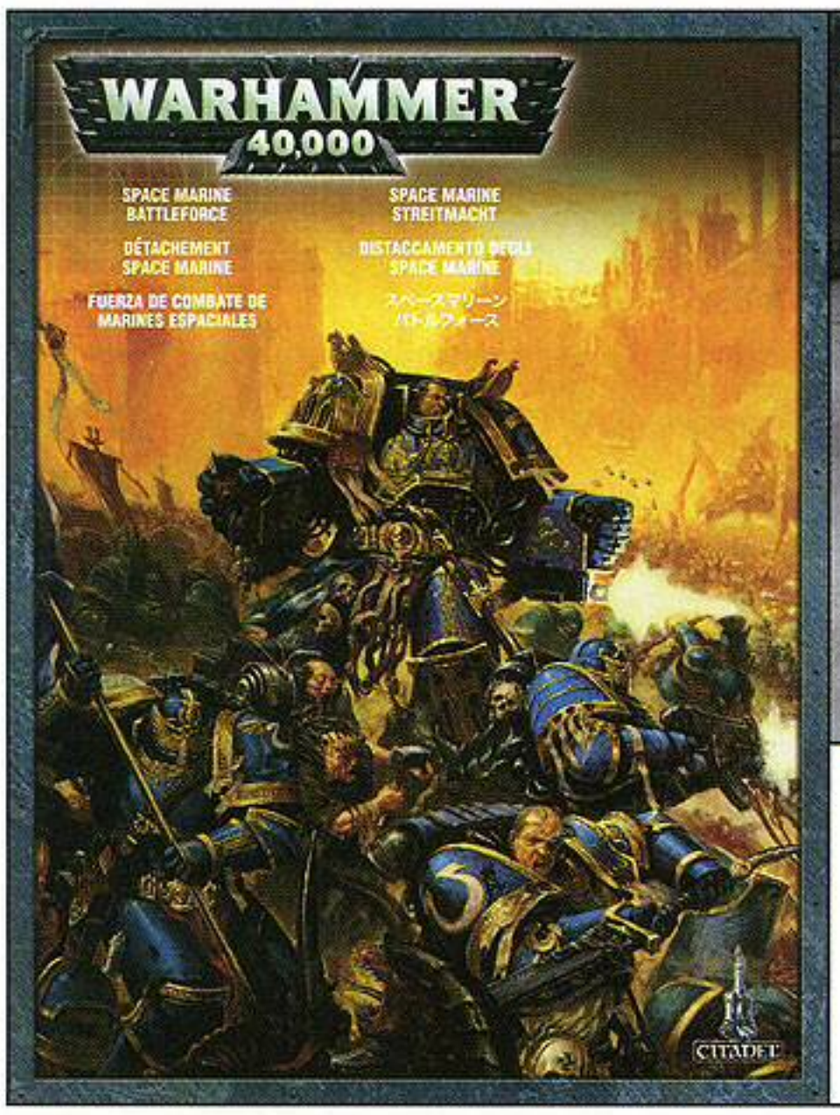

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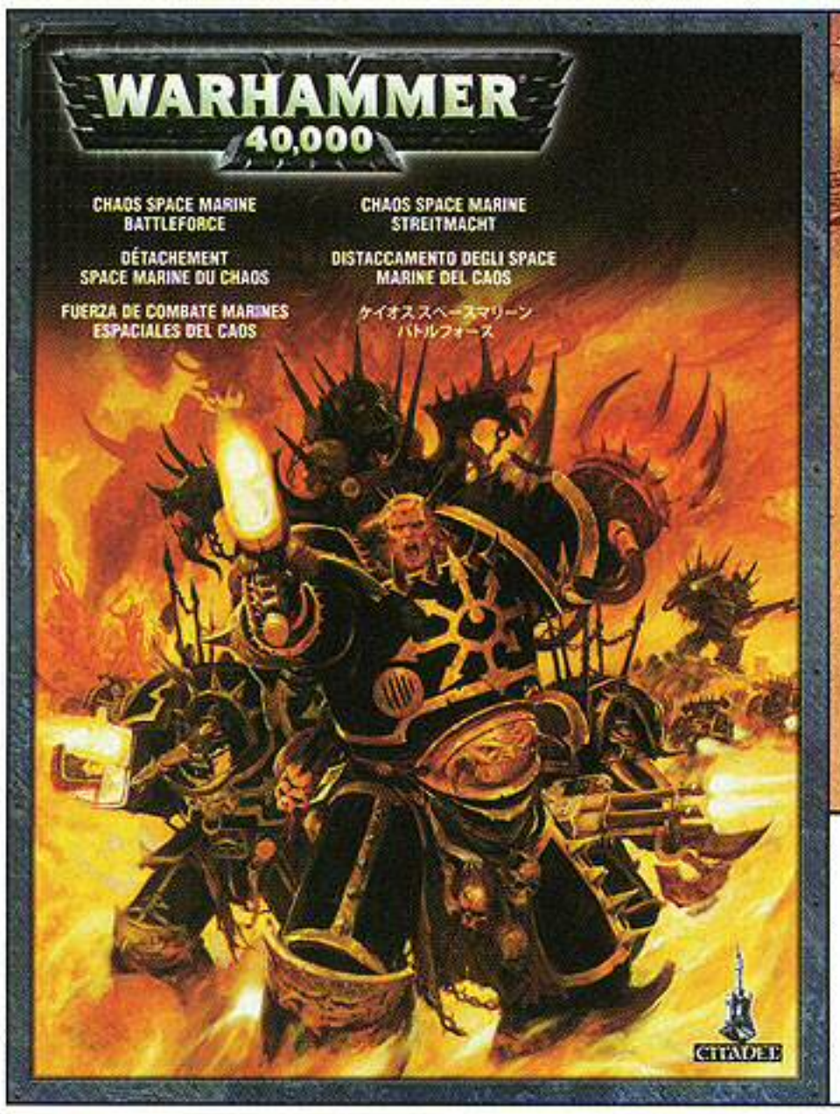

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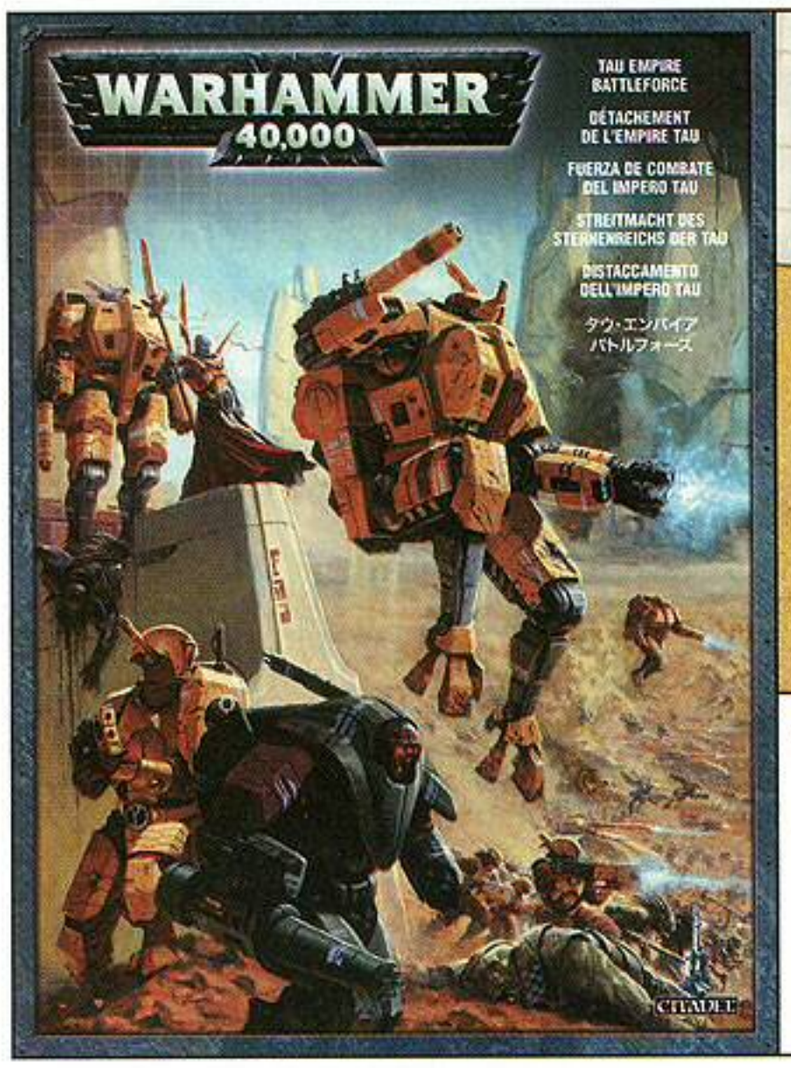

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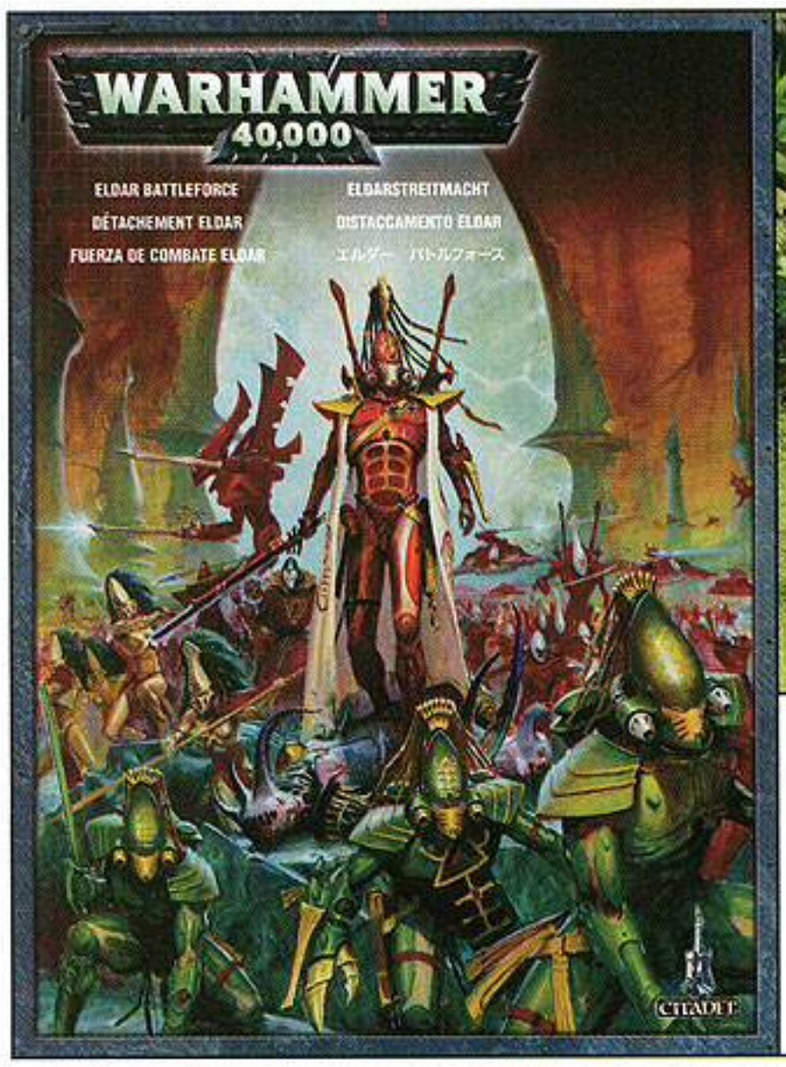

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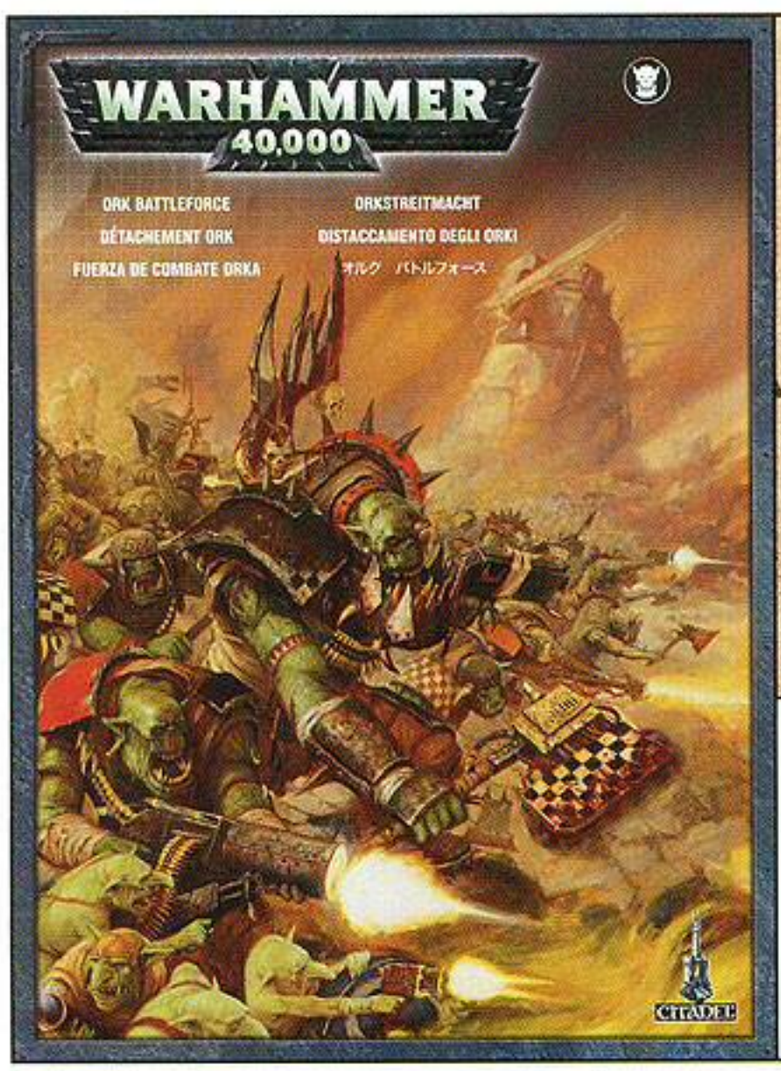

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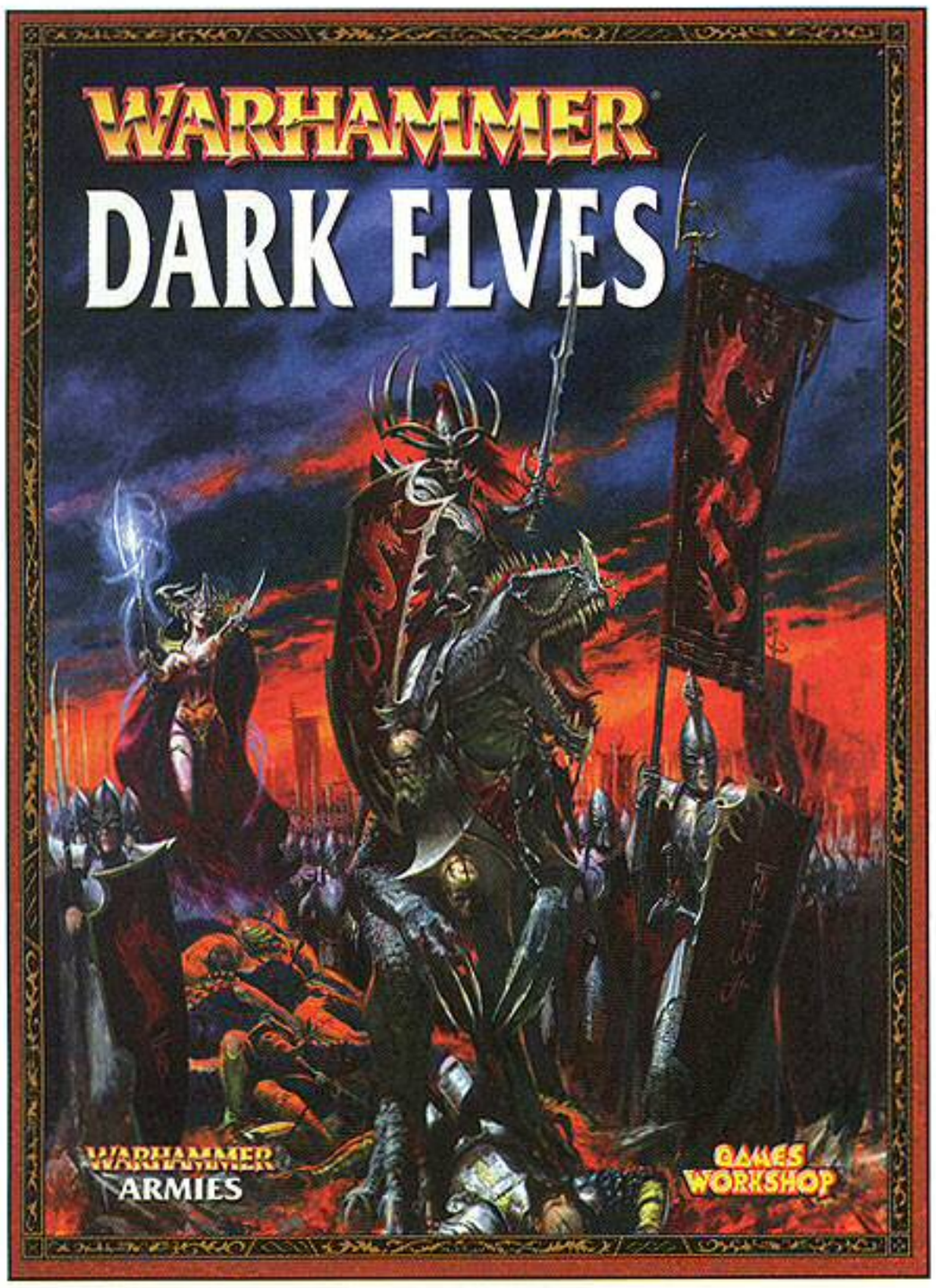

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- Dark Elf Dreadlord 2/8/08
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Warhammer
5th July (released 16th August)
- Dark Elf Battalion 16/8/08
- Dark Elf War Hydra.....16/8/08
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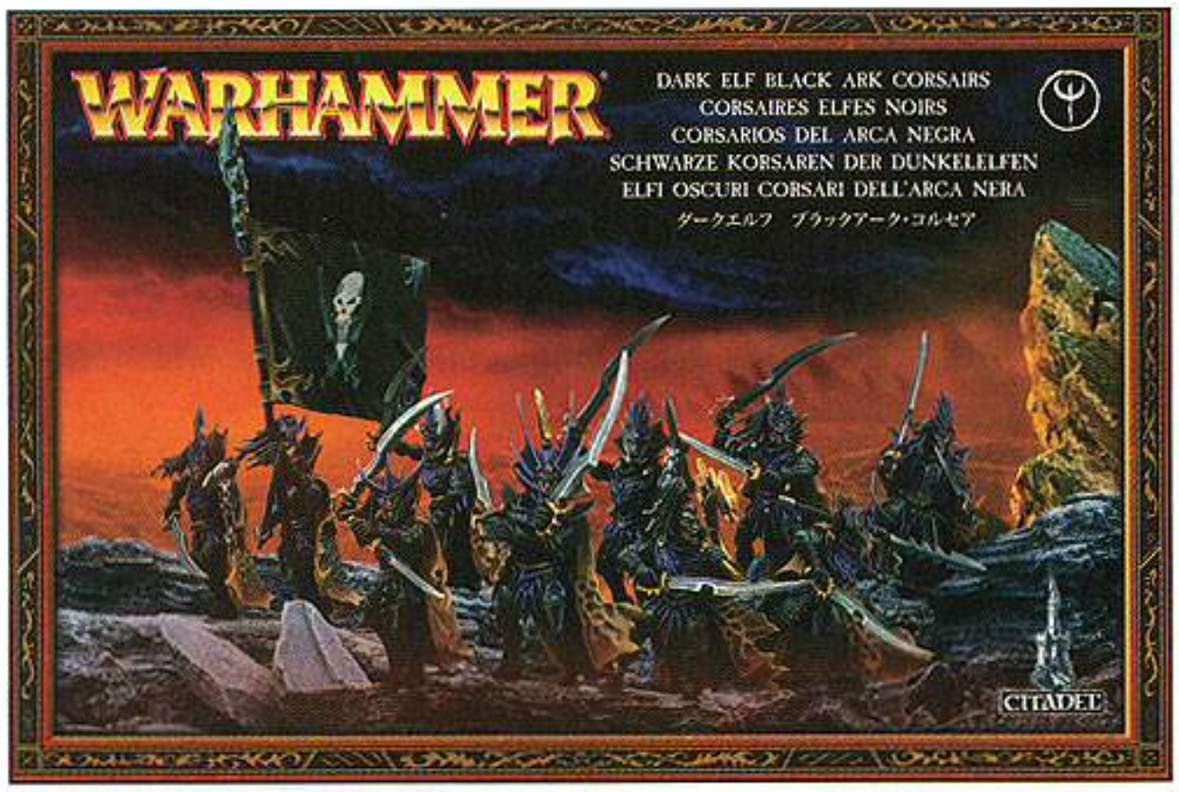

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QUICK REFERENCE SHEET

TURN SEQUENCE

1 The Movement Phase

2 The Shooting Phase

3 The Assault Phase

SHOOTING SEQUENCE

1 Pick one of your units, check its line of sight and choose a target for it.

2 Check range.

3 Roll to hit.

4 Roll to wound.

5 Take saving throws.

6 Remove casualties.

ASSAULT PHASE

1 Move assaulting units

2 Defenders react

3 Resolve combats

ROLL TO HIT (SHOOTING)

Firer's BS	1	2	3	4	5
Score needed to hit	6	5	4	3	2

MORALE CHECKS

A unit takes a Morale check:

- If it takes 25% or more casualties in a single phase (close combat casualties do not count) – test at the end of the phase.
- If an enemy tank performs a Tank Shock attack on them – test once the tank has moved into contact.
- If it is defeated in close combat in the Assault phase – test once combat results are established. The unit's Leadership is modified by -1 for every point their side has lost the combat by.

DIFFICULT TERRAIN – EFFECTS ON MOVEMENT

Unit Type	Slowed by difficult terrain?	Dangerous Terrain test required?
Infantry	Yes	No*
Bikes	No	Yes
Jetbikes	No	Only if move starts/ends in the terrain
Monstrous creatures	Yes	No*
Jump Infantry	No	Only if move starts/ends in the terrain
Artillery	Yes	No for crew*. Yes for gun models.
Beasts & Cavalry	Yes	No*
Vehicles – Walkers	Yes	No*
Vehicles – Skimmers	No	Only if move starts/ends in the terrain
Vehicles – Other	No	Yes

* unless terrain is also categorised as dangerous

RESERVES TABLE

Turn	Unit arrives on
1	N/A
2	4+
3	3+
4	2+
5+	Automatic

COVER CHART

Cover Type	Save
• Razor wire, Wire mesh	6+
• High Grass, Crops, Bushes, Hedges, Fences	5+
• Units (friends and enemies) Trenches, Gun pits, Tank traps, Emplacements, Sandbags, Barricades, Logs, Pipes, Crates, Barrels, Hill crests, Woods, Jungles, Wreckage, Craters, Rubble, Rocks, Ruins, Walls, Buildings, Wrecked vehicles	4+
• Fortification	3+

RESOLVING COMBATS

1 Pick a combat.

2 Fight Close Combat. Engaged models roll to hit and to wound in Initiative order. Their opponents take Saving throws as required.

3 Determine Assault Results. Total up wounds inflicted. The side which inflicted the most wounds overall in the combat is the winner.

4 Loser Checks Morale. The loser has to pass a Morale check or fall back. If the loser passes the test, go directly to Pile In.

5 Sweeping Advances, Fall backs and Consolidations. Units falling back from close combat must test to see if they successfully break off, if they fail they are destroyed. The winners may then consolidate their position.

6 Pile In. If units are still locked in close combat, then any models not engaged are moved 6" towards the enemy to continue the fight next turn.

7 Pick another combat and repeat until all combats have been resolved.

TO HIT CHART (Assault)

Attacker's Weapon Skill \ Opponent's Weapon Skill	1	2	3	4	5	6	7	8	9	10
1	4+	4+	5+	5+	5+	5+	5+	5+	5+	5+
2	3+	4+	4+	4+	5+	5+	5+	5+	5+	5+
3	3+	3+	4+	4+	4+	4+	5+	5+	5+	5+
4	3+	3+	3+	4+	4+	4+	4+	4+	5+	5+
5	3+	3+	3+	3+	4+	4+	4+	4+	4+	4+
6	3+	3+	3+	3+	3+	4+	4+	4+	4+	4+
7	3+	3+	3+	3+	3+	3+	4+	4+	4+	4+
8	3+	3+	3+	3+	3+	3+	3+	4+	4+	4+
9	3+	3+	3+	3+	3+	3+	3+	3+	4+	4+
10	3+	3+	3+	3+	3+	3+	3+	3+	3+	4+

TO WOUND CHART

Strength \ Toughness	1	2	3	4	5	6	7	8	9	10
1	4+	5+	6+	6+	N	N	N	N	N	N
2	3+	4+	5+	6+	6+	N	N	N	N	N
3	2+	3+	4+	5+	6+	6+	N	N	N	N
4	2+	2+	3+	4+	5+	6+	6+	N	N	N
5	2+	2+	2+	3+	4+	5+	6+	6+	N	N
6	2+	2+	2+	2+	3+	4+	5+	6+	6+	N
7	2+	2+	2+	2+	2+	3+	4+	5+	6+	6+
8	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+
9	2+	2+	2+	2+	2+	2+	2+	3+	4+	5+
10	2+	2+	2+	2+	2+	2+	2+	2+	3+	4+

WEAPON TYPE SUMMARY
(not for vehicles)

Weapon Type	Moving and Firing	Firing and Assaulting
Pistol	Can move and fire once	May fire once in the Shooting phase and then assault the same enemy unit in the Assault phase. Counts as an additional weapon in close combat.
Rapid Fire	Fire twice at up to 12", or remain stationary and fire once up to maximum weapon range.	Unit may not assault if the weapon was fired in the Shooting phase (unless allowed to by a special rule).
Assault	Can move and fire normally.	May fire in the Shooting phase and then assault the same enemy unit in the assault phase.
Heavy	Cannot move and fire.	Unit may not assault if the weapon was fired in the Shooting phase (unless allowed to by a special rule).

VEHICLE DAMAGE TABLE

D6	Result
1	Crew – Shaken
2	Crew – Stunned
3	Damaged – Weapon Destroyed
4	Damaged – Immobilised
5	Destroyed – Wrecked
6	Destroyed – Explodes!

Modifiers:	
Glancing Hit	-2
Hit by 'AP–' weapon	-1
Hit by 'AP1' weapon	+1
Target is open-topped	+1

DEEP STRIKE MISHAP TABLE

D6	Effect
1-2	Terrible accident! The entire unit is destroyed!
3-4	Misplaced. Your opponent may deploy the unit anywhere on the table (including inside difficult terrain, which of course counts as dangerous for Deep Striking units!), in a valid Deep Stike formation, but without rolling for scatter.
5-6	Delayed. The unit is placed back in reserve. If the unit is unlucky enough that the game ends while it is still in reserve, it counts as destroyed.

VEHICLES' MOVING & SHOOTING SUMMARY CHART

	Stationary	Combat Speed	Cruising Speed	Flat Out
All (except Fast & Walkers)	All Weapons	1 Weapon*	No Weapons	N/A
Fast	All Weapons	All Weapons	1 Weapon*	No Weapons
Walker	All Weapons	All Weapons	N/A	N/A

*plus all defensive weapons

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