

INSIDE THE GREAT BATTLE OF OUR TIME! **GAMES WORKSHOP**

WHITE DWARF™

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD352
April 2009

WAR OF THE RING™

WARHAMMER

WARHAMMER
40,000

Wisdom of the Ancients:
Lizardmen hobby mayhem!

Titan Killer: two brand new
Shadowword datasheets

WD352 APR 2009 WWW.GAMES-WORKSHOP.COM

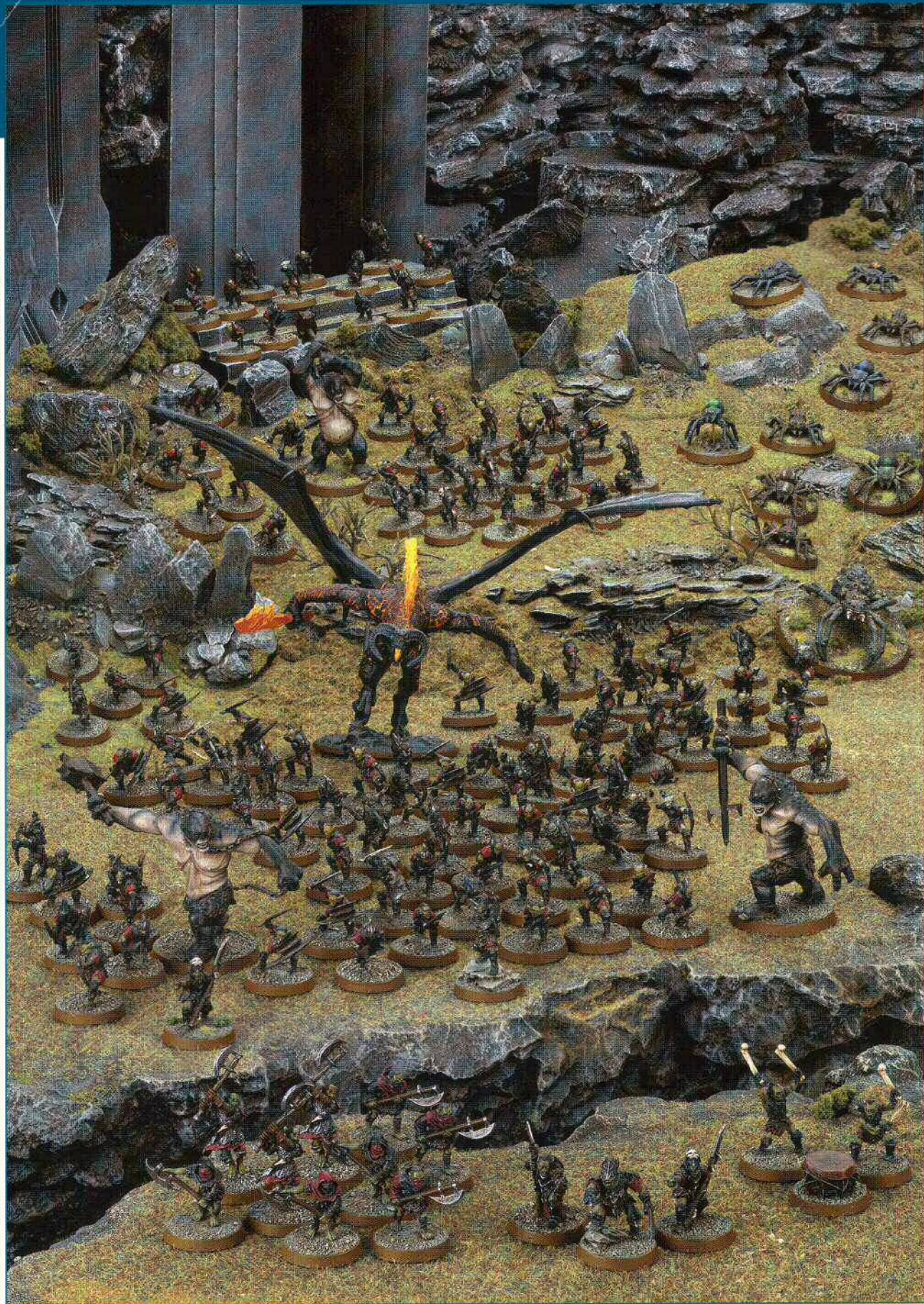
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**GAMES
WORKSHOP**



Urged on by the terrifying Balrog, a horde of Goblins pours forth from the Misty Mountains.

EDITORIAL



After much anticipation, War of The Ring is out this month, and with it a completely new way to play The Lord of The Rings game. This is an epic game of massed battles, allowing you to recreate some of the most awe-inspiring moments from Tolkien's tale.

Obviously we'll be bringing you all the details of the new rules and miniatures later in the magazine, but the release of War of The Ring has got all of us in the Studio pondering aspects of our games that perhaps we don't consider as often as we should. War of The Ring, for example, is about big, epic battles – but it doesn't invalidate the existing Strategy Battle Game, which remains the ideal rules system for heroic skirmishes and scenarios in Middle-earth. I guess the comparison can be drawn with Warhammer 40,000 to a point – the main rulebook covers battles between armies that can be comfortably played by two people, while Apocalypse puts a truly awesome spin on the proceedings.

While thinking about the balance between large games and small games, I got to thinking about other types of games entirely – such as games with no points values, where players use 'historical' participants in a campaign or just put their entire collections of miniatures on the tabletop. Regardless of what system you play, there's a way of playing to suit you, or to provide a break from the norm. Just the other day, for example, I took part in a Warhammer 'Arena of Death' organised by Dwarfier Andy Hall, which pitted a single character model of my devising against an opponent's model in a knockout league. To illustrate more about the myriad aspects of the gaming hobby, I've asked Jeremy 'Howling Mad' Vetock and the living legend that is Dave Andrews to pen a new series, starting in this issue – I hope you find it as inspirational as I have.

Mark Latham, Editor

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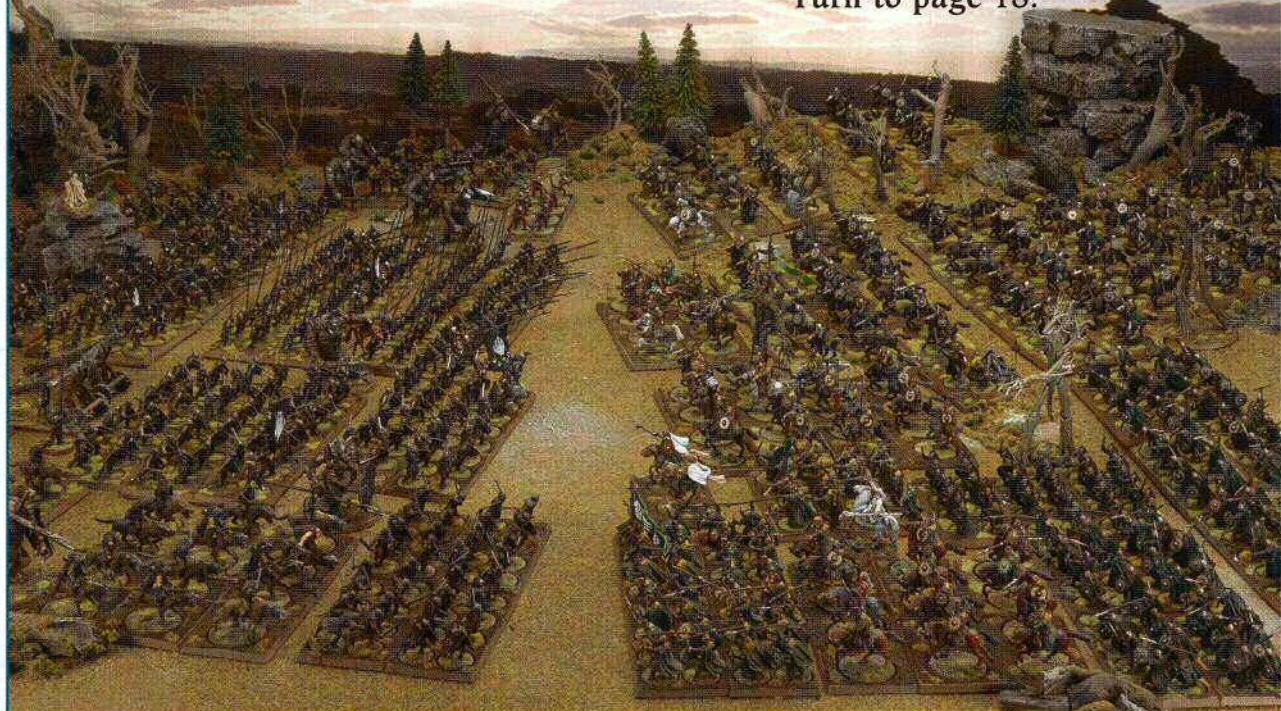
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THE GREAT BATTLE OF OUR TIME

WAR OF THE RING

Learn all about War of The Ring.
Turn to page 18.



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War of The Ring is out this month and we have the full low-down on what it is, how to play it and the design philosophy behind the game.

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Chris Peach is our resident army painting expert and in this article he extols the virtues of batch painting.

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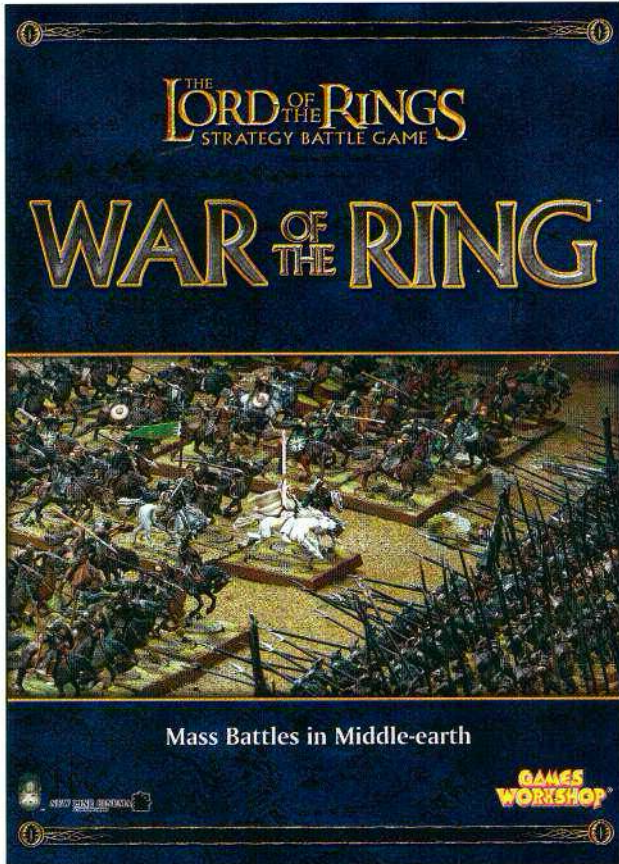
A new series in which we show off the very best armies from amongst the gaming community.

94 MODELLING WORKSHOP: WAR OF THE RINGS TERRAIN

A closer look at some of the gorgeous Studio terrain built for War of The Ring, and how it is used in the game.

THE LORD OF THE RINGS STRATEGY BATTLE GAME

WAR OF THE RING™



MASS BATTLES IN MIDDLE-EARTH

As the Third Age draws to a close, Middle-earth is ravaged by the War of The Ring. Great battles are fought across the lands as Sauron's fell armies invade from Mordor to bring the Dark Lord's dominion to all.

War of The Ring is a brand new standalone rules set allowing you to fight mass battles with The Lord of The Rings Citadel miniatures. The full-colour rules manual is a whopping 328 pages, packed with inspiring pictures, both standard and historical scenarios, hobby advice, extensive profiles and army organisation for every model in the range, as well as all the rules you'll need to play out massive, legendary battles in Middle-earth.

WAR OF THE RING

Product code: 60041499026

Written by Mat Ward & Jeremy Vetock

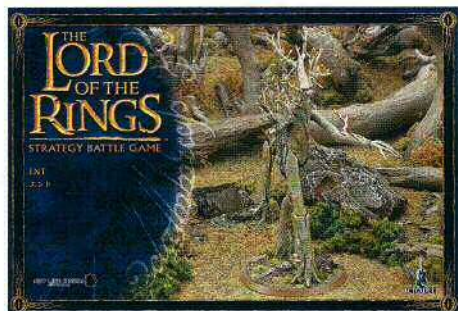
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WAR OF THE RING

Product code: 99121499020

Sculpted by Michael Perry

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The Ents are the Tree Shepherds of Fangorn Forest. They are slow to anger but once roused to action they can be nigh on unstoppable, their thick bark hides and long reaches making them formidable foes on the battlefield.

This new plastic kit allows you to build one Ent using a variety of options – you can choose to have the Ent scooping up a prone Orc, or arm it with a huge boulder. With the addition of multi-part branches, no two Ents in your army need ever be the same.

**MULTI
PART
PLASTIC
KIT**



Even the Ent's face is customisable – there are two different heads, and one of them can take any of the plethora of branches from the kit as a nose!



The Ent's legs are detailed with vines, bores and fungus.



The kit comes with two dead Orcs that can be placed on the Ent's base or used as wound counters.

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ARMY OF THE DEAD



The dead do not always rest easy in Middle-earth, and most undead creatures are vile things in service to darkness. The Dead of Dunharrow are not bound to the Dark Lord but were cursed by Isildur when they forsook their oath to fight against Sauron in the Last Alliance. Ever since, they have existed in shadow-form awaiting the true King of Gondor to release them from their ancient curse.

This plastic set by Alan Perry allows you to field 20 Warriors of the Dead – excellent shock troops in both War of The Ring and The Lord of The Rings Strategy Battle Game.

ARMY OF THE DEAD

Product code: 99121466004

Sculpted by Alan Perry

UK	£15+	Denmark	175dkr
Euro	€22.50	Swe/Nor	200skr/nkr

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ARMY OF THE DEAD BANNER BEARER

This metal miniature by veteran Citadel designer Alan Perry provides a Banner Bearer option for your formations of the Army of the Dead.

As you'll learn in the design notes later, banners are a useful upgrade for any formation in War of The Ring, even one as powerful as the Court of the Dead King.

ARMY OF THE DEAD BANNER BEARER

Product code: 99061466040

Sculpted by Alan Perry

UK	£6+	Denmark	70dkr
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NEW RELEASES

ISENGARD URUK-HAI COMMANDERS

In War of The Ring, command companies can be upgraded by the addition of these metal commanders. A Captain increases the company's Fight and Courage values and brings precious Might points. The Shaman adds magical abilities while the Banner Bearer grants invaluable re-rolls to charge rolls and Panic tests.

URUK-HAI COMMANDERS

Product code: 99111462048

Sculpted by Michael Perry

UK £15† Denmark 175dkr

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Uruk-hai Captain



Uruk-hai Shaman



Uruk-hai Banner Bearer

HARADRIM HÂSHARIN

This new metal Hâsharin model can be used as an upgrade to a Haradrim command company. In War of The Ring, his Master of Blades special rule means he can attack enemy companies in several different ways, whilst in the skirmish game he is adept at killing troops.



HÂSHARIN

Product code: 99061464159

Sculpted by Alan Perry

UK £7† Denmark 85dkr

Euro €11.50 Swe/Nor 100skr/nkr

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MORANNON ORC COMMANDERS

Those Orcs that command a warband are cunning, powerful brutes that have risen above the internecine warfare of Mordor's pits. These metal Morannon Orc Commanders can be used to upgrade your Morannon Orc formations in War of The Ring, whilst Captains, Banner Bearers and Shamans are always useful additions to a skirmish force.

MORANNON ORC COMMANDERS

Product code: 99111462049

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Morannon Orc Shaman



Morannon Orc Captain



Morannon Orc Banner Bearer

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ROHAN COMMANDERS

Peace comes seldom to Rohan and while the Rohirrim ride to battle the Oathsworn Militia form up in infantry ranks. To aid these brave subjects Michael Perry has sculpted this set of fine metal models – the Captain throttling the Orc is a particular favourite of ours. Hornblowers are also extremely useful upgrades as they are used to make the formation move faster, all the better for Rohan armies!

ROHAN COMMANDERS

Product code: 99111464155

Sculpted by Michael Perry

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Captain of Rohan



Rohan Hornblower



Rohan Banner Bearer

MINAS TIRITH COMMANDERS

This set of metal command models by Alan Perry are invaluable additions to any Gondor army. There's a great forward momentum to these miniatures; the Banner Bearer is stoically marching forwards, the Hornblower is eagerly gesturing his fellow soldiers onward, while the Captain stands triumphantly atop a dead Orc.

MINAS TIRITH COMMANDERS

Product code: 99111464154

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Minas Tirith Hornblower



Captain of Minas Tirith



Minas Tirith Banner Bearer

DRŪZHAG, THE BEASTCALLER

Drūzhag is an Epic Hero for War of The Ring, able to turn the tide of battle where it is needed most. Players will be able to call upon his dominion over foul beasts with this cool metal model.



DRŪZHAG

Product code: 99061462054

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NEW RELEASES

GREY COMPANY

The Grey Company are metal models designed by both Alan and Michael Perry. They are indomitable warriors, great with a bow and skilful in combat – key to any fast-moving, bow-heavy army.

GREY COMPANY

Product code: 99061464153

Sculpted by Alan Perry and Michael Perry

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Euro €12.50 Swe/Nor 115skr/nkr

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MINAS TIRITH CITADEL GUARD

The Citadel Guardsmen are stronger and more courageous than your average soldier, as they have been handpicked to guard the inner sanctum of Minas Tirith. These metal models from Michael Perry represent Gondor's elite warriors.

MINAS TIRITH CITADEL GUARD 2

Product code: 99061464160

Sculpted by Michael Perry

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MORDOR URUK-HAI

Isengard was not the only realm to field the fearsome Uruk-hai. Evil always attracts evil and the Uruk-hai were soon found amongst the ranks of Mordor's foul rabble. Alan Perry has designed these metal models to fulfil that role.

MORDOR URUK-HAI 2

Product code: 99061462051

Sculpted by Alan Perry

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SONS OF EORL

These metal models by Alan Perry represent Rohan's elite cavalry. Faster, stronger and even more courageous than the Riders of Rohan, they refuse to be cowed by bowfire, and instil terror within the foes they charge.

SONS OF EORL

Product code: 99061464151

Sculpted by Alan Perry

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WAR OF THE RING MOVEMENT TRAYS

If you don't want to make your own movement trays, then why not get some plastic War of The Ring Movement Trays. There are two types: one for infantry companies and one for cavalry. Each pack contains three plastic movement trays, enough for 6 cavalry or 24 infantry models. The trays are made out of the same high-quality plastic we use for our miniatures.



Left: Infantry movement tray.
Above: Cavalry movement tray.



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INFANTRY MOVEMENT TRAYS**
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**WAR OF THE RING
CAVALRY MOVEMENT TRAYS**
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Euro €3.50 Swe/Nor 45skr/nkr

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DWARF SHILDBEARER

Like the Hâsharin, this metal Dwarf Shildbearer model is a unique command unit upgrade in War of The Ring, making Dwarf Kinbands resilient to the onset of panic. Michael Perry has really captured the indomitable fighting spirit of this Dwarf warrior.



DWARF SHILDBEARER
Product code: 99061465027
Sculpted by Michael Perry
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AMDÛR, LORD OF BLADES

Amdûr is a new Epic Hero for the forces of Evil. This metal model from Michael Perry shows the Lord of Blades encased in his golden armour. Inside lies a man with an evil heart, capable of insane rampages that will cut down any foe within reach in a storm of blades.



AMDÛR
Product code: 99061464158
Sculpted by Michael Perry
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ELVEN STORMCALLER

Those Elves blessed with magical abilities have a talent for shaping the forces of nature, be it the weather, rushing rivers or the trees themselves. This metal model captures the power of an Elven magic user in mid-casting, staff raised to harness the power of nature against the foe.



ELVEN STORMCALLER
Product code: 99061463035
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Look out for rules for using all of these new characters in the Strategy Battle Game in next month's White Dwarf

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NEW RELEASES

GANDALF (MINAS TIRITH)

Michael Perry has sculpted this new version of Gandalf on a rearing Shadowfax with his staff still intact. This metal miniature depicts the White Wizard at Minas Tirith, shortly before his confrontation with the Witch-king – this powerful hero excels when leading formations of Gondor or Rohan cavalry.



GANDALF
Product code: 99061464156
Sculpted by Michael Perry
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THÉODEN (PELENNOR)

King Théoden led the charge of the Rohirrim upon the Pelennor, garbed in armour and wielding the royal sword, Herugrim. Théoden rides to battle atop the noble steed, Snowmane. Michael Perry has captured a great likeness of Théoden from the movies with this metal model – and if you're wondering just how formidable he is in the game, then check out this month's battle report on page 50.



THÉODEN
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WITCH-KING (MINAS TIRITH)

The Witch-king can take to the battlefield in many forms. This excellent Alan Perry metal miniature depicts the Witch-king mounted on a dark steed, with his flaming Morgul blade held aloft as a symbol of his power.



WITCH-KING
Product code: 99061466039
Sculpted by Alan Perry
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HALBARAD

Kinsman of Aragorn, Halbarad rode at the head of the Grey Company during the War of The Ring. Halbarad carries the Banner of the King to battle, adorned with the image of the White Tree, as depicted on this new metal model from the capable hands of Alan Perry.



HALBARAD
Product code: 99061464152
Sculpted by Alan Perry
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SPACE MARINES VETERANS MKII

Juan Diaz is the talented sculptor behind these superb metal Space Marine Veteran miniatures. Each one is armed with different equipment, giving you plenty of options. Because the Space Marine army list is so flexible, these models can be fielded on the battlefield in a variety of ways, changing from game-to-game if needed.

These models can be used as Sergeants for your Tactical Squads, which always benefit from the addition of a power weapon and plasma pistol. Alternatively, they can be used as part of your Sternguard Squads, to accompany the Captain into battle as part of a Command Squad, or, even be used as Vanguard Veterans without jump packs.



SPACE MARINE VETERANS MKII

Product code: 99110101332

Sculpted by Juan Diaz

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Whilst fleeing the wrath of the Imperial Fists, the disgraced Soul Drinkers Chapter seek refuge in an uncharted region of space. Upon making landfall, they are confronted by the stark horror of a world devastated and stripped of all life. Only by finding survivors can Sarpedon and his battle-brothers get to the root of this terror. But soon the Soul Drinkers find themselves fighting for their very lives against a deadly new enemy – the Necrons!

HELLFORGED

by Ben Counter

ISBN: 978-1-84416-691-6

UK £6.99 Denmark 70dkr

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HONOURKEEPER

In the ancient days of the Old World, long before the time of men, the Dwarfs and Elves were at the height of their prosperity. As King Bagrik of the Dwarfs and Prince Ithalred of the Elves forge a trade pact, a vast horde of Northmen attacks the Elf settlement. When King Bagrik's son is slain, the Dwarfs join forces with the Elves, eager for vengeance. Can the two races put aside their differences long enough to prevail over the foe?

HONOURKEEPER

by Nick Kyme

ISBN: 978-1-84416-685-5

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TALES OF HERESY

It is the 31st Millennium, and Mankind has spread across the galaxy. When Horus the Warmaster rebelled against the Emperor, the ensuing civil war nearly destroyed the Imperium. War raged across worlds, pitting Astartes against their battle-brothers in a struggle where death was the only victor. This collection features stories of heroism and tragedy set during this turbulent time, by star Horus Heresy authors Dan Abnett, Graham McNeill, James Swallow and more.

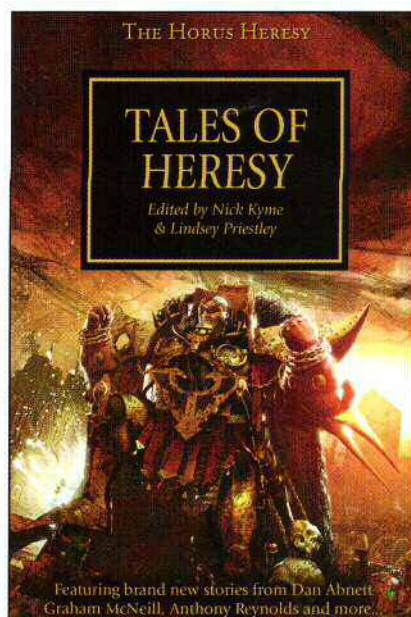
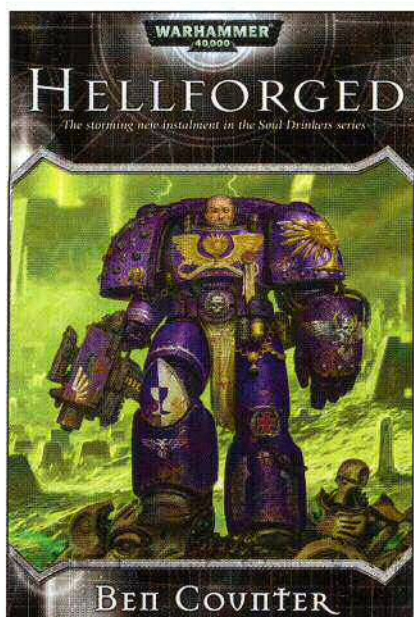
TALES OF HERESY

edited by Nick Kyme and Lindsey Priestley

ISBN: 978-1-84416-683-1

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Euro €9 Swe/Nor 80skr/nkr

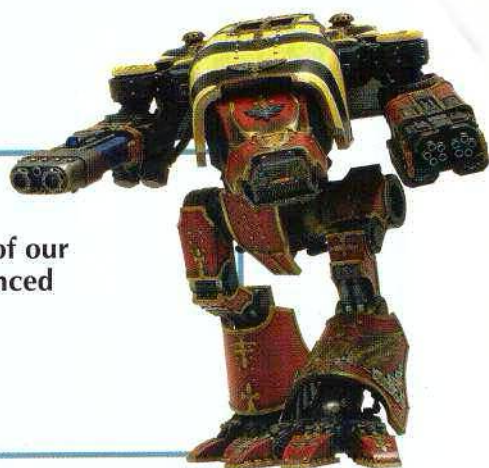


Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

FORGE WORLD

Forge World makes a huge range of resin kits and accessories. These include super-heavy battle tanks, Titans, upgrades for Games Workshop's plastic kits, scenery pieces and busts of some of our most popular characters. These products are intended for experienced modellers and are only available directly from Forge World.

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THUNDERHAWK GUNSHIP

This iconic vehicle transports Space Marines from the Strike Cruisers in orbit down into the theatre of war. However, it is more than just a troop transport; armed with a battle cannon, multiple lascannons and heavy bolters, the Thunderhawk is a terrifying warship to contend with.

The massive resin kit comes with a set of plain doors plus your choice of Chapter doors from Forge World's Land Raider door range.

Kit designed by Tim Adcock.



ORK WARBOSS AND NOBZ ON WARBIKES

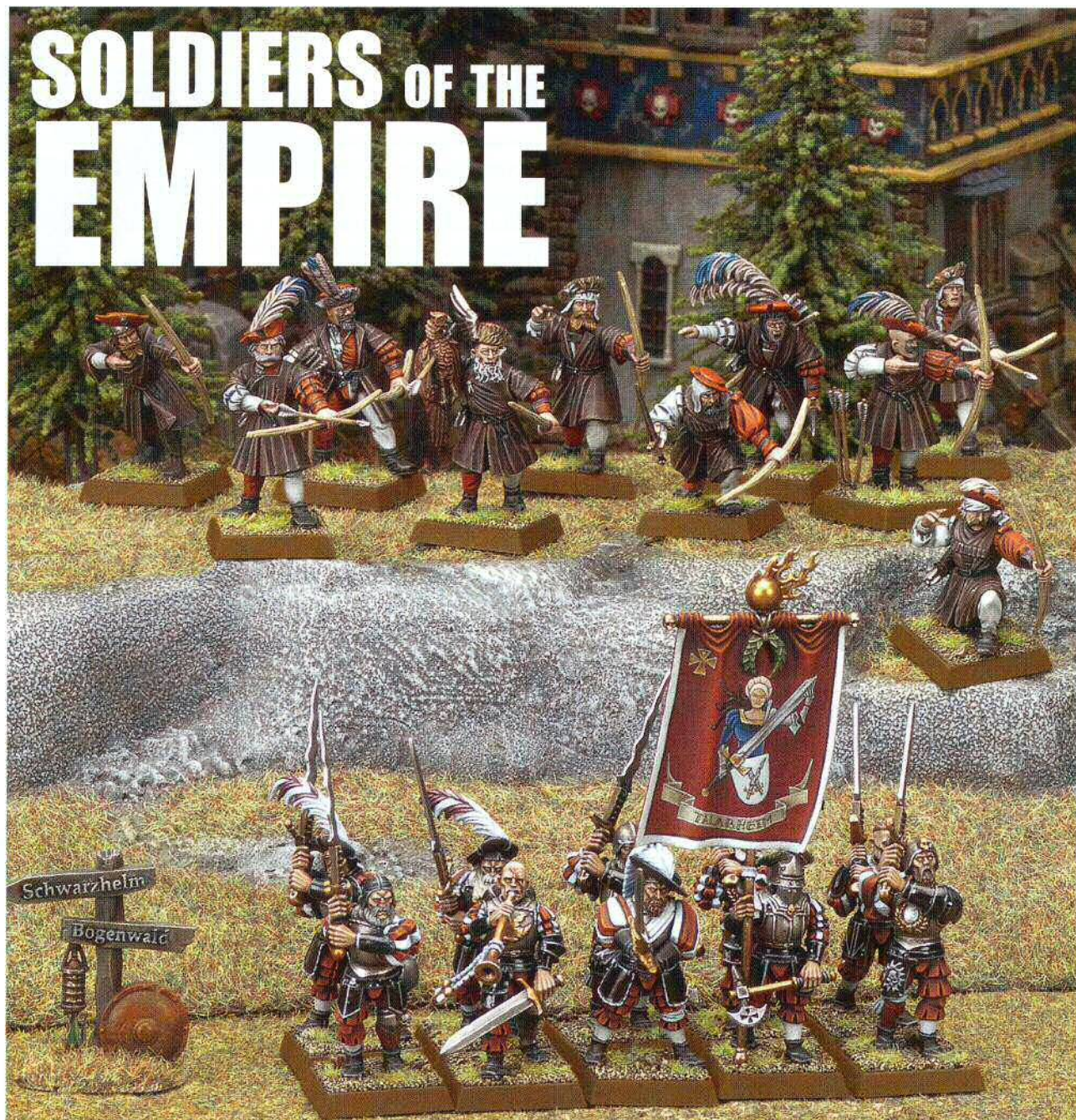
The Ork Nob Warbikes are a complete resin and plastic kit that can be assembled in a variety of different ways. There are enough parts to make three bikes with riders.

The Ork Warboss on Warbike is a complete resin kit with scenic base. The Warbike features a huge jet engine and the Warboss wields a large chain-powered buzzsaw.

Both model kits were designed by Will Hayes and Mark Bedford.



SOLDIERS OF THE EMPIRE



COMING SOON

WARHAMMER

The arrival of June denotes longer days, warmer weather and a generally sunnier disposition (*Well, for those of us in the northern hemisphere at least – Ed*). This year it also heralds a return to the Empire and there's a lot going on. First and foremost there are some brand new plastic miniatures, including a plastic Empire Steam Tank, which is excellent value compared to the venerable metal model. And, as you'd expect from our plastic kits, the frame is jammed with extra components such as variant cannon designs and extra chimneys. Colin Grayson has designed the kit, which includes internal details

too. But that's not all, there are brand new plastic Archers and Greatswords as well, so that you really can now build an Empire army entirely from plastic; it's a modeller's dream!

The new miniature releases alone are enough to make any Empire general jump for joy, but there's even more to come. In June we'll also be launching a brand new book – *Uniforms & Heraldry: The Empire*. This is an indispensable guide for those who like to immerse themselves in background lore, as well as painters who love painting state troops in the accurate livery of the many different provinces. To seal the deal, all 72 pages are in full colour and bound in hardback. Empire enthusiasts are in for a real treat.

From the Vaults

Ever wanted to delve into the Games Workshop archives? In 2008, Warhammer World organised Games Workshop's first travelling Art and Design Exhibition, taking a fantastic display of original art and archive products to every Games Day around the world. It was such a success that they'll be back at every Games Day in 2009. The best artwork and artefacts have been selected to create two exhibitions – one to travel around Europe, and one for America and Canada. Following the excitement of the Codex release last year, Space Marines are the obvious choice for 2009's exhibition. Don't miss the opportunity to reminisce or discover hidden gems from the history of one of Games Workshop's most famous creations.

Look out for information about your nearest Games Day, and see regularly updated pictures at:

www.warhammerworld.org



Arena of Death: The Final

The 'Arena of Death' Tournament that's been running in the Studio has reached its dramatic conclusion. The competitors were whittled down to five champions over a series of rounds. These then played a five-way Battle Royale match. The competitors were Kurt Helborg (who beat the Emperor to be there!), Shadowblade, Tyrior, Archaon and Prince Temakador on his Star Dragon. The game was tense, with Helborg the first to fall. Shadowblade was next to go, and finally Archaon was defeated. The all-High Elf final was another edgy affair but Adam Troke's homebrew Prince on Dragon won, besting Tyrior.



IN BRIEF

Lunchtime gaming in the Studio hasn't just been dominated by the clashing of Warhammer legends. There have been many games of 40K involving loads of bunkers and trench systems on the table. It's got something to do with a campaign run by Phil Kelly – more details to follow soon.

The Studio is recovering from the mammoth task of colouring in all the Empire soldier illustrations found in the new uniform guide. It took a few late nights and lost weekends to get every one of the hundreds of drawings done, with the result that some of the Studio's designers took days off suffering from temporary blindness.

Astute visitors to last year's UK Games Day may have noticed Chad Mierzwa's rather cool Baneblade conversion. This project has sat on Chad's desk for over a year now but he's recently been motivated to give it the dazzling paint job it deserves – see it next issue!

On the Web!

The Games Workshop website is the next best place (after White Dwarf, of course) for all your gaming news and needs. It's packed with an ever-growing library of hobby lore with articles for both new releases and fresh material for all your favourite armies. This month our web archivists, Adam Troke and Jim Sowter, have unearthed and translated the following articles for your viewing pleasure.

Online this month

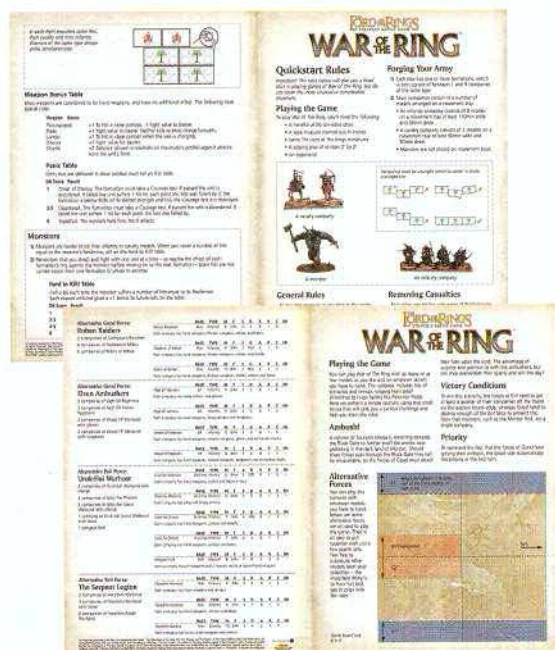
- The War of The Ring extended design notes.
- Army of the Dead painting guide.
- War of The Ring Epic Heroes Tactics.
- Online battle reports.

Coming Soon

- New Cities of Death stratagems, scenarios and tactics.

The website is constantly updated with content, so check the homepage of the website to find the new and featured articles.

www.games-workshop.com



WARHAMMER WORLD

Warhammer World Hobby Camps

If you want to try something a bit different during the Easter Holidays or fancy assembling, painting and gaming with a brand new army, then Warhammer World's Hobby Camps may just be the thing for you!

At each camp a group of gamers get together with like-minded hobbyists and spend the week assembling, painting and gaming with a brand new Warhammer or Warhammer 40,000 army.

Our goal for a Hobby Camp is for hobbyists to learn a variety of skills and techniques that they can apply to their future modelling, gaming or painting projects. To help learn these skills we provide Hobby Camp Coaches, who advise and coach on all these areas.

The Warhammer World Hobby Camps currently cost £186.00, this includes a Large Army Carry Case, a Battalion or Battleforce of your choice and a cooked lunch with a dessert and a drink each day. We'll also provide the tools, paints, brushes and materials you need to create a battle ready army.

If you're interested in attending and want to know more then feel free to contact Matt Lincoln on 0115 900 4177 or email us at:

whworldevents@games-workshop.co.uk

A more detailed schedule of the Hobby Camps throughout Easter and the calendar year is available to download from the Warhammer World site:

www.warhammerworld.org



NEWS JUST IN

Our friends in Helsinki, Finland, have been working tirelessly on this year's national Grand Tournament, held in conjunction with one of Scandinavia's largest modelling exhibitions: Model Expo 09.

So, if you fancy battling your way to become the best in the northern lands, check out the details below:

FINNISH GT
3rd-5th April, 2009

Messukeskus, Helsinki

Tickets cost €39 and include a free exclusive t-shirt.

For more information, and to purchase tickets, go to:

www.puolenkuunpelit.com

GAMESDAY & GOLDEN DEMON 2009

Games Day 2009 Tickets

Held once again at the Birmingham National Exhibition Centre (NEC), tickets to this year's Games Day & Golden Demon will be released on Saturday 30th May and will be available to White Dwarf subscribers from Saturday 2nd May.

Don't forget, subscribers will once again have the opportunity to pre-book one of only 600 tickets to this year's exclusive seminar in which more of our future projects will be unveiled.

For a review of both last year's UK and Polish Games Days together with Golden Demon showcases, check out the review on page 102.

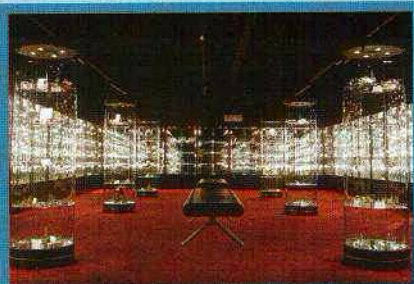
Order your Games Day ticket by calling Direct on 0115 91 40000.

Tickets cost £30 and includes this year's Games Day Miniature.

WAR OF THE RING™

LAUNCH PARTY IN STORES

TURN TO PAGE 30



Golden Demon Display

Warhammer World is proud to present a very special exhibition from April 4th at the Citadel Miniatures Hall, showcasing many of the winning entries from Golden Demon 2008. This is your chance to get closer than ever before to some of the finest miniatures in the world. For more details log on to:

www.warhammerworld.org

Independent Stockists

WAR OF THE RING

If you don't have a Games Workshop store near you, and are worried about missing out, don't worry. As well as our Hobby Centres, many of our larger independent stockists with extra space and facilities such as gaming tables and painting areas will also be running a whole host of activities in celebration of the launch of the new War of The Ring game. For a full list of these specialist stockists near you, go to page 105.

Direct Sales

The guys in Direct Sales have been building up their armies and playing games of War of The Ring for several months now and have become true experts in the game.

For suggestions about collecting your own War of The Ring army, advice on how to get all your miniatures painted, or help with tactics and strategies, why not give them a call? They'll be more than happy to help. For opening times go to page 119.

0115 91 40000

THE GREAT BATTLE OF OUR TIME

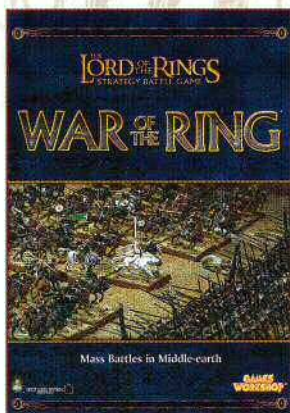


THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

WAR OF THE RING™

The War of The Ring is here. The lands of Middle-earth are in peril; from Mordor the pall of Sauron expands, consuming all. Mighty battles must be fought to save the Free Peoples, or to enslave them to the Dark Lord's indomitable will. Which side will you champion?





War of The Ring is a 328-page full-colour book with all the rules and information you need to play massed battles with The Lord of The Rings range of miniatures. The book contains the complete rules set, characteristics and force organisation for every troop type and faction. There are also lists of spells and special abilities, plus tons of hobby and modelling advice.

War of The Ring is a game designed to fight the mightiest battles in Middle-earth's war-torn history. We sent Andy Hall to talk to the game's authors, Mat Ward and Jeremy Vetock.

If you've been following Mat's War Journal series then you'll be aware that War of The Ring is upon us. However, for the uninitiated it's probably best if Mat and Jeremy explain what War of The Ring is all about before we burrow too deeply into the details.

'There's a sequence in The Two Towers movie where the camera pans back from an extolling Saruman, sweeping down the plain of Orthanc and through rank upon rank of pike-armed Uruk-hai,' says Jeremy. 'Ever since I first saw that scene I've wanted that army. Not only that but I've wanted to field those massed ranks of Uruk-hai against an equally mighty force of Rohirrim, and clash on the field of battle in a momentous charge. That's what War of The Ring allows you to do.'

Mat Ward agrees: 'Quite simply, War of The Ring is another way to play games with your miniatures from The Lord of The Rings range. Whereas the Strategy Battle Game is in its prime as a skirmish system, War of The Ring focuses on massed battles, comprising vast hordes of troops, massive cavalry formations and huge monsters.'

The visual aesthetic of the new game is of bold charges, sweeping manoeuvres and brilliant strategies involving not one, not ten, but hundreds of warriors at a time.

'It scratches that itch,' says Jeremy. 'One of the strengths of the system is that it works at a small level, so you don't need big armies to get started, but when you do get to those legendary battles you'll find the game flies, refusing to get bogged down. The game scales perfectly, working as well on a twenty-foot table as it does on a six-foot table. It has a very Napoleonic flavour: you can break the enemy's flank or take their centre in an epic and grandiose style – it actually feels like the Pelennor Fields is happening before your eyes.'

As we know, War of The Ring isn't the only game to use The Lord of The Rings miniatures range, so how do they work together? 'They complement each other perfectly,' says Jeremy. 'The Strategy Battle Game is at its best when you've got modest forces led by Heroes in heavy terrain having Errol Flynn-style sword fights amongst the ruins of Middle-earth, which is fantastic. The two styles of play are not mutually exclusive, so why would you not have a campaign that uses both? In fact I'd go even further. I've already mentioned my Uruk-hai pike blocks that I'm painting up for my ultimate vision of Helm's Deep. When it's ready we'll play out the Helm's Deep scenario with the forlorn Good defenders and swathes of Orcs using

Gandalf the White leads a massive charge bringing the wrath of the Rohirrim upon the Uruk-hai.

War of The Ring, but when we come to the Aragorn and Gimli scene on the causeway, we'll switch to the Strategy Battle Game!

Mentioning some of The Lord of The Rings' most legendary Heroes raises an interesting point. Their role is clear in the skirmish system – they generally hit things hard. Yet, in a massed battle game with so many more troops, they still have no problems making their presence felt. In

rule that will actually allow him to drive your companies of Orcs forward before him, automatically passing Courage tests, as they fear him more than anything the enemy can field, but he has to be at the back of your formations to use it. Of course you can use him as a thunderbolt; riding atop his Fell Beast you can send him straight into the side of a formation where he'll cause massive casualties, but he's also got spells and a swoop attack as well, so there's almost too much to do with him. Because there are so many options, and not one is a "given", if you don't have a grand plan or a great vision you're going to end up playing piecemeal, reacting to whatever the enemy throws at you.'

Having a battle plan seems to be a sensible thing no matter what kind of wargame you're playing, although War of The Ring is less forgiving on those who blunder in with no strategic thoughts. Jeremy agrees wholeheartedly with this point. 'War of The Ring is emulating massive troop movements, so it rewards those who plan ahead and can react to the unfolding encounter, and that's what I love about the game. It means you can fight the same scenario twice and the battle will not play out the same. You just don't know where it's going to go.'

“War of The Ring focuses on massed battles, comprising many troops, massive cavalry formations and huge monsters.”

fact, if anything they're even more vital. 'Let's be under no illusion, Heroes still hit hard, but their role is different in War of The Ring. It's the way they affect the troops around them that is key' explains Jeremy. 'A great example of this is the Witch-king and how you can use him. There's a brilliant line from Tolkien's prose about how the Witch-king drove the legions before him in terror. So there's a special

ARMY OF THE DEAD

The Army of the Dead were once Men of Gondor who broke their oaths and were cursed with unlife. Only the true King of Gondor can free them, but until then they are a terrifying force. The Warriors of the Dead are a

Rare formation in the Gondor army, or the King of the Dead can be included along with the Court of the Dead King as a Legendary formation.



Right: Like all Banner Bearers, this Army of the Dead banner plays an important part in the game, allowing you to re-roll charge distance and Panic tests.





ISENGARD UNLEASHED



Epic Heroes

- ① Saruman240 points

Common Formations

- ② Uruk-hai Phalanx – 4 companies
Shaman, Captain and Banner Bearer325 points
- ③ Uruk-hai Phalanx – 4 companies
Shaman, Captain and Banner Bearer325 points
- ④ Uruk-hai Warband – 6 companies
Shaman, Captain and Banner Bearer395 points
- ⑤ Isengard Orc Warband – 6 companies
Captain, Banner and Drummer190 points
- ⑥ Uruk-hai Scout Warband – 3 companies
Shields and Captain155 points
- ⑦ Uruk-hai Scout Warband – 1 company
Bows35 points

Rare Formations

- ⑧ Uruk-hai Berserker Warband – 1 company....110 points
- ⑨ Isengard Troll100 points
- ⑩ Isengard Troll100 points
- ⑪ Dunlendings Huscarls – 2 companies
Captain and Banner135 points

Legendary Formations

- ⑫ Vrashku's Talons – 2 companies165 points
- ⑬ Sharku's Hunters – 6 companies.....225 points

TOTAL.....2500 points



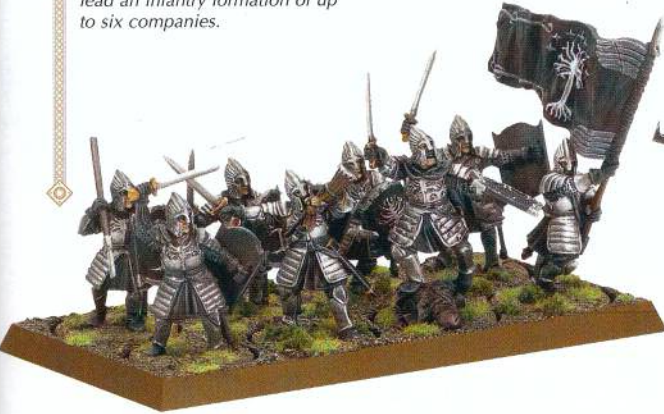
FORMATIONS AND COMPANIES

In War of The Ring models are grouped together into companies. Infantry are placed on a movement tray that holds eight models. Cavalry are grouped into companies of two. There is a third category – monsters – which act individually.

Companies in turn are formed together as formations. These consist of between one and nine companies, depending on various factors.

Minas Tirith

A Minas Tirith Warriors command company, ready to lead an infantry formation of up to six companies.



This unpredictability comes from the fast, decisive and brutal fights. 'When battlelines clash, heads will roll,' says Jeremy. 'The combats are key, but don't go into a fight expecting your formation to come out entirely intact because it won't. You can stack odds in your favour but nothing is a given. As I've already mentioned the game plays fast, that's why it can cope with such large forces, and the way it deals with this is having a Fight phase that is vicious. Just like in the movies and alluded to in the books, one deft sword stroke will behead an Orc or kill even the bravest soldier. That's why having a plan is important, so you'll know when and where to commit your best troops or Epic Heroes. And if you get it wrong, you'll be punished. Sending in your gleaming Knights of Dol Amroth at the wrong time could be catastrophic, as you can't always rely on their impressive profiles or special rules to get them out of bother.'

But, as Jeremy is keen to point out, it's this sense of peril, the lack of certainty, that you can really use to enhance your games, playing out and retelling your own versions of Tolkien's stories. 'It was my job to make sure that the game system that Mat designed felt like it inhabited Middle-earth. The game is aptly titled in that respect because there is so much potential to play out the legendary battles the rules are replicating. The book is full of bursting with historical scenarios from this era, but these aren't just retreads of what has gone before. Will the charge of the Rohirrim falter? Can Faramir and his Rangers survive the sacking of Osgiliath? These are your own stories; as the Evil player you might be doing all you can to slay Faramir, but as you get caught up in the narrative, the models and game forming your own movie moment, there'll be a bit of you hoping he makes it out!'

Jeremy offers a grand and glorious vision of what the game is all about and the spectacle that the game is trying to capture, but it is to Mat that we turned to learn a little more about the details of the game.

The best way to build an army for War of The Ring is to use the plastic kits as a basis for your infantry and cavalry formations, and then supplement these with metal Heroes, command groups and elite companies. We've put together a couple of example army lists of different sizes so that you can see what a War of The Ring army looks like – but turn to page 50 to see what a truly epic battle looks like!

Isengard

This Uruk-hai command company contains a Captain, a Shaman and a Banner Bearer – each command model is bought as an upgrade.



'Games are defined by their look more than anything else and so using the movement trays to form models up into companies and, in turn, to form companies into formations sets the stall out as soon as you view the table. You're in no doubt that the game you're playing or watching is a war game enacting big battles,' says Mat.

So is War of The Ring really that different from The Lord of The Rings? 'There are considerable differences between the two rule sets,' he continues, 'but as soon as you start playing War of The Ring you'll recognise its ancestry as a The Lord of The Rings game. What we've done is take that base system, the very same one first used in The Fellowship of The Ring all those years ago, and massage it so it plays faster and snappier when you're fielding hundreds of troops on the table at the same time.'

'Once we had the shape of the game and knew we were onto something there were a couple of key elements I wanted to address. Players will notice that the characteristic profiles in War of The Ring are very similar to the Strategy Battle Game and this is very deliberate but there are a couple of changes, such as the addition of a race and type, Elf Infantry for example, as well as a Move characteristic,' says Mat. 'But even with these tweaks, it's still very much a familiar profile, so, if you've played The Lord of The Rings before you'll be able to carry that knowledge across.'

Mat also set about redesigning the combat system; but why did he want to change such a popular part of the Strategy Battle Game? 'You need the right tool for the right job,' he says. 'The Strategy Battle Game is great for a skirmish system, but with a massed combat game I needed the fighting to be faster, more decisive, although it obviously still needed to be fun. Well, as wargamers, we all know there's nothing more fun than throwing handfuls of dice around and so that's the direction I took with this combat system. By cutting down the number of steps in the combat and increasing the amount of dice being thrown

LEGENDARY FORMATIONS

You can only have one of each Legendary formation in your force because they are, as their name suggests, made up of the most dangerous, heroic and powerful warriors and individuals available to that army. All such formations are capable of amazing feats, and special actions, and are incredibly hard to kill.

Middle-earth is replete with such legendary warriors and heroes, and many came to the fore during the War of The Ring. All armies have access to such Legendary formations in one form or another. The Nine are Abroad is a formation containing all of the Nazgûl, while Sharku's Hunters are the feared Warg Riders of Isengard. The Good armies have a wide choice, including the White Council, Gwaihir and Haldir's Elves. The ultimate Good Legendary formation has to be the truly awesome Fellowship of The Ring.



The Fellowship of The Ring

The Fellowship consists of no less than Gandalf, Aragorn, Boromir, Legolas, Gimli and the four brave Hobbits of the Shire.

you keep the combat tense and exciting, but it's also faster and more decisive.

'The Fight value in the Strategy Battle Game was used as a tiebreaker for the roll to hit. That roll has gone, and instead the Fight value is used to help determine how many extra dice you get to throw when working out the casualties. However, the game should be reassuringly familiar to existing fans.'

This is why Priority rolls and the way the game turn is phased will be familiar to Strategy Battle players. One difference of note is the addition of a separate Charge phase. 'I added the Charge phase for a number of reasons. Firstly, because the Shoot phase came after moving and there's no stand and shoot mechanic in The Lord of The Rings, it's quite hard to use ranged attacks against enemy formations nearby. Making models charge after shooting gave ranged models that opportunity. It also added another dimension to the movement, as companies are not locked down by early charges from those with priority. Finally, in a game of massed combat there's a very compelling aesthetic when all the companies break into charges at the same time – I'm thinking of things like Gandalf and Éomer's Rohirrim at Helm's Deep – rather than in dribs and drabs during the Move phase.' And that's not the only difference to charging. For a start, it's no longer a sure thing! 'By removing charging from the Move phase it meant we could re-appraise how it worked and I was very keen to instigate a random charge distance. I don't like anything that's automatic in a wargame, especially something as fundamental as charging. In Warhammer you can't pre-measure your charge ranges, so there is a negligible element of chance, and I wanted that tense situation, where a player had to decide if he should commit to a charge.' The random distances have been a real tactical coup, adding another layer of strategy to the game. Formations can stall at the most inopportune moment, leaving them open to the inevitable counter-attack, or an infantry formation can make a last-gasp effort to reach the enemy bogging them down in bodies, holding them up to save the battle.

“When battlelines clash,
heads will roll.”

CAVALRY

Cavalry formations are much smaller than infantry formations but pack a much harder punch on the charge, getting a massive 6 extra dice when they charge against infantry and monster formations, although they only get two bonus dice when charging other cavalry formations.

Cavalry are also harder to harm than infantry as they have a Resilience of 2, meaning that it takes two successful hits by an enemy company to remove one cavalry model.

For Dol Amroth!

The Knights of Dol Amroth are heavy cavalry that hit hard with a devastating, often unstoppable, charge.





THE MUSTER OF ROHAN



Epic Heroes

① Théoden125 points

Rare Formations

⑧ Sons of Eorl – 2 companies.....90 points

Common Formations

② Riders of Rohan Éored – 6 companies
Captain and Banner Bearer265 points

③ Riders of Rohan Éored – 6 companies
Captain and Banner Bearer265 points

④ Royal Knights – 4 companies
Knight Captain190 points

⑤ Outrider Éored – 2 companies70 points

⑥ Oathsworn Militia – 4 companies
Captain, Banner Bearer and Hornblower180 points

⑦ Oathsworn Bowmen – 3 companies.....60 points

Legendary Formations

⑨ Erkenbrand's Riders – 6 companies355 points

TOTAL1600 points



Once in combat the order in which you fight is very important and this is where the different model types, as defined in their profiles, really comes into play. Monsters strike first, then cavalry and finally infantry. Models of the same type strike simultaneously. 'The order in which you fight is important, because as casualties are caused this reduces dice for the companies that have yet to roll. But within this strict order is a tidy little self-balancing system I'm quite proud of. As a general rule monsters excel at slaying cavalry, while cavalry are good at killing infantry and infantry use their numbers to bring down monsters. So the order system allows the troop type to strike out against their natural bane, hopefully reducing their effectiveness before they hit you,' says Mat.

All that we've talked about assumes that no Heroes are present, sticking their heroic oars into proceedings. 'The Lord of The Rings is all about the Heroes,' enthuses Mat, echoing Jeremy's earlier comment. 'Even the mighty battles of War of The Ring are heavily influenced by Heroes such as Aragorn, Gandalf and Legolas. Evil, too, has its heroic counterparts in the form of the Ringwraiths, Saruman and even Orc characters like Gothmog. It's these heroic (or downright unheroic in the case of Evil) characters that make The Lord of The Rings so special.'

Heroes work in a very similar manner to the Strategy Battle Game in that they can expend Might points to alter dice rolls and interrupt the normal sequence. Heroes also have hefty profiles and special rules that can directly affect

fighters, shooting and so on. 'Broadly speaking you've got two types of Hero. There are unnamed and minor named characters that can be bought to upgrade a company and add some much-needed Might and bonuses to Fight and Courage profiles. Then there are Epic Heroes; these are the guys that wield real power and can turn a battle on its head with some clever use of their Epic actions.'

'Players of The Lord of The Rings will already be familiar with Might and, if anything, its use is expanded here as it can influence any dice roll that involves the Hero. For example, earlier we mentioned that charges are not a sure thing. Well, Heroes can spend Might to make sure that crucial charge reaches the enemy. All Heroes can spend Might to perform Heroic actions. These are normally used to take that formation out of the normal game sequence. So, for instance, a Heroic Move will allow a formation to move first even if that side doesn't have priority,' adds Mat.

However, it's when the conversation turns back to the Epic Heroes that Mat gets more animated, as he explains: 'Epic Heroes are those characters that have the power to turn an entire battle on their own, Aragorn is a classic example of a Good Epic Hero, while the Witch-king is the Evil equivalent,' continues Mat. 'Epic Heroes can do everything other Heroes can do, in fact their Might is usually higher so, if anything, they're better at it. But on top of that they have a host of other special rules and abilities, the first of which is that they can move between

MARCHING TO WAR

Movement trays are an important part of the game, allowing you to manoeuvre your forces easily. Here we look at making your own.

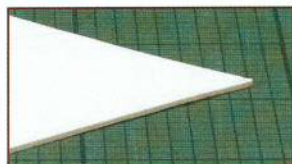
Movement trays are plastic or card sheets that are placed under companies so they can be moved as a single tray instead of handling each figure individually. Even more importantly when playing War of The Ring, movement trays keep models organised into companies of two cavalry or eight infantry. It is especially important to designate which models are part of which company as it is at the heart of a number of key rules, such as measuring the number of hits a company can sustain.

Making Your Own Movement Trays

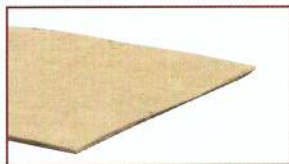
Many hobbyists like to make their own movement trays – just take care to cut out your bases consistently, as formations will look better if their companies are all on the same sized movement trays.

Minimum Sizes

TYPE	WIDTH	DEPTH
Infantry	110mm	60mm
Cavalry	90mm	50mm



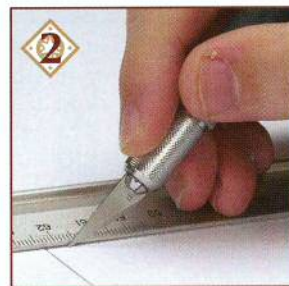
Plasticard is available from many hobby shops and comes in a range of sizes and thicknesses.



Alternatively, card can be obtained from an art supply shop, or just cut from cereal packets!



Using a straight edge and some careful measuring, this sheet of plasticard has been marked out as an infantry tray.



Using a craft knife and a straight edge, cut out the bases. They may then be textured and painted, as shown below.



Adhesive putty can be used to temporarily affix models to the tray.

companies allowing them to get to where the fighting is thickest or, alternatively, escape from certain doom! They also have access to a pool of abilities called Epic actions. Different Heroes have different combinations of these but all are devastating in their own way. For example, there's one called Epic Strike that will give the Hero a Fight value of 10 until the end of the phase, or Epic Challenge that will force a target character to make its way into combat if they fail a Courage test!

Magic is also predominantly the realm of Epic Heroes, although less powerful characters, such as Goblin Shamans, can conjure the odd spell too. It makes for a great tactical element. 'A crucial turn when a spellcaster uses the correct combination of spells can even determine the outcome of the battle,' says Mat.

After discussing the nitty gritty of the rules, we turn to the matter of assembling an army. 'There are profiles and rules for every The Lord of The Rings model we've ever done, except for Gandalf's cart,' proclaims Mat. 'So there's no extra supplementary material needed, you can organise your army straight away.'

“No Hobbits were harmed in the making of this game – no matter how hard I tried...”

Build Me An Army...

'I've tried to make building an army as easy as possible,' says Mat, 'whilst allowing plenty of options. All you need to do is get your models onto movement trays to form companies of eight infantry or two cavalry. I've split the entire The Lord of The Rings range into ten factions, and within each the companies are generally divided into Common and Rare formations. The simple rule is that you may not have more Rare formations than Common. There's also a third category called Legendary formations and you can only have one of each of these in your army, because they contain great Heroes or famous companies who are, as their title states, "legendary" and are therefore unique!'

Jeremy and Mat have worked together throughout the book to ensure that every page oozes character and flavour, from the rules to the scenarios to the fantastic miniature showcases. This is no more true than in the hobby section, which was ably written by Jeremy. In this section you'll find a wealth of material dedicated to scenarios inspired by the book and films. There's hobby advice, battle reports, terrain modelling, and tips on creating your own scenarios and battlefields.

'It's no coincidence that we chose this era of Middle-earth to set a game of massed battles in,' says Jeremy. 'You've got the obvious battles covered by the movies, but we mustn't forget it was the whole of Middle-earth that was under threat. To that end you'll find detailed scenarios for the Siege of Lothlórien, Cair Andros or Dáin's Last Stand. I love linking games into a campaign, so there's loads of advice on how to do this, from replaying the whole of the War of The Ring to following just one narrative branch, such as the fate of the Dwarves, if that better suits your miniatures collection.'

In this way you can find a like-minded opponent with a complementary force and create your own tale. 'A series of battles between Dol Guldur and Lothlórien is one such classic example, the battles between the Orcs and Elves getting progressively larger as the players build their forces.'

TREE HERDERS

Within the ancient Fangorn Forest live the Ents, the tree-shepherds of Middle-earth. These peaceful creatures have been roused to war by the treachery of Saruman and the encroaching shadow of Sauron.



Ents have the Hard To Kill! rule. This means they don't have wounds as such, but for every 2 hits the enemy scores it gets to roll on the Hard to Kill! table. Each time you roll on the table you increase the chance of felling the creature.



One of the best games I've ever had was the Ents' assault on Isengard. It's a testament to the system that it ably coped with a force consisting entirely of Ents as they attacked the Orcs guarding the dam. The Ents won, smashing the dam, but that led us to wondering what should happen next, and so models are being painted as we speak to enact the next battle,' Jeremy says.

And that sums up exactly what War of The Ring is all about – it's more than just a rules set for playing legendary battles in the war-torn lands of Middle-earth, it's fertile ground for your imagination.

Online support for War of The Ring includes:

- 'Extended' design notes with Mat Ward.
- Online battle reports.
- Quick-start playsheet for the game.
- Modelling – making your companies unique.
- Heroes tactics – getting the best out of Might.

www.games-workshop.com

Example Battle:

THE BLACK GATE OPENS

The final battle of the War of The Ring happens in the very shadow of the entrance to Mordor, the dreaded Black Gate. Here's how it looks on the gaming table.

It is the final gamble, the last throw of the dice for the forces of Good. Some of the mightiest heroes to walk Middle-earth have assembled before the Black Gates of Mordor, there to directly challenge Sauron and draw his gaze upon them. If they succeed, the Dark Lord will remain unaware of Frodo's presence long enough for the Hobbit to undo The One Ring in the fires of Mount Doom.

The Black Gate is one of the final scenarios presented in War of The Ring, which allows you to refight the epic climax of The Lord of The Rings.

When we played this scenario here in the Studio, we saved it till last. We were all eager to see if we could recreate the hold off against the encroaching hordes long enough as Aragon and friends did in the films, or prevail where Sauron had failed and bring the Free Peoples low in front of the gates of Mordor.

We played the scenario on this spectacular board made by the Studio's expert model makers, and rounded up every miniature we could find! As you can see from the pictures, the game used all eight surviving Nazgûl, fifteen Trolls, six Eagles and a whole host of Good Heroes. Yet, despite the sheer number of models on the table, the game ran smoothly – hats off to Mat and Jeremy!

The scenario is stacked against the forces of Good right from the start, making for a tense and exciting game. The Good players need to last at least six turns, at which point they start rolling to see if the One Ring is destroyed. The Evil players task is no easy feat either – they must wipe out every single Good model!

In our game, the forces of Good managed to hold on for long enough, our brave Minas Tirith Warriors hanging on just long enough for Frodo to destroy The One Ring.

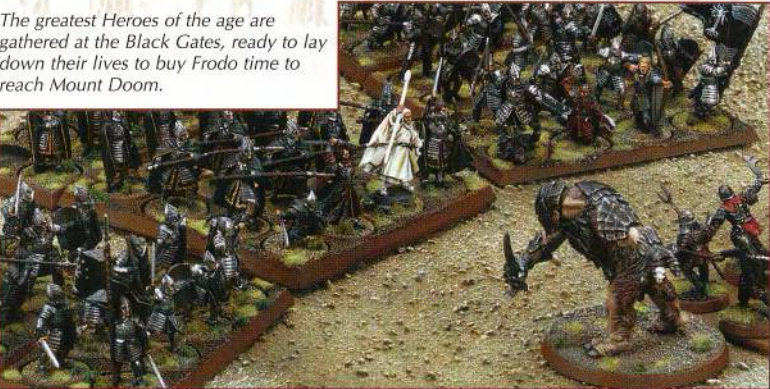
This small force from Gondor and Rohan are all that stands between Sauron and the fate of Middle-earth.

Just when things look bleakest, Gwaihir and the Great Eagles arrive to bolster the forces of Good.

No less than 15 Trolls were used in the game – we had to beg, borrow and steal them from around the Studio!



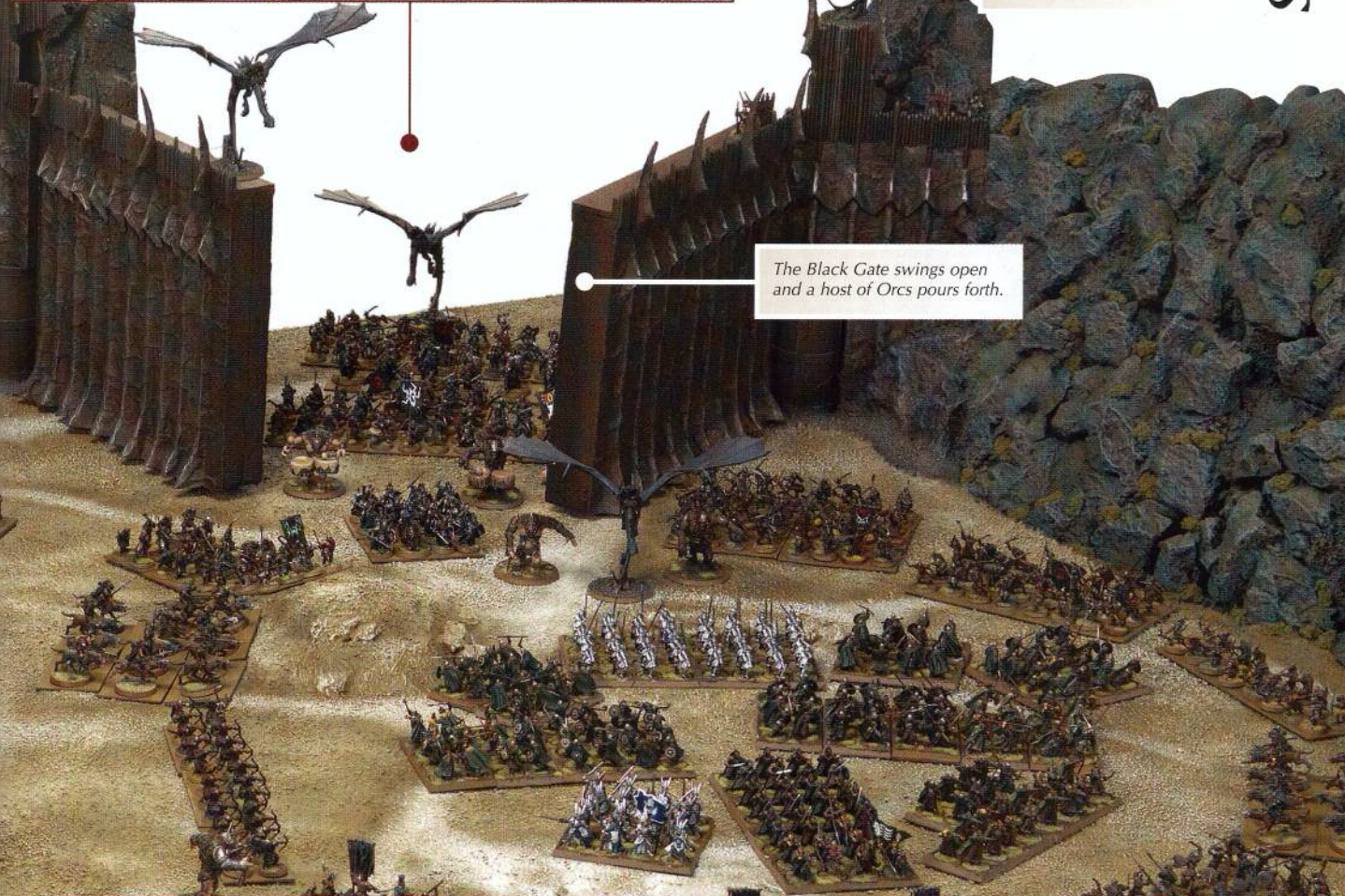
The greatest Heroes of the age are gathered at the Black Gates, ready to lay down their lives to buy Frodo time to reach Mount Doom.



For more inspiring War of The Ring set-ups see page 94.

This impressive scenario gives you the opportunity to use all eight of the remaining Nazgûl in one battle.

The Black Gate swings open and a host of Orcs pours forth.

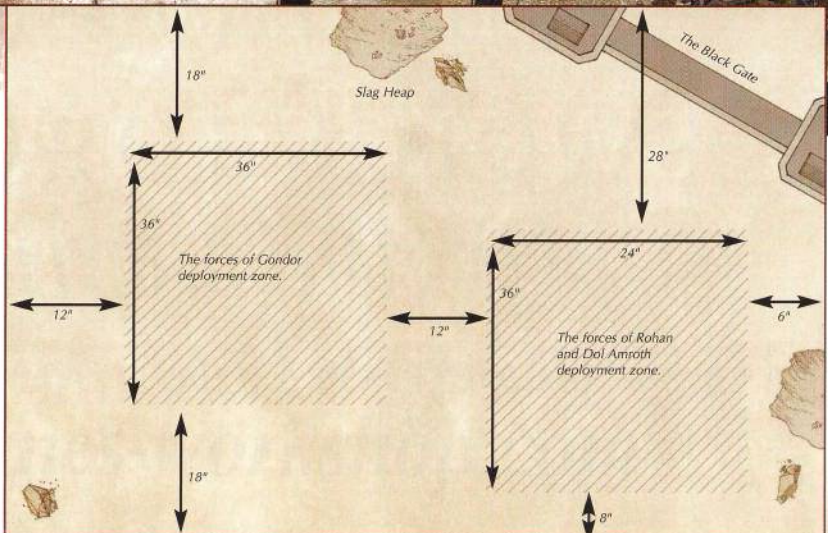


The Battlefield

The game is played on a board roughly 8' x 6'. The board is kept reasonably terrain free, so that the hordes of miniatures have room to manoeuvre about. A few scattered hills and withered scrub have been dotted around, and the Black Gate itself dominates the corner of the board.

The forces of Good are roughly split in two and deployed in two discrete areas of the board, surrounded on all sides by approximately twice as many points' worth of Evil models.

The Good side has one objective – survive long enough for Frodo to reach the summit of Mount Doom. Evil has to wipe them out before he does so!



WAR OF THE RING™

IN-STORE THIS MONTH

“Let this be the hour
when we draw
swords together.”

- Théoden, *The Two Towers*



THE LORD OF THE RINGS

STRATEGY BATTLE GAME

April signals the release of the new War of The Ring game for The Lord of The Rings, and with it, the legions of Middle-earth go to bloody war!

War is coming to Middle-earth 4th April

This weekend all our Games Workshop stores are holding a huge celebration for the release of the new War of The Ring game. These brand new rules allow you to play bigger games with your The Lord of The Rings miniatures collection, as well as giving you the chance to add further ranks of Uruk-hai or squadrons of Rohirrim to your forces; and this will be your first chance to get your hands on the exciting new tome.

There will be all manner of hobby activities including gaming, painting and army collecting advice, and chances

to pit your forces and cunning against all-new opponents.

However, we could not let such a momentous release pass without a party and our stores will be laying on Lembas Bread and Entwater (cake and drink), as well as holding all sorts of competitions, giving away prizes and making this a day to remember!

To find out what amazing activities and celebrations are going on in your local Hobby Centre get down to the store and have a chat to the staff. You can also make sure you don't miss out by reserving your copy of the game!

RING YOUR LOCAL STORE FOR DETAILS!
www.games-workshop.com

TITAN KILLER!

The elite of the Imperial Guard's Titan-hunting Shadowswords

Liber Apocalyptica is an irregular column that provides ideas and inspiration for your games of *Apocalypse*. This month Andy Hoare looks at the Shadowsword super-heavy tanks of the Imperial Guard, including a famous Shadowsword commander and an entire battle formation.

The Shadowsword super-heavy tank is a massive fighting machine, more akin to a mobile fortress than a mere tank. It is crewed by a dozen or more men who operate its fearsome battery of weapons, control its engines and direct its ponderous movements. The Shadowsword is as large as a bastion and weighs upwards of a thousand tons.

Shadowswords are used to provide strong points in the battlelines – mobile fortresses which break the force of an enemy attack. Shadowswords also play an essential role in the attack, slowly rolling forward, breaking the back of the enemy with overwhelming firepower.

The main armament of the Shadowsword is the mighty volcano cannon, a weapon so powerful that it can punch through the armour of any other tank on the battlefield. Indeed, so massive is the weapon that others like it are used to defend planets against attack from space, firing through the atmosphere against landers and low-orbit vessels. The primary target for the Shadowsword is an enemy Titan, and it is the battle against these mighty war machines that the Shadowsword crews are trained for.

It takes a lot of time and logistical resources to move a unit of Shadowswords from one warzone to another and to position them on a battle front. This makes them a strategic weapon, the deployment of which must be ordered and coordinated at the High Command level.

Shadowswords are organised into regiments, normally consisting of ten or eleven Shadowswords plus a huge flotilla of support vehicles. The regiment's commanding officer, typically a colonel, will be mounted in the headquarters Shadowsword, and he may be supported by a second-in-command, commonly a major, in his own vehicle. The remainder of the regiment will be organised into three companies of three vehicles each. The lead vehicle of each company is commanded by a senior officer, such as a captain, and the remaining two vehicles in each company are each commanded by a junior

officer such as a lieutenant. In practice, it is rare for a single company, let alone an entire regiment, of Shadowswords to take to the field together. Such deployments only occur in the most dire of circumstances, when the Imperial Guard faces a concerted attack by formations of enemy Titans. More commonly, the individual vehicles are dispersed amongst friendly forces, providing defence against enemy super-heavies at every point in the Imperial battleline.

Major Korren – The Hero of Anthrand

Pious Korren was born into a family steeped in a history of service to the Imperial Navy. His father was executive officer of the battleship *Sea of Glass*, and his father's father was the rear admiral of Battlefleet Justicar. It was a great disappointment to his family that the young Pious showed no aptitude or interest whatsoever in void-borne combat. His family members used all the influence they could bring to bear to ensure the young man received a commission and a prestigious post aboard a frigate operating out of St. Jowen's Dock in the Armageddon system. Alas, it was to no avail, and in scant time the young officer was finding himself before disciplinary hearings following a number of incidents in the officers' mess. The matter came to a head during an inter-fleet officers' soiree, when Pious struck a visiting commodore in retaliation for a particularly cutting jibe. Pious was immediately ejected from the refectory, and the very next morning was given the choice of summary dismissal or a court-martial before the Fleet Commissariat.

Then, as if things could get any worse, Ghazghkull Mag Urak Thraka launched his second invasion of the Armageddon system. The young Pious petitioned his officers to allow him back aboard his vessel, but they dared not risk the wrath of the Commissariat. Pious had no alternative but to evacuate St. Jowen's Dock alongside

“The main armament of the Shadowsword is the mighty volcano cannon, a weapon so powerful it can punch through the armour of any other tank.”



all other non-essential personnel, and within a week found himself at the besieged Hive Volcanus on Armageddon Prime. Raging against fate and ashamed of his actions, Pious made straight for the nearest Armageddon Ash Waste Militia depot and signed up. Despite his failure as a Navy officer, Pious proved an exemplary officer cadet of the ground forces, and was soon commissioned as a second lieutenant assigned command of a Leman Russ squadron. By the end of the war Pious Korren was one of the highest-rated tank aces in the entire Steel Legion, having scored hundreds of Ork vehicle kills, including three confirmed destructions of the fearsome Ork Stompa.

The Iron Saint

Pious commands a Shadowword called the Iron Saint. He is extremely proud of the fact that the vehicle has never been 'shot from under him' and regards with disdain those aces who take pride in the number of tanks they have lost in action. The Iron Saint bears the grey and green ash waste camouflage of the Armageddon Steel Legions, augmented by his personal heraldry and dozens of distinctive kill markings.

The Crew

Over the course of the Third War for Armageddon, the crew of the Iron Saint went from a band of inexperienced rabble to a highly skilled group of veterans. Every member

of the crew made himself indispensable, and Korren stated on many occasions that none of the numerous medals awarded to him could have been earned without the efforts of every single member of his crew, from the ex-convict 'Tricky' Santuk, whose skills as chief driver allowed the Iron Saint to advance in amongst a Stompa Mob and disable all three enemy walkers with rear shots, to the chief gunner, 'Grox-eye' Makony, who once put a volcano cannon shot into the blazing red, left eye of a Gargant from a range of seven kilometers. Other crew members include Crew Chief 'Gruff' McGruff, whose strict regime has kept discipline in the face of overwhelming odds, and the cook, Private 'Grot' Olkin, who once took over the main gun when Grox-eye was wounded in action, and with it destroyed five tanks, three of which even belonged to the enemy.

The Curse of Gun Four

The port-side sponson heavy bolter, known as Gun Four, is believed by the crew of the Iron Saint to be cursed. It appears that this superstition is borne out by fact, for very few gunners have survived an engagement in that position. It has become a tradition amongst the crew that any new member serve at least one battle manning Gun Four, as a form of rite of passage. A long list of names is painted on the sponson, a memorial to the many gunners that have died in service.



Visit our Website

You can download datasheets for the Shadowword and other Imperial super-heavy tanks from our website, along with datasheets for every other race.

The Battle of Anthrand Plain

It was on the featureless wastes of Anthrand that Major Pious Korren and his crew truly earned their place in the annals of Armageddon's official histories. The Iron Saint was refuelling and reprovisioning at a logistics base south of the Death Mire defence line when the Orks unleashed an armoured thrust from an entirely unanticipated quarter. As an entire mob of Stompas and dozens of Battlewagons struck north towards the Imperium's exposed flank, Korren found himself as the only man who could avert an unprecedented disaster. Knowing he had no time to await reinforcements, Korren set out on a direct course for the Ork armoured column, spotting the lead Battlewagons as the sun set. Over the next eight hours the lone Shadowword engaged the Ork force one vehicle at a time, firing over infrared sights before moving, locating another target and firing again. Shot after incandescent shot lanced out of the darkness to destroy enemy after enemy. Soon the gunner had no need of his infrared sights, the glow of burning vehicles illuminating the battlefield to such an extent that he could fire over open sights. By the time the sun rose the next morning the Anthrand Plain was scattered with the blackened wrecks of Ork Stompas and Battlewagons littering an area several hundred square miles. Korren was awarded a chest full of medals, and declared the greatest tank ace the Armageddon Steel Legions had ever produced.

SHADOWSWORD DOMINATION FORCE POINTS: 200 + MODELS

Although Shadowswords rarely deploy together as a single battlefield formation, a number of units based around a single Shadowsword have been approved by the Tactica Imperialis. One such formation is the Shadowsword Domination Force. This particular unit type is first recorded as having been fielded against the second Dassinite Uprising in 334.M40, although a number of scholars claim to have traced its origins to the tumultuous wars of the Age of Apostasy.

The Domination Force embodies the application of naval tactics, and is used when fighting across open, flat deserts and wastes. The unit is centered upon a single Shadowsword, which is the primary command platform of the whole force. Formed up around the Shadowsword, in

such a manner as to protect and support it, is a second echelon, consisting of escorting Leman Russ battle tanks. Further out, forming a protective screen around the larger vehicles, are a number of Sentinel scout walkers.

The force is able to dominate a large region of a warzone, for it is able to launch fearsome, mobile attacks and is a very difficult target for most foes to engage. To attack the Shadowsword itself, an enemy must first break through the expendable Sentinel screen, as well as the battle tank escorts. Many Domination forces field a support echelon of Hydra flak tanks that are able to protect against aerial attack, and some even have a wing of Chimera-mounted infantry, who specialise in actions against enemy vehicles and infantry in the manner of ship-to-ship boarding parties.

Sword of Cadia

SHADOWSWORD



Shadowsword Domination Force

Emperor's Fire

HYDRA
FLAK TANK



Annihilatus

LEMAN RUSS



Scars of Viscea VII

LEMAN RUSS



Kasr Lukas

LEMAN RUSS



Squad Renick

ARMoured
FIST SQUAD



Squad Zugar

ARMoured
FIST SQUAD



FORMATION:

1 Shadowsword super-heavy tank
3-6 Leman Russ Battle Tanks
0-2 Hydra Flak Tanks

0-3 Sentinel Squadrons
0-4 Infantry Squads in Chimera
armoured transports

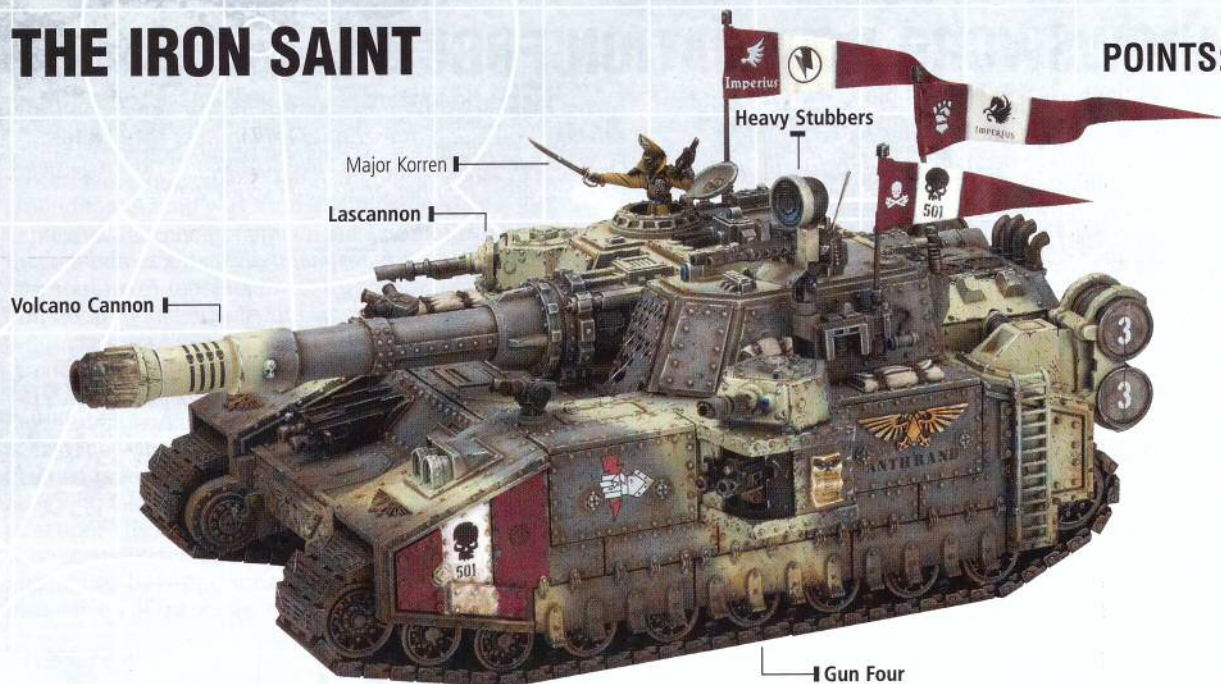
SPECIAL RULES:

Tank Fleet: All Leman Russ battle tanks and Hydras in the formation must keep within 12" of the Shadowsword. All Sentinels and Chimeras must keep within 12" of a Leman Russ. Any immobilised or stunned vehicle may drop behind, but must move as fast as possible to get back within range if and when it has the chance to do so.

Piquets: The hard truth of service in a formation such as this is that unless you are a crewman on the Shadowsword you are there to die protecting a more important vehicle. Any structural damage result on the Shadowsword may be taken as a vehicle destroyed result on a Leman Russ or Hydra within 12". Any vehicle destroyed result taken by a Leman Russ or Hydra may be assigned to a Sentinel instead.

THE IRON SAINT

POINTS: 850



ARMOUR			
BS	FRONT	SIDE	REAR
4	14	13	12

UNIT: The Iron Saint

TYPE: Super-heavy tank

STRUCTURE POINTS: 3

WEAPONS AND EQUIPMENT:

- Hull-mounted Shadowword volcano cannon.
- Two sponsons, each with one lascannon and one twin-linked heavy bolter.
- Hull-mounted twin-linked heavy bolter.
- Twin-linked pintle-mounted heavy stubbers.
- Searchlight and smoke launchers.

WEAPON	RANGE	STR	AP	SPECIAL
Shadowword Volcano Cannon	120"	D	2	Ordinance 1, 5" Blast, Destroyer, Primary Weapon
Lascannon	48"	9	2	Heavy 1
Heavy Bolter	36"	5	4	Heavy 3



SPECIAL RULES:

Veteran Crew: The Iron Saint has a number of key crewmen, each of whom confer a special rule on the tank. These rules are only in effect so long as the crewman is alive. A crewman may be killed when the tank suffers a structural damage damage result on the Vehicle Damage table. The Shadowword player rolls a D6: on a 1-5 the structure point is lost as normal, on a 6 a crewman is killed instead – pick one of the following as a casualty:

Tank Ace Major Pious Korren: The Iron Saint may make use of the Flank March Strategic Asset. In addition, while Major Korren is alive, the Iron Saint is counted as a scoring unit.

Driver 'Tricky' Santuk: Driver Santuk can keep the Iron Saint rolling no matter the terrain. The Iron Saint is never affected by difficult or dangerous terrain.

Chief Gunner 'Grox-eye' Makony: Grox-eye allows you to re-roll the result of any roll on the Super-heavy Damage table caused by the volcano cannon. You must accept the second roll.

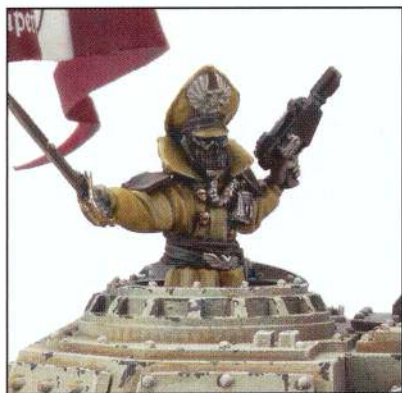
Crew Chief 'Gruff' McGruff: Chief McGruff allows you to ignore the first driver stunned and gun crew shaken damage result taken in any turn.

Private 'Grot' Olkin: Should the volcano cannon ever suffer a gun crew shaken result, then the vehicle's lowly cook will take over the controls. Grot has a BS of 2, but using him allows you to ignore the damage result.

The Curse of Gun Four: The first time a weapon destroyed result is inflicted on the Iron Saint, it will automatically destroy the twin heavy bolter mounted on the left sponson.

MARKINGS OF THE IRON SAINT

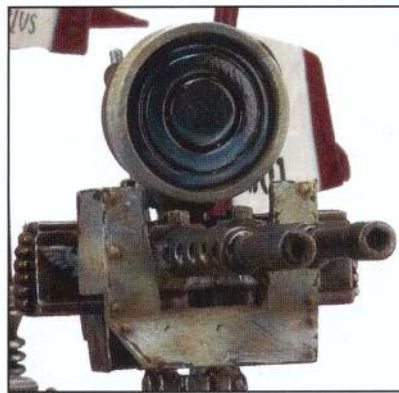
A super-heavy tank as famous as the Iron Saint will be adorned with all manner of honorifics. Nick Bayton converted this glorious model to represent it.



Major Korren, the hero of Anthrand himself, directing his crew from the top hatch. Nick used the Steel Legion Commissar model, cutting it off at the waist with a razor saw and gluing it to the legs of the Shadowsword Commander.



The regimental markings are displayed on the front of the tank, along with squadron insignia. The skull marks it out as the command tank. The panels are moulded onto the side panel, so Nick simply painted the stripes on directly.



The Iron Saint's pintle-mounted array. Nick used pictures of real tank weaponry as inspiration for mounting the various weaponry and equipment on the same mount – putting the heavy stubber on the turret hatch would detract from Korren.



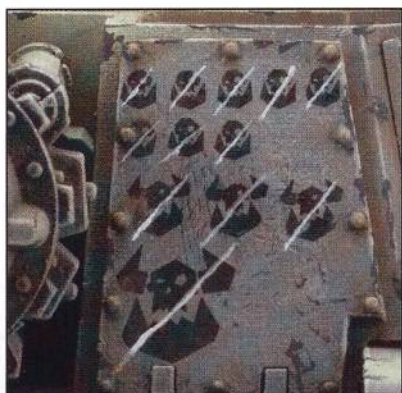
A memorial to the battle that defined the career of the Iron Saint, the Battle of Anthrand Plain. Nick made the memorial from the Baneblade transfer sheet, cutting out the individual letters and applying them one by one.



The infamous Gun Four, believed by the crew to be cursed. To represent the number of times Gun Four has been repaired Nick applied even more weathering to the sponson than elsewhere. The scroll is taken from the Empire Flagellant kit, and bears a list of names of former gunners.



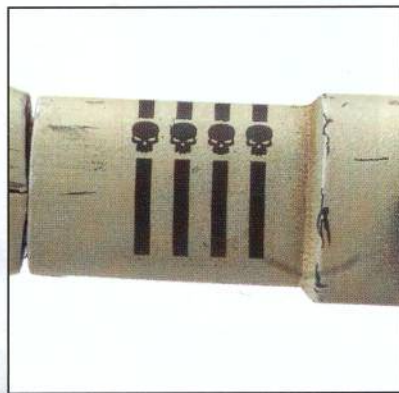
Legendary tank aces often display their personal heraldry on the hull of their tank. The individual letters are taken from the Baneblade transfer sheet once more, and the pegasus design is taken from the Grail Knights transfer sheet.



The armour plate next to the volcano cannon is adorned with kill markings, taken from the Ork transfer sheet. The small ones represent Battlewagons, the medium ones Stompas, and the large one a Gargant.



The Iron Saint's name is proudly displayed on the hull of the tank. As with the other names, Nick carefully cut the letters out of a transfer sheet. He cut as close to the design as possible, to reduce the amount of transfer film visible.



The markings on the barrel of the volcano cannon are taken from the Shadowsword transfer sheet. They denote the Iron Saint as part of the Steel Legion's 'D' Company.

WARHAMMER

WISDOM OF THE ANCIENTS

THE SECOND ALIGNMENT



Warhammer Armies: Lizardmen

The new Lizardmen army book contains everything a cold-blooded servant of the Old Ones needs to unleash war upon the younger races.

Last month Andy Hoare and friends gave us an introduction to collecting, painting and gaming with the Lizardmen. In part two of the article, we'll explore the wide range of opportunities collectors of Lizardmen have open to them.

Andy: Last month's article was all about presenting an introduction to those of you looking to become a servant of the Old Ones and begin to collect an army of Lizardmen. We talked to a number of different people about how they started their own collections, about how and why they painted their miniatures and what lessons they had to impart from their first few games.

In the concluding part of the article we'll be talking to those players again, this time finding out where they'll be taking their collections next. We'll explore the next steps in painting and modelling, talk about what Lizardmen players can expect if they take their army to a tournament, and look at the opportunities afforded to those wanting to play a Mighty Empires campaign set in Lustria.

NEXT STEPS IN COLLECTING

IAN STRICKLAND

Ian: I am planning on adding all of the various new Lizardmen releases to my army. Already in progress is a regiment of the spanking new Kroxigors, three Razordons, and the excellent Stegadon. I'm planning on making the Stegadon the centrepiece of the army, as befits such a mighty beast of war. I'm going for an Ancient Stegadon with giant blowpipes, but I've added some components from the Engine of the Gods to make it look really distinctive. After this, the new Terradons and lovely new character models will be finding their way to my painting table, ready for a lick of paint. I'm planning on a scaly 'air force' of ten of the winged terrors eventually!

I've already made a sizeable collection of jungle terrain for the army to fight across (as shown last month). Future projects include a spawning pool and some ruined monoliths. In fact, the only thing stopping me initiating a project for a full-blown temple-city gaming board is lack of space at home!

One conversion that has been bubbling away in my head for years is that of a siege tower mounted on the back of a Stegadon. The release of the plastic kit has set the creative juices flowing again, with thoughts of lots of rope pulleys and boarding ramps and several levels all crewed by Skinks firing poisoned weapons through vision slits.



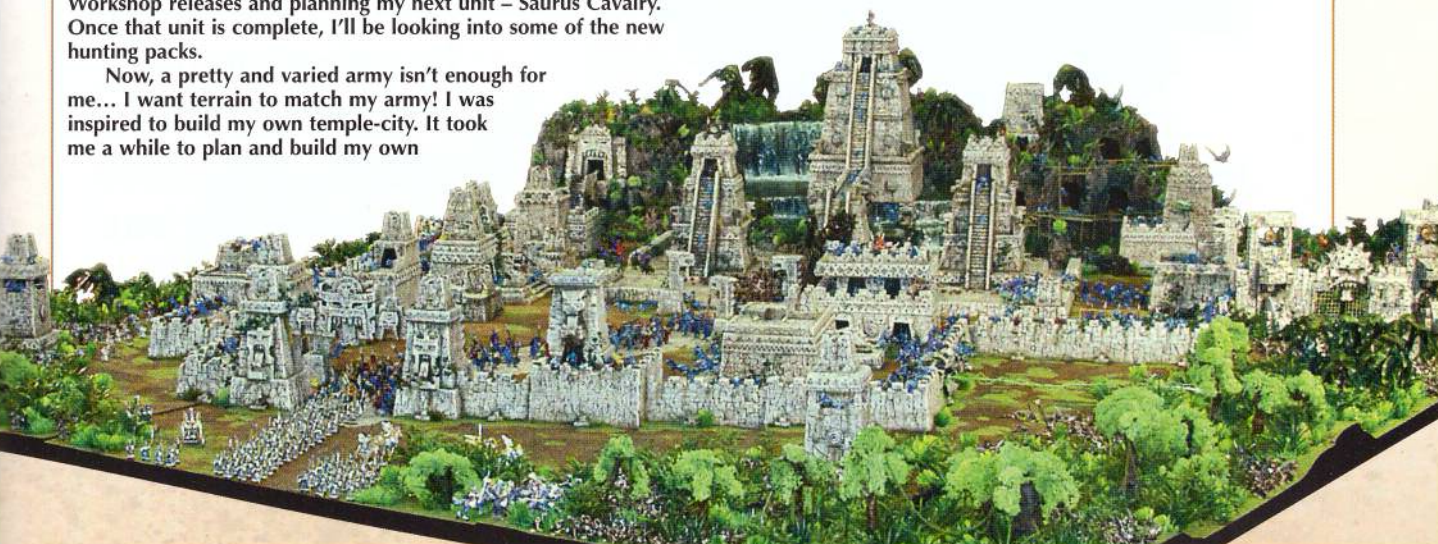
MARK HAVENER

Mark: I've collected Lizardmen for a long time, but that doesn't mean that my miniatures collection is endless. I'm constantly updating my collection. I've probably owned about 10,000 points' worth of Lizardmen over my Warhammer 'career'. That's a lot of models by most players' standards, but it's still a manageable collection. Well, manageable by my standards at least – my wife would tell you that her standards are a bit... different. Given that I have enough of a collection to field several armies, it might seem a bit surprising that I might wish to expand. And yet here I am, looking at the newest Games Workshop releases and planning my next unit – Saurus Cavalry. Once that unit is complete, I'll be looking into some of the new hunting packs.

Now, a pretty and varied army isn't enough for me... I want terrain to match my army! I was inspired to build my own temple-city. It took me a while to plan and build my own

version, but this year I finally completed the task. I've built smaller terrain projects in the past, but nothing this in-depth.

I wanted my games table to be transportable – I run Warhammer tournaments and games at conventions, and wanted to be able to put the lot in my car and travel with it. Thus the board is 4' x 6' (in three 2' x 4' sections) and has a stone road modelled into it. I've built a ruined temple, two spawning pools, and a large number of palm trees to accompany it. When it's all put together it looks fairly impressive, if I do say so myself.



A WORD FOR THE WISE - TOURNAMENTS

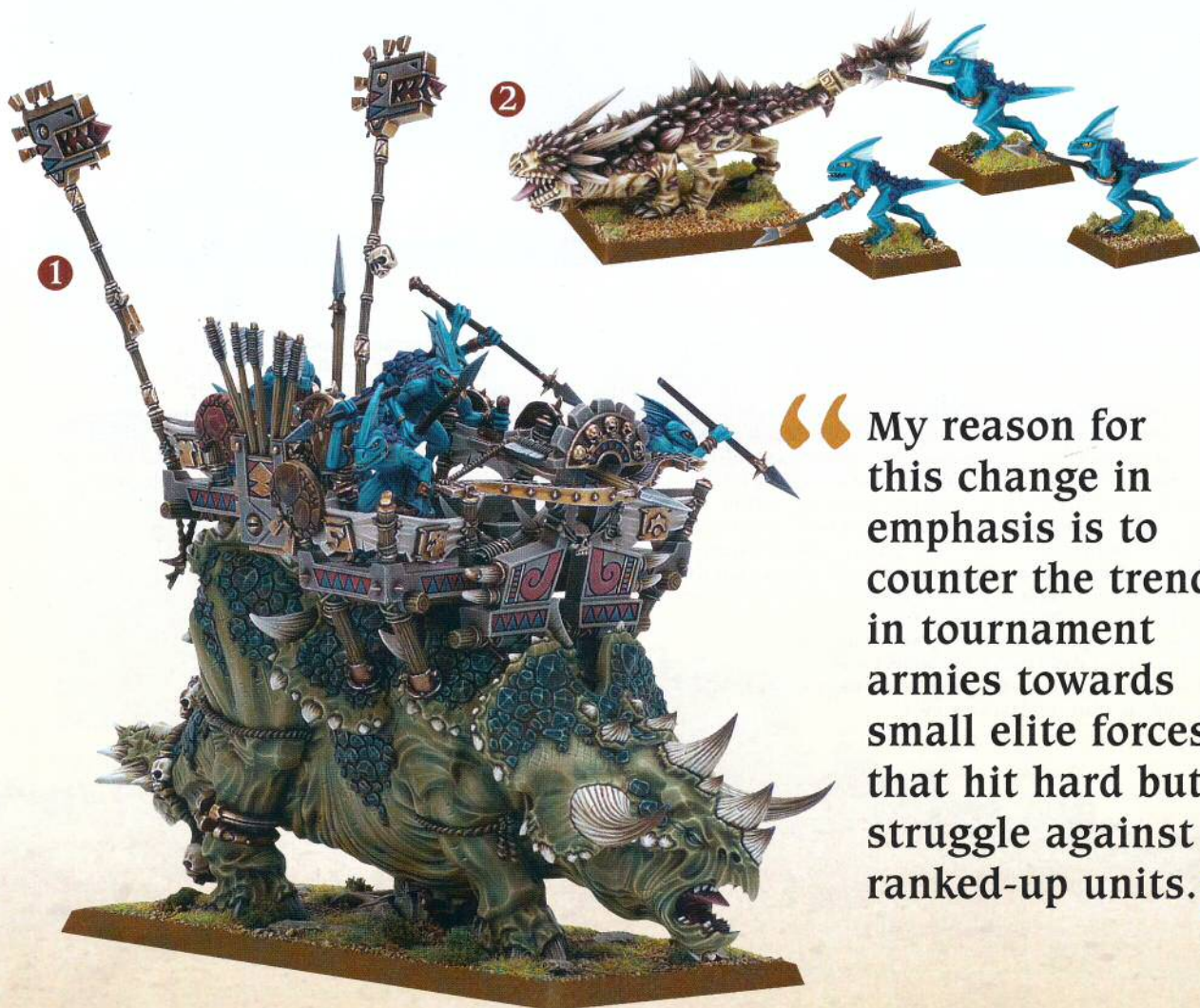
Many people enjoy the challenge of gaming so much they decide to test their mettle against other generals in a tournament. Wherever you live it's likely that there will be some manner of locally organised tournament or league being run, and if you don't know of any, just pop into your nearest Games Workshop Hobby Centre or independent stockist, as the staff there will be able to point you in the right direction.

The ultimate tournament challenge is the Throne of Skulls Grand Tournament, organised each year by Games Workshop and played in a number of heats, culminating in a final. In such an event you'll have the opportunity to pit your wits against many experienced and cunning opponents. Andy Smillie and Pete Foley are both seasoned veterans of many a Grand Tournament, and have taken to the field with the Lizardmen. So without further ado, here are some words of advice on taking your Lizardmen to a tournament.

Andy: With Daemons of Chaos and Vampire Counts butchering their way across the tournament scene at the moment, it seems that virtually everything I face is either Immune to Psychology or causing Fear, if not Terror! Lizardmen, unlike armies that are Immune to Psychology, can flee from chargers, allowing them to bait enemy units with Skinks before counter-charging with Kroxigors and

Stegadons. And, when the inevitable battlefield losses occur or a Terror-causing Dragon swoops down on your lines, their Cold Blooded rule means that on average your units will hold their ground – especially with a Battle Standard-bearing Slann nearby.

Under the previous edition of the Lizardmen army book, my army centred on a core of Skink Skirmishers backed by some hard-hitting Kroxigors, a powerful Slann and the obligatory Saurus Scar-Veteran with the Charm of the Jaguar Warrior. It did its best to run around the enemy, run away from the enemy, and eventually run through the enemy – after the enemy had been blasted by a hefty amount of magic and a hail of poison darts. With the new list I'm going for something completely different: blocks of Saurus infantry that will meet the foe head on. I'm normally not a fan of infantry armies; they tend to get shot up as they cross the field and don't stand up to being charged overly well. But now a point cheaper and with a better scaly skin save, Saurus are a much more attractive option. Coupled with their high Toughness value and the Cold Blooded rule they should be able to shrug off most missile fire and hold firm against a charging foe. My other reason for this change in emphasis is to counter the current trend in tournament armies towards small elite forces that hit hard but struggle against ranked-up units.



“My reason for this change in emphasis is to counter the trend in tournament armies towards small elite forces that hit hard but struggle against ranked-up units.”

Pete: Can the Lizardmen topple the current favourites on the tournament scene this year? Well, they certainly are tough but it's a little early to know exactly how well they will perform in a tournament environment. Here's my pick of the highlights from the army list, which I'll be trying out on the tournament circuit soon:

- 1 Stegadons.** These are big, Terror-causing monsters with an array of ranged weaponry that can stomp their way through most units with relative ease. On top of that, you can now field eight or more of these monstrous creatures in an army, so you can bet there will be a few of them stomping around at this year's GT.
- 2 Razordon Hunting Packs.** These vicious monsters can hurl an astonishing amount of firepower with unerring accuracy. They are fast and flexible and able to move 6" then shoot a further 12". Their Stand and Shoot reaction is particularly useful for holding your flanks as you have to be an exceptionally tough enemy to weather the storm of attacks that greets your charge.
- 3 Kroxigors and Skinks.** Fielding Kroxigors in units of Skinks is not only visually impressive, but also very effective in battle. With the Skinks adding a valuable rank bonus to the units and the hitting power of Kroxigors fighting with them, this unit is capable of going toe to toe with the toughest of enemy units. With

a very nippy Movement 6 they aren't easy to avoid either, so watch out for a few of these units this year.

- 4 Saurus.** It seems unlikely that a regular Core infantry unit would make it into a list of units you'd expect to see at a tournament, but Saurus have had a much-needed boost to their profile and with the Slann no longer being the must-have choice for a Lord, a Lizardmen army with combat as its focus may be more popular than you think. With 2 Attacks and an improved saving throw, Saurus are a unit to be feared.

On top of these units there are a fair few other tricks up the Lizardmen player's sleeve this year. There are more special characters than ever before and there are certainly a few that will draw the eye of the tournament player. My pick of the special characters is Tetto'Eko, a Skink Priest almost as skilled as a Slann with the Lore of Heavens, he has some really excellent tricks to play on his enemies, such as redeploying units and getting the very best out of the Lore of Heavens. Watch out for Kroq-Gar as well – he's back and as tough as ever – as are Lords Mazdamundi and Kroak. Mazdamundi is a real tough cookie – not only is he a mighty wizard, but he rides a Stegaddon too!

The Lizardmen will certainly be a tough prospect and it will be interesting to see how they fare against such fearsome opponents as the Vampire Counts, Dark Elves or their hated enemies, the dreaded Daemons of Chaos.



CAMPAIGNS

The competitive style of play isn't for everyone of course, and many people prefer the story-driven approach that a campaign offers. While most campaigns tend to be set in a fairly non-specific part of the Warhammer world, playing a Lizardmen army affords the opportunity to set your campaign within the steaming jungles of Lustria.

The background presented in the army book provides all manner of ideas for battles and events that could be played in a campaign. The Lizardmen have a number of 'traditional' enemies who make for classic antagonists – Daemons of Chaos, Warriors of Chaos, Skaven and Dark Elves, for example. If you have players of some or all of these races in your gaming group then you have a great opportunity to get a campaign going.

Mighty Empires

The ideal tool to run a campaign is the Mighty Empires expansion set. This provides you with a three-dimensional, modular map over which you can plot the progress of your army in the war against your foes. We asked hobby maestro Chad Mierzwa to assemble a Mighty Empires set with a distinctly Lustrian flavour (top right), and as you can see, he's excelled himself. Not to be outdone, Ian has made a Lustrian Mighty Empires board of his own (bottom right).



Chad built this beautiful Mighty Empires map of Lustria for an as-yet-to-be-played campaign. He started by photocopying a map of Lustria from the Lizardmen army book, blowing it up to a much larger size. Focusing on just one area of the map, he built the basic structure of the map with Mighty Empires tiles. He then cut the map to shape and mounted it on a piece of foam card. The coastline and islands were made from modelling putty. Chad carved the foam card with a Hobby Knife, cutting ridges into it to represent stone flags, and weathering the edges to make it look worn and ancient. The finishing touches were some glyphs from the Lizardmen Glyphs Bitz Pack, before he painted the map.

LIZARDMEN IN MIGHTY EMPIRES

Jervis Johnson: If you take a look at the Mighty Empires section of the Games Workshop website, you'll find a whole host of optional, race-specific rules for your Mighty Empires campaigns. Here's a taster of the Lizardmen rules.

The Lizardmen are an ancient race, whose cities were built long before any other races walked the Warhammer world. However, their longevity and cold-blooded nature means they are less interested in expanding their empires or building new cities than most other races. To reflect these qualities the Lizardmen start the campaign with four tiles rather than one. Select the first tile normally, and then place a city marker in any three tiles adjacent to the first. On the other hand, it costs the Lizardmen double the normal number of empire points to claim or conquer a tile, or to build a new marker (raids still only cost 1 point).

For more rules go to:
www.games-workshop.com

IAN STRICKLAND

Ian: I painted this up in the summer for a yet to be started campaign! This involved two rival Dwarf empires, Tomb Kings in the southern desert, and the Lizardmen realm on the coast centered on my own temple city of Tlaxcala, for which I've made my own temple city marker. I'm aiming to get the campaign kick-started next year, with the possible addition of some volcanic wastes tiles.



LESSONS LEARNED

IAN STRICKLAND

Ian: After a few games with my fledgling Lizardmen army, the main lesson I've learnt so far is to base the army around a strong core of Saurus Warriors and Skinks topped off with a Slann Mage Priest. The Saurus Warriors are some of the hardest Core infantry in the game, having only been bested by Dwarf Ironbreakers and those damnable Chaos Warriors in my games so far. This tended to be due to the enemies' superior armour saves rather than any lack of fighting ability on the Saurus' part though. I'm hoping that the improved scaly skin save may go some way to helping the Saurus' survivability as I've also suffered against armies that can field a lot of missile fire like the Dwarfs and Empire.

It's essential in this regard to use the Skinks as a skirmish screen for the more hard-hitting units like the Saurus. Always remember that it's the Saurus Warriors that are your game-winning units. Everything else in the army should be geared around making sure these guys get into combat as soon as possible. Try to have a couple of Skink units to put on your flanks. Poisoned attacks are very useful against troops with no armour, such as those pesky Warriors of Chaos Marauders and Warhounds.

Don't be afraid to shield your Saurus with the hulking Kroxigors either. The big fellas can soak up a lot of damage, and will be sure to frighten your opponent into throwing a lot of missile fire at them. I've also found the Kroxigors useful for tying up big gribblyes on the flanks, thus protecting your centre. Remember, if these guys all die protecting your Saurus, then they've done their job.

Units like the Stegadon, Saurus Cavalry and hunting packs are best put on the flanks. Don't be shy with these chaps. Like the Kroxigors, they can soak up a lot of damage, and should instantly make a headlong run straight at the enemy. These creatures

are brutal once in combat, are Fear or Terror-causing, and will roll over all but the toughest of foes. Your opponent will expend a lot of effort to try to get rid of them, which means less attention paid to the Saurus. There are few greater joys in Warhammer than charging your Stegadon into the side of a big juicy enemy unit!

Then there's the Slann. Never leave home without one, especially against armies like Tomb Kings who will attempt to dominate the Magic phase. Even a Slann with no upgrades is one of the best magic users in the game, and his assistance is invaluable in softening up enemy units ready for the Saurus' powerful charge.

Don't hold back with your scaly host, for that way lies ignominy and defeat! The army excels in combat, so it is imperative to get your units into a scrap as soon as you can!



Ian Strickland's nascent unit of Kroxigors. As well as using them as part of Skink units, Ian intends to use them as standalone units, employing them as a screen to protect his Saurus, as well as tying up the foe.

THE SKY'S THE LIMIT

So there you have it – there really is a wealth of opportunity in collecting the Lizardmen, whatever your own personal take on the Warhammer hobby. Some people get inspired by the background to play sweeping narrative campaigns, while others are attracted by the painting and modelling side of things. People like Andy and Pete are driven to test their generalship in grand tournaments while Ian enjoys the whole spectrum, from terrain making to campaigning.

I hope these two articles have provided those considering an army of Lizardmen with a good grounding as to what they can expect when entering the service of the Old Ones. And for those who have been collecting the race for some time, hopefully we've provided a glimpse of just some of the many new possibilities that exist.

Cheers!

Andy H



DAVE AND JERM'S

OLD WAR STORIES

CAMPAIGNS, SCENARIO GAMES, AND GETTING STARTED...

They're steeped in wargaming knowledge. They've built up legions of painted armies. They've created more battlefields than they've had hot dinners. Dave and Jeremy are more than just old school – they're old...

Jeremy: Dave and I both play wargames in a beer and pretzel style, and keen-eyed White Dwarf editor Mark Latham thought this 'unique' (a nice word for 'nutty') perspective would make for an interesting series of short articles. We agreed to help out, although in hindsight this was because we thought Mark was actually offering us beer and pretzels.

We thought it best to base our articles on what we are doing right now – and this month that happens to be a Warhammer campaign. This is a fine place to start, as campaigns are one of the traditional staples for generating old war stories. It gives us a chance to talk about how we got our campaign started (or almost didn't, in this case) as well as show

off some of the more offbeat rules, scenarios and hobby miscellany that Dave and I naturally gravitate towards. It also gives us a platform to speak about the joys of making up your own short-but-sharp scenarios. But be warned, one of the dangers of listening to veteran players who have 'been there' is that we all tend to alternate between droning endlessly about a subject and rambling wildly off-target on a tangent (see *Standard Bearer* elsewhere this issue for another example of eccentric rambling – Ed). I'm quite sure we'll manage to do to both, but hopefully our forays into the importance of a well-lit gaming table, chairs with proper back support, and the like will be kept to a minimum.



Jeremy (top) found this (signed) picture of Dave in one of his very old books.

Jeremy Vetock (Jerm to his pals) has also been wargaming for quite a long time (since the early Iron-Age) and is nowhere near as tall as Dave. Since joining the Studio he's had a bit to do with the latest incarnation of Warhammer 40,000 and the new War of The Ring book, although he still claims his favourite system is Warhammer. Although admittedly not in Dave's league, Jeremy is no slouch with conversions, terrain, and the like. Lately he's been amassing his scratch-built 40K Ork terrain on top of his desk (sooner or later his boss will ask him to clean it up).

One of the many Ork buildings – this one is a Palsa Rokkit – that has sprung up on Jeremy's desk, giving it the impression of a miniature Ork shanty town within the Studio!



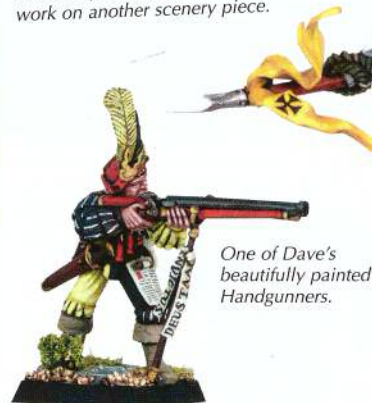
One of the Trolls from Jeremy's burgeoning War of The Ring army, complete with arrows sticking out of him and the detritus of battle against the Rohirrim on its base.

Dave Andrews has been wargaming since the discovery of fire and his well-painted armies and stunningly detailed gaming tables have been in Games Workshop rulebooks, army books, and White Dwarf magazine for literally decades. Although acknowledged as an expert modeller, Dave is also an old pro at games mastering his own campaigns. A single battle on a Dave-designed battlefield is amazing, but a whole campaign run by such an überhobbyist is the wargaming equivalent of riding with the Valkyrie, the very stuff of legends.



A more up to date picture of Dave, hard at work on another scenery piece.

The Elector Count of Talabecland, Helmut Feuerbach, extensively converted by Dave.



One of Dave's beautifully painted Handgunners.



The infamous Boat House, a tower built to resemble a ship!

REASONS TO PLAY

There are endless kinds of tabletop campaigns – more than enough to fill many books, but in our view it is more important to think about what you want out of a campaign than it is to worry about the rules. We were looking for some enjoyable battles of Warhammer, preferably trying our hands at inventing and playing some unusual scenarios. Both Dave and I have plenty of work and home-life commitments (and did I mention we're getting old?) so we thought a game every fortnight was about right, as it gave us time between games to prepare new scenarios, models and terrain. We both wanted to play in the battles ourselves and occasionally step aside to run special events for some friends and allies.

For myself, I wanted to start a campaign as an excuse to add more to my armies – new units, my own 'special characters', and terrain that I've always wanted, but never had time to make. Dave wanted to play different scenarios and see what we could do to explore more of the Warhammer background on the tabletop. We both wanted to get back to the kind of invented-on-the-fly

games we played growing up (see, a few paragraphs in and we're already waxing nostalgic).

While there are many fellow enthusiasts in and around the Studio, Dave and I wanted to keep our budding campaign focused. This is not easy if you've got lots of potential players buzzing around – they all want to play and have a say in how the background is set up. It is possible to accommodate everyone, but this often happens at the expense of time and focus. Many will spend lots of energy explaining why the Tomb Kings are allied with the Ogres and fighting in Kislev without really setting the stage for the battles. Even worse, you could spend all your hobby time organising everyone or tracking dates where everyone can get together to play. Sometimes simple is better. Although a good rousing league or everyone-joins-in campaign is a great way to get lots of battles in, we really wanted to concentrate on trying out new scenarios and building an interesting storyline. Holding or destroying vital objectives, capturing enemy characters, and developing grudges sounded like the best games of our respective misspent youths.

So Dave and I decided to base our campaign tightly around armies and terrain we already had (or wanted to build) and focus the action on a singular event we wanted to explore – an Orc & Goblin army attacking the Empire. Doubtless we'd need some quick thinking, clever modelling solutions and on-the-fly rule making. Hooray – just what we were after! What could stop us now? Well... mainly us, as it turned out.

GETTING UNDERWAY

As Dave and I have been discussing our gaming ideas at length, it can be said that our campaign has been going on for quite some time. By 'going on' I mean we've been doing a lot of talking and planning. To be honest, theorising about a campaign is enjoyable and leads to loads of great conversations and ideas for future projects. But getting started isn't the same as playing. Despite knowing how easy it is to overcomplicate a campaign, Dave and I still managed to put off starting for an impressive amount of time (possibly the only thing harder than getting started with a gaming campaign is properly ending one).



Using the plastic tiles from the Mighty Empires set, a land of forests, rivers, towns, and fortresses was devised (all named) so that Dave and I could manoeuvre and battle over them.

WE NEED A MAP

The first physical thing we needed was a map. It is possible to simply draw one up, but the Mighty Empires tiles looked like too much fun to resist. So, not surprisingly, we delayed the start for another few weeks while we sorted our map out along with making some army markers. There was physical progress, however, which always furthers momentum.

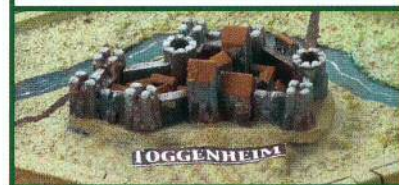
Maps are really the centre of most campaigns. They allow the objectives to be seen and the armies to move on a grand scale. The forces on our tabletops didn't just appear there; they advanced over mountain passes, bypassed fortifications, and boldly marched deep into enemy territory. Once the map was completed, the campaign went from being an abstract concept (the Orcs & Goblins are attacking the Empire) to definitive actions with a place in the setting (the greenskins want to capture and loot the city of Toggenheim).

We wanted our campaign to be set in the Empire with loads of interesting features to fight over – things to defend, capture, or burn to the ground. Rather than abstract games about holding nameless hexes, we decided to ground our game firmly on the map. The Empire had to defend their cities, towns, fortresses and watchtowers. The invaders had to smash all asunder.

ARMY ROSTERS

Once we'd sorted out the look of our map, we needed to work out the armies that would move and battle across our landscape. This can be as complicated as you like. For our part, we agreed a few stipulations and then got on with it. Here are our rules:

Dave had five armies and small garrisons in the towns and watchtowers. I had seven armies to attack with. We have both allocated the armies but have marked their whereabouts in secret. So we both know the map – the location of towns, rivers, and defences – we just don't know where enemy armies are located. The counters will not appear on the map until they meet in combat, the enemy scouts them out, or, my Orcs & Goblins approach an Empire watchtower and are spotted (as we decided watchtowers can spot enemy armies in adjacent hexes).



Markers denote armies on the map. You could use numbered chits, but modelling or painting your icons in the colour of your army adds loads of character.

CAMPAIGN RULES

- 1 A map counter will represent an entire army. We wanted to use points values to limit armies, but instead went with the time-honoured 'feels right' rule. This is an unwritten gentleman's agreement to sensibly use the models in our collections (or we could borrow from friends) and not 'be a git'.
- 2 We tracked troops by the following generalised categories – infantry, cavalry or war machine. In other words, if one of Dave's army groups had 150 infantry, he could split that in any way between Halberdiers, Spearmen, Crossbowmen and so on. It wasn't necessary to write down any more detail than that, at least to begin with. Once that army had been bloodied in combat we would add more detail. In this way we didn't start off having to make exhaustive army lists, but could grow into them.
- 3 Any special characters or units – elites, upgrades, characters, and so on – would need to be marked. So heroes, Steam Tanks, Giants, and my highly touted Night Goblin elites (the dreaded Crimson Deathkaps) will have to be listed specifically.
- 4 Dave's Empire settlements, such as the towns and watchtowers, had garrisons. That is, they have permanent troops in them, even when an army counter is not present.

ARMY ROSTERS

ORC & GOBLINS ARMY

Under the brutal leadership of Warlord Grumskul Bonegrinda and his Badax tribe, many disparate tribes of greenskins have banded together to sweep out of the mountains and lay waste to the 'umies.

WAAAGH! GRUMSKUL AND HIS ARMY OF BADAX MUTHAKRUSHAZ

Led by overall Waaagh! Warlord and is Jeremy's largest army. Includes massive block of Black Orcs, three Wyverns, and a Giant.

WAAAGH! GRIZGUTZ STUNTYSTOMPA

Night Goblin warchief who wrote the book on sneakiness (but can't read). Includes the Crimson Deathcaps and a Squigasaur (which isn't converted yet, so this banner might avoid battle for a bit!).

RACKNID THE RANCID'S SCOUTY MOB

All mounted, Spider Rider heavy army. Contains a colossal spider monster.

GROD HEADCHOPPA

Black Orc Warlord and all-Boyz force.

UZ-ZOD'S CASTLE-KRACKAZ

Lots of catapults and heavy siege equipment, including a crude Stompa.

FUGNUTZ, NIGHT GOBLIN GRAND SHAMAN

Mad Shaman-led Squig and Troll heavy force.

SNORT OGBREFF,

WARLORD OF DA APORKALYPSE

Orc Boarboy Raiderz. Includes a Giant.



EMPIRE ARMY

COUNT ULRIC VON LUDENHOFF

The largest Empire force has many regiments of Knights in it, including the Knights of the Golden Lion.

THE GLORIOUS ARMY OF BARON CORNELIUS BOCH

All-mounted force with some Forestjaeger scouts.

REIKS-CAPTAIN GUNTHER SCHEIVERHASENBERGERSTEIN

Includes a large contingent of Reiksguard and the elite, but dour, 'Schwarzhelms'.

BARON MELKIOR VON LANDAU

Contains a Steam Tank and strong Engineer contingent with several experimental (mad!) bits of weaponry.

CAPTAIN GERHAT ROTT AND HIS FOOT ARMY OF TODHEIM

Primarily infantry, but also includes a lot of artillery.

In a campaign, both Dave and I find names and interesting 'colour text' to be more useful than points values. While this would never work for a balanced tournament, so many of our battles were inherently lopsided affairs anyway with defences, special rules, or other random factors, that the points were less useful in setting up a battle than knowing that the defending general was particularly brave or that the attacking commander was sneaky. It may sound a bit crazy, but give it a try with a trusted adversary – it is wonderfully liberating. We often find that after setting up a really interesting battle with special rules and background hooks we are as interested in our opponent's outcome as our own. Dave even suggested dicing off before the battle to see which of the two armies we'd play with!

BIG & SMALL ARMIES

The appeal of massive armies on a wargames table is obvious, but some of the best battles Dave and I could recall (after a lot of wargaming) have been about the scenario, not the size. Doubtlessly we'd have some colossal battles during our campaign, but we are just as interested in the many smaller and more detailed actions that invariably crop up. An epic sprawling slugfest of a game with a whole weekend to finish is something to put on a calendar and look forward to, but an evening's game of brilliant manoeuvres and heroic battles is just as memorable. We were looking for a pace of intertwining battles linking together and telling a story.

FIRST ENCOUNTER

With the starting positions agreed it was time for the first map moves. Army banners could only move a single hex but we decided that an all-cavalry force could travel two.

The greenskin invasion began when Warlord Grumskul led his masses over Dead Man's Gap. The Stunties were 'all played out' and he knew 'da 'umies is dat way'. But when Racknid the Rancid led his all Giant Spider and Giant Wolf-mounted scouting army to the outskirts of the walled town of Rottheim, true battle was about to begin. Count Ulric von Ludenhof had defended his lands against countless raiders; it was time to do so again...



Dave converted a watchtower commander to represent the brave Captain Sieghelm.

THE FIRST SCENARIO

The very first battle of our campaign is an example of exactly what Dave and I were after – a battle that got us both in gear to ‘make some more stuff’. While not radical, our armies were differently composed and deployed. Whatever the results, the battle would tell an interesting story. Here is how it all unfolded...

My scouting banner consisted entirely of cavalry and led by the formidable Racknid the Rancid had moved through Dead Man’s Gap and straight into the hex with the Sentinel Keep and the town of Rottheim. My plan was to destroy both, but I particularly wanted to take out the watchtower to blind Dave to my oncoming armies that would follow through the mountain pass.

We briefly discussed the forces we’d have to fight with, and together we invented a suitable scenario (on the fly of course, the discussion is part of the fun). My force would enter from the north and ambush the watchtower. The small garrison would try to hold out while alerting the town of Rottheim. A counterattack, led by the standing army’s Captain, the Imperial Officer Jurgen Agripa, was



Scenarios and campaigns are a great chance to create your own conversions and special characters. Racknid the Rancid and his spider brigade take the Empire Watchtower, but will they still have the hitting power to threaten the town of Rottheim?

ready to defend the walls or ride to aid the watchtower. But I added my own twist by leaving my Shaman off the table – I wanted him to conjure a magical fog (green-tinged, of course) that would blanket the watchtower and prevent it from signalling for help. A good rule of thumb for these sorts of ‘made-up-on-the-spot shenanigans’ is to make a plausible story and give both a benefit (slowing the Empire counterattack) and a downside (we would roll for the fog rolling back each turn and I would have no Wizard for the whole game).

The greenskins, at least those that passed their Animosity tests, swept onto the table and immediately threatened Dave’s watchtower. Dave’s initial round of shooting from the garrison was lacklustre, but we could just imagine what the shock of seeing 50+ Goblins riding Giant Spiders or Giant Wolves emerging out the fog did to the Handgunner’s aim! In classic Dave fashion he insisted I find wire wool to show the effects of the firing gunline, as he said, ‘it just looks so much better’. It was true, but was also indicative of the kind of battles we like best – winning is okay, but really it is all about the spectacle!

1 The bulk of Dave’s Empire army was behind the defensive walls of Rottheim, represented on Dave’s beautifully modelled board. They were not allowed to become active until the magical fog rolled back far enough for the greenskin attack to be seen. Would their counter-attack come in time to save Captain Sieghelm and his brave watchtower defenders?

2 Visibility for the scenario was limited to just 18" at the start of the game and would expand by 2D6" each turn. As 48" separated the tower from the defensive walls of Rottheim, Jeremy reckoned he’d have 2-3 turns to destroy the watchtower and advance towards the town.



In the second turn Dave's gunline was brought into close combat, while Racknid the Rancid and his massive Spider assaulted the watchtower. Although the colossal beast crawled atop the edifice and slew four of the Handgunners, master of the tower Captain Sieghelm's leadership held firm and the Gargantuan Spider was forced to withdraw an inch from the tower. This meant I'd face another round of point-blank volley gunfire!

The Empire defence was stalwart, but by the end of the third turn the tower was mine. Racknid the Rancid howled his triumph – although only lucky saves kept him from being mowed down by an impressive 28 hits from Dave's Volley Gun. Captain Sieghelm had fallen in the defence.

In the next turn the fog rolled back and Dave's reinforcements entered the fray along with the three Great Cannons perched along the town's walls. I wasn't sure I could handle the force that was marching out of the gates. It got worse when a cannonball hit my already battle-worn Gargantuan Spider, slaying it easily. The battered beast fell off the tower (upon Dave's suggestion that it should fall like a Giant) and landed upon my largest unit of Spider Riders, killing three and seemingly crushing Racknid as well.

The last few turns got even worse. Reiksguard Knights chased off the Wolf Riders. Dave's Bright Wizard



The standing force of the good town of Rottheim managed to turn back the greenskins, but could they withstand the attacks that would follow? Or the avowed revenge of tiny, but spiteful Warboss Racknid?

decimated the Wolf Riders who were pursuing the fleeing Handgunners, and cannonballs took a toll. In our campaign casualties don't necessarily refresh, and my forces were dwindling rapidly. Dave could turn his slight victory into a major rout. So we did what all long-lived Goblin Warlords do... turn and flee.

Ten minutes later, after some minor campaign bookkeeping, our custom charts showed Racknid the Rancid was alive (having somehow survived being crushed by a huge spider). Even better he escaped back to my lines. Dave's tower master, the brave Captain Sieghelm, likewise survived, but was captured by me

(cue evil laughter – mwahahaha!). As characters are the lifeblood of our storyline, they rarely die but instead must roll on our hastily made up chart. They might actually be dead, but it is more likely they are injured, knocked unconscious, or the like.

So in the end it was a well-earned Empire victory, but not all bad news for the greenskins. The watchtower was destroyed and Racknid was alive where perhaps he didn't deserve to be. But victory be damned, the battle was exciting, different, and got our campaign going. The best thing about a good campaign game is that it leaves you wanting more battles. And, of course, more stories to tell.

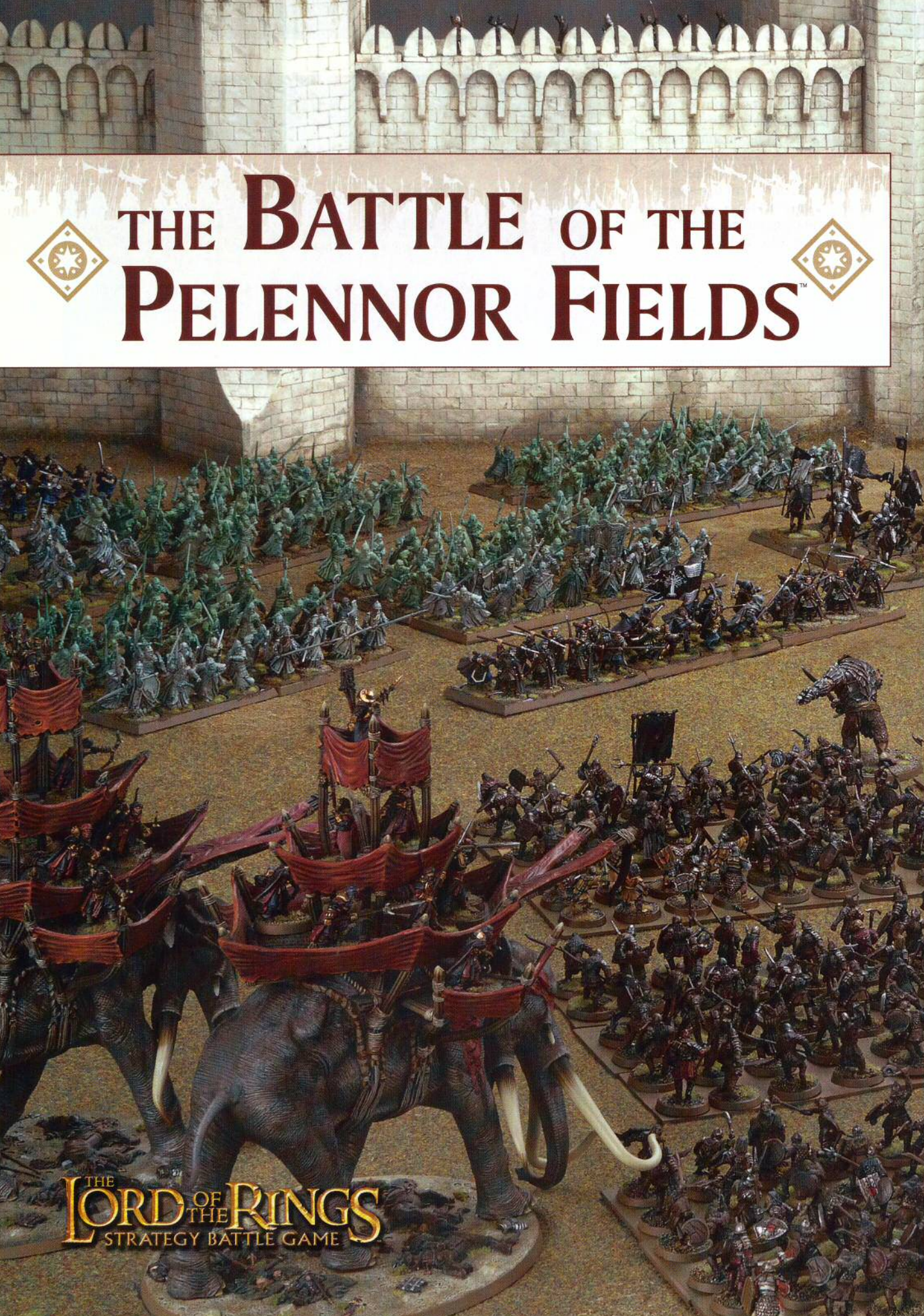
3 By the end of Turn 3 the watchtower garrison was destroyed or running, save for the Pistoliers, who tormented the rearmost greenskins for the rest of the battle. Jeremy's Wolf Riders and Boarboyz pursued the fleeing Empire troops onto the plain.



4 Both sides inflicted heavy casualties, but the greenskins took the worst of it. As they left the battlefield ('fled like cowards' according to Dave) they recovered fewer of their troops than the stalwart Imperial soldiers. Still, the watchtower had been captured and destroyed so it had been a costly victory for the Empire.

WHAT'S NEXT?

This is just the start of an irregular series, so be sure to check back in a few issues' time to see what Jerm and Dave get up to next.



THE BATTLE OF THE PELENNOR FIELDS™

THE
LORD OF THE RINGS
STRATEGY BATTLE GAME



WAR OF THE RINGTM

BATTLE REPORT

War of The Ring is a game of massive battles in Middle-earth, and there's no battle as large or as legendary as the Battle of the Pelennor Fields – there was only one choice for the inaugural battle report of War of The Ring.

Sauron has unleashed his armies, and it is before the walls of Minas Tirith that the fate of the world will be decided. Gondor seems doomed, for its armies are few and its allies uncommitted. The forces of Mordor gather around the city's walls and outnumber the defenders many times over. It is only the stalwart presence of Gandalf and Imrahil that prevents despair overwhelming the defenders. As the enemy break open the great gate of Minas Tirith and the evil rabble prepare to sack the White City, horns sound in the west – Rohan has come. Then does the siege of Gondor end and a battle of legend begin.

So the scene is set for the Battle of the Pelennor Fields. We wanted this to be a no-holds-barred, gigantic battle to highlight just how durable the rules set is. To this end we took the Pelennor Fields scenario from the War of The Ring

book, and modified it to suit the battlefield we were playing on and the miniatures we had available. The Studio collection is considerable, so we took all the models we could lay our hands on rather than rigidly following force restrictions as written. The other difference between this game and the scenario in the book was a modification to the deployment areas – as we were using the massive Minas Tirith board in Warhammer World, we had to stretch the Evil deployment to fit the shape of the battlefield.

Players should never be afraid to alter the scenarios in our books, especially when playing big multi-player games like this where resources will be stretched. In these cases it's always better to get the scenario to fit around your collection, rather than trying to force your collection and gaming area to fit the scenario.



THE FORCES OF EVIL



Thralls of Sauron

Whether they are the big green muscled kind or the fell, dark-hearted creatures of Middle-earth, Jeremy Vetock seems to be obsessed with Orcs. In this battle, Jeremy is taking control of the Orcs and Trolls on the side of the board nearest the quay, and also controls the Siege Bows.

Graham Davey is the Studio editor, and hopes to prove that he's as deadly with the Nazgûl as he is with a red pen! Graham is a big fan of the Ringwraiths, and will be taking charge of them during the game, as well as some of the Orcs.

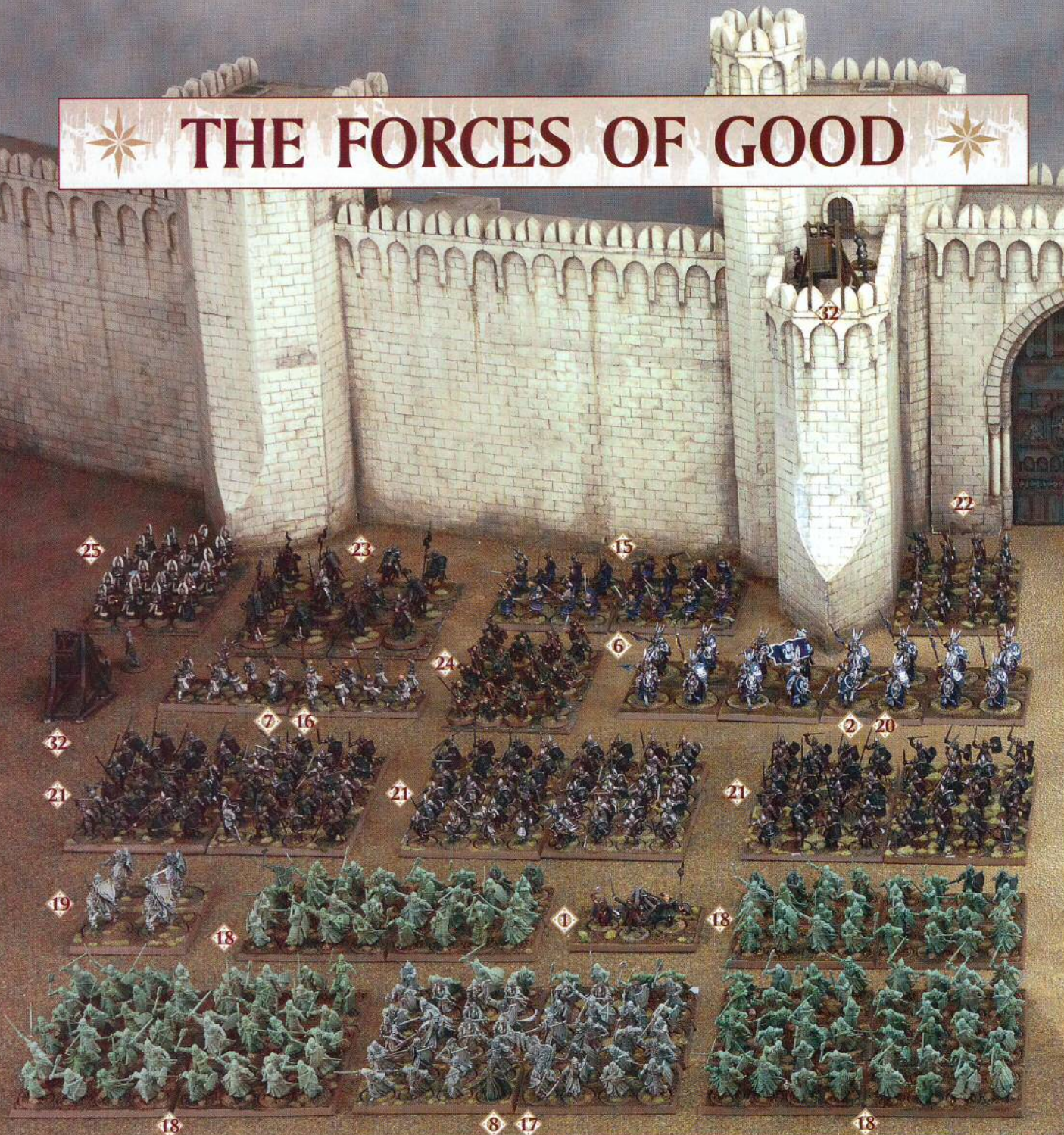
You'll be seeing even more of our man, Robin Cruddace, as he puts the Imperial Guard through their paces next issue. For now, though, he's in Sauron's thrall. During the battle Robin will be controlling the Haradrim and the Wargs menacing the Rohirrim, as well as the War Catapults.

- 1 Witch-king on Fell Beast
- 2 Nazgûl on Fell Beast
- 3 Nazgûl
- 4 Gothmog
- 5 Suladân, the Serpent Lord
- 6 Mordor Orc Warband
- 7 Mordor Orc Warband with bows
- 8 Mordor Troll Chieftain
- 9 Mordor Troll Drummer
- 10 Mordor Troll

- 11 War Catapult Battery
- 12 Siege Bow Battery
- 13 Warg Rider Warband
- 14 Serpent Riders Warband
- 15 Haradrim Raider Warband
- 16 Haradrim Warband
- 17 Corsair Raiding Party
- 18 War Mûmakil of Harad



THE FORCES OF GOOD



Leaders of the Free Peoples

Alessio Cavatore is no stranger to pushing The Lord of The Ring models around as he spent a good few years in charge of the Strategy Battle Game. The horde of Rohirrim to the right are his.

Chris Peach painted many of the models that we were using today, so it seemed only fair to call him to action. Chris is in charge of the forces of Minas Tirith, and the Army of the Dead when it arrives.

Nick Bayton is one of our dedicated army painters. He's also quite a mean dice thrower, so he should take to War of The Ring like a Hobbit to a fried breakfast. Nick has control of a number of the Riders of Rohan, including Éomer.

For this game we've used the Fountain Court Guard to represent the Wardens of the Keys, and the Rangers to represent the Blackroot Vale Archers.

1 The Three Hunters

2 Prince Imrahil

3 Elladan

4 Elrohir

5 Halbarad

6 Angbor the Fearless

7 Forlong the Fat

8 The King of the Dead

9 Théoden

10 Gamling

11 Éomer

12 Erkenbrand

13 Elfhelm

14 Grey Company

15 Clansmen of Lamedon

16 Axemen of Lossarnach

17 Court of the Dead King

18 Warriors of the Dead

19 Riders of the Dead

20 Swan Knights of Dol Amroth

21 Minas Tirith Warriors

22 Minas Tirith Archers

23 Minas Tirith Knights

24 Blackroot Vale Archers

25 Wardens of the Keys

26 The King's Guard

27 Elfhelm's Riders

28 Erkenbrand's Riders

29 Riders of Rohan Éored

30 Oathsworn Militia

31 Royal Guard

32 Battlecry Trebuchet



DEPLOYMENT



Gondor
reinforcements enter
from the quayside



Mordor
reinforcements
enter from here



The Rohan Army

The Western Slopes

As stated in the scenario rules in War of The Ring, Pelennor Fields is such an unwieldy battle due to its size that it's best to use the scenario and force lists as guidelines and tailor the game to the models and resources you have available, so this is what we've done.

The Good forces have been broken down into three separate armies and this will have a bearing on when and where they appear on the battlefield. The Rohan force contains all the Rohirrim formations as well as Heroes such as Théoden, Éomer, and a hidden Éowyn and Merry. This force starts the game on the western slopes. The second force is the Men of Gondor led by Prince Imrahil and they sally out from the great gate of Minas Tirith during the first turn onwards. The third Good army contains Aragorn, Gimli and Legolas, the Grey Company, the Clansmen of Lamedon led by Angbor, and a large contingent of the Army of the Dead. They can enter play along the Harlond Quayside from Turn 3.

The Evil armies are split into two forces. The besieging army contains the Witch-king and Ringwraiths, Gothmog and the hordes of Orcs and Trolls from Mordor, and other beings under Sauron's thrall. The counter-attacking army is made up with more Orcs, Haradrim and no less than seven Mûmakil. The counter-attack can enter play from the north-east corner in Turn 3.

The massive battering ram, Grond, and two siege towers were placed on the battlefield but these were for aesthetics and would be treated as moving pieces of scenery that are impassable during the game. Jeremy rolled them forwards at the start of each turn, towards the walls.

We decided to keep playing until the battle came to a natural conclusion and a victor was clear. The only stipulation is that if the Good side loses nine of their Heroes then they cannot win although they may fight on for a draw. Due to his importance Aragorn counts as two slain heroes when working out this tally.

Harlond Quayside

Gate of Minas Tirith



The Gondor Army enter from the gate



SCENARIO SPECIAL RULES

The Moment of Destiny

Aragorn and Théoden both gain the Touched by Destiny special rule in this scenario.

The Charge of the Rohirrim

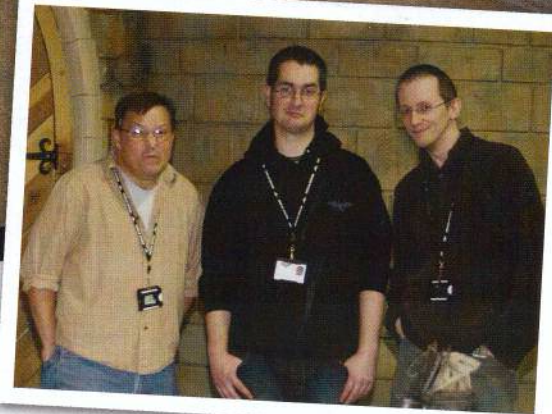
The Good side always gains priority for the first turn, and so the Battle of the Pelennor Fields always begins with the Charge of the Rohirrim. For the first two turns of the game, all mounted formations of Rohirrim are considered to automatically pass their Earth-shaking Charge tests (as if they had rolled a 6), there is no need to roll.

I Am No Man

Éowyn has sung her death song and is expecting to meet her end in battle. She is unaffected by Terror in this battle (even if her formation fails, she will never be affected). Additionally, she may call an Epic Duel for free against any Ringwraith (with no need to spend a Might point). During Epic Duels with any Ringwraith Éowyn may add +2 to her rolls, which may be combined with her By My Hand Shall You Fall rule.

The Black Captain

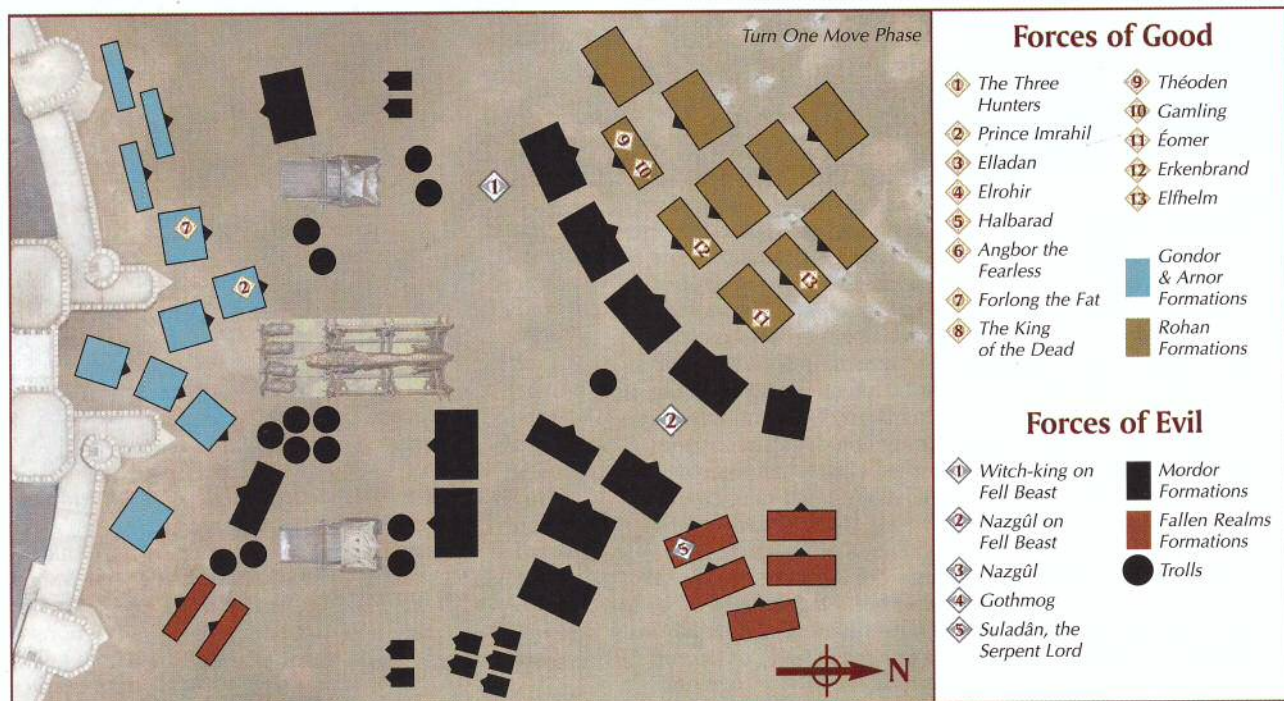
For this scenario the Witch-king has the Inspiring Leader rule, but with a range extended to within 36". Additionally, all Terror tests forced by the Witch-king are taken with a -2 penalty. Truly is the Black Captain 'a spear of terror in the hand of Sauron'.



Top: Those that have fallen under Sauron's sway and now command his armies (with a scowl). From left: Jeremy Vetock, Robin Cruddace and Graham Davey.

Above: The last hope of Gondor and, in turn, the Free Peoples. The forces of Good are led by, left to right: Chris Peach, Nick Bayton and Alessio Cavatore.

THE CHARGE OF THE ROHIRRIM



The ground shook as the Rohirrim rode down from the western slopes and prepared to smash into the Orc horde. Emboldened by the sight of Rohan's arrival, Prince Imrahil sallied forth from the city gate with a force of Swan Knights, Knights of Minas Tirith and Men of Gondor. All too soon it was the Evil Move phase and Graham immediately took control of the Flying Nazgûl, sending it over to Éomer's formation. He used the Ringwraith's dark power and cast *Pall of Night* to envelop the Rohirrim in a deathly cloud and stop them from charging. Nick, who was controlling Éomer, spent a point of Might to try and resist the spell's effects but failed.

Graham tried the same trick with the Witch-king along the right flank of the Rohirrim. This time he targeted Erkenbrand. The Horse-lord spent a point of Might and successfully resisted the spell, meaning that the Evil players could not hold up both of the Rohan army's flanks when it came to the actual charge.

The forces of Good had priority, so started the Shoot phase by loosing a few arrows from the Rohirrim's bows – their Expert Riders special rule meant that they could unleash a volley of missile fire and still move and charge.

The Battlecry Trebuchets – three of them – mounted along Minas Tirith's white

walls were next to fire, Orcs died on both flanks and the central catapult wounded a Troll, but both sides knew it wouldn't be enough to repel the besiegers. The Orc war machines proved far more effective. The Siege Bows and Catapults destroyed the two flanking Trebuchets and there were still enough Siege Bows left to kill a swathe of soldiers emerging through the gates.

As one, the armies of Good charged. In the south the defenders of Gondor sallied out. All formations made it into combat, thanks in part to some timely re-rolls allowed by the Banner Bearers. Imrahil tried to charge the Trolls but failed his Courage test by rolling a double 1; fortunately he had a full stock of Might and boosted the result to save himself embarrassment. All along the lines the Rohirrim smashed into the Orcs, with the notable exception of Éomer and his Riders, who were instead charged by the formation of Orcs.

The fighting was brutal and great handfuls of dice were thrown. The momentum of the charge was too much for the Orcs in the west to bear and their formations collapsed as Rohan speared through their lines, led by an indomitable Théoden. In the south the fighting was more tempered with no definitive victor, although Imrahil's cavalry took a battering from the Trolls.

DARK MAGIC

Magic played a pivotal roll in this turn as it denied Éomer's formation a potentially devastating charge, and bogged down the Rohirrim's left flank. Graham was controlling the Nazgûl that did this by casting *Pall of Night*. The first spell a magic user casts can always be played, but Graham then needed to roll equal to or more than the spell's Focus rating of 4 to cast another spell, which he failed to do. Even when a spell is cast the spell's effects are not guaranteed. When you roll for the spell's effect a 1 means it fails to do anything and if you're casting a spell on a formation containing a Hero they can spend Might to get a 4+ roll to resist the spell's effects.

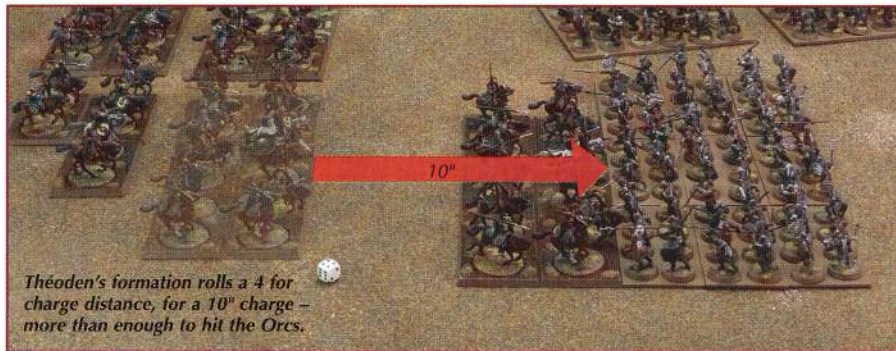


The Charge

Charging can be devastating, especially with cavalry who get an extra six dice per company when they charge into infantry or monster formations. But no matter what type of formation you're using, a charge is not guaranteed. The closer you are to your target the more chance you have of your charge connecting. However, should you fail the charge then there's a good chance the enemy will charge you, robbing your formation of the momentum. Heroes are useful in a charge as they can spend Might to modify the charge roll, going some way to ensure they impact with the target. Banners are also valuable as they allow you to re-roll charge distances. To determine the charge you roll a D6 and add a modifier dependant on your troop type. In the case of Cavalry you get D6+6" giving you a possible range of 12".

As the Rohirrim thundered down the hill Théoden called an Epic Charge, giving his Royal Guard +2 to Fight. His special ability allows his whole formation to use his Fight value, not just his company. This led to Alessio rolling a mighty 60 dice, causing 48 hits and wiping out the enemy formation. Because of the Charge of the Rohirrim scenario rule, Théoden and the King's Guard swept into the next formation and caused a further 47 hits, slaying those models as well.

Meanwhile, Éomer's formation, had been robbed of the charge and so were charged by Orcs and the Winged Nazgûl. They lost the combat and became disordered. Éomer's company only managed to slay three Orcs, which, compared to Théoden's tally of 95, illustrates just how important getting the charge is to cavalry.



Théoden's formation rolls a 4 for charge distance, for a 10" charge – more than enough to hit the Orcs.

EARTH-SHAKING CHARGE

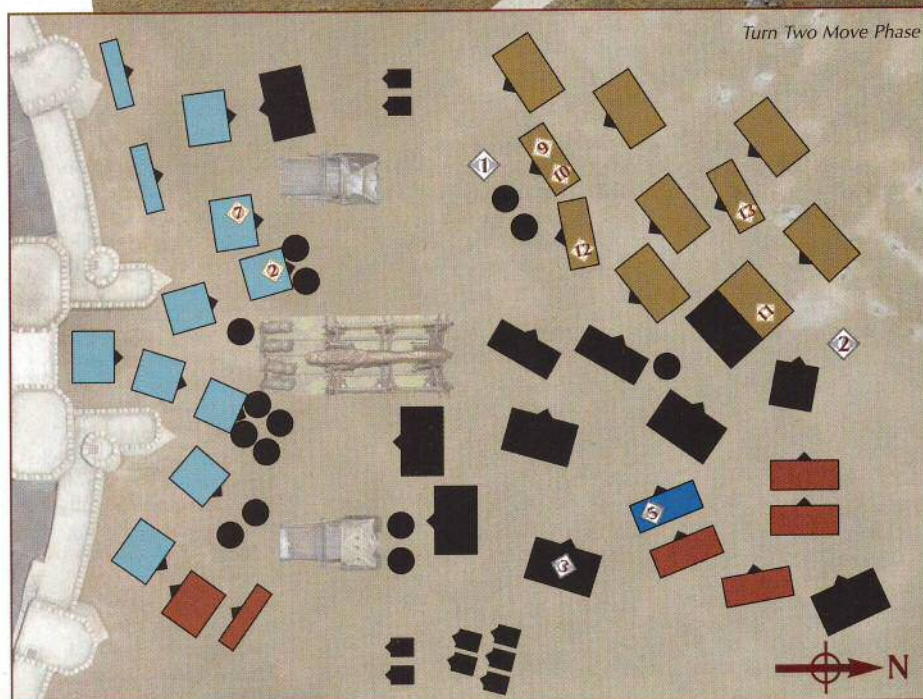
Cavalry excel in shattering formations. If a cavalry formation charges and is victorious in a fight, the controlling player rolls a D6 to determine if the charge has sufficient momentum to follow up. On a score of 6, the cavalry may immediately charge and fight again. A formation can only benefit from one Earth-shaking Charge in a single turn. In this scenario the Rohirrim automatically perform Earth-shaking Charges in the first two turns. A similar manoeuvre can be performed by any formation by way of a Heroic Fight action.

"NO MAN CAN KILL ME"

A The Rohirrim in the centre are victorious against the first wave of Orcs. However they soon find themselves hemmed in by their allies as the second wave approaches.

B Orc War Catapults fire at the remaining Trebuchet on the wall. Artillery roll on a table to see the effects of the shot, rather than shooting as normal. Robin rolls a 1, which means Chris can redirect the shot to another company within 6" of the original target if he wants to, potentially hitting some of Robin's own formations! But, as there is no one close by, Chris causes it to miss instead.

C The Warg Riders hit Éomer's formation in the flank and devastate it, killing all but two of the Rohirrim.



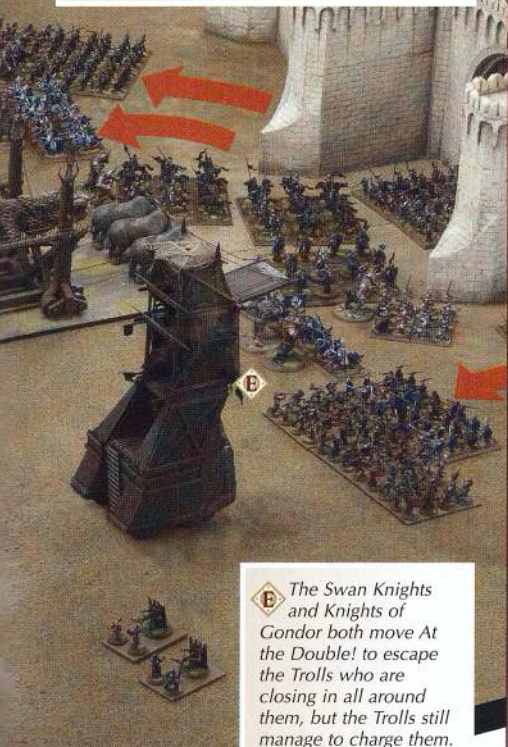
Forces of Good

- | | |
|------------------------|---------------|
| 1 The Three Hunters | 9 Théoden |
| 2 Prince Imrahil | 10 Gamling |
| 3 Elladan | 11 Éomer |
| 4 Elrohir | 12 Erkenbrand |
| 5 Halbarad | 13 Elfhelm |
| 6 Angbor the Fearless | |
| 7 Forlong the Fat | |
| 8 The King of the Dead | |
- Gondor & Arnor Formations
 Rohan Formations

Forces of Evil

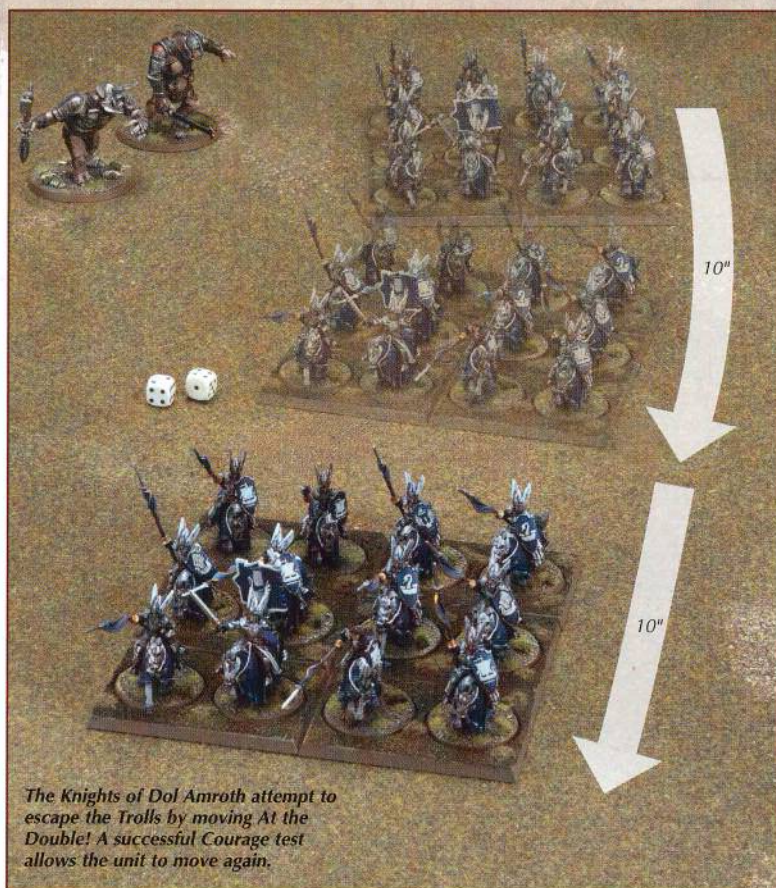
- | | |
|-----------------------------|--------------------------|
| 1 Witch-king on Fell Beast | Mordor Formations |
| 2 Nazgûl on Fell Beast | Fallen Realms Formations |
| 3 Nazgûl | Trolls |
| 4 Gothmog | |
| 5 Suladân, the Serpent Lord | |

D In the fight between the Trolls, Corsairs and Warriors of Minas Tirith, the Trolls strike first as they're monsters. Even so, they only slay three men, as their shields give them a Defence of 7. The Corsairs fair better, killing five men. The Minas Tirith Warriors hit back at the same time, causing nine casualties on the Corsairs, winning the fight. The Corsairs panic and three more of their number die.



E The Swan Knights and Knights of Gondor both move At the Double! to escape the Trolls who are closing in all around them, but the Trolls still manage to charge them.

F The Orc formation lost against the charging Rohan in the previous turn and became disordered. At the start of this turn they fail a Courage test and so remain disordered and fall back away from the Rohirrim, against the flow of the other Orc companies who are advancing to stem the breach in the lines.



The Knights of Dol Amroth attempt to escape the Trolls by moving At the Double! A successful Courage test allows the unit to move again.

At the Double!

Getting around the battlefield can be a hard slog, especially on some of the larger tabletops you'll end up playing on when fighting a large War of The Ring battle. This is where Heroes come in again as they are experts at urging their followers onwards. If a formation contains a Hero, you can take a Courage test to move At the Double! If the test is failed, nothing happens. If the test is passed, the formation may immediately move again.

This is an innate ability all Heroes have so you don't have to spend any Might. It's a very useful tool for crossing large areas at speed, getting into the best position for tactical charges. Or, as the Swan Knights attempted here, for getting away from imposing enemies like Trolls!

Evil started this turn with priority. Darkness formed around the Witch-king as he cast *Sunder Spirit*, a courage-draining spell, on Théoden. Graham rolled for the spell's effect and spent a point of Might to turn this result into a 6, meaning the King of Rohan suffered the maximum -3 to his Courage. He then followed this up with *Enfeeble* but got a 1 when rolling for the spell's effect.

The Orcs in the centre closest to the Rohirrim formed into battlelines readying themselves for the second of the Earth-shaking Charges. In the north the Wargs positioned themselves for a nasty charge on Éowyn's flank. Across the battlefield, formations reformed and shot if they had ranged weapons, but as the Charge phase started Théoden interrupted the normal sequence with a Heroic Charge into the massive Orc formation ahead of him. Once again the King's Guard hit with a resounding smash. The Witch-king followed by flying into the side of the Rohan formation.

As the Witch-king descended, Éowyn and Merry revealed themselves from their hiding place within Théoden's unit. Éowyn immediately challenged the Witch-king to a duel. Despite Éowyn's special bonus

when fighting Nazgûl, not to mention her great advantage in a duel, Alessio rolled low. He then sacrificed Merry to re-roll the dice, but again he couldn't beat the Witch-king even with the expenditure of Might and, to the glee of the Evil side, Éowyn was removed. Obviously outraged by seeing his niece cut down, Théoden hacked his way through the melee to confront the Witch-king. Even with his depleted Courage, Théoden couldn't be stopped, and brought Sauron's favoured servant low, defeating the Witch-king in a very different outcome to both film and book! The rest of the King's Guard hacked away at the Orcs and scattered the survivors before charging into them once again and wiping them out.

Éowyn starts the game hidden in a formation, and is only revealed as the game progresses.



ARRIVAL OF THE BLACK FLEET

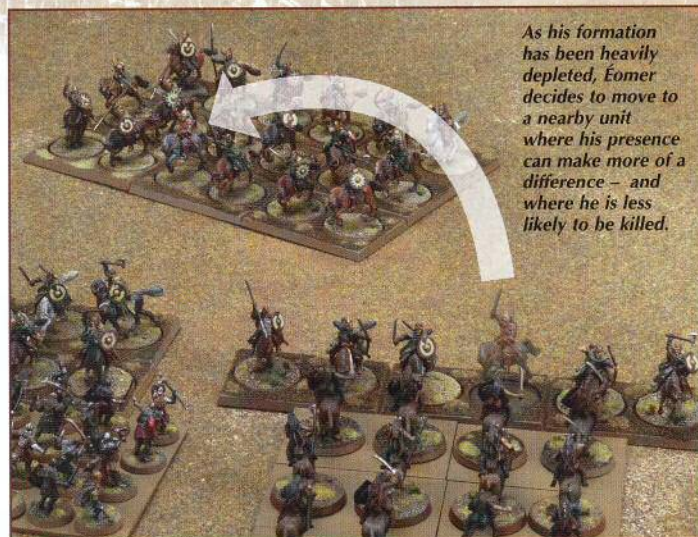
C The Harad War Mûmakil charge forwards heading towards the Rohan lines and the Good reinforcements emerging on the quayside.

B Two more Nazgûl on Fell Beasts arrive to lend their strength to the fray, followed by Gothmog leading a formation of Warg Riders.

A A Mûmak advances towards the Rohan lines as fast as its great legs will carry it.

D Éomer leaves his crippled Rohan formation and joins an Éored closer to the action.

E Led by Théoden, the Rohan attack continues to penetrate further into the centre of the Pelennor, although the momentum from the initial charges has now dissipated. Théoden encounters another Ringwraith leading an Orc formation. An Epic Duel is declared but the fight is inconclusive.

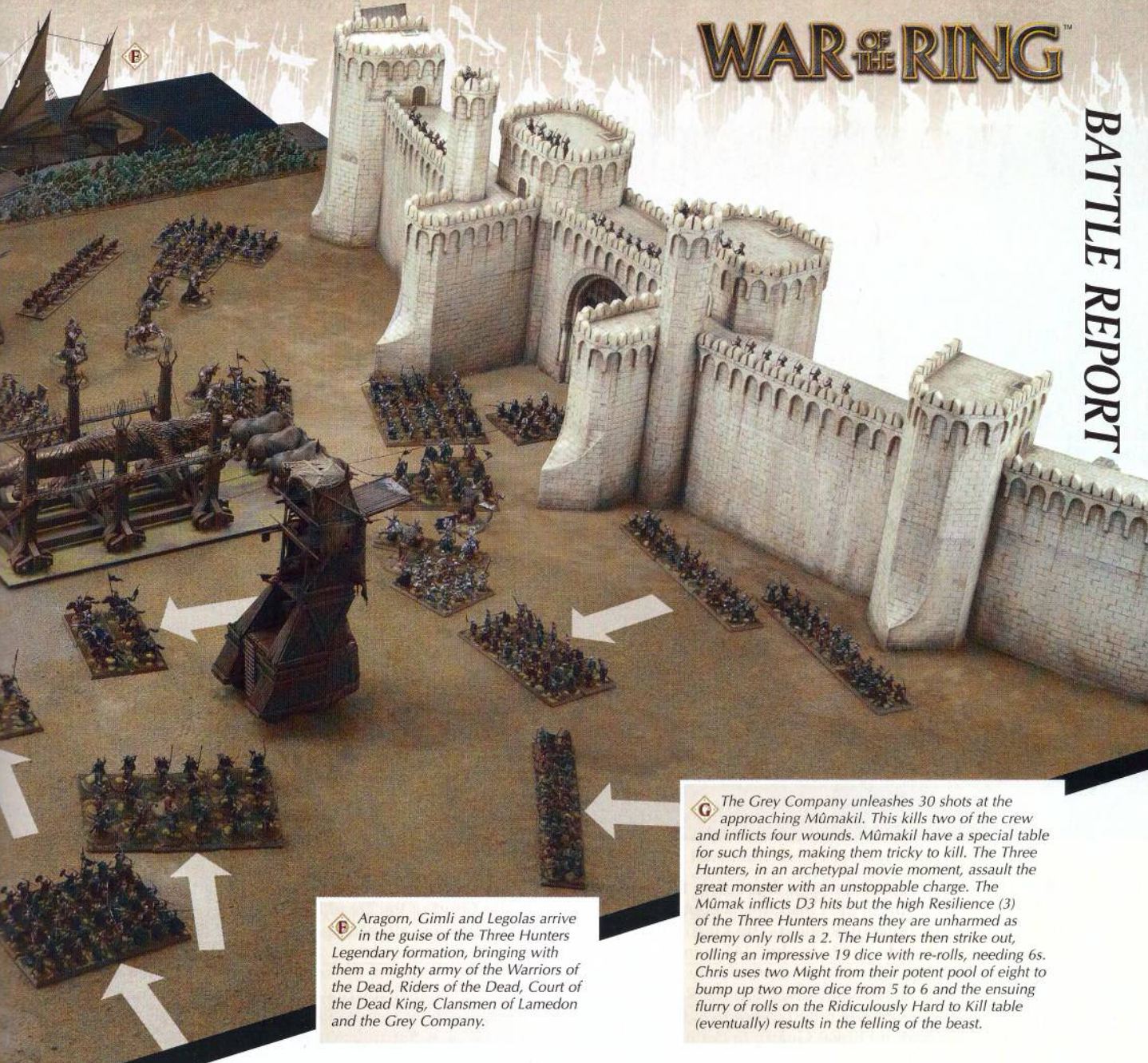


As his formation has been heavily depleted, Éomer decides to move to a nearby unit where his presence can make more of a difference – and where he is less likely to be killed.

Getting About

Epic Heroes are extremely important, as every one of them is capable of battle-winning abilities beyond the Heroic actions and bank of Might points. Players obviously want to get as much use out of their Epic Heroes as possible and so they have a unique move that allows them to transfer between friendly companies within 18" of each other. You do this before the formations involved have moved. Once the Epic Hero has relocated, both of the formations can then move as normal.

This manoeuvre gives players lots of tactical options, primarily allowing you to get your powerful Hero to where he's needed most – where the fighting is fiercest. And, as seen in this turn, it's a good face-saving measure. Éomer was in a badly mauled formation and so Nick moved him to the neighbouring Rohan formation to add his weight to their combat and get him out of trouble. At the other end of the battlefield Prince Imrahil did the same, moving out of his depleted unit of Swan Knights and into the larger formation to maximise his combat potential.



F Aragorn, Gimli and Legolas arrive in the guise of the Three Hunters Legendary formation, bringing with them a mighty army of the Warriors of the Dead, Riders of the Dead, Court of the Dead King, Clansmen of Lamedon and the Grey Company.

G The Grey Company unleashes 30 shots at the approaching Mûmakil. This kills two of the crew and inflicts four wounds. Mûmakil have a special table for such things, making them tricky to kill. The Three Hunters, in an archetypal movie moment, assault the great monster with an unstoppable charge. The Mûmak inflicts D3 hits but the high Resilience (3) of the Three Hunters means they are unharmed as Jeremy only rolls a 2. The Hunters then strike out, rolling an impressive 19 dice with re-rolls, needing 6s. Chris uses two Might from their potent pool of eight to bump up two more dice from 5 to 6 and the ensuing flurry of rolls on the Ridiculously Hard to Kill table (eventually) results in the felling of the beast.



Shooting from the War Catapults results in a stand being removed. The Men of Gondor are pushed back D3" as a result

Shooting

Don't underestimate the power of ranged attacks in War of The Ring. While your primary aim will be to cause casualties, shooting at companies drives the formation back if you can do enough damage. This gives you many tactical considerations. For instance, you can force threatening enemy formations out of charge range, or push them closer to allied formations. Another option is to force an enemy formation into impassable terrain, automatically destroying it and saving your own troops a potentially costly combat – this was the reason that Chris was so worried when his Minas Tirith Warriors were pushed back towards the impenetrable city walls after losing nine of their number to enemy catapults.

LOOK TO THE EAST



Evil took priority for this turn, but before they could move, the Court of the Dead King swept across the eastern side of the battlefield. The King of the Dead used his Shadowstride ability to shift 24" in front of a large Orc formation. The Orcs in the centre slowly advanced forward as it was increasingly clear that the Rohan formations were becoming mired in combat, the exception being Théoden and the Royal Guard. In the north the Warg Riders continued to prove their worth by making use of their Prowler special rule giving them bonuses when they attack in the flank.

The Mûmak furthest west trampled through a Rohan formation unlucky enough to be in its way. Brave soldiers and loyal steeds were speared by the beast's great tusks or crushed underfoot, and three whole companies were removed. At the foot of the walls of Minas Tirith, the Trolls and Orcs pushed forward as the Warriors of Minas Tirith struggled against the brutal onslaught. Had the reinforcements arrived too late?

The Three Hunters moved beyond the slain Mûmak's corpse, putting themselves in charge range of a mass of Orcs close to where the King of the Dead was readying to charge the Orcs.

Back in the west, despite moving formations in the previous turn, Éomer could not stem the black tide, and so his formation became disordered. Nick then failed a pivotal Courage test and, with no Might remaining, was forced to fall back.

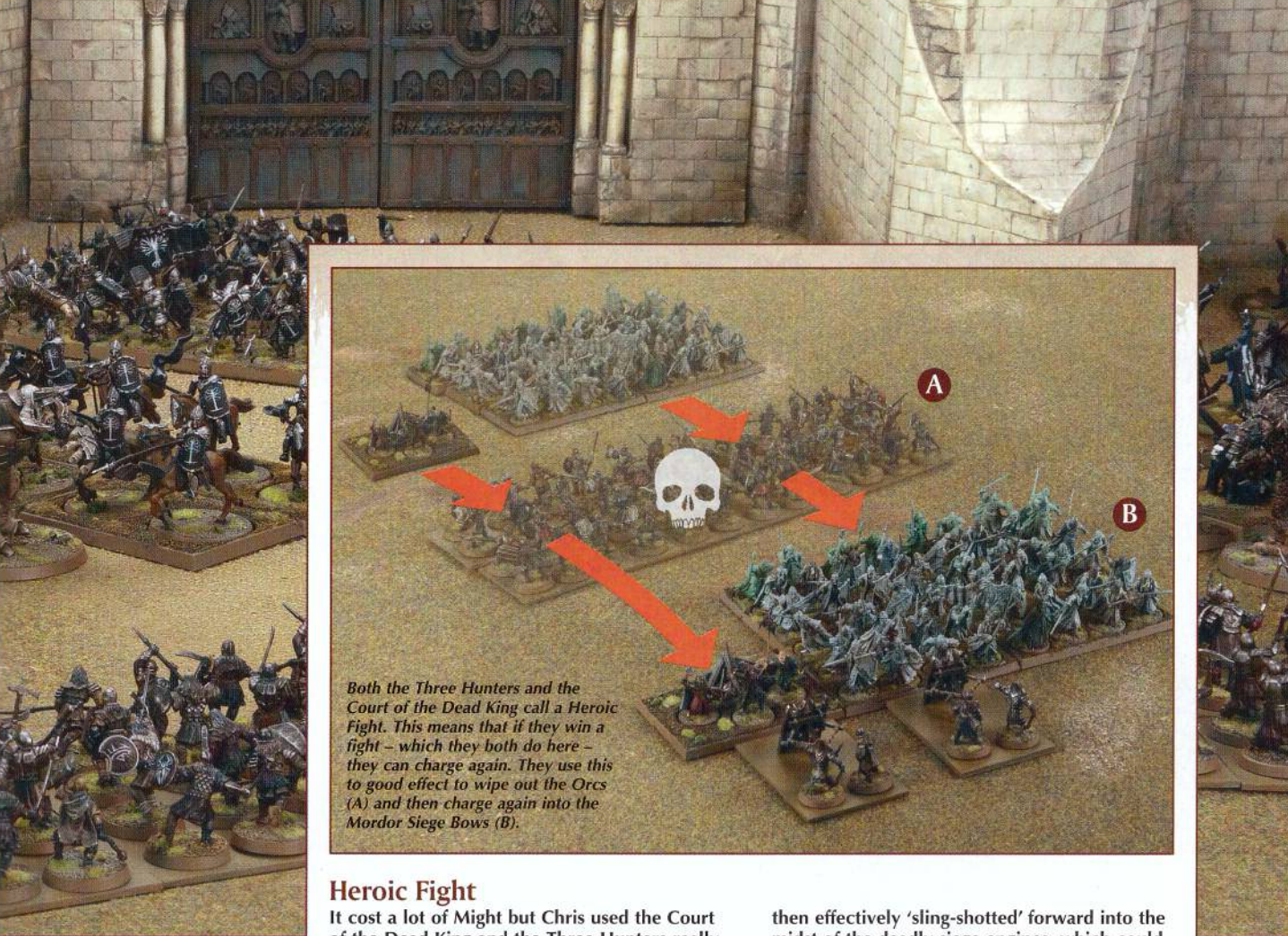
In the Shoot phase, arrows flew on both sides but with no real consequence other than a dead Troll. The Mordor siege weaponry that had taken such a deadly toll before had been overrun on the previous turn.

The Evil side prepared to charge but they were halted as the Court of the Dead King, the Grey Company and the Three Hunters all made one Heroic Charge smashing into their respective enemies. It was a stirring moment, as if to underline the point, the sound system in Warhammer World coincidentally played out The Lord of The Rings famous anthem at that exact point. It didn't all go the Good side's way as the Trolls charged the scattering Men beneath the eaves of Minas Tirith's wall and the Orcs in the centre prepared to charge the Rohan formations.

The Three Hunters called a Heroic Fight and cut through the Orcs with ease, before charging again, this time into the Siege Bows, causing mayhem amongst the Evil war machines. The Court of the Dead King swarmed over the Orcs, losing six of their own spirits but slaughtering all the Evil Men without stopping as they had also declared a Heroic Fight, and continued into the Orc artillery. The flank had all been cleared of Evil infantry, but the downside was that it had left an approaching Mûmak with a clear route for a trample attack next turn.

Around the gates of Minas Tirith the Gondor force was becoming increasingly scattered and ineffective. The mass of Trolls had proven too much, and the turn ended with a couple of Trolls within the gateway of the city.

The forces of Rohan, too, were stalling badly, robbed of any charge momentum the cavalry stands were struggling against the superior number of dice the Orc infantry were able to roll. Théoden was the one shining light amidst the dead and the dying, for he could not be brought down no matter how many Orc companies Graham sent against him. He even ended the turn by killing a second Nazgûl with relative ease.

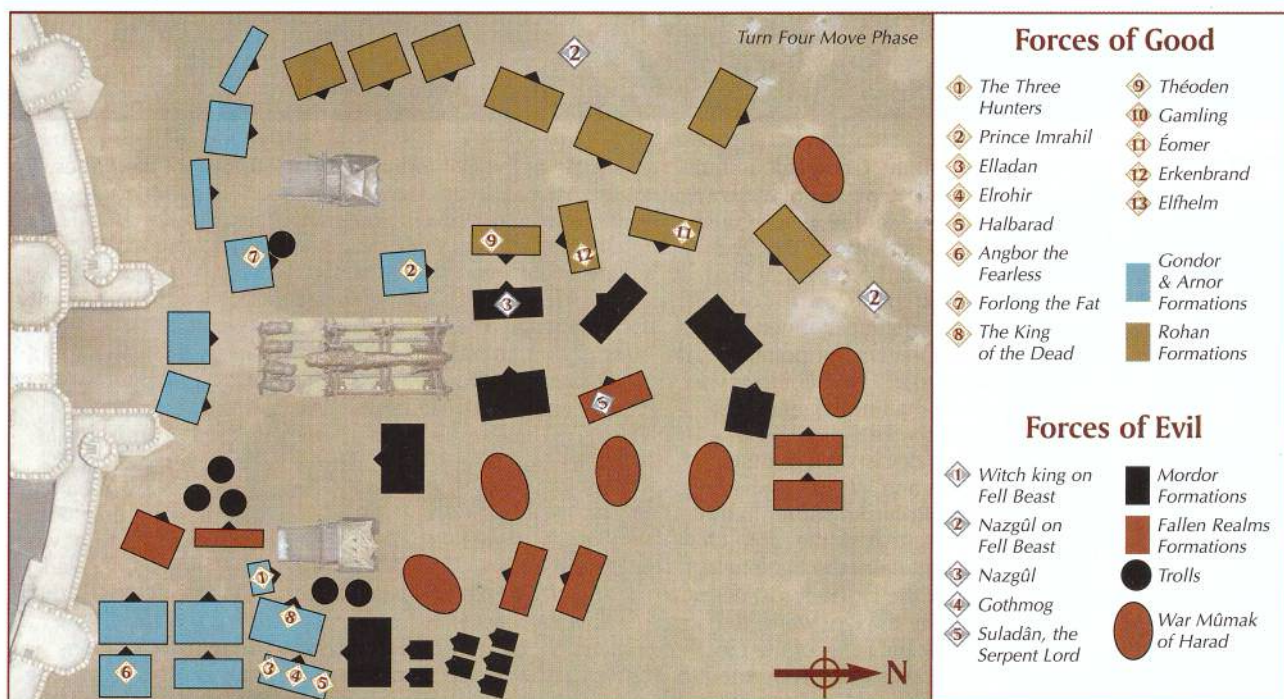


Both the Three Hunters and the Court of the Dead King call a Heroic Fight. This means that if they win a fight – which they both do here – they can charge again. They use this to good effect to wipe out the Orcs (A) and then charge again into the Mordor Siege Bows (B).

Heroic Fight

It cost a lot of Might but Chris used the Court of the Dead King and the Three Hunters really well here. He positioned and used their fighting prowess to maximum effect with the use of Heroic Fight, an ability that allows Heroes to effectively charge and fight again. Both formations wiped out their first quarry and

then effectively 'sling-shotted' forward into the midst of the deadly siege engines, which could have made quite a mess of them had they been shot at. This also put them in prime position to charge the Mûmak in the next turn, assuming they got priority. Even then they could sway that outcome with the use of a Heroic Charge.



THE LAST HEIR OF GONDOR



The Priority roll swung back to the Good side in time for the Three Hunters to manoeuvre out of the way of an enraged Mûmak, whose trample attack could have done some serious damage. The Army of the Dead were not so cowed and flowed forward on spectral legs, keen to get to grips with the elephantine beast.

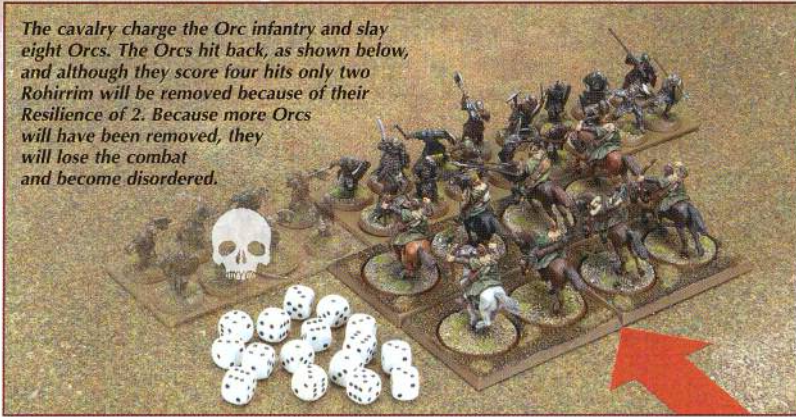
On the west flank the Rohan formations formed a battleline again, using Théoden as the anchor point, readying themselves for a final charge. The Evil move was dominated by the Mûmakil, which had now fanned out across the north-eastern corner of the battlefield. The Mûmak furthest west continued its devastating trample attacks on the Rohan cavalry. Orcs and Wargs climbed up the western slopes vacated by the Rohirrim earlier in the battle, cutting off the Horse-lords' retreat, while more Orcs channelled forward through the middle of the battlefield, ready to receive the next charge of the Horse-lords, eager to slaughter man and horse alike. By the city walls, the Trolls and Orcs advanced, claiming the gates of the city.

In the Shoot phase the Rohan cavalry finally seemed to take a decent aim, by slaying a good few Orcs, forcing a

couple of the Evil formations back to disrupt their lines. The Mûmak in the far west suffered too, gaining some more wound markers and losing four of its crew. In the Evil Shoot phase, the Orcs took their revenge and sealed the fate of the Free Peoples in one devastating round of bow fire. The Orc Warband were suddenly blessed with deadly accuracy and, in a round of dice rolling Robin will never see again, the Three Hunters were slain to a man. Gimli, Legolas and even Aragorn fell to the ground, pin-cushioned with crooked black arrows.

The battle was already slowly turning towards the forces of darkness, but the death of these three pivotal characters tipped the Good Hero tally over nine, meaning they couldn't win and even fighting for a draw now looked a hopeless prospect. Nevertheless, they fought on, for what choice did they have? The various Warriors of the Dead formations that had been supporting each other went their separate ways at this point, the Court of the Dead King charged into the closing Mûmak. The other formations charged westwards into the Trolls. The Orcs closest to the Mûmak joined in combat against the Dead. In the west the

The cavalry charge the Orc infantry and slay eight Orcs. The Orcs hit back, as shown below, and although they score four hits only two Rohirrim will be removed because of their Resilience of 2. Because more Orcs will have been removed, they will lose the combat and become disordered.



Resilience

The profile in War of The Ring is slightly different to the Strategy Battle Game in that Wounds has been replaced by Resilience. This represents how difficult it is to kill a model from the respective company. Most infantry have a Resilience of 1, meaning that for every hit caused you remove one model. Cavalry and monsters have a Resilience of 2 or more meaning they are much harder to kill. It takes one hit for each point of Resilience before you can remove a casualty. So normally, you'll need two hits to remove one cavalry model. And because remaining hits are discarded this makes high Resilience companies even harder to kill.

Riders of Rohan charged for what would be the final time. One formation stalled as Alessio unluckily rolled a one, but the others made it in, with Théoden leading the way. The remaining flying Nazgûl swooped low over the Horse King, it's terrifying scream issuing a dread challenge.

The Mûmak struck out against the Army of the Dead, dissipating eight of the spirits, but the ghosts of Gondor's bleak past, obviously angered at the death of the only one who could free them, struck back, Chris rolled his dice with gusto and put three wound markers on the beast, but it was not enough to fell it. The Trolls did not fair so well and were consumed by the dead.

In the west the Rohirrim formations that charged struck home. The Orcs faltered under the mass of dice Nick and Alessio were rolling, but not enough to cause mass panic. Théoden, however, seemed to be in a different league to any other Hero on the field of battle that day. He answered the Epic Challenge and came at the Ringwraith with unequalled ferocity. Graham and Alessio were locked in a fierce contest, but the dice rolled Alessio's way and the King of Rohan was victorious once again.

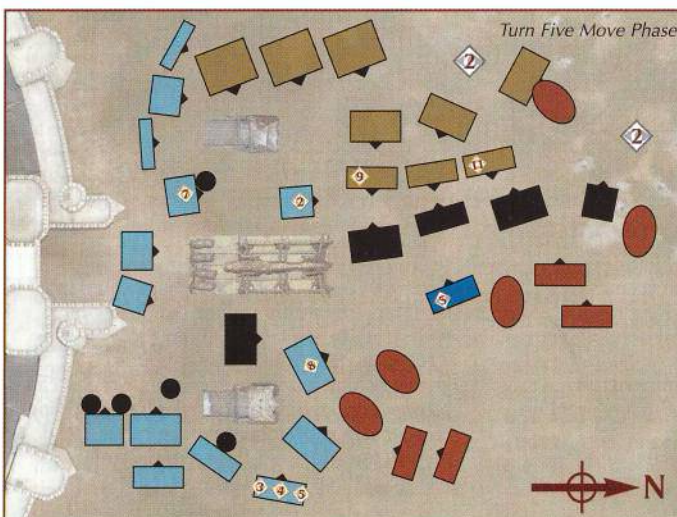
But while Théoden continued to be unmatched, by the end of Turn 5 it was clear that Evil had won the day. Gondor no longer had an heir and the Pelennor belonged to Sauron. Théoden would lead the survivors away, but where would be safe for them to go? The Orcs would soon take Minas Tirith and the rest of Gondor would fall. In this version of the tale, Sauron had won!



Although the knights charge, the Trolls get to strike first and manage to kill the cavalry with eight hits before the cavalry even get a chance to fight.

Picking your targets

Although there are no certainties, there are ways to stack the odds in your favour by picking your charge targets well. A good rule of thumb is to match the troop types against their natural foes. When charging, cavalry are great against infantry companies (note that cavalry charged by infantry is quite a different matter), while infantry can use their superior numbers to slowly wear down the monsters. Monsters, on the other hand, are good at cleaving through cavalry, a good example being how the Knights of Dol Amroth – some of the best cavalry in the game – came unstuck when they faced two Trolls, who themselves fell to the Warriors of the Dead in the final turn.



Forces of Good

- 1 The Three Hunters
- 2 Prince Imrahil
- 3 Elladan
- 4 Elrohir
- 5 Halbarad
- 6 Angbor the Fearless
- 7 Forlong the Fat
- 8 The King of the Dead
- 9 Théoden
- 10 Gamling
- 11 Éomer
- 12 Erkenbrand
- 13 Elfhelm

Forces of Evil

- 1 Witch-king on Fell Beast
- 2 Nazgûl on Fell Beast
- 3 Nazgûl
- 4 Gothmog
- 5 Suladán, the Serpent Lord
- 6 Mordor Formations
- 7 Fallen Realms Formations
- 8 Trolls
- 9 War Mûmak of Harad

EVIL VICTORY



Sauron may have lost the Witch-king, but the Pelennor is his. More than nine Good Heroes have been killed, and with them all hope...

A GREAT DAY TO BE AN ORC

FAVoured OF SAURON

Although Sauron's chief lieutenant, the Witch-king, was slain at the hands of Théoden, the Nazgûl in general performed very well. Especially the Ringwraith on Fell Beast who's canny use of magic halted Éomer, staggering the charge of the Rohirrim at a crucial moment.



Nazgûl

Graham: The day is won, the devastation is complete and literally hundreds of models have been slaughtered. Théoden and his riders cut a swathe through the Orc horde arrayed against him, but in a battle of such size, the heroics of a single formation is just not enough to claim victory.

So where did the game turn against the Good side? At the gates of Minas Tirith, Jeremy's rampaging Trolls effectively dealt with the Swan Knights and blunted the threat from the forces of the city, and kept the main bulk of the Orcs from having to defend on two fronts. Later, when the Army of the Dead appeared, Jerm's flank crumbled but he did kill the Three Hunters, adding to the total of fallen Heroes. Meanwhile, my plan was to stall the charge of the Rohirrim using the magic of the Ringwraiths. As it turned out, only Éomer's formation was stopped, but this held up the whole cavalry charge on the

“Théoden and his riders cut a swathe through the Orc horde arrayed against him...”

Rohan left flank, while the right of the line, led by Théoden, bulged forward, dangerously exposed, to the point it overextended. This meant that when Robin launched his thunderous charge with the Mûmakil, the Riders on the left were

bunched up and ripe to be stomped on, while the Riders on the right had no support against the Orcs and Trolls, and were slowly but surely dragged down.

After the dust had settled we all agreed that Théoden had been outstanding, but for the Evil side it was

the lowly Orcs that really impressed me. They almost always have the advantage of numbers, but bolstered by a Ringwraith, they become rather dangerous. With a bit of devious luck and some canny spell chains the Nazgûl can rob the enemy of the charge and use their magic to tip a fight in the favour of the Orcs – hacking, and slaying in the name of the Dark Lord!



Bringing the Enemy to Battle

The Battle of the Pelennor Fields is just one of the spectacular historical scenarios detailed in the War of The Ring manual. And there's nothing stopping you creating your own scenario based upon events on the novel or movie; there's comprehensive advice on how to do so in the back section of War of The Ring.

By the same token you shouldn't feel intimidated by such a large game – the rules

set can deal with battles of any size and is also great for pick up play, where you don't need any preparation other than bringing your army to the table. Within the manual is a scenario system that allows you to generate nine balanced scenarios. So you can pit your strategic wits against a long-standing rival or a new opponent you've never faced before, knowing that the scenario you play will keep the game on an even keel.



BACK TO HELM'S DEEP

Alessio: Two words sum this whole battle up for me: Théoden King!

The old man was simply unstoppable. He led the charge of his cavalry like a true king of old, smashing into the Orc lines and pulverising unit after unit. After a few turns, the shape of the Riders of Rohan's army was a wedge, with Théoden and his Guard firmly at the point. That sight, which we got to entirely by chance, was the single most exciting bit of the day for me. The reason is that, as I've repeated many times on the pages of this magazine, my favourite scene from The Lord of The Rings trilogy is when the Rohirrim arrive on the fields of the Pelennor and find Minas Tirith besieged by the huge army of the Witch King. Théoden's speech, the six thousand riders shouting 'Death' with one voice, and the fact that when they charge you can still distinguish Snowmane (Théoden's steed) at the very tip of the wedge-shaped

“The old man was simply unstoppable. He led the charge of his cavalry like a true king of old...”

formation of charging horsemen, never fail to move me to tears.

It took the efforts of several Nazgûl, backed by Trolls and innumerable Orcs, to reduce the King's Guard formation, but still Théoden kept fighting as his brave

companions died all about him. He even managed to kill the Witch-king, with a turn of events that changed the story of the book, with an even more heroic and tragic result – Éowyn and Merry laid down their lives to allow

their king to destroy the evil spirit leading the enemy army in an Epic Duel!

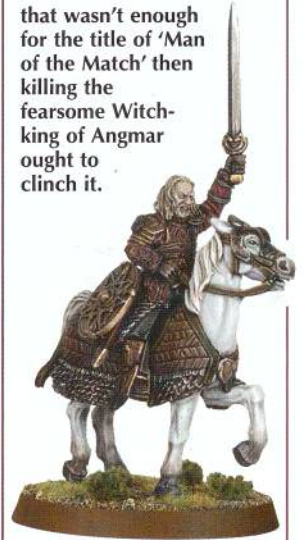
It was only the poor performance of Éomer on the left flank (oh yes, and maybe the unstoppable Mûmakil...) that prevented the Riders of Rohan from turning the tide of the battle and winning the day for Good, just like in the books. If only the young Marshal could match the prowess of his King...

Forth Eorlingas!



HERO OF THE HOUR

For the Good team it has to be Théoden, King of Rohan. His first charge was nothing less than spectacular, leading the Rohirrim as they killed about 100 Orcs – and this tally was easily doubled before the game came to an end. If that wasn't enough for the title of 'Man of the Match' then killing the fearsome Witch-king of Angmar ought to clinch it.



Théoden

Get Stuck In!

Mat Ward: So, swords are stilled, the smoke has cleared, the Battle of the Pelennor Fields is done, and, you know, it feels pretty good. Whilst I wasn't technically playing in the battle report, I was lurking around the periphery all day, answering rules questions, exhorting both sides to greater effort and generally making a nuisance of myself. It's a dirty job, but someone's got to do it.

Anyway (and as I was saying before I sidetracked myself) I really found it difficult to sit and watch the game without getting swept up in the action. Characters I'd known and loved for years were slogging it out across the Pelennor Fields and I wanted in on the fight, so much so that I ended up wrestling control of Aragorn from Chris and punted him around the battlefield for a couple of turns (Aragorn, not Chris). It's odd, because this was my first game of War of The Ring since the book was finished, and it was my first real chance to really play for the fun of it. Okay, I made a bit of a hash of things, but that's alright – there's plenty

more Heroes where they came from, honest.

If I had some posthumous words of wisdom to offer to either side, they'd run a little like this: in War of the Ring, you're going to lose some of your valiant warriors – there's no avoiding it. The best thing is to embrace this terrible truth, and pitch in for all you're worth. That, as much as anything else, is what led Théoden to such great success. With sword held high and a song on his lips, the King of Rohan plunged into the fray, riding the momentum of the charge to crush his foes. Other sections of the Rohan front were not so lucky. Granted, some of the formations were held up by Nazgûl sorcery, but there were others that stalled because the controlling player didn't fancy the odds. That's why Théoden's the Hero of the Hour – he came, he saw, he kicked some Orc; not bad for an old geezer. But that's how you win War of The Ring, by trusting your Heroes to carry you through – if they die, they'll die in the thick of the fight, carving a legend to remember!



Aragorn, along with Gimli and Legolas, got stuck right into the Mordor horde as soon as they stepped onto the battlefield. But despite reaping a huge tally of dead foes, he soon met his doom.

STANDARD BEARER



Jervis is back this month after a quick repair and polish, his pontification circuits fully charged once more. This month he's waded into the letter pile that towers above his desk – which is just as well, as we've been worried it might topple over and crush us all!

As a games developer I tend to spend more time than is sensible or, indeed, healthy, thinking about the rules for our games. I ponder over the implications of changes to the rules, and what impact adding an extra +1 modifier might have on how a game plays, and I spend long hours debating with my fellow developers the design philosophy of our games. I also get quite a few letters and emails asking rules questions or pondering on whether a rule is exactly right, or if it would be fairer if the value of this unit or that unit were adjusted up or down by a point or two.

Now, although all this is of course jolly important, if there's one thing I've learnt over the years it's that it's really only of interest to games developers like me and a tiny percentage of the people that play our games. From the conversations I have with the hobbyists I meet in our stores or at Bugman's Bar, it's pretty obvious that most people are much more interested in what new models are coming out next, or how to get that clever shading effect when painting a model, or what sort of tactics they should use when fighting a battle, and so on, than they are in the actual nitty-gritty of the rules.

Unfortunately, although players like this clearly make up the majority of hobbyists, they are by and large a fairly silent majority, much more interested in getting on with painting and playing than wasting time in idle chit-chat. That's why I was so pleased to receive the following letter from Ryan Geiler. Ryan articulates the views of

the silent majority of hobbyists really well, and what he says coincides very closely with many of the conversations I've had and that I mentioned earlier on. In fact Ryan articulates these views so well I've decided to reprint almost all of his letter in this month's Standard Bearer so that others can read his words of wisdom too:

'Greetings from your cousins across the pond! My name is Ryan Geiler and I'm writing you from St. Joseph, Missouri in the United States of America. This puts me rather smack in the middle of our so called "bread basket" (or Bible Belt depending to whom you speak). Our town is rather small by American standards (pop. 80,000) and we have a local group of friends that meets weekly in my recreation room. We truly are "basement gamers".

'I write to you partly in praise and partly as a bit of a critique. I've purchased Games Workshop games for quite a number of years and am an avid fan of the background and miniatures. I've seen many editions come and go, some viewed favourably, some not so much! However, through every edition the love for the game, the background and the miniatures were never in doubt (and these trump any changes to the system over the years).

'5th edition has been well received in our group, possibly the best reception of any incarnation of Warhammer 40K since our relative 'virgin' editions, as that new introduction to the game remains elusively grand in our memories. I believe this reception is born out of a shift in design





philosophy and our group wanted to commend you on this. Armies 'feel' like the fluff, play like their fiction and help us immerse ourselves into the game. True line of sight really drives this home for us, with each round of the game consisting of line of sight 'snapshots' which maintains the illusion of watching a movie play out in various frames. We find ourselves taking pictures of our battles more often!

'On to the main point of my letter however, which is the very concept of rules. I lurk on various Warhammer related forums (as I'm sure you do) and am alarmed at the rigid, structured views my fellow gamers have of the 40K system. The squeaky wheel gets the grease as they say, so I write you this letter in the hope of granting you another view; insight by a true basement gaming group. We are not the types to write long forum posts in argument over rules, preferring to quietly discuss the background of the game. I believe we are the silent majority and, if you allow, I offer you a glance into what makes us tick.

'While rules are important, we view them as a common tool to unite players, nothing more, nothing less. It is a language for us to meet new players, establish a rapport and possibly introduce them into our group. Once we know each other, however, and I mean this in the nicest possible way, we couldn't care less for the

letter of the rules! In our group rules can be broken, changed and ignored for our enjoyment of the hobby. Designers certainly save us some time by giving us a structure (and 5th edition perhaps has the most clarity of any edition) but basement gamers don't live by game designer whims. We modify your language, we add our own 'slang' to your language and we break it! That said, we do appreciate the underlying structure as most of us have day jobs, children and various other aspects of our life which demand our time. However, those various pursuits are structured enough so we play the game to escape

The stoic forces of the Black Templars mount a desperate last stand against a surging horde of Tyranids, a dramatic scene that could have come from the pages of one of our novels.

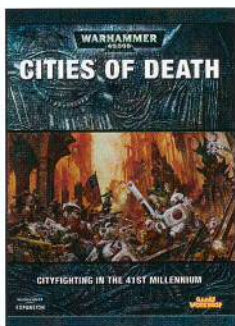
“Armies... play like their fiction and help us to immerse ourselves in the game.”

reality and share laughs. If we want a rigid, structured, balanced and tactical game there is always checkers!

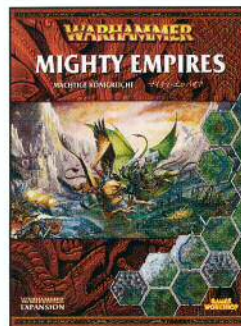
'However, there is an entire aspect of the game which seems to be escaping many who play: making a story. If it were up to me I'd push this aspect of the hobby much more. The new gamers who are growing up with the hobby as all us veterans once did would benefit from this,

Further Inspiration

We try to ensure that all of our rulebooks and supplements provide more than just rules. We think of them as tools to aid creativity, complete with pages filled with artwork to inspire games, stories that can provide the ideas for new scenarios and all manner of snippets of background that can be the jumping-off point for whole campaigns and epic sagas.



Cities of Death is an expansion all about cityfighting in Warhammer 40,000. It contains a host of new scenarios, which could be combined into a campaign or used as inspiration for a larger game. It also includes background for famous cityfights, any of which could be mined for ideas for your own scenarios.



Sometimes the best games emerge as part of a campaign, as players fight against one another as part of a larger war. The *Mighty Empires* expansion is a great way to fight such campaigns, and its map-tiles can become the sites of many a bloody battle.



The *Apocalypse* expansions are crammed with ideas and advice for playing large games of Warhammer 40,000, and providing rules and inspiration for any type of game imaginable. It truly is war on a different scale, and the legendary units and battle formations provide the inspiration for players' own creations.



The Supplements for The Lord of The Rings Strategy Battle Game are full of exciting new scenarios and legendary heroes, ripe for inspiring your own battles.

as would the gaming community as a whole. So what would I ask Games Workshop to do, if I happened to be on the design team? What is it that basement gamers crave?

'Well, outside of the miniatures (without doubt the most important part of the hobby), we crave more tools to inspire our creativity. Apocalypse is an outstanding supplement and I believe a step in the right direction. As we are fathers, students, workers and husbands our time is very limited so any inspiration that helps our creativity is well received. So give us more! New expansions, new campaigns to play, new ways of adding characters and units to our games, etc. Give us more official 'slang' to communicate with our fellow gamers, further tools to immerse ourselves in the Warhammer 40,000 universe, and we will continue to support your efforts (as we have always done).'

Ryan Geiler

It will come as no surprise if I say that I agree with much of what Ryan has to say. Of course there is no one right way to play our games, which means that my job as a games developer is to ensure that our games work as well as they possibly can, both for basement players like Ryan through to the most dedicated tournament player. That said, I do think we should be doing more for the 'basement gamers', and we are now making a serious effort to make this so. Cityfight and Apocalypse are

just two examples of this approach, and over the coming months and years you'll see more such expansions, not just for Warhammer 40,000, but for Warhammer and The Lord of The Rings too.

But more than that, we plan to provide more 'tools to inspire creativity' right here in White Dwarf and on our website, in the form of articles that explore this side of the hobby. A fantastic example of this is Jeremy and Dave's *Old War Stories* elsewhere this issue, and I would also point to the rather fine Liber Apocalyptica articles by a certain dashing games developer that have appeared over the past few months.

To finish off with I'd like to thank Ryan for writing in, and to recommend that you have a go at emulating the attitude of Ryan and his fellow basement gamers, assuming you're not doing so already of course. The way that they go about playing their games won't be for everyone, but, as I said earlier, there is no one right way to play our games and you may find that Ryan's approach is just right for you and your own group of 'basement gamers'. By the same token, if you're a member of a basement gamers group you might want to try and venture forth and take part in a tournament – they're a great way of meeting new players and seeing some of the best the hobby has to offer.

All of which is quite enough from me for one month, apart from to say that if you have any views or feedback, please write to me c/o White Dwarf. You never know, your letter may appear here one month!

Write to Jervis at:

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

HOBBY ESSENTIALS

The Razor Saw is great for cutting through large pieces of plastic such as the Cities of Death ruins, but it's also a great tool for achieving smaller, simpler conversions.

Space Marine Terminator

Chris Peach (*Blimey, he's been busy this month! – Ed*) has performed a very simple, striking conversion on this Black Reach Terminator by twisting the torso around. To do this he first removed the badge on the front of the Terminator's waist with a hobby knife and file.

Chris cut through the Terminator's waist along the natural line with the Razor Saw (1). Afterwards, he filed down the freshly cut edges (2) to make sure they were smooth. Then it was simply a case of repositioning the torso on the legs at a different angle to get the desired look. A dab of plastic glue was added to stick both the components back together. The arms were then positioned to accentuate the new pose.



Top Tip

Like all tools, a Razor Saw can be dangerous if used carelessly. The blade is thin and sharp, perfect for cutting plastic and metal, but it will also cut into your fingers if you're not careful! Use the Hobby Vice when possible for holding the component you're cutting steady, ensuring maximum safety.

It's also good practice to keep your tools in top condition by cleaning them. After use, a Razor Saw will have bits clogging up the teeth of the blade. You'll need to remove this debris before you use the saw again by running the flat of the blade backwards across a clean, static-free cloth.

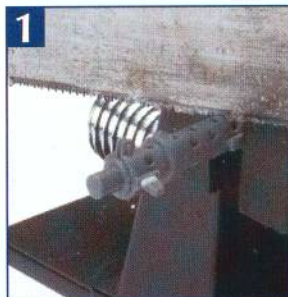
Deffkopta

The Deffkoptas from the Assault on Black Reach boxed game come armed with twin-linked rokkits, but one of the options in the army list is to swap these for twin-linked big shootas. Chris got out his Razor Saw again to see what he could come up with.

He started by sourcing his big shootas, which came from an Ork Boyz frame. Due to the amount of options on every frame, spare weapons are never a problem for Ork players. Chris used the Razor Saw to cut the barrels off the big shootas where they met the body of the gun (1). Plastic Cutters were used to cut away the secondary barrels underneath.

Before the two halves of the Deffkopta hull were glued together Chris cut the nose cones off the rokkits (2). The cones have a cap over them, and the point where this meets the body of the rokkit is the perfect place to saw through, disguising the cut.

The cut edges on the shoota barrels and the Deffkopta were quickly filed flat to make sure everything would fit flush (3). The Deffkopta hull was then glued together and the shoota barrels were stuck onto the front of the model where the rokkit nose cones had been sawn off.



ORK STOMPA

PART TWO

PAINTING DA STOMPA



Last issue we followed ace model-maker Mark Jones as he built his Stompa. Now this massive kit is ready for a lick of paint – this is how Mark went about it.

I It's a Big Job!

So you've followed Mark's advice from last issue and now have your Stompa built in its relevant sub-assemblies. Maybe you even tried a few of Mark's customising tips or experimented with a few of your own to make your Stompa truly unique.

In any case, now is the time to start thinking about painting it. As you'll see on the following pages, Mark has chosen a very specific colour scheme to oblige his Blood Axe theme but we don't expect you to follow this colour for colour, although you can if you want to. What's more interesting and useful to note is the way Mark has gone about painting what can be a daunting project due to the sheer size of the model.

To start with it's important to break down the painting into manageable chunks. The sub-assemblies form natural divides between jobs, but Mark flitted between different areas whilst waiting for the washes to dry to avoid any potential monotony. The crew also provide excellent diversions; painting the body assembly is a big job, so Mark broke it up by painting one of the Riggers.

Mark prepared the Stompa by spraying all the assemblies Chaos Black. To make sure he got a strong bond when he finally glued all the sub-assemblies together he masked the join areas with adhesive putty to keep them clear of any paint. If you accidentally get paint on these areas you can just scrape it off.

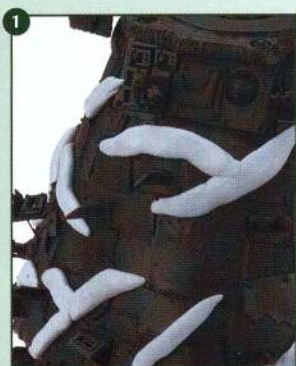
WARHAMMER
40,000

Modelling Workshop presents the very best modellers, helping you get the most out of your modelling projects. We're back on the Stompa this month, and it's ready to be painted.

2 Main Body Assembly

Creating the Camouflage Pattern

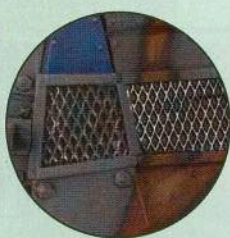
To create the camo stripes on the body, Mark used strips of putty (1). He then sprayed on thinned-down Codex Grey using the Spray Gun (2). Mark deliberately used several light dustings to achieve varying shades, rather than a solid, flat coat (3).



Painting the Body

Once the basecoat for the hull was complete, Mark added definition to the plates that make up the body by applying a wash of Badab Black. He did this using a large flat drybrush (1). Avoiding the tiger stripes, he gave the hull a heavy drybrush layer with Fortress Grey to further define the details (2). This was a large job so he did this over a few sessions, rather than all in one go.

Mark then gave the stripes some attention, first by applying Mechrite Red in the band, being careful to leave a black keyline (3). The stripes were lightened up with a layer of Blood Red (4).



The mesh areas form gaps between the plates. They have been drybrushed with Boltgun Metal.



A few of the panels were painted as though they were cannibalised Ultramarines vehicle parts, complete with transfers.



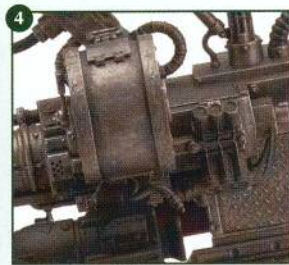
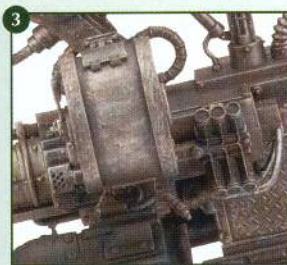
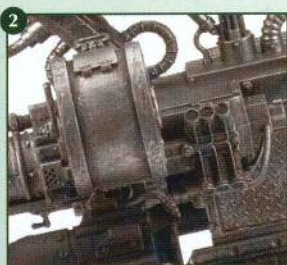
To break up the grey hull, some of the plates have been painted much darker, by applying extra washes of Badab Black.



The feet, including the ankles, were basecoated with Tin Bitz and then drybrushed with Boltgun Metal. This was followed by a liberal wash of Devlan Mud, and a wash of Badab Black to dull down the metallic gleam.



3 Weapon Arms



Painting the Metal

Mark worked on both of the arms at the same time, swapping between one or the other whilst waiting for the paint to dry. For the weapon arm he went for a traditional dull metal look, starting with a drybrush of Tin Bitz (1). For the next highlight he applied a lighter drybrush, this time of Boltgun Metal (2).

The next step was a little more complicated. Mark created a patchwork of different shades by applying different colours to different areas. He applied Gryphon Sepia to some parts of the arm, Devlan Mud to other areas, and then a mix of both washes to other areas (3).

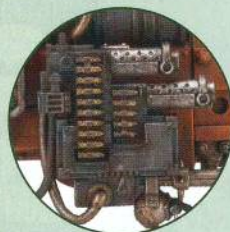
Finally, Badab Black was applied to the whole arm as a light wash to dull down the metal (4).



Chaos Black was stippled onto the ends of the gun barrels to create a scorched carbon effect characteristic of big guns.



The many rokkits were picked out using a limited palette of black, grey, white and red.

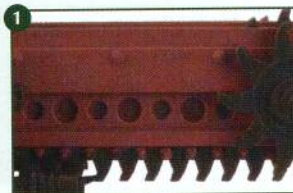


The shootas on the chainfist arm were painted dark grey to make it stand out against the orange. The gun barrels are Boltgun Metal, the ammo Burnished Gold.

Painting Oxidised Metal

Mark wanted a very different colour for the chainfist arm to contrast with the dull metal of the gun arm. He decided on a red oxidised look, very similar to the colour of supporting girders used in large industrial buildings. The basecoat for this was Mechrite Red (1).

Mark then shaded the red areas with a heavy coat of Devlan Mud (2). Blood Red was applied for the next layer, adding a rich depth to the areas (3). When highlighting the edges and rivets, Mark used a mix of Blazing Orange and Skull White. There was no definitive formula for this; he just lightened it with Skull White or darkened it with more Blazing Orange as required.



4 Da Head

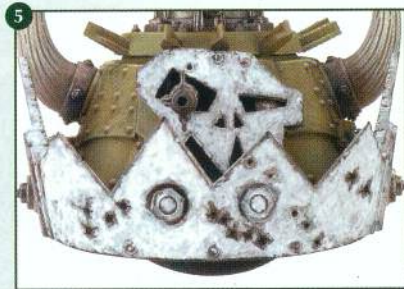
The Stompa's head is an important part of the model as it's the miniature's initial focal point. To emphasize this Mark chose a green colour. After all, this is meant to be an effigy of an Ork god, so there needs to be some green on the Stompa somewhere!

Although he wanted the head to be green, Mark thought it necessary to keep a contrast with the crew's own distinctive skin tones; as they would be dotted around the vehicle it was important to keep the colours distinct. He elected to go with a mottled, almost yellowish green.

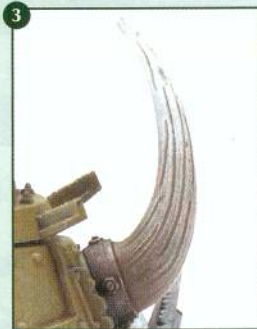
Mark started the head by using Gretchin Green as a basecolour. Unlike previous layers that had largely been drybrushed onto the Stompa this was painted on directly as a strong, flat colour (1). A wash of Devlan Mud was then applied to add shade and define the edges of the panels (2). A drybrush of Rotting Flesh was used to accentuate the details (3).



The jaw and face plate were painted with a drybrush of Tin Bitz, followed by Boltgun Metal (4) in a similar way to the gun arm. Be careful not to get any paint on the head.



The same areas were painted white in a patchy fashion with thinned-down Skull White. This was to represent a typically slapdash, Orky approach to applying whitewash (5).



Painting the Horns

The horns were given a basecoat of Khemri Brown (1). This was followed by a light drybrushing of Bleached Bone. Mark concentrated more paint on the uppermost parts of the horn, gradating towards the tip (2). He painted against the grain, the brush strokes going horizontally across the horns so the paint wouldn't collect in the grooves. A final highlight of Skull White was painted on to the top of the horn (3).



The bullet holes and other scarring on the jaw and face plate were left with a bare metal surround to imply battle damage.



The ladder was painted in the same manner as the jaw, minus the whitewash. Instead, a heavy layer of Devlan Mud was applied.

5 Da Crew

Contrasting Colours

Mark wanted the crew to stand out from the Stompa so you could easily spot them when positioned on the model. To this end he used different camo styles for their clothing to make them stand out against the metal panels (which is ironic considering that camo is meant to help you blend into your surroundings – but then, Orks aren't renowned for their logic). For the Ork flesh he used a basecoat of Orkhide Shade and worked it up to Goblin Green.

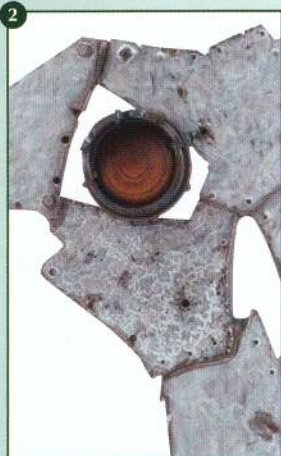


6 Belly Plate

The belly plate was painted using exactly the same method as the jaw and face plate. The key to the effect is getting the whitewash to look like it's been painted on by Grots at a later date, rather than a master painter like Mark. To achieve this he thinned the paint down so it was almost translucent when used. He then applied it in a very haphazard way to different areas at different times and deliberately kept the brush strokes visible. Marks and dints were left uncovered, so the metal basecoat was showing through in places.



The searchlight's outer casing was painted using the metal method. The lens was given a basecoat of Red Gore, the upper area was then shaded with Badab Black.



The bottom part of the lens was highlighted, first with Blood Red and then a separate layer of Blazing Orange. Chaos Black was applied around the inner circles.



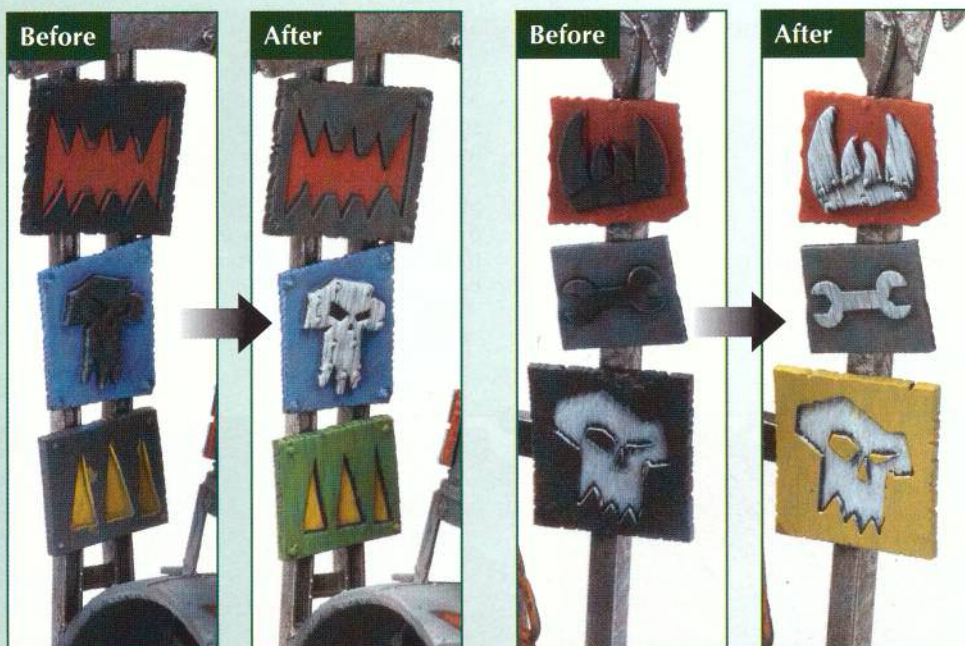
The contact points on the hull and belly plate were filed down to the bare plastic to ensure a strong bond.



7 Glyph Plates

There are two types of glyphs on the Stompa, those with raised detail and glyphs with recessed details. The distinction is worth noting as this has an effect on how you paint the glyphs. If the glyphs are raised you should paint the background first. For the recessed glyph plates, paint in the indented details before you work on the other areas of the glyph.

The reason for this is simply so you can tidy as you go, making it easier to cover over any overspills from the first stage.



When painting the glyphs Mark used contrasting colours but kept to a limited palette. This same palette of colours was then used on the smaller glyphs spotted around the model. He kept the palette small but diverse as he wanted to reflect the colourful choice the Orks would use on their totems, but not make it look too garish and therefore detract from the paint job as a whole.

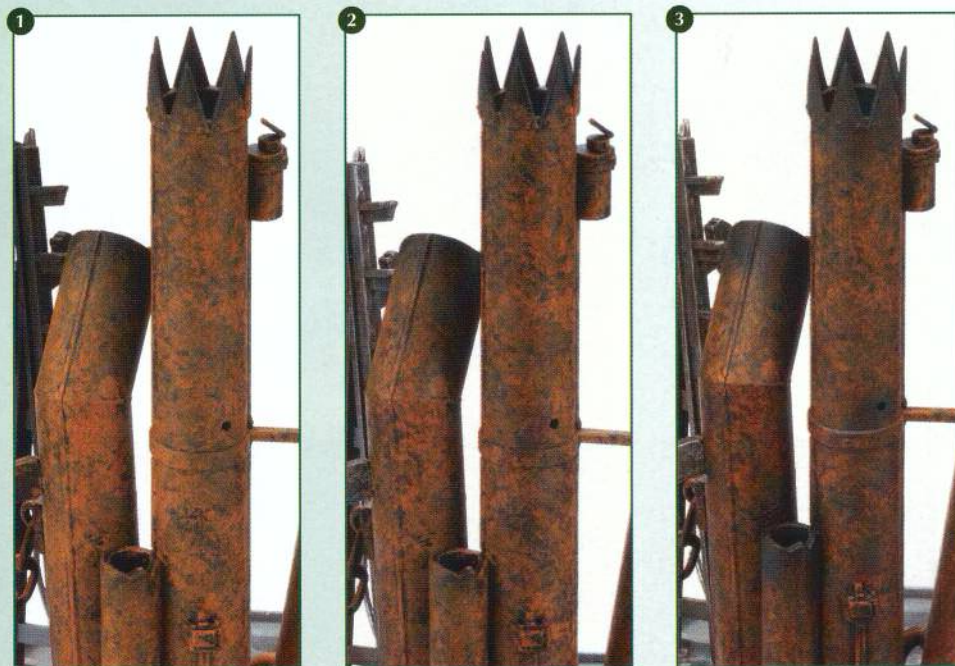
8 Da Exhausts

Stippling

To create a corroded effect, Mark used a stippling method as this creates a random application of paint that works well when representing rust. When stippling, use an older brush with bristles that have slightly separated. Add paint to the brush as if you were drybrushing, then apply it to the area in rapid dabbing motions. Aim to gradually build up the colour over several layers.



This brush, with its separated bristles, is perfect for stippling.



Mark wanted a rusty look for the exhaust and so he applied several layers of Blazing Orange all over the chimneys with a stippling method, as described above left.

For the next stage he applied several more heavy layers, this time using Bestial Brown. Again he applied the paint by stippling it on with an old brush.

The chimney ends were drybrushed Chaos Black to represent soot deposits and then the entire assembly was then washed with Badab Black and Devlan Mud.

Weathering The Stompa

Orks aren't particular clean creatures, nor are they well known for keeping their vehicles and equipment in a good state of repair. So to finish the Stompa off it's a good idea to add a bit of weathering.

The Stompa's a big kit, so focus on one area at a time when you're applying the weathering techniques. Where you apply them is up to you – you don't need

to restrict them to the same areas as Mark. For example, you could apply some paint chips to any part of the model, not just the chainfist as Mark has.

Getting some reference material is also a good move. Photos of heavy plant machinery and real-life tanks are useful as they show where rust, scratches and other bits of wear and tear are likely to appear.

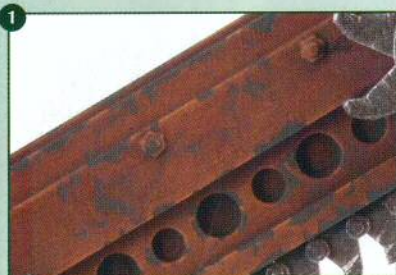


Top Tip

Less is More

Even though it's a big kit, resist the urge to cover it in weathering techniques. Too much and you'll detract from the overall paint scheme.

Paint Chips



Using a large brush, Mark painted on the first stage of the paint chips with Charadon Granite, using the paint to define the shape of the chips. Keep the shape and spacing irregular.



Using a smaller brush, older chips had Bestial Brown painted within the Charadon Granite patches, while Boltgun Metal was used to denote more recent chipping.



Think about where you want to add your paint chips. Well-placed weathering can really enhance the model. Corners, edges and roundels are all likely places for chipping.

Rust



Like the exhaust assembly, the razor wire was given a rusty look. Mark used Blazing Orange as the basecoat, applying it carefully so as not to mark the hull.



Patches of Bestial Brown and Boltgun Metal were drybrushed on to the razor wire at random places along its length. If you accidentally brush the hull then you can turn it into paint chips.



Rusty streaks were added by painted on Gryphon Sepia in controlled strokes. Oil stains and leaks can be applied in the same manner with Badab Black.

Dirt



A big vehicle like the Stompa is going to get muddy! To represent this Mark first applied a liberal drybrush of Graveyard Earth onto the feet and lower hull.



Bestial Brown was then drybrushed onto the very base of the hull plates and the bottom of the feet to represent thicker and darker muddy deposits and splashes.



Mud was also painted onto the platforms by drybrushing them first with Graveyard Earth, and then with Bestial Brown.

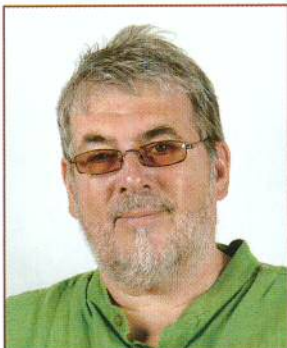


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CITADEL[®] HALL OF FAME

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.



John is one of the creative forces behind Games Workshop. Over the last twenty-five or so years John has been producing brilliant and often macabre visions that have defined the worlds of Warhammer and 40K.

JOHN'S FAVOURITE MINIATURE

John: My choice for this mysterious Hall of Fame is the humble plastic Space Marine. So, it's not one particular figure, but that's the point of my nomination. I love Jes Goodwin's plastic Space Marines because of their versatility. It's the voyage of discovery I go on whenever I start assembling one – the end result is always something I never anticipated. The spontaneity of choosing the components as you go is wonderfully creative, and that's what we're all in – a creative hobby.

To confuse matters further it's not just the Tactical Space Marines kit I'm talking about – the sheer breadth of plastic Space Marine kits takes this versatility to a whole new level. I usually start with a Tactical Marine torso and then add some Assault Marine legs to give a dynamic forward momentum. From there I have no plan and just let the components I have to hand guide me; this also informs how I paint it. Even though I use the Space Marine kits, my models typically end up being painted as servants of Chaos, not because I dislike the Imperium, but more because that's what I'm drawn to, especially when I go

on these modelling journeys. And that brings me full circle to why I like these models in particular: they allow you to go on such flights of whimsy.

Although Jes doesn't like to take credit for the Space Marines, there's no denying that the plastic miniatures he created are some of the most ubiquitous and brilliant models we've ever produced and that's why I believe they should be in the Citadel Hall of Fame.



The sheer breadth of Space Marine kits makes them extremely versatile.

BLANCHITSU

A selection of John's own Space Marine conversions. John's miniatures have always had a very distinctive look and feel, inextricably linked to the unique style of his artwork.



SPACE MARINE SHOWCASE

When talking about plastic Space Marines, there's no such thing as a single model; with the various kits and the multitude of Chapter colours, the combinations are endless.



Invaders Space Marine by Keith Robertson.



Brazen Claws Space Marine by Darren Latham.



Dark Angels Space Marine by Fil Dunn.



Black Templars Space Marine by Kirsten Williams.



Imperators Space Marine by Christian Byrne.



Sons of Orar Space Marine by Keith Robertson.



Ultramarines Space Marine by Dave Andrews.



White Scars Space Marine by James Karch



Salamanders Space Marine by Neil Green.



Space Wolves Space Marine by Darren Latham.



Relictors Space Marine by Neil Green.

DESIGNER'S RESPONSE



Jes: I've known John for a long time and when he appraises a miniature you can tell he's looking at which parts he's going to cannibalise! But then if someone's going to chop up your model, you at least know that John Blanche is going to change it in a very interesting way. In particular, his affinity for Space Marines has led to some great looking models only John could have come up with. I love the way he uses 40mm bases to showcase his models – it's like giving them a larger canvas to exist on.

This Hall of Fame is different in that it's about the flexibility of the model and putting your own personality into the model rather than the actual sculpt. The Space Marine plastics are there for that very reason so I'm really flattered John has taken that aspect into consideration when choosing his nomination.



PAINTING WORKSHOP

ARMY PAINTING



Over time, the Painting Workshop series builds into an invaluable resource of techniques, tips and tutorials covering every aspect of the painting hobby.



Chris Peach is a renowned army painter, whose work has graced many army books, White Dwarf issues and our website. With the release of War of The Ring this month, and the excitement generated by last month's Apocalypse releases, many of you will be taking up your brush and setting out to paint a whole host of models. This month's Painting Workshop is about just that – painting a whole army.

Chris: I often have to paint a whole army at a time, sometimes in a week or less, which means that when it comes to painting large numbers of models quickly and to a high standard, I've got a few techniques and tricks up my sleeve to help me out. Hopefully you'll find some of this advice helpful. Painting an army is not necessarily the same as painting a single miniature, so it's important to get into some of the theory behind army painting before I show you how I painted my Mordor army.

I always start by painting a single test piece. This gives me a good opportunity to experiment with my colour palette. I see what colours look good on the model, selecting a good basecoat colour, as well as picking out some good contrasting colours too. I studied colour theory at

university, so I've got a basic understanding of the principles involved with colour contrast – certainly not to the level of 'Eavy Metal painters such as Darren Latham, but enough to get me by when it comes to picking colours that work for my army.

Once I've finished the test model, I start to plan out how the whole army will be painted. The way I do that might sound a bit weird, but hear me out as it's for a very good reason. I take my test model, hold it up and then squint at it. This blends all the colours together and lets me pick out the dominant colour of the model, which I then employ across the whole army. Try this trick with a fully painted army too – squint at it, and you should see the dominant colour for the army.

Using this colour as the basecoat ties the army together – if you squint at a model and can't make out a single defining colour, then the chances are it will look far too incoherent when a whole army is painted in this way. This may seem obvious for an army such as Space Marines, which has a bold, single colour, but it applies just as much to a multi-coloured army, such as Eldar. In fact, in such armies it applies doubly – a single, strong colour can really unify an otherwise disparate force.

ASSEMBLY AND UNDERCOATING



With any army I like to start by working out a rough army list, and then assembling the miniatures in accordance with that. Sometimes I just grab a box set and dive in, but it's always useful to have an idea of the size of units, and the options they're equipped with before you get started. I sometimes change my mind about my army list midway through a project, but that's OK – nothing is ever wasted in this hobby, it just provides me with more choice in the future.

On the face of it, it might seem a bit excessive, but I like to assemble a whole army at once. I think a lot of the reasons for doing this is to do with discipline – when I've finished, I know that everything is built there in front of me. If I've assembled that Chimera already, I know that I'm much more likely to paint it; if it's still unassembled in a box at home I'm much less likely to. There's also that incentive to press on and paint them all – after all, I've invested all that time in the assembly so the army is halfway there!

I don't go over the top with an army to start with, I make sure I keep it to a manageable size – with a horde army such as Skaven or Imperial Guard, I start with a smaller force (500 points, say) so I don't get overwhelmed. Whatever the army's size, I always make sure it's legal on the battlefield – that way, once assembled and painted, I can begin playing right away.

I tend to tip all the plastic kits onto the table and then assemble them a unit at a time. I like to mix and match as much as possible between kits, so it's handy to see them all together. This is just as true for The Lord of The Rings as it is for Warhammer – I quite often swap the arms of my Men of Gondor about, for example, turning spears into banners, and so on.

For my Mordor Orcs I assembled all of the plastic Orcs, then the Trolls, and finally the character models. Once the army is assembled, I base it all at once. I almost always undercoat an army with Chaos Black spray, using my painting stick.



Technique

Painting Sticks

I use a piece of wood (called Narsil) as my undercoating stick. Most of us in the Studio use a stick for undercoating, such as 'Eavy Metal's ancient stick, with a several inch-thick layer of old sticky tape from years of use. It's not just faster and more efficient, but also better than a box. With a stick you can rotate it as you spray, ensuring you coat every part of the model. With a box it's trickier, often leading to parts of the model getting missed. I stick double-sided tape to all four sides of Narsil and attach models to every surface – it may look like some sort of stone-age mace, but it means that there's less wasted spray; if it misses one model, it's bound to hit another! Once sprayed, I either balance the stick until the models have dried, or use a hairdryer to speed up the drying process.



Top Tip



Assembling Regiments

When assembling a unit for Warhammer you have to consider how the models will work together, especially with regard to how they rank up. I work backwards when assembling a Warhammer unit, starting with the back rank and moving towards the front. I try to make sure that any model will fit in any position. I sometimes use regiment bases, which are a great time-saver in game for larger units. I save the command group until last, as they can be assembled in cool poses.

With War of The Ring movement trays, there's usually no problem getting all the models to fit, but I always check just to be sure.

PAINTING UNITS



Before embarking on painting the whole army, Chris paints a single test-piece. This gives him the opportunity to experiment with different colour palettes and techniques, making sure they work on a single model before applying them to an army.

After undercoating the whole army, I then basecoat all of the models. If you remember at the start of article I talked about squinting at my models to discern an overall colour – well, that's the basecoat! In the case of my Mordor army, this was Scorched Brown. Actually, brown is one of the colours I readily default to when basecoating an army, especially one for The Lord of The Rings or Warhammer. Many of the fiddly bits of detail, such as the belts, are going to be brown anyway, which saves a great deal of time. From a distance it looks good across the whole army, as it adds an overall dirty and battle-worn appearance.

I apply the basecoat with the Spray Gun when basecoating an army, although I do sometimes use a tank brush when basecoating a small number of models. I tend to use the Spray Gun regardless of the colour, even spraying metallic paints such as Chainmail when painting largely armoured armies.

I then split the army up into formations or units, and begin to pick out the details.

With my Mordor army I started with my Mordor Orcs (yes, all 72 of them) and applied all of the brown, then all of the metal, and so on. I apply each colour to all the models in the formation – this might sound like a hard slog, but it does mean that once you're finished, that's the hardest part over with.

Batch Painting & Spot Colours

The reasoning behind painting such large batches at a time is simple: it's all about keeping up the momentum with an army. If I paint 72 at once, I'm much more likely to push on and finish the army – not least because I've got 72 painted already, but also because if I paint my models in batches of 10, once those 10 are done there's a tendency to sit back and think you're done, when in reality you still have the same to do six or seven times over.

It's worth talking about the colour palette I've chosen for the Orcs and the way I've applied it to the models. I try to limit myself to four colours in my palette, not including the flesh tones or the brown



Technique

Painting Elites

The Morannon Orcs are meant to be more elite than the rest of the Orc rabble, and I've tried to reflect this in the way that I've painted them. I've added a second highlight, but I've also tried to make them appear more regimented by painting the areas of clothing the same on each.

In the case of more regimented armies, such as my Gondor or Imperial Guard, the converse is true. The novices, such as the Conscripts, look clean and fresh, whereas the more elite, such as Hardened Veterans or Osgiliath Veterans, look more battered and battle-worn.



basecoat. For my Mordor army these were red, grey, silver and brown/hide. When I apply these colours to the rank and file, I try to vary the areas they're applied to so that they don't all appear the same. So I might paint ten with a red tunic, then ten with red trousers and so on. It keeps the army coherent, but also gives it the appearance of a rabble, rather than a uniform army.

In the same way that a spot colour is often used in a colour palette to tie the different areas of a model together (See *Darren's use of Bleached Bone in last month's 'Eavy Masterclass for a good example of this – Ed*), when painting an army a spot colour can be used to tie the different models together. For the Mordor army I used red as the spot colour, and almost every model has red somewhere on it. The one exception to this is the Witch-king, who has deliberately been left without it to contrast with the rank and file.

Applying Washes

After I've applied all of the basecoat to a formation, I apply a wash. I use a 50/50 mix of Devlan Mud and Badab Black for most things these days – it looks good over metals, as well as flesh and cloth. I tend to have a couple of pots mixed up in these quantities on my desk. I sometimes use a tank brush to apply the wash, stabbing at the model from above so that the wash runs into the crevasses, but the Spray Gun works well for large numbers of models, making the whole process nice and quick.

Unlike undercoats and basecoats, I don't use my hairdryer to speed the process along, as this ends up blowing the wash out of the cracks. Instead I use it as an opportunity to take a break and go and make a cup of tea (*Aah, so that's why Nick and Chris have so many tea breaks – Ed*), which is important when you're painting large numbers of models at a time.

I find that when you're painting a whole army, it really pays to consider the order that you do things. So, whilst waiting for the wash to dry on the Mordor Orcs, I started applying the basecoat to the formation of Morannon Orcs. And as that dried, I went back to highlighting the now-dry Mordor Orcs. It helps break the whole process down and makes for a much more efficient use of your time.

Highlighting

Because I'm often painting such large quantities of models, I often only apply one highlight, and sometimes don't even do that for real horde armies. Leaving the wash as the final stage and letting it do all the hard work for you lends the army a really dirty look. At heart I'm a perfectionist, but time constraints often dictate otherwise.

I tend to use the base colour as a highlight, applying it as a simple edging highlight to the raised areas of a model. I don't usually bother with mixes for the rank and file – the washes have darkened the paint down already, so the basecoat stands out nicely with no messing about.



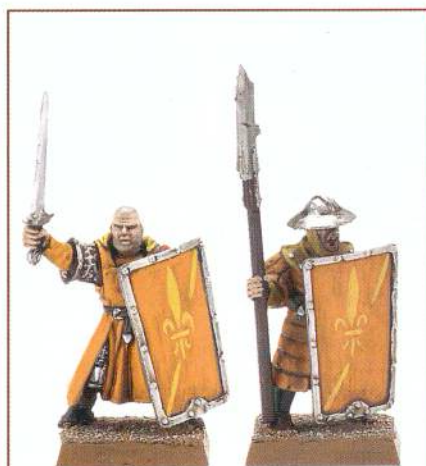
Three versions of the same miniature, showing how Chris applies different colours to different parts of the model. By varying the placement of colours across the model, Chris creates the appearance of a rabble.



Top Tip

Command Models

I paint a command group at the same time as the unit. Once the rest of the unit is finished, I go back and apply another highlight to the command group, typically applying a cleaner highlight to more of the surfaces. The aim is to make the command group stand out, whilst still appearing to belong to the unit. The same is true for Warhammer 40,000, where I will spend more time on a sergeant, painting the face a bit better or posing the model a little more dynamically. I like to make sure that banners tie in with the rest of the army too. My Mordor formations all have black banners with red symbols, for example, which adds coherency across the army.



Two models from Chris' Bretonnian army, a Warden and regular Man-at-Arms, showing the extra detail and highlights he applies to his command groups to make them stand out from the rank-and-file. Chris paints the command group at the same time as the unit, to keep the painting consistent.

LARGE MONSTERS



Top Tip

Rewards

I'm very disciplined when painting an army, painting all the infantry, then all the cavalry. I make this a bit easier by rewarding myself – after I finish a stage of one of my units I go for a cup of tea. But after I finish all of my models I reward myself with a painting treat; so I painted my Trolls after my infantry, and I painted my Heroes after I'd finished my cavalry. I find that this breaks up the painting, and is a nice incentive.

After finishing the infantry, I painted the Trolls as a treat for myself (see the Top Tip on the left). I wanted to spend a bit more time on the Trolls, so I painted them individually. I used the same palette of colours on them as I used on the rest of the army to avoid having them stand out too much. I used a similar technique as with the Orcs, but added a few more stages of highlighting. I concentrated the most time and effort on the largest areas – the flesh and the metal – as the eye is naturally drawn to them.

Because they are large centrepiece models, I added a few conversions to the Trolls to make them even more individual. I used short lengths of brass rod on one to represent arrows sticking out of him. I also repositioned the arms to give him a unique pose. I glued some casualties onto both of the bases – many of The Lord of The Rings character models have dead models on the bases, so I used a couple of these. I find little finishing touches like this really help to place the army in the context of the

battle, making them seem like they have already been in the thick of the fighting, rather than being new to the war.

The same is true for monsters in Warhammer and Warhammer 40,000. I like to paint my monsters, monstrous creatures and walkers to a higher standard than the rest of the army, but I make sure that I use the same colour palette, to make sure that they fit in with the infantry. I also like to add extra details such as battle damage or scenic bases – as they're centrepiece models I like to go to town. This is partly because the larger size of the models gives me the space to create a vignette or story – for example, the Scythed Hierodule in my Tyranid army has one of its claws plunging into the ground, and an Imperial Guardsman clinging onto the scales on its back with a grenade in his hand. Likewise for monsters in my Warhammer army – the Shaggoth in my Warriors of Chaos army has a scenic base, with slaves chained to the rocks that it's standing upon.

CAVALRY



After the large block of infantry and the Trolls, I ploughed on into my cavalry. When painting cavalry I assemble and paint the riders and mounts separately. I find this makes it easier to paint them – I use a drybrushing technique to paint the fur of the mount, which could make a mess of the rider if I don't paint them separately. I also find that it makes the cavalry models easier to store once they're finished.

I use the same palette of colours for the cavalry as I do for the rest of the army, to keep it consistent. I paint the riders exactly as I do the Orc infantry.

When painting the fur or hide of a mount, I like to use different tones so that they don't all look uniform in colour. I used three different tones of brown for the fur of the Wargs, painting six in one colour, six in the next and so on.

I use the same method in Warhammer when painting horses – or any mounts, in fact – using a mix of different tones. I make sure the tones are all similar, however, as I don't want any one model to stand out as different. The exception to this are the unit champions, and I tend to reserve a colour such as white or black for their mounts – I want them to stand out, after all.

The same is less true for Warhammer 40,000, with the exception of cavalry models such as Rough Riders or Krootox, as bikes and jetbikes tend to be painted to look the same. I do make sure that the 'mounts' are painted separately from the riders, so that I can get at all the detail.

When painting fur or hide, Chris picks a single colour and then uses different tones of that colour on different models to keep the appearance varied and naturalistic. In the case of his Wargs, he uses brown tones – Snakebite Leather, Bestial Brown and Scorched Brown. About a third of the Wargs were painted each colour.



Technique

Painting Riders

When painting cavalry riders, I like to paint them separately from their mounts. The fur of the mount is often drybrushed, so keeping it separate helps me avoid getting paint on the riders. When painting the riders, I temporarily attach them to a plastic tube or stick.



CHARACTERS



The Witch-king on dark steed



The Witch-king



The Undying



Top Tip

Movement Trays

With War of The Ring you can go one step further than just adding detail to the base – the movement trays are a great opportunity for modelling extra details on too. When I finish my Osgiliath Veterans, I intend to model debris and ruins onto the bases, placing them in the shattered remnants of Osgiliath. I've not added any Legendary formations to my army yet, but when I do they'll be the perfect opportunity for a similar treatment.

I save the characters in my armies until the very end. I know many people find it hard to resist painting them first, but I find it's far easier to motivate myself to paint the rest of the army if I haven't painted the best models already! If you paint the heroes first, then you still have the rest of the army to go. If you paint the rest of the army first, then you only have the heroes to go.

When it comes to painting character models, you really want the characters to stand out the most. For the Witch-king, for example, I used a completely different colour palette to the rest of the army, making him really stand out in a unit, as well as marking him out as something a bit otherworldly. I didn't go to the same extent with the Undying, and I included patches of red on his robes and his staff.

When painting heroes in The Lord of The Rings you need to remember that you need a hero both on foot and mounted, so that you can put them in either type of formation. I make sure I paint them

together – I want them to look the same, but if I paint them at different times they're likely to end up looking subtly different. I once made that mistake with an Arwen miniature, and sure enough the two looked different – as a result I don't use them any more (*Wow, you said you were a perfectionist – Ed*).

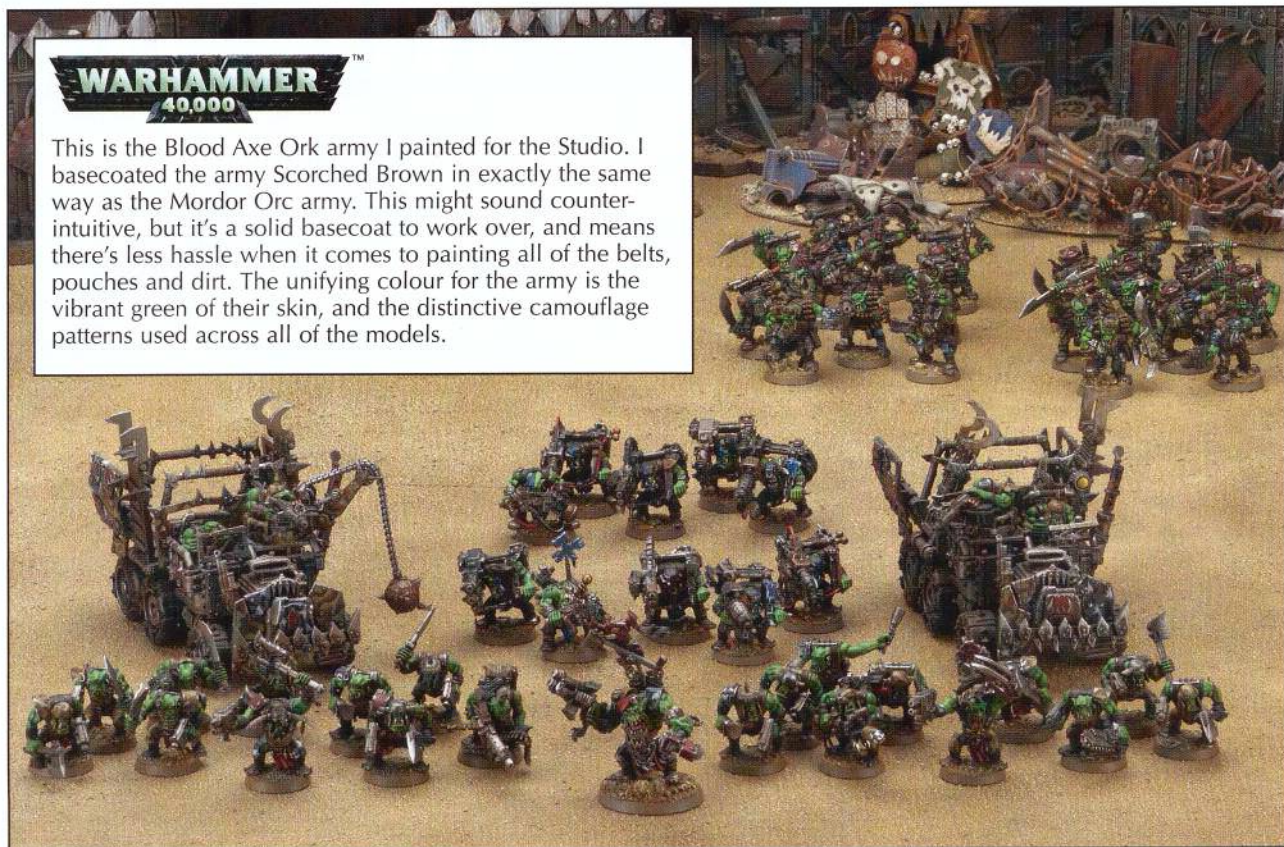
The same principle applies in Warhammer and Warhammer 40,000. I like my heroes, lords and HQ choices to stand out – I want my opponent to know who is in charge, after all.

I use my heroes as an opportunity to spend extra time on the bases too, and the simple addition of battered shields, broken arrows or dead opponents really adds to the story of the character. With The Lord of The Rings miniatures this also allows me to place them in scenes from the movie, tying their bases into events or locations. I also like to paint shields and casualties in the livery of my opponents' armies, to remind them of the (irregular, admittedly) victories I've enjoyed over them.

OTHER ARMIES

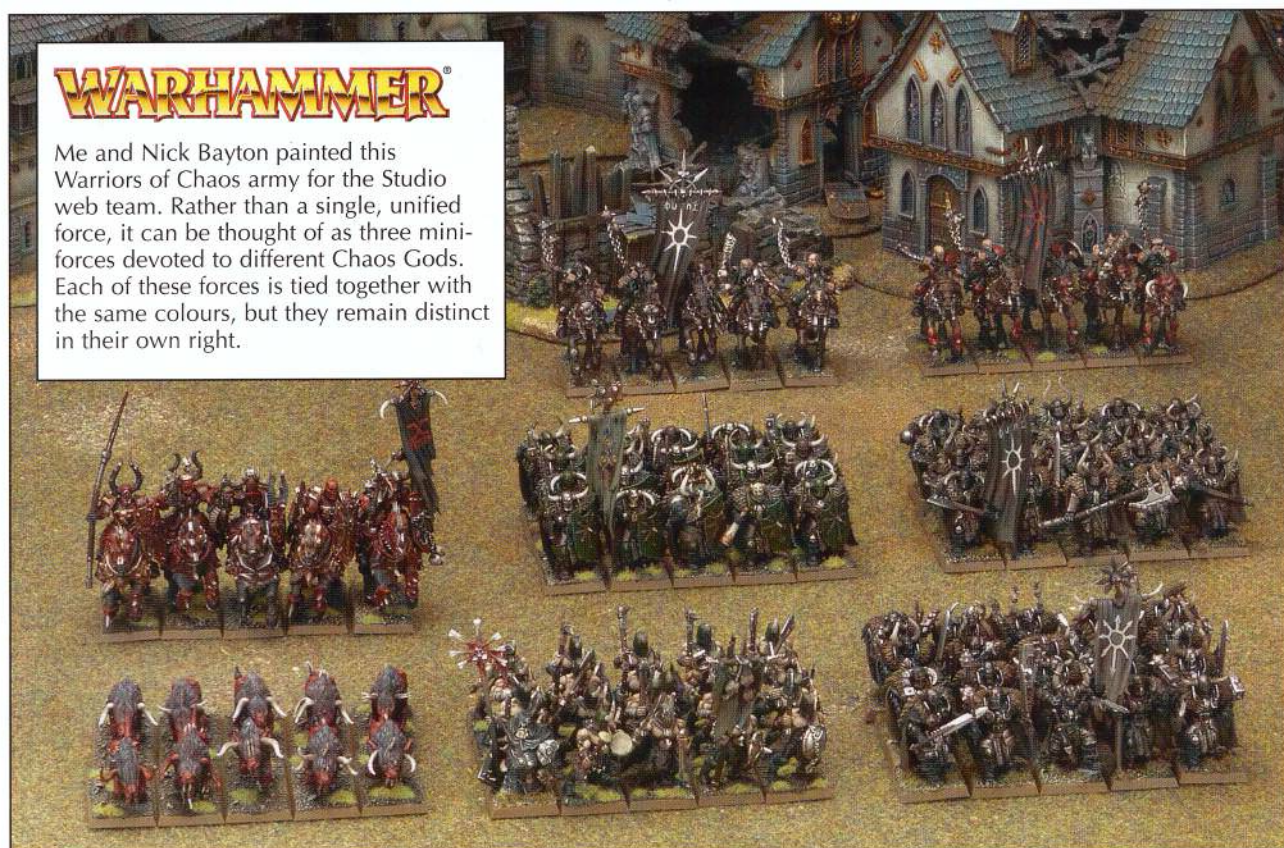
WARHAMMER
40,000

This is the Blood Axe Ork army I painted for the Studio. I basecoated the army Scorched Brown in exactly the same way as the Mordor Orc army. This might sound counter-intuitive, but it's a solid basecoat to work over, and means there's less hassle when it comes to painting all of the belts, pouches and dirt. The unifying colour for the army is the vibrant green of their skin, and the distinctive camouflage patterns used across all of the models.



WARHAMMER

Me and Nick Bayton painted this Warriors of Chaos army for the Studio web team. Rather than a single, unified force, it can be thought of as three mini-forces devoted to different Chaos Gods. Each of these forces is tied together with the same colours, but they remain distinct in their own right.



WADE PRYCE'S

WORLD EATERS OF

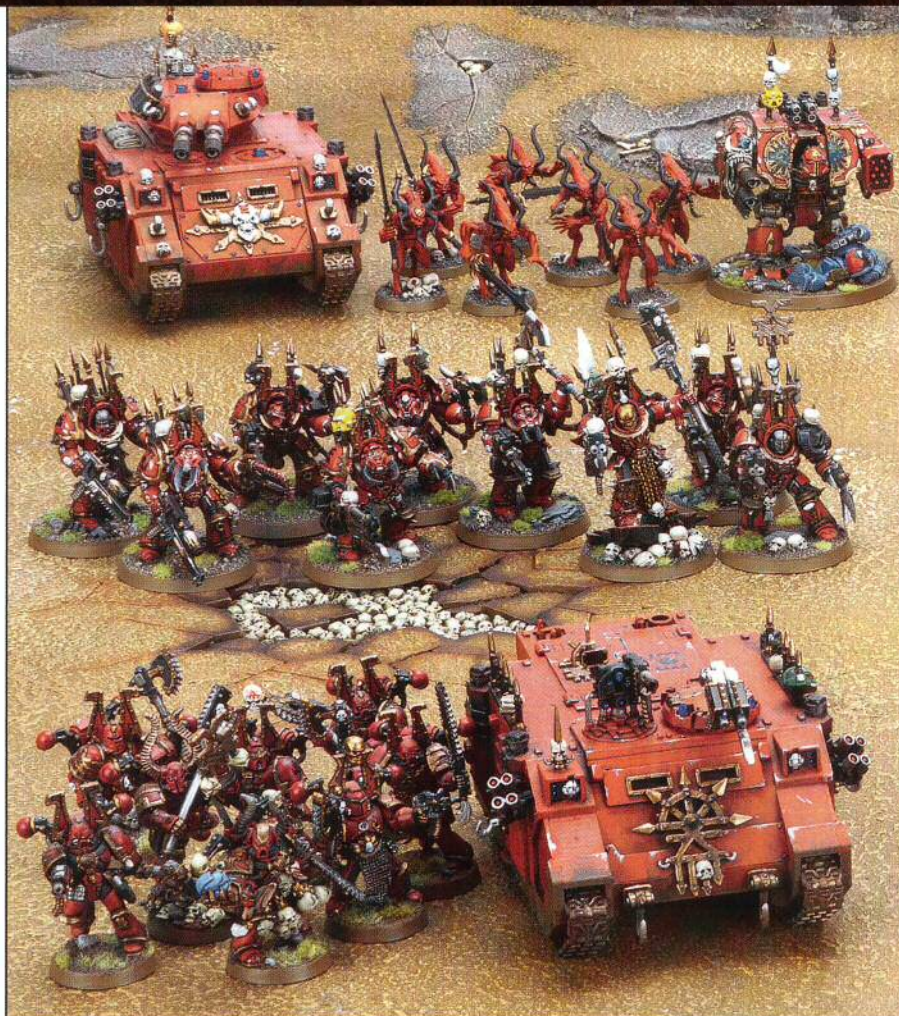
In a new irregular series we shine the spotlight on a great-looking army that's come to our attention. We'll take a look at the force as a cohesive whole and showcase some of the stand-out models.

Wade: The World Eaters of Khorne have always been my favourite army; insane, immortal Chaos Space Marines of the First Founding who worship the god of war. You can't tell me there's anything harder than that in the galaxy. Well, you could, but you'd be wrong!

My army is inspired by a number of iconic World Eaters illustrations and miniatures from the early 1990s, particularly those of Mark Gibbons and Jes Goodwin. They depicted the distinctive World Eaters helmet design, the heavy suits of corrupted Mk V power armour and the vicious Khornate chain-axes that are the hallmark of the Legion. By using a number of Space Marine and Chaos Space Marine plastic components in conjunction with the Khorne Berzerkers plastic kit, I've been able to create a variety of weapons and wargear for my Legionnaires.

I also have a fledgling force of Khorne Daemons, which I use as Lesser Daemons in this army, and as an allied force in Apocalypse games. White Dwarf's *Liber Apocalypticus* has furnished the World Eaters with rules for their mighty leader, the Daemon Primarch Angron. It would have been rude not to convert a miniature for the only Primarch currently active in the Warhammer 40,000 game – so I did. I use him in normal games of 40K as a Daemon Prince, and in Apocalypse as Angron himself!

Our first Army Master is Wade Pryce, who has an affinity with Chaos, and Khorne in particular. Regular readers may remember his Khorne Warriors of Chaos army from our *War in the North* campaign (issues 348 & 349).



Wade's commander, Howlmaul Heartcutter, has been known to lead both his Chaos Daemon and Chaos Space Marine armies.

Wade has converted all of his Chaos Terminators to have the same distinctive helmet crests as the Khorne Berzerkers.

KHORNE

WARHAMMER
40,000

ARMY MASTERS



This Aspiring Champion has a metal body with plastic arms and accessories.



One of Wade's intricate, all-plastic Chaos Space Marine conversions.



This is Wade's hulking interpretation of the Daemon Primarch of the World Eaters Legion, Angron.

Modelling Workshop is your indispensable guide to getting the most out of your models and terrain. In this instalment we take a look at terrain in War of The Ring.

FIELDS OF BATTLE

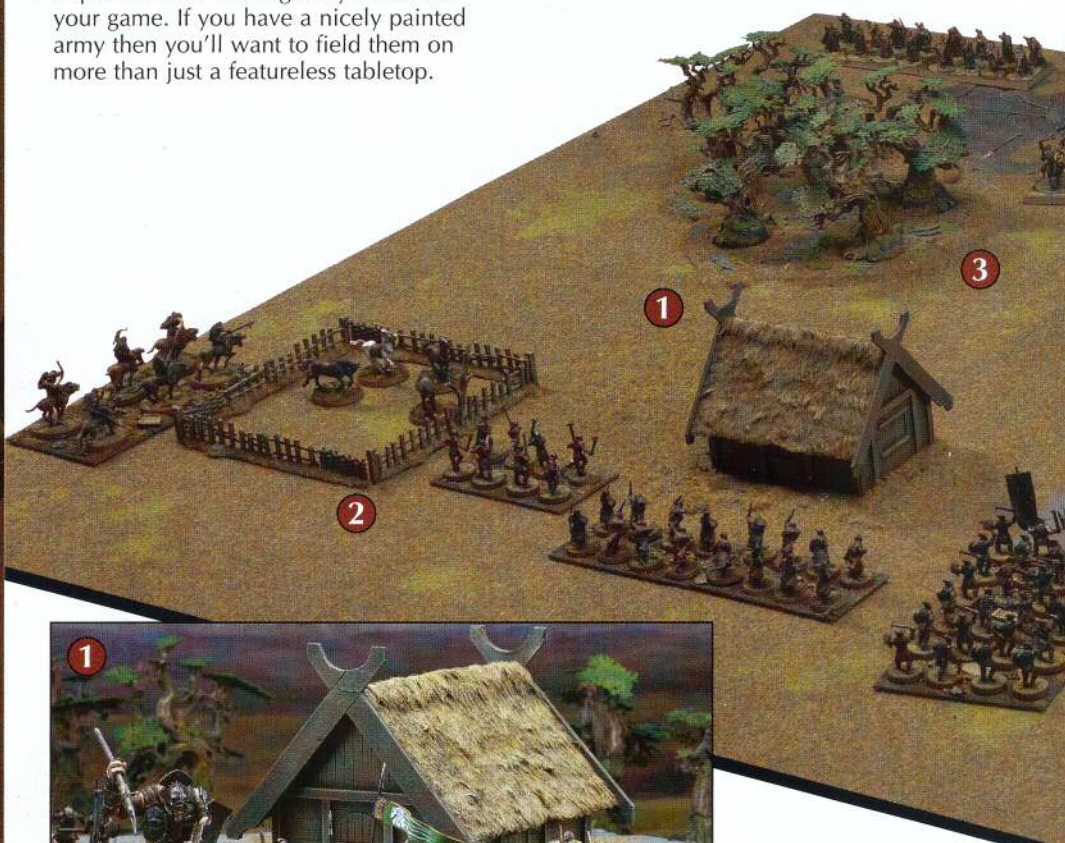
Terrain can play a pivotal role in any battle, not only provoking tactical considerations but adding a sense that the game is taking place somewhere in Middle-earth. Here we look at some of the great terrain built for War of The Ring.

The battlefields of the War of The Ring were many and varied, ranging from craggy mountain passes and swampy riverbanks to ancient forest clearings and everything in between. A battlefield is rarely a featureless plain – there will be streams, rivers, copses of bushes and trees, and rocky piles to be fought over. That doesn't even include the many buildings, both ruined and intact, that are scattered across Middle-earth's varied landscape.

Needless to say, terrain is an important facet of the War of The Ring game. It gives your forces a tactical element to manoeuvre and fight around but more important than that it greatly enhances your game. If you have a nicely painted army then you'll want to field them on more than just a featureless tabletop.

There are three types of scenery in War of The Ring: difficult, impassable and defensible terrain. Difficult terrain represents areas that are treacherous to cross or slow going for large groups of troops. Impassable terrain is simply impossible to move through. The third category is defensible terrain; these are scenery pieces that formations can occupy for a tactical advantage.

Below you can see the terrain set-up for a typical game of War of The Ring, including all three of the aforementioned types of scenery.



This Rohan house increases the Defence of any of its occupiers by 2. It's important to discuss what each piece of terrain counts as, and the effect it has on the game before starting play, to avoid arguments as you go along!

2 Using fences to create a field or paddock makes for a simple but effective defensible terrain feature. This field is unlikely to have a Capacity and Defence bonus of more than 1.



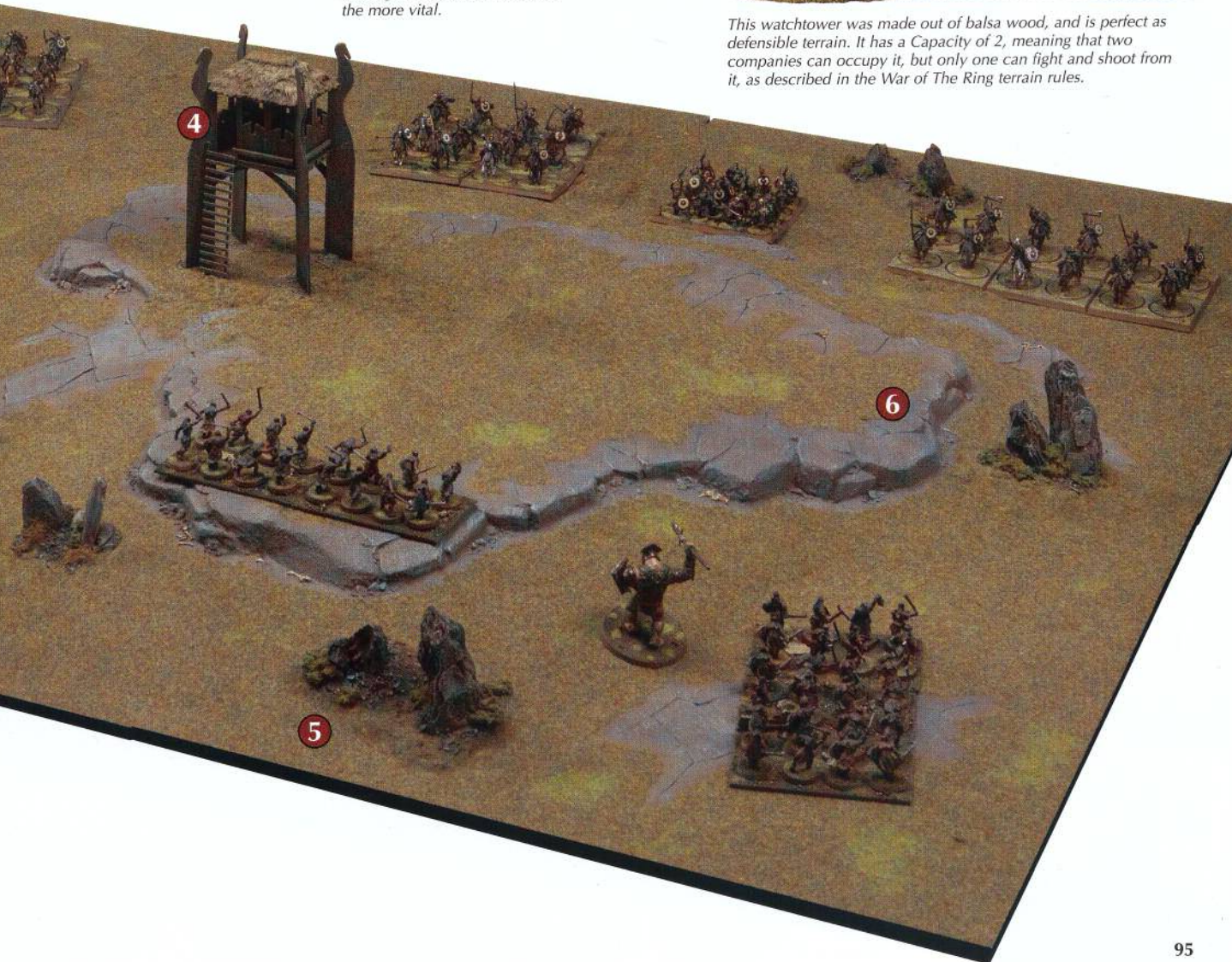
Woods and forests are defensible terrain – infantry can occupy them and use them as a defensible redoubt against the foe. An occupying formation gains a bonus to their Defence, as well as a 360 degree arc of fire, making them extremely hard to shift.

5 For ease of play during the game, these rocky outcrops were classed as impassable terrain. Formations will have to manoeuvre around them instead of crossing over them.

6 These steep cliffs count as difficult terrain, slowing troops down and making any movement over them count as double. They could just as easily represent impassable terrain, making the approach routes all the more vital.



This watchtower was made out of balsa wood, and is perfect as defensible terrain. It has a Capacity of 2, meaning that two companies can occupy it, but only one can fight and shoot from it, as described in the War of The Ring terrain rules.



OSGILIATH

This once-proud city, and the river it controls, is pivotal to the defence of Gondor. The Witch-king has ordered that Osgiliath on both sides of the river be taken so that his army can march on Minas Tirith – the battle for the bridge has begun.

This ambitious Osgiliath board really uses terrain to characterise the game. The battlefield has been deliberately restricted in certain places to channel the fights into exciting and tense combats. The River Anduin flows across the board, cutting the battlefield in two. Formations can only cross in certain places, although the Nazgûl on their flying terrors are not so restricted.

By using the terrain in this way, a number of different tactical options suddenly become available. Manoeuvring around the side of the enemy isn't quite as straightforward, as companies can use the buildings to shield their flanks. However, the buildings provide excellent strongpoints, allowing for defending units to set up devious ambushes.



The buildings on the Gondor side of the river are still relatively intact. The stone buildings of the city gave all occupied companies +3 to their Defence. The Capacity was decided on a case-by-case basis depending on the size of the terrain piece and number of floors. In general, the larger buildings were given a Capacity of 4, and the smaller and ruined ones had a Capacity of 2. Neither cavalry nor siege engines could occupy any of the buildings.

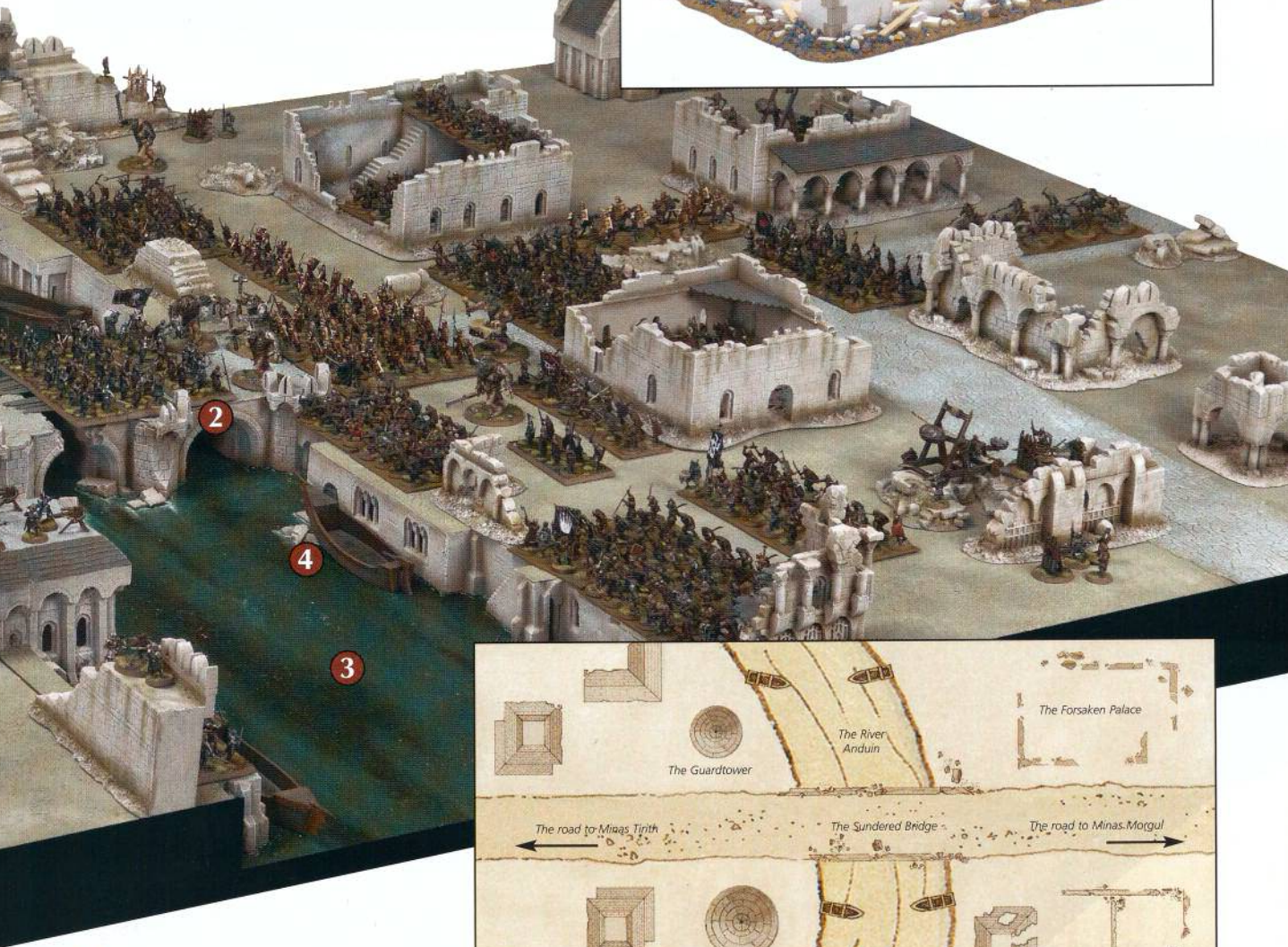
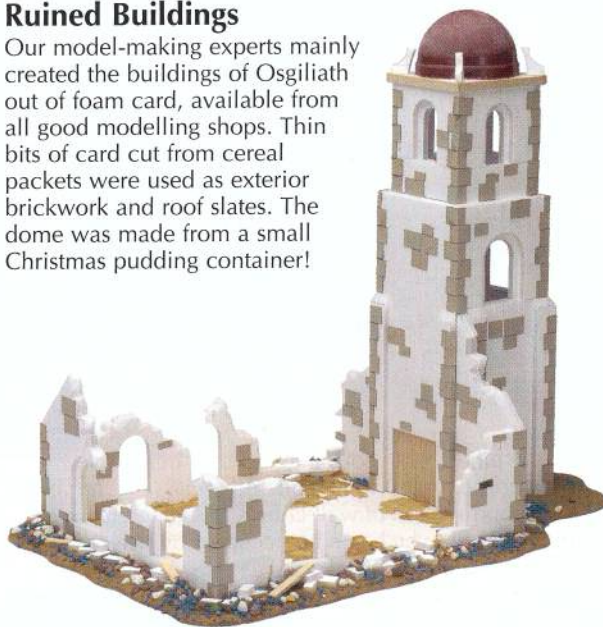




The bridge allows formations that are two infantry companies wide to cross, and is frequently the scene of desperate fighting.

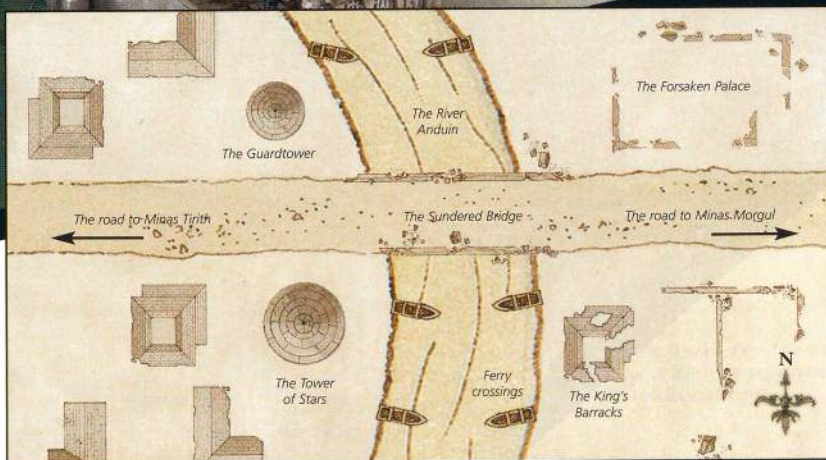
Ruined Buildings

Our model-making experts mainly created the buildings of Osgiliath out of foam card, available from all good modelling shops. Thin bits of card cut from cereal packets were used as exterior brickwork and roof slates. The dome was made from a small Christmas pudding container!



3 The deep, fast flowing River Anduin was classed as impassable terrain.

4 Formations could cross the river at the ferry points. It took an entire turn for the whole formation to traverse leaving them vulnerable to attack.



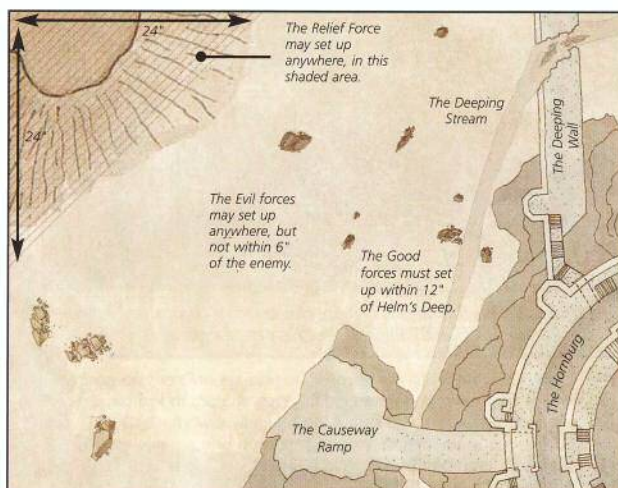
The scenario map of the Battle of Osgiliath, showing the key objectives that must be held to hold the city – the Sundered Bridge, the Guardtower, the Tower of Stars, the King's Barracks and the Forsaken Palace. It also shows the ferry crossings, which enable formations to cross the river.

HELM'S DEEP

The people of Rohan have retreated to their ancient fastness, but the Orcs of Isengard have followed and now they lay siege to the bastion. All is not lost, as a relief force rushes into the valley to aid their countrymen.

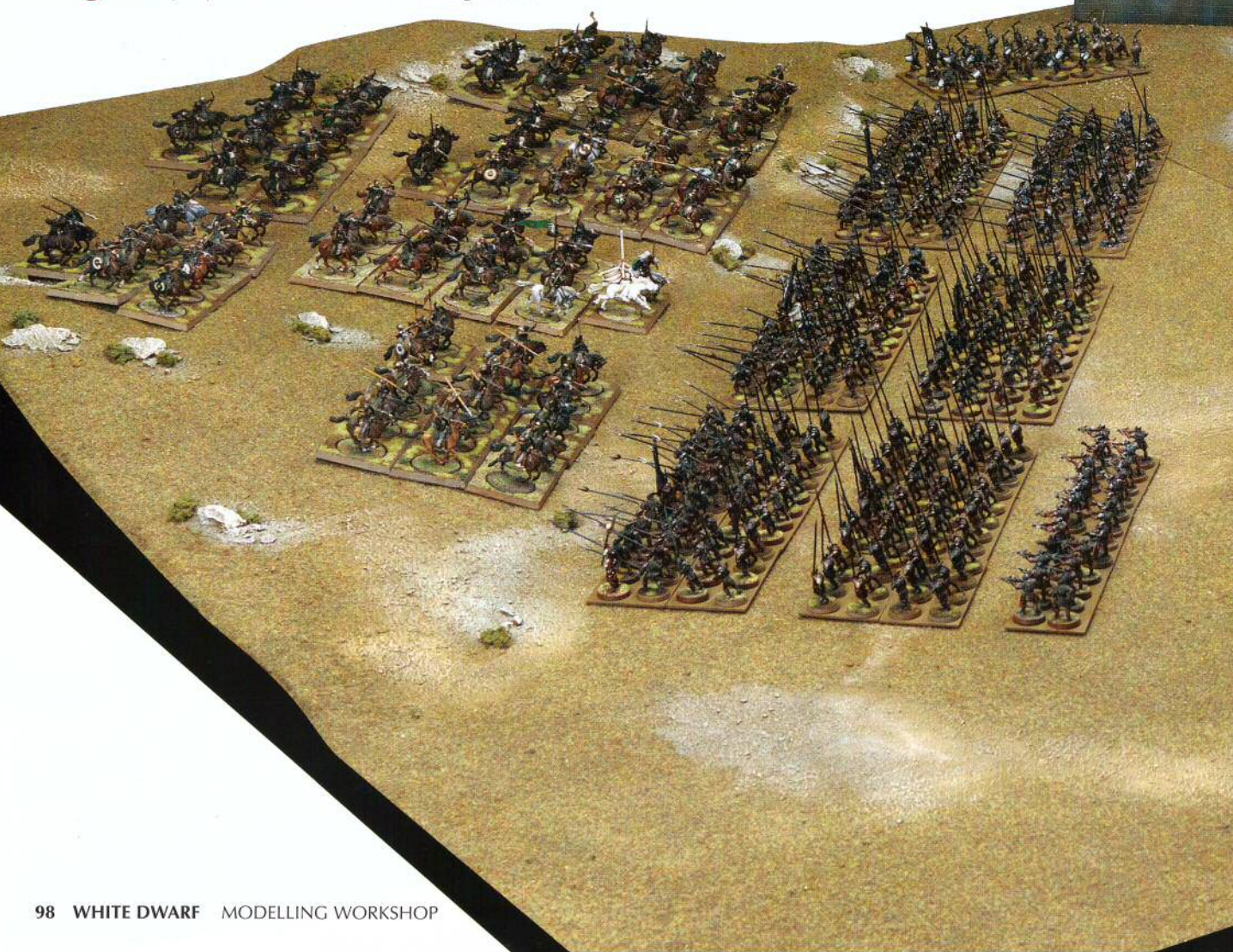
Our Helm's Deep was created with two 8' by 4' green boards pushed together. The scenario as shown here begins as Théoden and Aragorn sally across the causeway while Gandalf rides at the head of the Rohirrim, charging down the slopes of the Deeping-Coomb. The Deeping Wall has already been breached but the forces of Saruman are now on the back foot.

The Helm's Deep set-up is a great example of how a fortress can be represented in War of The Ring, by simply dividing the different sections into separate defensible terrain features or areas of difficult and impassable terrain. Each tower and section of wall counts as a different defensible feature, which can be occupied by defenders and laid siege to by the attackers. The terrain rules might not cover every eventuality, but a discussion of what counts as what before the game starts helps ensure that everyone has a clear idea of how it all works.



The deployment map for the Battle for Helm's Deep scenario, showing the areas of the fortress.

1 The uncollapsed sections of the Deeping Wall were given the same Capacity and Defence values as the Hornburg sections.

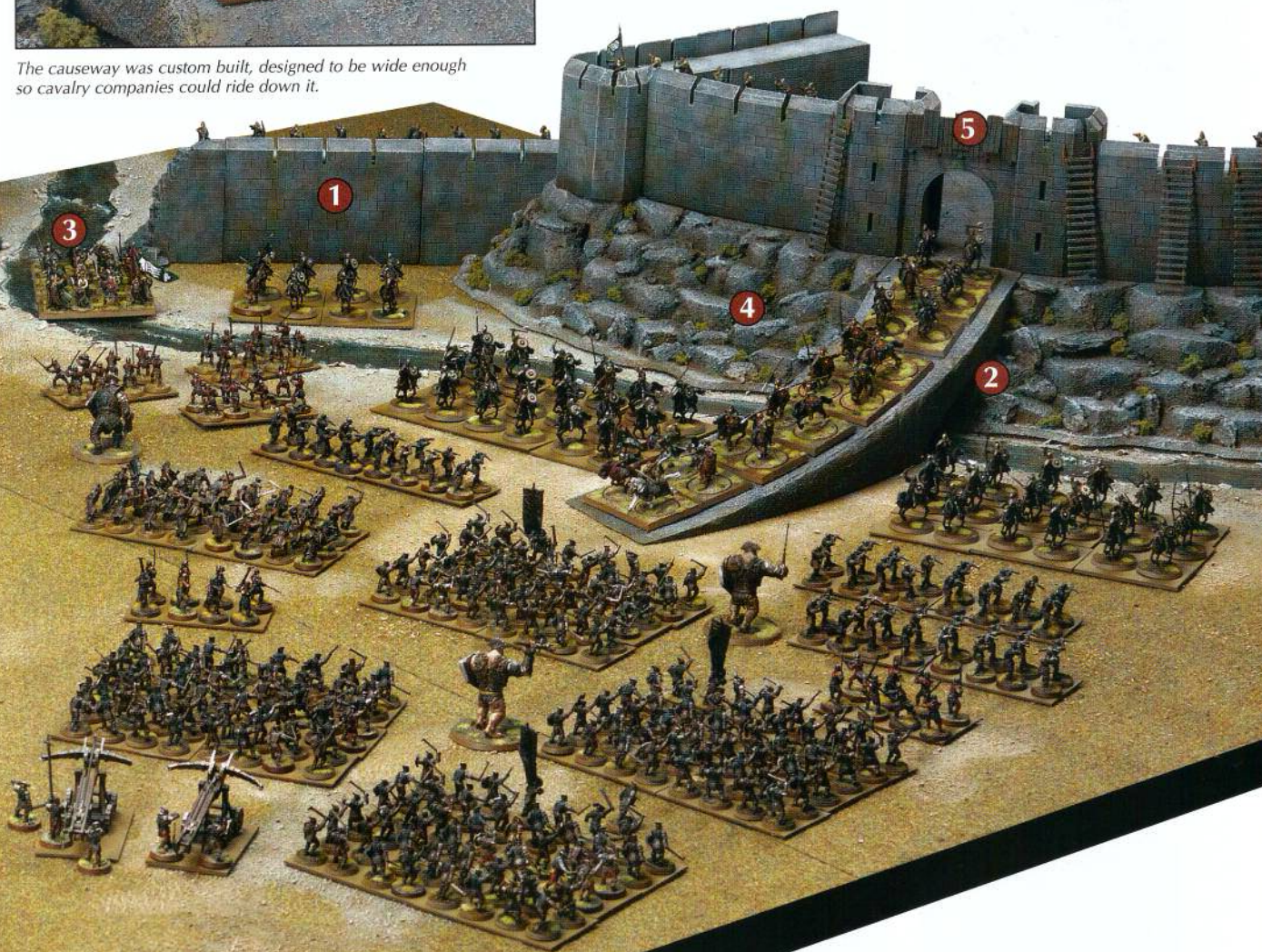




The causeway was custom built, designed to be wide enough so cavalry companies could ride down it.



The Deeping Stream was represented by a river that was already incorporated into the table. For gaming purposes it was classed as difficult terrain so movement was doubled when moving over it.



4 To give the Hornburg height, it was placed on a rocky plateau that was made out of hardcore polystyrene, painted and then dressed with modelling lichen.

5 The Hornburg itself was made from the original Two Towers fortification set. Each wall section was classed as a piece of defensible terrain with a Capacity of 2 and a +3 Defence bonus.

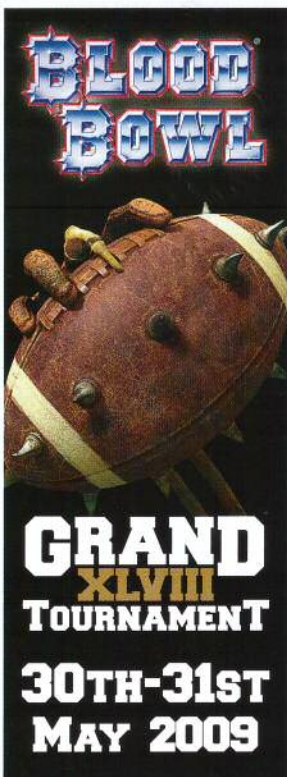
Event Calendar

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

April

4th On Wings of Fire

Date: 4th April, 2009

GAMES WORKSHOP

Venue: Warhammer World Store

Details: Every Saturday throughout March the Warhammer World store has been running games of Warhammer 40,000 Apocalypse at 11am, charting the birth and rise of their own Space Marine Chapter.

These events will culminate on Saturday April 4th with the biggest battle yet as the newly-forged Space Marines of Warhammer World stride into battle against the traitors of Jericho IV. With Titans and shooting aplenty, bring your armies along to join in!

Contact: GW Warhammer World on
0115 916 8410

4th Storm Over Stirling

Date: 4th April, 2009

GCM

Venue: Ochil Community Centre, Stirling

Details: Stirling Wargamers would like to invite you to compete in its annual Warhammer tournament, held at the club's regular venue in Stirling. To take part you will need a fully painted 2250 point army.

Tickets: Tickets cost £12 and includes three games, a pizza buffet lunch, tea and coffee all day and doughnuts upon arrival.

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

11th Warhammer Eastern Legends

Date: 11th April, 2009

Venue: St John's Ambulance Hall, Norwich

Details: You are invited to take part in this friendly tournament in which entrants will field 2000 point Warhammer armies against competitors of a similar skill level thanks to a unique scoring system, with prizes to be won.

Tickets: Tickets cost £20 per player and include lunch and free parking. There are limited spaces so book early.

Contact: Giles Robinson – 078824708 53

Website: www.hexglobal.co.uk

18th Warhammer Doubles Tournament

Date: 18th–19th April, 2009

WARHAMMER WORLD

Venue: Warhammer World, Nottingham

Age Limit: 12+ Players between the ages of 12 and 15 must be accompanied by an adult.

Details: Compete with a friend as your ally in this relaxed tournament setting, to become this year's Warhammer Doubles Champions.

Tickets: Tickets cost £85 per two-player team and includes lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

Contact: Mail Order – 0115 91 40000

Website: www.warhammerworld.org

In Stores this Easter

Throughout the Easter break, no matter whether you play Warhammer, Warhammer 40,000 or The Lord of the Rings, our Hobby Centres will be a hive of activity.

As the forces of the Old World come to terms with the new Lizardmen army, Stompas face super-heavy Imperial tanks in Apocalyptic battle and the hosts of Middle-earth line up to do battle using the new War of The Ring rules...

Junk Yard Assembly Line

- Our staff show you how to assemble and paint your new Ork Stompa.

Apocalyptic Battles

- Just when the Orks thought they had the upper hand with their awesome new Stompas, six new super-heavy Imperial Guard tanks are deployed... the fearsome Shadowword being just one of them! Join us in huge Apocalypse battles where every man and war machine is needed!

War of The Ring Demonstration Games

- Our staff show you the new rules and help you put together a battle-winning army.

Don't miss out... Call your local store for details and to book your place.

May

2nd Irish Warhammer GT

Date: 2nd–3rd May, 2009

GAMES WORKSHOP

Venue: Clarion Liffey Valley Hotel, Dublin

Details: Compete in this year's Irish Warhammer Grand Tournament and fight your way through six blood-soaked rounds of battle to the very top.

To enter you will need a fully painted 2000 point Warhammer army. Full details can be found in the Warhammer Throne of Skulls pack on the Warhammer World blog.

Tickets: €60/£40

Contact: GW Dublin – 00353 1872 5791

Tournament Pack: www.warhammerworld.org

3rd Battle of The Clubs

Date: 3rd May, 2009

Venue: Sporthal University of Tilburg, The Netherlands

Details: The Battle of the Clubs is a contest between teams of three to five participants. During each round only nominated players 'count' for their team and with careful selection the Team Captain tries to steer his team to overall victory. A gaming club may enter one team per game system.

Tickets: €17.50 per player and includes lunch on the day.

Contact: Martina Jiricka

martina.jiricka@games-workshop.co.uk

30th Blood Bowl XLVIII Grand Tournament

Date: 30th–31st May, 2009

WARHAMMER WORLD

Venue: Warhammer World, Nottingham

Age Limit: 16+

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

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

Contact: Mail Order – 0115 91 40000

Website: www.warhammerworld.org

EVENT SPOTLIGHT

16th Age of The Emperor: The Great Crusade

Date: 16th–17th May, 2009

GAMES WORKSHOP

Venue: Warhammer World, Nottingham

Details: It is the 31st Millennium...

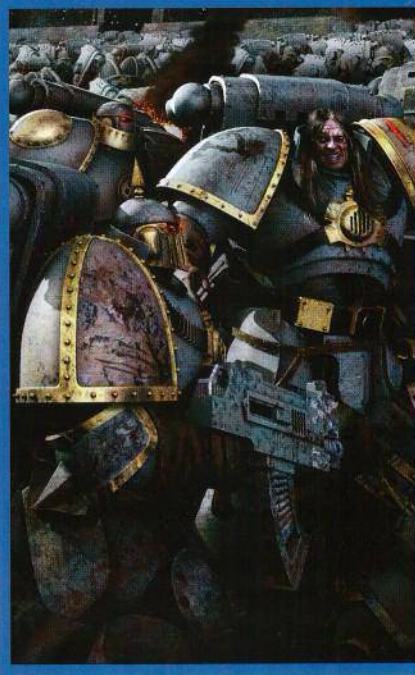
Following the success of the Ullanor campaign, The Emperor of Mankind has appointed his favourite son, Horus, as Warmaster and given him supreme authority over the Imperial Expedition Fleets. The largest assembled human endeavour is now poised to sweep across the galaxy and claim it in the name of the Emperor of Terra. Mankind's galactic dominance has begun and the greatest heroes the Imperium has ever known are immortalised in legend, never to be forgotten...

The Great Crusade is a campaign weekend for Warhammer 40,000. Players will require a 3000 point army and several different sized army lists to play a mix of exciting battles and skirmishes. 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: tfvents@tempusfugitives.co.uk

Website: www.tempusfugitives.co.uk



GAMES DAY REVIEW

GOLDEN DEMON 2008

**GAMES DAY
& GOLDEN DEMON 2008**

Golden Demon is the most prestigious miniatures painting competition in the world. We showcase some of the UK and Poland's very best entries from 2008.



Home to the greatest miniatures painting competition in the world, Games Day 2008 surpassed all previous events with more than 9000 hobbyists in attendance. Event organiser, Brian Aderson looks back on another successful year.

It feels like ages since we said our goodbyes to the NEC team at the end of Games Day in 2008; it's only been a few short months though (*at the time of writing this – Ed*), and memories of hundreds of Baneblades, intro games on wheels, dozens of gaming clubs and their awesome gaming boards and of course, the life size Space Marine Rhino are still fresh in my mind.

2008 proved to be the biggest Games Day ever. With the move into a bigger hall we were able to spread out to make our popular areas even more comfortable. It even allowed us to throw in a few added extras like the Warhammer display all the way from France, the Blood Ravens display kindly loaned by Rik Turner and the Black Library's 'new-look' Authors' Area. We also put on not one but two displays of original artwork celebrating the history of the Space Marines and of course the 25th Anniversary of Warhammer.

The Studio team pulled out all the stops putting on activities and displays that were swamped with customers from the moment the doors were opened. Our production teams made an appearance too, showing off the equipment and tools that all of our plastic miniatures are produced from. Add to all that 42 cabinets of Golden Demon entries, dozens of games from Hobby Centres, Community and Gaming Club contributions and the ever popular sales stands and you have an event that will be difficult to beat in 2009.

We have, however, taken up that challenge once more and the planning for Games Day 2009 has already started in earnest. If you want to know more about what happened at Games Day 2008 or want to start planning for September 2009, keep an eye on White Dwarf and the web for more details.

Brian Aderson
Games Day Manager

GAMES DAY 2009 TICKETS

Held once again at the Birmingham National Exhibition Centre (NEC), tickets to this year's Games Day & Golden Demon will be released on Saturday 30th May and will be available to White Dwarf subscribers from Saturday 2nd May.

Don't forget, subscribers will once again have the opportunity to pre-book one of only 600 tickets to this year's exclusive seminar in which more of our future projects will be unveiled.

Order your ticket by calling Direct on 0115 91 40000.
Tickets cost £30 and includes this year's Games Day Miniature.

**GAMES DAY
& GOLDEN DEMON 2009**

27th SEPTEMBER, 2009



SILVER | Duel

Lizardman vs. Tomb King
Mark Lifton



GOLD | Warhammer 40,000 Single Miniature

Space Marine Captain

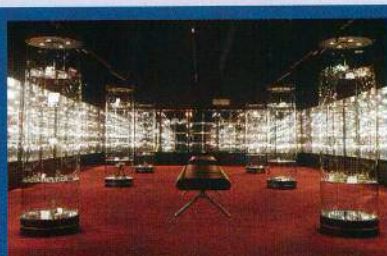
Fernando Prieto

UK Slayer Sword Winner

GOLD | Warhammer 40,000 Monster

Chaos Daemon Prince

Vladd Junger



THE CITADEL MINIATURES HALL

Warhammer World is proud to present a very special exhibition from April 4th at the Citadel Miniatures Hall, showcasing many of the winning entries from Golden Demon 2008. This is your chance to get closer than ever before to some of the finest miniatures in the world. For more details log on to:

www.warhammerworld.org

GOLDEN DEMON POLAND

Continuing to grow in size and popularity, the Polish Golden Demon painting competition saw more entries than ever. Competition judge, Matt Anderson reflects.

Last November in the snowy town of Poznan, at a huge gaming convention, the Poznan Gaming Arena, we held this year's Polish Golden Demon Competition. The contest was fierce and the standard amazingly high, with competitors travelling from all across Poland and even Italy and Germany to take part in this prestigious event.

As well as the Golden Demon Competition, there were tournaments for Warhammer, Warhammer 40,000 and The Lord of The Rings, put on by local stockists, community groups, and gaming clubs. There were also introductory games, a huge siege battle and painting advice for every

level; from very beginner to expert.

Eventually, after much deliberation, the winners were chosen and, in front of the whole show, were presented with their Golden Demon awards on the main stage; their models projected on the huge screens behind for all to see!

Once again the Polish Golden Demon Competition was a huge success and a pleasure to judge; the miniatures were beautifully painted and the atmosphere absolutely amazing.

We're all looking forward to next year!

Matt Anderson
Polish Golden Demon Judge

GOLDEN DEMON

2008 POLISH GOLDEN DEMON SHOWCASE



GOLD | Warhammer Single Miniature
Wood Elf Waywatcher
Jose Manuel Palomares Nunez



GOLD | Warhammer 40,000 Single Miniature
Chaos Terminator Lord of Khorne
Pedro Souto Wielgus



GOLD | Diorama
The Last Outpost
Ben Komets
Polish Slayer Sword Winner

To see all of the UK and Poland's Golden Demon winning entries from 2008, log on to 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.

Range of products

Our Hobby Centres stock a large 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.

However, if ever you're looking for something not on the shelves, all our stores also have a webstore order point through which you can choose from our entire range of Citadel miniatures, including the Specialist Games and Collectors ranges and the ever-expanding range of Bitz Packs which allow you to customise your armies.

What's more, have your order sent to the store, and we'll send it POST FREE!

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 are official sellers of Games Workshop games and hobby products.

IN YOUR LOCAL AREA

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

MOST POPULAR STOCK LINES

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

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

IN THIS DIRECTORY

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

AROUND THE WORLD

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

Store Directory

- AVON**
GW BRISTOL:
 87 The Horselair, B51 3JR
 Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
 Unit 129, The Mall, B53A 3UP
 Tel: 0117 959 2520
BRISTOL, Area 51:
 Tel: 0117 924455
BRISTOL, HobbyCraft:
 Tel: 0117 959 7100
- BEDFORDSHIRE**
GW BEDFORD:
 10 Greyfriars, MK40 1HP
 Tel: 0323 427 3663
LUTON, Ottakers:
 Tel: 01582 486999
CRANFIELD, Wargames Workshop:
 Tel: 01234 757878
- BERKSHIRE**
*** GW MAIDENHEAD:**
 Unit 2, 17 Market Street, SL6 8AA
 Tel: 01628 863 1747
GW READING:
 35 Oxford Road, RG1 7QA
 Tel: 0118 959 8693
GW WINDSOR:
 Unit 3, 4, George V Place, SL4 1QP
 Tel: 01753 861007
BRACKNELL, Waterstones:
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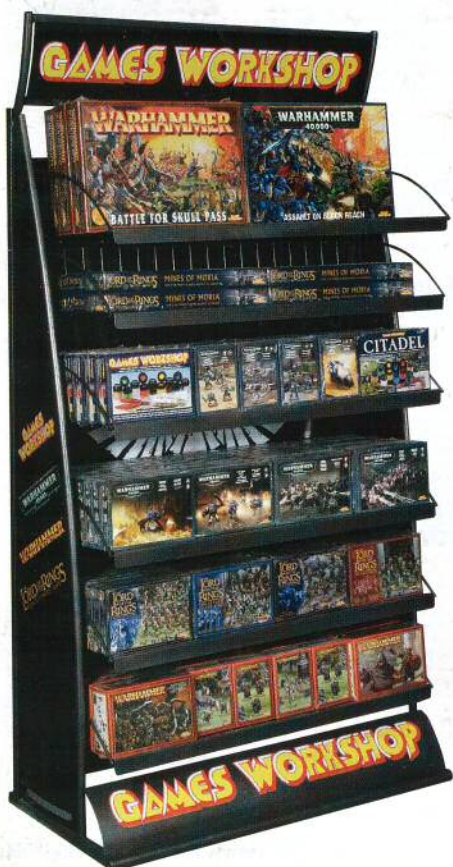
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Gaming clubs are groups of fellow gamers and hobbyists who meet regularly to enjoy the hobby together.

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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.

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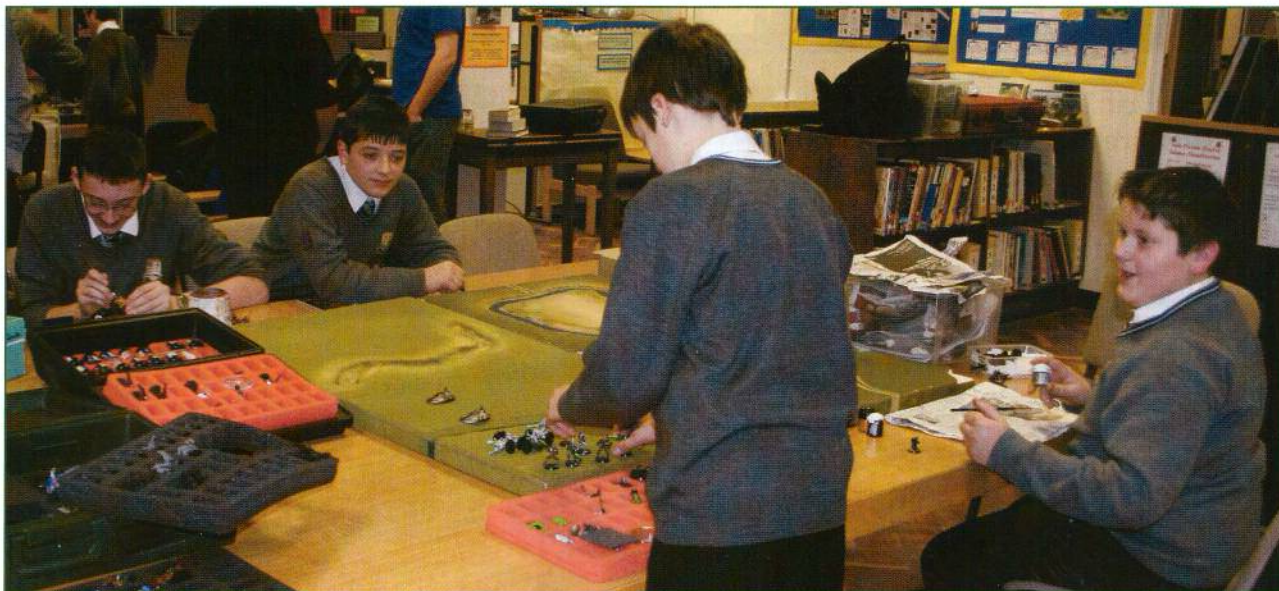
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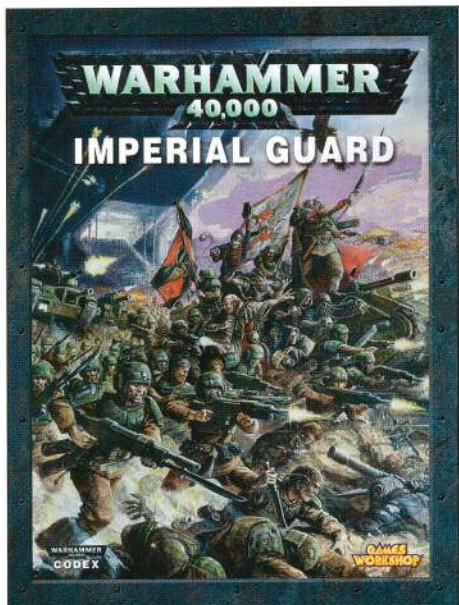
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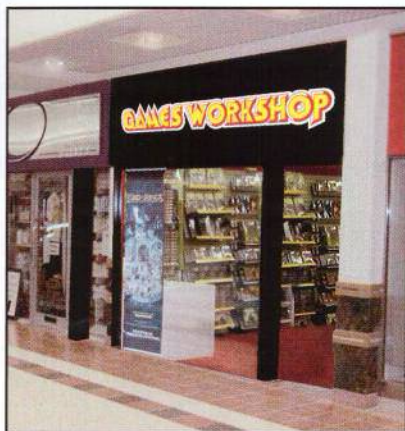


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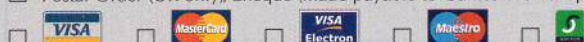
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THE LORD OF THE RINGS
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