

FREE GIFT: Assault on Black Reach Terminator and Ork Nob!

**GAMES
WORKSHOP**

WHITE DWARF

WD345 September 2008

GAMES WORKSHOP'S MONTHLY MAGAZINE

WARHAMMER
40,000

ASSAULT ON BLACK REACH

WD345 SEPT 2008 WWW.GAMES-WORKSHOP.COM

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WARHAMMER 40,000



Amidst the shattered ruins of Black Reach, the valiant Ultramarines fight the barbaric Orks.

EDITORIAL



The White Dwarf bunker has become a hotbed of high-octane hobby just lately, and there's no sign of it slowing!

Recently we were forced by the Studio slave-masters to leave our dingy bunker and move to a nicer, brighter, bigger area.

Now, being a bit set in our ways, we didn't take kindly to the move, but something rather good has come out of it (even better than the aforementioned nicer, brighter, bigger office). While we were moving we unearthed our respective stashes of miniatures and half-finished projects. And we now have enough light to paint by! So, each lunchtime, every member of the team has either been busily painting their models or playing lots of games. Excellent! I'm currently flitting from one project to the next, as I'm wont to do, frantically trying to get my Reikland Empire army finished, while at the same time trying to put a Space Marine army together so I can join in the current 40K frenzy. It's a hard life.

On the gaming front, the battle report that you'll find in this issue was fought in the Studio yesterday (at the time of writing, of course. By the time you read this, it'll have been several months ago. Weird, eh?), and we all got very excited about it. We were using the models from the new Assault on Black Reach set, and it gave me the same buzz that I got when I first lifted the lid off my 2nd edition Warhammer 40,000 box set when I was a lad (cue nostalgia trip). If there's one true constant in every hobbyist's life, it's the joy of opening a big boxed game full of miniatures. It's what got me hooked all those years ago, and it still gets me fired up



The Studio gaming area is chock-a-block at lunchtimes these days!

now. I was getting down to a model's eye view of the battle and thinking "Good lord, that Warboss/Dreadnought/Space Marine (delete as applicable) is incredible! The things they can do with plastic these days."

It got me thinking that many people, even some of you reading this very editorial, will be experiencing the excitement of a boxed game for the very first time with Assault on Black Reach, and then in five, ten or even twenty years time they'll be thinking the same about the latest version of a boxed game that I'm thinking now. For the veterans out there, turn to page 14 to see what I mean about Assault on Black Reach – I defy anyone to say that it's not the best 40K set we've ever done. For the newcomers: welcome aboard. I'm sure the future of the hobby is in safe hands.

Mark Latham, Editor



Cover Art by Dave Gallagher

WHITE DWARF 345 • SEPTEMBER 2008

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THE LORD OF THE RINGS STRATEGY BATTLE GAME

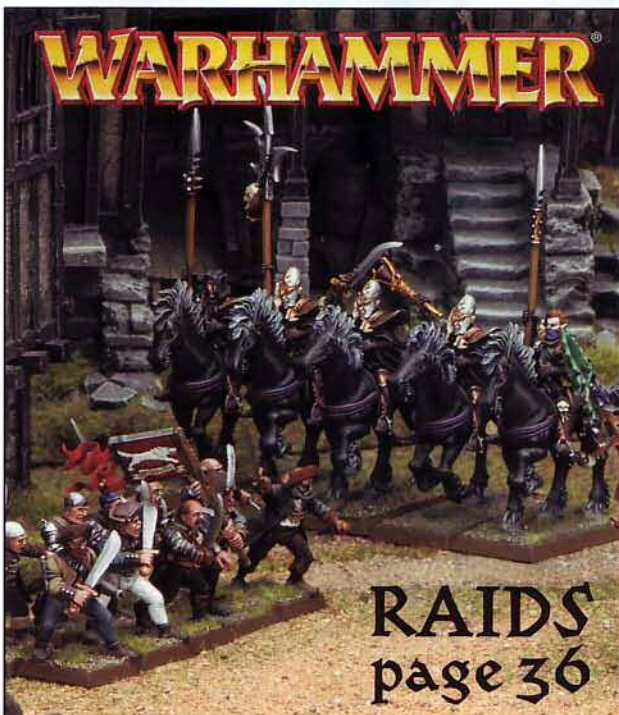
Rules for these heroes of Middle-earth, on page 24



ASSAULT ON BLACK REACH



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HOBBY

88 PAINTING WORKSHOP: ASSAULT ON BLACK REACH

Now you've got your new miniatures off the cover, we bet you'd like some advice on how to paint them!

94 'EAVY METAL MASTERCLASS: DARK ELF DREADLORD

Expert guidance on how to paint your Dark Elf general.

BATTLE REPORT

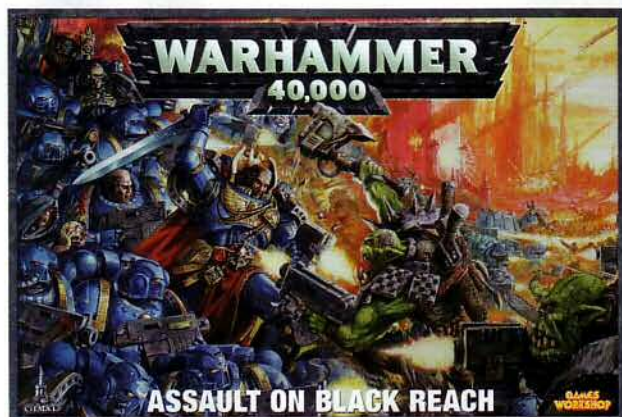
60 THE BEAST AT BAY

Long-time rivals Phil Kelly and Matt Hutson refight the final scenario from the Assault on Black Reach campaign. Can Captain Sicarius, hero of the Ultramarines, hunt down and slay Ork Warlord Zanzag before the Waaagh! covers the whole sector in a green tide of violence?





ASSAULT ON BLACK REACH



This boxed game contains everything you need to play Warhammer 40,000

ASSAULT ON BLACK REACH

Product code: 60010199005

UK	£40	Euro	€60
Denmark	400dkr	Norway	525nkr
Sweden	500sek		

ON SALE SEPTEMBER 6th

WARHAMMER 40,000

This month sees the release of the new Warhammer 40,000 boxed game, Assault on Black Reach. This box set is crammed full of new miniatures, the pocket-sized version of the latest edition rulebook, and everything else you need to play games of Warhammer 40,000.

Assault on Black Reach includes 46 new plastic miniatures, a set of dice and templates, two range rulers, a Getting Started booklet and a handy pocket-sized rulebook. Newcomers to Warhammer 40,000 will find everything they need to start playing, while existing players will find a horde of miniatures for their armies that are exclusive to this box set.



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ASSAULT ON BLACK REACH PAINT SET



To coincide with the release of the new boxed game, we're also releasing a brand new paint set. As well as six paints and a paintbrush, it also contains five plastic Space Marines unique to this set with moulded Ultramarines and Tactical markings on their shoulder pads.

ASSAULT ON BLACK REACH PAINT SET

Product code: 99170199007

UK	£12	Euro	€20
Denmark	140dkr	Norway	180nkr
Sweden	170sek		

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This set of six resin barricades is ideal for making a battlefield look even more Orky, as well as providing invaluable cover for the Boyz as they charge forwards.

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THE LORD OF THE RINGS STRATEGY BATTLE GAME

RIVENDELL GANDALF

This new miniature, sculpted by Michael Perry, represents Gandalf the Grey addressing the Council of Elrond.

GANDALF (RIVENDELL)

Product code: 99061464150

Sculpted by Michael Perry

UK	£6	Euro	€9
Denmark	70dkr	Norway	85nkr
Sweden	80sek		

ON SALE SEPTEMBER 20th



ELROND, MASTER OF RIVENDELL

This new version of Elrond, sculpted by Gary Morley, depicts the Elven hero ready to defend the haven of Rivendell from the forces of Sauron.

ELROND, MASTER OF RIVENDELL

Product code: 99061463034

Sculpted by Gary Morley

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ON SALE SEPTEMBER 20th



THE THREE HUNTERS



Legolas



Gimli

The Three Hunters box set features new versions of three of the greatest Heroes of Middle-earth – Aragorn, Legolas and Gimli. These miniatures, sculpted by Alan Perry and Michael Perry, represent the heroes as they chase across the wilderness in pursuit of the captured Hobbits.

THE THREE HUNTERS

Product code: 99111499074

Sculpted by Alan Perry and Michael Perry

UK	£15	Euro	€22.50
Denmark	175dkr	Norway	210nkr
Sweden	200sek		

ON SALE SEPTEMBER 20th



Aragorn



SPACE MARINES SPEARHEAD

Next month sees the release of the latest edition of Codex: Space Marines, and along with it a range of beautiful new miniatures. But you can get them early with the new Spearhead box set.

Packed with a selection of new miniatures, such as the new Vanguard Veterans (see the example to the right) and the plastic Scout Bikes, this box set is available two weeks before the main release. In addition, this is your chance to own the new Space Marine Codex before anyone else. Check out our online store for more details about the contents of the Spearhead.

SPACE MARINE SPEARHEAD

Product code: 60110101384

UK	£146	Euro	€224
Denmark	1650dkr	Norway	2085nkr
Sweden	1990sek		

ON SALE SEPTEMBER 20th



Vanguard Veteran

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www.games-workshop.com

ARMOUR THROUGH THE AGES

This set of miniatures was sculpted by Jes Goodwin to represent historical suits of power armour from throughout the Age of the Imperium. The set contains examples of the older marks of Space Marine power armour, such as the earliest type of power armour, the MK 1 Thunder Armour.



MK 1 Thunder Armour



MK 2 Crusade Armour



MK 3 Iron Armour



MK 4 Maximus Armour



MK 5 Heresy Armour

ARMOUR THROUGH THE AGES £18
Product code: 99110101370

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www.blacklibrary.com



NAGASH THE SORCERER

Two thousand years before the time of Sigmar, the mighty kingdom of Nehekara flourished in the hot desert lands far to the south of the Old World. In the second novel in the Black Library's acclaimed Time of Legends series, Mike Lee tells the bitter story of the rise of Nagash, a priest king whose accursed quest for immortality unleashed a plague of death and evil that damned the land of Nehekara and its people forever.

NAGASH THE SORCERER

by Mike Lee

ISBN: 978-1-84416-660-2

UK	£6.99	Euro	€9
Denmark	70dkr	Norway	85nkr
Sweden	80sek		

EMPIRE IN CHAOS

This book kicks off a major new series to tie in with the eagerly anticipated Warhammer Online: Age of Reckoning. When a young woman's village is destroyed, she and an injured Elf are the only survivors. As the two unlikely companions fight towards Black Fire Pass, she discovers powers of courage and faith that inspire all around her. But as the pass is attacked by the hordes of Chaos, she must fight alongside the armies of the Empire or all the land will be doomed...

EMPIRE IN CHAOS

by Anthony Reynolds

ISBN: 978-1-84416-527-8

UK	£6.99	Euro	€9
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Sweden	80sek		

RED FURY

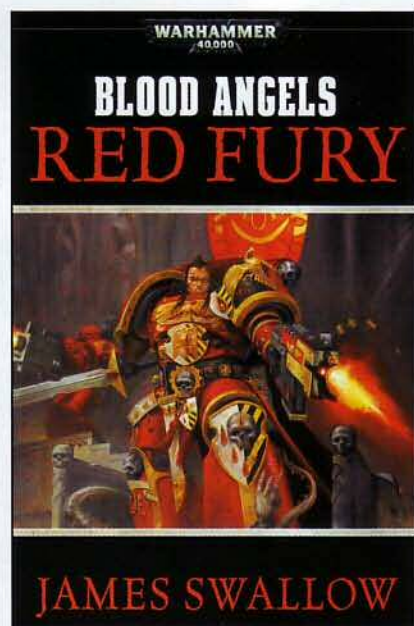
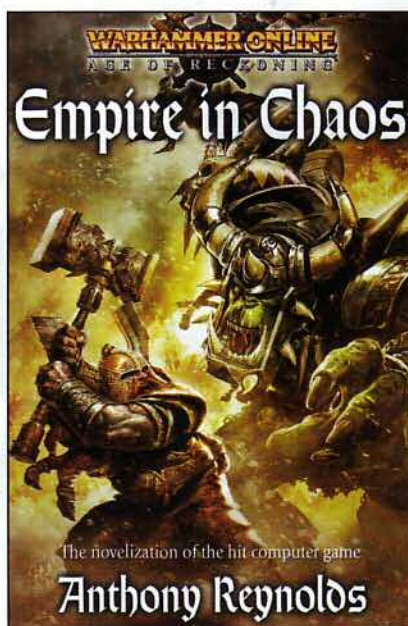
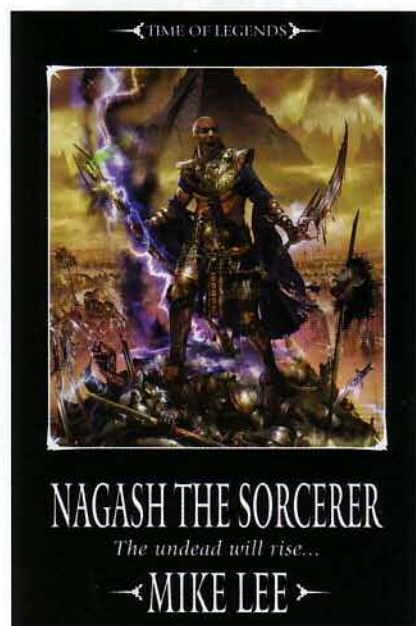
The long-awaited return of the Blood Angels! Following the tragic events that led the Blood Angels to the brink of civil war, the Chapter's strength has been depleted. The Blood Angels must act before their enemies learn of their weakness and attack. With tempers flaring, and mutants running wild on their homeworld, can the Blood Angels and their successor Chapters put aside their rivalries and work together to rebuild their force before it is too late?

RED FURY

by James Swallow

ISBN: 978-1-84416-659-6

UK	£6.99	Euro	€9
Denmark	70dkr	Norway	85nkr
Sweden	80sek		



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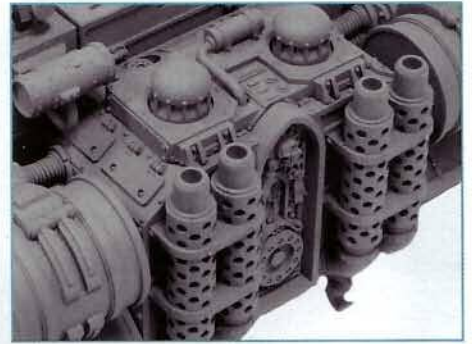
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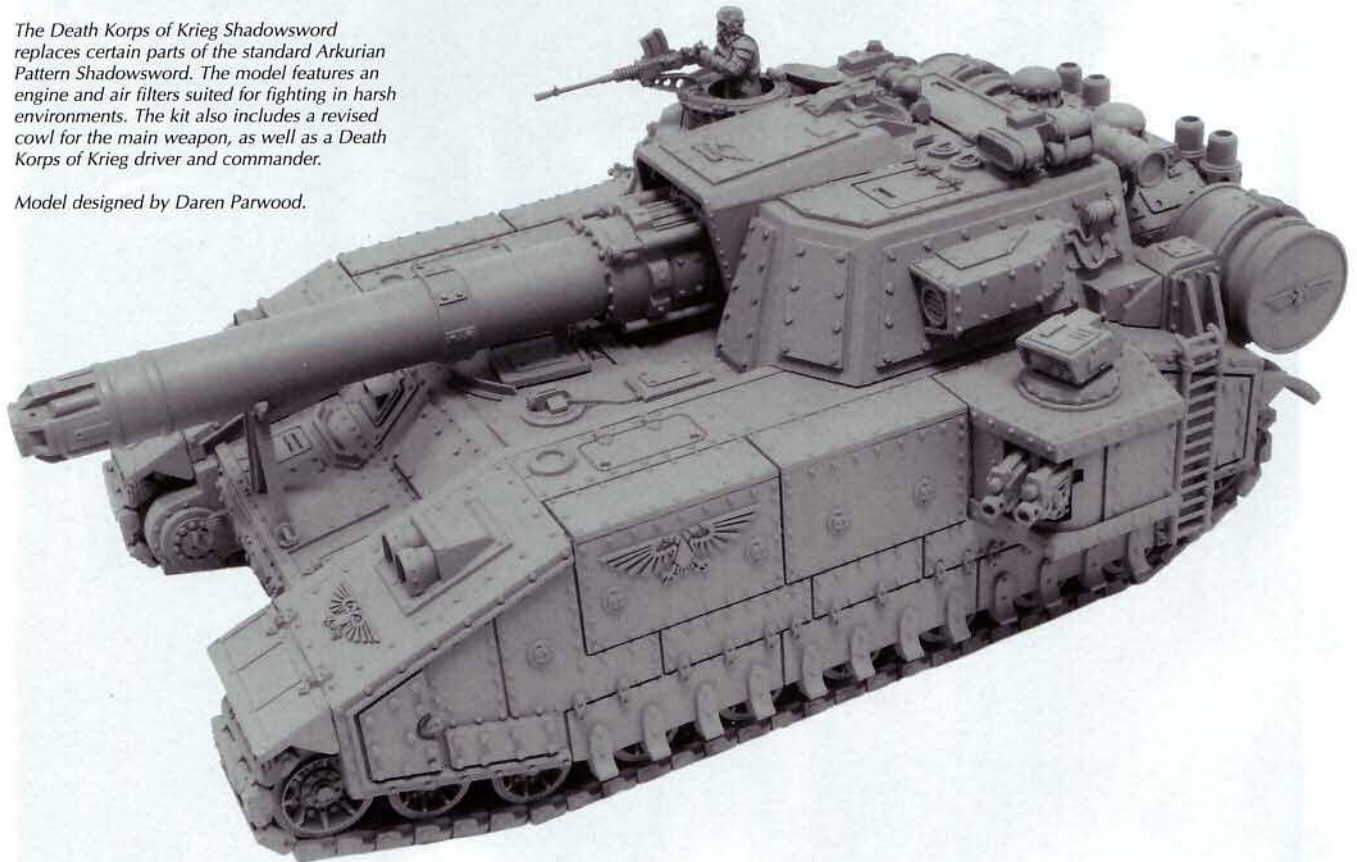


DEATH KORPS OF KRIEG SHADOWSWORD



The Death Korps of Krieg Shadowsword replaces certain parts of the standard Arkurian Pattern Shadowsword. The model features an engine and air filters suited for fighting in harsh environments. The kit also includes a revised cowl for the main weapon, as well as a Death Korps of Krieg driver and commander.

Model designed by Daren Parwood.



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FORGED IN BATTLE



WARHAMMER®

WARHAMMER ARMIES: WARRIORS OF CHAOS

A few issues back, you may remember that we featured a Warriors of Chaos army list to get you by while Phil Kelly slaved away on the new army book. Well, that work is very nearly finished and November will see the Chaos Warriors march southwards once more, resurgent and ready for war.

The men of the north are the scourges of the Old World for they want nothing more than to tear down order and destroy the civilised realms. At the heart of their armies are the Chaos Warriors, merciless killers clad in hell-forged suits of Chaos armour. These indomitable soldiers march to war alongside the savage tribes from which they originated, great hordes of brutal northmen, ready to do anything in service to their capricious and thirsting deities.

Phil Kelly has been hard at work communing with the Dark Gods to get the book finished on time. Those few people that have seen its pages gibber incoherently about such things as Chaos Warshrines, Forsaken, Troll Kings and the coming of Sigvald, whatever that means. Only time (and WD347) will reveal the true meaning.

To accompany the new army book, the Citadel forges have been manufacturing brand new miniatures at a bewildering rate. Come November, expect to see new plastic Marauder Horsemen, Chaos Knights and Chaos Warhounds, not to mention a range of stunning metal characters, including the Chaos Lord shown on the right.



This new Chaos Lord by Mike Anderson gives you a taste of what to expect with the Warriors of Chaos release.

OUT NOVEMBER 1ST



The Marauder Horsemen are just one of the brilliant new plastic kits being released in November.



WARHAMMER® BATTLE MARCH

Warhammer comes to the next generation of gaming with the release of Battle March on the Xbox 360. With Xbox Live, players will be able to take their battles online against opponents from all over the world.



Key Features

- Combines Mark of Chaos and the Battle March expansion together for a unique Xbox 360 gaming package.
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- Three extensive single-player campaigns.
- Focuses on commanding armies and battlefield skirmishes rather than HQ and resource management.
- Customise your army with the easy-to-use game editor.



WARHAMMER MARK OF CHAOS BATTLE MARCH

**ALSO
ON PC**

For PC users, Battle March is also released as an expansion to the highly successful Warhammer: Mark of Chaos. The vicious Dark Elves are introduced into the mix, giving players a whole new race to command, along with an expanded Orc & Goblin army, in their bid to conquer the Warhammer world.

Opponents from across the globe are waiting to do battle, with multiple online functions including an all-new Online World Domination mode. If solo gaming is more your style, don't feel tied to online play, as you can participate in a brand new full length chapter of the campaign featuring the Orcs & Goblins and Dark Elves.

In Battle March it's not just the massed units of troops you'll be commanding – Heroes and Champions will also be ready to do your bidding. They can learn new tactics, unlock abilities, command larger units, and fight in duels to the death.

Now is the time to take up arms – the world is yours to conquer!



White Dwarf Correction

Back in White Dwarf 343 we incorrectly labelled one of the winners of last year's Games Day Art Competition.

The winner for the *15 Years and Under* category was of course Daniel Willan. Congratulations to Daniel, and our apologies for the mix up.

School League 2009

Following a great summer of 40K, and having gotten over the shock of returning to school, it's time to start thinking about the coming year of gaming, and that can mean only one thing; the School League 2009!

With the arrival of a brand new edition of Warhammer 40,000 and the amazing new Assault on Black Reach box set, this year's School League will be a truly memorable event as school teams tackle the new rules as well as one another, not to mention Warhammer and The Lord of the Rings. Even now, many schools across the land are putting their teams and armies together to compete in this season's League.

For details of how you can enter your school into this year's national School League, get your teacher to contact our Community Coordinator, Bek Hawkyb on 0115 900 4821 for an information pack.

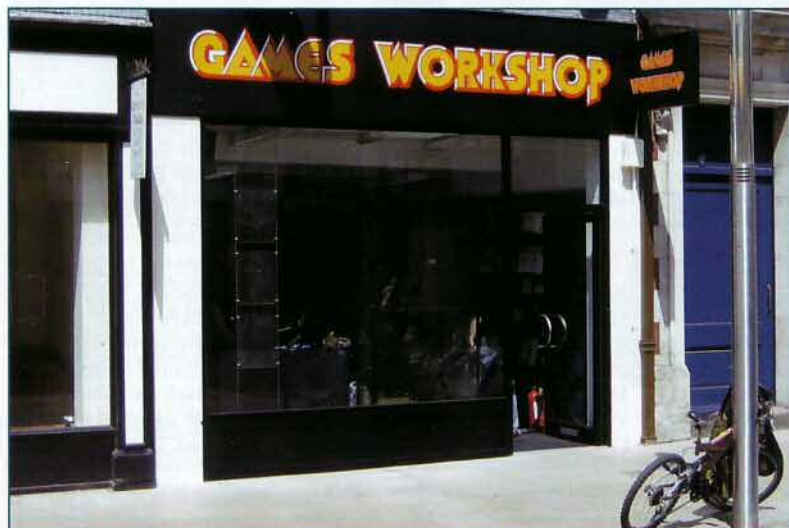
All of our stores are standing by to run School League activities (in the store) to help you prepare for the Regional and National finals. These activities include painting and tactical advice, as well as opportunities to make scenery or have a club tournament. If you wish to arrange a visit and get the most out of your local store, contact Bek and she will help you set it up – we can even put you in touch with other local school and library clubs whom you can play against.



Games Workshop Hereford Opens

As promised, the brand new Hereford Hobby Centre opened its doors to a wave of clamouring hobbyists – sadly, this photo was taken the day before just as the store was about to be filled with toy soldiers and bright, colourful posters. So, to see the finished thing, just pop in!

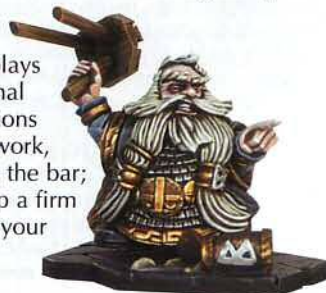
Games Workshop Hereford, 40 Eign Gate, HR 0AB
Tel: 01432 355 040



Who Spilled My Pint!

Joseph Bugman can get very upset if anyone spills a drop of his famous XXXXXX brew. By the looks of this new miniature, sculpted by Aly Morrison, the Master Brewer has had his pint knocked over by some clumsy young beardling and is out for revenge, and the chance of a good grumble...

This fantastic new model is available for sale only in Bugman's Bar at Warhammer World, priced £10.00, and comes with a barstool and an axe. So next time you come to take a look at the world-famous Citadel Miniatures Hall, join in on one of our gaming events, or visit the displays of original illustrations and artwork, drop by the bar; but keep a firm grip on your beer!



ASSAULT ON BLACK REACH



It is an age of darkness, superstition and relentless dogma. The Imperium of Man commands the greatest stellar empire the galaxy has ever seen; yet the technology on which it is founded is from a forgotten age, the knowledge of its manufacture lost to humanity. Nevertheless, the Imperium endures, its outposts spanning a million worlds; its laws and credos governing souls beyond counting, the vast majority of which remain blissfully ignorant to the true horrors of the universe, for in the cold reaches of space, Mankind is not alone.

With the advent of the Warp drive, humanity rapidly expanded across the galaxy. As Man spread to new worlds, it encountered alien races and fought its first battles under strange skies. Even now, thousands upon thousands of years later, the enemies of Man stand ready to destroy everything the God-Emperor of Mankind has created. Orks wage war for war's own sake, while Necrons and

Tyrannids scour loyal systems clean of life. The upstart Tau press upon the Imperium's boundaries, while the enigmatic Eldar meddle from afar. Yet even these foes are nothing to what awaits the weak willed and corrupt beyond the veil of the material universe – in the Warp itself, Daemons lurk.

Though the Imperium is surrounded on all sides – by the alien, the Daemon and the traitor – it persists. The superhuman Space Marines and innumerable might of the Imperial Guard are but two of the many agencies dedicated to Mankind's defence, combating the encroaching darkness with faith, courage and fire. Still, the myriad foes of humanity close in, and the Imperium feels each lost planet and system ever more keenly. Night is descending on Mankind as the Time of Ending closes in.

In the grim darkness of the far future there is no peace, no respite, no forgiveness. There is only war.

The recent relaunch of Warhammer 40,000 caused a massive buzz in the gaming community, but the release of Assault on Black Reach has raised anticipation to record levels. Andy Hall explains.

Warhammer 40,000 is now in its 5th incarnation, and the game is bigger, better and more playable than ever. If this is your first look at White Dwarf (where have you been?), then you will have realised by now that Warhammer 40,000 differs from normal games. There are unlimited possibilities and players must be prepared to expend time and effort collecting, assembling and painting their models before fielding them on the tabletop for an exciting battle.

Creating the spectacle of a fully painted army is an accomplishment you can be rightfully proud of. Once you've taken part in a tightly contested battle between painted miniatures across fully modelled terrain, you'll be hooked.

Those of you familiar with 40K will have already had a good few months playing the latest edition of the rules. Early feedback we've received here at the White Dwarf bunker is that it's the best incarnation of the game yet, with the new rules adding to the challenge without sacrificing the game we know and love. Now your warriors can advance more quickly, go to ground, make off-table flanking manoeuvres, and tanks can (finally!) ram other vehicles. Close assaults will be more brutal, but missions are more objective based so it's not just about pummelling your foe – although that will certainly help.

Lifting the Lid

There's no denying that working on White Dwarf is cool, but it's far from the bohemian, languid lifestyle some people tend to assume (the number of times

people have said to me "But you spend all day playing games!"...). In fact, working on a monthly magazine is hard work, but there are times when it's undoubtedly one of the best jobs in the world, and this is one of them, as I got to open one of the very first copies of Assault on Black Reach off the production line. Oblivious to the jealous stares from my colleagues, I delved in.

Before tearing off the shrink-wrap, I always like to hold a new game aloft for a few seconds to feel how weighty it is. In the case of Black Reach, the "weight test" was passed with flying colours – without even looking at the contents list I could tell the box was going to be bursting with hobby goodness. With this ritual out of the way, it's straight into the game itself. As I lifted the lid, I savoured the satisfying "flumph" sound of the box sliding open, and the wafts of that wonderful "new game smell." Once I'd removed the lid, I was greeted by four of the most packed frames of plastic miniatures I'd ever seen (more on those overleaf).

Taking the frames out of the box, I uncovered the game's many other components that were initially obscured by the sheer amount of grey plastic! In fact, there are 46 models in the box, including a Dreadnought and three Deffkoptas. If that doesn't represent great value and the perfect excuse to start playing the latest edition of Warhammer 40,000, then I don't know what does. So, let's take a look at the components in detail...



The Boxed Game

The Assault on Black Reach boxed game has everything you need to start playing. It contains a handy pocket-sized rulebook, a starter booklet and enough dice and Citadel miniatures to get you wargaming straight away. If you don't believe us, just check out the contents over the page.

FREE CITADEL MINIATURES!

You may have noticed that your issue of White Dwarf was lumpier than usual. This is because there's a free plastic frame containing an Ork Nob and a Space Marine Terminator attached to the cover. Both models are from Assault on Black Reach. To find out how to assemble and paint your new models turn to page 88.



Terminator with storm bolter and power fist



Ork Nob with choppa and slugga

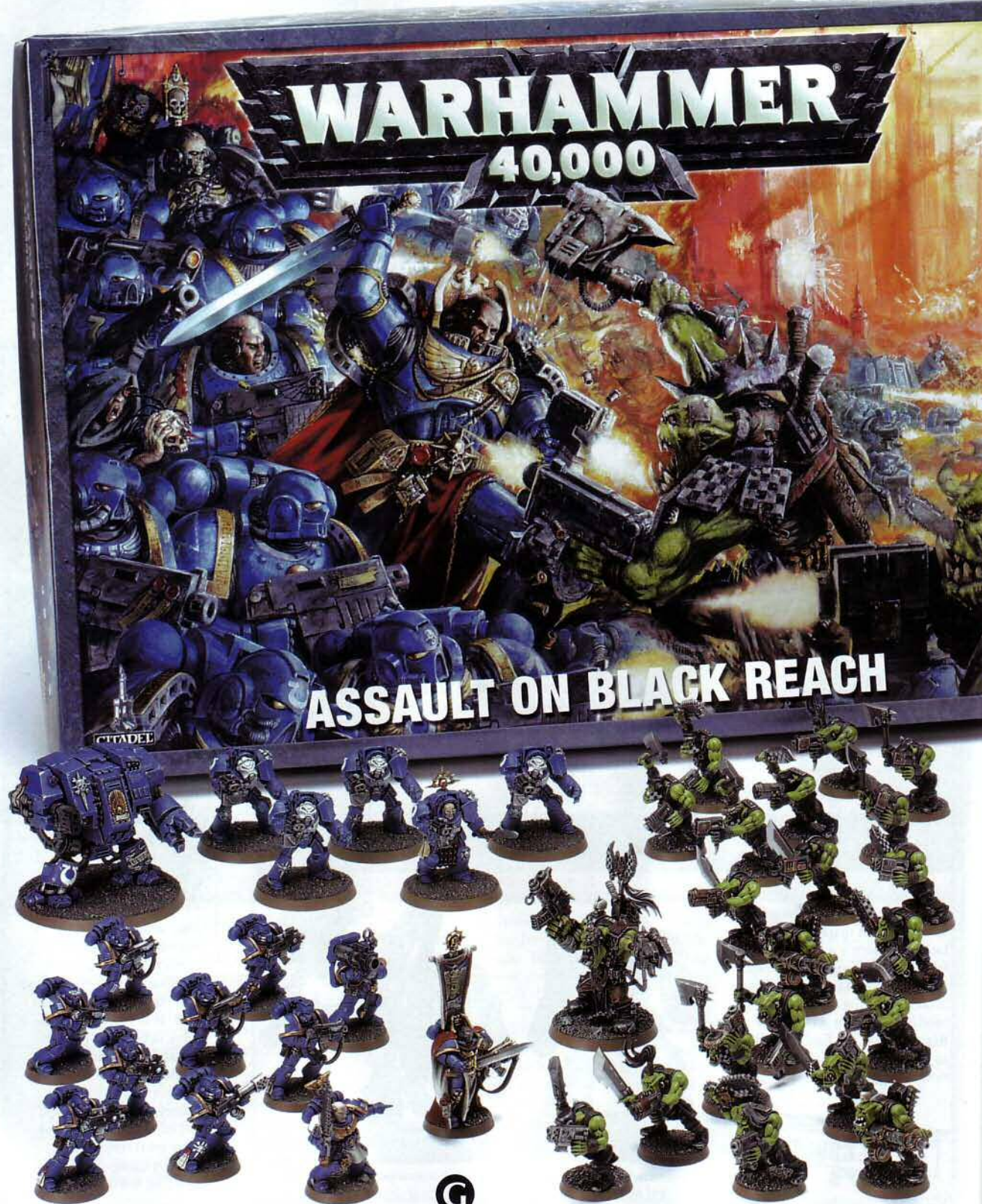


The Rulebook

Also available is the Warhammer 40,000 rulebook. This massive hardback tome consists of 320 pages of 40K hobby lore. It contains all the rules needed to play, a massive background section documenting the Warhammer 40,000 galaxy, and is crammed full of ideas on creating your own missions, playing campaigns and building battlefields.

INSIDE THE BOX

The contents of Assault on Black Reach. Yes, you get all this in one £40 box set – we can't quite believe it either.



BOX CONTENTS

A Range rulers

Perfect for measuring distances if you haven't got a tape measure handy.

B Dice

You get plenty of these in the box, as you need them to determine many things in 40K, such as shooting and fighting. The scatter dice is used to determine if barrage and blast weapons will scatter or remain on target.

C Transfer Sheet

This transfer sheet has both Ork and Space Marine symbols, allowing you to add details to your models.

D Templates

The templates included with the game follow the style and colour that'll already be familiar to most 40K players. The vibrant green gives them a distinctive and eye-catching Warhammer 40,000 look.

E Starter Booklet

This booklet is a great starting place, whether you're a beginner or a veteran. The booklet provides assembly and painting advice, tips for setting up and playing your first game using the Black Reach miniatures, and over 10 pages of background information, giving you a solid grounding in all things Warhammer 40,000.

F Rulebook

This handy sized rulebook is a perfect gaming companion, and great to have close by during a battle for easy reference. Don't mistake the smaller size for cut-down rules, though – this rulebook contains the complete rules section from the latest edition, so it's all you'll need during a game.

G Miniatures

The boxed game is full to bursting with brand new Citadel miniatures:

Space Marines

- 1 Space Marine Captain
- 10 Tactical Space Marines
- 5 Space Marine Terminators
- 1 Space Marine Dreadnought

Orks

- 1 Ork Warboss
- 20 Ork Boyz
- 5 Ork Nobz
- 3 Ork Defikoptas



SPACE MARINE TACTICAL SQUAD

Tactical Squads are the backbone of the Space Marine army. They are called upon to fulfil the full range of battlefield roles – holding ground, claiming strategic objectives, providing fire support or charging into the bloody melee of combat all fall within the remit of a Tactical Squad. The box contains a full squad of 10 plastic Tactical Marines.



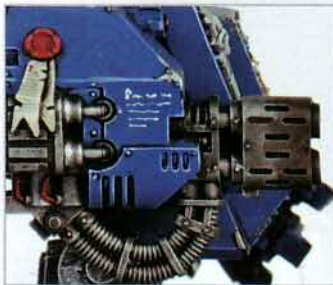
SPACE MARINE DREADNOUGHT

A Dreadnought is a massive machine, weighing several tons and standing higher than even a Terminator, the tomb for an honoured Chapter hero who refuses to die. As it strides into battle it shrugs off enemy fire whilst wielding its own deadly weapons to great effect. The Dreadnought in Assault on Black Reach is unique to the boxed game, so if you already have one in your collection, this one won't look identical to it.

Space Marines

A thousand Chapters of a thousand men – a million Space Marines are all that stands between Mankind and damnation. Space Marines are superhuman warriors, their bodies made superior in all respects to a normal man by a harsh regime of genetic modification, psycho-conditioning and arduous training. They are adept at all forms of combat and are very hard to kill, thanks to their modified constitution and the generations-old power armour they wear to battle. Though a Space Marine army will nearly always be outnumbered by their foe, each battle-brother is worth two or three enemies, whether in a furious firefight or a bloody close assault.

Most Space Marine Chapters follow the *Codex Astartes*, a code of rigid doctrines that form the make up and disposition of the Chapter.



Dreadnought with multi-melta and power fist

So, just how did the Citadel Design Team cram so much on to the four large Assault on Black Reach plastic frames? Ted Williams, affable Runtherd and Citadel Design Team manager, was only too happy to explain. He also brought along the primary designers of the Black Reach set, Dave Thomas and Seb Perbet.

"Quite simply, we wanted to get as much 40K in the box as we possibly could," begins Ted. "From the very start of the project it has always been about upping the miniature count wherever we possibly could."

Of course, it wasn't quite as straightforward as that. If it had been about the number of miniatures alone, they would have just crammed the box full of Gretchin. "What we wanted to do was provide players with two complete, viable forces. So it couldn't be a few squads of

the same troop type; we had to have HQ choices, Troops, Elite squads, and so on in the box as well," says Dave.

The first decision was to choose the races to go into the box. Admittedly, Space Marines were always going to be in the frame (*Less of the bad puns, Hall! – Ed*) as they are the iconic race that have been in every Warhammer 40,000 boxed game we've ever produced. The Orks were the next logical choice – not only had they a recently released Codex to expand on, but it fit rather well with the Black Reach story in the rulebook. It was also a welcome return for the Orks to "boxed game status," as they were one of the starting forces in the first Warhammer 40,000 boxed game, before being ousted by the Dark Eldar in 3rd edition and the massed swarms of Tyranids in the previous Battle for Macragge boxed game.

SPACE MARINE CAPTAIN

Space Marine forces are led to war by Captains, warriors and leaders who are the epitome of honour and courage on the battlefield. The Space Marine Captain excels at both ranged combat and the fury of close assault. The model is armed with a boltgun, so he can add his fire to the fusillade from his brother Space Marines, while the power sword and high number of Attacks means he can cleave his way through Ork Boyz with ease.



Terminator Honours

Only the elite veteran Space Marines of a Chapter's revered 1st Company may wear Terminator armour, also known as Tactical Dreadnought armour. Suits of Terminator armour are incredibly powerful and, as such, are amongst a Chapter's most prized relics. When committed to the field of battle, a Space Marine Terminator is nigh on unstoppable. Bullets and las blasts glance harmlessly off the thick plasteel plates, while a Terminator's storm bolter and power fist can slay the enemy at both range and in hand to hand combat.



SPACE MARINE TERMINATORS

The 1st Company of a Chapter consists of the veterans, the elite of the elite, and the boxed game contains five of these mighty warriors. For a Space Marine to join the 1st Company he will have won renown on battlefields across the galaxy. To become accepted into the 1st Company is the highest honour for a Space Marine.



Once the races had been set, choosing which models actually went into the game then had to be decided. "That process went back and forth over a long period of time," says Ted. "We had quite a long wish list to begin with, but this was refined as the development process went on. The difficult bit was making sure you not only had complete forces for each race, but that they remained balanced as well."

Two of the things on the wish list Ted mentioned above were the Dreadnought and the Deffkoptas. "I was very keen to get a Dreadnought in," says Dave. "It would have been easier to choose something else but the objective was to make the best boxed game we've ever done, so we had to find a way to squeeze it in." To do this, Dave took the original plastic Dreadnought and reduced it down to a mere seven components. Thanks to some very clever



Dave Thomas busily works on the Black Reach models. The frames were built using a mixture of traditional sculpts and virtual 3D modelling tools.

Orks

Orks are a barbaric and warlike race that live only to fight. An Ork army is a vast horde of green-skinned brutes clad in primitive armour and wielding crude but effective weapons. Orks win through sheer weight of numbers, swiftly overwhelming a more disciplined enemy army in an endless tide. In fact, should all of Ork-kind band together they would surely take over the galaxy. Luckily, Orky nature means they are equally happy fighting amongst themselves as they are against other races. Because of this single-minded, warlike obsession it would be easy to write off the Orks as a mere nuisance, but it is a foolish commander that would do so. A mob of charging Orks is a devastating sight and should they reach their enemy they will tear them apart in a flurry of brutal blows. Greenskins come in all shapes and sizes, from the lowly Grotz to massive, hulking Warbosses.

ORK WARBOSS

The Ork Warboss is the largest and toughest greenskin in the horde, able to boss and bully his Boyz into battle through sheer bloody-mindedness and brutal use of violence. The Warboss excels in close combat, his power klaw ensuring that even power armour won't stop him from butchering the enemy, and his place is in the thick of it, leading Ork Nobz and hordes of Boyz into battle.



ORK BOYZ

The vast majority of Orks are known as Boyz. They are the core of any Ork force. They are tough determined warriors who fall upon the enemy in a tide of violence. Assault on Black Reach contains a large mob of 20 Boyz, with interchangeable arms and heads.



WEB LINKS

If you're looking for advice, hints and tips on how to paint your Assault on Black Reach Citadel miniatures, then we have a load of articles that cover all this and more besides at our website:

www.games-workshop.com



moulding solutions the only distinguishable difference between the Black Reach Dreadnought and the plastic kit is a slightly smaller power plant. "I've added some extra details to the legs, and you now get a plastic multi-melta as well, which was the missing option from the kit," adds Dave.

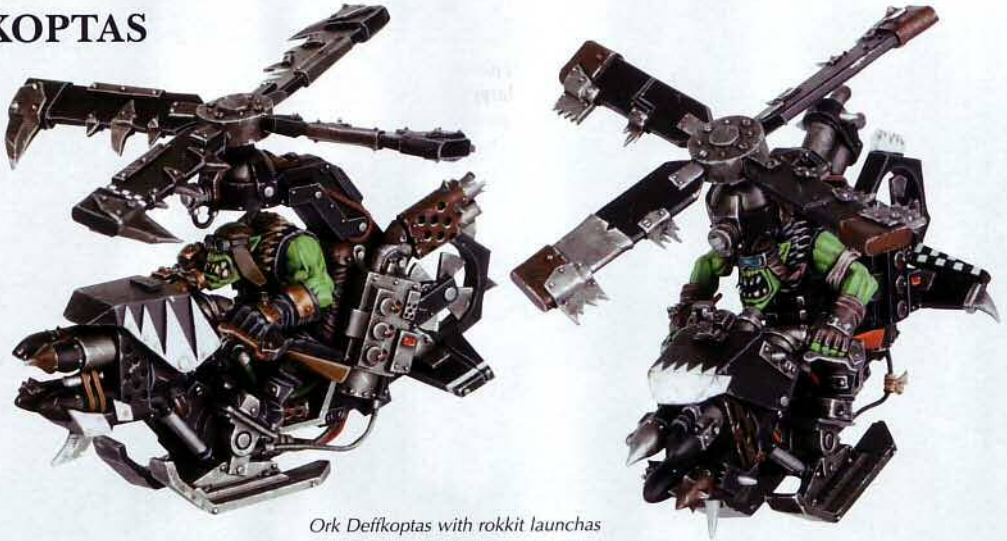
Whilst Dave was charged with the Space Marines, Seb Perbet, who was fresh from the recent Ork releases, was tasked with the Black Reach greenskins. The Defkoptas immediately stand out – not only because they're a totally new design, but also because you get not one, but three of them in the game. "I started off using the Ork Warbikes as a basis," says Seb. "I thought about how the Orks themselves would have developed them, most probably by an enterprising Mek adding a set of rotor blades to a nearby Warbike to see what would happen."

As well as the Ork Boyz and Nobz, Seb also designed the Warboss shown above. Both he and Dave really enjoyed designing the characters. "Doing a plastic character model is always quite a challenge because you need to consider all the different weapon and equipment options you have to include," says Seb. "But, as we'd already determined what weapons the Warboss and Captain were going to be armed with, we could pose the models to accentuate these choices and not worry that while a sword arm looks cool outstretched, it would look silly for a plasma pistol. So, that was really freeing and interesting for us as sculptors."

Despite the knowledge imparted by Ted and the designers so far, I still find myself at a loss to my original question as to how they physically got so much stuff onto the frames. "With the four frames you get in

ORK DEFFKOPTAS

The Deffkopta was the result of decades of experimentation, although some would argue that the tinkering of the Meks still continues to this day, as no two Deffkoptas are ever the same. Deffkoptas are usually armed with rokkit launchas but they have been known to carry massive buzzsaw-like weapons for close-range attacks. The boxed game includes three of these dangerous vehicles.



Ork Deffkoptas with rokkit launchas

ORK NOBZ

Ork leaders are called Nobz, but becoming a Nob isn't some pre-ordained birthright, but rather a virtue of these Orks being bigger, scarier and more belligerent than the other Orks around them. There are five of these hulking elites in the box.



Assault on Black Reach, the obvious thing to do was to put the Ork forces on two frames and the Space Marines on the other two," answers Ted. "While that's neat, it's not the best use of space so we've designed the frames to make optimum use of the limited room in the box. It was a difficult and time-consuming process. We even took into account how the frames would stack and the space that would gain us. We made some ruthless decisions; it came down to really micro-managing the frame makeup, right down to things like splitting the Deffkopta blades in half to save a few cubic centimetres. This really pushed our plastic mould technicians to the limits of what they can do with injection moulding – to their credit they really kept up with our demands. So much so that we're very pleased with the end result," Ted concludes.

Black Reach is Coming

Two months after the invasion of Waaagh! Zanzag, salvation came to the embattled world of Black Reach. Captain Sicarius led a contingent of Ultramarines into the maw of the greenskin horde. Their objective: to slay Ork Warlord Zanzag and halt the Waaagh! in its tracks. Will Captain Sicarius succeed, or will the sheer mass of Orks overwhelm the Emperor's finest? You can help decide by playing out the campaign that starts on page 52. Following that, there's a full battle report so you can see how veteran Space Marine commander Matt Hutson fares against long-time rival, Ork Warlord Phil Kelly.





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IN-STORE THIS MONTH

On the world of Black Reach, the immense Waaagh! of the Ork Warlord Zanzag threatens to lay waste to everything in its path. Leading the assault to retake the planet, Captain Sicarius and his mighty Ultramarines stand ready. The battle is set, the war has begun. But the outcome is in your hands...

The Assault 6th–7th September

This weekend the Warhammer 40,000 boxed set, *Assault on Black Reach*, hits our stores! To celebrate this awesome release, our stores will be running an amazing array of activities, from painting sessions to get the box contents ready for action, to huge games featuring the might of the Ultramarines in the face of the overwhelming savagery of the Ork horde!

Get down to your local Games Workshop store NOW and find out what madness will be unleashed alongside this landmark release!

The Reach 13th–14th September

Following the release of *Assault on Black Reach*, all this weekend, Games Workshop stores across the land will be running modelling, painting and army building workshops, where you can get your new Orks and Ultramarines ready for war. There will also be all kinds of exciting Warhammer 40,000 games for you to test your courage and skill on the war-torn world of Black Reach!

Talk to your local store about the exciting Warhammer 40,000: *Assault on Black Reach* themed events and activities they are running.

The Council of ELROND™



With miniatures for five new Good Heroes released this month for The Lord of the Rings strategy battle game, we thought it would be a good time to look at them in depth. Mark Latham gatecrashes Elrond's secret council to find out more.

This latest set of releases for The Lord of the Rings signals the start of something quite exciting here in the Games Workshop Studio. For a while now the Citadel designers have been working on all sorts of projects that weren't destined for imminent release. Some of these models have already been earmarked for the Collectors Range, but others were set aside for a rainy day...

A travesty for such excellent models to languish in the depths of the Studio! So instead, the clever chaps who are in charge of such esoteric delights as schedules and spreadsheets have come up with a plan of sorts – a plan that means all these treasures will get released on a fairly regular basis, to surprise and delight us all. There's no serious method to this madness, just a desire to let the Citadel designers sculpt some cool miniatures, and then release them as soon as possible.

This means that there will be many more surprises in store for all of our games systems over the coming months and years, but we're starting with new miniatures for The Lord of the Rings strategy battle game, of Gandalf, Elrond, Legolas, Aragorn and Gimli. As all of these mighty Heroes were key players at the Council of Elrond, we thought that their release would make an excellent excuse to revisit that particular scene from *The Fellowship of The Ring* film and book, and take a look at the delegates and their forces, and what parts they played in The War of The Ring.

Of course, far be it for me to speak with authority on matters Middle-earth. Instead, I've drafted in Mat Ward to tell us about the history of the protagonists and their kin, and to present the rules for all five of the new miniatures. On top of that, Mat has written us not one, but two new scenarios featuring these awe-inspiring Heroes.

On the Web

In addition to the rules, background and scenarios in this article, fans of The Lord of the Rings strategy battle game will find themselves well served on the Games Workshop website. Here's just a sample of the many articles you'll find online:

- *Tactics Articles*
- *Character Spotlights*
- *Designers Notes*
- *Scenarios*

Some examples...

- *Dwarf tunnel fighting tactics*
- *Battle Company rules*
- *Reference sheets*
- *Farmer Maggot's Farm scenario*

Just log onto:

www.games-workshop.com

The Council of the Wise

Elrond's inner circle of counsellors comprises some of the wisest beings in all of Middle-earth. All have tested their wit and might against the Dark Lord, Sauron, and some can even claim to have opposed the dread Morgoth whose black evil eclipsed even that of the Lord of Mordor. In these dark days, Elrond's list of allies has grown thin. Sauron knows well who his chief enemies are and does not suffer them to live a moment longer than can be avoided. Where Elrond could once perhaps have called upon five Wizards for counsel, now there are only two he can trust. Great scholars and loremasters could once be found in Arnor and Eregion, but now both of those realms are gone, snuffed out by the Dark Lord's evil. Many have fallen opposing Sauron, but others endure to continue the fight, and their will is still sufficient for the task ahead.

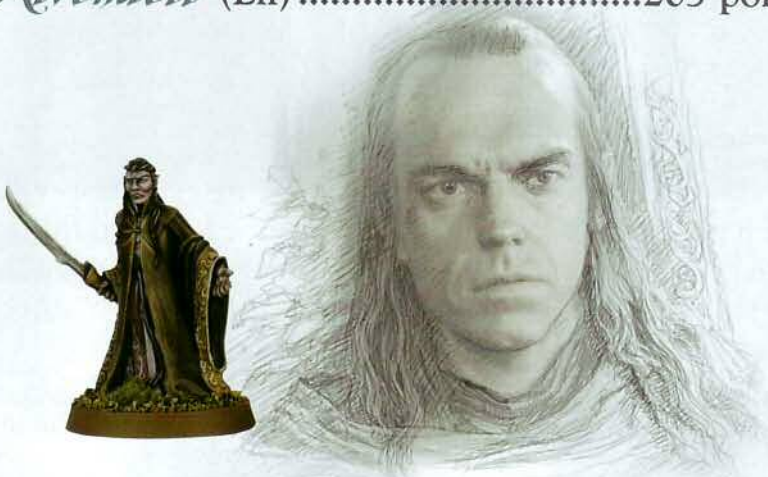
Of course, a creature of wisdom may still be a formidable warrior. The individuals that stand at the heart of Elrond's council are truly fearsome opponents. First of all, there is Elrond himself, an Elf steeped in the blood of countless slain Orcs and who has survived some of the bleakest times to beset Middle-earth. Second in power to Elrond comes Gandalf the Grey, probably Elrond's closest ally on the council and the only being to rival the master of Rivendell's knowledge. Finally we have Glorfindel and Erestor, Elf lords of special note. Glorfindel in particular is known to have cowed even the dread Witch-king of Angmar – he is surely terror incarnate to Sauron's lesser servants. Such individuals are worthy additions to any The Lord of the Rings army, sure to prove their value against all manner of Evil creatures.

“...Things shall be openly spoken that have been hidden from all but a few until this day.”

Elrond,
The Fellowship of The Ring

Elrond, Master of Rivendell (Elf)205 points

In the later days of the Third Age, Elrond is chiefly a loremaster and counsellor to the Free Peoples, having forsaken the chaos of battle for a subtler role. His haven of Imladris, known more widely as Rivendell, is the last homely house east of the sea. Here weary travellers of good heart may set aside their burdens amid tranquillity and seek guidance from the very wisest of the wise. Servants of Sauron should be beware, however. Elrond may have set aside his blade, but he is more than prepared to take it up once again should evil creatures threaten his home or allies.



F	S	D	W	A	C	M / W / F
6/3	4	4	3	3	7	3 / 3 / 3

Legions of Middle-earth

Elrond, Master of Rivendell, may be fielded as part of a Rivendell army. Your force can only include one Elrond.

Wargear

Elrond carries an Elven blade.

Vilya: Thanks to the power of Vilya, one of the three Elven Rings, Elrond can re-roll his dice using Fate points.

Special Rules

Woodland Creature, Lineage of the Firstborn.

Foresight of the Eldar: Before the game begins, roll a D6 and make a note of the result – these are Elrond's "foresight points" for the coming battle. Elrond may spend these

foresight points during the Priority phase, after both players have made their priority rolls. For each foresight point expended, Elrond may alter the Good side's priority roll by +1 or -1. Elrond's foresight may not be used to reduce the priority roll below one, or increase it beyond six.

Magical Powers

Wrath of Bruinen: Dice score to use: 4+. This spell affects all enemies within 6"/14cm of Elrond – but only one foe can attempt to resist it. If resisted, all foes are unaffected; if the foe fails to resist, then all are affected. All enemies within 6"/14cm are knocked to the ground. Cavalry models are automatically thrown – both steed and rider are knocked to the ground. All affected models then suffer a Strength 2 hit, or a Strength 8 hit if they are in a stream, river or other similar terrain feature.

Renew: Dice score to use: 3+. See the main rules manual for more details.

Gandalf the Grey (Wizard)170 points

Of the Order of Wizards, Gandalf the Grey is second only to Saruman the White in power. It is Gandalf who leads The Fellowship until his fall in Moria at the hands of the fearsome Balrog. Gandalf's magical abilities are a great asset to The Fellowship, though he is also able to hold his own in a fight.



F	S	D	W	A	C	M / W / F
5/-	4	5	3	1	7	3 / 6* / 3

Note: Your force can only include one Gandalf – either Gandalf the Grey or Gandalf the White.

Wargear

Gandalf carries his staff (two-handed weapon), the sword Glamdring (hand weapon) and the ring Narya. At an additional cost, he may have the following:

Horse10 pts
Shadowfax15 pts

Shadowfax. The great horse Shadowfax may only be ridden by Gandalf. He follows all the rules for horses, except his movement is 12"/28cm.

	F	S	D	W	A	C
Shadowfax	0	4	5	0	1	5

Special Rules

Staff of Power: Gandalf's staff is not only a symbol of his authority, but also a potent talisman. To represent his staff's power he can expend 1 point of Will each turn without reducing his own Will store.

Narya: Thanks to the power of Narya, the Ring of Fire, one of the three Elven Rings, Gandalf can re-roll his dice when using Fate points.

Glamdring: Glamdring is a magical sword. When Gandalf fights with Glamdring (rather than his staff), he adds +1 to his Strength characteristic, giving him a Strength value of 5.

Magical Powers

Cast Blinding Light: Dice score to use: 2+.

Command: Range 12"/28cm Dice score to use: 4+.

Immobilise: Range 12"/28cm. Dice score to use: 3+.

Sorcerous Blast: Range 12"/28cm. Dice score to use: 5+.

Strengthen Will: Range 12"/28cm. Dice score to use: 4+.

Terrifying Aura: Dice score to use: 2+.

Lords of the West



Glorfindel

Whether armoured or unarmoured, Glorfindel is a truly formidable fighter. He is as capable of hacking through a Goblin horde as he is of cutting down a Ringwraith, and can make the difference between a good army and a great one!



Erebor

An inexpensive Hero, Erebor is nonetheless worth every point. While your opponent is focused on neutralising or killing your more expensive Heroes, Erebor can carve up enemy Captains and banner bearers with impunity.



The Rangers of the North

The once-proud land of Arnor may lie in ruins, but its legacy continues. There are strong ties between the house of Elrond and the remnant houses of Arnor, bonds of blood and comradeship forged in a long battle against a common foe. Of all the many races and kingdoms of Men in Middle-earth, it is only these sundered heirs of Isildur that Elrond truly trusts.

As the Elves have dwindled, their sight of many places has become clouded by ignorance. They must trust to others to walk those wild paths. The Rangers of Arnor are Elrond's eyes and ears in the wild lands of the north. Through their valour the Master of Rivendell is kept apprised of the rise and fall of Orc warbands and maddened Trolls, threats not only to Rivendell but to all that dwell in northern Eriador. Aragorn's seat at the Council of

Elrond is not solely earned through the kingship of Gondor that will one day be his, but because of his chieftainship of the Dúnedain of Arnor, and his people's close alliance with Rivendell.

As would be expected of warriors who spend much of the lives in the wild, the Rangers are hardened fighters, equally deadly with sword or with bow. So respected are they by the Elves, that several of Elrond's household – most famously his sons, Elladan and Elrohir – have forsworn the safety of Rivendell to join the Rangers of the North in their wardenship of the untamed lands.

Rangers of Arnor typically wear natural shades, the better to merge with their environment. Some, however, still bear the colours of Arnor's noble houses, preserving their memory and traditions for that day when the kingdom is reborn.

“...there are few left in Middle-earth like Aragorn son of Arathorn.”

Gandalf, The Fellowship of The Ring

Aragorn, Isildur's Heir (Man)200 points

Aragorn, also known as Strider, is a descendant of Elendil and the last heir to the throne of Gondor. His rough and weather-hewn appearance speaks of a hard life spent battling evil in wild places. Aragorn becomes the protector of the Hobbits and the greatest of the heroes of The Fellowship. His fate and that of the Ringbearer are inexorably bound together with the fate of Middle-earth itself.



F	S	D	W	A	C	M / W / F
6/3+	4	5	3	3	6	3* / 3 / 3

Legions of Middle-earth
Aragorn, Isildur's Heir, may be fielded as part of a Grey Company army. Your force can only include one Aragorn.

Wargear
Aragorn wears armour. He carries a sword (hand weapon) and a bow. At an additional points cost, Aragorn can be given the following:

Elven cloak10 pts

Special Rules
Mighty Hero: Aragorn, Isildur's Heir, is a mighty hero. He may expend 1 Might per turn without reducing his Might store. Any additional points of Might expended during his turn will reduce his Might store as normal.

Chieftain of Forgotten Arnor. Aragorn, Isildur's Heir, is a figure of great authority and renown amongst the Dúnedain. His mere presence is enough to alter the tides of battle, inspiring his kin and followers to ever-greater achievements. Rangers of Arnor, Rangers of the North, Dúnedain and the Heroes Legolas, Gimli, Halbarad, Elladan and Elrohir all count as being in range of a banner if Aragorn, Isildur's Heir, is within 3"/8cm.

Master of the Wilderness. Aragorn, Isildur's Heir, may move through difficult terrain without penalty, as may Rangers of Arnor, Rangers of the North, Dúnedain and the Heroes Legolas, Gimli, Halbarad, Elladan and Elrohir, if they are on foot and within 6"/14cm of Aragorn.

Heroes of the Northern Wilds



Halbarad

Halbarad's fighting skills may pale beside those of Aragorn, but by any other standards he is mighty indeed. Whether you choose to have Halbarad provide backup to Aragorn, or lead an army in his own right, this Dúnedain chieftain will not disappoint.



Elladan and Elrohir

Whether used offensively, defensively or as a mixture of both, the Elven twins never fail to cause a headache for your opponent. They are best used as a team, where the potency of their special attacks really come into their own.



Arathorn

Arathorn is a bold and effective leader for any force of Rangers of the North. Though in reality he was slain long before Aragorn came of age, father and son make a remarkably effective pairing on the battlefield.

Additional information about the Rangers of Arnor can be found in the *Ruin of Arnor* supplement.

Ranger Bands of the North

Though it is impossible for them to maintain strict uniforms, each Ranger Band favours a sense of shared identity, often shown in the colours of their cloaks or clothing. Drab, muted colours are the norm, all the better to blend in with the wilderness through which they hunt.



Evendim



Grey Company



Felldale



Fornost

Gondor



Boromir of Gondor comes alone and unbidden to the Council of Elrond, having travelled the long and perilous journey from Minas Tirith to seek wisdom from the Master of Rivendell.

The consummate soldier and commander of Gondor's armies, Boromir greets the news that The One Ring is found as a chance to rise victorious in the fight against Sauron. He envisages using Isildur's Bane as a weapon against the Dark Lord. His suggestions are, while not ridiculed, set sternly aside and it is eventually through his strength of arms that he provides the greatest assistance to the council.

Volunteering himself as one of the representatives of the Free Peoples in the quest to Mount Doom, Boromir vows that Gondor will see The Ring destroyed, for if there is one Man mighty enough to accomplish that task, surely it is Boromir of Gondor.

The Elves of Mirkwood

Not all the Elves at the Council of Elrond come from Rivendell, or even from the smaller havens scattered throughout Eriador. Some hail from Rhovanion, from the halls of Thranduil that are hidden beneath the boughs of Mirkwood.

The Wood Elves know firsthand the evil that Sauron wreaks. Clad in the form and name of the Necromancer, it was Sauron that corrupted Greenwood the Great and transformed it into the dank and gloomy horror that is Mirkwood. Whilst Elrond and his fellows fight against Sauron because of long-ago deeds, the Elves of Mirkwood are locked in a daily battle for survival both against the Dark Lord's minions and his insidious influence. Should the Wood Elves falter, even for a moment, Thranduil's

kingdom would fall, and shortly thereafter so would much of Rhovanion.

The Elves of Mirkwood are well known for their stubbornness and hostility to outsiders. Even so, they know well that the battle against Sauron can only be won if the Free Peoples combine. To this end they have grudgingly aided their allies on many occasions, and even assisted Gandalf in the capture of Gollum. It was Gollum's eventual escape that brought a party of Mirkwood Elves to the Council of Elrond, where Thranduil's son, Legolas, relayed the unfortunate news. So it was that Gollum caused Legolas to be in the correct place, at the correct time to join The Fellowship of The Ring. Who can say how the War of The Ring would have unfolded had the peerless Mirkwood archer been elsewhere?

“...Mirkwood is again an evil place, save where our realm is maintained.”

Legolas,
The Fellowship of The Ring

Woodland Lord



Thranduil

As an excellent shot and solid melee fighter, Thranduil is a perfect all-round leader for an Elf force. He can even muster a little magic, should the situation warrant it.

Legolas (Elf)90 points

Legolas is the son of the King of the Wood Elves and, like all his people, he is a deadly accurate and keen-sighted archer. Of the Free Peoples, he represents the Elves as part of The Fellowship.



F	S	D	W	A	C	M	W	F
6/3+	4	4	2	2	6	3	2	3

Wargear

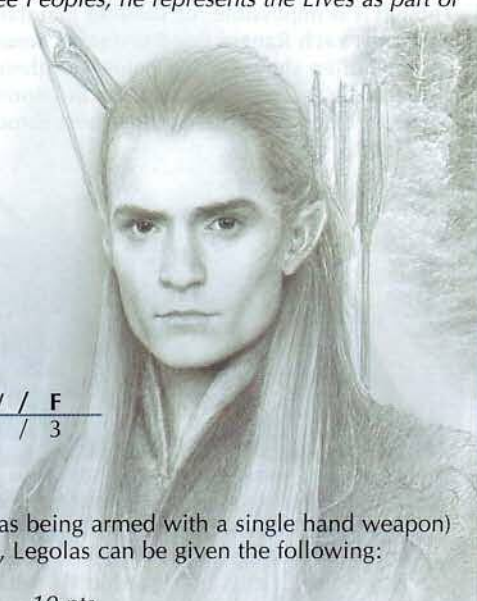
Legolas carries two short blades (he counts as being armed with a single hand weapon) and an Elf bow. At an additional points cost, Legolas can be given the following:

Elven cloak	10 pts
Armour	5 pts
Horse	10 pts

Special Rules

Woodland Creature.

Deadly Shot: To reflect his prodigious skills at archery, Legolas is allowed to shoot his bow three times in the Shoot phase instead of once, normally hitting his targets on a 3+. Alternatively, he can decide to fire just one arrow, but in this case he will hit automatically, regardless of objects 'in the way' or if the target is in combat.



The colours of Mirkwood

Tradition often dictates the colours worn by Mirkwood Elves. Whilst all members of a Mirkwood fighting company will typically be clad in the same colours, details will vary between individuals.



Mirkwood Mountains



Northern Mirkwood



Greenwood Eave-Wardens



Thranduil's Guard

Mirkwood Hunting Party

Wood Elves are slightly cheaper than other Elves but have a lower Defence. As a result they rely on swift and accurate attacks to win the battle.

Legolas, with Elven cloak.....	100 points
Wood Elf Captain with Elf bow and throwing daggers	75 points
10 Wood Elf Warriors with Elf bow.....	90 points
10 Wood Elf Warriors with Elven blade ..	80 points
10 Wood Elf Warriors with Wood Elf spear	80 points
3 Wood Elf Sentinels	75 points
TOTAL	500 points

For more background, rules and scenarios concerning the Elves of Mirkwood, see the Fall of the Necromancer supplement.



The Dwarves of Durin's Line

The final race represented in any number at the Council of Elrond are the Dwarves. The shared history of the Elves and Dwarves is a long and convoluted one – they have variously been staunch allies and bitter foes. While the two races can invariably be relied upon to stand united against Sauron, they share a deep and abiding mistrust that never seems to fade.

Nevertheless, Dwarves can always be relied upon to provide pragmatic counsel. In some realms Sauron's threat is a looming shadow on the horizon that grows ever nearer, but that same shadow is already upon the Dwarves. Their holds remain secure for only as long as they are defended against loathsome Orcs and

vicious Goblins. The Dwarves know that Sauron must be defeated, and soon, if Middle-earth is to be preserved.

Of all the Dwarves present at the Council of Elrond, it is Gimli who would play the greatest role in the War of The Ring. He had come to Rivendell as a messenger of dire tidings, carrying news that Sauron was actively seeking alliances with the Dwarves of Erebor and the Iron Hills. So it was that the Dark Lord unwittingly contributed to his own destruction. Without Sauron's schemes, it is unlikely that Gimli would ever have been a member of The Fellowship or come to the defence of Gondor and Rohan. Few beings fought the hordes of Mordor with as much gusto as Gimli, son of Glóin.

“If all the grievances that stand between Elves and Dwarves are to be brought up here, we may as well abandon this Council!”

Gandalf,
The Fellowship of The Ring

Gimli, Son of Glóin (Dwarf)90 points

Like all Dwarf-kind, Gimli, son of Glóin, is grim and plain-speaking but also a doughty warrior. His courage and his axe are equally valuable additions to The Fellowship on their journey. Gimli is heavily armoured in the fashion of Dwarf warriors and is well accustomed to the rigours of combat. Gimli proves a stalwart warrior during the bitter fighting of the war against Sauron, slaying a multitude of Orcs with his fearsome axe.



F	S	D	W	A	C	M / W / F
6/4+	4	8	2	2	6	3 / 2 / 2

Wargear
Gimli wears heavy Dwarf armour and carries an assortment of fine Dwarf axes (hand weapon), some of which are balanced for throwing (count as throwing axes). He also carries a finely-balanced two-handed axe of exceptional craftsmanship.

At an additional points cost, Gimli can be given the following:

Elven cloak10 pts

Special Rules

Axes of the Dwarves! At the beginning of each fight, Gimli can choose to either use an axe in each hand, in which case he fights with 3 Attacks, or use his unique two-handed axe, in which case he adds +1 to his dice rolls to Wound, but he does not suffer the usual -1 penalty on the roll to win the fight.

Dwarf King



Dáin
Dáin is a doughty fighter and an able leader for any Dwarf army. All Dwarves are tough, but Dáin is nigh-unkillable, with Defence 9 and 3 Wounds. This, combined with his deadly axe Barazantathûl, ensures that Dáin can always get stuck in where the fighting is thickest.

Gimli's Guard

Dwarves are tough opponents, able to withstand attacks that would slay less hardy races. They turn their battles into a contest of endurance, wearing the enemy down before counter-attacking with their keen axes.

Gimli, son of Glóin	90 points
Dwarf Captain	60 points
5 Khazâd Guard	55 points
6 Iron Guard	90 points
4 Dwarf Warriors with shield	36 points
4 Dwarf Warriors with two-handed weapon	32 points
4 Dwarf Warriors with Dwarf bow	36 points
1 Dwarf Warrior with Banner	38 points
1 Dwarf Ballista	60 points
TOTAL	497 points

See the Khazad-dûm supplement for more background, rules and scenarios concerning the Dwarves of Middle-earth.



Clans of Erebor

Dwarves have a runic alphabet that they use to name their weapons and armour. Some runes are secret things, hidden from the vision of all but skilled craftsmen. Others are bold declarations of swift death to come at the hands of a vengeful Dwarf!



Company of Dain



Blue Mountains



Erebor Royal Guard



Dwarven Wanderers



Scenario I:

The Three Hunters

The Fellowship is broken. Sam and Frodo are gone. Boromir lies slain. Merry and Pippin are taken. Though his plans lie in ruins, Aragorn refuses to yield to the caprices of fortune. He resolves to rescue Merry and Pippin from Saruman's grim band of Uruk-hai, and both Legolas and Gimli waste no time in pledging themselves to this fresh cause. So it is that a Man, an Elf and a Dwarf begin the long pursuit across the wild land of Rohan. These three hunters cannot know that the Hobbits they seek will in fact be rescued through the actions of Éomer and Treebeard, they know only that the chase shall not be abandoned, even should all the Orcs in southern Rhovanion stand in their way!

To win this game, the Evil player has a continual supply of minions that he must use to wear down (and thusly slay) the three hunters.

Participants

GOOD

- Aragorn, Isildur's Heir
- Legolas
- Gimli, son of Glóin

EVIL

- A selection of Evil models – the total points cost doesn't really matter, provided none of the individual models costs more than about 50 points – most models should be in the 5 to 20 points value range. Players are free to select suitable models from their own collection, but should ideally aim to use creatures that one would expect to find in Rohan – Orcs, Uruk-hai, Wargs, Dunlendings and so on...

Layout

This scenario is played on a board 48"/112cm by 72"/168cm. The board should be littered with hills, boulders and areas of rocky difficult terrain.

Starting Positions

The Good Heroes are placed in base contact with the southern board edge. No Evil models are deployed at the start of the game – they will arrive as the game goes on.

Objectives

To win, the Evil player must kill two Good Heroes before they exit the board via the north edge. If all the Good Heroes escape, the Good player wins. If two Heroes escape, the game is a draw.

Special Rules

The Wilds of Rohan: There are many evil creatures that stalk the hills and fields of Rohan. Directed by Saruman's influence, they now move to intercept the three hunters and slay them if they can. At the start of each Evil Move phase, the Evil player rolls a D6 – this is the number of reinforcements he receives, chosen from any models currently not in play. The Evil player then rolls a further D6 for each of these reinforcements to determine which board edge it arrives on. On a 1, the model arrives from the north board edge, on a 2-3 it arrives on the west board edge, on a 4-5 it arrives on the east board edge, and on a 6 it arrives on the south board edge. The Evil player places the model in base contact with the relevant board edge – the model may then move normally, although it may not charge in the turn it arrives. Naturally, the Evil force cannot be broken in this scenario.

Scenario 2:

In Defence of Rivendell

What if Rivendell had come under attack by Sauron's minions as the Council of Elrond was taking place? Would the combined might of the Heroes within those hallowed walls have been able to turn aside the Dark Lord's evil creatures long enough for Frodo to carry The Ring to safety? Now you can find out. In this scenario, the Witch-king emerged unscathed from the confrontation at Bruinen Ford and has awoken the Evil beasts of the north to malice. Will The One Ring elude the Witch-king's grasp?

To win this game, the Good player must escort Frodo to safety, using the combined talents of some of the Free People's greatest Heroes.

Participants

GOOD

- Frodo Baggins (carrying The Ring).
- Up to 1500 points of warriors and Heroes, representing the Council of Elrond and/or Rivendell's garrison of Elves and Rangers of the North.

EVIL

- The Witch-king of Angmar
- Up to 1500 points of warriors and Heroes, representing the assembled legions of the Witch-king. These models should ideally be chosen from the Moria, Angmar, or one of the Mordor army lists, but players should feel free to use other models from their collections if they wish.

Layout

This scenario is played on a board 48"/112cm by 48"/112cm. The board should be littered with hills, boulders and areas of rocky difficult terrain. If you have an Elven building to represent Rivendell, this should be placed in the centre of the board. Don't worry if you have no such building, the battle can just as easily be assumed to start away from the main houses of the haven.

Starting Positions

Frodo is placed in the centre of the board, with all other Good models placed within 18"/42cm of him. The Evil models are divided into four roughly equal groups, with each group placed up to 6"/14cm in from each board edge.

Objectives

To win, the Evil player must kill Frodo Baggins in close combat. If he does so, an Evil minion is assumed to claim The Ring for his master – the battle, and the free world, is lost to Sauron. The Good player wins if Frodo escapes the board by any edge. Any other result is a draw.

Special Rules

The Eye of the Witch-king: So soon after Weathertop, Frodo will not risk wearing The Ring whilst the Witch-king lives. Once the Witch-king is slain, Frodo may put on The Ring if the Good player wishes.

Unending Horde: The Witch-king's forces are far larger than can be contained on this fraction of the battlefield. At the start of each Evil Move phase, the Evil player rolls 2D6 – this is the number of reinforcements he receives, chosen from any warriors slain previously in the game. The Evil player then rolls a further D6 for each of these reinforcements to determine which board edge it arrives on. On a 1, the model arrives from the north board edge, on a 2-3 it arrives on the west board edge, on a 4-5 it arrives on the east board edge, and on a 6 it arrives on the south board edge. The Evil player places the model in base contact with the relevant board edge – the model may then move normally, although it may not charge in the same turn that it arrives.

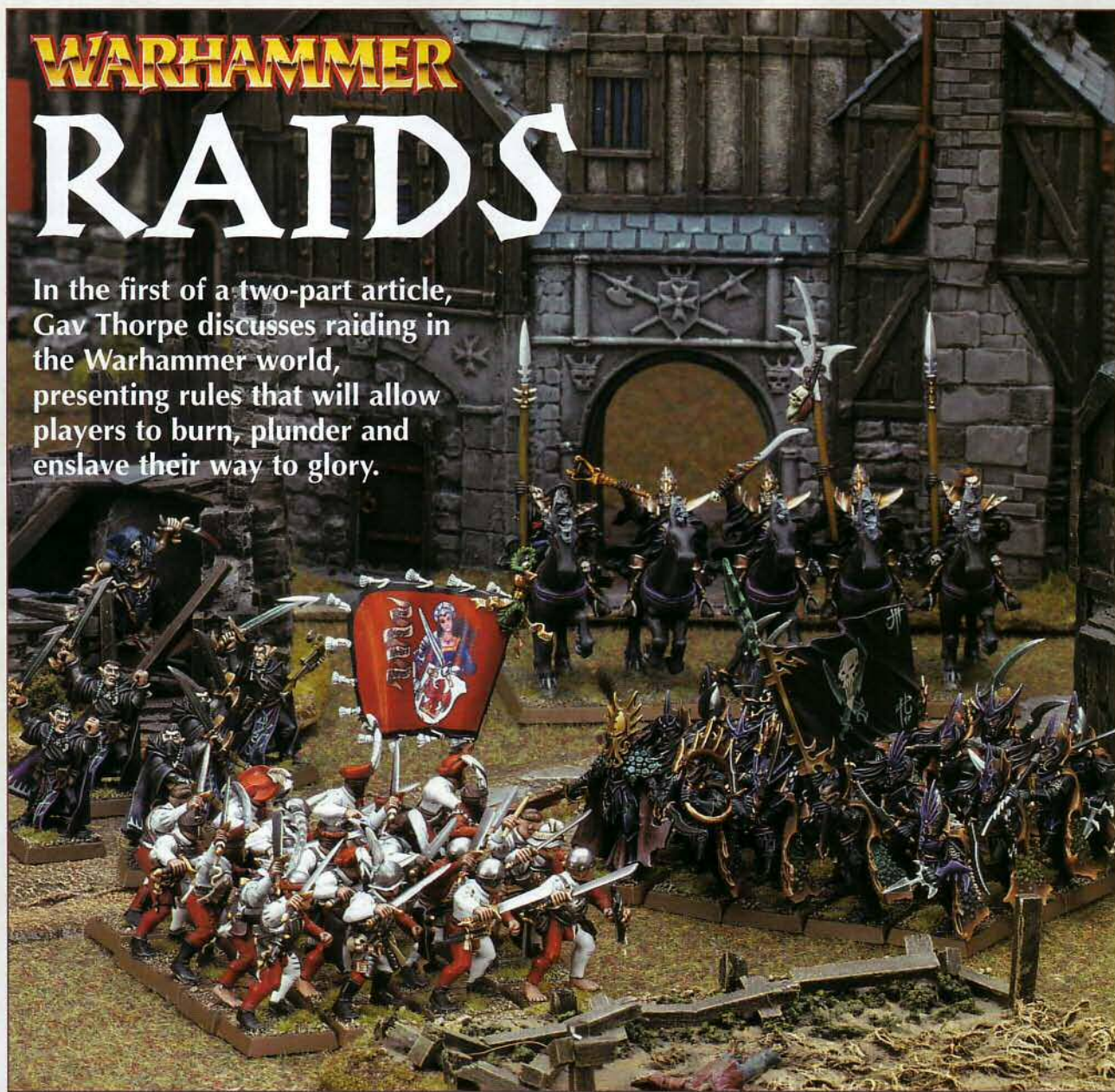
War to End All Wars: Neither of the forces can be broken in this scenario.





WARHAMMER RAIDS

In the first of a two-part article, Gav Thorpe discusses raiding in the Warhammer world, presenting rules that will allow players to burn, plunder and enslave their way to glory.



War and devastation engulf the Warhammer world. From the far north, the deadly armies of Chaos spill forth, intent on destruction and death. In the Worlds Edge Mountains and the Badlands, greenskin tribes gather to smash and plunder the settlements of more civilised races. Vampires lead forth armies of the dead to sweep aside the transient domains of the living. Swathed in storms, the Black Arks of the Dark Elves prowl the coasts of the world seeking fresh prey. In dark forest groves Beastmen gather about their herdstones before bursting forth upon the lands of men in a tide of drunken, bestial looting and destruction.

Who could resist the chance to recreate these bloody and devastating raids on the tabletop? Well, certainly not I! Whilst writing the Dark Elves army book, it struck me that looting, slaving and arson were as much a part of the grand history of Warhammer as the heroic, glorious pitched battles that decide the fate of nations. It kindled in me the desire to wreak havoc upon the towns and villages of my

opponents. I wanted the experience of kicking down doors and stealing gold, the cold-hearted joy of snatching up screaming prisoners to drag back to the slave mines of Naggaroth and the righteous pleasure of putting stinking greenskin hovels to the torch!

Thus inspired, I set to creating some fun scenarios that would allow Warhammer players to indulge these desires and soon found that there were more ideas than would comfortably fit into a single game. This spawned the six scenarios presented over the course of this two-part article. Once I had started writing these battles, it then became obvious that the ultimate expression of the "pillage urge" that had stricken me previously would be to fight a series of linked battles that would allow me to chart the successes of my bloodthirsty raiders as they roamed and burned at will across the lands of my foe. I hope my ideas kindle in you some of the excitement that can be had battling to defend a besieged farmstead or seizing the riches of an exotic temple.

Common Raids Rules

To save space in the individual scenarios, here are some rules that cover the various situations that can occur in Raids games. As well as being used in the scenarios I've written, they also provide a great example of "house rules" that you might want to create or to add to other types of games. For example, you might decide that buildings in your "pitched battle" game can be looted and

that each loot counter is worth 100 victory points (in the same way as a captured banner). This small change can have quite an effect on a Warhammer battle.

Some of the rules are used in the scenarios in this month's White Dwarf, whilst others don't make an appearance until next month – don't let this stop you using them in scenarios of your own devising in the meantime though!

Setting Fires

Enemy troops holed up in a building can be difficult to shift, so sometimes the best way to get them out into the open is to set fire to the building they're defending. On the other hand, some creatures are just nasty by nature and like to indulge in a bit of arson just because they feel like it.

A unit must be equipped with torches in order to set a building on fire – such units are outlined in the scenario. The unit must be in contact with the building at the end of the Close Combat phase. A unit attempting to set a building on fire must charge the building as if it was an enemy unit and does not fight in close combat, even if the building is occupied. At the end of the Close Combat phase, roll a D6 for each unit attempting to set a building on fire. On a roll of a 4, 5 or 6, the building catches alight – place a suitable marker on or near the building.

Alternatively, a unit that can make ranged flaming attacks (such as a Sun Dragon's fiery breath, a Dwarf Cannon with a Rune of Burning or a Dark Elf Sorceress with Lore of Fire spells) can use the attack to target a building. No damage

is done to any units by the attack, but each building hit by the attack will be set on fire on a D6 roll of a 4, 5 or 6.

Roll 2D6 at the start of every subsequent player turn for each building on fire. If the result is a double, the building collapses. A collapsed building should be replaced with a suitable area of ruins and rubble that counts as impassable terrain and imposes a -1 to hit penalty on any shooting that passes over the smoking ruins. If the building is occupied when it collapses, the unit inside takes 2D6 Strength 5 hits with no armour saves allowed. The unit is then placed outside the ruins by the owning player, anywhere still in contact with the building's remnants. If there is nowhere to place the unit (if the building was surrounded, for example) the occupying unit is destroyed – burnt alive or cut down as they flee.

A unit occupying a building that is on fire takes damage at the start of each of the unit's turns. The unit suffers 2D6 Strength 5 hits, with no armour saves allowed. Note that this will cause a Panic test if the unit suffers 25% or more casualties.

Taking Prisoners

Some races deliberately set out to take captives for many nefarious reasons – the Dark Elves, Orcs & Goblins, and Skaven chief amongst them. Others may take captives to interrogate for information, or as hostages to exchange for various demands or wealth at a later date.

In a game that allows the taking of prisoners, if a unit pursues (or charges) and catches a fleeing enemy, they will take prisoners as well as capturing standards. Place a prisoner marker beside the capturing unit each time it runs down an enemy unit. In addition, if the enemy unit

contained any characters, roll a D6 for each character in the unit. On a roll of a 4, 5 or 6, the character is amongst the captives and the pursuing unit gains an additional prisoner token for each captured character. If a unit with prisoners is forced to flee for any reason or is wiped out then any prisoners escape or are abandoned and the prisoner tokens are lost.

If a Giant picks up and captures an enemy model (by stuffing him down his trousers, for example!) this gains the Giant a prisoner token. If the Giant is subsequently slain, the prisoners are lost.

Modelling Torch Bearers



This raider was made from an Empire soldier, with a torch taken from the Flagellants set.



Chris used the lower part of a Dark Elf standard and the brazier from the Corpse Cart to make this Naggarothi raider.



While this Collector's Range Orc model wasn't specifically designed for these raiding scenarios, we couldn't resist showing it again!



Looting

Many attacks on villages and towns are for the simple purpose of looting and pillaging. The attackers may be after gold, gems and other valuables, but they could also be in search of food, gromril, warpstone or other such commodities. Some buildings such as temples, palaces and warehouses can contain a treasure trove of riches for a determined raider.

A unit occupying a building and not in close combat can search it for valuables at the end of each of its Movement phases. Roll a D6. On a roll of a 1 there is nothing to be found and nowhere else to look – the building contains no loot at all and cannot be searched again for the remainder of the battle. On a roll of a 2 or 3 the unit finds nothing of worth but can continue to search in future turns. On a roll of 4, 5 or 6 the unit finds something worth keeping and gains a loot marker.

A unit can carry a maximum of one loot marker for every full five points of unit

strength it has. For example, a unit of eighteen Unit Strength 1 models can carry up to three loot tokens. If a unit starts a turn with more loot markers than it can carry, it must immediately drop one anywhere in contact with the unit. A unit that flees for any reason or is wiped out also drops all of its loot. Abandoned loot markers can be picked up by other units simply by moving into contact or over the marker (including units pursuing an enemy broken in combat).

Units with one or more loot markers may voluntarily move off the tabletop and do not count as destroyed – any loot they are carrying is safe. Units that pursue or charge off the table have the option of staying off the table or returning as normal (with any carried loot). Units may also voluntarily drop loot counters at the start of their Movement phase, so that other (possibly faster) units may pick them up and carry the loot to safety.



This counter was made from chests taken from the Mordheim frame and the Empire Great Cannon kit.



Chad made this loot counter from spare Mordheim guns and a barrel from the Bitz range.

Watchtowers

Some buildings are purpose-built to resist attack and provide a bastion from which troops can pour missile fire into an attacking enemy force or sally forth on a counter-attack. These are a special feature called watchtowers.

A watchtower is treated as a normal building with the following exceptions. A unit may charge from a watchtower – the charge distance is measured from the watchtower's closest wall but is otherwise resolved as normal. Twice as many models may shoot from a watchtower as would normally be allowed. If a unit occupies a watchtower it may re-roll missed attacks in close combat, as attacking foes are easy targets as they attempt to break in.

A watchtower may have a flat roof that can hold a war machine. If the model allows it, a war machine may be deployed onto the roof of a watchtower, but it cannot then be moved for the rest of the game. The watchtower may be occupied by another unit as normal, but the watchtower loses the benefit of additional models shooting as the war machine occupies the additional space they would normally fire from. The war machine crew do not fight in close combat if the watchtower is assaulted, unless there is no other unit in the watchtower. If this is the case, the crew will act as the defending unit as per the normal rules. As it counts as a normal building, a watchtower can be set on fire if the scenario rules allow it.



Scenario 1 – Deathly Silence

Raiders rely upon their prey being unaware of the approaching danger and so will go to great lengths to ensure that their presence remains undetected. This scenario sees the attackers attempting to overrun a beacon tower before the occupants can raise the alarm.

The Battlefield

A single watchtower is placed in the centre of the battlefield. Other terrain is placed by mutual agreement, but not within 18" of the watchtower.

Forces

This battle takes place between two equally sized forces chosen to a pre-agreed points limit. The defenders must have at least one infantry unit to act as the watchtower garrison.

Deployment

One unit must be deployed inside the watchtower as its garrison. The defender may also place a war machine on the roof if this is possible. The defender's remaining units may be deployed anywhere within 12" of the watchtower.

The attacking army is then deployed anywhere on the table at least 18" away from a defending unit.

Fighting the Battle

The attackers have the first turn. The battle lasts for eight turns.

Special Rules

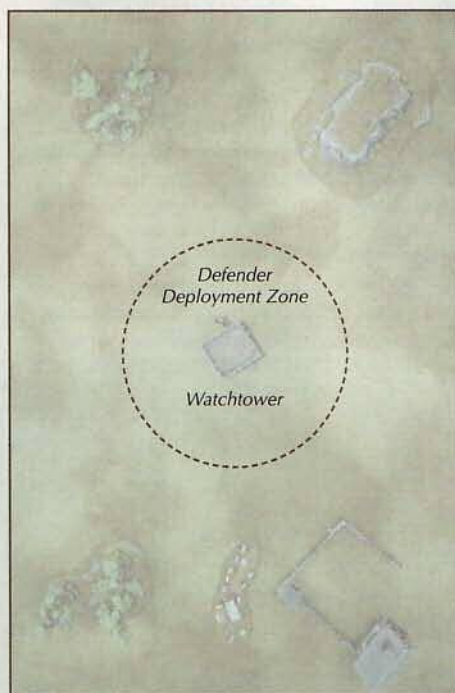
Watchtower.

Victory Conditions

If any defending unit, except for a war machine, still occupies the watchtower after eight turns, the defender wins. If ever an attacking unit occupies the watchtower, the attacker wins immediately. If the watchtower is unoccupied at the end of eight turns, the attacker wins.

Attackers and Defenders

All of these Raid scenarios have an attacking army and a defending army. It is perfectly possible to play any of these games with an army not necessarily specifically picked for a Raid scenario. In this case, simply agree with your opponent who is going to attack and who is going to defend (or you might like to roll a dice, toss a coin, have an egg-and-spoon race, or whatever). Alternatively, both players might agree in advance who will be the attacking player and who will be the defending player, and then pick their armies accordingly. As long as both players have had equal opportunity to prepare for the game (or not, as the case may be) you shouldn't encounter any real problems playing.



Scenario 2 – Loot and Pillage

In the Imperial Year 2173 the Black Ark *Tower of Infinite Pleasures* attacked the town of Handelsee on the coast of the Sea of Claws. Led by Duriath Blackspear, the Dark Elves surrounded the town under the cover of night and then moved in for the kill. When the Count of Nordland's forces investigated the smoking ruins five days later they found no sign – either alive or dead – of the 8000 townsfolk who had lived there.



Gold, gems, weapons and food can all be the target of an attacking force. Some simply seek riches, others need to loot supplies in order to feed their warriors, pay their troops and attendants, or otherwise keep their army together in some way.

The Battlefield

Three buildings are placed within 12" of the centre of the table and no closer than 4" to each other. Other terrain is placed in any mutually agreed fashion with no piece within 12" of the buildings.

Forces

This battle takes place between two equally-sized forces chosen to a pre-agreed points limit. There are no specific restrictions on army selection.

Deployment

The defending army is deployed anywhere within 12" of the centre of the table, and units may be deployed inside buildings.

The attacking army is then deployed anywhere on the table at least 18" from a defending unit.

Fighting the Battle

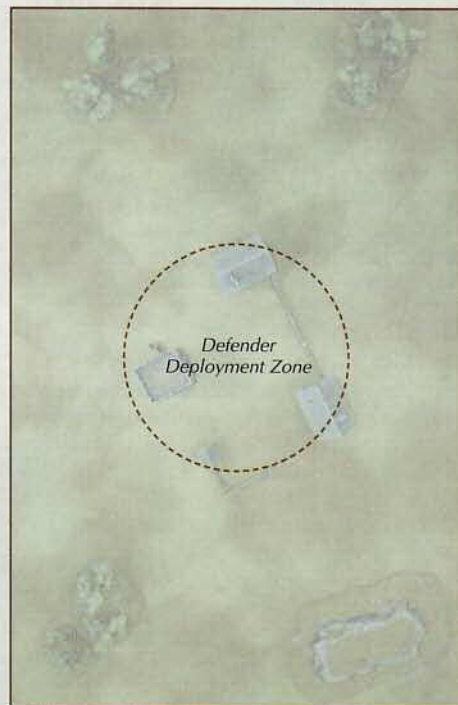
The attackers have the first turn. The battle lasts for ten turns.

Special Rules

Looting.

Victory Conditions

The attacker scores one point for each loot counter in their possession at the end of the game. The defender scores one point for each attacking unit destroyed, fleeing at the end of the battle or having fled from the table. The player with the most points wins the scenario.



Dread Raiders

You can use any army you like in Raid scenarios, but those that contain fast moving units and skirmishers work particularly well. Dark Elves, Skaven, Beasts of Chaos and Orcs & Goblins all perform very well in raiding situations – Wolf Riders, Beast Herds and the like are all very characterful units when playing Raids scenarios. Here is a Dark Elf army optimised for Raids scenarios, with its Dark Riders, Corsairs and Assassins.

The army is led by the dread-pirate, Lokhir Fellheart, and represents a contingent from his Black Ark, *the Tower of Blessed Dread*. The core of the raiding force is made up of two large units of Black Ark Corsairs, that, along with the Reaper Bolt Throwers, represent the Black Ark's contingent of Marines.

A unit of nobles, the Cold One Knights, accompany the expedition, and the rest of the army, Dark Riders and Shades, act as advanced scouts despatched ahead of the force making land.

Heroes

Lokhir Fellheart

250 points

Sorceress

Level 2 Wizard, Darkstar Cloak, Dispel Magic Scroll.

185 points

Core Units

20 Black Ark Corsairs

Musician, standard bearer with Sea Serpent Standard, Reaver.

250 points

Assassin

Two poisoned hand weapons, Rune of Khaine, Cloak of Twilight.

141 points

20 Black Ark Corsairs

Musician, standard bearer, Reaver.

225 points

Assassin

Two poisoned hand weapons, Rune of Khaine, Touch of Death.

151 points

5 Dark Riders

Repeater crossbows, musician, standard bearer, Herald.

145 points

5 Dark Riders

Repeater crossbows, musician, standard bearer, Herald.

145 points

Special Units

5 Cold One Knights

Musician, standard bearer, Dread Knight with Null Talisman.

190 points

6 Shades

Bloodshade.

114 points

Rare Units

2 Reaper Bolt Throwers

200 points

1996 points



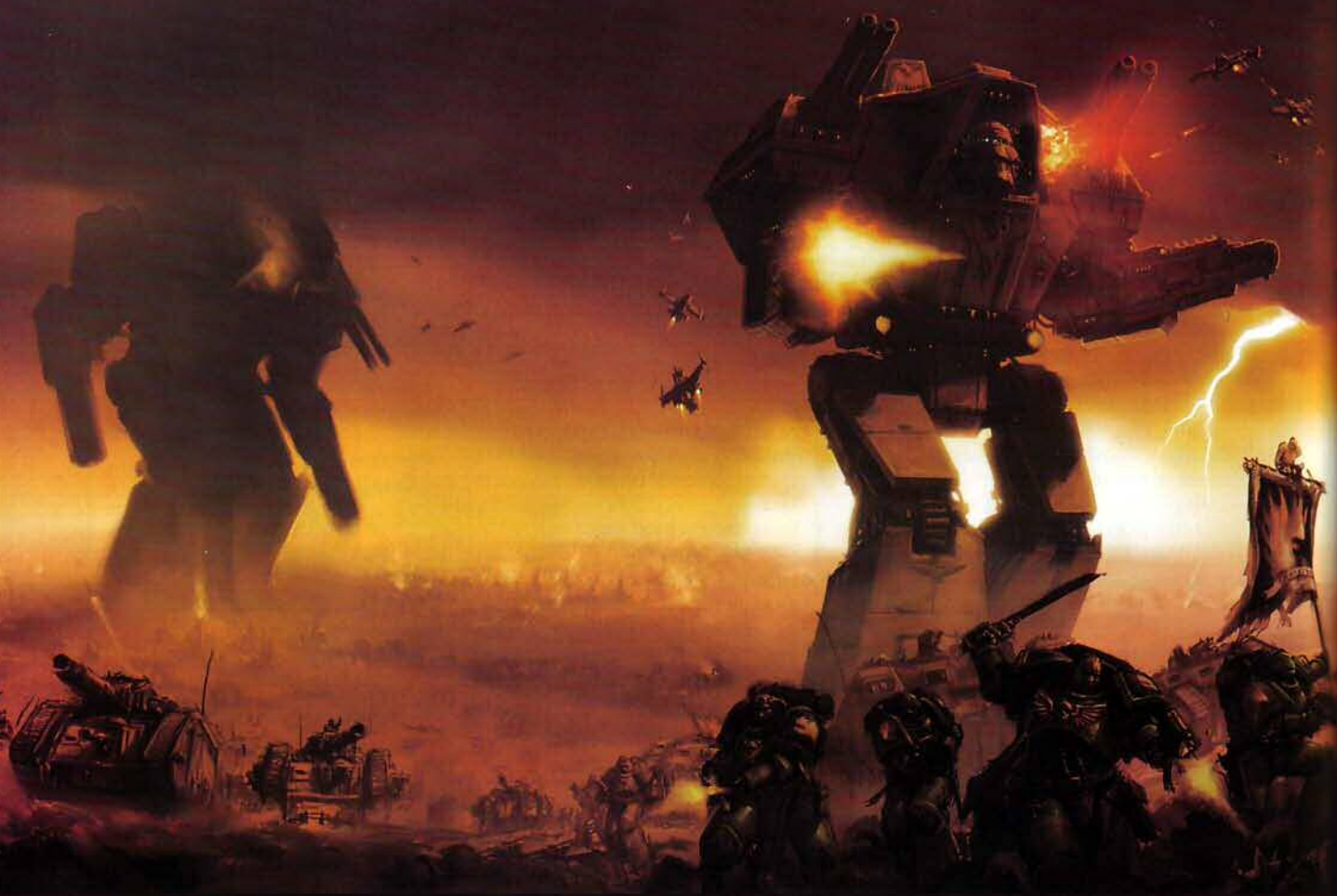
More Pillaging!

Next month's issue contains the second part of Gav's article. He'll be presenting us with four more scenarios plus a campaign system that allows players to link battles.

You can see counters, ruined buildings and more on our web site:

www.games-workshop.com

**TITANS BATTLE TITANS
ON AN APOCALYPTIC SCALE**



DAN ABNETT
TITANICUS

IN STORES SOON!



A TALE OF FOUR GAMERS

It's month two of our hobby challenge and our intrepid gamers take to the field of battle for the first time. What new models have they added to their armies? How will they fare in battle? And will Pete have painted his models on time this month?

Last month we kicked off the new series of *A Tale of Four Gamers*, which follows the lives and loves of four hobbyists as they embark on the path of collecting a new army. Each month we set each of our gamers a new hobby challenge, be it painting a new squad or playing their first game. Then we check back with them at the end of the month to see how they've got on.

In Month 1, our gamers received their first miniatures and began painting their new armies. But, of course, painting and assembling miniatures is only one part of the hobby, so we decided it was high time they played a game or two as well.

This month, we set our four gamers the task of getting their armies to a battle-ready state, and then to play their first games.

ON THE WEB

You can keep up to date with our Tale of Four Gamers Diary at:

www.games-workshop.com



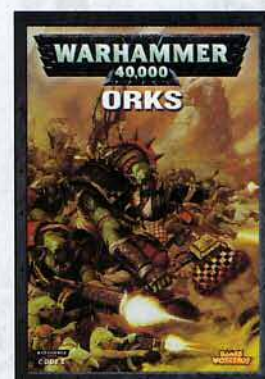
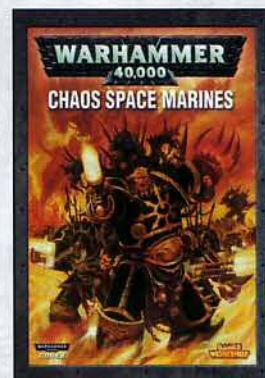
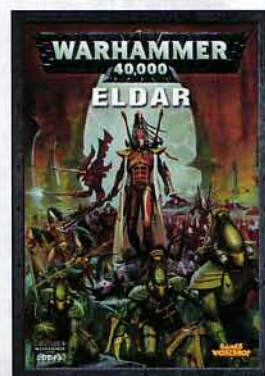
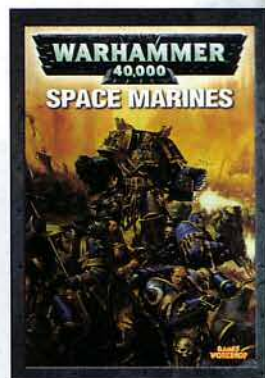
Month 2 Rules

Each month, we'll assign each of our four gamers a task to build on their army in some way, culminating in each player having an army of at least 1500pts. Then, at the end of the month, we'll judge how well they've done and award them points. At the end of the series, the player with the most points will win a fabulous prize. Or some beer. For Month 2 we thought the players should start gaming with their new armies, so points are on offer for playing games – if they play several games before the deadline, they can pick their best result.

Models painted on time	5pts
Models painted late	3pts
Models not painted	0pts
Game played (best result)	
Win	5pts
Draw	3pts
Lose	1pts

Month 1 Leaderboard

Neil Hodgson	5pts
Fil Dunn	3pts
Matt Hutson	3pts
Pete Foley	3pts



rites of battle



As the Studio Illustrator, Neil's been hard at work recently painting loads of beautiful Space Marine banner designs for the new Codex, which you'll be able to see next month. Luckily, he's still got plenty of appetite for painting the Emperor's finest, and his army is coming along nicely.

Last month we set Space Marine Veteran Neil Hodgson the task of building a new Codex Chapter of Adeptus Astartes. Armed with pots of blue and red paint and the Citadel Spray Gun, Neil has started a Crimson Fists army. This month we catch up with him post-Black Reach.

Neil: Much as last month, when I painted an entire Space Marine Battleforce, it was pretty straightforward this month to decide what I was going to paint and add to my force – the contents of Assault on Black Reach! The Black Reach models were really nice to paint, not to mention quick to put together. Better still, you can't tell the difference between the new push-fit miniatures and the multi-part plastics I painted last month.

As promised last month, the first thing I painted was the new Space Marine Captain from Black Reach. Basically, I painted him in the same way as the rest of my Crimson Fists, except I took a bit more time with the highlights, picking out a few of the details in white. The end result makes him stand

out on the battlefield, whilst ensuring he fits in with the rest of the army.

I also painted the plastic Dreadnought. Because a Dreadnought straddles the line between a tank and a miniature, it's always a tricky prospect knowing how to paint it. I used a combination of drybrushing – as I do with my tanks – and regular highlights and blending.

This month also saw my Crimson Fists take to the battlefield for the first time. I found a willing opponent in the form of expert army painter, Chris Peach, and his traitorous Imperial Guard army. As I was midway through painting my Black Reach Space Marines at the time, we settled on a 750pt game – just enough to get a flavour for the army so far, without requiring me to



CAPTAIN FERNANDEZ OF THE THIRD COMPANY

Despite his close-call in the battle, having stood too close to an exploding Dreadnought, Captain Fernandez fought admirably, leading the Crimson Fists to victory over the treacherous Imperial Guard. Neil painted the Captain using the same techniques as the rest of his army, to make him fit in with his Brother-Marines, but by adding white to the colour palette, Neil has given the model a distinctive appearance, helping him to stand out from the rank-and-file.



Unlike the regular Tactical Marines, Neil has painted his Captain with two red fists instead of one. Amongst the Crimson Fists, this denotes him as a veteran.



step up my painting schedule! I had to make a few choices with my force, although after taking a HQ and two Troops choices I didn't have many points left over. I took a unit of Assault Marines – always useful, especially for scouring objectives ahead of the Tactical Marines – and a Dreadnought for dealing with any Imperial Guard heavy support that Chris might have squeezed in.

We rolled up an Annihilation mission – kill as much of the enemy force as possible – which was the first time I'd tried that particular mission out. When my more elite units, the Dreadnought and the Assault Marines, were wiped out on the first turn, I thought it was all over, but the Tactical Marines proved more than up to the task. The Assault Squad was charged by a unit of Rough Riders and brutally cut down, and the Dreadnought was blown up by a lucky shot, wounding the nearby Captain in the process! All the same, the Captain and the squads of Tactical Marines did really well – those 3+ power armour saves proved invaluable, especially against the Imperial Guard's lasguns – and, after a somewhat rosey start, I managed to claim my first victory for the Crimson Fists.

Next month sees the release of the new Codex: Space Marines, and I can hardly wait. I've had a sneak peak at it and it's all very exciting – I'm planning on adding Pedro Kantor and a unit of the new Sternguard Veterans to my force, which should reinforce the Crimson Fists background and character in my army. Up until now they've only been Crimson Fists superficially – next month they become Crimson Fists through and through.

Month 2 Score:
Models painted on time;
Game played: Win

10

750 POINT FORCE

Space Marine Captain
equipped with power
weapon, bolter and
frag grenades.

77 points

10 Tactical Marines
including missile launcher
and flamer.

166 points

Rhino
equipped with
storm bolter.

50 points

10 Tactical Marines
including missile
launcher, meltagun, and
Veteran Sergeant with
power fist.

200 points

Dreadnought
equipped with
multi-melta.

115 points

5 Assault Marines
including Veteran
Sergeant with power fist.

140 points

748 points



Neil added the new plastic Dreadnought from Assault on Black Reach to his army this month. Unfortunately for Neil, Chris Peach blew the Dreadnought up in the first turn of the first game it was used! Hopefully not a sign of things to come.

LATE AGAIN



Pete Foley works hard and plays hard, bossing the 'Eavy Metal team around all day, and gaming all night... literally! Pete recently completed an Ironhammer session, playing Warhammer for 25 hours solid. No wonder his painting is so far behind...

We set resident tournament expert, Pete Foley, the challenge of building a competitive army ready to take on all challengers. Pete's 1500pt Eldar army is now well underway, although not fast enough for White Dwarf's liking... Paint faster, Foley!

Pete: For the second instalment of my voyage through A Tale of Four Gamers, I finally managed to field painted miniatures on the tabletop. Last month I had ensured that I had a legal painted army by taking care of my two Troops choices and an Autarch for the HQ slot. This month I decided to bring out the big guns and painted a Falcon Grav Tank.

It really is great when you have painted all your compulsory choices and you have the rest of the Codex to choose your army from. It is a very liberating experience. However, having been on the wrong end of a beating at the hands of several different Eldar armies, the common theme of Falcons aplenty drew me straight in.

With the pulse laser to take care of tanks and a scatter laser for dealing with infantry, the Falcon has a tool for every job. It also has the added advantage of being virtually indestructible (or that is how it's felt for me in the past, playing against them with my Blood Angels).

The new Warhammer 40,000 rules have meant that these awesome tanks are now a little less overbearing as, if you can pin them down in combat, they are unable to rely on their very reasonable front armour. Their shooting proficiency has also decreased slightly, because defensive weapons have been reclassified to Strength 4 instead of 6.

My first game was against my mate Andy and his Space Marine army. It packed a fair punch for 750pts, and he had managed to squeeze a Land Raider into it too! Although I lost, it was a close call and it taught me a great deal about how to use the Eldar army I was constructing. In fact it taught me a lesson which directly affects my army selection for this month.

I knew that Eldar were a fragile army – each unit needs to work in harmony with the others or the whole army will quickly fall apart. I didn't believe it at first, but playing with Eldar over the last month has really changed my mind. Talking to Phil Kelly (it really is handy to have the author of the Codex within shouting distance), he gave me a solid piece of advice, which I hope he won't mind me sharing. It is advice concerning the value of the Farseer in piecing together the various strands of your army. In every game there comes a turn where you really need to blow up that tank or you really need that assault to go your way, and with a Farseer you can turn what was a risky manoeuvre into a much more favourable stratagem. Ignoring the more destructive psychic powers like *Mind War* and *Eldritch Storm*, I have selected *Guide* and *Doom*. Both of these are powers that can really augment your army's abilities in one part of the battlefield. Deploying him with the Dire Avengers in the Wave Serpent keeps him fairly safe as well as making sure he's manoeuvrable enough so he can lend his weight to the part of the battlefield that needs him most.

My second game was against a completely different type of army and I have already seen the difference in the

MASTERS OF DESTINY

After playing his first games, Pete added a Farseer to his army list. This gives him two HQ choices along with the Autarch, making for a more flexible force on the battlefield.



Pete has extensively converted his Autarch on a jetbike, modelling an underslung reaper launcher onto the model. As with all of his flying stands, Pete has replaced them with pieces from the City Ruins set, to give the impression that they are engaged in a cityfight.





army's capabilities. I played against the Dark Eldar army of another friend, Chris. The Eldar's cursed cousins have many tricks up their sleeve and battling against them can be a tough proposition (I should know, as I have a Dark Eldar Wych Cult army of my own). My Farseer was able to aid the rest of my force to victory, *Guiding* the Falcon whilst *Dooming* several Dark Eldar units which, with my rather poor dice rolling, would otherwise have survived unscathed. I think I can safely say that the combination of a Farseer and an Autarch is here to stay!

Next month I am going to have to bite the bullet and start painting the rest of my Guardian Jetbikes. Three more units need to be painted and that should round out the army to about 1000pts. That's a lot of iconography to paint, so I'm going to need a steady hand over the next month.

Month 2 Score:
Models painted late;
Game played: Win

8

PETE'S REVISED 1500-POINT FORCE

Autarch

riding an Eldar jetbike and equipped with laser lance, Banshee mask and reaper launcher.

148 points

Farseer

equipped with Doom, Guide and spirit stones.

120 points

10 Dire Avengers

including Exarch with power weapon, shimmershield, Bladestorm and Defend.

177 points

Wave Serpent

equipped with twin-linked Eldar missile launchers, shuriken cannon, spirit stones, vectored engines and star engines.

175 points

3 Guardian Jetbikes

including a shuriken cannon.

76 points

3 Guardian Jetbikes

including a shuriken cannon.

76 points

3 Guardian Jetbikes

66 points

3 Guardian Jetbikes

66 points

4 Shining Spears

including Exarch with star lance, Skilled Rider and Withdraw.

202 points

Eldar Falcon

equipped with scatter laser, holo-field, vectored engines and spirit stones.

195 points

Eldar Falcon

equipped with scatter laser, holo-field, vectored engines and spirit stones.

195 points

1496 points

Pete has changed his army list since Month 1 after playing his first few games. Out go the Vypers, to be replaced by a Farseer. Pete had to drop something from his list to make room for his new HQ, and didn't want to lose any Troops choices or heavy-hitters such as the Falcons.

THE BLOOD REAVER



White Dwarf's own Matt Hutson is a long-time Space Marine aficionado, having collected 10 armies of the Emperor's finest over the years. The Red Corsairs make it 11, and he's just started on Space Marine army number 12!

Matt Hutson is busy collecting a Red Corsairs army, diligently making sure it fits the background of this traitorous Chapter. Last month we left him with a rapidly expanding force, bolstered by renegade Space Wolves. This month they are joined on the battlefield by the Tyrant of Badab himself.

Matt: Whilst Neil and Fil were struggling under the sheer weight of models from Black Reach, I had a little more free reign with what to add to my army this month. I wanted to play my first proper game (the drubbing I handed out to Fil last month doesn't count) so I had to make the army legal – this meant painting up an HQ choice, and so I chose none other than Huron Blackheart, the Tyrant of Badab himself.

There was no doubt in my mind that I wanted to include Huron Blackheart in my army. He stands at the heart of the Red Corsairs' background, and it would be remiss of me not to include him. It helps that the model is beautiful too, one of Juan Diaz's finest – in fact it's one of the main

reasons to collect a Red Corsairs force!

I really wanted to go to town on Huron so I dug out the 'Eavy Metal Masterclass from White Dwarf 333. I quite often turn to the 'Eavy Metal team when I've got a particularly nice model to paint, and the

stage-by-stage advice in the Masterclass article is full of invaluable tips. You don't have to paint to an 'Eavy Metal standard to get something out of a Masterclass – a novice

painter can get just as many useful tips and techniques from the article as a more experienced painter can. I'm fairly confident with my own painting skills, but I still learned something new – when painting black, paint it grey and then give it a black wash so it has a ready-made highlight from the start.

"There was no doubt in my mind that I wanted to include Huron Blackheart in my army."



I also painted up two extra Chaos Terminators. If you remember back to last month, I talked about painting the bare minimum of Terminators – three – to make the squad legal. Well this month I wanted to give the squad a bit more “oomph,” taking it up to five strong. In my upcoming game I planned to take two of these as Terminator Champions, representing some of the original hardened veterans of the Astral Claws Chapter who turned against the Imperium. With the addition of a combi-flamer, my army was really taking on a fiery theme – so far I’ve got two heavy flammers, two combi-flammers and a flamer, so it should do great against horde armies.

For my first proper game I decided to pick on Studio Sub-editor, Andrew Kenrick and his Salamanders army. Army selection was easy – we played a 750pt game so I basically took everything I had! But this doesn’t mean that I had a random selection of miniatures in my army – I’ve carefully planned things out and have been

ICONOGRAPHY

Matt started by painting Red Corsair markings on by hand, but decided to speed things up by making his own transfers instead.



‘Eavy Metal’s Keith Robertson helped Matt make his own transfers by printing the symbols out on a sheet of printable transfer paper (available from specialist hobby stores). Matt then applied them just like Citadel transfers. The designs Matt used are on our web site.

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LORD OF THE MAELSTROM

Huron Blackheart, the Tyrant of Badab and Chapter Master of the Astral Claws, is one of the most dangerous foes facing the Imperium. After fleeing Badab following the siege of the Palace of Thorns, Huron has gathered an army of pirates and renegades in the Maelstrom.

White Dwarf 333 featured an ‘Eavy Metal Masterclass for painting Huron Blackheart. Matt used the techniques from the article to get the best out of his model.



collecting my army to an army list. In short, I hammered the Salamanders, but due to getting carried away killing the loyalist Space Marines, I’d forgotten to claim any objectives before the game ended on Turn 5, meaning the game was a draw! My ten-man squad had actually spent the entire game four inches away from one of the objectives but had got too preoccupied shooting their lascannon at the enemy to move onto it. Perhaps I was getting into the background of the Red Corsairs a bit too much!

Despite this slight mishap, the army performed very well indeed. Taking an aggressive approach to the game really paid off, putting Andrew on the back foot from Turn 1. Huron tore apart the Salamander Captain, thanks to the combination of his power fist and the Warptime psychic power, and the Terminators’ array of flamer weapons ravaged a Tactical Squad. That said, my ability to snatch objectives was somewhat limited as I only had two Troop choices, with hindsight I should have split them into at least three squads of five.

Next month I think I need to add more Troops to my army, as well as something a bit nasty for the Shooting phase. I’m thinking of adding at least another squad of five Chaos Space Marines to give me three Troop choices, as well as a fearsome Vindicator to give me a much-needed boost to my hitting power.

Month 2 Score:
Models painted on time;
Game played: Draw

8

'ERE WE GO AGAIN



When not painting models by the dozen or consuming vast quantities of doughnuts, Fil Dunn can often be found hiding from his pet rabbit, which apparently has a vicious streak a mile wide. You can't make this stuff up...

Last month we gave Fil a whole Battleforce to paint, and this month he's got the contents of Black Reach – that's a lot of Orks by anyone's standards. Luckily, Fil has experience (and a helpful painting assistant in the form of his wife...) on his side.

Fil: Normally, especially in my day job, I hate batch painting. I prefer to paint miniatures one at a time, but with the sheer number of models staring at me from Black Reach I had to ditch that plan! I assembled and painted ten models at a time – it's hard work, but it's the most efficient way of getting them done and on the table. Well, it's either that or ask my wife to help!

I painted all of the Orks from Black Reach this month and, actually, it wasn't the hard slog I thought it would be. The models are spot on and fit in with the rest of my Orks perfectly. I mixed the Black Reach Orks in with the Orks from the

Battleforce, using the multi-part plastic kits to make some extra Nobz to lead them. This gives me two 20-Ork squads, each with a Nob, and once they're painted and on the table you can't tell the difference.

The Deffkoptas were nice and simple to paint, mainly because they're made of rusted scrap-metal! I used the same technique on them as I did when painting Ork armour – lots of battle damage. They're assembled straight out of the box, with my customary addition of a glyph plate or two.

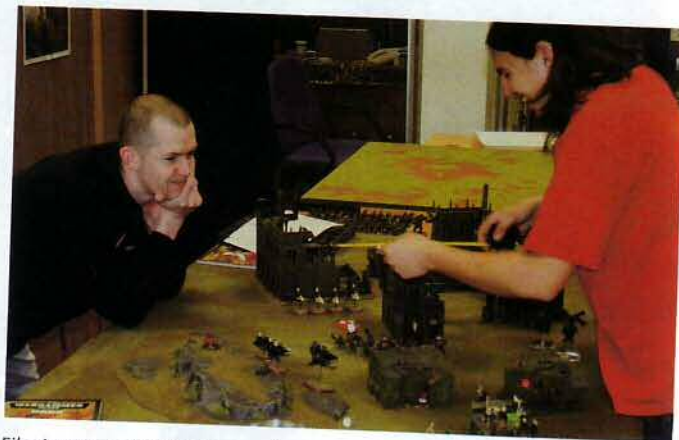
The new Ork Warboss is fantastic. Because I'm painting my Orks as members of the Goff Clan, I'll be looking to have Ghazghkull at the head of my army at some point, but until then I'm more than happy to have the Black Reach Warboss as my HQ. I started by taking a bit more time painting him, lavishing more attention on him and so on, but I ended up spraying him black and starting again! I wanted the Warboss to blend in with the rest of the army so I painted him the same way as the rest of my Orks. If it's good enough for a Boy, it's good enough for the Boss.

I got to play my first proper game (last month's mini-game against Matt doesn't count!), playing a 750pt game against Glenn's Eldar army. It was a really friendly game and he managed to force me to a draw, so I've still not won with the

'EAD OF THE WAAAGH!

The Ork Warboss from the Assault on Black Reach boxed game is a dynamic, three-part miniature ideal to lead an Ork Waaagh! Fil decided to use the model as the HQ choice for his army.

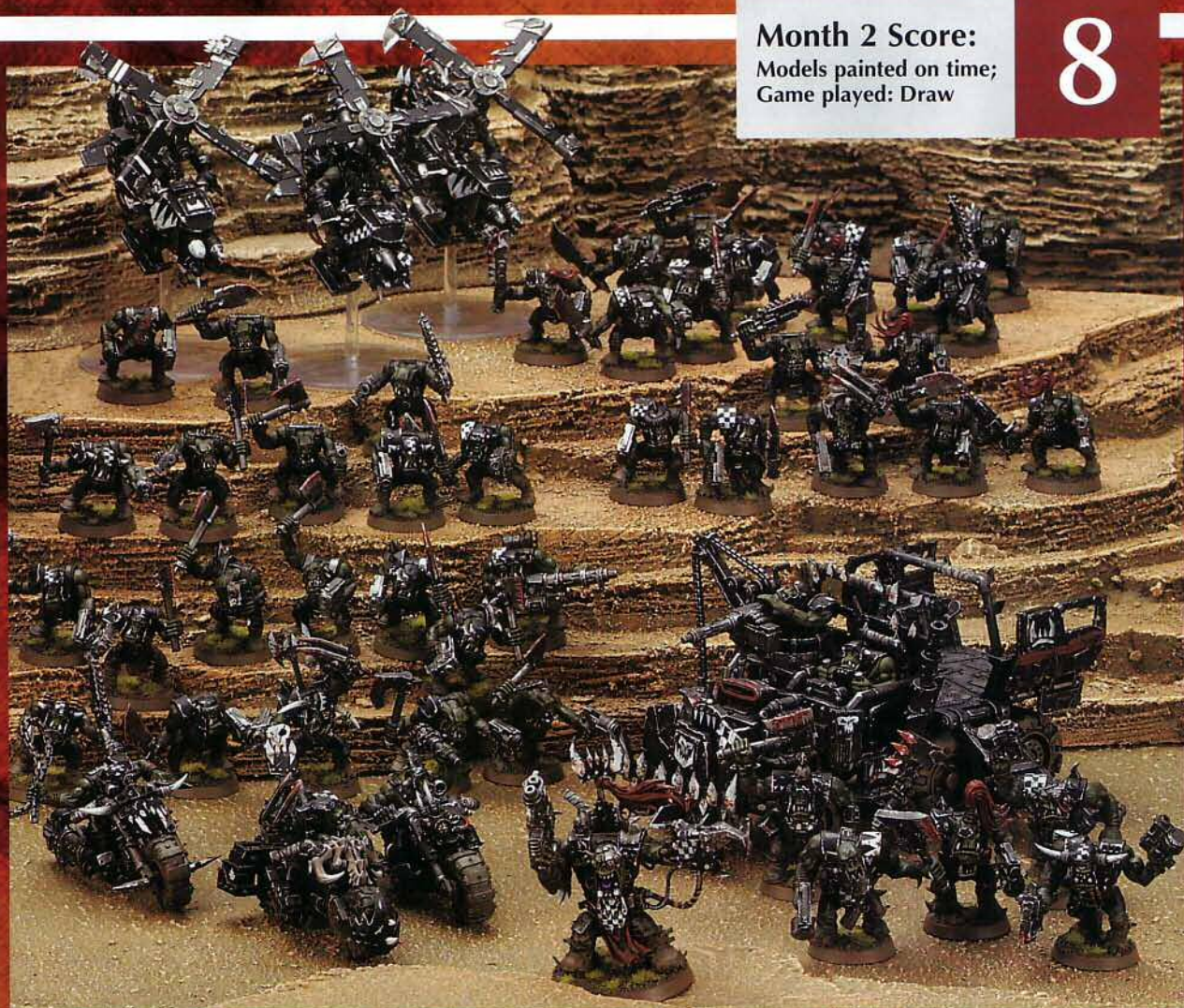
Fil painted his Ork Warboss in the same way as the rest of his greenskin horde, to ensure that he fits in with the rest of the army. He did lavish additional attention on the details of the model, like the blood-splatters on the power claw.



Fil grimaces as his Orks come under sustained fire from Glenn's fast-moving Eldar army. As Fil discovered during the game, Orks take a lot of punishment whilst running across the battlefield, but it's well worth it when they get there.

Month 2 Score:
Models painted on time;
Game played: Draw

8



greenskins. They play really differently to the way my regular armies do, and it's taking some getting used to. I'm used to highly specialised armies – Deathwing, Chaos Space Marines or mechanised Tau – where everything has a specific role. Orks aren't quite so specialised, although they're very good at what they do – smashing things up in an assault!

I got a bit carried away by this though and charged forwards with everything, completely abandoning my home objective! This was clearly a bad idea against those slippery Eldar, and Glenn's jetbikes swooped round and snatched it from right under my nose! My Warboss and the Nobz Mob did fantastically, despite their Trukk being blown up on Turn 1 by a sneaky Wave Serpent. They smashed everything they could get their green hands on, nabbing me an objective from the Eldar, although they had to walk across the board and get shot by everything along the way. I think some more Trukks are in order for the future, to get my Boyz into contact with the enemy earlier on.

OPPOSING VIEW

*White Dwarf's
Glenn More says:*

It was an interesting game, and not only because Fil was so new to his army. The game was small, which made it very tactical, every unit having a specific role with no redundancies. It's always daunting fighting Orks – facing 45 models in a 750pt game is intimidating to say the least. And I was caught out by his Warboss making his Nobz Mob a Troops choice, and thus able to take objectives!

The Deffkoptas were the stars of the show though. A lucky rokket from one of them destroyed the Wave Serpent in my first Shooting phase – revenge for my Trukk! They also hacked up the Dire Avengers in assault, before doubling back towards my own lines to chase off those pesky Guardian Jetbikes. The game ended on Turn 5 – one more turn and I might have been able to contest the second objective and claim victory!

Next month I'm going to add another Trukk and I'd also like something to pull fire away from the rest of the army – I'm thinking either a Dredd or some Killa Kanz, or maybe both!

NEXT MONTH

Next month our four gamers' armies reach 1000pts and we have a special task in store, worth some precious bonus points.

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THE BATTLE FOR BLACK REACH

Resident alien enthusiast and author of *Codex: Orks*, Phil Kelly, presents a three-stage campaign based around the contents of the *Assault on Black Reach* boxed game. These missions can be played independently or as a linked campaign, so read on, grab your box set and get playing!

BLACK REACH



Orb. Dist. 1.19AU
1.45G/Temp 34
Mining-Class Hive World
Tithe Grade: Alpha
Aestimare: T1001

Population: <numeric
signature under
re-evaluation>

Principal Exports:

Munitions, auric geodes,
and three-toed sand sloths.

Thought for the Day: To
better thyself in the eyes
of thine Masters is reward
enough.

<POINTS OF INTEREST>

- Ghospora Hive
- Sulphora Hive
- Hive Lylith
- Eusthenos Hive
- Hive Arachnis
- Black Gulch
- Blackwallow River
- The Sable Sea

Black Reach is but the latest battlefield in a timeless epic of violence and bloody conflict fought between the Adeptus Astartes and the hordes of green-skinned aliens that seek to conquer the galaxy. So numerous are the Ork invasions that plague the stars that, despite the swiftness of the Space Marine Strike Cruisers, the Adeptus Astartes often arrive too late to stop once-productive Imperial worlds being consumed by war.

Such was the case with the mining world of Black Reach and, to a lesser extent, its neighbouring planets Jede'ogh and Voldermacht. All three planets were overcome by a surging Ork Waaagh! which burst into realspace through Jorgund's Eye, a wormhole thought to be connected to the Eldar webway in the Vidar sector. How the primitive Ork fleet pulled off such a feat of interstellar bravado is unknown, but the greenskin forces descended upon the Black Reach system so quickly that such questions were put aside in favour of readying for the coming battle.

The planet of Black Reach, though ostensibly valueless, is of great tactical import to the empire of Ultramar.

The planet is surrounded by a series of asteroid belts so dense that, should Black Reach and its vast array of orbital debris ever become infested by aliens, it would take centuries to exterminate them all. Furthermore, the magnetic elements of the asteroid belt make it extremely difficult to contact Black Reach from out-system, let alone augur the whereabouts of individual armies and their war leaders. An alien invasion could be mustered there, right under the nose of Ultramar, and remain undetected until it was time to strike.

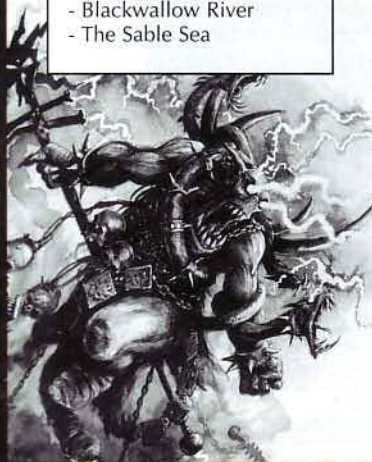
As a result, when the fleet's long-range auspice arrays confirmed their Astropaths' claims that the system of Black Reach was under attack, the warriors of Ultramar were

left with no choice. Without any real knowledge of the size or disposition of the enemy forces, the Adeptus Astartes would have to engage the invaders upon Black Reach itself and, bereft of any real support, destroy every last one of them before the system became choked with greenskin spores. Due to the encroaching Hive Fleets penetrating the eastern sector of the Ultramar empire, only the Ultramarines 2nd Company could be spared to stem the Ork menace. Captain Sicarius, an inspiring leader and exceptional warrior whose star was in the ascendant, was tasked with taking a detachment of Ultramarines planetside, ascertaining the disposition of the Ork forces and reinforcing the embattled Imperial Guard garrison native to Black Reach. The Captain also had a mission of his own – to bring back the head of the Ork war leader behind the invading horde.

Sicarius vowed that his men were equal to the task, provided they were afforded full planetstrike support from the Imperial Navy. The Captain's plan was for the fleet to unleash a punishing orbital bombardment of melta and plasma warheads prior to the Ultramarines' main

"The Ultramarines were ever famous for their courage and skill in the face of extreme danger."

attack, whilst heading planetside within his personal Thunderhawk Gunship, the *Gladius*. Sicarius would seek out the sections of the battlezones where the Ork forces still maintained a disciplined formation even in the terrifying midst of the bombardment, reasoning that this would be the location of the Ork Warboss. He would then land and personally execute the Warboss at the heart of this new invasion. It was a plan so audacious that even Sicarius' sergeants had their doubts as to its feasibility, but the Ultramarines were ever famous for their courage and skill in the face of extreme danger. Battle-hymns were sung, weapons were primed, and before long the strike was launched.





THE CAMPAIGN

Any general worth his battle scars knows that winning a battle is not the same as winning a war and, for many, the wargaming campaign is the zenith of the hobby. If you've never played one before, this is an ideal place to start!

What's a Campaign?

A campaign is a series of linked games, usually set in the same battlezone or upon a particular planet. There are many different types of campaign, ranging from a simple set of themed games to world-spanning map campaigns (watch out for the 40K answer to Mighty Empires in future issues...). The Assault on Black Reach campaign presented here is nice and simple – a series of three linked games set in the shattered outskirts of Ghospora Hive. As with all campaigns, winning a single game is not enough – whichever combatant does the best overall will be the ultimate victor. This is one of the reasons why campaigns are so much fun – it is possible to wrest victory from the jaws of defeat, and so the winner must press home his advantage every chance he gets.

Playing the Campaign

The Assault on Black Reach campaign cannot be played in one day – instead you will need to play it over a weekend, or even a period of a few weeks. Though the first and last missions only require two players to duke it out, the second mission requires a lot of models and hence is best played with a bunch of friends. Many campaigns like to save the biggest battle till last, but we wanted the Assault on Black Reach to focus on the bitter rivalry between Captain Sicarius and Warboss Zanzag, so the last game is a little more

character-focused. This gives the two principal players of the campaign time to work up a good rivalry for the grudge match of the campaign's finale.

Sicarius and Zanzag

Veteran gamers may have seen their favourite characters 'die' on the battlefield dozens of times, but somehow they always come back. We like to think this is because the battle leaders of each army are tough as nails and possessed of true grit – a lethal blow that would kill a lesser mortal might only knock our heroes out, or send them sprawling into the dust. You can rest assured they will return, ready to restore their honour and wreak their bloody revenge. In other words, if Zanzag or Sicarius "die" several times over the course of the campaign, don't worry about it – a lifetime of pain and suffering is par for the course in the 41st Millennium!

Winning the Campaign

Every campaign needs some criteria by which a player can emerge triumphant. In the Assault on Black Reach campaign this is simple – every game will award one or both players a number of "Campaign Points", depending on the objectives of the mission. Keep a record of the number each player accrues over the course of the campaign. The player with the most Campaign Points at the end of the campaign is the winner, simple as that.

WHY APOCALYPSE?

The second mission in this campaign uses the Apocalypse rules. This is because an important part of playing Warhammer 40,000 is that, provided your opponent agrees to it, anything goes! We want to encourage gamers to play weird and wonderful scenarios and to use all the models in their collection from the get-go. If you don't have a large collection of models, you can get together with a few friends or the lads down the local gaming store, combine your forces and play a multi-player game – there should be no shortage of Ork and Space Marine players to help bolster your forces. Alternatively, if you prefer a more traditional Warhammer 40,000 game, you can skip the big game in the middle of the campaign and cut straight to the exciting climax. Be warned, though, you will be missing out on a real battle royale...



SCENARIO ONE

THE EYE OF THE STORM

This scenario uses just the contents of Assault on Black Reach.

Upon the embattled world of Black Reach, a punishing orbital bombardment from the Strike Cruiser, *Valin's Revenge*, hammers into the ranks of the greenskin invaders. Seeking to confirm the ever-resourceful Warboss Zanzag's death by killing him personally outside the walls of Ghospora Hive, Captain Sicarius leads a Thunderhawk assault upon the Ork leader. Sicarius' tactical acumen quickly locates Warboss Zanzag and his retinue, and the Captain issues the order to land the Thunderhawk and attack. As all around is consumed by the wrath of the orbital bombardments, Sicarius and Zanzag meet blade to blade in the eye of the storm.

Objective: Decapitation

The players are attempting to slay the leader of the opposing force – Zanzag so he can mount Sicarius' head as a trophy, Sicarius so he can save the system of Black Reach from an eternity of war against an infestation of Orks.

If the Ork player has killed Sicarius by

the end of the game, he scores a victory and is awarded one Campaign Point. Conversely, if the Space Marine player has killed Zanzag by the end of the game, he scores a victory and is awarded one Campaign Point. Any other result is a draw – no Campaign Points are awarded.

Set-up

1. Set up a 4' x 4' table. The Ork player deploys first. He may deploy his units anywhere on the table provided all units have a model within 6" of the Warboss.
2. The Space Marine player then sets up anywhere on the table, though no model may be within 12" of an Ork model.
3. The Deffkoptas may then make their scout move.
4. Roll a D6. The player with the highest score may choose to go first or second.

Game Length

The game lasts six turns, by which time the bombardments have grown too intense and both sides are forced to withdraw to safety, carrying their fallen with them.



Special Rule: SICARIUS' GAMBLE

Whilst the warring forces close, all hell breaks loose around them as the Imperial Navy continues their bombardment. At the end of each game turn, both players roll a dice. If one player rolls a 1, then all models within 6" of a

board edge take a S7 hit with an AP of 3 as the inferno rages around them. If both players roll a 1, then a warhead detonates on their position! All models on the board take a S7 hit with an AP of 3.

Captain Sicarius gritted his teeth as Brother Haxis drove the Thunderhawk Gunship into a punishing vertical dive, plunging through the maelstrom like a flaming spear. Great roiling clouds of plasma blossomed all around the Ultramarines gunship as they neared the heart of the bombardment. Though the ceramite on the roaring Thunderhawk's hull burned red-hot and great sheets of flame trailed from its wings, the gunship's Chamber Sanctuarine was as cool as the crypt. Sicarius allowed himself a small measure of pride that, despite the deafening noise and sickening violence of the flight, his men stood still as statues within their alcoves, eyes closed in contemplation of the battle to come.

At the back of the red-lit chamber loomed the familiar silhouette of Brother Agnathio, his towering Dreadnought shell rattling in its transit scaffold, ready to be deployed. Sicarius had under his command a full Tactical Squad, the legendary Terminators of Squad Helios, and Brother Agnathio – a mighty force indeed. His noble brow furrowed as the Captain prayed it would be force enough.

Through his occuliport, Captain Sicarius could see that the ochre sands outside Ghospora Hive were turned green – the sick, alien green of the Ork. Here and there the green turned to fiery orange and finally blood red as explosive warheads detonated in the midst of the horde. Everywhere, Orks ran for cover, but a tight group of greenskins still advanced upon the Imperial Guard bastions as if the bombardment was nothing more than light rain.

"Brother Haxis!" he bellowed, "Set her down! Battle brothers, prepare to engage! This day we see glory or we see death!"

SCENARIO TWO

ASSAULT ON ZANZAG'S LAIR

This battle is an Apocalypse mission with at least 3000 points per side. The forces must include a Space Marine Captain and an Ork Warboss. In addition to their agreed points the Imperial side has a Thunderhawk Gunship, and the Orks have an Ork Submersible.

Forced to withdraw, Zanzag escaped the battle at the walls of Ghospora Hive, and both factions recovered swiftly from their earlier encounter. Sicarius was unable to trace Zanzag's retreat, so instead he tasked Scout Sergeant Telion with finding the Warboss' hidden lair. Telion did this by waiting patiently for Zanzag's Lootas to appear and, when they surfaced, placing a tracer beacon upon their ramshackle submersible before it returned to base. Armed with the coordinates of the Ork base, the Ultramarines readied their forces and prepared to mount a full-scale raid upon Zanzag's position.

The Assault on Zanzag's Lair is a game of Apocalypse, with the following exceptions:

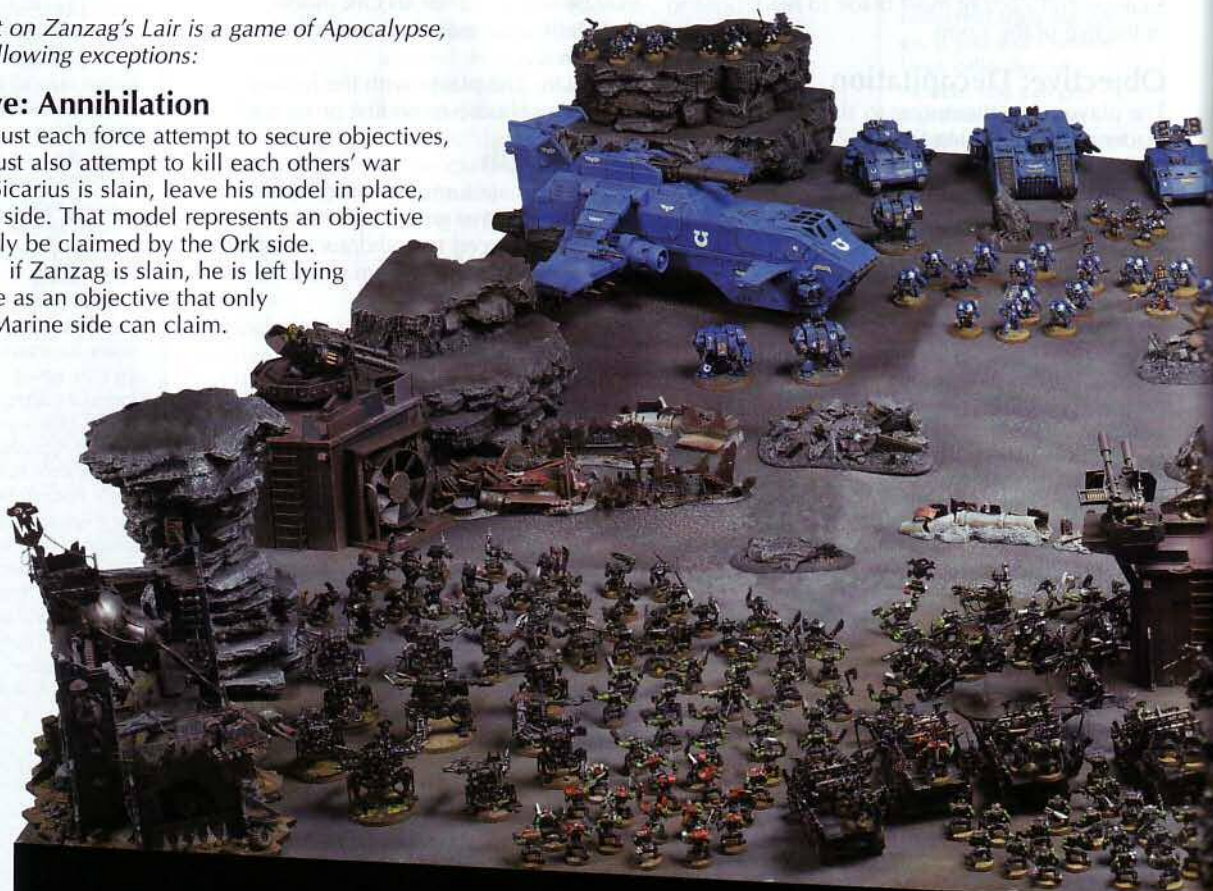
Objective: Annihilation

Not only must each force attempt to secure objectives, but they must also attempt to kill each others' war leaders. If Sicarius is slain, leave his model in place, lying on its side. That model represents an objective that can only be claimed by the Ork side. Conversely, if Zanzag is slain, he is left lying on the table as an objective that only the Space Marine side can claim.

Winning the Game

The winner of the game is the player with the most objectives at the end of the game. If both players have the same number of objectives, count up victory points to see who is the winner of the game. That player is awarded a Campaign Point.

An extra Campaign Point is awarded if a player manages to take down his enemy's war leader (Sicarius or Zanzag). Keep track of how many Campaign Points you have accrued – you'll need them to see who has won the Black Reach campaign.



Special Rule: THUNDERHAWK ASSAULT

The Imperial side begins the game with the Thunderhawk already in play; it may not be held in Strategic Reserve. It is treated as a skimmer for the duration of the game – though Zanzag's lair is enormous, there isn't enough room for a Thunderhawk Gunship to go flying about the place!

SPECIAL STRATEGIC ASSETS

In addition to the normal strategic assets available to the players, they receive the following new assets:

Ork Force

Supashootas

Zanzag is not only a determined and deadly Warboss, but also something of a dab hand with machinery, having begun life as an ambitious Mek. When he is not bashing in heads, Zanzag likes to build new and ever more devastating war machines and weapons to test upon his victims. Perhaps his finest creation is the supacharged shoota, which sacrifices a high rate of fire in exchange for the ability to use the deadly ammunition captured from the Adeptus Mechanicus testing facility on the neighbouring forge world, Voldermacht. All shootas used in this scenario have the following profile:

	Range	Str	AP	Type
Supashoota	18"	5	3	Assault 1

Imperial Force

Surprise Assault

The first the Orks knew of the Space Marine attack was when the Thunderhawk *Gladius* burst through the waterfall at the mouth of Zanzag's lair, guns blazing. The havoc that ensued was utter chaos and it took a good while before Zanzag could restore order. To represent the effects of the Space Marine ambush, the Ork player must set up first. Despite this, the Space Marine player still takes the first turn. Due to their surprise, all Ork units are at -1 Ld for the first turn of the game. Make sure it counts!

"Wozzat?" said Zanzag to himself, his mutilated face creased in concentration as he put the finishing touches to his twin-linked supashoota. There was a deeper rumble underscoring the roar of the waterfall obscuring the front of the cavern, and it seemed to be getting louder.

"Oi! Wozzat! Get over 'ere!" shouted Zanzag. "You've got da biggest ears of da lot, wot do you make of that rumblin' noise?"

The big-eared runt scurried forward. "Probbly jus' that squig curry wot..."

The unfortunate Gretchin didn't have a chance to finish his sentence before he came apart in an explosion of bone and black blood. Emerging through the waterfall was a gigantic spacecraft, brackish water hammering onto its blunt prow and spraying in all directions as heavy bolter fire raked the cavern.

"Looks like they found us ladz," shouted Zanzag over the deafening din of the Thunderhawk's guns. "Grab yer shootas and give 'em hell!"

SUB STORIES

The datasheet for Ork Submersibles can be found in WD344. We found that it was fun and easy to make an Ork Sub and, because of the ramshackle nature of Ork machinery, a credible model can be scratch-built with but an afternoon's work. The Studio's submersibles were built from lengths of pipe, disused drinks bottles and plastic cups, which were then suitably adorned with guns, plastic shields and a liberal sprinkling of Orky know-wots!

SCENARIO THREE

THE BEAST AT BAY

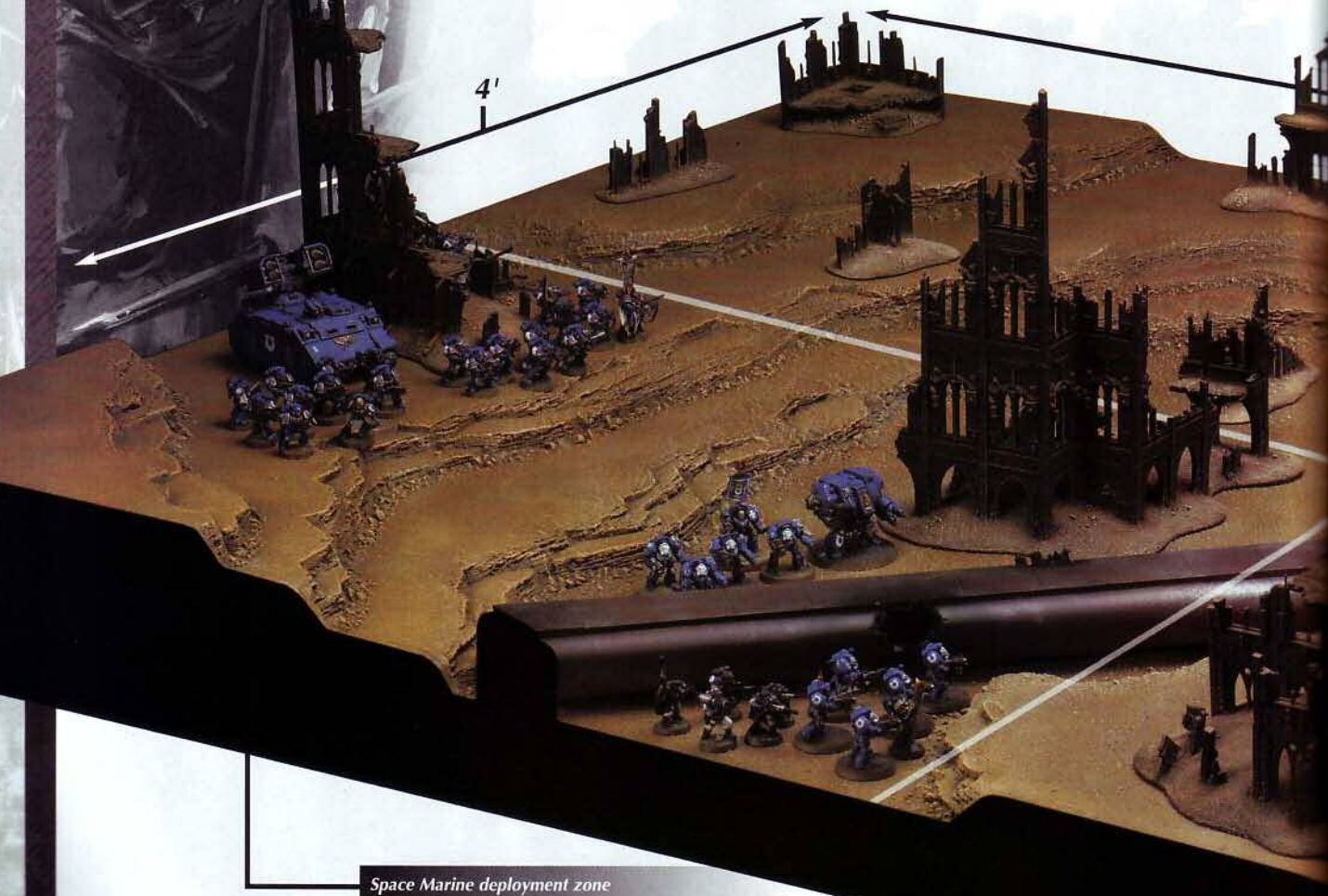
This mission is played with 1500 points per side, which includes the contents of Assault on Black Reach.

The Space Marine strike force has inflicted terrible casualties upon Zanzag's forces, but Captain Sicarius will settle for nothing less than killing Zanzag once and for all. As they are fighting their way clear of Zanzag's underground hideout, the Ultramarines find that Zanzag has fled through the tunnels at the rear of the cavern. They plunge into the tunnels in hot pursuit. Just as the Warboss tastes the sweet air of freedom, the remaining Ultramarines emerge from the minehead on the other side of the mountains and bring him to bay. There can only be one victor, as the maddened Orks prepare to sell their lives dearly.

Objective: Seize and Destroy

The player who controls the most table quarters at the end of the game wins. To control a table quarter, a player must have a scoring unit within the zone (see map, below), with no enemy units contesting it. A squad can only ever control one table quarter – if a scoring unit straddles several zones, the controlling player must choose which one they are contesting.

If Sicarius is killed, the Ork player adds one to the number of table quarters he has claimed. If Zanzag is killed, the Space Marine player adds one to the number of table quarters he has claimed. The winner of the game receives one Campaign Point.



An extra Campaign Point is awarded if a player manages to take down his enemy's war leader (Sicarius or Zanzag). Remember to keep track of how many Campaign Points you have accrued. At the end of this game, the winner of the campaign is the player with the most Campaign Points.

Set-up

1. The table is divided into four quarters.
2. The players roll off, and the winner chooses one of the quarters as his deployment zone. He then deploys his forces in that quadrant of the table, ensuring no models are within 12" of the centre of the table.
3. The other player then deploys his own forces, ensuring no models are within 12" of the centre of the table.
4. Units may choose to use their infiltrate or scout abilities.
5. The players roll off, and the winner chooses whether to go first or second.

Game Length

At the end of Turn 5, roll a dice – on the result of a 1 or 2 the game ends, if any other result is rolled the game continues. At the end of Turn 6, roll a dice – on the result of a 1-4 the game ends, if any other result is rolled the game continues for one final turn.

Winning the Campaign

Once all three games have been played, tot up the amount of Campaign Points that each side has accrued. The player that has the most Campaign Points is the overall winner. His opponent must refer to him as Most Victorious Excellency for the rest of the day, and can rest easy knowing that Black Reach has been saved/despoiled by their hand.

Now turn the page to see the Beast at Bay mission played out by old gaming rivals Phil Kelly and Matt Hutson.

"Beast! Come out and fight, beast!" shouted Captain Sicarius, blood coating one side of his face, dried in abstract patterns like a map of this shattered world. In the darkness of the subterranean tunnels, Sicarius swung his blade left and right in short but vicious slashes. "I have your death here at the point of my sword!"

His despair was interrupted by Sergeant Octavian's clipped tones. "Brother-Captain, Squad Helios are reporting sunlight from the other side, and a crevasse wide enough even for Brother Agnathio to negotiate. Shall I begin the muster?"

"Do so at once," replied Sicarius.

Within the hour they had caught up with Squad Helios, and Sicarius was striding confidently forward into the vanguard of his force. Sunlight streamed from the minehead in front of them, and Sicarius' eyes opened wide as he saw Zanzag and his retinue loping towards them.

"We have them! Ultramarines, engage and destroy!"



Special Rule: PROMETHIUM PIPELINE

A conduit for Ghospora Hive's fuel supplies, this pipeline is hundreds of miles long and, since the orbital bombardment, it has become damaged extensively. The promethium pipeline is counted as difficult terrain that confers a 4+ cover save. Occasionally, great gouts of flame shoot from ruptures in the pipeline. To represent this, infantry models that end any turn on top of the pipeline must roll a dice, taking a wound on the roll of a 1.

THE BEAST AT BAY

It's the gripping, climactic battle to the Black Reach campaign; can Captain Sicarius slay Warboss Zanzag and halt the green tide?



For the battle report this month we couldn't resist playing one of the Black Reach scenarios from Phil Kelly's campaign. The third scenario in the campaign, representing the final assault on Zanzag's retinue amidst the ruined landscape of Black Reach, was perfect (full scenario details can be found on the previous pages).

The scenario is not only exciting as it forms the concluding act to the campaign, but from a tactical perspective the players will be starting with the core of their force dictated by the contents of the Black Reach box. Both commanders can then bulk out their force from their respective codexes to the 1500-point limit. Taking a predetermined force and then adding to it to match your style of play makes for an interesting challenge. Do you try to complement what's already there to get a balanced, overarching

force? Or do you use the remaining points to create a more specialised, separate contingent with a specific task in mind?

To get the most out of these tactical challenges we asked two old adversaries to reprise their long-standing rivalry. Phil Kelly would take the role of Zanzag – Phil, as some of you will be aware, wrote the Ork Codex, so is more than qualified at getting the best out of the greenskins. Facing him, in the blue corner, is White Dwarf stalwart and man with an unhealthy Space Marine obsession, Matt Hutson. Phil and Matt have played one another many times and have chalked up roughly the same amount of victories against each other – although Phil always seems to win in print.

Can Matt break this jinx and lead Captain Sicarius to victory over Zanzag? Let's find out...



ULTRAMARINES STRIKE FORCE



Because Matt's been busy painting his Red Corsairs we struggled to get him back into the loyalist mindset. So much so that he kept shouting out "Death to the Emperor" at inopportune times throughout the game.

Matt: Games against Phil are like buses – you wait for ages then two come along at once. Although this is a big game in its own right, it's somewhat of a prelude to the Studio Warhammer 40,000 tournament semi-final, in which Phil is also using Orks.

The core of my force is made up of the Assault on Black Reach Space Marines. The Tactical Squad's Missile launcher and flamer combination is perfect for fighting Orks.

Missile launchers are particularly good against Orks as a krak missile can easily knock out a Trukk, while the new rules for blast weapons means a frag missile can potentially kill a lot of Orks.

"Having played against Phil and his Orks on numerous occasions, I knew that I was going to be in for a rough time."

I was somewhat dubious about the effectiveness of the Dreadnought's multi-melta against Orks as I would usually go for something better at killing swathes of greenskins, like an assault cannon. Still, there's no doubting the Dreadnought's close

combat prowess, and I wouldn't mind getting him close to that Ork Warboss.

I've always liked taking Terminators in my Space Marines forces so I've added a second five-man squad to the Black

Reach ones. To add some extra bite, I've given the squads an assault cannon and a heavy flamer. All I did was swap a Black Reach Terminator and a heavy weapon Terminator between the squads.



Against Orks you can guarantee that they will make it into close combat at some point, so you'd better make sure that you have something to counter-attack with – the Terminators and Dreadnought will be perfect for this.

Now, the new edition of Warhammer 40,000 is all about Troops choices. To ensure that I could claim objectives, I'm going to need some more squads. A second Tactical Squad armed with a flamer and heavy bolter, and two squads of Scouts should do the trick. The Scouts are particularly useful, as their infiltrate ability will enable them to pop up where they are least expected.

Now for some heavy firepower. Having been trounced last time I fought Phil in a battle report, my conclusion was that I should have taken a Whirlwind so that I could kill Orks from afar – so that's exactly

what I'm going to do this time. My second selection is a Devastator Squad equipped with two heavy bolters and two missile launchers. The mission for these two units is a simple one: sit back in the deployment zone and kill as many Orks as possible.

Lastly I added a Librarian to fight alongside my Captain. I've taken the psychic power *Fury of the Ancients* for him so that hopefully if I get him into a good position I can affect multiple Ork units and maybe even pin any understrength mobs that get hit.

Having played against Phil and his horde of Orks on numerous occasions, I knew that I was going to be in for a rough time. If I can just weather the first wave of Orks without losing too many of my Space Marines, and then make an effective counter-attack, I might just be in with a chance at beating him.

ARMY LIST

- 1 Captain Sicarius**
with bolter, power weapon and frag grenades.
77 points
- 2 Epistolary Librarian Cratus**
with bolt pistol, force weapon, psychic hood, Storm of the Emperor's Wrath and Fury of the Ancients.
125 points
- 3 Terminator Squad Authos**
5 Terminators, including Sergeant with power weapon and storm bolter. 1 Terminator has a power fist and heavy flamer.
210 points
- 4 Terminator Squad Xerxes**
includes Sergeant with power weapon and storm bolter. 3 Terminators with power fists and storm bolters. 1 Terminator has a power fist and assault cannon.
220 points
- 5 Dreadnought, Brother Agnathio**
with multi-melta and storm bolter.
115 points
- 6 Tactical Squad Vorolanus**
10 Space Marines, including Sergeant with bolt pistol and close combat weapon. 1 Space Marine has a missile launcher. 1 Space Marine has a flamer.
166 points
- 7 Tactical Squad Solinus**
10 Space Marines, including Sergeant with bolt pistol and close combat weapon. 1 Space Marine has a heavy bolter. 1 Space Marine has a flamer.
161 points
- 8 Scout Squad Prelus**
5 Scouts, comprising Sergeant with sniper rifle, 3 Scouts with sniper rifles, and 1 Scout with missile launcher.
95 points
- 9 Scout Squad Bedium**
5 Scouts, comprising Sergeant with bolter, 3 Scouts with bolters, and 1 Scout with heavy bolter.
70 points
- 10 Whirlwind**
85 points
- 11 Devastator Squad Tirian**
7 Space Marines, including Sergeant with bolter. 2 Space Marines have heavy bolters. 2 Space Marines have missile launchers.
175 points

TOTAL: 1499 POINTS

ZANZAG'S BOYZ



Since writing the Ork Codex, Phil Kelly has sparked a phenomenon known as "Orky Luck" – no matter how poor an Ork's armour save may be, Phil will pass it – a disturbing trend indeed.

Phil: I've always preferred an army with lots of good honest infantry, but this time I decided to treat myself to some of the more elite choices available in the Ork list. The new plastic Nobz in the Assault on Black Reach boxed game will make an ideal retinue for Zanzag (I can't wait to see the new Ork Warboss in action – just look at that claw!). The background for this last battle specified that the Space Marines had driven most of Zanzag's forces off, so Da Boss was down to his most trusted lieutenants – a good reason to stick with the Nobz theme, I thought, adding a trio of Meganobz and a unit of

seven more big green killing machines to ride alongside them. This latter squad will go into battle with a Waaagh! banner, so they will be hitting Matt's Space Marines on a 3+ – very nasty when you factor in

the power claws and all those S5 attacks from the Nobz with furious charge. A Painboy, though expensive, gives this deluxe Nobz unit the feel no pain special rule – invaluable when the bolter shells start flying.

But how to ensure that my charges are furious? Simple enough – Trukks. I never go into battle with less than three Trukks, because even though your opponent should easily take

"With a bit of clever deployment and reckless driving, at least one of my Nobz mobs will be in the thick of Matt's troops on Turn 2."



ARMY LIST

- 1 **Warboss Zanzag**
with power claw, twin-linked shoota and bosspole.

95 points

- 2 **Big Mek "Wotno" Know-Wotz**
with kustom force field.

85 points

- 3 **Zanzag's Ladz**
5 Nobz with sluggas and choppas, mounted in a Trukk.

135 points

- 4 **Skubgut's Ladz**
7 Nobz with Waaagh! banner, 3 power claws, bosspole. Including Painboy Skubgut with Grot orderly. All mounted in a Trukk.

305 points

- 5 **Gibba's Meganobz**
3 Meganobz, all mounted in a Trukk.

155 points

- 6 **Argbag's Mob**
20 Slugga Boyz, with 2 big shootas.

130 points

- 7 **Hakdeff's Boyz**
20 Slugga Boyz, with 2 rokkit launchas. Includes Nob Hakdeff with power claw and bosspole.

180 points

- 8 **Hedkicka's Boyz**
20 Slugga Boyz, with 2 rokkit launchas. Includes Nob Hedkicka with power claw and bosspole.

180 points

- 9 **Turg's Runts**
10 Gretchin with Runtherd.

40 points

- 10 **Garfag's Boyz**
10 Shoota Boyz.

60 points

- 11 **Da Fly Boyz**
3 Defkoptas with twin-linked rokkit launchas.

135 points



TOTAL: 1500 POINTS

out one, and maybe even two, it is rare that he can bag all three in one Shooting phase. A Big Mek with a kustom force field generator should help my scary-lookin' first wave, effectively giving the Trukks a 4+ save from Matt's gun line. With a bit of clever deployment and reckless driving, at least one of my Nobz mobs will be in the thick of Matt's troops on Turn 2, allowing my footslogging horde to close in whilst the Space Marines are busy avoiding having their limbs sheared off by Ork power claws.

The new version of 40K practically demands lots of Troops choices, so I spent a good lump of my remaining points on three big 20-strong units of Boyz – my weapon of choice these days. It's amazing how much punishment those nice fat units of greenskins can soak up, even when facing off against those fearsome Space

Marine Devastator Squads and Tactical Marine tag-teams.

I also took a unit of Gretchin – lovely little nuisances that they are – to skulk at the back and claim objectives whilst their larger cousins get on with all the real work, and some Shoota-toting Boyz to thicken my mobile firepower.

Finally, I included some valuable (and extremely mobile) anti-tank firepower in the shape of the new Defkoptas – wonderful models and very nippy due to their scout special rule. It will be their job to take on Matt's Dreadnought and stop the indomitable walker from tying up my more vulnerable units – not such a difficult task with those twin-linked rokkit launchers and enough zoom to get round the flanks and rear nice and quickly. This is set to be a good game – ol' Zanzag's not going down without a fight!

TURN 1

THE ORK SURGE



ANNOTATIONS

A The Ork Sluggas shun firing in favour of catching up with the Trukk-riding first wave.

B The Deffkoptas withdraw after losing one of their number to a sniper shot.

C The Dreadnought fires its multi-melta at the Trukk. Matt needed 11 or more to penetrate but rolled 18 (S8 + 10 on 2D6), before adding +2 to the roll on the damage table (+1 for open-topped, +1 for AP1), destroying it.

D The Devastators fire at the Nobz, but the cover, the presence of a Painboy and Phil's inability to fail a save means the Orks suffer no casualties.

E The Librarian invokes the *Fury of the Ancients* psychic power but fails to cause any wounds, thanks to the nearby Mek's kustom force field generator.

End of Turn 1

Phil had won the dice roll to go first but, before he could even unroll his tape measure, Matt tried to seize the initiative and wrest the first turn away from the Orks. Matt failed to roll the requisite 6 – the Ork lust for battle trumping any kind of tactical acumen from the Space Marines.

The Ork's surged forward in two prongs. Painboy Skubgut's Nobz went north towards the burning promethium line and the formidable guns of Squad Xerxes. Zanzag and his ladz, along with the Meganobz, rode eastwards in their Trukks, taking a more direct route towards the Ultramarines lines. The rest of the horde followed as fast as they could. The few exceptions were Garfag's Shootas who advanced more cautiously in the south and the Grots seemed more than happy to loiter in the deployment zone. The Deffkoptas were already deep in the north-

western quarter thanks to their pre-game scout move.

The Orks mainly used the Shooting phase to run closer to the enemy (A). There was some sporadic shooting, the Meganobz firing their twin-linked Shootas at the Devastators to no avail. The Deffkoptas tried their luck by firing off a few rokkits at the Dreadnought but the over-eager Kopta pilots were out of range.

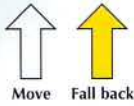
As expected, there was very little movement in the Space Marines' first turn. However, the Terminators of Squad Xerxes strode forward, undaunted by the sheer mass of Orks that were rapidly approaching. Advancing parallel to them on the other side of the promethium pipe was Squad Authos, closely followed by the Librarian. The Dreadnought moved south, bringing his deadly multi-melta within range of the Ork Trukks. Sicarius,

Turn 1 Objectives

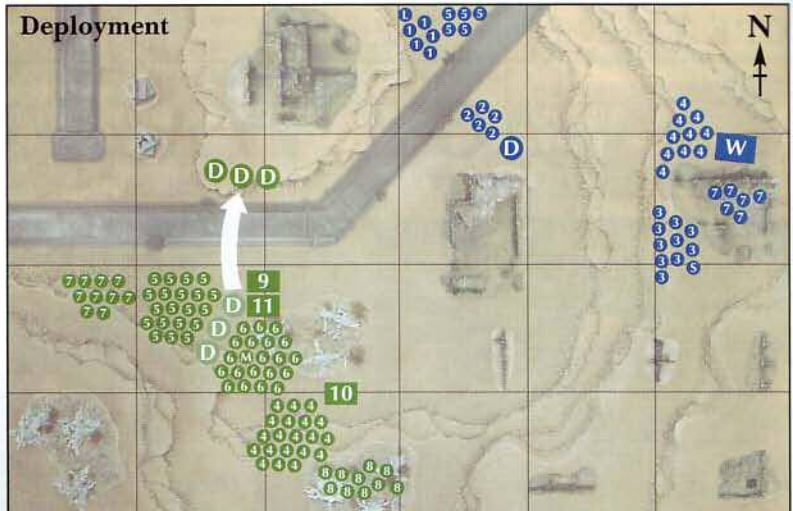
Ultramarines 1

Orks 1

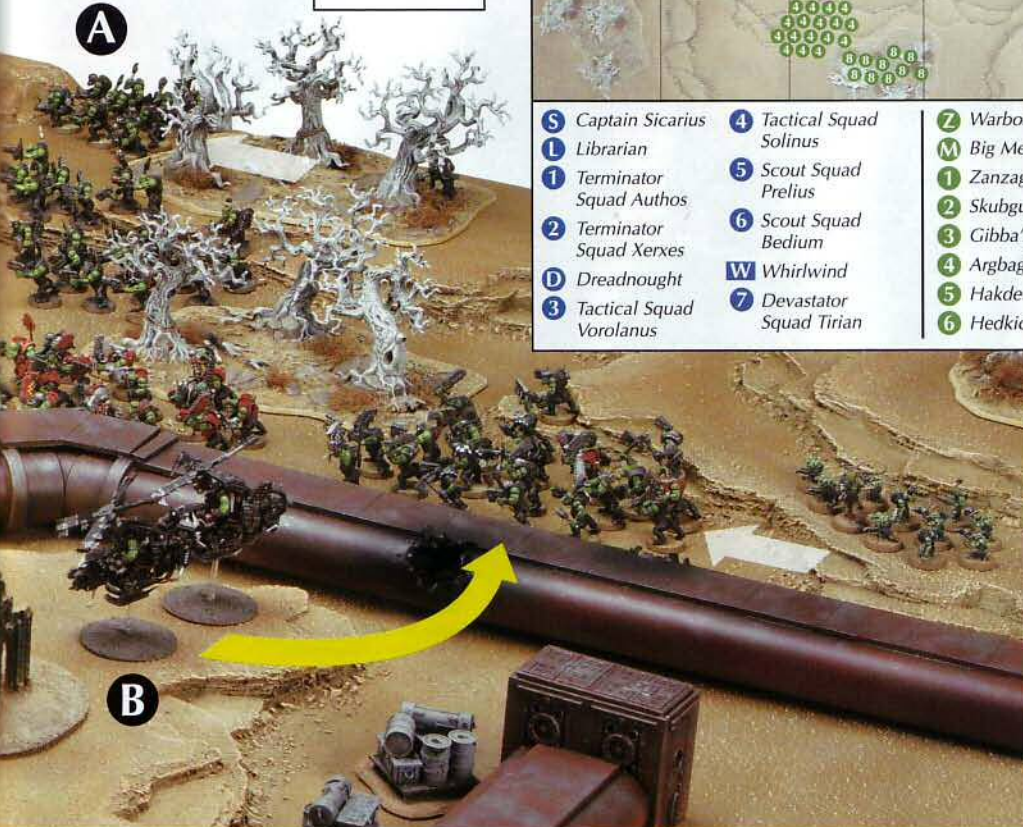
Key



Deployment



S Captain Sicarius	4 Tactical Squad Solinus	Z Warboss Zanzag	7 Turg's Runts
L Librarian	5 Scout Squad Prelus	M Big Mek	8 Garfag's Boyz
1 Terminator Squad Authos	6 Scout Squad Bedium	1 Zanzag's Ladz	D Deffkoptas
2 Terminator Squad Xerxes	W Whirlwind	2 Skubgutz's Ladz	9 Zanzag's Trukk
D Dreadnought	7 Devastator Squad Tirian	3 Gibba's Nobz	10 Gibba's Trukk
3 Tactical Squad Vorolanus		4 Argbag's Mob	11 Skubgutz's Trukk
		5 Hakdeff's Boyz	
		6 Hedkicka's Boyz	



MIGHTY HERO



The Black Reach campaign focuses on the bravery of Captain Sicarius in his struggle to halt Waaagh! Zanzag. Next month we are releasing a brand new Sicarius miniature to coincide with the release of Codex: Space Marines. As this isn't yet available, we used the Captain from the Black Reach boxed game to represent the honoured Ultramarine hero, counting him as a normal Space Marine Captain, equipping him with the same weapons as the model.

accompanied by Squad Solinus, manoeuvred south ready to face the greenskin onslaught.

The Space Marine Shooting phase started with the Scouts of Squad Prelus targeting the Deffkoptas with their sniper rifles and missile launcher. The missile struck the intervening terrain but a well-placed shot from a sniper rifle hit a fuel tank, sending one of the Deffkoptas spinning out of control and plunging to the ground (B). First blood to the Adeptus Astartes! The two surviving Deffkoptas failed their Morale test and quickly withdrew to relative safety behind the burning promethium pipe. The Dreadnought's multi-melta was next to fire,

"Phil just kept making the cover saves granted by the Mek's force field."

the blast of super-heated air striking the Ork Trukk that was carrying Skubgutz's Boyz, instantly turning it into bubbling, molten slag (C).

The rest of the Space Marine force fired into the Orks at the forefront of the advance. However, the Big Mek's expensive kustom force field came into its own. Despite the sheer amount of firepower from the combined mass of bolters and missiles, the Orks came out of the Shooting phase relatively unscathed. Much to Matt's frustration, Phil just kept making the cover saves granted by the Mek's force field. The only notable casualties were two dead Boyz of Argbag's Mob from a Whirlwind barrage.

ORK TURN 2

ZANZAG'S WAAAGH!



The Orks charge relentlessly onwards towards the Space Marine lines. In the lead was Zanzag, his Ladz and Gibba's Meganobz.

The Orks had fared well against the Space Marine firepower in the previous turn and so Phil sought to take full advantage of this. Painboy Skubgut's Nobz continued to advance towards the Terminators of Squad Xerxes. The intact Trukks – one carrying Zanzag and his Nobz, the other transporting the Meganobz – sped east, ever closer to the Ultramarines. Phil dubbed these mobs “the first wave.” The rest of the greenskin horde, with a few notable exceptions, followed. Hakdeff's Mob, Hedkicka's Mob and Mek Know-wotz pursued the Nobz north along the pipeline towards the Terminators. In the south Garfag's Shootas hunkered down behind some terrain, while the Grotz and Deffkoptas continued to mill about in the south-western quarter.

As the Shooting phase began, Phil didn't hesitate and immediately declared the Waaagh! Bellowing for the charge, Zanzag launched himself off the Trukk, closely followed by his bodyguard of Nobz. The Warboss headed straight for Sicarius, stopping an inch short and leaving no doubts as to his intended target in the

BURNA BOYZ

The Orks of Hedkicka's squad surround the Terminators, desperate to get into the fight and grab some glory. Some of the Boyz climb onto the promethium pipe in a vain attempt to get within striking range, oblivious to the fire. Still, the Ork's green hide proved tough, as only one of them is burnt alive!



upcoming Assault phase. The clunking armour of the Meganobz meant they didn't quite have the same momentum – Phil only rolled a one for their run roll. In the north, Skubgut's Nobz and Hedkicka's Mob spurred forward so they were easily within assault range of the Terminators.

Realising they were still too far from "da ackshun," Hakdeff's Boyz snapped off slugga shots and launched their rokkits, firing through Hedkicka's Mob into the Terminators. The majority of the shots missed or pinged off ceramite armour, although one flukey slugga round hit home and felled a Terminator! Back in the east, the gunners on both the Ork Trukks couldn't match their enthusiasm with accuracy and instead fired their weapons wildly into the air, missing their Space Marine targets.

With the Assault phase on the horizon, Phil became notably more animated as he gathered together all the dice in preparation. Matt kept his cool but was under no illusion that this would hurt, potentially blunting Sicarius' attack before it had properly begun. The combats started with the Meganobz charging into Squad Vorolanus. The Ultramarines were faster than the cumbersome Orks and sprang into action, causing four wounds. The Meganobz' armour proved too resilient for the combat knives and bolt pistols of the Tactical Marines as Phil made all his saves. The power claws had no such trouble with Space Marine power armour and the Meganobz slaughtered their way through six Ultramarines. The survivors of Squad Vorolanus fell back, guns ready to avenge their fallen brothers.

Zanzag grinned wildly as he and his Nobz piled into Squad Solinus and Sicarius. The fight quickly turned into a desperate melee. Sicarius struck first,

despatching a Nob with his power sword. The Tactical Space Marines slew another. The Orks fought back, buoyed up by the momentum of the charge, the Nobz killing three Ultramarines with the crude blades of their choppas. Finally, the Warboss prepared to strike, his power claw crackling with wisps of energy. "Well, if the Warlord misses it's going to be jolly dramatic," said Phil without a hint of irony. He then proceeded to miss with all his hit rolls – that's what you get for trying to sound like one of the Famous Five, Phil!

"Well, if the Warlord misses it's going to be jolly dramatic."

Phil's famous last words

The final combat in the phase saw the outnumbered Terminators of Squad Xerxes fending off the Nobz and Hedkicka's Boyz. Sergeant Xerxes calmly decapitated one of the Nobz as it advanced into range. The remaining Nobz were unfazed and inflicted an impressive nine wounds, all of which were saved by thick Terminator armour. The Boyz attacked next and were more successful, slaying two of the 1st Company Ultramarines. The power claws and fists then powered up. The Terminators crushed another two Ork skulls but the four power claw-armed Nobz still in the combat proved the Space Marines' undoing and Squad Xerxes was wiped out.

Orc Turn 2 Objectives

Ultramarines 1

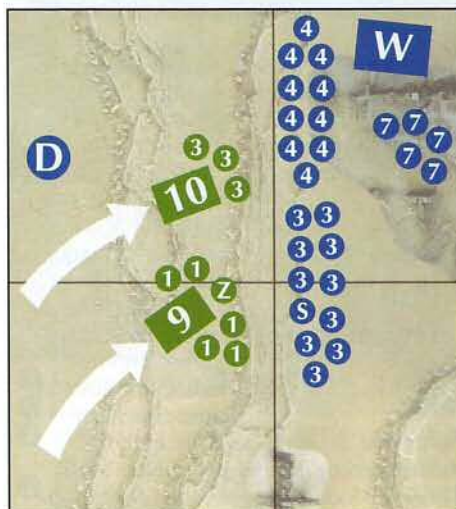
Orks 2



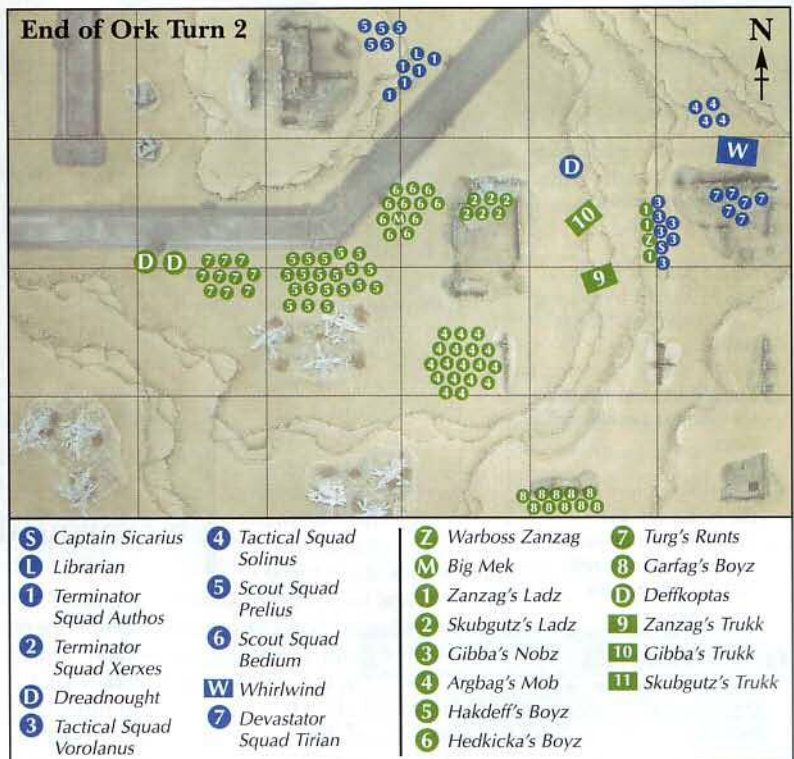
Ork Nob



Tactical Marine



Zanzag and his retinue, hotly pursued by Gibba's Meganobz, zoom forward in their Trukks. They disembark close to the enemy lines, assaulting the Tactical Squads with bloodthirsty intent.



ULTRAMARINES TURN 2

THE TERMINATORS FIGHT BACK



ANNOTATIONS

- A** The Dreadnought makes short work of the Ork Meganobz before heading south.
- B** Squad Authos avenges Squad Xerxes by wiping out Hedkicka's Slugga Boyz.
- C** The Whirlwind causes six wounds on Hakdeff's Boyz.
- D** The Devastators fire on the Nobz but the combined cover saves and feel no pain rolls mean there are no casualties.
- E** The combat ends in another stalemate, with three wounds taken on both sides.

In the south-west the Scouts of Squad Bedium entered the battlefield along the flank, their intention was clearly to steal a table quarter away from the Orks. Phil was wise to the scheme, though, and made no secret where his Deffkoptas planned to go in Turn 3.

The remaining Space Marine moves were based around countering the "first wave" attack. The Dreadnought turned east and lumbered towards the Meganobz, while Squad Vorolanus' surviving members reformed into a better firing position. Most importantly, the five Terminators of Squad Authos mounted the promethium pipe, heedless of the fires around them. In fact, Matt had his own plan involving flames as

he brought the squad's heavy flamer to bear on the mass of greenskins below.

The Librarian also moved over the pipeline and immediately cast *Storm of the Emperor's Wrath* at the Nobz. The psychic

power hit but once again Phil "Cover Save" Kelly made his saving throws.

The shooting started with Squad Authos bathing Hedkicka's Boyz in flame and storm

bolter fire. Seven Orks were either incinerated or riddled with bolter shells. The Dreadnought targeted the Meganobz with its deadly multi-melta. The heat ray hit one of them, transforming the mega armour and the Nob inside into a heap of molten slag.

"The psychic power hit, but once again Phil 'Cover Save' Kelly made his saving throws."

Heavy fire poured from the Devastators into the mob of Nobz. Despite the concentration of heavy bolter and missile fire, no casualties were taken as Skubgutuz the Painboy performed acts of triage that only an Ork could withstand – and they did. The Whirlwind fired on Argbag's Mob in the centre of the battlefield. The Slugga Boyz no longer benefited from the kustom force field as the Mek had moved out of range, and six were slain by the thunderous barrage.

In the Assault phase the Dreadnought strode into combat with the two remaining Meganobz. It despatched the two armoured Nobz with the ruthless efficiency that only comes with centuries of experience in combat. The ancient machine then consolidated south towards the Trukks and the ongoing combat between Sicarius and Zanzag.

The Terminators of Squad Authos, along with the Librarian, charged off the pipeline and into combat with Hedkicka's Boyz, intent on revenge for their fallen 1st Company brothers. The combat was brutal and deadly but the Orks, although more numerous, had been robbed of their momentum and their bonus from furious charge. The Terminator Sergeant and Librarian struck first, slaying three. The Boyz then hit back causing six wounds, all of which were saved. Hedkicka's power klaw raked across the Terminators and caused two wounds, but this time it was Matt who couldn't fail his rolls and made all the invulnerable saves needed. The Terminators' own power fists then crushed

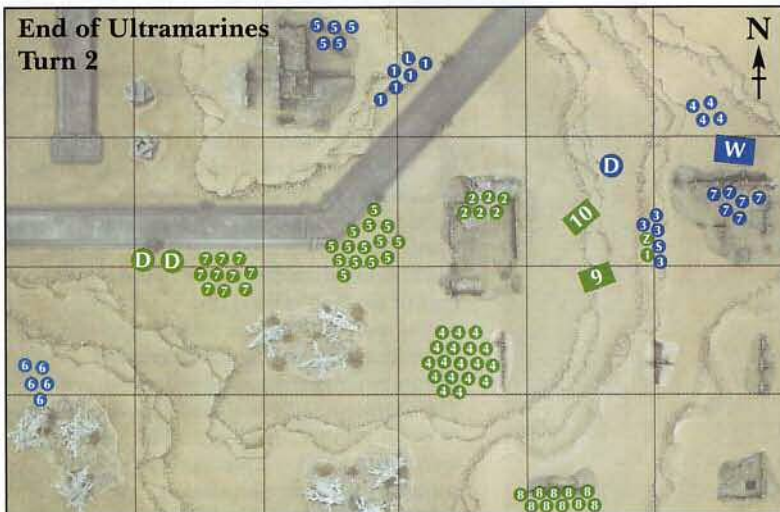
DREADNOUGHT ASSAULT

A Dreadnought is encased in extremely tough armour and when armed with a close combat weapon is incredibly strong. Its numerous assault attacks mean it can strike down a powerful character, take on units of lesser foes or rip apart an enemy tank with ease.

In this turn, Brother Agnathio charged into the Meganobz, intent on their destruction. Like all honoured Dreadnoughts, Agnathio is a fearsome opponent to face in close combat; with three Strength 10 attacks on the charge, Gibba's armoured Nobz didn't stand a chance.



End of Ultramarines Turn 2



S Captain Sicarius	4 Tactical Squad Solinus	Z Warboss Zanzag	7 Turg's Runts
L Librarian	5 Scout Squad Prelus	M Big Mek	8 Garfag's Boyz
1 Terminator Squad Authos	6 Scout Squad Bedium	1 Zanzag's Ladz	D Defikoptas
2 Terminator Squad Xerxes	W Whirlwind	2 Skubgutuz's Ladz	9 Zanzag's Trukk
D Dreadnought	7 Devastator Squad Tirian	3 Gibba's Nobz	10 Gibba's Trukk
3 Tactical Squad Vorolanus		4 Argbag's Mob	11 Skubgutuz's Trukk
		5 Hakdeff's Boyz	
		6 Hedkicka's Boyz	

a further two Orks. The Boyz had lost and subsequently failed their Morale test. Phil used the bosspole to try and restore order (inflicting another wound on the mob in the process) but failed the test again. The Ultramarine Terminators wiped out the mob, claiming vengeance before consolidating back over the promethium pipeline to the north.

The final combat revolved around the two commanders and their accompanying retinues. The Space Marines, including Sicarius, caused a wound on the last Nob, who seemed overwhelmed by this assault and failed to hit his power-armoured foes at all. Zanzag made up for his dismal performance in the previous turn by slaughtering three Ultramarines and forcing another draw. The epic combat continued.

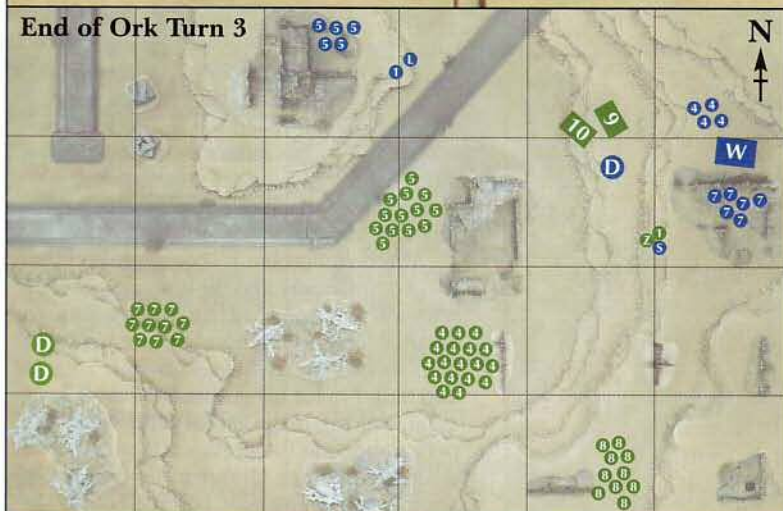
Ultramarines Turn 2 Objectives

Ultramarines	1
Orks	1

DEFF FROM DA SKIES



End of Ork Turn 3



- | | | | |
|-----------------------------------|----------------------------------|---------------------------|-----------------------------|
| S Captain Sicarius | 4 Tactical Squad Solinus | Z Warboss Zanzag | 7 Turg's Runts |
| L Librarian | 5 Scout Squad Prelus | M Big Mek | 8 Garfag's Boyz |
| 1 Terminator Squad Authos | 6 Scout Squad Bedium | 1 Zanzag's Ladz | D Defskoptas |
| 2 Terminator Squad Xerxes | W Whirlwind | 2 Skubgutzz's Ladz | 9 Zanzag's Trukk |
| D Dreadnought | 7 Devastator Squad Tirian | 3 Gibba's Nobz | 10 Gibba's Trukk |
| 3 Tactical Squad Vorolanus | | 4 Arbgag's Mob | 11 Skubgutzz's Trukk |
| | | 5 Hakdeff's Boyz | |
| | | 6 Hedkicka's Boyz | |

Garvag's Shoota Boyz became impatient with skulking around the ruins in the south when all the action was clearly taking place further north. And so they left the safety of the cover and advanced towards the busier end of the battlefield.

Across the table to the far west, the Grots and Deffkoptas had turned to advance upon the recently arrived Scouts. The Deffkoptas flew at great speed, eager to confront this new target. The Trukks were also on the move again and, with some surprisingly deft driving, the Ork vehicles spun round behind the Dreadnought, giving their gunners a clear shot at the machine's weaker rear armour. The Ork gunners didn't hesitate, and opened fire – though one missed, the other hit the Dreadnought, but still couldn't penetrate the armoured sarcophagus.

Skubgutz's Nobz had moved onto the promethium pipeline in the Movement phase and now fired at the Ultramarines

Ork Turn 3 Objectives

Ultramarines

1

Orks

2



keeping his ladz alive, also missed, although this was understandable as it must be quite hard trying to find a suitable place to insert the 'urty syringe when your target is encased in Terminator armour! Once again it came down to a clash between the power fists and power claws. Both Phil and Matt rolled high and after the dust had cleared all that was left was a solitary Terminator and the Librarian – the Nobz and Painboy had been wiped out. The survivors consolidated southwards, back over the pipeline.

The fighting between Sicarius and Zanzag became all the more intense as their retinues were ever more depleted. Sicarius despatched another Nob, but Zanzag's patience obviously wore thin as his power claw cleaved through all the remaining Tactical Marines, leaving Sicarius to face the Ork alone. Nevertheless the Ultramarines Captain held his ground, ready to face his nemesis in bloody one-on-one combat.

Left: The Ultramarines Scouts are about to find out how nasty the Deffkoptas are in combat, with 2 Attacks and furious charge. You can also kit them out with buzzsaws, giving them power claws when used in assault.

Terminators, but all shots missed. Arbag's Sluggas, positioned in the centre of the table, were also wide when firing at the Devastators, only managing to draw attention to themselves! In the west, the Gretchin finally did something more than just linger about, and fired at Squad Bedium. Being better shots than their larger cousins, the Grots managed to bring down two Scouts. The Deffkoptas also fired at the same target and killed another, much to Matt's annoyance.

In the Assault phase the Deffkoptas hovered low, churning up the ground and anything else that happened to be in the way of their rotor blades, including the Ultramarines Scouts. The Ork contraptions lurched forward and sliced the last two members of Squad Bedium to pieces.

The Nobz charged forward into Squad Authos. The Terminators seemed to forget they were fighting for their lives as both the Sergeant and Librarian missed. The Painboy, who had been performing well

THE LEADERS' FIGHT

The monumental struggle between Zanzag's Ladz and Squad Solinus continues into its third phase. As the numbers dwindle, the two respective heroes seek each other out for the final reckoning.



ULTRAMARINES TURN 3

ZANZAG'S FINAL SCRAP



Sicarius finds himself outnumbered, but Brother Agnathio, the Dreadnought who had already caused so much destruction, was ready to join the fray.

LIBRARIAN



Librarians are Space Marine psykers trained to use their talents on the battlefield. They wield deadly force weapons that creatures of the Warp, such as Daemons, are particularly susceptible to. The loss of a Librarian would deal a blow to any Chapter, so the Ultramarines will mourn greatly this day, with the loss of both their Captain and one of the Chapter's precious psykers.

In the far north the Scouts of Squad Prelius moved into the cover of the ruins. The Librarian and the sole remaining Terminator advanced south and made ready for a confrontation with the Boyz of Hakdeff's Mob.

The Shooting phase commenced with the Devastators targeting the recently emerged Shoota Boyz in the south. The combined missile and heavy bolter fire whittled the Ork Shootas to half their number, and the remaining five Boyz scarpered off the table.

The Librarian summoned his psychic force and cast *Fury of the Ancients*, blasting its way through the remaining Slugga mobz, killing two from each. The Terminator fired his storm bolter into the ensuing destruction, but while both shots wounded, the infernal kustom force field prevented them becoming casualties.

The Whirlwind launched its third salvo into the Ork lines, specifically at Argbag's Mob in the centre. The barrage hit seven Orks and wounded five. With no cover or force field to protect them, all the slain Orks were removed from play.

Squad Vorolanus readied weapons and fired into the side of an Ork Trukk. The vehicle was penetrated and careened back towards the Space Marines on a collision course with the Whirlwind. The Trukk

crashed before it could reach the Ultramarine vehicle, although the resulting explosion took a nearby Devastator with it.

The Assault phase was obviously going to be another bloody one as the Terminator and Librarian charged into the mob of Ork Boyz, and the Dreadnought gate-crashed the ongoing combat between Sicarius and Zanzag. The sheer weight of numbers proved too much for the Librarian and Terminator; an Ork Boy was slain but then the Terminator was subjected to 18 attacks back. Only two were wounding hits, but Matt failed one of his saves and Squad Authos was no more. The Librarian saw off all seven attacks against him, but the Nob's power claw claimed the Ultramarines psyker. Hakdeff's mob celebrated their victory by consolidating onto the pipeline. Not the wisest manoeuvre, as two of the Boyz were burnt to death by the flaming promethium leaking from the pipe.

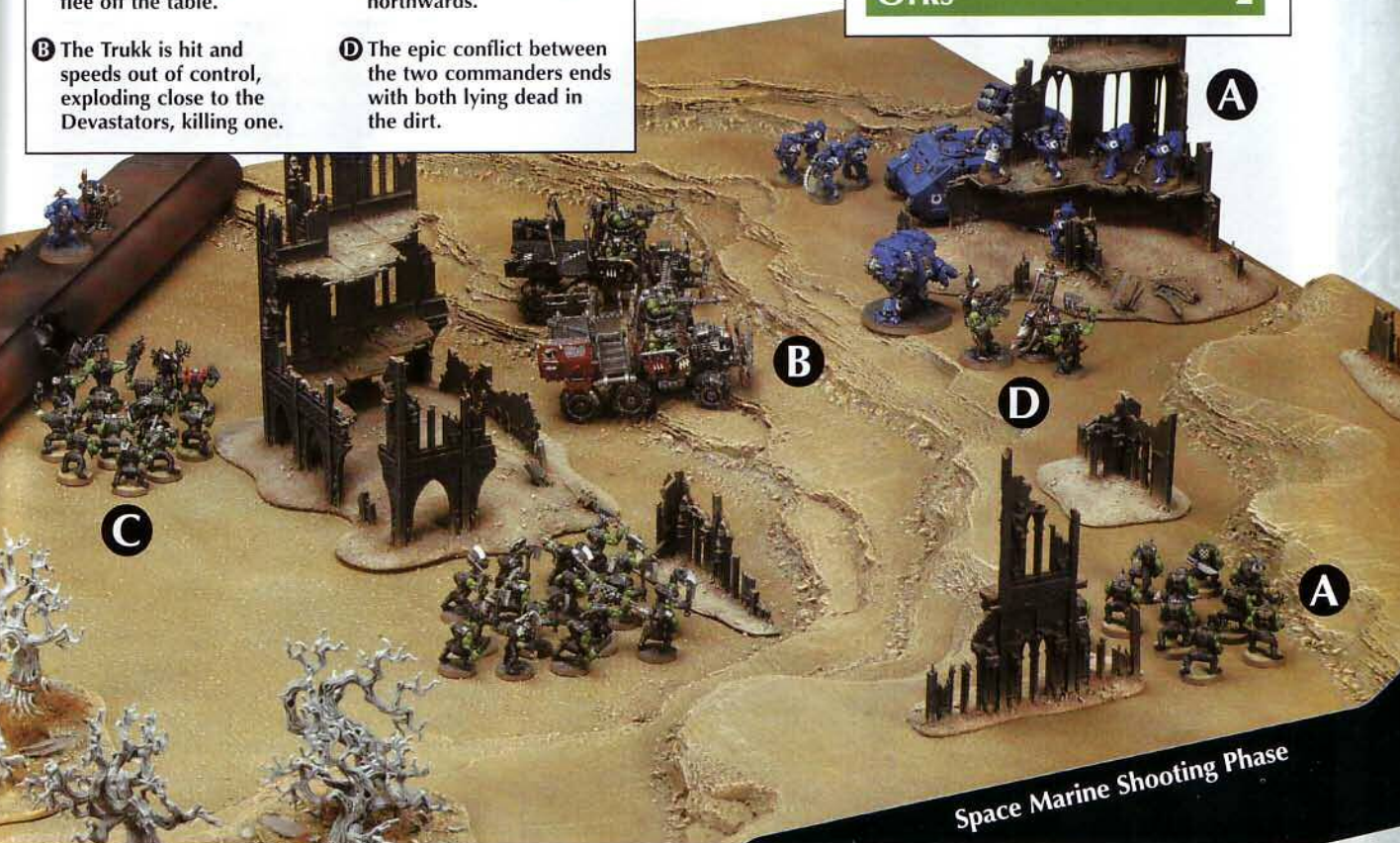
In their ongoing struggle, Sicarius struck first against Zanzag, but missed with all of his attacks. The Dreadnought wasted no time, as it ploughed into battle, picking up the Ork in its massive power fist and ripping the Warboss apart! The last remaining Ork Nob was incensed at the death of his boss, and promptly struck down Sicarius! Both sides had lost their commanders in the same combat.

ANNOTATIONS

- A** The Devastators fire upon the Shoota Boyz, forcing the survivors to flee off the table.
- B** The Trukk is hit and speeds out of control, exploding close to the Devastators, killing one.
- C** Hakdeff's mob finish off the Terminator and the Librarian, before moving northwards.
- D** The epic conflict between the two commanders ends with both lying dead in the dirt.

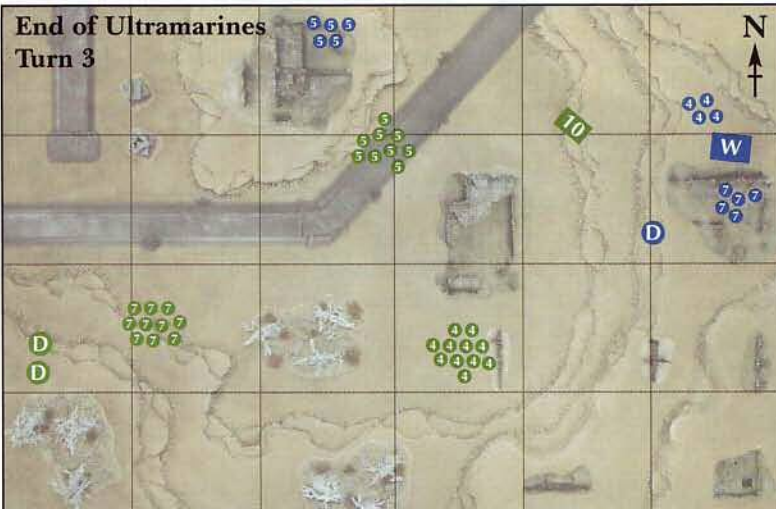
Ultramarines Turn 3 Objectives

Ultramarines	1
Orks	2



Space Marine Shooting Phase

End of Ultramarines Turn 3



S Captain Sicarius	4 Tactical Squad Solinus	Z Warboss Zanzag	7 Turg's Runts
L Librarian	5 Scout Squad Prelus	M Big Mek	8 Garfag's Boyz
1 Terminator Squad Authos	6 Scout Squad Bedium	1 Zanzag's Ladz	D Defikoptas
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3 Tactical Squad Vorolanus		4 Argbag's Mob	11 Skubgut's Trukk
		5 Hakdeff's Boyz	
		6 Hedkicka's Boyz	

SHOOTAS

Earlier in the game, Phil had placed his unit of Shoota Boyz behind cover in the south-west quarter of the table, ready to claim or contest that area. Tactically it would have made sense to keep them out of sight but, in the heat of battle, Phil often finds himself not just controlling the Orks but playing like one as well. So they came into the open looking for a fight, only to be shot to pieces by Matt's Devastator Squad!



TURN 4

HACK 'N' SLASH



Hakdeff's Mob outnumbered the Scouts of Squad Prelus ensuring the following assault was short and bloody.

Hakdeff's mob began Turn 4 by moving north, on the hunt for the Space Marine Scouts. In the east the Grots continued to hunker down behind the pipeline. The Deffkoptas, having disposed of the Scouts, then flew west as fast as they could.

The Ork Shooting phase was typically characterful of their race as everything missed apart from one lucky shot by one of the Slugga Boyz in the centre of the table, which wounded a Devastator.

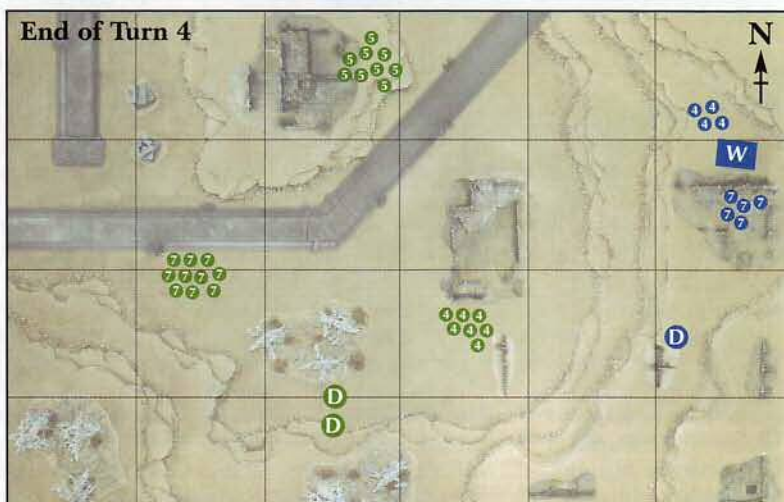
With the shooting out of the way Hakdeff's Boyz piled into the Scouts. The Ultramarines slew an Ork before they were subjected to 24 attacks back, five of which wounded. Matt made good on his saves and only one Scout was lost. The Nob then hit out with its power klaw and killed another two. The surviving Scouts withdrew towards the western edge.

In the Space Marine turn the only movement was from the hardworking Dreadnought, which made its way towards the remaining Ork Trukk. With another blast of the multi-melta, the final Ork vehicle was destroyed. The Devastators targeted the Slugga Boyz in the centre, and when the smoke had cleared from the intense shooting four more Ork Boyz lay dead. The Whirlwind tried to target the Grots as Matt needed to wipe them out to prevent Phil claiming the quarter. However, for the first time in the game, the barrage scattered well wide of the mark.



GROTS

Gretchin, also known as Grots by their Orky masters, may not be the most powerful troops at a Warboss' disposal, but they do have their uses. Not only are they the best shots in the Ork list with a BS of 3, they are found in the Troops section of the army and so can hold objectives, as they are doing here, securing Phil a table quarter.



Turn 4 Objectives

Ultramarines 1

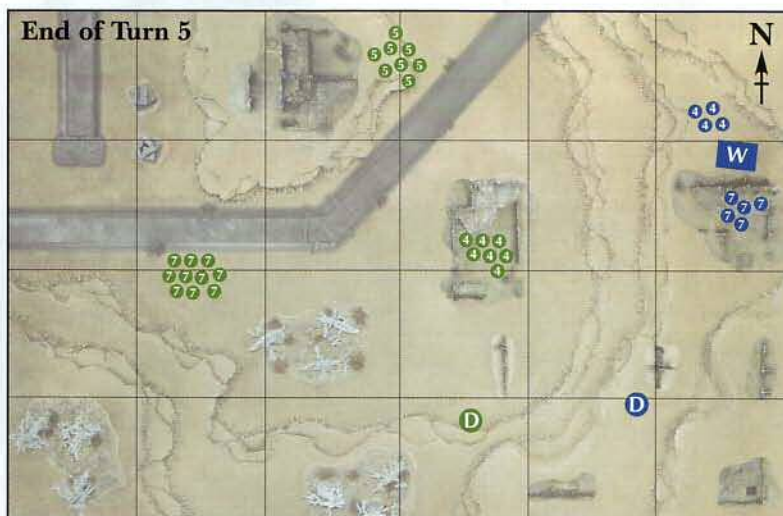
Orks 2

WIPE 'EM OUT!



Brother Agnathio aims his multi-melta once again and targets the Deffkoptas, bringing another one burning to the ground.

In the Space Marine turn the Dreadnought moved south-west, goading the Deffkoptas to attack it. It fired its multi-melta and Matt took great satisfaction at blowing up another Ork vehicle and the thought of the Deffkopta falling out of the sky. The Devastators fired at Arbag's Boyz but the cover proved too dense and no wounds were taken. Finally, the Whirlwind launched a barrage at the Gretchin again but it fell wide once more. A single dice was then rolled to see if the game ended – the result was a 2, and the battle was over. Both sides had taken heavy losses and both had lost their leaders, but the day belonged to the greenskins. However, with Zanzag no longer at the head of the Waaagh! it would only be a matter of time before the world of Black Reach could be cleansed of the Ork menace.



Final Objectives

Ultramarines		Orks	
Table Quarters	0	Table Quarters	2
Slay Zanzag	1	Slay Sicarius	1
Total:	1	Total:	3

REGROUP AND FALL BACK

SECOND OPINION

We asked White Dwarf's Andy Hall for his thoughts on the battle:

Andy: It was another hard fought battle between Phil and Matt. The balance shifted considerably from one side to the other, especially in the early turns. For the Ultramarines the Dreadnought proved the star, the multi-melta really came into its own despite Matt's concerns about the Dreadnought's armament before the battle commenced.

Although the Orks were victorious, Phil did make the odd mistake – getting Zanzag killed is the obvious one, but that wasn't really Phil's fault (that Dreadnought again!). It was moving the Shoota Boyz into the open only to get shot up for no real tactical gain that was the real blunder. Still, the Orks won the battle and it's the result that everybody remembers!

Matt: That was really close – typical of my games against Phil. By Turn 5, all the remaining Orks could do was hunker down in cover and hope the game ended at the earliest opportunity.

My counter-attack after the first wave of Orks hit worked perfectly, in particular the Dreadnought was awesome, the mega armoured Orks didn't stand a chance. The second unit of Terminators executed a perfect hit and run over the pipeline to eliminate a mob of Orks. My concerns that the Dreadnought's multi-melta armament wasn't right for fighting Orks was thrown

out of the door the minute it scored 18 for its armour penetration against a Trukk. In fact, the Dreadnought almost single-handedly won the game for me by destroying everything it targeted.

So where did it all go wrong? Sicarius let me down with his inability to do more than one wound a turn and then, when the combat was all but won thanks to the intervention of the Dreadnought, he added injury to insult by dying to a single lonely Ork Nob and costing me a vital victory point. A confrontation with the Warboss's power claw though would have brought about an earlier end to this combat, and no amount of badgering from Phil was going to make this confrontation happen.

So apart from passing a few more armour saves what would I have done differently? A bigger Scout squad might have been able to hold off the Deffkoptas or failing that shooting them earlier would have done the trick! As the game was really close, a single on-target Whirlwind shot against the Grots could have swung it my way but it wasn't to be.

Next time I fight Phil I will hopefully have the new Space Marine Codex to play with and maybe have a few new tricks up my sleeves to use.



Despite some early reservations the dreadnought really proved its worth.



DA BOYZ DONE GOOD

Phil: Well that was a blast, even before stuff started exploding. I really enjoy those games where it looks like you're going to get shot to pieces, but you hang in there, and in the end the Boyz come through for you. It's typical of the games Matt and I play – I take an early lead, then Matt counterattacks and rips great chunks out my army, and we're left with a really tense end game which swings back and forth to a bloody conclusion.

So what swung it my way this time? Well, my Trukk plan worked well enough – I certainly got the Boyz into combat nice and early with a second-turn Waaagh! The Nobz charged in and battered a lot of Tactical Marines into the ground, but Matt proved more than equal to the task of holding steady and containing the sudden outbreak of bellowing green-skinned aliens in his lines. The subsequent counterattack was devastating – losing all three of my Meganobz to the Dreadnought in one fell swoop was a real shame, and the walker went on to be a real thorn in my side for the rest of the game. To think I'd discounted the multi-melta-toting Dread as "not that big a deal" – I learned my lesson

the hard way! More Tankbustas next time, I think – bomb-squigs just love to play with those big friendly Dreadnoughts.

Still, the Deffkoptas saw off Matt's Scouts and there were enough Boyz left at the end to hold onto those table quarters, so regardless of my many casualties I still managed a win.

The duel between Sicarius and Zanzag went on for ages – or should I say the duel between their units. For some reason Matt seemed reluctant to get his Captain into base contact with my power-klaw wielding Warboss. Pfah! Stinkin' human, using one of them tactics on me. I got him in the end though – just as the dreaded Dreadnought stormed in to tip the finely-balanced combat by squishing Zanzag into a paste, the last Nob of the Warboss' retinue lucked out and took down Sicarius in a single combat round. Bosh!



The Deffkoptas were invaluable, due to their speed and ability to fly over intervening terrain.

CINEMATIC ACTION

Games of 40K are always action-packed. There will be many moments that are very cinematic, bits of action you'd love to see up on the big screen. For this battle we thought the most dramatic point happened when Squad Xerxes was wiped out by the Ork Nobz. But before the greenskins could truly celebrate, the Terminators of Squad Authos appeared on top of the burning pipeline to dish out righteous retribution with heavy flamer and storm bolter. They then wiped out the Orks in assault before withdrawing back over the promethium. Truly a classic 40K "movie moment!"



BEYOND APOCALYPSE



Apocalypse Online

If you love Apocalypse, then the web is your friend. You'll find loads of great Apocalypse articles on the Games Workshop website – everything from tactics on how to survive being a foot slogger, to army painting guides. You'll also find over 30 new datasheets ready and waiting for you to download and use. Don't forget that all our web content is free!

WWW.GAMES-WORKSHOP.COM

The last twelve months have seen Warhammer 40,000 being played on a whole new scale. Andy Hall takes a look at Apocalypse one year on.

If you added together the casualties from all the Warhammer 40,000 games that take place in a typical year, then no doubt it would be a massive number. Now, if you did the same thing for the last twelve months, you'd have a truly astronomical figure. Why the increase? Well, the Apocalypse happened...

We all knew that Apocalypse was going to be a hit. What we didn't quite realise was just how much hobbyists would take gaming on a massive scale into their hearts. All around the world, reports have filtered in of mass destruction on a suitably apocalyptic scale. Whole battalions of Imperial Guard have been lost. The massed firepower of super-heavy vehicles has

slaughtered so many Gaunts that they have blunted entire Hive Fleet tendrils. Daemons have been banished back to the Warp in numbers large enough to make even Khorne blush. Never has a project been more aptly named than Apocalypse!

It was always the plan that the Apocalypse book would be just the beginning; a tome of information gathered from experienced gamers on how to set up and run massive games, while the few rules included essentially gave you permission to ignore the Codex restrictions. The datasheets in the book offer a brief glimpse of the huge super-heavy vehicles and the many battle formations that exist in the 41st Millennium, and loads more have

WARHAMMER 40,000 APOCALYPSE

APOCALYPSE RELOAD



been published in White Dwarf, online and by the busy chaps at Forge World.

Twelve months after the expansion's release, we find Apocalypse in fine fettle, as the recent appearance of the Apocalypse: Reload book is proof if proof were needed. The starting point for Reload was to simply publish as many datasheets as we could get away with. But, as with everything in the Studio, it evolved beyond its original brief and turned into more of a companion tome to Apocalypse – an expansion to an expansion, if you will. Yes, you still get loads of datasheets; the Stormlord super-heavy tank, Skyhammer Orbital Strike Force, The Phoenix Court of Khaine, Tetragon of Darkness and the Behemoth Crusher Brood being just a few examples of what you'll find.

There's far more than the datasheets though. The new book contains dozens of

brand new strategic assets, three of which can be used by any force, just like the assets in the main Apocalypse book.

However, the majority of the new assets are specific to certain armies.

These represent strategies that only that race would or could field. So, while there's nothing wrong when an Ork player decides to take the Careful

Planning asset, it'll be much more satisfying for him to pick Da Big Waaagh!

Of course, we couldn't let an Apocalypse book leave the Studio without Jervis nabbing some pages, and he's filled them with loads of cool optional rules and

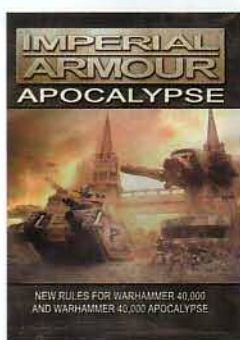
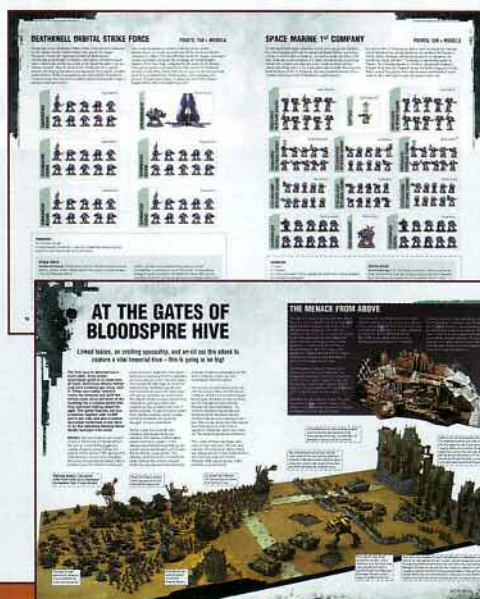
**“ Never has a project
been more aptly named
than Apocalypse! ”**

APOCALYPSE: RELOAD



This 88-page book is packed full of new material for your Apocalypse games. Here's what you can expect to find between the covers:

- Over 50 new datasheets
- Over 40 new strategic assets
- Advice and tactics for playing battles and collecting models.
- Beyond Apocalypse: new optional rules that can be used to expand the scope of your games.
- Cool new battle report that uses the Apocalypse: Reload material in the game.



Forge World

Masters of resin model-making, Forge World produce some truly awesome super-heavy vehicles. They've even published a book full of datasheets that cover the Forge World vehicles.

advice for things like secret orders, multi-table battles and supreme commanders.

If that wasn't enough then you can always find even more Apocalypse in these very pages. Liber Apocalyptica, our semi-regular series of White Dwarf articles, continues to expand the datasheet library. We've already covered Chaos forces and the Armageddon Wars, and Jervis is working on a Space Marine special that'll appear in a few issues' time.

The other event you won't have failed to notice in the intervening months since Apocalypse's release is a new edition of Warhammer 40,000. The latest version of 40K gels with Apocalypse brilliantly, and there are several rules changes that will immediately enhance your games, such as the ability to run to get your infantry moving faster over large distances. So, while Apocalypse may be a year old, there's no doubting that it will continue, and next year's total 40K wound tally will be even higher!

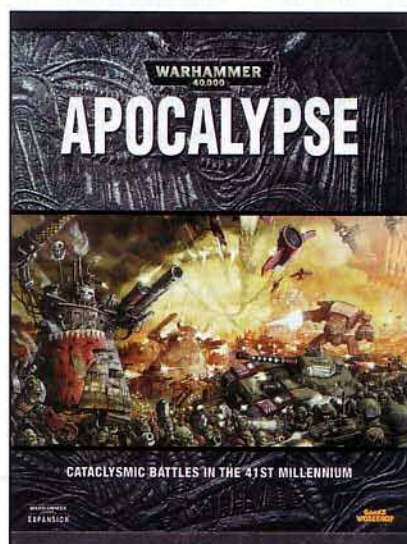
Apocalypse and 5th Edition

New rules such as running and going to ground really help infantry out. Blast weapons get a boost too – so long as you target a high concentration of troops, you're bound to hit something!

The most noticeable change that effects Apocalypse is that only Troops count as scoring units now. This new ruling plays well, but doesn't sit perfectly with the wording in the Apocalypse book. The easy solution is to either play it as written in the new edition of the game, or say that for your Apocalypse battle all units count as scoring units. It doesn't matter which method you use, as long as it is made clear to all the players before the game begins. Each option will give you a tactically different challenge. Apocalypse: Reload discusses this in more detail.

WARHAMMER 40,000

APOCALYPSE

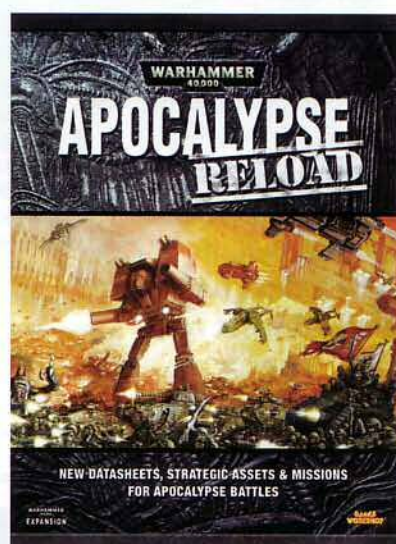


Apocalypse is an expansion to Warhammer 40,000 that allows you to stage massive conflicts and field your entire collection of Citadel miniatures in a single, apocalyptic battle.

WARHAMMER 40,000 APOCALYPSE		£30
Euro	€40	Denmark 300dkr
Sweden	350sek	Norway 370nkr
Product code: 60040199018		

Apocalypse: Reload is a supplement to the hugely popular Apocalypse expansion, crammed full of more than 50 exciting new datasheets, new strategic assets and an Apocalypse battle report that has to be seen to be believed!

WARHAMMER 40,000 APOCALYPSE RELOAD		£15
Euro	€22.50	Denmark 175dkr
Sweden	200sek	Norway 210nkr
Product code: 60040199022		



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CHECK OUT WWW.GAMES-WORKSHOP.COM FOR MORE

STANDARD BEARER



Jervis Johnson has lived many lives, guiding gamers through the ages, although most will have been unaware of his benevolent influence. He is currently living through his 13th incarnation, in which time he has devised what he calls "Specialist Games..."

I was at Glasgow Conflict recently – a wonderful event that's well worth attending if you get the chance – and while I was there quite a few people came over to ask me about what was happening with the Specialist Games range. After answering the question for the umpteenth time, it occurred to me that I really should write a Standard Bearer on the subject, to bring everyone up to speed on our plans for this great range of games.

For those of you that don't know, the Specialist Games range consists of a selection of really rather wonderful games that you can find on our website. You can download the rulebooks from the website for free, and the Citadel miniatures you need to play the games are available from our online store. I've included short descriptions of the different games in the range with this article, but I highly recommend

visiting the website to find out more, as there is lots more information there than I can cram into this short article. You may also, if you're very lucky, find copies of one or more of our Specialist Games at your local Games Workshop stockist; however, since the games have been

moved onto our website, such finds are becoming increasingly rare, and because of this I recommend snapping up copies of any of the games you're interested in if you come across them.

As you may have guessed, I'm a big fan of the Specialist range. Part of this is simply because I'm the designer of some of the games in the range. After all, when you've put your heart and soul, and a fair amount of blood, sweat and tears, into making something, you can't help but take a certain pride in it. However, I really don't think this is just about vanity. Rather more important is the way that these games add what I tend to call "depth and breadth" to the hobby.

In my opinion the Specialist range *deepens* the hobby by allowing us to explore the background for our games in ways that Warhammer and Warhammer 40,000 alone cannot. For

example, Inquisitor added a huge amount of depth to the role the Inquisition play in the fight against the insidious enemies of the Imperium, while Mordheim explored facets of the Warhammer background that are very different to the pitched battles covered in Warhammer itself. Both of these

“The Specialist Games range contains a selection of really rather wonderful games.”



Out of Print Games

Over the years, Games Workshop has made many games set in our worlds, such as Bomberz Over Da Sulphur River, and GorkaMorka. A selection of these can be downloaded from our website. Just print them out, grab some suitable miniatures and play.

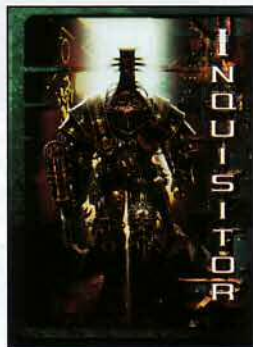
WWW.SPECIALIST-GAMES.COM



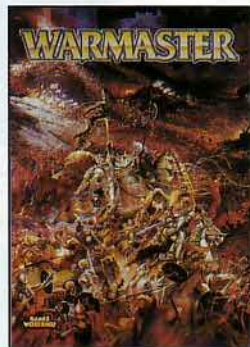
Battlefleet Gothic is the game of spaceship battles. Fleets of monolithic vessels engage in ship-to-ship combat amongst the darkness of the stars.



The Battle of Five Armies game recreates the climactic battle from J.R.R. Tolkien's The Hobbit. In the game, players take command of rival armies of Men, Elves, Dwarves, Goblins and Wargs represented by ranks of intricately detailed models about 10mm tall.



In Inquisitor, players take the part of the Imperium's most powerful and secretive servants. Using 54mm figures, Inquisitor is a narrative wargame, based around humanity's unending conflict with the alien, the Daemon and the witch – the battle for the Emperor's Soul.



Control mighty armies thousands strong, backed by huge batteries of devastating war machines and led by the most valiant of heroes as they clash with your mortal enemies across vast expanses of terrain. Witness giants, dragons, and massive creatures clashing on a breathtaking scale.

games – indeed all of the games in the Specialist range – deepen the hobby, and make all aspects of it more interesting and fulfilling. I think that it's just more fun to play 40K when you're aware of things like the mile-long battleships described in *Battlefleet Gothic*, or the huge Titans and Gargants described in *Epic Armageddon*, at least in my opinion anyway.

But as well as depth, the Specialist range also adds *breadth* too, by allowing hobbyists to try out different gaming and modelling experiences. On the one hand, games like *Necromunda*, *Blood Bowl* and *Warmaster* offer very different gaming opportunities and styles of play to those offered by *The Lord of the Rings* strategy battle game, *Warhammer*, and *Warhammer 40,000*. On the other hand, games like *Battlefleet Gothic*, *Epic Armageddon* and (especially) *Inquisitor* allow the dedicated modeller to try their hand at painting and converting models that are very different to the miniatures used in our main games. These things broaden the hobby experience for us all, increasing the number of different things that hobbyists can discover, try out and explore.

All in all, then, I think that the games and miniatures in the Specialist Games range compliment our other products very well, and make the hobby even more fulfilling, especially for experienced hobbyists who are looking for new challenges and gaming experiences.



Variety, as they say, is the spice of life! For all of these reasons, we consider the Specialist Games range to be an important part of the Games Workshop hobby and one that we don't want to see disappear. Therefore, in order to make sure that doesn't happen, we've come up with a cunning plan to make sure that the Specialist range remains available for the foreseeable future.

Above. Witch Hunters scour the damned city of Mordheim.



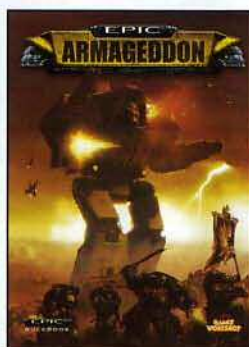
Blood Bowl is the game in which humans, Orcs, Elves, Trolls and many other creatures participate in a bloodthirsty, fantasy sport. Take the role of a *Blood Bowl* coach looking to work his team of psychotic players up through the leagues and then on to win the fabled *Blood Bowl* itself!



In the year of 1999, the twin-tailed comet fell upon the corrupt city of Mordheim. All that is left are smoking ruins and the mysterious shards known as *wyrdstone*. Players take their mercenary warbands into the deserted streets to fight for the precious *wyrdstone* shards.



Necromunda Underhive is a game of fierce combat between rival gangs in the dangerous underworld of the *Necromundan* hives. Gangs must fight to gain territories, wealth and renown. Only when a gang leader is well-known throughout the *Underhive* can he hope to cross over the Wall and enter into the hive city above.



Epic is a game of mass combat. Armies of infantry, legions of tanks and giant war engines such as Titans and super-heavy vehicles engage in massive conflicts across entire planets – worlds such as *Armageddon*, where the Orks have invaded and only the massed might of the Imperium and numerous Space Marine Chapters can stop them.



Dark Elf Blood Bowl players are naturally good at the passing game, and excel at long-ball tactical plays.



Delaquer gangers work in the shadows, dealing in complex plots and misinformation. Delaques only go to battle after meticulous planning and preparation.

Write to Jervis at:

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

As I've already mentioned, the main home for the games in the Specialist range is the new-look Games Workshop website and online store. Just visit the website and follow the links for the Specialist Games range and you will be led to a treasure trove of cool stuff, including copies of the rules that you can download for free, an online store for the Citadel miniatures needed to play the games, and a wide collection of support material and articles about the games that will help you to get the most from them. You can also order miniatures from the Specialist range from the Direct Sales order points we have in our stores, and if you do this any models you order can be collected from the store, post free.

Of course, just having a home for the games in the Specialist range isn't going to help all that much if people are not aware that the range exists, so the other thing we've been working away on is a new Specialist Games range catalogue. This is still a work in progress as I type this column, but as long as everything goes to plan it will be out in time for Christmas. The catalogue will be full-colour throughout and will show off all of the Citadel miniatures in the Specialist range. This will, of course, make the catalogue jolly useful for those enlightened individuals that already play the games in

the Specialist range, but, speaking personally, I think it's just as important as a way of making sure that as many people as possible know about these great games and how to get hold of them.

And that, in a nutshell, is our plan for supporting the Specialist range. In the future we hope to be able to add new games and new miniatures to the range, though it has to be said that such things are a long way off right now. However, I know that quite a few of our designers would love to get the chance to make some new Specialist Games

“We already have a fantastic range of Specialist Games for you to choose from.”

range miniatures, and when we get the chance to let them do so, we'll let you know right here in White Dwarf. Watch this space, as they say! Until then, we already have a fantastic range of Specialist Games for you to choose from, and all these games work brilliantly well with the miniatures that are already available. Just as importantly, these games are going to be kept permanently available for those players that already know and love them, and for the new generations of gamers who have yet to have had the joy of discovering them. The Specialist Games range is here to stay!

As ever, if you have any thoughts, comments or feedback on what you've just read, or about the hobby in general, then please write to me. I'd love to hear what you think of the Specialist Games range and our plans for it.



Inquisitor Eisenhorn and his retinue are on the hunt for a foul heretic and his foolhardy servants.

HOBBY ESSENTIALS

We launched the Modular Movement Trays back in December last year and the kit has proved very popular with hobbyists for customising movement trays to fit their units.

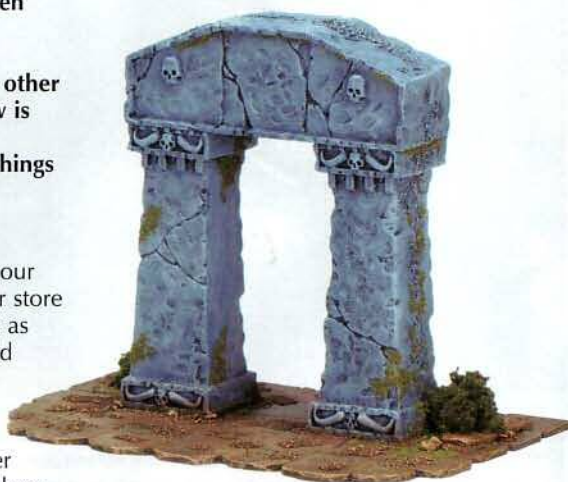
However, the potential of a large gridded plastic sheet has proven too hard to ignore for many modellers and so the modular tray components have been used in ways other than those originally intended. Below is just one method. Not that we're complaining – that's just one of the things that makes the hobby so much fun.

Basing Your Buildings

The following top tip was brought to our attention by Will Bowdrey, one of our store managers. He's been using the sheets as sturdy bases for his buildings. The grid looks great as a paved urban environment on a Warhammer 40,000 battlefield, or as ancient slabs of stone as part of a Warhammer terrain set. The two examples shown here, constructed and painted by Alan Merrett, illustrate what you can achieve with a minimum of fuss.

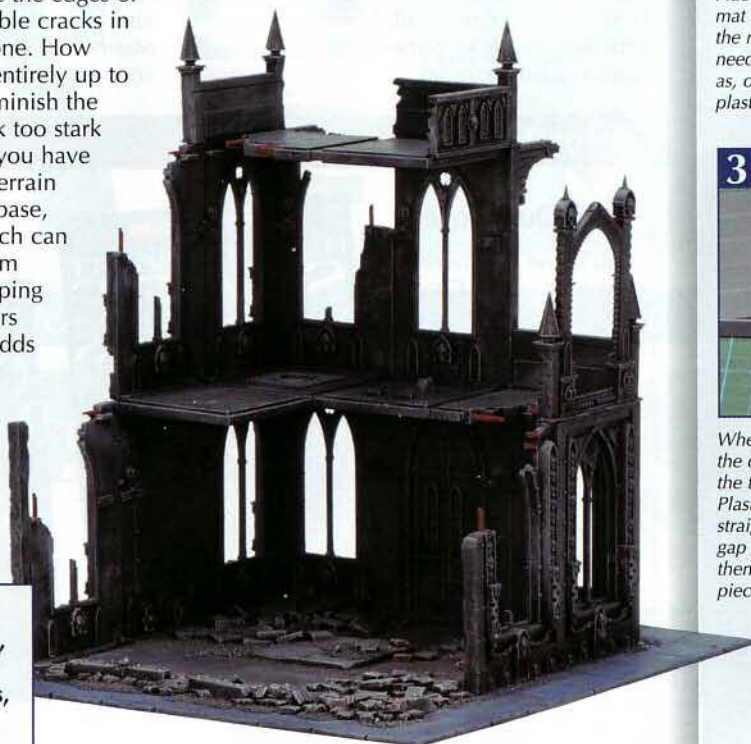
First, cut your base to the desired size using the same method as described on the right. Then, weather the base. This is simply a case of using a good, sharp Hobby Knife to cut and score the edges of the base sheet to create suitable cracks in the paving or chips in the stone. How much weathering you do is entirely up to you, although it is best to diminish the base edges so they don't look too stark against your tabletop. Once you have assembled your building or terrain piece you can stick it to the base, adding sand and rubble (which can be made out of spare bits from your modular tray kit – chopping up the tray edging and corners or any spare base cast-offs) adds to the effect, just as Alan has done here. Then simply undercoat and paint your based up terrain. Static grass, lichen and flock can be added as finishing touches.

If you have a quick hobby tip that you'd like to share, why not write to us at the usual address? Who knows, it might end up being the subject of a future White Dwarf or web article!



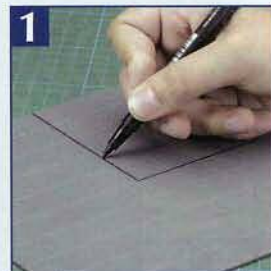
Above: An arcane ruin based with the modular terrain board from Alan's collection.

Below: A 40K building – note that all the rubble around the base was made from the modular trays and their plastic frames, too.



Creating Movement Trays

It's really easy to create movement trays with the modular system, here's a quick recap on how to make them:



Mark out the size you want your tray to be. Don't forget the sheet is double sided – one side has a 25mm grid, the other has 20mm squares.



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



When you have the sheet cut to the desired size, it's best to stick the two corners on first with Plastic Glue. Now attach the straight edges, by measuring the gap between the corners and then cutting the straight edge pieces to fit.

PAINTING WORKSHOP

ASSAULT ON BLACK REACH

WARHAMMER
40,000

Each month the Painting Workshop series builds into an invaluable resource of techniques, tips and tutorials. This issue we look at painting the models from Assault on Black Reach.



For this month's Painting Workshop we're going to focus on how to assemble and paint your Assault on Black Reach models. We'll also be paying particular attention to the Space Marine Terminator and Ork Nob you've received free with this very issue.

The great thing about push-fit models, such as those you get in Black Reach, is that they're very easy to assemble and so you can get them ready to play on the tabletop in no time at all. However, after your first couple of games you're going to want to paint them up.

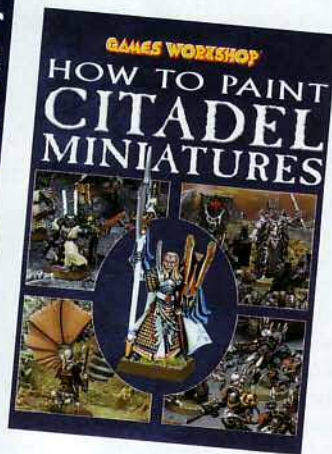
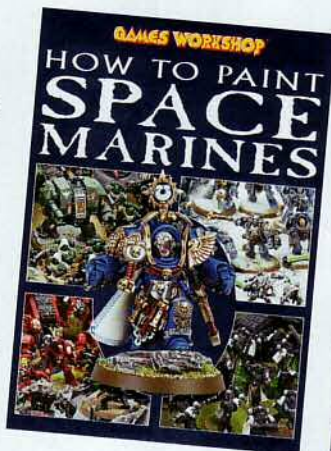
To assemble them, a dab of Plastic Glue on the connector lugs will ensure your models will stay rock solid. Then simply undercoat them using either Skull White or Chaos Black spray. If you're new to miniature painting, don't fret, as there's loads of easy to follow advice and tutorials in this article. You'll also find some solid painting advice, along with most of the colours that you'll need, in the new Assault on Black Reach paint set. The set also contains an extra five Tactical Marines, which you can use to perfect your techniques on.



Top Tip

Find Out More

You'll find lots more tips on painting Citadel miniatures in the aptly named *How to Paint Citadel Miniatures* book. For Space Marines players in particular, the companion volume, *How to Paint Space Marines*, is an essential reference guide to painting the Emperor's finest warriors.



ULTRAMARINES TACTICAL SQUAD

You'll find Tactical Squads at the core of most Space Marine forces and you get a full ten-man squad in Black Reach. When assembling them, remove the components from the plastic frame, being careful not to

cut off the connector lugs. Use a hobby knife to scrape off any mould lines, and then stick the components together with Plastic Glue. Chad Mierzwa shows us how to get the Space Marines fit for action.



Step 1. Start by undercoating your Space Marine with Chaos Black. Next, paint the armour with a layer of Mordian Blue and the gun with Boltgun Metal.



Step 2. Use Shining Gold to paint the shoulder pad rims and insignia, and Blood Red to paint the eyes.



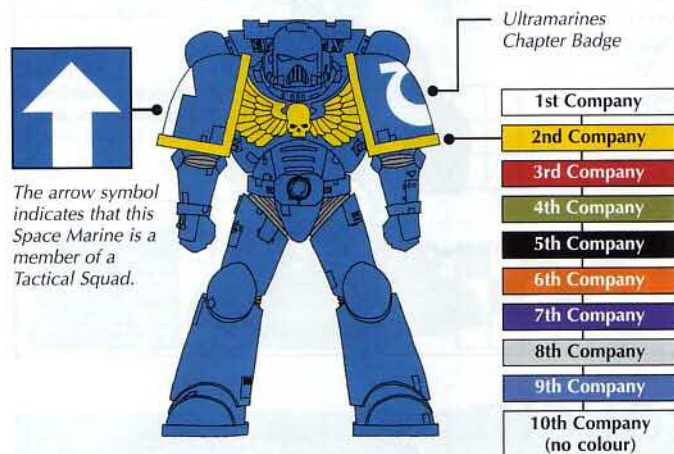
Step 3. You can add highlights to models using lighter colours – on the armour using Ultramarines Blue and on the Boltgun with Mithril Silver.



A finished Tactical Marine, ready to face the Orks at Black Reach.

COMPANY MARKINGS

The Ultramarines shown throughout this article are from the famous 2nd Company, led by Captain Sicarius. There are ten companies in a Space Marine Chapter, and these are denoted by the colour of a Space Marine's shoulder pad rims.



SPACE MARINE TRANSFERS

You'll find a brand new transfer sheet in the Assault on Black Reach game. Waterslide transfers are really useful for adding heraldry and squad markings to your miniatures.

Chapter Markings

In case you don't want to paint your Space Marines as Ultramarines, there are three other Chapter badges on the sheet.



Ultramarines



Salamanders



White Scars



Crimson Fists

Campaign Markings

These mark your army out as participating in an ongoing campaign.



Squad Markings

Use these to indicate whether your Tactical Marine is the first or second squad of the company.

I II

'EAVY METAL Showcase



Space Marines of the Salamanders Chapter are implacable in attack and immovable in defence.



The Crimson Fists Chapter hold the Orks as their most bitter enemies.



The White Scars are raiders without peer, masters of hit-and-run warfare.

ULTRAMARINES TERMINATORS

As well as the Terminator you get with this issue (which no doubt you'll have already assembled) there's a further five of these Space Marine veterans in Black Reach. Just like the Tactical Squad, they are easy to

assemble and will be ready for painting in no time. The Terminators require a very similar palette to the other Ultramarines, and so they were undercoated with Chaos Black as before.



Step 1. Paint the armour with a flat, even coat of Mordian Blue. Paint all of the metallic areas with Boltgun Metal, before painting the weapon casing with Chaos Black. Carefully dot in the eyes with Red Gore. Finally, paint the raised details with a flat coat of Shadow Grey.



Step 2. The whole model can be shaded with a wash of Badab Black. The Terminator's helmet is then given a coat of Shadow Grey.



Step 3. Apply an edge highlight to the armour with a 1:1 mix of Mordian Blue and Space Wolves Grey. The helmet and raised areas are layered with Fortress Grey. Highlight the metal areas with a coat of Chainmail.



Apply Skull White as the last layer for the helmet and as a fine highlight for the raised details, such as the chest plate and Crux Terminatus icon on the left shoulder.

ADDITIONAL DETAILS



A steady hand, a fine brush point and Skull White paint were used to add script onto the Terminator armour in certain areas, like the power fist.



The Purity Seal was painted with Bleached Bone on the parchment area, followed by a Gryphon Sepia Wash. The seal itself was painted Blood Red and highlighted with Blazing Orange.



Top Tip

Spare Parts

The new Terminators are completely compatible with your existing Space Marine plastics. Here, Matt Hutson has used a spare cyclone missile launcher and chest plate from his bitz box and, with a bit of work, mounted it to a Black Reach Terminator.



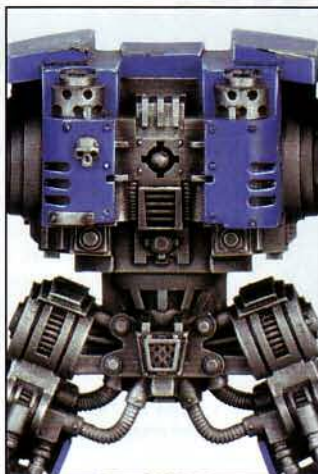
— Spare cyclone missile launcher components

— Torso and head from Terminator box set

Black Reach Terminator

ULTRAMARINES DREADNOUGHT

The Dreadnought looks and acts like an even larger version of a Space Marine Terminator. As such you can use the painting method described in the stage-by-stage above and apply it to the ancient Space Marine veteran. In particular, the metal areas (see inset) can be painted in the same way as the Terminator's storm bolter. The transfer sheet also has some useful badges and insignia that can be placed onto the Dreadnought. We'll be covering how to apply transfers in next month's Citadel Hobby Essentials.



GOFF ORK BOYZ

Ork Boyz work best in large numbers, as they excel in combat but wear very little armour – the more Boyz you have, the more likely they are to get up close and personal before getting shot!

Assault on Black Reach provides you with 20 Boyz. They're easy to assemble – simply attach the head and slugga arm in the desired position and then undercoat them Chaos Black.



Step 1. As with the Space Marines, use Chaos Black to undercoat your Ork. Paint the weapons Boltgun Metal and the skin Orkhide Shade. Use Scorched Brown for the straps.



Step 2. Layer the skin with Goblin Green, leaving the Orkhide Shade visible in the recesses. Pick out the teeth and nails with Bleached Bone.



Step 3. You can then highlight the Ork's skin with a 1:1 mix of Goblin Green and Bleached Bone. Highlight the metal areas, such as the choppa and slugga with Chainmail.



All these models were based the same way. Stick sand to the top surface with PVA glue, then paint it Khemri Brown, before drybrushing it with Bleached Bone.

GOFF ORK SYMBOLS



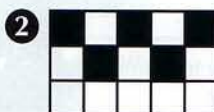
Goff armies rely heavily on foot-sloggers, and their clan emblem is a bull's head. Goffs often sport black-and-white checks and "dags" for decoration, occasionally wearing red as a contrasting colour.

Check Patterns

Goffs love to decorate their wargear with checks. It's surprisingly easy to achieve a checked pattern, just follow these two stages:



To paint checks, first draw a grid on the surface you wish to paint.



Next, fill in alternate checks with a steady hand.

ORK TRANSFERS

The transfer sheet included in the box caters for the Orks as much as it does the Space Marines.

These can be placed on weapons, armour and shoulder plates.



Ruthless and dangerous

Clan Glyphs

If you want to paint your Orks as a clan other than Goffs, then the transfers will come in handy: the white ones look good against dark backgrounds, and vice versa.



Lightning fast



Bad Moon Orks



Evil Sunz Orks



Goff Orks

'EAVY METAL Showcase



Orks of the Evil Sunz clan are irresistibly drawn to fast vehicles and raucous noise.



The Bad Moons are the wealthiest of Ork clans. They have the 'ardest armour and the shootiest gunz.



Snakebites are staunch followers of the old ways, tough as old boots and 'ard as nails.

GOFF ORK NOBZ

The Ork Nob is the other free miniature that came with this issue of White Dwarf, and you get five of these brutes in the Black Reach box. When you assemble the Nob – or indeed any of the push-fit

miniatures – it's always worth taking a minute or two to try out a few positions, such as tilting the head or raising or lowering the weapon. This will give each of your models a different posture.



Step 1. Paint the Nob's skin with Orkhide Shade. All the metal areas were painted Boltgun Metal. The Ork's hair and cloth used a 1:1 mix of Codex Grey and Chaos Black. The large tusks can be painted with Iyanden Darksun.



Step 2. Layer the skin with Knarloc Green, before giving the model a wash of Badab Black. Pick out the teeth with Bleached Bone, before highlighting the top-knot and black cloth with Codex Grey.



Step 3. Give the flesh a wash of Thraka Green, followed by a highlight of Goblin Green. We used Mithril Silver for highlighting the metal areas. Give the tusks a final highlight of Skull White.



After the top-knot and cloth have had a fine edge highlight of Fortress Grey, the Nob is ready to take on all-comers!

ADDITIONAL DETAILS



The leather areas were first given a basecoat of Scorched Brown. This was followed by Bestial Brown, a wash of Gryphon Sepia and then a highlight of Snakebite Leather.



The spare slug shells (and the ammo drum) started with a base of Shining Gold. A wash of Gryphon Sepia was then applied, followed by Burnished Gold and a final highlight of Mithril Silver.

Technique

Scratched and Damaged Armour

Orks don't keep their gear in good condition, and many painters like to paint a battle-worn, scratched effect onto Ork wargear. Use a fine brush point and a small amount of Mithril Silver to paint your scratches on – for a more realistic effect, concentrate on the edges that are most likely to suffer from wear and tear.



ORK DEFFKOPTA

The Deffkoptas have been painted in mostly black and metallic colours. Boltgun Metal followed by a Badab Black wash, and then a highlight of either Chainmail or Mithril Silver (or even both) is always an effective method for painting metal. On a large Ork model like this, the battle-damaged effect described above works particularly well, and has been applied to most of the armour plates.



'EAVY METAL ASSAULT ON BLACK REACH SHOWCASE



Ork Warboss
by Darren Latham



Space Marine Captain
by Sebastian Archer



Space Marine Veteran Sergeant
by Joe Tomaszewski



Terminator Sergeant
by Anja Wettergren



Ultramarines Dreadnought
by Keith Robertson



Ork with big shoota
by Fil Dunn



DARK ELVES



Neil Green is a veteran of the Masterclass series and once more he has stepped up, this time to paint the brand new Dark Elf Dreadlord on Cold One.

DREADLORD



There are many Dreadlords who owe their positions of power to their bloodlines, cruel and dashing exploits, or favour at Malekith's court. Others are granted temporary power by means of a writ of iron, granted by one of the rulers of the great cities of Naggaroth.

A writ of iron grants the Dreadlord power and influence equal to that of his sponsor. However, should the Dreadlord fail in his appointed task, the writ is melted down and the molten remains poured down the noble's throat. Such is the price of failure in Naggaroth.

Mike Anderson's brilliant Dreadlord, mounted on Jes Goodwin's new-look Cold One, perfectly encapsulates the menace and power of a Dark Elf Noble. This meant it was a perfect candidate for a Masterclass. Once again, 'Eavy Metal veteran Neil Green volunteered to masterfully paint this beautiful miniature.

Neil started by meticulously cleaning up all the metal components, before gluing them together with superglue. The fine joins were filled with green stuff and then filed down smooth when dry. The whole model was then undercoated Chaos Black.



You Will Need

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

- | | | |
|----------------|-------------------|----------------|
| Bleached Bone | Fortress Grey | Skull White |
| Boltgun Metal | Liche Purple | Shining Gold |
| Camo Green | Mithril Silver | Vermin Brown |
| Catachan Green | Orkhide Shade | Warlock Purple |
| Chainmail | Space Wolves Grey | Asurmen Blue |
| Chaos Black | Regal Blue | Badab Black |
| Codex Grey | Rotting Flesh | Devlan Mud |
| Dwarf Flesh | Scorched Brown | Gryphon Sepia |
| | | Thraka Green |
| | | Matt Varnish |

Cold One Skin and Scales



It's always good to plan out your colour palette before you get started. For the Cold One, Neil wanted to use a palette of cold colours similar to the other Dark Elf Cold Ones, as a direct contrast to the warm reds that have been used for the Cold One mounts in the Lizardmen range.

Bearing that in mind, Neil went for a cool blue colour for the scales and then a complementary green for the creature's skin. When he was painting the skin, Neil thought the green was becoming too warm and so added Space Wolf Grey to the mix, as described in Step 3 below.



The tail was painted with a dark basecoat, and then lighter colours were applied with a fine brush in lots of small, downward strokes.



The claws are also split into areas of scales and skin, and these were treated in the same way as the rest of the model.

Painting the Skin



Step 1. For the Cold One's skin tones, Neil started with a basecoat of Orkhide Shade followed by a layer of Catachan Green.



Step 2. A 1:1 mix of Catachan Green and Camo Green was applied as a mid-tone. More Camo Green was added to the mix for the next layer.



Step 3. A highlight of Camo Green was then applied, followed by an even finer highlight using a 1:1 mix of Camo Green and Space Wolves Grey.

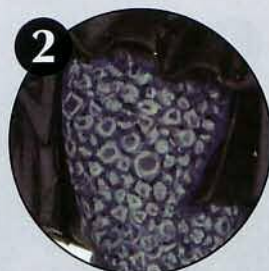


Step 4. The skin was given a wash of Asurmen Blue, and a final 1:3 highlight mix of Camo Green and Space Wolves Grey was applied to the most prominent areas.

Painting the Scales



Step 1. The scales were given a basecoat of Regal Blue. An initial 1:1 highlight mix of Regal Blue and Rotting Flesh was applied to the edges of each of the scales.



Step 2. A further highlight layer was applied, adding a bit more Rotting Flesh to the mix before painting it onto the edges of the scales once more.



Step 3. A wash of Asurmen Blue and Thraka Green was applied all over the scales. The highlight mix was then reapplied, followed by a wash of Thraka Green.



Other Scale Colours

The 'Eavy Metal team have also painted some Dark Elf Cold Ones in ruddy dark greens, highlighting them with white and yellow.

Painting Cloth and Skin



Dark blues and deep purples have been associated with every incarnation of Dark Elves we've produced over the years. Traditionally, purple is also linked with nobility because it was an expensive dye that only the rich could afford. So, for the Dreadlord, Neil wanted it to be the prominent colour. It also contrasts well against the cool

blue and green of the Cold One. To get a rich, deep purple, Neil used a base of Liche Purple with a shade mixed from Chaos Black and Liche Purple.

The shield was painted using the same method as the purple cloth, although Neil added far starker highlighting to the sharp edges of the shield.

Purple Cloth



Step 1. The cloth was given a basecoat of Liche Purple. A 1:1 mix of Liche Purple and Chaos Black was then painted into the recessed areas.



Step 2. An initial highlight using a 2:1:1 mix of Liche Purple, Warlock Purple and Bleached Bone was painted onto all but the deepest recesses.



Step 3. Three further highlights were added, each time with a bit more Bleached Bone in the mix. A wash of a 2:1:1 mix of Liche Purple, Warlock Purple and Chaos Black was then applied to the whole area.



Step 4. For the final stage, the raised areas of the cloth were once again highlighted, this time with a 1:1:2 mix of Liche Purple, Warlock Purple and Bleached Bone.

Painting Skin



Step 1. A basecoat of pure Vermin Brown was painted on, followed by a 1:1 mix of Vermin Brown and Dwarf Flesh.



Step 2. A layer of Dwarf Flesh was then brushed on to the raised areas of the face, followed by a 3:1 mix of Dwarf Flesh and Bleached Bone.



Step 3. A highlight of a 1:1 mix of Dwarf Flesh and Bleached Bone was then used. A further highlight was applied, adding a little Skull White to the mix.



Step 4. The eyes were painted with Scorched Brown and "dotted" with Bleached Bone. The face was shaded with watered down Scorched Brown.

Painting Metal



Another example of planning out your colours before you begin painting can be seen on the Cold One. Both silver and gold were used on the armour to highlight the fact that this Cold One was a Dreadlord's mount. The Cold One's armoured helm, the champron, was painted gold to suggest a crown, further defining the mount as one of the

largest and most vicious examples of the species. The chainmail on both the Dreadlord's legs and the Cold One's barding was edged with gold. On the Dreadlord himself, gold banding was used on his armour, again to mark him out as a character and make him stand out when placed in the ranks of the Cold One Knights.

Painting Steel



Step 1. Neil started by painting a basecoat of Boltgun Metal all over the metal areas.



Step 2. Next he shaded the metal with a thinned-down 1:1 mix of Chaos Black and Codex Grey. The Boltgun Metal was reapplied, followed by a highlight of Chainmail.



Step 3. A wash of Devlan Mud was added next. When this was dry, the areas were washed again with Badab Black. Finally, the raised areas and edges were highlighted with Mithril Silver.

Painting Gold



Step 1. A 1:1 mix of Shining Gold and Scorched Brown was used as a basecolour. When dry, Neil washed the area with watered-down Scorched Brown.



Step 2. Shining Gold was brushed on over the basecoat, followed by a highlight using a 1:1 mix of Shining Gold and Mithril Silver.



Step 3. A wash of Devlan Mud was then applied, before a final wash of Gryphon Sepia was used to finish off the gold effect.



Gold Inlay

'Eavy Metal's Joe Tomaszewski took a different approach to the armour of his Dreadlord, and gave the model a really ostentatious look by using a gold inlay. First he painted the metal areas silver, and then he marked off the gold areas with Chaos Black. These were then painted with the gold method used by Neil. The silver areas were then re-highlighted where they met the gold banding.

Black Areas and Insignia



The shield design was painted by Neil in freehand. It does take a bit of practice to be able to paint glyphs, sigils and other race markings with just a brush and a steady hand, but even the guys in 'Eavy Metal don't always get it right on their first attempt. To start with it's always best to draw your design on a piece of paper and then copy it. Don't

make it up on the fly – it rarely works! Spacing and size are also very important; use dots to mark prominent points or some other visual cue to make sure your design fits into the space. Take your time and draw the basic shape, even if it's quite rough at first. The joy of painting means you can always cover up any mistakes and refine your design.



Battle Standard

Joe converted his Dreadlord into a Battle Standard Bearer with a simple weapon swap for the standard. As you can see from the picture above, the banner itself features an icon designed by Joe and painted on freehand. For Joe it was important that the design was placed in the middle of the banner, so he carefully plotted the centre and extreme points of the icon before he actually started painting it.

Painting Black



Step 1. Starting with a Chaos Black basecoat, Neil highlighted it with a 1:1 mix of Chaos Black and Codex Grey, and then applied a further highlight of Codex Grey.



Step 2. A further highlight of Fortress Grey was then lightly applied, before being shaded with a wash of Badab Black.



Step 3. When dry, Neil reapplied Fortress Grey highlights. A final highlight of a 1:1 mix of Fortress Grey and Skull White was then added to the most raised areas.

Painting the Shield Rune



Step 1. Once Neil had finalised a design, he copied it very carefully onto the surface of the shield with Vomit Brown.



Step 2. Bleached Bone was used to create a fine keyline around the edge of the design.



Step 3. Neil then carefully tidied up the design using Skull White and Liche Purple to further define and neaten up the image.

Final Details

To finish the model Neil picked out the smaller details, such as the Cold One's eye, the rune at the base of the sword blade and the skulls.

While it's tempting to rush through these last few bits, you should always spend plenty of time on them to make sure the whole model comes together.



The eye was painted using a mix of Vomit Brown and Bleached Bone. A black slit was carefully painted in the centre of the eye.



The teeth and claws were given a basecoat of Vomit Brown, followed by a midtone of Bleached Bone and a highlight of Skull White.



The skulls were first painted using Graveyard Earth, then a 1:1 mix of Graveyard Earth and Bleached Bone, followed by a Skull White highlight.



The icon on the Cold One's skull was carefully painted on using a 1:1 mix of Regal Blue and Chaos Black.





GOLDEN DEMON POLAND 2008

Continuing the huge success of last year's inaugural Polish Golden Demon painting competition, this year sees the event go from strength to strength, and move to a new venue as well.

After the huge success of last year's Polish Golden Demon, 2008 continues to see the biggest miniatures painting competition in Poland grow in size and popularity as it finds its rightful place alongside its sister Games Workshop Golden Demon events.

A NEW VENUE

This year, this most prestigious of painting competitions will be held at the Poznan Game Arena in conjunction with the Poznan International Fair – a unique multimedia and entertainment trade fair that attracts computer gamers, party game enthusiasts and fans of extreme sports. Last year alone, over 17,000 entertainment and hobby enthusiasts from all across Europe visited the event, so you can be sure the arrival of Golden Demon will cause quite a stir.

► *The winners of last year's Polish Golden Demon painting competition*

GOLDEN DEMON AND MORE

As well as the painting competition itself, there will also be the infamous Scrap Demon convention competition in which you can let your modelling skills run riot, as well as introductions to painting and gaming, not to mention a sneak presentation of many of our forthcoming new releases. Finally, we'll have special guest personalities from the Design Studio who will be on hand to answer all your questions about the hobby.

Check the official Polish Golden Demon website for all the latest updates and announcements as they happen.



22nd–23rd November 2008

Poznan Game Arena

Miedzynarodowe Targi Poznanskie sp z o.o.
ul. Glogowska 14, 60-734 Poznan, POLAND

OPENING HOURS:

Saturday 10am to 8pm
Sunday 10am to 6pm

TICKETS:

One Day 15PLN (£3.50 approx)
Two Day 23PLN (£5.50 approx)

Tickets are now available from the official website:

www.goldendemon.pl

GOLDEN DEMON GOLDEN DEMON POLAND 2007 SHOWCASE



GOLD | Diorama
Frodo, Sam and Gollum
Julien Casses

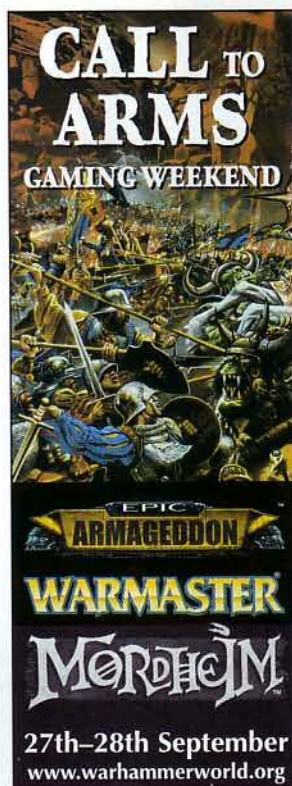


SILVER | Warhammer 40,000 Unit
Inquisitor's Retinue
Aleksander Witkowski

To see all of last year's winning entries, log on to www.goldendemon.pl

Event Calendar

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



GAMESDAY & GOLDEN DEMON 2008

September

6th 13th Black Crusade Campaign Weekend

Date: 6th-7th September, 2008 **Venue:** Warhammer World, Nottingham

Age Limit: 16+

Details: The Eye of Terror has vomited forth a tide of mutants, traitors and heretics. 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, designed to highlight the size, splendour and excitement of our hobby. This year, Games Day will be even bigger and better than ever before as we expand into the cavernous space of Hall One.

Sneak previews of forthcoming releases, guest studio and Black Library personalities and participation games are just some of the many activities 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

20th Ordeaus Nebula

Date: 20th September, 2008

Venue: Hatherton Road Church Hall, Walsall

Details: In this event, you will play three games of Warhammer at ever-increasing points values, beginning at 1000 and finishing on 2500.

Tickets: £16

Contact: Martyn Furnival or Mike Whooley
on 01243 537404

27th Call to Arms Specialist Games GT

Date: 27th-28th September, 2008

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: The Call to Arms Grand Tournament is a celebration of Games Workshop's Specialist Games range - specifically, Mordheim, Warmaster and Epic: 40,000.

Mordheim: You will play seven games over the weekend and will require a starting Warband of 500 Gold Crowns following the rules in the Mordheim Living Rulebook.

Warmaster: You will play six games over the weekend and will require a 2000 point army following the rules in the Warmaster Living Rulebook.

Epic 40,000: You will play six games over the weekend and will require a 3000 point army following the rules in the Epic Living Rulebook.

Living Rulebooks: You can download the latest copies of the Living Rulebooks for all of the Specialist Games range, entirely free of charge from the Specialist Games website.

Tickets: £55 and include five games over the weekend as well as lunch on both days, and an evening meal on the Saturday.

Contact: Mail Order - 0115 91 40000

Website: www.specialist-games.com

October

4th Throne of Skulls Warhammer

Date: 4th–5th October, 2008
Venue: Warhammer World, Nottingham
Age Limit: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 2000 point Warhammer army to play in six games over the weekend. The qualifiers receive a free place in the final.

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

11th Throne of Skulls Warhammer 40,000

Date: 11th–12th October, 2008
Venue: Warhammer World, Nottingham
Age Limit: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 1500 point Warhammer 40,000 army to play in six games over the weekend. The qualifiers receive a free place in the final.

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

Contact: Mail Order – 0115 91 40000

Website: www.warhammerworld.org

12th Warhammer Teams Tournament

Date: 12th October, 2008
Venue: Wakefield Hobby Centre

Details: Team up with your friends to overcome all challenges, using your skill and judgement to not only win your battle, but pit the right players against the right opponents. Do you have the nerve and skill to be the Team Champions? Each player will need a 1500 point Warhammer 40,000 army.

Tickets: Tickets cost £30 per four player team.

Contact: GW Wakefield – 01924 369431

18th Heresy

Date: 18th September, 2008

Venue: The London Event Centre, GW Bromley

Details: The London Events Centre would like to present Heresy – a one-day doubles tournament for Warhammer 40,000. You will need a 1000 point army following the normal restrictions in the relevant codex. Your partner selects a further 1000 points from their own codex. Awards will be honoured for first, second and third places, as well as for the best painted army.

Tickets: Tickets cost £20 and, upon purchase of your ticket you will receive your copy of the tournament rules pack.

Contact: GW Bromley – 0208 466 0678

26th Warhammer 40,000 Doubles

Date: 26th October, 2008

Venue: King and Queen Pub, Marlborough Place, Brighton

Details: Play four games in this cheerful tournament with your friend as your ally.

Contact: peter.cooke@ntlworld.com

25th Warhammer 40,000 Dutch GT

Date: 25th–26th October, 2008

Venue: Sporthal University of Tilburg, The Netherlands

Age Limit: 16+

Details: The Dutch Warhammer 40,000 Grand Tournament consists of five rounds played across two days with armies of 1700 points as gamers from all over Europe compete for the title of Dutch Grand Champion 2008.

Tickets: Tickets cost €55 each and include lunch on both days and an evening meal on the Saturday. To purchase your ticket, call Mail Order or visit any of the Dutch Hobby Centres. For more information, including the rulepack, visit the Games Workshop website.

Contact: Mail Order – 0115 91 40000

Website: www.games-workshop.com



HEAT 1

4th–5th October 2008

HEAT 2

1st–2nd November 2008

HEAT 3

15th–16th November 2008

www.games-workshop.com



HEAT 1

11th–12th October 2008

HEAT 2

8th–9th November 2008

HEAT 3

22nd–23rd November 2008

www.games-workshop.com

THRONE OF SKULLS TOURNAMENTS

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



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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

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

Full range of products

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

In-store order point

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

Gaming Rooms

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

Free painting & modelling advice

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

Free gaming & tactics advice

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

Free beginners programme

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

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Tel: 77 68 69 74

TRONDHEIM, Outland Trondheim:
Tel: 71 52 05 45

TRONDHEIM, Tronderfrim:
Tel: 71 52 05 45

TYNSET, Ringo Tynset Bokhandel:
Tel: 62 40 00 38

VADSØ, Brio Vadsø:
Tel: 78 94 22 29

PHILIPPINES

QUEZON CITY, Neutral Grounds:
Tel: 09 11 2634 8982

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BIALYSTOK, Department Gier:
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BIELSKO BIALA, Gnom:
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BYDGOSZCZ, Cytaelada:
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BYDGOSZCZ, Empik DTC:
Tel: 0-52 321 35 25

BYDGOSZCZ, Empik Galeria:
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GDANSK, Empik Alfa:
Tel: 0-58 511 03 66

GDANSK, Iskra:
Tel: 0400 58 5201952

GDANSK, Spider Games:
Tel: 0400 58 551 93 33

GDYNIA, Empik Centrum:
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GDYNIA, Future:
Tel: 0400 58 781180

JELENIA, Empik Góra:
Tel: 0-75 754750

GDANSK, Rebel Centrum Gier:
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GLIWICE, Game Station:
Tel: 0400 504 255 194

KATOWICE, Bard Centrum Gier:
Tel: 0400 32 2571817

KIELCE, Sklep RPG Gracze:
Tel: 0400 507013387

KRAKOW, Bard Centrum Gier:
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KRAKOW, Empik Galeria:
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KRAKOW, FHU Smok:
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LODZ, 'Aik' Firma Księgarska:
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LODZ, Empik Manufaktura Empik Mega:
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LODZ, Gamelord:
Tel: 0400 42 631161

LUBLIN, Balrog:
Tel: 0400 602714813

LUBLIN, Empik DTC:
Tel: 0-76 844 25 02

LUBLIN, Krzyż:
Tel: 0400 81 5322986

MIELEC, Gama Serwis:
Tel: 0400 17 5853090

NOVY SACZ, Hobbit:
Tel: 0400 60 4133612

OPOLE, Hms II Computers:
Tel: 0400 72 4547413

PILCHOWICE, Imperator FF:
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POZNAN, Dom Gier:
Tel: 0-60 616658300

POZNAN, Sklep Wilczek:
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PRUSZCZ GDANSKI, Fenris:
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RZESZOW, Empik Plaza:
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SZCZECIN, Tall Tower:
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TORUN, Empik Copernicus:
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TORUN, Sklep Papierniczy:
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WARSZAWA, Cytaelada:
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WARSZAWA, Empik Blue City:
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WARSZAWA, Empik Galeria Mokotow Mega:
Tel: 0-22 541 33 79

WARSZAWA, Empik Nowy Swiat Mega:
Tel: 0-22 627 06 50

WARSZAWA, Empik Sadyba Plaza:
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WARSZAWA, Faber & Faber s.j.:
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WARSZAWA, Graal:
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WARSZAWA, Gryf:
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WARSZAWA, Sklep Morion:
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WARSZAWA, Składnica Harcerska:
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WARSZAWA, Warsaw Model Centre:
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WROCLAW, Ogryn:
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LISBOA, Lojas Games:
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PORTO, Mundo Fantasma:
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SINES, Galeria BT:
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NOVOSIBIRSK, Icehammer:
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SARATOV, Detskiy Mir:
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ST PETERSBURG, Art-Miniatures:
Tel: 00012 3121028

TAMBOV, Hobby and Igrushki:
Tel: 0075 2728811

SERBIA-MONTENEGRO

BELGRADE, Ant Hobbystore:
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BELGRADE, Ant Hobbystore:
Tel: 00 381 11 2652236

BELGRADE, EXIT Hobby store:
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BELGRADE, White Dragon:
Tel: 00 381 6302722

NOVI SAD, Dragon:
Tel: 00 381 11 636 24038

NOVI SAD, Valhalla:
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PODGORICA, Neutron Podgorica:
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ZREJANIN, Takeda:
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SINGAPORE

SINGAPORE, Comics Mart PTE Ltd:
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Tel: 65 6462 2751

SINGAPORE, Forgeworks Hobbies:
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Tel: 65 6734 3858

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LJUBLJANA, Pri Goblinu:
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BELVILLE, The Boys and Mens Hobby Shop:
Tel: 0027 21 914 6688

BLIEMONTEN, 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

DORINGKOP, Battle Planet:
Tel: 00 27 8245 93531

DURBAN, Wizards Books and Games:
Tel: 0027 31 3128271

EAST LONDON, Slatters Toy Magic:
Tel: 427 43 7265762

EDENVALE, Plastiks:
Tel: 0027 82 783 1489

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Tel: 427 11 795 3946

JOHANNESBURG, Esswex Retail:
Tel: 0027 11 8883619

JOHANNESBURG, Outer Limits Johannesburg:
Tel: 0027 11 482 3273

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Tel: 0027 12 342 4360

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Tel: 0027 11 890 9253

JOHANNESBURG SOUTH, Dragons Den:
Tel: 0027 11 432 3996

PIETERMARITZBURG, Games Direct:
Tel: 427 33 342 9978

UMLANGA, The Hobby Specialists:
Tel: 0027 31 566 4806

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SEOUL, Orc Town:
Tel: 026 402 5946

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Drottninggatan 52, 411 07,
Tel: 031 133928

GW STOCKHOLM:
Regneringstgatan 30, 111 53,
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GÄVLE, Hobbyshopen:
Tel: 26186299

KARLSTAD, Spel och Fantasi:
Tel: 054 15 10 70

STORE FINDER KEY

GAMES WORKSHOP HOBBY CENTRE
(H) 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.

NORRKÖPING, Lekhuset:

Tel: 011 287870

UMEÅ, Fantasia:

Tel: 090770360

KRISTIANSTAD, Spel på Valigatan:

Tel: 044 101091

GÖTEBORG, Wizard Games:

Tel: 031314130

SKELLEFTÅ, Lek & Hobby:

Tel: 0970125900

STOCKHOLM, Dragons Lair:

Tel: 08 654 60 50

STOCKHOLM,

Science Fiction Bokhandeln:

Tel: 0854269906

SUNDSVALL, Orionspel och böcker:

Tel: 060155947

UPPSALA, Prisfyndet:

Tel: 018106607

VÄSTERÅS, Zetterlunds:

Tel: 021 30 44 91

VÄXJÖ, Helges Håla:

Tel: 046 82 18 58

ÄNGELHOLM, Brio:

Tel: 0431 80527

ÄRVIKA, Perry Data:

Tel: 057010649

ÄSARUM, Lek & Fritid:

Tel: 054269906

ÄVESTA, Vega Video:

Tel: 022600078

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: 016138035

FALKENBERG, Brio:

Tel: 346 807 66

FALUN, Tv-spelsbörser:

Tel: 02327775

FÄRJESTADEN, Leksaksmagasinet:

Tel: 048534570

GÄLLIVARE, Brio:

Tel: 097064502

GISLAVED, Brio:

Tel: 037110753

HALMSTAD, Brio:

Tel: 035159175

HAPARANDA, Barnens Hus:

Tel: 09 22 36 400

HELSINGBORG, Spel på Kullagatan:

Tel: 042 121091

HUDIKSVALL, Albins Leksaker:

Tel: 0650595082

JÖNKÖPING, Play Planet:

Tel: 036128834

KALMAR, Kalmar Lek & Hobby:

Tel: 048024737

KALMAR, Ojtoy:

Tel: 048022002

KARLSHAMN, Brio:

Tel: 045410381

KARLSKOGA, Leklådan:

Tel: 050631333

KARLSKRONA, Brio:

Tel: 045524082

KARLSKRONA, Fact & Fiction:

Tel: 045516710

KATRINEHOLM, Brio:

Tel: 0138 79720

KIRUNA, Brio:

Tel: 090802550

KÖPING, MD Hobby:

Tel: 0736426178

KUNGÄLV, Lek & Hobby:

Tel: 030313940

KUNGSBACKA, Brio:

Tel: 030801436

LAHOLM, Brio:

Tel: 043010069

LIDKÖPING, Game Maniacs:

Tel: 0705 190274

LINKÖPING, Alltiek:

Tel: 013101970

LINKÖPING, Sagoland:

Tel: 03122290

LJUNGBY, Brio:

Tel: 037213481

LULEÅ, Barnens Hus:

Tel: 0922020095

LUND, Spel på Clemensstorget:

Tel: 046127810

MALMÖ, Spel på Djäknegatan:

Tel: 040 120410

MORA, Lek & Hobby:

Tel: 025071628

NACKA, Amusar:

Tel: 086460540

NORRKÖPING, Hobbyhjärnan:

Tel: 011162120

NYKÖPING, Laka TV-spel:

Tel: 0155281000

NYNÄSHAMN, Svens Lek Och Hobby:

Tel: 08 528 10 991

ÖREBRO, Brio:

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 Workshop 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 are 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 Yowles
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: f.jose@limey-plus.com

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

BIRMINGHAM

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:
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E-mail: martynfurnival@blueyonder.co.uk

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

BUCKINGHAMSHIRE

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

CHANNEL ISLANDS

GCN BRELADES,
Jersey Privateers Gaming Club:
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CHESHIRE

GCN CHESTER,
Royal Guild of Minted Boards:
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GCN CHELTENHAM,
Hyde Clarendon Strategy Games Club:
Contact: Paul Mather
E-mail: paul.mather@tameside.ac.uk

GCN MACCLESFIELD,
Maccwargames:
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Stockport Slayes:
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GCN WARRINGTON,
Spawn:
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E-mail: anthony.spiers@btinternet.com

GCN WARRINGTON,
Warrington Warlords Gaming Club:
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CLEVELAND

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Middlesbrough Gamers Club:
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GCN REDCAR,
Redcar Ironbeards:
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Tel: 01642 503207

CORNWALL

GCN BUDE,
Dice and Dagger:
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E-mail: celtoferrow@aol.com

GCN CORNWALL,
West Cornwall Games Club:
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E-mail: neilsharp@aol.com

CUMBRIA

GCN WINDERMERE,
North West Warriors:
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E-mail: north_west_warrior@hotmail.com

DERBYSHIRE

GCN CHESTERFIELD,
ACGS:
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Tel: 0794 425 8764
E-mail: awb1@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 305 632
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ESSEX

GCN CHELMSFORD,
Chelmsford Bunker:
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Essex Warhounds:
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GCN COLCHESTER,
Colchester Games Club:
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GCN SOUTHEAST,
Southend Toy Soldiers Club:
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GCN SOUTHEAST,
Warzone: Southend:
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GCN THURROCK & ROMFORD,
Tempus Fugitives:
Contact: Stuart Mackaness
Tel: 07009 154020
Website: www.tempusfugitives.co.uk

GLOUCESTERSHIRE

GCN DURSLEY,
Dursley Games Club:
Contact: Dan Bishop
Tel: 01453 349 377

HAMPSHIRE

GCN BASINGSTOKE,
Sad Muppets Society:
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GCN PORTSMOUTH,
Hammer N Ales:
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GCN PORTSMOUTH,
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Stanhope Gaming Group:
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Cross Gaming Club:
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GCN WATFORD,
Watford Wargames Federation:
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Halton Daemons:
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GCN NORWICH,
Aftermath:
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Old Buckenham Bone Crushers:
Contact: Paul Gilling
Web: www.banhamandthebucks.co.uk/wargames

GCN WYMONDHAM,
Wymondham Wanderers:
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Phoenix Gaming Club:
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Northumbrian Adventurer's Guild:
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GCN BECCLES,
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Tel: 07913 606 549 (after 6pm)

GCN BECCLES,
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GCN IPSWICH,
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GCN MITCHAM,
Mitcham Marauders:
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GCN TOLWORTH,
Tolworth First Founding:
Contact: Peter Corps
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GCN WOKING,
1st Founding:
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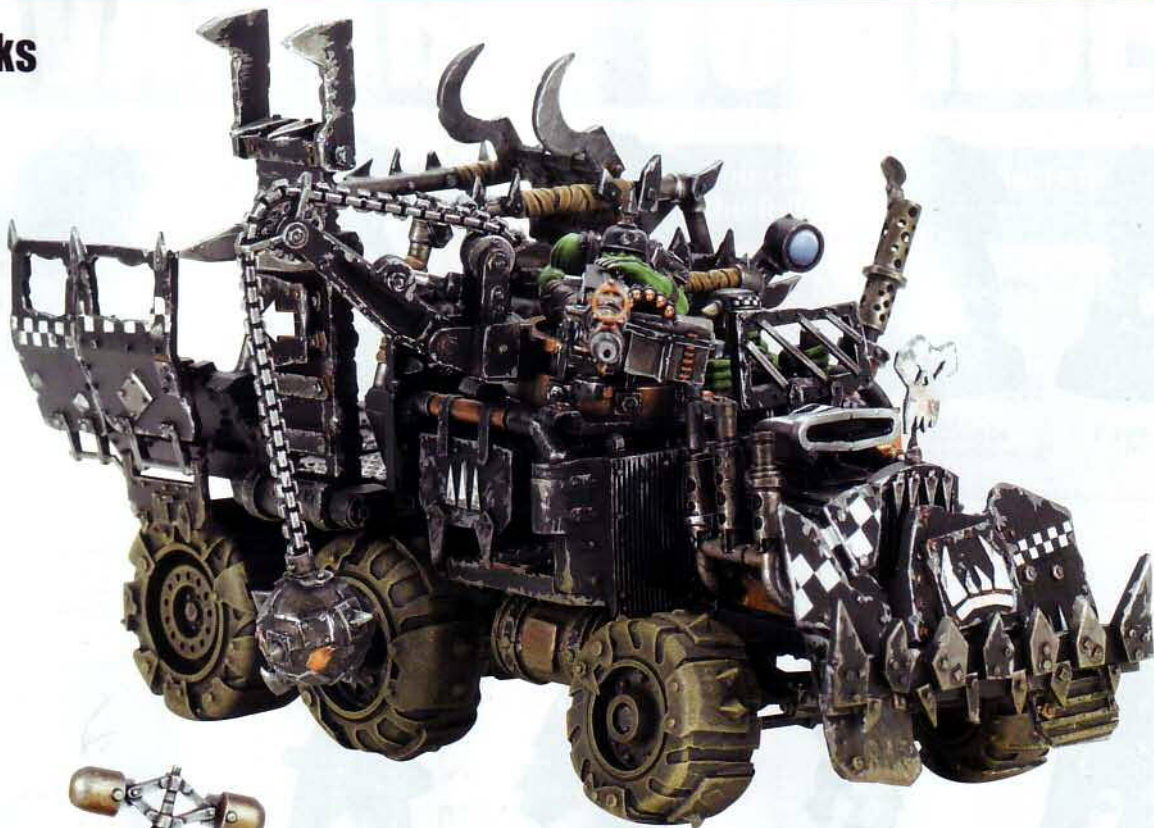
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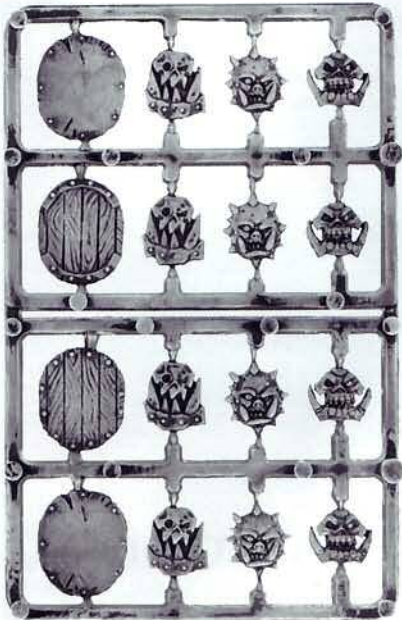
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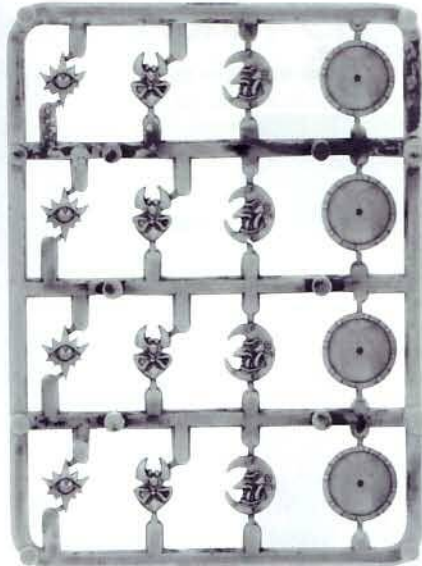
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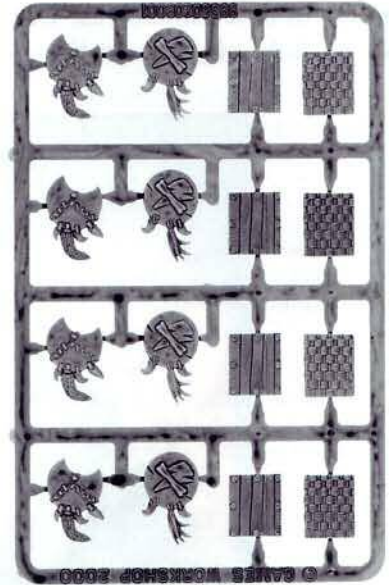
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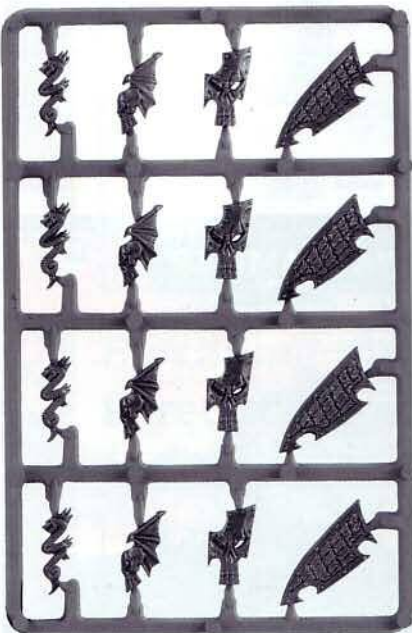
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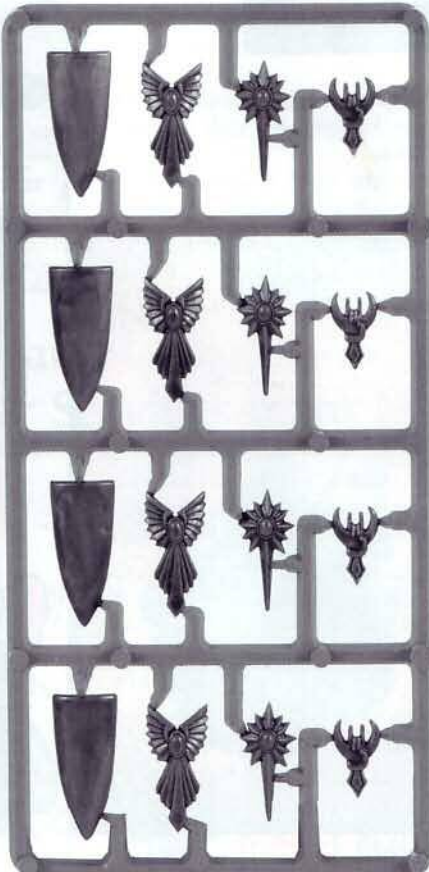
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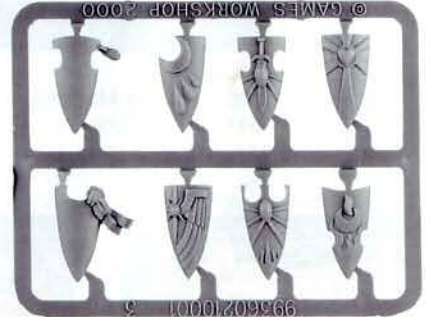
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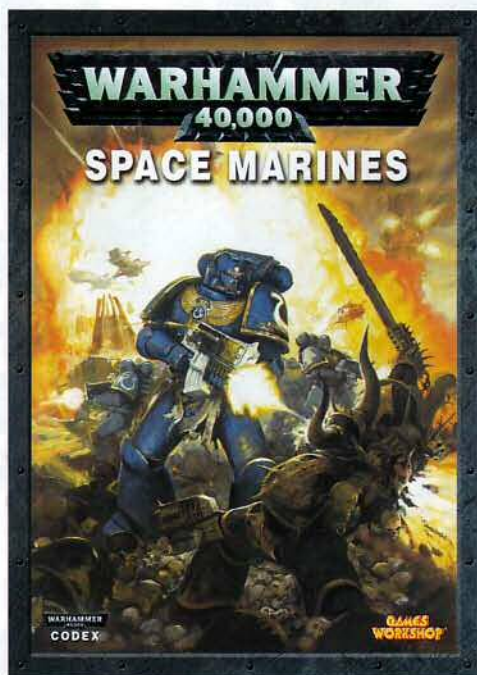
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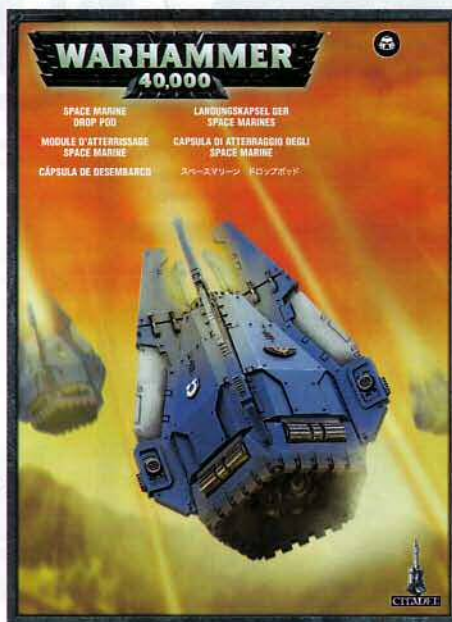
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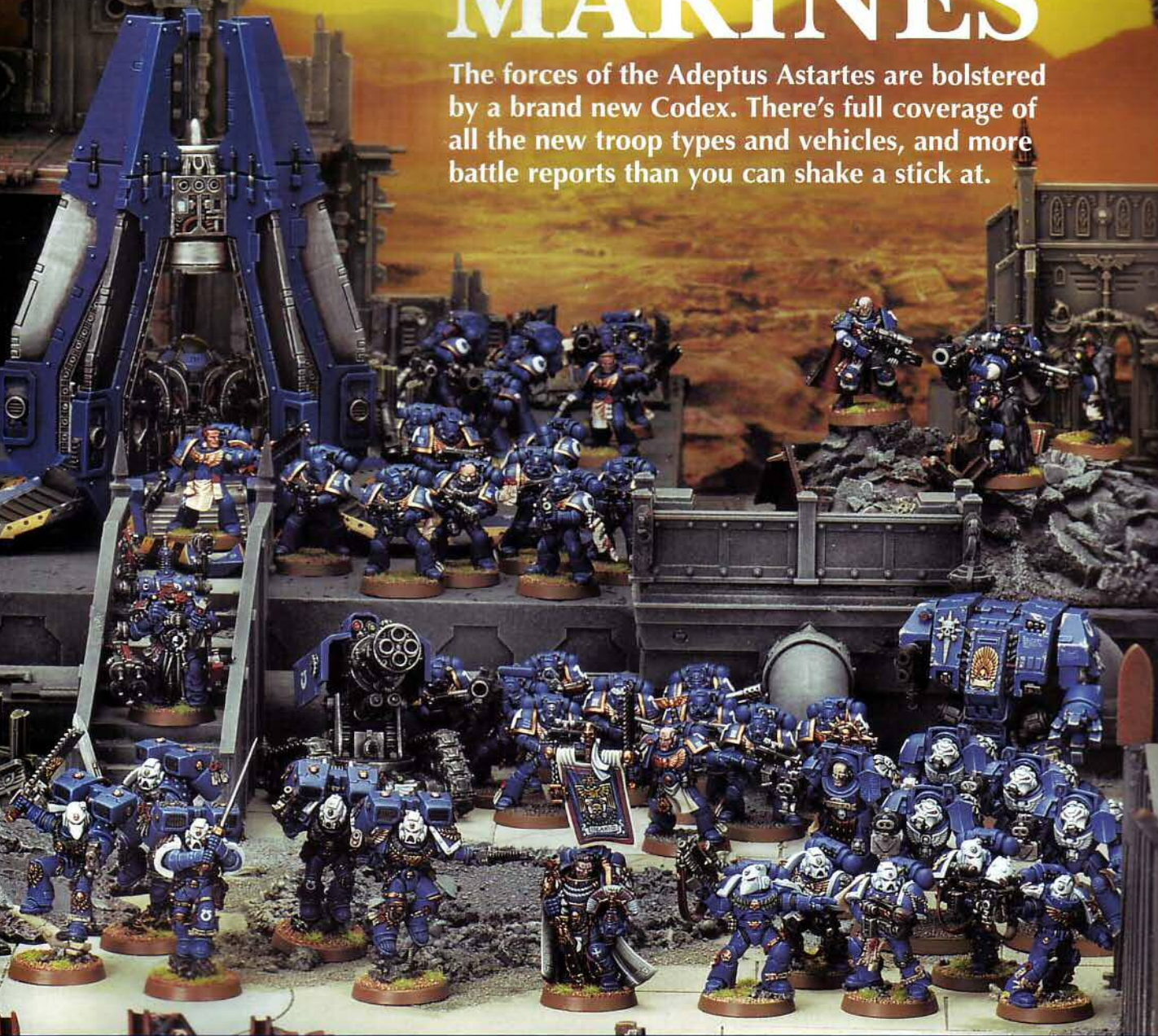
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40,000

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SPACE MARINES

The forces of the Adeptus Astartes are bolstered by a brand new Codex. There's full coverage of all the new troop types and vehicles, and more battle reports than you can shake a stick at.



ALSO IN THE NEXT ISSUE:

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

THE MAGIC OF MIDDLE-EARTH

In part one of our magic article, we talk about the different types of magic and give advice on using the right spell for the job.

WARHAMMER

PILLAGE!

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