

INSIDE

Massive Imperial Guard Triple Battle Report

GAMES
WORKSHOP

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD353
May 2009

**"FOR THE
EMPEROR!"**

WARHAMMER
40,000

IMPERIAL GUARD

**MUSTERED AND
READY FOR ACTION!**

WARHAMMER

'Eavy Metal Masterclass

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

War of The Ring Tactics

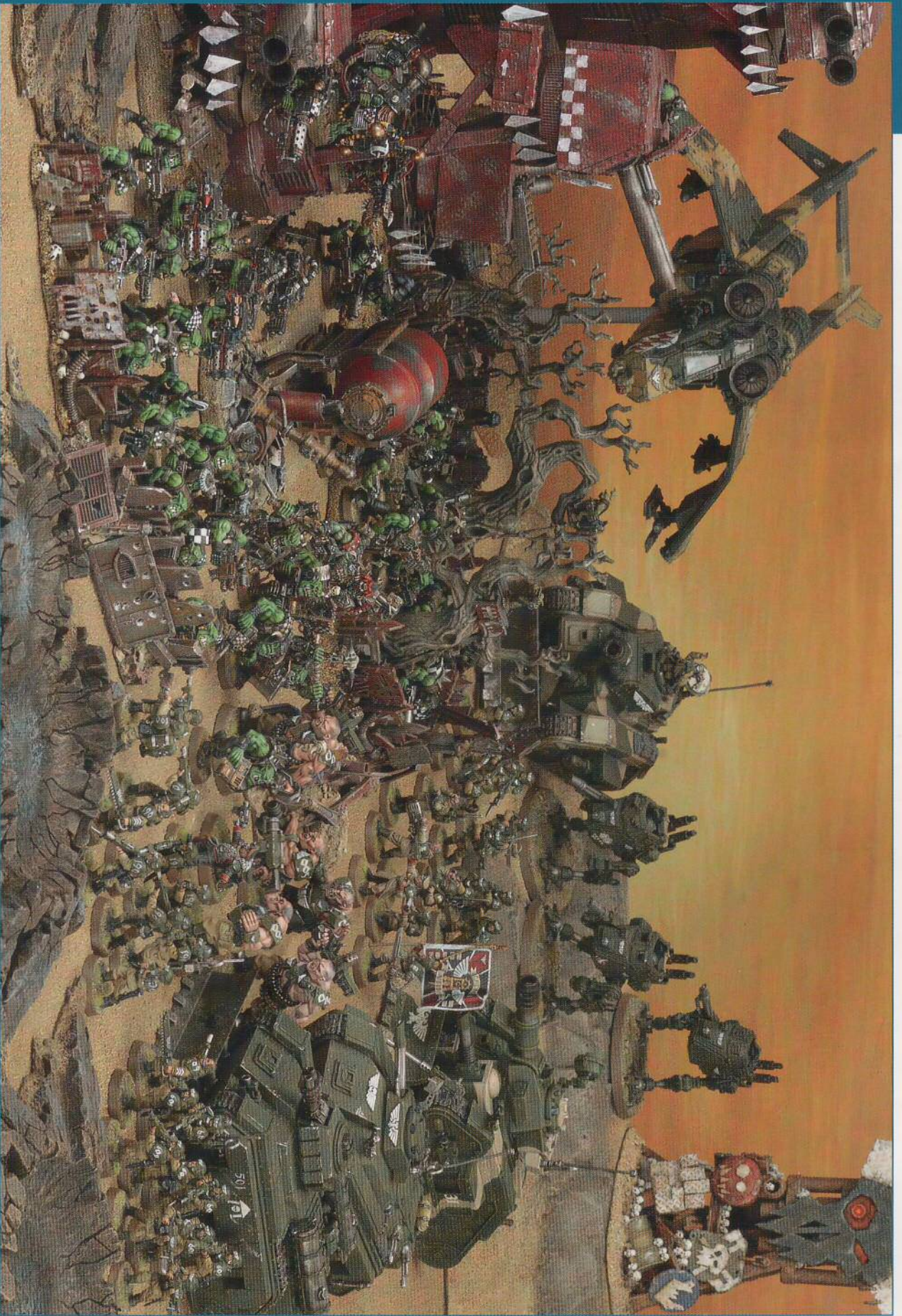
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The Cadian 105th Company ambushes a group of Ork stragglers on the desert world of Kelvann Prime.

EDITORIAL



Life in the Studio is pretty hectic and exciting, and I have to confess the raft of new releases we're getting through these days is breathtaking – it was never this good 'when I were a lad!' Still, it certainly gives me plenty to write about.

In the White Dwarf bunker we've scarcely got over the excitement of last issue's War of The Ring launch, and the plans for the future of that game (affectionately called WoTR around here) seem bright. Adam Troke of the web team is threatening to run a campaign for The Lord of The Rings very soon, using the original strategy battle game system to play a series of small scenarios, which each have an effect on sporadic larger battles – the large games will, of course, be played using the WoTR rules. I think the idea of using the two systems in tandem is great, and his campaign sounds very ambitious; more news on that as it arises.

Speaking of campaigns, this month's battle report takes the form of a three-game narrative campaign, devised by none other than gaming guru Dave Andrews and penned by the author of the new Imperial Guard Codex, Robin Cruddace. Oh, did I not mention the Imperial Guard already? Well, the Codex is out this month, along with some incredible new models, including the eagerly awaited plastic Valkyrie and Command Squad. The battle report(s) charts the fortunes of a Commissar as he rises through the ranks, fighting alongside regiments of Catachan Jungle Fighters (which I have on good authority is actually pronounced 'Kat-a-kan' – go figure), Cadians and Vostroyans, in three different warzones. With the fantastic new terrain built for the games, they were a great spectacle, really showcasing the massed regiments of the Imperial Guard. And I have been assured that 'tread-heads' will get their day in the sun very soon. Until next time, true believers!

Mark Latham, Editor

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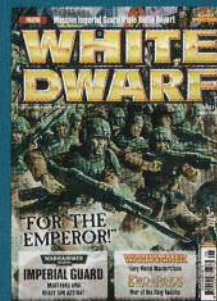
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HAMMER OF THE EMPEROR

Find out about the largest fighting force in the galaxy from page 16.



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The new Imperial Guard Codex is here along with loads of new model releases. We take a look at all aspects of the Imperial Guard and chat with the book's author.

32 THE LORE OF WAR

As a new rules set, War of The Ring brings different tactical challenges and strategic options to the table. Mat Ward is your guide through these choppy waters.

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White Dwarf entered three teams into this year's UK 40K Doubles Tournament. Andy Hall reports on their experiences, and talks to some tournament pros.

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82 MODELLING WORKSHOP: TANKS

It's an Imperial Guard issue of White Dwarf, so it's a perfect opportunity to do a workshop on tanks.

90 'EAVY METAL MASTERCLASS: CHAMPION OF CHAOS

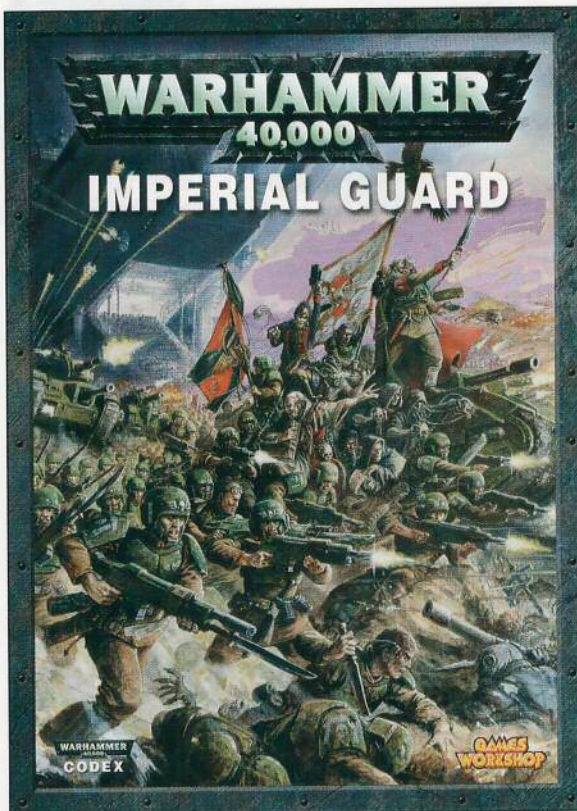
This year's Games Day miniature gets the 'Eavy Metal treatment with a non-metallic metal effect.

97 PAINTING MASTERS: ANJA WETTERGREN

'Eavy Metal member Anja Wettergren shows us some of her favourite miniature painting projects.

WARHAMMER 40,000

IMPERIAL GUARD



CODEx: IMPERIAL GUARD

The Imperial Guard is the largest and most diverse fighting force in the galaxy, comprising untold billions of soldiers, battle tanks and artillery pieces. It is through superior numbers, disciplined training and the might of Imperial armour that all foes are smashed aside.

Codex: Imperial Guard is a 104-page book that contains everything you need to know to field an army of tenacious Guardsmen in Warhammer 40,000. There are pages of background, covering the history of the Imperial Guard and some of its most famous campaigns and regiments, rules for every troop and vehicle, a full-colour miniatures showcase, and the brand new army list.

CODEx: IMPERIAL GUARD

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Written by Robin Cruddace

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CADIAN COMMAND SQUAD



MULTI
PART
PLASTIC
KIT



Guardsman with
medi-pack



Officer



Guardsman with
vox-caster



Guardsman with
plasma gun



Guardsman with
standard

The new plastic Cadian Command Squad is one of the most diverse kits we've ever made.

The kit allows you to make five separate models using an assortment of components to create many of the options available in the army list. With a choice of armaments and even two separate banners, models can be assembled in many different ways as part of either a Company or Platoon Command Squad. What's more, components from this kit will seamlessly blend in with the other Cadian frames to give you even more variety for your army.

IMPERIAL GUARD

CADIAN COMMAND SQUAD

Product code: 99120105036

Sculpted by Alan Perry, Michael Perry and Matt Holland

UK	£15†	Denmark	175dkr
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CATACHAN COMMAND SQUAD



Officer



Guardsman with
medi-pack



Guardsman with
plasma gun



Guardsman with
vox-caster



Guardsman with
standard

Much like the Cadian kit, the Catachan Command Squad is packed with components to not only give you five complete specialist models, such as the vox-caster and officer, but also provides loads of extra bits to scatter throughout your army. For instance you'll find a whole host of new Catachan heads and arms, as well as a choice of special weapons such as a flamer and a sniper rifle. There are also two banners, Catachan blades, and even shovels. The kit can be used to make both a Company and Platoon Command Squad.

IMPERIAL GUARD

CATACHAN COMMAND SQUAD

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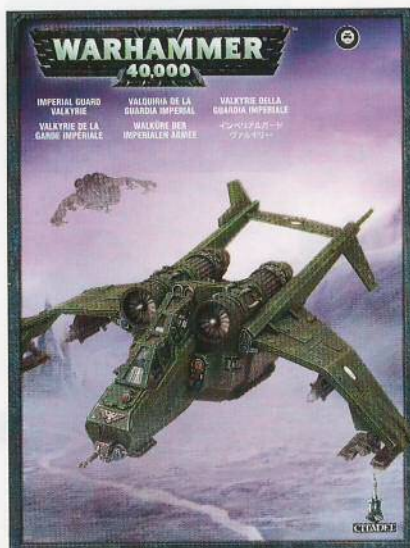
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IMPERIAL GUARD VALKYRIE



Screaming across the battlefield, a Valkyrie aircraft deploys its cargo into the fray, providing a deadly torrent of covering fire as the troopers within disembark.

The new plastic Valkyrie kit allows you to field these powerful aircraft in your armies. Using a Valkyrie gives you many options. They can be used as super-fast transports, delivering troops onto objectives deep in the battlefield. The kit comes with a choice of weapon options so you can arm it with lascannons or multi-lasers. There's the option of pintle mounted heavy bolters to be placed in the open side doors as well. Or you can use it to ferry elite and specialist troops such as the Storm Troopers, who can take full advantage of the Valkyrie's Grav Chute Insertion rule.

The Valkyrie kit also comes with a brand new flying base that will secure your model in a heightened flying position, without the worry of it accidentally toppling over.

IMPERIAL GUARD VALKYRIE

Product code: 99120105038

Sculpted by Daren Parrwood and Dale Stringer

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MULTI
PART
PLASTIC
KIT



The cockpit houses two crewmen, one pilots the craft while the other navigates and operates as a co-pilot, ready to take control.



These pintle-mounted heavy bolters can be assembled stowed or unstowed, and can be crewed by these gunners as well.



The Valkyrie can be assembled with either single-shot Hellstrike missiles, or multiple rocket pods containing a cluster of super-frag missiles.

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NEW RELEASES

IMPERIAL GUARD RATLINGS

The Imperial Guard incorporates companies of abhumans who usually fulfil a more specialised role. Ratlings are crack shots and are often armed with sniper rifles. Dave Thomas' new metal models are just bursting with character, adorned with little details such as snacks and telescopes.

RATLINGS

Product code: 99060105262

Sculpted by Dave Thomas

UK £12† Denmark 140dkr

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IMPERIAL GUARD ADVISORS

These metal miniatures depict three Regimental Advisors, namely the Officer of the Fleet, Master of Ordnance and the Astropath. Each Advisor that you include in your Company Command Squad grants your side a boon, anything from orchestrating powerful artillery blasts to being able to bring on your reserves earlier.

REGIMENTAL ADVISORS

Product code: 99060105263

Sculpted by Juan Diaz

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Officer of the Fleet

Master of Ordnance

Astropath

IMPERIAL GUARD PRIMARIS PSYKER

Walking a fine line between service to the Emperor and eternal damnation, Primaris Psykers are rare individuals who can wield the destructive power of the Warp. Mark Harrison's new sculpt of a classic Imperial Guard character type has managed to catch the potential power of a figure who's both feared and despised by the men around him.

PRIMARIS PSYKER

Product code: 99060105260

Sculpted by Mark Harrison

UK £8† Denmark 100dkr

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IMPERIAL GUARD LORD COMMISSAR

Commissars have always been an important part of any Imperial Guard force and now they can be taken as a HQ choice in the form of a Lord Commissar. The intricate detailing on Juan Diaz's model denotes the Commissar as a decorated veteran of many campaigns, where he has no doubt stood defiant against overwhelming odds.

LORD COMMISSAR

Product code: 99060105261

Sculpted by Juan Diaz

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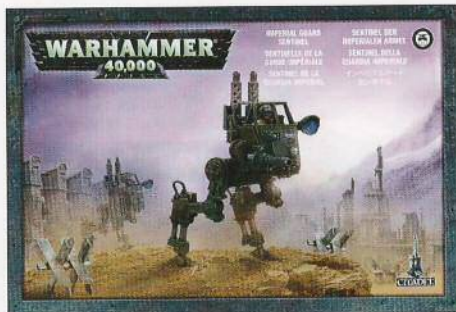
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IMPERIAL GUARD SENTINEL



SENTINEL

Product code: 99120105035

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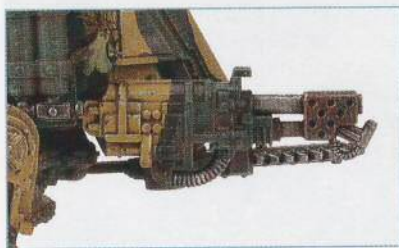
The Sentinel kit is back with a vengeance this month in a new and improved form. The Sentinel's role has been greatly expanded in the Imperial Guard Codex and the new kit allows you to field any of the type and weapon configurations from the army list.

You can create the lighter and faster Scout Sentinel or go for a far tougher Armoured Sentinel. Not only does the new kit provide all the possible weapon configurations, even the plasma cannon, but other options such as the searchlight and hunter-killer missile are also included on the frame. There's also a choice of four crewmen heads – two Cadian and two Catachan – to keep your Sentinel pilots varied. Finally, one of the most innovative features of the new kit is that the legs are now jointed, giving you endless options for different poses.

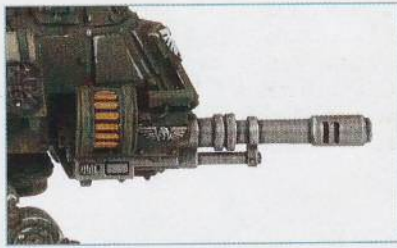


Scout Sentinel

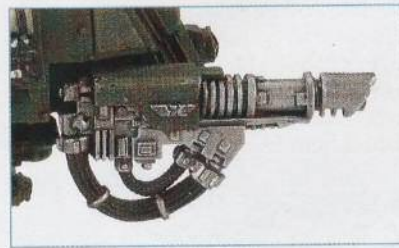
Armoured Sentinel

MULTI
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KIT

Heavy flamer



Autocannon



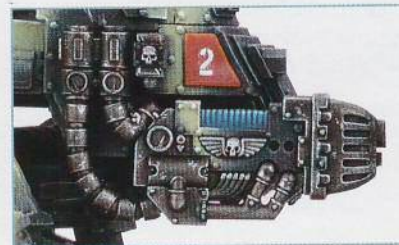
Lascannon



Multi-laser



Missile launcher



Plasma cannon

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IMPERIAL GUARD CADIAN BATTLEFORCE

The Cadians are one of the most famous regiments in the Imperial Guard for it is they who guard the Cadian Gate, the only stable passage out of the Eye of Terror.

The Cadian Battleforce is a perfect way to start your Imperial Guard army or add plastic reinforcements to an established force. A Cadian Battleforce contains: 1 Cadian Command Squad, 20 Cadian Shock Troops, 3 Cadian Heavy Weapons Teams and the new Sentinel.

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IMPERIAL GUARD CATACHAN BATTLEFORCE

The Catachans are another famous regiment, known for their reckless bravery and indifference to danger that comes from growing up in one of the most hostile environments known to Mankind.

The Catachan Battleforce contains all you need to start or expand an army of courageous Jungle Fighters. The Battleforce consists of: 1 Catachan Command Squad, 20 Catachan Jungle Fighters, 3 Catachan Heavy Weapons Teams and a Sentinel.

CATACHAN BATTLEFORCE

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GRETCHIN AMMO RUNTS

The Ork range is full of characterful little models; take these recent additions, the metal Ammo Runts sculpted by Martin Footitt, for example. An Ammo Runt is a Gretchin who carries extra ammunition for his master. In the game they allow you to re-roll a missed shooting attack so they are useful in battle as well as being great metal miniatures.



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The Collectors Range provides us with a great opportunity to explore facets of the Warhammer world and Warhammer 40,000 universe that we don't normally get to cover with our standard range. Here are a couple of examples of just such miniatures.



SARTOSAN VAMPIRE

The pirate captains of the Free City of Sartosa are the scourge of the oceans, and none are more feared than the Undead Lords who ply their bloody trade and attack innocent seafarers without warning or mercy.

This great sculpt by Mark Harrison represents just such an Undead pirate lord.

SARTOSAN VAMPIRE

Product code: 99060207182

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PIRATE CAPTAIN OF SARTOSA

Sartosa is the city of pirates, each vying to become the most notorious, feared and wealthy sea-dog to sail the seas, so that one day they can challenge to become the next Pirate Prince!

This miniature, sculpted by Mark Harrison, represents one of the flamboyant captains of Sartosa.

PIRATE CAPTAIN OF SARTOSA

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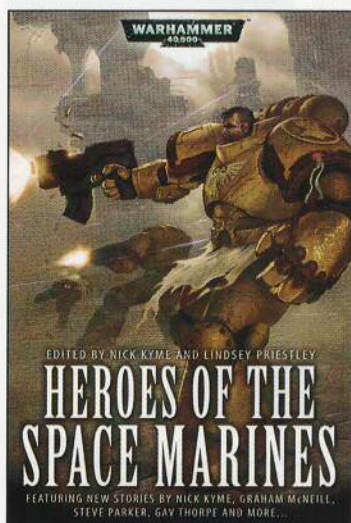
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Step forth the Space Marines, superhuman warriors and the ultimate protectors of humanity. *Heroes of the Space Marines* is an anthology of stories about these brave champions and their dark counterparts, the Chaos Space Marines.

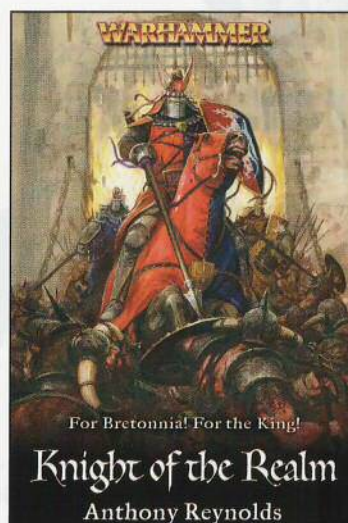
This anthology features all-new Deathwatch, Salamanders and Night Lords stories.

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KNIGHT OF THE REALM



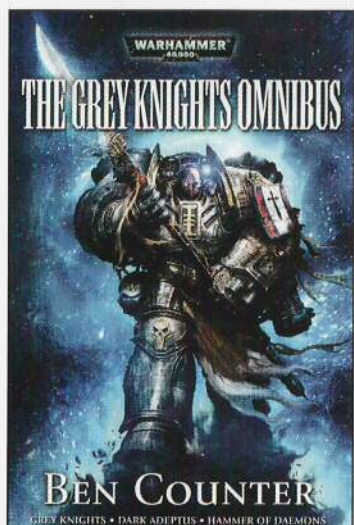
Brettonnia is a land shrouded in myth. Protected by its knights, this land is ever under threat from the forces of darkness. In the aftermath of the Beastmen invasion and the death of his father, Calard must face up to his responsibilities as a Knight of the Realm. But there is little time for respite as a new terror comes to plague the land of Brettonnia...

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THE GREY KNIGHTS OMNIBUS



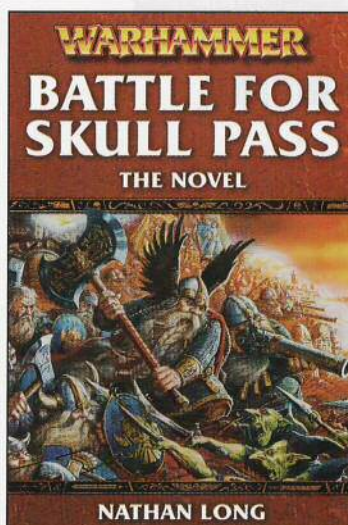
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THE BATTLE FOR SKULL PASS



Gotrek and Felix author Nathan Long presents an action-packed tale of adventure and heroism, which offers the ideal introduction to the dark, dangerous world of Warhammer and Black Library Fiction. It is the perfect companion to the Warhammer boxed game of the same name.

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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.

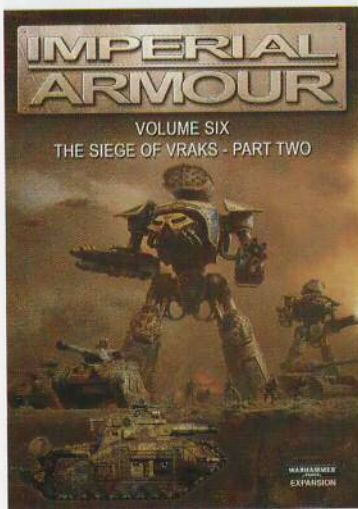
www.forgeworld.co.uk



REAVER TITAN

Standing a mighty 410mm/16" high, this model represents a Reaver Titan armed with an Apocalypse missile launcher, laser blaster and gatling blaster. The full rules for this mighty model can be found in Volume Six of Imperial Armour.

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



INQUISITOR LORD HECTOR REX

Ordo Malleus Inquisitor Lord Hector Rex is a giant of a man who took command of the entire 88th Siege Army in the infamous Siege of Vraaks.

This is a complete resin multi-part figure and 3 figure retinue including an Astropath (Mystic), a Sword Bearer (Acolyte) and an Exorcist (Hierophant).

Hector Rex model designed by Simon Egan, retinue models designed by Mark Bedford.



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WAR ON ALL FRONTS



COMING SOON

WARHAMMER 40,000

Believe it or not it's been ages since our last Warhammer 40,000 Expansion (which was Apocalypse, of course). If, however, you think you've already played 40K in every imaginable way then you couldn't be more wrong, because in just a few months' time Planetstrike will be unleashed upon the world.

Planetstrike is a brand new way of waging war in the 41st Millennium. It differs from anything seen before in that the players take on very specific roles. One player becomes the attacker, attempting to wrest control of a planet, and the other is the defender, whose job is to prevent the attacker from taking the beleaguered world. Each role confers certain advantages to a player

and it's this effect that changes the dynamic of the battle. For instance, all squads in the attacking force will Deep Strike onto the table, and an even more exciting prospect is that you can field an army purely made of Fast Attack and Elite choices. So, if you've ever wanted to take an army of Terminators or a Crisis Battlesuit strike force then now's the time! The attackers don't get it all their way though, as defenders can take double the usual amount of Heavy Support choices and have access to new and powerful types of defensive terrain. The strongholds the defender has available to him range from hastily constructed defence lines to rockcrete bastions and heavily armoured fortresses that bristle with powerful weaponry. This all adds up to make Planetstrike games tense, exciting and cinematic.

To accompany Planetstrike there is a whole host of amazing plastic terrain kits that will make your gameboard as detailed as the armies fighting over it. Find out more in White Dwarf 355.

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.

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

Recently Published Articles:

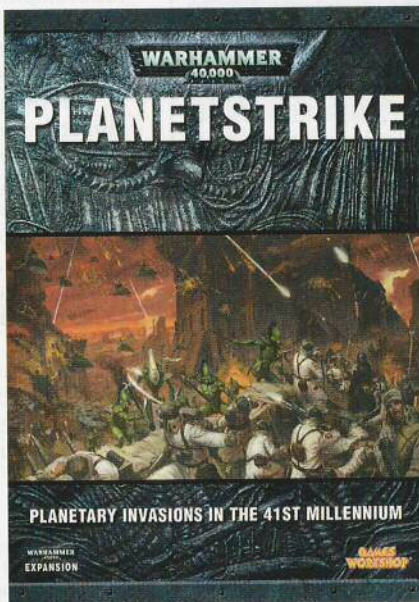
- Brand new *Cities of Death* stratagems, scenarios, scenery and tactics.
- New Imperial Guard datasheets galore!
- Highly detailed Valkyrie assembly and painting guide.
- Imperial Guard Command Squad and Orders Tactics.



www.games-workshop.com

Games Day Exclusives

Want to be the first to see something cool, that no one outside the Studio has seen before? Then get to a Games Day near you! Every Games Day, no matter where it is held, has a preview – in many cases a world exclusive – of an upcoming project or miniature. For those who love to see the previews but can't make the journey to Chicago, Birmingham, Paris or one of our other Games Days worldwide, then from now on our website will publish high quality pictures of the revealed products on the very day they are unveiled at the event. So check out the website after every Games Day to see what the lucky attendees have seen.



Above: The brand new Planetstrike Expansion for Warhammer 40,000 was first unveiled at Games Day France.

Left: Another Games Day exclusive was this brand new Space Marine character, Forgefather Vulkan He'stan.



IN BRIEF

As you'll see later, the White Dwarf team went to this year's 40K Doubles tournament. The competitive play bug has really hit the Studio, as Adam Troke is now frantically practising for The Lord of The Rings GT. With nine days to go at the time of writing, he's still unsure what Good/Evil force combination to take – likely candidates are Númenor and Isengard. We'll let you know how he got on next month.

Last month we held a Studio open day at Warhammer World in Nottingham. White Dwarf's Stompa Shooting Gallery proved a popular feature of the day!

The 'Eavy Metal team have been contacted by THQ, the publishers of Dawn of War II, to paint 13 Dreadnoughts in Blood Ravens colours. The models have been used for a variety of purposes, including as prizes for THQ competitions.

GAMESDAY & GOLDEN DEMON 2009

Games Day & Golden Demon Schedule

9.00am	Golden Demon doors open for registration PAVILION Hall
10.00am	Main doors open HALLS 1 & 2
10.00am	Art Competition registration opens PAVILION Hall
12.00pm	Golden Demon registration closes PAVILION Hall entrance
12.30pm	Golden Demon 'First Cut' judging
1.00pm	Non-winning Golden Demon entries available for collection PAVILION Hall
1.00pm	Art Competition registration closes PAVILION Hall
2.45pm	Golden Demon final judging complete
3.00pm	Golden Demon entries available for collection PAVILION Hall
3.15pm	Art Competition entries available for collection PAVILION Hall
3.20pm	Participation gaming wind-down HALL 2
3.25pm	Take your seats for the Stage Ceremony HALL 2
3.30pm	Main Stage Ceremony and Awards begins HALL 2
3.55pm	Golden Demon Slayer Sword Award HALL 2
4.00pm	Event closes All Halls
4.00pm	Coach Parties assemble HALL 2
4.30pm	Games Day coaches depart

Please note that Games Workshop and the NEC reserve the right to change or alter the event without prior notice.

Tickets for this year's Games Day are released at the end of this month, but if you're a White Dwarf subscriber, the chances are you've got yours already!

Just one of the many perks of being a White Dwarf subscriber includes being able to purchase your Games Day ticket from 2nd May – a whole month before they go on general release.

Another perk is that White Dwarf subscribers will once again have the opportunity to pre-book one of only a handful of tickets to this year's exclusive White Dwarf seminar, unveiling some of our future projects.

The Birmingham NEC will once again play host, however, as they continue with their programme of redevelopment and refurbishment of the venue, this year's Games Day will be held in Halls 1 and 2 and the Pavilion. Visitors are therefore advised that seating at the event will be extremely limited.

Packed with all sorts of exciting activities and attractions including mega battles to join in with, White Dwarf seminars, participation games to play, the bring and battle tables, an enormous sales stand filled to bursting with exclusive pre-release miniatures (*More on those in a future issue – Ed*), and of course, Golden Demon, this year is set to be the greatest Games Day in history.

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



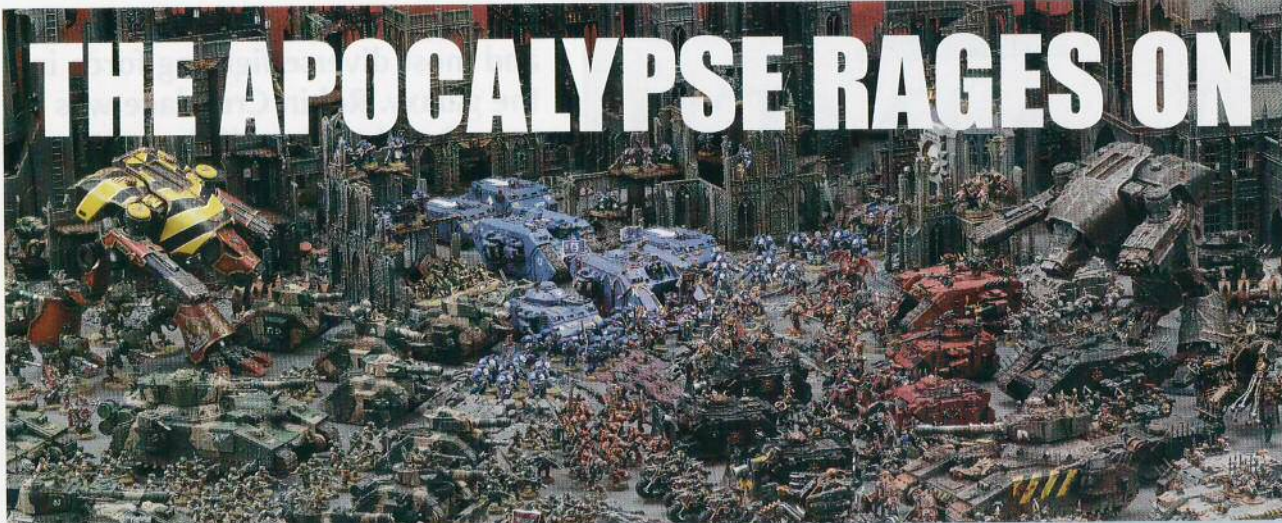
This year's Games Day miniature is an Exalted Hero of Chaos. Turn to page 90 to see a very special 'Heavy Metal' Masterclass with Joe Tomaszewski.

Your best chance to pre-book one of this year's exclusive studio seminar tickets is to become a White Dwarf Subscriber.

Give Direct a call on 0115 91 40000 to set up your subscription, order your Games Day ticket and miniature, and pre-book your studio seminar ticket.

Games Day tickets cost £30 and include this year's miniature. Studio seminar tickets are free, limited to one ticket per White Dwarf subscription.

THE APOCALYPSE RAGES ON



IN-STORE ACTIVITIES

The Imperial Guard form Humanity's primary defence against the alien, the heretic and the daemon. They are the Hammer of the Emperor.

This month we'll be celebrating the release of the new Codex and miniatures, together with the mighty Shadowword Super-heavy tank released back in March,

with a series of in-store activities and events including enormous Apocalypse games that will shake the very foundations of a billion worlds!

Contact your local store to find out what treats lie in wait for you, or turn to page 28 for a glimpse of what might be on offer.

Bringing the news to you

Eight months ago we launched the brand spanking new Games Workshop website upon the world. Since then the site has grown from strength to strength offering our complete range of Citadel miniatures, scenery and hobby supplies, an ever-expanding series of hobby articles for each army, race and game system, and an events calendar showcasing the events near you. Now you can have all of this delivered direct to your email inbox by subscribing to our Games Workshop Newsletter! To subscribe, go to

www.games-workshop.com

BECOME LEGENDARY

Become Legendary in 2009

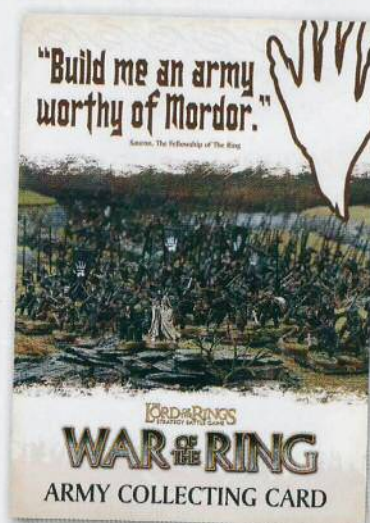
Last year we began the Become Legendary recruitment campaign to find the most talented and enthusiastic managers to run our stores. We held 16 roadshows, received more than 750 applications and interviewed over 300 candidates, recruiting 20 brand new managers – the very best of the best!

The great news is that this year we're doing it all over again! So, if you've ever wanted to work for Games Workshop in retail, and to find out where your closest roadshow is being held, log on to

www.become-legendary.com

Price Changes

In June we will be increasing some of the prices of our metal and plastic sets and hobby products. The price change will take affect from the 1st June.



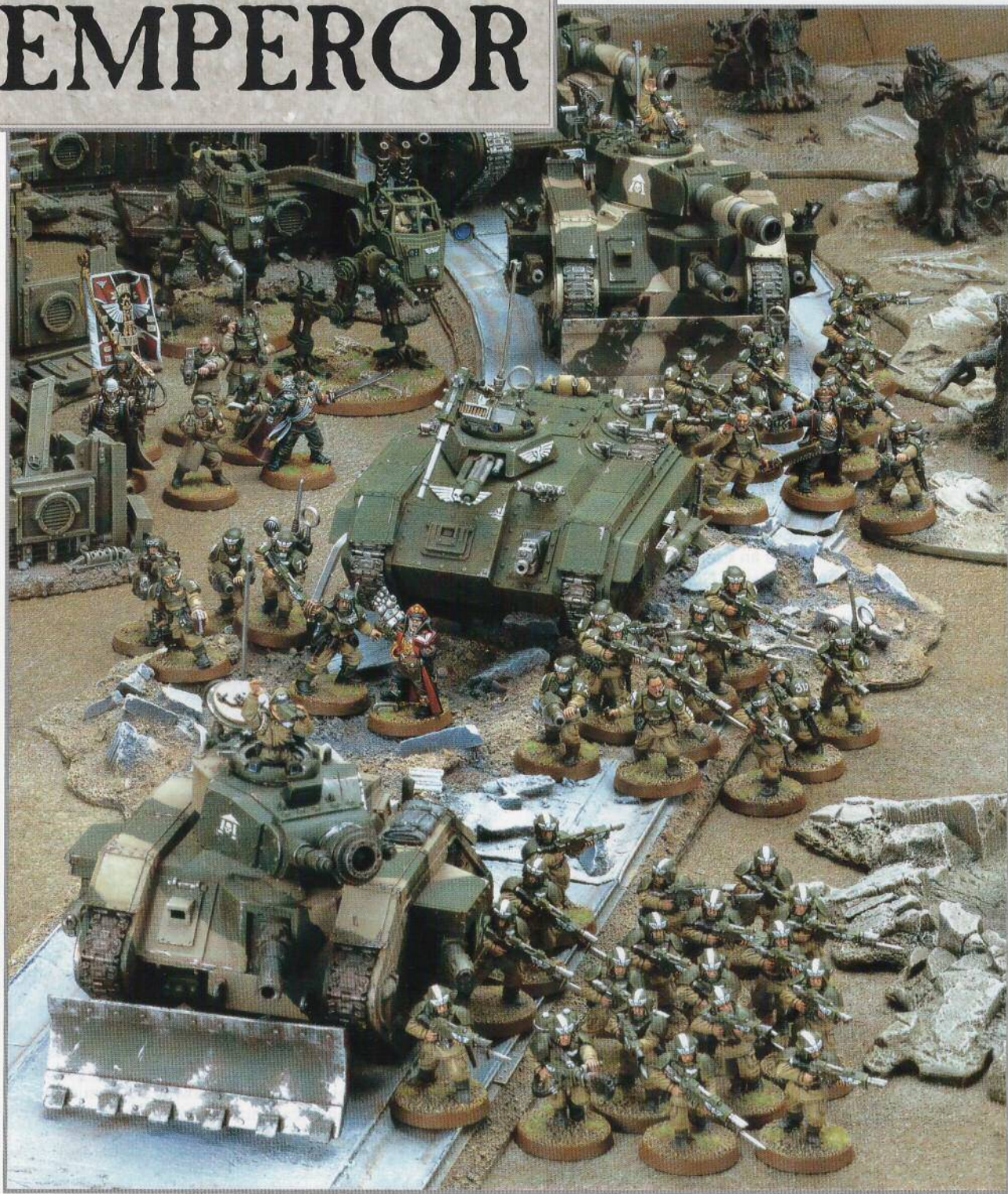
War of The Ring Collectors Cards

Following last month's release of the epic new game for The Lord of The Rings, we've put together this cool collectors card to help you muster your forces, ready to do battle to either free or enslave the people of Middle-earth. Available as a download from our website, this handy card acts as both an army list and a shopping list, helping you to keep track of those essential purchases for your growing legions.

WARHAMMER
40,000

HAMMER OF THE EMPEROR

The Imperial Guard is the largest and most diverse fighting force in the galaxy. Robin Cruddace was tasked with fitting all the information about this huge army into just one volume. Andy Hall went to find out how he did it.



If there's one word that sums up the Imperial Guard' says Robin 'it's "soldiers," as we begin our conversation about the implacable, yet humble human warriors who exist in such a tough galaxy. 'Every army has soldiers in one form or another but it's the Imperial Guard that really epitomise this, they are all about overwhelming the enemy. For a force like the Eldar and even the Space Marines, each warrior counts, the loss of life is a loss of a valuable resource. Not so the Imperial Guard, they are an uncountable mass of soldiers with billions more recruited every day.'

It's not just about manpower though – as Robin is quick to point out, the Imperial Guard have many options at their disposal. 'Tanks and artillery are two other key elements that come to mind when you think about the Imperial Guard, and with good reason. An Imperial Guard army is a tread-head's dream.'

We'll get back to the tanks later, as I first wanted to cover how the Imperial Guard works on the battlefield. After all, they are the closest to us in that they are just humans, with no gene-modified enhancements. Yet they must face alien terrors or millennia-old traitors without the benefit of superhuman abilities. 'The Guard are, by their commanders' own admission, a very crude tool,' says Robin. 'It's about overwhelming the enemy in great big wars of attrition. Throw them at any problem, any fortress, any incursion and eventually

they will win through. There are many ruthless officers who will fling men at a problem in a meat grinder approach, throwing lives away without a second thought. Other commanders will favour the Imperial Guard's considerable arsenal of tanks or artillery, or all three. No matter what combination you use, the Imperial Guard will win the day with a hammer-like approach; they are the blunt instrument of the Imperium, a counter-point to the precision tool that is the Space Marines.'

While that is an eminently sensible approach – after all, life is cheap when you're the faceless bureaucrat consigning millions of Guardsmen to a warzone with a stroke of a quill – how does the humble Guardsman on the ground stand a chance in such a perilous future? 'Discipline and honest human courage are the key. A lone Guardsman will not fare well against a multitude of xenos opponents, but deployed in a platoon the Imperial Guard can pound its foes into oblivion under a torrent of disciplined lasgun volleys.'

Might Makes Right

This was Robin's first book as lead writer, but the Imperial Guard were always in safe hands because not only was Robin a big fan, but he had a mentor, Mat Ward, to guide him through any choppy waters. 'There were a couple of fundamental things both me and Mat wanted to achieve when we sat down and first discussed the new Codex,' says Robin. 'Namely to make it as

The Imperial Guard book contains 104 pages, cram-packed with all the information you need to organise and play with an Imperial Guard force. Inside the new Codex you'll find:

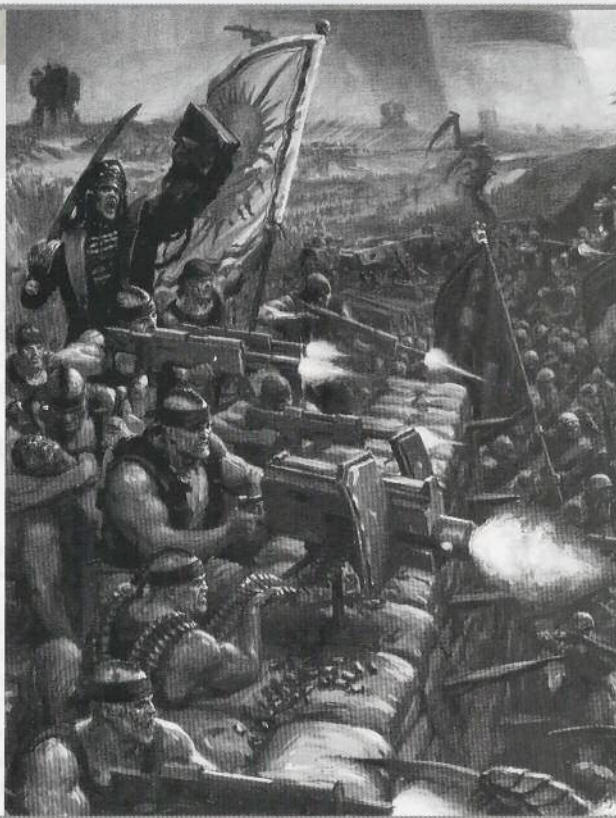
- A massive background section detailing the history of the Imperial Guard from when they were termed the Imperial Army.
- The force section examines each and every character, soldier and vehicle available to the Imperial Guard.
- The hobby section is full of colour photographs, showcasing the different ways to paint your force and the uniforms of famous Imperial Guard regiments.
- The brand new army list is at the heart of the book, with new unit options and squad configurations that will let you get the most out of your numerous troops and armour.

A PLAYER'S PERSPECTIVE

Andy Hoare is one of the Studio's most rabid Imperial Guard players, so we cornered him to see just why he loves these underdogs and what the new Codex means for his army. We began by asking why he collected Imperial Guard. 'Because they're the footsloggers of the galaxy,' answers Andy. 'They're you and me, average humans – as normal as you can get on the 40K battlefield and that means I can really relate to them.'

'There's also a far more tangible reason I love the Guard. As a painter, an Imperial Guard regiment is a wonderful thing, there's no wrong way or strong convention on how to paint them. I really enjoy testing out new camo designs and uniform colours on my troops; when I find a pattern I'm happy with I'll then expand it out to the rest of the army.'

So, will the new releases influence his collection? 'Oh definitely, I can't wait to get hold of those new Command Squad frames for a bit of kit bashing. I rarely use everything as provided, practically every model in my collection has been altered or converted in some way, I just can't help it. The new kits are a perfect excuse to start building up my collection once again. I tend to use the advent of new releases as jumping off points to kick-start a bout of collecting and modelling. So when Apocalypse came out I added loads of tanks to my collection and this is the perfect opportunity to bulk up my infantry, with squad after squad of Cadians. I'm going to paint them in a desert colour scheme to match my sandy coloured gameboard, and when the new tank kits start coming through they'll be painted in the same style. Time for a new set of paintbrushes methinks as I'm going to be busy for the foreseeable future!'



CADIANS

The entire population of Cadia is destined for military life, the birth rate and recruitment rate being synonymous. Cadian Shock Troop regiments are highly disciplined and have a reputation for being excellent shots. Indeed, a child of Cadia is taught how to strip, reassemble and fire a lasgun before they can even read. Cadian regiments march to war in uniforms of muted greens and khaki, the better to camouflage them in the wilderness of Cadia. Cadians are ever-ready for war, as their planet forms the bulwark against the Eye of Terror. This constant state of battle-readiness means their factories manufacture some of the finest military equipment in the surrounding sectors.



Cadian Shock Trooper



Cadian autocannon Heavy Weapons Team



Warhammer 40,000 as possible, keep the tank quota high and ensure it played as a force in its own right.'

The Imperial Guard is perhaps the most recognisable of all the armies of the 41st Millennium, for it is superficially similar to modern armies. But take any more than a

“ The Imperial Guard can pound its foes into oblivion under a torrent of disciplined lasgun volleys. ”

cursory glance at the Imperial Guard and you'll find that there's a lot more to humanity's defenders. 'We've tried to get as much of the 40K weirdness in the book and army as possible. This is reflected in the history section and in some of the troop choices available to Imperial Guard players,' says Robin.

The history section has been greatly expanded, detailing everything from the Imperial Guard's origins in the Great Crusade, to how the Imperial Guard functions as part of the bureaucratic nightmare that is the Departmento Munitorum. This part of the Codex also deals with the Imperial Guard's relationships with other Imperial organisations such as the Adeptus Ministorum and the Techpriests of Mars. 'What I've tried to do is get across just how diverse the Imperial Guard actually is, with all its many different regiments – some of which are quite fantastical. This gives the Imperial Guard a very Warhammer 40,000 feel, firmly placing them in the same universe as Space Marines and Orks,' says Robin. 'The Rough Riders are a great example; a force of fierce, tribal warriors who fight on horseback alongside lumbering tanks and rapid insertion specialist forces. Only in 40K could you

CATACHANS

Catachan is a death world. The men forming the Catachan regiments are the same men who have grown up in one of the most hostile environments known to humanity. And so Catachan regiments are made from the toughest, most resourceful and uncompromising of warriors. They excel at fast-moving, close-quarter fire-fights, infiltration and sniper work. Common to all the Catachan soldiers are the red bandanas, which are symbolic of the blood-oath each warrior takes. This makes it hard for outsiders to ingratiate themselves or understand the psyche of Catachan warriors. Commissars in particular have difficulty earning the Catachans' deference, often earning the tag of 'leash' from the regiment's grizzled veterans.



Catachan Jungle Fighter



Catachan mortar Heavy Weapons Team



get a mix like that, but it's that anarchic sensibility that makes them so interesting to play with.'

It's not just some of the more eccentric human regiments that mark out the Imperial Guard either. Abhuman races that remain staunchly loyal to the Imperium have their part to play in the Imperial Guard. The most notable and common abhumans are the Ratlings and Ogryns. Both are very different in stature, appearance and the functions they perform. 'We've really beefed up their roles in the new army list,' says Robin. 'Ogryns are as big and stupid as they always were, but benefit from a more effective ripper gun, Furious Charge, and an improved Toughness. Ratlings, unsurprisingly, keep their role as snipers and have the Stealth special rule to really make them difficult to shift when in cover. Those new models by Dave Thomas look so great, that's reason enough to have them as part of your force.'

Orders Received, Sir!

To tie all these disparate elements together and make them work as a unified whole, the Imperial Guard has its officers. The commanding officers come from the same home world as their regiment; in some cases they'll be part of the ruling nobility or are veterans who have risen through ranks. The Commissars will not be from the same planet as the regiment they are attached to, deliberately so. They provide the link between the regimental officers and strategic command. They are ruthless, courageous individuals, and rigid adherents to the Imperial Creed. The regimental officers will direct the platoons and it's the Commissar who will give the troops the morale to carry out the deeds asked of them. 'It's through these commanding officers that your infantry can out perform even the most specialised and deadly of enemies,' states Robin. 'It also makes them a unique force with its own play style,



Ogryns are brutish abhumans that, while not terribly bright, can be formidable foes on the battlefield. They are normally given a basic but powerful gun and told to march towards the enemy with the trigger depressed.

VALKYRIE

The Valkyrie Assault Carrier is a twin-engine attack craft used for aerial insertions and drop missions. Screaming across the battlefield, a Valkyrie aircraft deploys its cargo into the fray, providing a deadly torrent of covering fire as the troopers within disembark. Storm Trooper squads make particular use of Valkyries, using grav chutes as a rapid disembarkation system to land where the fighting is thickest.

The Valkyrie can be outfitted with a wide variety of weapon configurations, one of which is dubbed the Vendetta. Multiple lascannon hard points allow the Vendetta to function as a dedicated gunship, often formed into roving search-and-destroy wings that hunt enemy battle tank formations.

	Armour				Type
	BS	F	S	R	
Valkyrie	3	12	12	10	Fast, Skimmer

Transport

A Valkyrie has a transport capacity of 12 models. It cannot carry Ogryns.

Fire Points: None.

Access Points: Valkyries have one access point on each side of the hull and one at the rear.

Special Rules

Deep Strike, Scout.

Grav Chute Insertion: If the Valkyrie has moved flat out, passengers may still disembark, but they must do so as follows. Nominate any point over which the Valkyrie or Vendetta moved over and deploy the squad as if it were deep striking onto that point. If the unit scatters, every model must immediately take a dangerous terrain test. If any of the models cannot be deployed, the unit is destroyed as described in the 1-2 result on the Deep Strike Mishap table.



Side Elevation: As shown here, this Valkyrie has been upgraded to be armed with a lascannon instead of the standard multi-laser.



Front Elevation: In this view you can clearly see the powerful twin-thrust engines that give the aircraft its speed, and the deadly hellstrike missile under each wing.



Rear Elevation: The rear view reveals the main access hatch that allows for rapid deployment and can be opened in flight for grav chute insertion.

GUARD TALES

In between populating Middle-earth with beautifully sculpted miniatures for *The Lord of The Rings*, Alan Perry and Michael Perry have found the time to sculpt the two new plastic Command Squads for the Imperial Guard.

But then, Alan and Michael have been part of the Imperial Guard's development from the first batch of miniatures. 'It was actually Aly [Morrison] who designed the very first Imperial Guard miniatures,' begins Michael. 'They were released in December 1987. Aly took the back half of a Space Marine helmet and used that as the main shape for the head. He then gave them bomber jackets that were styled on his own heavy post-punk bomber jacket he wore at the time. So that's what the Imperial Army, as they were called at that point, looked like and we followed the design with our own models.'

'It was a fairly non-descript range to start with,' says Alan. 'Over time we and Aly added to it, with models and concepts that became core to their identity in later years. For instance, I remember Michael doing the very first Sentinel.'

A good few years later, the Imperial Guard were fleshed out and developed further for the 2nd edition of *Warhammer*

40,000. And this was arguably the Perry Twins' greatest contribution to the 40K universe to date. 'I did the Catachans first,' says Michael. 'They were really popular, many stores couldn't keep that first box set in stock. We followed that soon after with the Cadians.'

'They were interesting because we used the old 1987 range as a starting point. In effect the Cadians evolved from those very first Imperial Army models,' injects Alan.

From there the Perrys produced a whole host of Imperial Guard regiments representing the breadth of the fighting men of the Imperium. How did these now very familiar and well-loved ranges come about? 'It's all about archetypes,' says Alan. 'We based many of the Guard regiments on archetypal theatres of war and climates. Hence jungle fighters, desert warriors and soldiers kitted out for deep winter fighting. The secret is not to copy history but be inspired by it. You can't just make a facsimile of a soldier from a certain era and give him a lasgun, you have to make him part of the 40K galaxy. And that's what's continued to happen, and what's been great about all the subsequent Imperial Guard releases.'



Mordian Iron Guard Officer



Captain Al'Rahem



Steel Legion Sergeant



Valhallan Sergeant

rather than a sub-standard version of another army.'

This is represented on the tabletop by the new order system, a very important part of the way the Imperial Guard now play, as Robin explains. 'Command companies are very important in an Imperial Guard army, because they contain your officers and they issue orders to your other squads. Imperial Guard organisation starts with regiments that are broken down into companies, which are divided into platoons built from squads of infantry or squadrons of vehicles. So, Company Command Squads contain Company Commanders who issue two orders a turn, while Platoon Command Squads have Platoon Commanders who issue a single order a turn. This distinction is important as each officer has access to different orders, although the Company Commander may use any orders.'

The orders themselves give your squad a range of abilities for that Shooting phase. Examples include 'Get Back in the Fight', which allows fleeing units or those that

had previously gone to ground to immediately regroup, canny use of that order means you can go to ground in the enemy's turn to take advantage of the extra cover save and then get back up and start shooting in your turn. Another order that will be popular will be 'First Rank Fire, Second Rank Fire,' which gives lasgun-

“ The enemies of Mankind have never been more scared of a Guardsman with a lasgun! ”

armed Guardsmen an extra shot, so a squad of ten with lasguns are rolling 20 dice at targets over 12" away and a massive 30 dice at anything closer! But that's just two of the possible six you can use. Although many of the special characters in the Codex have their own unique orders they can issue, making them even more desirable. 'What I've tried to do

>> continued on page 24

AT YOUR COMMAND

This month our Imperial Guard plastic ranges, the Catachans and Cadians are supplemented by two new versatile plastic Command Squads.

Company Command Squads can be upgraded to include Regimental Advisors. These great metal models can be added to the plastic Command Squads.



Astropaths can transmit and receive covert orders, and add +1 to your reserve rolls.



The Master of Ordnance can call down a Strength 9 Ordnance Barrage.



The Officer of the Fleet forces your opponent to subtract -1 from all his reserve rolls.

A Company Command Squad consists of the Company Commander; the actual title of his rank can vary from regiment to regiment, captain is common usage through many regiments although major, hetman, prime-warden are all broadly equivalent titles.

The Company Commander is usually accompanied by a cadre of hand-picked

veterans – some of the regiment's best and most grizzled fighters – and a group of advisors and adjuncts whose job it is to liaise with other portions of the army that are not in the immediate vicinity or are even stationed in orbit.

In your games, Regimental Advisors can influence all manner of things and should never be underestimated.



Cadian Command Squad.



Catachan Command Squad.

CADIAN COMMAND SQUAD



- 1-5 Legs
- 6-9 Torsos
- 10 Flamer
- 11 Meltagun
- 12 Plasma gun
- 13 Grenade launcher
- 14-15 Heavy flamer
- 16-17 Lasguns
- 18-19 Sniper rifle
- 20 Power sword
- 21 Power fist
- 22 Chainsword
- 23-31 Arms
- 32 Binoculars
- 33-39 Heads
- 40 Vox-caster head
- 41 Vox-caster
- 42 Plasma pistol
- 43 Bolt pistol
- 44 Laspistol
- 45 Medic head
- 46 Medic arm
- 47 Medic bandage
- 48 Medi-pack
- 49 Servo-skull
- 50 Tassles
- 51 Orders
- 52 Knife
- 53-55 Water bottles
- 56-57 Grenades
- 58 Gas mask
- 59 Gun holster
- 60-61 Banners

CATACHAN COMMAND SQUAD



- 1-2 Bodies
- 3-4 Torsos
- 5-6 Legs
- 7 Officer body
- 8-17 Arms
- 18-20 Lasguns
- 21 Sniper rifle
- 22-24 Heavy flamer
- 25 Flamer
- 26 Meltagun
- 27 Plasma gun
- 28 Grenade launcher
- 29 Bolter
- 30 Laspistol
- 31 Plasma pistol
- 32 Bolt pistol
- 33 Power fist
- 34 Chainsword
- 35 Power sword
- 36-42 Heads
- 43 Pistol holster
- 44 Canisters
- 45-46 Grenades
- 47-49 Bottles & knives
- 50-52 Backpacks
- 53 Vox-caster
- 54-55 Long knives
- 56 Shovel
- 57-58 Banners
- 59 Medic arms
- 60 Medic head
- 61 Medi-pack



Lord Commissar



Commissar

Commissars are incredibly important to the regiments of the Imperial Guard. It is they who enforce discipline with a deadly rigour, leading from the front to confront foul xenos and traitor alike with steely resolve.

is make sure each order is useful. There's no obvious choice that you'll always go for, but neither is there an order that you'll never use, all have their uses in certain situations, and good Imperial Guard players will come to know when and where to use them,' says Robin.

Issuing Orders is no sure thing. The squad receiving the Order needs to take a Leadership test. However, there are things players can do to increase the squad's chances of receiving an Order. This is where your Commissars come in, as they increase the squad's Leadership value, as well as adding much-needed muscle. And, should your squad be on the verge of retreating, they can always execute particularly cowardly sergeants to make the other soldiers reconsider. Vox-casters, another Imperial Guard staple, allow the squad to re-roll failed Order rolls.

While the Order system is a big and obvious boon, there's a more subtle change that Robin and Mat have enacted that makes Imperial Guard infantry even harder. Multiple Infantry Squads can now group together as a combined squad. 'It's the direct opposite to Space Marine combat squads,' says Robin. 'The way the Imperial Guard are organised means they can

deploy on the battlefield in squads or in larger platoon formations. Both have their advantages and as the Imperial Guard player you don't have to decide until you're deploying on the battlefield. So, if you roll an Annihilation mission you can effectively reduce the kill points on the table by having much larger squads. There's also safety in numbers when you're a Guardsman. If you're sitting on an objective with 30 brothers-in-arms, even the humble lasgun would make the hardest, most elite enemy think again about taking it. As a counter-point, you may need the smaller squads to keep your army flexible, to stay out of harm's way and capture multiple objectives.'

With such flexibility and choice the new army list has been stretched to its limits, but then the previous incarnations have never been the simplest to use. 'The Infantry Platoon is probably the most complicated troop entry in the entire game,' admits Robin. 'But I still think it's much easier to use than the previous list, which could take you a while to get a force together. In all other respects the army list is a much simpler affair. Where players will notice the biggest changes is in how the tanks are presented in the list.'

SENTINELS

Sentinels are traditionally the scouting vehicles of the Imperial Guard. They are lightweight and highly mobile but can still pack a punch. Sentinel pilots have a reputation amongst their companions of a recklessness that verges on dangerous, as they guide their walkers ever closer to the enemy to get the most precise intelligence or the first shot before the rest of the regiment can glean a sight.

Armoured Sentinels encase the pilots in a thick hull. This sacrifices some of their speed and manoeuvrability so they can no longer fulfil the scouting role. However, they become a much tougher nut to crack and the extra stability means they can field more powerful weaponry such as plasma cannons and missile launchers. In battle they are fielded as mobile weapons platforms, fearlessly approaching enemy lines.



MECHANISED ASSAULT

The Chimera is the Imperial Guard's most commonly used armoured transport. These ubiquitous vehicles are extremely durable and practical. Squads of Imperial Guard mounted in Chimeras are often referred to as Armoured Fist units. These squads lend speed and tactical flexibility to the often slow and rigid formations of the Imperial Guard. Amongst the regiments of the Imperial Guard, some – such as the Steel Legion of Imperial Armageddon – are entirely mechanised, able to deploy their forces to the front line at astonishing speeds.

In the army list, the Chimera can be chosen as a dedicated transport option for many of the Imperial Guard squads, including the Infantry Squads that make up an Infantry Platoon. This is a potent option as, for its points cost (a mere 55 points) you get one of the best transport vehicles in the game. The Chimera is armed with two heavy weapons – a heavy bolter and a multi-laser, either of which can be upgraded to a heavy flamer – and its top hatch and fixed lasgun points allow up to five passengers to fire. It is often used as a mobile command vehicle by Imperial Guard commanders, allowing orders to be issued by officers riding safely inside.



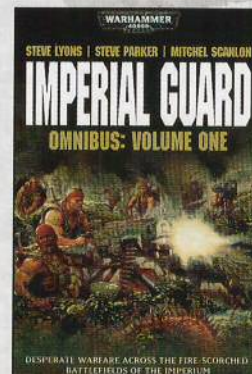
Tank Shock

Ah yes, the tanks. The Imperial Guard are characterised as much by the armoured might of their innumerable tanks as their infantry. And we're not just talking about the Leman Russ, although it's back in a big way with no less than seven variants. You'll also find two new Hellhound types and an artillery section crammed with vehicles, including the return of the Griffon, while fans of Epic may recognise the powerful new Deathstrike Missile Launcher. 'The army list is designed to allow as many tanks in your army as possible, so even a small force could still be tank and artillery heavy if you wanted to,' says Robin. This has been achieved with tank squadrons, which consist of up to three vehicles and take up just one Heavy Support slot. 'The vehicle squadron rules were already there in the rulebook, so it made sense to take advantage of these. It means that even a modest force can potentially take nine Leman Russ tanks! You can mix and match

your squadrons with the different variants so each tank can fulfil specific roles.'

Speaking of the Leman Russ, Imperial Guard players will have more than just the classic design to use. There's a whole host of variants, some are brand new, and some will be familiar to Forge World fans. One of which, the Leman Russ Punisher, is worth pointing out because it has a Heavy 20 weapon! This, coupled with the Lumbering Behemoth rule that allows a Leman Russ to always fire its turret weapon, means that Imperial armour is a crucial part of any Imperial Guard army. And while the infantry will be at the forefront of your forces in the coming months it's worth noting that all the vehicles in the Codex are planned in as plastic kits for the near future, you'll just have to wait a little bit longer. 'In the meantime get those Infantry Squads on the field,' says Robin, 'you'll find that the enemies of Mankind have never been more scared of a Guardsman with a lasgun!'

BLACK LIBRARY



If you're a fan of the Imperial Guard then Black Library publishes a range of exciting novels about them. You've most likely already heard about the Gaunt's Ghosts series but there are many more titles, such as:

Imperial Guard:
The Omnibus

This omnibus contains three novels – Fifteen Hours, Death World and Rebel Winter – each with its own associated short story. It is the ideal introduction to the Imperial Guard and their struggles in the far future.

Gunheads

Sergeant Wulfe leads his armoured tank company, the Gunheads, to the hostile alien world of Golgoltha as part of an Imperial battlegroup. Their mission is to locate and retrieve the *Fortress of Arrogance*, a battle tank that belonged to the legendary Commissar Yarrick, but are they risking their lives on a fool's errand?

Ice Guard

After the withdrawal of Imperial troops is ordered from the ice world of Cressida, a squad of Valhallan Ice Warriors led by the indomitable Colonel Stanislav Steele is sent on a rescue mission to find a stranded Imperial confessor and bring him off-planet to safety. But the occupying Chaos forces are everywhere and bent on annihilation.

REGIMENTS OF WAR

We've put together a 1750-point force to illustrate how the new army list works and show just what you can fit in a relatively small army.

A Tanks are now chosen in squadrons, which comprise between 1-3 vehicles. Regardless of how many tanks are in your squadron, it only counts as one Heavy Support choice. Although this Cadian force has gone for three Leman Russ tanks with lascannon and heavy bolter upgrades, you can have any combination of the seven Leman Russ types. The different armaments of the variants specialise the tanks for various battlefield roles. For instance, the Leman Russ Battle Tank is a jack-of-all-trades, its battle cannon able to smash through heavy armour and deal with blocks of infantry equally well, while a Leman Russ Executioner, with its Executioner plasma cannon, is great at killing elite infantry.

The new Lumbering Behemoth rule makes the Leman Russ even more diverse as it can always fire its turret weapon in addition to any other weapons it can fire, whether moving at combat speed or remaining stationary.

B The Primaris Psyker is typically attached to a high-ranking Imperial Guard officer who can direct the psyker's powers as the situation dictates. Primaris Psykers are good for picking off characters or lightly armoured infantry, and for hiding squads under a psychic shroud.



Combined Squads: Infantry Squads have the option of forming combined squads. The decision to form combined squads must be made at deployment. If the player wishes to deploy his forces in this way then any Infantry Squad may join another Infantry Squad from the same platoon to make a single, large squad.

In this example the Infantry Squads from the first platoon have combined to create one 20-man squad. The tactical benefits for doing this are many: while you lose the versatility of having two squads, you'll only need one order for the combined squad. You also reduce kill points available and twenty Guardsmen holding one objective is much better than ten. And let's not forget the sheer amount of firepower such a squad can put out.



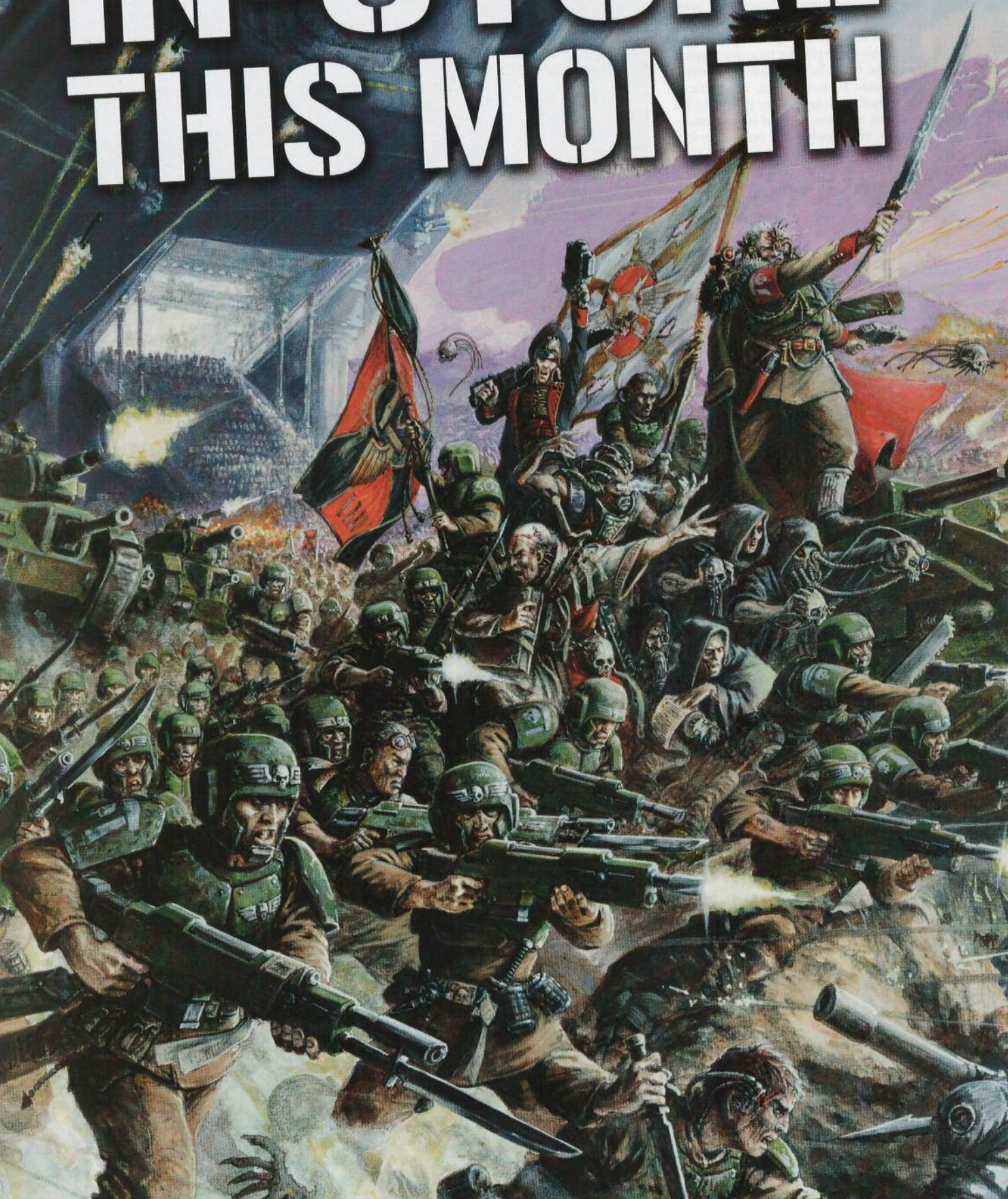
C This army has been built around two Infantry Platoons. A single Infantry Platoon consists of many different squads but still only counts as one Troops choice. When you pick an Infantry Platoon you start by selecting a Platoon Command squad, and then choose between two to five 10-man Infantry Squads. That's the basic platoon structure, but each platoon also has the option of increasing in size to include up to three Heavy Weapons Squads, up to three Special Weapons Squads and a single squad of Conscripts.

D Ratlings are famously good shots, even without the telescopic laser-sights of their needle rifles. Deploying them in cover maximises their cover save as they have the Stealth special rule.

E The Company Command Squad contains a vox-caster, to ensure Orders get through to the squads, and two Regimental Advisors, the Master of Ordinance and the Officer of the Fleet. The regimental standard is also present, giving the unit +1 when working out close combat results and allowing any friendly units within 12" to re-roll failed Morale and Pinning tests.

F The Valkyrie is a super-fast troop transport and highly mobile firebase. This aircraft has been given the lascannon upgrade and carries two hellstrike missiles.

IN-STORE THIS MONTH



With a brand new Codex full of exciting rules and a swathe of new miniatures including the fantastic Valkyrie, all of our stores will be running Imperial Guard themed activities and Apocalyptic scale battles throughout May. Here is just a selection of what might be on offer:

Tactica Valkyrie

Learn when, where and how best to use the Imperial Guard Valkyrie, deploying troops and snatching objectives.

Regimental Foundings

Create your own Imperial Guard regiment and learn how to paint it quickly and to a high standard with our range of Citadel Foundation Paints and Washes.

A Word from the Commissar

Find out how adding Command Squads and Commissars to your force can unlock some of the most devastating tactics of the Imperial Guard.

The Tanks of the Imperial Guard

Huge in-store Apocalypse battles featuring dozens of Super-heavy tanks including Baneblades, Shadowswords, Stormlords and more.

Suppress thine Enemy

Tactical advice on beating the most tenacious and menacing enemies of Mankind. That's right... How to bring down those Stompas!

The Hammer and the Anvil

How to defeat the Imperial Guard – Eldar, Ork, Chaos, Tau, Daemon, Dark Eldar, Tyranid and Necron players rejoice!

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MUSTER THE PLATOON!

You can now build an Imperial Guard army entirely from plastic! That makes it more convenient to raise a platoon of hard-bitten soldiers for the Emperor.

CADIAN COMMAND SQUAD



CADIAN COMMAND SQUAD 99120105036 £15†, €22.50, 175dkr, 205skr/nkr

This set contains 5 plastic multi-part Cadian Command models, including options for an officer, and Guardsmen with medi-pack, vox-caster, standard and various weapons options. Command Squads can be assembled as either a Company Command Squad (HQ choice) or a Platoon Command Squad (part of a Troops choice) in an Imperial Guard army.

CADIAN SHOCK TROOPS



CADIAN SHOCK TROOPS 99120105039 £12†, €20, 140dkr, 170skr/nkr

This set contains 10 multi-part plastic Cadian troopers and includes options for a Sergeant, a variety of weapons, special wargear and extra details.

CADIAN HEAVY WEAPONS SQUAD

MULTI
PART
PLASTIC
KIT

Also available individually,
CADIAN HEAVY WEAPONS TEAM
99120105012 £10†, €12.50, 100dkr, 115skr/nkr



CADIAN HEAVY WEAPONS SQUAD 99120105009 £20†, €30, 225dkr, 270skr/nkr

This set enables you to build 3 Cadian Heavy Weapons Teams. Each team of two can be equipped with any one of the following weapons: lascannon, heavy bolter, missile launcher, autocannon or mortar.

CATACHAN COMMAND SQUAD

MULTI
PART
PLASTIC
KIT

CATACHAN COMMAND SQUAD 99120105037 £15†, €22.50, 175dkr, 205skr/nkr

This set contains 5 plastic multi-part Catachan Command models, including options for an officer, and Guardsmen with medi-pack, vox-caster, standard and various weapons options. Command Squads can be assembled as either a Company Command Squad (HQ choice) or a Platoon Command Squad (part of a Troops choice) in an Imperial Guard army.

CATACHAN JUNGLE FIGHTERS

MULTI
PART
PLASTIC
KIT

CATACHAN JUNGLE FIGHTERS 99120105040 £12†, €20, 140dkr, 170skr/nkr

This set contains 10 multi-part plastic Catachan Jungle Fighters and includes options for a Sergeant, a variety of weapons, wargear options and extra details.

CATACHAN HEAVY WEAPONS SQUAD

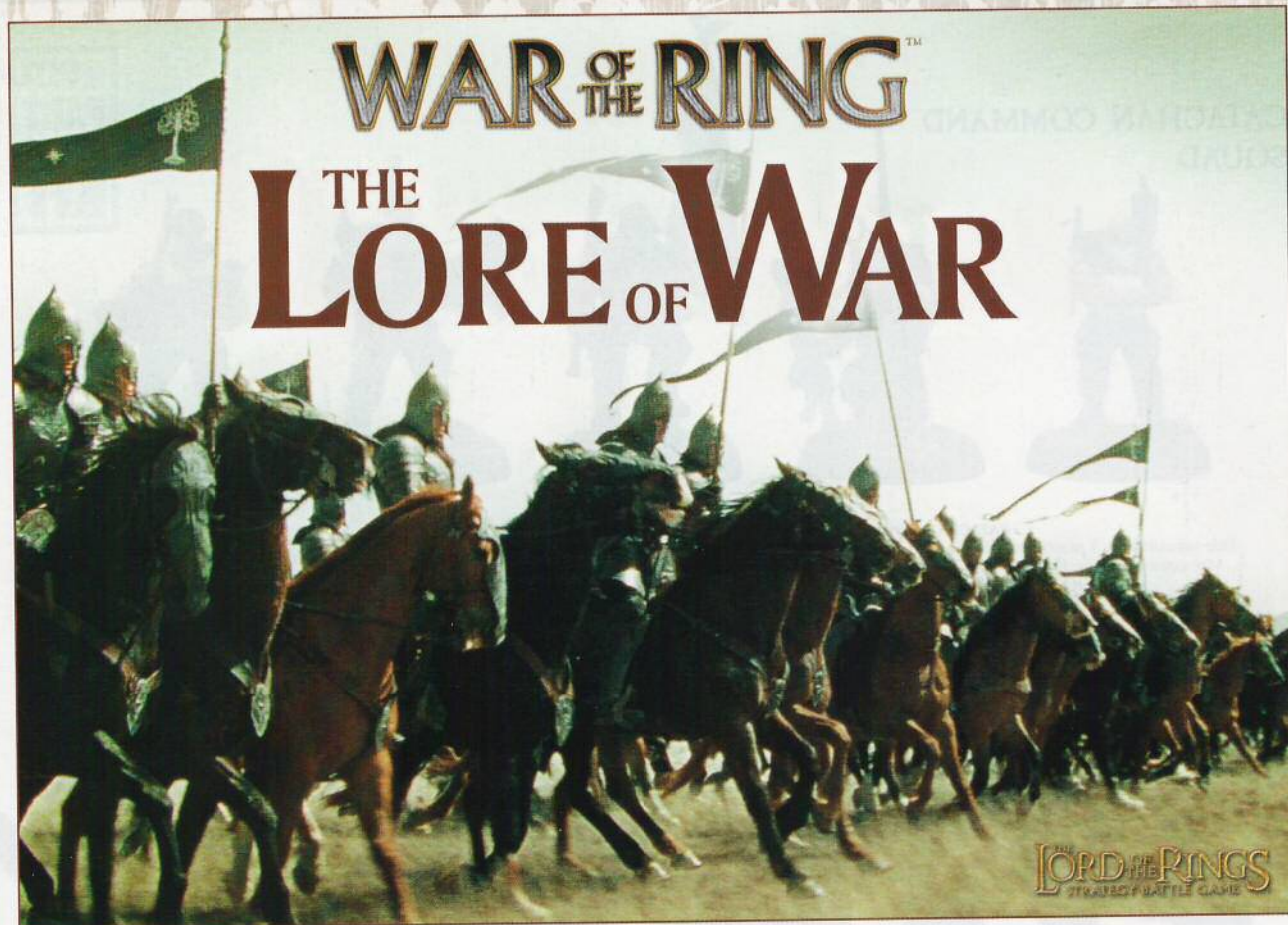
MULTI
PART
PLASTIC
KIT

Also available individually,
CATACHAN HEAVY WEAPONS TEAM
99120105017 £10†, €12.50, 100dkr, 115skr/nkr



CATACHAN HEAVY WEAPONS SQUAD 99120105014 £20†, €30, 225dkr, 270skr/nkr

This set enables you to build 3 Catachan Heavy Weapons Teams. Each team of two can be equipped with any one of the following weapons: lascannon, heavy bolter, missile launcher, autocannon or mortar.



War of The Ring heralds a new dawn for The Lord of The Rings, and a new way to crush the armies of your foes! Pausing briefly from the battle for Middle-earth, Matthew Ward delves into the tactics and tricks of War of The Ring.

I normally start these things with a bit of preamble, but this time I'm going to dive straight in. Suffice to say, my intention here is to set your feet firmly on the path to victory. We've a lot to cover, and by the time I get to the end I'd like to have given you a little bit of a feel for every corner of War of The Ring, from the basics of moving to the skills of sorcery. The clock is ticking, the word count is running and (of course) the deadline is looming, so let's get on with it!

THE MOVE PHASE

Movement might at first seem like the simplest phase of the game, but it's here that the road to victory begins. Your main job in the Move phase is to get your formations into position to do the most damage later on. Put simply, he who controls the battlefield, controls the game.

War of The Ring allows a lot of freedom when it comes to movement. Provided that a company does not exceed its movement allowance, and the formation ends in a legal configuration, it can pretty much do whatever you need it to. The first thing to look for in the Move phase are formations whose configurations are not going to be suitable in the upcoming turn. Maybe your archers are facing the wrong way, or your phalanx is too broad to pass between a pair of forests or you find your flanks are very exposed. Now's your chance to correct the error.

You'll also need to use the Move phase to set up your charges. This can sometimes require a little bit of careful thought. After all, due to the priority system, your enemy will either get to move his formations after you've finished moving, or he'll get to charge before you do. Canny tactics are therefore required, as well as a little psychological warfare – you don't actually have to hold the advantage if your enemy is convinced that he's on the back foot.

Loremaster's Tactic

The Pathfinders special rule is a handy boon – it allows your formations to ignore certain types of difficult terrain. Elves are particularly handy for this, as are the Grey Company, whose Pathfinders (Master) rule means they can freely traverse the board, regardless of swamps, undergrowth or piles of slain Orcs. Why not use a Pathfinder unit to lure the foe into difficult terrain? Your formation will have no problems withdrawing.





By advancing to within 6" of the enemy, the Riders of Rohan slow the Uruk-hai retreat.

The Enemy Are Upon Us!

Whilst you can't charge in the Move phase, you can lock the enemy down in another manner. The Enemy Are Upon Us! rule decrees that a formation with a foe within 6" will move at half rate. As a result, you can push one of your formations forwards to 'pin' the enemy in place. Whilst a pinned unit can still withdraw, the halved movement rate is unlikely to carry them completely out of danger.

Difficult Terrain

Formations are slowed by areas of difficult terrain, and will normally move at half speed. The main lesson to take from this is not to go into difficult terrain unless you really have to – by the time your formation gets out, the battle might be over. That said, if you can use a cheap (or expendable) unit to draw an enemy formation into difficult terrain, more power to you!

Strong Walls, High Hopes

Buildings, woods and other defensible terrain features can be key to victory in War of The Ring. If you can seize a defensible terrain feature before your opponent does, it'll allow you to dominate everything that occurs beneath its walls (or eaves). Why is this so? Well, apart from granting a Defence bonus to the occupying formation, a defensible terrain feature grants a 360-degree line of sight, making it perfect for installing archers or other missile-armed troops.



Loremaster's Tactic

If there's a defensible terrain feature in or near your deployment zone, grab it as soon as you can. Even the squishiest archers become a formidable foe when they've walls to shelter behind, giving you a solid bulwark to base the rest of your battleplan around.



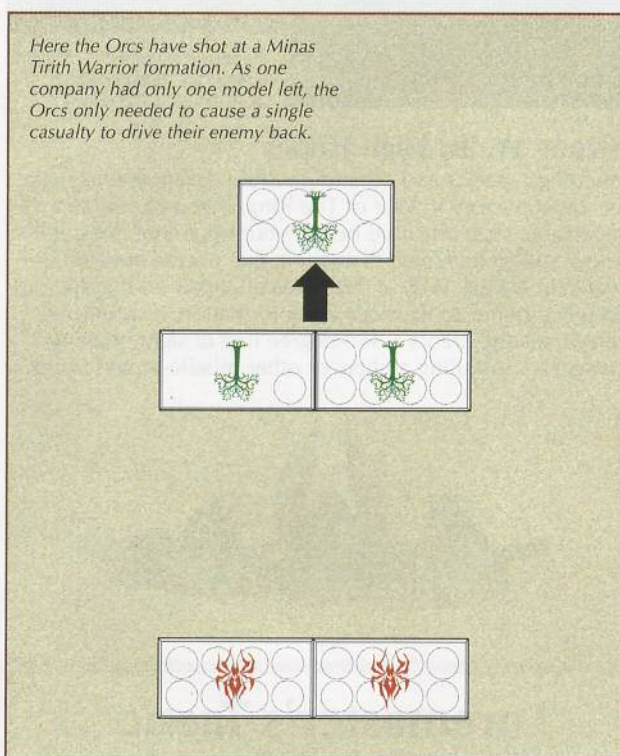
THE SHOOT PHASE

If you've set the pace of the battle properly in the Move phase, the Shoot phase should be a doddle. With careful planning, all of your missile units will have a least one target to play with, and the onslaught can begin.

The Shoot phase, as ever, is a question of target priority. Do you inflict heavy casualties on the ranks of the foe's levy troops, light casualties on his elites, or have a crack at a monster or two? Consider the following when making your choices.

Drive Them Back

First off, there's the driven back rule, which forces an enemy formation to retreat a short distance if you succeed in slaying a company. An inch or two might not seem like a battle winning manoeuvre, but it can stop a charge from hitting home. Remember that formations are driven back if a complete company is removed, regardless of the number of models in the company when the attack is made. Formations with a company that has only a couple of models left are ideal targets therefore, as only a little shooting will drive them back.



Fear the Shield

Shield-equipped infantry (and, to an extent, cavalry) are the bane of archers, due to the hefty Defence bonus that their shields grant to the front. If you want to apply the smackdown on such formations, you'll need to get your archers into their flank or rear where, happily, the shield will help them not one whit.

Don't Shoot Until...

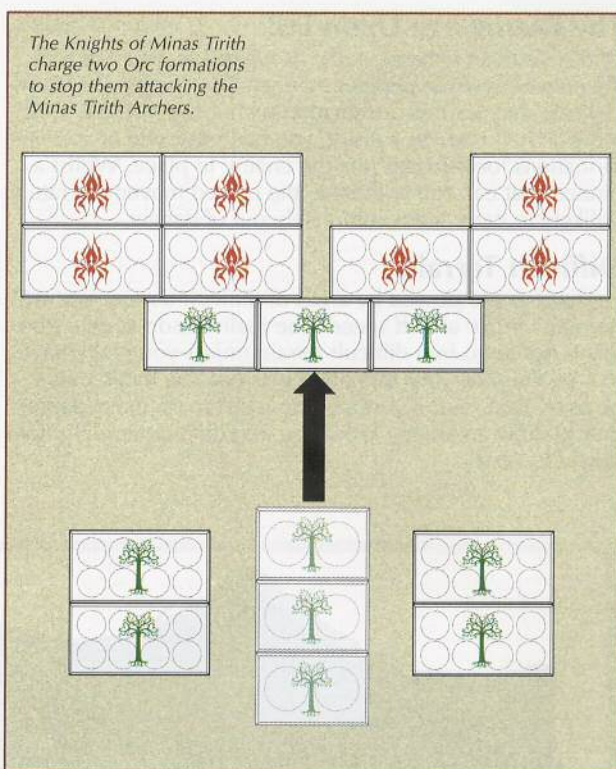
...the enemy get close. The Strength of missile fire is reduced by one at over half range, which can make a huge difference. This isn't to say that you shouldn't shoot at a distant target – every little helps, after all – but if you've a couple of potential pincushions, you're normally better off going for the one that's less than half your range away.

THE CHARGE PHASE

The hard part of charging – getting into position – has already been done in the Move phase. Simply put, if you want to charge, get as close as you possibly can. Different troop types have different minimum charge distances, so bear this in mind when you're moving. Infantry should aim to be within 4", monsters within 6", cavalry within 8" and flying monsters within 10". Of course, you can normally make a successful charge from further away, but the dice are bound to let you down if you push your luck too far.

There are also a few things to bear in mind: who your target is, are you planning to win or just wear them down a bit, and so on... Remember, don't bite off more than you can chew. Oft-times, you'll be faced with the chance to charge two enemies. This might be tempting, but will often just dilute the efficiency of your charge – particularly if you're striking before the foe and are relying on your charge to whittle down the number of foes fighting back.

That said, sometimes you're going to want to charge two or more enemies with the same formation, not because you're confident you can win, but because you don't want those formations to have the freedom to charge other parts of your line. Locking down the enemy in this way is a good way of dictating the flow of the battle, but can be costly as your formations will often find themselves outmatched and fighting on all sides.



Loremaster's Tactic

When you've got a stubborn or heavily armoured foe that you just can't shift, deploy the siege engine! Catapults can inflict massive damage on enemy formations, particularly large ones. You'll only get a few shots before the foe reaches your catapult, but even a couple of shots can mosh the enemy up good.



THE FIGHT PHASE

You're in contact with the enemy, so let the killing begin! You'll not have that many choices to make in the Fight phase, unless you've brought a Hero and want to begin a duel (see later for more on this). Hopefully, you've seized control of the Move and Charge phases and have a bunch of fights that will resolve in your favour. Regardless of whether or not this is the case, your fate is now in the hands of those fickle dice, so pick 'em up and see how they fall.

In War of The Ring, dice can normally be rolled in huge, satisfying handfuls, but you'll sometimes need to separate certain attacks out – particularly if you have two or more formations with different Strength values or wargear. If you don't have enough dice, just roll what you've got in batches – the dice don't care if you're rolling fifty dice all at once, or five lots of ten.

All Pile On

There are some choices to be made if you're in a multiple fight. Remember that you're looking to cause as many casualties as possible on the enemy – not only will this wear them down, it'll increase your chances of winning. Accordingly, it's normally best to direct your blows against the squishiest target, if there's a choice. That said, there is a school of thought that suggests hitting the biggest, toughest thing in the enemy ranks as a course of action. True, this can rob your foe of his elite troops, but you'll be sorry if you lose the fight because you were so busy giant-killing that you left the Orcs to their own foul devices... Another thing to bear in mind is the striking order. Monsters attack before cavalry, and cavalry attack before infantry. This can be exploited, if you're careful – by striking enemies that have yet to fight, you can attempt to whittle down their numbers and thus reduce the damage they can cause.

The Weapon of Choice

Different weaponry comes into its own against different targets. As they cancel out charge bonuses, pikes are great at defending against cavalry charges, but not so good when used against infantry. Two-handed weapons grant +1 to hit,

but impose a -1 Fight penalty, so are excellent at cracking heavily armoured troops, but will also increase the casualties dealt out by the enemy. Every weapon choice has advantages and disadvantages, depending on circumstance – it's up to you to place the right formation up against the right foe.

Loremaster's Tactic

Banners are all-important – not only do they allow you to re-roll the result of your charge move (always handy to avoid that inopportune '1') but also your Panic test – doubling your chances of standing fast in the face of the foe. Yes, banners are pricey (35 points can often buy you another company, after all) but beware of leaving home without one.



HEROES OF MIDDLE-EARTH

Formations will carry you an awful long way on the path to victory, but you'll need some Heroes to really seize the day. There are three main tricks that Heroes bring you. The first is a nice, passive augmentation of the formation's Fight and Courage. Second up is the At the Double! move – a Hero can make a formation move twice, perfect for getting into the enemy's flank. These are both important traits, and can prove the difference between winning and losing, but it's the third pillar of the Hero's skills, the Might point, that really makes him shine.

There's a common adage about The Lord of The Rings skirmish game. It essentially says that you can use Might points for two things: boosting dice rolls and winning the game. Naturally this is a little simplistic, but it is also fundamentally true. You can (and will, many times) use Might points to modify dice rolls in order to cause extra casualties. However, it's the Might point-driven actions that will win you the game.

Loremaster's Tactic

It should be noted that using Might to modify a single dice is not always to be discounted – sometimes it's crucial. If you're struggling to decide whether or not to spend Might on a dice roll, try to think about the benefits it'll bring. For example, spending a point of Might just to kill an extra enemy model is not always worth it, but if that casualty is the difference between winning and losing a fight, then it probably is worth it. Similarly, it's almost always worth using Might to extend a charge that would otherwise fall short – it won't matter much in the Charge phase, but come the Fight phase that Might point will quickly pay for itself.

Loremaster's Tactic

Put a Hero into an archery unit and deploy it on your flank. Then, with a timely At the Double! (to get into the enemy side arc) and an even more timely Heroic Shoot (to unleash a volley even though your formation has moved). As shields only offer a Defence bonus to the front, this can be a fantastic strike against a heavily armoured opponent.



Heroic Move

Want to get somewhere fast? Then you need a Heroic Move. Not only does it allow your formation to move before the enemy (in the event of priority having been lost) it also lets your formation triple its move distance for the turn. Remember that calling a Heroic Move stops a formation from charging, so unless you're just evading the enemy you need to think a turn or so ahead.

Heroic Shoot

A Hero that declares a Heroic Shoot enables his formation to unleash a volley before all other formations, even if they've moved At the Double! earlier in the turn. A canny Heroic Shoot can devastate an enemy archer formation before they come to fire, or it can be used to fire on the move, keeping your advance rolling forward whilst the formation carries on shooting.

Heroic Charge

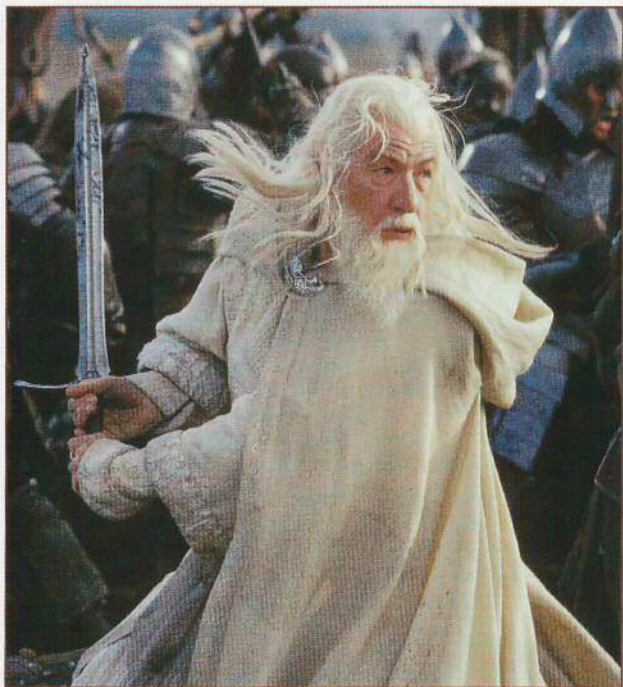
I'm not going to dwell on this one, as its applications don't require a lot of pointing out. A Heroic Charge allows you to charge before other formations – ideal during a turn in which you don't have priority. Move up close, and then call a Heroic Charge to pounce on your enemy.

Heroic Fight

A Heroic Fight is what I like to call a 'doubler' – it can turn one victory into two for the very reasonable cost of a single Might point. How can it do this? Well, a Heroic Fight allows a formation to charge and fight again, providing that it can win its first fight. So, if you're convinced you're going to win, call a Heroic Fight. If you are victorious, you can follow up on your foe and get in another beating, or even charge a fresh enemy and shatter two opposing formations in a single turn!

Heroic Duel

Last but not least, the Heroic Duel is an action that needs a little judgement to employ. Basically, if the enemy formation has a Hero in it, you can launch a Heroic Duel. Take care as to how and when you issue such challenges, however – the tougher the Hero, the more likely they are to win the duel. A Goblin Captain should, therefore, think twice before calling Gil-galad out. That said, if the Goblin Captain succeeds in besting Gil-galad, he's got a good chance of killing him – making the odds in the ensuing formation-on-formation fight that much closer. This isn't the only reason to call a Heroic Duel, however. Truth is, your Hero will hack down a goodly number of the foe whilst searching for his nemesis, often garnering as many as a half-dozen kills along the way. That's pretty good for a single Might point!



Going 'Epic'

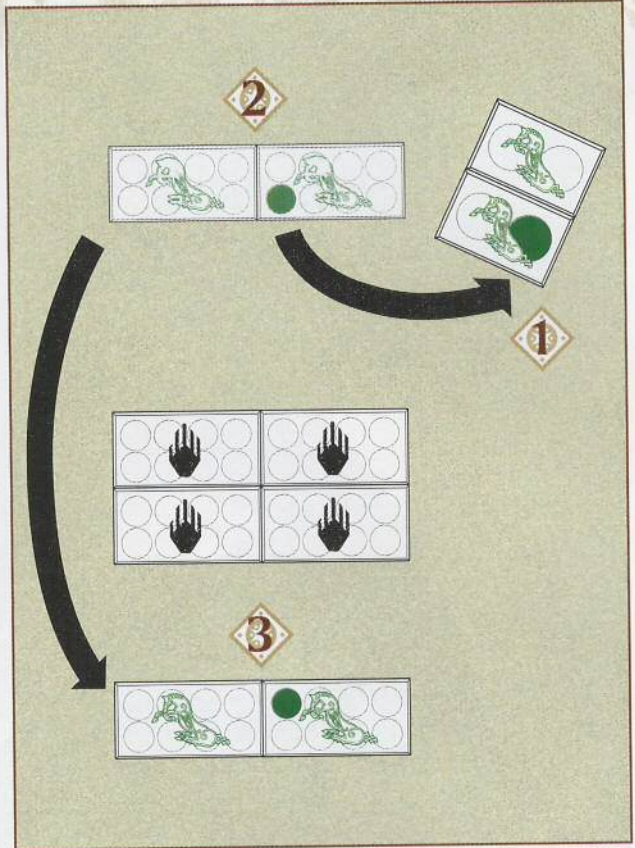
Of course, not all Heroes are equal. I talk here, of course, of the Epic Heroes – the most famous folk in all Middle-earth. Epic Heroes are without doubt the most powerful models in War of The Ring – each has Might enough to equal the fighting strength of most formations. However, Epic Heroes cannot act alone – they need to lead formations into battle. This isn't really a chore – the presence of an Epic Hero can vastly increase the amount of damage that a formation can dish out. But that's not the only reason to field an Epic Hero...

More Than One Way to Win a War

Some Heroes don't merely supply your army with extra muscle; they drastically increase your tactical options. This is clearly a good thing in and of itself – more options not only make your force more flexible, it also makes it harder for your opponent to predict how your army will behave. The more special rules and Epic actions at the Hero's disposal, the more dynamic and flexible your army becomes as a result.

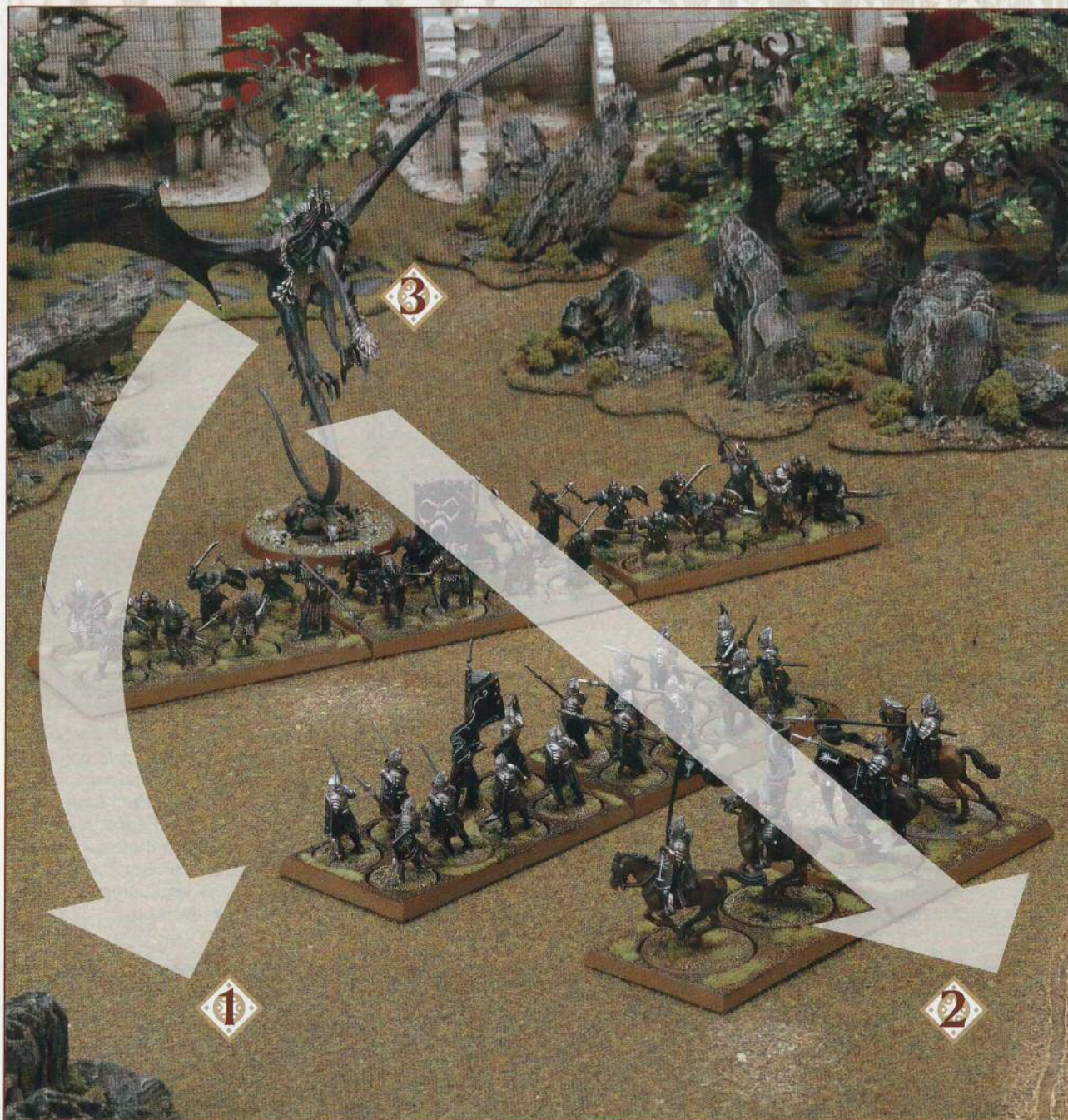
Imagine you've got Aragorn in your army. Forget for the moment that there are three different ways of including Aragorn (Epic Hero, the Three Hunters and the Fellowship of The Ring Legendary formations) and let's just assume that the future king of Gondor is leading a bold formation of Oathsworn Militia with a formidable block of Uruk-hai Warriors bearing down on them (Evil has priority). You've now got several options:

- ❶ Aragorn can leave the Oathsworn Militia to lead a nearby formation of Riders of Rohan, further enhancing their mighty charge and calling a Heroic Charge to 'trump' the Uruk-hai's own attack.
- ❷ He can stay where he is, relying on his Might and a Heroic Duel to carry the day.
- ❸ Or, most deviously, Aragorn can take his companions on an Epic Journey, leading them across secret paths and reappearing behind the Uruk-hai!



These possibilities are quite dramatic, involving bold and obvious movements. Some Epic Heroes give you far less showy, but no less important choices. Saruman, for example, can call one Epic action for free each turn, but which? Does he use Epic Challenge to pin a foe in place for further pounding, Epic Channelling to increase his chances of unleashing magical volleys or Epic Ruination, to make his spells that little bit more devastating? Choose wisely – the battle may rest on your decision.





Similarly, picture this if you will. The Witch-king of Angmar, atop his fearsome flying Fell Beast, is lurking behind your advancing wave of Mordor Orcs. It's now your Move phase, and you've all kinds of options. Do you:

- ❶ Move into a position to allow the Witch-king a suitably crushing charge, thus taking full advantage of his 4 Attacks at Fight 6?
- ❷ Have the Witch-king perform a swoop attack, dive-bombing both Minas Tirith formations that lie in his path for D3 Strength 6 hits per formation?
- ❸ Or leave the Lord of Angmar in place, knowing that his baleful presence will ensure that the Orcs get their At the Double! moves without any chance of failure.

Of course, regardless of what you decide, the Witch-king has a battery of spells to supplement all three courses of action. So, he has three tactical options, and can cast up to three spells of his choice from a selection of 10. That's an awful lot of ways to use a Witch-king...

And those are just a few examples of the tactical options provided by Epic Heroes. Other high-powered Heroes are similarly replete with all manner of different tricks and tactics they can pull off with aplomb.



HERE COME THE MONSTERS

Monsters are second only to Heroes in the damage they can dish out, but beware! Their success is not a foregone conclusion. Due to the random factor provided by the Hard to Kill! family of tables, monsters can go on seemingly forever, or they can collapse after only a couple of blows. As a result, monsters can seem a little challenging to use, but nothing could be further from the truth. Even a single Troll can mash its points' worth of cavalry without any help, and will normally give an infantry formation a good fight before toppling over. Two Trolls? Now that's scary.

Loremaster's Tactic

Where monsters truly excel is in quickly reaching the parts of the battlefield other formations cannot reach – i.e. a fight somewhere behind them. As monsters can see and charge all around, they're great candidates for guarding the flanks. Even if the enemy gets a charge in, the monster can counter-charge quite handily!



What you have to bear in mind with monsters is that they're not designed to deal with ranked up formations – they'll not survive a slugging match, so you'll have to give them support. This can be another monster, if you like, but a big block of infantry is often a better choice. Either way, the tag team is sure to be more effective than its individual elements alone.

MUSTERING YOUR MAGIC

Last, but not least, I'd like to say a few words about sorcery. Whilst you can get along just fine in War of The Ring without a magic-wielding Hero, choosing a wizard or two really opens up your options. There are two key factors to consider when selecting your spellcaster: Mastery and discipline.

A spellcaster's Mastery determines how many spells he can attempt in a single turn. The higher the Mastery, the more powerful the wizard. Each wizard also knows a certain set of spell disciplines. There are five disciplines in War of The Ring: Dismay, Darkness, Command, Ruin and

the Wilderness. Each discipline has its own theme and, broadly speaking, its own alignment. Good wizards tend to have access to Spells of Command, Dismay and the Wilderness, whereas Evil sorcerers draw their power from Ruin, Darkness and Dismay. Each discipline has five spells, and can muster a range of magical effects, but there's one lesson that's true throughout – you'll achieve more by using your spells to support your main army, than by trying to win the game through magic alone...

Swords and Sorcery

Take the Spells of Ruin, for example. There are a couple of what I would call directly damaging spells in here (*Bolt of Fire* and *Exsiccate* come to mind) and it can be really rather tempting to have your wizard try to blatter the foe all by himself. However, it's worth looking a little deeper into the Spells of Ruin and combining the effects of *Dark Fury* and *Shatter Shields*. By casting *Shatter Shields* on an enemy unit, you can strip them of protection for at least a turn. Thereafter, you cast *Dark Fury* on a nice, wimpy and expendable formation, allowing them to re-roll 1s and 2s when striking in close combat. With the simple application of two spells, you've turned an Orc rabble's suicide charge against Knights of Dol Amroth into a glorious Evil victory! Sorcery is always more effective with a few swords on your side as backup.

On the Receiving End

Under magical assault? Fear not, a Hero can attempt to resist a spell by expending a Might point – this gives him a 50/50 chance of cancelling the spell's effects. Of course, if you really want to take control of the odds, you can always expend other Might points to turn that 2 or 3 into the all-important 4 that will keep you safe from the evils of the *Black Breath*.

Loremaster's Tactic

Remember, to take a magic power's Focus into account when casting your spells. Each time you cast a spell, you have to equal or beat the Focus value of the spell you have just cast in order to attempt another. Depending on the circumstances, it's sometimes best to go for that all-important high-power spell straightaway so you can be sure that you'll cast it. That said, you'll often want to build up to that big, all-important spell with a few little warm-up cantrips, in order to draw out a few Might points as the enemy attempts to resist.



Anyway, that's about all we have time for, at least for now. Hopefully I've given you a little food for thought, and maybe there's even the odd sneaky tactic beginning to emerge from the odd mind here or there. Regardless, I'll be back next month to unleash the Elves of Lothlórien on the fiendish Adam Troke – I'd say it's time to put a few of these tactics to the test...

IN PURSUIT OF VICTORY

At this year's 40K Doubles Tournament no less than three teams of Dwarfers entered, hoping to set the tournament scene alight. Andy Hall tells their tale.

For the last two years I've entered the Warhammer Doubles Tournament with a life-long friend and put in two reasonable showings, ranking in the top third at the last event. This buoyed me up for having a go at the Warhammer 40,000 Doubles. My yarns of derring-do at the previous tourneys coupled with some recent ventures to the GT inspired the other Dwarfers to throw their hats into the ring as well. As my usual tournament partner isn't a 40K player I teamed up with Glenn More. My Tau and Glenn's Eldar would form an all-xenos force under the team name of 'Boyz from da Dwarf' to take on all comers. Matt Hutson and tournament veteran Christian Byrne unsurprisingly went for a Space Marine force and assumed the team name 'As Seen in White Dwarf'. Matt is currently painting Imperial Fists so he used them as the basis for his army, while Christian was painting Space Marines in his own Chapter colours he has named the Imperators. Our sub-editor, Andrew Kenrick, partnered up with his brother as the 'Battle Brothers' and went for a purpose-built Thousand Sons and Emperor's Children list.

The tournament was in early January so over the Christmas period we all set to, busy painting and fine-tuning our army lists. When we got back to work we had a week before the event kicked off so we played a few warm-up games. For our own force, Glenn and myself chose an army with

a lot of firepower provided by my Tau, while Glenn's force was more mobile, consisting of Jetbikes that could swoop in and claim or contest objectives. Matt and Christian went for a force that included both Lysander and Telion, while Andrew and his brother, Rob, took a highly elite force revolving around two Chaos Lords and hardy units such as Thousand Sons and Chaos Terminators.

Our first practice game was against Matt and Christian's army. We took a resounding beating mainly thanks to Lysander – that guy is hard! After a bit of a rethink and some list tweaking we then played an Ork army helmed by Jim Sowter and Phil Kelly. The game was much closer, ending in a well-played draw. Any further alterations were now a moot point as the tournament was upon us!

Double Trouble

The first round was a bit of a reality check as all three teams lost. The mission was Seize Ground. Matt and Christian were confronted by an Eldar and Dark Eldar team-up. Christian's forces were shot to shreds while Lysander and his Terminators turned up too late, dealing out damage but not enough in the remaining turns. Andrew's Chaos Space Marines vs. Orks battle was much closer, but a classic mistake of not keeping an eye on the Gretchin and obsessing over the larger greenskins meant that the Grotz won it for the Orks by claiming objectives in the final turn. Our own Tau and Eldar force was assailed by an unusual Imperial Guard army that deep struck onto the table and threw demolition charges about once they



Team: As Seen In White Dwarf



Matt: 'From an early stage we decided that we wanted to include Captain Lysander in our force. We figured that his rock-hard stat line and wargear would make him unstoppable in the tournament. Adding him to a Terminator Squad would make

sure he reached the enemy. To back him up and capture objectives we included the Tactical Squad and Scout Squads. The Space Marine Captain would add some invaluable – if inferior next to Lysander – protection to these units.'

- 1 Captain Darnath Lysander
200 points
 - 2 5 Terminators
with heavy flamer and chainfist
210 points
 - 3 5 Scouts
with sniper rifles and camo cloaks
90 points
 - 4 Space Marine Captain
with relic blade, combi-plasma and melta-bombs
145 points
 - 5 10 Tactical Space Marines
with power fist, plasma gun and missile launcher
205 points
 - 6 5 Scouts
including Sergeant Telion, sniper rifles, camo cloaks and missile launcher
150 points
- Total 1000 points**

Team: Boyz From da Dwarf



Glenn: 'We went through several revisions of our list, finding it quite hard to settle on something we thought would work in battle. In the end we went for a shooty Tau force, which would hold objectives in our half of the board, which we coupled with

lots of Eldar troops to venture out and contest and capture the opponents' objectives. The Hammerhead would be our golden goose (*Or white elephant... – Ed*) and would be responsible for taking out the big threats to our force.'

- 1 Farseer
with Mindwar
75 points
 - 2 4 Jetbikes
with shuriken cannon
98 points
 - 3 4 Jetbikes
with shuriken cannon
98 points
 - 4 5 Rangers
95 points
 - 5 10 Dire Avengers
including Exarch
132 points
 - 6 Shas'el Commander
with plasma rifle, missile pod, shield generator and hardwired multi-tracker
107 points
 - 7 10 Fire Warriors
including Shas'ui and bonded
115 points
 - 8 10 Fire Warriors
including Shas'ui
110 points
 - 9 1 Hammerhead
with railgun, smart missile system and disruption pod
165 points
- Total 995 points**

had landed. Our force dealt with the first wave well. A Shooting phase after they had turned up we'd all but cleared the table of Guardsmen with some fine massed fire. However, in Turn 3 the remaining Guardsmen appeared, along with the Last Chancers. William Wilson, who was controlling this army with his partner Mark Stevens, went for some of the most daring Deep Strike deployments I'd ever seen, placing squads next to our own units and the table edges, all of which paid off handsomely as they proceeded to throw demolition charges at our gun line with devastating accuracy, even getting scatter results that improved their shots. This put paid to our army and so we lost.

The second round saw us facing Ricard Fortun Martinez and Ivan Xirau's Battle Sisters and Ultramarines in another Seize Ground mission. Looking back, this was

UK 40K DOUBLES TOURNAMENT: ARMY CONSTRUCTION RULES

An army is made of two Forces. Each Force is supplied by one player in the team. An army cannot be more than 1000 points in total and must consist of:

- Two Forces of no more than 500 points each. Unused points cannot be transferred between Forces.
- Each player must provide 1 HQ and 1 Troop unit as the basis of their individual Forces.
- Players may then add one of each of these unit types to their combined army: 1 Elite, 1 Fast Attack or 1 Heavy Support.
- An army cannot include further Elite, Fast Attack or Heavy Support choices until it has fulfilled all of the above army restrictions.
- In all other respects the standard force organisation chart must be followed.

Team: Battle Brothers



Andrew: 'This was to be mine and Rob's first tournament, and we wanted to make the best of it. Buoyed on by Jervis' Standard Bearer about the Doubles, and the armies featured in the article, we thought we'd make the same effort and start a joint army

especially for the event. Thus ensued six months arguing over which army to take, and five months bickering about the specifics of the army list. Unfortunately that only left a month to paint it. Next year we're using existing armies only!'

- 1 **Chaos Lord**
with Deathscreeamer, melta bombs personal icon, wings and Mark of Tzeentch 175 points
 - 2 **7 Thousand Sons**
including Aspiring Sorcerer with Doom Bolt 208 points
 - 3 **5 Raptors**
with flamer and meltagun 115 points
 - 4 **Chaos Lord**
with Blissgiver, melta bombs, mount of Slaanesh, personal icon and Mark of Slaanesh 175 points
 - 5 **3 Chaos Terminators**
with combi-melta and heavy flamer 100 points
 - 6 **5 Chaos Space Marines**
with meltagun 85 points
 - 7 **5 Chaos Space Marines** 75 points
 - 8 **5 Summoned Lesser Daemons** 65 points
- Total 998 points**



Andy shakes hands with Ricard Fortun Martinez and Ivan Xirau after a great game in Round Two (Blimey, how long is Andy's left arm? – Ed).

my favourite game of the tournament as all four players had great fun and the game was unbearably close, ending in a draw thanks to a desperate fire-fight over the last unclaimed objective. Matt and Christian also fared better; with Lysander arriving in battle earlier he helped them to a

draw. The 'Brothers Kenrick' did the best, giving an Imperial Guard and Space Marine army a solid thrashing. So, a good round for the Dwarfers with two draws and a win.

The Kenricks continued their winning streak with a third round victory against Imperial Fists and Blood Angels. It was an Annihilation mission and the Chaos Space

Marines wiped every squad off the table. The Imperators and Imperial Fists faced an Ork army. Matt claimed sole credit for their win, as Lysander alone killed 42 Orks, three Killer Kans, a Big Mek... (*And Matt still hasn't let us hear the end of it! – Ed*). Our game was close and we played some great opponents and fellow GW comrades in the form of John French and Steve Morris with their Chaos Space Marine and Chaos Daemons army. Alas we lost this game as well, giving the Dwarfers two wins and a loss for this round.

For the fourth and final game of the day, Glenn and I found ourselves facing 1000 points of Tau in a Capture and Control mission. From the very first roll we knew things were not going to go our way; my Hammerhead was shot first and even with the inclusion of disruption pods it blew up. I'd yet to make a single cover save for my Hammerhead nor invulnerable

POST-GAME DISCOURSE

Almost as fun as the games themselves were the post-game discussions. After our victories or defeats, we dissected the minutiae of the game with our opponents, chatting about what went wrong or right. The White Dwarf team also met up between games in the queue for lunch or at the bar to swap tales of how our various armies had fared. There was a great spirit of camaraderie over the weekend as we bumped into previous opponents and caught up with how the tournament was going for them.



Above. Andy and Christian commiserate each other over their bad luck with a manly hug.

Left. Jervis catches up with some tournament players and discusses the day's events.

save for the Tau Shas'el all day! With the loss of our railgun the enemy Tau proceeded to blow us off the table. Even on the final turn we could have stole it

“I'd yet to make a single cover save for my Hammerhead.”

back as my Commander deep struck in to contest their objective and we failed valiantly to stop the single Devilfish from contesting ours. So we lost again and both of us felt dejected at our freefall through the rankings.

Round Four was a hard battle for all the White Dwarf teams. Andrew and Rob, who were flitting about the high tables after two solid wins, came unstuck against some crafty Eldar. Meanwhile, Matt and Christian were also soundly beaten by a well-constructed Tyranid army. Again, Lysander was late onto the table, which highlighted the crippling weakness in their army – when Lysander and his Terminators fail to show, that's a major chunk of the army not in play.

The Only Way is Up

We were hoping a night's sleep would change our fortunes. Round Five saw Glenn and I face an Imperial Guard gunline. We started well, having largely survived the Imperial Guard's first turn of shooting while causing a pleasing amount of casualties on their force thanks to the

long range and high strength of the pulse rifle and a well-placed submunition shot from the Hammerhead. However, over the coming turns, some unlucky shots from the Hammerhead, chiefly failing to destroy the rampaging Hellhound, meant that victory slipped from our grasp yet again!

Like us, Matt and Christian had a terrible time of it, with Lysander scattering off the board and being lost in the Warp! Would he disappear for a further thousand years like he did last time? As was already proven, without Lysander Matt and Christian's force was too brittle and they were soon wiped out by Andrew and Nicola Taylor's fantastic Space Marines and Witch Hunters army (which later went on



More shaking of hands as Glenn and Andy are beaten again, this time by Steve Morris and John French's Chaos horde.

HAIL THE REFEREE

Simon Grant is a regular referee at the Doubles and many of the Warhammer World tournaments. We asked him why he volunteers to give up his weekends to staff the events:

'The main reason why I choose to referee tournaments is to feel the atmosphere that saturates the hall as the players pit their wits against the best of the best in a fun, yet competitive environment. Many of the players go out of their way to produce visually stunning or highly characterful armies, and to see so many in one place is a real treat. If I'm not actively competing in a tournament, I always offer my services as a referee as I really enjoy taking such an active role, talking with the players in between rounds, and maybe sharing a drink or two with them in Bugman's Bar afterwards.'

THE GRAND TOURNAMENT

Glenn and Christian also attended the Warhammer 40,000 solo Grand Tournament heats late last year. How did they fare?

Christian: 'The first time I went to a Warhammer 40,000 Grand Tournament I was beaten severely, never leaving the bottom tables, over the years I have finished quite well (36th), played on the top tables for the better part of a day and won a couple of Best Army trophies. By making it a regular feature throughout the year I get to play games and catch up with friends from all across the country. This year I didn't do too well, but I was getting used to the new edition and had to unlearn what I had learnt in the past, so fingers crossed for next year.'

Glenn: 'My first tournament was way back in 2000. In fact I think it was the first tournament to be held in the then new Warhammer World events hall. It was quite a relaxed affair and even though I went on my own everyone was really friendly and I found myself chatting away in Bugmans with some like-minded people.'

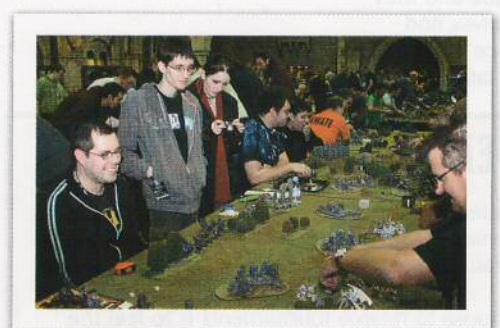
'Many years later I got thinking that it might be fun to give the tournament another go. Christian assured me that all the tales of scary tournament armies that I'd heard over the years were exaggerated and I'd be fine. Well he was right, I won a few games and had great fun. I only encountered one horrible army which was led by two Daemon Princes. I lost the game but the opponent was such a nice fellow I didn't really mind. All told I didn't end up too high on the leaderboard, but next year I'll claw my way up.'



Christian dons his lucky hat, to no avail.



Matt's happy because Lysander is finally on the table. Christian wonders whether to break with tradition and make an armour save.



Andrew and his brother politely smile on as their Tyranid opponents wipe them off the table.

to win the award for Best Painted Army).

Meanwhile, the Brothers Kenrick were back to their good form, taking on UK Games Day Tsar Brian Aderson and Jonathan Carter's Black Templars and Dark Angels combo. The Space Marines seemed to take on the combined Chaos Space Marines army one at a time and

so the brothers had time to focus on the Black Templars before turning their attention to the Dark Angels. By the end of Turn 3 the only enemy left on the table was a lonely Black Templar Dreadnought.

It was now Round Six and Glenn and I were getting desperate for a win, any win! There was a Tau and Eldar army riding high on the top tables so it wasn't the combination of the forces that was the problem. This game we were facing an unlikely Dark Eldar and Eldar alliance fielded by Stephen

Denton and Ben Woolly-Henfield under the title of 'Team Fabulous'. We were immediately wary of a very large Wych squad amongst their forces and knew that if they got hold of my Fire Warriors it would all be over very quickly. We deployed our forces and for once everything seemed to come together. The Fire Warriors laid down concentrated fields

of accurate fire that pulverised the low-Toughness foes, destroying all opposition. Glenn's Jetbikes appeared at the right time and went on the offensive, managing to wrest the enemy objective – we were playing Command and Control – from the Dark Eldar Warriors guarding it. At last we had a victory!

The Kenricks also faced the Dark Eldar and it was a close-fought battle, making it Andrew's favourite game of the tourney. Objectives swapped ownership several times and if it had ended on Turn 6 it

“The Brothers Kenrick were back to their good form.”

would have been a draw. As it was it went the full seven turns and the last of the Thousand Sons contesting the Dark Eldar objective died, losing the battle. Matt and Christian also had a tight game that ended in a draw – this time against Orks and Chaos. Lysander deployed at the start of the battle rather than risking yet another Deep Strike accident. As the game ended, Lysander was literally a few inches away from taking the enemy's objective and so they eked out a draw.

The final round saw the Imperial Fists and Emperor allies win their second game. Christian's Space Marines hid out of sight (as Matt's propaganda machine has it, at least) whilst Lysander legged it across the

BRING IT ON!

While our approach to the Doubles was very relaxed and a bit of a lark, there are plenty of tournament players who attend with their only goal being to win. Andy Smillie is one such player, having won the 40K Doubles in 2008. Here's his take:

'Tournaments are great fun. A weekend of gaming where you use the same force against allcomers, and where the winner gets a nice shiny trophy, keeps both my competitive and whimsical (I start a new army every other week) sides happy. In fact if it weren't for tournaments I'd paint and play far less. Regardless of which game system a specific tournament involves, or its individual rules and composition system, a tournament provides a puzzle; my enjoyment comes from pitting my wits against the other tournament goers and crafting the most competitive army list as allowed by the various restrictions. The key when writing such a list is remembering that you're not writing a list to beat your opponent's army, but to win the tournament scenario.

Another thing to remember is that each unit in your army should be there for a reason, to fulfil a specific battlefield role. Why have six Harpies when five can hold a table quarter? Because if one dies you still have five. Why not take seven then, then you can lose two? Keep your army list trim and don't waste points unnecessarily. I reckon I've turned up to as many tournaments with an army I've built and painted the night before as I have with armies that I've playtested thoroughly – but I tend to do better with the latter.

Playtest it against as many players and armies as possible on the run-up to the tournament, making slight changes as you go – even something as simple as dropping a musician to fit in an extra Chaos Warhound can make all the difference. "Filthy" army lists, cheeky combinations and competitive play aside, tournaments are a great way to spend a weekend with a group of friends. A weekend of intense gaming is a great way to become a better gamer, and learn about different armies and styles of play.'

board and butchered the Imperial Guard opposition. Andrew and Rob faced two Hive Tyrants and 40 Genestealers, and were promptly wiped from the table by Turn 4! The Battle Brothers ended the tourney on a downer but there was no doubt they had performed the best out of the three White Dwarf teams.

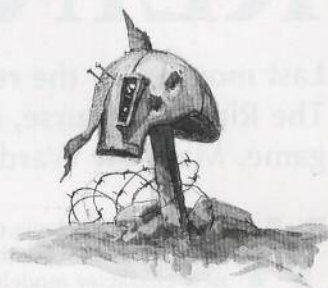
“Believe it or not we ended the tourney with a victory.”

As for the last hurrah of the Tau and Eldar alliance? Well we faced an all-Space Marine army. In deployment we refused the flank, while our opponents had spread themselves across the table. This allowed us to concentrate fire on half their army while they effectively had to deal with the entirety of ours. This tactic worked really well and once more Tau firepower came into it's own. Although Glenn's Farseer was an absolute star, dealing with a Dreadnought with nary a second glance and then going on to mop up the easy kill point from the Drop Pod it had deployed in. The game ended five-nil to us. Yes, believe it or not (*Hmmm... not. – Ed*) we ended the tourney with a victory.

The weekend had been awash with highs and lows, but all six of us agreed it was a fantastic experience. While some tournament players go out to really test their mettle against other great players to

find the best in the region, country or even world, for us it was about communal gaming, playing in seven exciting battles against a wide range of different opponents. And that's why organised play, whether it's at a Games Workshop event or any other tournament, is great for getting opponents who'd never normally meet up to field their armies in some memorable, fun games.

The tournament has proved to be a frequent topic of conversation at work ever since, and plans are already afoot for next year. And, if we find that we just can't wait that long, there's always the Warhammer Doubles just a round the corner.



FINAL THOUGHTS

While we all agreed it was a great weekend, let's hear what the White Dwarf players thought of the tournament and their performance:

Glenn: 'Overall it was a very enjoyable couple of days but at times it was quite tense. Trying to keep to our battle plans in the face of such cunning opponents was a real challenge and by the last game on Saturday I felt drained. With hindsight I think we played too defensively and next time we need to take the fight to the enemy and maybe we'll fare better. Maybe.'

Matt: 'Well we were right about Captain Lysander, he proved unstoppable! Unfortunately the rest of the force was far too lightweight to make an impact, often leaving Lysander fighting the enemy single-handed.'

Andrew: 'Considering that the rest of the team had expected us to be the whipping boys of the tournament, our goals were modest: win one game, and don't come last. To say that we were delighted at winning three games and coming a respectable 59th (out of 100-odd), would be an understatement.'

FANCY A GO?

Playing in a Tournament, whether for giggles or serious competition, is another exciting aspect of the hobby. Games Workshop organises numerous events in Hobby Centres and at larger venues such as Warhammer World, throughout the year.

In addition to the Doubles Tournaments for all of our games systems, there are also the prestigious Throne of Skulls Tournaments. These are the highlights of our tournament calendar, and many players consider the Throne of Skulls itself to be the Holy Grail amongst prizes. The Throne of Skulls is fiercely competed for, with entrants battling through heats to reach the final.

There are also literally thousands of independent tournaments held throughout the world using all our game systems. Everything from Blood Bowl to Warhammer and even a rules set as young as War of The Ring.

Check out the website and the Events Calendar in every issue of White Dwarf for details of forthcoming Tournaments in your area.

THRONE OF SKULLS™



Three of the prestigious prizes available at our various tournaments. From left to right: the prize for The Lord of The Rings Grand Tournament, the prize for Best Painted Army, and the Throne of Skulls itself.

REINFORCEMENTS

Last month saw the release of several new The Lord of The Rings models for War of The Ring. Of course, these are also perfectly suited for use in the strategy battle game. Matthew Ward presents rules for their use.

War of The Ring came out last month and along with it several new character models to add to your formations. And that's not all – we'll be seeing plenty of new releases for The Lord of The Rings over the next few months. But these miniatures are not just for use in War of The Ring – they can be used in the strategy battle game too. Of course, I knew they were coming when I was writing War of The Ring and, as a result, they've already got profiles and rules in that system – not so the strategy battle game. This is the first in a series of Reinforcements articles that will present updated strategy battle game profiles for the new releases as they come along. But enough of that, you want to know what the rules are...

Banner of the Dead

There are now Banner Bearer models available for both the Army of the Dead and the Morannon Orcs. This means you can now upgrade a Warrior of the Dead model or a Morannon Orc to carry a banner for +25 pts.

Remember, you can't have more banners in your force than you have Heroes.



Stormcaller (Elf)60 points



All Elves have an innate connection to the patterns and rhythms of the natural world, and use a blend of magic and skill to talk to beasts or seek tidings from the wind. Some of the Firstborn have talents that surpass others of their kind. One such group are the Stormcallers, Elves who do not merely harken to the elemental forces of the wind, but command it to their bidding.

	F	S	D	A	W	C	M	W	F
Stormcaller	5	3	4	1	2	5	1	3	1

A Stormcaller is a Hero, and can be included in any Rivendell, Grey Havens, Eregion, Lothlórien, or Thranduil's Halls army.

Wargear

A Stormcaller wears armour and carries a staff (hand weapon).

Special Rules

Woodland Creature.

Wild Channelling. If, when casting a spell, one or more of the dice rolled result in a natural 6 (i.e. not another number modified by Might etc.) the Will points used in casting the spell are not expended but are returned to the Stormcaller's pool of Will.

Magical Powers

Nature's Wrath. Dice score to use 4+.

Call Winds. Range 12"/28cm. Dice score to use 2+. This power can be used against a single enemy model. If the power is used successfully, the winds blow the target 2D6"/4D6cm directly away from the caster. If this brings the target into contact with another model or an area of impassable terrain, it stops 1" away from the obstacle. In either case, the model is knocked to the ground and may not move, for any reason, later in the turn.

“The river of the valley is under his power, and it will rise in anger when he has great need”

- Fellowship of The Ring

Shieldbearer (Dwarf) ...60 points

Only through deeds of valour and might can a Dwarf rise to the rank of Shieldbearer and become the dedicated guardian of his king. Other Dwarves, awed and inspired by the presence of such a stalwart individual in their ranks, fight on through even the direst of circumstances, determined to prove their worth in the Shieldbearer's eyes.

	F	S	D	A	W	C	M	W	F
Shieldbearer	5	4	8	2	2	4	1	0	0

Shieldbearers are Heroes, and can be included in any Erebor, Khazad-dûm or Durin's Folk army.

Wargear

A Shieldbearer wears Dwarf armour and carries a shield.

Special Rules

In Defence of the King. At the start of the game, nominate a single Dwarf Hero for the Shieldbearer to protect. If, at the start of the Fight phase, the Shieldbearer is within 3" of the protected Hero, and that Hero is in base contact with one or more enemy models, the Shieldbearer must immediately call a Heroic Fight without expending any Might. However, the Shieldbearer must use the free move to reach the protected Hero's fight, if possible. If you have more than one Shieldbearer, each may protect a different Hero if you wish, just make sure that this is absolutely clear to your opponent!

Lead by Example. Dwarf Warriors and Heroes within 12" of a Shieldbearer re-roll failed Courage tests.



Drûzhag85 points the Beastcaller (Goblin)

Drûzhag is vile, even by the standards of other Goblins – so much so that he was exiled long ago from Durbûrz's squalid kingdom of Moria. Yet Drûzhag did not perish in the wilderland. He prospered, and learnt how to bend to his will all manner of dark beasts. With the aid of his minions, Drûzhag returned to Moria and forged a new realm in the darkness, a chiefdom at war with Durbûrz's kingdom. This only serves to make Moria more dangerous to the other realms. Though Durbûrz and Drûzhag hate each other, they are more than willing to combine their forces against any interloper.

	F	S	D	A	W	C	M	W	F
Drûzhag	3	3	3	1	2	4	2	5	2

Drûzhag is a Hero, and can be included in any Moria, Angmar or the Dwellers Below army.

Wargear

Drûzhag carries a staff (hand weapon).

Special Rules

Cave Dweller.

Master of the Dark Wild. All Bats, Wargs and Spiders within 12"/28cm of Drûzhag use his Courage instead of their own.

Magical Powers

Bestial Fury. Dice score to use 3+. This works exactly as described for Fury in the main rules manual, except its effects apply to Wargs, Spiders and Bat Swarms, rather than Goblins.

Enrage Beast. Range 12"/28cm. Dice score to use 3+. This power can be used against a single Bat, Warg or Spider model. If the power is successfully used, the target becomes enraged – its Fight, Strength, Attacks and Courage are increased by 3 until the end of the Fight phase. The enraged model suffers a Strength 10 hit at the end of the Fight phase, to represent the severe exhaustion brought on by its efforts.



“where the warg
howls, there also the
orc prowls.”

- Fellowship of The Ring

REINFORCEMENTS!

Amdûr,100 points
Lord of Blades (Man)



The Lord of Blades leads the Easterling Dragon Knights, and is the most skilled of that corrupt order. Amdûr has already carved a fearsome reputation in the lands beyond Mordor, and now has come to test his brutal skills on the blood-soaked Pelennor.

	F	S	D	A	W	C	M	W	F
Amdûr	6	4	6	2	2	4	3	1	1

Amdûr, Lord Blades, is a Hero and can be included in an Easterling army.

Wargear

Amdûr wears heavy armour and carries an Easterling falchion (Elven blade).

Special Rules

Blood and Glory. If Amdûr kills an enemy Hero in a fight, he immediately regains a single Might point expended earlier in the battle.

Herald of Victory. Easterlings treat Amdûr as a Banner.

Son of Eorl (Man)22 points



The Sons of Eorl are an elite cadre of Rohan Royal Knights, founded in the days of the first King of Rohan, Eorl the Young. They are Rohan's foremost protectors, charged with the defence of the king and of the Golden Hall of Meduseld. No mightier warriors can there be found in all the lands of Rohan, for only the boldest knight can earn a place in the Sons of Eorl.

	F	S	D	A	W	C
Son of Eorl	4	4	6	2	1	4
Pureblood Steed	0	3	5	0	1	3

The Sons of Eorl are warriors and can be included in any Riders of Eorl, Host of the Hammerhand or Théoden's Host army.

Wargear

A Son of Eorl wears heavy armour and carries a shield. He rides a barded pureblood steed (pureblood steeds have a move of 12"/28cm).

Special Rules

Expert Rider.

Hornblowers

War of the Ring has seen the introduction of several new Hornblower figures. We don't make models for every type of Hornblower, so they're the perfect opportunity to convert your own. Here are the rules for using them in the skirmish game.

You may upgrade any number of warriors* in your army to be Hornblowers for +20 points. Whilst you have at least one Hornblower alive on the battlefield, all of your models have a +1 bonus to their Courage.

* Only Elves, Men, Orcs, Uruk-hai and Dwarves can be upgraded to be Hornblowers.



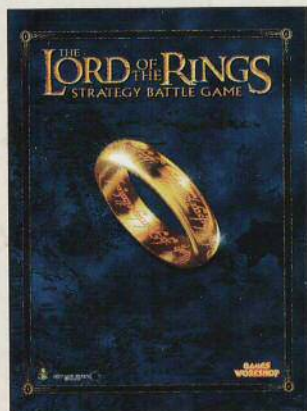
Rohan Hornblower



Minas Tirith Hornblower

THE LORD OF THE RINGS

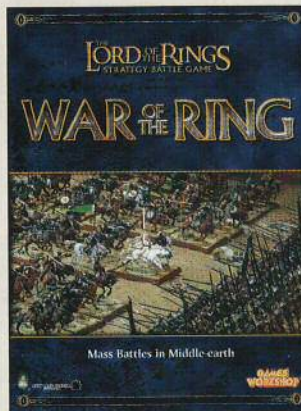
STRATEGY BATTLE GAME



The Lord of the Rings Rules Manual

This lavish 240-page full colour hardback rules manual features the full collated and updated rules for our The Lord of the Rings game. With this rules manual you can fight battles with Middle-earth's entire cast of heroes and villains, from stalwart Hobbits to brutal Uruk-hai. This manual also contains an extensive hobby section and an exhaustive list of profiles, updated and arranged by race and region. No player can afford to be without this weighty tome!

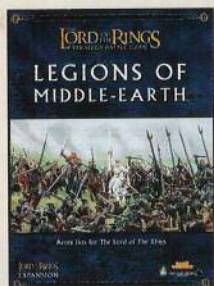
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War of The Ring is a brand new standalone rules set allowing you to fight mass battles with The Lord of the Rings Citadel miniatures. The full-colour rules manual is a whopping 328 pages, packed with inspiring pictures, both standard and historical 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.

£35, €50, 350dkr, 400nkr



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This compilation of over 40 army lists allow you to recreate armies from the history of Middle-earth or to design your own.

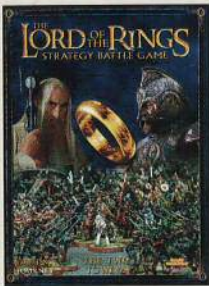
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The Fellowship of The Ring

Follow the journey of Frodo and The Fellowship from the Shire, through Moria and Lothlórien, to the banks of the Anduin.

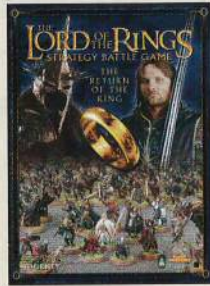
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The Two Towers

The epic journey continues – The Fellowship is broken, Frodo and Sam make their way to Mordor, while Aragorn heads for Rohan.

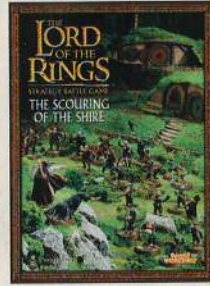
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The Return of the King

The final part of the journey highlights events from the book and movie, as the War of The Ring draws to an epic close!

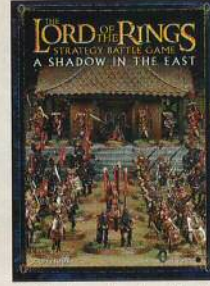
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The Scouring of the Shire

The Hobbits return from the battles against Sauron, only to find that the Shire has been overrun by Sharkey's forces in their absence.

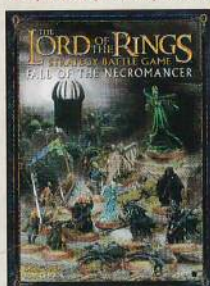
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A Shadow in the East

The Easterlings march to war in the name of Sauron. These warriors of Evil are led by Khamûl, one of the ancient Nazgûl.

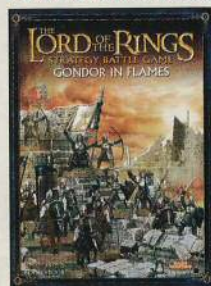
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Fall of the Necromancer

A terrible shadow has fallen over Mirkwood. Sauron, the Necromancer, has unleashed his evil from the tower of Dol Guldur.

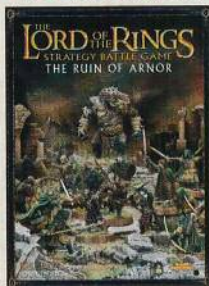
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Gondor in Flames

The ancient realm of Gondor stands as a bulwark against the Free Peoples and the forces of the Dark Lord.

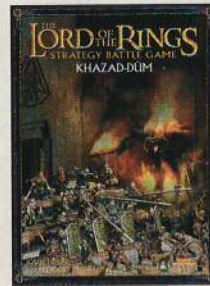
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The Ruin of Arnor

The shattered kingdom of Arnor once rivalled Gondor in majesty, but is now home to evil spirits, and creatures of darkness.

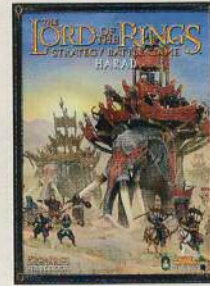
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Khazad-dûm

Khazad-dûm was once the greatest Dwarf hold in Middle-earth, until the coming of Durin's Bane, the Balrog of Morgoth.

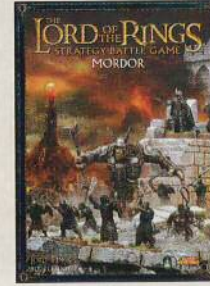
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Harad

Known as the Serpent Horde, the Haradrim come from the south, an army of cruel Men in service to Sauron. They wish nothing more than to see Gondor burn.

£12, €17.50, 135dkr, 160nkr



Mordor

The cursed land of Mordor is a place of choking ash and blackened skies, of terror and dismay. It is the stronghold of the Dark Lord and his numberless legions.

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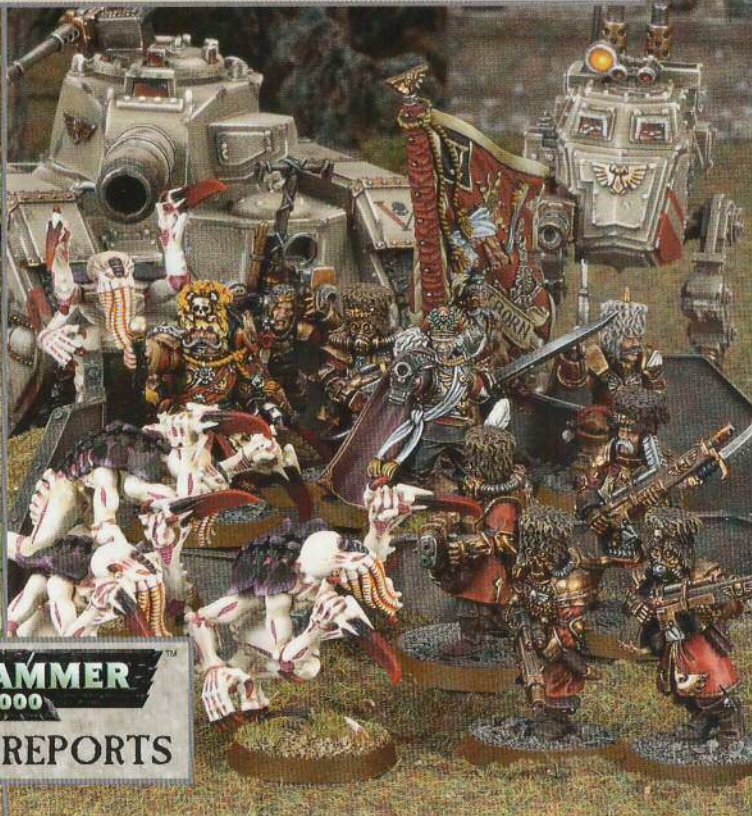
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THE CHRONICLES OF VON BLACKE

The Imperial Guard take on not one but three dastardly enemies in this month's battle report, as we recount the life and times of Commissar von Blacke. Robin Cruddace explains the reasoning behind this tale.



WARHAMMER
40,000
BATTLE REPORTS

Robin: Ever eager to devote the best part of a working week to playing games, for the release of Codex: Imperial Guard I'll be playing in three – it's a hard life! The legendary Dave Andrews had the idea of playing three linked games for the battle report, and I jumped at the chance to turn these ideas into playable scenarios. The fact that by writing both the new Codex and the battle reports' victory conditions might help me win a game in print is purely coincidental and in no way influenced my decisions behind the game – honest.

To add a narrative element to the games, Dave came up with the idea of having the same character feature in all three of them, albeit at different stages of his career. Enter Commissar von Blacke, hero of the Imperium! Commissars always lead by example, fighting from the front, the epitome of the Imperial Guard's ideals of courage and duty. They also happen to be my favourite 40K icon, and the idea of taking the novice von Blacke from his first major engagement to his thrilling last stand really captured my imagination.

To accompany the Commissar will be several of the Imperial Guard's many diverse regiments, from the tough warriors of the Catachan Jungle Fighters to the disciplined soldiers of the Cadian Shock Troops. The battles they will be fighting

will be as varied as the regiments themselves, from a desperate last stand with but a single platoon, to a massive meat-grinder, a gruelling war of attrition involving hundreds of Guardsmen.

These games will also allow me to demonstrate the new 'orders' system. I'll show how important Command Squads are and what a difference a few barked commands can make to the humble infantry. I'll also get to use one of the Imperial Guard's latest weapons of war – the Valkyrie Assault Carrier – a flying transport that packs an armament to rival an armoured battle tank. With so many new units and special abilities the Codex really opens up a whole new chapter for Imperial Guard tactics. However, for all the exciting new troop types and special abilities available, it should not be forgotten that the Imperial Guard's main strength is, as it always has been, its virtually inexhaustible reservoir of manpower: the ranks of Guardsmen.

Of course, we need some great backdrops for these brave soldiers to fight upon. Luckily, scenery maestro Mark Jones was equal to the task, creating a bespoke ruined jungle fortress for our thrilling opening scenario.

So bring out the challengers, the Imperial Guard stands ready for war. Onwards, to victory!

Overview

Scenario 1: Evacuation

The young von Blacke is attached to a company of Catachans as they become surrounded by the Necron menace deep in the jungle.

Scenario 2:

Forlorn Charge

In a memorable battle from the midpoint of von Blacke's career he finds himself with the Cadians facing the Black Legion across the length of the battlefield. Tanks and mass infantry clash in this 3500-point game.

Scenario 3:

Survival of the Fittest

As Phil Kelly's Tyranids swarm across a jungle world, they are opposed by the brave Vostroyans led by von Blacke, now a distinguished veteran. It's a straight-up fight of 2000 points a side; can the humble Guardsmen face up to the alien horrors of the Tyranids?

TIMELINE

It is said that Commissar von Blacke saw more war in a decade than most Guardsmen in a lifetime. Here are just a few highlights of his long and illustrious career.

960.M41 Junior Commissar von Blacke is assigned to the Catachan XXVII 'Flaming Devils'. Whilst the regiment is at first unwelcoming, the Commissar quickly gains their respect after knocking a sergeant major through a window during a minor bar dispute.

963.M41 The 'Flaming Devils' are ambushed on the world of Gerran Prime. A handful of survivors escape, due in no small part to Commissar von Blacke's refusal to surrender. The Catachan XXVII is merged with the under-strength Katon Dragoons and von Blacke is reassigned.

965.M41 Following the Tallarn 149th's victory at Touran-hive, von Blacke is singled out for his defence of the Gates of Penitence. For his acts of courage he is awarded the Eagle's Talon, a power sword of exquisite artifice.

970.M41 Commissar von Blacke loses a hand when his plasma pistol explodes whilst fighting the greenskin hordes on Kallistan. After treatment by the company medics, von Blacke retakes his place in the trenches and continues to repel the invaders with sword and sheer force of will.

974.M41 The Commissar is attached to the newly raised 175th Cadian Shock Troops regiment. Their first assignment sees the 175th defending an Adeptus Mechanicus team unearthing mysterious artefacts from Eldar raiders. The Eldar warhost retreats after Commissar von Blacke leads a counter-attack that kills the aliens' Farseer.

976.M41 Von Blacke and the Cadian 175th form part of the massed infantry assault against Chaos Space Marine forces on Skarlow. Whilst the traitors repel several infantry waves with ease, they are eventually overrun as the Imperial Guard continues to feed men into the meat grinder.

979.M41 Following his promotion to Lord Commissar, von Blacke fights alongside the Vostroyan Firstborn. After several noted victories, the Vostroyan XVIII and von Blacke are named the Champions of the Reductus and act as Warmaster Demetor's personal honour guard at the onset of the Octavius Cleansing.

985.M41 Hive Fleet Leviathan continues to ravage the Imperium and the world of Helixica. Imperial Guard regiments gather to repel the alien swarm. Lord Commissar von Blacke eschews the safety of the bunkers and personally leads the elite elements of the Vostroyan XVIII to break the back of the alien swarm.

SCENARIO 1: EVACUATION

The last remnants of the doomed Catachan XXVII 'Flaming Devils' have withdrawn to an ancient ruin following an ambush by unknown forces. Surrounded on all sides and hopelessly outnumbered, the beleaguered Guardsmen must hold out long enough for inbound Valkyries to evacuate the survivors. Under the direction of their officers and a junior Commissar named von Blacke, the Guardsmen man defensive positions, levelling their lasguns at the ranks of eerily silent warriors which advance inexorably across the battlefield towards them.

Set-up

- The Evacuation mission is played on a 4' x 4' table with a ruined building complex in the centre and jungles surrounding the table edges. There should be a gap of at least 6" between the edge of the ruins and the start of the thick jungle.
- The Imperial Guard player deploys all of his forces within the ruins.
- The Necron player places a single unit of 10 Necron Warriors along each table edge.
- The Imperial Guard player gets the first turn.

Victory Conditions

The Imperial Guard player wins if he can evacuate the Company Commander using the Valkyrie. If the Imperial Guard player cannot evacuate the Company Commander but can evacuate any other squad, the game is a tactical draw. If no squads can be evacuated (because they are all dead) the Necron player wins.

Game Length

The game lasts until one of the players completes their mission objective.

Scenario Special Rules

This is Suicide! Imperial Guard units that fall back do so towards the Company Command Squad. If the Company Command Squad has been killed any Imperial Guard units that fall back are removed from play – this represents the Guardsmen choosing to take their chances in the jungle rather than await certain death in the ruins.

Valkyries Inbound: Starting from the third turn, roll a dice at the beginning of each Imperial Guard turn to see if one of the inbound Valkyries arrives from reserves using the table below.

Turn	Valkyrie turns up on a
3	6+
4	5+
5	4+
6+	3+

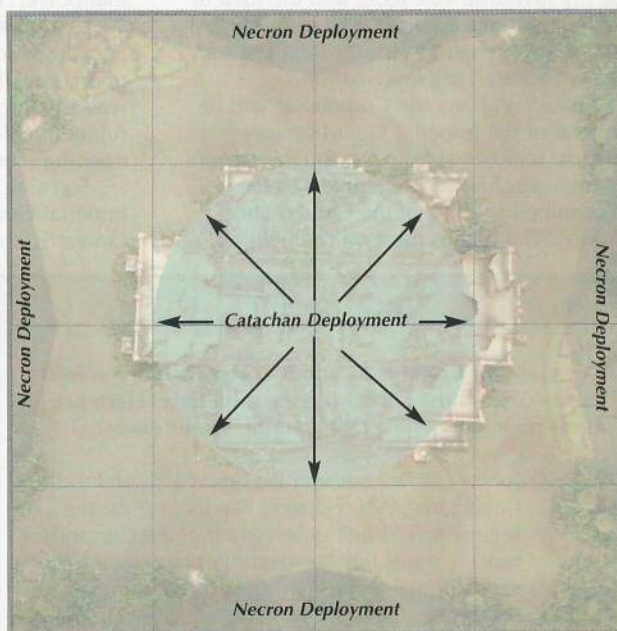
A Valkyrie can enter the table from any board edge (or Deep Strike if the player chooses) but no units may embark inside it on the turn it arrives. Because there is only room for a single Valkyrie to set down within the ruins, no more than one Valkyrie can be in play at the same time. Should

a Valkyrie be shot down the Imperial Guard player can roll again at the beginning of his next turn to see if another member of the Valkyrie airwing can make it through the canopy to the ruins.

Their Number is Legion: The Necrons ignore the Phase Out rule in this scenario. In addition, at the beginning of each Necron turn a single unit arrives from the jungles. Roll on the following table to determine what type of unit the reinforcements are.

D6 Roll	Unit Available
1	D6 Necron Scarab Swarms
2	2D6 Necron Warriors
3	3D6 Necron Warriors
4	D3 Wraiths
5	D3 Destroyers
6	Necron Lord with Veil of Darkness

To determine where the Necrons will arrive from, roll a scatter dice in the middle of the table and mark the point on the board edge where the arrow is pointing. The Necron reinforcements arrive from this point.



'Where the hell are those Valkyries? We're surrounded by enemy hostiles, under heavy fire and they're what? Waiting for personal orders from the Emperor himself? Tell 'em we need an evac and we need it now.'

'Damned flyboys'. Colonel Blanc muttered to no one in particular. 'never around when you need 'em.'

Over the sharp crack of lasguns the Colonel could hear the Commissar on the other side of the ruins, reciting how, with courage, victory was assured. Blanc didn't catch the end of the Commissar's speech as the air was suddenly filled with the screams of dying men, their bodies flayed alive by the wicked Necron weaponry. That was no way to die.

'Landon', the Colonel bellowed to his comms-officer. 'get back on the vox – I intend to get out of here in one piece! Emperor's teeth!'

HOLD THE LINE



Robin: I love games where each soldier can mean the difference between victory and defeat, they're full of individual heroics and nail-biting dice rolls. In this scenario the Necrons were going to get

reinforcements every turn so I was going to be outnumbered and outgunned. As it is vital to keep the Company Commander alive until the Valkyrie arrives, I'll position him in the centre of several squads. Not only will this put some bodies between him and the advancing Necrons, he'll also have several units to whom he can issue orders to. This will afford me the ability to increase those squads' shooting effectiveness, keep them in the fight, or tell them to keep their heads down depending on the tactical situation. The Scout Sentinels will guard my flanks whilst the Commissar watches over the defences at the rear of the ruins, delaying the Necrons for as long as possible before pulling back inside. Finally, I'll deploy the Ratlings on the highest vantage point and hope the plucky snipers can pin their targets down – denying even a single Necron squad a round of shooting might prove decisive.



CATACHAN JUNGLE FIGHTERS



Company Command Squad with Officer with boltgun, vox-caster, medi-pack, regimental standard and plasma gun



Commissar von Blacke with bolt pistol



Heavy Weapons Squad with heavy bolters



Platoon Command Squad, officer with power fist, heavy flamer and vox-caster



Heavy Weapons Squad with mortars



Infantry Squad with vox-caster and flamer



Sentinel with multi-laser



Infantry Squad with vox-caster and flamer



Sentinel with heavy flamer



Infantry Squad with vox-caster, plasma gun and lascannon



Infantry Squad with vox-caster, sniper rifle and missile launcher



Ratlings



Special Weapons Squad with 2 demolition charges and a meltagun

IMPLACABLE ADVANCE



Chad: Perhaps the best kind of game is one that tells a story. This scenario in particular has the potential to be a real 'edge of your seat' kind of battle, with the survival of the Guardsmen ultimately relying on

a nick-of-time rescue from a Valkyrie. Despite the fact that the Phase Out rule is not in effect for this scenario I think it would be best to try to keep my forces as close together as possible. By setting up at least two of my squads near a corner I think I can best take advantage of the We'll Be Back special rule.

NECRONS



10 Necron Warriors with gauss flayers

10 Necron Warriors with gauss flayers



10 Necron Warriors with gauss flayers



10 Necron Warriors with gauss flayers



RATLINGS

The Ratlings proved their worth in this game, especially in Turns 2 and 3 when they kept picking off Necron Warriors. And for some reason it was always these casualties that Chad couldn't bring back to life. Perhaps the Ratlings were so accurate that they were hitting the Necron's fragile eye sockets and destroying vital systems.

Vox-casters

Without vox-casters, Guardsmen are prone to receiving muffled or misunderstood Orders. In Turn 2 Robin ordered the south squad to 'First Rank Fire', but the squad failed its Leadership test. Luckily the squad included a vox-caster, which allowed Robin to re-roll the test, and so after a few moments of static they received the Order loud and clear.



Evacuation: TURNS 1-3

The Catachans nervously checked their weapons and equipment, knowing the Necrons were close, lurking in the undergrowth. While Robin wisely kept his forces within the central ruin, the Scout Sentinel was sent north, to make use of its heavy flamer. The first round of Imperial Guard fire was largely ineffective, the Necrons proving difficult to pin-point deep in the undergrowth. There were a few stray shots from nervous Guardsmen at half caught glimpses of silver. The heavy bolter teams had more luck, their high rate of fire scything down vegetation and Necron Warrior alike; two of Chad's troopers fell. The Sentinel's heavy flamer melted one Necron in the north, and a krak missile from the east squad downed another.

Chad wasted no time at the start of his turn and sent his implacable warriors

marching forth. Necron squads emerged from the flora along all four compass points while three of the damaged Warriors reanimated themselves and got back up. From the west an incessant metallic buzzing could be heard as a Scarab Swarm poured from the jungle, flying through the jungle and into the clearing close to Robin's west-facing Infantry Squad. The Necron's gauss weapons struck out against the sides of the ruins but the cover largely proved sufficient for the Guardsmen to hide behind at this stage, although the heavy bolter teams were hit hard and lost a Wound. The Scout Sentinel was driven back, its heavy flamer jammed, and the Armoured Sentinel in the ruins was immobilised by a well-aimed shot.

The Scarabs swarmed into the ruins, attacking the west-facing squad, killing three men as the metal bugs burrowed into

THE SPECIALISTS

Catachans are famous for their demolition specialists, who proved their worth in this encounter. In Turn 2 a squad of Veterans left the relative safety of the ruins in the



north-east corner to close on the Necron squads. When they were only a mere 6" away they threw their demolition charges at the closest unit. The shot was on target, catching six Necrons in the blast and destroying five. This was followed up by a direct hit from the melta gun, slaying another silver warrior.



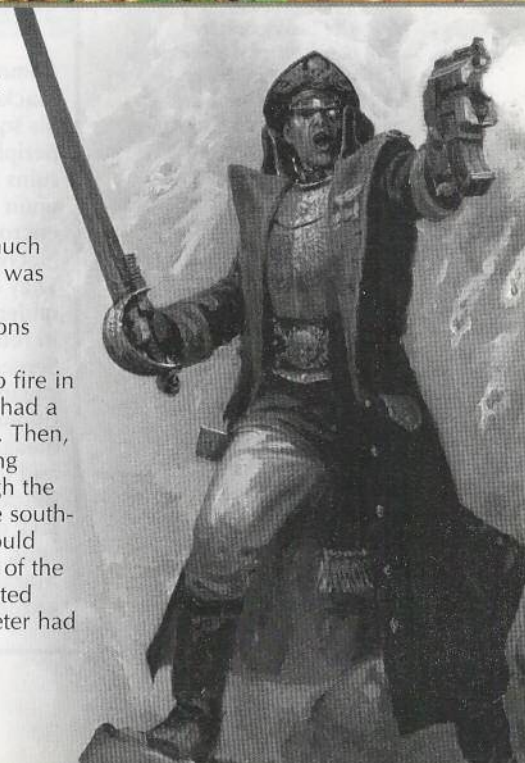
their bodies. The Catachans hit back with their steel blades in hand and swatted a stand, leaving the combat a draw.

There was little movement in the second turn, other than Commissar von Blacke leading his squad toward the Scarabs. With the Necrons now in the open, Robin's Guardsmen could draw a bead. His officer immediately set about issuing orders. The east squad was ordered to 'First Rank Fire, Second Rank Fire' bringing an impressive 30 las shots down upon the silver warriors, five of which were destroyed under the fusillade. Another two Necrons were hit from the dependable Ratling sniper fire on the level above. The north squad was ordered to 'Fire on my Target' at the Necrons still emerging from the undergrowth in the north. This meant that Chad had to re-roll any successful cover saves against Robin's lascannon. Two Necrons went down to that squad's fire. All around the ruins lasguns

shot out but the Necrons proved resistant. Without a glance back the Commissar charged his squad into the Scarabs and wiped them out.

In Chad's next turn the Necrons kept advancing on the ruins. In the north they closed on the Special Weapons Squad that had done so much damage in Robin's turn. This time it was the Catachans who were in trouble. Targeted by rapid-firing gauss weapons they were wiped out to a man.

The Imperial Guard continued to fire in disciplined volleys but the Necrons had a nasty habit of getting back up again. Then, from the south-east, three fast-moving Wraiths appeared. They sped through the undergrowth and were on top of the south-facing Infantry Squad before they could react. The Wraiths made short work of the Catachan Squad and then consolidated forward inside the ruins. The perimeter had been breached.



Evacuation: TURNS 4-5

Annotations

- A** Three Necron Destroyers appear in the north and hover over the undergrowth, the Valkyrie their clear target. They hit the aircraft but only manage to destroy its multi-laser before it makes good its escape.
- B** The Necron squad approaching from the north-east targets the closest Infantry Squad and wipes it out with their rapid-firing gauss flayers.
- C** The west-facing squad retreats into the interior as the Necrons climb over the ruins, their only goal to terminate all humans. They bring their dread guns to bear and wipe out the entire squad.
- D** The Ratlings continue to pepper the Necron squads in the east, knocking a few down but not in enough numbers to be wholly effective. One or two of their group look on nervously as the Valkyrie picks up the Command Squad and flies off.
- E** The heavy bolter teams fire for all their worth as the Heavy Weapons Teams are slowly whittled down. Eventually they are overcome and the Necrons breach the north-west corner of the ruins.
- F** The east squad bravely continues to fire in disciplined volleys, nearly destroying an entire Necron squad. Unfortunately the majority of these casualties clamber to their feet once more.



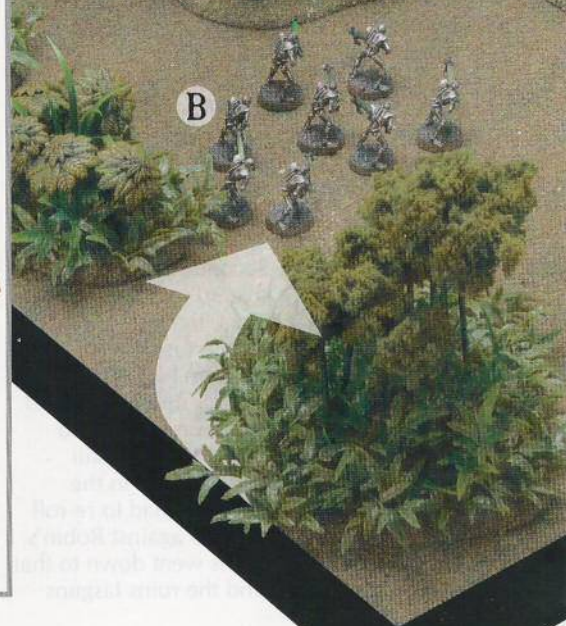
THE WRAITHS

At the beginning of Turn 4, three Wraiths had breached the ruins, having consolidated in by butchering the south-facing Infantry Squad. Lesser men would have fled in terror but the Catachans were made of sterner stuff. With a single word the Catachan Captain ordered the east squad to turn and bring their lasguns to bear on the alien monstrosities. Robin used the 'First Rank Fire' order so the Catachans fired with multiple las shots and all three Wraiths were wiped out in a volley of disciplined fire.



THE COMMISSAR

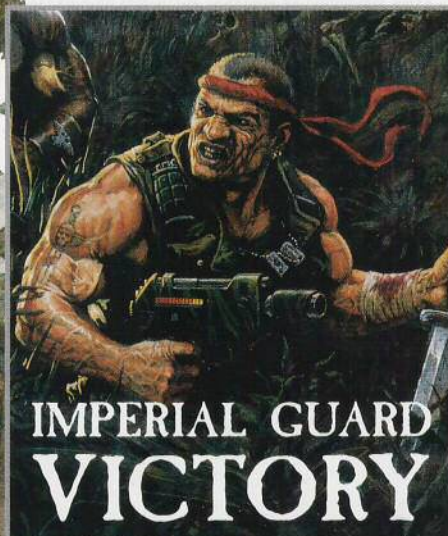
Commissar von Blacke moved his squad to the periphery of the ruins and fired upon the encroaching Necron squads. They came under heavy fire in return. The Sergeant of the squad was uneasy at the young Commissar's flagrant disregard of the meagre protection provided by the ruins and the squad failed its Morale check. Von Blacke wasn't pleased with his Sergeant's lack of faith and so executed him on the spot. This granted Robin a re-roll to the Morale test, which the squad then passed as the other members quickly fell in line.





THE VALKYRIE

The Valkyrie flew onto the table at the start of Turn 4. It hovered over the ruins for a brief moment before turning on the north-approaching Necrons and cutting them down with withering multi-laser fire. Chad fired at it with the closest Necron Warriors but they couldn't penetrate its ablative armour. In Turn 5 it briefly touched down and the Command Squad embarked. Necron Destroyers had now entered the fray and they hit it with everything they had. The Valkyrie was penetrated and lost its multi-laser as a result. At the start of Turn 6 the aircraft's twin-turbo engines produced a massive jet of thrust and it sped away, ending the mission.



IMPERIAL GUARD VICTORY

The Valkyrie flew off the board with a squad intact, ending the scenario. With the rest of the air wing now able to get through, more Valkyries flew in shortly after to evacuate the remaining few survivors, Commissar von Blacke being one of them. Even so, we're sure he would have a frank word with the Captain about why he boarded the first aircraft, leaving all of his men behind!

There was a torturous sound of scraping steel as the second Valkyrie, smoke still pluming from one of its engines, skidded to a halt inside the hangar bay. Colonel Blanc, amazed that anyone else had made it out of that hellhole alive, rushed to the battered aircraft, its engines giving a final whine as they guttered and died. As the Colonel approached the aircraft he could see the entire hull was badly damaged from the enemy fire. The Colonel was astonished that the Valkyrie hadn't fallen apart. The buckled ramp was suddenly kicked open and out of the gloomy hold strode a menacing figure. Commissar von

Blacke was covered in dirt, and several bright red gashes were visible beneath his tattered coat, which contrasted starkly with the grime that covered his face. A handful of bloodied Guardsmen limped out after the Commissar; each stared at the Colonel with a look of betrayal and disgust. There was a moment's silence as von Blacke squared up to the officer.

'You fled the field of battle and left your men to die, Colonel' the Commissar stated coldly. The Colonel's response was interrupted by the loud crack of a bolt pistol shot.

SCENARIO 2: FORLORN CHARGE

On the windswept dunes of Skarlow, the Cadian 175th stand ready to storm the enemy. This will be the third wave to be sent in, previous assaults having been destroyed by the Chaos Space Marines defending the ridgeline. Hundreds of dead and dying Imperial Guardsmen now litter the desert, their bodies already claimed by the shifting sands. This time, however, the Cadians would not have to brave the Chaos guns alone, for regimental command had sent reinforcements. The signal to march was preceded by a thunderous artillery barrage and, as battle tanks rumbled forward and Valkyries screamed overhead, Commissar von Blacke drew his sword and ordered his men to advance.

Set-up

- This mission is played lengthways across a table split into three equal sections.
- The section at one end of the table is the Chaos Space Marine deployment zone.
- The Chaos Space Marine player sets up the terrain, making sure to set up a suitable barricade defence line to protect his deployment zone.
- The Chaos Space Marine player then deploys any of his Heavy Support, Troops and HQ choices in his deployment zone. The rest of his army is in reserve.
- The Imperial Guard player deploys his forces up to 12" from the opposite table edge, placing any of his forces into reserve that he chooses.

- The Chaos Space Marine player gets to take the first turn in this scenario.

Victory Conditions

At the end of the game the Imperial Guard wins if he has any scoring units in the Chaos Space Marine deployment zone, as are defined in the Warhammer 40,000 rulebook. Any other result is a win for the Chaos Space Marines.

Game Length

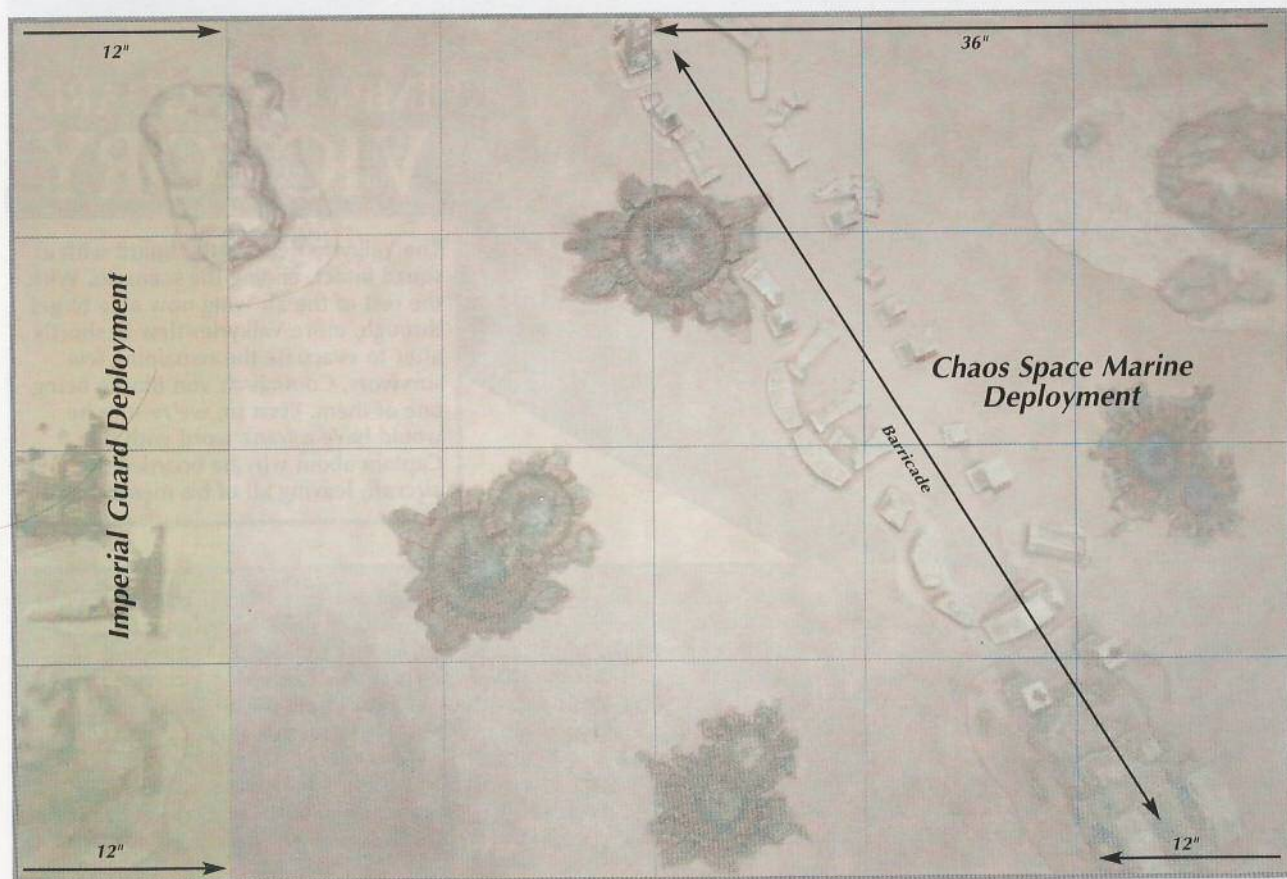
The game lasts a random number of turns as detailed in the Warhammer 40,000 rulebook.

Scenario Special Rules

Lightning Blitz: The Imperial Guard are attempting to blitz the enemy and breach their defences as quickly as possible. The Imperial Guard can choose up to six Fast Attack choices in this game.

Heavily Defended: The Chaos Space Marines have had time to dig in and bring their heaviest armaments to secure the site. The Chaos Space Marines can choose up to six Heavy Support choices in this game.

Defensive Perimeter: To represent the defensive perimeter the Chaos Space Marines have established, Imperial Guard units that outflank may not enter the board along the Chaos deployment zone.



SLAUGHTERERS OF SKARLOW



Nick: I've faced Imperial Guard armies many times before, and I've had mixed luck: sometimes I've been beaten by Turn 2... and other times I lasted until Turn 4! It's those accursed tanks that always do for me, and now that Imperial Guard armies can field more than ever before, our plan just had to centre around getting rid of them. Two Defilers, a Vindicator, a lascannon-toting Predator, three

Obliterators and a Land Raider should do the job just nicely, I hope!

Now all I have to do is pray to the Chaos Gods and hope the dice curse that seems to hang over me and Chris doesn't continue...



Chris: My second battle report in two months, but I've got to play against my favourite army, the Imperial Guard. Curses.

Picking our Chaos force was a toughie as we needed to stop the Imperial Guard from penetrating our defences, so lots of troops were required plus some extra Heavy Support as we were allowed double the amount.

To hold off the followers of the false god, we went for several squads of Chaos Space Marines, their job was to stay back and pick off any stragglers that managed to break through. We also took Chaos Terminators, there to take the fight into the heart of the enemy army.

BLACK LEGION CHAOS SPACE MARINES (3500 points)



ONCE MORE INTO THE BREACH



Robin: In this game I will be assisted by none other than Jervis Johnson. I will take command of the right flank, spearheading the charge with Commissar von Blacke as Jervis marshals our forces on the left with the Company Commander. This will give me control of, amongst other things, several Infantry Squads and a mighty Leman Russ squadron that will lumber forward and destroy

anything foolish enough to get in its way. The Infantry Squads will form into a larger combined squad, the better

to weather the sheer amount of bolter fire the Black Legion will doubtlessly be throwing their way, as well as to focus the amount of firepower they can dish out. Led by a Commissar I was confident that this squad would keep running in the right direction. My Heavy Weapons Teams will attempt to clear their path of any 'obstructions' whilst a Platoon Command Squad will be right behind them, issuing the 'Move! Move! Move!' order to help them cover the killing ground as quick as possible. If, despite all this careful planning, the forlorn charge does start to falter then we'll still have an ace up our sleeves as we can use our Valkyries to surge forward and deploy troops directly into the heart of the enemy defences.

CADIAN IMPERIAL GUARD COMPANY (3500 points)



Commissar Von Blacke with power weapon and plasma pistol



Primaris Psyker



Company Command Squad with regimental standard, vox-caster, medi-pack, plasma gun, Astropath, Master of the Fleet, Master of Ordnance and Bodyguard



10 Storm Troopers, Sergeant with power weapon two Storm Troopers with grenade launcher and flamer.



Special Weapons Squad with 3 sniper rifles



20 Conscripts with Priest



5 Ogryn with Bone 'Ead



Leman Russ Demolisher



Leman Russ squadron



Scout Sentinel squadron with lascannon and two multi-lasers



Chimera (Ogryn Squad)



Chimera (Infantry Squad)



Infantry Squad with vox-caster, grenade launcher and lascannon



Infantry Squad with vox-caster and flamer



Platoon Command Squad, officer with power fist, medi-pack, vox-caster, platoon standard and meltagun



Infantry Squad with vox-caster, flamer and missile launcher



Infantry Squad with vox-caster, plasma gun and lascannon



Infantry Squad with vox-caster and grenade launcher



Infantry Squad with vox-caster and grenade launcher



Infantry Squad with vox-caster, meltagun and missile launcher



Infantry Squad with vox-caster and meltagun



Platoon Command Squad, officer with bolt pistol, vox-caster, platoon standard and meltagun



Heavy Weapons Squad with missile launchers



Heavy Weapons Squad with lascannons



Heavy Weapons Squad with heavy bolters



Heavy Weapons Squad with mortars



Ordnance Battery with 3 Basilisks



Valkyrie



Valkyrie



Valkyrie

Von Blacke was running on pure adrenaline, and the sound of his blood thumping in his ears was so loud that the battlefield sounded muffled and distant. He paused at the lip of the crater, wiping blood from a cut above his eye and trying to catch his breath. They were almost there, he thought, just one last sprint. He could see bright muzzle flashes from the broken pillars up ahead and brilliant lascannon shots that were trying to pluck Valkyries out of the sky. His gaze was suddenly drawn to the ruins; they were transformed into a broiling fireball as the artillery batteries found their mark once more. Before the smoke had cleared or the blasted debris had settled, the Commissar was up and charging once more. As he ran he roared a battlecry, and even over the din of war he could hear that his men roared it with him.

Forlorn Charge: TURNS 1-2

The Chaos Space Marines had the first turn and set about shoring up their defensive line. Those forces that did advance moved in a two-pronged formation. In the south the Defiler and Vindicator travelled towards the Imperial Guard. In the north, Chaos Space Marine Squads hedged forwards.

The Imperial Guard were more decisive and moved forward almost en masse with only those occupying the west buildings staying put. The tanks trundled forward ready to engage as soon as they were in range.

After a rather meek start, the Chaos forces took a more aggressive stance with the arrival of the Furies, Obliterators, Chaos Bikes and Raptors. The Obliterators immediately made their presence felt by destroying the Demolisher's turret.

With the forward elements of both sides rushing to meet each other, the Berzerkers encountered Commissar von Blacke's Infantry Platoon and immediately engaged it in combat. The Khorne warriors cut through the infantry, killing nine. The Guardsmen hit back but could not wound

them. Despite the slaughter, the Guardsmen remained thanks to von Blacke's steely courage.

In the Imperial Guard's second turn the Leman Russ squadron continued to advance slowly. The Valkyrie screamed past from the west, heading towards the Chaos lines. The Shooting phase was just as deadly as the previous turn, with the Basilisks targeting the Noise Marines and Chaos Space Marine squads on the central portion of the defence line. This time Chris and Nick made better saving throws, although one of the Chaos Bikes was also caught in the blast.

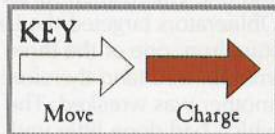
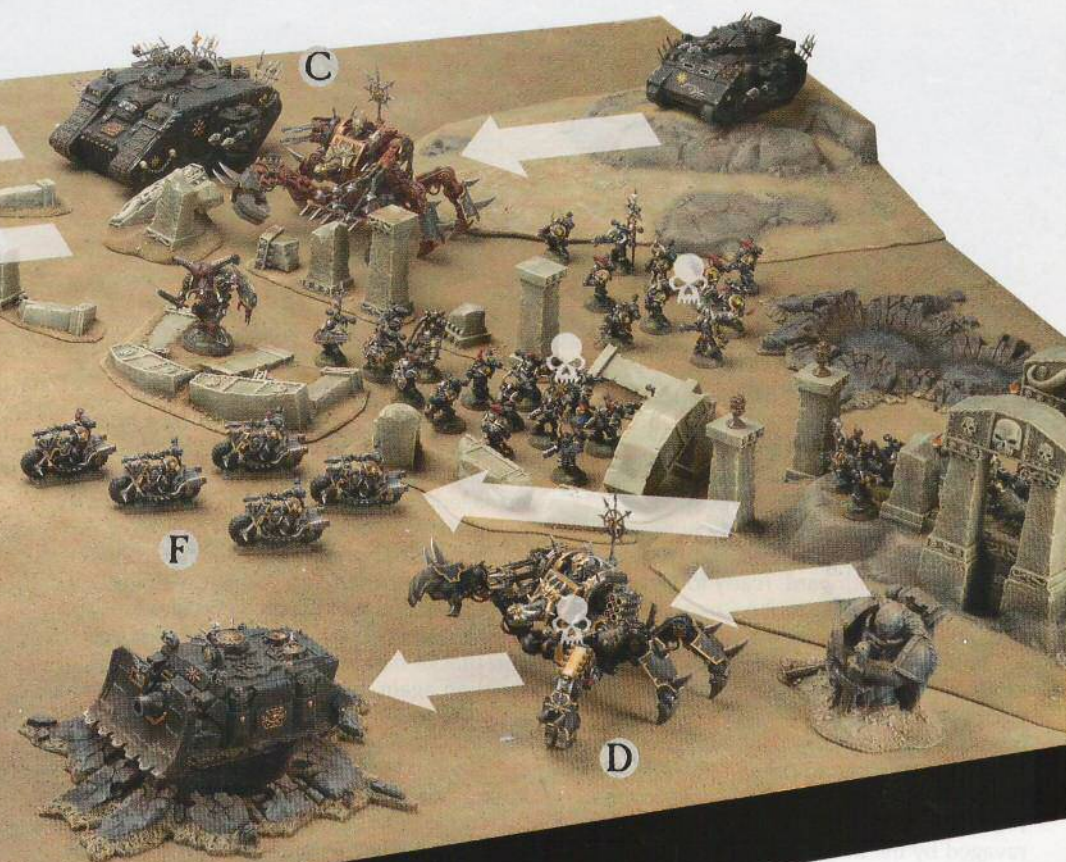
In the Assault phase the Ogryns, who had disembarked from the lead Chimera, charged into the Raptors and Chaos Space Marines positioned close by. Both sides scored plenty of hits but the armour saves kept them both in the fight. In the Berzerker fight another four Guardsmen were removed as casualties, but the Chaos Space Marines lost two as von Blacke's rhetoric and merciless hacking on the ancient power armour began to take its toll. The Guardsmen still lost but stayed in the combat.





ORDNANCE, AT MY COMMAND

The Imperial Guard's first artillery round was devastating. The Ordnance Battery fired its shells and they landed amongst the rearmost squad of Chaos Space Marines holding the line. The Chaos Space Marines went to ground but even so had 19 saves to make for 10 models. Chris' cover save rolls were poor and the entire squad was wiped out. To add insult to injury the Master of Ordnance then called down a barrage that hit the southern squad of Chaos Space Marines, killing seven of their number in the massive artillery blast.



Annotations

- A** The Defiler hits the Heavy Weapons Teams on the hill with its battle cannon. The teams go to ground to try and get a save, but a lascannon team is destroyed. In the following turn Robin issues a 'Get Back in the Fight' order which immediately returns to normal, so they can then shoot as normal.
- B** In Turn 1 the Heavy Weapons Teams ensconced in the buildings in the south-west unleash three krak missiles at the Chaos Dreadnought, which tear it apart.
- C** In Turn 2 the Land Raider fires across the board at the Leman Russ squadron. It penetrates the thick armour on one of the battle tanks and stuns it. However, because it is part of a squadron the result is ignored.
- D** The Leman Russ squadron targets the southernmost Defiler in Turn 1. The vehicle explodes, rocking the nearby Vindicator, as it is pummelled by three battle cannons and lascannons. In Turn 2 they focus on the Chaos Vindicator but can't penetrate its front armour.
- E** The Daemons arrive in Turn 2 and immediately set upon the Conscripts. The young Guardsmen flee from the horrors.
- F** The Chaos Bikers turbo-boost onto the battlefield from the eastern edge, heading straight for the Guard.
- G** One of the Valkyries maintains a slow velocity so it can fire its lascannon into the side armour of the Chaos Vindicator.
- H** The officer orders the platoon to fire on the Daemons, hitting them with 42 las shots and banishing them.

Forlorn Charge: TURN 3



Officer of the Fleet

In the previous turn, the Officer of the Fleet had thwarted Chris and Nick as they tried to get the Chaos Lord on the table. This turn they needed to roll a 4+ (normally 3+) to get them on the board, but failed again. The warships above were exchanging fire with the Chaos Lord's vessel, keeping his attention away from the battle raging below.



Turn 3 saw the Chaos forces reacting to the heavy shooting they had already sustained and trying to capitalise on the few victories they'd achieved in combat. The Bikes sped forward across the table, deftly jumping over the interceding terrain. The Defiler also scrambled forward, ready to give supporting firepower to the Chaos squads making headway along the north flank.

In the Shooting phase the Noise Marines let loose with their fantastical weapons, slaying five of the Guardsmen from the leading north flank platoon. The Defiler's battle cannon shell landed in the middle of the Infantry Squad escorting the Primaris Psyker. The whole squad was ravaged by the blast, with only the Psyker and one Guardsman surviving. The Obliterators targeted the Leman Russ squadron, one of the three was immobilised (and therefore destroyed), and another was wrecked. The Chaos Predator, which had done little until this point,

unleashed its lascannons at the closest Valkyrie. The energy bolts punched a hole through its hull and it fell from the sky a burning wreck. The Infantry Squad inside managed to jump out at the last minute, although one died in the rapid exit.

The Assault phase was equally tense as the Bikes careened into combat with the Berzerkers and von Blacke's squad. Another seven Guardsmen were killed and von Blacke had to perform the ultimate sanction again, by shooting the Sergeant to keep the squad from fleeing. The Ogryns did not fare any better and were slaughtered by the combined might of the Raptors and Chaos Space Marines.

The Imperial Guard were caught on the back foot as they entered Turn 3. At the approximate mid-point of the game they were being stalled and were still some distance away from the Chaos defence line. Reinforcements made a timely arrival in the guise of the Sentinels and the third Valkyrie. They both arrived on the north

MOBILE ASSAULT

Jervis knew he needed to get moving. So in an inspired sequence he embarked the Infantry Squad that had jumped out of the crashed Valkyrie into the Chimera vacated by the Ogryn. This then spurred forward as fast as it could go. It tank shocked through the Raptors, killing one under its treads in a failed death or glory attempt and crashed through the barriers into the Chaos defence line. A textbook use of a transport to get to your objective!



flank of the table; the Sentinels close to where the Ogryns had been wiped out, the Valkyrie hovered in the Chaos deployment area near the Chaos Predator. The aircraft then fired with its hellstrike missile into the side of the Predator, destroying it with ease. The other Valkyrie flew low over the Chaos line and the Storm Troopers grav-chuted out of the aircraft to land close to the Noise Marines.

The shooting started with the Basilisks firing their ordnance again, the remaining Defiler was targeted and utterly destroyed. The lone Leman Russ fired at the Vindicator with its battle cannon but the shot scattered behind the vehicle into Commissar von Blacke's ongoing combat. A Guardsman was killed in the blast but so was a Chaos Bike, and the Berzerker Champion. The Noise Marines were hit by the Storm Trooper's hotshot lasguns, killing three of the Slaaneshi Marines.

Combat proved equally intense as the Chaos-led assaults earlier. The Platoon

Command Squad joined von Blacke in the fray with the Bikes and Berzerkers. It was enough to tip the balance as the traitors were all killed, the Commissar himself finishing off the last Khorne Berzerker. With a resounding cheer the squads consolidated forwards towards the Chaos line. The Sentinels followed suit and

“ Von Blacke had to perform the ultimate sanction again. ”

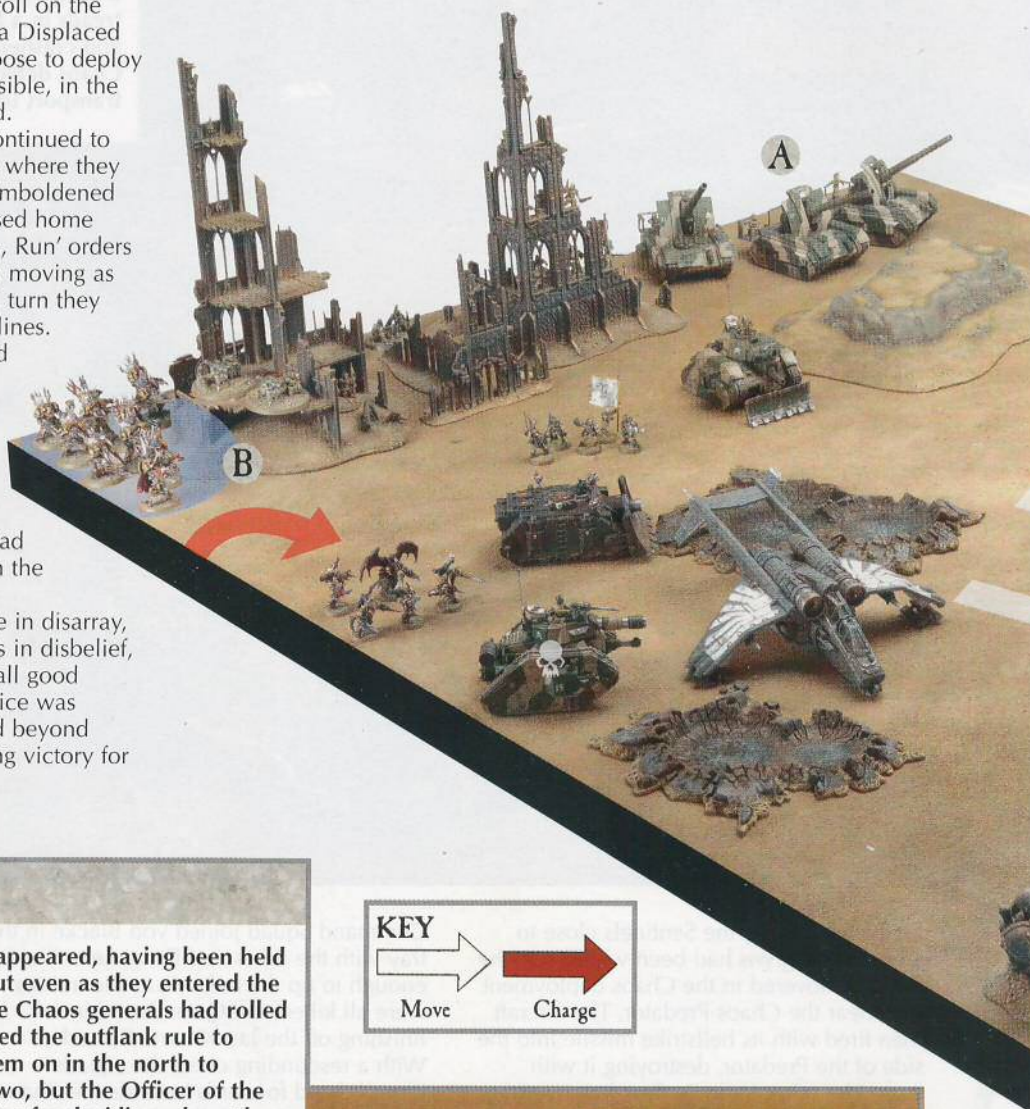
assaulted the Raptors. The Chaos assault troops had already been severely depleted by the Ogryns and so the Sentinels had no trouble wiping out the last few before moving closer to the Chaos line. Pressure was now on Nick and Chris to turn the game around, but with the Chaos Terminators still held in reserve, anything was possible.

Forlorn Charge: TURNS 4-5

The Chaos Lord and his Terminators finally managed to Deep Strike in, but disaster struck as they were placed in the centre of the board and then scattered outwards to land on a Chimera. This meant a roll on the Deep Strike Mishap table, getting a Displaced result. Robin and Jervis wisely choose to deploy them as far from the action as possible, in the south-west corner of the battlefield.

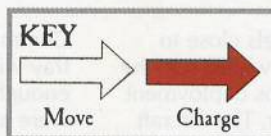
The dwindling Chaos forces continued to fight back, picking off Guardsmen where they could. The Imperial Guard were emboldened by the Chaos misfortune and pressed home their attack. Robin used 'Run, Run, Run' orders on von Blacke's squad to get them moving as fast as possible and so on the final turn they broke through the Chaos defence lines. Imperial Guard shooting continued to be effective. The Storm Troopers concentrated their fire with the other lead platoon on the Daemon Prince, and sent it back to the Warp. The Chimera on the north flank lodged itself in a crater so the Imperial Guard squad inside disembarked and fired upon the Noise Marines killing them all.

The Chaos Space Marines were in disarray, Chris and Nick shaking their heads in disbelief, started turning on each other like all good Chaos commanders should! The dice was rolled to see if the game continued beyond Turn 5 but a 1 was rolled, signalling victory for the Imperium.



THE POSSESSED

On Turn 5 the Possessed finally appeared, having been held up by the Officer of the Fleet, but even as they entered the board they were flummoxed. The Chaos generals had rolled Scouts for their ability and so used the outflank rule to deploy. Nick wanted to bring them on in the north to slaughter an Infantry Squad or two, but the Officer of the Fleet forced him to re-roll the dice for deciding where they enter the battlefield, deploying them onto the south flank. They assaulted the Leman Russ in frustration, destroying its battle cannon.



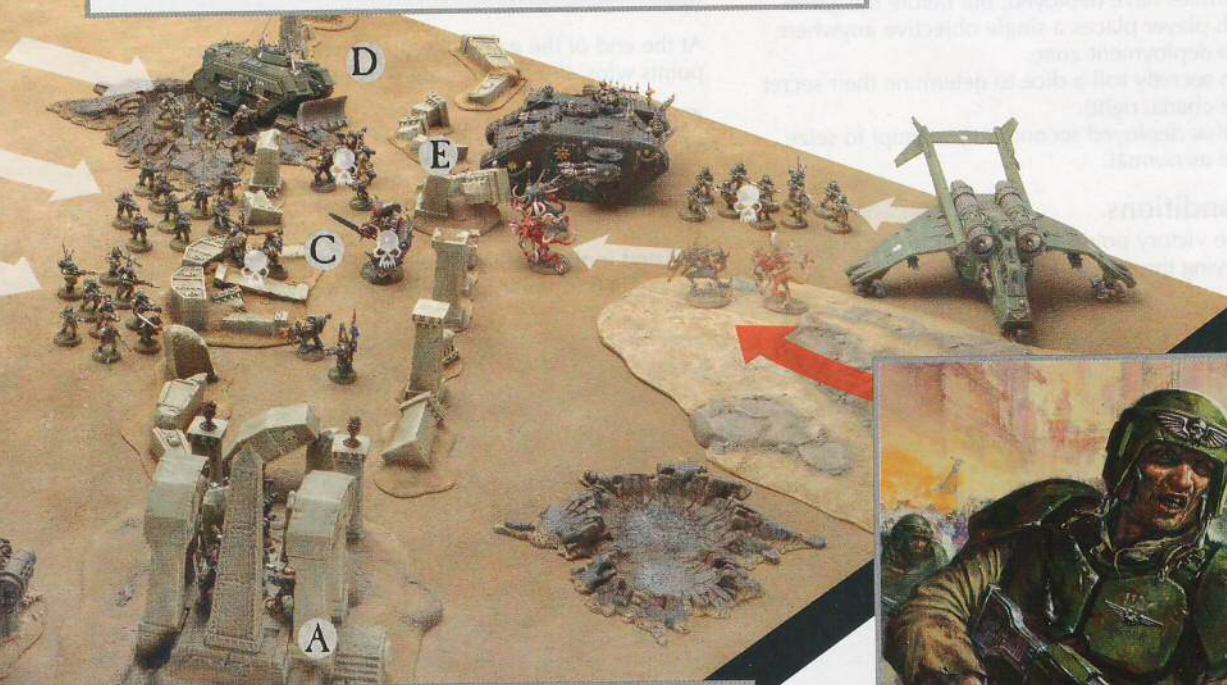
WAVE OF MUTATION

The Valkyrie in the north was targeted by the Land Raider in revenge for blowing up the Chaos Predator. Its lascannons spoke and the aircraft sank to the ground in an uncontrolled descent. The Infantry Squad inside leapt clear, although two were killed. Unfortunately for them, the Chaos Spawn finally made their appearance. They slithered onto the battlefield from the eastern board edge and immediately assaulted the survivors, before consuming them all.



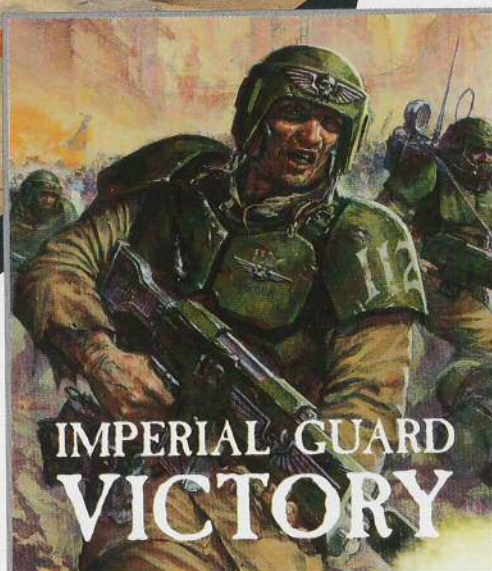
Annotations

- A** The Basilisks pound the ancient ruins in the final turns, trying to dislodge the Chaos Space Marines occupying it. But the Traitors hunker down, going to ground to get a healthy cover save, keeping them on the table but effectively out of the fight.
- B** The Chaos Terminators teleport onto the far end of the battlefield, out of any relevant action. Even so they fire upon the Heavy Weapons Teams in the buildings, causing numerous casualties.
- C** The Storm Troopers set about the Daemon Prince, their flamer hitting it and also killing two Noise Marines.
- D** The Sentinels concentrate their fire at the Daemon Prince, wounding it twice.
- E** Chaos Space Marine units fall back from the overwhelming firepower of the advancing Infantry Squads.



PRIMARIS PSYKER

The Psyker sensed the death of the poor Valkyrie passengers at the hands (and tentacles!) of the Spawn. He directed his Chimera towards the mutated monstrosities, unleashing a withering psychic storm upon them as soon as they were in sight. A lightning arc leapt from creature to creature, burning flesh and melting bone until only one gibbering beast remained.



An overwhelming victory for the Imperial Guard attained through concentrated firing, good use of orders and canny employment of transports. Commissar von Blacke led his squad into combat against some of the most bloodthirsty warriors in the galaxy and won, before taking his squad deep into the Chaos Space Marine-controlled zone.

SCENARIO 3: SURVIVAL OF THE FITTEST

The garrison world of Helixica has become the latest victim of Hive Fleet Leviathan. Battles rage across the blood-soaked battlegrounds, huge armies clashing in a grinding war of attrition. So far the influx of reinforcements into this meat grinder has been enough to hold the alien advance at bay but, unless the deadlock can be broken soon, the Imperial Guard will be overrun and Helixica lost. The honour of leading the decisive counter-attack has fallen to Lord Commissar von Blacke, hero of the Imperium. Rousing the First Born sons of the Vostroyan XIII heavy infantry, a veteran unit the Commissar has served with for several years, von Blacke marches to glory.

Set-up

- Both players set up terrain and deploy forces in the same manner as a Pitched Battle, as detailed in the rulebook.
- After both armies have deployed, but before the game begins, each player places a single objective anywhere in their own deployment zone.
- Players then secretly roll a dice to determine their secret mission (see charts, right).
- The player that deployed second may attempt to seize the initiative as normal.

Victory Conditions

Players receive victory points (VPs) for capturing objectives and for destroying the enemy as follows:

- Each enemy unit that has been destroyed +1 VP
- Each objective held by a scoring unit +D3 VPs
- Secret Mission, Varies (See below)

Imperial Guard Secret Mission:

- 1-2 Shoot the Big Ones:** The Imperial Guard player receives +1 VP for each monstrous creature he kills.
- 3-4 Hold at all Costs:** The Imperial Guard player receives +D3 VPs for holding his own objective.
- 5-6 Lead by Example:** The Imperial Guard player receives an additional +D3 VPs if the Lord Commissar ends the game in the enemy deployment zone (+D6 VPs instead if he is also within 6" of their objective).

Tyranid Secret Missions:

- 1-2 Destroy the Steel Beasts:** The Tyranid player receives +1 VP for each vehicle squadron he destroys.
- 3-4 Overrun their Defences:** The Tyranid player receives +1 VP for each unit that ends the game in the enemy deployment zone.
- 5-6 Kill the Prey-leader:** The Tyranid player receives +D6 VPs if the Lord Commissar is killed (+D3 VPs instead if he is wounded but still alive).

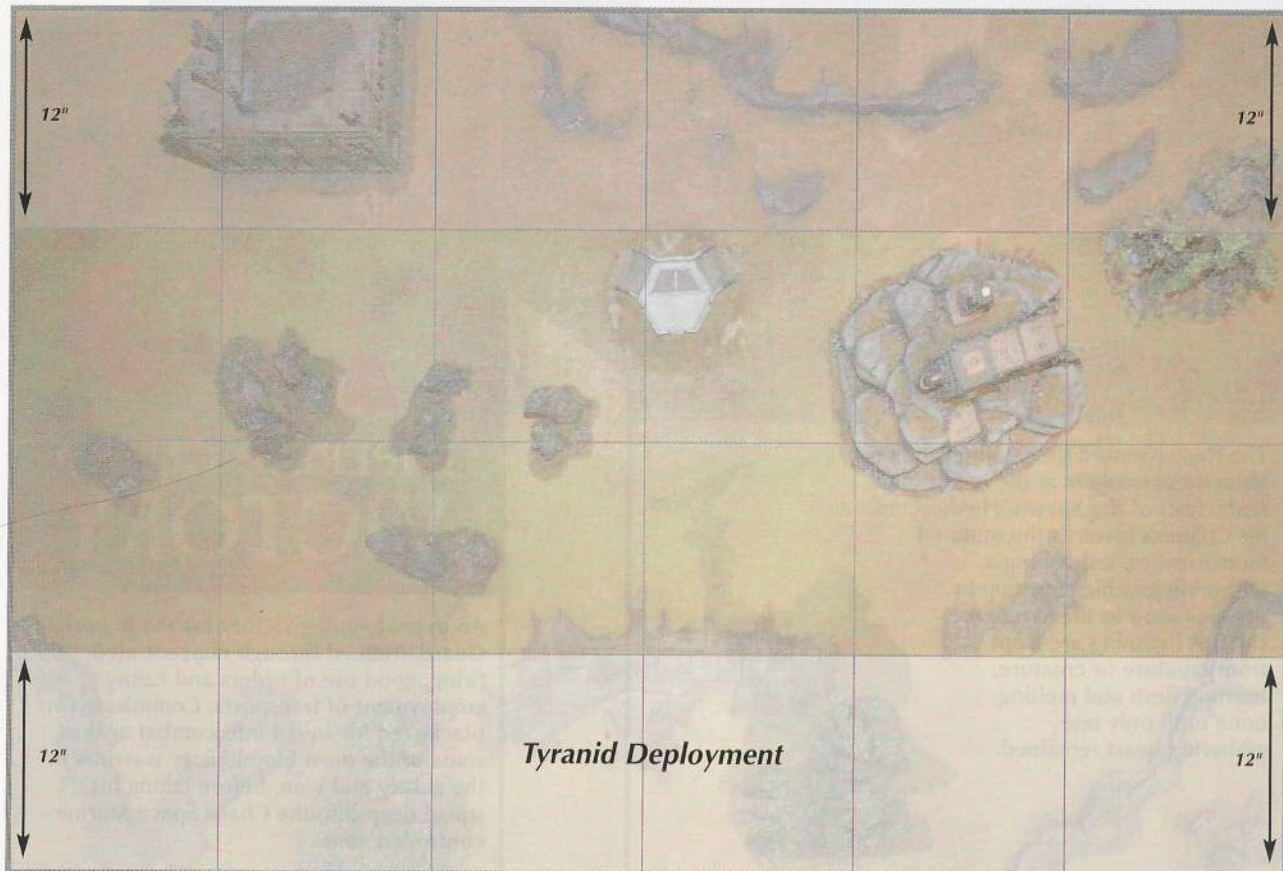
At the end of the game, the player with the most victory points wins. If the scores are equal the game is a draw.

Game Length

The game lasts a random number of turns.

Scenario Special Rules

The game uses all the standard special rules for scenarios as listed in the Warhammer 40,000 rulebook. Scoring units are defined in the Warhammer 40,000 rulebook.



MONSTERS ON THE MARCH



Phil: It's no secret that I love an alien horde like a tread-head loves tanks. However, this time I'm going to relinquish my beloved Gaunts and go to battle with the cream of the Tyranid army instead. After

all, I've always maintained there are many ways to gribble the foe into a digestion pool with the Tyranids, and it is against Robin's new Imperial Guard that I hope to prove it.

Because of this I've decided to go for a force of middleweight xenos, mainly Tyranid Warriors and Raveners, backed up by some monstrous creatures for tank-crushing duty. After all, the Tyranids really struggle with the super-tough, AV14 battle tanks of the Imperial Guard – well, right up until the point when a Hive Tyrant or Carnifex catches up with one and peels it open like a big steel kiwi fruit, that is.

To make sure my giant beasties can make it into the enemy deployment zone alive, my Tyranid warriors will be wreaking havoc with their bio-weapons. They cannot be instant killed, and though they may still take a pasting from Robin's infantry (got to love that new orders system) they can at the very least occupy their attention whilst my Genestealers, Lictors and Raveners burst from reserve into the thick of Robin's army. It's an old tactic, but it's a good one.



Hive Tyrant with venom cannon, lash whip and bonesword,
2 Tyranid Guard



2 Lictors



4 Tyranid Warriors with devourers and scything talons,
1 with barbed strangler



3 Biovores



4 Tyranid Warriors with deathspitters and scything talons,
1 with barbed strangler



4 Raveners



6 Tyranid Warriors with scything talons,
rending claws and leaping



6 Genestealers with scything talons,
extended carapace and scuttlers



6 Genestealers with scything talons,
extended carapace and scuttlers



6 Genestealers with scuttlers



10 Gargoyles



Carnifex with venom cannon, crushing claws,
bio-plasma and spore cysts



Carnifex with barbed strangler, scything
talons and adrenal sac

DEATH OR GLORY



Robin: In the grand finale I'll be going up against Phil Kelly and his Tyranid swarms. I've learnt from bitter experience that Tyranids are fast and sometimes you'll only get a single round of shooting at them. As such I

decided to field Veterans instead of Infantry Platoons. Their increased Ballistic Skill would mean that if I do only get one chance to pour on the fire, it won't be wasted. I decided to further upgrade my squads to Grenadiers. This would mean that they would all have carapace armour, allowing the squads to survive all but the worst of Phil's bio-weapons fire. As I wouldn't know what my bonus mission was until after deployment I wouldn't gear my army list towards fulfilling a single task, but a flexible army able to fulfil several roles. I decided to take a squad of Armoured Sentinels armed with lascannons and a Veteran squad with lascannon and plasma guns in case I rolled the 'Shoot the Big Ones' mission. The Lord Commissar would be accompanied by two squads of Veterans in Chimeras and a Hellhound, all of which will drive towards the enemy objective in case I got the 'Lead by Example' mission. These squads will have several flamer templates between them and I hoped they'd be able to burn large swathes of Phil's troops that would be defending his objective. Finally, I'd need to think about defending my own objective should I roll the 'Hold at all Costs' mission. A Veteran squad with sniper rifles and heavy bolter should fair well against any high Toughness critters like Genestealers and Raveners that I suspect Phil will try and use to take my objective, but I thought I'd better bolster my defences with a Leman Russ Demolisher and a Basilisk just to be sure. Confident that the Tyranids would be dying in droves to these behemoths' firepower I was sure that Phil would be targeting them as a priority, so I opted for a Techpriest Enginseer who would stay nearby to repair any damage they might sustain. With a large portion of my points already spent I selected units to support any of my army's other elements, planning to use them when and as they will be needed. A fifth Veteran squad will guard my flank, and a Company Command Squad's orders will give me the ability to enhance any of my squads. Finally I took a Leman Russ Battle Tank, bristling with heavy weapons.



Lord Commissar von Blacke with bolt pistol and power weapon.



Company Command Squad, officer with power fist, vox-caster, medi-pack, regimental standard and grenade launcher



Veteran squad with carapace armour, mortar and sniper rifle



Veteran squad with carapace armour, 2 plasma guns and lascannon



Veteran squad with carapace armour, Sergeant with plasma pistol and power weapon, plasma guns and 2 flamers



Veteran squad with carapace armour, 3 sniper rifles and heavy bolter



Veteran squad with carapace armour, Sergeant with power fist, 2 flamers and heavy bolter



Leman Russ Demolisher



Basilisk



Chimera with heavy stubber



Chimera with storm bolter



Hellhound



Leman Russ Battle Tank



Techpriest Engineer



Armoured Sentinel squadron with lascannons

Survival of the Fittest: TURNS 1-3



The Imperial Guard were meant to be starting this scenario, getting in another crucial round of firing before the Tyranids began their rapid advance. However, Phil blithely rolled a 6 to seize the initiative.

“ Von Blacke... was after the Tyranid objective. There just happened to be a Carnifex between it and them. ”

The Tyranids on the table surged forward as one, heading towards the Imperial Guard lines in the north. There was very little shooting, although spore mines were launched and landed amidst the Veteran squad on the northern hill,

killing two. Deathspitters from the Tyranid Warriors in the far west all but wiped out the Infantry Squads occupying the northern building despite a 4+ cover save.

On the whole the Imperial Guard remained stationary, the exception being Lord Commissar von Blacke and his squad of Veterans, which shot forward in their Chimera. Clearly von Blacke, now with a distinguished career, was after the Tyranid objective. There just happened to be a Carnifex between it and them. Alongside them, the Hellhound advanced at speed as well. It looped around to the east slightly and fired its inferno cannon down the advancing Tyranid line. Three Tyranid Warriors were cremated, while the Chimera and von Blacke's squad added to the destruction by slaying three more. In the far west the Leman Russ fired on the deathspitter-armed Warriors, killing two.

BRING IT DOWN

Robin issued the 'Bring it Down' order to the Veterans positioned on the north hill and nominated the Hive Tyrant as the target. This meant the squad had to target the Hive Tyrant but all shots counted as twin-linked. The squad fired and the Hive Tyrant stumbled back as it was hit. But its chitinous armour made the creature extremely tough and so it only suffered a single wound.



The second turn saw the Tyranids bolstered by reinforcements. A Lictor, two squads of Genestealers and the Ravens joined the fray. The Lictor was deployed in the west building while the Genestealers and Ravens were placed on the east flank. The Gargoyles flew around the terminal and landed close to the Ravens. With everything advancing Phil had left his objective unguarded. In the Shooting phase the creatures that could, used fleet to close on their human feast. The Carnifex in the east fired its barbed strangler at von Blacke's Chimera but this scattered back on itself. Angered by this, it rampaged forward to attack the vehicle with its crushing claws. However, the hulking creature missed and the speeding transport passed by. The Hellhound was assaulted by the Hive Tyrant but it also missed it and so both Imperial Guard vehicles broke

through the Tyranid line. The Lictor tried to go for the Lemman Russ but could not reach. The Veterans who had moved into the wood in the east were surrounded by the Genestealers and ripped apart.

Robin sought to take full advantage of the breach in the Tyranid lines. Von Blacke's Chimera sped directly south, heading for Phil's objective nestled at the edge of a wood. In the west the Veterans disembarked from their Chimera to shoot at the Lictor, but Phil made all its saves.

In the east the Basilisk landed a shell on the Genestealers, killing two. The Sentinels then kept the pressure on by assaulting in, killing a Gargoyle and two Genestealers but their claws could only scratch the hulls of the walkers.

At the end of the second turn the Imperial Guard, despite some early casualties, seemed to be in control.

Secret Missions

Robin rolled 'Shoot the Big Ones', which meant he'd score extra victory points for bringing down Phil's Hive Tyrant and Carnifex.

Phil's secret mission was 'Overrun their Defences' and so he'd get extra victory points for having scoring units in Robin's deployment zone at the end of the game.

At the start of the game both generals were unaware of each other's secret mission (*That's why they're secret!* – Ed).

The objective markers for each side were placed in their deployment zones.

Survival of the Fittest: TURNS 4-6

Annotations

- A** The Techpriest retreats to the relative safety of the building, only for the Carnifex to crash through the wall and consume him.
- B** The Chimera picks off the last of the Tyranid Warriors to claim the victory point.
- C** Before it is destroyed by a brood of Genestealers, the Leman Russ targets the Biovores. It kills two and sends the last one scuttling across the battlefield in search of a synapse creature.
- D** The Carnifex kills the last of von Blacke's brave squad of Veterans. It then moves on to destroy the Chimera as well.
- E** The leaping Tyranid Warriors finish off the Basilisk but one is destroyed in the resultant explosion.
- F** The Veteran Squad destroys the Lictor with their flammers. They wound the Tyrant but are then assaulted by the Carnifex. They fight well and the Sergeant wounds the creature with his power fist. The combat is then joined by the west-flanking Genestealers, who tip the balance heavily to the Tyranid side.
- G** The Raveners join the fight against the Sentinels and eventually overcome the walkers but only after losing two Wounds themselves.

The Tyranids closed on the Imperial Guard lines in the north. The Leaping Warriors made their way around the terminal and then into combat with the Veterans on the hill. The Carnifex in the centre of the table changed direction and headed back towards von Blacke. However, Phil hadn't left his objective as unguarded as Robin first thought. A Lictor had been waiting in the jungle canopy and it landed in front of the Lord Commissar.

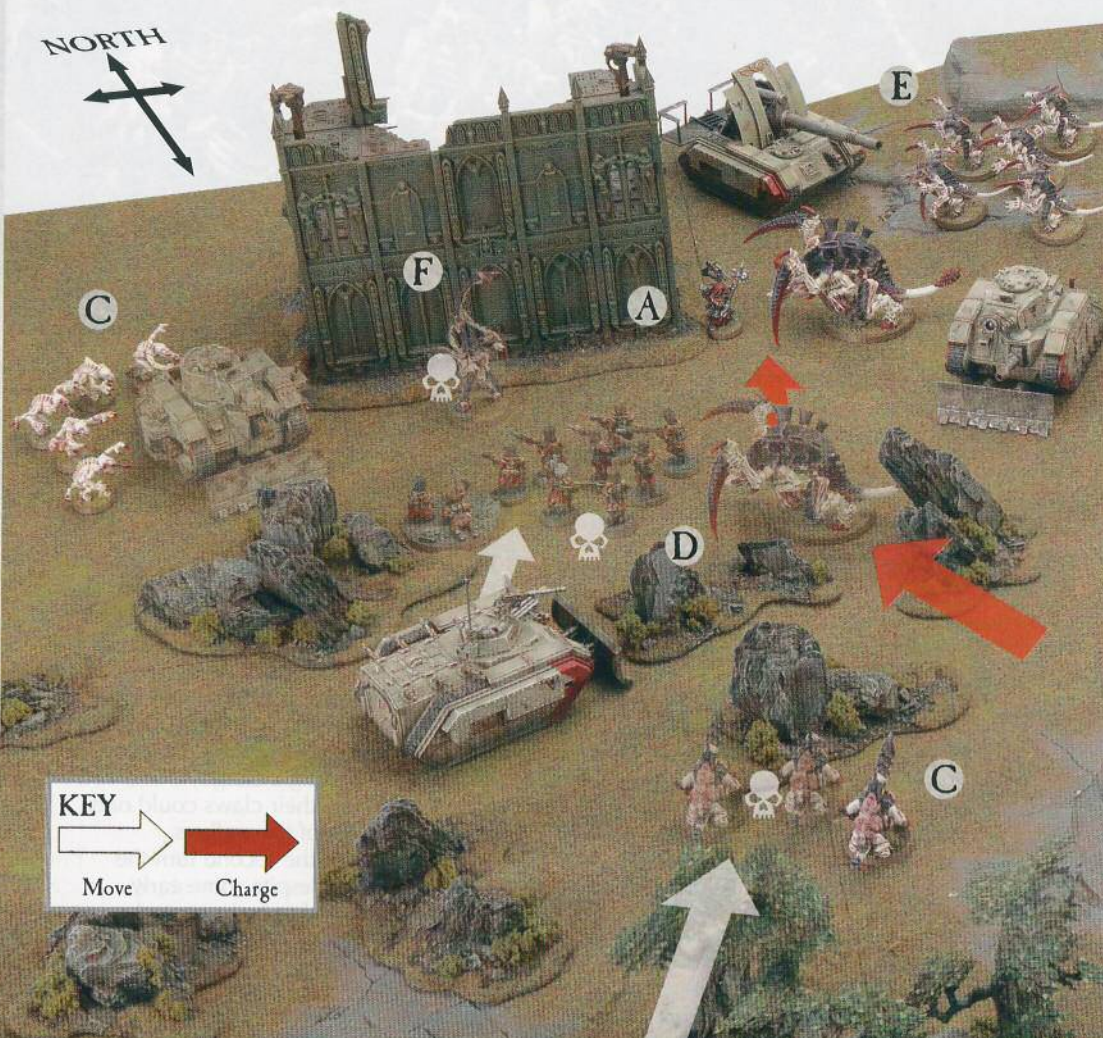
The unengaged Genestealers assaulted into the fray with the Sentinels but they couldn't swing the combat for Phil either. The Sentinels constantly kicked out with their mechanical legs and by the time the combat had ended all the Gargoyles had been destroyed and two Genestealers were sent fleeing.

As the battle entered into its later phase the Tyranids began to get the upper hand as their assaults started to overwhelm the Guard which left less units to shoot in their respective turns. The Hellhound spun around and headed north towards the edge of the terminal. It became wedged between the forest and the terminal but still had

enough range to engulf the leaping Warriors in flame, killing two of the beasts.

On the other side of the battlefield the remaining unit of Genestealers made an appearance and set about the Leman Russ, efficiently shredding the hull and the crew inside. The Hive Tyrant thundered down the centre of the battlefield and ripped apart the Basilisk before it could fire again.

The Imperial Guard units had inflicted a devastating tally on the Tyranid force, but were now few and far between. As the game came to an end Phil had his last two Genestealers and a single Tyranid Warrior in Robin's deployment zone. Robin had guessed Phil's mission by then and so tried to kill off the last scoring units with any gun he could bring to bear. The Chimera managed to take down the Tyranid Warrior, and the heavy bolter on the Hellhound proved to be Robin's salvation as it wounded both Genestealers. The Genestealers went to ground, but Phil failed his cover saves. The Imperial Guard had prevented Phil claiming their objective and their secret mission. Even so, it was clearly a Tyranid victory.



KEY





Lord Commissar von Blacke had located the Tyranid objective, a synapse node. But as he was preparing its destruction a Lictor detached itself from the forest canopy to attack the mighty hero. His loyal squad of Vostroyan Veterans leapt to the Commissar's defence, but von Blacke was at the forefront of the fight, unperturbed by the alien monstrosity before him. Power sword met flesh hook in a titanic duel that saw the Commissar wounding the creature first. Vostroyans died all around him as the creature's scything talons sliced through human flesh. The Commissar then parried a little too late and a flesh hook imbedded into him. It was all the Lictor needed and it decapitated von Blacke with its slicing claw. The outraged Vostroyan Sergeant immediately avenged the Commissar by squeezing the life out of the creature with his power fist. But it was too late; the Imperium had lost a great hero.



Tyranids.....	14
Imperial Guard.....	9

No secret missions achieved nor enemy objectives claimed.

TO THE LAST MAN



Robin: The opening game was very tense and extremely close. As the game progressed the body count was rising rapidly and the Valkyrie was still nowhere to be seen. If it hadn't showed up when it did, or if there had been another turn, I'm not sure that any of my squads would have survived. It shouldn't be forgotten that I also had some great luck. First of all a demolition charge, a weapon

that has the potential to backfire spectacularly, landed straight on target blowing most of a Necron squad to pieces. Then Chad failed a crucial Morale test and a large number of Necron Warriors crept back into the jungles. However, Chad's gamble in the final turn proved to be the break I needed as the Valkyrie managed to shrug off the Necron firepower. Battered, but not broken, the aircraft took off, the Company Commander safely on board.

The next chapter of von Blacke's career was no less bloody, with carnage aplenty. The accurate bombardments of the Basilisks and the sheer volume of firepower from the Leman Russ squadron carved up large portions of the Chaos Space Marine army. The Valkyries were no less effective, swooping down to smite enemy battle tanks and even the Daemon Prince. The unsung heroes of the game were the Regimental Advisors, however. The Astropath and Officer of the Fleet allowed our own reserves to get into the fight earlier and delayed the deadly Terminators from entering the fray until late on in the game. Then, to add

insult to injury, they scattered and narrowly avoided getting sucked into the Warp. The game had several moments of heroism, such as the Commissar leading his troops over the enemy defence lines, and the Company Command Squad charging down a massive Obliterator. There's something about normal men defeating the odds that makes you proud to be a Guardsman.

It's becoming a bit of an in-joke between Phil and I in that in every game of 40K we've played the opponent has always managed to seize the initiative. The final game proved to be no exception. With my army caught wrong footed I ended up on the defensive and Phil took full advantage. The opening salvo from the Tyranid Warriors was utterly lethal – I'll never underestimate the Tyranid Shooting phase again. Phil then showed his tactical acumen and simultaneously assaulted my flanking Veterans and the Armoured Sentinels, thereby tying up my heaviest firepower. This allowed his monstrous creatures to rampage through my lines mostly unhindered. When the Company Commander ran off the table I was depending on von Blacke to redeem some honour. I managed to recover from the initial onslaught fairly well and with a Leman Russ laying down a consistently impressive amount of firepower I punched a hole through Phil's lines. The Hellhound then reaped its revenge and the Lord Commissar set about securing the objective. Unfortunately there was another Lictor lying in ambush for him – they do get everywhere. A mighty combat ensued but alas, the Lictor assassinated von Blacke. Still, the Lord Commissar died a hero's death, leading from the front until the very end.



COLONEL CRUDDACE'S FIELD COMMENDATIONS (POSTHUMOUS)

Man of the Match (Game 1)

The Company Commander was the lynchpin of the Catachan defence. His orders were instrumental in holding off the Necrons, directing their firepower and keeping my squads in the fight. This was aptly demonstrated when the Wraiths breached the perimeter and were moments away from slaughtering the defenders inside. A few barked commands later and the Infantry Squad on the balcony opened up with a lethal torrent of fire that hammered the Wraiths into dust.



Unit of the Match (Game 3)

The Armoured Sentinels were nothing short of fantastic. Though they were supposed to be hunting Phil's monstrous creatures, they were instead defeating the Tyranids in close combat! The aliens just couldn't get through the thick front armour and the Vostroyan Sentinel pilots did a great job of crushing the Tyranids underfoot. They stamped, kicked and battered their way through a brood of Gargoyles and almost two units of Genestealers before their luck finally ran out.



KILL ALL HUMANS!



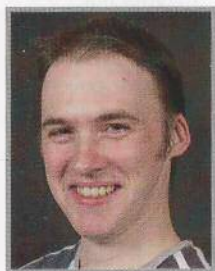
Chad: Looking back I like to think that my overall tactics were fairly sound. I was quite lucky with my reinforcement rolls and the scatter dice were definitely in my favour when it came to their deployments.

The worst setback I suffered, besides moving slowly through the difficult terrain at every opportunity, was the devastating effect of the demolition charge early in the game.

Both my Wraiths and Scarabs did their jobs well, although the Wraiths did not make it to the Company Commander. I was concerned at first that the various

Sentinels would prove to be a thorn in my side but the Necron Warriors managed to hold their own without the benefit of disruption fields. If there was anything that I wish I'd done differently it would have been to concentrate more of my firepower on the Valkyrie once it arrived, rather than relying solely on the Necron Destroyers to prevent its escape.

All told, the scenario played out as I thought it might: in a very cinematic manner with a lot of suspense. Although I was unsuccessful in preventing the Commander's escape, I got a great deal of satisfaction at seeing the Necron hordes overrunning the ruined walls and reaching out with metallic hands to grab at the Valkyrie hatch as it slammed shut in the nick of time.



Chris: Curse them! How did I managed to lose so badly, I was using Chaos of all things; clearly the eyes of the gods were looking elsewhere. And having our unit of 10 Terminators with a Lord misplaced due to a mishap was icing on the cake. I mean, how many 1s and 2s can one man roll? In true Chaos fashion I shall blame everything and everyone else, rather than accept the

blame myself. Hang on a minute, my arm is turning into a tentacle, and I've got a foot popping out of my head. By Tzeentch's beak, I'm turning into a Spawn!



Nick: Oh, Dice Gods, how have I offended thee?! I lost count of how many 1s we rolled, and how many saves and cover saves Robin and Jervis made.... Like Peachy says, losing the 10 Terminators to a poor Deep Strike and the Possessed to a bad outflanking roll cost us heavily, but we may have underestimated just how many Guardsmen there were. It seemed like no matter how many we

killed, there were always more to replace them! Oh well, if you can't beat them, join them... now, where's that Catachan Green paint?

Unit of the Match (Game 2)

One squad seemed to shine above all others, the humble Imperial Guardsmen of the large combined Infantry Squad. This unit took horrendous casualties as it advanced the length of the board. Khorne Berzerkers, Chaos Bikers and even stray battle cannon shells all took their toll, but the large squad just soaked up the punishment and, under the stern eye of Commissar von Blacke, they never once faltered. They survived through it all and finally breached the Black Legion's defence line. Glory to Cadia!



“(The Sentinels) were... defeating the Tyranids in close combat.”



Phil: Ah, how I love to kill all humans. I think the now-traditional seizing of the initiative that typifies games between Doc Robin and I was the most important dice roll by a long margin. It meant that I got into combat with one less battering from Robin's terrifyingly extensive Shooting phase, and that my reserves were able to get stuck in nice and early (bless those Lictors).

The good doctor gave me a nasty shock when, after my monstrous creatures assaulted three of his tanks in a single turn, he drove past at speed with little more than badly scratched paintwork. Robin's Chimera then disgorged its passengers onto my undefended objective (true Tyranid players prefer to ignore all that defending nonsense), and if it weren't for a Lictor camouflaged as a big spiky tree in the woods, the Lord Commissar's daring gambit would have paid off big time.

It was cool to see the Imperial Guard haring around the battlefield, spraying firepower left, right and centre. The armoured Sentinels were a major thorn in my side too. In the end, though, my flank-and-envelop strategy paid off, and my gribblys stormed into Robin's army. My secret mission was to get my beasties into his deployment zone, and I would have got away with it if it hadn't been for the Chimera and the Hellhound, but I managed to score enough victory points to win all the same. All hail the Great Devourer!

STANDARD BEARER



Avatar of the Dice Gods, Jervis Johnson, strides across the battlefields of the Studio, the forces of fate and fortune his to command. Well, the forces of misfortune at least. This month Jervis has been pondering the nature of luck.

A few months ago I received a letter from a psychologist called Dr Ian Baker. 'Gulp,' I thought, 'they're on to me,' as I hastily started to plan my getaway. Fortunately (or not, depending on your point of view) Ian wasn't too worried about my sanity. Instead he was writing because he'd read a Standard Bearer article I'd written, and was wondering if I'd like to meet in Bugman's Bar to talk about Jungian archetypes in wargaming, no less. How could I refuse such an offer!

It turned out that Ian was both a lecturer in psychology and an enthusiastic hobbyist. As an aside, one of the real pleasures of my job is the opportunity it gives me to meet people from all walks of life and from all around the world, but with whom I share a common interest. It's taught me that no matter where we come from, or what our political or religious views, we're all united by the language of our hobby. But I digress. Returning to Ian, once we had exhausted the subject of Jung our conversation turned to the hobby in general, until finally (I can't remember exactly how) we got on to the subject of luck in wargaming.

From experience I know that this is a subject close to the hearts of many wargamers, and not a few real-life generals. Napoleon, arguably the greatest general of all time, is reputed to have said when told about the tactical skill of a new subordinate 'But is he lucky?' While General Eisenhower, the supreme allied commander in Europe in WW2, said '[Lucky generals] win battles, and they make me lucky...' Whether these quotes

are true or not, I think most wargamers would understand the sentiment. Tournament players will tell you that being a strong player will constantly get you into the top ten, but you need some good luck to win. And we all know players that have a reputation for having either spookily good or cursedly bad luck.

However, where wargaming is different to real-life combat is that we have very visible and concrete things to look at and blame our good or ill fortune upon. I refer, of course, to those cubes of triumph and despair, the humble six-sided dice. I doubt there is a player alive who hasn't at some time cursed the dice he's using – former games developer Andy Chambers used to literally throw away dice that performed badly, zinging them across the Studio and

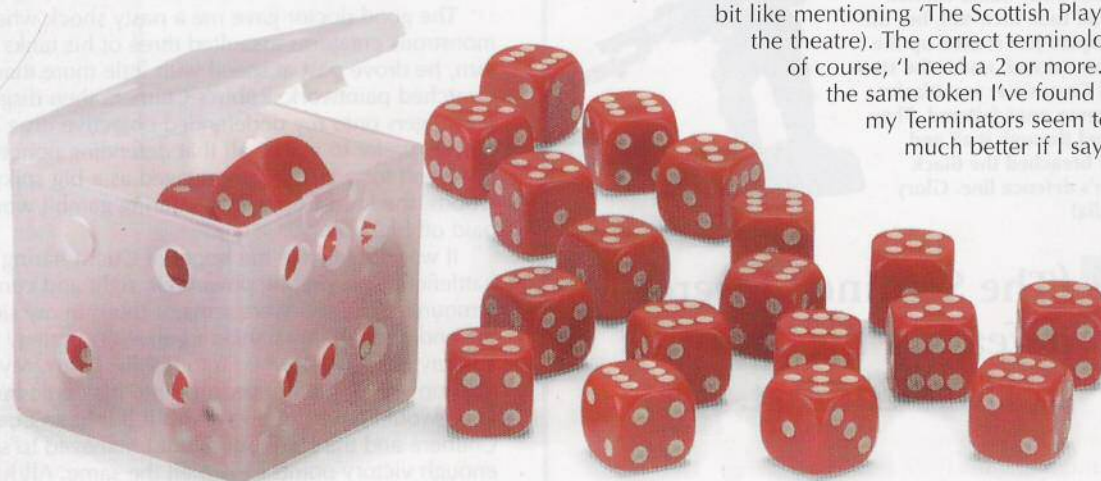
making the members of the White Dwarf team duck for cover!

I must admit that sometimes I think I should do the same thing, for within the Studio I have a reputation

“Lucky generals win battles, and they make me lucky...”

– General Eisenhower

for being a rather unlucky player, at least where dice rolling is concerned. A particularly fine example of this are the poor old Terminators in my Space Marine army who, if anything, seem to suffer a higher casualty rate than their cousins in power armour, thanks to my wonderful ability to roll a 1 for their armour saves. As an aside, one thing I have noticed over the years is that rolls of 1 (when you need a 2 or more), or likewise 6 (when nothing else will do), seem to come up far more often than you would expect. For some reason this phenomena becomes even more pronounced if you say 'Anything but a 1...' when trying to roll 2+ on a D6. Within the Studio it's commonly considered a grave tactical error to utter those dread words (a bit like mentioning 'The Scottish Play' in the theatre). The correct terminology is, of course, 'I need a 2 or more...' By the same token I've found that my Terminators seem to fare much better if I say 'I



TALES OF WOE

Not a lunchtime goes by here in the Studio without howls of anguish brought on by bad luck. We tell some of the best stories.

Neil Hodgson: 'I've no problem rolling to hit or rolling to penetrate armour with my Crimson Fists. It's just that third roll on the damage table that eludes me; it's as if my luck just drains away.'

Andy Hall: 'Despite having a 4+ invulnerable save, my Tau Commander always seems to fail it and get instantly killed. Statistically I should be able to make his save 50% of the time, but as the Doubles Tournament recently proved he seems to be fated for a quick death instead!'

Alex Boyd: 'The odds against it are pretty high but whenever I fire my Shokk Attack Gun my Mekboy ends up teleporting himself into base contact with a Terminator or special character, which never ends well for him.'

Mark Latham: 'I find that you should never, ever rely on a particular Orc or Goblin unit to move or charge in order to win a game. The second you pin all your hopes on one unit, it will fail it's Animosity test and the fickle finger of fate will poke you in the eye.'

Robin Cruddace: 'I remember when my Grey Seer cast Warp Lightning with irresistible force, only for the resulting blasts to hit my wizard instead of the enemy and reduce him to a cinder. Luck

has a canny habit of balancing out in the most amusing ways.'

Andrew Kenrick: 'I have a reputation in these parts for my inability to roll dice. There must be a knack to it that I'm not getting, but I'm very good at rolling 1s and I hear that's not the aim at all.'

Nick Bayton: 'It doesn't matter which game or army I'm playing, my newest and most recently painted unit always seems to die at the earliest possible moment. After it's been 'blooded', it seems to survive the following games.'

Chris Peach: 'For reasons I can't fathom, whenever I roll a double-6 for a Break test in Warhammer I always seem to follow up with a double-1 for my flee move!'

CAN make armour saves!" when I roll the dice – or at least as long as I do so with real conviction!

My colleague Phil Kelly, on the other hand, needs no such assistance, seeming as he does to have a quite extraordinary ability to make more than his fair share of armour saves, though he does so with such charm and good humour you don't really hold it against him. Equally lucky is my old wargaming buddy Dave Moore, sadly now moved to New Zealand, but he always revels in his great good fortune. 'I needed that!' he'll say, looking at the cluster of 5s and 6s he's rolled, reducing his opponent to a seething mass of frustration as yet another cunning plan is dashed on the rocks of Dave's jammy dice rolling.

By now I would imagine that most, if not all, readers are fondly or despondently remembering their own examples of good or bad fortune, and thinking of the superstitious rituals they go through in a game to influence their dice rolls. Speaking personally, I have yet to meet a hobbyist who doesn't accept that luck is an important factor in games, and that feels, like Napoleon or Eisenhower, that some players are born as 'lucky generals'. But is it true? Is there really such a thing as lucky or unlucky players?

Which brings me back full circle to my conversation with Ian, because this is exactly what we ended up discussing. Ian explained that there is little scientific evidence that some people are lucky through some 'paranormal' process. What seems to happen is that lucky or unlucky events stand out, so we notice them more than the more humdrum things that happen much more frequently. So, when I manage to roll three 1s for my Terminator armour

saves, I notice and remember this, whereas if I'd have passed the armour saves it wouldn't register, or at least not as much.

But if there isn't a statistical basis for lucky and unlucky players, how come we feel that we all know lucky and unlucky players? It seems the answer probably lies in how we react to these statistically normal events. Lucky players will take and build on the lucky opportunities that come their way, and won't let bad luck get them down. Unlucky players, on the other hand, will tend to be demoralised by an unhappy turn of events, and won't take the maximum advantage of the good luck that they do receive.

Let's take Phil Kelly as an example. Although generally considered a lucky player, he also happens to be one of the most tactically astute players in the Studio. It seems unlikely that the two things are unrelated – and if you think about it, I bet that all the 'lucky' players you know are really *good* players too. Players like Phil are skilled at noticing or creating chance opportunities, they exploit any good luck that comes their way to the maximum, and they will ignore any bad luck and press on with their game plan come what may. The result is that the impact of their good luck is maximised, while the impact of their bad luck is minimised, and therefore we think of them as being lucky people.



Lucky Swine

Hello. My name is Phil, and I'm a jammy git.

Jervis has a great theory about why this is. I have another – well, two in fact.

The first is my left-brain, statistics-loving theory, which involves pigeon poop. Say we take one hundred randomly selected wargamers and get them all to roll a hundred dice each. Some roll higher, some roll lower; just the way the dice fall. Now take everyone in the world and look at the amount of good and bad things that happen to them – the dice of happenstance, I suppose. Some people will just sail through life and always come up smelling of roses. Some people (here come those pigeons) will have more than their fair share of bird droppings land in their new haircut. Just the way the dice fall. Most will be neither 'lucky' nor 'unlucky', but at the extreme ends of that gigantic bell curve we find our lucky and unlucky people.

The second is my crazy right-brain theory, concerning human interaction with chance. There's enough philosophy here without letting Schrödinger's Cat out of the bag, but I do believe that those dice do not behave quite like they should. As a wise man once put it, 'You can work out all the statistics you want, but Lady Luck has a nasty habit of saying "That's what you think; we're doing it my way..."'

Dicey Superstitions

Everyone has their very own superstitions and beliefs when it comes to luck, here are just a few of the best:

- At his first Doubles Tournament Pete Foley realised he didn't have enough dice so bought a fresh pack. After a bout of very good luck, typical tournament superstition means he now has no choice but to buy a fresh pack of dice for each day of a tournament, else draw down the wrath of the dice gods upon him.
- Some people believe that their dice can be trained, rewarding those that roll 6s with praise and drowning those that roll 1s in water. The rubbish dice quickly learn to roll better, or else!
- It's a common superstition in these parts not to overthink dice rolls. If you pin all your hopes on a single roll, it's bound to fail, whereas just throwing caution (and the dice) to the wind is more likely to succeed!
- Although he knows it's nonsense, Andy Hoare's gut always tells him that a dice that's just rolled a 6 is less likely to roll a second 6 than another dice is. By the same token, that dice that's just rolled a 1 is the perfect one to use for the next Terminator armour save!

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TALES OF TRIUMPH

Of course, for every tale of woe and bad luck, there's another tale of dice rolling unbelievably well, of the jammiest of luck or of rolling that one last 6 just when its needed.

Jervis Johnson: 'In contrast to my Terminators, the Vampire Lord who leads my Vampire Counts army always seems to do well. He carries the Rod of Flaming Death, a magic item that shoots flaming skulls. The first time it was used, it caused maximum casualties and panicked the unit it was fired at, which then failed to rally and fled off the table. Since then the wand (and the Vampire carrying it) has performed equally well in almost every battle!'

Matt Hutson: 'Before rolling my dice I like to make bold, positive statements like "watch me make all these saves". Strangely it seems to work for me more often than not. A great example of this is when I fired an assault cannon at a Carnifex in an Apocalypse battle. My opponent wasn't really too bothered so I declared 'watch me roll four 6s' and promptly did, killing it outright!'

Adam Troke: 'In the middle of a battle in which I was getting completely hammered I began to gripe about my lack of luck. Pete Haines put an end to my whining with the following: "The more I practise, the luckier I get." It's a maxim I live by, and I've found it to be true and after lots of practice games I found myself on the top table at last year's The

Lord of The Rings tournament. You see, they're just dice. They don't have it in for you, they're not capable of bias or prejudice... They hate us all equally and the only way we can shackle them to our will is through practice... Lots and lots of practice. If luck really mattered, Vesa could never have won 5 LoTR Grand Tournaments in a row!

Jim Sowter: 'Whenever I am playing in a game where, at the mid-point, things look really bad for me, and there is no recovering from a massacre, it always seems that the dice gods look down upon me with pity and bless my rolls with good luck giving me an obscene amount of 6s just when I need them - much to the chagrin of my opponent.'

I, on the other hand, have a tendency to brood and fixate on my bad luck, and let it distract me from my game plan. If we return to my previous example, you'll remember I managed to roll three 1s and lose half my precious Terminators. Phil would take this in his stride and carry on, Andy Chambers would throw away the dice and then carry on unaffected, while I, on the other hand, will assume that my bad luck has doomed me and that the game is over and all is lost, all of which has a somewhat deleterious effect on my game play. Or to put it more simply, I let bad luck distract me!

I think this is why saying 'I CAN make armour saves!' before rolling the dice was so helpful to me, as it made people notice (myself included) when I was lucky rather than unlucky, and made the bad luck I did suffer seem less important and distracting. By a similar token, my friend Dave, along with being a good player who didn't let bad luck slow him down, had a Machiavellian ability to emphasise his own good luck while playing up his opponent's bad. It got to the stage that players wouldn't attack him unless the odds were heavily in their favour, so convinced were they by his god-like jamminess. Interestingly, once this reputation was established, all of the times that Dave was lucky fed the legend, while those times he was unlucky were quietly forgotten.

And here, I think, is a lesson for all of us, myself included. In a nutshell, you make your own luck. This is the reason that Bonaparte and Eisenhower, neither of whom were foolish or superstitious men, wanted to make sure that the generals who fought for them were lucky; they knew that such men had established this reputation through their ability to exploit the luck that came their way, rather than having a divine ability to constantly roll 6s on the cosmic

dice of battle. Remember: 'Lucky generals win battles, and they make me lucky.' A perfect example, I'd say, of someone making their own luck.

And this is where the article originally finished. However, in the end I felt it would be disingenuous of me not to attach an addendum saying that, while I feel that this scientific explanation explains almost all the reasons that some players are considered lucky and some not, my own unscientific observation is that some players just seem to roll more 6s and others more 1s (unless it's for a Leadership test, of course, in which case it's the other way round!). It's probably not enough to make a difference between winning or losing, at least compared to the other factors I've described, and success will still come down to how you use the luck that comes your way, but I can't help feel it's there none the less. Phil Kelly and I have carried

“I bet that all the ‘lucky’ players you know are really good players too.”

on talking to Ian about this, and he's kindly been providing us with his expertise to see if we can devise some proper tests to see if some players really do have 'dice luck'. It's going to take quite some time for anything to come of this (assuming it ever does), but who knows, we could be on the brink of an awesome new scientific discovery. So, watch this space, and, of course, please write in to let me know your own thoughts on this matter, as well as any stories you have of your own outrageously good, or bad, fortune!

There's an increasing range of Warhammer Mounts Bitz Packs available from GW Direct (visit the online store for a selection). These are a great way of mounting your heroes on unusual steeds. Nick Bayton shows us just how easy it can be.

Empire General

The Empire army list gives you the option of mounting your Captain or General on a Pegasus. In the absence of an exact model the solution lies with the Pegasus Bitz Pack and plastic Empire General kit.

Nick built his General using the desired components, and then assembled the metal Pegasus model. In order to make the rider fit the steed, Nick had

to cut away some of the general's crotch and the Pegasus' mane with the plastic cutters to get a flush fit. He then used Green Stuff to fill in the gaps around the saddle, forming the putty into a thin cushion.

This process left Nick with a rather grand spare horse, which he put to use right away to convert a mounted hero that could be used as a Preceptor in his Empire Knights regiment.

Not wanting to waste anything, Nick found a spare Knight body from the Knightly Orders kit – one he would otherwise have put on a normal horse – and mounted him on the General's spare horse. Even though they are from two separate kits, the Knight and character mount fit together well, with just a little bit of conversion work needed around the saddle on the back of the Knight's legs.



To make the model even more imposing, Nick glued the Pegasus onto a decorative base. The rock was made from a piece of slate. The Pegasus was pinned onto the slate through its hooves using a hobby drill and some small bits of paperclip wire.



MODELLING WORKSHOP

IMPERIAL VEHICLES



With all the talk about the new Imperial Guard infantry, it's easy to forget the heavyweights of the army – the tanks! Chad Mierzwa shows us how to customise your vehicles.

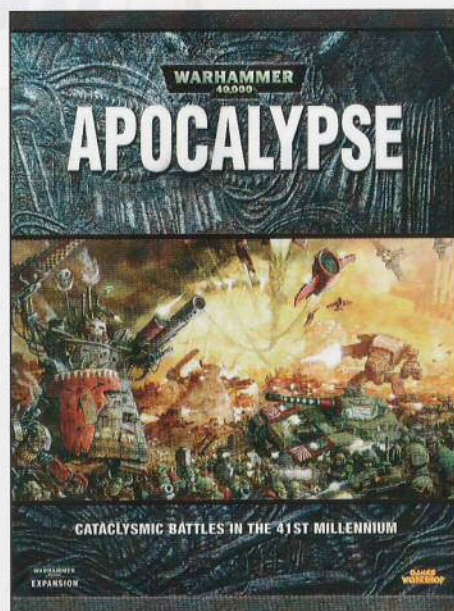
Introduction

With the release of the new Imperial Guard Codex, tread-heads across the world will be getting their armoured companies ready to rumble out across the battlefields of the 41st Millennium.

The tank crews of the Imperial Guard attribute personalities and character to the armoured behemoths that they ride to war. The hulls of these great tanks are adorned with all manner of honorifics and blessings, or customised to better suit the battlefields they fight upon.

We thought that the release of the new Codex was a great opportunity to revisit some of the great Imperial Guard tanks in our collection, as well as take a look at the brand new kits available this month. We'll show you just some of the many ways that you can customise and personalise your own vehicles.

We asked Chad Mierzwa – no slouch when it comes to converting and customising tanks, as you'll see at the end of the article – to show us how to add personal touches and details to your tanks.



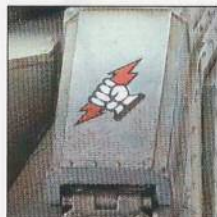
If the information about tank markings in this issue isn't enough for you, then check out the Apocalypse book, as it has a whole section on the subject!

WARHAMMER
40,000

Modelling Workshop is your indispensable guide to getting the most out of your models and terrain. In this installment we show you how to add details to your tanks.

Leman Russ Battle Tank

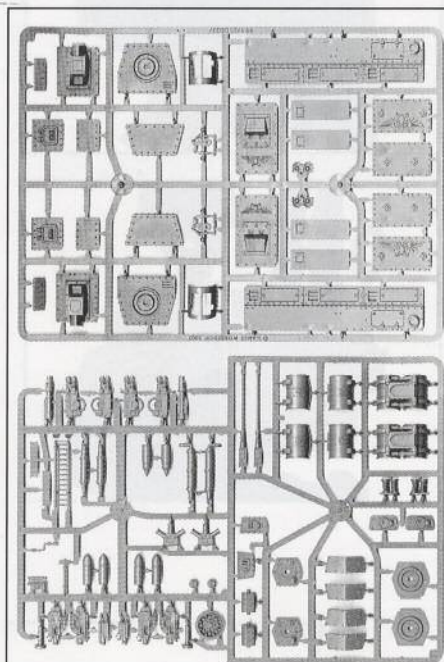
Chad started off by building a Leman Russ Battle Tank, but rather than building it straight out of the box he performed something of a kit bash. To create a toolled-up command tank to lead his tank squadron, he has used extra parts from the tank accessory frame, the command upgrade frame and the Baneblade sponsons and accessories Bitz Pack. The tank has extra aerials and antennae, as well as extra flourishes such as fuel tanks and extra armour plates.



This marking, taken from the Imperial Guard tank transfer sheet, is closely associated with the Steel Legion regiment.



This Leman Russ is equipped with extra fuel tanks, vastly increasing its range and allowing it to roam far ahead of the main battlegroup.



Chad has used the Baneblade Sponsons and Accessories Bitz Pack, pictured above, to add many of the details to his Leman Russ. You can order the Bitz Pack especially for the conversion, or you might already have a similar array of bits left over in your bitz box from your Baneblade.



Chad painted the Leman Russ in the camo scheme of the Armageddon Steel Legion – Codex Grey with Rotting Flesh stripes. The side panels of the turret are painted with the squadron markings, applied using a masking technique, and a campaign badge, taken from the tank transfer sheet.

Extra Details

Chad added all manner of extra details to the Leman Russ, taking many of the bits from the tank accessory frame, the command upgrade frame and the Baneblade extra armour frame. The Imperial aquila antennae array has been added to the turret, along with all manner of aerials (A and B), marking the tank out as command vehicle. A searchlight from the command frame was added (C), and he has affixed two of the Baneblade armour plates to the side of the tank (D) in place of sponsons, serving as ablative armour. Extra fuel tanks, taken from the Baneblade extra armour frame have been added to the back of the vehicle (E and F).

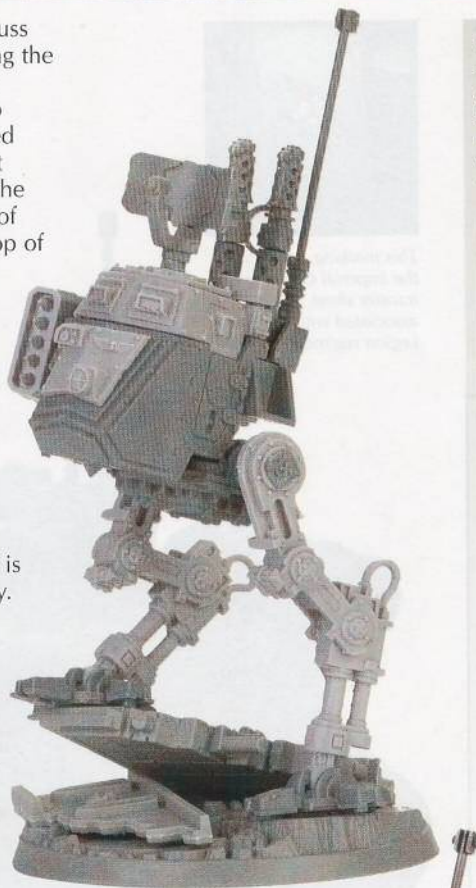


Armoured Sentinel

After his success with the Leman Russ kit, we tasked Chad with assembling the new Sentinel, showing us just how versatile the kit is. Chad decided to assemble the model as an Armoured Sentinel (the kit also makes a Scout Sentinel) and, in the same vein as the Leman Russ, he added all manner of antennae and radar dishes to the top of it. This may represent the Sentinel being a command walker, or it could be used for long-distance reconnaissance operations.

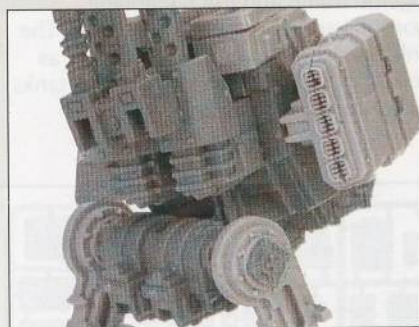
As the only walker in the Imperial Guard army, the Sentinel's base offers plenty of opportunities for really adding character to the model. This has been mounted on a scenic base covered in rubble and pieces of debris, suggesting that the Sentinel is prowling through the ruins of a city.

Chad has mounted his Sentinel on this fantastic scenic base that really shows off the poseability of the Sentinel. He started by using the scenic Dreadnought base, and then added additional ruined masonry taken from the Cities of Death ruins.



Sentinel Assembly

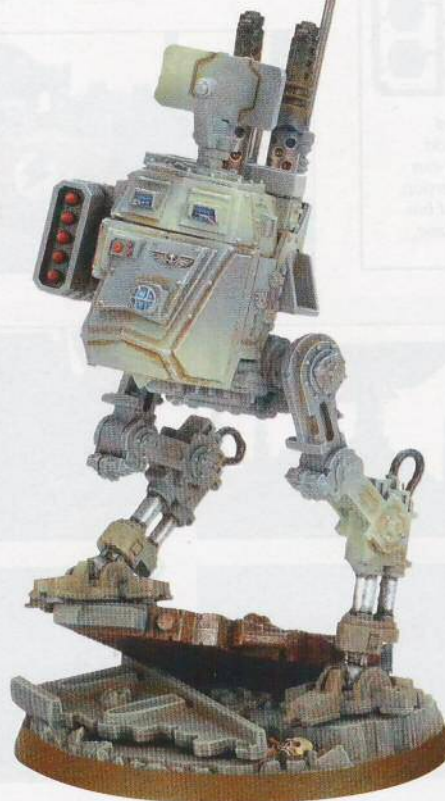
The Sentinel kit contains a multitude of different options, allowing you to build either an Armoured Sentinel or a Scout Sentinel, armed with a wide choice of weaponry. Chad has assembled his as an Armoured Sentinel armed with a missile launcher, making for a versatile option in his army.



Squad Markings



The Sentinel was painted in the camouflage pattern of the Steel Legion, to match the colour scheme of his Leman Russ. He has added squadron markings to the side of the Sentinel with a transfer taken from the Imperial Guard tanks transfer sheet. The number denotes the number of Sentinel in the squadron, whilst the colour denotes the squadron.



The rear of the Sentinel, showing the detailed exhausts and the improved comms array, taken from the Imperial Guard tank accessories frame. Chad has painted the exhausts to look heat-blackened, in stark contrast to the gleaming metal pistons on the legs.

Other Sentinels

Here are some more examples of the poses and options you can make with the Sentinel kit, as well as examples of the colours that other regiments paint their.

Cadian Scout Sentinel with missile launcher and searchlight.



Armageddon Steel Legion Armoured Sentinel with plasma cannon.



Vostroyan Armoured Sentinel with lascannon.



Markings and Organisation

Imperial Guard tanks are drawn from dedicated armoured companies, attached to infantry companies for the duration of a campaign. A tank company comprises three squadrons each made up of three tanks, and one command tank. The vertical stripes denote which company the tanks belong to. This example shows a complete 2nd Company.



Examples of different company markings. Colours can vary between Imperial Guard regiments.

1st
Squad



2nd
Squad



3rd
Squad



HQ



Camouflage

Tanks will often be repainted by their crews as they are transported to various theatres of war.



Sulphur desert



Urban sprawl



Polar



Temperate



Jungle



Night world



Ferrous waste



Ash waste

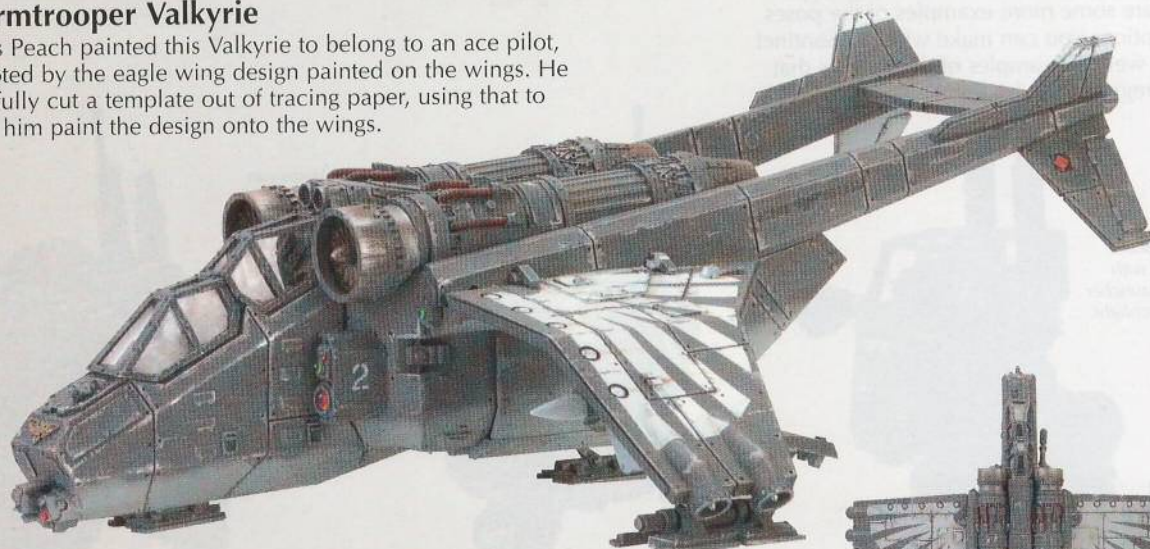


Death world

The Valkyrie

Stormtrooper Valkyrie

Chris Peach painted this Valkyrie to belong to an ace pilot, denoted by the eagle wing design painted on the wings. He carefully cut a template out of tracing paper, using that to help him paint the design onto the wings.



This Valkyrie has obviously seen plenty of action. Chris has heavily weathered the paintwork, and painted the engines to look scorched. He even weathered the eagle wing design, chipping it away to show the paint and bare metal underneath.



Catachan Valkyrie

Valkyries are drawn from the Imperial Navy, and as such aren't necessarily painted in the same colours as the regiment to which they're attached. For this Valkyrie Chris has created a jungle camouflage scheme, perhaps for operating with the Catachans.



Chris has painted a freehand shark's teeth design onto the side of the Valkyrie. He used photographs from modern-day helicopters as reference for the markings. You can also see the multi-laser, one of the alternate weapon options available.



Other Regimental Colours

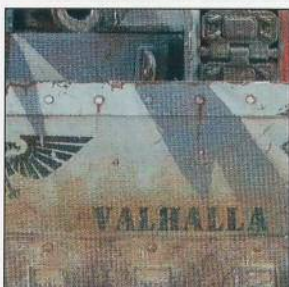
The 'Eavy Metal team painted tanks in a number of different regimental patterns especially for the Imperial Guard Codex. Here are a few examples, focusing on some of the details and insignia added by the experts.

Mordian Hellhound

The Mordian Hellhound stands out on the battlefield for a number of reasons. First and foremost is the distinctive yellow and black patterning on the dozer blade and fuel tanks, achieved by masking out the pattern with tape. Secondly is the dark blue, almost black hull, designed for fighting on the night world of Mordian. The squadron markings are distinctive too, very different from the usual red and white stripes on the Cadian tanks.

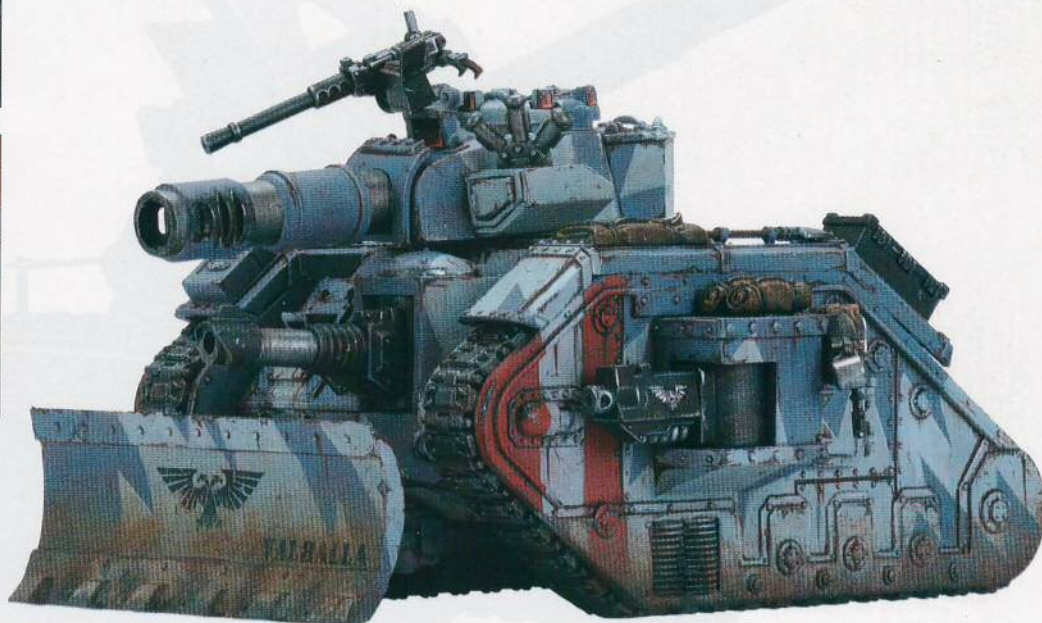


The yellow and black warning stripes immediately stand out on the Hellhound, especially against the dark colour of the hull. Whether it's intended to act as a warning to friend or foe is unclear.



Valhallan Leman Russ Battle Tank

Tank camouflage is not necessarily designed to disguise the tank or help it to blend in to the surrounding environment – a vehicle the size of a Leman Russ is hard to hide. Instead, tank camouflage is intended to break up the outline of the tank, making it harder to target on the battlefield. With its jagged pattern, this Valhallan Leman Russ is a good example.



The Valhallan Leman Russ is adorned with all manner of regimental titles and badges. The home world of the regiment is proudly displayed on the dozer blade, along with the Imperial Eagle. The turret displays a distinctive campaign badge alongside the squadron markings.



The Cadian Demolisher has been assembled with a tank commander poking out of the top of the turret. The commander has been painted to match the uniforms of the Cadian army.

Cadian Demolisher

This Cadian Demolisher is a great example of the multitude of tanks in our Studio Cadian army. The tank is camouflaged for operation in a temperate or wilderness environment. Extra details from the tank accessory frame have been added, such as the improved comms unit and the tank commander.



Vostroyan Basilisk

This Vostroyan Basilisk has a very distinctive colour scheme, with a light brown-grey hull and brass detailings. The squadron markings of the Vostroyans differ dramatically from those of other regiments, with irregular red stripes on the hull.

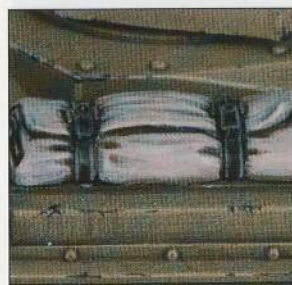
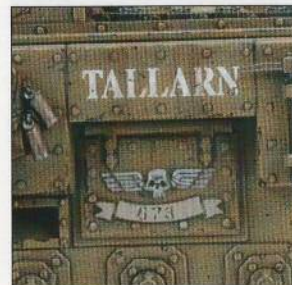


The breech of the earthshaker cannon has been heavily weathered around the edges, suggesting that it is slammed open and closed. Kill markings have been painted on in freehand.



Tallarn Chimera

When they go on long campaigns, the Imperial Guard use their vehicles as mobile headquarters and rudimentary barracks, loading them up with stowage in the form of extra supplies and ammunition. The Tallarn Desert Raiders are famed for their hit-and-run warfare, using mobile elements to strike through the wilderness and attack the enemy from an unexpected angle. This Tallarn Chimera has had all manner of details added to it, such as cases of ammunition, tools and stowed equipment.



The regimental markings have been painted onto the side of the Chimera (above top), displaying both the regimental home world and the platoon number. Bed rolls and blankets have been affixed to the outside of the tank (above).

'Chad-eptus' Mechanicus

Ever since the Baneblade was released, Chad has been tinkering away with this personal project, his highly customised Baneblade (nicknamed 'the Procrastinator' by his comrades for the length of time it's sat on his desk). He sees the Baneblade as some sort of prototype tank built by a Techpriest. He kept the bare metal showing, reasoning that as Techpriests revere machines, why would they cover them with paint? Many of the parts come from Chad's extensive bitz box, which is almost as old as he is!

This plastic gumball has been painted to resemble a glowing ball of energy, perhaps an experimental power source for the super-heavy tank.



This Servitor is hard-wired into the back of the Baneblade, tasked with carrying out essential repairs and maintenance during battle.



Is this strange device an exotic weapon, or does it have some other, more mysterious purpose?



CHAOS LORD



If you're attending this year's Games Day, be it in the UK, the US, Europe or anywhere else, then you'll be in the enviable position to purchase this fantastic Games Day-exclusive miniature. The 2009 model is a mighty Chaos Lord sculpted by Martin Footitt.

A miniature like this is the perfect subject to be picked out for some special treatment, and we tasked 'Eavy Metal's Joe Tomaszewski to really go to town on it. Joe saw this as an exquisite display model, something for show rather than the rigours of gaming.

With this in mind, Joe wanted to give the model a scenic base to make it even more imposing and paint it in a very advanced technique that is particularly suitable for displaying miniatures. The technique is non-metallic metal. This is challenging to achieve but in the hands of an 'Eavy Metal painter the finished effect will be stunning. That's not to say you have to be an expert, on the following pages we'll show and explain exactly how Joe achieved the armour effect, so the step-by-steps along with some painting experience and a steady brush will see you through.



You Will Need

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

- Chaos Black Spray
- Bleached Bone
- Codex Grey
- Chaos Black
- Hawk Turquoise

- Kommando Khaki
- Liche Purple
- Regal Blue
- Scab Red
- Scorched Brown

Wash: **W** Foundation: **F**

- Skull White
- Snakebite Leather
- Astronomican Grey
- Dheneb Stone
- Baal Red

For this issue's 'Eavy Metal Masterclass we've really got something quite special as Joe Tomaszewski paints the 2009 Games Day Miniature.

Painting the Armour



Scenic Base

The base was taken from a small glass jar lid that was sprayed black. Slate was then glued on it to create a stepped pile. For further texture a lone skull was stuck on and some Green Stuff used to fill in the unsightly gaps.

When painting a model purely for display you should always consider the direction from which the model will be viewed. This is not only to position the model in the best aspect but will also have a factor on how light sources will play off and reflect onto a model. This is especially important when painting in a non-metallic metal scheme,

as incorrectly judging how the light works could compromise the paint job. In this case Joe wanted the model to be viewed straight on so he highlighted and shaded the armour to reflect that.

Once the armour was fully painted, Joe used coloured glazes to give it an almost unearthly hue.

Painting Metal Without Metallics



Step 1. After undercoating the entire model Chaos Black, Joe began by basecoating the armour plates with Codex Grey.



Step 2. Watered-down Chaos Black was applied as a rough, heavy wash around the joints and raised areas of the armour.



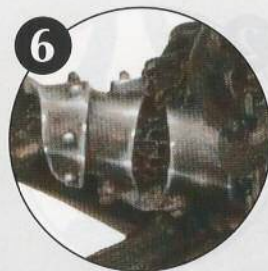
Step 3. After the wash, Codex Grey was applied again to the raised areas to neat up and form the basis of the highlight stages.



Step 4. A 2:1 mix of Codex Grey and Skull White was next, finely applied along the angle lines of the armour plates.



Step 5. For the next layer the mix was reversed, so it was a 2:1 mix of Skull White and Codex Grey, again working up the highlight lines already established.



Step 6. Dots of pure Skull White were then applied at points where the highlight lines met to represent points of direct reflection.

Glazing the Armour

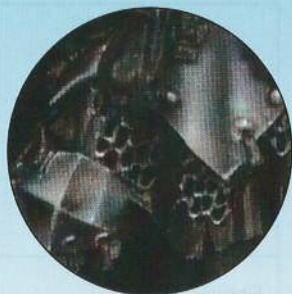


Step 1. A glaze, made from watered-down Liche Purple, was applied around the bottom portions of the armour plates.



Step 2. A light glaze using Hawk Turquoise overlaid this. It's a very subtle layer but gives the armour an arcane quality.

Painting the Horns and Shield



The chain mail was simply painted black, and then Codex Grey was applied to the bottom of the links, which was in turn highlighted with Skull White.



The fur was basecoated Astronomican Grey and then given a wash using a 1:1 mix of Hawk Turquoise and Chaos Black. It was highlighted back up to Astronomican Grey, and then highlighted further with Skull White.

When you paint horns you can go from dark at the base and lighter at the tip, or shade in the opposite direction, having a lighter base and darkening at the top. Either method can be effective and depends on your style and the model itself. For this project Joe has chosen to lighten the base of the horns. This is because, bearing in mind it's

a display model, he wants the eyes of the spectator to be drawn towards the face – the lightest part of the model.

This is just one of the tricks an experienced painter can use to grab the viewer's attention and subconsciously draw their eyes to parts of the model they want the spectator to acknowledge first, before they appraise the entire model.

Painting the Shield



Step 1. The shield was first painted using a 1:1 mix of Codex Grey and Chaos Black. Joe painted carefully around the accoutrements hanging from the shield.



Step 2. Pure Codex Grey was built up in many thin layers vertically along the shield's curvature. A thin outline of Codex Grey was also applied to the shield's edge.

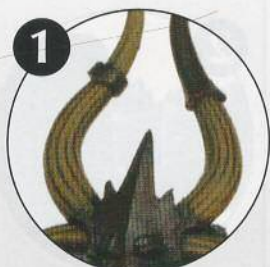


Step 3. Fortress Grey was then applied over the same areas in the previous step. Thin layers carefully blending with the previous coat of paint is the key.

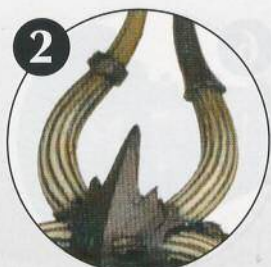


Step 4. Skull White was used to add nuanced highlights on the shield, applied mainly along the edges but also to create tiny 'scratches' on the surface.

Painting the Horns



Step 1. Snakebite Leather was applied as thin stripes along the length of the horns; brush control is needed to keep the stripes separate and neat.



Step 2. Next, Bleached Bone was overlaid along the Snakebite Leather stripes, tapering out towards the tips.



Step 3. Skull White was then added in thin layers over the Bleached Bone stripes, keeping the majority of the layers close to the base of the four horns.



Step 4. Joe then added nicks and chips with carefully applied Chaos Black and Skull White. Finally, a thin wash of Chaos Black was brushed over the ends of the horns.

NON-METALLIC METAL

The process known as non-metallic metal is a technique that uses paints without metallic pigments to create reflective, mostly metal-looking surfaces. Shades and highlights are created in a pictorial fashion using the same methods that artists have been doing on canvas for centuries. In effect, you're using a two dimensional technique on a three dimensional model. That's quite a challenging prospect and for this reason painting with non-metallic metal is a very advanced technique that requires mastery of many other expert techniques, such as rich blending and advanced colour theory. Nevertheless, the 'Eavy Metal team get asked a lot about how to achieve such an effect and so we'll attempt to cover the basics here. Whilst reading this page will give you some foundation in the technique, practice and solid brush control are the keys to getting this effect right.

Models painted up in non-metallic metals are primarily for display. It's rarely used on models intended for use in the gaming environment where the chance of such a precisely painted model being chipped is much higher. The best way to showcase a miniature with non-metallic metal painting is in a lighted display cabinet, where the dedicated spotlights accentuate the exaggerations painted onto the model. Considering where the light shines upon the model and how it reflects off surfaces is actually a good place to start.

Light Sourcing

Metallic objects reflect light differently to other surfaces and this needs to be exaggerated when applying paint to a miniature. On metallic objects light dramatically changes from dark to light when the surface changes shape. So to achieve the non-metallic metal effect you need to imagine, or even draw a plan, where your light points are around the model so you can place your highlights and shade. Four points of light around a figure are generally best; you then plot how each area of non-metallic metal will react according to where the light points are on the miniature. The geometric diagrams on this page illustrate how light reflects off different shapes.

When he painted his *Harry the Hammer*, Darren Latham imagined four light sources around the miniature. This helped him visualise where the highlights and shades should be.

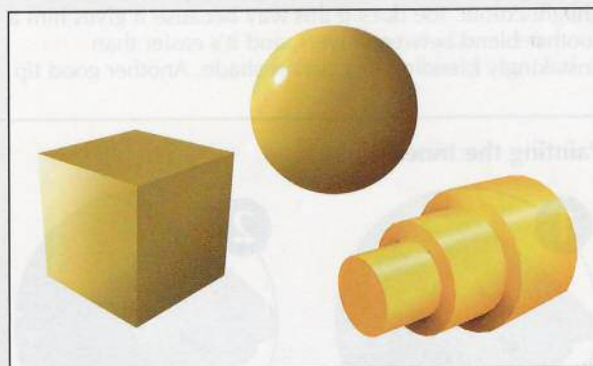


Illustrations, from fantasy art in particular, also show how artists achieve reflective surfaces in two-dimensional form. In this case real world references are not very useful, as they don't convey the exaggerated highlighting and shading you need to make the technique effective. Following a real-world reference will just leave you with a drab grey or yellow area rather than the metallic-look you're trying to achieve.



Left. Dave Gallagher's illustration is a perfect example of how artists paint metal in two-dimensional form.

Below. A graphical representation of how light falls on simple geometric shapes, giving you a rough guide about how to add highlights and shading to your non-metallic metals.



Contrast

When painting non-metallic metal, contrast is the key. Each surface needs to go from black to white. Normally you highlight with a lighter version of the midtone. So for, say, Regal Blue, you might highlight with Enchanted Blue. However, when painting in a non-metallic metal technique you should always shade and highlight with black and white no matter what the midtone is.

The other facet to this process is that you should add colour to the surface to bring it to life. Metal surfaces reflect the environment around them so, if the model is meant to be in a cave, your colour scheme will not be as bright as a miniature in strong daylight. The contrast, coupled with adding 'light spots' (bearing in mind where your light points are on the model), will exaggerate the reflective quality of the metal. When you actually apply the paint you must do it in thin layers and then create a seamless blend, starting with the midtone and shading down before highlighting up.

Have a Go

These are just guidelines, the real results will come from practice and learning the theory. Don't forget artists have been doing this for years in pictures so take inspiration from them and don't be afraid to just give it a go.

Painting the Cloak



The bandages were painted with Dheneb Stone followed by a Baal Red and Devlan Mud wash. The area was then highlighted with Dheneb Stone, with a final highlight of Skull White.



The loincloth started with a Regal Blue basecoat, which had Scab Red slowly blended into it for the first highlights. It was then highlighted with Kommando Khaki, before Skull White was added to the mix for a final, layered highlight.

A lot of Joe's methods involve starting with a basecoat midtone, then shading down with a wash, before lightening back up to the midtone and beyond to the highlight colour. Joe does it this way because it gives him a smoother blend between layers, and it's easier than painstakingly blending to a darker shade. Another good tip

is, when using a colour like khaki to highlight a multi-coloured area such as the cloak, you should mix the highlight with the colour on the lower layer, rather than straight across. So, in the case of the cloak, the khaki highlight was blended with Regal Blue and then Scab Red as Joe worked the highlights to the edge.

Painting the Inner Cloak



Step 1. The lining of the cloak was first given a basecoat of Astronomican Grey. This was a solid layer that covered the entire area of the cloak lining.



Step 2. Separate washes of Regal Blue, Liche Purple and Chaos Black were painted into the recessed areas. Joe randomly applied each colour wash.



Step 3. Joe then worked up the raised areas back to Astronomican Grey; this was followed by a 1:1 mix of Skull White and Astronomican Grey.

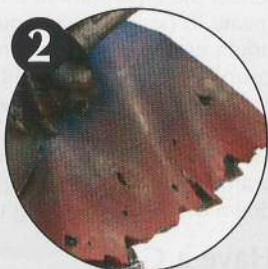


Step 4. A final strong highlight layer of Skull White was then applied to finish off the cloak. This was built up over many thin layers.

Painting the Outer Cloak



Step 1. The outside of the cloak was first basecoated with a solid coat of Regal Blue.



Step 2. Starting with the Regal Blue, Joe added Scab Red to the mix, slowly and consistently adding more with each layer until he had blended to pure Scab Red.



Step 3. The recesses and deep folds of the cloak were shaded with a wash of Chaos Black.

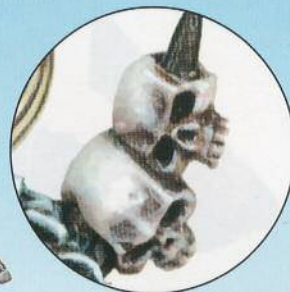


Step 4. The cloak was highlighted with Kommando Khaki, mixed with each colour it covered. This was then given a final highlight of Skull White.

Painting the Armour Details



The intricate freehand design on the axe head was replicated on both the axes and across various parts of the Chaos Lord's armour.



The skulls were painted using a very similar method to the bandages, the only difference being the wash, which was pure Devlan Mud instead of Baal Red.

To really showcase his astounding skills Joe has added some freehand design onto the Chaos Warrior's armour and weapons. Applying an intricate design onto a surface you've already spent hours painting to look like shining magical armour is not for the faint-hearted! Freehand designs are usually painted onto a neutral surface,

something that can easily be painted over if a mistake is made, but obviously Joe didn't have that luxury here. He first drew his design on paper and then slowly and accurately translated it onto the figure's armour and weapons. We can only recommend patience and pinpoint accuracy with a brush if you try this yourself.

Painting the Gold Leaf



Step 1. Joe's non-metallic gold leaf starts with a basecoat of Snakebite Leather. A thin line of Chaos Black was used to enhance and separate the design from its surroundings.



Step 2. The Snakebite Leather was then shaded with a very thin wash of Chaos Black.



Step 3. Joe started to build up the design using a mix of Snakebite Leather and Skull White, adding more white into the mix over several layers.



Step 4. Skull White was used to edge the design. This was divided from the design with a thin line of Codex Grey, creating the impression of a silver edge.

Painting the Helmet



Step 1. The helmet was painted in a similar method to the gold leaf, starting with a basecoat of Snakebite Leather.



Step 2. This was followed by a shade into the recesses with a wash of Chaos Black.

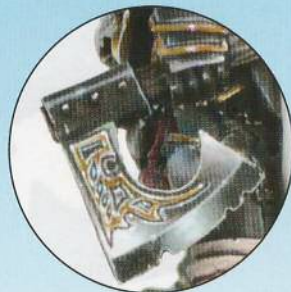


Step 3. The Snakebite midtone was reapplied and then worked up by adding an increasing amount of Skull White over several layers.



Step 4. Pure Skull White was applied to the raised areas, and purple and turquoise glazes were used to achieve the same subtle effect as the armour.

Final Details



The pendant was painted using the same technique that Joe used for the Chaos Lord's golden helm.

The shield straps were painted in a simple three-stage method: a base of Scorched Brown, followed by a layer of Vermin Brown and then Bleached Bone.

The axe haft was given a base colour of Scorched Brown. Joe mixed this colour with Bleached Bone, painting on the wood grain in progressively lighter mixes.

The pouch was painted Astronomican Grey and then given a Badab Black wash. The Astronomican Grey was reapplied and then highlighted with pure Skull White.

ASK 'EAVY METAL™

This month we've received a question from Denis (no surname supplied) who resides in Avernus, France. He asked about the new White Dwarf model, specifically how to paint his large beard. Over to 'Eavy Metal's Keith Robertson.

If you've ever wanted to ask an expert painter a question or you have a painting problem that needs solving, then send your query to the address below.

White Dwarf,
Games Workshop
Design Studio,
Willow Road, Lenton,
Nottingham,
NG7 2WS,
United Kingdom



Keith: Painting beards is just like painting hair. It's easier than many things as the rough texture of modelled hair provides the paint lots of ridges to cling to, naturally giving you shading and highlighting to some extent. For a white or grey-tinged beard I would start with a coat of Astronomican Grey. Shade with a wash of Badab Black, and when dry shade again with Devlan Mud. Then you need to bring back the midtone so brush over another coat of Astronomican Grey, avoiding the recesses. You can then highlight from there; you may wish to go for an Astronomican Grey and Skull White mix, working up towards pure white, or bypass that layer and go straight to Skull White.

When painting beards be careful where the hair meets the face – you don't want a thick black line around the join as this will make the paint scheme look artificial.

The White Dwarf model is only available to White Dwarf subscribers. To set up your subscription, visit your local Hobby Centre, call Direct on 0115 91 40000 or log on to www.games-workshop.com

We've been casting our eye across the globe for Painting Masters to feature recently, so this month we decided to look a bit closer to home in our own 'Eavy Metal team. We asked Anja Wettergren if she'd mind sharing her favourite painting projects and telling us how she started painting miniatures.



PAINTING MASTERS

ANJA WETTERGREN

While most of the Painting Masters we've interviewed to date have a tale to tell of many years painting, having been in the hobby since their early teens, Anja's story is quite different. In fact, she joined 'Eavy Metal only two years after first starting to take painting seriously.

'I wasn't really aware of the hobby until my early 20s, having been introduced to it through friends,' says Anja. 'I was immediately attracted to the painting side of the hobby. As soon as I picked up a paintbrush I knew it was for me, although the first model I painted left a lot to be desired. But when I decide I want to do something I become quite passionate about it. Soon I was painting every day, constantly practising and improving.'

Over the next few years Anja spent most of her time painting models, often staying up through the night to finish a commission. And commissions came thick and fast as Anja garnered a reputation online for her excellent paint jobs. However, as with any top-class painter, the lure of joining the 'Eavy Metal team soon beckoned. 'I was surfing the Games Workshop website and clicked on the careers button. At that point they were advertising for my dream job so I applied, not expecting to hear anything back. Two months later I was moving from Stockholm to the UK. I'd never planned to leave Sweden but there I was moving to a whole new country within eight weeks of a speculative inquiry from the website.'

Anja has now been part of the 'Eavy Metal team for four years, a veteran by any measure, and has had plenty of time to develop a distinctive style, but when we asked what that style is she was reluctant to define it. 'I don't like to self-analyse my painting,' says Anja. 'I view each project separately and have never consciously tried to impose a specific aesthetic on a model.' Still, looking at Anja's fine work, especially the models showcased on the following pages, you can see certain similarities and common facets that do mark them out.

Anja seems to favour cool colours such as blues, purples and greens. Turquoise, which is an amalgamation of those colours, features strongly in many of Anja's personal projects. 'I do like turquoise,' confesses Anja, 'I find it contrasts well with dark colours as well as reds and yellows.'

Talking of red, you don't often see it on Anja's models; is that a deliberate aversion to the colour? 'Well I don't think it's intentional, as I said I don't evaluate or plan my painting like that. However, sub-consciously I'm probably thinking that because red is such a strong colour and easy to use then I'm more likely to try

something different and solve the problem another way, as I rarely take the simplest route.'

So what about us less talented types who aren't afraid to use the simplest route to getting a nicely painted model, what's Anja's advice for improving our painting skills?

'All I can really say is: practice and more practice. Try to avoid long periods away from your paints. I'm even rusty at the moment because I've been away for two weeks so it takes me a day or so to get my usual brush control back, before the muscle memory kicks in. The upside is that painting skills improve exponentially so it doesn't take long before you are painting to a good standard.'

Unlike our previous Painting Masters, Anja has yet to enter a Golden Demon, although she has entered a few online competitions, which she's gone on to win. 'Maybe this year,' says Anja when we ask her if she'll be entering the infamous Open category of Golden Demon. 'I need something that will fire my imagination, and inspiration always comes when you least expect it, so the more I don't think about it the better the chance that something will come to me! That's how all my personal projects have come about.'

Whether she enters this year's Golden Demon or not, we're sure you'll agree that the models on the following pages would all be worthy entries, and we look forward to seeing what Anja produces in the future.

“I need something that will fire my imagination, and inspiration always comes when you least expect it.”

Painting Masters is a showcase of the talents of the world's greatest miniatures painters. This month we focus on one of 'Eavy Metal's own.

Vampire Lord

This exquisite paint scheme is one of Anja's favourites to date. The turquoise armour contrasts really well with the yellow and ochre in the wings. The Vampire's flesh is grey, but a purple wash has altered the hue. Another

standout feature is the non-metallic-metal technique on the sword. Red has been used as a spot colour for the eyes, the pouch and the tassel tied to the end of the sword hilt – a rare use of the colour by Anja.



Necromancer Diorama

Anja actually created this brilliant piece as a Christmas present for her boyfriend – the lucky chap! The model is painted in the cool colours that Anja is so fond of, and these work really well with the Undead theme. The models are largely made from several Plague Cart kits. The

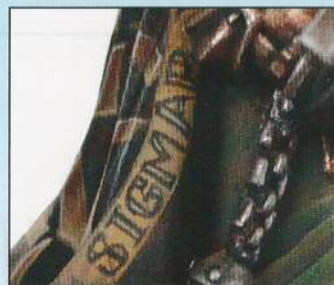
Necromancer himself is the Plague Cart driver with the scythe taken from the Empire Wizard kit. The great-looking Zombies also come from the Plague Cart and even the fencing behind the models is made from lots of Plague Cart components.



Warrior Priest

This Warrior Priest won an online painting competition where the subject was 'after the battle'. The base is a crucial part of the model's theme. Anja also used a palette of natural and earthy colours; the cloth parts of

the miniature are painted in muted greens that contrast well with the bronze and silver of the armour. The rear of the cloak is also worth inspecting for the freehand design denoting the Emperor's initials.



Death Korps of Krieg Guardsman

Anja generally prefers to paint Warhammer figures, but this Forge World Guardsman inspired her to have a go at a 40K model, precisely because it was so different to what she usually paints in her spare time. The muted greens and browns from the coat lining and rusted armour complement each other, while the orange in the lenses provide a sharp focal point.



Dark Elf Dreadlord

This Dreadlord was painted for an article in WD349. Conversion work was restricted to changing the crest on the helmet. The cool, lacquered green armour is complemented perfectly by the dark blue leather straps, sleeves and cloak. The non-metallic-metal technique was used on the sword blade and hilt to contrast with the shiny effect of the armour.



Eldrad Ulthran

This Eldrad figure is from the Studio collection. Anja has chosen this model as it's one of her favourite in-work paint jobs. Again, cool colours such as Ice Blue and Hawk Turquoise play an important part of the colour scheme as

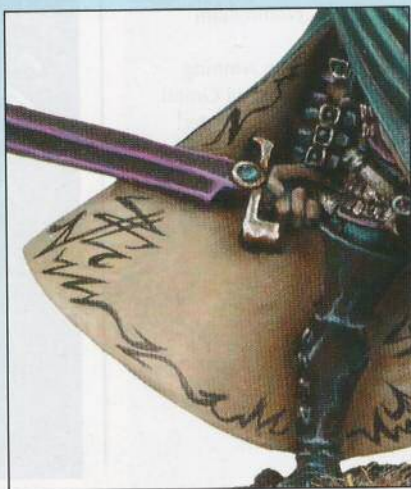
seen on the eyes, gems and the head of the staff. The gold Ulthwé Craftworld rune painted in freehand on the back of the model is simply outstanding, as are the myriad runes painted along the edge of the cloak.



Aenur, the Sword of Twilight

Aenur is a favourite amongst many painters. Anja had seen many great paint jobs on this model and wanted to add her own to the pantheon. She decided to paint him as a Dark Elf, using a deep turquoise for the cloak and

painting a freehand Dark Elf design along the edge of the cloak's lining. The sword blade and leather belt were painted in rich purples to complement the cool hue of the cloak.



Event Calendar

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



**WARHAMMER
40,000
BATTLEFIELDS**

**13th–14th
June 2009**



**IMPERIAL
GUARD**

**Art and Design
Exhibition**

25th May–13th July

An exhibition paying
Humanity's defenders
the respect they are
due. Featuring iconic
images and new art
from the Archives and
miniatures. Open daily;
display may be limited
during large events.

**WARHAMMER
WORLD**

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

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...

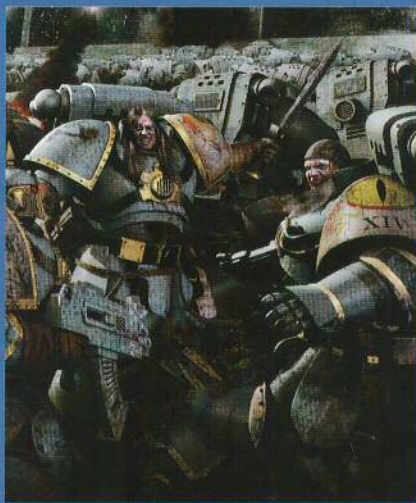
Following the success of the Ullanor campaign, The Emperor of Mankind has appointed his favourite son, Horus, as Warmaster and given him supreme authority over the Imperial Expedition Fleets. The largest assembled human endeavour is now poised to sweep across the galaxy and claim it in the name of the 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



June

13th Warhammer 40,000 Battlefields

Date: 13th–14th June, 2009

Venue: Warhammer World, Nottingham

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

Details: Test your leadership skills to the limit in this unique Warhammer 40,000 event.

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

Tickets: Tickets cost £55 per player 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

14th The Pennine Pillage

Date: 14th June, 2009



Venue: Belgrave Social Club, Halifax

Details: The Pennine Raiders invite you to take part in their annual Warhammer pillage of Thursdale. The campaign consists of four linked scenarios and a separate magic duel. If you are insane enough to take part, you will need a 1200 point Warhammer army and an extra wizard.

Tickets: Tickets cost £10 and includes four games, a hot lunch, as well as prizes and certificates for the winners.

Contact: For further details and a rulespack, contact either:

Peter – 01422369834

hardpin@tiscali.co.uk

Greg – 07702849368

greg_richardson@hotmail.com

WARHAMMER BATTLEFIELDS



15th–16th August 2009

July

11th The Lord of The Rings Doubles Tournament

Date: 11th–12th April, 2009

Venue: Warhammer World, Nottingham

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

Details: Compete in this relaxed tournament with a friend as your ally. Designed to challenge players' abilities to work together to defeat all comers, who will emerge as this year's The Lord of The Rings Doubles Champions?

Each team will need two fully painted forces: one Good, one Evil, selected from the Legions of Middle-earth supplement. Each force must be made of two 350 point contingents.

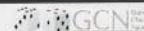
Tickets: Tickets cost £85 per two-player team and includes lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

Contact: Mail Order – 0115 91 40000

Website: www.warhammerworld.org

18th Tactica 2009

Date: 18th–19th July, 2009



Venue: Warhammer World, Nottingham

Details: The fortress world of Lenton has been besieged by aliens and heretics for as long as anyone can remember. While the enemies of the Imperium still march on this cursed rock, there can be only war!

Fight for your own glory, and that of your club in the face of the most complete tactical challenge. Compete in all nine scenario variations from the Warhammer 40,000 rulebook over two days of fanatical fun! Each player will need a fully painted 1000 point Warhammer 40,000 army.

Tickets: Tickets cost £40 per player and includes lunch on both days, and tea and coffee at the start of both days.

Contact: events@gamingclubnetwork.org

Website: <http://tactica.gamingclubnetwork.org>

BLOOD BOWL



GRAND XLVIII TOURNAMENT

30TH–31ST MAY 2009

To find more exciting events and activities near you, go to:
www.games-workshop.com

WARHAMMER®

BATTLEFIELDS



15th–16th August 2009, Warhammer World, Nottingham

WHAT WILL YOU NEED TO ATTEND?

- You must bring a 3000 point army from which you will be required to create smaller legal forces for the various scenarios you will face – see event pack for details.
- You must be at least 16 years of age to enter this event.
- Event pack now available to download from www.warhammerworld.org

WHAT DOES THE TICKET COVER?

- Six games over two days.
- Lunch on Saturday and Sunday and an evening meal on Saturday. It also includes tea and coffee in the morning on both days and doughnuts on Saturday morning to get you started.
- Access to Warhammer World facilities including the Citadel Miniatures Hall.
- Tickets cost £55 per player.

TICKETS ON SALE FROM 23RD MAY • 0115 91 40000



www.games-workshop.com



The Gaming Community

Where once the sun never set on the British Empire, so the same is true of Games Workshop today. With stores and stockists on every continent around the world (save Antarctica), our hobby has become the primary pursuit for tens of thousands. However, the heart of the gaming community lies not just with the hobby centres, but in the social gatherings that are Gaming Clubs.

From groups of two or three people playing wargames in their living rooms, garages or garden sheds, to gatherings of twenty or more hobbyists taking over village halls, pub function rooms and Scout huts, gaming clubs serve as localised 'hubs' in the community, drawing like-minded people together to play games, paint models and discuss the hobby of Games Workshop in all its detail.

For many, a gaming club offers the opportunity to meet regularly with friends to enjoy games (usually accompanied by beer and pizza), whether they be part of a tournament, an ongoing campaign, or even a mega-battle lasting an entire weekend.

For others they are an opportunity for individuals to try out their latest devilishly cunning army lists against a variety of opponents and their armies in preparation for an event, such as the Throne of Skulls Grand Tournament. For more still, gaming clubs offer gamers the chance to write and host their own events, inviting other clubs to do battle with one another for fame and glory, drawing even more hobbyists into the worlds of Games Workshop.

Of course, gaming clubs are all of these things and more, but at their heart they are places where you, dear reader, can go to play games with friends and share in the joy that is our hobby.



Members of the Sad Muppet Society gaming club take on those from the Oxford Gaming Club.

Setting up a Gaming Club

Setting up a Gaming Club couldn't be easier. All you have to do is agree with your friends where you want to meet and how regularly. Then it's a simple matter of turning up with your armies and playing some games.

However, to give you as much of a helping hand and advice as possible, our Community Coordinator, Bek Hawkbby is on hand to give you a few pointers, help you get your club set up and even help you to make contact with other Gaming Clubs in your area.

If you are setting up a club in your school then please remember that we need to speak to your teacher or a member of staff for the school.

There is a growing trend of libraries starting clubs. If you are thinking about starting a club at your local library, then think no more! Give Bek a call and get started today.

Bek Hawkbby

Tel: 0115 900 4821
Mobile: 07826 911 555

bek.hawkbby@
games-workshop.co.uk

LATEST GCN CLUBS

AVON

GCN BRISTOL,
Bristol Vanguard:
Contact: Jay Goldfinch
Tel: 0773 727 3108
E-mail: vanguardjay@yahoo.co.uk

DEVON

GCN EXETER,
Rygas Roughnecks:
Contact: John Gendle
Tel: 0773 435 2425
E-mail: ooksqueak@hotmail.com

HAMPSHIRE

GCN Portsmouth,
Battle Force Pompey:
Contact: Amanda Rutter
Tel: 07769 707 995
E-mail:
amanda_rutter@hotmail.com

PETERBOROUGH

GCN YAXLEY,
Norman Cross Crusaders:
Contact: Justin Eashy
Tel: 01733 243 567
E-mail: jertski@aol.com
Web: normancrosscrusaders.org.uk

SUFFOLK

GCN BECCLES,
Band of Gamers:
Contact: Bryan Armstrong
Tel: 0150 271 1414

What is the Gaming Club Network?

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.

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.

Community: Beyond the Call of Duty

Way back in December, White Dwarf was invited to visit 10 clubs that have been rewarded for their support of Games Workshop and the gaming community. Rik Turner and Matt Anderson took to the road to meet these amazing clubs.

There are now well over 100 GCN registered gaming clubs around the UK, and many thousands more non-GCN clubs spread across Mainland Europe and the rest of the world. So, to decide which of the clubs most deserved this reward was no easy feat. Bek Hawkbly, our Community Coordinator and resident club guru, decided to focus on those clubs that had been involved with the promotion of the hobby in the wider community, interacting with other gaming clubs, organising regular club activities and store visits, and helping out with the running and support of events such as the Schools League and Games Day. Many of the chosen clubs have been around for years, but what they all have in common is their willingness to go beyond the call of duty, working tirelessly in their support of the hobby.

So, with our top ten clubs chosen, and a stash of the brand new Citadel Realm of Battle Gameboards to award, we set out to meet them all.

Gaming Club vs. Gaming Club

Having set off 'Down South' we quickly reached the home of the aptly named Oxford Gaming Club – a wonderful group of gamers who have long used their local

church's function room as their gaming venue. However, when we arrived, we were greeted by not one, but two gaming clubs as the Oxford hobbyists had organised an evening of inter-club gaming with their long-time gaming buddies of the Sad Muppets Society, based in the nearby town of Reading.

Although gaming clubs are a great way to play regular games with groups of friends, the opportunity to play against someone new always brings a new set of challenges and it didn't take long for the two clubs to pair off with one another for an evening of club versus club action.

Several satisfying hours of gaming passed by remarkably quickly as honour and glory were fought over across the lush green fields of the Warhammer world and blasted battlefields of distant planets in the 41st millennium, punctuated at irregular intervals by euphoric shouts of glee and bitter howls of defeat.

If you live near the Oxford or Reading areas, why not get in touch with the clubs? They'd be more than happy to welcome you along to their gaming evenings and other events. Alternatively, go to www.games-workshop.com and find the gaming club nearest you.

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.

TOURNAMENT

TACTICA

18th–19th July 2009, Warhammer World, Nottingham



GCN

Gaming Club Network

WARHAMMER
40,000

WHAT WILL YOU NEED TO ATTEND?

- You must bring a fully painted 1000 point army, including three objective markers. Full details can be found in the tournament pack.
- You must be at least 16 years of age to enter this event.
- For more information and to buy tickets, contact events@gamingclubnetwork.org or look on the website.

WHAT DOES THE TICKET COVER?

- Nine games over two days.
- Lunch on Saturday and Sunday. It also includes tea and coffee in the morning on both days to get you started.
- Access to Warhammer World facilities including the Citadel Miniatures Hall and Bugman's Bar.
- Tickets cost £40 per player.

<http://tactica.gamingclubnetwork.org>



The Top Ten

Congratulations and a huge 'thank you' to all.

- Redcar Community College
- Morley High School
- Woodford Green Library
- Ripley Library
- Oxford Gaming Club
- Sad Muppets Society
- Leeds Night Owls
- Warlords of Walsall
- Chelmsford Bunker
- Gobstyks



Hobbyists in the making

Our journey to the North was focussed in an entirely different way as the clubs we were off to see are both school gaming clubs. Morley High School and Redcar Community College are just two of the many schools that operate after-school gaming clubs for their pupils, thanks in no small part to the support and dedication of their teachers.

Aside from the obvious social interaction that the pupils benefit from, they are also exposed to a world of maths, literacy, logic, tactics and sportsmanship as, with the help of their tutors, they devise army lists, assemble their armies and do battle with one another to gain control of vital objectives, many of which are linked in story-driven scenarios that the students have themselves created.

Morley High School makes extremely good use of their expansive school library and are able to set up several full-size gaming tables with room to spare for

building, painting and reading areas.

On the other hand, Redcar Community College regularly take over their modest design and technology workshops to host games and painting sessions, even going so far as to help the pupils fashion their own scenery bases with the workshop's power tools and belt sanders.

Both clubs have played active roles in the Schools League, an international competition in which school and library clubs compete in regional tournaments before going on to do battle in the grand final held at Warhammer World.

Redcar in particular uses much of their time to hone the skills and abilities of their students, which might go some way to explain why they have continued to perform extremely well at the Schools League, finishing in the top spot on more than one occasion.

To find out if your school runs a gaming club, speak to your head teacher or contact Bek Hawkbby.

Entering the Schools League

To enter your school gaming club into the Schools League, simply get your teacher or club supervisor to contact Bek Hawkbby, our Community Coordinator.



STORE FINDER

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



GAMES WORKSHOP® Hobby Centres

OPENING TIMES

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

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

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

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

www.games-workshop.com

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

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!

GAMES WORKSHOP

Independent Stockists

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

IN YOUR LOCAL AREA

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

MOST POPULAR STOCK LINES

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

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

IN THIS DIRECTORY

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

AROUND THE WORLD

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

Store Directory

AVON

GW BRISTOL:
17 The Hornet, B51 3JR
Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5UP
Tel: 0117 959 2520

BRISTOL, Area 51:
10 Greyfriars, MK40 1HP
Tel: 01232 427 3643

BRISTOL, HobbyCraft:
Tel: 0117 959 7190

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 01232 427 3643

LUTON, Ottakers:

CRANFIELD, Wargames Workshop:
Tel: 01234 757878

BERKSHIRE

*** GW MAIDENHEAD:**
Unit 2, 17 Market Street, SL6 8AA
Tel: 01628 863 1747

GW READING:
29 Oxford Road, RG1 7QA
Tel: 0118 959 0693

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

BRACKNELL, Waterstones:
Tel: 01344 488124

NEWBURY, ToyCraft:
Tel: 01635 38077

READING, HobbyCraft:
Tel: 0118 902 8600

WINDSOR, WJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit 116, Bullring Link, B3 4BS
Tel: 0121 633 7193

GW DUDLEY:
Unit 36, Merry Hill Centre, DY5 1SP
Tel: 0121 448 1011

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

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

GW WALSALL:
Unit 26, Old Square Shopping Centre, WS1 1QF
Tel: 01922 727 5287

GW WOLVERHAMPTON:
9 King Street, WV1 1ST
Tel: 01902 231 0466

BIRMINGHAM, Console Games:
Tel: 0121 477 0023

KIDDERMINSTER, TJ Models:
Tel: 01562 747002

WOLVERHAMPTON, HobbyCraft:
Tel: 0845 051 6543

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
No 55 Eden Walk Gallery, Eden, HP11 2HT
Tel: 01494 452 1494

GW MILTON KEYNES:
Unit 2, 504 Silbury Boulevard, MK9 2AD
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WEST BRIDGFORD, Inspirations
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WORKSOP, Model Base:
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Tel: 01844 260 022
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Tel: 01491 835 253
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HAVERFORDWEST, Emrys:
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OAKHAM, Rutland County Museum:
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GW SHREWSBURY:
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FROME, The Ellenbray Press:
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FROME, Frome Model Centre:
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MINEHEAD, Minehead Toys & Models:
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TAUNTON, Hatcher & Sons:
Tel: 01823 272 277
WELLS, Wells Models and Toys:
Tel: 01749 675 262
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Tel: 0191 482 7410
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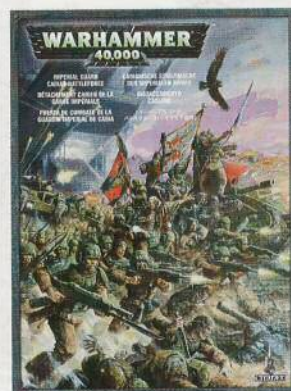
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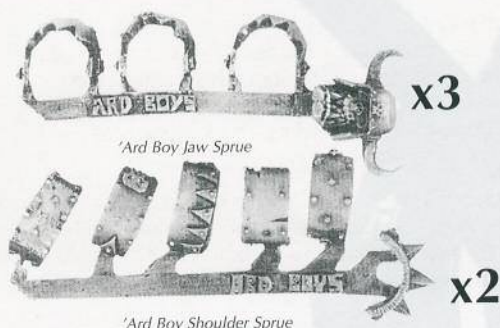
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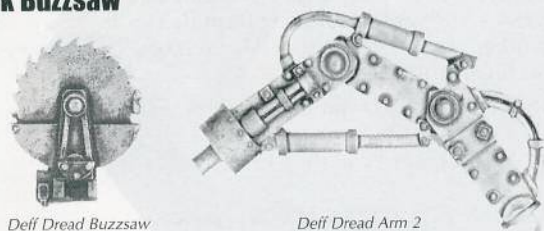
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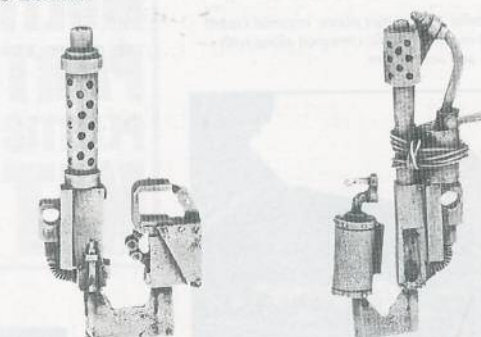
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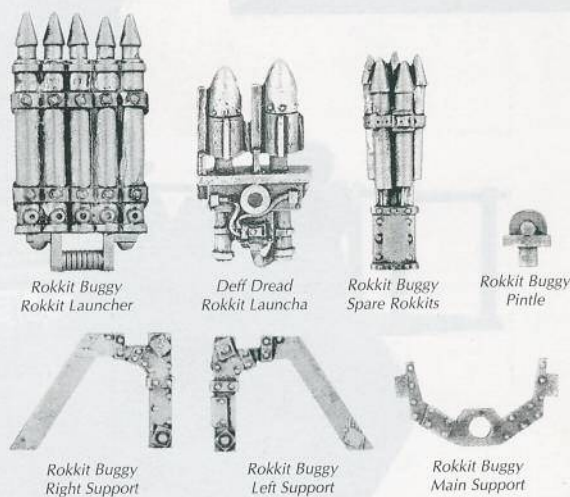
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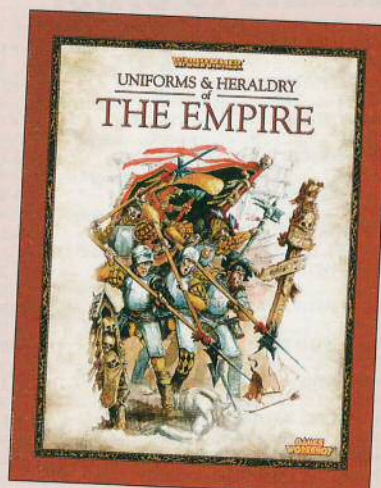
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