

INSIDE

ASSAULT ON OUTPOST XIII – TYRANIDS vs SALAMANDERS

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WD361 January 2010  
GAMES WORKSHOP'S MONTHLY MAGAZINE



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## TYRANIDS

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DAMNED

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*Death from below – carnage ensues as a Trygon, a Mawloc and Raveners bypass the Imperial Guard defence perimeter.*



**WARHAMMER**  
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## THE GREAT DEVOURER

Burrowing ever deeper into the galaxy, the Tyranid menace is upon us, devouring everything in its wake. Turn to page 16 if you dare.



FEATURES

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The Tyranids are an all-consuming alien swarm driven by the Hive Mind to extinguish all life in the galaxy. Adam Troke exposes the full horrifying truth.

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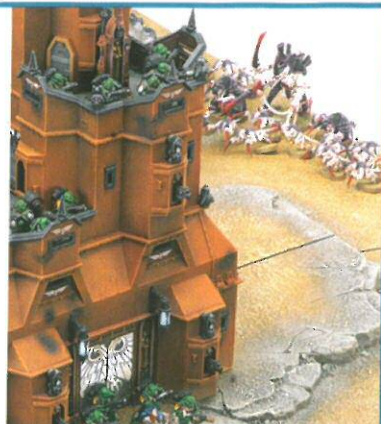
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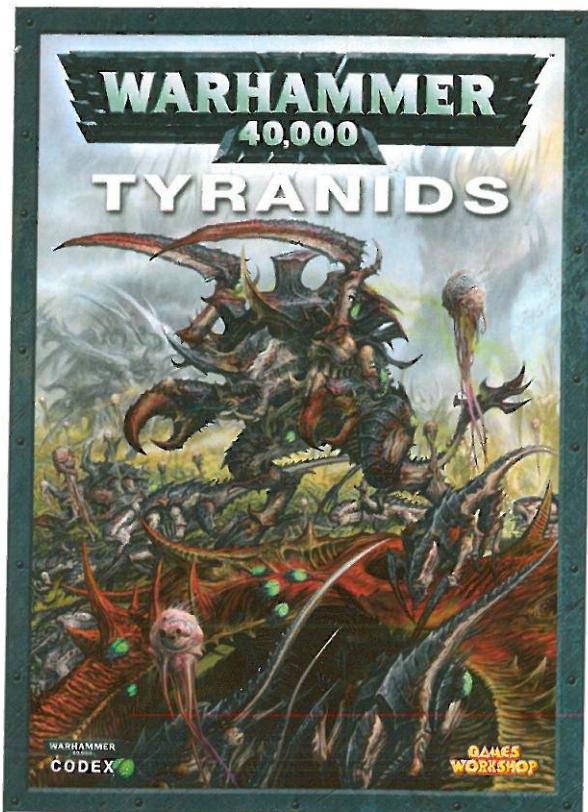
### 54 ASSAULT ON OUTPOST XIII

The Salamanders must defend a forlorn outpost from the encroaching swarm of Hive Fleet Leviathan. Can the Legion of the Damned save their brethren from certain doom?



# WARHAMMER 40,000

# TYRANIDS



## CODEX: TYRANIDS

The Tyranids are a ravenous race of aliens that have travelled through the cold darkness of the intergalactic void to feed upon the galaxy. Vast swarms of creatures, winged horrors and towering monstrosities consume everything in their path – scouring planets clean, leaving them lifeless rocks.

*Codex: Tyranids* is packed with all the information you need to control the dread organisms of the Hive Mind in games of Warhammer 40,000. The book details every major encounter with the Tyranids, from the disastrous first contact at Tyran Primus to the most recent battles against Hive Fleet Jormungandr. Within this 96-page Codex you will find a detailed bestiary, a history of the Imperium's conflict with the Tyranids, an awesome hobby section and miniatures showcase, and the all-new army list.

### CODEX: TYRANIDS

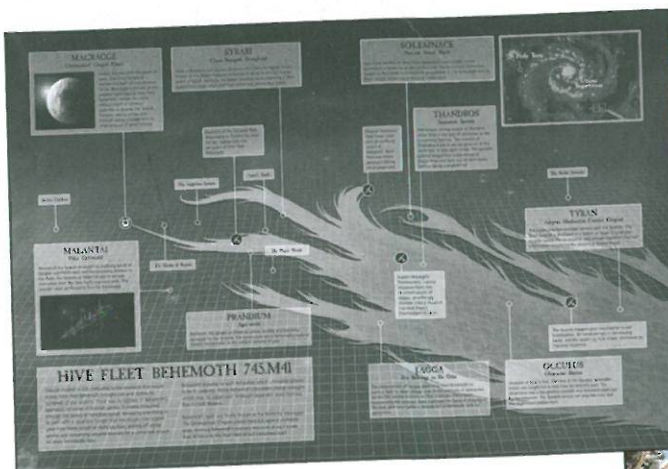
Product code: 60030106003

Written by Robin Cruddace

UK £15 Denmark 175dkr

Euro €22.50 Swe/Nor 205skr/nkr

**ON SALE JANUARY 16TH**



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## TYRANID TRYGON/MAWLOC



This massive new plastic kit can be assembled as a Trygon, a Trygon Prime or a Mawloc. The Trygon is a vast serpentine creature that towers over even a Carnifex. It burrows through the ground, bypassing perimeter lines to attack at the heart of enemy defences with talons and bio-electric pulse. The emergence of a Trygon heralds a much larger attack, as hordes of creatures pour out of the newly formed tunnel. A Trygon Prime is an even deadlier variant of the creature, boasting a more powerful bio-electric pulse and a strong synaptic link to the Hive Mind. The third option you can make with this flexible kit is the Mawloc. This giant beast burrows under the earth with even greater agility, able to erupt from the ground and consume any foe.

### TYRANID TRYGON/MAWLOC

Product code: 99120106019

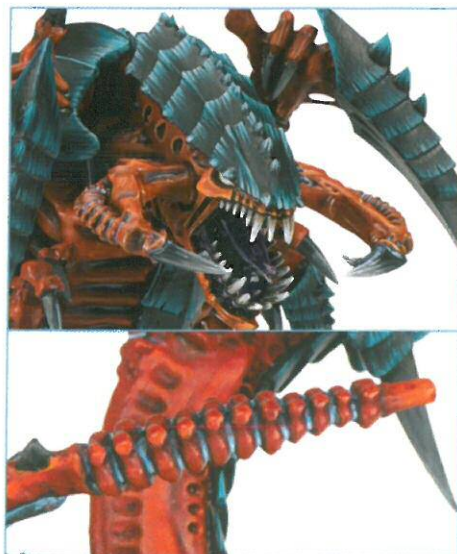
Sculpted by Alex Hedstrom, Aly Morrison and Tom Walton.

|      |     |         |            |
|------|-----|---------|------------|
| UK   | £30 | Denmark | 300dkr     |
| Euro | €39 | Swe/Nor | 380skr/nkr |

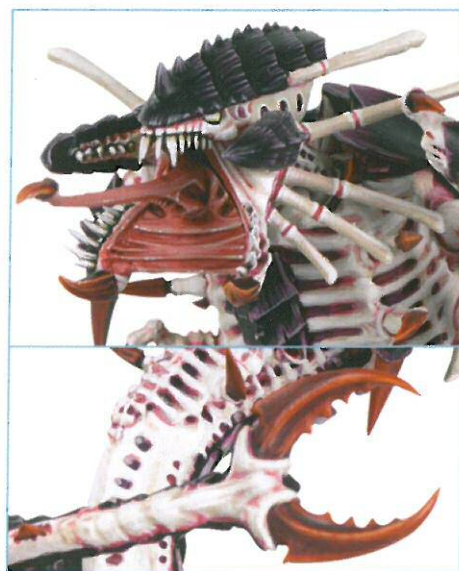
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**MULTI  
PART  
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KIT**



The large, ridged mandibles on this creature (top) mark it out as a dreaded Trygon Prime. Its higher intelligence and synaptic link with the Hive Mind means it can control other Tyranid creatures.



The Mawloc is instantly recognisable by its gaping lower jaw (top). While it lacks the large talons of the Trygon, its strength lies in the devastating shock attacks delivered as it erupts from the ground beneath the foe.

## TYRANID RAVENER BROOD

Ravener are powerful predators, their beclawed and snake-like bodies driven ever onwards by an all-consuming hunger. The new plastic kit allows you to build three Raveners and the frame is packed with options, including all the thorax-mounted weapons available in the army list. All parts of the kit are interchangeable, so no two Raveners need look the same, no matter how many broods you have in your force.



### TYRANID RAVENER BROOD

Product code: 99120106016

Sculpted by Mark Harrison

|      |     |         |            |
|------|-----|---------|------------|
| UK   | £27 | Denmark | 270dkr     |
| Euro | €35 | Swe/Nor | 340skr/nkr |

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*This Ravener has been assembled with the spinefist torso and the tail option that makes it look as though the beast is bursting out from the ground.*



MULTI  
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KIT

## TYRANID PYROVORE



Mark Harrison has designed this new metal creature for the Tyranid army – the immolating Pyrovore!

The deadly flamespurt cannon is wreathed in thick arterial tubes that carry highly flammable bio-chemicals into the fleshy barrel of the living weapon. Should an enemy survive the fireball he then has to contend with the acid-covered maw of the Pyrovore, whose instinct is only to feed.

### TYRANID PYROVORE

Product code: 99110106063

Sculpted by Mark Harrison

|      |     |         |            |
|------|-----|---------|------------|
| UK   | £20 | Denmark | 200dkr     |
| Euro | €26 | Swe/Nor | 250skr/nkr |

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# NEW RELEASES

## TYRANID GARGOYLES BROOD



Gargoyles are agents of dismay whose primary purpose is to sow terror amongst the enemy lines. Thus, a Tyranid attack is preceded by the beating of thousands of membranous wings as the Gargoyle broods descend upon the foe.

This multi-part plastic kit allows you to make ten Gargoyles; the heads, arms and weapons are completely interchangeable. Even the wings are customisable – each pair fits two separate bodies, giving you a massive variety of flying creatures ready to mob and harass the enemy.

### TYRANID GARGOYLE BROOD

Product code: 99120106018

Sculpted by Mark Harrison

UK £17.50 Denmark 175dkr

Euro €22.75 Swe/Nor 220skr/nkr

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## TYRANID VENOMTHROPE

Venomthropes have only recently been encountered by the Imperium. Mark Harrison's metal miniature really captures the malicious intent and poisonous nature of the creature. The carapace is adorned with bulging gas-filled bladders that not only allow the Venomthrope to float ponderously around the battlefield but also emit a deadly spore cloud that conceals friendly units from enemy fire.

### TYRANID VENOMTHROPE

Product code: 99060106062

Sculpted by Mark Harrison

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

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## TYRANID HIVE GUARD

Another metal Tyranid beast from the hands of Mark Harrison is the Hive Guard. Compared to the lithe shape of the Venomthrope, a Hive Guard is a heavy-set gun beast, well suited to a defensive role. These imposing creatures are armed with an impaler cannon – a Strength 8 weapon that doesn't need line of sight to target the enemy, as its ammunition is alive!

### TYRANID HIVE GUARD

Product code: 99060106061

Sculpted by Mark Harrison

|      |        |         |            |
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## TYRANID BATTLEFORCE

Whether you're creating a fledgling swarm or adding to an existing force, then the Tyranid Battleforce is a great starting point. Inside the box you'll find 8 Genestealers, 3 Tyranid Warriors, 12 Termagants and a brood of 12 Hormagaunts.



Also included in the Battleforce is a brood of 3 Ripper Swarms.

### TYRANID BATTLEFORCE

Product code: 99120206011

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| UK   | £60 | Denmark | 670dkr     |
| Euro | €85 | Swe/Nor | 830skr/nkr |

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# SPACE MARINES



## LEGION OF THE DAMNED SQUAD

This new box set contains a five-man metal squad of the mysterious Legion of the Damned. Juan Diaz, Matt Holland and Neil Langdown have really gone to town on these models, adorning them with the classic iconography of skulls and fire. The box set contains a squad all ready to materialise in the thick of the fighting, including a Damned Sergeant with a power axe and plasma pistol, a Damned Legionnaire with flamer and three Damned Legionnaires with bolters.

### LEGION OF THE DAMNED SQUAD

Product code: 9911010143

Sculpted by Juan Diaz, Matt Holland and Neil Langdown.

|      |     |         |            |
|------|-----|---------|------------|
| UK   | £20 | Denmark | 225dkr     |
| Euro | €30 | Swe/Nor | 270skr/nkr |

ON SALE JANUARY 2ND



Damned Legionnaires with bolters



Damned Legionnaire with flamer



Damned Sergeant

## DAMNED LEGIONNAIRES WITH HEAVY WEAPONS

To bolster your Legion of the Damned squad, the designers have sculpted a pair of metal Legionnaires, one with a heavy flamer and a second armed with a multi-melta.

### DAMNED LEGIONNAIRE WITH MULTI-MELTA

Product code: 99060101441

### DAMNED LEGIONNAIRE WITH HEAVY FLAMER

Product code: 99060101440

Sculpted by Juan Diaz, Matt Holland and Neil Langdown.

|      |        |         |            |
|------|--------|---------|------------|
| UK   | £8     | Denmark | 85dkr      |
| Euro | €11.50 | Swe/Nor | 100skr/nkr |

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Damned Legionnaire with multi-melta



Damned Legionnaire with heavy flamer

## DAMNED LEGIONNAIRES

As well as the boxed squad and heavy weapons, you can supplement your Legion of the Damned with extra metal Legionnaires. These come in two packs, both of which contain a model wearing Mark VI 'Corvus' armour and one wearing the better-known Mark VII 'Aquila' armour.

### DAMNED LEGIONNAIRES 1



### DAMNED LEGIONNAIRES 2



### DAMNED LEGIONNAIRES 1

Product code: 99060101438

### DAMNED LEGIONNAIRES 2

Product code: 99060101439

Sculpted by Juan Diaz, Matt Holland and Neil Langdown.

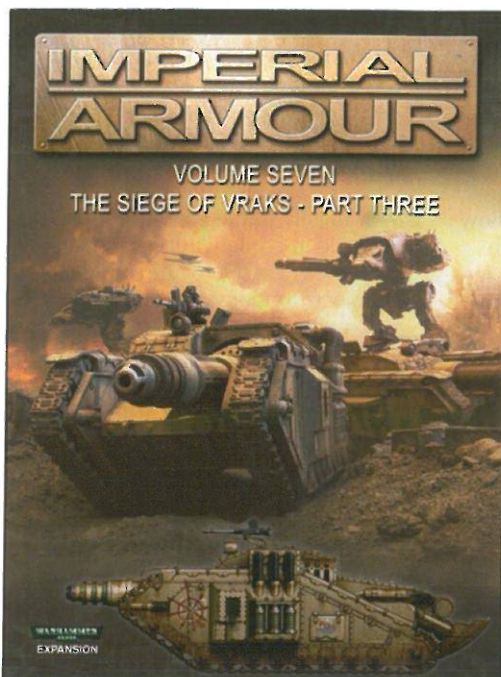
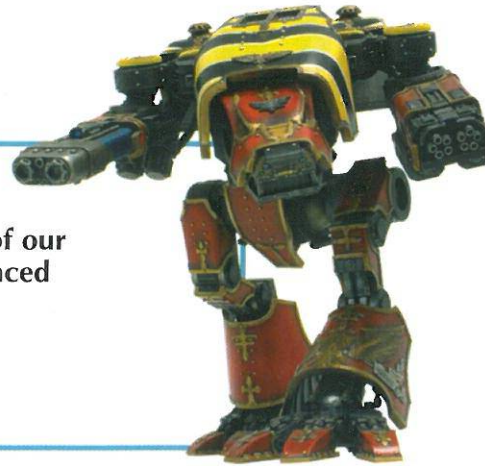
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| UK   | £10 | Denmark | 100dkr     |
| Euro | €13 | Swe/Nor | 125skr/nkr |

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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](http://www.forgeworld.co.uk)



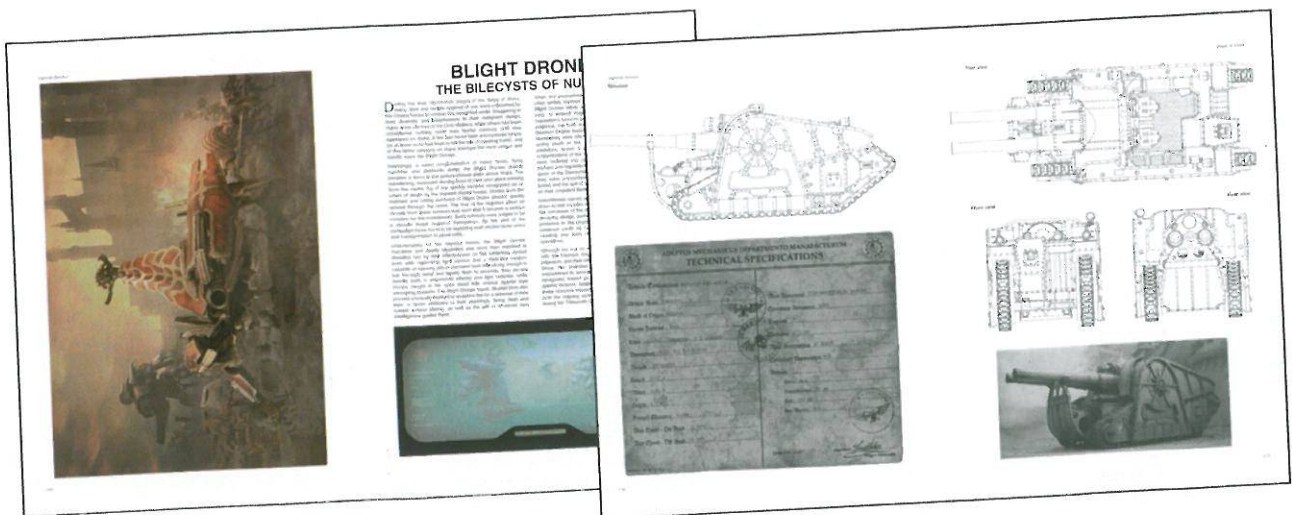
## IMPERIAL ARMOUR VOLUME SEVEN THE SIEGE OF VRAKS – PART THREE

The fall of Vraaks to the renegade army of Apostate-Cardinal Xaphan meant the loss of a vital armoury world. The Imperium calculated that they could grind down the defenders and take back the Fortress of Vraaks in twelve years of siege warfare.

Eighteen years later and Vraaks has still not fallen. The Chaos forces have grown strong, reinforced by the Traitor Legions of Khorne and Nurgle. They have fought the Imperium to a stalemate in a bitter war that seems to have no end.

The traitorous forces have not been idle in the intervening years and now Vraaks is about to be consumed in a daemonic incursion. The Chaos Gods have willed it, and so their Daemon-servants and Daemon Engines are pouring onto Vraaks and threatening to overrun the beleaguered Krieg siege regiments. To avert disaster the Ordo Malleus must step in, led by the heroic Inquisitor Lord Hector Rex and aided by loyal Space Marine Chapters. They will fight alongside the Grey Knights, to drive the Daemons from the planet and strive to re-capture the once impregnable Citadel of Vraaks.

This book is heavily illustrated with over 55 colour and black & white pictures, 70 full-colour vehicle profiles, 12 technical illustrations plus organisation charts and evocative scenarios to add new depth to the Warhammer 40,000 universe.



# BLACK LIBRARY

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

[www.blacklibrary.com](http://www.blacklibrary.com)



## DARK CREED

Dark Apostle Marduk faces challenges from within his own Legion as he wages war with the White Consuls. Harnessing the power of the Nexus Arrangement, a powerful Necron device, Marduk can turn the tide in the Word Bearers' favour. But just as the White Consuls are on the verge of defeat, an old enemy returns to throw the entire dark crusade into ruin. If Marduk is to survive and fulfil his ambition, he must defy an onslaught from the Necrons, the White Consuls and his own Legion.

### DARK CREED

by Anthony Reynolds

ISBN: 978-1-84416-786-9

UK £6.99 Denmark 70dkr

Euro €9 Swe/Nor 80skr/nkr

## SHADOW KING

When his family is betrayed and slain, Alith Anar, ill-fated prince of the Nagarythe, is forced to walk a dark path. The island of Ulthuan is in the grip of a civil war between the High Elves and their evil counterparts, the Druchii, and so Alith Anar must follow an unwanted destiny to become the Shadow King. As the Shadowlands in the north are invaded by his vile kin, Alith Anar hunts his enemies from the darkness. He is now on a quest for vengeance that can only end when every last Dark Elf has been slain.

### SHADOW KING

by Gav Thorpe

ISBN: 978-1-84416-816-3

UK £6.99 Denmark 70dkr

Euro €9 Swe/Nor 80skr/nkr

## SONS OF DORN

Having survived the Imperial Fists' brutal recruitment regime, rivals Zatori, du Queste and Taloc advance to the ranks of Scouts. When they join the Imperial Fists in their action on Vernalis, a planet blighted by Chaos, their loyalty to the Emperor and their fortitude in battle will be sorely tested. Even the excessive battle training and augments to their physiology cannot prepare them for the enemy they face, for they must overcome the power of the Roaring Blades Traitor Guard in order to ensure victory.

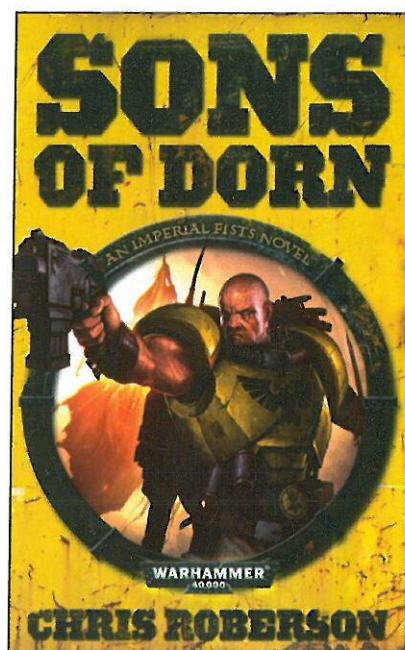
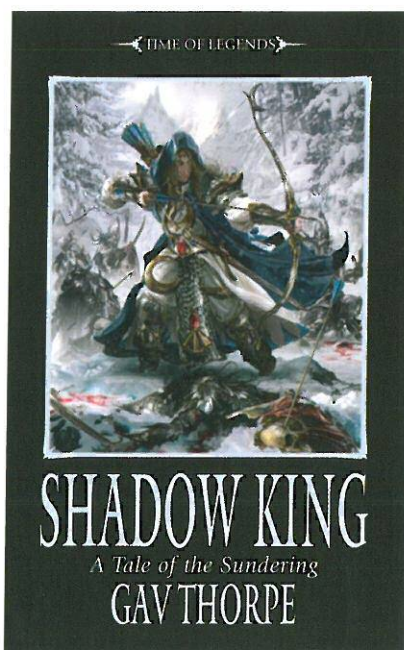
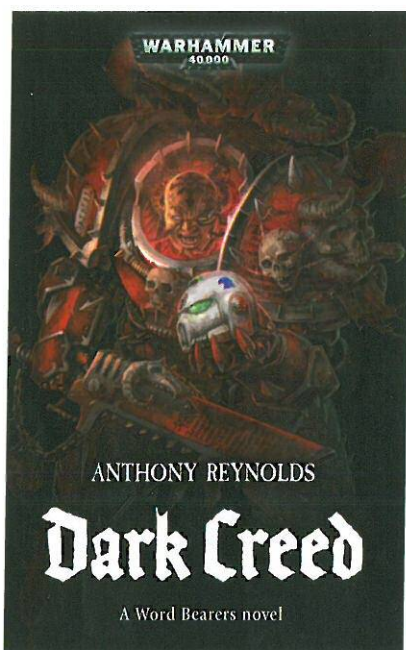
### SONS OF DORN

by Chris Roberson

ISBN: 978-1-84416-788-3

UK £6.99 Denmark 70dkr

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## COMING SOON FROM BLACK LIBRARY

# SPACE MARINE BATTLES

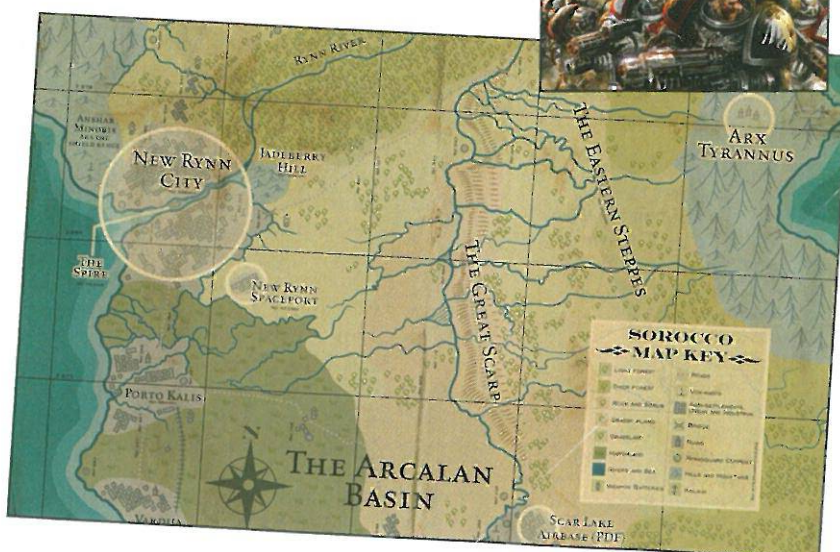
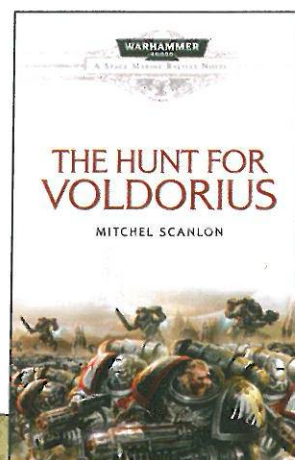
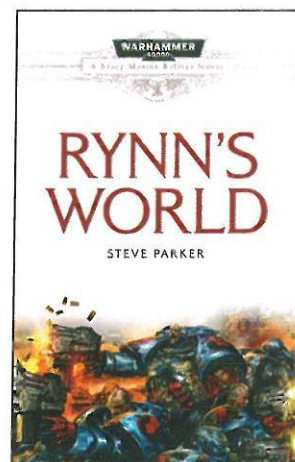
**Rick Priestley:** The Black Library has already given us a succession of top-quality, fast-paced, Warhammer 40,000 novels from new and exciting writers such as Dan Abnett, Graham McNeil, James Swallow and Ben Counter. Now, to sit alongside such blockbusters as the acclaimed Eisenhorn trilogy and the hugely popular and long-running Horus Heresy saga, the Black Library team have announced a brand-new series: Space Marine Battles.

The Space Marine Battles series takes classic tales from the Warhammer 40,000 mythos and presents them as stories of heroism and warfare featuring – as the series title surely demands – Space Marines at the very heart of the action. The idea is to take great and iconic battles that have appeared as incidents in the life-stories of some of Warhammer 40,000's most well-known Space Marine characters, and to re-tell their stories as compelling narratives in all their gory detail. Each book will therefore feature an entire story of a famous conflict. Every volume will tell us more than ever before about one of the many Space Marine Chapters – or of the early Legions – for the series will roam through the history of the Imperium from its earliest founding to the sprawling empire of the 41st Millennium.

The books themselves look something special as befits Black Library's ambitions for the series. For starters they are noticeably bigger than your usual paperback book. There's a reason for this too, as becomes apparent the moment you open the first page; for every volume contains a colourful fold-out map of the battle zone within its extended hinged covers. This makes it possible for the reader to follow the strategic action as it unfolds as well as providing an attractive and entertaining feature for the series.

The first book presents a rip-snorter of a battle that stirs many personal memories for me – for it takes the very first campaign that I ever described in the original Warhammer 40,000 game way back, more than twenty years ago (a couple of decades soon disappears in the Warp), so once more the action is on Rynn's World – the key to the vulnerable Loki Sector and home planet of the Crimson Fists Space Marine Chapter. Author Steve Parker takes us on a whirlwind ride as Rynn's World is overrun by Ork forces and the Crimson Fists almost destroyed by a devastating sneak attack on their Fortress Monastery. Chapter Master Pedro Kantor leads a heroic and ever more desperate defence in an attempt to buy time for reinforcements to reach New Rynn City.

All-in-all it looks like a fine start to an intriguing and exciting series of books. And with the White Scars 'The Hunt for Voldorius' just around the corner – have no doubt we shall be hearing of many more battles very soon.



# BATTLE MISSIONS

**WARHAMMER**  
**40,000**

**"Every commander must learn to adapt... or die."**

This March, the tactical acumen and martial prowess of generals and commanders will be tested to the limit with the release of *Warhammer 40,000: Battle Missions*. A mighty tome laden with exciting new background and more than thirty entirely new scenarios, Battle Missions is the perfect way to put your tactical nous through its paces. With the Battle Missions book, each army is presented with a set of three scenarios that perfectly suit the battle tactics and background of the army in question. When you're preparing to play a game against an opponent, you roll a D6 to see which scenario you'll play – perhaps you'll play a battle mission that suits your force perfectly, or maybe you'll find yourself having to adjust your tactics in a scenario that favours your opponent. Battle Missions promises to test your skill and generalship to the limit.

Alongside this exciting new Expansion for Warhammer 40,000 we're releasing a swathe of fantastic new Citadel miniatures to support many of the races, including a new Basilisk and Chimera. In March's White Dwarf we'll reveal all, showing you the exciting new releases, as well as introducing the *Warhammer 40,000: Battle Missions* book itself.



## IN BRIEF

Peachy, Nick, Chad and Duncan recently emptied their 'hobby cabinet' in the Studio, taking stock of the models they had painted over the last 12 months. Counting stopped at just over 3000 infantry models, almost a hundred tanks and monsters, and dozens of scenery pieces (of all shapes and sizes). Very impressive, gentlemen.

The Studio has recently been joined by Kevin Chin, an artist all the way from Singapore. Kevin impressed us with his dedication and skill, travelling to the UK especially to meet John Blanche, dazzle us with his art and win the UK Games Day '08 art competition. Keep your eyes peeled for some of Kevin's art in our forthcoming releases.

## EXTREME READERS

Our call for pictures of you all reading White Dwarf in interesting places has not gone unheard – we've been deluged by submissions of people finding some very interesting places to enjoy their favourite hobby magazine. We had to mention Jason Matthews who, with the help of his biplane (yes really) took some shots of reading White Dwarf thousands of feet above the green fields of Norfolk. If you have an equally daring photograph, send it in to the usual address (*But please do stay safe in the process!* – Ed).

Similarly daring, and completely unaided by propeller-driven technology, young Harris Vandenburg and his father took their copy up a shocking three thousand foot climb to read the September issue of White Dwarf amid the Italian mountains!

If you've been to an extreme or unusual place with your copy of White Dwarf (and have photographic evidence, send your pictures in to *White Dwarf*, Design Studio, Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS, UK.



Top: Jason casually reads about Space Hulk while soaring through the air.  
 Above: Harris pauses for a well-earned break, White Dwarf in hand.

## Dawn of War – The Last Stand

Continuing their support of *Dawn of War II*, Relic Entertainment has released the Last Stand, a free cooperative survival game mode that puts gamers in control of a Space Marine Captain, Eldar Farseer, or Ork Mekboy. Players must team up to fend off wave after wave of relentless attackers, each more deadly than the last. To help your hero withstand the relentless assault, you'll be able to level up, customising your hero unit as you gain access to new armour and weapons earned by slaughtering the foe.

Gamers who are skilled enough to battle their way through to the final wave will get a sneak preview of two of the new units that will be included in the upcoming *Dawn of War II* expansion, *Chaos Rising*. Encountering these new enemies is a mixed honour, however, as you'll get a taste of what it's like to face a traitorous Chaos Space Marine Lord and an army of Bloodletters of Khorne – bolters at the ready!

[www.dawnofwar2.com](http://www.dawnofwar2.com)



## Flights of Fantasy

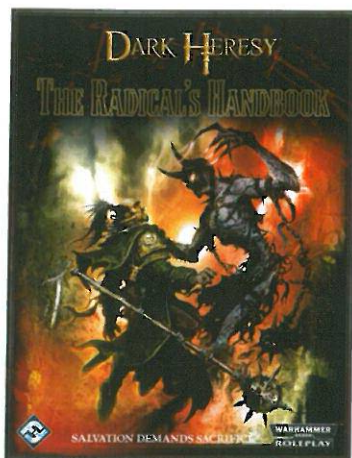
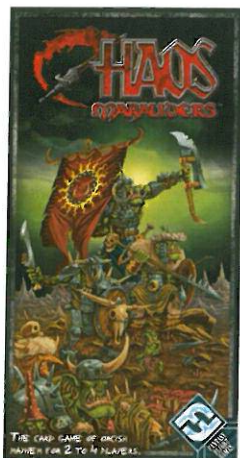
Fantasy Flight has been as busy as ever and finished the year with the long-awaited *Radical's Handbook* for Dark Heresy players and a re-release of the classic card game *Chaos Marauders*.

### Chaos Marauders

Battles between rival Orc clans are the order of the day in *Chaos Marauders*, the new Fantasy Flight Games version of the 1987 Games Workshop classic. Players compete to complete their battlelines of warriors and war machines, attacking their sometime allies to steal their treasure in this fast and furious card game for 2-4 players.

### Dark Heresy: The Radical's Handbook

In the new *Radical's Handbook* for the Dark Heresy RPG, players and games masters will find more character options for those Acolytes of a Radical bent, forbidden technology, more rules for Daemon weapons and Daemonhosts, advice on how to run a Radical campaign, and more! Whether you prefer to destroy the Radicals or join them in their path to damnation, this sourcebook provides all you need!



## MASTER OF THE FORGE

Those of you who made the trip to UK Games Day in September may well have entered the 'Design a Space Marine Chapter' competition run by the sculptors. The premise was simple – design a shoulder pad for your own Space Marine Chapter, complete with Chapter iconography, name and background. The prize was something quite special – the Citadel designers sculpted and cast the winning shoulder pad, and the winner received a load of them for use on his new Chapter! Congratulations to Rob Scott from Blackpool, UK for his winning entry, the Tempest Guard. You can see his shoulder pad design below. It's now in the expert hands of the Citadel design team and we'll show you the finished shoulder pads here in a few issue's time.

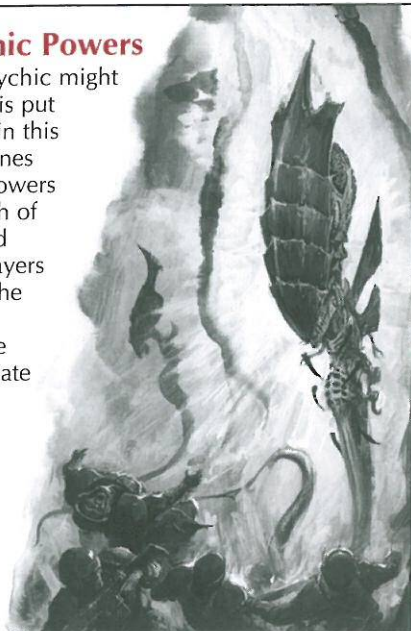


# WEB LORE

www.games-workshop.com

## Tyranid Psychic Powers

The monstrous psychic might of the Hive Mind is put through its paces in this feature that examines Tyranid Psychic Powers and offers a wealth of tactical advice and suggestions for players hoping to wither the brains, scour the sanity or otherwise psychically obliterate their enemies. There are also downloadable cards of all the psychic powers, providing an easy reference for use in your games.



## Tyranids in Cities of Death

The Great Devourer comes to the Cities of Death in this tactics article, including ideas on how to get the best from your Tyranids in the brutal confines of urban combat. There's also a variety of new Tyranid stratagems for Cities of Death and some fantastic examples of how to model them, provided by the talented hobbyists here in the Studio.



**Adam Troke:** Despite the terrifying tendrils of the Great Devourer infesting the department this month, Jim, Andy and I have managed to steel ourselves long enough to bring you a fantastic, Tyranid-packed month full of articles. Whether you're new to the intergalactic menace that is the Tyranid horde, or an old hand who wants to know what's new and what's changed, keep an eye on the GW website this month.

## Tyranids Stage-by-Stage Guides

Aspiring Tyranid players everywhere will benefit from a slew of clear and easy to follow stage-by-stage guides, showing how to assemble and paint your Tyranids. Whether you're building a horde of winged Gargoyles or a monstrous Trygon, you'll find all the tips and advice you'll need to build and paint fantastic-looking Tyranid models.



## Also on the Web...

That's not all you'll find on the Games Workshop website this month, as part of our never-ending quest to overload the servers by filling them with great, hobby-related material, we've added even more content:

- The Citadel Hall of Fame is updated with more seminal miniatures.
- A showcase of Tyranid art from the archives and the new Codex, along with artist interviews.
- Tactics and advice for using Tyranids in Planetstrike.
- Tyranid sample armies.
- Even more articles added to the White Dwarf Archive.
- The Games Workshop Blog 'What's New Today' – updated every weekday!

## Did You Know?

The Astronomican is the area of the website where you can easily find a wealth of online articles as well as daily blog entries. Because it's January, and a whole new year of hobby awaits, the Astronomican is being updated daily with all you need to get your army built and looking great on the battlefield. Not only that, but you'll find regular updates offering tactical advice and links to all the gaming events and tournaments held by Games Workshop around the world.



www.games-workshop.com

# IN STORES NOW

## WINTER CRUSADE

You can take part in different Winter Crusade Hobby activities every day in our Hobby Centres from now until February Half Term!

### Activity Every Day

All of our stores have a calendar of activities for you to choose from, (covering over 100 days of Hobby!) and our staff can talk you through what you need to bring and how to get involved.

### Winter Crusade Collector's Card

Ask the staff for your Winter Crusade Collector's Card. This gives you a convenient army planner for all our games, and contains a handy calendar so that you can make a note of the activities you want to attend. You can then use your army list to plan out exactly what you want for Christmas, ensuring you get Space Marines and not a reindeer jumper.

### Wish Lists

Did you know that when you complete a Wish List in your local Games Workshop store, the staff keep a copy so when your friends and relatives come in they can check with us what you really want? Did you also know that if you complete an Online Wish List, anyone you give your unique wish list code to can check online themselves and see what you want and buy it from any Games



Workshop store, wherever they live? This service is completely free and you just have to ask in store or check out the website to find out how you can use it.

### New Year, New Army

With all this going on, what better time to get that new army started? Always had a hankering for Dwarfs? Feel a desire to lead Tau or a need to paint Uruk Hai? Now is the time to launch those new projects – with loads of support available in stores and on the website you can work towards the February Finale.

### Winter Crusade Finale

February Half Term is going to be a frenzy of competitive play, fevered painting and a fitting end to the Winter Crusade. There will be competitions and all manner of fun, (maybe even cake) as we celebrate and reward those who have completed their Winter Crusade activities, painted their armies and earned the title of Winter Crusader.

Don't wait, get down to your local Games Workshop store and join the Winter Crusade today! More details about the Winter Crusade can be found on page 28.

### School League Regional Finals

There has been a great deal of interest in the School League Regional Finals this year and there will be some hard fought battles come March. But don't despair if you have not yet booked a place as there are still spaces available.

Regional Finals will be being held all across the country over several days. So, if you and your school team wish to enter one of the events below, simply ask your teacher to get in touch with Bek Hawkyb, our Community Coordinator on 0115 900 4821.

All that remains is to wish you all luck and remind you to get down to your local store and get loads of practice in before the big day!

|                 |                     |
|-----------------|---------------------|
| Aberdeen        | 4th, 5th, 6th March |
| Bromley         | 17th March          |
| Chester         | 17th March          |
| Dublin          | 14th March          |
| Edinburgh       | 4th, 5th, 6th March |
| Exeter          | 6th March           |
| Glasgow         | 4th, 5th, 6th March |
| Newcastle       | 26th March          |
| Newport         | 6th March           |
| Poole           | 6th March           |
| Wakefield       | 4th March           |
| Warhammer World | 16th, 17th March    |

### Games Day on the Web

It's been a little while since Games Day and Golden Demon 2009 and next month we'll be showcasing some of the winning entries from this year's Golden Demon right here in White Dwarf.

However, until then, what better way to warm the cockles during the long midwinter nights than to take a visit to the Games Workshop website and look back to the sunnier days of September and the biggest ever Games Day in the UK?

Get along to games-workshop.com and relive the magnificence and splendor of Games Day 2009. You'll see the games, the displays, the Studio guests and the stunning Golden Demon entries. You'll also see the walls of Heaven's Gate, Imperator Titans, the Fall of Prospero and the Gladden fields, Commissars and Sisters of Battle. You will see the very best scenery, miniatures and modelling skills our Hobby Centres, club volunteers and Outriders have to offer. You might even spot yourself!



# WARHAMMER 40,000 THE GREAT DEVOURER



## On the Web

Of course, Tyranid coverage isn't restricted just to the pages of *White Dwarf* this month – the Hive Mind has well and truly infested our website as well. Go online to find stage-by-stage assembly and painting guides for all of the new plastic kits, a tactica on using Tyranid psychic powers, new stratagems for use by the Tyranid swarms in *Cities of Death* and much much more!

From beyond the abyss the Tyranids come, an alien race intent on devouring all life. Determined to uncover the extent of this menace, Adam Troke sets out to find out more.

Robin Cruddace is the sinister mastermind behind the new *Codex: Tyranids*, and once I had tracked him down to the Studio gaming area, he was more than happy to wax lyrical about his latest project. 'Tyranids present a really exciting opportunity to delve into the dark horror of the 41st Millennium,' he explains. 'Here's an ancient intergalactic horror that's entering the galaxy and devouring everything in its path. That's compelling stuff, and it's great fun to explore.' And it's clear when you take a look at the new *Codex* that Robin had a great time exploring the history and the background of the Tyranids – the first thirty pages or so are completely packed full of details and

history pertaining to the Tyranid invasion. 'If you've never really delved into the Tyranids' background, then this is essential reading,' Robin says. 'Not only do we introduce the Tyranids, contextualising their place within the gothic horror of the Warhammer 40,000 setting, but we explain who they're fighting, where the action is, and we highlight just how incredibly hard-pressed the Imperium is, and the rest of the galaxy for that matter. The voracious attacks of no less than six Hive Fleets are detailed, painting a strong image of a galaxy that is very much under siege. This is an invasion of utterly staggering proportions, and it's quite scary once you get to grips with its scale.'



Taking stock of the whopping background section gives me a chance to consider the Tyranids and their place in the game. Tyranids aren't just any other alien race – they're not like Orks or Eldar, creatures that can be bargained with in a vaguely reasonable fashion; they're not even like Daemons or Necrons, who are attempting to wipe out humanity for perverse pleasure or out of sheer malice. The Tyranids simply want to consume the galaxy – each and every living thing, from men to cattle to plants – before moving along on their way. That's horror on a whole different level – an ancient, uncaring, unfathomable alien menace that is travelling across space consuming all in its path. It's also pretty exciting!

Much of the new background comes through the spotlight that is shone upon three little-known Hive Fleets: Gorgon, Naga and Jormungandr. Each of these is a deadly threat to the galaxy in its own right,

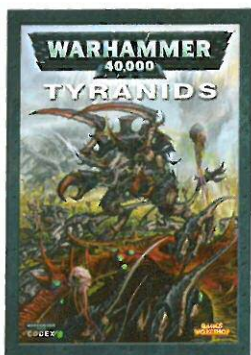
**“An ancient, uncaring, alien menace that is travelling across space consuming all in its path.”**

and each shows us something distinct about the Tyranid menace. 'Take Jormungandr, for instance,' says Robin, 'Here's a Hive Fleet that cut a swathe through the galactic north-east, wiping out everything in its path until it could be halted in a titanic space battle. Even then, with the Hive Fleet ostensibly defeated, it's still not dead – nobody knows what remnants lurk below the surface of the worlds it assailed, and who can tell what horrors they will unleash should they awaken. That's the lure of the Tyranids, both from the point of view of the fans of the background and those who want to unleash them on the tabletop.



*Ripper Swarms are a constant menace, a carpet of small, voracious Tyranid beasts.*

**Codex:** *Tyrannids* is the definitive resource for Tyranid collectors, packed with the history of the Tyranids and their rapacious invasion of the galaxy. Not only does it include all the rules and information you'll need to use Tyranids in your games, but it's stuffed full of great artwork and fantastic pictures of Citadel miniatures, painted by the renowned 'Eavy Metal team.



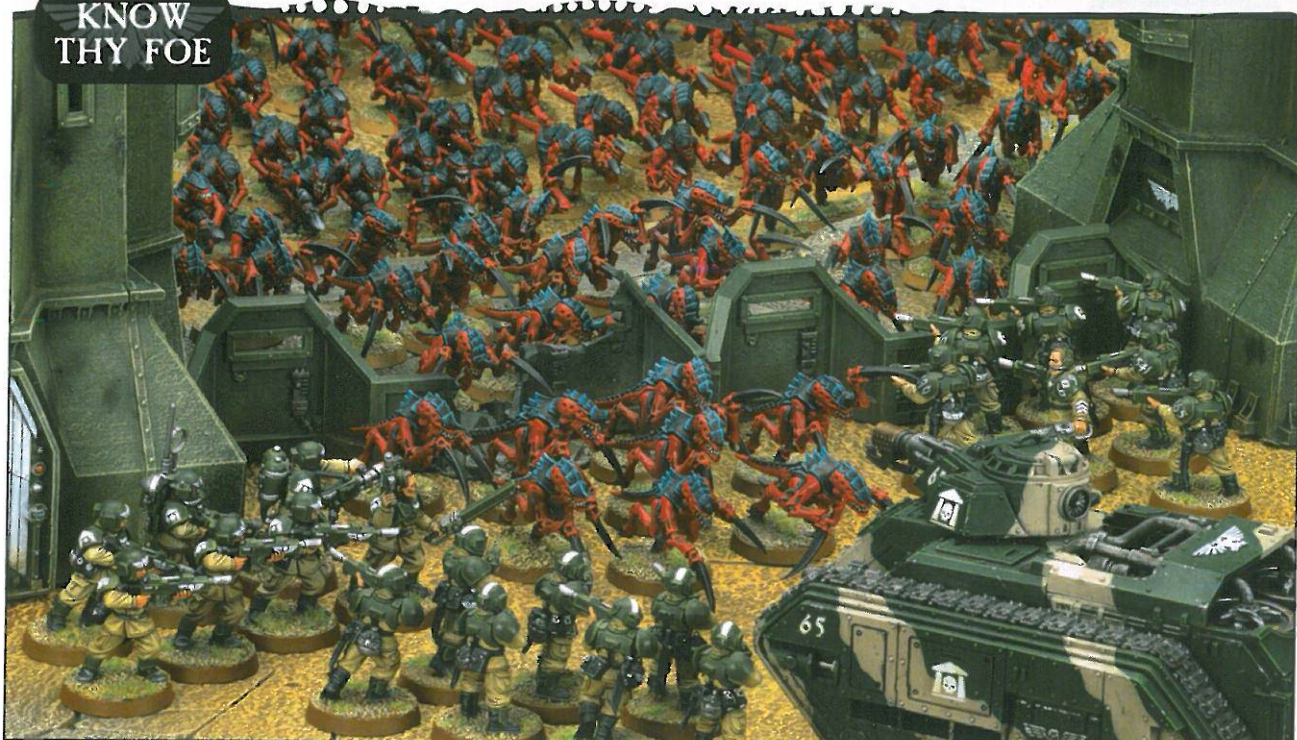
'Tyranids have no wasted effort, no crude human emotions to delay or hinder them. They have adapted into a relentless and unknowable harvesting machine!'

Not only is the dark and brooding aspect of the Tyranids background conveyed by Robin's history section, but also by the evocative artwork than can be found throughout the Codex. The artists can be found in a paper-strewn corner of the Studio, surrounded by diagrams detailing skeletal structures, photographs of skulls or bats in flight and countless other surreal oddities. Amongst this artistic chaos can be found Alex Boyd and Paul Dainton, two of the Studio's foremost artists, both of whom had a hand in the illustrations and artwork that can be found within the new Codex. 'This was my third time working on a Tyranid Codex,' Paul says when asked about his involvement in the project. 'It was a chance to go back into the artwork and imagery that we know so well and make tweaks or flesh out things that we've

never looked at before'. And that's just what the artists did. Each bestiary entry within the Codex is accompanied by an illustration of the creature in question, and with more than twenty bestiary entries, that made for a lot of artwork. 'For the new additions to the Tyranid army lists,' Alex Boyd explains, 'we worked closely with Jes Goodwin, who is the master when it comes to Tyranids, and of course with Mark Harrison, who sculpted many of the new miniatures. Jes would give us our inspiration, and maybe a concept sketch or two to start with, and we'd take it away and create a variation on that theme. Of course, you can see this in the artwork for new pieces such as the Pyrovore or Venomthrope when you compare them to the models.' *Codex: Tyranids* also contains unit entries for creatures that we don't yet have models for, which has aroused a great deal of curiosity. 'Of course, we worked closely with Jes and Mark on these pieces too,' Paul adds, 'we're just playing our



KNOW  
THY FOE



## The Chitinous Horde

**Phil Kelly:** The mindless swarms of Termagants and Hormagaunts you can field on the tabletop are one of your greatest assets as a Tyranid player. Not, necessarily, because they will overwhelm your enemy, nor for their battlefield prowess, but because when you deploy a sea of spiky, chitinous Tyranids it befuddles and confuses them. Fire-discipline is the best way to defeat a Tyranid army and when your opponent is confronted with an orgy of targets he'll have to make choices about firing at target A or B. Because Tyranids in range of a Synapse

creature are Fearless, if he doesn't do a proper job and completely wipe out each brood in turn, you'll be able to make him pay either by charging him in combat and tying him up, or by closing in and hammering him with your fleshborers.

Large broods like this are as essential as they are expendable. While your enemy is blasting them apart, your more powerful and destructive Tyranids are closing in for the kill!

cards closer to our chest on those – who knows what the future will bring.'

There are also three great new plastic multi-part kits being released alongside the Codex, together with some highly detailed new metal miniatures. Robin introduced the new miniatures, with the following: 'Tyranids are constantly adapting, creating new monsters and creatures to enable them to better devour their prey – sometimes we reflect this in our game by "tweaking" statlines and unit special rules. Sometimes altering army list entries and points values does it. Probably the most exciting way we've been able to innovate and adapt the Tyranid army list is by creating new miniatures – something spearheaded by Mark Harrison and the other talented Citadel miniatures designers.'

Mark Harrison was my next port of call then, since he'd single-handedly created two of the new plastic box sets, as well as all of the new metal models. 'Under the watchful gaze of Tyranid Overlord Jes Goodwin, I got to work on the Gargoyles and Raveners,' Mark says. 'Both presented different challenges and opportunities from

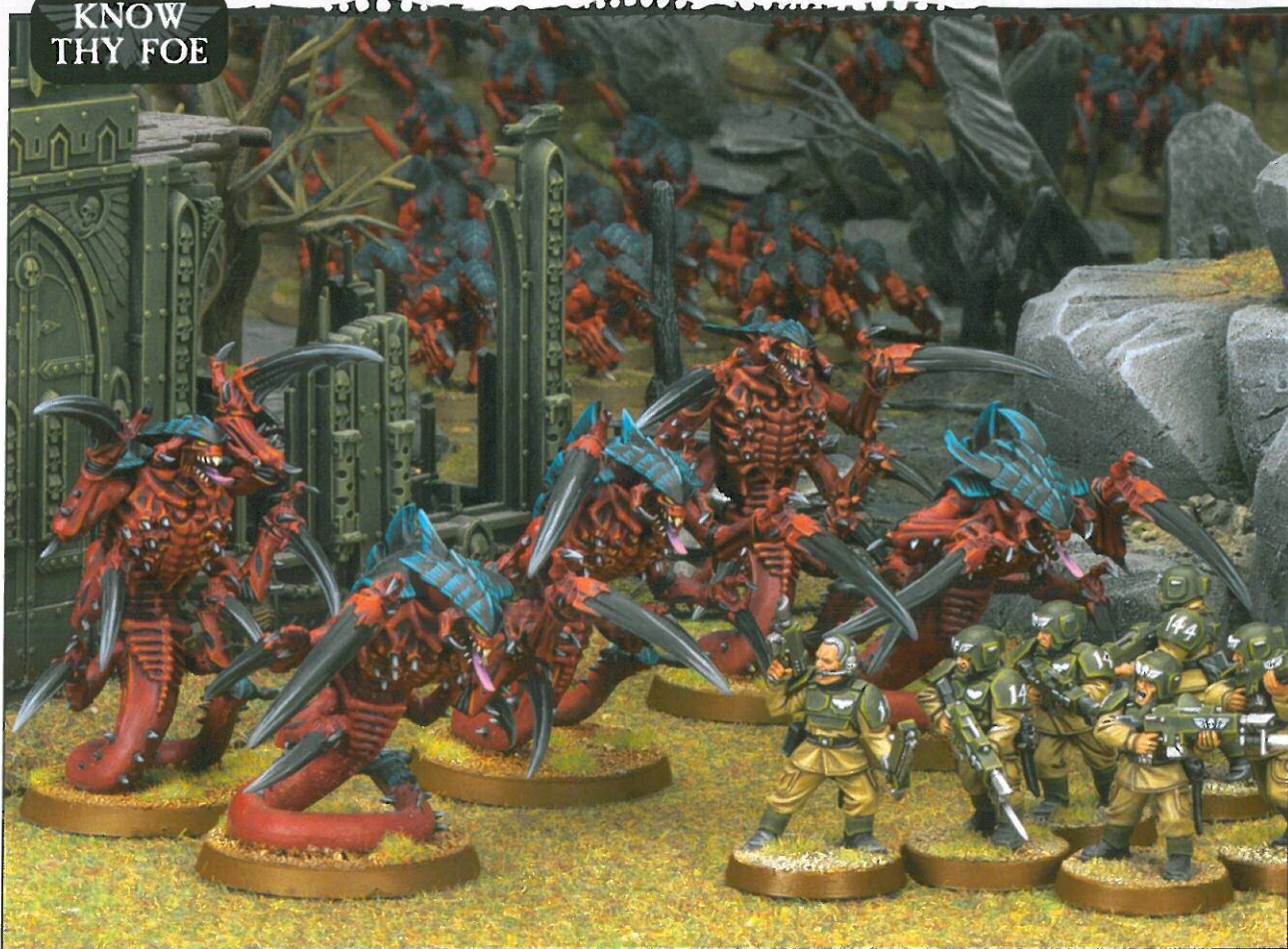
a sculpting point of view. Both were previously available in metal, which could have been an opportunity for a shortcut or two, but that wasn't what we wanted. Translating a miniature from metal into plastic gives us an opportunity to add to the design and innovate the miniature in some way – you can see this is done differently for the Raveners and the Gargoyles. The problem many collectors had with Gargoyles in the past was that they were a bit ungainly – weighty metal models on thin flying stands can sometimes fall over and suffer damage during gameplay, so that was something we wanted to solve.'

'By contrast,' Mark says, 'the Raveners had none of those flaws, but we wanted to redesign them a little – after all, they're burrowing creatures, yet they have to be able to fire ranged weapons. Jes and I worked hard on the idea of chest-mounted weapons, embedded in their torsos. This way Raveners can effectively tunnel below the ground without having to drag an enormous weapon with them – something that makes for a more convincing and



*Deathleaper is the perfect terror weapon, adapted to spread carnage and fear of the unknown.*

## KNOW THY FOE



### It Came from Below

**Adam Troke:** Oh the horrors of facing a determined attack by a Ravener brood – something that’s made my plans come unstuck more than once. They’re faster off the mark than my Space Marines (with their cursed Initiative of 5) and they’re highly customisable with a variety of ranged weapons (and the option for rending claws can make them really mean in close combat). But that’s not what makes them really dangerous – no, that’s

down to their ability to Deep Strike. Placing them well behind the opponent’s lines can certainly screw up the best-laid battle plan, and the emergence of a unit of multi-Attack, hard-hitting (and often gun-toting) critters like these has the habit of completely flummoxing my usually reliable fire-control.

From the anti-Tyranid point of view, Raveners are an absolute nightmare!

“We made Raveners more menacing, as if every part of the body was a lethal killing machine.”



Spore Mines explode on contact with the enemy, showering the foe in bio-acid and shards of chitin.

believable image. There are actually four different chest plates within the new Ravener kit, allowing for spinefists, deathspitters or devourers as upgrades. We also wanted to refine the parallels with Tyranid Warriors; you’ll see that their torsos are the same proportions now, and their heads are completely interchangeable. You can see the innovation in subtler ways too – the scything talons have been adjusted to make them more spade-like (perfect for digging with) and we tried to make Raveners more menacing in general, as if every part of the body was part of one

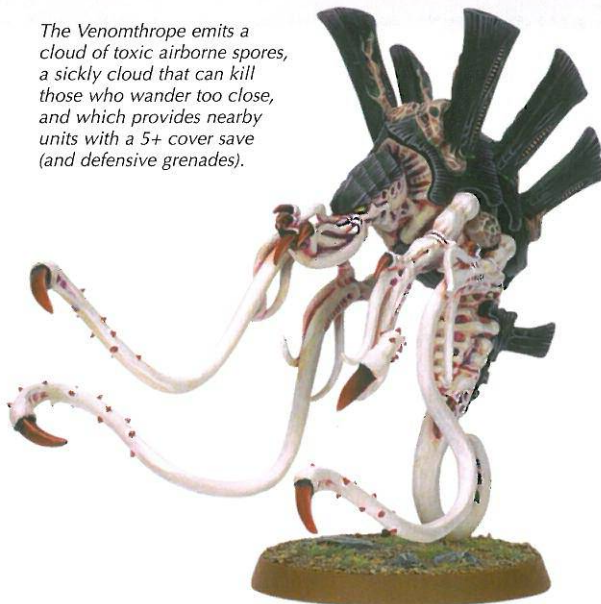
lethal killing machine. You can see evidence of this across the design – we’ve even added claw-spikes to the tail.’

This thoughtful design process is something very apparent across the whole Tyranid range, from the existing miniatures to the newest releases. ‘Take the Gargoyles,’ Mark says, ‘they share a lot in common with the Termagants and Hormagaunts, so we wanted them to actually share physical traits – something you can clearly see in the size of the bodies, the shape of the heads and the number of limbs. But we wanted to push the design along a little further than that, with features like the headcrests that are informed by pterosaurs (prehistoric flying reptiles). We also looked at bat wings for inspiration – you’ll notice how the “fingers” of the Gargoyles run through the membrane of the wings, just like a bat’s.’

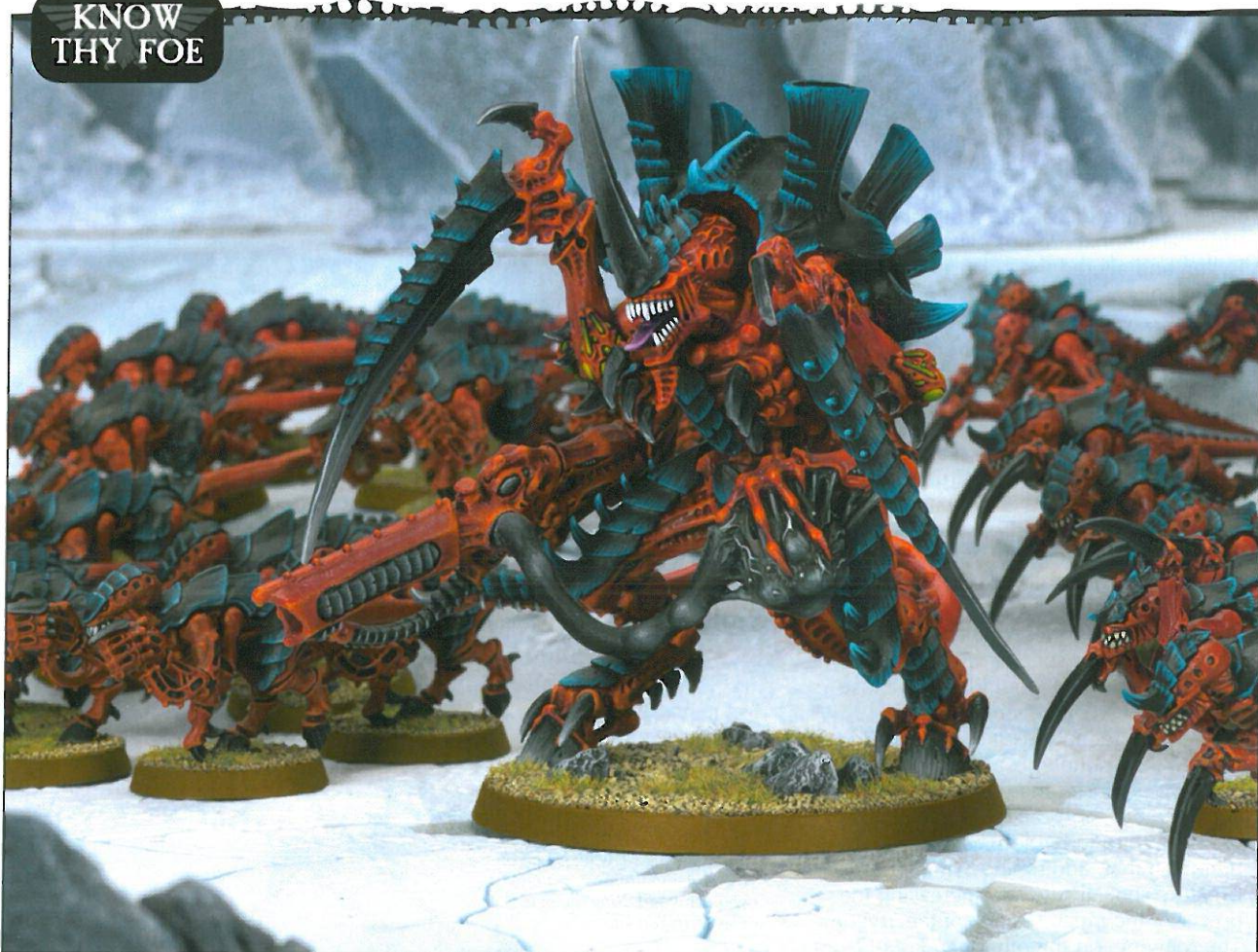
You'll see these design considerations in action throughout the other models in this release too – for instance Mark has carefully sculpted the Pyrovore so that it shares common characteristics with the Biovore, since it too operates in a fire-support capacity. A large distended sac of gas or fluid hangs below its belly, feeding into its repulsive back-mounted weapon that hurls out gouts of flame. The Pyrovore is a rapacious eating machine that gorges on the bodies of the slain, using their biomass to fuel the flame that it launches from the weapon on its back. 'Since the Pyrovore is going to get closer to the enemy than the Biovore,' Mark says, 'it needs to be spikier – so it has chitinous bayonet blades mounted on its weapon and its mouth boasts an array of razor-sharp teeth, augmented by a gullet-sac full of acidic bile.'

*Continued on page 24...*

*The Venomthrope emits a cloud of toxic airborne spores, a sickly cloud that can kill those who wander too close, and which provides nearby units with a 5+ cover save (and defensive grenades).*



### KNOW THY FOE



### Evil Mastermind

Not only is the Hive Tyrant a dominant killing machine, it's also a superb battlefield leader with a closer link to the Hive Mind than any other Tyranid unit on the battlefield. In the new Codex, the Hive Tyrant can be enhanced in a number of ways, for example with the Ancient Adversary upgrade that dramatically increases

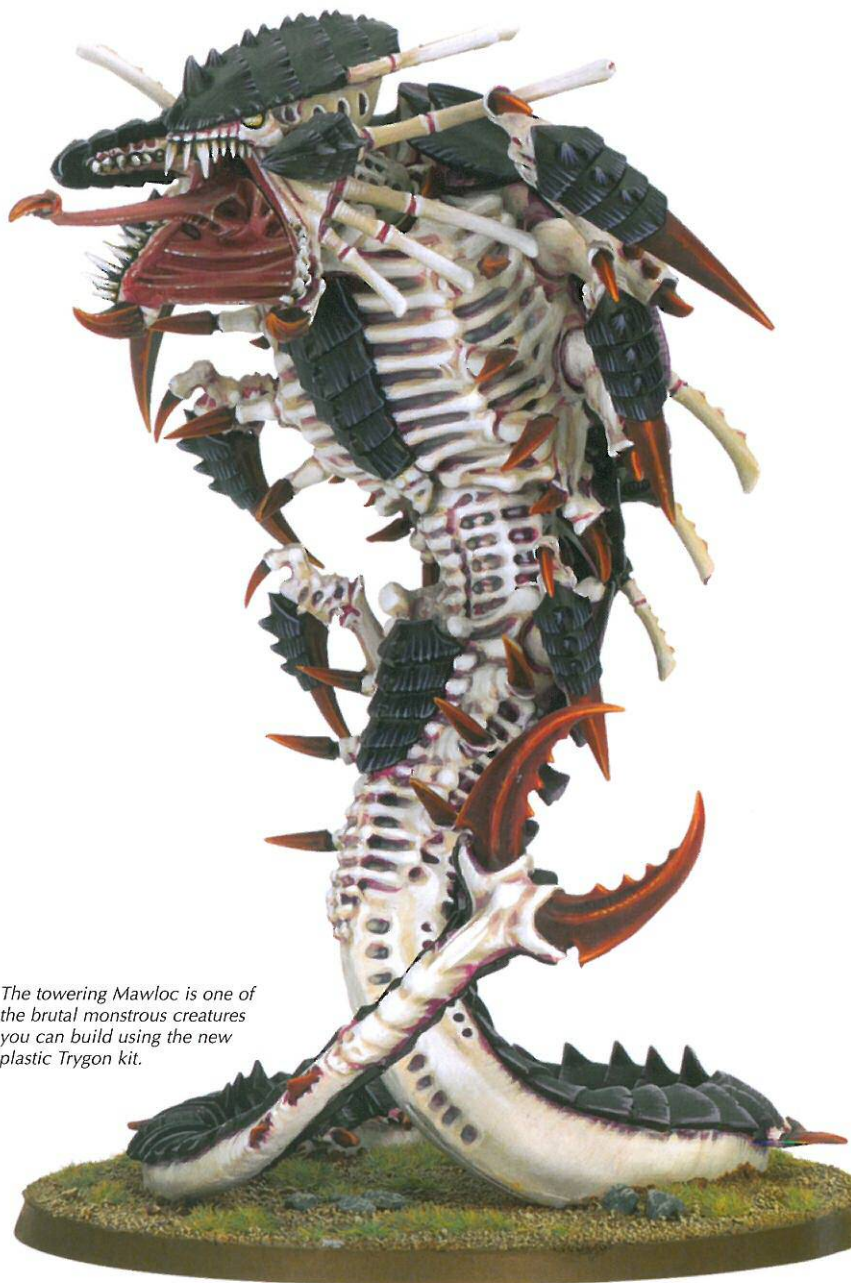
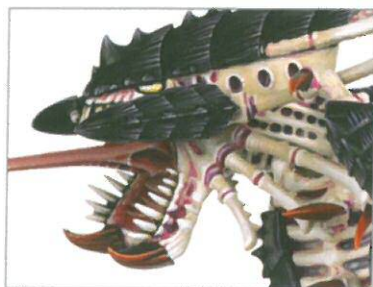
your chances of successfully rolling reserves, making him even more terrifying to the foe, or increasing the combat prowess of nearby units with the Preferred Enemy special rule. All that, of course, on top of the super-customisable weapon options, upgrades and potent psychic powers.

# SUBTERRANEAN ASSAULT

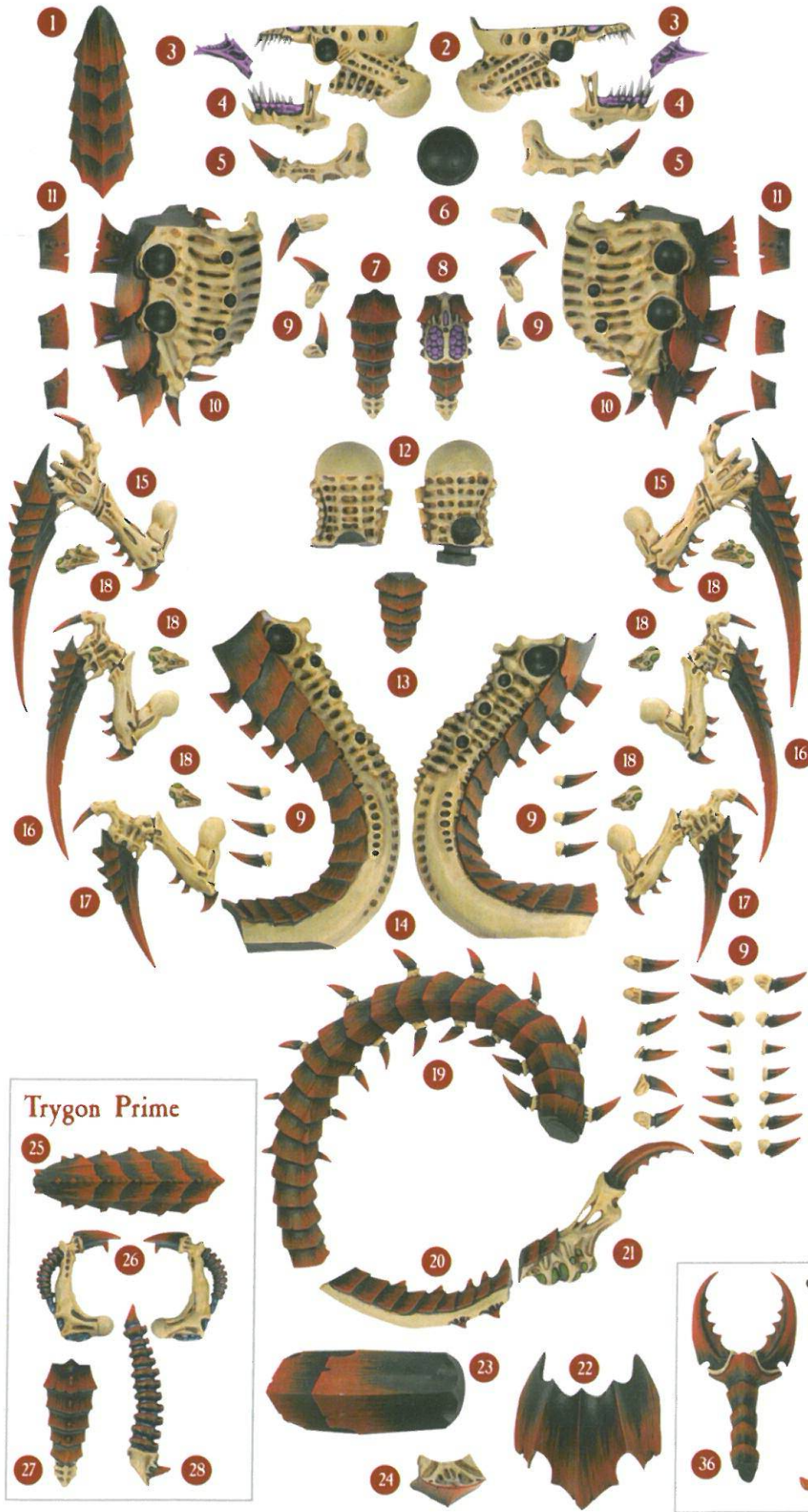
**W**ithout doubt the biggest of the new releases for the Tyranids is the towering Trygon – a massive multi-part kit that enables gamers to make a Trygon, Trygon Prime or Mawloc. The finished piece is the handiwork of designers Aly Morrison and Tom Walton, with significant input from Alex Hedström and Mark Harrison.

The new plastic Trygon used Forge World's fantastic resin miniature, sculpted by the talented Simon Egan, as a starting point. The Citadel design team then made subtle changes and adaptations to bring the Trygon further in line with the existing plastic Tyranid miniatures. For example, Aly Morrison altered the Trygon's torso, ensuring that it shared the proportions of a Carnifex – this not only makes a connection between the two mighty beasts in terms of the background of the army, but also means that enterprising hobbyists can even interchange certain components between the two kits, enabling even more diverse conversions and modelling ideas. The sculptors also added additional armour plates to the Trygon and altered the posture a little so that it looks as though the Trygon is looming over its prey – after all, almost everything in Warhammer 40,000 is smaller than a Trygon, so it's only appropriate that it should be hunched over its prey!

While the sculptors plied their trade upon the miniature, Robin Cruddace and his hand-picked band of die-hard Tyranid experts worked tirelessly to make sure that the rules for the Trygon, and its variants, were spot on. While the Trygon, Trygon Prime and Mawloc share a number of similarities, both in their profiles and their special rules (all can Deep Strike, each is formidable in close combat and so on), each also has a distinct ability that sets it apart. The Trygon, for example, is a premier example of close-range lethality with a considerable short-ranged missile attack to bolster him in battle. The Trygon Prime builds on that, adding the Synapse Creature special rule and increasing the power of the ranged attack of the Trygon. The Mawloc, on the other hand, works quite differently, and is able to erupt from the ground beneath its enemies, inflicting a Strength 6, AP2 hit on any model caught in its cataclysmic arrival! In doing this Robin has ensured that Tyranid players are faced with a genuine tactical choice of which creature to build.



*The towering Mawloc is one of the brutal monstrous creatures you can build using the new plastic Trygon kit.*

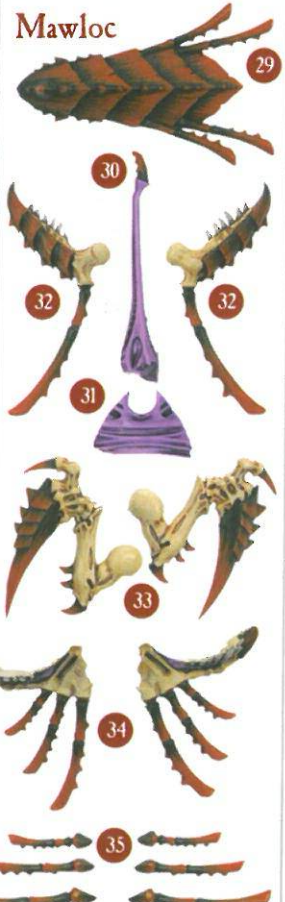


- 1 Head plate
- 2 Head
- 3 Gum
- 4 Jaw
- 5 Mandibles
- 6 Head socket
- 7-8 Thorax armour
- 9 Barbs
- 10 Thorax
- 11 Back vents
- 12 Waist
- 13 Abdomen armour
- 14 Abdomen
- 15-17 Scything talons
- 18 Glands
- 19-21 Tail
- 22-24 Rear armour
- 25 Prime head plate
- 26 Prime mandibles
- 27 Prime thorax armour
- 28 Prime tail
- 29 Mawloc head plate
- 30-31 Mawloc tongue
- 32 Mawloc madibles
- 33 Mawloc claws
- 34-35 Mawloc spines
- 36 Mawloc tail barb

### Trygon Prime



### Mawloc



## KNOW THY FOE



### Winged Swarm

**Robin Cruddace:** Gargoyles are the 'flying swarm' of the Tyranid army, so I wrote up their rules to reflect that – they're basically the same Gargoyles that we know and love, only more expendable and considerably cheaper in points. Armed with fleshborers, they flock around their chosen victims and pummel them with sheer weight of firepower. In combat Gargoyles aren't shabby either – they have Blinding Venom (a nod to earlier iterations of

the Tyranid Codex) which enables them to automatically wound enemies they attack in close combat on the score of a 6 to hit.

Tyranid players have three very feasible 'horde' units to call upon – Gargoyles, Termagants and Hormagaunts – each presenting a slightly different advantage. In this triumvirate, the Gargoyles are the fastest – perfect for disrupting the enemy.

*Pyrovores are repulsive creatures that consume the corpses of the slain, breaking down their biomass to use as a powerful flame attack – in the form of a very handy Strength 5 template weapon.*



*...continued*

No design feature would be complete without taking a moment to stop and examine what's changed with regards to the rules. Clearly, with an additional thirty pages in the Codex compared to the previous edition, there's plenty of room for new treats for slaving Tyranid generals. When I took my enquiring mind to Robin Cruddace, he eagerly pointed out what's changed from the rules perspective. 'The new Codex was an opportunity to further refine what was always a strong and compelling Warhammer 40,000 army. Any alterations we made to the shape of the Tyranid army list needed to enhance what we already had, taking a strong lead from the background and the fantastic range of miniatures. Our goal here is to offer Tyranid generals more than they've ever had before – more choice, more great models and

a more destructive and rewarding army to use on the battlefield.

'Perhaps the most obvious addition, and a very good place to start is the appearance of so many new units within the army list,' says Robin. 'Not only have we playtested the army extensively, massaging points values, tinkering with stats and ensuring that all the units filled the functions that we wanted them to, but we've pitched some entirely new units in – many of which you will see are well served with miniatures. Take the Trygon, Pyrovore and Venomthrope, for example; all are brand-new additions to the Codex and are represented by new models. Of course, the Trygon wins on three levels, as the kit makes a Trygon, Trygon Prime or Mawloc.'

'Another thing we've done is to streamline the choices within the unit entries. The adaptability of the Tyranid force has long been one of the lures for

*continued on page 26...*

## KNOW THY FOE



*Tyranid Warrior with deathspitter*



*Venom cannon*



*Barbed strangler*

## Bring on the Big Guys

**Keith Robertson:** Until now I've never really been one to take Tyranid Warriors, having been preoccupied with Genestealers and massive swarms of Hormagaunts and Termagants. Tyranid Warriors are available as a Troops choice now though, and with an extra Wound and pip of armour save, they can better weather a hail of bolter fire or the attentions of a squad in close combat – they're 50 percent more durable against most attacks than they

were before, and that's made a massive difference in my games with them.

In fact I'm so pleased with the middle-order of the Tyranid army, the Tyranids, Raveners, Lictors and so on – that I've actually rushed to bulk out my force, so that in larger games I can now field three units of nine Tyranid Warriors, all shielded behind a carpet of highly expendable little guys.

## KNOW THY FOE



## Stone-cold Killers

**Robin:** Genestealers within the Tyranid army have remained, as ever they have been, one of the finest, most deadly close combat units in Warhammer 40,000. They have an outrageous Weapon Skill, they have Rending attacks and they can operate ahead of the Tyranid force, independent of other Synapse Creature rules – and all this for only 14 points! Unlike previous Codexes, they can include a Broodlord as a unit upgrade

too – this lets you insert a real close combat monster into your force as part of a Troops choice – and he's highly versatile with psychic powers and a range of upgrades available.

As Infiltrators, Genestealers can usually avoid the worst of the enemy shooting and there is no more brutal close combat unit to spearhead your assault in the Tyranid army (and many would say any other).



The Zoanthrope is not something to be underestimated. It's a brutal psyker capable of hammering the foe with a Strength 10, AP1 Lance strike – enemy tanks beware!

...continued

gamers, who like honing their army to make the most efficient force possible. That customisation is still possible, but you'll find that the effects of the adaptations are easier to resolve – they grant the unit upgrades in the form of special rules, such as Furious Charge, or make the unit's attacks Poisoned, for example. That's a relief for gamers used to fighting Tyranids, who could often be left reeling by the complex variation in stats that unit upgrades could bestow.'

'We've also used this opportunity to include a number of legendary creatures within the army list. These aren't special characters in the same way as other armies have – but they're notorious Tyranids who have left their mark on an area of space or a particular campaign. Some of these are existing creations, or references within the existing background. These legendary creatures include the Deathleaper, who's probably quite notorious by now, and the fearsome Ymgarl Genestealers who've been enshrined in Tyranid history for years, and each adds something new to the Tyranid army. Each legendary creature presents collectors with exciting converting and modelling opportunities, and in the

future perhaps we can revisit the range with more miniatures. After all, I want to see the Doom of Malan'tai and the Parasite of Mortrex, too.'

With such a slew of new additions, one could be forgiven for thinking that no more could be packed into the Tyranid army list, but that's actually far from the truth. In fact, the Tyranid army list has ballooned from a respectable fourteen entries to about thirty, giving Tyranid generals unprecedented choice when building their army.

When I quizzed Robin as to what he expected Tyranid players to be using from the list – which units were the best, he looked pleased. 'I don't think there is a best army combination, at least not at the moment. Whether you want to field a massive horde army that literally covers the battlefield like a blanket, an army of massive lumbering monsters that can smash through tanks and infantry alike or a combination of the two, you're able to and any of those choices makes for an effective army on the tabletop. Your army can fly, it can burrow under the ground or it can swarm across it. Or it can do all three – essentially the Tyranids are more versatile than ever before.'

## KNOW THY FOE



## Crushing Power

The Carnifex is the uncontested brute of the Tyranid army, a monster multi-part plastic kit that rules the battlefield with a staggering Strength 9 and enough upgrades and options to boggle the mind. In the previous iteration Tyranid players could field the Carnifex as both Elite and Heavy Support. Carnifexes can now be fielded as a (very scary) brood, enabling

Tyranid generals to include three Carnifexes in a single Heavy Support choice.

If Imperial Guard commanders think they have an intimidating unit in the guise of a squadron of Leman Russ Battle Tanks, see how they feel when there are three very angry Carnifexes bearing down on them! Clash of the titans here we come!

# PAINTING THE HORDE

The 'Eavy Metal team have laboured long and hard to paint lots of fantastic new Tyranid creatures, from the towering Trygon to the skittering Termagants.

One of the features that you'll notice throughout these pages and in the Tyranid Codex is the way that the 'Eavy Metal team have painted the Tyranid weapons. The symbiotic weapons that the Tyranids are holding have been painted to contrast with them using complementary colours – maintaining the distinction between the weapon beast and the Tyranid using it. This in itself is a visually pleasing nod towards some of the classic art pieces from the history of the Tyranids, as well as some of the oldest Tyranid miniatures in the 'Eavy Metal archives.

The colour section of the Tyranid Codex is filled, not just with the familiar colour scheme of Hive Fleet Behemoth, Leviathan and Kraken but also with a wealth of subtle colour variants, perhaps representing different Hive Fleets or maybe portions of the same fleet that have become spread out across a region of space.

For an in-depth look at painting your own Tyranid horde, make sure you check out our painting guides online this month.



*This Termagant is from Hive Fleet Leviathan. The light colours of the flesh, alongside the dark colour of the chitin contrast with the bright red of the fleshborer weapon beast.*



*Bone-yellow and red are the colours used to depict Hive Fleet Kraken. A slight variation, in the mottling of the skin, helps add a distinct look to this Termagant model.*



*This Termagant is painted in the rich red and blue colours associated with Hive Fleet Behemoth.*



*Tyrant Guard of Hive Fleet Behemoth.*



*Note the sinister eye painted on the side of the Biovore – a clear indication of the weapon's malign intellect.*



*The black impaler cannon contrasts strongly with the red flesh of Hive Fleet Behemoth.*



*This Tyranid Warrior, armed with a devourer, bears the colours of Hive Fleet Leviathan.*

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# WARHAMMER®

## The **13** Trials of the RATMEN



Have you ever wanted to unleash a tide of vermin, send your top Clan Eshin agents to murder the foe, or recreate a merciless underground battle? Jeremy Vetock ruminates on some classic (and nefarious) Skaven schemes.

**J**eremy: the mere mention of Skaven evokes strong images for me and immediately sets my mind working at a fever-pitch. Picture me working frantically in a darksome cave full of archaic equipment, periodically illuminated as lightning arcs between coiled conduits and you've just about got it (*We're starting to think working late in the office is taking its toll on Mr Vetock... – Ed*).

Like a Grey Seer drawn to warpstone, I am attracted to the notion of story-driven scenarios based on the Skaven, their history, and the devious nature of their malicious and menacing character. So gather round, ye children of the Horned Rat! For what follows is a countdown\* of the consummate (and most verminous) list of Skaven scenario ideas ever to be scratched into existence.

\*Yes, traditionally countdowns go from 10 to 1, but such is not the Skaven way. Generally, Skaven count upwards, with the number 13 reserved for the best spot, often symbolically left for the Great Horned Rat himself.



## 1 Skaven Civil War

Skaven society is built upon the shaky foundations of backstabbing, blame, intrigue, false alliances and a thorough disregard for fairness. It is an eat or be eaten underworld and any Warlord with ambitions of greatness (which is all of 'em) will have no qualms about switching allegiances, leaving comrades to hang or rising to the top by stepping upon the heaped bodies of would-be comrades. Internecine fighting is not uncommon amongst the Skaven. In fact, in the last 800 years of Warhammer history, the ratmen spent at least 500 in open civil war. Old habits die hard; even with the major war long over, many rival clans still come to blows. In the dirty dynamics of Skaven society larger clans often attempt to enslave (or eat) smaller clans and the lowly clans are always on the lookout to strike towards any chance for their own advancement.

### Scenario Ideas

A Skaven versus Skaven battle is easy enough, but to add more character to the scenario the rival Skaven players will have to build their forces with a bit of shrewdness. First off, each side should make an army list using only their character and Core choices, adding this up when they are done. This represents the players' armies – the standard troops available to a Warlord. All remaining

models must be pooled together. Each player then uses their remaining points to secretly bid on the specialty troops supplied by the Greater Clans. After writing down how many points they have bid on each remaining unit (and double-checked their maths – you can't bid more points than you have remaining!) it only remains for both sides to reveal their bids. The highest points bid for each unit can now add that regiment to his side's forces for the battle. Thus, the bidding is critical, as you won't want to blow all of your points on a single selection, nor do you want to be outbid on everything by your foe, or your Clanrats will be without support.

You will have to ask yourself some tough questions: which Greater Clan do you want backing your army most? Should you diversify? What does your foe think you covet the most? Try bluffing, intimidation, or dropping confusing hints – it is, after all, what any Skaven would do. Really adventurous players can use additional points to bid on extra features or rules, such as pit traps, avalanches, sabotaged war machines or even a turncoat unit. All the things that would be expected when two Skaven armies met each other on the field of battle. This is definitely the kind of battle that would benefit from having a games master (a neutral third party) to plan, coordinate and keep the secret stuff secret.

## 2 There be Warpstone in Them Thar Hills...

Warpstone, also known as wyrdstone, changestone or glowrock, is the physical manifestation of raw magic. It is a rare and deadly substance, coveted by dark sorcerers, Chaos cultists, alchemists, necromancers – and generally anyone your parents would consider 'a bad lot'. However, none crave the otherworldly stuff like the Skaven. Clan Skryre Warlock Engineers use warpstone as a power source for their diabolical blend of technology and sorcery. The death-dealing agents of Clan Eshin use its extracts to create deadly poisons and the mutators of Clan Moulder use warpstone to fuse together and create war-beasts, which can be trained and sold to the other clans. Skaven Warlords seek the green-glowing rocks to melt and fuse into arms and armour, to smelt into warptokens (which, along with slaves, form the Skaven monetary system!) or to trade to the Greater Clans for great promises of aid, wondrous war machines or mutated war-beasts. The Grey Seers, the most powerful sorcerers and emissaries of the Great Horned Rat (and top political agents to boot!), are the worst of the lot – becoming

extra twitchy about the prospect of getting as much warpstone as they can get their greedy grasping paws upon. Luckily for the ratmen, warpstone is constantly entering the Warhammer world – large quantities of it emerging out of the Realm of Chaos and drifting into the world on the Winds of Magic. The foul stuff also coalesces in the dense pools of dark energy that accumulate near a magical nexus (like a herdstone, certain temples, the lands of Sylvania and so on). The largest deposits of warpstone fall from the sky as glowing meteors, mysterious falling chunks torn free from the sickly second moon known as Morrslieb.

### Scenario Ideas

It is easy enough in objective-based games to replace the regular objective with chunks of warpstone. The side claiming the most pieces of warpstone wins the battle. Although beware: the mutating power of warpstone might have a detrimental effect on any unit near enough to claim it! Units attempting to control a warpstone objective must pass a Leadership test or become subject to Stupidity or – if they fail the test by a large amount – open mutation.



### 3 It Came from Hell Pit!

Clan Moulder are one of the Greater Clans in the intensely hierarchal Skaven society.

They have made their capital, Hell Pit, in the far north amidst a desolate and dangerous wasteland. Clan Moulder has gained such elite status by perfecting the cruel art of breeding, mutating, and combining all manner of creatures together to create war-beasts. Note the use of the word 'combining', which in this case means crudely stitching together vastly different pieces of animals (including their internal organs) and melding them into a single creature through the use of Skalm – a loathsome balm mixed with extracted growth agents and an unwholesome dose of warpstone powder. Such recently 'made' creatures are justifiably enraged and more than ready to take out the agony of their hellishly unnatural existence upon anyone they can lay their (mutated) hands on.

#### Scenario Ideas

The Skaven force represents a coalition assembled by Clan Moulder. Each turn the Skaven player rolls on a random chart (comprising the various monsters in their collection) to see what crawls out of the pits to aid them (or doesn't aid them, as some monstrous beasts might well be out of control). This could be breeds such as Giant Rats or Rat Ogres, but with a lucky roll might be a colossal Hell Pit Abomination, or any number of unsavoury 'one-off specials' that might have been created. Remember, Clan Moulder lair in the Chaos Wastes and are only too eager to experiment with already-mutated Chaos beasts. For those with a Frankensteinian taste for conversions, think of the monsters you could make!

*The spawning pits of Clan Moulder are filled with all manner of monstrosities, bespoke creations sold to the highest bidder for use in the never-ending wars of the Skaven.*



### 4 The Slaves are Revolting

Wherever you find Skaven, you'll find Skavenslaves.

These dregs and conquered prisoners occupy the very lowest rung on the social ladder. Skavenslaves are used for manual labour and if there isn't enough work, or there are too many slaves, then the malnourished scum are used as food. Rumours have it that Clan Skryre even tests their latest weaponry on their slaves, which could be true as that clan is certainly rich enough. With such horrible lots in life, a slave revolt isn't that uncommon. Warring Skaven clans have even been known to infiltrate rival clans and instigate such uprisings amongst the slave population.

#### Scenario Ideas

Another great excuse to theme a Skaven versus Skaven battle. Each side gets as many free units of Skavenslaves as you can paint (slain units can even be recycled) but there is a chance they might switch sides during the course of the battle. Roll a D6 at the start of each friendly turn. On a roll of 1, the Skavenslave unit switches sides and goes over to your foe's control. Given the complete lack of loyalty amongst Skaven, the same unit might switch sides several times. A wise Warlord must contemplate the duplicitous nature of his slaves, ensuring even more than usual to put the scum in harm's way!



*Skavenslaves are a wretched lot, commonly beaten or eaten by their fellow Skaven. It's no wonder they aspire to better things!*

### 5 The Pox in the Box

*'Skaven don't believe in fighting fair. Given a choice, the ratmen prefer to kill without being there. A favourite scheme to bring a foe to his knees, is to infiltrate and release a disease. No one fights his best with lungs full of Crimson Death. You know you have troubles when your skin erupts in fleshy bubbles. Be it the Toxic Groxpox or a case of Thrash-rash, when the enemy army is laid low, the Skaven launch the final blow.'*

#### Scenario Ideas

Really there are at least two great scenarios that can be played out as part of this perfidious plan. Sometimes the dispersal of

a new disease is handled with subtly, such as infiltration teams bearing bloated corpses or vats full with a viscous pox-ridden gloop to dump into the enemy's water supply or living quarters. This could be teams of Gutter Runners infiltrating past patrols. At other times, the Plague Monks of Clan Pestilens will use an all-out assault to 'hand-deliver' a newly created disease. In the all-out war scenario, imagine the Skaven side having to deliver a certain unit or mobile objective to the opponent's side of the table, perhaps having to pass through a gate, over a town wall, or some other defended obstacle. The defender, obviously, must prevent this loathsome act from happening.



*Gutter Runners are saboteurs beyond compare, lurking in the shadows the foe don't know they're there.*

## 6 Feel the Fury of my Vengeance Weapon!

Clan Skryre makes a plethora of devastating weaponry. The attacking army has gotten wind of a particularly ambitious piece of mechanical construction and has sent an army to destroy the machine before the Skaven can complete and activate their bound-to-be-evil device.

### Scenario Ideas

A classic race-against-time scenario challenges the attacking army to fight their way across the battlefield in order to get to

grips and dismantle the mechanical machinations of the master mechanics of Clan Skryre. The Skaven must fight a delaying battle so that they can bring their super-weapon to bear on the ranks of the foe or aim it at the enemy city. This is a fantastic game to play if you've a mind to scratch build some impressive Skaven terrain, such as the dreaded tracked Avalanche Cannon, a Warp-tremor Incubator, the Slave-guided Infernal Howitzer or any other cobbled-together madness you care to imagine.

## JOURNEY TO THE MOON

As the Warhammer world's second moon, Morrslieb, is the origin of warpstone, and the Skaven are diabolically ingenious, it opens up some intriguing possibilities. Perhaps it isn't a super-weapon that needs to be destroyed in the 'Feel the Fury...' scenario, but instead a warpstone-fuelled propulsion rocket. Any sane army will try to stop the Skaven, for if the ratmen can land some intrepid explorers on the Chaos Moon (or, more likely, interfere with its orbit), the ratmen could enjoy an endless supply of raw warpstone.

## 7 Ruination and Despoiling Followed

Anarchy and ruination are the chief aims of the Great Horned Rat. Indeed, it is towards these ends that the Children of the Horned Rat are striving (that is, when Skaven are not sidetracked by their own personal needs, which is more often the case). The chaotic ratmen thrive amidst ruins, and lair in the wreckage of the cities they have conquered. Even Skavenblight, greatest of their cities, is built atop the ruins of an ancient human settlement. Even if a newly usurped dwelling isn't covered in filth and detritus, it soon will be, for the Skaven are most comfortable nesting in squalor and dirt.

### Scenario Ideas

At its simplest level, this scenario could be about attackers and defenders attempting to seize a village or town. The attackers (the

Skaven, naturally) get one-third more points than the enemy force. The defenders, on the other hand, start the game behind obstacles and within the buildings that serve as the scenario objectives – watchtowers, walls and the fortified manor are ideal for this. For those with a penchant for making up a few extra rules, this could literally be about the Skaven not just capturing, but wrecking and despoiling every building and stronghold that they can get their grubby, ratty paws on. The dread tolling of the Screaming Bell is notoriously good at collapsing buildings and the images of a Skaven army flowing over the rubble and surging towards desperate defenders sounds like the makings of a compelling battle.

## 8 Send in the Rat Ogres

The specialty units in a Skaven army are limited for several reasons – it typifies the standard army of the race, it represents the majority of the background (they are expensive, trained purchases that cost many waptokens to add to a Warlord's force!) and some standardisation of army lists allows for more balanced game play. But over the long and treachery-filled history of the Skaven there have been many times when, for one reason or another, the Greater Clans poured forth amazing resources to back Warlord armies. Thus a Warlord might be able to field an arsenal of Clan Skryre wonder weapons, a loathsome horde of Clan Moulder war-beasts, or more sneaky Clan Eshin Assassins and troops than might normally be seen on a battlefield. With this kind of extra support you can, when your Clanrats disappoint you, say things like 'That's it, unleash the Rat Ogres' or 'Send in the spearhead of

Doomwheels'. It still might not work, but at least you'll get to sound like a super-villain.

### Scenario Ideas

To represent prolific backing from a Greater Clan, consider tripling the number of Special choices available to the army, and doubling the number of Rare slots. If Clan Skryre really chose to back your force, you could add not one, but two Weapon Teams to each applicable unit.

*The dread tolling of the Screaming Bell demoralises the foe, and can also bring their walls crashing down.*



## 9 Rumble in the Jungle

Clan Pestilens was born beneath the jungles of Lustria, where they emerged to fight many bitter contests with the Lizardmen. The Lizardmen were appalled to see their verdant domain once again infested by creatures of Chaos. With a righteous fury, the ancient Slann were roused to combat the diseased vermin that were multiplying beneath the temple-cities.

### Scenario Ideas

A Clan Pestilens army attempting to swarm over the ruins of a Lizardmen temple-city will make for an enjoyable battle. Various

spawning pools can be used as objectives, with the foul vermin attempting to contaminate them with vile diseases. A ziggurat looming out of the jungle could grant additional magical powers to any single Wizard who controls it – this gives the Skaven the impetus to race to the top, slay the inevitable bloated frog that sprawls atop the monument and use their own Plague Priest to absorb the flowing magical energies. To better represent the Clan Pestilens army, take Plague Monks as Core choices, the Plagueclaw Catapult as Special, and field a Plague Priest mounted on a Great Pox Rat or Plague Furnace.



The Plague Monks of Clan Pestilens long infested Lustria, concocting their poxes in the foetid swamps.

## 10

## Shadows Slinking in the Night

The Caverns of Unyielding Shadow, the Clan Eshin stronghold underneath the hovels and nestlairs of Skavenblight, is where plans of clandestine death are plotted and gnawed over. Cloaked in mystery, Clan Eshin are the masterminds of covert warfare, assassination, and underhanded and undetected plots to topple all who oppose the master plan of a world dominated by Skaven. Best known for small-scale actions, Over the years Clan Eshin have despatched whole legions of their black-clad killers to lay low entire kingdoms, when the Council of Thirteen decrees it time to do so.

### Scenario Ideas

This scenario is a cross between a full-on wargame and some sneaking about (kind of like a game of Mordheim). Imagine an Empire town laid out with key buildings

and locations marked – the garrison, the well, the docks, the wizard's tower, the burgomeister's house, the watchtower and so on. Periodically the cobblestone streets are punctuated with sewer gratings through which noisome vapours waft. The sound of the nightwatchmen and marching patrols can be heard through the fog-enshrouded evening. But, creeping through the shadows and emerging up from the sewers are unit after unit of Nightrunners, Gutter Runners and Assassins. Each unit has its own mission but can still look for targets of opportunity as it sneaks about the settlement. Espionage acts include planting death traps and time bombs or poisoning the town's well; assassination targets include the famous wizard, the burgomeister, and the captain of the guard. Can the insidious agents of anarchy slip past the patrols and reach their targets before the alarm goes up?



There is no Assassin more feared than Deathmaster Snikch, foremost of the Councils tools of terror.

## 11

## Die-Die, Dwarf-thing!

The rivalry between Dwarfs and Skaven has burnt with a white-hot intensity since the two races' first encounter deep beneath the Worlds Edge Mountains. Many Dwarfholds have fallen to the ratmen, some overwhelmed by surprise attacks, others by centuries-long warfare. How many bitter battles, far from the light of the sun, have raged in the depths below?

### Scenario Ideas

Two linked games could recreate the initial attacks and subsequent underground invasion of a Dwarf stronghold. Game one presents a number of objectives, each one representing a gate, hallway or sewer entrance into the hold. At the end of the game the side

claiming the majority of entrances will gain both extra points and a deployment advantage in the second battle. Game two represents the full invasion, perhaps taking place in the vast underground hall of the Dwarf king. Whichever side won the first battle can bring in reinforcements, possibly even using flank or rear deployments. The winner of the second battle is the side that can claim the High King's throne and dais. Ambitious players could add even more games, battling out myriad 'last stands' as the winning side hunts down and eliminates the remaining pockets of resistance. A few extra rules, such as cave-ins, traps or even other third party interlopers (Stone Trolls or Blindwyrms) can add to the underground theme.



## 12 The Verminous Tide

The most cunning of Skaven Warlords is not so foolish as to believe that his troops are the finest warriors in the world. The most successful Skaven leaders understand that quantity is more important than quality. Throw enough Clanrats at even the most heavily armoured elite of the enemy and sooner or later, the foe will be pulled down by the ravenous hordes. Life is cheap in the Under-Empire and successful Warlords know that troops are easily replaced. Particularly formidable formations might need to be softened up by Clan Skryre weaponry or the powerful magics of a Grey Seer, but ultimately it will come down to this – how long can the foe weather the seething tides of the Skaven?

### Scenario Ideas

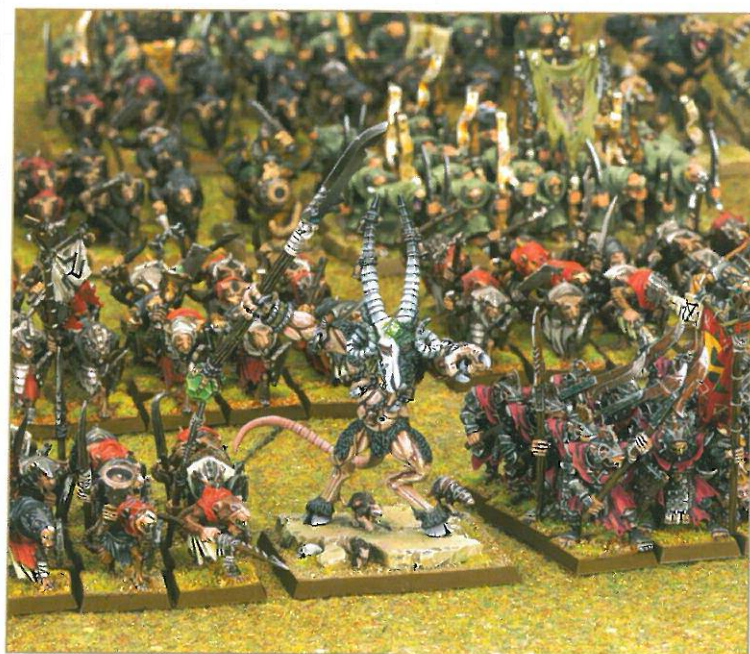
This scenario is about living up to the Skaven background of overwhelming the enemy, literally engulfing them with an

endless horde. Depending on the size of your collection, the best way to represent this kind of battle is to 'recycle' the most common Skaven regiments – Clanrats, Skavenslaves, Stormvermin and Giant Rats (just assume you got a good deal from Clan Moulder). When a common Skaven unit is destroyed, it can be brought back into play in the next friendly turn, entering from your table edge. For even more of a Skaven feel, try having re-entry points scattered across the table, from tunnels that the ratmen have burrowed under the battlefield before the game begins. In this way the Skaven player can determine which of the entry locations would best benefit the oncoming reinforcements. The battle might start off with equal points, but as the game progresses the Skaven horde will replace their losses (at least of their Core troops) while the enemy is ground down beneath the repeated batterings of a tide of many, many vermin!

### TREATY-PLEDGE

The Skaven have well over 70 types of pact-marks (which are treaties scratch-marked onto hides) strictly for documenting and agreeing temporary alliances between clans. While no Skaven ever believes in the slightest the sincerity of such actions, the ritual of claw-marking such leathery certificates is very important. The subtlety of such negotiations is key and all involved parties look for telltale signs (such as excessive twitching or blinking) to aid them in understanding whether or not they actually have the upper hand. The Skaven sense of smell is extremely keen and once a negotiator sniffs a trace of fear or submission, he will mercilessly press any advantage. A clan that knows it has a treaty-pledge and an advantage is more likely to break trust first (because it can!).

*The key to Skaven victory lies with the chattering mass of Clanrats that make up the majority of the Warlord Clans.*



## 13 The 13th Scenario

As per Skaven tradition, the 13th scenario space is left unoccupied. Consider it held in reserve for the voluminous deity, the Great Horned Rat, should that almighty being choose to grace us with his divine and most glorious verminosity and deliver a scenario of his own.

I hope this ratty *tour de force* of Skaven scenarios has inspired you to play some games. I myself am determined to write down the scenario and special rules for at least one of my two favourite Skaven battles that didn't make this list (when the Skaven stole the Empire Steam Tank and the bloody three-way battle between Queek Headtaker, Skarsnik (and Gobbla), and Dwarf King Belegar for Karak Eight Peaks (or the City of Pillars, as the Skaven know it). If I start converting models and making terrain soon I might just be done before another project distracts me...

# VERMINTIDE APPROACHES

The new Skaven plastic kits make it easier than ever to field a horde of Clanrats and elite Stormvermin to outnumber the foe, not to mention diabolic war machines and hulking monsters.

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40,000

# LEGION OF THE DAMNED



In a galaxy riddled with the unknown, one of the greatest mysteries is that of the Legion of the Damned. Andy Hall talked to *Codex: Space Marines* author, Mat Ward, and sculptors Neil Langdown and Matt Holland, to find out more.

**T**he Legion of the Damned are an enigma, a dark brotherhood who will mysteriously appear in the thick of battle, coming to the aid of Space Marines in times of great adversity, turning defeat into victory. Afterwards the Legion vanishes, leaving no trace of their presence or clues as to their origin.

That such a mysterious Chapter has existed in the 40K mythos for decades may come as a surprise to more recent hobbyists. However, veterans remember the Legion of the Damned with fondness, and will already be champing at the bit to get hold of the new miniatures. 'There were two things going on with the Legion of the Damned,' says Mat Ward, the chap who put them back in the latest *Codex*. 'The first was a desire to return them to the fore of the 41st Millennium. We haven't really done much with them or even mentioned them in any way since their appearance in the first *Ultramarines Codex* over 15 years ago. The second point is to add another layer of the inexplicable and supernatural to the galaxy. One of the things that makes the Warhammer 40,000 universe so distinctive is that there is still the unexplained; technology cannot solve

the mysteries that proliferate the 41st Millennium – the archaic and supernatural exist side-by-side with pure science fiction. The Legion of the Damned really epitomise these contrary aspects.

*“[With the Legion] the archaic and supernatural exist side-by-side with pure science fiction.”*

'The other thing I like about the Legion,' continues Mat, 'is that they seem to be a force for good – in the eyes of the Emperor, of course. Yet, because they are never summoned nor do they interact directly with the Space Marines they are there to aid, this puts certain organisations within the Imperium in a quandary. Do they trust these fire-wreathed supernatural beings or is there some kind of sinister intent? In a galaxy that is the playground of the Chaos Gods it is understandable that the higher echelons of the Imperium would be distrustful, or even view the Legion as a threat. I like the idea of Inquisitors devoting

## MYSTERIES OF THE LEGION

The Legion of the Damned are an enigma. These silent warriors are Space Marines in appearance, their black armour adorned with chilling images of bones and fire, yet they are not of any Chapter under the Emperor's sun. Most eyewitnesses dispute even the Legionnaires' mortality, for an eerie glow suffuses their sable armour and a halo of ghostly fire dances about their feet. There are many corroborated accounts of Legionnaires enduring firepower that would annihilate mortal men. The most notable of these reports came from the Keyan battlezone, where a half dozen Legion of the Damned walked unharmed from the volcano cannon blast that claimed four Predators and two-score Space Marines. The bolters carried by the Legionnaires, are in aspect no different to those borne by other Space Marines, yet these and the other weapons the Legion wield have an unearthly quality; spectral flames and dark vapours pour from heavy flamers, while skull-headed missiles rocket across the battlefield.

The nature and origin of the Legion of the Damned is a topic much debated by the Imperial scholars. Some believe the Legion to be the survivors of the lost Fire Hawks Chapter, transmuted into a new and terrible form by the Warpstorm that claimed their vessel. Others consider the Legion to be an extension of the Emperor's superhuman

will, time-lost saviours or even the vengeful and immortal spirits of Space Marines slain in the Imperium's many wars. In the course of their investigations, several Inquisitors have tried to capture or intercept the Legion of the Damned, but all have failed. Some have even been present on the same battlefield as the Legion, but events always inexplicably conspire to prevent the Inquisitors getting close to their quarry, leaving them nothing more than frustrated witnesses to the event.

Who, or what, guides the Legion of the Damned is an enigma to all save maybe the beneficent Emperor himself. They appear only in the times of greatest need, coalescing unexpectedly out of the fires of a desperate battlefield to turn a disaster into victory. The Damned Legionnaires fear no foe, and they fight with a chill precision that few mortal warriors can match, passing through the bloody ground like vengeful ghosts. Terror is their harbinger and oblivion their gift. When the battle is done and the foe eliminated, the Legion of the Damned depart as suddenly as they had arrived. They seek neither reward nor thanks from those they have saved, and leave only an enduring mystery in their wake.





## LEGIONNAIRES OF THE DAMNED

The new Legion of the Damned are highly individual models. Every Legionnaire's armour is adorned differently, from the skull helmet and ribcage chest plate of the Damned Sergeant, to the burning brazier on the back of the heavy flamer-armed Legionnaire's backpack. The shoulder pads and backpacks of the models are where the sculptors have really gone to town, with flames, skulls and even spinal cord detailing.

To learn the secrets of painting the new Legion of the Damned models, turn to page 80 for the 'Eavy Metal Masterclass.



*Damned Legionnaire with heavy flamer*



*Damned Legionnaire with multi-melta*



*Damned Legionnaire with flamer*



*Damned Legionnaires with bolters*



*Damned Legionnaires with bolters*



The Damned Sergeant is a striking model. Amongst the many fine details are the skull helmet, the left shoulder pad that is shaped into the top half of a skull and the fantastic banner depicting a sword-wielding skeleton on a field of fire.

their life trying to capture or even just witness the Legionnaires in action. It reinforces a dark notion prevalent in 40K that even though the Legion of the Damned have appeared in times of greatest need, often saving the Imperium from catastrophe, they can't be controlled. Therefore they must be feared.'

But while their enigmatic origins may concern the Inquisition, Space Marine players will have no such reservations. In the game, squads of Legionnaires appear into the heart of the battle on the tabletop, deep striking where you need them most with deadly accuracy. The Legion are not an army in and of themselves – rarely being more than a squad or two in size – but will arrive on the table to support your Tactical and Assault Squads, or even supplement Devastators with multi-melta or heavy flamer. 'Any Space Marine player can use the Legion of the Damned – you'll find them in the Elites section,' says Mat. 'In general, when you're writing rules you identify the aspect that makes the models and their background cool, and use this as

a starting point. For the Legion of the Damned it's clearly their ability to appear where they are needed most, so having them able to Deep Strike with a re-roll on the scatter dice to help ensure accurate placement will reward players who use them in daring rescue and fire support missions amidst the enemy. Giving them the Slow and Purposeful and Fearless special rules seemed a no-brainer, fitting perfectly with their image. I also wanted to play up that these were no ordinary Space Marines but unearthly, vengeful spectres capable of supernatural feats, who could shrug off mundane firepower from even the heaviest weapons. So I made their 3+ armour save invulnerable, gave them an extra Attack and a Leadership of 10.'

While their army list entry makes them a desirable choice, it's the metal models that will no doubt have Space Marine players adding them to their collections. Juan Diaz, Neil Langdown and Matt Holland were the talented team behind the latest Legionnaires. While Juan remains closeted in his apartment somewhere in Barcelona, Neil and Matt proved not only

*continued on page 44...*

# THE LEGION OF THE DAMNED

The accursed crusaders are said to be forged in the fires of vengeance.

Who, or what, guides the Legion of the Damned is an enigma to all save the Emperor himself. Where and how they are summoned into being is just one of the many mysteries that revolves around the dark brotherhood.

Any Space Marine force that uses the *Codex: Space Marines* army list can field a squad of Legionnaires. Each squad uses an Elite slot from the force organisation chart.

## SPECIAL RULES

**Fearless; Slow and Purposeful.**

**Unyielding Spectres:** The Legion of the Damned are impervious to even the deadliest weaponry. Their saving throw is invulnerable.

**Aid Unlooked For:** The Legion of the Damned always start the game in reserve and always arrive by Deep Strike, even in missions that do not normally use these rules. Note that the Legion of the Damned are renowned to arrive wherever they are most needed, so you can re-roll the Deep Strike scatter dice if you wish.



## LEGION OF THE DAMNED SQUAD .....155 POINTS

|                    | WS | BS | S | T | W | I | A | Ld | Sv |
|--------------------|----|----|---|---|---|---|---|----|----|
| Damned Sergeant    | 5  | 4  | 4 | 4 | 1 | 4 | 2 | 10 | 3+ |
| Damned Legionnaire | 4  | 4  | 4 | 4 | 1 | 4 | 2 | 10 | 3+ |

### Unit Composition:

- 1 Damned Sergeant
- 4 Damned Legionnaires

### Special Rules:

- Fearless
- Unyielding Spectres
- Aid Unlooked For
- Slow and Purposeful

### Unit Type:

- Infantry

### Wargear:

- Bolt pistol
- Frag and Krak grenades
- Boltgun

### Options:

- May include up to five additional Damned Legionnaires: .....+30 pts per model
- The Damned Sergeant may replace his boltgun and/or bolt pistol with:
  - a chainsword .....free
  - a combi-melta, -flamer or -plasma .....+10 pts
  - a storm bolter .....+10 pts
  - a plasma pistol .....+15 pts
  - a power weapon .....+15 pts
  - a power fist .....+25 pts
- One Damned Legionnaire may replace his boltgun with one of the following:
  - a flamer, meltagun or plasma gun .....+20 pts
- One Damned Legionnaire may replace his boltgun with one of the following:
  - a heavy bolter .....+10 pts
  - a missile launcher .....+15 pts
  - a plasma cannon .....+20 pts
  - a lascannon, multi-melta or heavy flamer .....+30 pts

"Never before or since have I seen fighting such as I witnessed when that host fell upon the Orks. Seizing the moment, I regrouped my company and led them once more into the fray, yet there was little work for us, for the greenskins lacked stomach for the fight. Soon we secured the great bastion once more and without further loss. Of the dark brotherhood there was no sign."

Varro Tigurius, Ultramarines Chief Librarian



# KOR'SARRO'S RAIDERS

As everyone knows, Matt Hutson is about as Space Marine as they come; so who better to put the Legion of the Damned to good use? We asked him to put together this army of Studio models.



## 1500pt Army List

- HQ**  
**1 Kor'sarro Khan**  
160 points
- ELITES**  
**2 8 Legion of the Damned**  
Flamer and multi-melta. Sergeant with plasma pistol and power axe.  
335 points
- TROOPS**  
**3 Tactical Squad**  
Meltagun and multi-melta. Sergeant with power fist. Drop Pod  
235 points
- 4 Tactical Squad**  
Flamer and missile launcher. Rhino  
205 points
- 5 Tactical Squad**  
Flamer and missile launcher. Rhino  
205 points
- FAST ATTACK**  
**6 Bike Squad**  
2 meltaguns. Sergeant with power weapon.  
175 points
- 7 Bike Squad**  
2 plasma guns. Sergeant with combi-plasma.  
180 points

**Matt:** To keep with the character of the White Scars I wanted the whole force to be able to strike hard and fast. To this end I've included Kor'sarro Khan in the army as his Chapter Tactics rule allows all units and dedicated transports to gain the Outflank mission special rule. In combination with the Legion of the Damned's ability to Deep Strike this means the entire force can start in reserve, potentially protecting them from a turn of enemy fire and allowing them to strike at the heart of the enemy formations before they can retaliate in sufficient force.

Placing Kor'sarro Khan with the Tactical Squad and having them Deep Strike onto the battlefield via the Drop Pod will give a crippling 'one-two' blow when done in concert with the Legion of the Damned. The Drop Pod will arrive on Turn 1 and the Legion will appear soon after. You have two choices here. Either have both squads descend on the greatest threat; Kor'sarro wielding the ancient power sword, Moonfang, ably supported by his Tactical Squad and the Legion, should be able to dispatch anything

from a Daemon Prince to a Trygon. Or they could be sent to two separate locations, securing key objectives or dealing with potential hotspots before the opponent is fully prepared.

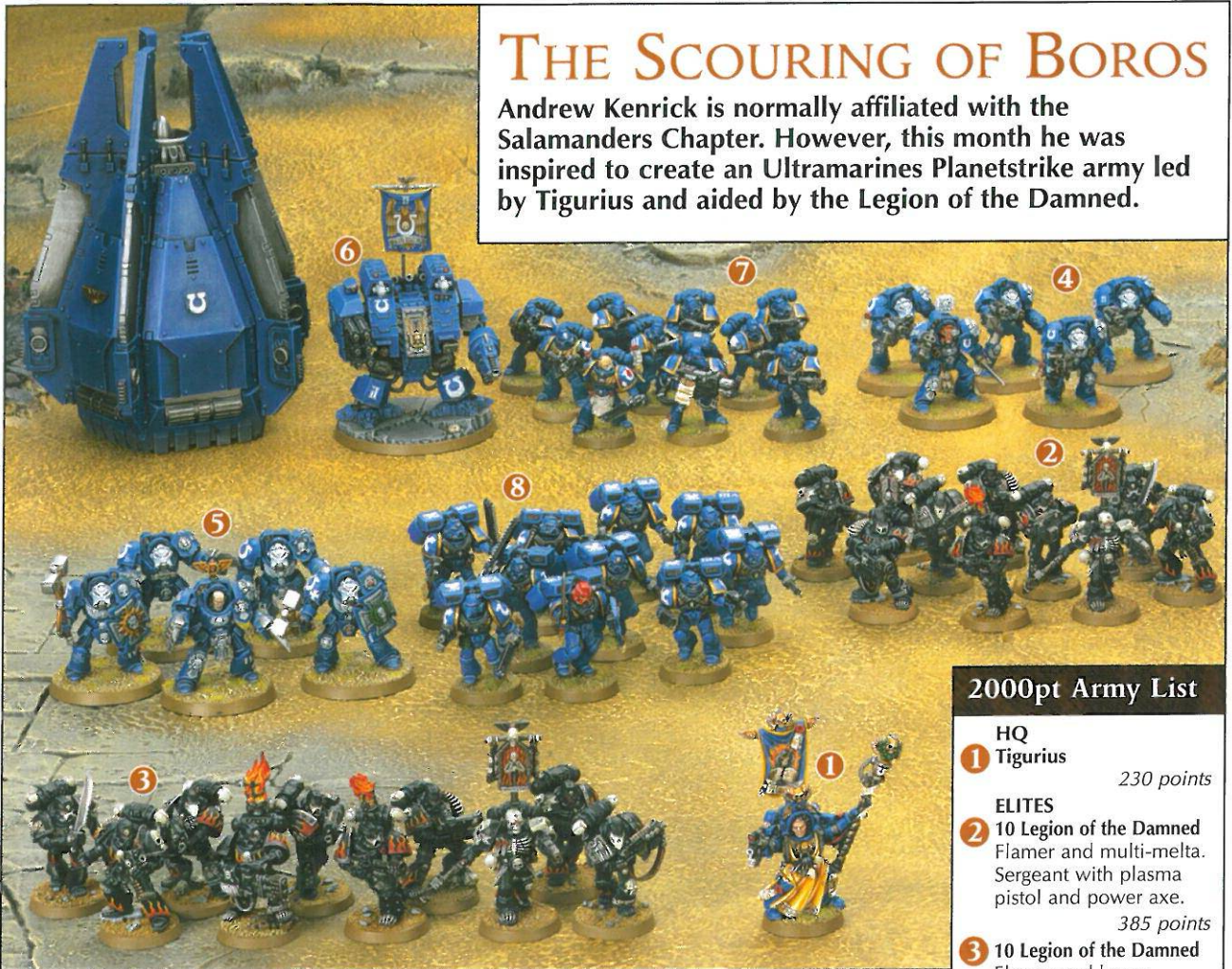
Around this solid core are the rest of the White Scars who will zoom onto the table via Rhino or Bike. The Rhino will ferry the Tactical Marines to take and hold the nearest objective while the Bike Squadrons will mop up the remainder of the enemy forces, hitting hard with either two meltaguns and a Sergeant with power sword, or a squadron containing three plasma guns.

This is not a big army and so relies on speed and that initial strike to do the job. However, the Legion of the Damned are famously resilient and those 3+ invulnerable saves will keep them fighting throughout the entire battle.



# THE SCOURING OF BOROS

Andrew Kenrick is normally affiliated with the Salamanders Chapter. However, this month he was inspired to create an Ultramarines Planetstrike army led by Tigurius and aided by the Legion of the Damned.



**Andrew:** One of my favourite parts of background from Warhammer 40,000 is the Scouring of Boros, the most famous sighting of the Legion of the Damned as witnessed by Varro Tigurius. What better way to use the Legion of the Damned in my army than to try to recreate this incident on the battlefield?

My starting point for the army was the brief bit of fiction from the original Codex: Ultramarines, from which we know that a heavily depleted force of Ultramarines led by Tigurius managed to take back a great bastion from the Orks with the aid of the Legion of the Damned. This sounded like the set-up to a Planetstrike game if ever I heard one!

Clearly the foundation for the force is Varro Tigurius, accompanied by the Legion of the Damned. As the attacker in Planetstrike I can take up to six squads of Damned Legionnaires, but I want room for some other stuff in the army too, so I'll settle for two squads.

I want lots of flame and melta weapons, both for cleansing bastions and to fit the fiery theme conjured by the Legion of the Damned, so I'll make sure

as many of my squads are armed along those lines as possible.

Added to the Legion are a couple of units of Terminators; one complete with a heavy flamer, the other tooled up for assault with thunder hammers and storm shields. These two units will be front and centre in assaulting Ork bastions right from Turn 1. I've also added in an Assault Squad, perfect for beating the Orks at their own game once they pop out from their hiding holes. I'll also throw in a Tactical Squad, for holding bastions and defending once I've reclaimed them from the greenskins – armed with a multi-melta and flamer, naturally.

Finally, I'll finish the army up with an Ironclad Dreadnought in a Drop Pod – just the thing for tearing apart mobs of Orks and heavily armoured bunkers alike. The Drop Pod also guarantees it can strike right at the heart of the foe.

The Scouring of Boros scenario is on our website. You can find it at: [games-workshop.com](http://games-workshop.com)

## 2000pt Army List

- HQ**
- 1 Tigurius** 230 points
- ELITES**
- 2 10 Legion of the Damned** Flamer and multi-melta. Sergeant with plasma pistol and power axe. 385 points
- 3 10 Legion of the Damned** Flamer and heavy flamer. Sergeant with plasma pistol and power axe. 385 points
- 4 Terminator Squad** Heavy flamer. 205 points
- 5 Terminator Assault Squad** 3 with lightning claws, 2 with thunder hammers and storm shields. 200 points
- 6 Ironclad Dreadnought** Hurricane bolter, 2 hunter killer missiles and Drop Pod. 190 points
- TROOPS**
- 7 Tactical Squad** Flamer and multi-melta. 170 points
- 8 FAST ATTACK Assault Squad** Sergeant with power weapon and storm shield. 220 points

## Rousing the Legion

Recorded instances of the Legion of the Damned's intervention are rare and there have been no documented sightings of more than one or two squads on a battlefield at the same time. But even with relatively few men they cut a bloody swathe through the enemy, marching ever onwards with a deadly purpose and shrugging off blows that would incapacitate even the most battle-hardened Space Marine.

Imagine, then, the impact if more than just a few squads were present, maybe even an entire company of the Legion! That such a thing has never been witnessed does not mean it cannot happen. Suddenly games of Apocalypse and Planetstrike take on a terrifying new aspect!

...continued from page 40

willing but foolish enough to talk to me as well. 'Juan did the lion's share of the work,' says Neil. 'He sculpted the initial components, what Matt and I did was put them together in cool postures and added the fine detail.'

'We did think about having exposed hands and even cracked or open helmets, but realised that would undermine the sense of mystery; we didn't want to reveal who or what is actually under the armour – if there is anything at all!' says Matt.

Since their first appearance in issue 99 of White Dwarf, skulls, bones and flames have been motifs strongly associated with the Legion of the Damned and the latest release is no different. 'You have to be careful when adding details onto Space Marines,' continues Matt. 'First and foremost a Legionnaire is a Space Marine and what you don't want to do is to break the iconic silhouette by adding on raised details and extra textures such as adorning the power armour with bones along the arms and legs.'

'Also, it's not a route we wanted to go down because then you risk having your sinister spectral Space Marine look like he's wearing a skeleton suit from a fancy dress shop!' adds Neil. 'The exceptions to this,



Matt Holland sculpts on the finishing touches to a green of a Damned Legionnaire.

where you can get away with some excess bony textures, are on the shoulder pads and backpacks. That's definitely where we've been our most expressive, with jutting skulls and ribcages – but we're unapologetic about that, after all these are the Legion of the Damned.'

As well as bones and skulls, the Legionnaires sport goutts of hellfire on their power armour, especially on the leg greaves. And while there is a raised outline of the flame it's not fully textured fire either, as Matt explains; 'Having a fully textured flame on every part of the model would have started to break up the profile. At the same time we did want to imprint the flame pattern onto the model. So we cut the design into the armour to create the outline of the flame. This subtle addition not only helps define the Legionnaires but

“Right from the start we thought about how they would look as a fighting unit.”

Surrounded by Plague Marines, the Imperial Fists prepare to fight to the death when the Legion of the Damned materialise between them and the foul enemy.



## HISTORY OF THE DAMNED

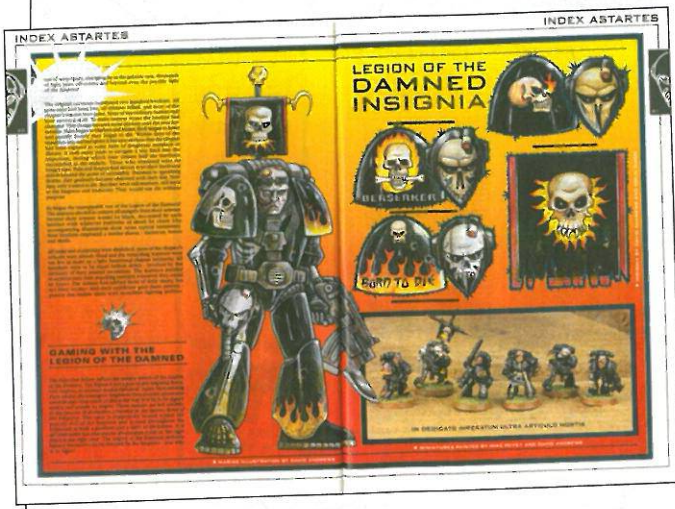
Issue 99 of *White Dwarf*, dated March 1988, is when the Legion of the Damned made their first ominous appearance in the pages of the magazine and indeed *Warhammer 40,000*. The models photographed for the article were the venerable RTB01 (Rogue Trader Box 1) plastic Space Marines. The now-familiar skull, bone and flame iconography were painted directly onto the miniatures in free-hand by hobby legends Mike McVey and Dave Andrews.

The Legion's next notable outing was a few years later in the *Ultramarines Codex* first published in 1995. A squad of Legionnaires could be bought in the same manner as a special character. The original metal Legionnaires from this period and stand up really well compared to today's miniatures.

The most infamous of the Legion of the Damned is Veteran Sergeant Centurius, a model sculpted by Jes Goodwin to commemorate the opening of the 100th Games Workshop Hobby Centre in March 1996. Before you ask, he's not been available for a very long time – although it's still a highly sought-after model.



*Above: The original metal Legion of the Damned models.*



*Left: A spread from issue 99 of White Dwarf, showing the Legion for the first time.*

*Right: Veteran Sergeant Centurius was a limited edition model by Jes Goodwin.*



is also a very neat painting solution for those who haven't got a steady hand. For more confident painters, the way the design is shaped onto the armour still gives enough leeway to get really creative with their brush skills and flame effects.'

While each Legionnaire has its own individual look, defined by the postures and differences in the design and decoration of the armour, the sculptors knew that the models had to function as a squad as well. 'From the start we thought about how they would look as a fighting unit,' says Neil. 'We wanted to make sure they were positioned in a way that they all looked like they were working in the same group. There can be a danger of going too far down that route, where every model ends up looking the same. For instance, this can happen when all the bolters are firing the same way. You have to strike a balance. The key to this is positioning the

models so they look like they are actually interacting with each other.'

'I think that's a good point for modelling Space Marine squads in general,' continues Matt. 'The beauty of plastic models is that you can really play about with the positioning, turning heads or altering the angles a Space Marine holds his bolter. It all helps give your squads, and therefore your army, cohesion.'

Having a unified Space Marine army is an interesting point to end the interview on when you consider that the Legion of Damned are so striking, appearing as they do in the middle of the battle on some unasked summons. Their flaming black armour jars against the deep blue of the Ultramarines or green of the Salamanders but, for the Legion such aesthetics matter not. They have only one goal in mind – to aid those Battle-Brothers in need and bring retribution to the enemies of the Emperor.

## NEXT MONTH

Even more Damned Legionnaires stand ready to protect the Imperium. Six more models will be revealed in next month's issue of *White Dwarf*.



# THRALLS of MORDOR



The march of the Haradrim is accompanied by the thunderous footfalls of the Mûmakil.

**Adam Troke examines the armies of Evil Men, and offers tactics on how to use them to crush your foes in your skirmish battles of The Lord of The Rings Strategy Battle Game.**

**Adam:** Something that I've learned from my games of The Lord of The Rings over the years is that everything has its uses, which is to say that I've fought my way through enough battles to learn that whatever the model you've got at your disposal, you can do something very effective with it.

Perhaps the time this became most apparent was when I was playing a succession of games with my beloved Haradrim infantry army (*This is the same army you carelessly left at a train station in Austria, right Adam?* – Ed). The apparent tactical inflexibility of the force left most opponents thinking they would have an easy victory, but the truth was quite different most of the time. I think the key to victory with any army is knowing with certainty what you have at your disposal, and how best to use it, and I certainly had that down pat with my Haradrim. With that in mind, I'm going to talk you through the Evil Men of Middle-earth, and look at how to use them to achieve victory.

## An Army of One?

The first question you should ask yourself when collecting an army of Evil Men is which army list should you use (and whether or not you should take allied troops from other forces)? Now, that decision is something quite personal, since every player has their own goals – do you want to recreate a scene or battle from the books or films that particularly excited you? Do you want to create an all-destroying army that can take on all comers, or perhaps you just fancy including those models that are your favourites? There's no right or wrong attached to this decision, it's simply a matter of personal taste. My experience tends to show that 'combined-armies' are probably the most effective, the versatility that comes from blending the numbers of a Haradrim force with the heavy armour of the Easterlings, for example, can prove decisive in battle. In the end, though, the only person who can make the choice for your collection is you.



## HARAD



The Haradrim list is perhaps the easiest one to build a force of Evil Men from. Haradrim Warriors and Haradrim Raiders provide a horde of troops and a powerful cavalry element, while the Mûmak is one of the deadliest models in the game. Harad is also ably served by a range of Heroes, including the Hâsharin, Task Masters and Sûladan himself.

- Pros:**
- Lots of choice with warriors.
  - Plenty of powerful Heroes.
  - The Mûmak!

- Cons:**
- Low Defence values throughout the force.

The Easterling army boasts a stunning range of models – a firm favourite with the fans. All Easterlings are well armoured and their ability to fight in three ranks makes them rightly feared on the battlefield. Recent reinforcements in the form of Amdûr, Lord of Blades, the Dragon Knights and the War Priest give them a strong corps of Heroes.

- Pros:**
- Heavily armoured warriors.
  - Heavy cavalry.
  - Deadly Heroes.

- Cons:**
- Comparatively expensive points costs.



## EASTERINGS

The Corsairs of Umbar are often overlooked due to their lack of armour, however their high Fight values and throwing weapons make them a force to be reckoned with. With a plastic box set, and a variety of metal extras, there's more to the Corsairs than meets the eye.

- Pros:**
- Skilled warriors with Fight value 5.
  - All armed with throwing weapons
  - Arbalesters – awesome ranged weapons.
  - A variety of very dangerous Heroes.

- Cons:**
- Defence values are very low.

## CORSAIRS



### Khand

Khand boasts some powerful units, such as the King on Chariot who is especially good at eliminating enemy cavalry models.

### Far Harad

Far Harad features strong Mahûd warriors, amongst the best infantry in the game. As long as their Heroes live, they can be a hard foe to overcome.

### Dunlendings

The warriors of Dunland are a good way of adding some variety into your Isengard-oriented armies, especially if your opponent uses Rohan!

### Black Númenóreans

Possibly the best Evil warriors there are, the Black Númenóreans have excellent armour, great stats and even cause Terror.



# DEVIOUS TACTICS



## The Porcupine

A very reliable formation that I often adopt when playing with Haradrim is 'the porcupine'. A simple enough tactic, the porcupine formation involves forming a tightly packed mass of spear-armed infantry. This spiked huddle then moves across the battlefield to wherever it needs to be. Should it be charged, engaged models can almost always respond with two attacks back.

I think the Haradrim are particularly good at this tactic. For added effectiveness, include a couple of Heroes in the porcupine formation, such as the Hâsharin or even the mighty Sûladan himself – these Heroes will be able to get stuck in to the fight quickly enough once combat is joined, and will invariably benefit from a supporting spear when it comes to a fight. The presence of a Task Master can help keep the formation moving too, since he'll allow Heroic Moves or Heroic Combats for free on a 4+.

## Butcher of Men

The Easterling Dragon Knight is almost unmatched in his price bracket (a humble 60 points) when it comes to killing off enemy infantry. While he provides no benefit at all to friendly models, who won't be able to use his Heroic actions or Stand Fast! rolls, he does have an intimidating 3 Attacks and a Fight value of 5. Supplement his already menacing statline by placing a pair of Easterling Spearmen behind him (increasing his Attacks to 5) and he's almost guaranteed a score of 6 in the Fight phase!

Of course, if you're fighting heavily armoured models, consider using the magical power *Bladewrath*, which raises the Strength of his attacks to 6 for the duration of the turn (and if you're doing this, consider declaring a Heroic Fight, to get the most out of the magical power).



## Open Fire

Evil armies, especially the forces of Mordor, aren't generally capable of matching bows against the forces of Good. Orcs only have a Shoot value of 5+ and their crude Orc bows only have an 18"/42cm range. The Evil Men are a different matter entirely, however. As Men they have a 4+ Shoot value and superior bows. While Haradrim bowmen gain a significant boost from their Poisoned Arrows (which allows them to re-roll a score of 1 to wound), Easterling Archers have heavy armour that makes them just as durable as archers from Minas Tirith. Corsair Arbalesters are armed with brutal Strength 4 crossbows!

A particularly effective combination made possible by last month's reinforcements is to pair a large contingent of Haradrim bowmen with the Betrayer. Not only does this sinister Nazgûl look great alongside them, but he allows Poisoned Arrows to re-roll failed wounds on the score of a 1 or 2 – effectively doubling their chances of getting a re-roll!

## Hit and Run

Cavalry formations are great for employing hit-and-run tactics, and few are better at it than the Haradrim Raiders. Armed with lances for maximum effect in close combat, they are tremendously effective on the charge where they gain an additional Attack against infantry, as well as the knock-down rule. The option to buy them bows can make them shine at ranged attacks too, since they're able to move 5"/12cm and still fire.

A good tactic is to pair some Haradrim Raiders with a powerful Hero such as Sûladan (who also has plenty of Might points), to ensure they can keep moving. This way you can smash into the enemy in your Move phase (ideally, do this in a turn where you don't have priority), and use your Might points to call a Heroic Move in the next turn to ensure you can fall back, where your bows can keep the pressure on the enemy. It's been used on my Dwarves more times than I care to remember and, unless you have cavalry too, it's very hard to counter!

## The Nine

The Nazgûl are a worthy addition to any Evil army, but there are few forces more appropriate for them to join than the armies of Evil Men – after all, the Ringwraiths were once kings of Men themselves before they were corrupted into the Nazgûl.

Over a period of time I have gradually collected Nazgûl to the point where I can field any of the Ringwraiths at a moment's notice (at least, on foot – I've not got the mounted models painted yet), so when I am preparing for a game I try and pick the Nazgûl best suited to fighting the enemy. If my enemy is going to shoot at me a lot, I'll choose the Shadow Lord; if he's a fan of powerful Heroes I'll match him with the Knight of Umbar. If I just need to improve my battleline in general, I'll take the Dark Marshal, while the Tainted is great for dealing with players who rely on lots of Heroic actions. In fact, there's a Ringwraith for every occasion, and having a whole host of them at my disposal gives me maximum versatility.



*Whoever your foe, and whatever their strengths, there's sure to be a Nazgûl to suit your needs.*



## Stampede!

Having trouble pushing back the nigh-on impregnable Dwarven shield wall? Struggling to fight your way through a sturdy block of Minas Tirith Warriors? There really is no cure for ranked-up enemy infantry quite like a Mûmak or two. Sufficeth to say that the raging Oliphaunts from the far south can bulldoze their way through a dozen such models quite easily in a single turn, unless there's a powerful hero or two ready to slow it down.

I like to fill the howdah with archers to benefit from the excellent fields of fire that the Mûmak provides. Since the howdah is a stable surface, the Mûmak can move full speed and still let the crew fire their bows. Another ploy I favour is to purchase rappelling lines and use them to deliver Haradrim armed with spears down amongst the enemy – Haradrim deployed like this are great for claiming objectives or stopping enemy troops from completely surrounding your Mûmak in close combat.

# CALL TO ARMS



Dwarves and Corsairs of Umbar face off as Adam tries his army out for the first time.

## The Force

**The Nazgul**  
**The Knight of Umbar**  
120 points

**The Corsair Fleets**  
**Dalamyr,**  
**Fleetmaster of Umbar**  
100 points

**33 Corsairs of Umbar**  
16 with shield  
17 with spear.  
264 points

**6 Corsair Arbalesters**  
60 points

**Umbar**  
**Corsair Captain**  
Two-handed weapon  
55 points

**10 Haradrim Warriors**  
With spears.  
60 points

**5 Corsairs of Umbar**  
with bows  
40 points

**TOTAL 699 points**

As luck would have it, I've recently been painting up an entirely new force for The Lord of The Rings, consisting largely of Corsairs of Umbar. My thinking behind the force is that it represents a good sample of the warriors that the Corsair city of Umbar could call upon in the event of a siege.

White Dwarf's own Christian Byrne, one of my regular gaming opponents, challenged me to a game, which made for a good first outing for my fledgling force – an opportunity to take to the field and try out in practice what I've been busily cooking up in theory.

Knowing that I'm playing against Christian's Dwarves, and that Christian prefers to smash his enemy in combat rather than with shooting, I've selected the Knight of Umbar to join my force. He'll ably provide magical support to the force, and he'll be able to go toe-to-toe with the likes of Gimli or Dáin, since he can borrow their Fight value and Attacks.

My plan, such as it is, revolves around whittling down the Dwarves with shooting as our main lines advances, before delivering a storm of thrown weapons from my main battleline at point-blank range once I am close enough – hopefully the

tirade of thrown weapons will leave Christian's Dwarves suitably depleted and my superior numbers in combat, plus the ability to fight with spears, will be able to wear him down when the fighting gets started in earnest.

My Heroes will make the real difference in this force. I always rely on Heroes to get the hard tasks done, and the first order of the day will be to kill off any enemy Heroes. I always make this my number one priority, and it'll be no different with this force – Dalamyr's smoke bombs can transfix an enemy before a fight, and the Knight of Umbar, especially once he's *Transfixed* the foe, shouldn't have too much trouble taking on even the most powerful Good Heroes. While that deadly pair deal with the best the enemy has to offer my Corsair Captain will get stuck into the enemy warriors – if numbers are on his side he'll fight two-handed, otherwise he'll use his hand weapon instead.

So that's the plan, for this game at least. Against a foe who relied on shooting, I would certainly be better served with a choice such as the Shadow Lord in my army. I guess for now I'll see how the Knight of Umbar gets along.

## How it Went...

Christian and I decided that we'd play a scenario from Legions of Middle-earth, rolling up the scenario To The Death – a brutal encounter that is only won when a player is completely wiped out or surrenders. As tests go, this scenario is a very stern measure. Dwarves are notoriously robust and, even when you've broken their force, their naturally high Courage value and excellent Heroes tend to ensure they pass the obligatory Courage tests. Wiping every single one of them out could prove to be a very difficult challenge for my Corsairs.

With the board set up, I decided to deploy my missile troops as a firebase within one of the ruins, while the rest of my force divided into two, roughly even, portions. I hoped that Christian would commit to attacking one of these and I'd be able to sweep the other half of my army into his side and press him from two directions at once.

For this plan to work, however, I needed to garner the greatest advantage from my warriors, which meant ensuring that as many of my men as possible were supported by spears.

## Points of action from the game...



1. The Knight of Umbar saps Balin's Will, allowing me to Compel him, dragging Balin out of formation where Dalamyr and a few friends were waiting to assassinate him.



3. A hail of thrown weapons takes its toll before combat is joined – these casualties and my numbers, maximise my chances.



2. The Arbalesters were able to cut down several of Christian's Iron Guard, proving the value of the Corsairs' mighty Strength 4 ranged weapons.



4. Dáin Ironfoot gets unlucky in the fight and Dalamyr wastes no time killing him, with a little help from his friends.

So, that's how the game went. The funny thing is that, in spite of the significant victory, I think there are still elements of the army that I need to refine. My own lack of cavalry is a serious concern, for example – how would my army have fared against a cavalry-oriented army such as Rohan or DoI Amroth? I need to address this before I consider taking the army on the road to the Grand Tournament!



In my opinion, Christian could have really hurt my chances if he'd taken a cadre of bow-armed Dwarves in his force. I'll have to keep my Shadow Lord nearby, and consider using him if I take this army to the next grand tournament – advancing Defence 3 models towards the enemy is really quite nerve-wracking, and the Shadow Lord might help ease my worries.



I've got a strong feeling things could have gone even better for me if I'd had some cavalry to whirl around the back of Christian's Dwarves – that way I could have picked off his Banner Bearer right at the start. Also, if I end up in battle against a foe such as Rohirrim or Knights of Minas Tirith, my delicate Defence 3 Corsairs could be in serious trouble – it's not like they're as resilient as the armies that I normally use. I think it's time to paint up my Haradrim Raiders...

# SCIONS OF SAURON

The servants of Sauron are on the move, bolstered by a range of plastic kits that will make the weakling armies of the Free Peoples tremble in fear. Down with Gondor, glory to the Dark Lord!

## War Mûmak of Harad

### WAR MÛMAK OF HARAD

99121499010

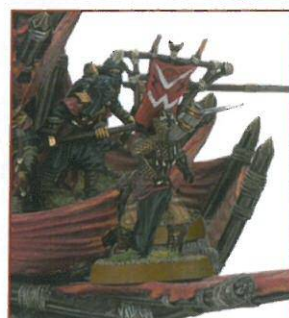
£50, €80, 650dkr, 750skr/nkr

This set contains 1 plastic War Mûmak of Harad, 1 Haradrim Chieftain and 12 Warriors of Harad. This is such a huge kit that it cannot be shown at full size.



A Mûmak is goaded into battle by a Haradrim Chieftain, who controls the beast from the highest point on the howdah.

The Mûmak commander can be replaced with a skilled Mahûd Beastmaster (available to order separately), making the beast more deadly than ever.



This symbol means that the model is only available to order. Turn to page 118 to see how to get it.



### MUMAK MAHÛD

99061464075

£7, €11.50, 85dkr, 100skr/nkr

## Warriors of Harad

### WARRIORS OF HARAD

99121499011

£17, €22.50, 200dkr, 210skr/nkr  
This set contains 24 plastic models, 12  
with spears and 12 with bows.



## Haradrim Raiders



### HARADRIM RAIDERS

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This set contains 6 plastic models  
including options for a banner bearer.

## Corsairs of Umbar

### CORSAIRS OF UMBAR

99121464003

£17, 22.50, 200dkr, 210skr/nkr  
This set contains 24 plastic models  
including 8 with spears, 8 with bows  
and 8 with hand weapons and shields.



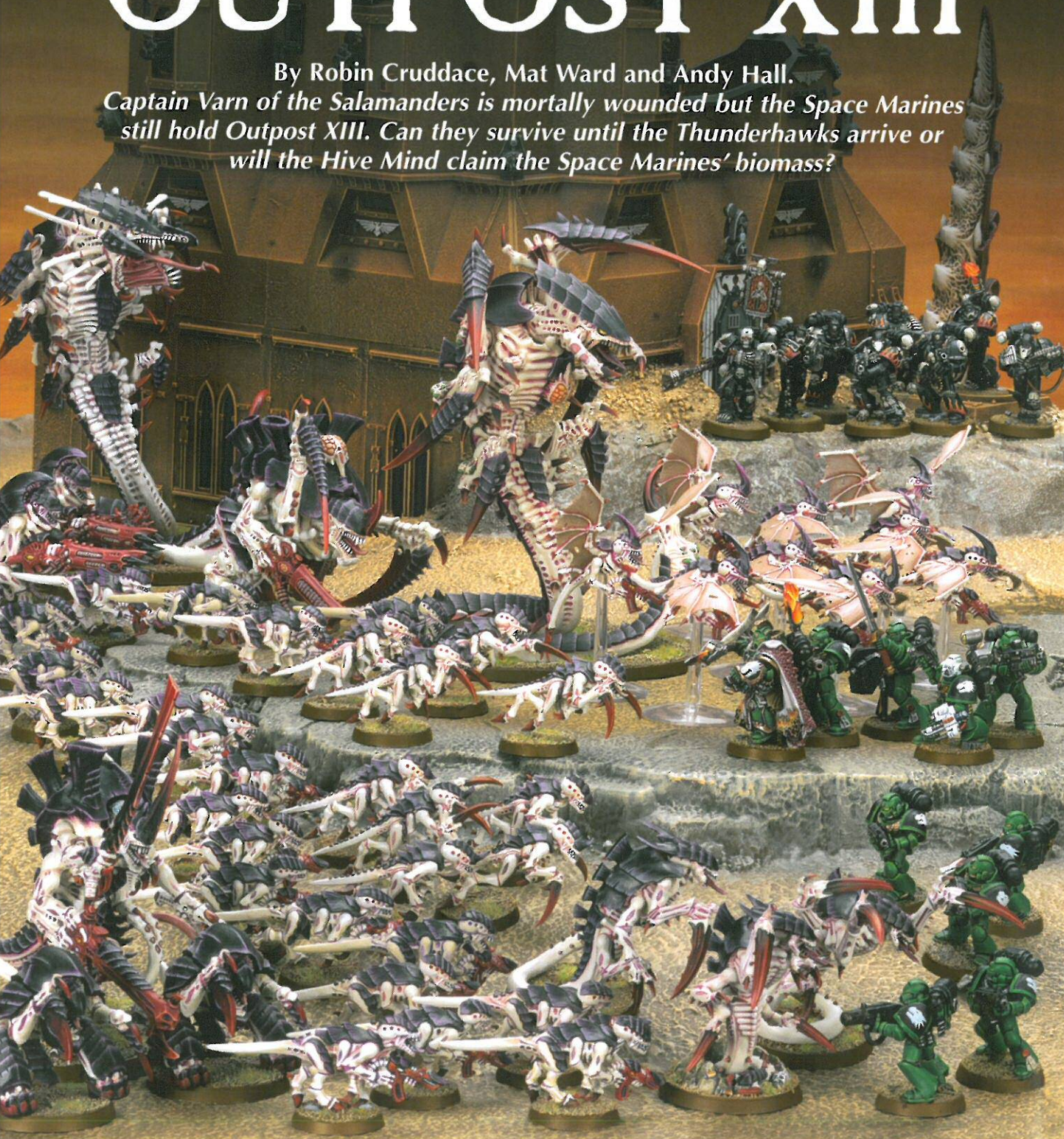
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WARHAMMER  
40,000

# ASSAULT ON OUTPOST XIII

By Robin Cruddace, Mat Ward and Andy Hall.

*Captain Varn of the Salamanders is mortally wounded but the Space Marines still hold Outpost XIII. Can they survive until the Thunderhawks arrive or will the Hive Mind claim the Space Marines' biomass?*



**Robin:** Having just finished reading one of Jeremy and Dave's 'Old War Stories', Mat and I had a yen to try something similar for the forthcoming Tyranid battle report.

It was around this time that terrain-master Dave Andrews was putting the finishing touches to a massive fortress constructed out of several Bastion kits (see page 98 for more on the terrain). We both agreed that the kit was such a stunning piece of terrain that we just had to use it in our game and the opportunity to recreate a desperate last stand against an overwhelming alien horde was irresistible. Mat chose to defend it with Space Marines from the Salamanders Chapter. Clearly, this structure, dubbed Outpost XIII, was going to inform the narrative of our battle, but we both agreed that it would be more interesting if there was a secondary objective, one that would force us to risk dividing our forces for ultimate victory. A short search later turned up the Space Marine casualty models, one of which was painted as a Salamander – perfect!

For me, games are an extension of the Warhammer 40,000 background, a way of creating your own stories filled with great cinematic moments. Like all good movies

we need to set the scene and this battle will take place on the far-flung world of Agenor, a planet that has fallen under the shadow of a Tyranid invasion. As the opening credits roll we learn that, after months of constant warfare, the Tyranids have overrun all but one of the Imperium's defences, Outpost XIII, defended as it is by Captain Varn of the Salamanders and a single squad of his Battle-Brothers. But there's a catch... With no way off-planet it's only a matter of time before the Tyranids succeed in hunting them down. With things looking impossible for the Space Marines, the hero of our movie enters: Forgefather He'stan, arriving in orbit and personally leading a force of Space Marines to reinforce Outpost XIII. However, even as Varn is returning to the outpost from a vital mission (there's always the prequel movie to think about) the Tyranids spring a trap. His Land Raider is destroyed and Varn himself is badly wounded. With his forces caught unawares and completely surrounded, He'stan must rescue the wounded Varn and hold out long enough for the Thunderhawk Gunships to return and evacuate them. Dice, tape measure, action...



## Captain Varn

The Captain has been severely wounded. He can play no part in the battle other than to drag himself D6" during the Movement phase.

The Tyranids can't shoot at Captain Varn. They are permitted to assault him, but can only do so if there are no other viable assault targets in range. If at least one Tyranid model completes an assault against Captain Varn, he will be removed.

Alive, Captain Varn is worth 1 VP to the Salamanders. If killed, the Tyranids receive 1 VP.

## SCENARIO

The Salamanders are trying to hold Outpost XIII and its environs long enough for reinforcements to arrive.

## DEPLOYMENT

Each army is split across two different areas. The Space Marines deploy first and are permitted to deploy one Command Squad and up to two other squads within 6" of Captain Varn. The remainder of the Salamanders army has to deploy within 6" of (or inside) Outpost XIII or else be kept in reserve.

The Tyranids deploy second. Up to three units are allowed to deploy within 3" of the north edge. The remainder of the army has to deploy within 3" of the south edge.

## FIRST TURN

We decided that the Salamanders will go first.

## GAME LENGTH

We used the random game length rules.

## VICTORY CONDITIONS & SPECIAL RULES

This being a narrative scenario (to say nothing of the house rules required by the unusual

outpost and the dying Space Marine Captain – see the sidebar, above) none of the normal Warhammer 40k standard victory conditions seemed to fit, so we agreed a series of special rules and victory point conditions:

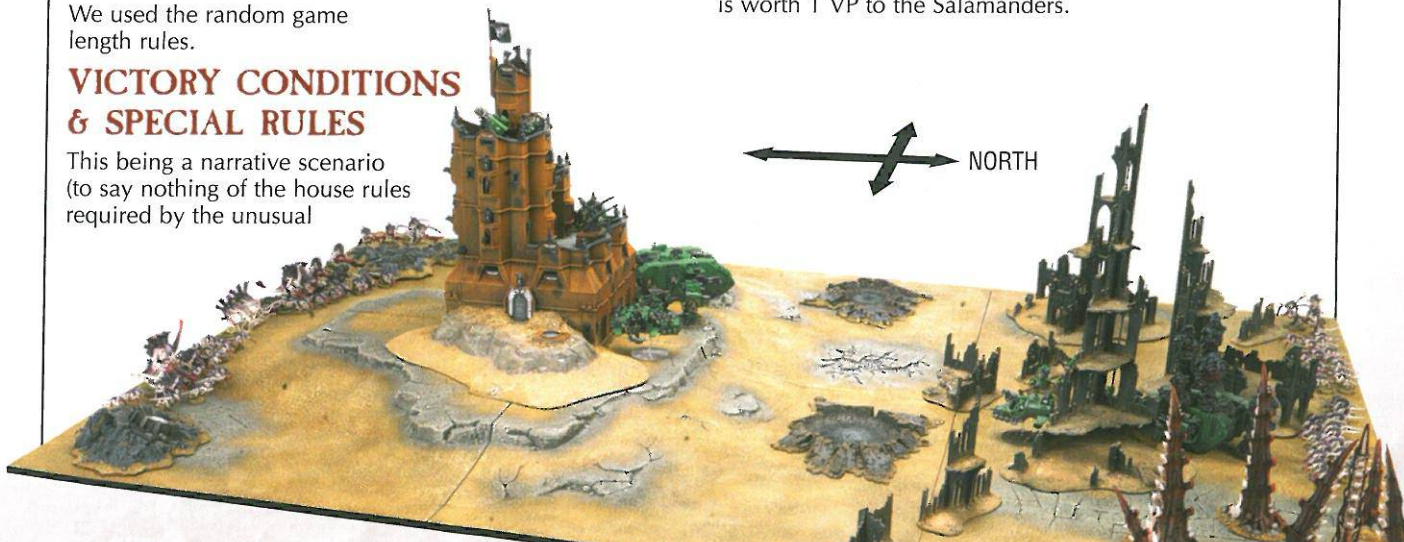
## Outpost XIII

Given Outpost XIII's unusual shape and configuration, we agreed to split it into three locations – one for each level of ramparts. The players agreed that the roof of the largest, lower level could house a Thunderfire Cannon (even though it's not infantry). Otherwise, Outpost XIII was treated according to the bastion rules in Planetstrike.

Each of Outpost XIII's sections is worth 1 victory point to the Tyranids if it is destroyed.

## Lords of the Swarm

Each of the Tyranid player's Synapse Broods will allow him to recycle (i.e. bring into play from reserve) a single Troops choice. Troops arriving in this way can enter the board from any edge. Each Tyranid Synapse Brood slain is worth 1 VP to the Salamanders.



# THE VANGUARD SWARM



Rumours persist that Robin is now so integrated with the Hive Mind that he is subconsciously sending out a psychic beacon, summoning the Hive Fleets here. Conservative reports state it will take about 38,000 years for the Tyranids to reach us.

**Robin:** I always like a narrative element in my games and this scenario fits the bill perfectly. Surrounded and outnumbered, the Salamanders will need to make every bolter shell count if they are to hold out and it's my job to make sure they get torn to shreds long before the Thunderhawks ever touch down.

In this scenario I will be able to use Synapse Creatures to bring on additional reinforcements – namely Troops that had been destroyed previously in the game. So I naturally decided to take as many Troops as possible: two broods each of Tyranid Warriors, Termagants and Hormagaunts would give me plenty of alien bodies to swamp Mat's lines with. I'll also use these broods to soak up the outpost's firepower, throwing them in front of more valuable targets – merciless I know, but the Hive Mind wills it.

I'll still need to silence the outpost's guns quickly to stand a chance, and with a mighty armour of 14 I'm going to need to bring in the heavies. A Hive Tyrant, a Carnifex, a Trygon and a Mawloc should give me enough muscle to flatten a city. Just to be sure though I'll take a brood of Hive Guard for some anti-armour firepower and a few Venomthropes to provide cover as I advance towards the inevitable torrent of heavy-weapons fire.

Whilst the outpost is the main prize in this game, there is also a wounded Captain to devour. I'll attempt to pin down his protectors with broods of deep striking Gargoyles and Raveners. They will tie the Salamanders up long enough for Deathleaper and the remainder of my swarm to enter the fray and hack them apart. So then Mat, to battle – the Hive Mind hungers...



## HQ

- ① **Hive Tyrant**  
Heavy venom cannon, Old Adversary, Paroxysm and Leech Essence.  
220 points

- ② **2 Tyrant Guard**  
120 points

## ELITES

- ③ **2 Venomthropes**  
110 points

- ④ **2 Hive Guard**  
100 points

- ⑤ **Deathleaper**  
140 points

## TROOPS

- ⑥ **4 Tyranid Warriors**  
3 Deathspitters and a venom cannon.  
150 points

- ⑦ **3 Tyranid Warriors**  
90 points

- ⑧ **16 Termagants**  
80 points

- ⑨ **16 Termagants**  
80 points

- ⑩ **15 Hormagaunts**  
90 points

- ⑪ **15 Hormagaunts**  
90 points

## FAST ATTACK

- ⑫ **10 Gargoyles**  
60 points

- ⑬ **3 Ravens**  
Rending claws and devourers.  
120 points

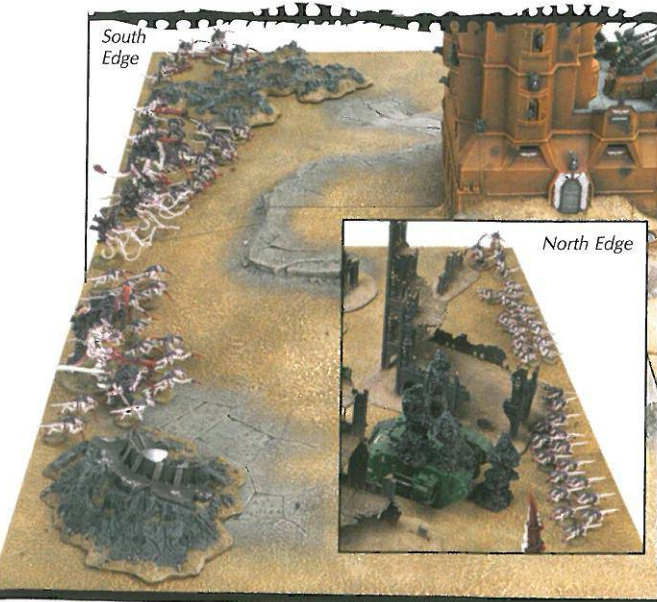
## HEAVY SUPPORT

- ⑭ **Mawloc**  
170 points

- ⑮ **Trygon**  
200 points

- ⑯ **Carnifex**  
Stranglethorn cannon.  
180 points

**Total 1980 points**



## Deployment

### North Edge

A single brood of Tyrant Guard will maintain my Synapse Control over the northern board edge. A brood of Termagants and Hormagaunts should be enough to tie the Command Squad up for long enough for my deep striking reserves to arrive and pounce on any survivors.

### South Edge

The bulk of my force will deploy on the southern board edge, including the Hive Tyrant and Carnifex who will stand the best chance of flattening Outpost XIII. Termagants and Hormagaunts will deploy on the frontline where they can absorb the outpost's automated firepower and the Venomthropes will be placed centrally so as to afford a cover save to as many of my warriors as possible.

# WARDENS OF OUTPOST XIII



Mat Ward normally plays the villain, a role he takes to with relish. However, this time he is the hero, rescuing the brave Salamanders. Can he do it? And, more importantly, does he want to? Will that evil streak kick in at an inopportune moment?

**Mat:** So, a desperate defence is mine, and I've only myself to blame. Happily, I couldn't wish for a better bunch of Battle-Brothers than the Sons of Vulkan. They have a fine reputation for stalwart stands – one that I hope is not to be diminished by my coming actions.

With a mighty 2000 points to spend, I can lay my hands on plenty of fearsome warriors and weapons and, as normal with the Space Marine army, I'm really rather spoilt for choice. Never more so was this the case than today, because the 'Eavy Metal team have just finished painting up a glorious Legion of the Damned squad – as heroic interventionists go, they're pretty top-notch. A few moments later (and several hundred points lighter) it was time to buy some Salamanders.

Of course, you can't take a Salamanders army to battle without Vulkan

He'stan (well, you can, but I'm not going to – I want my twin-linked melta weapons). With that choice made, the next step of my army selection became quite easy. Thus followed two melta-maxed Tactical Squads, a Terminator Assault Squad – pretty good stuff for nuking the inevitable monstrous creatures that'd be coming my way. Around this core, I grabbed some of my favoured support troops: a Scout Squad with locator beacon and Land Speeder Storm, an Ironclad Dreadnought with all the trimmings, a Land Raider Redeemer and a Thunderfire Cannon. Last, but not least, my final few points went on an Epistolary Librarian with Gate of Infinity and The Avenger – perfect for cleaning house and irradiating a few pests.

Now was the time – could Captain Varn be saved? The Imperium was clearly in peril but would the Legion appear?



## HQ

- ① **Captain Varn**  
Crawling towards salvation.  
*Free*
- ② **Command Squad Doltan**  
Meltagun, Company standard and Company Champion.  
*Free*
- ③ **Vulkan He'stan**  
*190 points*
- ④ **Epistolary Kulkanis**  
*150 points*

## ELITES

- ⑤ **Legion of the Damned**  
10 Space Marines, power weapon, plasma pistol, flamer and heavy flamer.  
*385 points*
- ⑥ **Terminator Assault Squad Dronath**  
*200 points*
- ⑦ **Ironclad Dreadnought Venix**  
Hurricane bolters, heavy flamer, 2 x hunter-killer missiles, Ironclad and assault launchers.  
*175 points*

## TROOPS

- ⑧ **Tactical Squad Adornis**  
10 Space Marines, multi-melta and meltagun.  
*175 points*
- ⑨ **Tactical Squad Cromaki**  
10 Space Marines, multi-melta and meltagun.  
*175 points*
- ⑩ **Scout Squad Obroan**  
5 Scouts (inc. Sergeant) and locator beacon.  
*90 points*

## FAST ATTACK

- ⑪ **Land Speeder Storm**  
*50 points*
- ⑫ **Land Speeder**  
Multi-melta.  
*60 points*

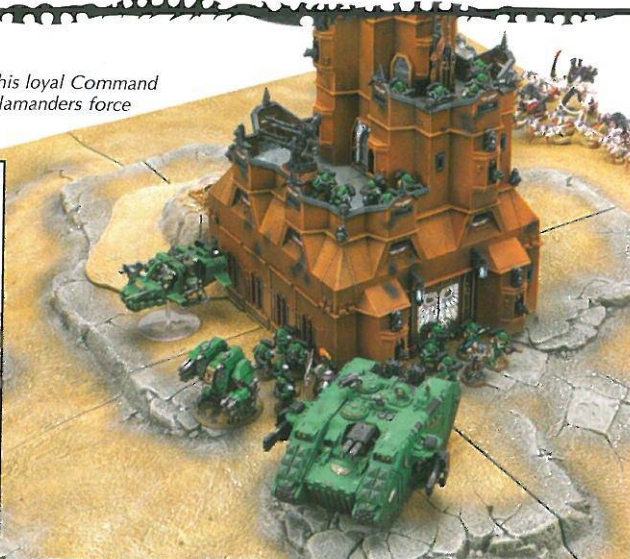
## HEAVY SUPPORT

- ⑬ **Thunderfire Cannon**  
*100 points*
- ⑭ **Land Raider Redeemer**  
Storm bolter.  
*250 points*

**Total** *2000 points*

## Deployment

While the Captain is surrounded by his loyal Command Squad in the north, the rest of the Salamanders force surround and occupy Outpost XIII.



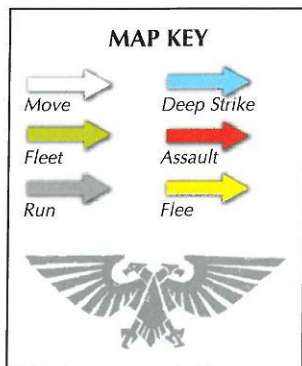
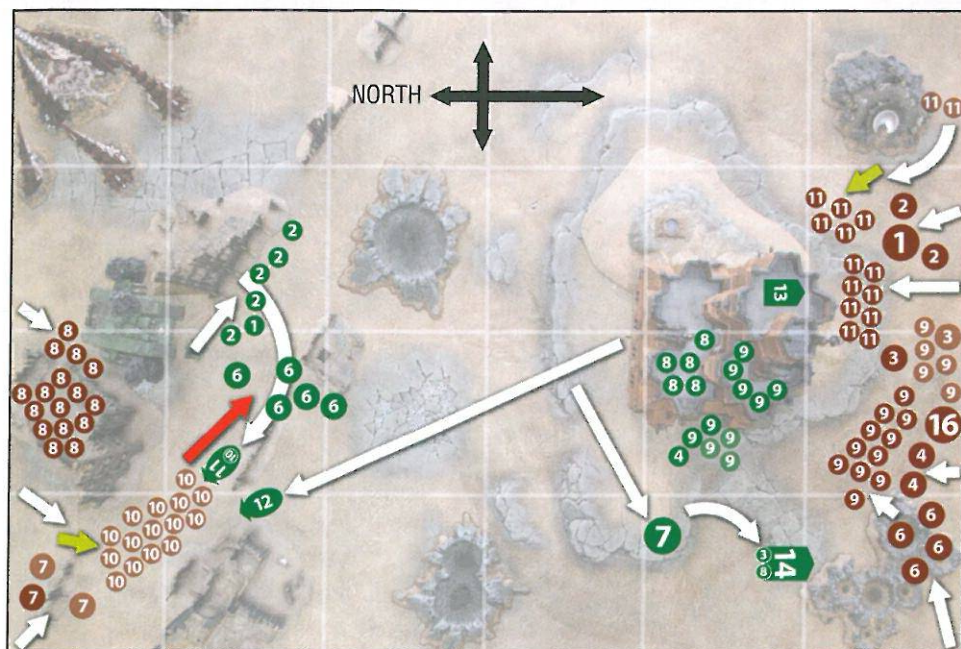
## Annotations

**E** The Librarian's squad is hit by concentrated fire from the Carnifex, Termagants and Tyranid Warriors, killing three Space Marines.

The Thunderfire Cannon was the next to speak, firing an airbursting shell into the heart of the swarm. Five Termagants were wiped from the face of the planet and the Carnifex shuddered as it was wounded as well. A hunter-killer missile from the Ironclad Dreadnought also fired at the creature but the miasmatic clouds exuding by the Venomthrope caused the rocket to veer widely off course. Realising the danger this new breed of creature could cause, Mat ordered Squad Adornis to fire the melta weapons at the organisms. This time the deadly

The turn was not quite over as Robin struck with his Hormagaunts in the north, assaulting the Terminators – a risky manoeuvre but if Mat did one of his famously unlucky armour save rolls, the





### TYRANIDS

- 1 Hive Tyrant
- 2 Tyrant Guard
- 3 Venomthrope
- 4 Hive Guard

- 6 Tyranid Warriors
- 7 Tyranid Warriors
- 8 Termagants
- 9 Termagants
- 10 Hormagaunts

- 11 Hormagaunts
- 16 Carnifex

### SALAMANDERS

- 1 Captain Varn
- 2 Command Squad Dolan
- 3 Vulkan He'stan
- 4 Epistolary Kulkanis

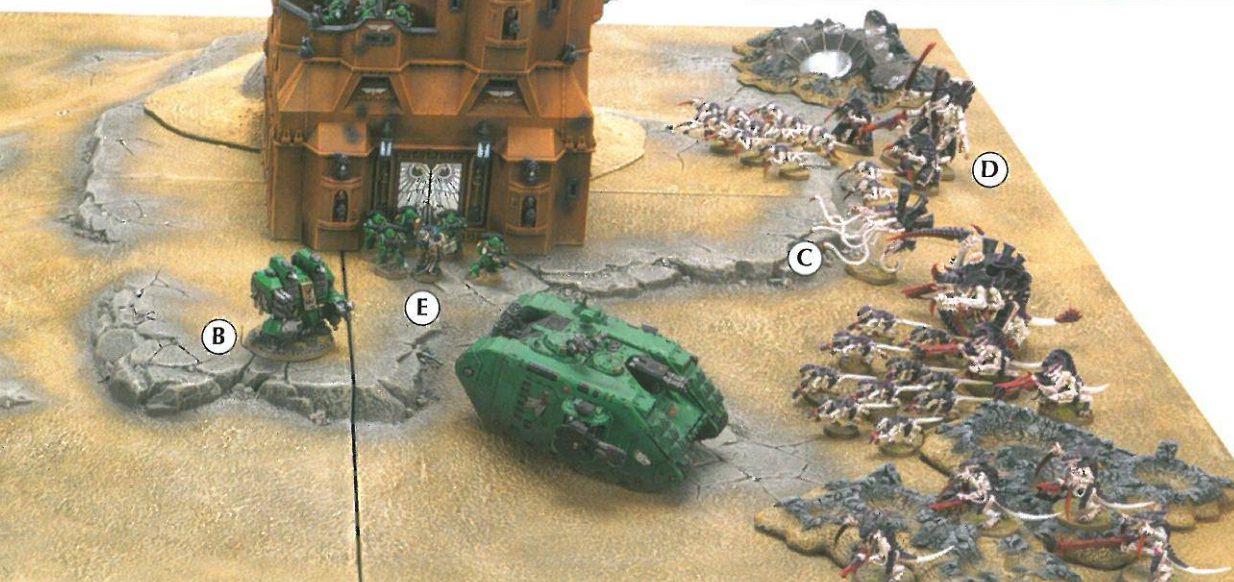
- 6 Terminator Assault Squad
- 7 Dreadnought
- 8 Tactical Squad Adornis
- 9 Tactical Squad Cromaki
- 10 Scout Squad

- 11 Land Speeder Storm
- 12 Land Speeder
- 13 Thunderfire Cannon
- 14 Land Raider Redeemer

Salamanders would lose a major unit before they could affect the battle. The Hormagaunts struck with an impressive 27 attacks, of which 15 hit and seven wounded. The law of averages stated that Mat should lose at least one Terminator, but fortune favoured the Space Marines and the Terminators emerged unscathed – their retribution was swift, wiping out the entire brood!

### Venomthrope

The Venomthrope is a mass of writhing tentacles, each one dripping in toxins. Its body expels a poisonous cloud that shrouds itself and anything in close proximity in a spore-mist, making targets difficult to make out. These insidious creatures are found in the centre of swarms where their noxious presence gives the other organisms a degree of protection from enemy fire.



# TURN 2 FROM ABOVE — AND — BELOW



## Scything Talons

Many of Robin's organisms had scything talons. This proved highly effective for Robin as he had a propensity to roll lots of 1s when trying to hit things. Fortunately, models with scything talons meant he could re-roll any result of a 1 to hit, improving his combat effectiveness no end.



As the Terminators repelled the first Tyranid wave, Varn crawled towards the centre of the battlefield accompanied by his bodyguard, unaware that in the south aid had arrived in a most unexpected guise. A 10-man squad of the Legion of the Damned materialised at the base of the outpost, facing the surging swarm of Tyranid creatures.

The Redeemer trundled over the dense terrain in the south-west, advancing on the flank of the Tyranid force. Its flamestorm cannon consumed two Hormagaunts as the assault ramp lowered and Vulkan He'stan disembarked along with his squad. They immediately opened fire, causing four wounds on the Tyranid Warrior brood, killing one and taking a wound off another.

In the north the Land Speeder Storm swooped over the lone Tyranid Warrior. The Scouts jumped off the craft and straight into assault. One Scout was killed in the combat but they managed to inflict the three wounds needed to kill the creature and award Mat a victory point for destroying a Synapse Brood.

The Tyranids started their turn by bringing on reinforcements of their own. In the centre of the battlefield the ground shook as the Trygon emerged, following in its wake three Raveners burst from the ground and Gargoyles swooped overhead. On the north side of the table a fresh brood of Tyranid Warriors arrived and in the south more Hormagaunts appeared. The Hormagaunts closest to the outpost changed direction and headed towards the Legion, as did the Venomthrope. The Carnifex turned west to deal with the small matter of Vulkan He'stan and the Redeemer. Meanwhile, Deathleaper emerged from the shadows directly behind the Dreadnought.

In the Assault phase the Carnifex attacked the Redeemer, destroying both the flamestorm cannons. Termagants swamped He'stan and killed three of his squad, while the Space Marines left just three of the creatures alive in return. To the east the Hive Tyrant smashed its talons into the outpost, destroying numerous automated weapons but leaving the structure intact.

## Gargoyles A

The Gargoyles try to swoop down close to the Ironclad Dreadnought, but the scatter dice have other ideas. The Tyranids scatter into the outpost and so Robin rolls on the Deep Strike Mishap table, allowing Mat to choose their new position. Unsurprisingly, he deploys them far from the action, onto the spore chimney in the far north-east of the game board.



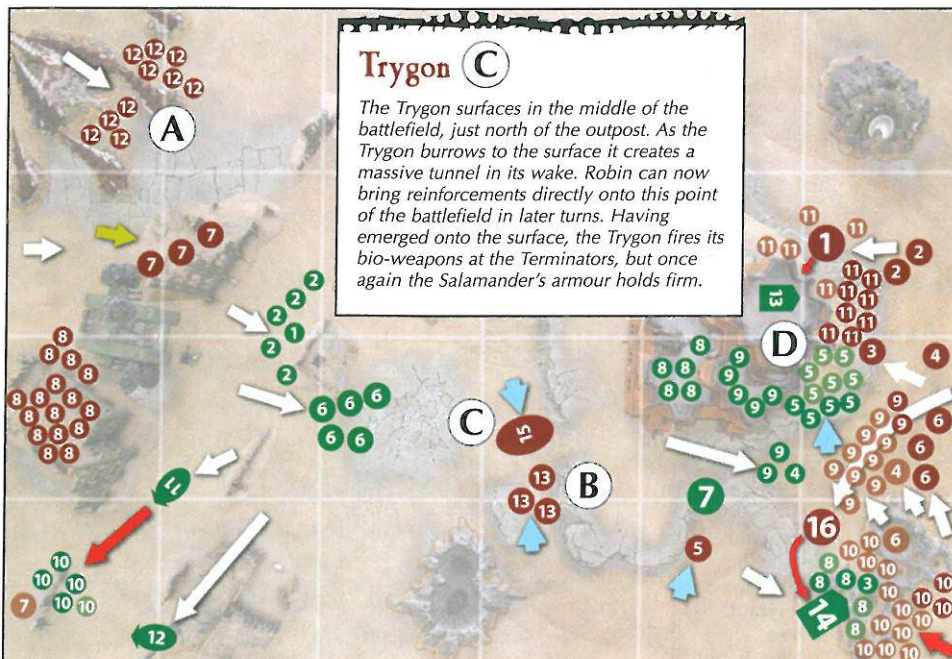
## Ravens B

Also burrowing through the ground is a brood of three Ravens. Although not as large as the Trygon, these creatures are still a force to be reckoned with. They target the Terminators but the Tactical Dreadnought armour holds firm with every single is saved.

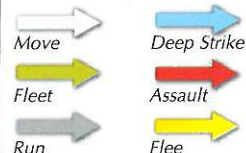


## Trygon C

The Trygon surfaces in the middle of the battlefield, just north of the outpost. As the Trygon burrows to the surface it creates a massive tunnel in its wake. Robin can now bring reinforcements directly onto this point of the battlefield in later turns. Having emerged onto the surface, the Trygon fires its bio-weapons at the Terminators, but once again the Salamander's armour holds firm.



### MAP KEY



- |                |                    |                |                        |                            |                         |
|----------------|--------------------|----------------|------------------------|----------------------------|-------------------------|
| 1 Hive Tyrant  | 6 Tyranid Warriors | 11 Hormagaunts | 1 Captain Varn         | 6 Terminator Assault Squad | 11 Land Speeder Storm   |
| 2 Tyrant Guard | 7 Tyranid Warriors | 12 Gargoyles   | 2 Command Squad Doltan | 7 Dreadnought              | 12 Land Speeder         |
| 3 Venomthropes | 8 Termagants       | 13 Ravens      | 3 Vulkan He'stan       | 8 Tactical Squad Adornis   | 13 Thunderfire Cannon   |
| 4 Hive Guard   | 9 Termagants       | 15 Trygon      | 4 Epistolary Kulkanis  | 9 Tactical Squad Cromaki   | 14 Land Raider Redeemer |
| 5 Deathleaper  | 10 Hormagaunts     | 16 Carnifex    | 5 Legion of the Damned | 10 Scout Squad             |                         |

## The Legion of the Damned D

The Damned Legionnaires appear in the south between the Tyranid swarm and the walls of the bastion. No sooner have they materialised then their weapons are aimed and find the target of the Carnifex. Great gouts of ichor spurt from the wounds caused by the Legion, and yet it ignores them, turning its attention to the Redeemer. However, on some instinctual level the Tyranids recognise the mysterious newcomers to be a threat. A venom cannon from the Tyranid Warrior brood in the south-west is fired and scores a direct hit, vanquishing five Legionnaires. Their position is then swarmed by Hormagaunts and a Venomthrope; they bring another Damned Legionnaire down but cannot overpower the black-clad Space Marines who win the combat by killing three of the creatures.



# TURN 3 INTO THE MAW



## Annotations

**(A)** Deathleaper attacks the Ironclad Dreadnought and penetrates its thick armour, destroying the walker's seismic hammer.

**(B)** The Librarian and his accompanying Combat Squad blithely assault the Hive Tyrant. This proves to be a mistake as the Hive Tyrant dispatches the Space Marines with ease.



The third turn saw the Space Marines reacting to the onslaught of the previous Tyranid phase. The Redeemer reversed away from the massive talons of the Carnifex, the Ironclad turned around to confront Deathleaper and the Land Speeder Storm picked up the Space Marine Scouts and spirited them across the tabletop, back to the prone form of Captain Varn. Unfazed, the Terminators advanced on the Raveners.

Keeping his objectives firmly in mind, Mat targeted the Tyranid Warriors in the south-west, hoping to get another victory point for destroying a Synapse Brood. A multi-melta shot from Squad Adornis hit one Tyranid Warrior, melting the creature to purple goo. The Redeemer's assault cannon spoke death and finished the final creature off.

The Ironclad Dreadnought unleashed its hurricane bolters upon Deathleaper and the creature writhed in agony as it lost two wounds from the hail of fire. The Thunderfire Cannon targeted the Gargoyles across the battlefield in the north; five of the creatures were destroyed by the airbursting shell.

On the ramparts of the outpost the Salamanders were well aware of the destructive potential of the Trygon and so poured fire into the monstrous creature. Combined with fire from the automated autocannons, the Trygon was wounded twice – a substantive strike but barely enough to slow it down.

In the Assault phase the Terminators charged into the Raveners. Mat intended to capitalise on wounding Deathleaper and so the Ironclad charged into it. However, Mat

“If Tyranids were capable of emotion then the Hive Tyrant would have felt nothing but contempt for the Librarian as it killed him with a few casual swipes of its claws.”



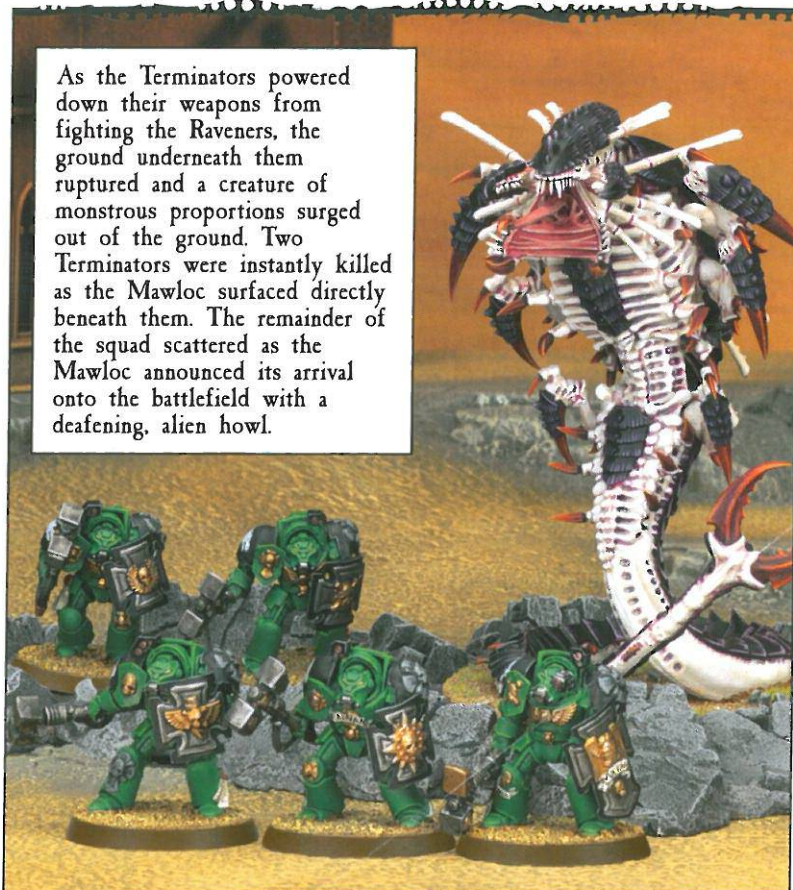
The Terminators charged into the Raveners. The large worm-like creatures proved adept opponents, slicing at the Space Marines with their scything talons and inflicting five wounds. Mat finally failed to make a save but only one Terminator was removed as a casualty. The thunder hammers of the surviving Terminators struck back, killing all three Raveners.

underestimated the lethal skill of the infamous Lictor as it managed to penetrate the Dreadnought's armour and destroyed the seismic hammer before the weapon could be used in anger.

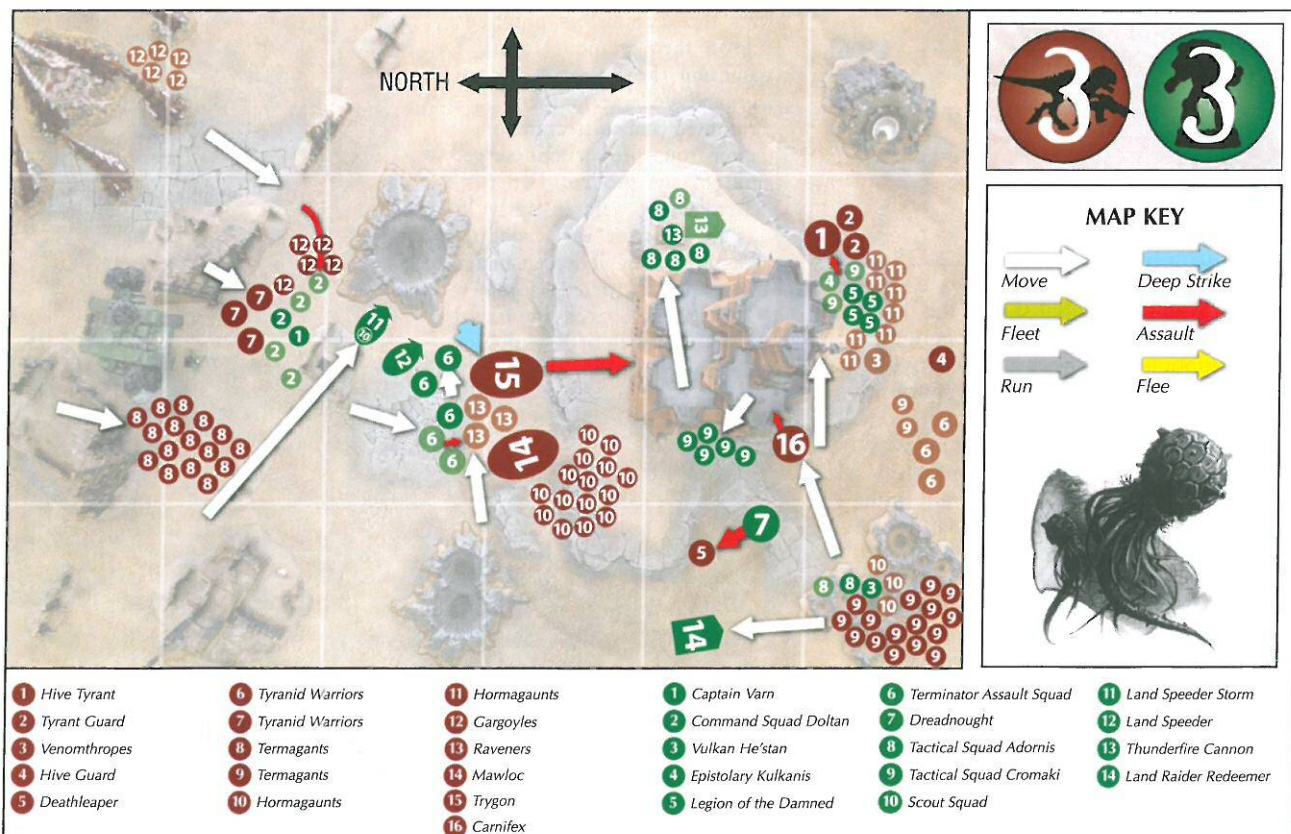
Epistolary Kulkanis had made his way to the south side of the outpost and then bravely charged into the Hive Tyrant in the hope of bringing the creature down before it could breach the rockcrete walls. If Tyranids were capable of emotion then the Hive Tyrant would have felt nothing but contempt for the Librarian as it killed him and wiped out the squad with a few casual swipes of its claws.

Just a few strides away, the Legion battled on with supernatural abandon. They killed every creature they faced, including the Venomthrope, whose toxins were useless against the Damned Legionnaires.

As the Terminators powered down their weapons from fighting the Raveners, the ground underneath them ruptured and a creature of monstrous proportions surged out of the ground. Two Terminators were instantly killed as the Mawloc surfaced directly beneath them. The remainder of the squad scattered as the Mawloc announced its arrival onto the battlefield with a deafening, alien howl.



# TURN 3 CONTINUED





As the Mawloc made its impressive entrance a large brood of Hormagaunts surfaced onto the battlefield via the tunnel created by the Trygon. Deathleaper merged back into the shadows, seeking prey elsewhere on the battlefield. In the north, Gargoyles and Termagants broke from cover and raced towards the prone Captain.

Termagants swarmed on from the southwest, ready to overwhelm Vulkan He'stan while the Tyranid Warriors continued to advance towards the prone form of Captain Varn. They fired their devourers at the Command Squad and felled two Salamanders. The Hive Guard aimed its powerful weapon at the Ironclad and scored a penetrating hit, but Robin couldn't roll high enough to cripple the Dreadnought, instead preventing it from shooting in the next turn.

In the Assault phase the Termagants swarmed around He'stan and his compatriots. One Space Marine was brought down in the ensuing struggle and only a single Termagant was killed, drawing the combat. The sheer number of attacks the Termagants could bring to bear against the Salamanders hero meant that the Forgefather could easily be overwhelmed in future turns.

But it was the outpost that felt the Tyranid's wrath most keenly, attacked on three sides by the Trygon, Carnifex and Hive Tyrant, all three bastion sections of the complex were breached and the building heavily mauled. The Thunderfire Cannon fell through the crumbling levels and was destroyed in the collapse. In one fell swoop Robin had gained 3 victory points and was drawing with Mat. Now all he had to do was dispatch the Salamanders' Captain and the day would be his.



### Synapse

Tyranids are creatures of instinct – without the stronger will and intelligence of the larger, more able beasts, the lesser organisms will revert to a behaviour hard-wired into their very being. Magos Biologis have broadly categorised this into two distinct actions: to lurk and to feed.

Without the presence of a Synapse Creature within 12", Tyranids revert back to the two Instinctive Behaviours, which are not always how the Tyranid player wants them to react. Mat was well aware of this and so targeted Synapse Broods whenever possible – not only was it gaining him victory points but it also disrupted Robin's attack and prevented him from gaining reinforcements.

# TURN 4 AID UNLOOKED FOR



## Line of Sight?

The Hive Guard's impaler cannons fire living ammunition that can guide itself to its target without the need for line of sight. The lone Hive Guard took advantage of this ability, moving up to the ruined wall of the Outpost and firing on the Ironclad, despite not being able to see it. The Dreadnought received a penetrating hit but a low roll on the damage chart meant it was only shaken.



The Tyranids had dealt the Space Marines a crippling blow but the Salamanders were undaunted, as long as Captain Varn survived they could get off the rock and claim victory.

The Land Speeder set course to intercept the Gargoyles, as did the remnants of the Terminator Assault Squad. The Dreadnought also headed towards the centre of the battlefield although it couldn't fire its hurricane bolters this turn. The remaining Legionnaires strode purposely towards Vulkan He'stan. The reason for their presence seemingly to save the life of the legendary Forgefather.

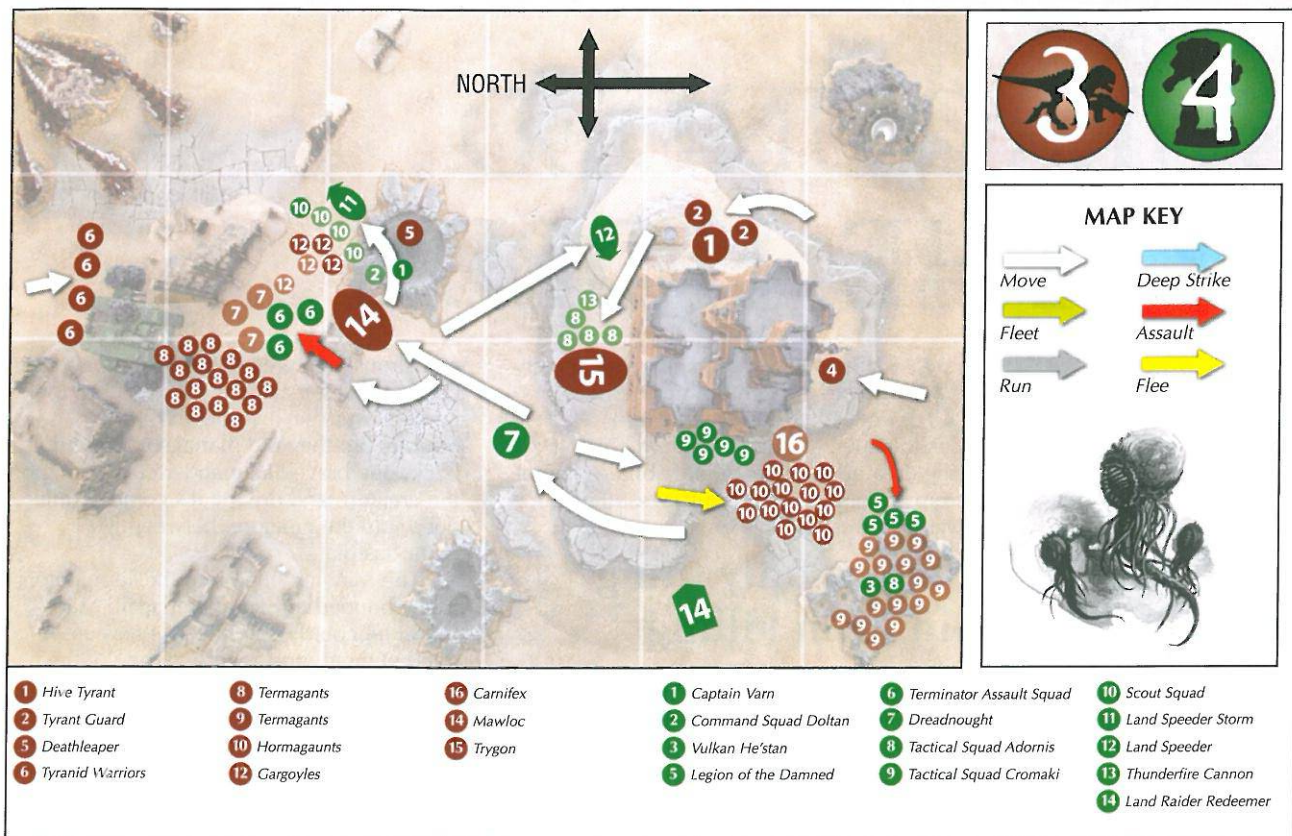
In the Shooting phase the multi-melta of Squad Adornis finally killed the Carnifex. All other shots seemed to be aimed at the Trygon, but even bolter rounds bounced off its dense carapace. In a case of charge or be charged, the Adornis Combat Squad assaulted into the Trygon along with the Thunderfire Techmarine. The Salamanders failed to wound the monster and it chomped down two of their number, winning the combat with ease. Nevertheless, the Salamanders bravely fought on.

The Legion assaulted into the ongoing combat between He'stan and the Termagants. This pulled the fight dramatically in the Space Marines' favour as the Legionnaires and then He'stan made short work of the creatures. The few remaining Termagants fled from the combat, but the Legion of the Damned cleansed the area of alien taint, freeing up Vulkan.

In the centre of the battlefield a large swirling combat was beginning to form, the prize being Captain Varn. The Command Squad, Terminators and Space Marine Scouts clashed with the Gargoyles and Tyranid Warriors. The Tyranids lashed out but the results were disappointing, only killing a Scout and the Apothecary. The Terminators hit back and wiped out the Tyranid Warrior brood. The Gargoyles needed a double 1 to stay in the combat and, incredibly, that is what Robin rolled!

Robin began his turn by reinforcing the central combat with all he could. Fortunately, he did have a Mawloc available and so it slithered across the war zone eager to assault. Deathleaper reappeared, close to the prone Captain, but could not assault this turn. The Hive Tyrant approached from the east and took aim at the Land Speeder. The heavy venom cannon hit and penetrated the light vehicle's armour with ease, but Robin could only deprive it of the multi-melta.

In the Assault phase the Trygon made short work of the Salamanders, wiping them all out. To the north the Mawloc roared into combat, as did the brood of Termagants. The combat was intense as the last of the loyal Command Squad was killed, but Mat's Terminators still held firm thanks to his lucky streak with the armour saves. Nevertheless, the sheer weight of numbers gave Robin the advantage. The Scouts fled but the Terminators staunchly remained ready to continue the fight.



# TURN 5 SURROUNDED BY THE HORDE

As the Land Speeders jinked fearlessly around the central melee, the Redeemer powered towards Deathleaper, its assault cannon blazing. The creature's chameleonic abilities kept it from being hit. In the south-west the Space Marines were firmly back in control.

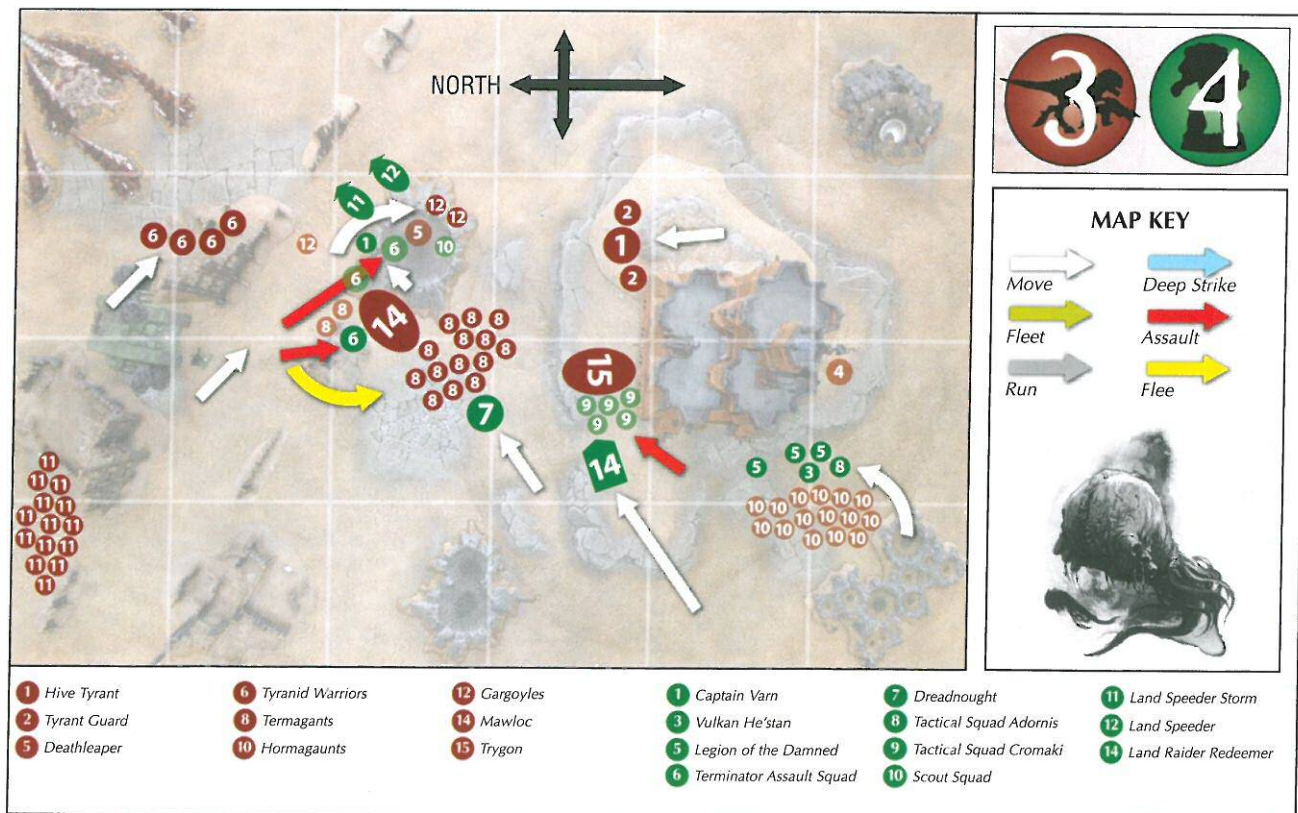
“It was clear that the only thing stopping Robin from killing the Space Marine Captain was the Terminators.”

He'stan's flamer scoured 14 Hormagaunts, leaving just two alive. The Forgefather's new found allies; the Damned Legionnaires targeted the Hive Guard, killing it outright in a single volley.

The survivors of Squad Cromaki put themselves between the Trygon and the large melee, determined not to let the

monstrous creature add its might to the combat. They assaulted it and four of their number were scythed down for their trouble, but they did manage to wound it back, one brave Salamander clambering on the creature and driving its combat knife deep into the creature, between its chitinous plates.

The Mawloc piled into the Terminators and wounded three, but yet again Mat found he could make the saves when he needed them most, and only one of the Salamanders 1st Company was lost. The Termagants followed up by wounding them four times but Mat's saves were good. The Terminators hit back, wounding the Mawloc and pulverising a Termagant. The Salamanders had won the combat, Mat's incredible saves possibly winning him the game, although the battle was far from over. The Termagants and Gargoyles reverted to their instinctive behaviour and fled while the Mawloc took another wound for being Fearless.



Robin's turn started with the next wave of Tyranids entering the battlefield from the north. The Tyrant continued to close with the Captain and took aim at the Land Speeder but missed this time. The recently arrived Tyranid Warriors fired upon the Land Speeder Storm but also missed. In a spiteful act, the fleeing Termagants turned their fleshborers on the lone Space Marine Scout and gunned him down.

In the Assault phase, the lone Space Marine in combat with the Trygon was sliced in two. Deathleaper pounced into combat with the Terminators and immediately slew one of the Salamanders

1st Company. The Mawloc once again hit the depleted squad, but Mat made good on his armour saves once more.

It was clear that the only thing stopping Robin from killing the Space Marine Captain was the Terminators, but with the next wave of Tyranids approaching there was only so long they could hold out.

The dice was then rolled to see if the battle would continue on for a sixth turn. Mat dearly wanted to see a 1 or 2 that would end the game but the result was a 4 and so the next turn was played; the Tyranids getting another chance to swarm over the surviving Space Marines.

### Burrowing Monstrosity

As seen in Turn 3 the Mawloc enters play in a spectacular fashion, erupting from the ground and causing a Strength 6 AP2 hit to any model under the hole – the size of the large blast template. However, once the Mawloc is on the battlefield it can elect to burrow beneath the ground again, re-emerging in the same devastating fashion next turn. Robin was tempted to do this in the previous turn but elected to keep the creature on the tabletop and use its mighty Strength to rid the battle of the foe.



The Termagants and Gargoyles flee from the Salamanders' wrath but the Trygon, Mawloc and Deathleaper continue to fight.

# TURN 6 READY TO DEPART



## RESULT

### SPACE MARINE VICTORY



**T**he remnants of Mat's forces surrounded Captain Varn, forcing Robin to assault them before they could engulf the prone Salamander. The Redeemer aimed its assault cannon at the Trygon but the shots rebounded off the beast's thick carapace – it only had two Wounds remaining but try as he might Mat couldn't finish it off. For the first time since Turn 3 the Dreadnought could fire its hurricane bolters, which it did to deadly effect, wiping out the last of the brood of flapping Gargoyles.

In the Assault phase the Mawloc ripped into the lone Terminator, finally destroying the squad.

If the game moved into a seventh and final turn, Robin still had a chance of claiming victory over Mat. To do that he had to wipe out all the remaining

Salamanders between him and the Captain. The Tyranids set about this task with characteristic ferocity; the Land Speeders came crashing to the ground with shots from the Termagants and Tyranid Warriors, while the Redeemer was destroyed by the combined might of the Mawloc and enraged Trygon.

But it was too late – with a roar of ramjets, a pair of green-plated Thunderhawks flew into the area, cleansing it with bolter and flame. The Legion of the Damned disappeared as mysteriously as they arrived, just as the Thunderhawks appeared on the horizon. The wounded Captain Varn was recovered along with Vulkan He'stan and the few remaining survivors. The ruins of Outpost XIII and the planet Agenor were abandoned to the Tyranid horde.

# CONCLUSIONS

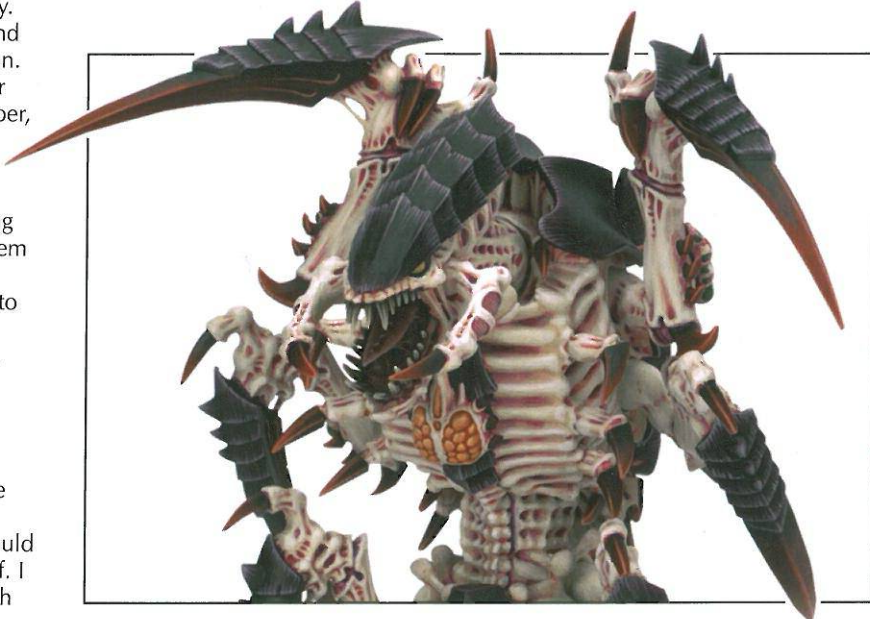


**Robin:** It doesn't get much closer than that! By Turn 4 it was clear that the game all hinged on whether or not I could get my clawed talons on the wounded Captain, but Mat did a blinding job of keeping the Tyranid swarm at bay. The Terminators were causing me no end of trouble and deserve a special mention. These veterans shrugged off swarm after swarm of fanged aliens. Even Deathleaper, who was tearing a Dreadnought's arms off in previous turns, fell victim to the Terminators' ichor-stained thunder hammers. So it was immensely gratifying when the Mawloc swallowed two of them whole as it arrived, and even more so when it proceeded to pound another into the floor with its massive, sinewy tail.

Outpost XIII was foreboding indeed, dishing out a fearsome amount of firepower each turn; that Thunderfire Cannon hurt – a lot! With hindsight though, sending in three monstrous creatures to demolish the outpost in one turn, jolly good fun though it was, was perhaps a bit of overkill – the Trygon could have torn Outpost XIII in half by himself. I should have sent the Carnifex in to finish

off the damaged Land Raider and the Hive Tyrant should have advanced towards Captain Varn much earlier, using his *Paroxysm* psychic power to help tip those vital close combats in my favour. Ah well, they may have escaped the tendrils of Hive Fleet Leviathan for now, but the Hive Mind will adapt. It always does...

*The Trygon gets my vote for 'Organism of the Match', not only for tearing down a section of the outpost, but also for the carnage that ensued as it hacked a bloody path through every Space Marine that stood in its way. Raaargh!*



“They may have escaped the tendrils of Hive Fleet Leviathan for now, but the Hive Mind will adapt. It always does...”



**Mat:** Good grief, that was close. Those Tyranid monstrous creatures are soooo very tough. I could just about master one or two of them, but a Trygon, a Mawloc, a Carnifex and a Hive Tyrant together?

You've got to have a really sharp sense of target priority to deal with that and, having only managed to kill one of the four at the close of the game, I rather think I've proved my sense of target priority is in need of serious work.

That wasn't my dumbest mistake, however – that'd be my use of the 'teleport' Librarian as a poorly toolled-up close combat guy. If I'd kept him alive, He'stan and the Legion of the Damned could have gotten back into the fight in Turn 5 – as it was, they were mere spectators as my last Terminator bit the dust.

All that said, it was a great game, with plenty of back-and-forth action and some really taut moments. I was confident of



victory in Turn 1, rather concerned in Turn 4, and by Turn 5 I was praying for the Thunderhawks to arrive and haul my embattled Salamanders to victory. Once more, the durability and resolve of the Space Marines paid dividends – Robin just couldn't get through the wall of bodies I managed to build around Captain Varn. Outpost XIII may have fallen to rubble, but we're going to come and get it back, make no mistake!

*Which unit really outperformed my expectations? It's got to be the Terminators. Over the course of the game, they rampaged through at least two broods of Hormagaunts, another of Raveners, put Gargoyles and Termagants to flight and went toe to toe with a Mawloc for several turns. That's the stuff of heroes, right there.*

# COLIN GRAYSON'S SKAVEN

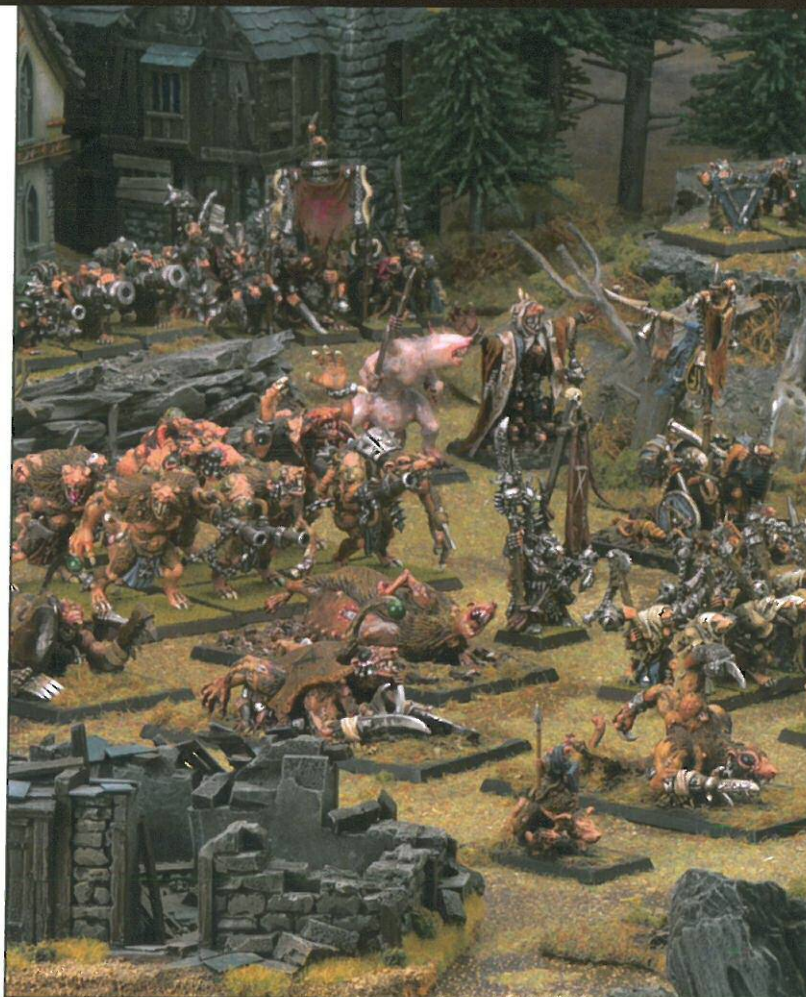
**In this irregular series we shine a spotlight on a great-looking army that has come to our attention. Last issue, John Blanche was raving about Colin Grayson's Skaven army, so we went to see what all the fuss was about.**

**Colin:** For as long as I can remember I've collected miniatures, everything from ancient Greeks to modern tanks and aircraft. And while the historical models have always scratched that 'realism' itch, it's the monsters, the absurd and the impossible that draw me to Warhammer. That's why Orcs, Goblins and Skaven have always found their way into my collections because they are so far from human in appearance. My Skaven army is an extension of that same desire – to create an army of monsters.

I had a definite aim for this army; I wanted to make it as unwholesome and monstrous as possible – to really tap into some of the gross background of the Skaven, the stuff that goes beyond the battlefield and fighting units. My model of a Skaven brood mother epitomises this goal. On first seeing it people tell me it's gross 'but in a good way', which is the kind of reaction I'm after! I like the idea of giving spectators these conflicting responses to my models.

Tempting as it was, I didn't just set out to create a repulsive army; there's a narrative and logical reason for each model I've converted.

*Continued on page 76...*



*This Rat Ogre is covered in foul buboes, marking him as property of Clan Pestilens.*



*Colin's disturbing version of a Master-bred Rat Ogre of Clan Moulder.*



*Clan Skryre has augmented this Rat Ogre with an arm weapon and metal plates.*

# WARHAMMER

## ARMY MASTERS



The tunnelling creatures are made from Rat Ogre parts, and the carapaces of Tyranid Carnifexes.



The pyramid traps scattered behind the horde contain many lethal surprises.



The horrendous brood mother was created mostly out of Green Stuff with the head and hind limbs of a Rat Ogre – it was inspired by a piece of John Blanche's artwork, below.



The Warlord is a heavily converted Nurglitch model attached to the carriage of the old metal Screaming Bell kit.



...continued

I see this army as an underground court, with the brood mother as the 'queen'. She is accompanied by a 'king' model who is the Warlord and father of the horde. This menagerie is constantly on the move, travelling through the by-ways of the Under-Empire or even creating new tunnels of their own. Every model is there for a purpose; for instance, the Rat Ogre tunnelling creatures burrow through the earth, creating new tracks for the horde to travel – I'm also working on converting some massive Skaven digging machines that do the majority of the excavation. Even the small wooden pyramids made out of Skaven shields have a purpose – they are actually traps that are left in the court's wake. Each one has a different, deadly mechanism, from a Clan Moulder brewed mutation to spring-loaded blades.

The Rat Ogres are interesting because each pack is the bodyguard to an envoy of the Greater Clans. So the Clan Moulder Rat Ogres are even more mutated than normal, I view these as the Master-bred versions that only Moulder has access to. The Clan Pestilens Rat Ogres are covered in

buboes, scabs and boils, while the Rat Ogres of Clan Eshin have hooded and covered faces. They carry large versions of throwing stars. I imagine their teeth and claws to be coated in some virulent poison that their own physiology is immune to.

I'm now in the second phase of growing my horde; this includes adding scenery and the tunnelling machines I've already mentioned. Just like my existing models, every new addition is there to feed the narrative. While some players collect to build the ultimate tournament army or have a large force that they can tailor to different battles, for me it's all about the story.

Colin Grayson is a veteran sculptor and member of the Citadel design team. He worked on many of the recent Skaven kits, including the Doomwheel and Screaming Bell.

# STANDARD BEARER



Jervis went off to find himself last month, but as you can see from the picture he found someone else entirely! If anyone is missing a beard and sunglasses, please get in touch.

## Losing with Grace

**S**ome years ago I wrote the following after taking a drubbing in a battle report: *"Well then, that was a bit of a disaster, wasn't it! Although I do have to say that the dice were not kind in the way they rolled for me in this game, I can't really use that as an excuse to hide the fact that my set-up and execution of my plan were both fatally flawed. One of the good things about writing a battle report is that it forces you to study what happened in a game very carefully. If I hadn't had to write this report I would probably have done my best to forget about this game, which would have been a shame, because it actually had a number of important lessons to teach me..."*

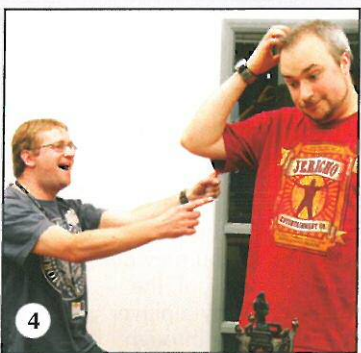
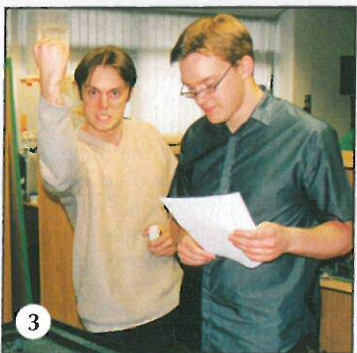
I was reminded of this disastrous defeat recently, following a discussion about 'the Face'. You'll almost certainly be familiar with the Face, though you may not know that it has a name. Simply put, the Face is the expression adopted by a player who feels that a game is slipping through his fingers, and who can already taste the bitter ashes of defeat in his mouth. The shoulders slump, and the player's once cheery demeanour is transformed into one of sullen dejection. In his mind he is thinking, 'I could have been a contender! Curse you foul gods of gaming! What have I ever done to you to deserve such punishment? It's just not fair!' Come on, I know that you know what I mean. After

all, it would take a truly saintly player not to occasionally fall victim to the Face – when all is said and done, nobody really likes losing, and it's easy to let it get to us. I know that it happened to me all those years ago in that old battle report, when I realised that once again I was heading towards defeat at the hands of my friend (and arch-nemesis) Andy Chambers. Today, over a decade on, the details of that fateful game are all but forgotten to me, but I can still remember just how dejected I felt by the defeat.

Fortunately for me, I was forced to think long and hard about what had happened in the game, and take on board a few home truths. One of the things I realised was that I'd let my own fears and paranoia get the better of me, with the result that I'd acted rather badly. The Face had taken over, and I had been anything other than gracious in defeat. The more I thought about it, the more I realised how badly I had behaved. I was grumpy and sullen, and complained bitterly about my bad luck. What made this even more pathetic was the fact that, as I explained in the battle report, I had nobody to blame for my defeat but myself – with just a bit more thought, planning and perseverance, I could have won the game. I had let negativity get the better of me and had, therefore, quite deservedly, lost the battle report and the game.



*It's difficult to maintain your composure when a Warhound Titan is slaying all your Orks, as Jim's sullen expression proves (far left).*



As these photographs prove, it's just as difficult to win graciously as it is to lose graciously! Adam's victory celebrations (1 & 2) are thankfully so amusing that everyone laughs along. A young Matt Hutson (3) gives us a masterclass in humility, while a trick of perspective (4) makes a gloating Andy Hall look like a gloating Bilbo Baggins...

Following the game I determined to try and not let the Face get the better of me in future games. I can't say that I've been 100% successful; there are still times when what I perceive as bad luck or underhand tactics will get me down. Inevitably, though, on reflection I usually realise that neither of these things are responsible for my loss, and that, in fact, it's my own mistakes or tactical errors that lead to my defeat. As John Burroughs once famously said: 'A man can fail many times, but he isn't a failure until he begins to blame somebody else.'

**“A man can fail many times, but he isn't a failure until he begins to blame somebody else.”**

Anyway, after that battle report I did my best to fight my battles with a better spirit, and over the years I have picked up a number of 'tricks of the trade' to help me get through those patches in a game where the Face threatens to take over. The rest of this Standard Bearer will describe what these techniques are. Keep in mind that they are not foolproof, but trust me, they really can help, and you will find that if you use them your battles will be much more enjoyable affairs, both for your opponent and yourself. I've taken the opportunity to start the description of each technique with a favourite and (in my opinion) appropriate quotation.

***“We improve ourselves by victories over ourselves.”***  
- Edward Gibbon

The first and most important lesson I learnt was to try and spot when I was starting to succumb to the Face (i.e. when I am starting to act in a rather unsportsmanlike manner). If you don't keep an eye out for its approach, there is little you can do to head it off. Realising that you have been a bad sport after the event at least allows you to apologise, but by then it may be too late, and your opponent could well have decided that he'd rather not play against you again.

So, try to watch out for the telltale signs: these include the slumping of the shoulders, the appearance of a sullen expression, the desertion of your sense of humour and the feeling that even the dice themselves are against you. All of these things are childish delusions, wrought by the subconscious parts of your brain that find it hard to cope with any sort of defeat. When you spot these telltale signs, do your best to reject them as the imposters they really are. Remember the adage: failure isn't fatal.

***“One of the greatest victories you can gain over someone is to beat him at politeness.”***  
- Josh Billings

The next thing I learnt to keep in mind was the idea that any game I played was, in effect, a social contract between me and my opponent, where we both agree to make the game fun for all concerned. This doesn't mean that I shouldn't try to win the game – far from it – just that winning (or, indeed, losing) the game in a way that spoiled my opponent's fun is something I actively try and avoid.

When I think back to my game against Andy, it is failing to think about Andy's enjoyment of the game that I feel most ashamed of. I had become so immersed in my own woes, that I forgot that my friend was also playing in the game, and that the way I was acting was spoiling his pleasure of a well-earned victory. I was being totally selfish, and horribly self-centered. This is a subtle point, but I think an important one. As soon as you start to take an active interest in how much your opponent is enjoying the game, it becomes harder to worry about your own bad luck or misfortune. The game has become about more than just your own enjoyment, and in a strange way this reduces the amount of pressure you feel under to win it. In effect, the game becomes a shared experience, whose success will be measured by the total enjoyment of all of the players taking part in the game.

***"The moment of victory is much too short to live for that and nothing else."***

***- Martina Navratilova***

The third thing I learnt to keep in mind was a sense of perspective. When all is said and done, winning or losing a game is simply not all that big a thing. I think that sometimes we get so tied up in the moment that we tend to forget this, and we act as if victory is the only thing that really matters. I know that this really isn't the case, and I try to make sure that I remember that no one will ever judge me on how many games of Warhammer, Warhammer 40,000 or The Lord of The Rings I have won or lost over the course of my gaming career. They will, however, judge me on the spirit and attitude I showed when I won (or lost) those aforementioned games. No one likes to play against a sore loser – or a bad winner, for that matter.

***"What is defeat? Nothing but education; nothing but the first step to something better."***

***- Wendell Phillips***

Finally, I always try to keep in mind that I will learn more from a game in which I am defeated than from one in which I am victorious. If I want to become a better player, then I need to actively study what happens during a game, so that I can learn from my mistakes and do better in my next game. As I said in the battle report that I quoted earlier:

*"I've lost count of the number of times I've heard players (including myself!) bemoaning their bad luck or saying that, thanks to the army lists, their opponent's army is unbeatable while their own army is rubbish. However, if you want to learn from your defeats and go on to become a better player you must attempt to see through these excuses to what really happened. Even more importantly, you should try to do this while the game is in progress."*

At the time I didn't realise how important that last sentence was. Trying to understand what mistakes you've made while the game is in progress not only makes you a better player, it also means that you will avoid coming up with excuses for making them, and that you will start to focus on concrete things that you can actually do something about – a change that you can actually make. Both of these things are far more positive reactions than simply bemoaning your misfortune (or, even worse, your opponent's



underhand tactics), and at the very least may distract you enough so that the Face doesn't claim another victim. Combined with the other things I've been talking about, it can even turn you from a sore loser into a gracious winner.

***"Good people are good because they've come to wisdom through failure."***

***- William Saroyan***

Although I'd like to be able to claim that I no longer succumb to the Face, that would be a lie. Unlike almost all of my colleagues in the Studio, I'm still not the best of losers, and I still take my defeats far too personally. Still, those who can't do, teach, as they say. What I have learnt, however, is that when I manage to overcome the Face, I am profoundly happier for it – and rather proud of myself to boot. In fact, it has much more impact on my enjoyment than whether I actually win or lose the game. And this, I guess, is the most important point of all – learning to be a good loser, means that you will have much, *much* more fun when you play games. And you'll also be a better player for it.

And on that bombshell I shall leave you for another month. As ever, please feel free to write to me with any comments or feedback on this month's Standard Bearer. What are the techniques you use to ward off the Face? Am I right in thinking that making sure your opponent enjoys the game is more important than winning? Or am I just the misguided liberal in need of a good smack-down? I await your letters with eager anticipation...

*Fil is forced to grin and bear it as Glenn hammers his Orks in the Shooting phase. Hopefully he'll get his chance to fight back next turn.*

***Write to Jervis at:***

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

# LEGION OF THE DAMNED



**T**he Legion of the Damned are mighty superhuman warriors who stalk the battlefields of the 41st Millennium shrugging off the blows of their enemies with incomparable ease. To those they fight beside, they are a chilling source of courage and hope. To their foes they are the stuff of nightmares!

Sculpting these fantastic new miniatures was a shared endeavour, with the talented Juan Diaz, Neil Langdown and Matt Holland combining their efforts to produce a diverse selection of models.

Models such as these present an opportunity to showcase a variety of techniques, many of which are transferable across a variety of miniatures, as 'Eavy Metal's Anja Wettergren demonstrates in this masterclass.

*The Damned Sergeant embodies the horrific splendour of the Legion of the Damned, and presented Anja with the perfect canvas to demonstrate how to paint them.*



**WARHAMMER**  
**40,000**

This month's 'Eavy Metal Masterclass demonstration looks at the Legion of the Damned. We asked Anja Wettergren to explain the painting techniques behind these – and similar – Citadel miniatures.



## Painting Bone

The armour of the Legion of the Damned features many macabre decorations, such as the flame motif. This grim appearance is a strong part of the background and history of the Legion of the Damned and really sets them apart within any collection of Space Marines. Without exception each of the Legion of the Damned models boasts skeletal decoration of some kind, especially the Damned Sergeant, whose helmet is fashioned after a grim, leering skull. When tackling the bone on these models, Anja opted for a straightforward approach, just as she would when painting any area of bone detail. 'Many of our models feature similar elements,' she explained. 'From Empire soldiers to Chaos Space Marines or even the Lizardmen, bones appear frequently. Perhaps the thing which sets the bones that I've painted on the Sergeant apart is that I've added a purple wash, which breathes a little otherworldly colour into the bone – with another model I'd have kept things more straightforward, washing the bone with a more muted colour, such as Devlan Mud.'



### Bone



**Step 1.** The bones were painted with Khemri Brown. To ensure an even coverage, Anja applied two thin layers rather than one thick one.



**Step 2.** Anja used two washes for shading. The first was a 1:1 mix of watered-down Chaos Black and Scorched Brown, and the second was of Leviathan Purple.



**Step 3.** The bone was then layered with a 1:1 mix of Khemri Brown and Bleached Bone.



**Step 4.** Anja subtly blended the highlights of the bone areas up with lots of very thin layers of Bleached Bone.



**Step 5.** A further highlight of Bleached Bone and Skull White (a 1:1 mix) was then applied to the prominent edges.



**Step 6.** Anja sparingly used a final highlight of Skull White.

## Painting the Armour and Metal

It's probably true that every veteran painter has a favoured method of painting metal, and Anja is no different. When painting the silver metallic areas on the Legion of the Damned she used her preferred technique with just a little 'twist'. 'The Legion of the Damned are Space Marines, so I want their weapons to be clean and well-maintained, but also to convey the arcane, eldritch theme of the Legion of the Damned,' Anja said. When you look at the stages below the slight sheen of purple on

the metal really does look different. 'If you were painting Orks,' Anja adds, 'you wouldn't use Leviathan Purple – You'd use brown to simulate dirt and rust. With Necrons, maybe you'd use Thraka Green.'

To distinguish between the black power armour and the casing of the Legionnaires' weapons, Anja used two different highlighting techniques. 'The armour is highlighted with a slightly blue tone, making it look cool, while the guns are highlighted in a warmer grey colour.'



Washing successively darker shades of brown onto the metal helps make the heavy flamer muzzle look scorched.

### Metal



**Step 1.** The metal areas were basecoated with Boltgun Metal.



**Step 2.** The silver was then washed with Badab Black, followed by a wash of watered-down Leviathan Purple.



**Step 3.** Anja then detailed the metal with a fine edge highlight of Mithril Silver.

### Black Armour (Cool Tone)



**Step 1.** The armour was basecoated with a 1:1 mix of Regal Blue and Chaos Black.



**Step 2.** A small amount of Fortress Grey was mixed into the previous mix to edge highlight the armour.



**Step 3.** Pure Fortress Grey was then applied.

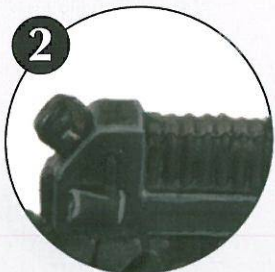


**Step 4.** Finally a 1:1 mix of Fortress Grey and Skull White was applied to the edges.

### Plasma Pistol (warm tone)



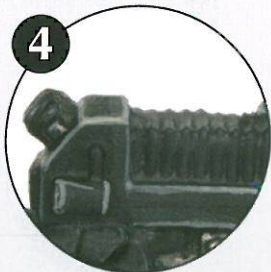
**Step 1.** The gun casing was basecoated with a 1:1 mix of Codex Grey and Chaos Black.



**Step 2.** Pure Codex Grey was used to highlight the edges of the gun casing.



**Step 3.** A 1:1 mix of Codex Grey and Bleached Bone was used as a second highlight.



**Step 4.** Finally Anja highlighted the casing with Bleached Bone.

## Painting the Flames

The recurrent flame patterns that adorn the Legion of the Damned present an interesting challenge. 'The flames on the Legion of the Damned armour are unusual in that they are flat,' Anja explains. 'They are two-dimensional, unlike the flames you would find on a burning torch. Normally my advice for painting flames would be to look at some photographs of fire for research, but because the Legion of the Damned have 2D flame effects across their armour, that's not going to work for them – we're not trying to recreate real-looking flames, but rather an impression of them. That's why, when I've painted flames on these Damned Legionnaires I've used yellow and white on the upper edges, a bit like a highlight. It just looks odd otherwise – the black edges of the flames would be touching the black of the armour and the yellow would be right at the bottom, which would make the armour look top heavy. I guess it's the way we've always painted the Legion of the Damned, and since it looks great, why would we change now?'



### Flames



**Step 1.** A 1:1 mix of Mechrite Red and Blood Red was applied to the flames as a basecoat.



**Step 2.** The flames were then layered with Blood Red.



**Step 3.** An edge highlight of Blazing Orange was applied to the upper edges of the flames.



**Step 4.** A 1:1 mix of Blazing Orange and Golden Yellow was used for a further highlight, leaving some of the previous colour showing.



**Step 5.** Pure Golden Yellow was used for the penultimate highlight, again focusing on the edges to leave some of the previous stage showing.



**Step 6.** A final highlight using a 1:1 mix of Golden Yellow and Skull White was applied to the very edges.

## Painting Scrolls

There are a couple of useful tips that Anja pointed out when asked about how she tackled the scrolls and lettering on this model. 'The Legion of the Damned, with their bone-crusted armour, have an old, even ancient appearance, so the parchment needed to look suitably worn. It's a fairly simple process to track down some parchment and copy its colour, but it's a little trickier to make it look different from the adjacent areas of bone on the model. To keep it distinct, I used Dheneb Stone instead of Bleached Bone when painting the scrolls, and a wash of red and brown to alter the shade further.'

The other interesting tip Anja had to share concerned the lettering itself. 'The easiest trap to fall into when painting lettering on miniatures is running out of space. I always plot the word, however simple, out on paper first – when I start painting onto the model, I start with the centre letter and work outwards to either end of the word.'

### Scrolls



**Step 1.** The scroll was basecoated with Dheneb Stone.



**Step 2.** Two watered-down washes were then applied – the first of Baal Red, the second of Devlan Mud.



**Step 3.** The scroll was then layered with Dheneb Stone.



**Step 4.** A highlight was applied using a 1:1 mix of Dheneb Stone and Skull White.



**Step 5.** A final highlight of pure Skull White was added to the very edges of the scroll.



**Step 6.** The lettering was painted on using watered-down Chaos Black.



Not all scrolls are created equal, as these two stylised scripts show. The scroll on the left was painted in greys as though the scroll itself was sculpted from stone, rather than vellum or parchment.



The lettering on each member of the Legion of the Damned is slightly different, another touch of individuality amongst these elite Battle-Brothers.



The brazier is a great illustration of Anja's flame technique, mentioned earlier. It's painted in the same way as 'flat' flame, but in reverse, so it gets darker towards the edges.

## Adding Contrast

Of course, not every area of these models can be painted using just the techniques described so far – there are so many details that you'll undoubtedly want to add some extra areas of contrast. Anja picked out some metallic decoration, such as the backpack icon details on the Sergeant and heavy flamer Legionnaire, and the Sergeant's axe trim, which she painted in an aged bronze to really contrast with the gunmetal and silver used elsewhere.

Next, she looked at the purity seals. If the wax parts of the seals were to be painted in the traditional red colour, they would have to be a different shade of red to contrast with the flame motifs. The purity seals also provide a chance to break up large areas of bone decoration with other interesting details.

Finally, it's interesting to note that Anja was so taken with the red tone she devised for the purity seals that she also used it on the eyes of the Legionnaire's helmets.



### Purity Seals & Eyes



**Step 1.** A 1:1 mix of Scab Red and Chaos Black was applied to the purity seals.



**Step 2.** The seals were then layered with Scab Red.



**Step 3.** Next, a highlight of Blood Red was applied.



**Step 4.** A second highlight, this time of Blazing Orange, was then applied.



**Step 5.** A 1:1 mix of Blazing Orange and Skull White was used as a further highlight.



**Step 6.** A final highlight of Skull White was used, adding small spots of extreme contrast.

### Bronze



**Step 1.** A 1:1 mix of Dwarf Bronze and Scorched Earth was painted on.



**Step 2.** The basecoat was then layered with Dwarf Bronze.



**Step 3** The bronze metal was then washed with Devlan Mud.



**Step 4.** A 1:1 mix of Dwarf Bronze and Mithril Silver was painted on as a highlight.



**Step 5.** Pure Mithril Silver was used as a final highlight on the very edges.



## Painting the Details

With the majority of the model complete, Anja was left with a few small details to finish off, such as the linear magnetic accelerator (the blue bit) on the plasma pistol and the worn leather handle of the power axe. When you're almost finished with a model it's easy to rush through these final touches without giving them due diligence, but Anja avoids this pitfall by planning these colours in from the onset. 'The accelerators on plasma weapons are often painted blue, so not only would I be ensuring that our Damned Sergeant fitted in with the existing Studio collection, but it would also provide a nice contrast colour to the rest of the model. I knew that before I even started, but I wasn't so sure about the axe handle. I certainly had a hunch that it would end up green or red, but I didn't settle on the reddish-brown you can see here until right near the very end. Looking at the model I decided red would match the model nicely, while the brown tone would stop it looking the same as the rest of the red areas on the model.'



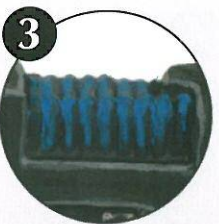
### Magnetic Accelerator



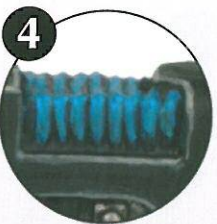
**Step 1.** A 1:1 of Regal Blue and Chaos Black was painted across the accelerator.



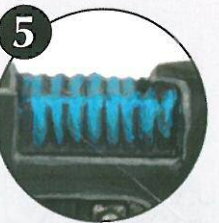
**Step 2.** The ridges were then layered with Regal Blue.



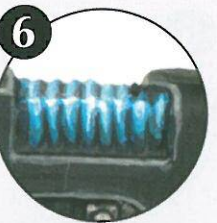
**Step 3.** The accelerator ridges were then further layered with Enchanted Blue.



**Step 4.** A 1:1 mix of Enchanted Blue and Ice Blue was used as a highlight.



**Step 5.** A further highlight, this time of Ice Blue was applied.



**Step 6.** Finally Skull White was used to apply extreme highlights to the ridges.

### Axe Handle



**Step 1.** A 1:1 mix of Chaos Black and Scab Red was used to basecoat the axe handle.



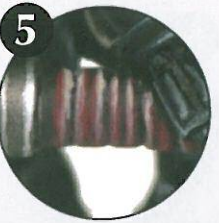
**Step 2.** The handle was then layered with Scab Red.



**Step 3.** A 1:1 mix of Scab Red and Kommando Khaki was used to highlight the handle.



**Step 4.** A further highlight, of pure Kommando Khaki was added to the edges.



**Step 5.** A final highlight, using a 1:1 mix of Kommando Khaki and Skull White was added.



**Step 6.** Finally, Anja applied a glaze of watered-down Scab Red to enrich the colour.

## The Finished Models

Here you can see Anja's finished Damned Sergeant standing at the centre of a full squad of Legion of the Damned. By using the same techniques and colour palette across the whole unit, the 'Eavy Metal team have ensured a strong sense of cohesion despite the individuality of these eldritch Space Marines.



One of the great things about this particular masterclass is that many of the skills and techniques that Anja has demonstrated are entirely transferable across a variety of miniatures. In fact, it's fair to say that you can probably put some of these principles to use on almost any Citadel miniature in your collection.

## OTHER EXAMPLES

### BLACK ARMOUR

Both this Black Legion Chaos Space Marine and the Black Orc have armour painted in the manner described by Anja in this Masterclass.



### BONE

Whether you're painting the armour of an Eldar Howling Banshee, the bones of a whole army of Skeleton Warriors or just a decorative skull on a model's belt or base, the tips on painting bone can be put to good use.



## ASK 'EAVY METAL™

The world's best miniature painters are always ready and willing to answer your queries. If you have a question or problem that needs solving then write to 'Eavy Metal at the address below.

This month we received a letter from Vincent Blythe in Stirling, Scotland, concerning Dark Angels Space Marines. Vincent wanted to know how to highlight his Dark Angels, without their armour becoming too light. Over to 'Eavy Metal's Darren Latham:

**Darren:** The first, and most important, thing is to ensure you're using a black undercoat, not white. With that settled, use Dark Angels Green to layer your model's armour, and then highlight the edges with Snot Green (just the edges, don't get carried away). If you're feeling really brave, you can try a second edge highlight of Scorpion Green too. Look at how Anja painted the black armour in this article, and change the colours for those listed above, and you won't go far wrong!



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

# CITADEL

# PAINTING ESSENTIALS

The Citadel Colour, Wash and Foundation paint ranges contain over 70 different colours, each specifically designed and formulated to paint Citadel miniatures. Our paints are available in a range of sets, or can be purchased in individual pots.



## CITADEL MEGA PAINT SET

The Mega Paint Set boasts all 73 paints, Washes and Foundation paints from the Citadel range. It also includes PVA Glue, sand, three types of static grass and ten paintbrushes, all contained in a sturdy Citadel Figure Case.

**Mega Paint Set** .....£150, €195, 1500dkr 1880skr/nkr



## HOBBY STARTER SET

This set is great whether you're new to the hobby or looking to expand your collection of paints and modelling essentials.

**Hobby Starter Set** .....£30, €40, 300dkr 300skr/nkr



## FOUNDATION PAINT SET

The Foundation Paints have been designed to provide great coverage. This set contains all 18 Foundation Paints.

**Foundation Paint Set** .....£35, €50, 350dkr 440skr/nkr



## CITADEL WASHES

The Citadel Washes are specially formulated for shading Citadel miniatures. This set contains all 8 Washes.

**Citadel Washes** .....£14, €20, 150dkr 190skr/nkr



## BATTLE FOR SKULL PASS PAINT SET

A great first hobby starter paint set. This set contains one paintbrush, six paints and 10 plastic Night Goblins.

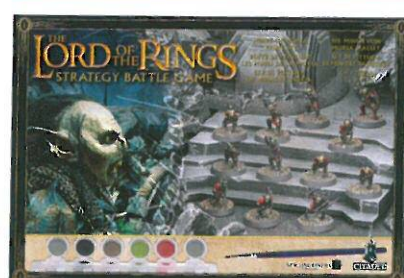
**Battle for Skull Pass Paint Set** .....£15, €22.50, 175dkr 200skr/nkr



## ASSAULT ON BLACK REACH PAINT SET

Inside you will find a selection of six paints, five plastic Space Marine models and a starter paintbrush.

**Assault on Black Reach Paint Set** .....£15, €22.50, 175dkr 200skr/nkr



## MINES OF MORIA PAINT SET

Designed for new players of The Lord of the Rings, this set contains 12 plastic Moria Goblins, six paints and a paintbrush.

**Mines of Moria Paint Set** .....£15, €22.50, 175dkr 200skr/nkr

# CITADEL

# Colour Chart

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









## Citadel Colour

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

## Metallic Colour

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

## Citadel Wash

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

## Citadel Varnish

|   |               |
|---|---------------|
|  | Gloss Varnish |
|---|---------------|

## Citadel Foundation

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

Individual Paint pots .....£2.25, €3, 30dkr 35skr/nkr



# ARMY WORKSHOP

This new feature examines the modelling and painting techniques used by expert hobbyists to create stunning armies for our games. This first article examines the Tyranid horde of Studio mainstay Chad Mierzwa.



Chad is a genuine import from the USA, a multi-talented hobbyist who knows what makes a great-looking army. Chad loves assembling and converting miniatures, so we asked him to produce a Tyranid army from scratch, sharing the tips and techniques that he used along the way.

**Chad:** I'm a huge fan of the horror and menace behind the Tyranids, in fact I even started an army a few years ago, but other projects got in the way. The Tyranid range certainly has a lot of potential for experimenting with a range of techniques and parts. I suppose, like any hobbyist, my first act was to take a good look at all the units available in the force. I'm more of a modeller and collector than gamer, and that approach tends to show itself in my forces. Typically speaking, I'll start a force by buying, assembling and painting the models I like the most. I do refer to the army books or codexes to guide my selections, using them to check that I'm building units with the right number of weapons and so on, but otherwise my collection grows fairly organically.

My next consideration when I'm assembling a force is how I want the finished army to look – what do I want this army to 'say'? I knew I wanted to include a

variety of Tyranid models, especially the new plastic Trygon and Gargoyles, but it wasn't until I started looking through *Codex: Tyranids* that the idea cemented in my mind. What I wanted was a Tyranid army that would look equally at home in a jungle or a city environment. That was an important decision in itself because it would influence such things as the models' bases – an area I really like to go to town on. The other important part of that realisation was how it would affect my chosen colour scheme. I've painted quite a few different Tyranid models in the past – but when it came to painting this new army I decided that I wanted to use an entirely new palette. Never be afraid to fiddle about with your paint scheme before you settle on a final colour. In fact it's often worth putting aside a miniature or two and using them as your 'test shots', so that you can compare them and see which model you like the best.

## DYNAMIC POSES

There's a big difference between just building your models and really taking care to make sure they're posed as dynamically as possible. Taking time to pose my miniatures, using spare parts to kit-bash or make minor conversions, gives me the chance to play the part of a miniatures designer – it's satisfying to do, and it lets me really put my own stamp on my collection. Take the army I've done – I love the fact that the Tyranids are a deeply menacing and scary foe, so when I'm building my force I want them to look as scary as possible. If you look here, I've taken an effort to give them a dynamic posture, looking like they're looming over the enemy about to deliver a brutal slashing blow to some poor foe! Some of the more numerous units have been posed in different ways – after all, a Termagant is only so intimidating. Instead, you can see a few of the smaller Tyranids making use of scenery on their bases. This serves two functions: first it adds a little variety into the horde, and second it can also help me pick out which of my Termagants is carrying the strangleweb more easily. It's also a cool way of varying the height of a unit. Take my Ravensers, for

example – a couple are leaning back, some are looming forwards over their prey and one is even hunched down really low. What this does is create the impression of a dynamic and menacing formation, with an uneven silhouette, which is really pleasing to the eye when they're on the tabletop.

What you don't want to do is go overboard on this – I've seen that done a few times in the past, and it always ends up looking a bit comical. The effect you're looking for is a realistic, exciting pose – you don't want a conga-line of over-exaggerated models or a squad doing the YMCA. Done right, this makes a unit look great and an army look stunning. One of my best attempts at this can actually be found in my Warhammer Beastmen army. In my large units of Gors, there are a scattering of models who are posed out of the ordinary – one is brandishing his shield at the enemy, another is furiously wielding a scythed blade at the back of the unit and so on. These aren't big conversions, just subtle pose changes really, but they're always the models commented on. Now, if the whole unit was flailing around in this fashion, it would look crazy, so the art is very much in knowing when to stop!

*This Tyranid Warrior brood is one of the least converted squads in Chad's army. Armed with a venom cannon and deathspitters, Chad's Warriors form a powerful core to the force.*



### Top Tip: Securing Your Models

It might sound obvious, but when you're dynamically posing a miniature or securing it by nothing more than a foot, it's worth pinning it into place to help the miniature survive the rigours of battle. Likewise, if the joint is too small to pin, and the components are plastic, make sure you use Plastic Glue rather than Superglue – the bond that you get is far stronger.



*This Tyranid Warrior is looming over his foe, adopting a large and fearsome posture.*

# PAINTING THE HORDE

**W**hen it came to actually painting the army, the process I embarked on was pretty simple – once I'd decided on a final colour scheme, that is. I chose the colours I wanted to use by lining up pots of Citadel Colour and thinking hard. It might sound odd, but having a good think is all part of the process for me. I wanted an army that looked cold and statuesque in colour, a bit like evil, spiky gargoyles. After a short while spent deliberating, and a couple of basic test pieces, I plumped for a mixture of Shadow Grey and Graveyard Earth. This proved to be the perfect foundation for the model, and by keeping a supply handy in some empty paint pots, I could add a little Bleached Bone to the mix for further highlights. Keeping these new mixes on standby sped up the whole process.

## Top Tip: Citadel Spray Gun

If you're basecoating a lot of models together at the same time, you've really got to consider the Citadel Spray Gun. You can load it with any paint or wash in the range and use it to quickly and effectively give your models a nice, even coat!



## Top Tip: Mixing Pots

Knowing that he needed a mix of Graveyard Earth and Shadow Grey for his basecoat, and a series of mixed highlight colours, Chad mixed up batches of colours in

old paint pots, and numbered their lids as a quick reference. This ensured that every model in the army was the same colour despite the complicated mixes.



## How Chad Paints his Army



**Step 1.** Basecoat the whole model with a 1:1 mix of Graveyard Earth and Shadow Grey. Once the basecoat is dry, add a small amount of Bleached Bone into the original mix and drybrush the whole model. Repeat this step, adding more Bleached Bone each time, until you are satisfied.



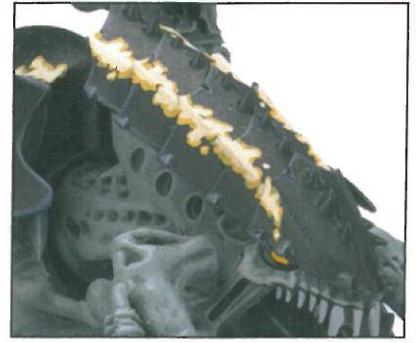
**Step 2.** The carapace was painted with Chaos Black, before having the mottled effect added by stippling Tausept Ochre along it. The carapace was then highlighted at the edges with Hormagaunt Purple.



**Step 3.** The soft skin areas and tongue were painted using a 1:1 mix of Dark Angels Green and Regal Blue. These were then highlighted by adding a small amount of Fortress Grey into the previous mixture. The eyes were also painted with Tausept Ochre and the claws were given a coat of Citadel Water Effects.



**Step 4.** The whole base was painted with Adeptus Battlegrey. Once dry it was drybrushed with Codex Grey followed by Fortress Grey. The base rim was painted with Graveyard Earth.



The patterning on the carapace of the Trygon (along with the rest of the larger models) was painted with a highlight of Bleached Bone. This effect sets the real monsters apart from the rest of the horde.

The soft, fleshy parts of the Tyranids, found within the recesses of their skin and at the joints (including the membranous wings of the Gargoyles) was painted with a much warmer colour than the bulk of the model. This warmer tone helps add contrast and detail to the model.

The chitin plates are much darker than the flesh; this is consistent with how all Tyranids are painted – just look through pictures of Tyranids in this issue of White Dwarf to see what I mean. To add contrast, I stippled on a stripe of Taupent Ochre. This colour really lightens the overall model and breathes a little life into them. This idea was actually the recommendation of 'Eavy Metal supremo Darren Latham, and it's good advice – they certainly look much better with the stripes. For the

centrepiece models of the force, the three really big monsters, I added a highlight of Bleached Bone to the stripes to make these key models stand out more. You'll also notice I've gloss varnished the claws and other stabbing appendages across the whole army – this draws the eye to the 'dangerous bits', and was easily done by painting on a little Water Effects.

The painting of the bases is another key part of these models, really adding some much-needed colour and contrast to the collection as a whole. I used a lot of rust on the bases to provide a complementary colour, which really stands out against the grey of the sand and the flesh of the Tyranids themselves, as does the static grass and flock I've used to decorate the finished bases.

### Top Tip: Bitz Box

The best advice is worth repeating, and there are few gems of hobby advice more valuable than the warning to 'keep a bitz box'. When you have assembled your miniatures, take any spare components, clip them from their frames and pack them away in a box or drawer. Pieces like these are essential for converting models and decorating bases.

## CHAD'S TOP TIP: MODELLING BASES



A spare lamp post from a *Cities of Death* kit makes a perfect decoration for this scenic base.



Here you can see how Chad mixed Modelling Sand with some aquarium gravel to create varied textures – an important touch when sanding large areas.



Rusted tank traps and tortured girders help this base to stand out, the red rust adding some colour to the army as a whole.



It's important that models interact with scenic features on their bases – this Genestealer, for instance, is posed as though it is scuttling over the pipe, ready to leap at the foe.



One of the things that I enjoyed most about assembling this force was really going to town on the bases. Now, before I go any further, the same warning applies when you're creating scenic bases for the models in your army as with dynamic converting up dynamic poses – less is more. Don't feel that you have to go overboard with all of your miniatures. Customising no more than about half of your army is definitely a good idea, and realistically you're probably best off choosing no more than a third of the total force for major conversions and scenic bases to get the right look. That's not to say you can't do a grand job on all the bases throughout the whole army, just a warning not to go mad making massive bases for all of your models, otherwise you end up with a collection of models that

look like they're balancing precariously on boulders or tree stumps, rather than creating an army that is advancing across interesting, realistic terrain.

As a general rule, I tend to save the more elaborate bases in the army for the really important models – the leaders, the most dangerous units and so on. You'll notice that my Hive Tyrant, Trygon and Carnifex have the grandest bases, for example. Firstly, I suppose I do this because these models have the largest base area so there is lots of space to use. Secondly, they're the centrepiece models within the collection: they will draw the most attention (and probably the most fire on the battlefield), so I want them to look the best!

For this army I've used a selection of bits and pieces, including the ever-useful



The addition of something small, such as this cut-down barrel, can help fill the space on a base.

## Beastmen

Chad based these two Centigor with the specific intention that they would stand together. Note how the fallen log lies across both bases without interfering with the way that they sit side-by-side in the regiment. The combination of the log on the base, alongside tufts of static grass and foliage, help to create the effect of a woodland – just what Chad was hoping to achieve.



The branches from this Citadel tree fit in nicely with the foliage throughout the army.



Having a few models with dynamic poses and impressive bases can enhance the look of your force. Don't go overboard, however, or your collection will resemble a dance troupe!

Warhammer 40,000 Battlefield Accessories kit (purchased specifically for this project), some left-over oddments from when I built a Manufactorium for Cities of Death and a couple of bits of tree scavenged from the Citadel Woods and the Warhammer 40,000 Jungle Trees. There are no expensive or hard-to-find components used for these conversions; in fact, all I needed was the Battlefield Accessories kit (which I barely used half of), some spares from my bitz box and some swaps with colleagues around the Studio.

With the parts secured, I set about embedding them into the bases, using modelling sand to 'sink' them in. When I say embedding, I mean setting them onto the base so that they look like they belong there. Rather than just lying barrels flat onto the bases, I've chopped them in half

at an angle with a Razor Saw. This way when you glue them on they look like they're sunk slightly into the earth (don't forget you can use both parts of the barrel you're cutting up too). This is something that I've had plenty of experience of in the past too – my Warhammer Beastmen army has lots of small details added onto the bases that lend to the character. One of the things to bear in mind when you're making bases for Warhammer regiments is that, unlike in Warhammer 40,000, the models need to be able to sit next to each other, and any large elements added to the base can interfere with that. To keep this from being a problem, I make sure to detail all the bases in a unit at the same time, regularly putting the models back into base contact to ensure they fit, so that the whole regiment looks cohesive.

## COMING SOON: White Horse, White Hand

Look out for a two-part Army Workshop in a few month's time, as we follow two more hobby-experts, Nick Bayton and Duncan Rhodes, as they collect, convert and paint Rohan and Isengard armies to play War of The Ring.

# UNLEASH THE HORDE

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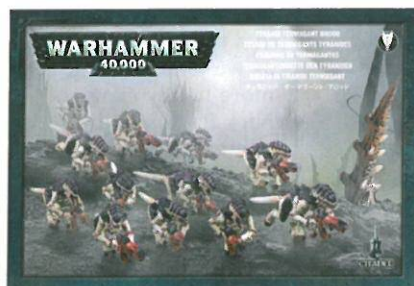
## TYRANID TRYGON/MAWLOC



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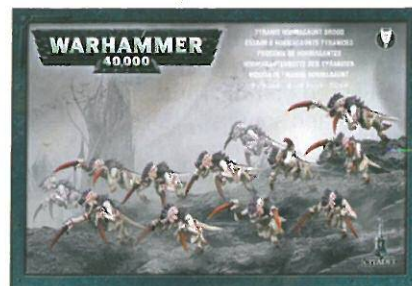
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MULTI  
PART  
PLASTIC  
KIT



MULTI  
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PLASTIC  
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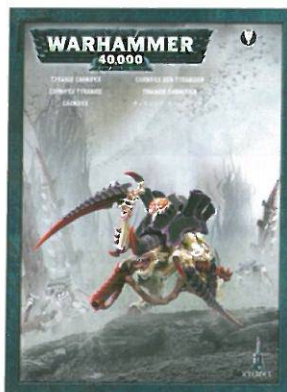


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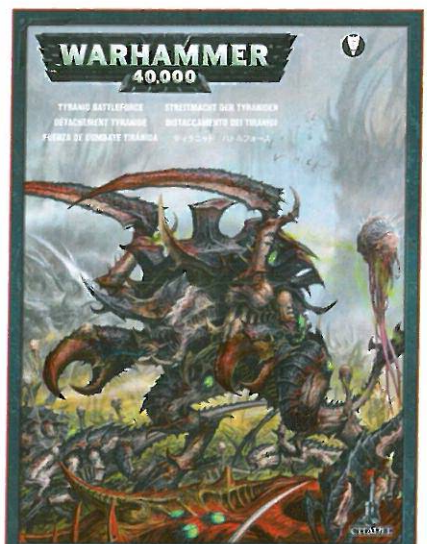
## TYRANID CARNIFEX



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MULTI  
PART  
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## TYRANID BATTLEFORCE



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£60, €85, 670dkr, 830skr/nkr

Inside the box you'll find 8  
Genestealers, 3 Tyrannid  
Warriors, 12 Termagants,  
12 Hormagaunts and...



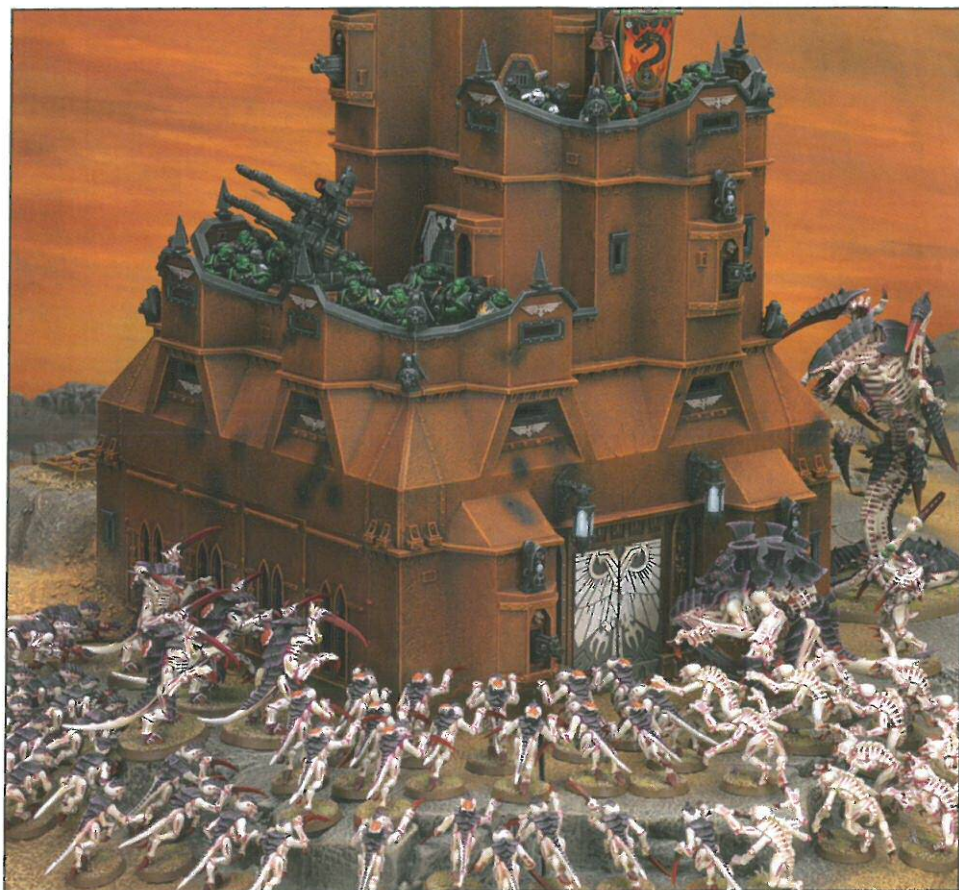
MULTI  
PART  
PLASTIC  
KIT

... a brood of  
3 Ripper  
Swarm bases.



This month in Modelling Workshop, we take a closer look at the centrepiece created by terrain expert Dave Andrews for our Tyranid battle report – the fantastic Outpost XIII.

# OUTPOST XIII



**T**here are no two ways about it – any fortification designed to survive the ravages of a Tyranid invasion has got to be sturdy. Such was the challenge we set terrain-building master Dave Andrews when we asked him to build us a centrepiece for our battle report.

Dave decided to push the plastic Bastion to the limit to make the Imperial stronghold, really showcasing just how flexible the kit is. Over the following pages we'll reveal how he built the outpost, and take a look at the finished fortress.

Dave's bastion, which he affectionately dubbed Outpost XIII, is a towering edifice of Imperial might, sporting all manner of defensive weapons. Dave, who created the original prototype for the plastic Imperial Bastion kit, decided he wanted to create a large Imperial installation – but he had a few specific rules that he wanted to stick to. Firstly, Dave wanted the tower to be the kind of place a band of beleaguered soldiers could make a valiant last stand. That would mean crenellations and battlements and maybe a central tower. He also wanted to choose a different colour

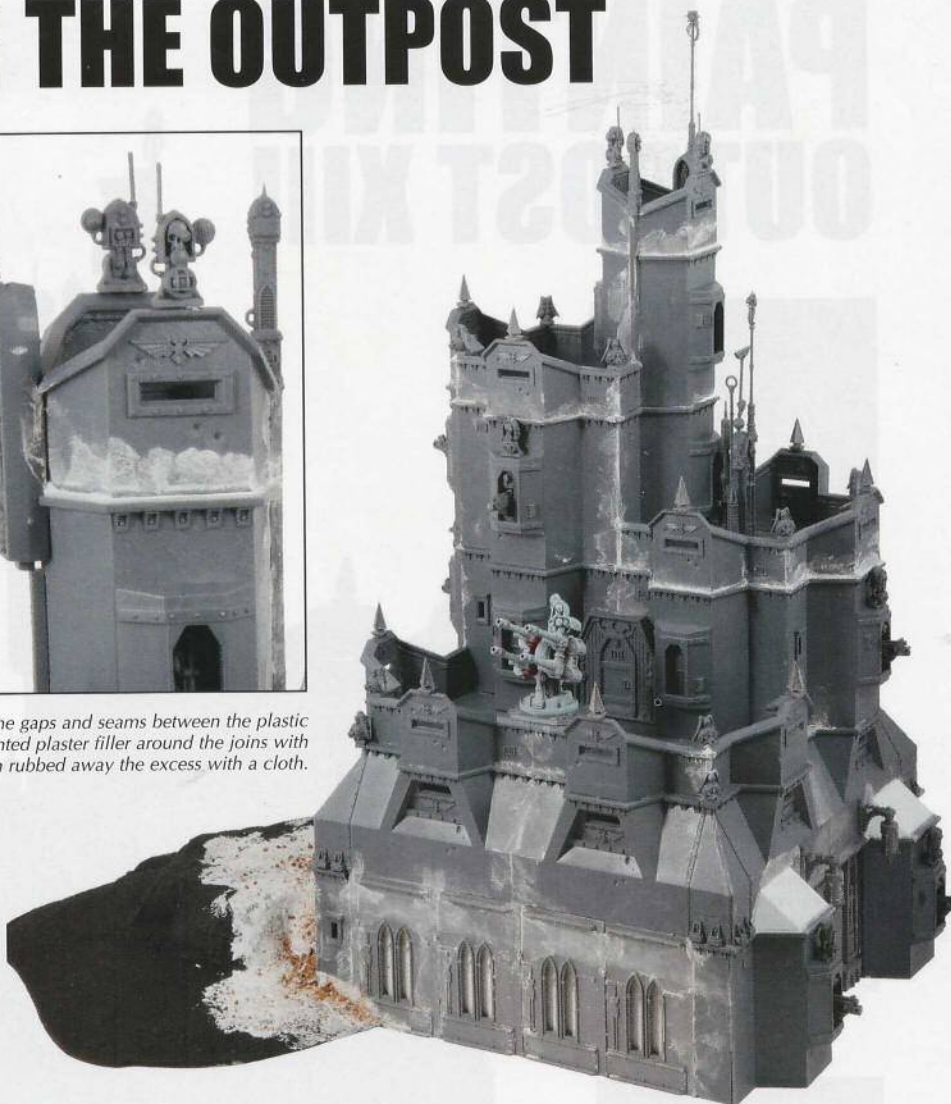
scheme to those that we've used to paint our existing Imperial Bastions. In the end, Dave chose the red-oxide look that you can see in the pictures.

With a rough idea of what he wanted to achieve, Dave set about converting and kit-bashing his way through several Imperial Bastion kits, a Citadel Gaming Hill and some spare parts from a Cities of Death building he had in his bitz box. One of the things that's interesting to note about this structure is that, while it's large and impressive, very little serious converting was required. The Imperial Bastion is modular in its design, so aside from a few simple cuts (and rearranged pieces) it's largely unchanged. The base of the outpost required perhaps the largest conversion work. Dave mounted part of the outpost on a Gaming Hill, using parts from the Cities of Death terrain to form the bottom level. Something else Dave pointed out was that the side of an Imperial Bastion is the same length as two wall sections from the Cities of Death frames, a deliberate design decision Dave made back when he was designing the Bastion kit.

# BUILDING THE OUTPOST



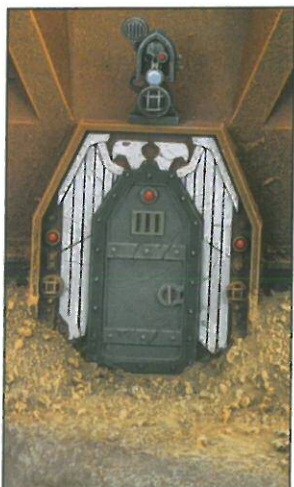
*In order to fill the gaps and seams between the plastic sections, Dave painted plaster filler around the joins with an old brush, then rubbed away the excess with a cloth.*



## Sanctum Imperialis

*The impressive eagle-clad door shown here is plundered from the Sanctum Imperialis. Dave has set it between two of the buttresses of an Imperial Bastion. You'll also notice he's used some of the lamps found in the Cities of Death kits to provide additional detail.*

# PAINTING OUTPOST XIII



## Doors

These small doors are taken from the Imperial Bastion kit, and have been cut away so that they can be separately attached. A simple but effective touch that makes the outpost look more 'realistic' – since models will be able to move between sections.



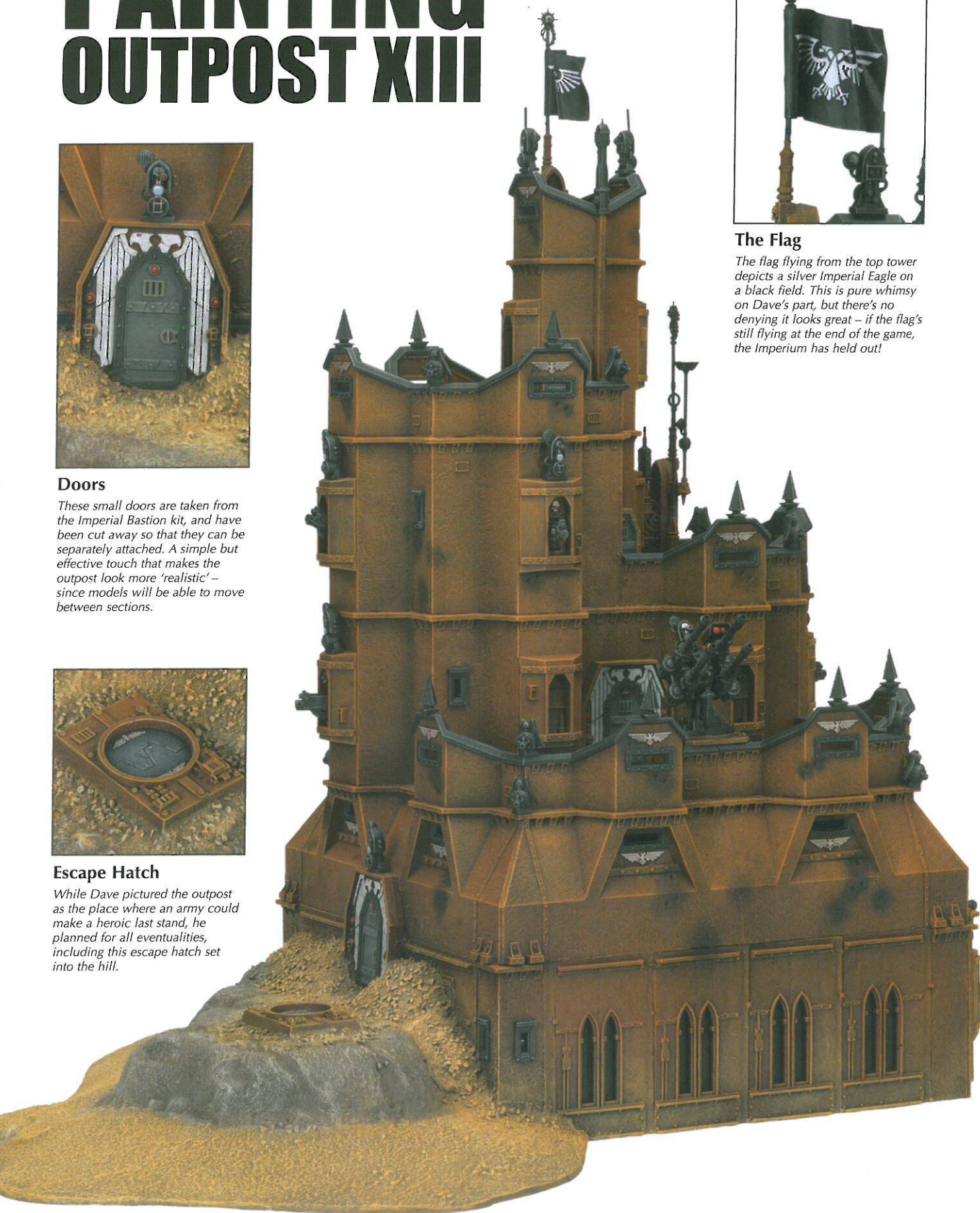
## Escape Hatch

While Dave pictured the outpost as the place where an army could make a heroic last stand, he planned for all eventualities, including this escape hatch set into the hill.



## The Flag

The flag flying from the top tower depicts a silver Imperial Eagle on a black field. This is pure whimsy on Dave's part, but there's no denying it looks great – if the flag's still flying at the end of the game, the Imperium has held out!





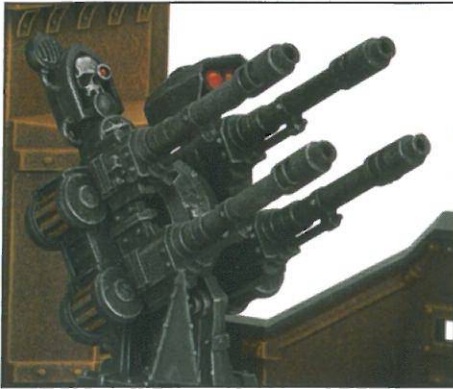
## Red Walls

The outpost is painted in a subtle, rusty red. Dave achieved this by basecoating the outpost Dark Flesh, and adding a series of drybrush coats of Blazing Orange – the final highlight had a small amount of Skull White mixed in.



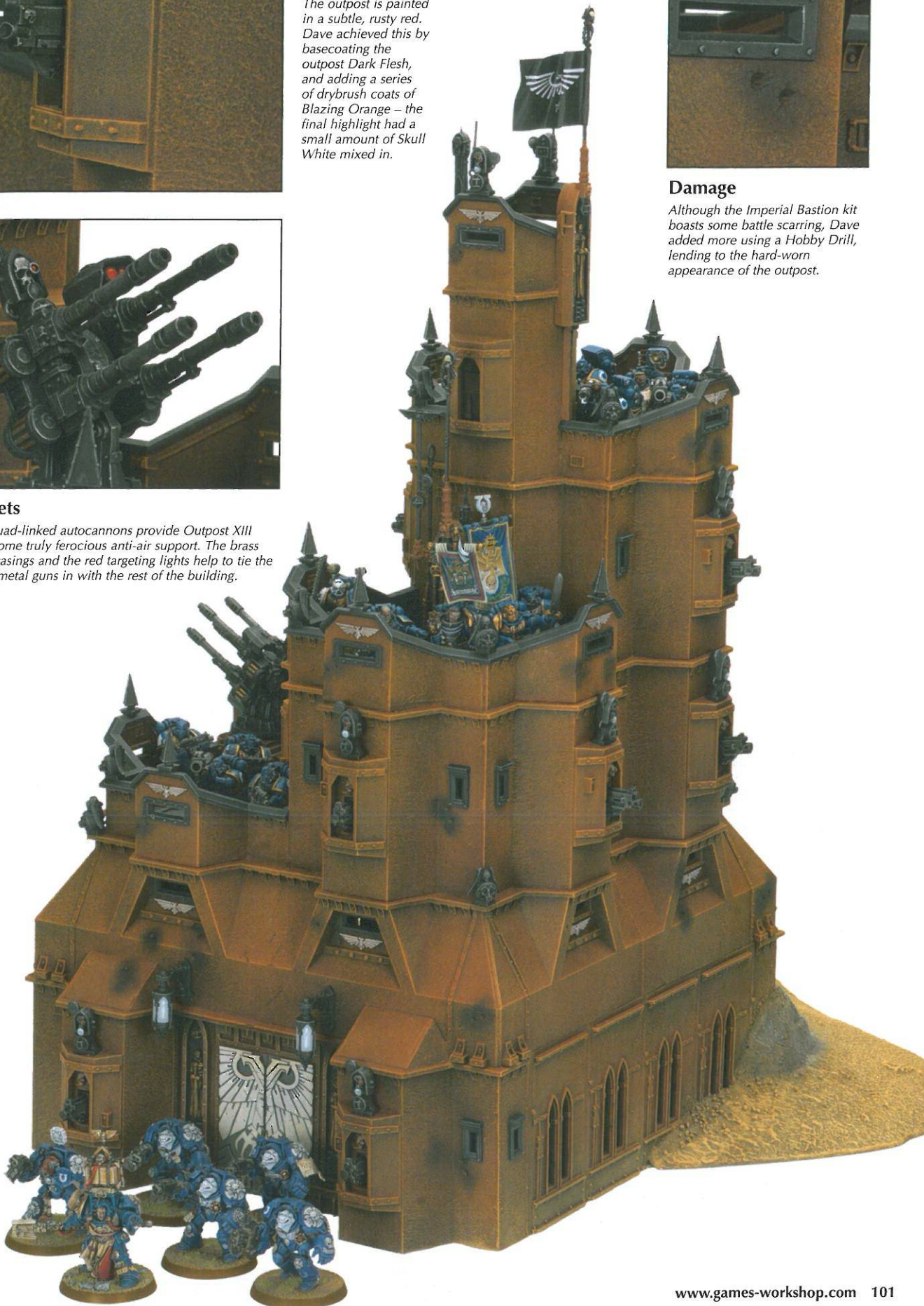
## Damage

Although the Imperial Bastion kit boasts some battle scarring, Dave added more using a Hobby Drill, lending to the hard-worn appearance of the outpost.



## Turrets

The quad-linked autocannons provide Outpost XIII with some truly ferocious anti-air support. The brass shell casings and the red targeting lights help to tie the silver metal guns in with the rest of the building.



# CITADEL®

## BATTLEFIELD TERRAIN

Nothing complements two armies of Citadel miniatures more than seeing them fight over a battlefield packed with exciting terrain. Our scenery range is full of evocative and detailed plastic kits to aid you in your quest for the perfect gaming experience.

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### CITADEL GAMING HILL

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This set contains one plastic hill.

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This plastic set is ideal for enhancing your Warhammer 40,000 tabletop and contains barricades, oil drums, ammo crates and tank traps.

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### CITADEL WOOD

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This plastic set contains three trees and their scenic base.

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## Realm of Battle Gameboards

The Citadel Realm of Battle Gameboard is a highly detailed, sturdy playing surface designed with gaming in mind. Comprising six 2' by 2' plastic tiles designed by expert model-maker Dave Andrews, the Gameboard can be assembled in many different combinations.

The Gameboard Extension contains two flat tiles which, when combined with the full Gameboard, will allow you to create a 4' by 8' battlefield with many possible configurations.

### IMPERIAL SECTOR

Product code: 99120199006

This plastic set contains enough parts to make three small buildings and one large building.

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| UK   | £50+ | Denmark | 650dkr     |
| Euro | €80  | Swe/Nor | 750skr/nkr |

### BASTION

Product code: 99120199018

This plastic set contains one complete Bastion and a comms relay node.

|      |        |         |            |
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| UK   | £18+   | Denmark | 180dkr     |
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### CITADEL REALM OF BATTLE GAMEBOARD

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This set contains six individual 2' by 2' gameboard tiles.

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| UK   | £150+ | Denmark | 2000dkr     |
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### CITADEL REALM OF BATTLE GAMEBOARD EXTENSION

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This set contains two flat 2' by 2' gameboard tiles.

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### AEGIS DEFENCE LINE

Product code: 99120199015

This plastic set contains four double blast shield sections, four single blast shield sections and a twin-linked interceptor quad gun.

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### MOONSCAPE

Product code: 99220199037

This set contains five vac-formed plastic craters.

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| Euro | €15  | Swe/Nor | 140skr/nkr |

### CITADEL MODULAR GAMING HILL

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This plastic hill is made of two sections that can be configured either lengthways for a long rise that sits on a baseline, or can be connected with the shorter sides exposed to make a spur. Two modular hill sets can be combined to create a very large hill.

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# WARHAMMER

## DOUBLES TOURNAMENT

**17th–18th April 2010, Warhammer World, Nottingham**

### WHAT WILL YOU NEED TO ATTEND?

- You must bring two 750 point armies to create a combined 1500 point army – details of alliances between different races can be found in the tournament pack.
- You must be at least 12 years of age to enter. Players between the ages of 12 and 15 years must be accompanied by an adult.
- Tournament pack now available to download from [www.warhammerworld.org](http://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 £85 per two player team.

**TICKETS AVAILABLE FROM 25<sup>TH</sup> JANUARY**

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**GAMES WORKSHOP**

# DIRECTORY

A directory of everything you need to get involved in the Games Workshop hobby community, from events and activities in your local gaming club to what's going on at Warhammer World and in your GW Hobby Centre.

## The Events Diary

**106-107**

### ● Events Calendar

Find out what's happening when and where in the Games Workshop hobby community with this comprehensive list of unmissable dates; tournaments, campaigns and more.

### ● Club Information

Find regular opponents, play campaigns, and get involved in a host of other hobby activities with like-minded gamers at your local club.

## Store Information

**108-117**

### ● Games Workshop Hobby Centres

Get everything you need to build your forces, and then take them into battle! GW Hobby Centres are the place to learn and practice the intricacies of the hobby.

### ● Store Listings

All the Games Workshop stockists in your territory listed, so wherever you are, you can always find a Games Workshop and Citadel Miniatures retailer.

### ● Club Listings

The Games Workshop club community is a great forum to make new friends and play lots of games! Find out where your nearest organised gaming groups are.

## Available to Order

**118-119**

### ● Games Workshop Direct

The full range of Games Workshop products are available from GW Direct, our premier on-line and telephone ordering service.

### ● Tyranids

As well as all the incredible new Tyranid models out this month, don't forget that there is a whole range of existing, essential models for the army, available to order.

### ● Advance Orders

Order the newest miniatures now – so new they're not even out yet!



# EVENTS DIARY

Conquer the world at tournaments and learn new skills at hobby days! Events are your opportunity to immerse yourself fully in the hobby with, potentially, people from all over the world. Events are the places to spend your weekends.

## January 2010



### PLAN YOUR IDEAL ARMY!

Make sure that you get just the right addition to your army by using our;

- Wish Lists
- Winter Crusade Collector's Cards

### HOBBY ACTIVITY ALL THROUGH JANUARY!

All month we will continue to run the amazing activities for which we are renowned.

- Painting & Modelling Lessons
- Beginners Programmes
- Loads of great gaming!

### BECOME A CRUSADER!

Come into the store and plan all the fantastic activities in which you can take part throughout January and February, to become a Crusader.

- Begin by picking up your Winter Crusade Activity card
- Fill in your card with the help of the staff
- Book yourself on to the activities in which you want to participate.
- Complete your card through January and February and become a Crusader

Check page 28 for details of the Winter Crusade.

### January 9th

#### WARHAMMER 40,000 DOUBLES TOURNAMENT

**Date:** Saturday 9th–10th January, 2010

**Venue:** Warhammer World, Nottingham, England

**Age Limit:** 12+

**Details:** If you fancy teaming up with a friend to take part in a fun and slightly chaotic weekend of gaming, then our Warhammer 40,000 Doubles Tournament is for you. Players team up to field a combined force of allied armies in order to fight it out to see who is the Best Team.

**Tickets:** Tickets cost £85 per two player team and include lunch on both days, an evening meal on Saturday.

**Contact:** Mail Order – 0115 91 40000

**Website:** [www.games-workshop.com](http://www.games-workshop.com)



## TYRANIDS EXHIBITION

**Date:** 18th January–1st March, 2010

**Venue:** Warhammer World, Nottingham, England

**Details:** Explore the remorseless alien devourers through new and classic artwork and miniatures.

**Website:** [www.warhammerworld.org](http://www.warhammerworld.org)

[www.games-workshop.com](http://www.games-workshop.com)

### January 23rd

#### THE LORD OF THE RINGS GRAND TOURNAMENT

**Date:** Saturday 23rd–24th January, 2010

**Venue:** Warhammer World, Nottingham, England

**Age Limit:** 16+

**Details:** Compete in eight games across the many battlefields of Middle-earth to become this year's The Lord of The Rings Champion. You will need two fully painted 700 point armies; one Good and one Evil, following the rulespack and the Legions of Middle-earth supplement.

**Tickets:** Tickets cost £55 per player and include lunch on both days, an evening meal on Saturday, tea and doughnuts.

**Contact:** Mail Order – 0115 91 40000

**Website:** [www.games-workshop.com](http://www.games-workshop.com)



## February 2010

### February 4th

#### FULL TILT

**Date:** Saturday 4th February, 2010

**Venue:** Diestersteenweg 7, 3970 Leopoldsburg, Belgium

**Details:** Full Tilt is an annual tournament for Warhammer and Warhammer 40,000 organized by the White Knights gaming club. You will need a 1850 point army for the Warhammer 40,000 tournament and a 2000 point army for Warhammer. Both tournaments are part of the 'Ranking der Nederlanden'. Be there!

**Tickets:** Tickets cost €7 per player.

**Contact:** [www.de-witte-ridder.be](http://www.de-witte-ridder.be)

### February 20th

#### WINDS OF WAR X – WARHAMMER 40,000 DOUBLES

**Date:** Saturday 20th February, 2010

**Venue:** St Paul's Church Hall, Bracknell, England

**Age Limit:** 15+

**Details:** The Bracknell Forest Gamers' 500 point Combat Patrol Doubles is back. Two forces, four battles, one prize. See website for more details.

**Tickets:** £22 per team.

**Contact:** Daniel Curry – 07951 936955

**Website:** [www.bfgclub.org.uk](http://www.bfgclub.org.uk)

### February 27th

#### EMPTY SHELLS 2010

**Date:** Saturday 27th–Sunday 28th February, 2010

**Venue:** Royal British Legion (Portsmouth South), England

**Age Limit:** 16+

**Details:** Solent Wargamers are proud to announce their latest event, Empty Shells 2010. Players will be challenged to win the event by playing 3 missions of Warhammer 40,000, 1 Cities of Death scenario plus both an attacking and defending mission from Planetstrike. All games will be played with 1500 point armies.

Awards will be made for as many things as we can think of, including but not limited to Best Painted Army and Overall Winner.

Rules packs are available from the Solent Wargamers' website.

**Tickets:** Tickets cost £10. For every ticket bought, the club will donate £5 to charity.

**Contact:** [solentwargamers@gmail.com](mailto:solentwargamers@gmail.com)

**Website:** [dev.solentwargamers.com](http://dev.solentwargamers.com)

## March 2010

### March 20th

#### WINDS OF MAGIC – WARHAMMER DOUBLES

**Date:** Saturday 20th March, 2010

**Venue:** St Paul's Church Hall, Bracknell, England

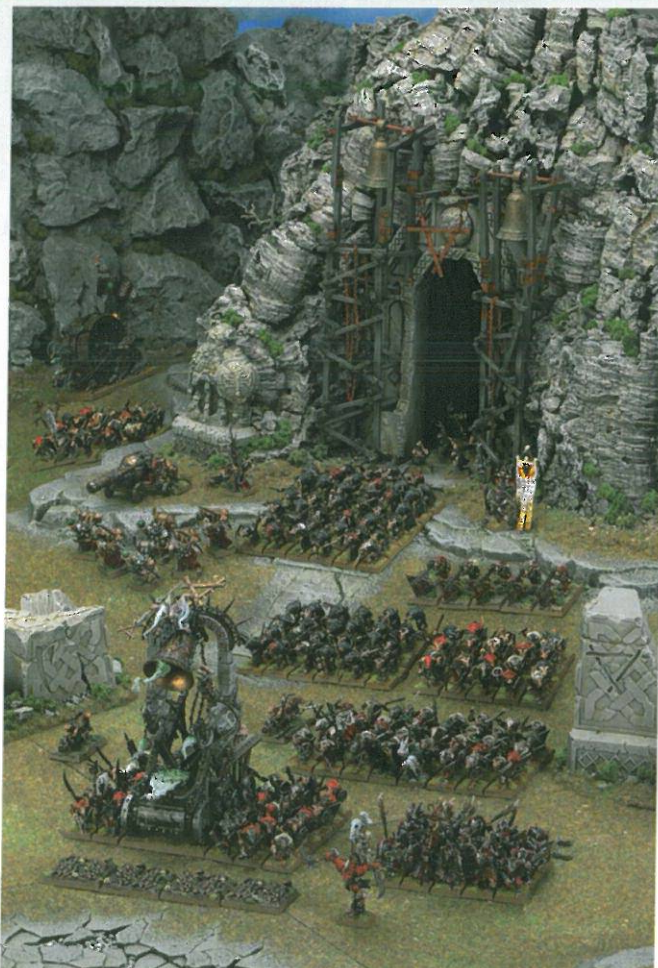
**Age Limit:** 15+

**Details:** Bracknell Forest Gamers welcomes all daring Warhammer generals to Winds of Magic 2010. The nefarious Skaven are plotting something and no one is safe until their plans are thwarted. WOM 2010 is a 500 point Warhammer Doubles Tournament, so find a partner and come along or get in touch and we will try and find you a partner.

**Tickets:** £22 per team.

**Contact:** Daniel Curry – 07951 936955

**Website:** [www.bfgclub.org.uk](http://www.bfgclub.org.uk)



# STORE FINDER



## OPENING TIMES

Games Workshop stores can be found up and down the land, in cities and towns, on high streets and in shopping centres. Consequently, the opening hours of individual stores may vary greatly.

We therefore recommend you contact the relevant store for individual opening times before visiting.

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

[www.games-workshop.com](http://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!**

## Full range of products

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

## In-store order point

All our stores 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, if you have your order sent to the store, we'll send it POST FREE!

## 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!

## Gaming Rooms

Like regular Hobby Centres, all Gaming Rooms provide the full range of Games Workshop services. However they are larger than a normal Hobby Centre and have many tables, which makes them perfect for meeting fellow hobbyists.

## GAMES WORKSHOP INDEPENDENT STOCKISTS

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

### IN YOUR LOCAL AREA

With over 2000 locations worldwide 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 America, South Africa, the Middle East and Far 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



## GAMES WORKSHOP PREMIUM STORES

Games Workshop Premium Stores are a select group of independent retailers located across the UK and Europe that offer a 'complete hobby experience', more akin to a GW Hobby Centre than a traditional independent stockist.

- Premium Stores offer a wide range of GW products.
- They also offer a Mail Order service giving you access to the entire Games Workshop range.
- The knowledgeable staff of these stores offer painting and modelling lessons and can help devise killer tactics for your armies.
- Premium Stores also have a number of gaming tables to hold in-store tournaments, bespoke mega battles or general open-play gaming

Check out the list below to find your local stockist!

If you are an independent retailer and you think you could be our next Premium Store, then why not give us a call?

**FOR MORE INFORMATION, CALL: 08700 134411**

# STORE LISTING

## January/February 2010

### STOREFINDER KEY

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

PREMIUM STORE  
Stocks most of the product range.\*

NEW STORE OPENING  
Indicates new accounts

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

### AVON

**GW BRISTOL:**  
87 The Moorway, BS1 3JR  
Tel: 0117 925 1533  
**GW BRISTOL (CRIBBS CAUSEWAY):**  
Unit 129, The Mall, BS34 5UP  
Tel: 0117 959 2520  
**BRISTOL, Area 51:**  
Tel: 0117 9544035  
**BRISTOL, HobbyCraft:**  
Tel: 0117 955 2100

### BEDFORDSHIRE

**GW BEDFORD:**  
10 Cornfields, MK40 1HP  
Tel: 0123 427 3687  
**LUTON, Fantasy Wargames:**  
Tel: 01582 729 001  
**LUTON, Ottakers:**  
Tel: 01582 486 999

### BERKSHIRE

• **GW MAIDENHEAD:**  
Unit 2, 17 Market Street, SL6 5AA  
Tel: 01628 363 1747  
**GW READING:**  
29 Oxford Road, RG1 2QA  
Tel: 0118 959 8693  
**GW WINDSOR:**  
Unit 3, 6 George V Place, SL4 1QP  
Tel: 01753 861087  
**HENLEY ON THAMES, Henley Model Miniatures:**  
Tel: 01895 572684

### NEWBURY, ToyCraft:

Tel: 01345 38077  
**READING, HobbyCraft:**  
Tel: 0118 902 0600  
**WINDSOR, WJ Daniels:**  
Tel: 01753 862106

### BIRMINGHAM AREA

**GW BIRMINGHAM:**  
Unit 116, Bullring Link, B5 4BS  
Tel: 0121 633 7193  
**GW DUDLEY:**  
Unit 36, Merry Hill Centre, DY5 1SP  
Tel: 0118 448 1818

### GW SOLIHULL:

690 Warwick Road, B51 3DX  
Tel: 0121 705 7997  
• **GW LUTON COLDFIELD:**  
45-47 Birmingham Road, B72 1RH  
Tel: 0121 354 3174  
**GW WALSALL:**  
Unit 26, Old Square Shopping Centre, WS1 1QF  
Tel: 0192 272 5107  
**GW WOLVERHAMPTON:**  
9 King Street, WV1 1ST  
Tel: 0190 221 0466  
**BIRMINGHAM, Console Games:**  
Tel: 0121 477 0022  
**KIDDERMINSTER, TJ Models:**  
Tel: 01562 747002  
**WOLVERHAMPTON, HobbyCraft:**  
Tel: 0945 801 6541

### BUCKINGHAMSHIRE

**GW HIGH WYCOMBE:**  
No 55 Eden Walk Gallery, Edes, HP11 2ET  
Tel: 01494 455 1494  
**GW MILTON KEYNES:**  
Unit 2, 502 Stubbury Boulevard, MK9 2AD  
Tel: 01908 869 0477  
**AYLESBURY, Bear Necessities:**  
Tel: 01494 367 508  
**FENNY STRATFORD, Maple Models:**  
Tel: 01908 367 508  
**MILTON KEYNES, HobbyCraft:**  
Tel: 01908 368 130  
**MILTON KEYNES, Jays Crafts:**  
Tel: 01908 365578  
**MILTON KEYNES, Maple Models:**  
Tel: 01908 367 508

### CAMBRIDGESHIRE

• **GW CAMBRIDGE:**  
54 Regent Street, CB2 1DP  
Tel: 01223 351 3350  
**GW PETERBOROUGH:**  
3 Wendebury Street, PE1 1DH  
Tel: 01733 890 932  
**ELY, City Cycle Centre:**  
Tel: 01353 663131  
**HUNTINGDON, Sports & Fashions:**  
Tel: 01480 454541

### PETERBOROUGH, The Rift:

Tel: 01733 341007  
**ST NEOTS, Gamers:**  
Tel: 01480 217 481  
**WISBECH, Poppycraft:**  
Tel: 01945 475396  
**WISBECH, Prams & Toys:**  
Tel: 01945 584142  
**CHANNEL ISLANDS**  
**JERSEY, ST. HELIER, Imagination:**  
Tel: 01534 599407  
**JERSEY, ST. HELIER, The Little Shop:**  
Tel: 01534 792187  
**GUERNSEY, ST. PETERS PORT, Carousel:**  
Tel: 01481 721721

### CHESHIRE

• **GW CHESTER:**  
112 Foregate Street, CH1 1HB  
Tel: 0124 431 1567  
**GW CREWE:**  
8 Market Street, CW1 2EG  
Tel: 01276 246903  
• **GW MACCLESFIELD:**  
Unit 38, Cheshiregate Mall, Grosvenor Centre, SK11 6AR  
Tel: 01244 561 9020  
**GW STOCKPORT:**  
32 Mersey Square, SK1 1RA  
Tel: 0161 474 1427  
**GW WARRINGTON:**  
Unit 20, Bank Street, Time Square, WA1 2AP  
Tel: 01925 565 1904  
**ALTRINCHAM, The Gaming Craft:**  
Tel: 0161 929 9919  
**BIRKENHEAD, Kit Shop**  
Tel: 0151 647 9801

### CHESTER, HobbyCraft:

Tel: 01244 650 110  
**CONGLETON, Deans Toys & Cycles:**  
Tel: 01246 275277  
**CREWE, ABC Model Sport:**  
Tel: 01270 585 848  
**CREWE, Kac in a Box:**  
Tel: 01270 581 118

### ELLESMERE PORT, W Homer Cycles:

Tel: 0151 352130  
**MARPLE, Marauder Games:**  
Tel: 0161 427 4949  
**NANTWICH, HobbyCraft:**  
Tel: 0845 051 6317  
**NESTON, Carousel:**  
Tel: 0151 336 621  
**NORTHWICH, Level 1:**  
Tel: 01606 470531  
**NORTHWICH, The Model Shop:**  
Tel: 01606 477401  
**STALYBRIDGE, Hardcastles:**  
Tel: 0161 304 9402  
**STOCKPORT, HobbyCraft:**  
Tel: 0161 429 5400  
**STOCKPORT, Marauder Games:**  
Tel: 0161 427 3511  
**HYDE, Goslings Toymaster:**  
Tel: 0161 427 2099  
**WARRINGTON, HobbyCraft:**  
Tel: 0845 051 6541  
**WIDNES, The Hobby Shop:**  
Tel: 0151 4241 947

### CLEVELAND

• **GW MIDDLESBROUGH:**  
Unit 11, 39 Dundas Street, TS1 1HR  
Tel: 01642 225 4091  
**HARTLEPOOL, Illusions:**  
Tel: 01425 233 1995  
**NORMANBY, PC Tech:**  
Tel: 01462 461010  
**REDCAR, PC Tech:**  
Tel: 01642 481880

### CORNWALL

**GW TRURO:**  
Unit 1, Bridge House, New Bridge Street, TR1 2AA  
Tel: 0187 252 0047  
• **ST AUSTELL, Mad for Miniatures:**  
Tel: 01726 72259  
**BODMIN, Bricknells:**  
Tel: 01308 77006  
**BUDE, More Value:**  
Tel: 01208 352 362  
**CALLINGTON, Zaggy Games:**  
Tel: 01579 384 837

### CAMBORNE, Exit:

Tel: 01209 610224  
**FALMOUTH, Kernow Toymaster:**  
Tel: 01326 912 571  
**HAYLE, Bricknells of Hayle:**  
Tel: 01736 253 012  
**HELSTON, Exit:**  
Tel: 01926 563117  
**NEWLYN, Newlyn Post Office:**  
Tel: 01736 364592  
**NEWQUAY, Newquay Gaming:**  
Tel: 01237 854376  
**ST IVES, Dragon's Hoard:**  
Tel: 01736 79848  
**WADEBRIDGE, Bricknells:**  
Tel: 01208 811 274  
**COUNTY DURHAM**  
• **GW DURHAM:**  
64 North Road, DH1 4SQ  
Tel: 0191 374 1062  
**GW DARLINGTON:**  
78 Skinninggate, DL3 7LX  
Tel: 01322 530 2463  
**BARNARD CASTLE, Toy Shop:**  
Tel: 01833 637 396  
**BISHOP AUCKLAND, Windsock Models:**  
Tel: 01380 609 700  
**CONSETT, Kwikpart:**  
Tel: 01915 817 158  
**SEAHAM, Games of War:**  
Tel: 01207 581038  
**STOCKTON ON TEES, HobbyCraft:**  
Tel: 01642 616 880  
**STOCKTON ON TEES, Stockton Modeller:**  
Tel: 01642 616 880  
**CUMBRIA**  
• **GW CARLISLE:**  
Unit 2, Earls Lane, CA1 1DP  
Tel: 01292 859 8216  
**BARROW-IN-FURNESS, Heaths:**  
Tel: 01229 820 435  
**BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:**  
Tel: 01539 441 047  
**COCKERMOUTH, The Toy Shop:**  
Tel: 01900 825853

# TOP 1 TOYS

nummer één in speelgoed

Wondering where to find Warhammer? Seeking Space Marines? Lost and looking for The Lord of the Rings? There are stores across The Netherlands and Belgium belonging to the Top 1 Toys Group that sell Games Workshop products. With so many outlets, you can be sure that there is a local store near you. We've listed the members and their locations below for you.

- 1 **Ed van de Vyver BV**,  
Klokstraat 10, Sluis, 4524 EL
- 2 **Het Ganzebord**,  
Parlevinker 59, Amstelveen, 1186 ZB
- 3 **Netten Modelbouw**,  
Kwekelstraat 30, Gorinchem, 4201 JV
- 4 **Pijp Lines**,  
Pijpenstraat, Enschede, 7511 GM
- 5 **Postrein**,  
Dorpsstr 123, Barendrecht, 2992 BD
- 6 **Speldorado**,  
Hippolytusbuurt 21-25, Delft, 2611 HM
- 7 **Top 1 Toys Arie V/D Panne**,  
Hoofdstraat 66-68, Alphen A/D Rijn, 2406 GL
- 8 **Top 1 Toys De Speelplaneet**,  
Walstraat 108, Doetinchem, 7001 BV
- 9 **Top 1 Toys Jovi**,  
Weidestraat 12, Rosmalen, 5241 CB
- 10 **Top 1 Toys Kinderdroom**,  
Oranjerie 158, Apeldoorn, 7311 WG

- 11 **Top 1 Toys Kouwenhoven**,  
Langstraat 79, Wassenaar, 2242 KK
- 12 **Top 1 Toys Oldenzaal**,  
Deurningerstraat 23, Oldenzaal, 7571 BA
- 13 **Top 1 Toys Winterswijk**,  
Misterstraat 60, Winterswijk, 7101 EX
- 14 **Wouters Technohobby**,  
Pankenstraat 31, Bergeyk, 5571 CP
- 15 **Top 1 Toys Halle**,  
Basiliekstraat 66, 1500 Halle, BELGIE

To find out more about Top 1 Toys,  
check out their website:

**[www.top1toys.nl](http://www.top1toys.nl)**



## GAMES WORKSHOP®

### INDEPENDENT STOCKISTS

The Most Convenient Place to Shop!

- In Your Local Area
- Most Popular Boxes and Hobby Supplies
- Official Sellers

With over 1,000 locations across the UK, Scandinavia and Benelux, there's always a local stockist near you, perfect for that quick resupply or hobby need.

They concentrate on stocking our most popular products, meaning you're more likely to find exactly what you're looking for!

All our stockists are official sellers of Games Workshop games and hobby products.

## STOREFINDER KEY

### GAMES WORKSHOP HOBBY CENTRE

(\*) Indicates Coming Soon Facilities.

**PREMIUM STORE**  
Stocks most of the product range.\*

**NEW STORE OPENING**  
Indicates new accounts

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

**KENDAL**, Airreys of Kendal:  
Tel: 01539 720 781  
**PENRITH**, Harpers Cycles:  
Tel: 01768 864 475  
**ULVERSTON**, Jabberwocky:  
Tel: 01229 354097  
**WIGTON**, Jacksons Diecast Models:  
Tel: 01697 362 557  
**WORKINGTON**, ToyTown:  
Tel: 01900 873 322

## DERBYSHIRE

**GW DERBY**:  
42 Sadler Gate, DE1 3NR  
Tel: 0133 237 1657  
**ASHBOURNE**, Lumbards Toys:  
Tel: 01335 345115  
**BELPER**, Children's Choice:  
Tel: 01773 825065  
**BUXTON**, Knowles Toys and Models  
Tel: 01298 24203  
**CHESTERFIELD**, Chesterfield Department Store:  
Tel: 01246 220 200  
**GLOSSOP**, Wain Services:  
Tel: 01457 853 548  
**ILKESON**, Ilkerton Co-op:  
Tel: 01153 327 777  
**MATLOCK**, Shaves:  
Tel: 01629 552 482  
**RIPLEY**, Chimera Leisure:  
Tel: 01773 747849

## DEVON

**GW BARNSTAPLE**:  
8 Queens House, Queen Street, EX2 0HJ  
Tel: 01271 859115  
\* **GW EXETER**:  
31a Sidwell Street, EX4 6NN  
Tel: 0139 249 0305  
**GW PLYMOUTH**:  
84 Cornwell Street, PL1 1LR  
Tel: 0175 225 4121  
**GW TORQUAY**:  
12 Market Street, TQ1 3AQ  
Tel: 0160 720 1036  
**BIDEFORD**, The Tarka Train Company:  
Tel: 01323 424 807  
**BRIXHAM**, The Brixham Model Centre:  
Tel: 01803 882555  
**CULLOMPTON**, Nanna's Toychest:  
Tel: 01884 839317  
**DARTMOUTH**, WG Pillar & Co:  
Tel: 01880 832 116  
**EXETER**, Eldritch Games:  
Tel: 08458 98956  
**EXMOUTH**, Gamezone Models:  
Tel: 01395 267 723  
**HONITON**, Honiton Toy Shop:  
Tel: 01404 45741  
**HONITON**, Pressplay:  
Tel: 01404 74651  
**ILFRACOMBE**, KJ Hobbycrafts:  
Tel: 01271 879502  
**KINGSBRIDGE**, The Trading Post:  
Tel: 01548 852 943  
**NEWTON ABBOT**, Austins:  
Tel: 01262 333 484  
**NEWTON ABBOT**, Dragon's Cave:  
Tel: 01626 334999  
**PAIGNTON**, Paington Model Shop:  
Tel: 01803 535082  
**PLYMOUTH**, Model Shop:  
Tel: 01752 221 851  
**TAWISTOCK**, Kaleidoscope:  
Tel: 01822 525 236  
**TEIGNMOUTH**, Jackmans Toybox:  
Tel: 01626 778 260  
**TIVERTON**, Banbury's:  
Tel: 0188432627  
**TORQUAY**, Action Model Centre:  
Tel: 01398 480995  
**TORQUAY**, Toyzone:  
Tel: 01805 624 790  
**TOTNES**, Finishing Touches:  
Tel: 01803 862244

## DORSET

**GW BOURNEMOUTH**:  
24 Post Office Road, BH1 1BA  
Tel: 0120 231 9292  
\* **GW POOLE**:  
Unit 12 Towngate Centre, BH15 1ER  
Tel: 0120 268 5634  
**BLANDFORD FORUM**, Inspirations:  
Tel: 01258 480995  
**BOURNEMOUTH**, Hobbycraft:  
Tel: 01302 582 444  
**BRIDPORT**, Frosts Toymaster:  
Tel: 01308 422 296  
**CHRISTCHURCH**, Simple Miniature Games:  
Tel: 01202 489721  
**DORCHESTER**, Dorchester Toys:  
Tel: 01305 261 152  
**DORCHESTER**, Merlyn's Vault:  
Tel: 01305 262277  
**SHAFTESBURY**, Hardings:  
Tel: 0175 802095  
**SHERBOURNE**, The Corner House:  
Tel: 01935 815 915  
**SHERBOURNE**, The Toy Barn:  
Tel: 01935 815 040  
**WEYMOUTH**, Howley's Toymaster:  
Tel: 01305 779255

## ESSEX

**GW CHELMSFORD**:  
Unit 4C, The Meadows Centre, CM2 6FD  
Tel: 01274 549 0048  
**GW COLCHESTER**:  
2 Short Wyre Street, CO1 1LN  
Tel: 0120 676 7278  
**GW SOUTHEND**:  
12 Southchurch Road, SS1 2NE  
Tel: 0170 246 1251  
**GW THURROCK**:  
Unit 415B, Level 3,  
Islands Shopping Centre, RM20 2ZJ  
Tel: 0170 886 7133  
\* **HARLOW**, Marquee Models:  
Tel: 01279 423 354  
\* **SAFFRON WALDEN**, Game On:  
30 High Street, Tel: 01799 506 070  
**BASILDON**, HobbyCraft:  
Tel: 01268 240 100

**BILLERICAY**, Toys N Tuck:  
Tel: 01277 650444  
**BRAINTREE**, JKIM Direct:  
Tel: 01376 251 136  
**BRENTWOOD**, B&M Cycles:  
Tel: 01277 214 262  
**CLACTON ON SEA**, Clacton Art & Craft Centre:  
Tel: 01255 436 346  
**COLCHESTER**, 4TK Gaming:  
Tel: 01206 756300  
**HARLOW**, 3 Darths Comics:  
Tel: 01278 818757  
**HORNCHURCH**, Tole Haven:  
Tel: 01708 475051  
**MALDON**, Colin Bliss Models:  
Tel: 01621 851 327  
**RAYLEIGH**, Toys N Tuck:  
Tel: 01326 275 500  
**SOUTH WOODHAM FERRERS**, Candy Stix:  
Tel: 01425 825 786

## GLOUCESTERSHIRE

**GW CHELTENHAM**:  
16 Pittville Street, GL52 2LJ  
Tel: 0124 221 8459  
**GW GLOUCESTER**:  
35 Clarence Street, GL1 1EA  
Tel: 0145 250 5033  
**BOURTON ON THE WATER**, Bourton Model Railway:  
Tel: 01451 828 066  
**GLOUCESTER**, HobbyCraft:  
Tel: 01452 824 899  
**STOW ON THE WOLD**, Cleaver Models:  
Tel: 01453 80424  
**STROUD**, Alan Tyndall Ltd:  
Tel: 01453 761920  
**TEWKESBURY**, Toy Zone:  
Tel: 01664 293 776

## HAMPSHIRE

**GW BASINGSTOKE**:  
3 Potters Walk, RG21 7CQ  
Tel: 0125 446 6030  
**GW PORTSMOUTH**:  
34 Arundel Street, PO1 1NL  
Tel: 0239 287 6266  
**GW SOUTHAMPTON**:  
23 East Street, SO14 1HG  
Tel: 0238 033 1962  
**GW WINCHESTER**:  
46 Jovary Street, SO23 8RY  
Tel: 0196 288 9199  
\* **ALDERSHOT**, The Game Shop:  
Tel: 01252 371 443  
**ALTON**, Alton Model Centre:  
Tel: 01420 452 244  
**ANDOVER**, Hogsgosars Toymaster:  
Tel: 01754 152 265  
**BOTLEY**, Just Add Imagination:  
Tel: 01489 781 177  
**FARNBOROUGH**, Dark Star:  
Tel: 01252 345019

**GOSPORT**, IN Books and Wargames:  
Tel: 02352 556133  
**HAVANT**, HobbyCraft:  
Tel: 0845 051 6259  
**LYMINGTON**, H.F. Figures:  
Tel: 01590 672002  
**MILFORD ON SEA**, Millard Models and Hobbies:  
Tel: 01590 442 112  
**NEW MILTON**, Toys of New Milton:  
Tel: 01425 617 809  
**NORTHEND**, Fun Toys and Games Workshop:  
Tel: 02352 626354  
**PETERSFIELD**, Folly Models:  
Tel: 01703 267 932  
**RINGWOOD**, Toys of Ringwood:  
Tel: 01425 479 446  
**ROMSEY**, Roundabout:  
Tel: 01794 512 145  
**SOUTHAMPTON**, HobbyCraft:  
Tel: 0845 051 6251  
**SOUTHEASE**, Solent Wargames:  
Tel: 01703 881055  
**SOUTHEASE**, Southsea Models:  
Tel: 02392 233 208  
**WATERLOOVILLE**, Paul's Hobby Shop:  
Tel: 01705 259 158

## HEREFORDSHIRE

**GW HERFORD**:  
40 High Gate, HR4 0AB  
Tel: 01432 355 040  
**HEREFORD**, Weobley Bookshop:  
Tel: 01434 319292  
**HARPENDEN**, Loma's Toys:  
Tel: 01454 209066  
**LEOMINSTER**, Martin's Models & Crafts:  
Tel: 01468 615 782  
**ROSS ON WYE**, Revolutions:  
Tel: 01989 562 639

## HERTFORDSHIRE

**GW HEMEL HEMPSTEAD**:  
16 Bridge Street, HP1 1EF  
Tel: 0144 224 9732  
**GW ST ALBANS**:  
10 Heritage Close, AL3 4EB  
Tel: 0177 786 1193  
**ABBOTS LANGLEY**, The Battle Shop:  
Tel: 01893 406 119  
**BARNET**, Toys Toys Toys:  
Tel: 0208 498 0966  
**BERKHAMSTEAD**, Hamflins:  
Tel: 01462 864 642  
**BISHOP'S STORTFORD**, Boardmans:  
Tel: 01279 634 013  
**HARPENDEN**, Loma's Toys:  
Tel: 01582 789 204  
**HITCHIN**, Mainly Models:  
Tel: 01462 422 204  
**LETCHEWORTH**, Rowells Toy Emporium:  
Tel: 01452 688 712  
**LETCHEWORTH GARDEN CITY**, Rowells Toy Emporium:  
Tel: 01462 680 712  
**STEVENAGE**, HobbyCraft:  
Tel: 0845 051 6553  
**STEVENAGE**, KS Models:  
Tel: 01458 746 619  
**WELWYN GARDEN CITY**, Fun House Toy Store:  
Tel: 01707 291 319  
**WARE**, King George Stores:  
Tel: 01930 462 779  
**WATFORD**, HobbyCraft:  
Tel: 0845 051 6538

## ISLE OF MAN

**DOUGLAS**, Toymaster:  
Tel: 01624 622 154  
**RAMSEY**, Creativity and Craft:  
Tel: 01624 899780  
**RAMSEY**, Games Master:  
Tel: 01624 812203  
**ISLE OF WIGHT**  
**NEWPORT**, Cheap Thrills:  
Tel: 01383 539 139  
**NEWPORT**, Torch & Models:  
Tel: 01983 328 258  
**RYDE**, The Sports & Model Shop:  
Tel: 01983 862 454

## KENT

**GW BLUEWATER**:  
Unit 102B, Upper Thames Walk, Bluewater, DA9 9EQ  
Tel: 0132 242 7880  
**GW CANTERBURY**:  
Unit 5, Iron Bar Lane, CT1 2HN  
Tel: 0122 745 2880  
**GW MAIDSTONE**:  
2, Paulding Lane, ME14 1PA  
Tel: 0162 262 7757  
**GW TUNBRIDGE WELLS**:  
36 Grosvenor Road, TN1 2AP  
Tel: 0189 252 5783  
\* **BROADSTAIRS**, Time & Space:  
Tel: 01843 886 006  
**ASHFORD**, GZ Computers Ltd:  
Tel: 01850 419996  
**BEXLEY HEATH**, Kit Crazy:  
Tel: 0200 298 7377  
**CHATHAM**, Maynes:  
Tel: 01634 400 031  
**CRAYFORD**, HobbyCraft:  
Tel: 01690 713499  
**DOVER**, Turners Models:  
Tel: 01304 203 713  
**FAVERSHAM**, Abacus Toys:  
Tel: 01795 952227  
**FOLKESTONE**, Penkraft:  
Tel: 01391 278292  
**GRAVESEND**, Steve's Collectables and Models:  
Tel: 01474 564 465  
**GRAVESEND**, The Stamp Centre:  
Tel: 01474 534 166  
**HASTINGS**, Hastings Hobbies:  
Tel: 01424 200021  
**HERNE BAY**, Spearings:  
Tel: 01323 262 602  
**HYTHE**, Apple Jax  
Tel: 01303 262 602  
**MAIDSTONE**, HobbyCraft:  
Tel: 01622 621 750  
**MAIDSTONE**, Model World:  
Tel: 01622 235888

**GW OLRINGTON**, JH Lorimer:  
Tel: 01608 821139  
**SEVENOAKS**, JH Lorimer:  
Tel: 01732 452 940  
**SEVENOAKS**, Manklows:  
Tel: 01732 454 952

## LANCASHIRE

**GW BLACKPOOL**:  
8 Birley Street, FY1 1DU  
Tel: 0175 375 2056  
**GW BOLTON**:  
Unit 14 (1st floor), Crompton Place, BL1 1DF  
Tel: 01204 336 2181  
**GW PRESTON**:  
15 Miller Avenue, PR1 2QY  
Tel: 0177 282 1855  
**GW WIGAN**:  
12 Crompton Street, W1V 1TP  
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Tel: 01204 374 300  
**BURNLEY**, Compendium:  
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**CHORLEY**, Toymaster:  
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**KIRKHAM**, RK Boyes:  
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**LEIGH**, Toymaster:  
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**PRESTON**, HobbyCraft:  
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**THORNTON-CLIFVELS**, Toys2save Collectables:  
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**WIGAN**, Wigan Model Centre:  
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## LEICESTERSHIRE

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22 Biggin Street, LE11 1JA  
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**LOUTH**, Castaline:  
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**MABLETHORPE**, Belas Toymaster:  
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Tel: 01754 763 429  
**SPALDING**, Mason's Models:  
Tel: 01775 724 456  
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## LONDON

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Unit 35, Drummond Centre, Kewley Road, CR0 1TP  
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8 High Street, KT19 6AD  
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Shop 7, Lower Square, Kensington Church Street, W8 4EH  
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33 Fife Road, KT1 1SP  
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Unit F10, The Plaza Shopping Centre, W1D 1LF  
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Tel: 01923 245388  
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Unit 93, The Mall Wood Green, High Street, N22 6RA  
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**CAMDEN**, Goodwoods:  
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**WALLASEY**, Wirral Model Shop  
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Tel: 0151 6400287

## MIDDLESEX

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## NORFOLK

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Tel: 01462 897 767  
**EAST DEREHAM**, Youngsters World:  
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**GREAT YARMOUTH**, Kerrisons:  
Tel: 01493 853891/01493 850639  
**HOLT**, Starlings Toymaster:  
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**HUNSTANTON**, The Card Box:  
Tel: 01485 856666  
**HUNSTANTON**, Pavilion Toymaster:  
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Tel: 01603 765 595  
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Tel: 0693 611954  
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**SHERINGHAM**, Starlings Toymaster:  
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**TAVERHAM**, Norvic Models Ltd:  
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## NORTHAMPTONSHIRE

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**NORTHAMPTON**, Project Hydra:  
Tel: 01604 639966  
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**WELLINGBOROUGH**, Software Seller:  
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## NORTHUMBERLAND

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**CORBRIDGE**, The Village Square:  
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**MANSFIELD**, Maelstrom Games:  
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**NOTTINGHAM**, HobbyCraft:  
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**BICESTER**, HobbyCraft:  
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**CARTERTON**, Giles Sports:  
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**OXFORD**, Boswells Toymaster:  
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Tel: 01491 825196  
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Tel: 01993 704 929

## PEMBROKESHIRE

HAVERFORDWEST, Emrys:  
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## RUTLAND

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OSWESTRY, Funfayre:  
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GLASTONBURY, PC's PC's:  
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GW SUNDERLAND:  
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GW NUNEATON:  
3 Bridge Street, CV11 4DZ  
Tel: 02476 325754

GW STRATFORD:  
Unit 1, 37 Windsor Street, CV37 6NL  
Tel: 01799 297 762

BEDWORTH, Railway & Modellers Junction:  
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COVENTRY, Hobbycraft:  
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MELKSHAM, The Toyshop:  
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SHAFTESBURY, Harding's:  
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SWINDON, HobbyCraft:  
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GW HARROGATE:  
53 Station Parade, HG1 1TF  
Tel: 01423 556 6310

GW HULL:  
30 Paragon Street, HU1 3ND  
Tel: 01482 258 9576

GW LEEDS:  
184 Leeds Lane, LS1 6LB  
Tel: 0113 242 0834

GW SHEFFIELD (Central):  
16 Fitzwilliam Gate, S1 4BH  
Tel: 0114 223 0174

GW SHEFFIELD (Meadowdale):  
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THIRSK, Thirsk Art Store:  
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Tel: 01947 602 213

## NORTHERN IRELAND

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BALLYMENA, Camerons:  
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BANGOR, Replay Games:  
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BELFAST, The Basement:  
Tel: 028 9646 0484

BELFAST, Serenity Games:  
Tel: 028 9624 9578

CARRICKFERGUS, The Basement:  
Tel: 028 336 3678

ENNISKENN, Hannas Toyworld Toymaster:  
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ENNISKENN, Modellers Corner:  
Tel: 028 4632367

LISBURN, Frontline Models:  
Tel: 028 9267 7844

NEWRY, Murphy's World of Wonder:  
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NEWRY, Murphy's World of Wonder:  
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NEWTOWNABBEY, The Basement:  
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Tel: 028 27 6461

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## SCOTLAND

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GW AYR:  
Unit 2,

**TURNHOUT, 41 Bazarke:**  
Tel: 014 41 15 36

**VILVOORD, Boekcenter BVBA:**  
Tel: +32 (0)21 251 20 05

**WESTKERKE, What Ever:**  
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**WIJNEGEM, Collecta Wijnegem:**  
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**BRAZIL**  
  
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# DIRECTORY

## Club Listing



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

### THE GAMES WORKSHOP CONNECTION

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

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

The GCN strives to meet the following objectives:

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

### THROW DOWN THE GAUNTLET!

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

### SETTING UP YOUR OWN GAMING CLUB

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

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

## VISIT THE GCN ONLINE AT [WWW.GCNM.ORG.UK](http://WWW.GCNM.ORG.UK)

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

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Many of the amazing games and display tables at this year's Games Day were constructed and run by members of the Gaming Club Network, including this Ork-themed, wreckage-strewn dragster race by the 1st Company Veterans gaming club imaginatively entitled, 'Orky Anapolis'.

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**See page 108 for the Store Directory**

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**See page 109 for the Directory**

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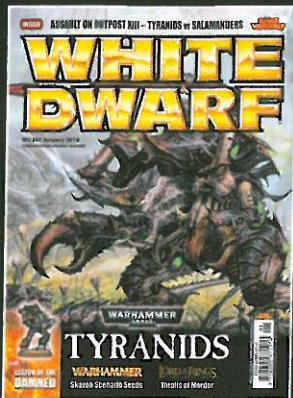
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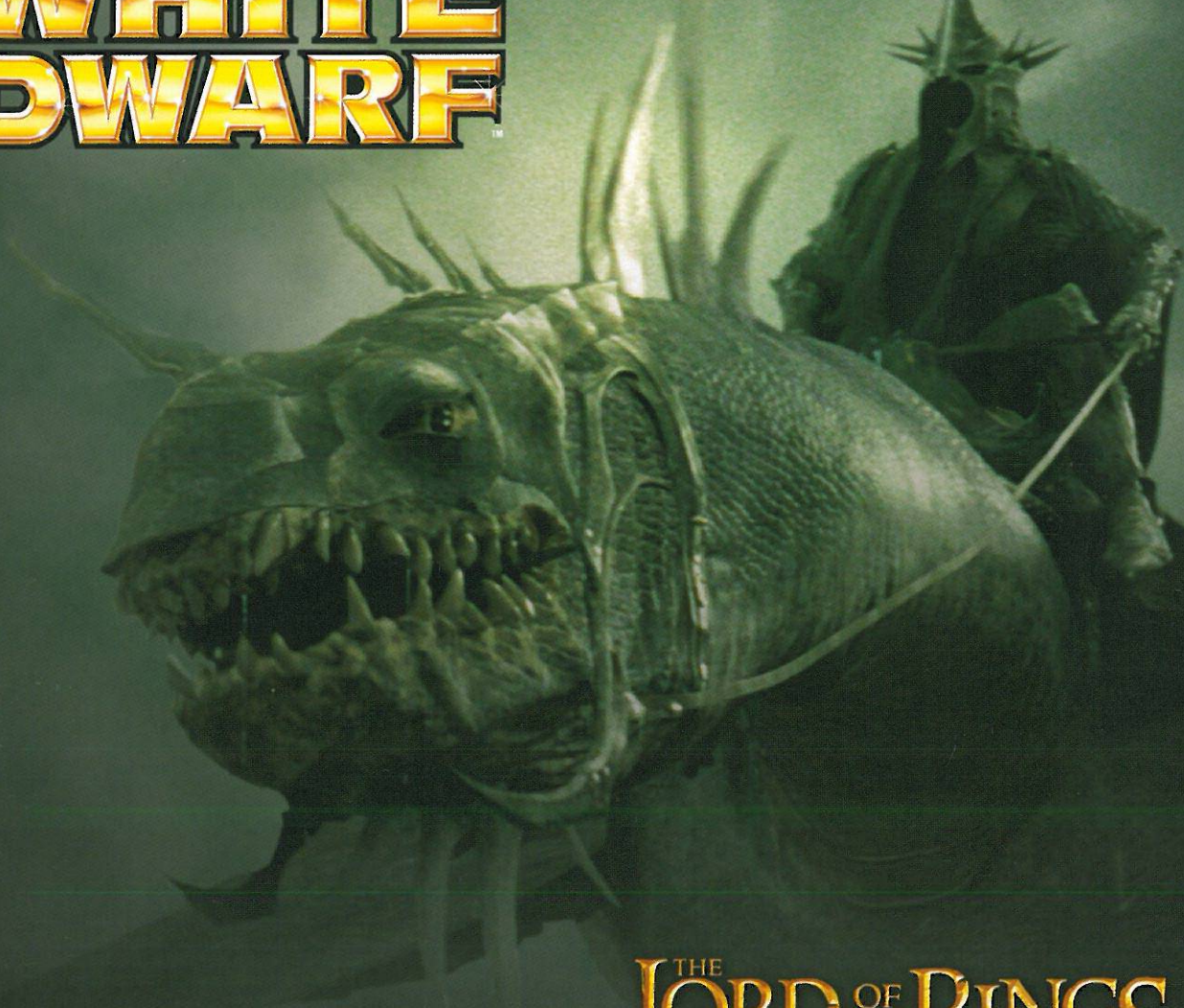
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