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Huge Lizardmen vs Chaos Daemons Battle Report

GAMES
WORKSHOP

WHITE DWARF

WARHAMMER
40,000

ORKS IN CITIES OF DEATH

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

TOP TOURNAMENT TACTICS

GAMES WORKSHOP'S
MONTHLY MAGAZINE

WD350

February 2009

WARHAMMER

ANCIENT POWER

TRESPASSERS INTO LUSTRIA BEWARE

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GAMES
WORKSHOP



02

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Whilst the Mage-Priest is locked in a titanic mental duel with the Lord of Change, the Lizardmen do battle with the Daemons of Chaos.

EDITORIAL



There's so much happening around the Studio at the moment that I'm being pulled this way and that to cram everyone's current projects into White Dwarf. Andy Hoare in particular is at my desk five times a day at the moment, clamouring to tell me all about the new Lizardmen and other, more secret projects.

Last month it was Mat Ward, telling me all about War of The Ring, and Phil Kelly frothing about Orks. I'm already having my ears bent and head filled with cool snippets regarding the next few months' worth of

projects. It's great fun, but finding the time to actually get White Dwarf out of the door can be awfully tricky! Good job those stalwart Dwarfers know their eggs, or I'd be fighting a losing battle against deadlines.

The other thing that people have been haranguing me about this month is the Citadel Hall of Fame. What started as an innocuous little feature has got people all inspired – and why not, as it's all about favourite miniatures, which is a topic close to every hobbyist's heart. Everyone has an opinion on what their favourite model is, and feel the need to pass it onto me. While the article itself focuses on people who work with miniatures for a living, that doesn't mean that other folks' opinions aren't just as valid. I asked the White Dwarf crew what their favourite models were, and was surprised by their answers. Christian Byrne has a soft spot for Karandras. Andy Hall is fanatical about the Skaven Doomwheel. Andrew Kenrick loves the Bretonnian Questing Knights. Glenn More digs Eldrad Ulthran, while Matt Hutson picked the humble Rhino (well he's painted dozens of 'em, so it must be true). I myself am crazy about Dave Thomas' Kurt Helborg, which got me started painting Empire. Why not write in and let us know your favourite?

Mark Latham, Editor

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RISE OF THE ANCIENTS

WARHAMMER

The Lizardmen wage war on all who dare to defile the sacred jungles of Lustria.



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The Lizardmen take on the Daemons in this month's battle report, but not in the traditional sense. It's an exciting narrative scenario, which sees Lord Kroak's Lustrian army desperately trying to close a dread portal of Chaos.



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In a timely return for the Painting Masters series, we showcase Luke McFarlane's brilliant models.

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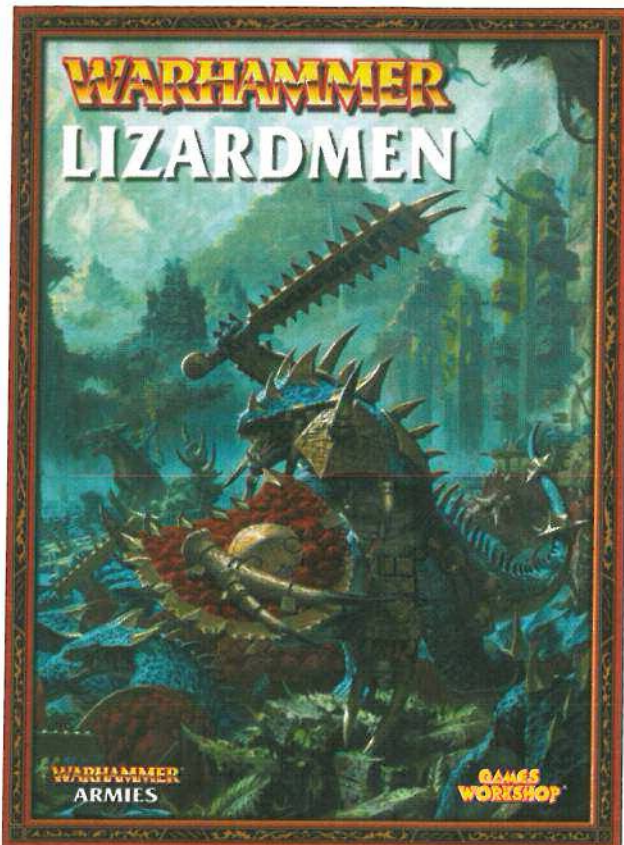
We ask Aly Morrison to induct his favourite model into the Citadel Hall of Fame.

96 'EAVY METAL MASTERCLASS: FACES

It takes skill and patience to paint realistic faces – the 'Eavy Metal team show us how it's done.

WARHAMMER®

LIZARDMEN



NEW ARMY BOOK

Deep within the steaming jungles of Lustria, the Lizardmen sound the drums of war. From mighty temple-cities they issue forth to enact the plans of their long-lost cosmic masters.

This 104-page army book includes everything you need to use your Lizardmen on the tabletop. Within this tome you'll find advice on painting and collecting your Lizardmen, rules and information for every troop type and, for the first time, a comprehensive history of the Lizardmen race.

WARHAMMER ARMIES: LIZARDMEN

Product code: 60030208002

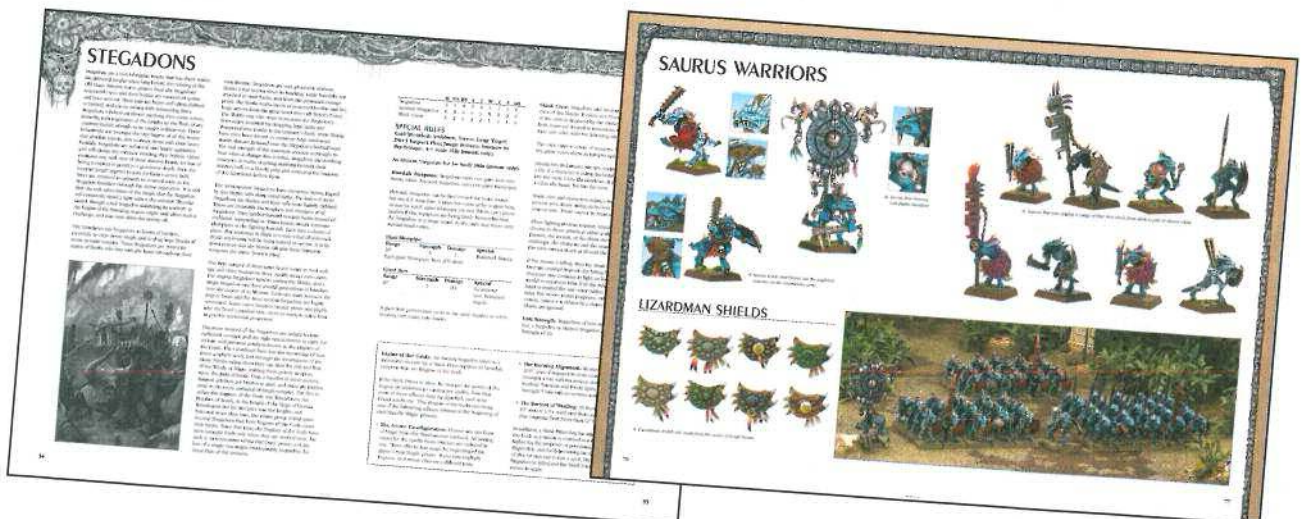
Written by Andy Hoare

and Robin Cruddace

UK £15 Denmark 175dkr

Euro €22.50 Swe/Nor 200skr/nkr

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LIZARDMEN STEGADON

MULTI
PART
PLASTIC
KIT

The Stegadon is a hulking beast, which the Lizardmen use as engines of war. This brand new plastic kit is so adaptable that you can build any of the possible options and upgrades from the army book; from the traditional howdah filled with Skink crew, to the mighty Engine of the Gods. The frame also includes a plastic Skink Priest and Chieftain, allowing you to field an all-plastic Lizardmen army for the first time!



This Ancient Stegadon is carrying the Engine of the Gods atop its great, scaled back.



Stegadons are ferocious, and are ridden to war by a crew of excitable Skinks.



Instead of the Engine of the Gods, an Ancient Stegadon can carry giant blowpipes, which rain down poisoned darts upon the foe!

STEGADON

Product code: 99120208008

Sculpted by Dave Thomas and Martin Footitt

UK	£25†	Denmark	250dkr
Euro	€35	Swe/Nor	300skr/nkr

Find out how this monstrous kit was designed on page 25

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LIZARDMEN TEMPLE GUARD



The Temple Guard are spawned to protect the Mage-Priests and the temples in which they dwell. As they are charged with the most sacred of duties they are the ultimate Saurus Warriors, powerful in combat and will rarely flee.

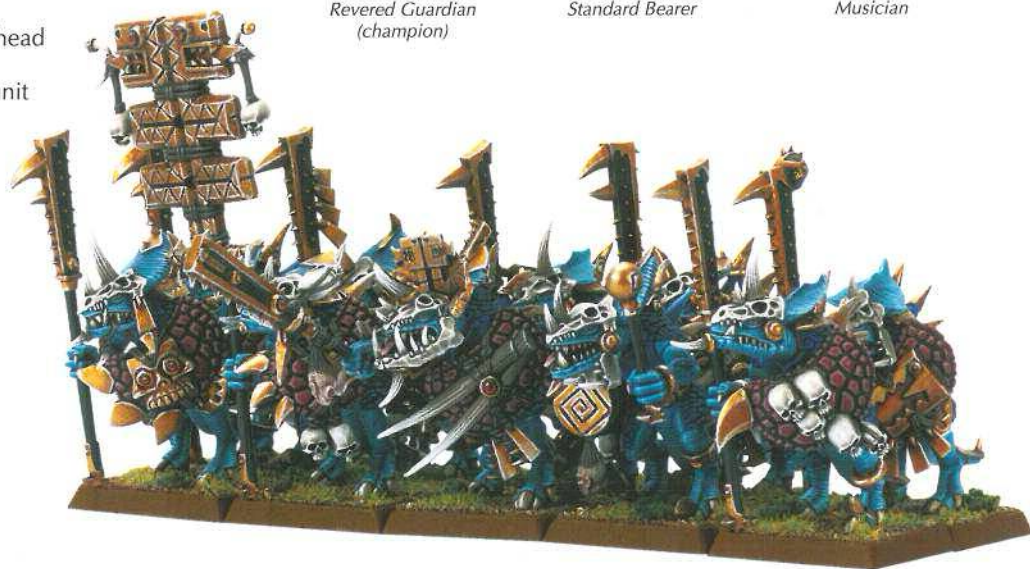
Aly Morrison has done a stunning job with this new plastic set, which is full of great little touches, such as the shrunken head hanging from the Revered Guardian's belt. Getting a big unit of these elite warriors together has never been easier.



Revered Guardian
(champion)

Standard Bearer

Musician



TEMPLE GUARD

Product code: 99120208009

Sculpted by Aly Morrison

UK £15† Denmark 140dkr

Euro €20 Swe/Nor 160skr/nkr

ON SALE FEBRUARY 7th

CHAKAX, THE ETERNITY WARDEN

Those few Saurus Temple Guard who have proven equal to the most sacred of tasks are awarded the rank of Eternity Warden. Their duty from then on is to stand guard, locked in the Mage-Priest's Eternity Chamber whilst the Slann meditates for decades, even centuries, at a time. Chakax is one such warden and carries the honoured title, the Prime Guardian of Xlanhuapec for his centuries of devotional service.

Aly Morrison has sculpted a really characterful model for Chakax, whose stalwart pose and grisly trophies attest to the Eternity Warden's power.



CHAKAX

Product code: 99060208084

Sculpted by Aly Morrison

UK £8† Denmark 100dkr

Euro €12.50 Swe/Nor 115skr/nkr

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NEW RELEASES

LIZARDMEN KROXIGOR

As well as the Stegadon, Martin Footitt's other project for the Lizardmen was the brutish metal Kroxigor models. These gigantic Lizardmen are surprisingly versatile, as they can be taken separately, banded together in Kroxigor units or even be placed within units of Skinks, so that both creatures work together, getting the best out of each other's abilities.

KROXIGOR*

Product code: 99060208062

Sculpted by Martin Footitt

UK £12† Denmark 135dkr

Euro €17.50 Swe/Nor 160skr/nkr

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*1 random model supplied.



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LIZARDMEN TERRADON RIDERS

Terradon Riders fly high above the jungle canopy, and these new metal miniatures capture the dynamic nature of these sleek, reptilian monsters. In war they are ridden by particularly daring Skinks, who use their flying mounts to pick up rocks and drop them onto the heads of their enemies. In the game you can use Terradons to stalk lightly armoured prey or war machines, or, with the ability to drop rocks, you can target larger regiments and even more powerful characters.



TERRADON RIDER*

Product code: 99060208087

Sculpted by Trish Carden
and Matt Holland

UK	£10†	Denmark	115dkr
Euro	€15	Swe/Nor	140skr/nkr

ON SALE FEBRUARY 21st

*1 random model supplied.



TIKTAQ'TO, MASTER OF SKIES

The combined talents of Trish Carden (née Morrison) and Aly Morrison have created this brilliant new Skink special character. As ever, Trish has come up with a really great creature and Aly has placed an equally resplendent rider on top. This metal miniature is in a very aggressive pose, pointing out his next target, so the other members of his flying cohort will follow as he dives down upon his foe. His magical blade is hefted in his left hand, ready to strike the foe, once the Terradons have dropped their deadly payload of rocks upon them.

TIKTAQ'TO

Product code: 99060208085

Sculpted by Trish Carden and
Aly Morrison

UK	£10†	Denmark	115dkr
Euro	€15	Swe/Nor	140skr/nkr

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Tiktaq'to wears the Mask of Heavens, making him harder to hit with missile weapons and magical attacks.



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NEW RELEASES

BARBED RAZORDON HUNTING PACK

Razordons are ferocious jungle predators that kill their prey by firing barbed spikes. Razordons are caught by Skink hunting parties who then goad them into war where their ranged spikes form deadly weapons. With this new metal model, Mark Harrison has sculpted a characterful addition to the Lizardmen range.

RAZORDON PACK

Product code: 99060208086

Sculpted by Mark Harrison

UK	£12+	Denmark	140dkr
Euro	€20	Swe/Nor	170skr/nkr

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Lizardmen artillery is unique as it has a tendency to bite back. When you roll a misfire, it doesn't blow up, but eats your crew instead!



The tail end of a Barbed Razordon is where it usually flings its deadly barbs from. However, when threatened, the barbs spring forth from all over its spiny hide.



LIZARDMEN BATTALION

Battalion sets are a great way to start a brand new army, containing plastic Core and Special troops that form the basis of your embryonic force, and seasoned generals find them really useful for adding reinforcements to an established army. The Lizardmen Battalion is no different, as it's packed with your favourite cold-blooded warriors. Included are 20 Saurus, 12 Skinks, 10 Temple Guard and 8 mighty Cold One Cavalry.

**MULTI
PART
PLASTIC
KIT**

LIZARDMEN BATTALION

Product code: 99120208010

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SPACE MARINE CASUALTIES

Not content with sculpting the denizens of Lustria, the prolific Martin Footitt has also been working on the warriors of the far future. This time he's created three brilliant Space Marine casualty models. These miniatures are a boon for modellers everywhere, and can be used in loads of different ways: as objective markers, diorama pieces, wound counters or even as gaming pieces to represent the last stand of your prized Space Marine unit.

In the past we've created casualties by converting existing models, but these have been specifically sculpted for the job. That's why you've got three great poses; one battle-brother has been mortally wounded but still blasts away with his bolt pistol; you also have a dead commander, splayed face down; and an honoured brother who has been lying dead for quite some time amidst his own spent bolter casings and the skull of an enemy.

SPACE MARINE CASUALTIES

Product code: 99060101422

Sculpted by Martin Footitt

UK	£12+	Denmark	135dkr
Euro	€17.50	Swe/Nor	160skr/nkr

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When a life of debt and debauchery catches up with him, Bretonnian nobleman Florin d'Artaud is forced to flee his homeland and turn to a life of adventure. Accompanied by his manservant Lorenzo, Florin travels to the wildest reaches of the Old World battling all manner of strange foes. From the steamy jungles of Lustria to the mountainous reaches of the Ogre Kingdoms, will our heroes ever find enough gold and glory to return home?

THE ADVENTURES OF FLORIN & LORENZO

by Robert Earl

ISBN: 978-1-84416-681-7

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THE INQUISITION WAR

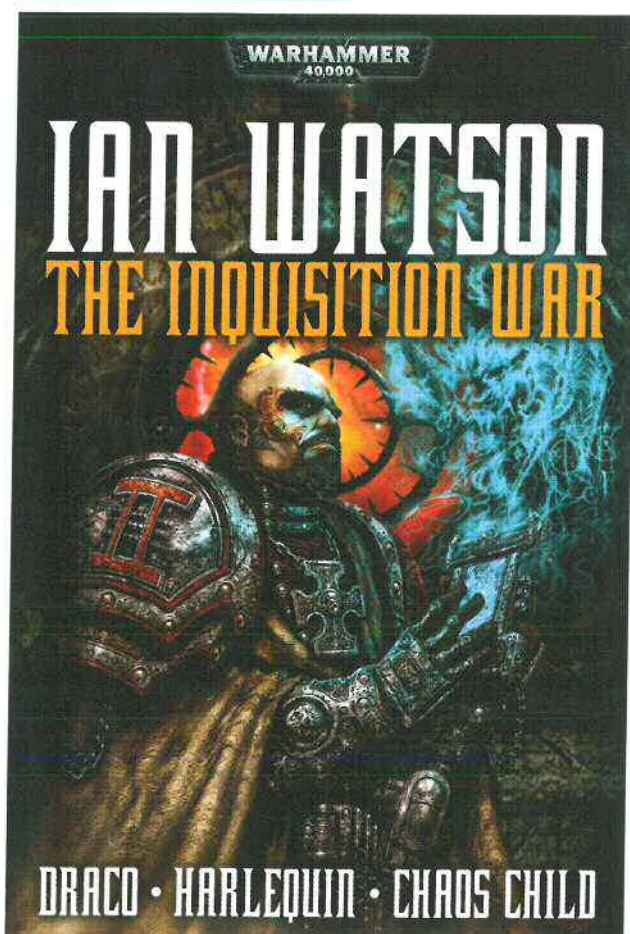
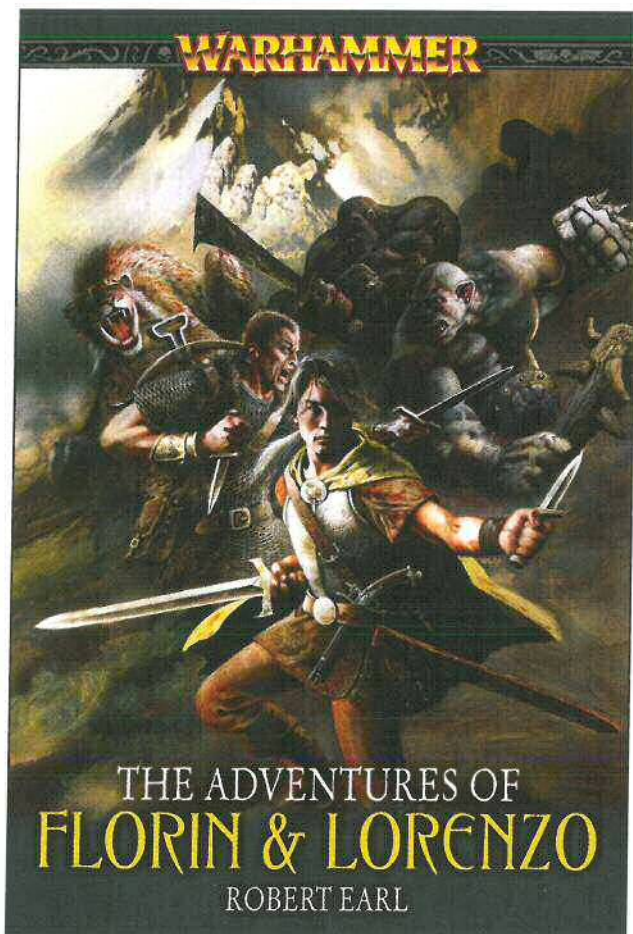
The Inquisition War is the classic story of Inquisitor Jaq Draco and his desperate mission to uncover a plot that will bring mankind to its knees before the Dark Powers. Written by award-winning author Ian Watson the Inquisition War explores areas of the Warhammer 40,000 mythology that few other authors have dared to tackle! Collected in this omnibus is the seminal trilogy of Draco, Harlequin, Chaos Child and two linking short stories.

THE INQUISITION WAR

by Ian Watson

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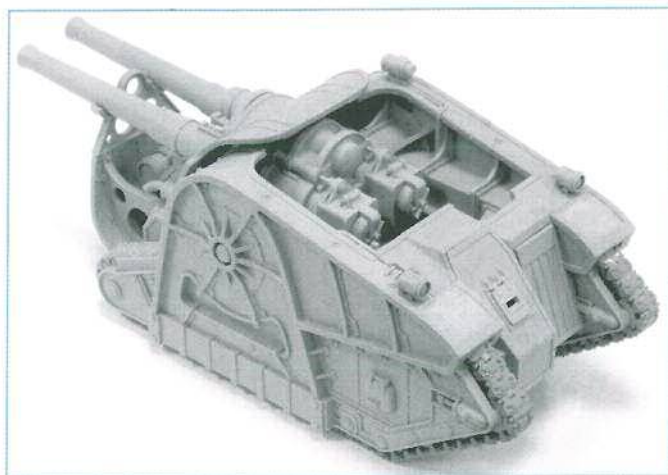
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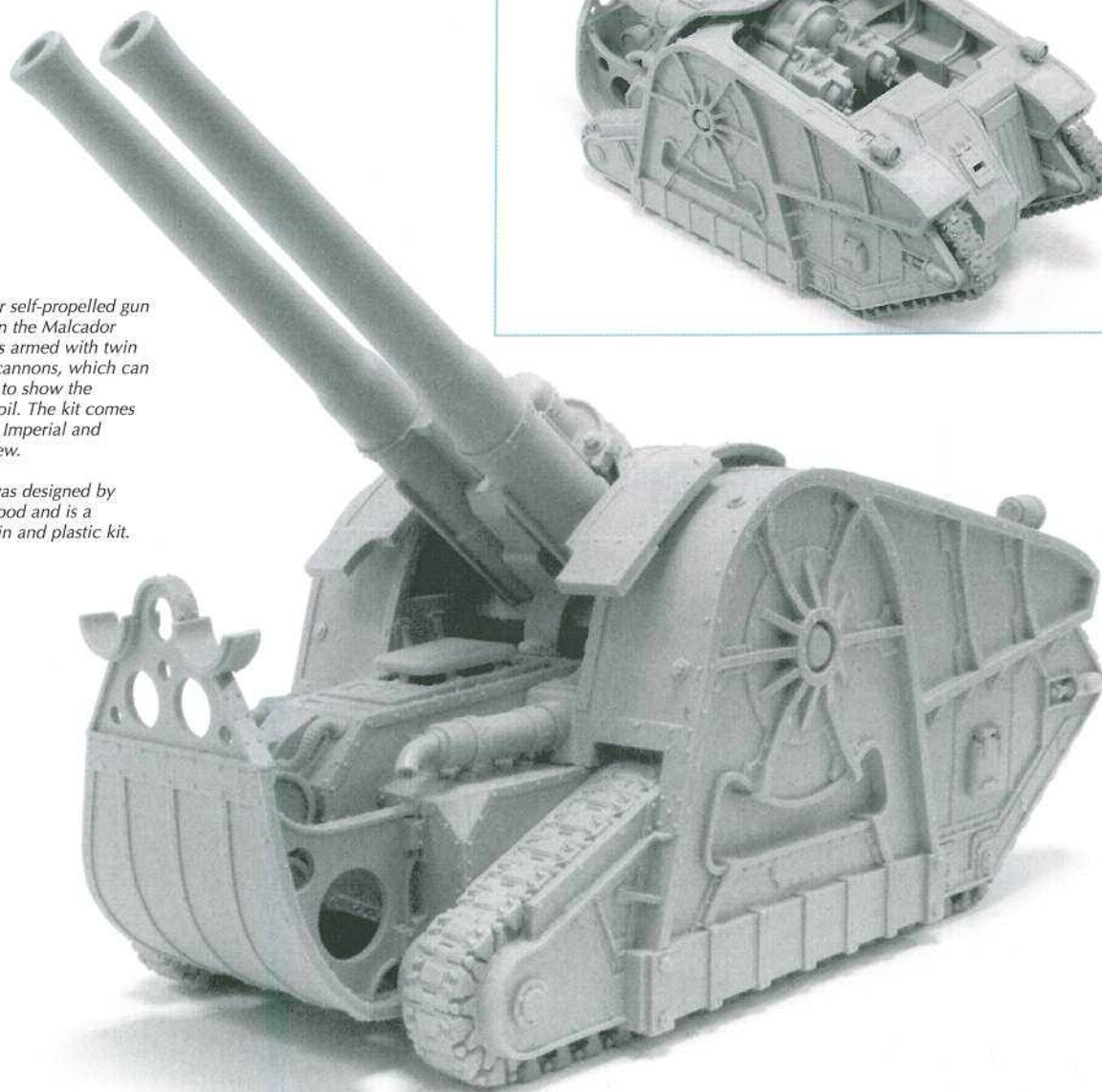


IMPERIAL MINOTAUR WITH TWIN EARTHSHAKER CANNONS



The Minotaur self-propelled gun is based upon the Malcador chassis and is armed with twin earthshaker cannons, which can be modelled to show the cannons' recoil. The kit comes with both an Imperial and Renegade crew.

The model was designed by Daren Parrwood and is a complete resin and plastic kit.



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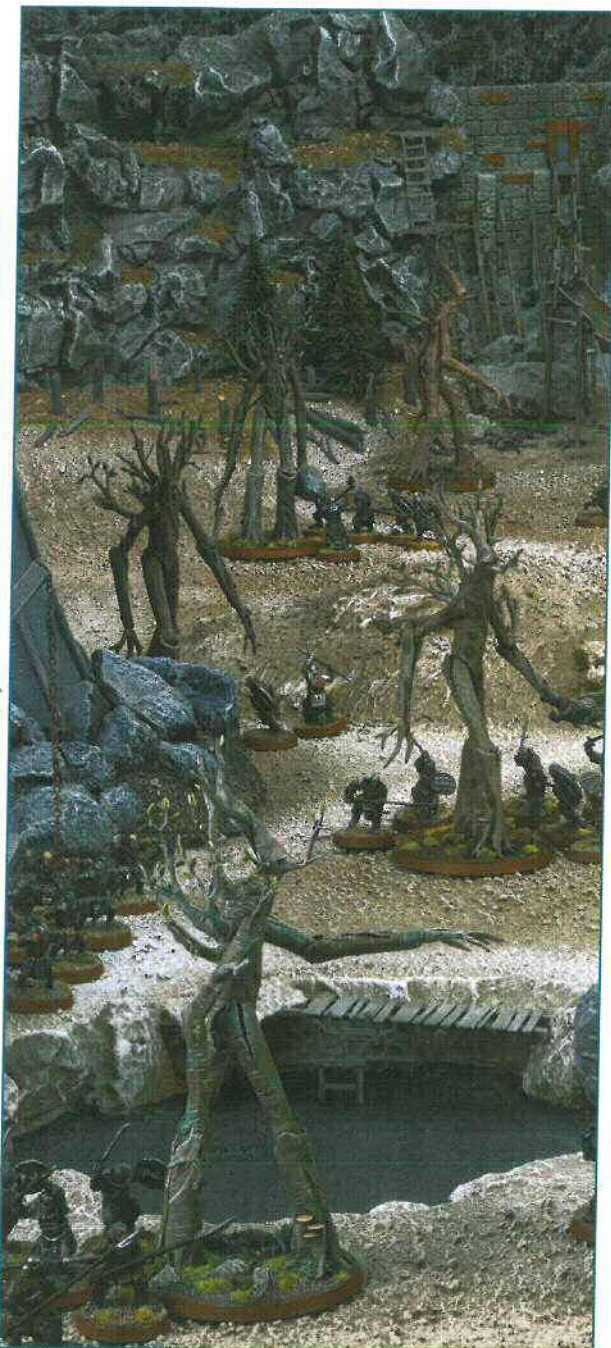
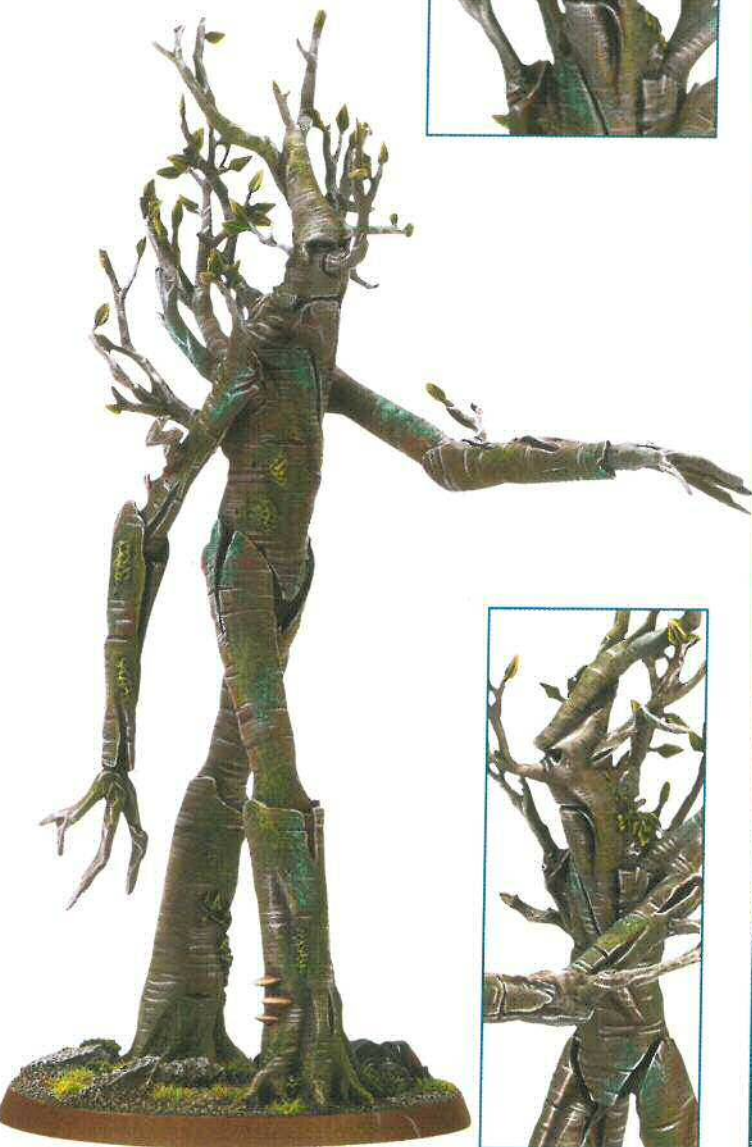
WAR IS COMING

COMING SOON

THE LORD OF THE RINGS STRATEGY BATTLE GAME WAR OF THE RING™

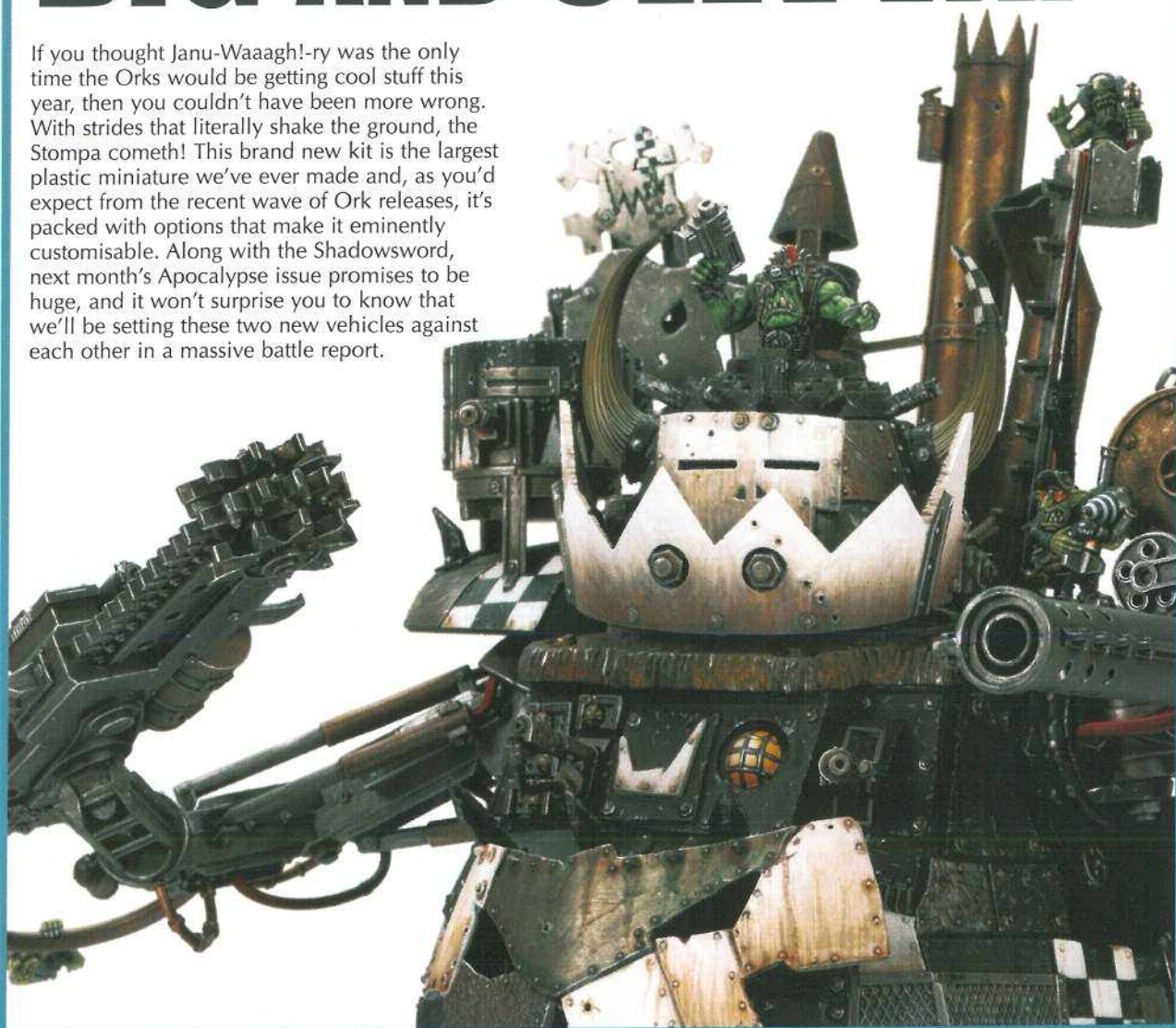
As you'll no doubt be aware after reading Mat Ward's War Journal last issue, there's a brand new game on the horizon: War of The Ring. The launch of the game is less than two months away now, so start gathering your armies, because the greatest battles Middle-earth has ever seen are closer than a Hobbit's next meal. To complement the current range of The Lord of the Rings miniatures, there are a load of brand new models due for release too. War is coming – will you be ready?

There are loads of exciting new miniature releases heading your way. Here's a sneak peek at the brand new plastic Ents. Yep, if you're collecting a force to oppose Sauron, then having a flock of Ents (are you sure 'flock' is the collective noun for the tree shepherds? – Ed) in your army will soon be a reality.



BIG AND CLEVVA!

If you thought Janu-Waaagh!-ry was the only time the Orks would be getting cool stuff this year, then you couldn't have been more wrong. With strides that literally shake the ground, the Stompa cometh! This brand new kit is the largest plastic miniature we've ever made and, as you'd expect from the recent wave of Ork releases, it's packed with options that make it eminently customisable. Along with the Shadowsword, next month's Apocalypse issue promises to be huge, and it won't surprise you to know that we'll be setting these two new vehicles against each other in a massive battle report.

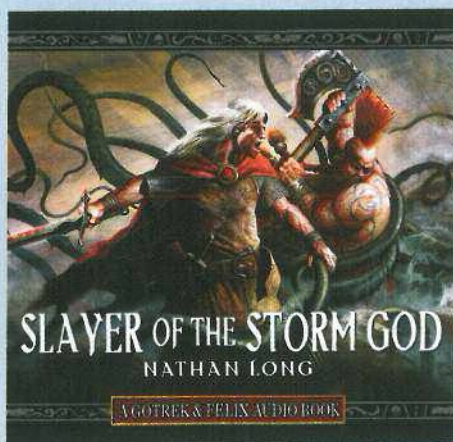


SLAYER OF THE STORM GOD

Gotrek and Felix return in a new audio-only adventure, out on CD this month.

Gotrek and Felix are in the port city of Marienburg when they stumble across a mysterious golden bracelet. Little do they realise that this is a trinket dedicated to Stromfels – the ancient and evil Storm God – and he wants it back!

Our two heroes are attacked by the god's minions and the bracelet is taken from them, but a stubborn and determined Gotrek refuses to relinquish it without a fight. Venturing deep into the Marienburg marshes in pursuit of the thieves, Gotrek and Felix find themselves confronting the embodiment of the Storm God himself...



IN BRIEF

White Dwarf's Andy Hall is organising an 'Arena of Death' tournament. All around the Studio, players are dusting off their favourite Special Characters for some quick-fire games.

Next month's battle report is creating a real buzz in the Studio; with multiple tables, generals issuing orders from another room, and over 40,000 points a side, it's looking set to be a real classic match-up.

On the Web!

The Games Workshop website is the next best place (after White Dwarf, of course) for all your gaming news and needs. Under the stewardship of Adam Troke and Jim Sowter, the website is a great archive of hobby lore with articles for both new releases and fresh material for all your favourite armies.

Recently Published Articles

- Jungle scenarios and scenery for Warhammer
- Chakax character focus
- Getting the most out of your Lizardmen plastics

Coming Soon

- Tactics: Necrons
- Preparing for War of The Ring

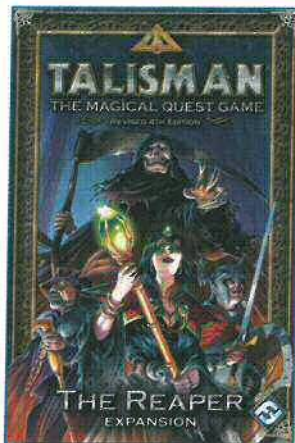


www.games-workshop.com

The Grim Reaper

Fantasy Flight Games continue to enhance the game of Talisman. This month they're bringing out a brand new expansion ominously called The Reaper, where

Death himself stalks the land! This new expansion offers Talisman players a dynamic new play element (don't roll a 1!) and contains four new character figures, 90 new Adventure cards, 26 new Spell cards, 12 Warlock Quest cards and the Grim Reaper himself.



You can find more details at:
FantasyFlightGames.com



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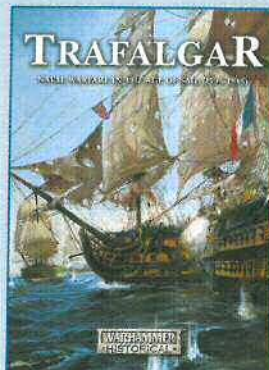
Trafalgar

This month sees the release of a brand new, original game system from Warhammer Historical. A mighty 144-page, full colour rulebook, Trafalgar is a game of naval engagements between model ships (usually 1:1200 scale or smaller) in the Age of Sail.

From the Battle of Copenhagen and the Glorious 1st June, the war in the Baltic and the eponymous Battle of Trafalgar itself, to the naval War of 1812 between Britain and the emerging naval superpower of the United States, all are contained within this volume.

Penned by White

Dwarf's very own Mark Latham, Trafalgar is a game simple enough to make large fleet actions very achievable, but detailed enough so that exciting single-ship actions are great fun to play.



www.warhammer-historical.com

Online Registration

If you haven't heard by now, we have a brand new, all-singing, all-dancing website. A marvel of modern cybertronic engineering, it's now easier than ever before to search for and buy whatever you're after.

If you register on the site you can also set your personal preferences, including your local store, keep abreast of events and activities near you, find out about your closest gaming club and, of course, sign up to the brand new fortnightly email newsletter.

Registration couldn't be easier, and the best part is, it's **COMPLETELY FREE**. Simply visit the website, click 'Register' in the top right corner and fill in the necessary details. So, sign up today and take your first steps into a more convenient hobby.

www.games-workshop.co.uk



School League Regional Finals

Each year, school gaming clubs from across the UK and beyond compete with one another for a place in the School League International Final.

However, before they can set their sights on the ultimate prize, they must first do battle in their local arenas – the Regional Finals.

Held in March at venues across the country, it's still not too late to register your school's club and take part. For information about where your Regional Final will be held or setting up a school gaming club, contact our Community Coordinator, Bek Hawkbby by email at:

bek.hawkby@games-workshop.co.uk



BECOME LEGENDARY

Recruitment Roadshows

We are always looking for great people to join our expanding business and, following the success of last October's recruitment roadshows, we're pleased to announce we'll be running more this year. For details of dates and times, check out the website:

www.become-legendary.co.uk

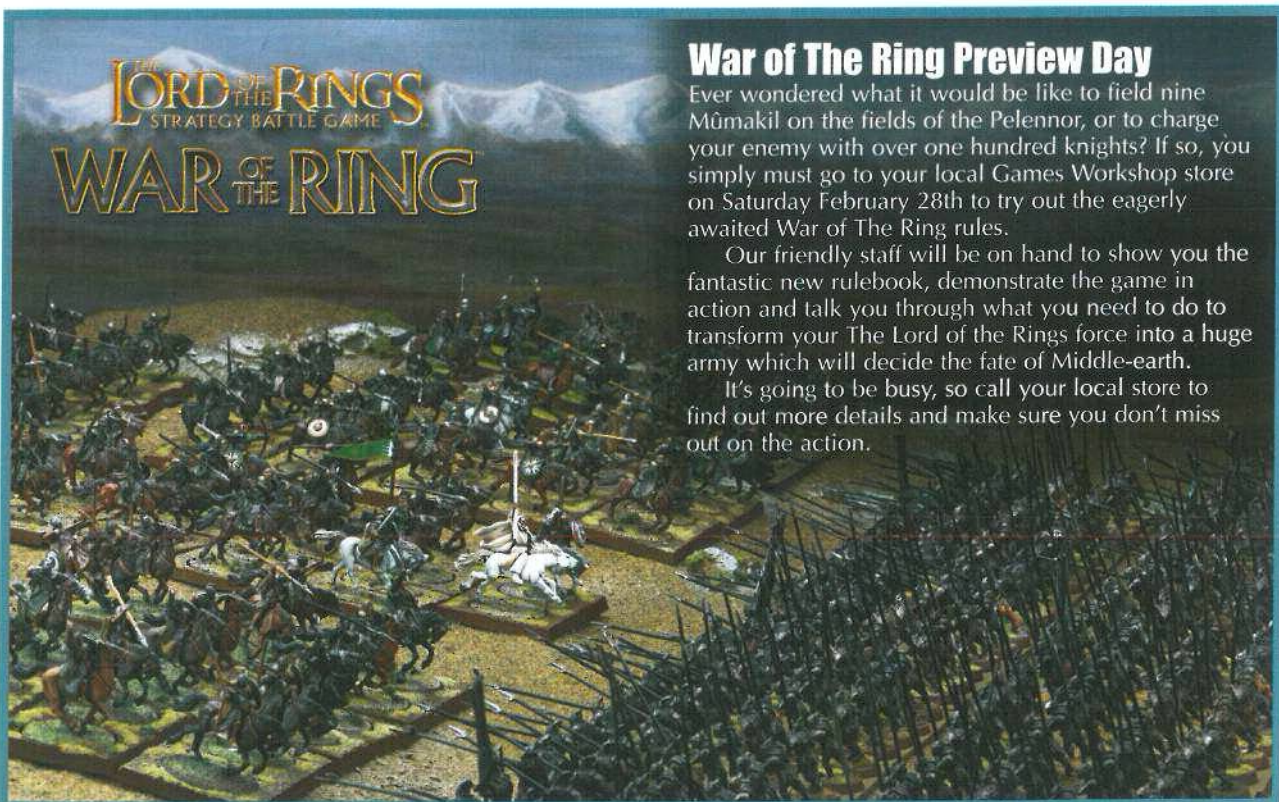
THE LORD OF THE RINGS STRATEGY BATTLE GAME WAR OF THE RING

War of The Ring Preview Day

Ever wondered what it would be like to field nine Mûmakil on the fields of the Pelennor, or to charge your enemy with over one hundred knights? If so, you simply must go to your local Games Workshop store on Saturday February 28th to try out the eagerly awaited War of The Ring rules.

Our friendly staff will be on hand to show you the fantastic new rulebook, demonstrate the game in action and talk you through what you need to do to transform your The Lord of the Rings force into a huge army which will decide the fate of Middle-earth.

It's going to be busy, so call your local store to find out more details and make sure you don't miss out on the action.



RISE OF THE



WARHAMMER

ANCIENTS

The Despoiling of Lustria has gone on for long enough – the warmbloods will pay in kind for the defilement and destruction of the temple-cities!





In The Book

The new Lizardmen army book contains everything a cold-blooded servant of the Creator Gods needs to unleash war upon the younger races. Inside you'll find:

- The complete history of the Lizardmen race, from the Great Catastrophe to the Age of Awakening.
- A comprehensive guide to all the different Lizardmen troop types.
- Colour hobby section.
- Brand new army list.

Andy Hall: The new Lizardmen are creating a real buzz around the Studio, largely due to the infectious enthusiasm of its two authors, Andy Hoare and Robin Cruddace. I sat the two of them down for a chat about the project. Note that, as Andy has a very similar name to me, I've taken the White Dwarf (WD) moniker throughout this interview.

WD: It's been a while since the Lizardmen were in the spotlight, so for all those who aren't so familiar with the age-old servants of the Old Ones, what are they all about?

Andy: The Lizardmen are the true heirs to the Warhammer world. They were about before Sigmar, before the Dwarfs and even before the Elves. Since their creation, through the collapse of the poles when Chaos seeped into the world, right up to the dark times now surrounding the lands, the Lizardmen have been present, enacting the will of their lost masters.

Robin: That's one of the important points we wanted to address with this book. The Lizardmen have always been around, continually inhabiting the jungle climes of Lustria, trying to further this mysterious plan that was set in place by the Old Ones. They don't go into states of hibernation, and only pop up now and again – they are a constant.

Andy: At the start of the project I really felt they lacked a continuous narrative history. As Robin said they seemed to pop up here and there, at first fighting Daemons in the wake of the catastrophic polar collapse, then fast forward a few millennia for the rise of Sotek and then coming to the present day of the constant raids from the Old World. I wanted to fill in those massive gaps and populate the history to give it as rich a texture as any of our other Warhammer armies.

WD: One of the things I've noticed with the new book is how much more aggressive the Lizardmen seem to be. In the past they would tend to be defenders, their enemies invading, forcing the Lizardmen to respond.

Andy: We definitely wanted the Lizardmen to be seen as more proactive. They have many enemies, the Skaven and the Chaos Daemons are just two and even though these races are evil and the Lizardmen are the antithesis of Chaos, don't mistake them for good or kindly creatures. They have an alien perspective totally different to the outlooks of the younger races. If a Slann so orders, or it is deemed the will of the Great Ones, they will obliterate entire races to extinction without batting a nictitating membrane; indeed, they have carried out

LIZARDMEN

The Lizardmen were the first race created by the mysterious Old Ones, godlike beings whose influence spanned countless planets. When the Old Ones abandoned the Warhammer world in the wake of a great catastrophe, the Lizardmen were stranded, left to deal with the devastation as Chaos spilled across the lands and oceans.

The Lizardmen are divided into a number of sub-species, all evolved for a specific function within their alien society.

The Slann are the leaders of an empire; bloated, immobile creatures whose grasp of magic is even greater than the High Elf Mages of Hoeth. Skinks are the artisans and administrators, diminutive in stature but quick-witted for reptiles, making them nimble scouts on the battlefield. Kroxigor are the hulking builders and creatures of burden – what they lack in intelligence they more than make up for in brawn. The Saurus are the protectors and soldiers, they are single-minded, mighty warriors, bearing heavy weapons of obsidian and bronze.

Ever since the first spawnings all those aeons ago, the Lizardmen have made use of the Lustrian fauna to aid them in maintaining and protecting their empire – when they go to war they take with them the creatures that inhabit the Lustrian jungles, from predators like the Carnosaur to the mighty Stegadon.



SAURUS WARRIORS

When the Lizardmen march to war, it is the Saurus who make up the bulk of the reptilian horde. Rank upon rank of savage yet precisely drilled warriors form the army's core.

Saurus are impressive warriors; strong and tough, they're up there with the most powerful infantry in Warhammer. A Lizardmen army that contains large blocks of Saurus is a fearsome opponent, an army that packs a truly hard punch and will rarely flee due to their cold-blooded nature.



Saurus can be armed with spears, for extra reach, as well as hand weapons and shields.



many such orders of annihilation in the past. If the Slann have decided that a race should not be, then the Lizardmen will do anything in their power to wipe them out.

Robin: A great example of this is their relationship with the High Elves. With both these races being old and sharing a mutual hatred for Chaos you'd think that they get on pretty well, but that's not the case. When regarding the Elves the Slann interpreted the Old Ones' will as that the Elves should not leave Ulthuan. So when the Elves expanded their empire across the oceans and the first missionaries discovered the temple-cities, they were brought before a Mage-Priest who simply looked down upon them and decreed 'they should not be here'. The Temple Guard, who, like all Saurus, are quite literal creatures, immediately cut the Elven party down where they stood. This has obviously caused resentment ever since. Now, the Slann could quite easily have meant that the Elves shouldn't be in Lustria 'and would they mind sailing back to Ulthuan please,' but we'll never know.

Andy: That's one aspect I really love about the Slann, they are so incredibly ancient and are aware only fleetingly that when they speak it is often out of context and beyond the grasp of anything but a fellow Mage-Priest. This means when a Slann is

roused to make some decree it'll often take whole cohorts of Skink Priests months or even years to try and translate what he actually means. Even then their interpretations can be anything but accurate. If a Slann said 'bring me water'

“They will obliterate entire races to extinction without batting a nictitating membrane.”

you'd have some Skink Priests thinking he's a bit thirsty, while others would translate the command as a demand to realign the continents to shift the oceans!

WD: The other stuff I noticed in the background section was the descriptive text about the temple-cities.

Andy: Yeah, I wanted to really expand on the temple-cities. Before they were just names on the map, but this time we've gone into some depth. I wanted Lizardmen players to be as familiar with the temple-cities as an Empire general is with the provinces. Again, it's about adding that rich detail, so players can take that and use it to characterise their armies. For instance, an



A Saurus Oldblood is a mighty warlord, called upon to lead the Saurus when they mass together in large formations of war.



Saurus Oldbloods will sometimes attend the battlefield on a Cold One; this way they can join faster units and take the fight directly to the enemy.

army from Xlanhuapec – City of Mists – may have a higher proportion of Skink Priests to represent the residents of this temple-city being skilled in the use of magic, while an army from Itza – the First City – would most likely be led by an ancient and powerful Slann. Of course, we haven't detailed all the temple-cities, there are many more within Lustria, giving players an opportunity to create their own background to suit their army if they so wish.

WD: Talking of armies – describe to me what a typical Lizardmen army should look like; what images are we trying to evoke with the new book?

Robin: Saurus are definitely at the centre of the Lizardmen army, supported on the battlefield by units of Skinks. In general they're largely a close-combat army that is extremely difficult to shift – they can take a heavy charge and then hit back hard. On top of that they have some short-ranged but high-yield shooting, as well as a very powerful but defensive magical stance.

WD: What makes them so resilient?

Andy: Well, with the obvious exception of the Skinks, they have a high Toughness. Their Scaly Skin gives them good armour saves as well. The Saurus have particularly benefitted this time round as I've increased this to a 5+ save. So, when armed with hand weapons and shield, your core units of Saurus warriors have a very healthy 3+ save in combat. They've also dropped a point in cost, so they really are an essential choice. As well as this, all Lizardmen units are Cold Blooded, so should they have to take a Leadership test you're rolling three dice and picking the two lowest, which can keep them in combats much longer than other armies.

Robin: While we're talking about evocative images, I've always liked the idea of the Kroxigor surrounded by the Skinks, so was really pleased when we put that back in.

Andy: I really liked the idea of these lumbering brutes being surrounded by the skittish Skinks. And in game terms it gives Skink units some real power, but it's not just a one-way relationship – the Kroxigor benefit from being in a massed unit. As a

COLD ONE RIDERS

One of the spawnings that has become more common in the temple-cities in recent decades is the birth of Saurus with the instinctive ability to control and ride Cold Ones. When the Lizardmen army is arrayed for battle, the Cold One Cavalry take up positions on the extreme flank. As the enemy closes with the main Saurus battleline, the Cold Ones burst forth from the undergrowth. Attacked from the sides, the foe quickly crumbles against this shock cavalry.



Hard-hitting Cold One Cavalry are perfect for making flank attacks.



TEMPLE GUARD

It is said that many of the Temple Guard are as old as the temple-cities and the Slann they protect. They can maintain their sleepless vigil for centuries, standing as still as statues. Indeed, many invaders and scavengers in Lustria have often mistaken them as such – to their cost! In battle, though, the Temple Guard are anything but slow, marching against the trespassers to prevent the temples being defiled any further. In combat the Temple Guard are fearsome, cutting down all in their path.



Temple Guard
Revered Guardian

Core choice this is a really desirable option, especially with a 12" charge range. Mixed units have been seen as a bit of a headache in the past but as long as you deal with them with a sense of logic and clarity, as we have done in the book, then there are no issues.

WD: The other mixed unit of note is, of course, the Slann, who have to be placed within the Temple Guard when they are both on the table at the same time.

Robin: Well that's nothing new, and it makes perfect sense from a background point of view. I think it looks great as well, plus it's the only unit a Slann can join and still carry on casting spells even when in combat, so why wouldn't you? And now the Temple Guard are plastic you can easily put together large units, which looks awesome on the battlefield.

Andy: Every army should have Temple Guard – they're some of the hardest line infantry in the game. Yes, even with the Warriors of Chaos still fresh in everybody's minds, I wouldn't bet against the Temple Guard in a straight scrap. They've got 2 Attacks but are a point cheaper than before and come with a 5+ Scaly Skin save, just like the Saurus, as well as light armour and a shield. So not only are they hitting with 2 Attacks, they've got a 2+ save in combat, too. As they come with halberds, your

other choice is to forgo the save (well, reduce it to 4+) and strike at Strength 5.

WD: While we're on the subject of rock-hard units we should talk about those Stegadons. It's a brilliant-looking model, but has it heralded any revamped rules?

Andy: A very good question! Well, there are three broad types of Stegadon now. You have the familiar Stegadon with a giant

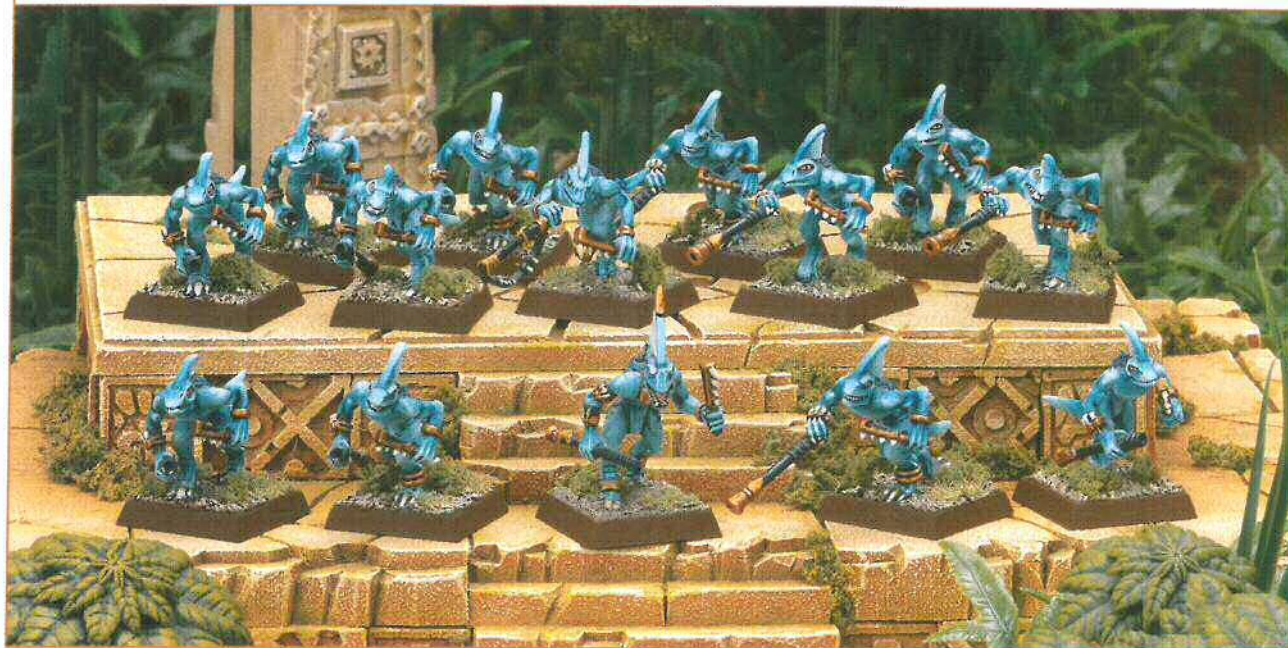
THE ETERNITY WARDEN

Chakax is the eldest of Xlanhuaepec's Temple Guard. He has never yielded in his task and has butchered whole regiments that have dared attempt to kill his charges, each sweep of his Star-stone Mace leaving nothing but a bloody smear. He is the ultimate bodyguard and Prime Guardian of Xlanhuaepec.



SKINKS

Skinks are physically and mentally agile creatures, capable of executing complex tasks and charged with the day-to-day running of the temple-cities. In times of war, however, the Skinks will take up arms. Although not born warriors, being weaker than their larger siblings, they are capable of working more complex devices and operating in looser formations to ambush the enemy in situations where brute strength counts for little.



Skink Chiefs have been marked for greatness. They are the overseers and wardens of the jungles and will lead their amphibious brethren into war, only too pleased to rid the world of the warmbloods.

bow on its howdah. We've made these more common, so you can find them in the Special units section. The Rare slot it vacated has been filled by the Ancient Stegadon. This monster is less aggressive than its younger kin, but age has added thicker scales and more weight to make it stronger and harder to kill. Ancient Stegadons can be armed with two giant blowpipes on their howdahs, which can throw out 2D6 poisoned shots each.

Robin: I like the idea of this older, tougher, more gnarled monster who is perhaps not as headstrong. So he actually provides more of a stable platform. With a giant bow you've just got to get it heading in the right direction and let it go. The blowpipe requires the Skinks to be able to actually aim it somewhat, so it's a weapon far better suited to the Ancient Stegadon.

Andy: The other type is an Engine of the Gods, which is carried on the back of an Ancient Stegadon. As Robin wrote the rules for that I'll let him talk about it.

Robin: It was tempting to make it simply work like a giant Aztec super-laser, crackling with energy from the lost technology of the Old Ones. One of the effects does echo that but I wanted it to also reinforce these army traits we were

talking about earlier – defensive magic and bolstering their own forces.

WD: So how does it actually work?

Robin: You use it at the beginning of the Magic phase and choose from one of three abilities – the *Arcane Configuration*, which makes casting spells easier; the *Burning Alignment*, which is the most outright aggressive of the abilities; and the *Portent of Warding*, which gives friendly units a ward save. The good thing is that, even though the Engine is activated in the Magic phase, these abilities are not bound spells, so they cannot be dispelled.

Andy: I think it's important to note that the Engine of the Gods isn't in the main army list itself, but is actually a mount choice for your Skink Priests. In fact a Skink Priest mounted on an Engine actually counts as one magic level higher than he truly is. Skink Chiefs can also take Stegadons as mounts, so you can actually get loads of Stegadons in even quite a small army should you want to. The other great thing about the Stegadon kit is that it comes with a Skink Hero and a Skink Shaman on the frame – depending on the type of Stegadons you want to assemble, that gives you a few extra heroes for your army.



SKINK LINE INFANTRY

Skinks can be fielded as skirmishers, but can really make their numbers count by forming up into blocks of infantry just like their Saurus kin. These large units of Skinks can be bolstered further by the inclusion of the Kroxigor. This gives both Lizardmen sub-species a powerful advantage. The Skinks get much needed muscle added to their unit, while the Kroxigor will benefit from the Skink numbers, ranks and outnumbering bonus.



WD: The Stegadon isn't the only beastie to get tweaked, I gather.

Andy: No, the other obvious one is a new giant lizard for the Skink Hunting Packs, the Barbed Razordon, which fires deadly spikes off its body. The trick to using them is to try to force your enemy to charge them, as they roll two artillery dice when they stand and shoot!

Robin: Another change, which isn't as obvious, is that Terradons can now drop rocks again. It's fun and gives you another option for your Terradon units.

Andy: Terradons are also 'Arboreal Predators', which means they can end their move inside forest and jungle terrain. This way they can fly from cover to cover until they are ready to strike.

WD: Going through the Lizardmen special characters, which are always fun, I notice we have some new ones as well as the return of some old favourites.

Andy: For the Slann we have the return of Kroak and Mazdamundi. I think before we get into them we should mention how the Slann themselves now work because they have changed. I wanted to break the predictability that players would always go for a Second Generation Slann in the

previous edition. Now Slann have a selection of disciplines to choose from. As you'd expect these disciplines are different abilities ranging from causing Terror, to

“It was tempting to make the Engine of the Gods work like a giant Aztec super-laser.”

Magic Resistance and all kinds of other cool stuff. Now when you buy the Slann, the amount of points you spend will define how many disciplines you can choose. However, even the lowest pointed Slann Mage-Priest has at least one discipline.

WD: Cool – customisable Slann! So you said Lord Kroak has returned?

Andy: Oh yes! The trick, though, was to reduce his points value to make him more useful without diluting his background. So I thought, because Kroak's spirit is only tenuously tethered to his mortal remains, he now only knows one spell; it just so happens that the spell is the *Deliverance of Itza*, one of the most powerful spells ever conjured. When he cast it to save Itza



Skink Priests are amongst the most intelligent of their kind, in battle they act as the eyes and ears of the Slann. They are also powerful magic users in their own right.

Cold Blooded

All Lizardmen are cold-blooded; they have an alien, almost impassive nature, which makes them slow and stubborn to respond to panic and flight like the younger races are wont to do. This is represented by the Cold Blooded rule, meaning that all Leadership tests are rolled on three dice, using the two lowest scores for the result.

it was so devastating that it scoured his mind of all other spells! In game terms this means that, because he can only do one thing – even if he does that one thing very, very well – then we could adjust his points value accordingly.

Robin: There are nine special characters in all, some new and some old. I'm really pleased with Chakax, as he was the first special character I've written; it's like a Games Development rite of passage. Aly [Morrison] has also designed a truly awesome model to represent him.

WD: Pulling back from the details and taking the Lizardmen army as a whole, to sum up, what is it that makes Lizardmen so

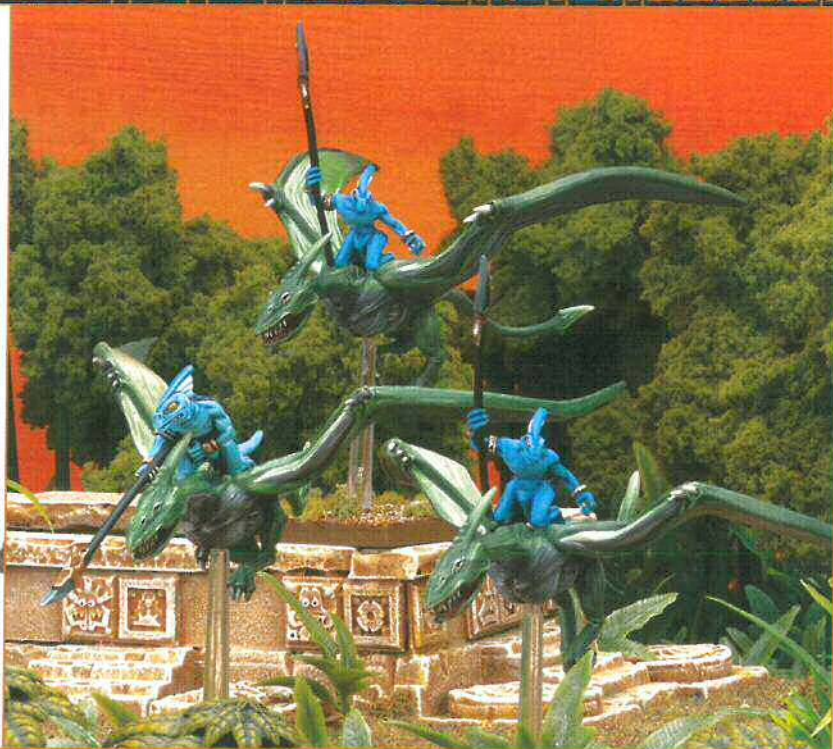
cool and why should I collect them?

Andy: They've got a great history, and the background is no longer patchy – we've given them a continuous narrative. They are a truly unique force, and I think it's important to point out that they're not a 'wacky' or fringe army, they are a core choice – just as important as Orcs, High Elves and the Empire. I think that's reflected in the miniatures range, with so many strong plastic kits that allow you to build your collection quickly with great-looking models.

Robin: At the end of the day it's an army of dinosaurs, that even has dinosaurs riding other, bigger dinosaurs. How can anyone say that isn't just cool?

TERRADONS

Terradons are large, flying reptiles that have haunted the skies above Lustria since the prehistory of the world, and are ridden into battle by the Skinks. Terradon riders goad their flying mounts to swoop down on the enemy from on high, or pound the foe with rocks dropped from their mighty talons as they fly overhead.



TIKTAQ'TO

Tiktaq'to and his sky patrols are amongst the most skilled aerial riders in the world. He directs his forces from far above and can enter the fray from any direction. Virtually impossible to hit from range, he flies into the heart of the enemy formation with his magical blade poised to strike.



Turn the page for a detailed look at the plastic Stegadon frames.



STEGADON

The new plastic Stegadon was designed by the dynamic duo of Martin Footitt and Dave Thomas. And while Martin was already a veteran at creating big plastic monsters with his work on the High Elf Dragon, this was Dave's first real experience doing a large kit like this. 'I wanted to really up the size of the Stegadon,' says Dave. 'Because the previous model was in metal, it could only be a certain mass, so bigger was definitely better this time around.' It wasn't just the size Dave wanted to increase, 'I think the previous Stegadon looked a little placid, so I have given the new one a bit of an attitude. It now looks fierce and angry, so you'll think twice about going against it on the battlefield.'

While Dave was busy with the creature, Martin was working on the howdah. 'I had two main objectives,' he says, 'It needed to be more than just a wooden platform

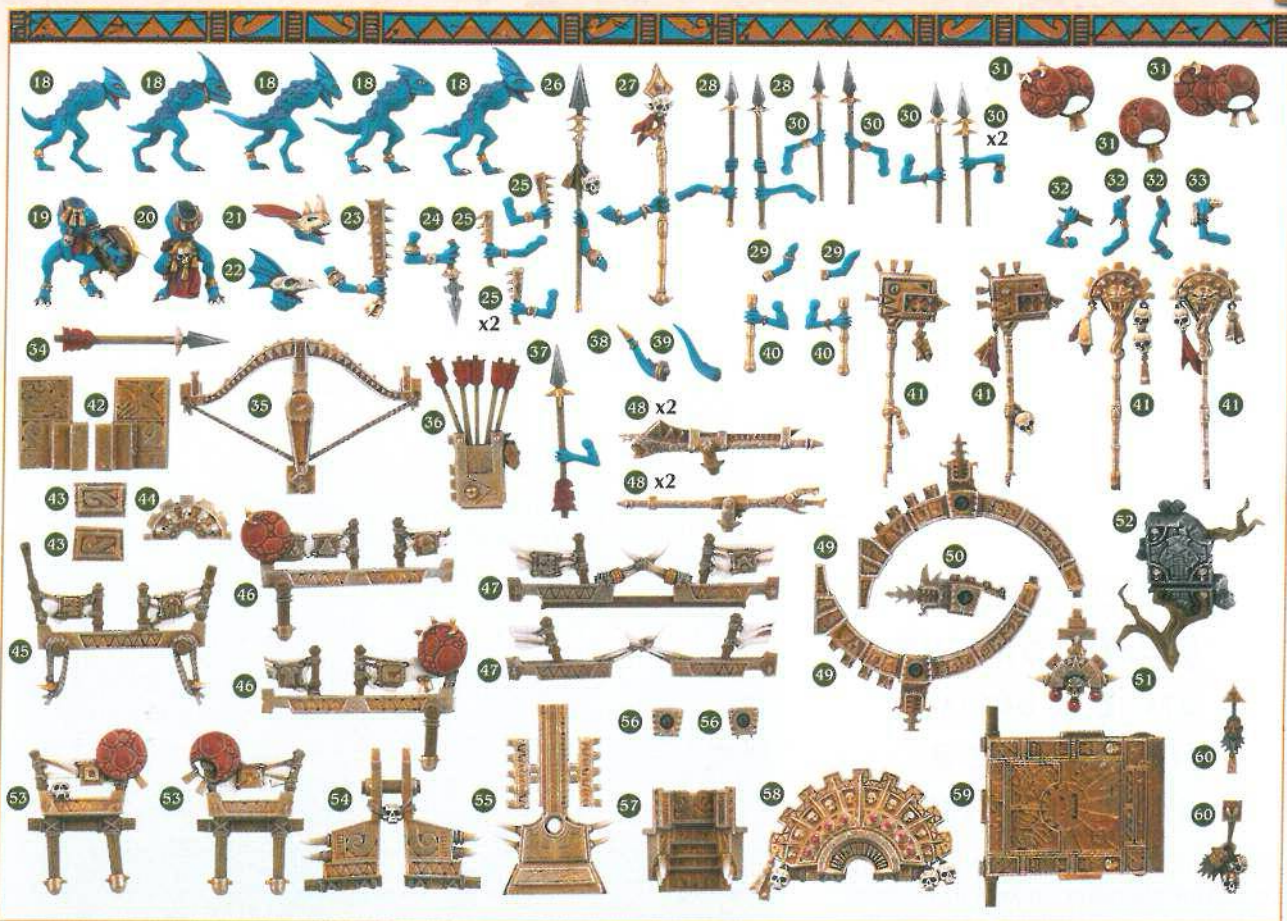
and, because it is a plastic kit, it had to be flexible enough so it could be assembled in different configurations.' Readers will already note that Martin achieved his goals with aplomb; the howdah is reminiscent of a ziggurat with the stepped levels that actually follow the line of the Stegadon's back, and it can be configured with two different weapons, or as the Engine of the Gods. But it's even more customisable than that. For instance, the Engine can be built in several different ways, or you can leave off the arch and have it as just a throne, perfect as a mount for your Skink Chief. 'The whole kit is customisable,' adds Dave. 'There are various head plates and horns that change the appearance of the beast, which, coupled with the various howdah types, means you can have loads of Stegadons in your army and no two will look the same.'

STEGADON FRAME



- 1 Stegadon head
- 2 Stegadon tongue
- 3 Stegadon tail plate
- 4 Stegadon tail tip
- 5 Stegadon back
- 6 Stegadon neck
- 7 Stegadon side
- 8 Pelvic plate
- 9 Stegadon crest
- 10 Stegadon tail
- 11 Stegadon front leg
- 12 Stegadon hind leg
- 13 Stegadon large horn
- 14 Stegadon small horn
- 15 Stegadon spike
- 16 Small howdah spike
- 17 Large howdah spike
- 18 Skink crew bodies
- 19 Chieftain body
- 20 Priest body
- 21 Chieftain head
- 22 Priest head
- 23 Chieftain's club
- 24 Chieftain's dagger
- 25 Skink clubs
- 26 Chieftain's spear
- 27 Priest's staff
- 28 Two handed javelin
- 29 Skink javelin arm
- 30 Skink javelins
- 31 Howdah shields
- 32 Skink dart arms
- 33 Bow crank arm
- 34 Bolt





- 35 Giant bow
- 36 Quiver
- 37 Skink bolt arm
- 38 Priest tail
- 39 Chieftain tail
- 40 Banner arms
- 41 Howdah totems
- 42 Howdah small base
- 43 Throne sides
- 44 Giant bow top
- 45 Howdah back
- 46 Howdah rear side
- 47 Howdah supports
- 48 Giant blowpipe
- 49 Engine pylon
- 50 Engine totem
- 51 Totem
- 52 Stone tablet
- 53 Howdah front side
- 54 Howdah front
- 55 Throne back
- 56 Engine connectors
- 57 Throne seat
- 58 Howdah crest
- 59 Howdah large base
- 60 Trophies

Collecting an Army

With the release of the new multi-part plastic Temple Guard and Stegadon kits, a large part of the Lizardmen range is now available in plastic. This is great news for budding Lizardmen generals, as it allows you to quickly collect large Core regiments, as well as giving you a versatile range of weapon and assembly options, so that no two spawnings need be alike.

The first step in collecting a Lizardmen army is to form a solid core and expand the army from there. Big blocks of plastic Saurus are the secret to building a strong centre that the rest of your army can hinge upon. You'll also want both Skink Skirmishers, to harass the enemy flanks, and Skink regiments that march in line with the Saurus. These units can help to

“Big blocks of plastic Saurus are the secret to building a strong centre.”

channel the enemy into the Saurus, freeing your Skink regiments up for a flank charge.

With your main battleline formed, it's time to look to the Special choices. Temple Guard are a must, simply because they are hard-as-nails and will refuse to run, allowing you to anchor your whole army around them. Another great kit are the Cold One Cavalry. These are the shock cavalry of the Lizardmen force, ideal for protecting your flanks or, just as easily, going on the offensive if your enemy is proving reluctant to engage your tough and intimidating battle line.

Once you've built up a sizable army with the plastic kits, you can enhance the force with the addition of the metal heroes,

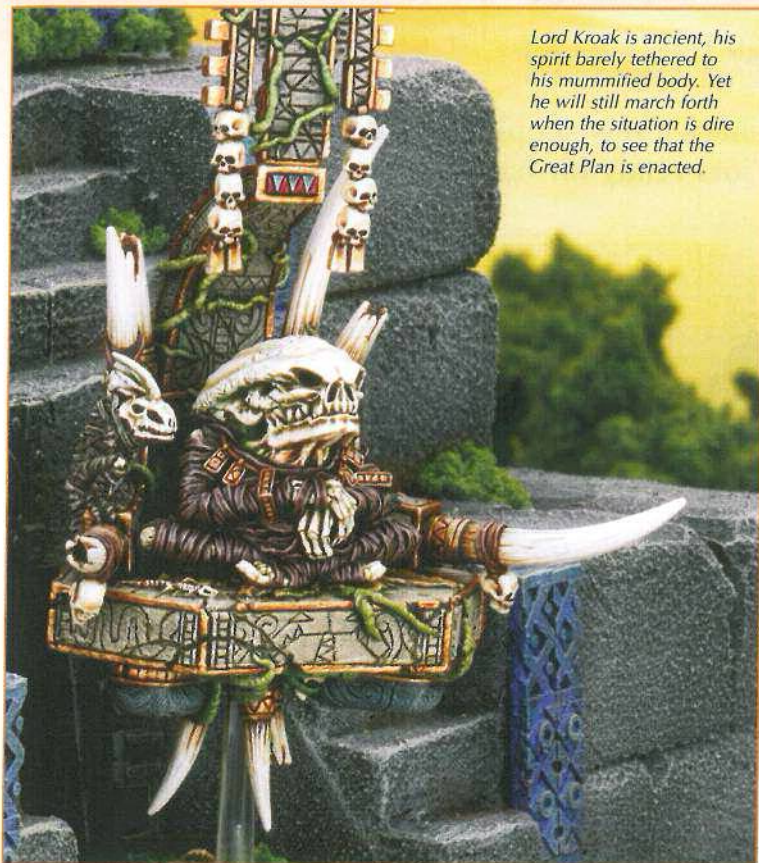
A typical Lizardmen army, comprising massed regiments of plastic miniatures bolstered by some key metal models.



and elite models like Kroxigor. Look at the models that will best complement your core force, filling the gaps in your army's offensive or defensive capabilities.

For example, Slann Mage-Priests are incredibly powerful Wizards, and you can buy additional Disciplines to increase their effectiveness even further. Furthermore, the addition of a Slann Mage-Priest ensures that your Temple Guard unit will stay put in all but the most extreme situations. You can even upgrade your Slann Mage-Priest to be your Battle Standard Bearer, and equipping him with a magic banner will give the army a boost on the battlefield.

Finally, Hunting packs of Salamanders and Barbed Razordons round the army off, nicely bolstering its offensive capabilities in the Shooting phase.



Lord Kroak is ancient, his spirit barely tethered to his mummified body. Yet he will still march forth when the situation is dire enough, to see that the Great Plan is enacted.



HUNTING PACKS

The life expectancy of a Skink Handler is not high, as it is their role to goad the ferocious Lustrian predators into action. Salamanders shoot deadly, flaming bile that can sear flesh from bone and have enemy soldiers clawing at their armour as the acrid venom eats through the metal and onto their skin. Barbed Razordons shoot vicious spikes from their hide with a powerful muscle spasm. When threatened they can release a hellish fusillade of spikes that will slay all in the immediate area.



PAINING LIZARDMEN

We asked the 'Eavy Metal team to share a few simple painting techniques to get your Saurus Warriors ready for battle.

LIZARDMEN SKIN



Step 1. Start with a basecoat, using a 1:1 mixture of Regal Blue and Hawk Turquoise.



Step 2. Begin highlighting the skin by applying Hawk Turquoise to the raised areas of the model.



Step 3. Continue adding highlights with a 1:1 mix of Hawk Turquoise and Ice Blue.



Step 4. Finally, apply pure Ice Blue to the most prominent areas for the final highlight.

LIZARDMEN SCALES



Step 1. Give the scales a basecoat of pure Regal Blue, but don't worry about covering the recesses.



Step 2. Shade the whole area with a heavy coat of Badab Black.



Step 3. Highlight the edges of the scales with a 1:1 mix of Ice Blue and Regal Blue.



Step 4. Use Space Wolf Grey as the final highlight, applying it to the side of the scales.

SHADES OF BLUE

Just as Orcs are green, Lizardmen are blue. Of course, limiting your palette doesn't mean limiting your creativity. Here are some great examples that the 'Eavy Metal team came up with.

'EAVY METAL™



This Saurus drummer is painted in Ice Blue and Hawk Turquoise as detailed above.



The skin of this Saurus has a greenish tinge, while the scales have a blue-grey tone.



The standard bearer has been painted with extremely dark blues, with bright highlights.

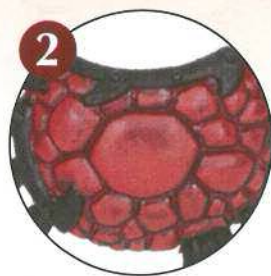


The Saurus above has had a mottled effect painted onto its pale skin.

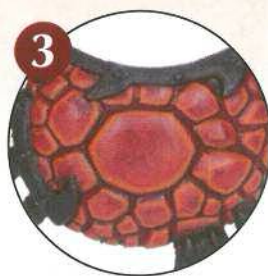
SHIELD SCALES



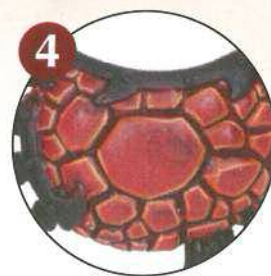
Step 1. Basecoat the scales of the shield with Scab Red and then give them a Badab Black wash.



Step 2. Highlight the scales with Mechrite Red, covering all of the area except the depressions.

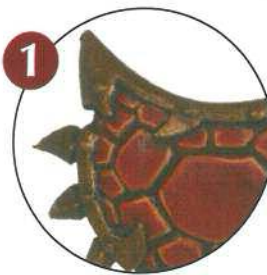


Step 3. The scales can then be defined with a fine highlight of Blazing Orange.

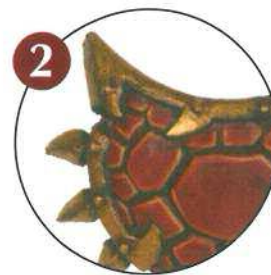


Step 4. Finally, highlight the edges of the scales with a fine line of Vomit Brown.

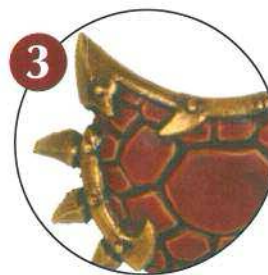
GOLD DETAILS



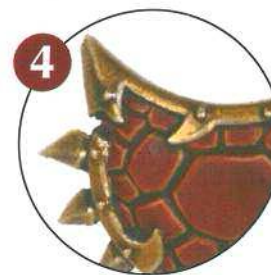
Step 1. Paint the trim with a 1:1 mix of Shining Gold and Scorched Brown, followed by a shading wash of Devlan Mud.



Step 2. Apply a highlight of Shining Gold all around the shield's trim.



Step 3. Paint a further highlight of Burnished Gold onto the edges of the trim.



Step 4. Use a 1:1 mix of Burnished Gold and Mithril Silver for the final highlight on the shield trim.

EXTRA DETAILS



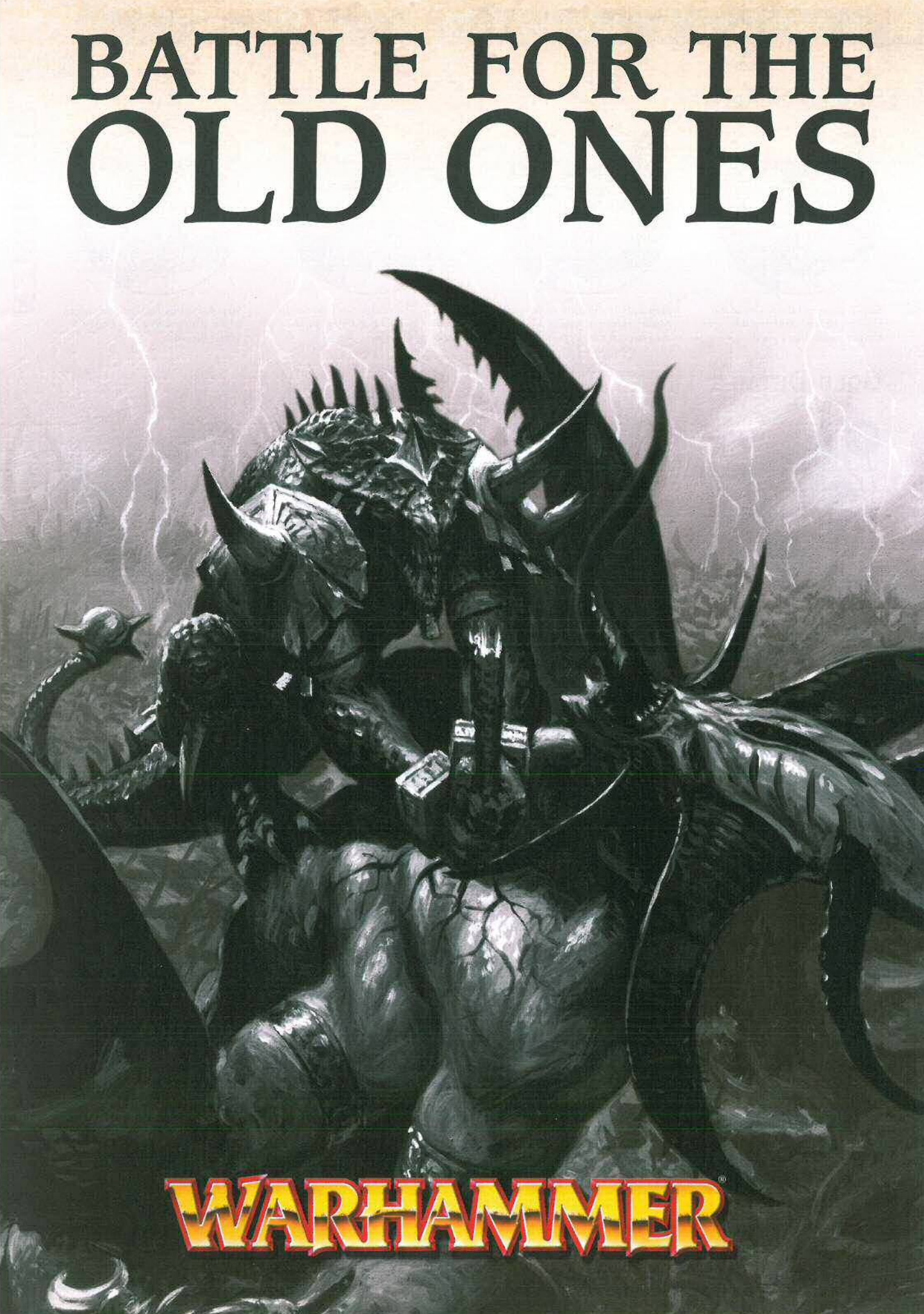
The bony protrusions are first painted with Khemri Brown, then highlighted with Bleached Bone. To finish, they are given a highlight of Skull White on the edges.



Paint the eyes with a mix of Iyanden Darksun and Skull White. The teeth can be painted Bleached Bone and highlighted with Skull White.

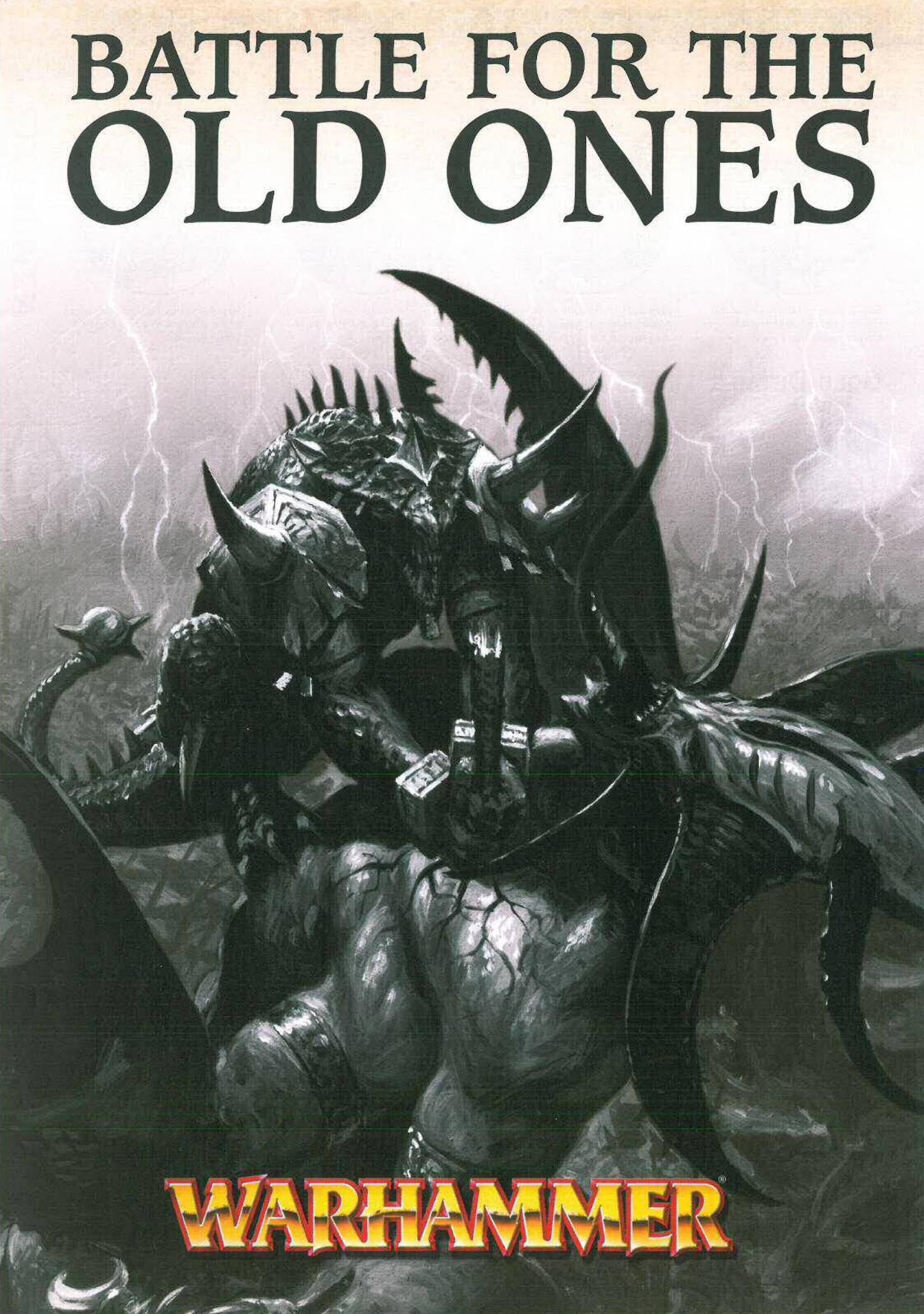


BATTLE FOR THE OLD ONES



WARHAMMER

BATTLE FOR THE OLD ONES



WARHAMMER

IN-STORE THIS MONTH

Since Time Immemorial the scions of the Old Ones, the Slann, and their squamous reptilian minions have followed the prophecies of their forebears and guided the destiny of the Warhammer World. Harnessing magical powers undreamt of by even the most adept of the Elven Mages, they smite their foes with arcane energy; remaking the world around them, allowing their savage, primitive Saurus Warriors to crush all who would stand before them.

This month sees the return of the Lizardmen as, amid earthquakes and unnatural storms, their new Army Book bursts into our stores!

Come down to the stores and get primitive!

7th–8th February 2009

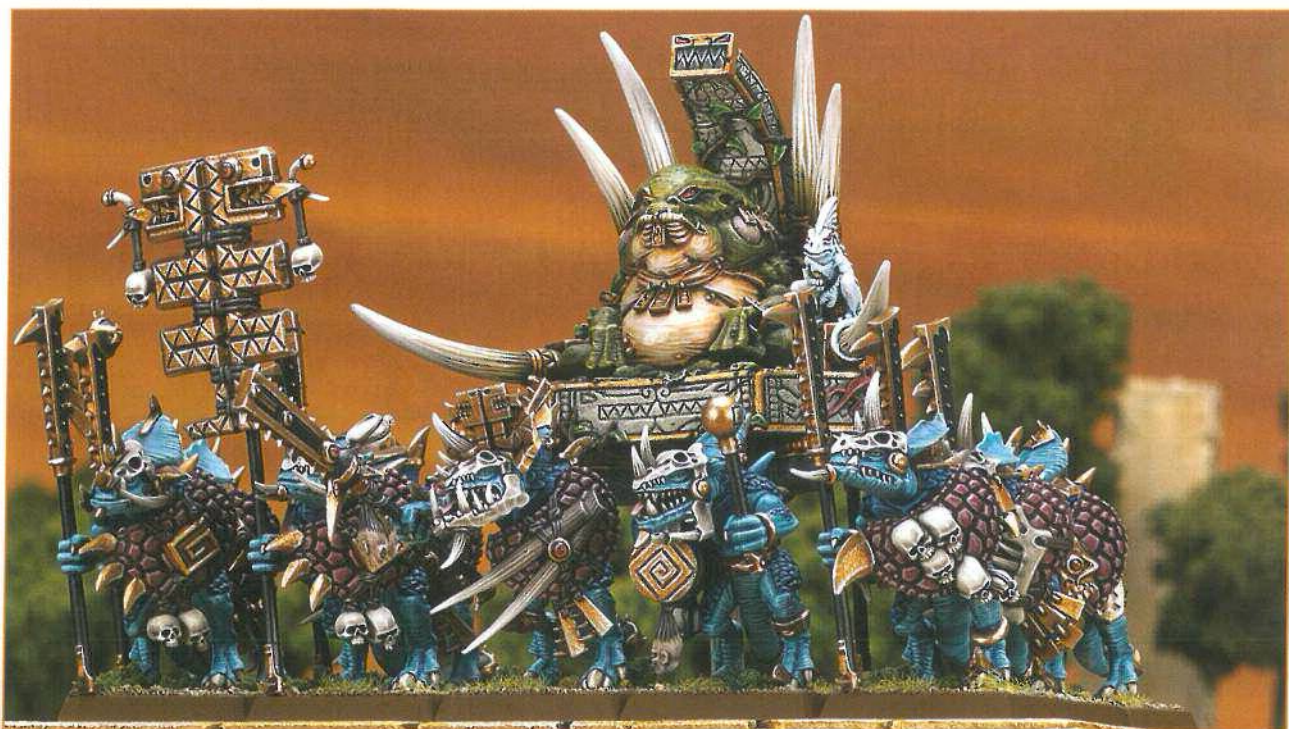
All this weekend, and throughout the month of February your local Games Workshop store will be running myriad Lizardmen themed activities. For example:

- **Legendary Battles.** Pitching the legions of the Slann against the younger, upstart races for mastery of a world!
- **Behemoth!** Painting and modelling the amazing new plastic Stegadon.

- **Spawn!** Lizard regiment construction and painting sessions.
- **Stegadon Racing!** In this ancient training ritual, the gargantuan beasts are fed a volatile mixture of jungle leaves and then raced around an aeons old circuit through the tropical vegetation of Lustria.
- **Building Lustria.** Making jungle terrain and Lizardmen ruins and cities.

Get down to your local store and find out about the exciting Warhammer Lizardmen themed events and activities they are running.

Ring your local store for details.



www.games-workshop.com

THE LIZARDMEN MINIATURES RANGE

You can now build a Lizardmen army almost entirely out of plastic! That makes it quicker than ever to build a force ready to enact the Great Plan.

SAURUS WARRIORS



SAURUS WARRIORS

99120208003 £18†, €30, 225dkr, 270skr/nkr

This box set contains 16 multi-part plastic models including champion, standard bearer and musician. The models can be assembled with either hand weapons and shields, or spears and shields.

MULTI
PART
PLASTIC
KIT



Saurus Warrior with spear and shield

SKINKS



Skink with blowpipe



SKINKS

99120208004 £18†, €30, 225dkr, 270skr/nkr

This box set contains 24 multi-part plastic models, including 4 champions and 20 skinks. The models can be assembled with either hand weapons and blowpipes, or javelins and shields.

MULTI
PART
PLASTIC
KIT

COLD ONE CAVALRY



COLD ONE CAVALRY

99120208006 £18†, €30, 225dkr, 270skr/nkr

This box set contains 8 multi-part plastic models, including champion, standard bearer and musician.

MULTI
PART
PLASTIC
KIT



Cold One Rider Champion

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TEMPLE GUARD



Temple Guard



TEMPLE GUARD

99120208009 £15†, €20, 140dkr, 160skr/nkr

This box set contains 10 multi-part plastic models including champion, standard bearer and musician.

MULTI
PART
PLASTIC
KIT

STEGADON



The howdah can be fitted with two powerful weapons – either the high Strength giant bow or the giant blowpipes, which are capable of filling the air with deadly, poisoned darts.



You can also assemble the howdah to carry the awesome Engine of the Gods, an ancient weapon feared by all the other races.



STEGADON

99120208008 £25†, €35, 250dkr, 300skr/nkr

MULTI
PART
PLASTIC
KIT

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WARHAMMER
40,000

BOOT KAMP

Those who think there are no Ork tactics outside of the headlong charge are doomed to join the countless armies that have already been stomped.



Intrepid games developer Jeremy Vetock has gone to unimaginable lengths to pen this article, interviewing an unruly mob of the Studio's most notorious Ork players and even cornering a grizzled Ork Drillboss.

The image of a green tide of Ork Boyz surging forward to unleash a howling storm of violence is known and rightfully feared across the universe. But how have the greenskins earned such a fearsome reputation? After all, many see the low-browed, knuckle-dragging Ork as having a head full of teeth and muscle and little else. And they'd be right. But don't underestimate what those unthinking savages can do to an opposing army in a single blood-spattered moment.

The following tactics have been compiled from not just the author's own Waaagh!-filled experiences, but also from many of the Studio's most infamous Ork Warlords. You'll find some of their more coherent commentary scattered throughout the following pages.

When compiling this article the Studio's most dangerous Ork Warlords were interviewed and their most devious tactics

revealed. Look for a more in-depth profile of many of the Ork players featured in this article, as well as photographs of their armies, on the Games Workshop website. Of course, you'll probably notice, as I did, that none of their forces look nearly as formidable as my army. And any of those guys that say they beat me – well, that's just bombastic bravado, unworthy of your attention. No one likes braggarts.

While every Ork player had his own inimitable style, ALL of them began with some variation of the 'too many targets' approach. Basically, this means flooding the tabletop with as many Ork warriors and war machines as you can fit on it in an effort to overwhelm an enemy, forcing opposing players to make difficult decisions about target priority while everything advances en masse. Which leads us nicely to the first and foremost of all Ork tactics... The Surge.



THE SURGE

Many opposing commanders think Orks simply bellow Waaagh! and charge. This is often true and it's as good a place to start as any. Lining up your Orks as far into your own deployment zone as you can and racing towards the enemy is not only a viable greenskin tactic, but often a game-winning one too. It is a battle plan Orks themselves highly respect and it is easily the most common assault plan adopted by up-and-coming (i.e. new) Warbosses. The headlong assault sends everything hurtling forward towards the enemy. Pretty much as straightforward as beating down a rival and taking his teef. And it is. But remember, to be successful a surge attack must not only hit the enemy lines, but must do so with enough impetus left to smash the foe. There are countless formulas of troops and deployment to make this sledgehammer tactic work, but most Warlords start off with a hard core of Ork Boyz.



LISTEN UP, LADZ!

Jeremy's Own Approach: 'If yer want ta learn ta be a Stormboyz ya gotz to learn about Taktikz. Da first thing to learn is ta charge forward and smack sumthin'. Datz just wot a Warlord learns too. I call it 'Plan A', but some just call it 'Git 'em'.



A-TEN-SHUN!



Ork Stormboyz are suspiciously disciplined. Unlike the majority of their anarchic brethren, Stormboyz are keen on marching, drilling, and any form of martial exercise. Perhaps it's a young Ork's way of rebelling, but most of these Orks outgrow boot polishing and leave the Stormboyz for more traditional mobs. Some few, however, find the organised ranks, saluting, and more trivial details of warfare (such as battle plans) simply irresistible. These hardcore veterans often end up as Drillbosses – Nobz tasked with training and leading

new recruitz from Boot Kamp through to fully rokkit-packed Stormboyz. When not on the battlefield, a Drillboss likes nothing better than rigorously parading young recruits, designing bloody and often lethal training sessions, and drawing up unfeasibly complicated war plans using the medium of sticks and mud. When battle calls, Drillbosses tend to get overexcited and forget their tactics, leaping straight into the thick of the fighting. After the battle, however, it will be back to the drills, training and battle lectures.

STACKING YOUR SURGE ATTACK

Over the millennia some opponents have learned to expect and counteract straightforward Ork surge attacks. Against such almost-worthy foes a Warlord will have to apply a bit more kunnin'. It's true that Orks aren't intelligent, but when it comes to warfare even the most squig-brained Warlord can flash out a brilliant moment or two of low cunning.

Those unused to fighting the Orks will find it hard to believe that a race known for festooning wargear with extra, meaningless rivets as status symbols or worshipping mounds of their own dung can optimize assault bands into near-perfect blends of killing power. But it's true. A few fine-tuned adjustments on the attacking front can turn a headlong rush assault into something far craftier. The most successful Ork Warlords instinctively know what mix of troops to use to crack an enemy gunline, be it Imperial Guard, the Emperor's Finest, or any foolish enough to stand the charge.

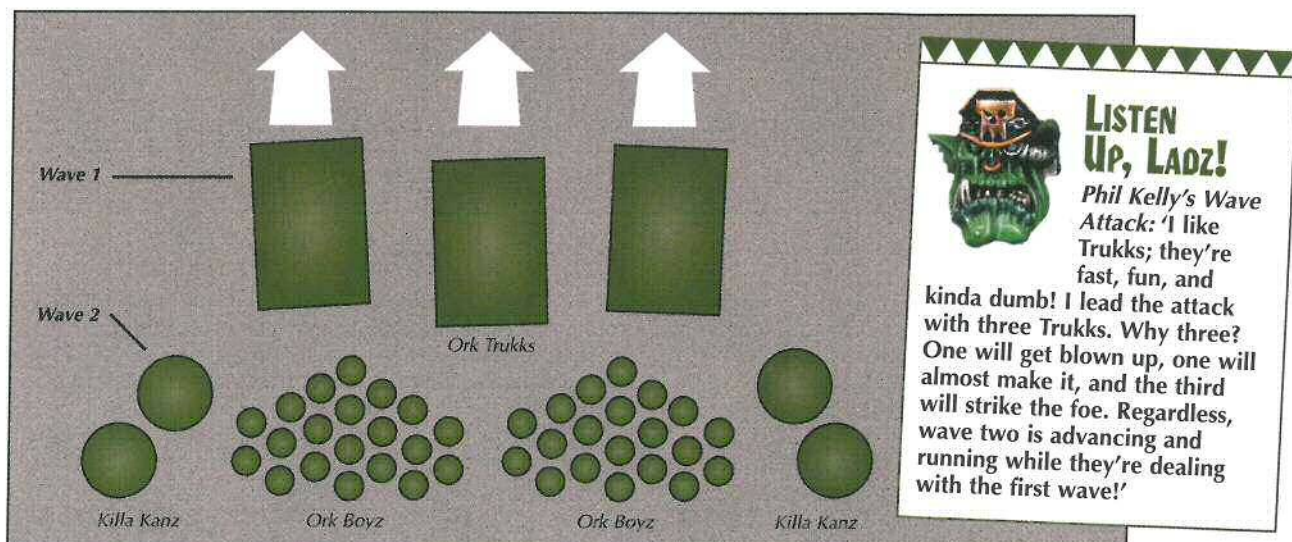
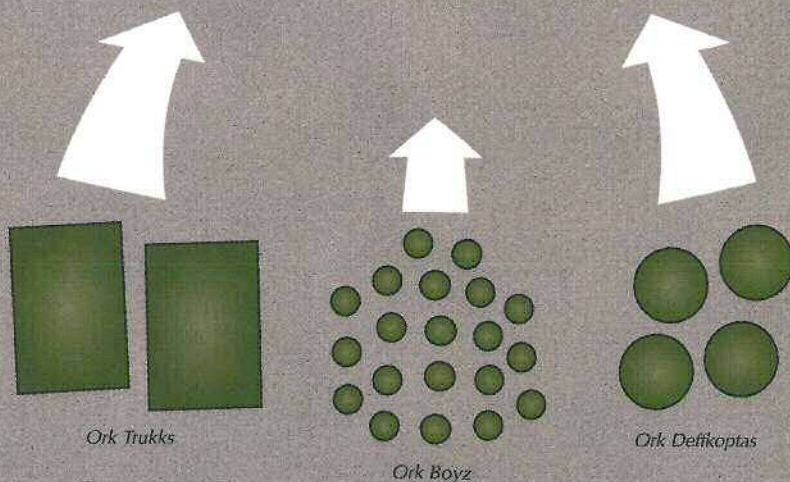
The best of the best have perfected the basic 'git 'em' type attack, but here are three other classic variations for you to think about:

First up is the tactic of hurling Orks at the enemy. This involves mobs of Boyz and lots of 'em. Bury da foe!

“The most successful Ork Warlords instinctively know what mix of troops to use to crack an enemy gunline.”

Secondly, try hurling Orks at the enemy at speed! A mekanized force of Boyz in Trukks and Battlewagons gets you there 'right quick', which can't be a bad thing.

Finally, hurl the 'ard stuff at the foe instead of Boyz, such as Deff Dreads, Killa Kanz and Battlewagons. There ain't many of 'em, but they're ded 'ard'.





THE DISTRACTION

Some Warlords perfect their frontal charge with something even more devious than stacking a Surge. These cagey Orks have learned that the best way to get the bulk of an army into combat is to distract their foes. This can be simple, like deploying a shooting-magnet such as a Looted Wagon with a boomgun on the frontlines. Such a weapon is sure to attract attention of the worst kind.

A notch sneakier is the Kommando squad. A Kommando unit using its Infiltrate rule can set up dangerously close to enemy lines and is sure to be top priority for enemy firepower. A burna can add some quick-hitting power to a flanking force facing infantry, while a Nob with a power claw can wreck a tank in a hurry. Including the infamous Boss Snikrot will allow a Kommando unit to enter play from any board edge – perfect for launching assaults where they can do the most damage.

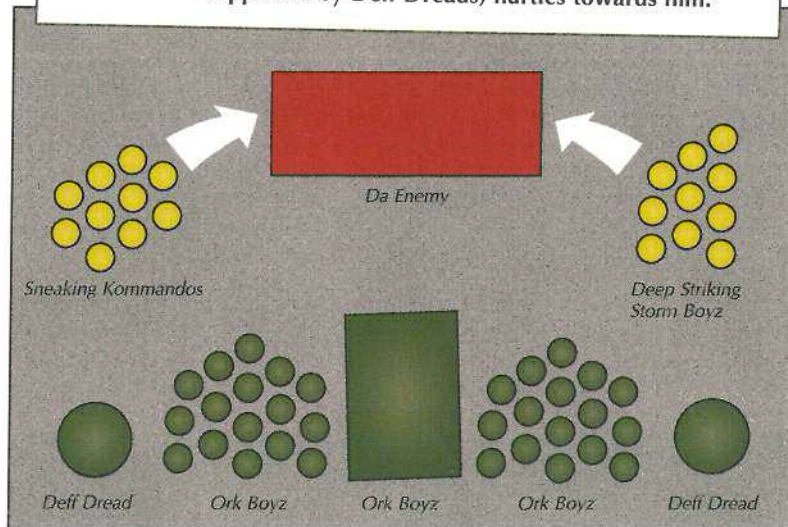
Likewise, as a distraction Stormboyz draw an inordinate amount of enemy fire. After all, the only thing worse than Orks approaching is Orks approaching even faster. It is hard to top the kind of destruction and distraction Boss Zagstruk and his deep-striking Vulcha Boyz can deliver to an enemy's defensive perimeter!

The simple idea is to cause maximum disruption with your distraction unit(s). Players must resign themselves to the fact that their destructive rogue agents will probably be gunned down. All of these distractions dish out a lot of killing power, but none are great at taking it. That's okay, as they were only a ruse to draw a swathe of firepower from the main advance. It's a brutal life being an Ork, even an elite one.



LISTEN UP, LADZ!

Jeremy's Own Approach: 'With any one of the two distractions (in Yellow) you will greatly increase the chance of your Boyz and Dreads getting in to combat. The enemy won't know what to target while his real demise (30 strong Boyz mobz supported by Deff Dreads) hurtles towards him.'



WARLORD TIP

Equip all Deff Dreads with extra close combat weapons – they'll be running, not shooting!

'Now as I was sayin'... say, is dat a squig?' The Drillboss looked wide eyed and pointed at the ground behind the circle of attentive recruits. Most of the Stormboyz-in-training didn't flinch or turn. They were learning. But the slow one, Gurgetz, turned, a look of hungry anticipation on his slack-jawed face.

Drillboss Krubnutz delivered a klanging blow to the back of Gurgetz' head, denting the side of his steel helm. The recruit fell to the ground and without a word the entire group gave him a good kickin' until their legs were tired.

Over the din the Drillboss continued the lesson. 'You'll have noticed dat Gurgetz there was distracted. Distraction is a good trick and sumfing you could learn from any Blood Axe.'





SOMETHING A BIT ODD

Behind most great Warlords is, almost invariably, a bunch of great Oddboyz. In a battle the most useful Oddboyz are the Mekboyz, Painboyz, Weirdboyz, and Runtherds. The seldom-mentioned latrine engineers known as Dropboyz don't alter the course of many battles, but it can be imagined they might be appreciated around an Ork kamp.

Most Oddboyz make their associated Ork units even more dangerous. For example, a Painboy gives his Nobz mob the Feel No Pain special rule (basically a 4+ chance to ignore wounds from most weaponry) and the ability to upgrade to cyborg bodies. That can make a tough Nobz mob infinitely more survivable.

Meks in a mob of Lootas can add their kustom mega-blasta to the unit's firepower. Should they all be loaded up into a Battlewagon they can shoot out (it's open topped!) and Meks can attempt to repair immobilised or weapon destroyed results

inflicted upon the vehicle. Not bad for a free upgrade. A Big Mek with a shokk attack gun deserves special mention for not just sheer entertainment value, but real hitting power. Your foe may laugh at the zaniness of such a weapon, but drop that large blast template on his favourite squad and you'll wipe that smirk away fast. Unless it all backfires, of course, in which case stick with the earlier comment about being entertaining.

Don't overlook Runtherds, as their Gretchin charges are ideal at soaking up enemy firepower, blocking line of sight, and sitting on objectives. More than one of the Studio's Ork players commented that they want their Boyz going forward and killing, not sitting around holding objectives (even if they are game-winning)! As cheap Troops choices, Gretchin can hold the fort (well, sort of) without forcing a Warlord to sacrifice any of the more hitty choices in his army.

WARLORD TIP

Equip a Big Mek with a burna and an Attack Squig. That gives him five Strength 5 power weapon attacks on the charge. Perfect for slicing through a heavily armoured enemy squad such as Space Marines, Necrons, or Eldar Aspect Warriors!



LISTEN UP, LADZ!

Matt Holland's Force Field: Matt favours a Big Mek with a kustom force field deployed in the centre of his footsloggers. All units with a model within 6" gain a 5+ cover save. Just make sure to place the Big Mek himself in a unit so he doesn't get picked off!





LISTEN UP, LADZ!

Alex Boyd's Shootas:
Alex relies on a mob of 30

shoota Boyz led by a Weirdboy Warhead. That's some serious firepower plus the chance of some pyrotechnics from the Warhead. The ideal result is the Warhead teleporting the whole mob anywhere on the table. They can't assault in the same turn, but unleashing 60 Strength 4 shots at point-blank range can ruin any foe's battle plans.



No, I SAID DAT ONE!

The finer details of army selection and weapon upgrades all have their share of supporters. What to one player is a troop type that you would never go to war without, is to another a wholly unsatisfactory choice. These eternal questions will cause any Ork Warlord worth his wargear to wade in. Do you prefer big shootas or rokkits in your Boyz squads? Or should you forgo shooting altogether and simply run towards the enemy? For an HQ choice would you go for Warlords or Big Meks or Weirdboyz? Are shooty Battlewagons or transporty ones a better option? And the list goes on.

In perfect greenskin lack of harmony, the various Ork players scoffed at each other's best kunnin' tactic, denied the sanity of each other's game-winning plans, and disparaged each other's physical appearance (note, that last point has nothing to do with the article but is generally indicative of the lack of respect and jealous ire that hangs tangibly in the air between rival Warlords). All of which perfectly supports the brutal fact that Orks are coming to whack your army, but each Warlord will attempt to do so in a different way. And indeed, so varied and lethal are the many troops, weapons, and savagely kunnin' combinations in the Ork Codex, that even the same Ork Warlord will not need to beat you the same way twice. But he might do it anyway – just 'cos.



LISTEN UP LADZ!

Adrian Wood's Plan: 'Shoot da fighty stuff, fight da shooty stuff.' In other words, get into close combat with their Devastator Squad, but maybe soften up their Assault Squads with plenty of dakka!



PREPARE FOR



Grand Tournaments

Games Workshop holds organised tournaments and campaign weekends for The Lord of the Rings strategy battle game throughout the year, including the Throne of Skulls Grand Tournament. For more information on when and where these events are taking place contact your local Games Workshop hobby centre or call Direct on:

0115 91 40000

Alternatively, visit the Games Workshop website:

www.games-workshop.com

and check the events section of the website in your particular country.

This month, White Dwarf's favourite Antipodean and resident tournament junkie sets out on a journey into the world of The Lord of the Rings Grand Tournament. Christian Byrne explains how this latest adventure began...

I first began my tournament journey a little over three years ago, starting out by playing in various Warhammer 40,000 events. After chatting with Adam Troke and a few of my regular opponents around the Studio, I've been tempted into entering the next The Lord of the Rings Throne of Skulls Grand Tournament. I've had an Isengard army knocking about for some years and had played some games with them, but only with fellow novices, so I dusted them off and set about getting some practice games in.

I started off by playing Adam over the course of a few lunchtimes. He's a real expert so I didn't expect to do all that well. What I did receive was instruction on the finer points of tactics in The Lord of the Rings and I was taken aback by just how

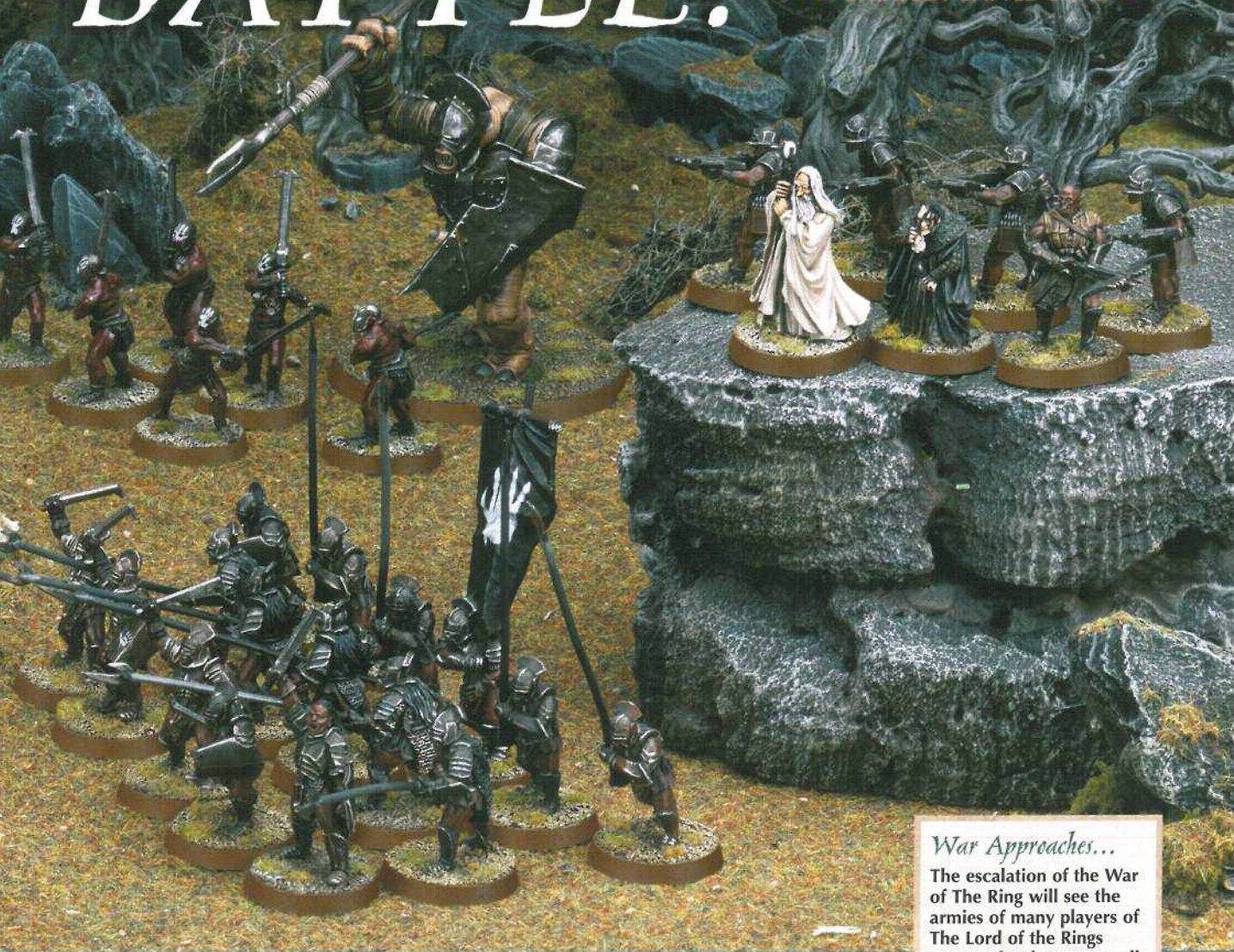
tactical the game could get. However, this realisation didn't stop me losing, as by this point most of my Uruk-hai were dead or running, so the game went to Adam.

My decision to enter a tournament isn't purely based on enjoyment of the game – I mainly enter for the challenge of competing for the Best Painted Army trophy. I've got a couple adorning my mantelpiece already, but would like a few more! Whenever I paint an army, it's with that trophy in mind.

My approach to picking an army stems from the same motivation as entering a tournament, and not at all based on picking an army to beat the hell out of an opponent. Instead, I see a miniature I like and paint it, then I see another one I like and I paint that too, and so on. The

BATTLE!

THE LORD OF THE RINGS
STRATEGY BATTLE GAME



beautiful thing about The Lord of the Rings is that you can pick different elements to build into your army or you can theme your army to one range, which really supports my method of collecting.

My Isengard army is exactly as you might expect: Saruman, a Troll and plenty of Uruk-hai. For my Good force I decided to go with a stalwart army from Gondor; from the Tower of Ecthelion led by Boromir of the White Tower, to be precise. In addition I have included a small detachment of Grey Company as well as Legolas, to menace my opponent from afar.

Adam Says...

'Christian is well known around the Studio as an accomplished general in Warhammer 40,000, so it was fun to take to the field against him in The Lord of the Rings. I've been merrily chuntering on about my escapades with my friend Accountant Ben at various The Lord of the Rings GTs, and Christian liked what he heard. Since he already has quite a few Isengard models painted, he's focusing on them, which is

cool – there's no better reason to collect an army than a fondness for the models.

'For our first game I unleashed a particularly effective army against Christian. The game was very one-sided and my Dwarves, led by Gandalf the Grey, blew Christian's Isengard force out of the water. What was great about the game, far better than the winning, was the discussion that we had about the rules as we played, and the moment that Christian "got it". That's not meant patronisingly, and I know he won't take offence... You see, with The Lord of the Rings there comes a moment when the penny drops and you realise just how intricate the game can be. In the last few turns of the game, Christian's tactics visibly went up a gear and, though he still lost, Christian launched a spirited counter-attack in the dying moments.

'I'm really excited to see what he can do when he turns his wargaming powers to The Lord of the Rings... he's promised to make our next battle a real slobber-knocker, and I'm really looking forward to it. "May the best Dwarf win!"

War Approaches...

The escalation of the War of The Ring will see the armies of many players of The Lord of the Rings strategy battle game swell to epic proportions. The good news is that most armies have boxed sets containing 24 models, allowing you to divide them neatly into 3 companies (as Mat pointed out in his War Journal, there are 8 infantry models per company). While preparing for the Grand Tournament, Christian bore this in mind, saving unused models from his Uruk-hai, Warriors of Minas Tirith and Rangers of Middle-earth box sets. He plans on adding ranks of archers and fresh spearmen to his Good army, backed up by Rangers of the Grey Company, while the Legions of the White Hand will soon be a forest of pikes, just like in The Two Towers movie.



Wormtongue

Gríma Wormtongue is a handy addition to an Isengard force. He's cheap at only 25 points and the Good side cannot attack him until Saruman is dead. His mere presence forces the enemy to use twice as many Might points within 6" of him, which depletes a Hero's reserves quickly. It allows the Isengard force a better chance of making those all-important Heroic Moves which can only be countered by a Hero spending two points of Might rather than one.

Battle 1: Against the Dwarves

Saruman leads his Uruk-hai, accompanied by an Isengard Troll, to destroy a numerically superior Dwarf force.

When Adam looked at my army and said, 'That's not all that many Uruk-hai, you know' my immediate reaction was 'well I plan on bashing Dwarves with this here Isengard Troll that I spent ages painting.' Ten minutes into the game, when my Troll had been peppered full of arrows and finished off by Drar, I suddenly realised that I needed more models – I would lose the scenario if my force was reduced to a quarter of its starting strength, and Adam's army already outnumbered mine.

But that wasn't to be the end for the White Wizard and his band of barbaric minions. After a couple of bad turns of rolling, I started to knock Dwarves down and, with Adam's sagely advice guiding the movement of models, I realised the full power of Saruman's *Sorcerous Blast*. With the Dwarves temporarily down, the Uruks pounced on the ones still standing and successfully whittled down their numbers.

Gríma Wormtongue also proved his value, trailing behind the Dwarf battleline and hampering the enemy's use of Might. I gleefully watched as Adam tried to manoeuvre his Heroes away from him to make those much-dreaded Heroic Moves.

Lucky breaks were not going to be enough as the Uruk-hai gradually lost ground to the superior numbers of Dwarves; Saruman was mobbed and cut down, which allowed Gimli to beat up Gríma. Eventually victory was his, but I had started to learn the ways of the White Wizard and another big lesson: bring more men!

Adam Says...

'This game was a complete contrast to our first battle – Christian came out of the blocks swinging hard and definitely had a plan in mind. He cheerfully accepted my advice to trail Gimli and Murin with Gríma and once I explained the finer points of *Sorcerous Blast*, he was soon bowling Dwarves over left and right.

'This time the army I had taken had no "tricks" to it. Just a lot of Dwarves led by a few mid-level Heroes. That, unfortunately for Christian, was his undoing – he exposed his Troll (beautifully painted though it is) too early and I shot it down with a couple of decent volleys. I think he'll agree that his tactics have come on a long way since our first game – I can't wait to see what he comes up with next.'

ISENGARD

LEGIONS OF THE WHITE HAND Saruman

170 points

Gríma Wormtongue

25 points

Uruk-hai Captain

Heavy armour and shield
60 points

18 Uruk-hai Warriors

6 with shields, 6 with pikes, 5 with crossbows, 1 with banner

214 points

4 Uruk-hai Berserkers

60 points

1 Isengard Troll

110 points

ISENGARD RAIDERS

Vraskû

60 points

TOTAL

699 points



GONDOR



THE TOWER OF ECTHELION Boromir, Captain of the White Tower Shield	180 points
25 Warriors of Minas Tirith 24 with shields, 14 with spears, 1 with banner	238 points
THE GREY COMPANY Halbarad	65 points
1 Rangers of the North	25 points
1 Dúnedain	24 points
8 Rangers of Arnor 3 with spears	67 points
THE FELLOWSHIP Legolas Elven cloak	100 points
TOTAL	699 points

Battle 2: Raiders from the East

Troops from Minas Tirith allied with the Grey Company go forth to intercept the forces of Khamûl the Easterling.

In my next game I was using my Good army, which used the Tower of Ecthelion list as its basis, along with Grey Company allies. Learning my lesson from the last game, I decided to borrow some extra Men of Minas Tirith to bolster the size of my army, although this came at the expense of Prince Imrahil and four Knights of Dol Amroth. Starting with more men was a good idea as my opponent, the Studio's hobby guru Chris Peach, had a large phalanx of Easterling Warriors backed up by Kataphracts, Haradrim Archers and Khamûl the Easterling riding a Fell-beast. Legolas, Halbarad and the Rangers concentrated their fire on the Fell-beast, bringing the monster down early.

I then had Boromir lead a force of warriors forward while another group banked left to attack the Easterling formation from the side. At this point I was relying on Boromir to press the advantage in the centre with the aid of Legolas and Halbarad. I also broke off six Warriors of Minas Tirith, swinging them to the right to engage the now dismounted Khamûl and keep him from ensorcelling any of my Heroes. The combats proved to be slow as both the Men of Gondor and the Easterlings are heavily armoured. With a few well-placed Might points I gradually whittled them down and the Warriors on the left collapsed the enemy flank, which allowed a large number of my guys to

support the embattled Heroes in the centre. Towards the end of the game Chris had wounded a few of my Heroes, and Adam was dishing out handy tactical advice to help Chris trap and slay Boromir. But in the end victory was mine.

Adam Says...

'I turned up to watch this game after eating my lunch and saw a very bloody battle in full flow. Christian certainly had the advantage when I arrived and so I, in the spirit of mischief, began offering advice to Chris Peach. Funnily enough, despite the objective of the scenario (kill the enemy leader) neither player was making particular inroads in that direction. I subtly suggested to Peachy that he might like to use Khamûl a little more aggressively and *Compel* Boromir, to better isolate him.

'Peachy pulled off one of the best magical muggings I've ever seen, drawing Boromir right out of his lines and surrounding him with several heavy hitters, and to be honest it looked like the game was in the bag, but Christian wasn't done yet. Using a string of well-placed Heroic Combats, Halbarad helped Legolas win his fight, who went on to drag Khamûl out of the fight against Boromir and kill him.

'Each game, Christian is refining his army a little more, and his tactics are constantly improving. I'll not be as confident of victory the next time we play.'



Might Makes Right

A character like Boromir is capable of brutalising the enemy in combat, by upping his attack and wound rolls with *Might* (and he has six points, which is nothing to sniff at). Having another Hero close by to spend *Might* on Heroic actions leaves Boromir free to use his *Might* to kill off enemy warriors and characters, that is if the Horn of Gondor doesn't paralyse them with fear and prevent them from hitting him at all.

Aiming for Victory

Tournaments attract some of the best painters in the land, which means winning the Best Painted Army prize requires something a bit special – Christian offers some tips.

I have a couple of awards for Best Painted Warhammer 40,000 Army (*Oh, do stop going on about them – Ed*) and have learned that winning the coveted prize means that your army needs to excel in many different areas to successfully capture the hearts and minds of the hundred or more players who vote at every event. Of course, your painting needs to be up to scratch, but I have found that even if you have a well-painted army it needs to be presented well. Unifying colours are essential so the army is tied together and bright, clean colour schemes stand out well in your average gaming hall much more so than darkly painted armies.

Of course, don't let this put you off from painting a darker army; just remember that a darker colour palette requires a little bit more thought. Good conversions and freehand painting will capture the interest of judges and players, drawing them in to look at the army closely. It is then that they

will see the standard of painting. Contrasting bright colours on an otherwise dark army also works. For Uruk-hai, for example, I've painted the armour with sharp silver highlights and white handprints, which are then set off by the dark armour and skin.

Some players go the whole way and mount their armies on scenic bases, which can, if done properly, make the army stand out more than most. But placing a dark army on a dark base on a green table will only look like a dark patch to the passing spectator. My advice is simple: assume that no one is going to take a closer look at your army, so make sure that you go out of your way to get people's attention, never forgetting to paint your army tastefully.



PAINTING ARMOUR

In my two armies most of the warriors are wearing plate mail of some description. Here are my techniques for painting the armour of my Uruk-hai and Warriors of Minas Tirith.

Uruk-hai



1 Paint the armour with a slightly watered-down, even coat of Boltgun Metal.



2 Apply three or four coats of Badab Black to darken the armour as much as possible.



3 Paint watered-down Vermin Brown in the recesses to create a rusted, aged look.



4 Carefully paint the edges of the armour Mithril Silver to represent recent battle damage. Additional washes of Badab Black can be used to tone these down a bit.

Warriors of Minas Tirith



1 Apply a coat of Mithril Silver to the armoured areas, watering it down to make sure it's even.



2 Apply a liberal wash of Badab Black over the metal areas.



3 Paint all the panels of the armour Mithril Silver, leaving the wash showing in the recesses.



4 Apply Badab Black in the recesses to create extra contrast on the armour.

Christian's Gallery

Both armies will be finished by the time you read this, but here is a glimpse at some of the models that Christian hopes will do him proud on the day.



Legolas



Boromir of the White Tower



Halbarad



Ranger of Arnor



Warrior of Minas Tirith



Dúnedain



Saruman



Gríma Wormtongue



Uruk-hai Berserker



As one of the centre-pieces for the army, extra attention was paid to detailing the face of the Isengard Troll, in particular the eyes.



Uruk-hai



Isengard Troll

WAR JOURNAL



Last month, Mat Ward lifted the lid on the forthcoming War of The Ring game. This month he returns to take a closer look at the mechanics of the new game.

Well, that's what we're going for here. Not small skirmishes, but battles of an epic scope: cavalry charges that crush all before them, splintering clashes of shieldwalls, rampaging monsters battering through stalwart defenders, mighty heroes hacking their way to victory. In short, we're going to recreate the great battles that the story of The Lord of the Rings always promised, and we're going to do it in cataclysmic style!

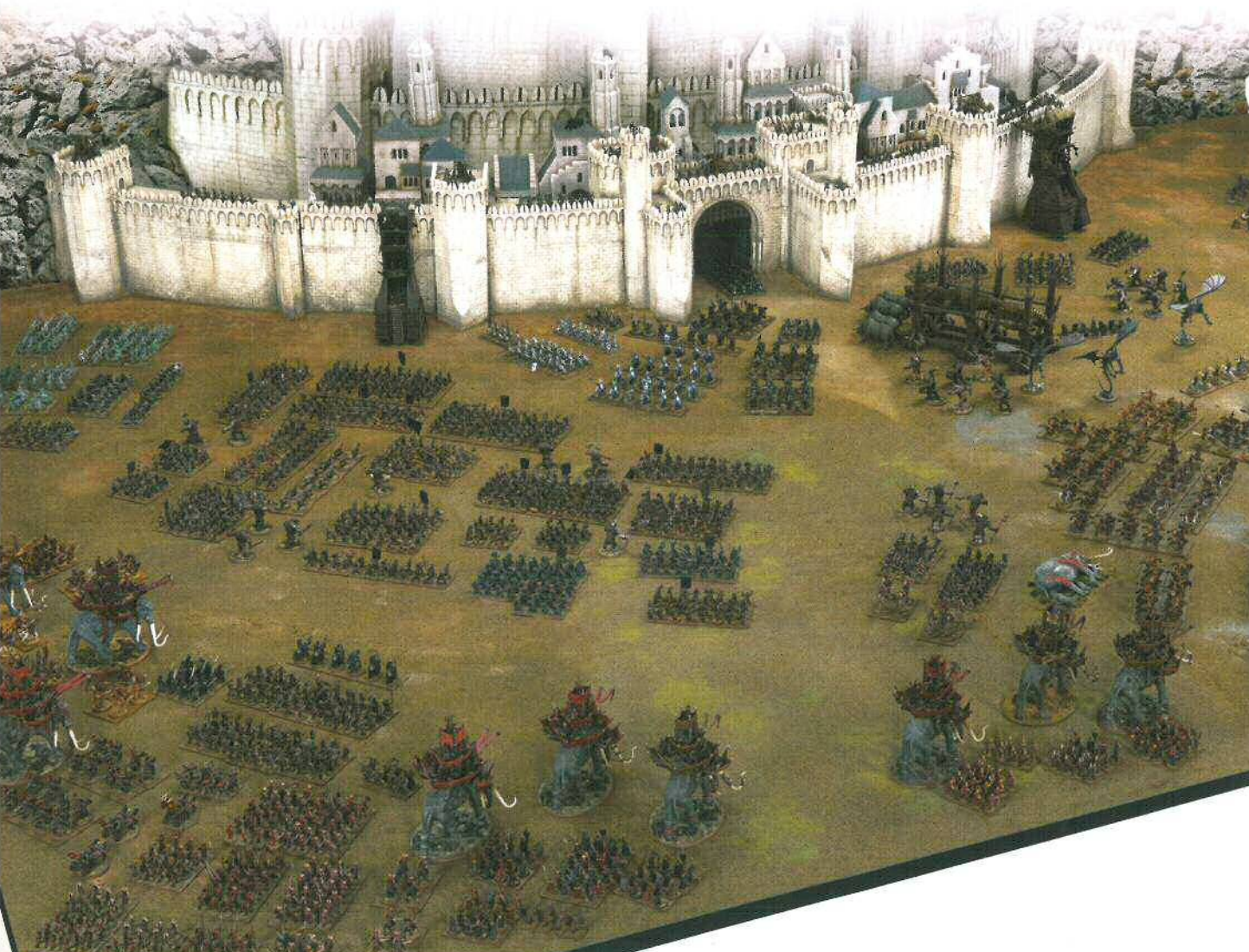
Scaling Up

As you'll no doubt remember from last month, War of The Ring organises your cavalry and infantry into companies of two and eight identically-armed models respectively. It doesn't end there, as companies are then organised into formations – the basic units of battle in War of The Ring. A formation's overall size can range from a single company (of two or eight models) to three, four or even beyond.

So, that's all well and good, but what's the right size for a formation? Or even an army, come to that? Well, all formations start at the size of a single company – meaning you need just eight models (or two for cavalry) to get your formation started off. This, of course, is not to say that your formations shouldn't be larger. Single-company formations are very vulnerable, as they are removed once they get to half strength, so you definitely want to add that second

As I recall, last time (before I ran out of space) I started explaining what a War of The Ring army looks like, and promised to give a few details (or at least hints of details) about the rules. Well, first things first – before I start wittering away on details of how the game works, what's the game all about?

Remember the first time you read The Lord of the Rings (or, I guess, watched the films – pfah! Go and read the book too – it's more than worth the effort) and were swept away by glorious battles at the Pelennor Fields, Helm's Deep, Isengard, the Black Gate, Pelargir and many more?



company. Beyond that, it's really up to you – although I should say that the bigger the formation the better, as will become apparent later. I should also mention that, at the time of scribbling (so if you're reading this on the internet sometime in 2011, don't hold me to it) the cheaper a troop type is in the skirmish game the likelier you are to want to field it in a large formation (you'll need more Warriors of Rohan than Rohan Royal Guard, for example).

Army size is a bit more difficult to pronounce upon because, to be honest, War of The Ring gets better the bigger the game gets. While it's designed to allow play at the smaller end of the scale – you can get going from a single box if you so wish – to get the most from the game you'll want at least a hundred and fifty models to push around the table. If you're anything like me, though, you'll never have enough and you'll want to keep adding, and adding, and adding... Let's face it – you'll never quite have enough models to properly recreate the Last Alliance or the Battle of the Pelennor Fields, but that doesn't mean we won't all keep going, getting ever closer to that perfect gaming recreation with each addition to our armies. Perhaps the best way I can guide you on this is to point you to our website where our web team have been kind enough to put up photos of example armies, giving you a good idea of what your army might look like.

Two's Company (or Maybe Eight)

'So', he said, realising he was probably rambling, 'Why are models grouped together into companies?' Well, by treating a group of models much the same way as an individual, the game instantly speeds up. A faster game means you can have more soldiers, and more soldiers means that you can have bigger and more impressive battles. As formations generally have a maximum size of between four and nine companies, this means that each infantry formation can potentially have up to 70 models in it. That's a lot of models to move, shoot and fight with individually – and that's just one formation! You're going to have more than one formation, trust me on this.

None of this is to say that individual models are no longer important – every warrior counts! You see, the number of models in a company reflects how much damage that company can take before it's removed – each time the company takes a casualty, you remove one of the warriors. Furthermore, the number of attacks a company can make is directly tied into the number of models left alive. Not only is this a handy way of tracking damage without counters, scraps of paper and other such nonsense, it also means that, just like the skirmish game, every model gets to fight – you'll just end up rolling the dice in batches – and there are going to be plenty of dice to roll!

Right: A typical Gondor starting force, made from just a few plastic box sets and led by a metal Boromir miniature.



Above: War of The Ring allows you to start small, but is really designed with spectacular battles in mind, like this Pelennor Fields game.



Of course, there's no limit to the size of your army – this Isengard force is a great example.

Rattle Dem Bones

If there's one thing every wargamer knows, it's that rolling dice is fun, and that rolling more dice is more fun. There is, of course, an upper limit to this, but I've found it doesn't tend to kick in until there are more dice to be rolled than can be conveniently cupped in both hands (at which point you can always go and find some smaller dice). I've never quite figured out why this is. Perhaps it's the sense of glee that comes from sifting through and finding yet another 6 with which to inflict woe upon your opponent. In truth, I suspect that it's as simple as this: the number of dice you're rolling emphasises the scale of the battle you're fighting. Accordingly, War of The Ring does not scrimp on the quantities of dice being thrown around.

Take, for example, a melee match-up between two opposing infantry formations, each of them three companies strong. That means that with twenty-four models each, both sides are going to be rolling a minimum of twenty-four dice – but it doesn't stop there. You see, there's another truism about rolling dice – it's more fun than comparing automatic bonuses. Therefore, there are few automatic bonuses to be had in War of The Ring – almost everything translates into yet more dice to roll. Charging, flank attacks, higher Fight values, and so on, all add extra dice – set up your attack properly, and that twenty-four dice could double. This means that whilst you can stack the odds of a combat in your favour (sometimes immensely) there's no such thing as a foregone conclusion – the dice can be your salvation or executioner. I personally wouldn't have it any other way. Desperate last stands and victories snatched from defeat are at the heart of The Lord of the Rings. 'Oft hope is born, when all is forlorn' and all that.

Freedom of Movement

Naturally though, the dice ain't everything. Outmanoeuvring your foe is an important part of any wargame, and War of The Ring is no different. Right from the start, I decided that the game needed to allow sweeping and dramatic moves. Let's face it, a game in which the Rohirrim can't barrel down the enemy's flank in short order really wouldn't be doing justice, not by a long chalk. Similarly, Elves should be able to gain an advantage for occupying forests, Orcs for lurking amongst ruins and, overall, a canny player should have the opportunity to take full advantage of the battlefield. Obvious perhaps, but no less important for all that.

With all the aforementioned things in mind, the movement system is designed to be as flexible as possible, allowing players to focus on the overall shape of a formation's manoeuvres, rather than the minutiae of how individual companies move. Essentially, providing that a) the formation ends its move in a legal configuration and b) none of the companies exceed their move, a player can move his troops however he wishes, changing direction, formation and frontage on the fly. Not only does this freedom keep the game cantering along at a swift pace, it allows large formations almost as much flexibility as smaller ones – which is good, because we all want large formations, right? Sounds easy, doesn't it? Well, as a gaming mechanic it is. Writing up the actual rules was rather more of a challenge.

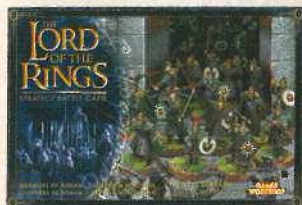
Alas, I've once more run out of space (curse these small pages) so I'm going to have to stop there. Pop back next month when I'll try and stay on topic long enough to give you the inside scoop on command companies, Heroes, magic and Might.

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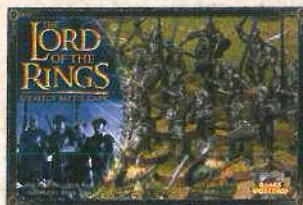
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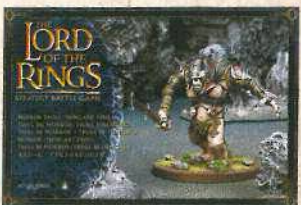
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WARHAMMER
40,000

CITIES OF DEFF

Andy Hoare presents his thoughts on playing the Orks in the Cities of Death expansion, along with hobby advice, missions and cityfighting stratagems for the Boyz.



Cities of Death

This expansion allows you to take the war to the cities of the future, with comprehensive rules for urban combat.

This article is all about playing around with Warhammer 40,000 – in particular it's about taking the rules and ideas presented in the Cities of Death expansion, grabbing a passing Codex: Orks and grafting the two together like some deranged Bad Dok. There has been a frenzy of gaming activity centred around the Orks recently, and as the author of the Cities of Death expansion I've been thinking for a while about writing some missions and cityfighting stratagems specifically for our green-skinned friends.

In my opinion, the coolest thing about expansions such as Cities of Death is that they allow players to really focus in on one aspect of the Warhammer 40,000 universe. This allows us to imagine exactly how our favourite army might fight in the given setting. What dirty tricks would Orks employ in a cityfight for example? There's a plethora of inspiration out there to draw

on, from the background presented in the Codex to the cut scenes in the Dawn of War computer game. If you're like me you'll absorb all of this great stuff and just want to make it happen on the Warhammer 40,000 tabletop. Here's how I'd go about it.





WHERE TO START

So, you're an Ork player and you want to play a Cities of Death game. Obviously, the first thing you'll need is a city!

The various Warhammer 40,000 building sets provide all the terrain you'll need for a Cities of Death game. The city ruin on the right has been modelled to represent a building held by Orks. It's been decorated in typically Orky fashion using spare plastic components and cocktail sticks. In addition, the ruin has been painted as if the Orks have been enthusiastically applying all manner of graffiti.

This sort of project is great for people who want to make their army fit into their terrain, so it looks right at home. If you're an Ork player you've no doubt amassed a sizable Bitz Box of the sort of components used here, so putting together enough 'Orkified' city ruins for a Cities of Death game should be great fun.

ORK TOWN

This is an example of terrain made entirely from scratch, and was built by our own Jeremy Vetock. The buildings are undeniably 'Orky' and a great amount of time and attention has been invested in creating them.





JOBS FOR THE BOYZ

The Cityfighting missions presented in Cities of Death work equally well for all of the Warhammer 40,000 armies, offering a different tactical challenge to each. But if you're thinking about a specific army, such as the Orks, then why not invent your own missions based around its character, history and tactics? Here are a couple of example missions to get you thinking.

You may like to discuss which definition of Scoring Units to use – the one given in the Cityfighting Missions section of Cities of Death, or the one given in the Standard Missions section of the Warhammer 40,000 rule book. Both sets of missions and their accompanying special rules are intended to be self-contained, but I would understand if people wanted to use one over the other.



MOVIN' IN

The Orks are laying waste to an Imperial city, burning anything combustible, looting anything portable, eating anything edible (to an Ork) and generally lowering the tone of the whole place.

SCENARIO SET-UP

1 The table is divided lengthways into two halves, by drawing an imaginary line through the middle of the short table edges.

2 The players roll-off, and the winner chooses to go first or second. The player that goes first chooses one of the long table edges to be his own table edge. He then deploys his force in his half of the table, with all models more than 12" away from the table's middle line (this is his 'deployment zone'). His opponent then deploys in the opposite half.

3 Declare the use of stratagems, as detailed in the Cityfighting Stratagems chapter of the Cities of Death books.

4 Deploy Infiltrators and make any Scout moves.

5 Start the game! Once deployment has finished, the player that chose his deployment zone starts game turn 1 with his player turn, unless his opponent can seize the initiative by rolling a 6 on a D6.

OBJECTIVE

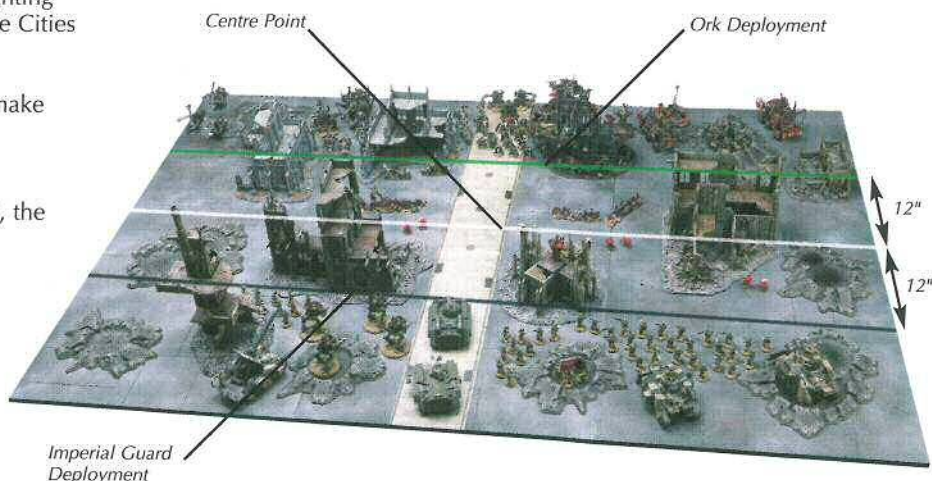
At the end of the game, each player receives 1 kill point for each enemy unit that has been completely destroyed. If a character has a retinue, the character and his unit are worth 1 kill point each.

The Ork player receives 1 kill point for each city ruin outside of his own deployment zone occupied at the end of the game.

The opposing player receives 1 kill point for each Ork unit still in the Ork deployment zone at the end of the game.

MISSION SPECIAL RULES

3 cityfighting stratagems each, random game length.





CLEANSE AND BURN

The Orks are facing burnination at the hands of a vengeful enemy determined to scour them out of a humie city taken fair an' square. Orks don't stand for that sort of thing, oh no...

SCENARIO SET-UP

1 The table is divided lengthways into two halves. The players roll-off, and the winner chooses to go first or second. The player that goes first chooses one of the long table edges to be his own table edge. He can then deploy up to two units from his Elites selections and up to one unit from his HQ selections in his half of the table. His opponent then does the same in the opposite half, but must position his three units more than 18" from any enemy units.

2 Declare the use of stratagems, as detailed in the Cityfighting Stratagems chapter of the Cities of Death book.

3 Elites and HQ units that can Infiltrate can do so, as long as at the end of deployment the player still has a maximum of one HQ and two Elites units on the table. Lastly, players make any Scout moves.

4 Start the game! Once deployment has finished, the player that chose his deployment zone starts game

Turn 1 with his first player turn, unless his opponent can seize the initiative by rolling a 6 on a D6.

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

OBJECTIVE

At the end of the game, each player receives 1 kill point for each enemy unit that has been completely destroyed. If a character has a retinue, the character and his unit are worth 1 kill point each.

The opposing player receives 1 kill point for each city ruin destroyed during the game.

The Ork player receives 1 kill point for each city ruin not destroyed during the game.

MISSION SPECIAL RULES

3 cityfighting stratagems for the Ork player, 4 for the opposing player (one must be Demolition, Siege Shells or Wreckers); random game length.



Centre Point





ORK CITYFIGHTING STRATEGEMS

Perhaps my favourite part of Cities of Death is the system of choosing and using cityfighting stratagems. I've always wanted to write some more, in particular stratagems that are specific to a given race. Here are some I've written for the Orks to use. I'm sure you can think of plenty more.

DIRTY TRICKS

GUARD SQUIGS

Ravenous Guard Squigs roam the area, acting both as a deterrent against Grots breaking into the Fungus Brew store, and against enemy infiltrators sneaking into the city.

- Place six Squig models anywhere on the table other than in the enemy deployment zone.
- Any time a unit ends its move within 6" of a Guard Squig, the opposing player rolls a D6 and consults the table below, adding +1 if the unit is a Gretchin Mob, and +2 if the unit is an enemy (or, indeed, +3 if the unit is an enemy Gretchin Mob!).

D6 Result

- 1-3 **Wah?:** The Squig wasn't paying attention.
- 4-5 **Wazzat?:** Move the Squig D6" towards the enemy unit. If it makes contact with any models from the unit, proceed as for Raaargh! below.
- 6 **Raaargh!:** The unit takes D6 Strength 4 AP- hits and the Squig counter is immediately removed.



DIRTY TRICKS

STABBY BITZ

Orks are far from subtle when it comes to erecting defences. In most cases a large iron spike does the job just fine, though especially precocious individuals may creatively adorn these with skulls and the like.

- The Spiky Bits stratagem may be played upon a single city ruin in the player's deployment zone. This may be a key building.
- Any unit assaulting into the building from outside it must make a dangerous terrain test, re-rolling successful results.



DEPLOYMENT

Tellyporta

Tellyportas are highly dangerous devices built only by the most utterly insane of Big Mek. Usually they struggle to find (willing) test subjects to try them out on, often having to resort to herding large numbers of Snotlings into the tellyporta just to see what comes out of the other end. In the heat of battle, however, it's not hard to convince the Boyz to try the tellyporta out if it means they close on the enemy that bit sooner.

- When declaring the use of this stratagem, indicate two buildings to apply it to rather than one.
- Any friendly unit entering either nominated city ruin during the

Movement phase may choose to be teleported to the other tellyporta, so long as the other building is not occupied by the enemy. The unit is immediately moved to the other building, taking a dangerous terrain test and a Pinning test once there. So long as the Pinning test is passed, the unit may run, assault and shoot as normal, though it may not move any further in the Movement phase.

- If both sides are Orks, then any tellyporta may be used by any unit to relocate to any other tellyporta.

Only the brave or very stupid would use this Orky contraption



DIRTY TRICKS

KUNNIN' TRAP

When it comes to the setting up of booby traps, Orks believe themselves terribly cunning. They are quite wrong, but the effects can be devastating nonetheless.

- At the start of the game, place a counter representing the Kunnin' Trap anywhere on the table outside of the enemy deployment zone.
- At the beginning of the owning player's Shooting phase, declare whether you want the trap to go off or keep ticking for another turn. Roll a D6: on a roll of 1 the opposite of what you declared happens.
- When the trap goes off, every unit (friend or foe) within 2D6 inches takes 2D6 Str 4 AP- hits. In addition, if the trap was placed in a city ruin this will be destroyed as per the rules in Cities of Death.



A not-so-kunning, Orky Kunnin' Trap

DIRTY TRICKS

THE DROPS

Every Ork settlement contains an area known as the Drops. This vile place serves the dual role of cesspit and nursery, and within it grows all manner of unlikely fungi tended by the smallest (and most stupid) of Gretchin. Most Orks avoid the place except when nature calls – other races would do well to take heed.

- Any unit entering the Drops immediately takes D6 Str 4 AP- hits. In addition, if the unit is from any Codex other than Codex: Orks it must immediately make a Morale test. Vehicles that fail a dangerous terrain test in The Drops and are immobilised as a result are automatically wrecked (the crew had better batten down the hatches or things are gonna get messy...).



KEY BUILDING

MEK'S WORKSHOP

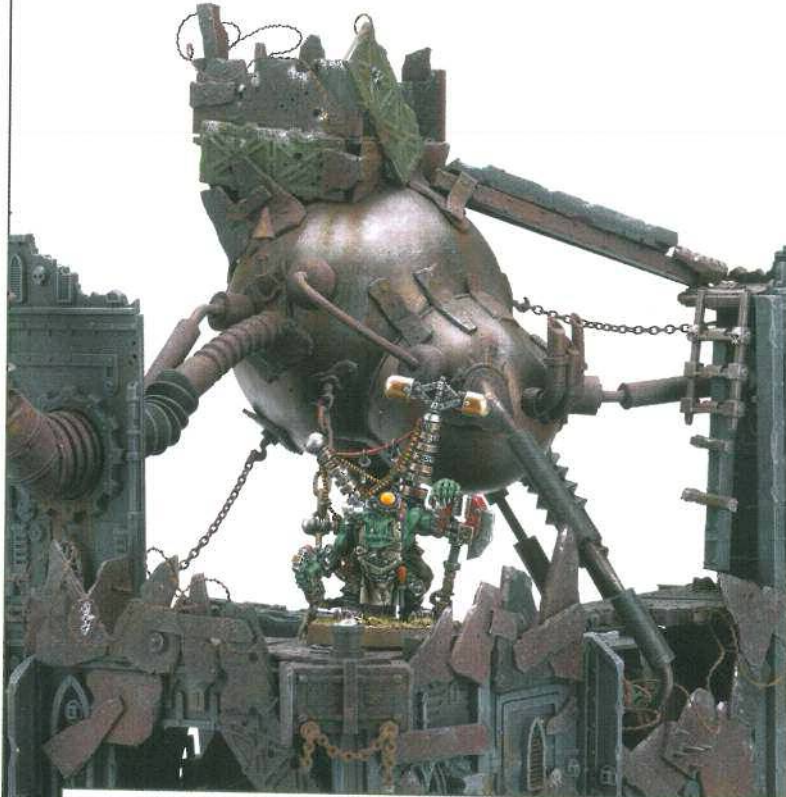
A Mek's Workshop is a hive of activity, the sounds of construction, small explosions and occasional cursing audible all around.

- The Mek's Workshop is dangerous terrain to all units (friend or foe), except Mek's and Big Mek's (friend or foe). This does not apply to the owning side if there is a friendly Mek or Big Mek in the ruin.
- So long as the Mek's Workshop is occupied (See the Cityfighting Missions section in Cities of Death for this rule) by a friendly Mek or Big Mek, any tank (friend or foe) wrecked within 6" of the ruin is removed from the table at the beginning of the Ork Movement phase. At the beginning of your next Movement phase the model may be returned to play under the control of the Ork player, moving on from within the Mek's Workshop.

Just what the Mek might make of the wreck is never predictable, so roll a dice and consult the following chart to see what the model is treated as. All such vehicles have the basic profile for their type as given in Codex: Orks.

D6	Vehicle
1-3	Sorry mate, can't fix it: Nothing
4	This goes there: A Trukk
5	Pass me that shoota: A Warbuggy
6	Job's a good 'un: A Looted Wagon with a boomgun

Players will obviously have to agree exactly whereabouts the weapons are mounted on these vehicles, and use them in the spirit in which they're presented.



That's All, Folks

So there we have it, that's how I'd go about designing some Cities of Death rules for the Orks. Hopefully I've provided a few ideas, not just for Ork players but for everyone – there's absolutely no reason not to do the same thing for Eldar, Tyranids, Necrons or any other army. And maybe the White Dwarf crew will let me have a go at more articles like this one. Let us know if you'd like to see more!

ECHOES OF



Chaos Daemons are flowing into Lustria from a portal in the cursed City of Echoes. Lord Kroak has been exhumed to lead a mighty Lizardmen host into the temple-city to destroy the daemoniac portal. Andy Hall chronicles the tale.

The most obvious way to play Warhammer is for both opponents to pick an army to a set points limit and then fight using the Pitched Battle scenario presented in the rulebook, but that's far from the only way to play.

“Warhammer has always been about letting your imagination run riot.”

Warhammer has always been about letting your imagination run riot, and enacting exciting stories on the tabletop. You'll find many such tales in your regular games, but to really have a story that the bards will sing for years to come or be recorded in the annals of history then your best bet is to create your own scenario.

And that's just what we've decided to do with this battle report. Taking our cue from Apocalypse we asked Andy Hoare to procure as many Lizardmen as he could find in the Studio collection and ignore the traditional army list restrictions. We asked Robin to do the same with the Daemons of Chaos. As the two collections are different sizes – the Daemons are slightly outnumbered – we asked Andy to come up with a suitable scenario that'll even things up a bit and even if it's not finely balanced, then so what? It's all about having a great time playing the game and creating one of those epic stories I mentioned above.

So, with word reaching the Skink Priests of Itza that the Daemons have set foot on Lustrian soil once more, it was time to rouse Lord Kroak from his endless slumber and lead a Lizardmen army deep into the cursed temple-city of Xahutec and destroy the portal.

THE FALL



With but a thought, Tiktaq'to, the Master of Skies, bade his Terradon to dive into the ocean of cloud churning below. For an instant, he was enveloped by stark whiteness, before bursting out into clear air.

The jungle sprawled from horizon to horizon, thick tendrils of mist coiling upwards hundreds of feet into the moist air. Here and there a jungle temple or megalithic statue pierced the canopy, the air above each structure seething with multi-hued, magical energies.

Bringing his mount about in a wide turn, the keen-eyed Skink Chief found what he had sought. The ruined temple-city of Xahutec, the City of Echoes.

The massive, stepped structures of the once-great city rose above the jungle in silent, crumbling testament to the inscrutable power of the Old Ones. Aligning himself by the city's towering solar temple, Tiktaq'to changed his heading and, with a silent imperative, ordered his Terradon to dive once more. Within moments the jungle canopy was rearing up to meet the Master of Skies, the treetops speeding by impossibly fast.

And then Tiktaq'to was over a wide clearing a short distance beyond the city. He rose and circled the space. As he slowed, he peered through the eyes of the golden Mask of Heavens. There, in the centre of the clearing the very ground itself was swelling and heaving, the

bedrock showing through as bone pierces the flesh of a broken limb.

His eyes narrowed. The Priests had spoken wisely – something was very much amiss and it was his duty to report all he saw so that the Mage-Priests might be awoken and appraised. But before he could bring his mount around for the homeward journey, a terrible rending, groaning sound split the air. From his high vantage point he saw concentric circles of unknowable pressure ripple outwards from the clearing, stirring the jungle for miles all around. The swelling of the ground had reached such a point that a massive wound had been formed at its apex, out of which a cascade of unclean power now flooded. As the energies faded, the Master of Skies spied an impossible thing hanging over the fresh wound. Three oval forms, one within the other, orbiting a point that could only have formed some manner of portal into that place which should not exist.

And from that portal now spewed the age-old enemies of order and life – Daemonic creatures from the Realm of Chaos.

The Master of Skies wheeled his Terradon around, urging it to gain altitude and speed. The Mage-Priests would be stirred and the hosts gathered, for war with the Daemons of Chaos had come once more to Lustria.

SCENARIO: SEAL THE PORTAL

Andy: Here's the scenario we played, along with some notes on how we went about things. Feel free to try it out for yourself with your own armies. Don't forget that the 'We are Legion!' rule about recycling Chaos Daemon units is there because we had a lot more Lizardmen than Daemons, so be sure to adjust the forces you field appropriately.

Set up terrain

Use a 4' by 8' table. A piece of terrain representing the portal should be placed on a hill in the centre of the table. As we were using eight tiles from two of the Realm of Battle sets, we arranged four corner-hill sections to create a large raised area in the centre.

Place as many jungle trees and other terrain around the edge of the table as you can muster. Extra trees packed around the edges create the impression of dense jungle beyond the clearing, without interfering with gameplay.

Select Spells

We decided that the Skink Priests would all be Level 1, and default to the *Portent of Far* spell. However, the Engine of the Gods boosted the magic level of the Skink Priest attending it to Level 2. Lord Kroak only has one spell, which left the other Mage-Priest. As one of his Disciplines of the Ancients he had Focus of Mystery, which grants him knowledge of all the spells in one of the rulebook Lore. As he was fighting Daemons, he took the Lore of Light.

Deploy for battle

The Lizardmen deploy first within 24" of either short table edge, splitting the forces between both deployment zones if they wish. The Daemons of Chaos then deploy within 12" of the portal, leaving any units they wish inside the portal to deploy later. Robin chose to leave his Screamer of Tzeentch in reserve in this way.

Lastly, Scouts are deployed. We decided that the dense jungle at the table edges would allow Scouts deploying in them to count as being out of sight for the purposes of the Scouts special rule.

Who goes first?

The Daemons get the first turn.

Length of game

The game lasts a maximum of six game turns.

Victory!

The Lizardmen win if they can get a Lord or Hero, or a unit containing one, into base contact with the portal, thus closing it and dissipating the energies sustaining the Daemons of Chaos. Once this is achieved, the Daemons have their next player turn to kill or drive off the character or unit containing him, or the Lizardmen win. Any other result is a victory for the dread daemoniac legions.

Special Rules

We Are Legion! When any Daemon models apart from characters are removed, place them to the side of the table. When the entire unit is removed, it may come back into play. To determine if it does, at the beginning of the player turn roll a D6 and compare the result to the game turn. If the result is equal to or less than the turn, the unit re-enters play as described below. If the number is greater it remains in the Realm of Chaos for now, but may roll again next turn. For example, if a unit of Nurglings was destroyed in Turn 3, it would enter play again in Turn 4 on a roll of 1-4.

When the unit becomes available to re-enter play, roll an artillery dice and scatter dice to determine where it manifests, scattering the distance rolled from the centre of the portal. So long as a misfire is not rolled and the unit can be placed without touching a friendly unit or coming within 1" of an enemy unit, everything is fine and you may choose the unit's facing. Treat the unit as though it has returned from pursuing a defeated enemy off table.

If you roll a Misfire, the unit takes 2D6 Strength 4 hits and is placed in base contact with the portal in the position indicated by the scatter dice.

If the unit manifests touching a friendly unit, both take 2D6 Strength 4 hits before rolling for scatter again, deviating from the point at which the unit originally tried to manifest.

If the unit appears on top of an enemy unit, things are going to get messy! The enemy unit must make a Leadership test. If this is failed their flesh distorts into hideous daemoniac forms as they are possessed. Replace the enemy unit with the Daemons unit. If the enemy unit passes the Leadership test it resists the possession and the Daemons must roll to scatter again, from the point at which they would have manifested.

If a Misfire is rolled in addition to either of the above, then the Daemons of Chaos unit takes damage in addition to the effect described.



DAEMONIC INFESTATION

Robin: Having helped write the Lizardmen book I had a good idea of what I'd be up against: the most powerful Wizards in Warhammer, giant dinosaurs and ranks of rock-hard Saurus. By taking really large units of Plague Bearers, Daemonettes and Bloodletters, all backed up with Heralds, even a large block of these scaly skinned warriors will find it a hard slog to cut their way through to the portal. I'll take several fast-moving units like Screamer, Fiends and Flesh Hounds to intercept any of Andy's units that do break through, and a Bloodthirster to take on any Stegadons

that come stampeding towards my lines. A Lord of Change and a Daemon Prince will help me to counter the sorcery of the Slann Mage-Priests whilst giving me access to the very powerful Lore of Tzeentch. In this scenario I'll be able to throw my units against the Lizardmen regularly so, in a war of attrition, I should win. My main task will be to get at, and eliminate, Andy's characters, and so I'll have to pick them off in challenges or with daemonic sorcery. To help things along I'll take Karanak to go hunting after one of Andy's hardest-hitting heroes – Chakax, the Eternity Warden.



Robin has been working in the Studio for over a year now, but that still doesn't stop everybody referring to him as the Games Development New Boy.



LORD KROAK'S HOST



When he isn't in direct communication with the Old Ones you'll normally find Andy fondling his Imperial Guard tanks.

Not that he's a stranger to Warhammer either; Andy has been talking about a Great Plan for some months now. We can only assume he's been obsessing over the strategy for this month's big battle Report.

Andy: The Lizardmen have always been my favourite Warhammer race, and so getting the chance not only to write the latest incarnation of their army book, but to play in the new book's inaugural battle report is almost too good to be true! Not only that, but I'll be playing against Robin, my trusty sidekick in writing the book, and he'd be taking the Daemons of Chaos. This is shaping up to be a truly exciting and memorable game.

So I was doubly pleased when the Dwarfers told me the sort of game they had in mind. Firstly, we'll be playing not to a points limit, but to a collection. In essence, we would both take the models we had available, and then assign magic items and the like as seemed appropriate and characterful. This is a great way to field your entire collection, without worrying about juggling every last point. Of course, no two armies put together in this way will be exactly matched, and that's where the scenario came in. I was asked to write an

exciting story-driven scenario especially for this battle report. The first thing that came to mind was that, as the Daemons have fewer models in their collection, they should benefit from some way of recycling casualties. A couple of chats and a visit to the hobby team's scenery shelf and we had the idea for the scenario. A daemoniac portal has been opened up in Lustria, through which hordes of Daemons are issuing forth. Daemoniac casualties should therefore be recycled through the portal, allowing us to balance the two forces, and the objective of the Lizardmen will be to close the portal. Simple!

With that sorted, I set about gathering the army and issuing orders. The focal point of the army is the Venerable Lord Kroak, accompanied by a unit of Temple Guard and led by Chakax the Eternity Warden. Kroak knows just one spell – the last spell he ever incanted, which burned all the others from his mind. The spell, called the *Deliverance of Itza*, banished the



Daemons attacking the First City during the Great Catastrophe back to the Realm of Chaos. This spell has a variable casting value going all the way up to 20, and inflicts a huge amount of damage, particularly on nearby Daemon units. Kroak is accompanied by his trusty Eternity Guardians, Temple Guard who have served him for millennia (perhaps even beyond death). These are normal Temple Guard, but because they have been joined by Kroak they are Unbreakable. Combined with Chakax's abilities to take down enemy characters in challenges, that's a rock-hard unit right there, and it'll form the spearhead of the attack towards the portal.

A centre point of the collection are the various Stegadons. Two of these are Ancient Stegadons, one of which bears a Skink Priest and an Engine of the Gods. The Engine has three abilities – one manipulates the Winds of Magic, one provides protection for nearby units and one can potentially unleash massive pain

on nearby Daemons. Guess which one I'll be using the most?

My overall tactics will be to send in the Stegadons and Cold Ones, led by Kroq-Gar charging in on one side, while the massive blocks of Saurus, led by Kroak's Temple Guard, advance implacably towards the portal from the opposite side. Add to that a second Slann Mage-Priest defended against daemonic flyers by three Barbed Razordon Hunting Packs. I'm almost looking forward to Robin charging his Daemons at these because of the sheer devastation they cause! I have a number of characters on back-up portal-closing duty, including Kroq-Gar, the Skink Priest on the Ancient Stegadon, a Skink Chief with the Cloak of Feathers (which allows him to fly) and Tiktaq'to, who will enter play later on in the game. But hopefully these won't be needed and Lord Kroak and his Temple Guard will get the job done, dispelling the Daemons just like he did thousands of years ago during the Defence of Itza.

LORDS AND HEROES

- 1 Lord Kroak
- 2 Slann Mage-Priest
Divine Plaque of Protection, Focused Ruminant, Becalming Cogitation, Transcendent Healing and Lore of Light.
- 3 Kroq-Gar and Grymlok
- 4 Chakax
- 5 Tiktaq'to
- 6 Saurus Scar Veteran
Blessed Totem.
- 7 Saurus Scar Veteran
Hand weapon and shield.
- 8 Saurus Scar Veteran
Cold One and Shield of the Mirrored Pool.
- 9 Skink Priest
Ancient Stegadon and Engine of the Gods.
- 10 Skink Priest
Lore of Heavens.
- 11 Skink Priest
Lore of Heavens.
- 12 Skink Chief
Staff of the Lost Sun and Cloak of Feathers.
- 13 Skink Chief
Sacred Stegadon Helm.
- 14 Skink Chief
Curse Charm of Tepok.

CORE

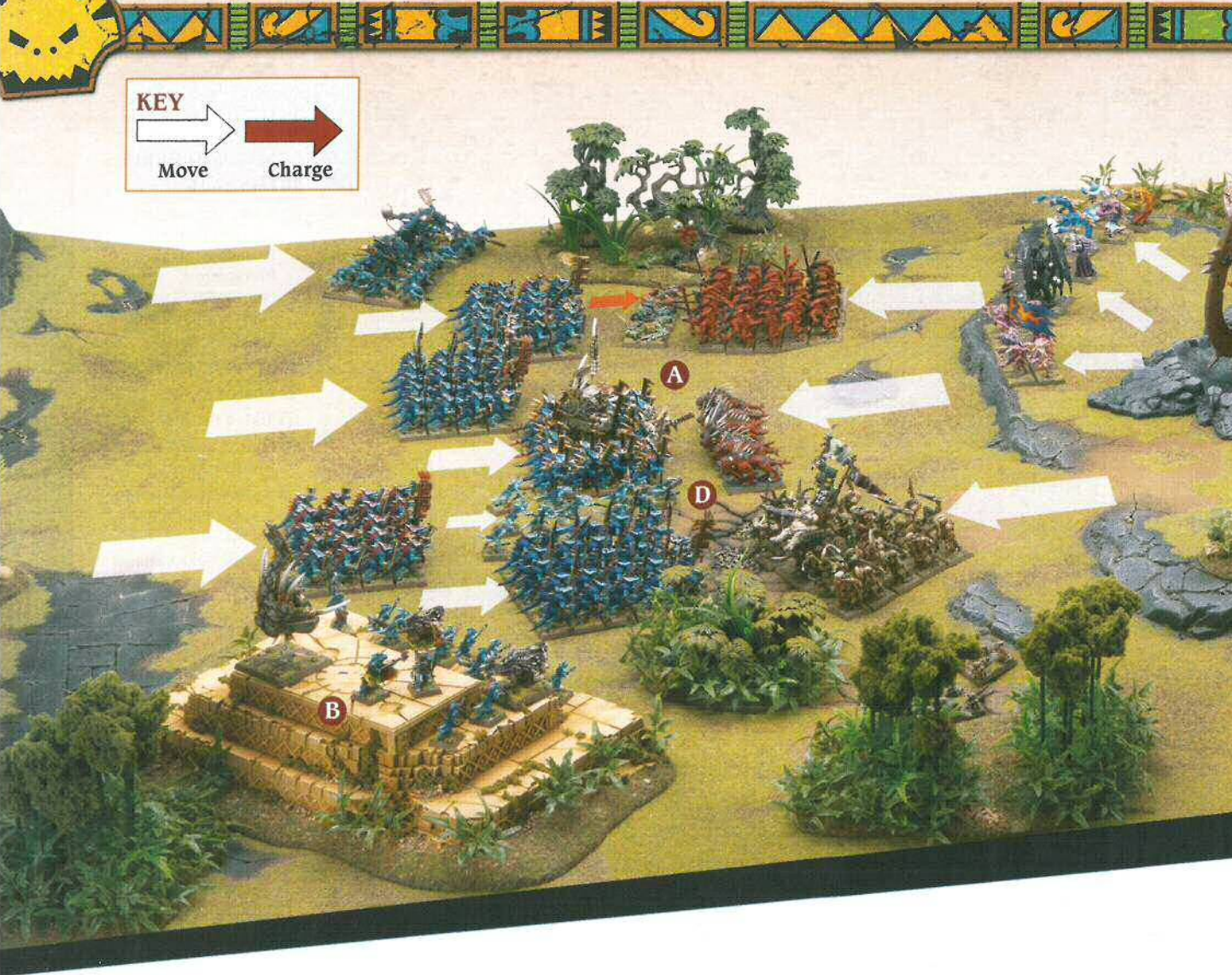
- 15 20 Saurus Warriors
- 16 20 Saurus Warriors
- 17 19 Saurus Warriors
- 18 25 Saurus Warriors
- 19 10 Skink Skirmishers
- 20 28 Skinks
- 21 3 Jungle Swarm bases

SPECIAL

- 22 20 Temple Guard
- 23 10 Chameleon Skinks
- 24 4 Terradon Riders
- 25 8 Cold One Cavalry
- 26 10 Cold One Cavalry
- 27 3 Kroxigor
- 28 Stegadon

RARE

- 29 Ancient Stegadon
- 30 3 Salamander Hunting Packs
- 31 3 Razordon Hunting Packs



TURN 1 The Daemons spill from the pulsing gateway into the Lustrian jungle, and are immediately engaged by the reptilian forces.

As the floating iron rings of the portal rotated, hideous, leering warp creatures emerged into the jungle clearing. Robin lined them up into battlelines on both the east and west sides of the portal. They then advanced, expanding outwards from the centre of the board, towards the Lizardmen lines.

The Magic phase began with the Lord of Change raising its avian head and, spying Kroq-Gar, he blasted the ancient Scar-Leader with a *Bolt of Change* that was cast with irresistible force. The Lizardman Hero tried to resist but failed his ward save and so was brought low by the spell. This sent Grymloq, his loyal Carnosaur mount, into a slavering Frenzy.

The Daemons tried to cast other spells but without the power of irresistible force the Slann and Skink Priests managed to contain the magical forces.

The Lizardmen reacted to the incursion with surprising speed. The Frenzied Grymloq charged straight forward into the Daemonettes. In a case of charge or be charged, the Cold One Cavalry sprang forward into combat with the Bloodthirster. On the north flank the second unit of Cold Ones charged the Bloodcrushers. In the east the Lizardmen were directly under Kroak's undead glare and they advanced as one towards the Daemons. The Skinks and Kroxigor swooped southwards in a long arc before

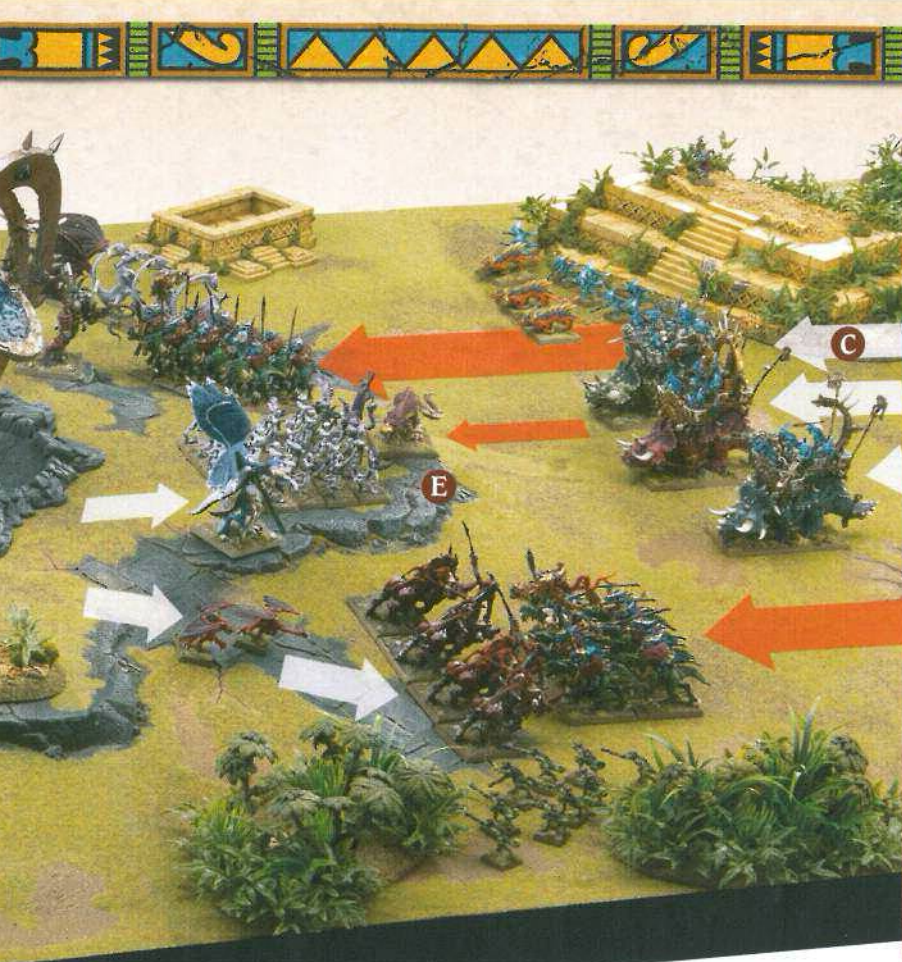
wheeling back towards the portal, using their extensive movement to full effect.

As the Lizardmen Magic phase started, the Engine of the Gods powered up. Andy chose the *Burning Alignment* effect but only rolled 4" for the range and so no Daemon units were affected – the Engine was obviously still warming up!

Lord Kroak then cast *Deliverance of Itza*, a spell particularly suited to ridding the world of Daemons as every daemon unit within range takes 2D6 Strength 5 hits. At first Andy tried to cast it on a 5 to get a 6" range. When that failed he tried again, this time with a casting value of 10 to get a 12" range. This was initially cast, but as the Flesh Hounds were now in range their Brass Collars halted the potentially devastating spell.

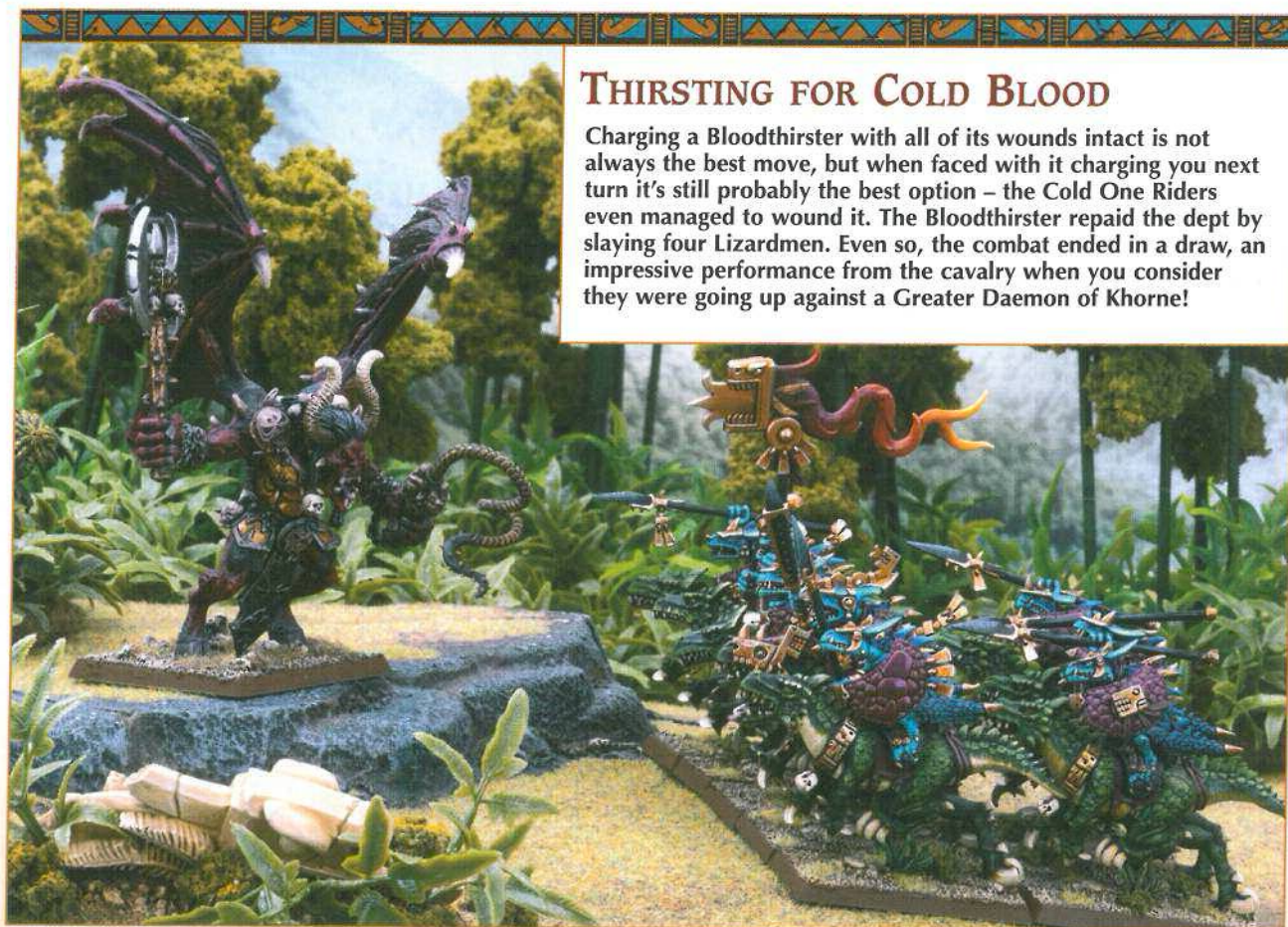
While the Lizardmen Magic phase was weak, their shooting was spot on. The giant bow on the Stegadon speared the Lord of Change for two wounds. The Barbed Razordons hit the Nurglings 18 times, yet only wounded a handful of times, while the Chameleon Skinks killed three of the Furies with their deadly blowpipes.

The fighting was intense for the units locked in combat. The Bloodcrushers lost their combat by three, which killed two more due to Daemonic Instability, although the Carnosaur struggled against the Daemonettes.



Annotations

- A** The Jungle Swarms charge the Bloodletters, doing well just to hold them up for a turn.
- B** The Mage-Priest, barely moving or showing any kind of exertion to manipulate the Winds of Magic, first casts *Burning Gaze* and then *Healing Energy*, but the Daemons manage to dispel them.
- C** The Stegadons lumber forward as fast as their trunk-like legs can carry them.
- D** The Skink Skirmishers fire their blowpipes at the Flesh Hounds and manage to banish one back to the Realm of Chaos.
- E** The Carnosaur charges the fey Daemonettes but fails to wound them due to their ward saves. The Daemonettes don't fair any better, although their Herald does manage to wound the riderless monster. Grymloq flees and the Daemonettes pursue. While the Carnosaur makes good its escape, the Daemonettes overrun into the Engine of the Gods.



THIRSTING FOR COLD BLOOD

Charging a Bloodthirster with all of its wounds intact is not always the best move, but when faced with it charging you next turn it's still probably the best option – the Cold One Riders even managed to wound it. The Bloodthirster repaid the debt by slaying four Lizardmen. Even so, the combat ended in a draw, an impressive performance from the cavalry when you consider they were going up against a Greater Daemon of Khorne!



Flamers

Daemons don't have much shooting in their army, with the notable exception of the Flamers of Tzeentch. These repulsive creatures spout magical flames from their peculiar arms. The Flamers targeted the nearby Skinks, causing eleven Strength 4 hits, killing 5 Skinks and wounding a Kroxigor.



TURN 2



Robin started the Daemons' second turn with what he hoped would be some decisive charges. For the Furies it was not to be, for as they swooped down on to the Chameleon Skinks they were wiped out by a stand and shoot reaction. The Flesh Hounds sprinted forward into the Temple Guard, supported by the Masque. Epidemius and his accompanying Plaguebearers shuffled forward into the large Saurus regiment to the north-east. The Daemon Prince moved behind the Bloodletters.

The portal rippled and the Screammers soared through. They immediately headed toward the Slann floating on top of the temple. The Daemon magic was largely disrupted again by the Lizardmen's mastery of the Winds, although the Lord of Change managed to get a *Bolt of Change* through the defences to wound the Stegadon.

The armies clash in a devastating show of magic and brute force. Both sides take heavy casualties as Lord Kroak moves ever nearer to the portal.

Across the battlefield there was mass carnage as the units engaged or continued to fight. In the south the Bloodletters wiped out the last of the jungle swarms and prepared for the inevitable charge from the Saurus in the following phase. The Bloodthirster killed two Cold One Riders with one mighty sweep of its flaming axe. The remaining mounted Saurus failed to hit back, but even though they lost the combat they refused to yield. The Daemonettes managed to wound the Stegadon bearing the Engine but three of them were trampled in kind. Further north the Cold One Cavalry continued their fight against the Bloodcrushers. Khorne's riders killed two Saurus but they were wiped out when the Lizardmen struck back.

The Daemon Close Combat phase continued with the Tallyman of Nurgle trying to infect the Saurus Warriors. Both



Daemons Turn 2



- 1 Lord Kroak and 20 Temple Guard
- 2 Slann Mage-priest
- 3 Kroq-Gar and Grymloq
- 4 Chakax
- 5 Saurus Battle Standard Bearer
- 6 Skink Chief
- 7 Skink Chief
- 8 Skink Priest
- 9 Skink Priest

- 10 Skink Priest
- 11 Saurus Scar Veteran
- 12 Saurus Scar Veteran on Cold One
- 13 28 Skinks and 3 Kroxigor
- 14 Jungle Swarm
- 15 10 Skink Skirmishers
- 16 20 Saurus Warriors
- 17 20 Saurus Warriors
- 18 19 Saurus Warriors

- 19 25 Saurus Warriors
- 20 10 Chameleon Skinks
- 21 8 Cold One Cavalry
- 22 10 Cold One Cavalry
- 23 Stegadon
- 24 Engine of the Gods
- 25 Ancient Stegadon
- 26 Salamander Hunting Pack
- 27 Razordon Hunting Pack

- 1 Bloodthirster
- 2 Lord of Change
- 3 Daemon Prince
- 4 Epidimius
- 5 Karanak and Flesh Hounds
- 6 The Masque
- 7 25 Bloodletters of Khorne
- 8 10 Horrors of Tzeentch
- 9 25 Plaguebearers of Nurgle
- 10 25 Daemonettes of Slaanesh
- 11 5 Nurgling Bases
- 12 5 Chaos Furies
- 13 2 Beasts of Nurgle
- 14 3 Fiends of Slaanesh
- 15 5 Screamer of Tzeentch
- 16 5 Flamers of Tzeentch
- 17 3 Bloodcrushers of Khorne



- 28 Tiktaq'to
- 29 4 Terradons

Turn 2 continued...

sides tried to hit but failed miserably to score even a single wound and so the combat ended in a draw.

Meanwhile, Kroak's Temple Guard had been charged by the Flesh Hounds and the Masque. Chakax stepped forward to fight Karanak, leaving the remaining Daemons to strike the Temple Guard. Despite her 5 Attacks, the Masque couldn't breach the Lizardmen's tough scales. The Flesh Hounds fared much better, causing seven wounds although only two of Kroak's sworn companions fell. In return the Temple Guard killed another Flesh Hound. With the combat finished it was clear that the Temple Guard had won the round, causing both the Masque and the surviving Flesh Hounds to vanish from reality.

At the beginning of the Lizardmen's turn Grymloq rallied. The Carnosaur turned back towards the portal, still subject to Frenzy even though he'd previously fled from combat. The Stegadons charged into the Daemonette unit that was already engaged with the Engine of the Gods. Across the table in the south-east, the Saurus, Skinks and Kroxigor piled into the Bloodletters. The unengaged Saurus in the north charged the carpet of Nurglings.

There was very little other movement, although the triumphant Cold One Cavalry sped across the north side of the table past the ebbing portal towards the Screammers. The Salamanders also moved, as the Beasts of Nurgle slimed towards them the reptiles retreated up the temple steps, if only to get a better field of fire. Lord Kroak's unit, now free of the Flesh Hounds, advanced towards the portal.

The Engine of the Gods fired up once more and Andy, unsurprisingly, chose the Burning Alignment again. This time the effect spread out 10" catching the Daemonettes, which lost two of their number, the Lord of Change, which took another wound, and the Bloodthirster which lost two of its Wounds.

The magical attacks didn't stop there; the Slann Mage-Priest healed the Ancient Stegadon carrying the Engine of the Gods and also reduced the WS of the Plaguebearers to 1. Kroak tried to cast his one and only spell again, this time with a casting value of 20! Andy rolled the much-feared double-1 but, fortunately, Lord Kroak doesn't roll on the Miscast table.

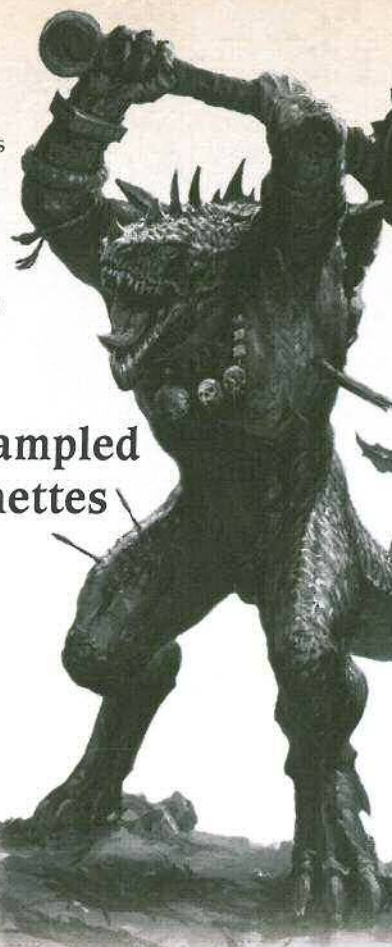
The Lizardmen had another powerful Shooting phase. The Salamanders wounded the Nurgle Beasts, although one decided it would be better to eat all of its Skink Handlers instead. The Razordon Hunting Packs fared much better; showering the Screammers with a spiked fusillade, they killed five of the six flying Daemons. The Skink Chief picked off the final Screamer with his Staff of the Lost Sun.

The fighting was as brutal as ever. The Stegadons trampled down the Daemonettes with ease, although the Daemons did manage to take a Wound off the Ancient Stegadon but they lost 12 of their own when the combat had finished. However, Robin rolled a double-1 so the last few remained corporeal, at least for now. Close by, the Bloodthirster got bored of toying with the Cold Ones and slew the last four.

“The Stegadons trampled down the Daemonettes with ease.”

Across the clearing in the north the Saurus destroyed the Nurgling swarms. Epidemius didn't fair any better and was brought low by the resolute Saurus, although his Plaguebearers continued to fight on.

Finally, the players resolved the massive combat involving the Bloodletters. The Lizardmen hit hard, killing nine warp-spawn, with even the Skinks contributing one to the total. The Bloodletters failed to hit back, so they lost and ten more Daemons were banished.



CHAKAX VERSUS KARANAK

Khorne's Hound of Vengeance howled out a challenge that the Eternity Warden was only too happy to accept. The Flesh Hound sprang forward but time immediately began to slow as the key to the Eternity Chamber that hung around Chakax's neck began to glow. And so Chakax struck first, he swung his Star-Stone Mace in a deadly arc that struck Karanak across all three heads. With a faint whimper, the Daemonic Hound blinked out of existence and time returned to its normal pace.



As Andy reads out the rules for the Engine of the Gods and the Burning Alignment, Robin reluctantly starts removing his Daemon casualties, painfully aware that it won't be for the last time...



Chameleon Skinks

Flush from the victory against the Furies, the Chameleon Skinks stalked forward after another winged aggressor, this time with the Lord of Change in their independently-roving sights. The Skinks peppered the Greater Daemon with their blowpipes; Andy wasn't expecting much from the attack, maybe a wound or two if he was fortunate. But then, in a rare show of luck, he managed to roll six 6s! As Chameleon Skink blowpipes are poisoned attacks, all six hits automatically wounded. Robin still had his ward save but only managed to save one! The Lord of Change had already been wounded so the five wounds caused was more than enough to cast the Greater Daemon of Tzeentch back to the Realm of Chaos.



LIZARDMEN



TURN 3

After taking heavy losses from the Lizardmen the Daemons hit back as more of their ilk pour forth from the portal.

The Master of Skies circled high, his inscrutable gaze taking in the carnage unfolding below. The portal radiated unnatural power, and every few moments, or so it seemed, would spit out another snarling pack of Daemons. The ritual words that would close the portal were upon his tongue, but he knew he would have to time the moment to perfection. Not yet! The silent, unspoken yet utterly authoritative imperative stabbed into his thoughts. He felt the awesome power of a Mage-Priest touching his mind and looked down to see the Temple Guard closing on the portal.

Shouting an order to his fellow Riders, the Master of Skies prepared to descend.

The portal rippled and Furies, Bloodcrushers, Screamers and Flesh Hounds emerged from the spinning iron rings. The Bloodcrushers coalesced in front of Lord Kroak, the Furies and Screamers popped out in the north while the Flesh Hounds landed close to the Bloodthirster in the south-west, immediately losing one of their number as Robin rolled a misfire on the artillery dice.

There were lots of charges again as the Bloodthirster barrelled into the Stegadon, supported by the Fiends in its flank. The Flamers bounded into the side of the Skink and Kroxigor unit and the Daemon Prince also joined the same melee by charging into the spear-armed Saurus. The Beasts of Nurgle finally closed in on the Salamanders positioned on the temple.

There was no magic and shooting so it was straight into the many combats. The Plaguebearers held the Saurus to a draw again, as did the Salamanders fighting the Beasts of Nurgle. The Stegadons were not so lucky, the Bloodthirster ripping apart the youngest creature before flying forward in an overrun move. The Fiends also overran into the Engine of the Gods and caused a further three wounds on the ancient monster. In the east the arrival of the Flamers and the Daemon Prince helped keep the Bloodletters in the combat although the Saurus won the round.

Andy started his third turn by seeing if Tiktaq'to would descend on the battlefield but the Skink master tactician refused and stayed circling up high. Undaunted, Andy charged the recently emerged Screamers with the Cold Ones. The Skink Chief armed with the Lost Sun Staff was also wearing the Cloak of Feathers so he flew close to the portal, although he didn't come into contact with it just yet and was forced to hide behind some nearby terrain. In the Magic phase the Engine of the Gods unleashed a dazzling *Burning Alignment* that burned away the Bloodthirster's penultimate Wound and wiped out the flailing Daemonettes.

The Close Combat phase was the messiest yet. At first it went well for the Lizardmen, the Cold One Cavalry wiped out the Screamers and smashed into the rear of the Bloodcrushers, while the Saurus reduced the Plaguebearers to just four. However, there was evidence that Andy's army was beginning to succumb to the constant daemonic assault. The Engine of the Gods was toppled by the Fiends, and the Salamanders fled from the Beasts of Nurgle. The Bloodletters, with the aid of the Daemon Prince, finally managed to overwhelm the Saurus and both Lizardmen units broke and fled. The Skinks and Kroxigor remained in combat with the Flamers of Tzeentch.

TEMPLE GUARD VS BLOODCRUSHERS

Kroak forced the Temple Guard into the Bloodcrushers that had just appeared in front of them. As if the ancient Relic-Priest had willed it, the Cold Ones, fresh from wiping out the Screamers, ploughed into the Juggernauts' rear. The Cold One Cavalry killed one of the warp-spawn while the Temple Guard brought down

two more Bloodcrushers, however, the Lizardmen lost two of their own for their trouble. Chakax then stepped forward and slew the final few Daemon cavalry, allowing the Temple Guard to overrun into the Horrors – the only Daemons that now stood between Lord Kroak and the yawning portal.



Daemons Turn 3

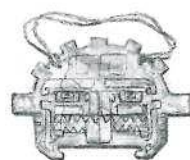


- 1 Bloodthirster
- 2 Lord of Change
- 3 Daemon Prince
- 4 Epidimius
- 5 Karanak and Flesh Hounds
- 6 The Masque
- 7 25 Bloodletters of Khorne
- 8 10 Horrors of Tzeentch
- 9 25 Plaguebearers of Nurgle
- 10 25 Daemonettes of Slaanesh
- 11 5 Nurgling Bases
- 12 5 Chaos Furies
- 13 2 Beasts of Nurgle
- 14 3 Fiends of Slaanesh
- 15 5 Screammers of Tzeentch
- 16 5 Flamers of Tzeentch
- 17 3 Bloodcrushers of Khorne

- 1 Lord Kroak and 20 Temple Guard
- 2 Slann Mage-priest
- 3 Kroq-Gar and Grymlok
- 4 Chakax
- 5 Saurus Battle Standard Bearer
- 6 Skink Chief
- 7 Skink Chief
- 8 Skink Priest
- 9 Skink Priest

- 10 Skink Priest
- 11 Saurus Scar Veteran
- 12 Saurus Scar Veteran on Cold One
- 13 28 Skinks and 3 Kroxigor
- 14 Jungle Swarm
- 15 10 Skink Skirmishers
- 16 20 Saurus Warriors
- 17 20 Saurus Warriors
- 18 19 Saurus Warriors

- 19 25 Saurus Warriors
- 20 10 Chameleon Skinks
- 21 8 Cold One Cavalry
- 22 10 Cold One Cavalry
- 23 Stegaddon
- 24 Engine of the Gods
- 25 Ancient Stegaddon
- 26 Salamander Hunting Pack
- 27 Razordon Hunting Pack



- 28 Tiktaq'to
- 29 4 Terradons

On the east flank of the battlefield, a coordinated charge by the Flamers and the Daemon Prince helped tip the balance in favour of the Daemons. After a further turn of bloodshed, the battle went to the Bloodletters, and both regiments of Saurus Warriors fled.



TURN 4

Lord Kroak makes contact with the portal but as the Lizardmen army collapses around him, will he have enough time to seal it?

Annotations

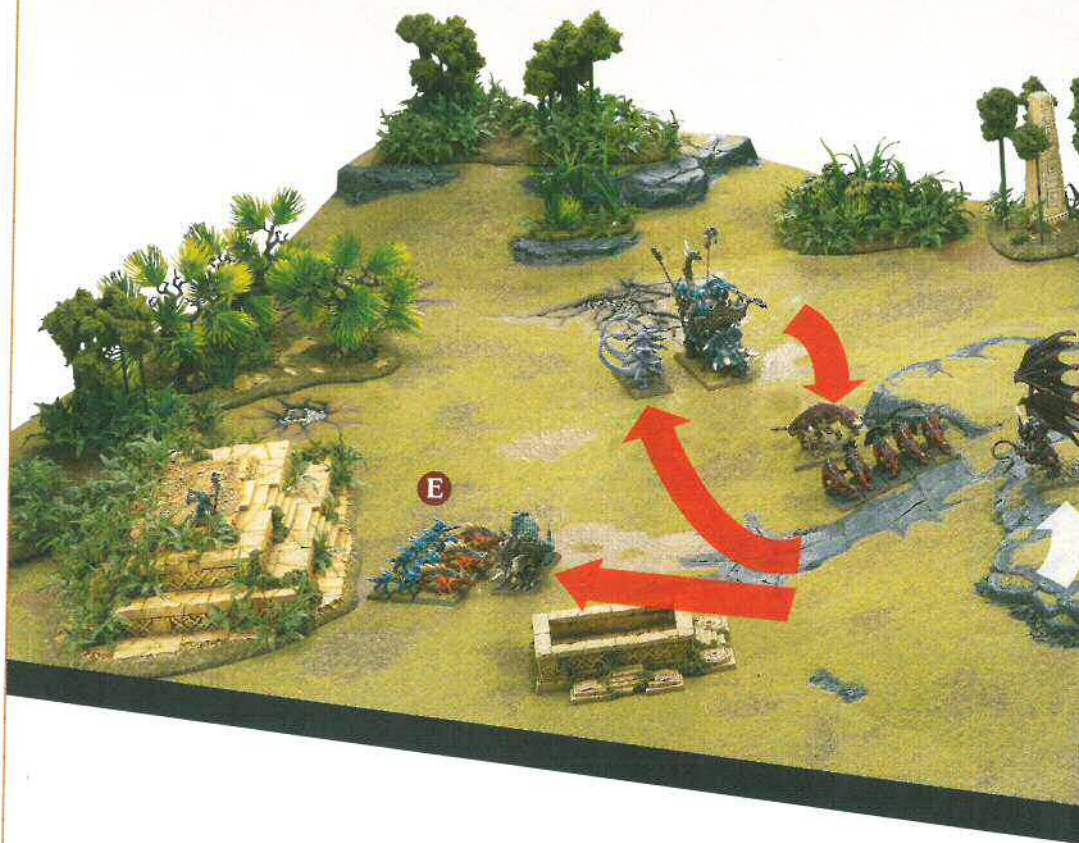
A The Skinks continue to fight with the Flamers, although it's the Kroxigor that do the definitive damage and wipe out Tzeentch's creations.

B In the epic conflict between the Plaguebearers and Saurus, the Herald of Nurgle issues a challenge to the Scar Veteran. The Daemon and Saurus enter a vicious duel that lasts through both Close Combat phases. The Herald finally gets the upper hand and slays the Saurus hero. However, the Plaguebearers continue to collapse due to instability and, by the end of the turn, there is only one left beside the victorious Herald.

C More Screemers fly through the portal and into range of the Ancient Stegadon's giant blowpipes. The screeching Daemons are hit with 18 shots and are obliterated in a shower of poisonous darts.

D Having despatched the Horrors, Lord Kroak and his Temple Guard move on to the portal. The revered Slann's carcass remains immobile but the vast mental energies of Kroak's spirit are focused on sealing the portal. Meanwhile, the Temple Guard are stoic but ready to protect their undying master at all costs.

E The Beasts of Nurgle set about the Salamanders with their pustulous tentacles, killing them and scattering the Skink Handlers.



A fresh unit of Daemonettes emerged from the portal and the Screemers entered play for the third time. As ever there were numerous charges, including the Furies into the Cold Ones and the Flesh Hounds into Grymloq. The Daemon Prince sprinted after, and caught up with, the fleeing Saurus, wiping them all out.

There was no shooting or magic so it was straight into combat once again. The Furies took on more than they could cope with against the Saurus Cavalry and were sent packing back into the Realm of Chaos once again. The Ancient Stegadon fought off the Fiends, using its superior strength to destroy them. In the centre of the field, Chakax slew three of the Horrors while the other Temple Guard saw off the rest. The Carnosaur was not intimidated by the Flesh Hounds and made short work of them, before it spied larger prey in the form of the Bloodthirster.

As it was the Lizardmen turn next the Carnosaur was the first to move and it

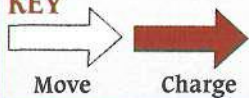
lunged forwards into the Greater Daemon who was only too pleased to take it on in combat. It was a titanic match, Lustria's apex predator versus a Greater Daemon of Khorne. Had the Bloodthirster been on a full wound count you'd have backed it to win, but as it was clinging onto its final

“It was a titanic match – Lustria's apex predator versus a Greater Daemon.”

Wound, and the Carnosaur struck first, the battle swung heavily in Grymloq's favour. The Lustrian monster snapped its heavy jaws and the Bloodthirster was destroyed.

The battle had intensified but the Lizardmen were doing a good job of clearing the way to the portal. However, Andy knew that the time was near, they had to make contact with the portal on the next turn or else the battlefield – and then the whole of the surrounding area – would become flooded with Daemons and leagues of Lustria would be lost to Chaos.

KEY



Deliverance of Itza

Lord Kroak summoned the full power of his magical might and cast the *Deliverance of Itza* with a casting value of 20. Fully a third of the regenerated Daemonette unit was destroyed.

LIZARDMEN



FROM THE HEAVENS

Tiktaq'to and his cohorts swooped down from upon high. Flying in a V-formation they flew low over the Daemon Prince and pelted the fell creature with rocks. The Daemon Prince suffered 13 Strength 4 hits and was sent screaming back whence he came.



TURN 5

The Daemons flood the jungle clearing, surrounding Lord Kroak and stand poised to strike. The Lizardmen have to act now or see Lustria covered in gibbering Daemon-kin.

Robin knew that he only had this turn to prise Kroak off the portal or lose the game. With so much carnage in the last turn a whole horde of Daemons entered the fray: Flamers, Horrors, Fiends and Bloodcrushers to name but a few. These units couldn't charge yet but if he could somehow shift Kroak with the other Daemons this turn then the amount of Chaos on the table would all but guarantee Robin victory. With this in mind the Daemonettes charged the Temple Guard.

The Horrors reappeared on the battlefield by possessing the Skink Skirmishers. As the Skinks advanced towards the portal, their maws were forced open and the Horrors climbed out, leaving their Skink hosts as discarded, withered skins. They immediately targeted the flying Skink Chief in the Magic phase and destroyed him. In the Shooting phase the newly-arrived Flamers burnt four Chameleon Skinks to death. All this activity was just a prelude to the climactic combat. The Daemonettes struck the venerable

Saurus Guardians hard, hitting with a ferocity more characterful of a Khorne unit than Slaanesh, but still only a single Temple Guard fell to their claws. The Temple Guard hit back, killing two of the Slaanesh witches. Chakax was at the heart of the action, swinging his Star-Stone Mace in ferocious arcs he wounded three of them but the Chaos Gods were angry with this Lizardman legend and so Robin made all of his ward saves. Nevertheless, once all the results were totted up, the Temple Guard had won the combat by one.

The Lizardmen started their fifth turn but as Lord Kroak had now been in contact with the portal for a whole turn the Daemon-gate was sealed. Power crackled across the entire battlefield and the Daemons squealed in silent agony as they were dragged out of existence. Lord Kroak failed to react to his victory in any way, neither jubilant nor vengeful – he remained immobile atop his palanquin. Nevertheless he had saved Lustria once again from the clutches of Chaos.

Tiktaq'to's Terradon released its grip on its load of rocks, the other Terradons doing likewise at exactly the same moment. Relieved of the heavy burden the beasts lurched into the air and the Master of Skies turned to observe the effects of the attack. Their target, a Xlanax – a Daemon with hide the colour of the moonless night – leapt high into the air in an effort to cleave his attackers in two with his mighty sword. But the Terradons had gained height, and the rocks crashed down upon the Daemon, smashing it into the ground amidst a fountain of black ichor.

Levelling out, Tiktaq'to looked back to the battle. Lord Kroak's Temple Guard were cutting down a pack of Daemonettes, while the cadaverous Relic-Priest himself was directing his spirit energies upon the task of closing the portal. As the last of the Daemons were crushed underfoot, the three concentric circles of the portal aligned in a single plane, before collapsing in upon themselves. In an instant all was silent. Not the silence that comes with the secession of activity, but the profound stillness of time frozen. And then the portal blinked out of existence and the Daemons were gone – the battlefield belonged to the Lizardmen.

The portal was closed. The City of Echoes was returned to its sacred state and the mists would quickly return, though the Master of Skies knew all too well that Chaos slumbered yet in its cursed catacombs.

Skink Back-up

In concert with Lord Kroak the Skink Chief flew onto the portal. He was Andy's back-up plan should the Slann Relic-Priest succumb to the daemonic forces. However, Robin was onto this ploy, and so used the Horrors, who had possessed the Skinks upon their return to the tabletop, by targeting him with the *Flickering Fire of Tzeentch* and instantly killing the valiant Skink Hero.



Lizardmen Turn 5



- 1 Lord Kroak and 20 Temple Guard
- 2 Slann Mage-priest
- 3 Kroq-Gar and Grymloq
- 4 Chakax
- 5 Saurus Battle Standard Bearer
- 6 Skink Chief
- 7 Skink Chief
- 8 Skink Priest
- 9 Skink Priest

- 10 Skink Priest
- 11 Saurus Scar Veteran
- 12 Saurus Scar Veteran on Cold One
- 13 28 Skinks and 3 Kroxigor
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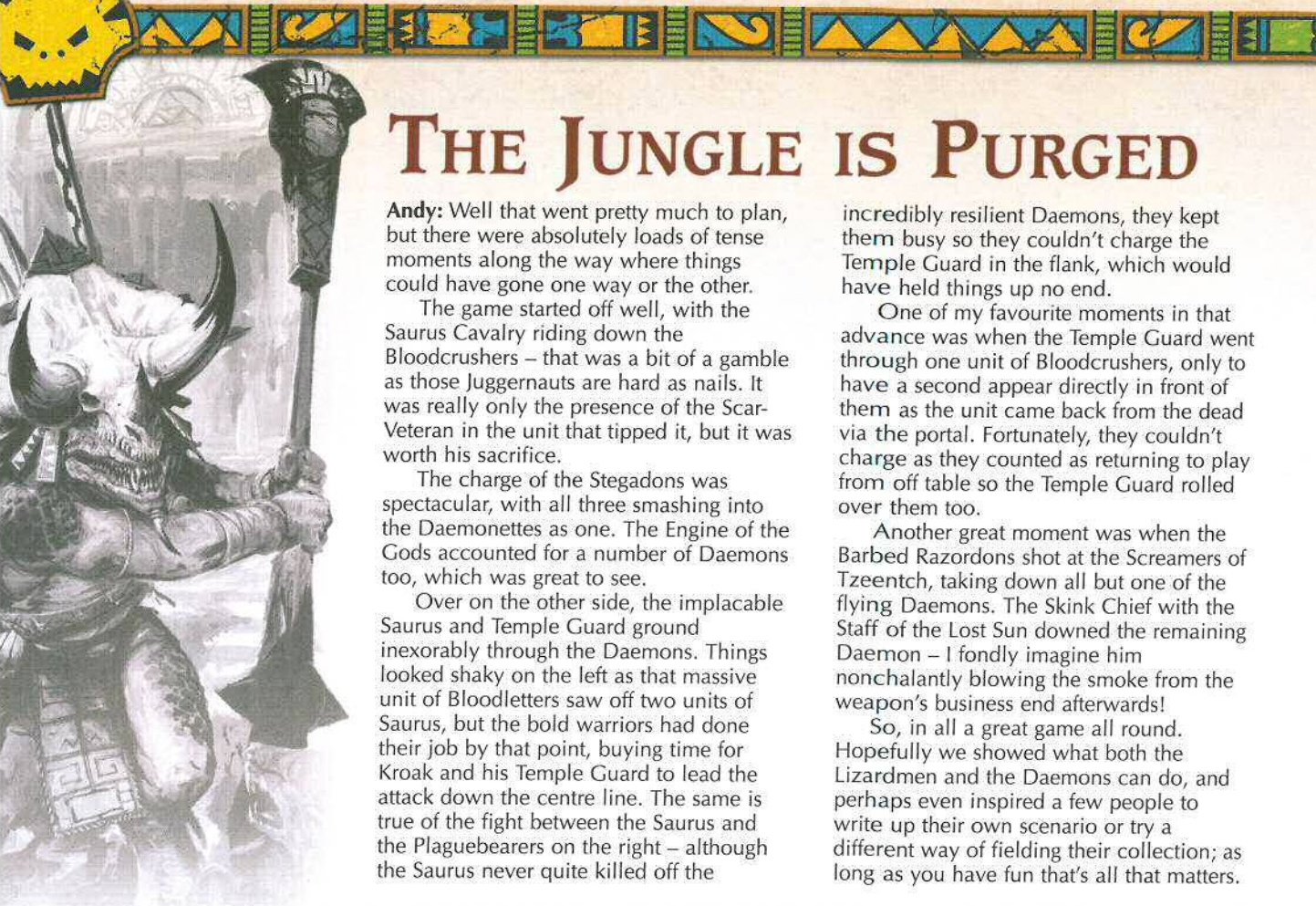
- 19 25 Saurus Warriors
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- 17 3 Bloodcrushers of Khorne



- 28 Tiktaq'to
- 29 4 Terradons





THE JUNGLE IS PURGED

Andy: Well that went pretty much to plan, but there were absolutely loads of tense moments along the way where things could have gone one way or the other.

The game started off well, with the Saurus Cavalry riding down the Bloodcrushers – that was a bit of a gamble as those Juggernauts are hard as nails. It was really only the presence of the Scar-Veteran in the unit that tipped it, but it was worth his sacrifice.

The charge of the Stegadons was spectacular, with all three smashing into the Daemonettes as one. The Engine of the Gods accounted for a number of Daemons too, which was great to see.

Over on the other side, the implacable Saurus and Temple Guard ground inexorably through the Daemons. Things looked shaky on the left as that massive unit of Bloodletters saw off two units of Saurus, but the bold warriors had done their job by that point, buying time for Kroak and his Temple Guard to lead the attack down the centre line. The same is true of the fight between the Saurus and the Plaguebearers on the right – although the Saurus never quite killed off the

incredibly resilient Daemons, they kept them busy so they couldn't charge the Temple Guard in the flank, which would have held things up no end.

One of my favourite moments in that advance was when the Temple Guard went through one unit of Bloodcrushers, only to have a second appear directly in front of them as the unit came back from the dead via the portal. Fortunately, they couldn't charge as they counted as returning to play from off table so the Temple Guard rolled over them too.

Another great moment was when the Barbed Razordons shot at the Screamer of Tzeentch, taking down all but one of the flying Daemons. The Skink Chief with the Staff of the Lost Sun downed the remaining Daemon – I fondly imagine him nonchalantly blowing the smoke from the weapon's business end afterwards!

So, in all a great game all round. Hopefully we showed what both the Lizardmen and the Daemons can do, and perhaps even inspired a few people to write up their own scenario or try a different way of fielding their collection; as long as you have fun that's all that matters.

THE ETERNAL GUARDIANS

The Temple Guard are just an awesome unit, and they're made even greater by the addition of Chakax the Eternity Warden. Accompanying Lord Kroak the combined unit is nigh on unstoppable, and particularly effective against Daemons as the Temple Guard protect Kroak while he unleashes the *Deliverance of Itza* spell.



ANGUISHED HOWLS OF CHAOS

Robin: The game started brilliantly for the Daemons of Chaos, with the mighty Scar Leader Kroq-Gar falling to the very first spell of the game. Having just killed one of the more powerful heroes in Andy's army I ignored the Carnosaur Grymloq in favour of other threats – a mistake that I paid dearly for when the rampaging dinosaur carved its way through my reinforcements before tearing my Bloodthirster to shreds in the final turn.

Things started to go badly after a hail of poisoned darts killed my Lord of Change. Not only were my most powerful spells out of the game but I was unable to prevent Lord Kroak summoning the Winds of Magic to cast the *Deliverance of Itza*. I couldn't get to any of Andy's Wizards throughout the game, protected as they were by a pack of Barbed Razordons. Then things went from bad to worse and the Stegadons charged. The Engine of the Gods in particular proved to be utterly devastating against the minions of Chaos. Thankfully the large size of the units I had taken meant that they weren't wiped out in one turn (although it wasn't that far off) and I was able to send in both a Greater Daemon of Khorne and a pack of Fiends. Whilst the Bloodthirster carved its way

through one of the mighty beasts the remaining daemonic forces didn't fare as well and despite bringing another down a few turns later they were all crushed to death by the third Stegadon who then, to add insult to injury, annihilated another unit of Daemons with its giant blowpipes.

The large units of Daemons worked rather well, either killing or halting Andy's advance towards the portal. Whilst the Bloodletters finally broke through, the Plaguebearers didn't fare as well and, as a result, I was unable to get that all-important flank charge on Lord Kroak and his unit of Temple Guard. It seemed nothing I could throw at them could slow them down, not even a unit of Bloodcrushers. Karanak's plans to rip Lord Kroak apart were thwarted by Chakax, who proved beyond doubt that he is the ultimate bodyguard in the Warhammer world, smashing the Hound of Vengeance to a paste.

In the end though, Andy did such a good job at protecting Lord Kroak that I was left in the unenviable position of having to kill him, Chakax and an entire unit of Temple Guard to prevent Andy from sealing the portal. Alas, it wasn't to be and the daemonic forces were banished from Lustria once again.

DAEMONS OF THE MATCH

The big unit of Bloodletters held up Andy's Lizardmen throughout the game and without them the cold-blooded warriors would have marched up to the portal without even breaking stride. This unit of Khorne's chosen easily absorbed the initial casualties before their hellblades found their mark and cleaved through the Saurus Warriors' scaly hides, winning the combat and breaking two units.



STANDARD BEARER



The legend that is Jervis Johnson is a collector of more than just miniatures; his desk is literally overflowing with curios and oddities, including a pile of musty tomes of arcane knowledge that grows at a worrying rate, even when he's not there!

When I talk to people about what it is that first drew them to the hobby, there are four things that they'll usually mention. In no particular order, these are the beautiful miniatures, the painting and modelling side of the hobby, the gaming side of the hobby, and last but not least the background for all of our games.

However, if you ask me there's a fifth thing that draws people to our hobby, and that's **collecting**. Strangely, this is something that is rarely mentioned, I think because it's so intrinsic to the hobby that we hardly know that we're doing it. None the less, I'd venture to say that it's just as important as the other four things I've mentioned. Indeed, for some people I've met it would appear to be the most important thing of all – come on, we all know someone whose greatest passion appears to be to have one of everything, and who are overcome with joy when they track down that extremely rare miniature they've been looking for.

Anyway, in order to even things up a bit I thought I'd spend this month's Standard Bearer looking at the collecting hobby and what we plan to do to support it. But first of all, what exactly do we mean by collecting? A certain well-known online dictionary defines it as:

'...seeking, locating, acquiring, organising, cataloguing, displaying, storing, and maintaining whatever items are of interest to the individual collector. Some collectors are generalists... others focus on a sub-topic within their area of interest...'

I think this is a pretty good definition as far as it goes, though it does focus mainly

'structure' is so important to a collection. Although we're all prone to picking up a new miniature just because we think it looks wonderful, more often than not this leads us to collecting a whole new army. It's almost like that one wonderful miniature would be lonely on its own, so we end up getting it some friends to keep it company. Well, that's the excuse I give my wife, anyway. But I digress. Returning to the matter at hand; if you ask me, 'seeking, locating, acquiring, organising, cataloguing, displaying, storing, and maintaining' are not really what collecting is all about. Rather, they are the ways we give shape to our collection, and the way we help decide from the myriad options available what to get next; however, the desire to have a collection of Citadel miniatures comes first.

As it happens, we've been talking about collecting, and how we can support the collecting hobby, quite a lot in the Studio recently. It was Apocalypse that started this off. One of the things that we decided early on was that Apocalypse should allow players to use all of the models in their collection, and one of the reasons for wanting to do this was something we'd started to call 'the tyranny of the army list'. Now, don't get me wrong, army lists are a wonderful thing, allowing players to play fair and balanced games while at the same time giving some of that important structure to a collection of miniatures. However, we did have a feeling that we'd got to a place where the tail was starting to wag the dog – specifically, we were worried that the army lists that we'd created in order to help players collect Citadel miniatures were too often constraining what players felt they could add to their collection.

So, when we started work on Apocalypse, we decided to dispel the myth that you were only allowed to collect the things that appeared in an army list. Apocalypse does this in two ways. First of all, it made it clear that we gave permission (not that permission was really needed) for players to collect and use whichever models they liked in a game of 40K. And then, on top of that, it provided a wide variety of exciting new things to think about collecting, be it a squadron of Imperial Guard tanks, a Titan or a Battle Company of Space Marines. In other words, it took the lid off things, and unshackled the handcuffs that some players felt had constrained their collecting hobby.

The response to Apocalypse was immediate and profound, and clearly struck a chord with many, many players. I'm still receiving letters to this day from players who love Apocalypse and the

“It's almost like that one miniature would get lonely on its own, so we have to get it some friends.”

on how we go about collecting, rather than why we want to collect things in the first place. Fortunately I am here to help that online dictionary out, and based upon my own experience as an obsessive collector of some five decades standing, I think the main reason we collect things is that it gives us a way to try and impose a bit of structure and shape on an increasingly chaotic and complicated world. Or to put it another way, while we may not be able to control exactly what happens in our day to day lives, we can control and shape the things we collect, and this little bit of control does a lot to help us relax and enjoy ourselves. I think this is why

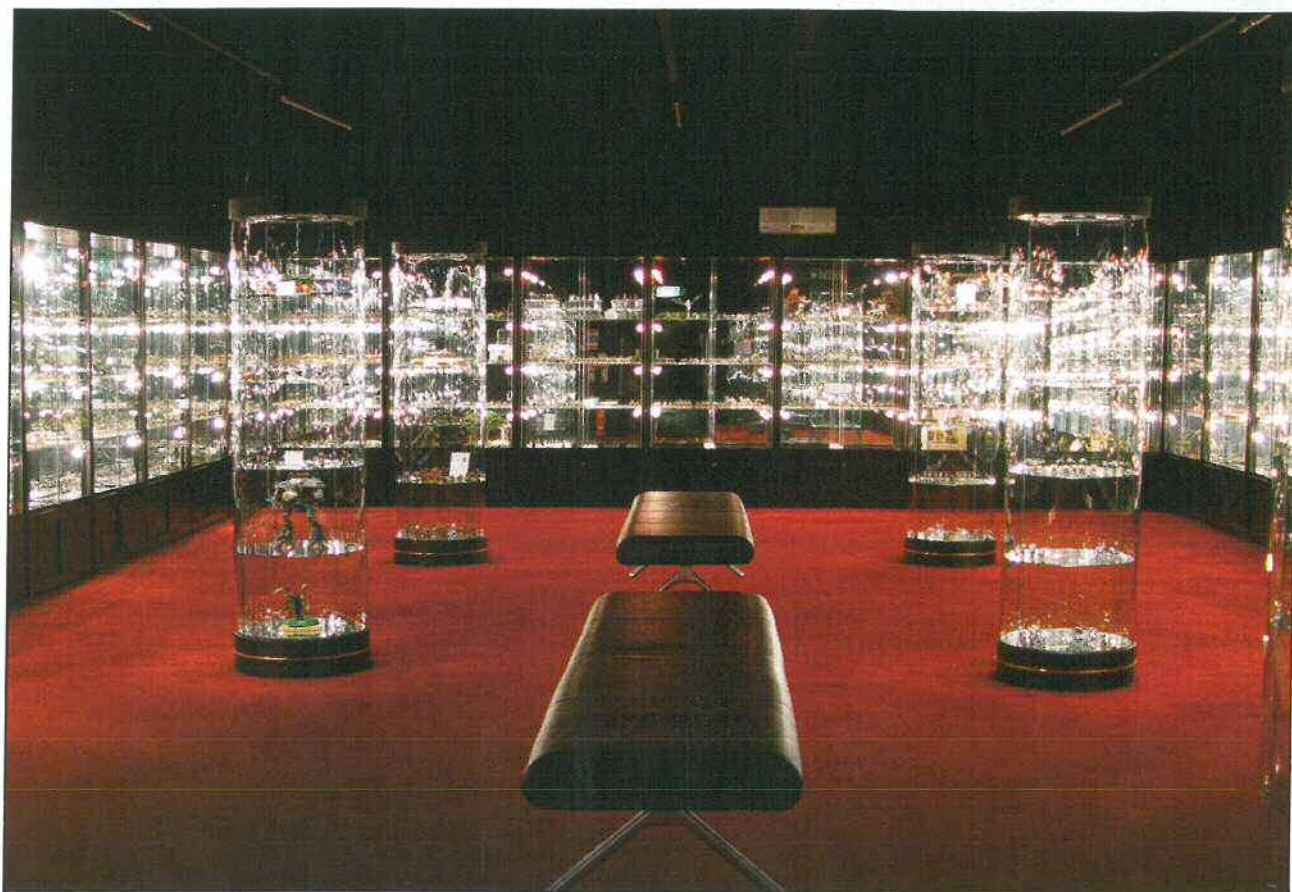
freedom it has given them to explore the Warhammer 40,000 universe in ways they couldn't have done before. This outpouring of support underlined to us just how fundamental collecting is to the hobby, and also taught us some important new lessons. As an aside, this is why I always urge readers to write in if they have comments and feedback about the hobby – there's no such thing as bad feedback. But I digress once more. What we learnt from the feedback about Apocalypse was that, first and foremost, players clearly wanted the chance to use all of the models they

already had in their collection. We also learned that it's the rare hobbyist who doesn't yearn for ideas and inspiration that will help them decide what to collect next, even if they already have a huge pile of miniatures still waiting to be assembled and painted. I think this second point is why the battle formations found in Apocalypse have proved so popular – they gave players a wide variety of inspiring new ideas about what they can add to their collection next.

However, probably the most important thing that Apocalypse taught us was that

Ian Strickland's Imperial Guard army. Until Apocalypse was released, Ian couldn't have hoped to use his entire collection of tanks in a game.





The ultimate collection of miniatures, the Citadel Miniatures Hall at Warhammer World contains all of our current miniatures and many more.

Please write in if you have any comments about this month's Standard Bearer, or anything else to do with the hobby for that matter. Remember to include your name and address if you'd like a reply.

Write to Jervis at:

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

some players really had started to feel constrained in what they thought they were 'allowed' to collect by the army lists and rules that we publish. They didn't want to collect the 'wrong thing'. In fact the real reason we've written all of those army books and codexes is not to *constrain* players, but to *help* players to collect an army in a structured and satisfying way. They are about inspiration, not control, and wherever possible we try to make sure that the army books we publish give players as much freedom as possible in what they can take, and leave plenty of room for the imagination. Fortunately, Apocalypse itself did much to show players that we gave 'permission' to collect whatever the hell they liked, and I think it has done a lot to dispel a few of the myths about the 'right' and the 'wrong' way to go about collecting an army.

Not that we can rest on our laurels, of course. As I said earlier, we learnt a lot from Apocalypse, and those learnings are having an impact on the new miniatures and books we've been working on since Apocalypse came out. That's why the latest sets of Chaos army lists give players much more freedom to mix and match units from the different Chaos powers: what you collect and use should be up to you, not up to others – be they games designers or pundits – to dictate. We've also been doing things like publishing new Apocalypse datasheets in White Dwarf, along with

things like the Legendary Battles rules (which took the lessons of Apocalypse and applied them to Warhammer), and battle reports that show a wide variety of games, including some that don't use the army lists from our books at all.

We've also put quite a bit of thought into ways of bringing out new models that aren't tied directly into the army lists in our books, such as the Collectors Range of models, and the new Shadowword tank kit that will be released next month. After all, there are plenty of collectors out there who structure their collection around things other than the army lists we publish, and we want to make sure they can pursue their hobby as easily as anyone else. So, whether your aim is to collect the perfect 2000-point Warhammer army, or a complete Space Marine Chapter, or one of every model sculpted by Jes Goodwin, or anything in between and beyond these things, then we're going to do our best to support you in your quest. The bottom line is that the only person who knows what is 'right' and 'wrong' for your collection of Citadel miniatures is you.

And on that bombshell I shall end this month's Standard Bearer. As ever, please feel free to write to me with your comments and feedback about this month's column, or about the hobby in general. I read all of the letters I receive, and as I mentioned in this article, all feedback is gratefully taken on board.

HOBBY ESSENTIALS

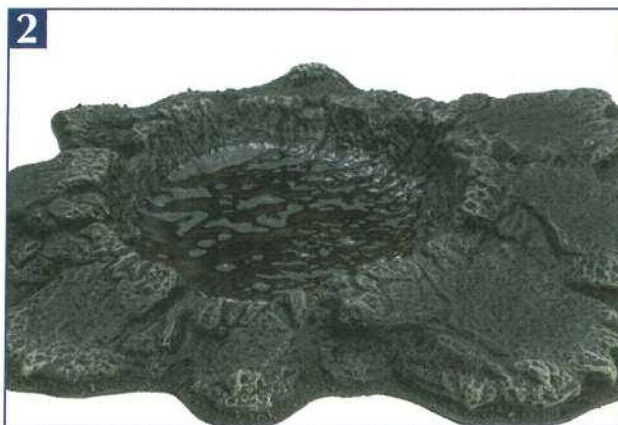
You can use Water Effects to add realistic ponds and puddles to the bases of your models, but it has many other uses, as Mark Jones explains.

The Basics

Citadel Water Effect is a great way to enhance your models and scenery, allowing you to create realistic-looking water. Water Effect is straightforward to use, but there are some common pitfalls to avoid.



1 Carefully pour a small amount of Water Effects into the area you want to cover. Use a brush – I find an old Tank Brush best – to drag and push the viscous fluid into the desired location. Do not be too vigorous with the liquid or you may cause tiny air bubbles that will spoil the effect you're trying to achieve.



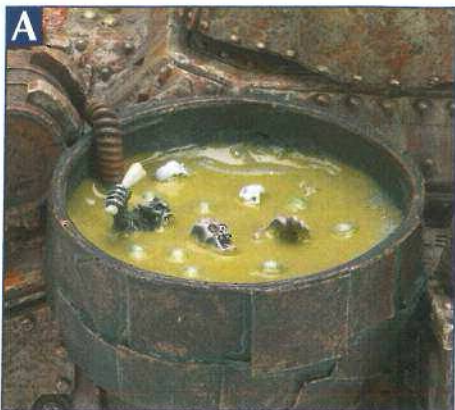
2 It's very important to keep layers no thicker than 2-3mm, or else the fluid will not cure properly. If you want deeper areas then you should build it up over several layers, making sure each coat is

completely dry before starting the next. Don't worry about the cloudy consistency as this will clear as it dries. Allow plenty of time for it to dry – about six to eight hours should be about right.



Advanced Uses

If you're going for a deeper water feature, such as a large pond, you can add small bits, such as flakes of dried mixed herb, to create pond vegetation. You can also drop in small glass beads to make large air bubbles. Like in picture (A), below. To do this, first make sure the previous layer is dry, then add a thin film of Water Effects over the top to create a tacky surface that the bits will stick to. This will stop them moving when you add the rest of the liquid. Then finish off the current layer as normal, making sure you completely cover the items you've just added.



A It's possible to colour the Water Effects by adding small amounts of paint. Fill a separate mixing pot with the Water Effects and then trickle in the paint of the chosen colour in small batches, mixing it until you get the desired shade. Again, use an old brush and mix the solution very carefully. Fold the paint into the mix in a similar way to adding egg whites to a meringue.



B Painting Water Effects onto windows in buildings gives a fantastic glass effect. This layer needs to be really thin. Start with a small blob in the centre of the window and then tease it out to the rest of the area with an old paintbrush. When it's dry you'll have a miniature sheet of glass!

Drying Time

Water Effects does take a long time to cure and you'll need it completely dry before you can add a further layer. I find it best to leave a project overnight so I can be pretty sure it will be dry in the morning. It's also important to leave it on a flat plain so that it dries with a nice, level surface.

And finally, don't be tempted to touch it whilst it's drying as you'll end up leaving an irreversible mark in it. In fact, I'd keep it well out of the way of siblings, friends or any kind of curious relatives – even here in the Studio I've noticed that people have an annoying tendency to try to prod curing Water Effects!

MODELLING WORKSHOP

JUNGLE TERRAIN

WARHAMMER

Many Lizardmen players like to create scenery themed around the jungles of Lustria. Chad Mierzwa shows you how to make your own corner of the New World.



The Lizardmen have been known to fight all over the Warhammer world – wherever the Great Plan has dictated their presence. However, it's in the jungles of Lustria that the hosts of Saurus and cohorts of Skink Skirmishers will see most of the action.

With that in mind creating a scenery set of jungle pieces is surprisingly easy, especially since the release of the Citadel Trees. These, along with the Jungle Plants set and the Warhammer 40,000 Trees, can be combined to create some interesting and evocative tropical flora.

Our resident hobby maestro, Chad Mierzwa was tasked with showing us how it could be done. Chad's never one to do just as he's asked though, and so he's also made a few extra pieces of Lizardmen terrain that will complement your jungle scenery even further and turn your table top into the dense, dangerous tropical environs of Lustria.

Some of the following projects will require the use of a sharp knife. As with all hobby tools be careful when using them, the blade of a hobby knife can be extremely sharp, so use it with caution.



You Will Need

All of the items that Chad used for these projects can be found in GW Hobby Centres, DIY stores, and specialist model or art shops. All of the paints are available from the Citadel Colour and Foundation ranges of paints.

Tools

Hobby Knife
Plastic Glue
Super Glue
PVA Glue
Filler

Materials

Arcane Ruins
Bamboo barbecue skewers
Citadel Woods
Foam card
Hardboard (optional)
Jungle Plants
Lizardmen Glyph packs
Modelling sand
Static Grass
Warhammer 40,000 Trees
Water Effects (optional)

Paints

Bestial Brown
Camo Green
Chaos Black (paint and spray)
Charadon Granite
Dark Angels Green
Fortress Grey
Goblin Green
Skull White
Graveyard Earth
Vermin Brown
Vomit Brown

JUNGLE TREES

The trees of Lustria are very diverse – some are vine-ridden, twisted-trunk affairs while others are even rumoured to have a malign nature.

1 Chad assembled the trunks from the Citadel Woods set as normal. He then placed the fronds from the Warhammer 40,000 Trees onto the branches. The fit between the two components works really well and they were easily attached with a bit of plastic glue.



2 Chad then started painting the trees by undercoating them with Chaos Black. The base was painted Bestial Brown, with Vomit Brown drybrushed on top. The rocky spurs were painted in the same style as the spawning pool described later (page 85). The tree trunks were basecoated with Charadon Granite, then drybrushed Graveyard Earth. A final drybrush was then applied, using a 1:1 mix of Graveyard Earth and Fortress Grey. The fronds were simply painted with Dark Angels Green, then drybrushed first with Goblin Green and then with Camo Green.

3 To get an overgrown look, Chad decorated the base with a few of the Jungle Plants, sticking them down with super glue. He flocked the majority of the base with Static Grass. Thinned Camo Green was also painted onto areas of the trunk and base to represent moss and lichen.



LUSTRIAN FOLIAGE

Like in any forest or jungle, the trees of Lustria come in all sorts of shapes and sizes. You can use any spare bits from the Jungle Plants sets to make a variety of tree types for your jungle.



▲ Using foam card or hardboard as a base, you can create smaller copses of jungle flora using the Jungle Plants and Warhammer 40,000 Tree sets.



▲ This set of jungle trees was created using exactly the same method, and painted with the same paints as described on the previous page. The obvious difference is that Chad used foliage from the Jungle Plants kit instead of the Warhammer 40,000 Tree leaves.



▲ Don't let the foliage from the Citadel Woods go to waste – with the aid of barbecue skewers you can create these tall trees.

Jungle Plants

The ever-popular Jungle Plants kit make a welcome return this month, just in time for the Lizardmen release. They can be purchased through the usual Games Workshop Direct channels and online.



◀ These tall trees use a spongy substance called clump foliage to form the leaves, you can purchase it from specialist model shops. The monolith is from the Arcane Ruins set.

SPAWNING POOL

Spawning pools are immensely important to the Lizardmen, the sacred places where their race enters the world.

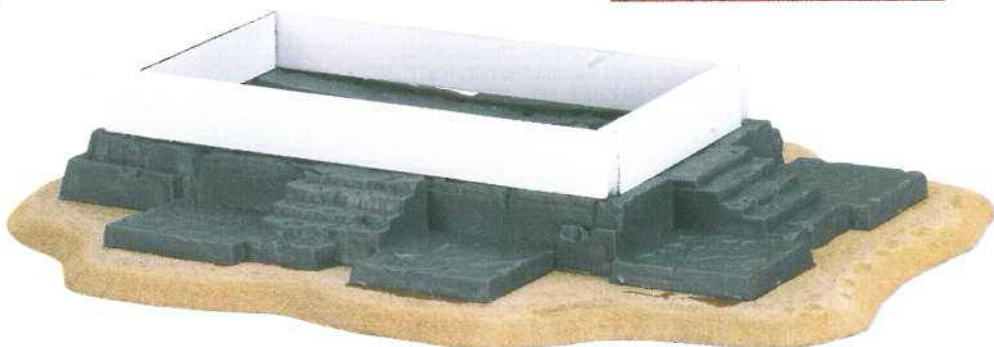


Top Tip

Foam card is a very versatile material, but its foam core means that it can melt if you use superglue, plastic glue or aerosols around it. Only use PVA when gluing foam card, and always paint it by hand rather than using spray paint.

1

Chad started this project with the base from the Arcane Ruins kit. He set this onto a base of hardboard, although it doesn't necessarily need one. Chad built up the sides of the pool with thick foam card (this material is sometimes called mount board – you can find it in many art suppliers and stationery stores). Foam card is easy to cut with a sharp knife. Chad used an all-purpose filler to cover the gaps once the foam card had been stuck on.



2

He then placed the Lizardmen glyphs around the model and made a lip for the sides of the pool out of foam core. Using a Hobby Knife, Chad weathered the foam core to create the effect of worn stone. Chad used PVA glue to cover the hardboard base with sand, which he then painted with Bestial Brown.



3

The spawning pool was then textured (see the box-out on page 87) and painted. Start with a basecoat of Vermil Brown, then give it a drybrush layer of Vomit Brown followed by a further drybrush layer using a 1:1 mix of Vomit Brown and Skull White. Finally, Chad applied watered-down Camo Green in patches to create a mossy effect and then the base was flocked with Static Grass, small Jungle Plants were placed around the pool to finish it off.



Lizardmen Glyph Plates

Our Bitz Packs range is full of great things that keen modellers can use in their projects. The Lizardmen Glyph Plates are perfect for all sorts of jungle-inspired terrain and scenery pieces.



ANCIENT PORTAL

Lustria is full of crumbling ziggurats, disused portals and ruined monuments – remnants of a fallen empire.

1

To make the stepped base, Chad cut a piece of foam card to the desired shape, then built it up by cutting out the same shape slightly smaller each time. He then cut out a wide channel down the centre and created a set of steps. The circle that forms the portal was marked out on a sheet of foam card using a pair of compasses and then cut it out. Chad used hardboard for the base once again.



2

Chad took his Hobby Knife to the structure, cutting grooves, chips and wearing down the steps to create a worn surface. He also added Lizardmen Glyph Plates to mark the structure out as once (or still) belonging to the Slann.



3

The model was then undercoated Chaos Black. Chad added fine sand when the undercoat was still tacky to create a rough texture. The base was also flocked with sand and Chad added some of the smaller spare branches from the Citadel Tree set – topped with the small fronds from the Warhammer 40,000 Trees – to create some undergrowth around the ruined portal.



4

The portal was then painted using the same colours and method as the spawning pool. The sand on the base was coated with Bestial Brown and then covered with Static Grass. This creates a muddy effect that shows through beneath the grass. Finally, small fronds from the Jungle Plants were added to the base.



Creating Texture

Before Chad painted the spawning pool and portal he created a rough stone effect by sprinkling fine sand on the undercoat when the paint was still wet. When that had dried he then undercoated the model once more to seal the sand in place.



PAINTING MASTERS

LUKE MCFARLANE

Painting Masters is a showcase of the talents of the world's greatest miniatures painters. This month we turn our attention to Australia, and the multi-award-winning Luke McFarlane.



In an effort to find the best miniatures painters the world has to offer, we've positioned spies across the globe to track them down and find out what makes them tick. Our Australian agent located one such candidate, 31-year-old Luke McFarlane, who hails from sunny Victoria.

It's customary to begin these interviews with a question about how the painting master started in the hobby, and Luke's story is very similar to those who we have already talked to in this series. In the early 90s he stumbled across his first Citadel miniature when he noticed an Eldar figure sporting a Mohawk in a local games store.

'I was spellbound by this little alien warrior,' says Luke. 'I wanted to know more about him, who he was at war with and what type of universe he inhabited.'

Soon after, Luke discovered the MB/Games Workshop Space Crusade board game, a game, along with HeroQuest, which attracted many older gamers and painters into the hobby. 'While I do enjoy gaming, I soon found it was the artistic side of the hobby – the painting and modelling – where my passion lay.'

Turning to Luke's models it's easy to see that all those years in the hobby haven't been wasted. We think he has a very distinctive style, an almost cell-shaded look, as if they've jumped out of an anime film. Does he agree with that analysis and was it a conscious decision to paint like that? 'I can see why the comparison has been made,' answers Luke. 'My crimson-coloured Terminator has been described as having a comic-book feel in the past, but there was never a conscious decision to go in that direction. Sometimes my miniatures take on a life of their own. With the Cadian models, for instance, I've tried to display a subtle realism.' And while Luke's style remains very distinctive, he's keen to point out that it's not fixed and he's constantly adapting his techniques, literally from project to project. 'I draw from many influences, the most prominent being the Citadel Painting Guides but in the past two or three years I've been exposed to a number of new techniques, artistic theories and the work of some amazing European painters,' he adds.

What makes Luke's models initially stand out is the smoothness of the finish and the richness of each colour upon the model. Such a finish can only be achieved with a high level of blending, so how does he go about this? 'It's only in the last four years that I have found a method of blending that achieves a smoothness that I am happy with,' says Luke. 'My first Golden Demon entry – a scratch-built Imperial Lightning – was the turning point

in how I approach blending and painting in general. The large, flat panels of my Lightning forced me to consider a new way of painting shadows and highlights. I came into possession of a ceramic tile with ten paint wells that allowed me to mix multiple shade and highlight colours. It also gives me excellent control of the paint's consistency. Since then, I've preferred to complete one section of a model at a time, such as a kneepad, before moving onto the next. My early attempts at using this technique resulted in a subtlety that can be lost in photos. In response to feedback I am experimenting with greater contrast on some of my latest projects.'

Due to Luke's location he's been unable to attend some of the major competitions such as the European and US Golden Demons. However, in his native country his excellent models have been clearing up at the awards. His first major trophy was a silver plaque at the 2005 Victoria Conflict, a further gold and silver in the 2005 Australian Golden Demon followed. His proudest achievement so far was walking away with the Slayer Sword at the 2007 Australian Golden Demon for his Space Marine Commander, opposite.

Luke must have a favourite, but it's one he's keeping under wraps at this time. 'My favourite model is the one I'm currently working on. I'm just putting the finishing touches to my latest Golden Demon project and I'm really happy with it, but it's still top secret, I'm afraid.'

It's hard not to notice that Luke has a strong 40K bias, specifically an affection for Space Marines; does he have any plans to dabble in Warhammer or is it the Imperium all the way?

'My penchant for Space Marines probably stems in part from the nostalgia associated with playing Space Crusade, Advanced Space Crusade and Space Hulk as a teenager. Although I'm not a huge fan of the fantasy genre, I have painted an Orc Warboss and a Mordheim character. At the end of the day it's the rayguns that keep me coming back. I have noticed that the Imperium is slightly over-represented in my collection of miniatures. Conscious of this, I've decided to branch out to the other 40K races for future Golden Demons.'

Luke is tight-lipped on what these models will be, but we're sure they'll grace the pages of White Dwarf in the future.

Space Marine Commander

For this miniature Luke wanted to emulate the desaturated visual style of recent, gritty war movies, so he chose more earthy tones for the decapitated Ork's skin and limited himself to shades of grey and brown for the Space Marine. The chrome power sword was inspired by the work of Russell Bohme, a favourite figure painter of Luke's. The Commander is a member of an original Chapter with a screaming hawk head as its Chapter

symbol. As with his orange Space Marine, overleaf, Luke is still searching for a cool Chapter name, although we bet 'Hawk' will be in there somewhere. The freehand painting on the cloak and shoulder pads was the most intricate that Luke had attempted up to that point. He did a number of sketches on paper before settling on the final design. This fantastic model won Luke his Australian Slayer Sword in 2007.



Ordo Malleus Inquisitor

A plastic Assault Terminator provided the basis for this model. Luke converted a plastic thunder hammer to resemble Lord Coteaz's Daemon Hammer and the storm shield was scratch-built from plasticard. Luke rotated the arms outwards to give the Inquisitor a more open, 'battle-ready' pose. He scratch-built the base to capture the feel

of a Space Hulk corridor and used Dave Andrews' famous old Thunderbolt diorama as reference for the colour scheme. To achieve the crimson armour Luke used Red Gore as a basecoat, building it up over many thin layers. He then mixed in Chaos Black for the shadows and Bronzed Flesh for the subtle highlights.



Space Marine Veteran

This Space Marine evolved from Luke's desire to create a unique and dramatic figure. To achieve this he decided to create an original Chapter with distinctive heraldry. He went with an orange colour scheme and a dragon symbol, although he's still working on a Chapter name. He cut the left leg at the ankle, knee and hip joints and repositioned it with the help of a little Green

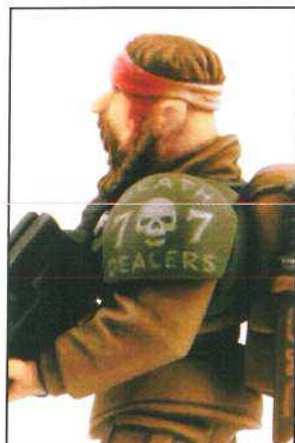
Stuff. The raised arms, although slightly modified, came from the Space Marine Bike kit. For the armour, Luke used Fiery Orange mixed with Sunburst Yellow as a basecoat. Sunburst Yellow and Skull White were added to this mix to achieve the highlights. Bestial Brown was then added to the base colour and carefully applied to the deepest recesses of the miniature as shading.



Cadian 'Death Dealer'

This Cadian Guardsman had two sources of inspiration: the first was the gritty illustration of a Cadian with his lasgun slung over his shoulder by Karl Kopinski. The other inspiration came in the form of the Forge World Elysian Drop Troops. Luke really liked the style of their weapons

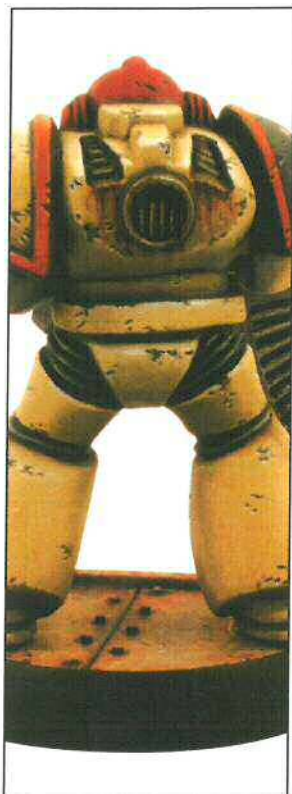
so he modified a standard lasgun in a similar vein. The head came from a plastic Empire cannon crewman. Luke wanted this veteran to look like he's on an extended mission, cut off from the supply lines, so he chose a particular head and backpack to help tell the story.



Space Marine with missile launcher

This venerable plastic Space Marine comes from Space Crusade. It's a member of the Imperial Fists, the Chapter Luke played in his very first game. The conversion work consisted of flipping the missile launcher upside down,

adjusting the arms to match this new configuration and replacing the backpack with a vent. The glowing eyes with their ambient lighting effect were inspired by the work of other figure painters, which Luke saw online.



Cadian Imperial Guard Officer

When Luke built his Imperial Lightning for his first Golden Demon, the model included a crewman, converted to climb a ladder. The posing of that model provided inspiration for this one! Apart from the legs, the only other modification involved shortening the lasguns and repositioning the arms. Most of the parts for this miniature came from the Cadian Heavy Weapons Team set. The Wild Cards squad badge is a little homage to an

old TV sci-fi series; it was Luke's first serious attempt at freehand, and inspired him to develop his freehand skills further – as you can see from the other miniatures on these pages. For the skin, he used Bronzed Flesh (Note that we don't sell Bronzed Flesh anymore, but if you'd like to recreate this technique, Vomit Brown is a close fit – Ed) as a base, adding Bestial Brown to shade and Skull White for the highlights.



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CITADEL® HALL OF FAME

The Citadel Hall of Fame is a collection of the best miniatures in the world, nominated by the people who know best: the artists, figure-painters and designers themselves.



Aly Morrison is a sculptor with many years of experience in the field of miniature design. So he was a natural choice to nominate the second figure to be inducted into the hall, and tell us why he's chosen Colin Grayson's Grail Reliquae.

ALY'S FAVOURITE MINIATURE

Aly: I love the Bretonnian Grail Reliquae, I just think it's the epitome of Warhammer lunacy; at first glance a crazy, almost comical concept but with a dark undertone – they are carrying a corpse around! The model was based on a brilliant concept sketch by Dave Gallagher. The sketch is so typical of Dave, really capturing the feel of the Warhammer world, but to take that sketch and turn it into a three-dimensional model needs an entirely different set of skills. That's what I think Colin Grayson has done so well here; the planning and ingenuity involved to make these human shapes form the silhouette of the horse is worthy of induction alone.

There are so many other little touches, the model rewards much closer study. For instance, the lead pilgrim has a horse's bit

in his mouth – you just know from that these guys are absolute nutters. Then you've got the bell that hangs underneath, and even the way the pilgrims' garb falls evokes the way a horse's caparison flows. It's just brilliant!

I could be wrong, and I'm really surprised if it is the case, but I don't think I've ever seen a Grail Reliquae rank in a Golden Demon competition and that's a shame because, for all the reasons I've mentioned and more, it's a real painter's model. From the dead Grail Knight himself to all the little props that make up the 'mount', it just makes you want to pick up a brush and apply your own colour scheme. And I'm sure, as you're painting it, you'd discover even more of Colin's great little details and flourishes.



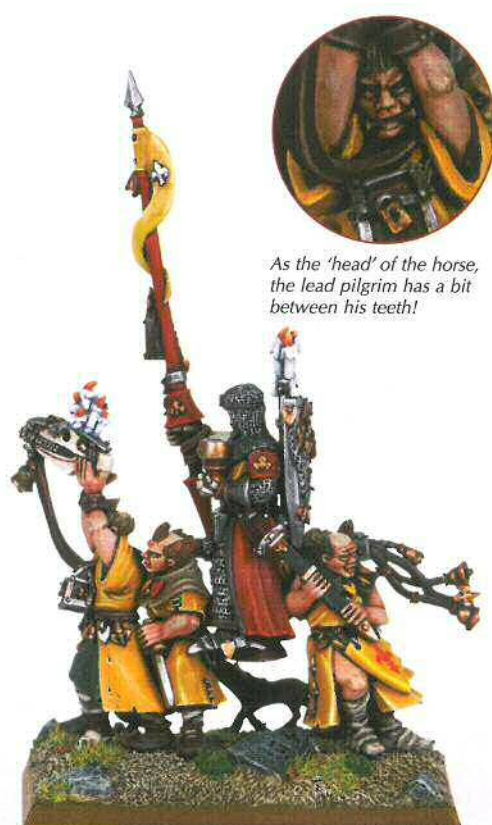
The pilgrim at the rear holds the sheathed sword at an angle to the dead knight's waist – just as if the knight was riding at speed.



All of the pilgrims have horseshoes dangling from their belts, symbolic of their role as the horse.



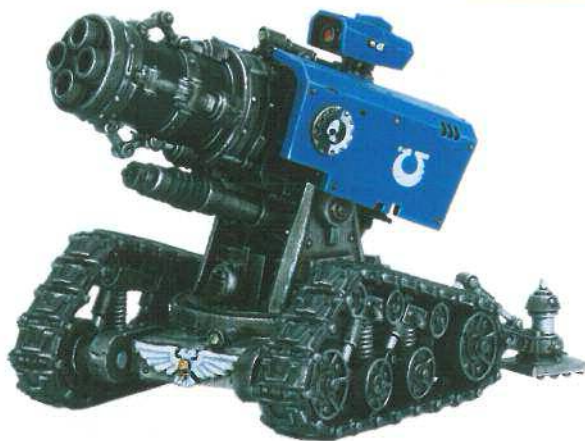
As the 'head' of the horse, the lead pilgrim has a bit between his teeth!



COLIN GRAYSON SHOWCASE



Empire Helstorm Rocket Battery



Space Marine Thunderfire Cannon



DESIGNER'S RESPONSE

Colin: I remember sculpting this model well because it did cause a lot of head scratching. The key to the figure was obviously getting the profile of the knight on his horse as taken from Dave's sketch, that was the difficult bit. I did a lot of work on the underlying structure before I could even start on the finer details. The problem was getting the rider mounted and working out how the four pilgrims interacted with each other – for instance, how the elbows and arms all connected. It took me at least two or three attempts to get this right.

As well as actually making the model I also had to consider how the hobbyists assembling it at home would glue it together. Making a one-off, scratch-built model is a lot more forgiving than a miniature that's going on sale. So from that point of view it was quite an achievement even if I do say so myself!

On reflection, my favourite part of the model is how the dog is interacting with the rest of the miniature: he's clearly after those musty old bones. I like that because it's my own addition to the concept, not just a straight copy of the sketch.

'EAVY METAL™ MASTERCLASS

PAINTING FACES

**WARHAMMER
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WARHAMMER

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

Painting flesh, especially faces, can be tricky. Luckily, when we asked the 'Eavy Metal team for advice on this extensive subject they were only too happy to oblige.

Ask any novice painter which part of a model he struggles to paint most, and there's a good chance he'll mention the face – from skin tones, shading and highlighting to painting eyes and hair, faces can be complicated areas to get right.

As the greatest figure painters in the world, the 'Eavy Metal team are some of the best at painting miniature faces, so it was to them that we turned for a valuable lesson.

The face and head of a miniature is very important because, as we've said in the past, it's the focal point of the model – the point where the eye is drawn to.

And when we talk about faces, it's not just the skin you have to paint either; the hair, and the point where the hairline meets the face, eyes, scars, lips, skin tone and stubble are all things that need to be considered. This article aims to cover all these aspects, and even includes tips for green-skinned creatures, for all you Ork (and Orc) players out there.

Before we get started it's worth mentioning a few general points that you should bear in mind. The first and most

important point is to build up the paint in several thin layers so as not to obscure any details. This is especially true on the face, as this is the most unforgiving area of a model. In the guides that follow, the 'Eavy Metal painters have probably used three or four thin layers rather than one thick, solid coat in every stage. If your paint is too thin, you can always add another layer to gradually strengthen the coat. However, if you apply the paint too thickly you can't take it away and so there's a good chance you will compromise your lovingly crafted paint scheme.

Finally, don't get too obsessed with getting your faces perfect, especially if you're early in your painting career. Practise is a wonderful thing and the more you do it the better you'll get. It's amazing how rapidly you'll improve, even seeing the difference from one model to the next.



FACES: THE BASICS

The two diagrams of the handsome chap on the right show generally where to apply the highlighting and shading on a model. For the shading, apply the deeper skin colour on the dark areas as shown on the diagram (a) – around the edge of the face, in the eye sockets, around the nose and under the bottom lip. For the highlighting, the lighter tones are applied to the white areas on diagram (b) – the brows, the bridge of the nose, the cheekbones, top lip and the chin.

Remember this is only a guide, but from this you can see the basic theory, which can be extrapolated to any kind of face, even an alien visage like an Ork Warboss, or something subtler such as the smooth, pallid features of a Vampire.

A



Shading

B



Highlighting



Step 1. Start with an even basecoat of Tallarn Flesh.



Step 2. Now give the face a couple of washes of Ogryn Flesh, making sure it flows into the depressions.



Step 3. Next, add a mid-tone highlight using a 1:1 mix of Bleached Bone and Dwarf Flesh.



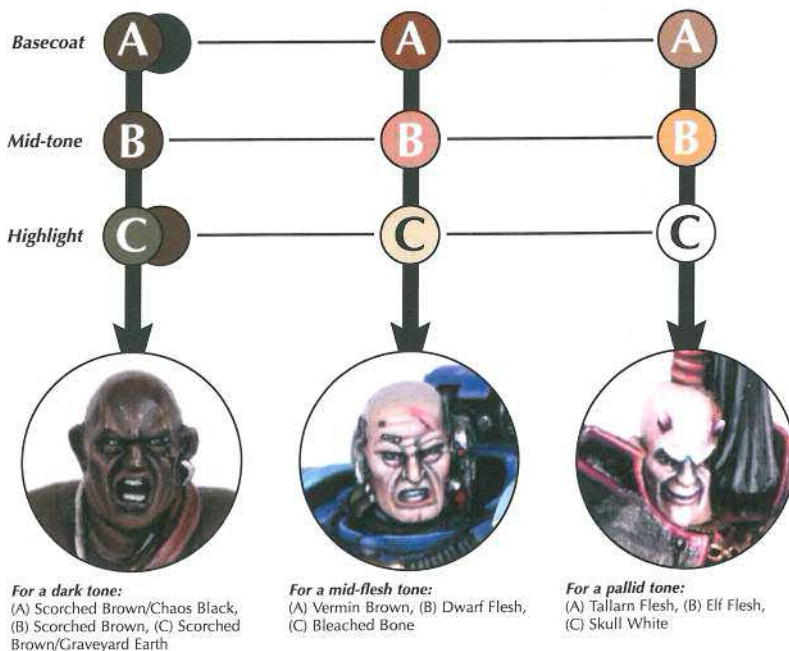
Step 4. Finally, highlight the most prominent areas of the face with Bleached Bone.

Skin Tones

Assuming you're not reading this in total isolation, then take a look around: you'll notice that the colour and tone of people's skin varies greatly.

To get these different tones in your own miniature painting, it's just as important to vary the amount of paint you use rather than just choosing different colours. For instance, you may use Dwarf Flesh on both a Dwarf model and a Space Marine. But to get the ruddier-looking skin you'd expect on the Dwarf you need to use more Dwarf Flesh and highlight it sparingly.

It's also important to paint the face last if possible, so you have other colours on the model to contrast the tone with, rather than just a Chaos Black undercoat.



HAIR



Step 1. When painting black hair, use a 1:1 mix of Chaos Black and Codex Grey as a basecoat, applying it liberally.



Step 2. Use Codex Grey as your first highlight. If the hair is ridged then run the side of the brush along the raised areas to get a fine highlight.



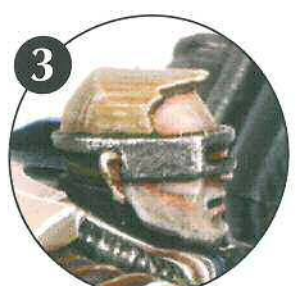
Step 3. For the final highlight, apply Fortress Grey to the extreme edges of the raised areas, before applying a wash of Badab Black.



Step 1. For brown or blond hair it's best to start with a basecoat of Calthan Brown, carefully applied to the hair on the model.

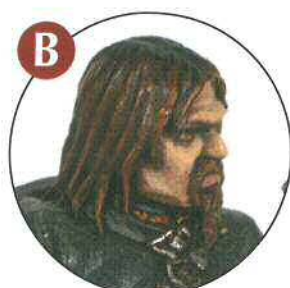


Step 2. Paint on Desert Yellow, applying it in fine lines to create the illusion of hair, rather than painting it as a smooth surface.



Step 3. Highlight with Bleached Bone, again applying it as lots of thin strands with a steady hand, reinforcing the hair texture.

HAIRLINES



Around the hairline where the hair meets the skin on the face, a slightly darker shade than the hair colour is used to provide natural-looking definition. For example, blond hair could have Snakebite Leather used for the hairline (a), while brown hair could have Scorched Brown hairline (b). The important thing is not to use black around the hairline, as this will look unnatural.

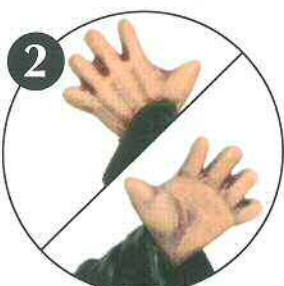


Top Tip – Hands

Another area of skin that benefits from extra attention are the hands.



Step 1. Basecoat the hand with Tallarn Flesh and shade it with a wash of Ogryn Flesh. When it's dry, apply a second layer of Tallarn Flesh.



Step 2. Use a 1:1 mix of Dwarf Flesh and Bleached Bone for the mid-tone.



Step 3. Highlight the raised areas of the hands with Bleached Bone, picking out the knuckles on the model's fingers with the paint.

EYES



Step 1. Block out the eyes with Chaos Black – this exercise requires a steady hand so as not to paint over the eyelids.



Step 2. Now paint the eyes Skull White, applying the paint as a horizontal line. Try to keep a black keyline around the eyes.



Step 3. Dot in the pupils with Chaos Black. It's important that the pupil meets the top and bottom eyelids, otherwise you'll get a startled expression.

STUBBLE



The best way to paint stubble is to mix greys and browns into the last colour used to highlight the skin, layering it in the desired place. A highlight mix of Bleached Bone and Tallarn Flesh might have Codex Grey and Scorched Brown added, for example. Try applying the stubble patchily, and don't paint it beyond a natural beard or hairline, otherwise it'll look fake.

SCARS



Generally speaking there are two different types of scars – raised ones, representing old, healed scars (a) and fresh ones, represented by a deep cut or gouge (b). Old scars are painted and highlighted in the same way as the rest of the skin, but are then glazed with watered-down Red Gore and Liche Purple. Fresh cuts are painted in with Red Gore, before again applying a glaze of Liche Purple around the damaged area.

Showcase



When painting lips, only paint the bottom one to avoid getting a puckered, exaggerated finish.



The same tips for hair and hairlines apply equally to facial hair.



By shading the underside of the cheeks, you can really emphasise the high cheekbones of an Elf.



By painting Hawk Turquoise, or another cool tone, into the recesses of an otherwise warm palette, extra depth can be added to the skin.

ADVANCED 'EAVY METAL' TECHNIQUE

Below is a nine-stage face painting method used by many members of the 'Eavy Metal team. This is a more involved, advanced method using more washes and nuances to give the face life, feeling and expression. This method is saved for characters and special miniatures. With this process the layers of paint are kept down to a minimum by using

washes but the highlights are applied more thinly and blended to achieve a better finish. The most important stage of painting on this face is the final highlight of Skull White. This is when the facial expression and character is determined – you can add lines to change the expression and suggest emotion.



Step 1. To start with, a basecoat of Tallarn Flesh was applied all over the face area.



Step 2. A very thin wash of Dark Flesh was then painted over the whole area, making sure it flowed into the recesses.



Step 3. A second wash was applied, this time using a thinned-down mix of Scorched Brown and Chaos Black.



Step 4. The first mid-tone layer is a 2:1:1 mix of Tallarn Flesh, Fortress Grey and Bleached Bone, applied to all but the recessed areas.



Step 5. The next layer to be applied was a 1:1 mix of Tallarn Flesh and Bleached Bone.



Step 6. The mid-tone was then completed with a highlight of pure Bleached Bone. This was applied to the raised areas of the face.



Step 7. A wash, mixed from equal parts Bleached Bone and Regal Blue, was painted around the eyes. A 1:1 wash of Scab Red and Bleached Bone was then applied to the bottom lip.



Step 8. Skull White was used as the final highlight, applied sparingly to the most prominent areas of the face. How you apply this highlight will affect the expression of the face.



Step 9. Finish the face by painting the eyes, as described on the previous page.

ORCS (& ORKS)



Step 1. Firstly, apply a basecoat of Orkhide Shade followed by a generous wash of Badab Black.



Step 2. For the next step apply a mid-tone of Knarloc Green to all but the most recessed areas.



Step 3. The first stage highlight is Goblin Green, painted on all the raised areas.



Step 4. Finally, highlight the face with a 1:1 mix of Goblin Green and Bleached Bone, then finish the eyes, teeth and other details.

GOBLINS (& GRETCHIN)



Step 1. Basecoat the Goblin's face with Knarloc Green and then apply a liberal wash of Thraka Green.



Step 2. Goblin Green is used as the mid-tone, leaving the base colour showing in the recesses.



Step 3. Next, highlight the face using a 1:1:1 mix of Goblin Green, Golden Yellow and Bleached Bone.



Step 4. The final highlight is pure Bleached Bone. The eyes and teeth can then be finished off.




Top Tip - Female Faces



Female faces are typically softer, with less depth and fewer wrinkles. The painting therefore needs to be subtler with less shading needed, giving it a smooth and more feminine look. Any makeup applied should be used sparingly, with just a little colour on the bottom lip for lipstick and a

complementary colour for any eye shadow. For example, if a female miniature has a pale green robe then a soft violet on the eyes would draw the eye and work well. For evil females the makeup can be stronger and darker, using black lipstick and darker eyeshadow, for example.



THE LORD OF THE RINGS

STRATEGY BATTLE GAME

DOUBLES TOURNAMENT

11th–12th July 2009, Warhammer World, Nottingham

WHAT WILL YOU NEED TO ATTEND?

- Players will enter in teams of two. Each team will need a painted Good force and a painted Evil force, each of 700 points selected from the Legions of Middle-earth expansion. Each force will be made up of two 350 point contingents.
- You must be at least 12 years of age to enter. Players between the ages of 12 and 15 years must be accompanied by an adult.
- Tournament pack now available to download from www.warhammerworld.org

WHAT DOES THE TICKET COVER?

- Eight games over two days.
- Both players will receive lunch on Saturday and Sunday and an evening meal on Saturday. The ticket also includes tea and coffee in the morning on both days and doughnuts on Saturday morning to get you started.
- Access to Warhammer World facilities including the Citadel Miniatures Hall.
- Tickets cost £85 per two player team.

TICKETS NOW AVAILABLE FROM MAIL ORDER • 0115 91 40000



www.warhammerworld.org



Event Profile: Warhammer World Art and Design Exhibitions

Warhammer World's Art and Design Exhibitions showcase not only the finest miniatures in the world, but also the conceptual art and development pieces that help create the universes of Warhammer and Warhammer 40,000 and their inhabitants.

Veteran hobbyists and newcomers alike can always be found pressed up against the glass of cabinets and display boards in Warhammer World's gaming arena, debating which piece of artwork is more iconic or which classic miniature most fondly remembered, but what's all the noise about?

Warhammer World's frequently changing programme of Art and Design Exhibitions combine original artwork, archive products and beautifully sculpted and painted miniatures to create displays that reminisce over old favourites, celebrate new releases and inspire the next generation to do even better.

It's not surprising that the Art and Design Exhibitions get such a great response, given the insight they provide into all aspects of the hobby. Did you

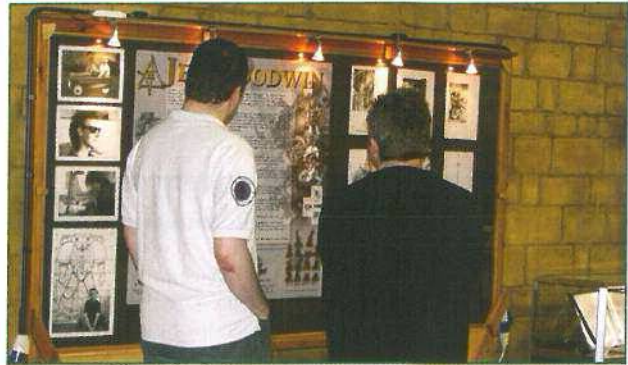
sculpted from scratch in Green Stuff and plasticard, and comparing it to your own painted equivalents can be a humbling experience.

However, putting what we do into context is only part of the Art and Design Exhibitions; they also celebrate the history behind the new releases. The forthcoming Lizardmen release is not just about new artwork and new miniatures; it's an opportunity to delve into the hallowed Archives and see how things have developed over the years. Similarly, the War of The Ring has also encouraged us to look back at The Lord of the Rings – believe it or not, our beautiful artwork and designs for these miniatures and games have never been put on display before, so we're using this exciting new release to show off our full range of work.

But the exhibitions aren't solely about new releases. Significant dates are a cause for celebration, members of the Design Studio are recognised for their hard work and there's the occasional bright idea that seems to have a life of its own. This year includes an exhibition that combines all three of these, as we invite John Blanche to mark his 25th year working full time for Games Workshop* by

selecting his favourite pieces from the Archives, ensuring that a great range of miniatures and images, from the famous to the under-appreciated, will be on display.

Warhammer World's Art and Design Exhibitions are a great chance to see something familiar in a different light and get up close to what you care about. Whether you've visited Warhammer World before or have never quite gotten around to it, this is the year we're giving you even more reasons to keep coming back.



know that we are one of the few companies who still have their own in-house Art Department? The true effort which goes into producing the art used in books and White Dwarf can only be appreciated when taking time to look at the brushstrokes and pencil marks on the original pieces.

Likewise the process we go through to create miniatures is given some explanation. Seeing a 35mm scale miniature or one of the famous 'three-ups'

**Before 1984 John was part time and before that he worked freelance, but 25 is a nice number.*

FOR MORE INFORMATION

For updates, photographs and other events at Warhammer World check out our website www.warhammerworld.org. While there download our 2009 wall planner to make sure you don't miss out on anything exciting.



Art and Design Exhibitions in 2009

Lizardmen

9th February – 30th March
Slinking from the steaming jungle, the Lizardmen come forth into public view.

The Lord of the Rings

6th April – 18th May
As armies mass to take part in war on a whole new scale, this a rare opportunity to see original The Lord of the Rings artwork.

TBC – Check website for updates

25th May – 13th July

TBC – Check website for updates

20th July – 5th October

25 Years of John Blanche

12th October – 30th November
Our Director of Art selects some of the most influential pieces of art from our Archives.

Space Marine Touring Exhibition

7th December – New Year 2010
Having travelled to every Games Day, the Space Marine Exhibitions are reunited in one massive display.

Please note, between exhibitions we require a week to change over, and that hosting certain events often means we have to move displays. If you're planning a visit specifically to see the Art and Design Exhibition, we advise you contact us first.

www.warhammerworld.org

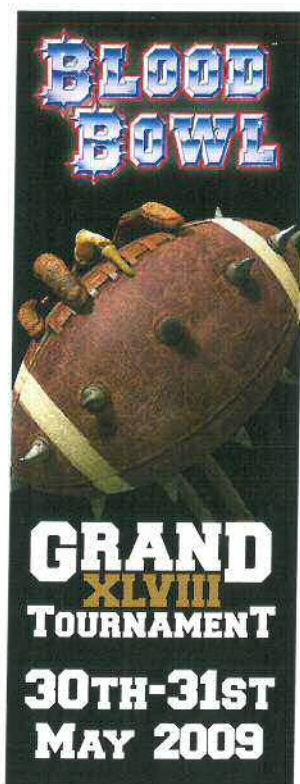
Event Calendar

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



WARHAMMER
DOUBLES
TOURNAMENT

18TH-19TH
APRIL 2009



BLOOD
BOWL

GRAND
XLVIII
TOURNAMENT

30TH-31ST
MAY 2009

February

Battle For The Old Ones

Date: February 2009

GAMES WORKSHOP

Venue: GW Stores, Nationwide

Details: This month sees the return of the Lizardmen as, amid earthquakes and unnatural storms, their new Army Book bursts into our stores. So, come down to the stores and get primitive!

Throughout February your local Games Workshop store will be running myriad Lizardmen themed activities for you to take part and get involved with including pitched battles between the ancient reptilians and the younger upstart races, modelling and painting clinics for the awesome new plastic Stegadon and the formidable Temple Guard, scenery building workshops in which you can learn to create jungle terrain, and much, much more!

Contact: Contact your local store for details.

The Battle for Antoch

Date: February Half-term, 2009

GAMES WORKSHOP

Venue: Warhammer World, Nottingham

Details: The Staff of Jade has been lost. Now, the Lizardmen are on the rampage to recover it from the Crusader City of Antoch at all costs. The war spans the entire Warhammer World so bring any of your forces to join the carnage as the armies of the Old World are assaulted from all sides by the ferocious warriors of Lustria.

Now Confirmed! Special guest Robert Earl will be at the event on the 21st February. Author of the fantastic Florin and Lorenzo series and Ancient Blood, Robert will be available to sign copies of his books, and answer all your questions.

Contact: Warhammer World Store on
0115 916 8410

1st Fult Tilt VII

Date: 1st February, 2009

Venue: St. Michiel School, Leopoldsburg, Belgium

Details: Full Tilt is an annual tournament for Warhammer and Warhammer 40,000, organized by the White Knights gaming club.

You will need a 1850 point army for the Warhammer 40,000 tournament and a 2000 point army for Warhammer. Both tournaments are part of the "Ranking der Nederlanden".

Tickets: Tickets cost €5 per person.

Contact: FullTilt@de-witte-ridder.be

Website: www.de-witte-ridder.be

15th Yorkshire Open Tournament

Date: 15th February, 2009

GAMES WORKSHOP

Venue: Wakefield Hobby Centre

Details: The Yorkshire Open tournaments are now into their 9th year. With Heats held all over Yorkshire, have you got what it takes to be the best? You will need a 2000 point Warhammer army to take part in this tournament.

Tickets: Tickets cost £10 per person.

Contact: GW Wakefield - 01924 369431

21st Winds of War '09

Date: 21st February, 2009

GAMES WORKSHOP

Venue: St. Paul's United Reformed Church, Bracknell, Berkshire

Age Limit: 15+

Details: Battle against all comers with your friend as your ally in this Warhammer 40,000 doubles tournament. You will need a 500 point Warhammer 40,000 army.

Tickets: Tickets cost £24 per two player team.

Contact: club@bfgclub.org.uk

Website: www.bfgclub.org.uk

21st Grand Fanatic

Date: 21st-22nd February, 2009

Venue: Belfort Brugge, Belgium

Details: The Fair Play presents their second annual Grand Fanatic at the historic 'Belfort' in Brugge. Over the two days there will be tournaments and participation games, and as well as introductory games and painting lessons for those just starting out. Full details can be found on The Fair Play website.

Contact: Bram Claeys on +32 (050) 38 51 83
bauhausbram@hotmail.com

Website: www.thefairplay.be

21st Warhammer Throne of Skulls Final

Date: 21st-22nd February, 2009

GAMES WORKSHOP

Venue: Warhammer World, Nottingham

Details: This weekend Warhammer World will be hosting the Warhammer Throne of Skulls Grand Final. If you are planning a visit, please contact Warhammer World to check availability of gaming tables.

Contact: whworldevents@games-workshop.co.uk

March

14th Warhammer 40,000 Throne of Skulls Final

Date: 14th–15th March, 2009

Venue: Warhammer World, Nottingham

Details: This weekend Warhammer World will be hosting the Warhammer Throne of Skulls Grand Final. If you are planning a visit, please contact Warhammer World to check availability of gaming tables.

Contact: whworldevents@games-workshop.co.uk

29th The Great Devourer

Date: 29th March, 2009

GAMES WORKSHOP

Venue: Newbury Racecourse, Berkshire

Details: Games Workshop invites you to our largest tournament in the country in which 500 hobbyists will battle in games of Warhammer, Warhammer 40,000 and The Lord of the Rings to achieve greatness.

To play you will need either a 2000 point Warhammer army, a 1750 point Warhammer 40,000 army or a 600 point The Lord of the Rings force following the lists provided in the Legions of Middle-earth supplement.

Tickets: Tickets cost £25, available from all Games Workshop stores.

Contact: GW Reading – 0118 959 8693

21st The Great War Against Chaos

Date: 21st–22nd March, 2009

GCNE

Venue: Warhammer World, Nottingham

Details: It is the year 2302 and the forces of Chaos are massing under the banner of Asavar Kul. Far to the West the Dark Elves have risen against their brethren in Ulthuan while in Lustria, Skaven and Daemon battle the ancient Lizardmen. Meanwhile, in the Old World, a divided Empire must trust a new leader and rely on old allies or all will be lost and the Realm of Chaos will rule the world!

The Tempus Fugitives invite you to take part in this Warhammer Campaign Weekend that charts a dark time that would come to be known as The Great War Against Chaos.

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: Tickets cost £50 and include six games over the weekend as well as lunch on both days and an evening meal on the Saturday night.

Contact: tfevents@tempusfugitives.co.uk

Website: www.tempusfugitives.co.uk

THE RETURN OF IRON HALO

This winter we are once again running the hugely successful Iron Halo Hobby Programme, and it couldn't be easier to take part!

- Simply get down to your local store and pick up your Iron Halo Activity Flyer.
- Talk to our helpful staff and fill in the activities in which you want to participate.
- Come into the store for great sessions of assembling, painting, converting and gaming.
- Complete your flyer and earn your coveted Iron Halo badge!

So, visit your local store and find out more, today!



School League Regional Finals

Scotland

12th, 14th, 15th March

All Games Workshop stores in Scotland

Contact: Scott Galloway
01224 649 779

North East

20th March

GW Newcastle

Contact: Gary Shaw
01642 254 091

Midlands

3rd March

Warhammer World

Contact: Karl Chamberlain
0114 256 9836

South England

28th March

GW Bath

GW Newport

Contact: Alan Bruce
01225 334 044

GW Exeter

GW Poole

Contact: Daniel Luke
01392 490 305

North England

5th March

GW Wakefield

Contact: Rob Bastow
01924 369 431

London

29th March

Newbury Racecourse, Berkshire

Contact: Andy Hatton
0118 959 8693

GW Bromley

Contact: Benjamin Mason
0208 466 0678

South East

18th, 19th March

Warhammer World

Contact: Nathan Roberts
01908 690 477

Contact: Daren McAninch

01322 427 880

Ireland

28th, 29th March

GW Dublin

Contact: Stephen Trueman
00353 1822 3868

THE RETURN OF IRON HALO

REGISTRATION BEGINS NOW...

Now well into 2009, Christmas is but a fond memory. However, whether you received some new toy soldiers or not, there's plenty for you to do in stores this winter.

Throughout January and February all of our stores will be holding a series of modelling, painting and gaming workshops. Like all in-store activities they are completely free, however, when you complete a number of workshops, you will be rewarded with an awesome Iron Halo pin badge and certificate.

JANUARY-FEBRUARY 2009

Each store will be setting their own workshops so, to find out what's going on near you, simply pop into your local Games Workshop store and have a chat with our staff. They're a friendly bunch, eager to share their passion for the hobby, and will soon have you well on the way to collecting, painting and gaming with your very own army.

**To register for this year's Iron Halo,
simply pop into your local Games
Workshop store and ask a member of staff.
You can find your local store online.**

EARN YOUR IRON HALO

www.games-workshop.com

STORE FINDER

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



GAMES WORKSHOP Hobby Centres

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

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!

OPENING TIMES

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

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

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

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

www.games-workshop.com

GAMES WORKSHOP

Independent Stockists

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

IN YOUR LOCAL AREA

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

MOST POPULAR STOCK LINES

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

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

IN THIS DIRECTORY

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

AROUND THE WORLD

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

Store Directory

AVON

GW BRISTOL:

87 The Hoe, Bristol, BS1 3JR

Tel: 0117 925 1533

GW BRISTOL (CRIBBS CAUSEWAY):

Unit 129, The Mall, BS34 5UP

Tel: 0117 959 2220

BRISTOL, Area 51:

Tel: 0117 924 6655

BRISTOL, HobbyCraft:

Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:

10 Croyfords, MK40 1HP

Tel: 0123 427 3463

LUTON, Ottakers:

Tel: 01582 406999

CRANFIELD, Wargames Workshop:

Tel: 01234 757679

BERKSHIRE

GW MAIDENHEAD:

Unit 2, 17 Market Street, SL6 5AA

Tel: 01628 663 1747

GW READING:

9 Oxford Road, RG1 2QA

Tel: 0118 959 8693

GW WINDSOR:

Unit 3, 6 George V Place, SL4 1QP

Tel: 01753 867087

BRACKNELL, Waterstones:

Tel: 01344 801121

NEWBURY, ToyCraft:

Tel: 01635 20077

READING, HobbyCraft:

Tel: 0118 902 0690

WINDSOR, WJ Daniels:

Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:

Unit 136, Bullring Link, B5 4BS

Tel: 0121 633 7193

GW DUDLEY:

Unit 36, Merry Hill Centre, DY5 1SP

Tel: 0121 648 1815

GW SOLIHULL:

690 Warwick Road, B91 3DX

Tel: 0121 705 7997

GW SUTTON COLDFIELD:

45-47 Birmingham Road, B72 1KH

Tel: 0121 354 9174

GW WALSALL:

Unit 26, Old Square Shopping Centre, WS1 1QE

Tel: 01902 272 7207

GW WOLVERHAMPTON:

9 King Street, WV1 1ST

Tel: 01902 261 0666

BIRMINGHAM, Console Games:

Tel: 0121 477 0022

KIDDERMINSTER, TJ Models:

Tel: 01562 747007

WOLVERHAMPTON, HobbyCraft:

Tel: 0945 051 6543

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:

No 33 Eden Walk Gallery, Edm, HP11 2HT

Tel: 01494 453 1494

GW MILTON KEYNES:

Unit 2, 50A Wilbury Boulevard, MK9 2AD

Tel: 01908 859 9075

AYLESBURY, Bear Necessities:

Tel: 01296 421098

BUCKINGHAM, Abacus Toys:

Tel: 01280 821815

GERARDS CROSS, Howard Marshall:

Tel: 01295 805972

MILTON KEYNES, HobbyCraft:

Tel: 01908 306 330

NEWPORT PAGNELL, Doodles

Tel: 01908 610496

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GW CAMBRIDGE:

54 Regent Street, CB2 1DP

Tel: 01223 331 3350

GW PETERBOROUGH:

3 Westwark Street, PE1 1DH

Tel: 01753 890 852

ST NEOTS, Gamers:

446-4480 217 4443

ELY, City Centre:

Tel: 01353 663131

HUNTINGDON, Sports & Fashions:

Tel: 01450 424541

PETERBOROUGH, The Rift:

Tel: 01753 341007

WISBECH, Poppycraft:

Tel: 01945 475599

CHANNEL ISLANDS

JERSEY, ST. HELIER, The Little Shop:

Tel: 01534 732167

GUERNSEY, ST. PETERS PORT, Carousel:

Tel: 01481 721721

CHESHIRE

GW CHESTER:

112 Fargate Street, CH1 1HB

Tel: 0124 831 1567

GW MACCLESFIELD:

Unit 36, Chetwyndale Mall, Groveside Centre,

SK11 6AR

Tel: 0162 561 9020

GW STOCKPORT:

Unit 26, Bank Street, Time Square, WA1 2AP

Tel: 01692 565 1994

ALTRINCHAM, The Gaming Crypt:

Tel: 0161 929 9919

IRKENSIDE, Kit Shop

Tel: 0151 447 9067

CHESTER, HobbyCraft:

Tel: 01244 639 118

CONGLETON, Deans Toys & Cycles:

Tel: 0126 073777

CREWE, ABC Model Sport:

Tel: 01270 505 048

CREWE, Jac in a Box:

Tel: 01270 581 110

CREWE, Jac in a Box:

Tel: 01270 581 110

ELLESMERE PORT, W Homer Cycles:

Tel: 0151 3522120

MARPLE, Marauder Games:

Tel: 0161 427 0449

NANTWICH, HobbyCraft:

Tel: 01693 911 537

NESTON, Carousel:

Tel: 0151 336 621

NORTHWICH, Level 1:

Tel: 01606 450513

NORTHWICH, The Model Shop:

Tel: 01606 47740

STALYBRIDGE, Hardcastles:

Tel: 0161 301 9402

STOCKPORT, HobbyCraft:

Tel: 0161 429 5400

HYDE, Goslings ToyMaster:

Tel: 0161 497 2659

WIDNES, The Hobby Shop:

Tel: 0151 241 947

CLEVELAND

GW MIDDLESBROUGH:

Unit 33, 39 Dundas Street, TS1 1HR

Tel: 01642 225 8095

HARTLEPOOL, Illusions:

Tel: 01429 213 190

NORMANBY, PC Tech:

Tel: 01642 461090

REDCAR, PC Tech:

Tel: 01429 481085

CORNWALL

GW TRURO:

Unit 1, Bridge House, New Bridge Street, TR1 3AA

Tel: 01872 203 0047

BODMIN, Brickells:

Tel: 01308 770780

BUDE, Nitro RC:

Tel: 01308 753 308

BUDE, More Value:

Tel: 01208 152 362

CALLINGTON, GMS Games:

Tel: 01279 784 837

CAMBORNE, Exitt:

Tel: 01208 916224

CAMBORNE, Kermow Model Rail Centre:

Tel: 01208 914099

FALMOUTH, Kermow ToyMaster:

Tel: 01326 312 371

FRADDON, Kingsley Village:

Tel: 01752 861111

HAYLE, Bletwells of Hayle:

Tel: 01752 753 912

HELSTON, Exitt:

Tel: 01326 565117

LISKEARD, Brickells:

Tel: 01379 352 161

LISKEARD, Trago Mills:

Tel: 01329 348 877

NEWLYN, Newlyn Post Office:

Tel: 01729 34473

NEWQUAY, Planet Hobbywood:

Tel: 01637 859 941

ST AUSTELL, Mad for Miniatures:

Tel: 01726 72259

ST IVES, Dragon's Hoard:

Tel: 01739 74035

WADEBRIDGE, Brickells:

Tel: 01208 813 274

COUNTY DURHAM

GW DURHAM:

64 North Road, DH1 4SQ

Tel: 0191 374 1062

GW DARLINGTON:

78 Skemmergate, DL3 7EX

Tel: 0132 338 2453

BARNARD CASTLE, Toy Shop:

Tel: 01833 437 396

BISHOP AUCKLAND, Windsock Models:

Tel: 0191 232 8246

CONSETT, Kwikpart:

Tel: 01207 587024

SEAHAAM, Games of War:

Tel: 01915 017 110

STOCKTON ON TEES, Stockton Modeller:

Tel: 01642 616 600

CUMBRIA

GW CARLISLE:

Unit 2, Earls Lane, CA1 1DP

Tel: 01273 859 8246

BARROW-IN-FURNESS, Heaths:

Tel: 01229 320 435

BOWNESS-ON-WINDERMERE,

Ernest Atkinson & Sons:

Tel: 01539 441 047

COCKERMOUTH, The Toy Shop:

Tel: 01909 823455

KENDAL, Airways of Kendal:

Tel: 01239 720 781

PENRITH, Harpers Cycles:

Tel: 01768 864 475

WIGTON, Jacksons Diecast Models:

Tel: 01697 342 357

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42 Sadler Gate, DE1 3NR

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BELPER, Children's Choice:

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Tel: 01290 24783

CHESTERFIELD, Chesterfield Department Store:

Tel: 01246 220 200

GLOSSOP, Wain Services:

Tel: 01457 853 548

ILKESTON, Ilkerton Co-op:

Tel: 01579 327 777

MATLOCK, Shaves:

ISLE OF WIGHT

COWES, Chivertons Newsagents:
Tel: 01983 292 013
NEWPORT, Cheap Thrills:
Tel: 01983 530 570
NEWPORT, Toy & Models:
Tel: 01983 528 258
RYDE, The Sports & Model Shop:
Tel: 01983 862 454

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KRAGERØ, Brio Karis Hobby:
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KRISTIANSAND, Outland:
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KROKSTAD, Brio Helmax:
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LANGESUND, Notabene:
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LARVIK, Yes! Sokratis:
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MANDAL, Ringo Lekehuset Mandal:
Tel: 382 657 20

MO I RANA, Ringo Lekehjørnet:
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MOLDE, Yes! Lekehjørnet:
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Tel: 332 517 07

TYNSET, Ringo Tynset Bokhandel:
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QUEZON CITY, Neutral Grounds:
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BIELSKO BIALA, Warg:
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KIELCE, Wargamer:
Tel: 0048 20 1619335

KRAKOW, Bard:
Tel: 0048 126320735

KRAKOW, Imperium Gier:
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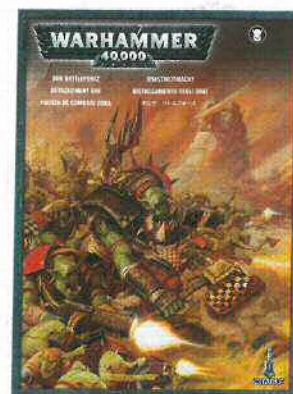
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Tel: 0048 81 4231493
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Tel: 0048 22 8264541
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Tel: 0048 22 82761614
WARSZAWA, Replikator.pl:
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Tel: 0048 22 6245276
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WROCLAW, Pracownia Fantasyczna:
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ZYWIEC, Model-Fan:
Tel: 0048 609630805

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Tel: 00351 212 15 55 00
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INES, Galeria BT:
Tel: 00351 269 63 25 11

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Tel: 7044428 437
OSCOW, Alegriss:
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OSCOW, Alegriss:
Tel: 71899261 3075
OSCOW, Club TM:
Tel: 705321231
OSCOW, Detskyi Mir:
Tel: 47451121 2231

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MOSCOW, Detskiy Mir:
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MOSCOW, Detskiy Mir:
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tel: +74951271 5675

MOSCOW, Little Genius:
tel: +74951291 2147

MOSCOW, Mr Hobby:
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MOSCOW, Wonderful World:
tel: +74951793 4423-1132

NORILSK, Na Spets Mirov:
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NOVOBIRSK, Icehummer:
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SARATOV, Detskiy Mir:
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ST PETERSBURG, Art-Miniatures:
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TAMBOV, Hobby and Igushki:
tel: 0073 22.20811

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BELGRADE, Ant Hobbystore:
tel: 00 381 11 2652236

BELGRADE, EXOT Hobby store:
tel: 00391 11 42 27

BELGRADE, White Dragon:
tel: 00 381 68827222

NOVI SAD, Dragon:
tel: 00 381 11 630 2408

NOVI SAD, Vahalla:
tel: 00 381 2111853

PODGORICA, Neutron Podgorica:
tel: 00 381 69 006 669

ZREJANIN, Takeda:
tel: 00 381 2034552

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SINGAPORE, Comics Mart PTE Ltd:
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SINGAPORE, Comics Mart PTE Ltd:
tel: 6855 2525

SINGAPORE, Forgeworks Hobbies:
tel: 63 6438 5975

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OSICE, Draco:
tel: +421552766557; +421905510060

PISSKA NOVA Ves, War Gaming:
tel: +421903371195

SLOVENIA


LJUBLJANA, Crna Luknja:
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LJUBLJANA, Pri Goblinu:
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LOEMFOUNTAIN, The Games Dungeon:
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APETOWN, Wizards Books and Games:
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APETOWN, World of Wargames:
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JOHANNESBURG, Wizards Book and Games:
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JOHANNESBURG, Warfair:
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JOHANNESBURG SOUTH, Dragons Den:
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Tel: 8 213 840
GAVLE, Hobbyshopen:
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STORE FINDER KEY

GAMES WORKSHOP HOBBY CENTRE

(*) Indicates Gaming Room facilities.

HOBBY STOCKIST

HOBBY STOCKIST
Offers a hobby gaming and painting service.

NE FLITE STORE

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

NE PARTNER STO

Stocks most of the Games Workshop range.

INDEPENDENT STO

Official sellers of Games Workshop products.*

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Indicates new stores and stockists.

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

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KUNGLÄV, Lek & Hobby: Tel: 030211350
KUNGSBACKA, Brio: Tel: 030014136
LAHOLM, Brio: Tel: 043810009
LIDKÖPING, Game Maniacs: Tel: 0707 190274
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LÖNKÖPING, Sagoland: Tel: 013122290
LJUNGBY, Brio: Tel: 0837213481
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ÖRNSKÖLDSVIK, Lajbans: Tel: 066083100
ÖRSKARSHAMN, Brio: Tel: 0878 172 60
ÖSTERSUND, Hobbyboden: Tel: 063513314
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STOCKHOLM, Brio: Tel: 082491146
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STOCKHOLM, Fidelur: Tel: 08 3002 0270
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STRÖMSTAD, Leksaksbutiken: Tel: 0736240333
SVEDALA, Brio: Tel: 040400318
TÄBY, Hobby & Prylar:

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VÄSTERVIK, Brio: Tel: 049036171
VÄSTRA FRÖLUNDA, Toys: Tel: 031413601
VETLANDA, Brio: Tel: 058319500
VIMMERBY, Brio Vimmerby: Tel: 049231188
VISBY, Lektugan: Tel: 0490215050
YSTAD, TV Spelshörnarn: Tel: 041166001

TAIWAN
TAIWAN 806, Games 'R' Us: Tel: 0911614 7489 2750

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

UKRAINE
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KHARKOV, Aladdin Toy Store: Tel: 060 380 527 738
KIEV, Budinok Igroshek: Tel: 060 380 1457 551
KIEV, Budinok Igroshek: Tel: 060 380 445 733 979
KIEV, Budinok Igroshek: Tel: 060 280 445 821 383
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ODESSA, Models: Tel: 060 380 502 621 277
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VINITSA, Spelskape: Tel: 060 380 614 409 001

UNITED ARAB EMIRATES
DUBAI, Bishops Trading: Tel: 971 4 5871 0044



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 Vowles
Tel: 07771 985438

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GCN BEDFORDSHIRE,
Bedford Gladiators Association:
Contact: David Wilkin
Tel: 0779 1554297
E-mail: gladiatorsuk@yahoo.co.uk

BERKSHIRE

GCN BRACKNELL,
Bracknell Forest Gamers:
Contact: Dan Curry
E-mail: d.curry@tbt21.com

GCN MAIDENHEAD,
MAD Gamers:
Contact: Francis Jone
E-mail: fjonet@btinternet.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@btopenworld.co.uk

GCN TUTTO COLDFIELD,
The Immortals:
Contact: Gerard Osburn
Tel: 07854 923 152
E-mail: gerald-osburn@hotmail.com

GCN WALSALL,
Warlords of Walsall:
Contact: Marjory Furnival
Tel: 07717 475047
E-mail: marjoryfurnival@btopenworld.co.uk

GCN WOLVERHAMPTON,
Da Boyz Club:
Contact: Darren Pugh
Tel: 07796 387 351
E-mail: daboyzclub@geogmail.com

BUCKINGHAMSHIRE

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

CHANNEL ISLANDS

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

CHESHIRE

GCN CHESTER,
Royal Guild of Minted Boards:
Contact: Christopher Fry
Tel: 07976 878232
E-mail: chris_fry@trystfilms.com

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

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

GCN STOCKPORT,
Stockport Slayers:
Contact: Laura Kelly
E-mail: mangelena@btinternet.com

GCN WARRINGTON,
Spawn:
Contact: Anthony Spiers
Tel: 0779 313 3077
E-mail: anthony.spiers@btinternet.com

GCN WARRINGTON,
Warrington Warlords Gaming Club:
Contact: Paul Tennant
Tel: 01244 676 449
E-mail: paul.tennant@hotmail.com

CLEVELAND

GCN CLEVELAND,
East Cleveland Warmists:
Contact: James Adams
Tel: 07964771754
E-mail: james-adams@btopenworld.co.uk

GCN MIDDLESBROUGH,
Middlesbrough Gamers Club:
Contact: Paul Crosby
Tel: 07909714774
E-mail: xlblaze@gmail.com

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

CORNWALL

GCN BUDE,
Dice and Dagger:
Contact: Kurt Baker
E-mail: celto@btopenworld.co.uk

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

CUMBRIA

GCN WINDERMERE,
North West Warriors:
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Tel: 07625 511 987
E-mail: north_west_warriors@hotmail.com

DERBYSHIRE

GCN CHESTERFIELD,
COGS:
Contact: Anthony Barnes
Tel: 07964 425 8764
E-mail: ayb@btinternet.com

GCN DERBY,
Derby Wargames Society:
Contact: Ben Curry
Tel: 07909 704 565
E-mail: bencurry@derbywargamesociety.co.uk

DEVON

GCN PLYMOUTH,
Cross Swords Gaming Club:
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The Woodford Green Library gaming club were invited to put on a participation game at this year's Games Day in which anyone could drop by and join in.



Perfecting army lists and building scenery, gaming clubs are a great place to share ideas with fellow gamers.

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E-mail: phoenix22@blueyonder.co.uk

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E-mail: philhanigan2002@yahoo.co.uk

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GCN BECCLES, Crypt Keepers:
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GCN BECCLES, Curious Dwarf:
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Tel: 07922 36600
E-mail: gjarloun@tiscali.co.uk

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E-mail: matt@boldenhouse.freeserve.co.uk

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GCN SWINDON, Swindon and District Wargames:
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- | | |
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| • Games Workshop Direct | Page 119 |
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99080208001 £2†, €2.50, 25dkr, 30skr/nkr
This pack contains 2 frames, providing 8 Lizardmen Shields.
Frame not shown at actual size.

These plastic shields are perfect for adding some extra variety to your units of Saurus Warriors and Temple Guard.



Chaos Chosen Heads



CHAOS CHOSEN HEADS

99060201232 £6†, €9, 70dkr, 80skr/nkr

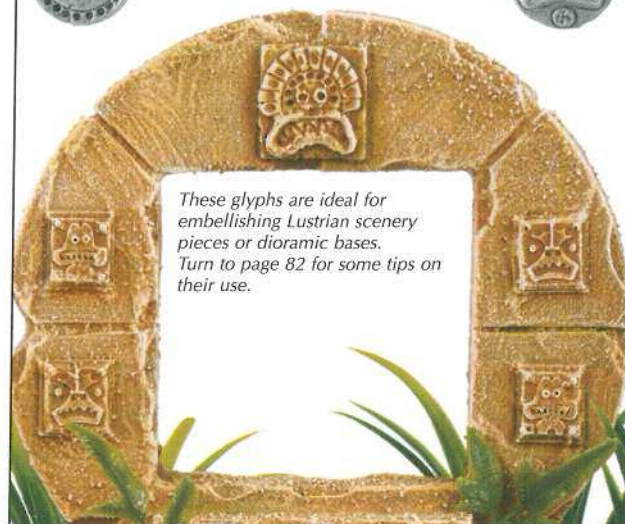
This month, we're making the metal Chaos Chosen heads available in a Bitz Pack. These helmed heads are fully compatible with the Chaos Warriors and Chaos Knights plastic kits, so your units can now contain more variation than ever before.

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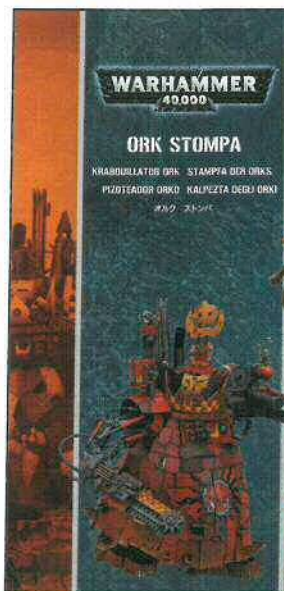
These glyphs are ideal for embellishing Lustrian scenery pieces or dioramic bases. Turn to page 82 for some tips on their use.

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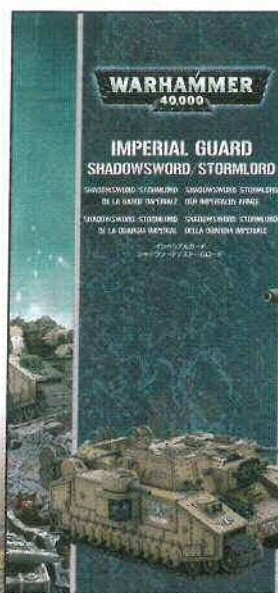
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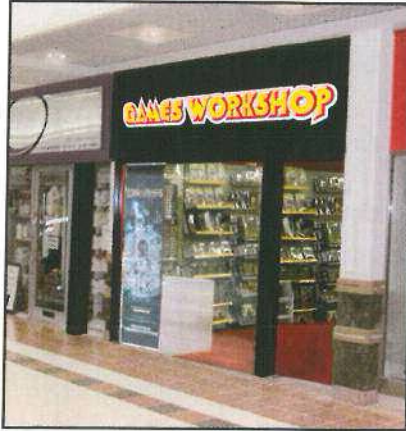
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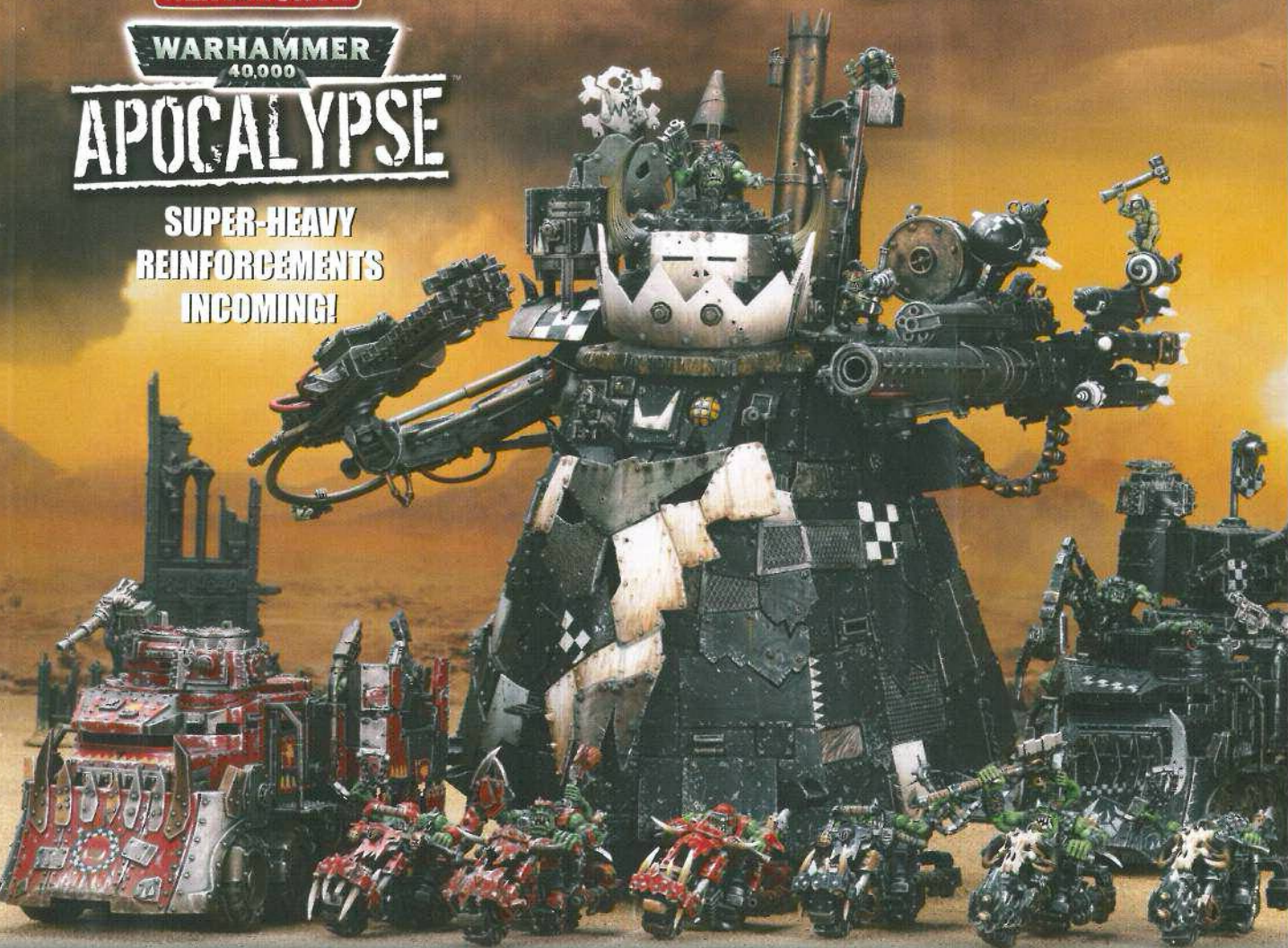
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