

INSIDE:

MECHANISED FURY – NEW TANKS AND DREADNOUGHTS

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WHITE DWARF

WD363 March 2010

GAMES WORKSHOP'S MONTHLY MAGAZINE

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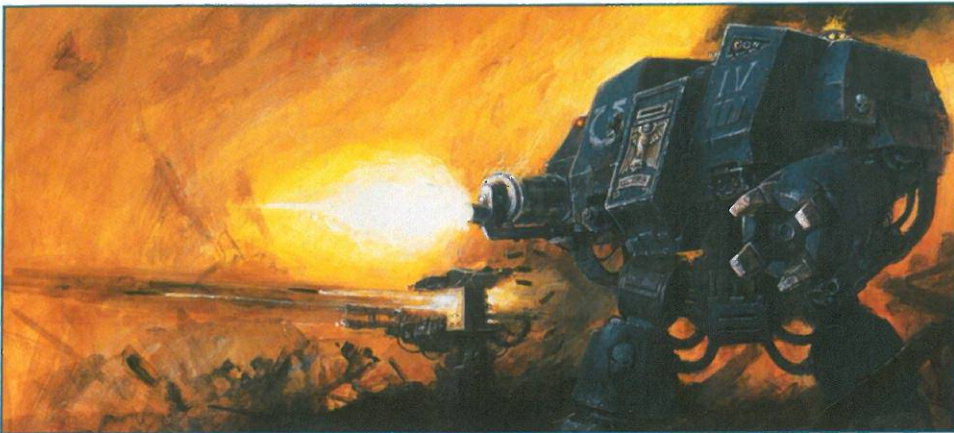
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Spearheaded by a Venerable Dreadnought, a Raven Guard force battles the Eldar of Biel-Tan.

EDITORIAL



This month we've been inundated with shiny new stuff for Warhammer 40,000, which means that I'm spoilt for choice when it comes to choosing articles for White Dwarf. It's also had the unexpected side-effect of making me all nostalgic.

'Why so, Mark?', I hear you cry. Well, what started it for me this month was the new Space Marine Venerable Dreadnought (see the page opposite). It made me think about how far our miniatures have come since I was a lad first starting out in the hobby. Sure, I had a small

selection of miniatures, even some of the first ever multi-part plastic Space Marines (the oft-remembered RTB01 box set), but it wasn't until the 2nd edition of Warhammer 40,000 was released in the early 90s that I really got into collecting whole armies. At that time, the staple miniature in my Space Marine army was the snap-fit model that came in the big boxed game, augmented by some metal characters and, eventually, a very heavy metal Dreadnought. What the new Venerable Dreadnought has made me realise is that now pretty much every model in a Space Marine army is a multi-part, multi-pose kit, so the possibilities presented for kit-bashing, posing and adorning your models with scrolls, sigils and other decoration is endless. Even the vehicle kits now come with accessory sprues and extra bits on the frames. We've reached that stage where no two models in an army have to look the same, and that's quite an eye-popping concept for people who've been in the hobby for a while. And it's not just Space Marines – the new Ork releases this month prove that variety is the spice of life – and don't get me started on the Warhammer Empire army (my other great hobby love). The Citadel design team never cease to amaze me.

And what was my first ever Space Marine army, 'back in the day'? It was a Blood Angels army. Which means that I'm like a kid in a sweet shop at the moment, because next month will be an even bigger nostalgia trip for me. I'm not sure I can take it!

Mark Latham, Editor



Cover artwork by Adrian Smith

WHITE DWARF 363 • MARCH 2010

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MECHANISED FURY

The rumble of tank tracks and the unmistakable stomp of Dreadnoughts are reverberating around White Dwarf this month as the vehicles of the 41st Millennium storm across the battlefields. Gun your engines and head over to page 15.

FEATURES

15 MECHANISED FURY

Tread-heads rejoice! Adam Troke is tasked to find out about the new mechanised Imperial Guard, Space Marine and Ork reinforcements.

28 MISSION CONFIRMED

Adam's journalistic prying doesn't stop at tanks either. With a new Warhammer 40,000 Expansion also out this month, he delves into Battle Missions to find out more.

34 REINFORCEMENTS

Mat Ward presents rules for using the new Rohan and Isengard heroes in the Strategy Battle Game.

38 THE FORTRESS OF ISENGARD

Under the guise of the White Wizard, Adam Troke talks tactics for the armies of Orthanc.

46 RUSH AND REND

Andy Smillie returns to talk about Warhammer armies geared for defeating the foe in close combat.

50 GORTHOR'S RAMPAGE

Phil Kelly recounts the legends of Gorthor, the beastliest Beastlord that ever was.

58 TACTICA: TYRANIDS

Hive Mind sympathiser Robin Cruddace talks tactics and strategy for the Great Devourer.

REGULARS

03 NEW RELEASES

What's about to hit the shelves of your local store.

11 NEWS

The latest goings on in the Studio and beyond.

88 STANDARD BEARER

Jervis addresses a question he's constantly asked...

104 DIRECTORY

Hobby activities and news in your area.

BATTLE REPORT

66 PREPARED ASSAULT

The Orks take on the Imperial Guard in the first battle report to use a scenario from the new Battle Missions Expansion. Jervis Johnson introduces the proceedings.



HOBBY

91 TYRANID DIGESTION POOLS

Mark Jones explains how he created the gloopy-looking digestion pools for the Studio's Tyranid terrain set.

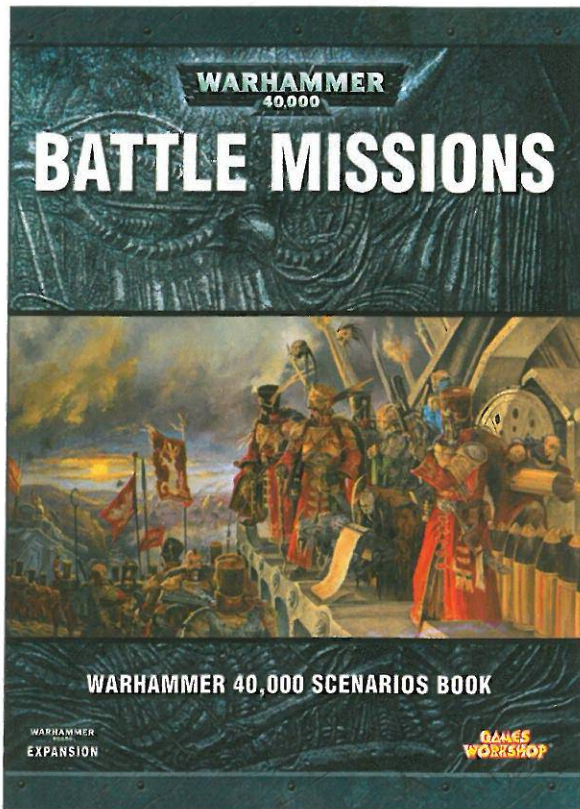
92 ARMY WORKSHOP: ISENGARD

This month we feature Nick Bayton's excellent Isengard force and follow his army-building journey.

98 'EAVY METAL MASTERCLASS: FREEHAND DESIGN

The 'Eavy Metal team give us a Masterclass on how to paint freehand designs on your miniatures.

WARHAMMER 40,000



WARHAMMER 40,000 EXPANSION: BATTLE MISSIONS

In the latest Warhammer 40,000 supplement, your generalship and tactical acumen will be tested to the limit through a series of missions designed to provide you and your army with fresh, exciting challenges on the battlefield. Battle Missions is packed full of new missions based on the tactics and fighting style of the armies of Warhammer 40,000.

Battle Missions is a full-colour supplement for Warhammer 40,000 that features thirty new missions to put you through your paces. This 96-page book also contains three special missions – very different tactical challenges designed to give players an unusual and rewarding gaming experience. As well as a slew of new missions, the book also includes extensive background material, maps and more.

BATTLE MISSIONS

Product code: 60040199023

Written by Jervis Johnson

UK £15 Denmark 175dkr

Euro €22.50 Swe/Nor 205skr/nkr

ON SALE MARCH 6TH



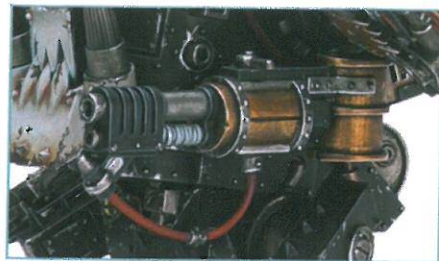
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ORKS

Mekboyz are always designing new and destructive weapons. Our very own Mekboyz, Dale Stringer and Seb Perbet, have been hard at work, with two new Ork kits out this month.

ORK DEFF DREAD

MULTI
PART
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Skorcha



Kustom mega-blasta



Rokkit launcha



Big shoota

“The kit contains everything a Big Mek could ever want, so no two Deff Dreads need look the same.”

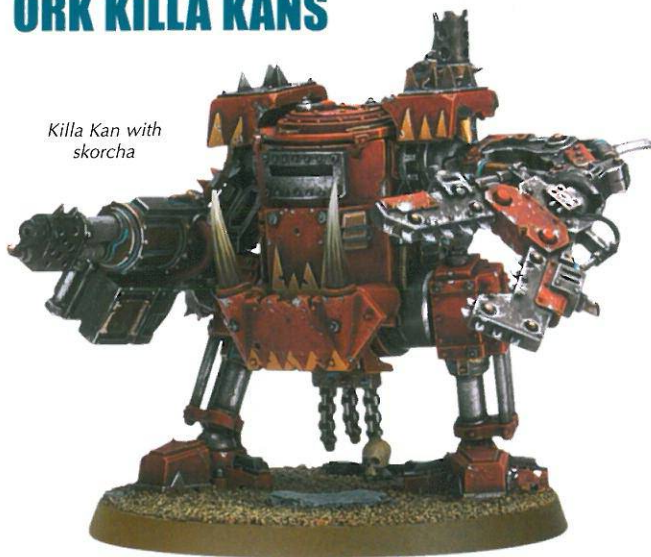


This month sees the release of the new plastic Deff Dread, a clanking, crashing walker so big that it towers over even a Space Marine Dreadnought. The model really encompasses all that the Orks love about warfare, bedecked with loud guns to blast away at the enemy at range and huge shears for really getting to grips with the foe.

The kit contains everything that a Big Mek could ever want for his latest invention, so no two Deff Dreads need ever look quite the same! You'll find enough weapons on the frame to equip your Deff Dread with big shootas, rokket launchas, kustom mega-blastas or a skorcha, as well as enough buzzsaws and power shears to ensure that you have the right weapon for the job. The kit also contains myriad glyph plates, alternative armour pieces, smoke stacks and accessories.

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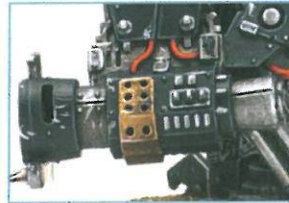
ORK KILLA KANS



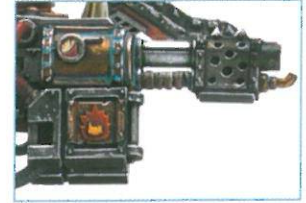
Killa Kan with skorcha



Dreadnought close combat weapon



Grotzooka



Skorcha



Killa Kan with rokkit launcha



Killa Kan with big shoota

MULTI
PART
PLASTIC
KIT

ORK FLASH GIT WITH TARGETING SQUIG

This metal Flash Git comes from the talented hands of Matt Holland. Armed with a snazzgun and assisted by a one-eyed targeting Squig, he's the envy of da Boyz.



Wherever you see this symbol, that product is only available to order. See page 118 for details.



Killa Kans are the smaller cousins to Deff Dreads – deadly walkers piloted by Gretchin pilots that typically operate in small mobs of two or three. This kit contains an abundance of options, ensuring that every Killa Kan looks different – and for even more variety, the parts from this kit are interchangeable with the Deff Dread. The kit contains a mob of three Killa Kans and boasts a variety of additional options for your models – including a big shoota, skorcha, rokkit launcha and grotzooka.

For more information on the new Killa Kan and Deff Dread kits, including full-colour frame diagrams, check out our feature on page 15.

ORK DEFF DREAD

Product code: 99120103023
Sculpted by Dale Stringer and Seb Perbet.
UK £30 Denmark 300dkr
Euro €39 Swe/Nor 380skr/nkr

ORK KILLA KANS

Product code: 99120103024
Sculpted by Dale Stringer
UK £27 Denmark 270dkr
Euro €35 Swe/Nor 340skr/nkr

ORK FLASH GIT WITH TARGETING SQUIG

Product code: 99060103137
Sculpted by Matt Holland
UK £10 Denmark 100dkr
Euro €13 Swe/Nor 125skr/nkr

ON SALE MARCH 6TH

SPACE MARINES

Not wanting to be outdone by the crude war machines of the Ork Mekboyz, our Techmarines have been hard at work on the latest Space Marine kit – the new plastic Venerable Dreadnought.

SPACE MARINE VENERABLE DREADNOUGHT



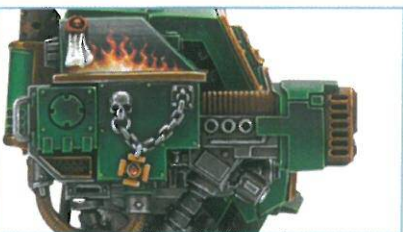
Dreadnought close combat weapon



Twin-linked lascannon



Assault cannon



Plasma cannon



Ultramarines Venerable Dreadnought

SPACE MARINE VENERABLE DREADNOUGHT

Product code: 99120101083

Sculpted by Colin Grayson, Jes Goodwin and Tom Walton.

UK	£26	Denmark	260dkr
Euro	€35	Swe/Nor	330skr/nkr

ON SALE MARCH 6TH

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Venerable Dreadnoughts are amongst the mightiest and wisest of the warriors that any Space Marine force can call upon, great heroes entombed within an armoured sarcophagus so that they may continue to wage the eternal war. The new plastic Venerable Dreadnought is a fitting tomb for these ancient heroes, its armour plates adorned with litanies of battle, honorifics and other awards of victory. The kit includes several different sarcophagi, alternate heads and armour plates, not to mention all manner of purity seals, wreaths and other decorative elements, allowing you to build a bespoke Dreadnought. The kit also includes a range of interchangeable weapon options so that you can pick your weapon loadout before the battle.



Dreadnought close combat weapon



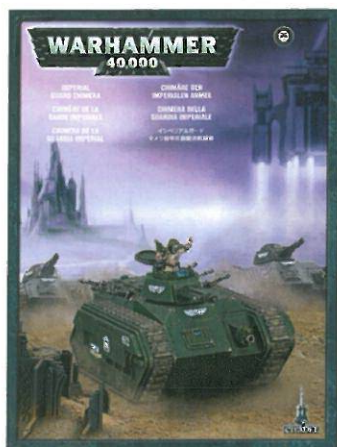
Close combat weapon with heavy flamer

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IMPERIAL GUARD

As if Dale Stringer hadn't been busy enough this month, he's also turned his hand to updating two classic Imperial Guard kits, providing tread-heads with more options than ever before.

IMPERIAL GUARD CHIMERA



The tried-and-tested workhorse of the Imperial Guard, the Chimera is one of the best armoured transport vehicles in Warhammer 40,000. Not only does it have a front armour of 12, but is armed with a multi-laser and heavy bolter as standard. With carrying capacity for twelve Guardsmen – enough for an Infantry Squad and accompanying characters – the Chimera can be counted on to spearhead any armoured assault. This updated, somewhat sleeker Chimera plastic kit contains all of the weapon options and vehicle wargear from the Imperial Guard army list, along with a variety of optional extras.

IMPERIAL GUARD CHIMERA

Product code: 99120105046

Sculpted by Dale Stringer

UK £20 Denmark 225dkr

Euro €30 Swe/Nor 270skr/nkr

ON SALE MARCH 20TH



The hunter-killer missile is just one of the optional extras included in the Chimera kit.

MULTI
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KIT



Turret-mounted heavy flamer



Turret-mounted heavy bolter



Hull-mounted heavy flamer

This month, we've also repackaged the Imperial Guard Basilisk kit to include the updated Chimera chassis, so that the Chimera, Basilisk and Hellhound/Bane Wolf kits all have a consistent look.

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WARHAMMER®

BEASTMEN

Whether you are starting a new army or adding to an existing force, Warhammer Battalions are a great way to get hold of a solid selection of Core and Special unit choices. Released this month is the new Beastmen Battalion.



BEASTMEN BATTALION



Bestigor

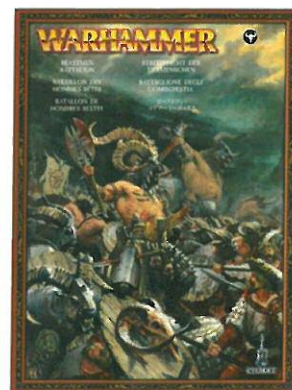


Gor



Ungor

MULTI
PART
PLASTIC
KIT



Jammed full of braying, battle-hungry Gors, Ungors and Bestigors, the Beastmen Battalion is the perfect way to start (or reinforce) your Beastmen army. Containing 40 plastic Beastmen – 20 Beastmen Gors, as well as 10 Ungors and 10 Bestigors – the Battalion box set lets you get to grips with the Children of Chaos, and unleash their primal fury upon the trembling realms of man.

BEASTMEN BATTALION

Product code: 99120216005

Sculpted by Dale Stringer

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Euro €70 Swe/Nor 660skr/nkr

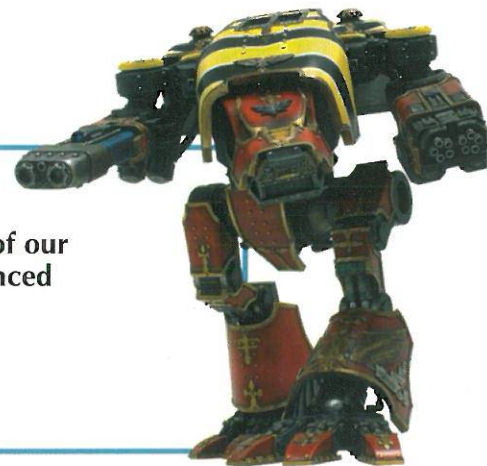
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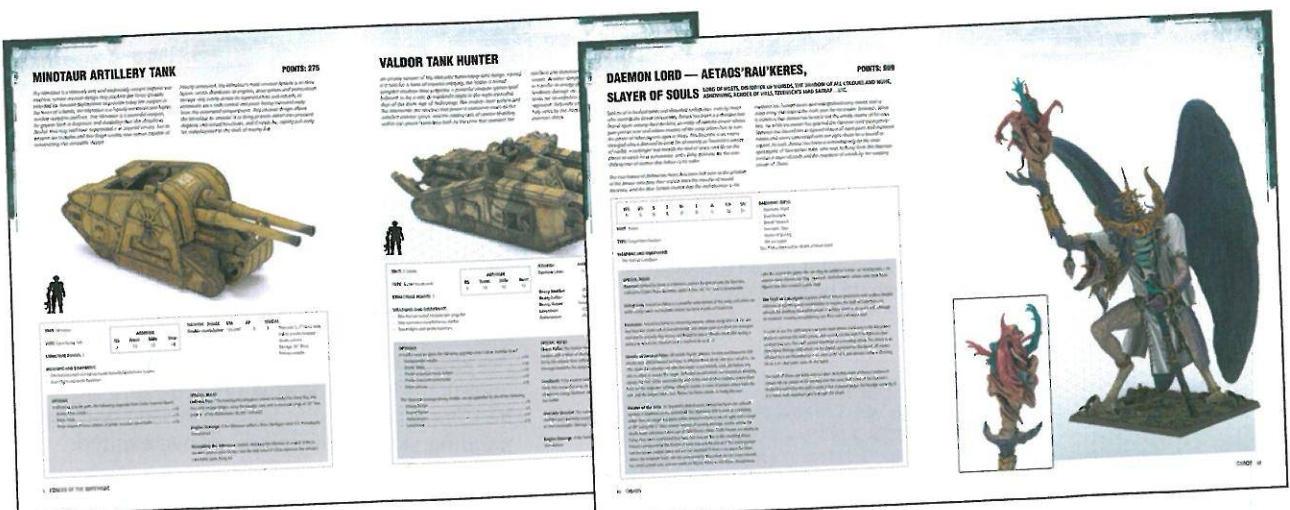
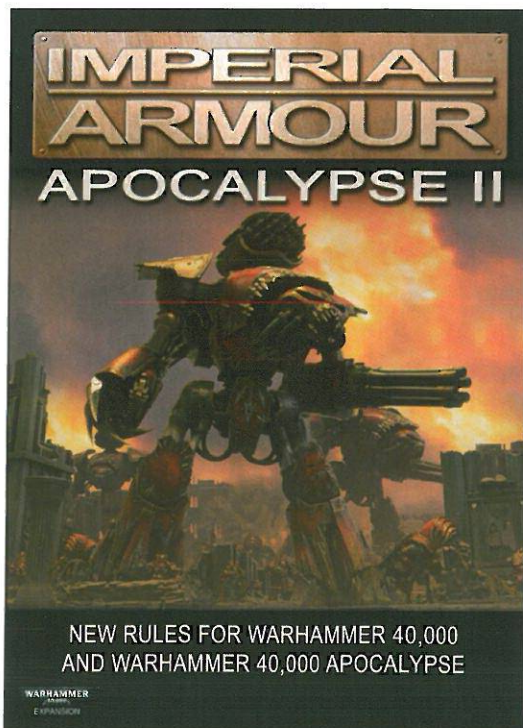
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IMPERIAL ARMOUR APOCALYPSE II

Imperial Armour Apocalypse II is packed with over fifty new Apocalypse datasheets ranging from legendary units such as the mighty Reaver Battle Titan and the Daemon Lord Aetaos'rau'keres – Tzeentch's Slayer of Souls – to new battle formations including the savage Ork Mega-Rippa Krew and the lethal Eldar Death Web.

This 112-page, full-colour hardback provides comprehensive and updated rules and descriptions for using all of Forge World's recent models in your games of Warhammer 40,000 and Warhammer 40,000 Apocalypse, as well as new Apocalypse missions to play and lots of new options and background to enhance your games.



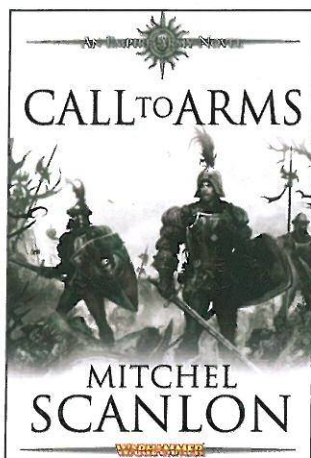
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CALL TO ARMS



Dieter Lantz is a recruit to the 3rd Hochland Swordsmen, known as 'the Scarlets'. Called into battle when an Orc army rampages across the province, the Scarlets are defeated and Hochland is threatened with collapse. In desperation, legendary general Ludwig Von Grahl is brought out of retirement – he is the last hope to stem the vicious green tide.

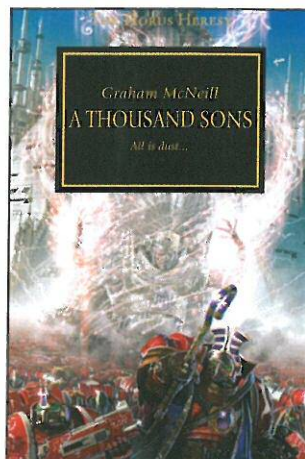
CALL TO ARMS

by Mitchel Scanlon

ISBN: 978-1-84416-812-5

UK £7.99 Denmark 70dkr
Euro €10.50 Swe/Nor 80skr/nkr

A THOUSAND SONS



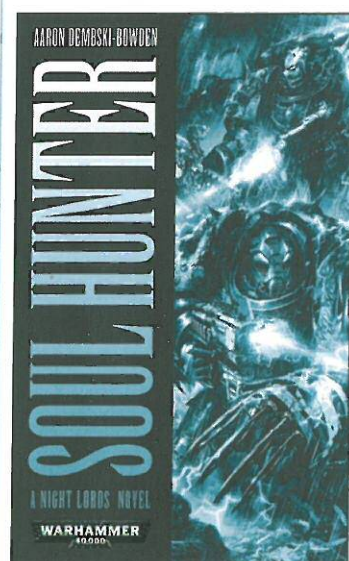
Shamed at the council of Nikea, Magnus the Red and his Thousand Sons return to Prospero to continue their use of the arcane arts in secret. But when the ill-fated Magnus forsores the treachery of Horus and warns the Emperor with the very powers he was forbidden to use, the Master of Mankind dispatches Leman Russ to attack Prospero itself.

A THOUSAND SONS

by Graham McNeill

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SOUL HUNTER

The Night Lords are one of the most feared Legions of Chaos Space Marines. Remorseless hunters and killers, they relentlessly battle the Imperium to avenge the death of their Primarch, Konrad Curze. Their dark crusade takes them to the world of Crythe Primus, where they fight Imperial forces to claim the planet. There, an alliance with the Black Legion must last long enough for them to be victorious.

SOUL HUNTER

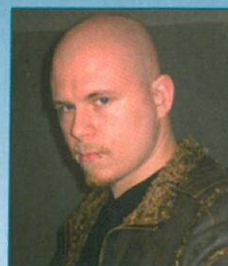
by Aaron Dembski-Bowden

ISBN: 978-1-84416-810-1

UK £7.99 Denmark 70dkr
Euro €10.50 Swe/Nor 80skr/nkr

ABOUT THE AUTHOR

Aaron Dembski-Bowden has written for the videogame and RPG industries. He was the Senior Writer on the million-selling MMO *Age of Conan: Hyborian Adventures*. His first published work for the Black Library was *Cadian Blood*, and later this year he will be writing a Space Marine Battles novel, as well as delving into the Horus Heresy series. He's been a deeply entrenched fan of Warhammer 40,000 since he ruined his copy of *Space Crusade* with the painting skills expected of an overexcited nine-year-old.



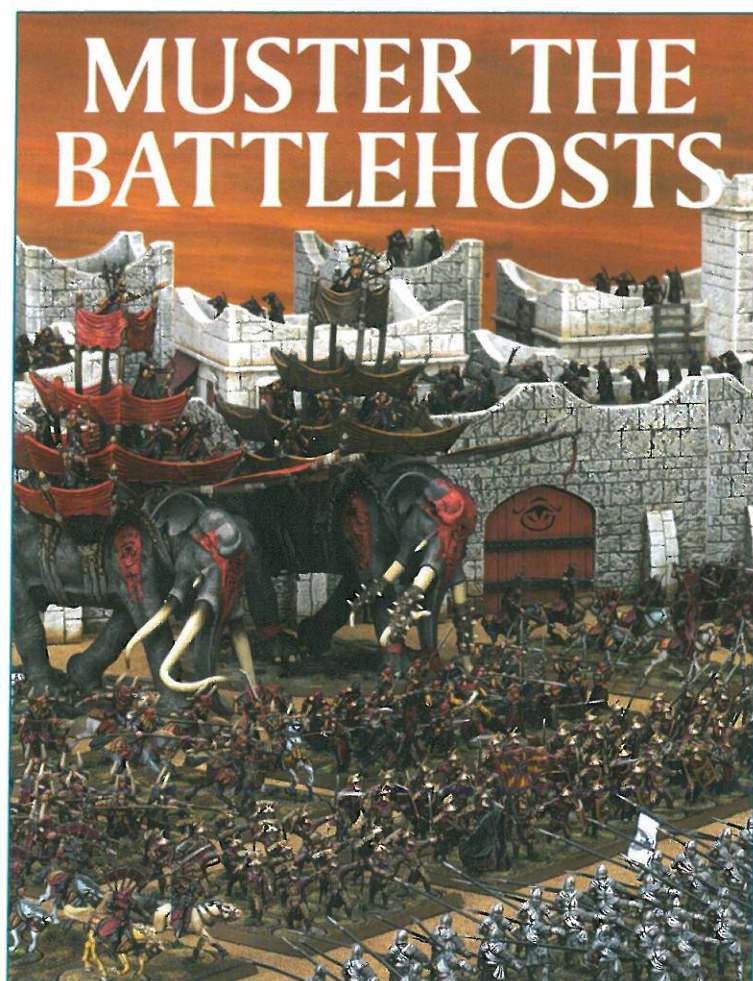
WAR OF THE RING™

Answer the call to arms and muster together your mightiest warriors – bring the Battlehosts to war.

The first Expansion for War of the Ring arrives in May. *War of The Ring: Battlehosts*, enables you to group your formations and heroes into powerful fighting units that are far greater than the sum of their parts.

These are the eponymous Battlehosts and every faction fighting in the battles of the War of The Ring has access to them. *War of The Ring: Battlehosts* gives every player an opportunity to look at their collection afresh, adding new formations and heroes to their army to take advantage of the awesome Battlehosts rules. Whether it's the Gorgoroth Orc Horde of Mordor, Drár's Wardens from the Dwarf Holds or one of the 57 other Battlehosts, your games will be even more action-packed than before as the lands of Middle-earth turn red with the blood of the enemy.

We'll be covering this in a lot more detail, including a look at some of the new Battlehosts in action, in May's issue of White Dwarf. Until then, may the light of the Valar protect you.



Even More Flights of Fantasy

The guys at Fantasy Flight Games have been as busy as ever and this month present two new supplements:

Warhammer: Invasion – The Warpstone Chronicles

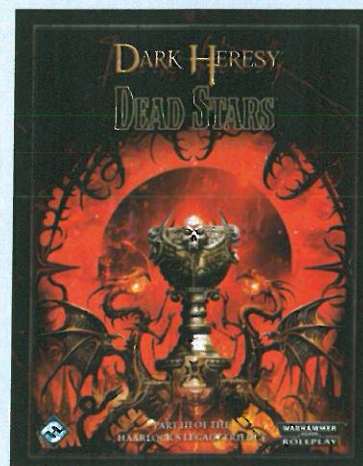
Released monthly, battle packs add new forces to your Warhammer: Invasion deck. Contained within each pack, new units and support to build up your kingdom, explore fantastic new quests, or wage war upon the battlefield. The first set of battle packs form the Corruption Cycle. This deadly new saga sees the Skaven burst forth from their underground lairs while the Witch Hunters, hearing the calls for aid, have assembled to throw back the forces of blasphemy. Each side is amassing power faster than ever before. Only one side can win the war – which one will you lead?



Dark Heresy: Dead Stars

The final chapter in the Haarlock's Legacy Trilogy, *Dead Stars* takes Acolytes to the forbidden world of Mara and the haunted planet of Dusk, where they'll make a fateful decision that affects the future of the entire Calixis Sector. The infamous Rogue Trader Erasmus Haarlock returns, and only the Inquisition stands between him and his dark revenge.

As old enemies and allies join the struggle, will the you be able to survive the terrifying conclusion?



WEB LORE

www.games-workshop.com

The Art of Warhammer 40,000

We've put together some seminal pieces of Warhammer 40,000 artwork and talked to the artists who painted them. And because we're feeling extra generous, Adrian Smith's brilliant Battle Missions cover can be downloaded for free as a desktop wallpaper.



Also on the Web...

The Internet never runs out of space, which is lucky because we always have a good go at filling it up. As well as the features already mentioned this month you'll also find loads of extra articles on the website, including:

- Exclusive web-only Battle Mission
- Venerable Dreadnought painting and assembly
- Deff Dreads and Killa Kans painting and assembly
- Chimera painting and assembly
- Warhammer 40,000 Walkers Tactics

Did You Know?

That our Hobby Centres are an exciting locus of the hobby, but even their shelves cannot cope with Games Workshop's entire range of models and kits. The only place where you'll find every model available to order is at the Games Workshop website. This includes a whole host of models and components such as the Bitz Packs and the always-expanding Collectors' Range. Sign up at the website to keep in the loop with newsletter updates, and get access to special areas of the website including the White Dwarf Archive.



www.games-workshop.com

Andy Hall: As you'll know by now, there's a new 40K supplement released this month in the form of Battle Missions. We'll be taking a close look at the book and have even coaxed Jervis into writing an exclusive Battle Mission for the web. But that's not all, as we continue to fill the web up with comprehensive assembly guides, this time for all the new vehicle kits and we've even had time to squeeze in a Tactics on using walkers too!

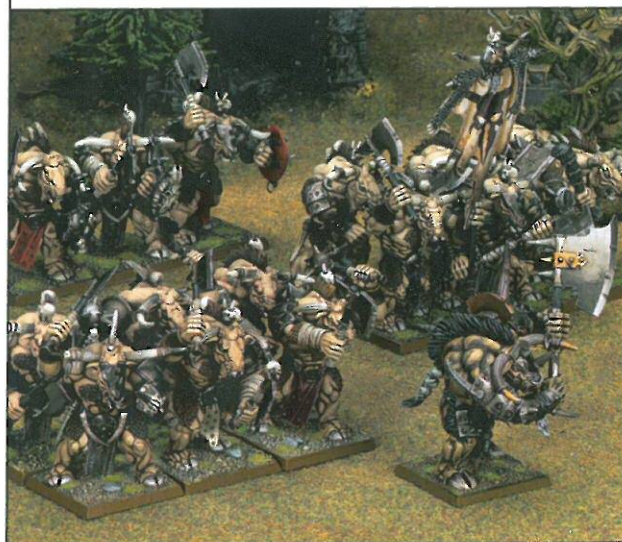
Battle Missions in Action

We feature three Battle Missions from the new book and give a full tactical breakdown on how the game might play out, what players can expect and strategies they should think about using. There'll be guest punditry aplenty from some of the most astute gamers from around the Studio. This article is a must for all those who love to analyse a battle from every conceivable angle.



Summons of the Doombull

With the rampages of the Beastmen still at the forefront of our minds we take a look at Minotaur armies, those warherds led by Doombulls and Gorebulls. We have full tactics, example armies and wise words from the behorned Phil Kelly.



Easter at your local Hobby Centre

As the dust that was kicked up over the last few months during the Winter Crusade begins to settle, we turn our attention to the Easter Spring Break and the glut of hobby activities that await you in your local Hobby Centre.

Hopefully, this Christmas you received that brand new army you've been hankering after (or the first few units to get you off to a fine start, at least), and over the last two months it has grown into a force to be reckoned with. But as the new Spring season dawns, it's time to let your armies explode into full bloom and expand into a mighty war host.

To give you a helping hand, this Easter our dedicated staff will be lending valuable advice and guidance to help you plan where to take your army next. They'll be running loads of modelling and painting activities to help you get your army up to fighting strength in no time, and to cap it all off, at their regular gaming sessions you can learn new battlefield tactics and strategies to help you take your fledgling force and become a fearsome warlord at the head of an immense horde!

So, to find out exactly what will be going on, get down to your local Hobby Centre and ask them about their Easter activities.



School League Finals

The time to prepare for your School League victory is running out! Your troops should all be ready to fight and secure your school's place in the National Final. If you have not yet got your final preparations done all is not yet lost – get down to your local Games Workshop store and get your armies whipped into shape.

Don't forget that you can gain vital points for your team by having your army painted and based and you can get an extra point if you have a written, legal army list. These points can make the difference between 1st and 2nd place as was shown by the difference between 1st and 2nd at last year's National Final!

The dates and locations for all Regional Finals (including all the new ones) are on the website so check out your closest one and book in now! Please remember that to book a place we do need to speak with the adult in charge of the club.



Black Library POD Clarification

Although December's issue suggested otherwise, Black Library's Print on Demand books are not downloadable products – they are physical copies of classic titles, which can be ordered directly via the website – www.blacklibrary.com. The Black Library does have plans for downloadable ebooks, which will be available soon.

GAMES DAY & GOLDEN DEMON 2010

It's hard to believe that it's almost been 35 years since the first ever Games Day and it's grown significantly since then. From humble beginnings to arena-filling sell-out events, Games Day has only gotten better and better, and 2010's event will be no exception.

Tickets to Games Day 2010 will go on sale from 30th May, but if you're a White Dwarf subscriber, you'll be delighted to hear that you can purchase your ticket a whole month early, available to subscribers from 1st May.

And, as has become tradition, this year's ticket includes the exclusive Games Day Miniature, pictured here; the intimidating Warhammer Chaos Sorcerer.



2009 Golden Demon Winners Display

Golden Demon winners from UK Games Day 2009 are coming to Games Workshop HQ in April, where along with celebrating their successes many of these master painters will be placing their winning pieces on display in the Citadel Miniatures Hall. If you couldn't get to Games Day last year, or want a closer look at some Golden Demon standard miniatures, join us at Warhammer World between April the 10th and June the 5th for this exclusive exhibition.

games-workshop.com

A world of online hobby

Have you ever finished reading your latest copy of White Dwarf and asked yourself the question "do I really have to wait another month for more hobby goodness?". Well, now you don't have to, because new hobby content is being added to our amazing Games Workshop website every single day. All this is waiting for you online:

Games Workshop Blog

A day-to-day account of the weird and wonderful goings on in Games Workshop Hobby Centres around the world and at Head Office, here in Nottingham.

The Astronomican

A complete list of all the latest articles that have been added to the site.

Full range of Games Workshop products

These days our Hobby Centres just aren't big enough to hold all of our products. That's not a problem as every single product is right here!

Community and Events

Find out what's going on in your local Hobby Centre and clubs.

Register today and get even more!

To really improve your experience online, you can register and get access to the following benefits:

- Special '**Registered Customer only**' promotions
- Access the **White Dwarf Database** – a selection of some of the most famous, most popular and most awe-inspiring articles from White Dwarf, that is regularly added to each month
- **Receive free delivery to your local store**
- Take advantage of **My Games Workshop** to:
 - Bookmark your favourite articles
 - Find out about events near you
 - Create your own personalised wish-list
 - And much, much more...
- **Subscribe to the Games Workshop newsletter** – be the first to find out about our latest new releases, advanced orders and news

So, register today and get access to all the hobby goodness you can handle!

BECOME LEGENDARY

A Local Legend!

The eagle-eyed amongst you may have noticed that from time to time we encourage our readers to 'Become Legendary' by applying to become a Games Workshop Hobby Centre manager. Well, our quest is far from over! We are continuing to open stores in new locations around the UK and need great people to run them for us.

We caught up with one of our recent success stories to give you a taste of life as a new Games Workshop manager – John Lie's GW journey has taken him all the way from Norway to Belfast and he is now proudly running our new Stevenage Hobby Centre.

White Dwarf: What did you do before Games Workshop?

John Lie: A bit of everything! I did contractual work all over Norway and moved around a fair bit. I was ready for a change and started in the Games Workshop Oslo store as a full timer. In October 2007 I then moved to the Belfast store, which is where I found out about becoming a manager.

WD: How did you find out about our Trainee Manager programme?

JL: My manager in the Belfast store recommended that I go for it, so I did!

WD: Why did you apply?

JL: Being a full timer was great, but I really fancied a new challenge and I thought that I could do a good job as a manager.

WD: How did you apply and what happened?

JL: I was sent to a Selection Day at Head Office, but unfortunately wasn't successful the first time around. I got some really great feedback from the Training team which I took on board, and with the support of my manager, I went back three months later and passed!

WD: What was the training like?

JL: Very good and very intense. It really does demand 100% commitment and there are times when it isn't easy, but the day when you proudly receive that coveted manager's black shirt makes it all worthwhile.

WD: Why did you choose to work in retail?

JL: I really enjoy working with people, and in a retail environment you get to meet new people every day. The job is great fun and a real challenge.

WD: What is running a Hobby Centre like?

JL: Fantastic – it is so much fun every day! Stevenage is a great town and people have been really appreciative that we have opened a Hobby Centre in their local area.

WD: What advice would you give to someone thinking of applying?

JL: Go for it, be yourself and be prepared to work hard!

Do you think you could be our next success story? To find out more about becoming a Games Workshop store manager and to apply, visit games-workshop.com

WARHAMMER
40,000

MECHANISED FURY

This month the armoured might of the 41st Millennium is unleashed upon the battlefield with a slew of tanks and walkers. White Dwarf's Adam Troke mounts up to bring us the full details.



Adam: March is a great month for Warhammer 40,000 players with a veritable gamut of great new vehicle kits released onto the battlefields of the 41st Millennium. These additions include stunning new walkers for both Space Marine and Ork players and an updated Chimera and Basilisk kit for the Imperial Guard.

Determined to shine the light of the Emperor (or Gork and Mork for that matter) onto this deluge of new releases as possible, I set off around the Studio to interrogate the miniatures designers and bring forth everything you need to know about the month of mechanised fury!

ANCIENT HEROES

Venerable Dreadnoughts are ancient and mighty heroes of the Space Marine Chapters. We ambushed Tom Walton and Colin Grayson and got them to spill the beans on the newest Space Marine war machine.

In a month packed full of stunning new releases, the new plastic Venerable Dreadnought is something quite special – I can practically hear Space Marine players everywhere cooing (from loyal Ultramarines commanders, to devout Black Templar Marshals, and every possible Chapter in between). This chunky plastic kit finally brings one of the much sought-after options in the Space Marine armies into plastic, enabling an unprecedented amount of conversion and customisation potential, especially when combined with the existing Space Marine Dreadnoughts. This kit is the handiwork of Citadel miniatures designers Colin Grayson and Tom Walton – the dynamic duo, who combined their sculpting powers to produce this jaw-dropping miniature. When you get a good look at the frames (check out the full-colour frame layout on the right) the first thing that strikes you is the sheer number of components included that enable you to really make your Venerable Dreadnought unique. When I caught up with Tom and Colin, Tom explained all this flexibility. 'We did it to add choice to your Venerable Dreadnought. Do you want baroque detailing, ornate scrolls or flat surfaces for you to decorate by hand? Do you want a sealed sarcophagus or a recessed helmet? There are more ways to customise and personalise your Venerable Dreadnought now than ever. Some of the parts we've added have provenance in Warhammer 40,000's ancient history, as

befits a Venerable Dreadnought. Horus Heresy buffs will recognise the shape of the helmets, and the classic three-fingered Dreadnought power fist.'

Just looking at the components you can see that Colin and Tom have excelled themselves, adding on sculpted details of famous battles and campaigns, myriad purity seals and honour badges, and five weapon options including the never-before-available-in-plastic plasma cannon. 'Paint all of the guns,' Tom says. 'We've built the gun-arms so that the weapons slot in easily, so you can simply plug the weapon you want in before the game.'

As a Space Marine player myself, something I was excited about was cross-compatibility, and Colin and Tom have done us proud. 'Most of the parts are compatible between all three Space Marine Dreadnought kits,' Colin explains. 'And, because the parts are all plastic, it's easier than ever to kit-bash and convert them.'

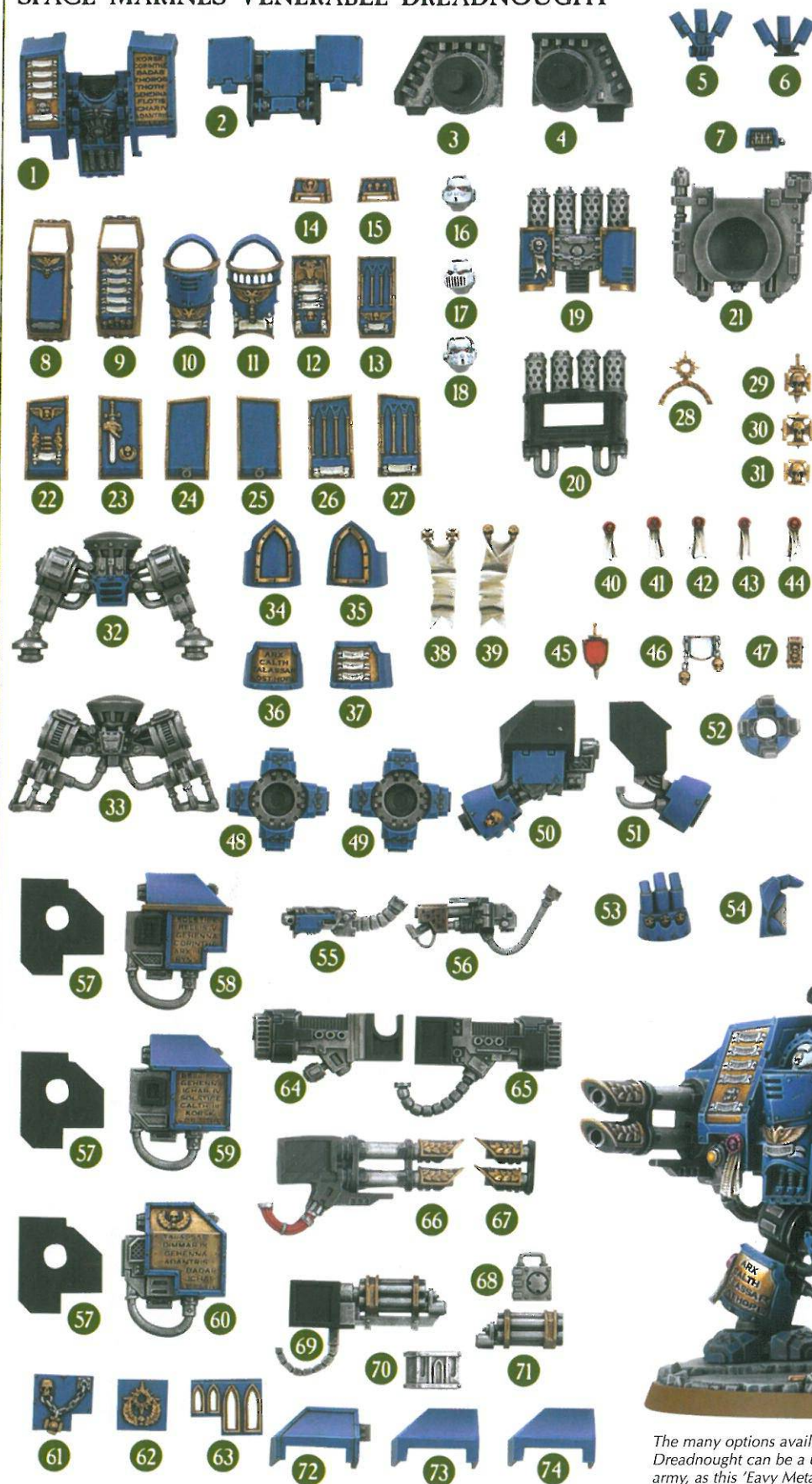
For more on the Space Marine Venerable Dreadnought, including a complete step-by-step assembly guide (along with a host of great kit-bashing ideas) and a walkers tactica for Warhammer 40,000 make sure you check out our website:

www.games-workshop.com



A mob of Killa Kans might be able to take down a single Space Marine Dreadnought, but not three!

SPACE MARINES VENERABLE DREADNOUGHT



- 1 Sarcophagus
- 2 Sarcophagus top
- 3-4 Sarcophagus sides
- 5-6 Smoke launcher
- 7 Spotlight
- 8-11 Sarcophagus front
- 12-13 Sarcophagus front plates
- 14-15 Sarcophagus visors
- 16-18 Heads
- 19-20 Power plant
- 21 Sarcophagus base
- 22-27 Armour plates
- 28 Iron Halo
- 29-31 Terminator honours
- 32-33 Legs
- 34-37 Leg armour
- 38-39 Scrolls
- 40-44 Purity seals
- 45-46 Shields
- 47 Reliquae
- 48-49 Feet
- 50-51 Close combat arm
- 52-54 Power fists
- 55 Storm bolter
- 56 Heavy flamer
- 57 Gun arm inner
- 58-60 Gun arm outer
- 61-63 Gun arm panels
- 64-65 Plasma cannon
- 66-67 Lascannon
- 68 Power pack
- 69-71 Assault cannon
- 72-74 Left shoulders



The many options available means that every Venerable Dreadnought can be a unique centrepiece in your army, as this 'Eavy Metal Dreadnought demonstrates.

FOR THE EMPEROR!

The Imperial Guard are the embodiment of mechanised fury – an army that can call upon some of the biggest tanks and deadliest guns to be found anywhere on the battlefields of the 41st Millennium.

This month Dale Stringer has been working his design magic on the Imperial Guard Chimera, giving the chassis an overhaul. The result is a rejuvenated Chimera with a newly streamlined hull. This is just the latest in a long line of releases for the Imperial Guard – over the past year the ranks of the Imperial Guard have been bolstered by a swathe of new plastic kits, many of them heavily armed and armoured tanks and walkers, such as the Leman Russ Demolisher, the Hellhound, the Sentinel and now the redesigned Chimera.

This profusion of firepower aptly fits the background for the Hammer of the Emperor – just as the Imperial Guard is defined by the vast numbers of soldiers at its disposal, it is also renowned for the mighty battle tanks and armoured vehicles it can call upon. No other army in Warhammer 40,000 has access to quite so many armoured vehicles.

The Leman Russ is the mainstay of the Imperial Guard's armoured companies and can be outfitted for any circumstance, from the siege-breaking demolisher cannon to the Executioner plasma cannon well-suited to vaporising heavily armoured squads.

The Hellhound is a short-ranged, fast-moving flamer tank ideal for tackling large groups of enemy infantry. For power-armoured foes, consider the Bane Wolf variant – this noxious monstrosity launches an AP3 template attack.

To spearhead the armoured assault, there is no better transport than the Chimera APC. The standard armament of heavy bolter and multi-laser is meaty enough, but it can always be upgraded with heavy flammers for clearing out pockets of enemy resistance.

Finally the regiments of the Imperial Guard are ably supported by long-ranged artillery such as the Basilisk.

There's much more Imperial Guard information on the web this month, with an all-new guide to assembling your Chimera and Basilisk, as well as detailed painting guides for Cadian, Catachan and Vostroyan vehicles. If you're looking for more information on the Imperial Guard, make sure you take a peek at the Games Workshop website.

www.games-workshop.com

Not even the Chaos Space Marines can stand firm in the face of an Imperial Guard mechanised assault.





A mechanised column of Imperial Guard is ambushed by an Ork warband accompanied by a Dreadmob.



WAAAGH! DA ORKS

There has been much rejoicing from the Ork players here in the Studio as they've got their paws on the new Killa Kans and Deff Dread. Dale Stringer is being hailed as the Champion of Gork (or Mork), so I picked his brains on the subject.

Dale Stringer has been up to his armpits in armour plates and engines recently, working on the new Deff Dread and Killa Kans. 'Seb Perbet got the ball rolling on the Deff Dread with a detailed plasticard prototype,' Dale explains. 'From there I took matters in hand and developed his ideas, ending up with the kits you can see here. Because both the Kans and the Dread are established pieces in the Ork range, we already knew roughly what they were going to look like – heavily armoured dustbins on legs. But, we wanted to take the next design step for them: add more detail and provide more choice. All the Killa Kans are completely interchangeable with each other and they can also be combined with parts from loads of other kits – the lower weapon mounts from the Deff Dread fit seamlessly into the ball socket on the Kans, and the exhausts from the Ork Bikes work on both walkers. Then there's the way you can swap out the smaller guns for the

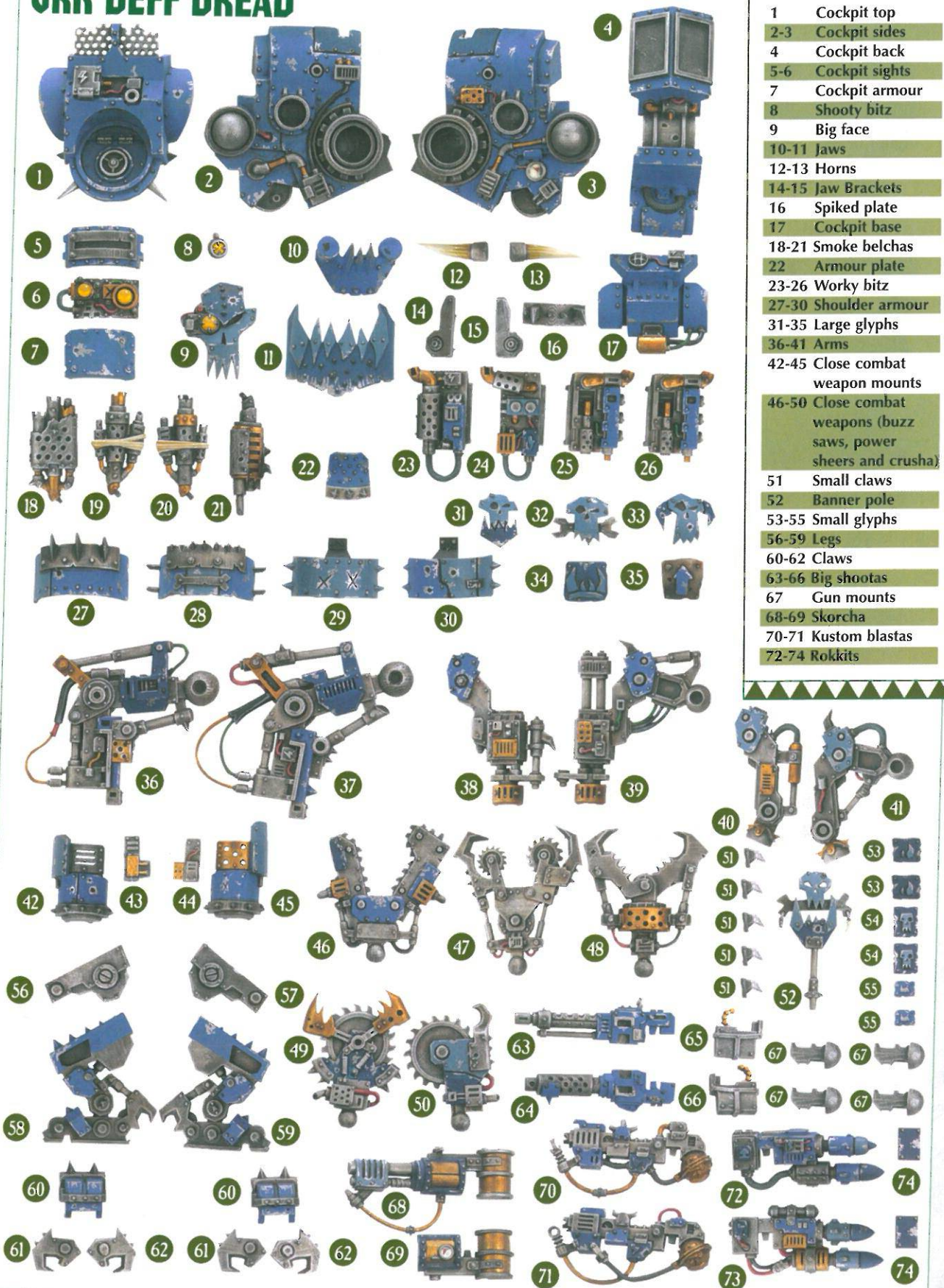
pinle mounts of a Battlewagon with ease. And that's all before you start any serious chopping and gluing – the Deff Dread and Killa Kan are a Mek Boyz dream come true, there's endless potential to mix them with all the other plastic kits in the Ork range.'

The new Killa Kans and Deff Dreads certainly pose a host of collecting and converting options for Ork players – there are just so many great conversion and kit-bashing opportunities to explore, as well as the possibilities for great combinations within the army list itself. For example, including a Big Mek in your Ork army enables you to field a single Deff Dread as a Troops choice – freeing up a Heavy Support slot for another big, shooty (or stompy) unit. It's no small wonder that the Ork players here in the Studio have been running their own version of an Ork scrap trade. There's been lots of maniacal cackling and stompy sound effects from the 'green-skinned' corners of the room.

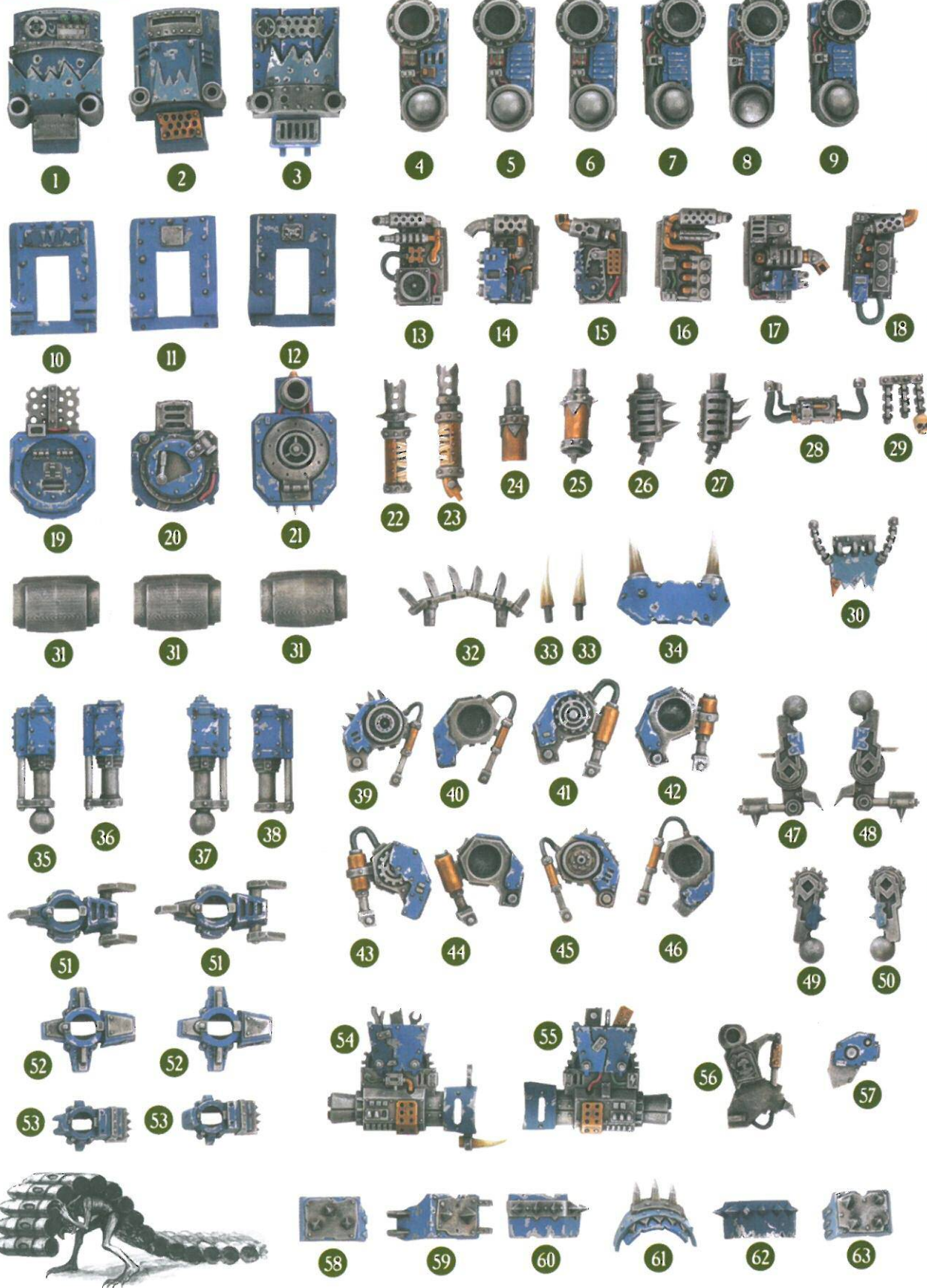


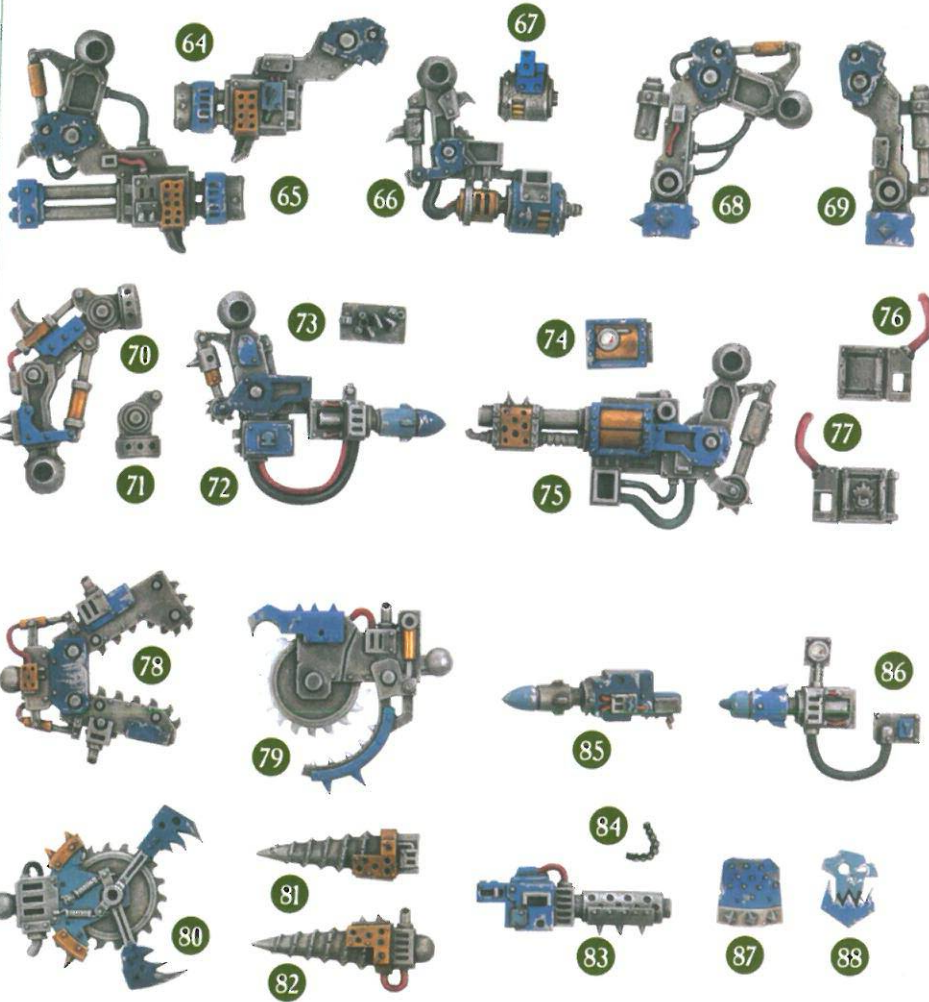
Goff Deff Dreads and Killa Kans spearhead an attack on the enemy lines, followed by the rest of da Boyz.

ORK DEFF DREAD



ORK KILLA KANS





- 1-3 Cockpit front
- 4-9 Cockpit sides
- 10-12 Cockpit back
- 13-18 Power plants
- 19-21 Cockpit hatch
- 22-27 Smoke belchas
- 28-30 Dangly bitz
- 31 Cockpit base
- 32 Metal teef
- 33 Horns
- 34 Jaw
- 35-38 Piston legs
- 39-46 Hips
- 47-50 Legs
- 51-53 Feet
- 54-57 Grotzooka
- 58-63 Shoulder armour
- 64-71 Arms
- 72-73 Rokkit launcha
- 74-77 Skorcha
- 78-82 Close combat weapons (Crushas, buzz saws and drillas)
- 83-84 Big shoota
- 85-86 Rokkits
- 87 Armour plate
- 88 Glyph



The Killa Kan kit includes plenty of different weapon options as these two 'Eavy Metal Killa Kans demonstrate, from big shootas to giant power shears.



Killa Kans can be armed with a Grotzooka, a large-barrelled blunderbuss that fires a deadly hail of scrap gathered from the floor of the Mek's workshop.

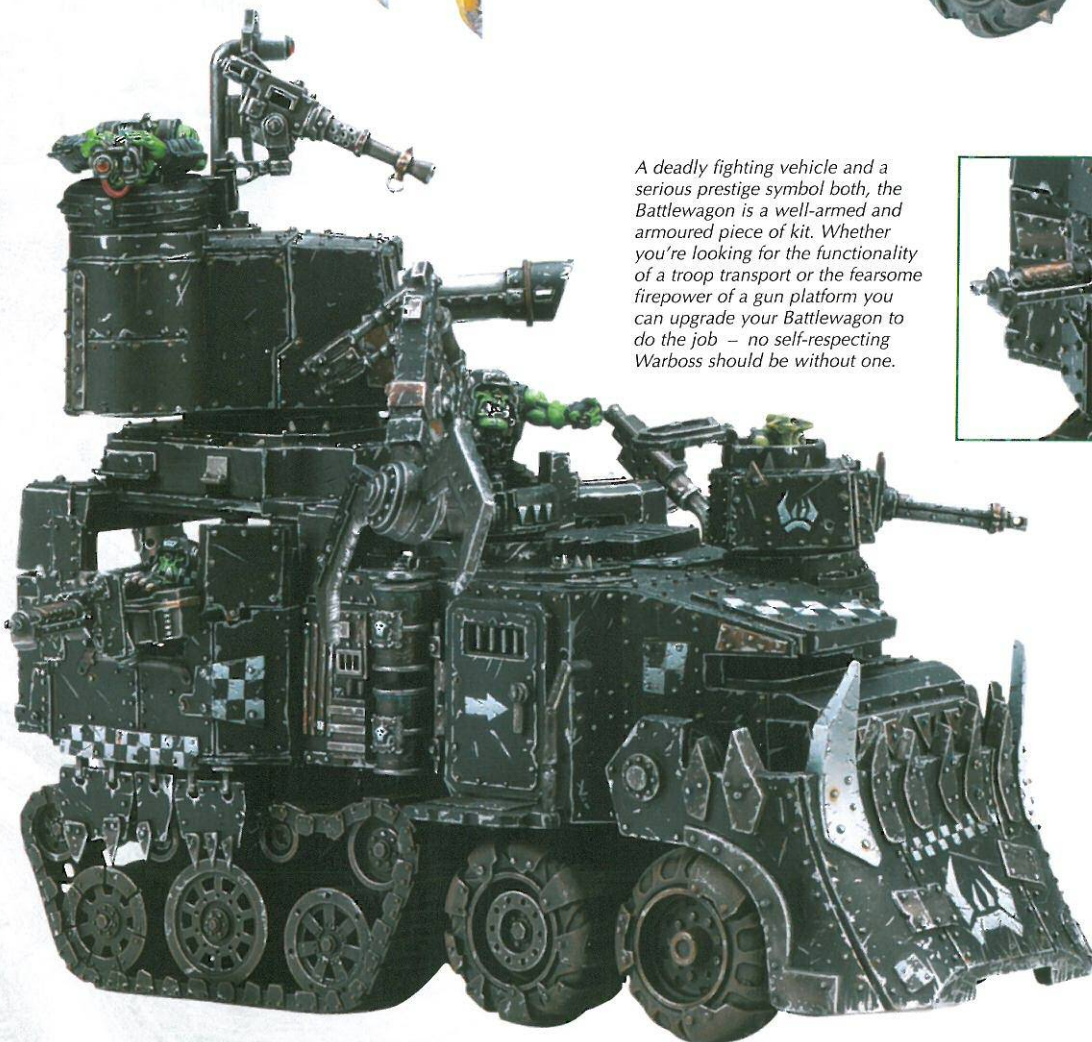
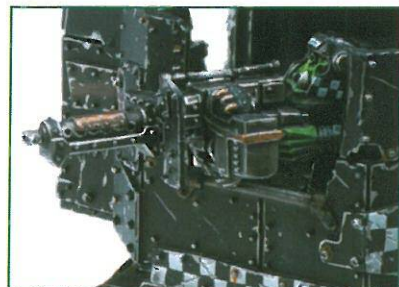
WHEELS OF STEEL

Stomping across the battlefield in a clanking Deffdread isn't to the liking of all Orks – some of them just want to burn rubber and get stuck into the enemy as fast as possible. That's where vehicles such as the Trukk and Battlewagon come in.

The Trukk is the standard transport for mobs of Ork Boyz, a reliable fighting vehicle that can carry a blood-crazed mob into the thick of battle. Of course, it's a ramshackled, poorly armoured affair, but by the time the lads have stuck a few spare guns, boarding planks and a wrekkka ball onto it they're not too bothered. Trukks packed with Boyz are perfect for storming across the battlefield and capturing objectives or for hurling headfirst into the enemy.



A deadly fighting vehicle and a serious prestige symbol both, the Battlewagon is a well-armed and armoured piece of kit. Whether you're looking for the functionality of a troop transport or the fearsome firepower of a gun platform you can upgrade your Battlewagon to do the job – no self-respecting Warboss should be without one.



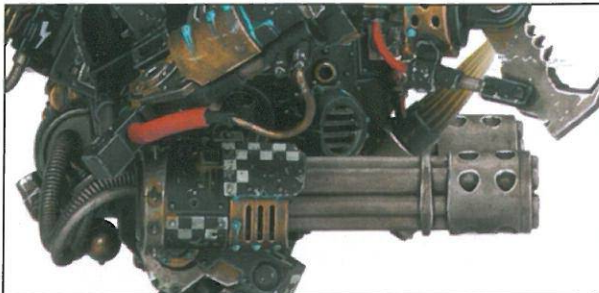
PAINTING MASTERS



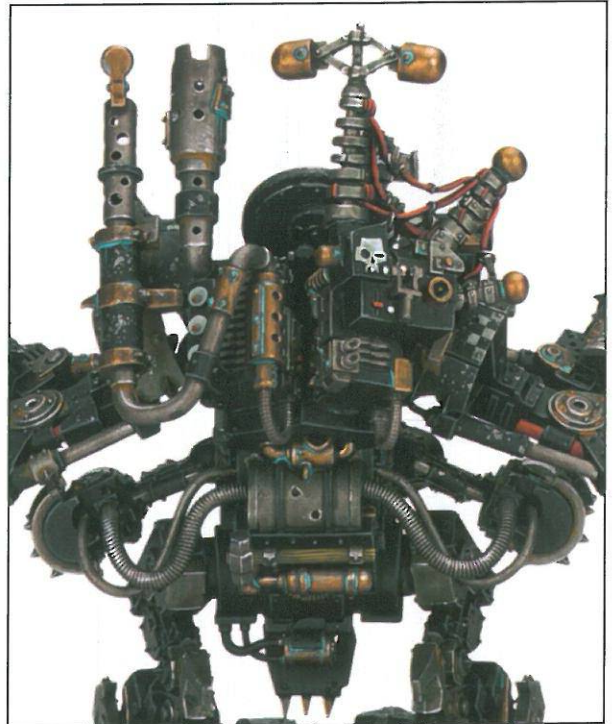
Keith Robertson

Painting Master and 'Eavy Metal veteran Keith is also a big fan of Orks – not only has he painted uncountable Ork models for the Studio army, but he has a fair few in his own collection, too. Some of you may remember his Bad Moon Battlewagon from our Painting Masters special in issue 359, and this month he's built this awesome kit-bashed Deff Dread.

This model is a great example of how plastic kits can be assembled together seamlessly to make bespoke models – this Mekboy creation uses bitz from across the Ork vehicle range, as well as spare weapons from Keith's Imperial Guard tank kits.



With the addition of some plastic pipes and plates, the Imperial Guard Punisher cannons look right at home on an Ork vehicle.



The only metal component on the model is the kustom force field backpack from an Ork Mekboy model.

WARHAMMER

40,000

WALKERS

In Warhammer 40,000, walkers bestride the battlefield like the gods of war, able to rain fire on their foes with heavy weapons or smite their enemy in close combat (and quite often both). Almost every race in Warhammer 40,000 can call upon walkers to aid them in battle.



Space Marine Dreadnought

Space Marine Dreadnoughts are akin to walking tanks, armed with powerful heavy weapons and protected by thick armour plates.

Box contains one multi-part plastic Space Marine Dreadnought with a variety of weapons and upgrades.

SPACE MARINE DREADNOUGHT
product code: 99120101014

UK	£25
EURO	€35
DENMARK	250DKR
SWE/NOR	310SKR/NKR



Ork Deff Dread

Deff Dreads are clanking, stomping killing machines capable of tearing a bloody swathe through the enemy with their power claws and buzz saws.

Box contains one multi-part plastic Deff Dread, complete with a host of weapons and optional extras.

ORK DEFF DREAD
product code: 99120103023

UK	£30
EURO	€39
DENMARK	300DKR
SWE/NOR	380SKR/NKR



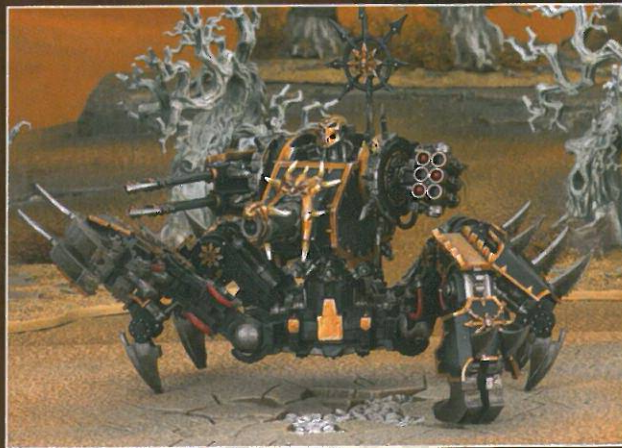
Imperial Guard Sentinel

Sentinels act as the vanguard of the Imperial Guard army, using specialised weaponry to eliminate priority targets.

Box contains one Imperial Guard Sentinel that can be built as a Scout Sentinel or an Armoured Sentinel. This plastic kit includes a choice of weapons and upgrades.

IMPERIAL GUARD SENTINEL
product code: 99120105035

UK	£15
EURO	€22.50
DENMARK	175DKR
SWE/NOR	205SKR/NKR



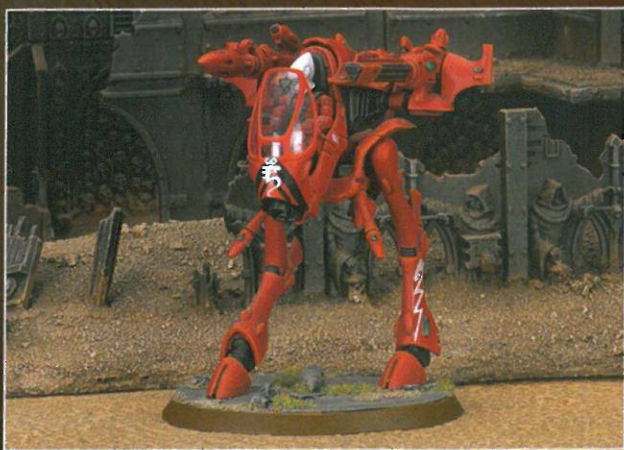
Chaos Space Marine Defiler

Vile daemonic war machines encased in thick, baroque armour and equipped with an array of brutal weaponry, Defilers excel in all forms of battle.

Box contains one multi-part Chaos Space Marine Defiler that can be assembled with a choice of weapons.

CHAOS SPACE MARINE DEFILER
product code: 99120102013

UK	£35
EURO	€50
DENMARK	350DKR
SWE/NOR	440SKR/NKR



Eldar War Walker

War Walkers rove ahead of the Eldar battle hosts, using their heavy weapons to decimate enemy troops and pick off armoured targets.

Box contains one multi-part plastic Eldar War Walker that can be assembled with a variety of heavy weapons.

ELDAR WAR WALKER
product code: 99120104012

UK	£18
EURO	€25
DENMARK	200DKR
SWE/NOR	250SKR/NKR



Chaos Daemons Soul Grinder

A Soul Grinder is a malefic Daemon-Engine, a powerful close combat war machine that can also be equipped with lethal ranged weapons.

Box contains one multi-part plastic Soul Grinder with a variety of optional weapons and parts.

CHAOS DAEMONS SOUL GRINDER
product code: 99120115001

UK	£35
EURO	€50
DENMARK	350DKR
SWE/NOR	440SKR/NKR

OTHER WALKERS

**SPACE MARINE
VENERABLE DREADNOUGHT**
product code: 99120101083

**SPACE MARINE
IRONCLAD DREADNOUGHT**
product code: 99120101076

**BLOOD ANGELS
FURIOSO DREADNOUGHT**
product code: 99110101227

ORK KILLA KANS
product code: 99120103024

**CHAOS SPACE MARINE
DREADNOUGHT**
product code: 99110102003

ALSO AVAILABLE

There are a number of other units in Warhammer 40,000 that fulfil a similar role to walkers; here are just a few:

ELDAR WRAITHLORD
product code: 99120104013

TYRANID CARNIFEX
product code: 99120106010

HIVE TYRANT
product code: 99110106040

NECRON TOMB SPYDER
product code: 99060110021

TAU XV8 CRISIS BATTLESUIT
product code: 99120113005

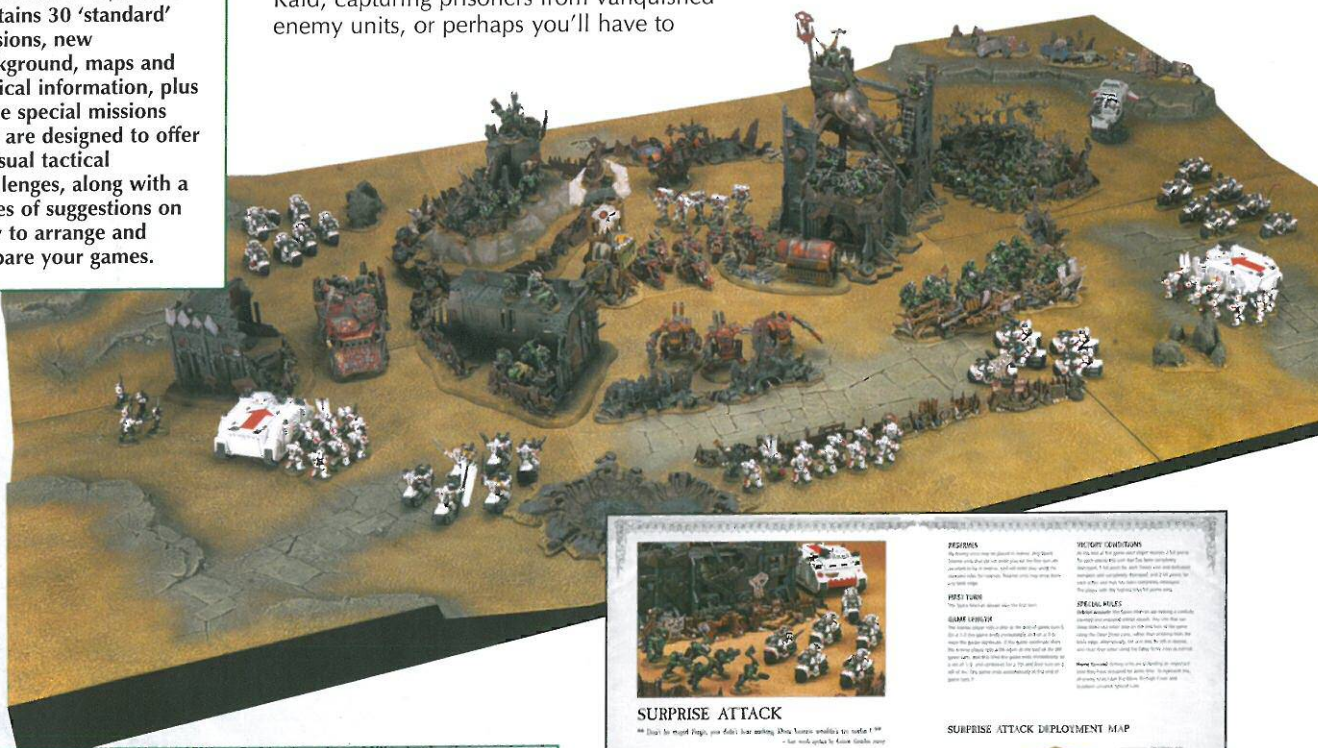
WWW.GAMES-WORKSHOP.COM



Maybe you'll be caught up in a Slave Raid, capturing prisoners from vanquished enemy units, or perhaps you'll have to

The scenarios have been grouped to reflect the style of war favoured by specific armies, accompanied by new background and details of historic campaigns.

To see a Battle Missions scenario in action (played by none other than Games Developers Robin Cruddace and Phil Kelly), and for a comprehensive introduction to Battle Missions by the author, Jervis Johnson, make sure you check out this month's battle report on page 66.



In the Surprise Attack mission the attacking force pounce on the defenders, determined to eradicate his command structure and wipe out key enemy units. Extra kill points are up for grabs for killing HQ, Elite, Fast Attack and Heavy Support choices – choose your targets carefully.

⁸⁸ Don't be stupid, Virgo, you didn't hear anything about America wouldn't tie us in! ⁸⁹

[illegible]

OBJECTIVES

The objective of the study was to investigate the factors that influence the decision to use a mobile phone for business purposes.

DEVELOPMENT

The study was conducted in a two-stage process. In the first stage, a pilot study was conducted to determine the factors that influence the decision to use a mobile phone for business purposes. In the second stage, a larger sample was used to test the hypotheses.

Although I support our present Tax Code, I will enter the large estate tax as I think it can be made useful. I will not do it, if there is any other way.

The `isopen` algorithm will return `1` if you show it a hexagon that
any of the 6π "is" (some other 6π), `0` if you take back
all the labels and edges, `2` if not.

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RESERVES
My training series may be placed in between. They're
designed to be used with your other series. The first is
a series of 10 to 15 minutes, and will include your
reserves. The second is a series of 10 to 15 minutes, and
will include your reserves.

FIRST TURN

CLARE LIPSHY
The actress played with a star in the 2012 year

By 4.2 the game ends eventually at $\mathbf{1}$ or $\mathbf{0}$. Suppose the game stops at $\mathbf{1}$. In this case, the bottom player gets $\frac{1}{2}$ of the total value of $\mathbf{1}$. We claim that the value of the game is $\frac{1}{2}$.

a set of $\frac{1}{q}$ -periodic functions for a type and level r will do. The q gates are also continuous at fixed gate levels?

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CALTH'S BANE

Exclusive short story by Graham McNeill

Blue light from Calth's sun shone from the dusty hulls of the armoured vehicles as they took up position within the defiles and arroyos of the Windward Spires. This region of Calth resembled a forest of sickle-bladed towers of irradiated stone that glittered in the cold, killing light of the world's poisoned sun.

Brother-Sergeant Learchus of the Ultramarines 4th Company sat in the command chair of a Prometheus-class Land Raider named *Calth's Vengeance*, one of ten vehicles tasked with this mission of ambush. A Vindicator, three Predators and two Whirlwinds of the Ultramarines made up the strike element of his force, with three radiation-shielded Leman Russ of the Calth Defence Auxilia bulking out the fire-support element of the ambush.

He stared at the augurs, watching the signs of their approaching prey. The tension of this long wait was gnawing at everyone's nerves, for this was work better suited to the Scouts of Torias Telion, not battle company warriors. Learchus had fought behind enemy lines on Pavonis with Sergeant Issam's squad of Scouts, but that didn't make him like this kind of fight any better.

Stuttering hostile icons of enemy vehicles flashed on his command holosphere, fading in and out as the Land Raider's surveyors lost and regained them. Squalls of static washed through the image as it vanished once again.

'Damn thing,' snapped Sergeant Learchus. 'What is the matter with it?'

'It's the rad-winds,' said his driver, a warrior of the 4th Company named Farikon. 'They blow down from the Mountains of Dawn and make the vox-casters and surveyors lousy with interference.'

'How can we plan an ambush without precise information?' demanded Learchus, and Farikon was smart enough to realise the question was rhetorical. The image leapt to life once more and Learchus scanned the readings in an instant.

'One thousand metres and closing,' he said over the vox. 'All units acknowledge.'

Slowly the icons of his strike force winked green. Everyone was ready. A combat squad of Ultramarines Sternguard Veterans sat in the troop compartment, reciting the catechisms of the warrior and anointing their weapons with every repetition. Learchus allowed the familiar, rhythmic patterns of their words to wash over him, framing his thoughts for the battle to come. Learchus studied the pellucid glow of the holosphere as he switched to the strategic view.

'Bring us closer,' he ordered. 'Ten metres.'

'Yes, Brother-Sergeant,' said Farikon, and the Land Raider crunched forward to the edge of the arroyo. The curves and harsh angles of the Windward Spires sloped away to the north, gradually evening out to a broken, radiation-swept plain that stretched away as far as the eye could see to the shimmering borealis on the horizon.

Far to the west, beyond the Mountains of Dawn, the enemy had their bridgehead, a secure haven to bring down their blasphemous troops, unclean war engines and, crucially, the millions of rounds of ammunition they needed to fight. Those forces needed to traverse the surface to reach the deep valleys that led down to the battles raging in the vast caverns below the hideously irradiated surface.

And that was when they were most vulnerable.

East of their position, a grand arch had once spanned the thousand-metre wide opening of Guilliman's Gate, the sharp-sided graben that descended into the planet's crust towards the caverns below the Mountains of Twilight. That ancient arch, a wonder that had survived since the days of the Great Heresy, now lay in scattered mounds of gilded marble around the entrance to the graben.

'Five hundred metres,' he said, watching as the blood-red icons of the enemy force approached the killing box. 'Predators fire on my mark. Vindicator, target the debris at the mouth of the valley if they get too close to it. Block it if you have to.'

'Understood,' came the distorted voice of the Vindicator's gunner. The radiation swirled his voice with a hash of static, and the holosphere winked out as a brutal wash of radiation blew in. A flare of sparks erupted from the device and Learchus resisted the urge to slam his fist through the glass.

He turned and climbed the steps to the commander's hatch. Spinning the locking wheel, he threw open the hatch and hauled himself out. His armour immediately registered the sharp increase in radiation, flashing danger icons to his visor, advising him – as if he didn't already know – that the environment was lethal.

Without the filter of the surveyors, Calth's surface was cold blue, its every surface icy-looking and devoid of life. The rocks were scoured bare, hot and irrevocably saturated with deadly radiation. The landscape possessed a serene beauty, but one whose utter lethality could not be underestimated.

Looking over the plains below, Learchus saw the enemy, a thirty-strong convoy of tankers, trucks, bulk carriers and armoured vehicles. They knew they were exposed, and were making a dash for the entrance to Guilliman's Gate. They wouldn't make it.

'Calgar's oath...' hissed Farikon. 'They're ours.'

Learchus nodded and his lip curled as he saw that most of the enemy vehicles had once belonged to the Calth Defence Auxilia; a mix of corrupted Leman Russ Vanquishers, Chimeras and Hellhounds.

'This enemy has no reverence for such things. It is an act of mercy to destroy them and save their honourable names from knowing such disgrace.'

'As you say, Brother-Sergeant,' agreed Farikon.

'All units, open fire,' ordered Learchus, hoping against hope that the vox systems were still operational. Moments later, twin spears of light erupted from the turrets of the three Predators. The lead enemy vehicle, a debased Salamander Scout vehicle, exploded as two beams struck it in the flank. Spewing smoke and flames, it skewed from its course and rumbled to a halt as a flaring series of missile launches bloomed at Learchus's back and a dozen rockets arced overhead towards the convoy.

The enemy was scattering, like vore-beetles before a light, but it was too late for them. The Whirlwinds' rockets slammed down in the centre of the convoy, ripping through the thin skin of the tanker at its heart. The tanker vanished in a towering mushroom cloud of fire, and half a dozen Chimeras were tossed onto their side by the force of the blast. Secondary blasts rippled along the convoy as ammo carriers detonated.

Learchus followed the surviving vehicles, reading their movements and evaluating the best way to eliminate them in a heartbeat.

'General advance. Keep on the move and box in each element,' he said with real relish. 'Take them apart piecemeal.'

The Land Raider moved off with a roar of engine noise and a crunch of crystalline dust. Learchus' ambush force moved with him, spreading out to either side of his command vehicle. He dearly wished he had a heavy gun to fire. He wanted to strike back against this abominable foe, an enemy that had destroyed a world the Ultramarines had been duty bound to protect. They deserved no mercy, and he watched with relish as another Leman Russ daubed in hateful symbols exploded, its turret spinning off atop a plume of white fire.

A booming echo and the sound of a hard round smacking against ceramite and armaplas reminded Learchus that this foe still had teeth. Smoke billowed from *Hektor's Glory*, the Predator that had taken the first shot, its blazing turret lying twenty metres from the crumpled wreckage.

Learchus traced the shot's origin, and his skin chilled as he saw a monstrous black shape emerge from a cloud of radioactive dust and smoke. It looked like a quartet of tanks moving together, but this was just one vehicle, a super-heavy behemoth with an army's worth of weaponry bristling upon its armoured hide.

'Baneblade!' cried Farikon.

'How in Guilliman's name did we manage to miss that?' he yelled back.

'Interference,' said Farikon. 'It must have hidden in the convoy's rad-wash.'

A blinding volley of lasfire reached out from the Baneblade, a monster in machine form, a Daemon rendered in black iron and blood, and two of the Defence Auxilia Leman Russ vanished in white sheets of explosive flame.

Learchus lost the monstrous vehicle amid the smoke and fire raging along the enemy column and didn't see it again until it emerged between a flaming Hellhound and the blackened hulk of a Chimera lying on its side. A burning skull icon was burned into its frontal armour, and Learchus had a momentary vision of an enormous brand quenched in the blood of human sacrifice.

The great cannon on its turret fired, and a shell smashed into the frontal armour of another of the Predators. It punched through heavy plates of armour, obliterating the vehicle in an explosion that left nothing but charred metal in its wake, unrecognisable as a once-proud war machine of the Ultramarines.

'*Hera's Fist!* Take it out!' barked Learchus. '*Lord Lucian*, support on the left!'

Learchus' last Predator turned its course away from the Vindicator as the siege tank's demolisher cannon boomed, the sound deafening and sending up billowing clouds of radioactive dust. The gunner's aim was true and the traitor tank vanished in an echoing explosion. Seconds later it rumbled from the cloud of dust, its armour scorched and dented, but unbreached.

Lord Lucian opened fire with its twin-mounted lascannon and the impossibly destructive bolts of energy impacted directly onto the Baneblade's flank. A spiked gun-mount on the super-heavy's side exploded, sending spumes of fire arcing from the wound. In reply the Baneblade spoke with a mighty roar, unleashing a thunderous blast from its main gun.

The shell missed, exploding against the hillside and sending up a storm of razor shards of glassy stone. The last

surviving Leman Russ fired its battle cannon over and over, the shells ricocheting from the Baneblade's hull with deafening clangs of metal on metal. Volleys of missiles from the Whirlwinds rained down on the Baneblade, wreathing its topside in ruby blasts that pummelled its thinner armour with explosive warheads.

None had the slightest effect, and the roar of its engine deepened, as though the hateful machine was laughing at their puny attempts to harm it. A battle cannon shell impacted its frontal glacis, tearing the commander's co-axial gun from its mounting, but doing no real damage.

One of the Whirlwinds exploded as a lascannon shot struck its missile rack and tore it from its mounting. The secondary blast tore down through the vehicle, immolating its crew and cooking off the remaining missiles in a series of rippling detonations that sent rockets arcing into the sky like distress flares.

Learchus saw a host of other vehicles emerging from the smoke behind the Baneblade; yet more tankers, trucks and supply carriers. He ground his teeth, knowing there was nothing he could do to attack them. He couldn't fight his way past this behemoth with only two vehicles even vaguely capable of causing any damage.

'Pull back,' said Learchus, the words leaden and hollow. 'All vehicles disengage.'

To retreat from a fight was anathema to a warrior of the Ultramarines, but suicidal engagements were also frowned upon. Captain Ventris had tasked him with stopping the flow of supplies into the caverns below, and he had failed.

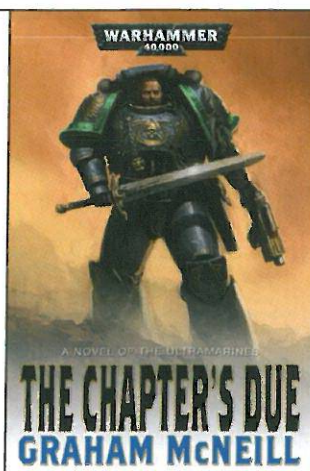
Lord Lucian and *Hera's Fist* rolled over the crest of the Windward Spires, out of the Baneblade's line of fire, closely followed by the last surviving Auxilia tank. There was no more to be done today, and the weight of Learchus's failure tasted of ashes.

The Baneblade halted, as though daring them to attack again. Smoke poured from its ruined sponson and fires burned on its topside where weapon impacts had ignited the charges in its smoke dispensers. Its engine seethed and growled like a wounded pack leader that knows it has the upper hand in a battle for dominance.

Calth's Vengeance reversed into the Windward Spires, and Learchus fixed the memory of that damnable branded tank into his memory.

'We will meet again,' promised Learchus. 'And I will defeat you. On my honour as a warrior of the Ultramarines I swear this.'

The next installment of Graham's hugely popular Ultramarines series, *The Chapter's Due*, is released in hardback this May.



ADAPT OR DIE!

BATTLE MISSIONS IN-STORE THIS MONTH

Across uncounted worlds orbiting a billion stars, the battlefields of the 41st millennium are as varied and diverse as the armies and races that vie for control over them. This month, survival will depend on your ability to adapt...

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Force Organisation

To survive you must adapt, which gives you a fantastic opportunity to expand your armies in new directions – possibly even getting those two or three units you’ve never quite gotten around to adding.

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WARHAMMER
40,000

REINFORCEMENTS

Last month saw the release of a fresh wave of Heroes for the warring realms of Rohan and Isengard. Pausing only to grab a sword and an ill-fitting suit of armour, Mat Ward takes horse to the worn-torn Westfold to survey the new arrivals.

You know, it's been a while since we added any new combatants to the war between Rohan and Isengard, and it's been great fun to revisit this pivotal part of Middle-earth. I've taken the opportunity to provide some new rules for these heroes (and villains) for the Strategy Battle Game, as well as a new scenario.

Though I'm a Fallen Realms general from the bottom of my black heart to the tip of my pointy beard, I do have a soft spot for the bold defenders of Rohan, to say nothing of the subconscious sympathy I have for the scheming sorcerer Saruman. I think it's all tied up in just how iconic the clash between the Horse-lords and the Legions of Isengard is – from an early age I recall being captivated by the treachery of Saruman and the (resurgent) courage of King Théoden and the Riders of Rohan. There's definitely a part of me wondering whether I should head out west to start a new army. Hmm...



Grimbold of Grimslade (Man).....50 points



Grimbold of Grimslade is one of Rohan's foremost captains, a doughty warrior whose strong right arm and stalwart leadership has turned the course of many a battle. Grimbold and his warriors hail from the west of Rohan. Here the blood of Helm Hammerhand still flows true, and lends strength to every strike.

	F	S	D	A	W	C	M	W	F
Grimbold	4	4	5	2	2	4	2	1	1

Legions of Middle-earth

Grimbold can be fielded as part of a Théoden's Host army.

Wargear

Grimbold wears armour and carries a great axe (two-handed weapon).

Grimbold's Helmingas

If your army includes Grimbold, any number of Warriors of Rohan can be upgraded to be Grimbold's Helmingas at a cost of +1 point per model. Helmingas have Strength 4, rather than Strength 3.

Designer's Note

Grimbold's something of a first for The Lord of The Rings Strategy Battle Game – he's a Hero who allows you to upgrade a chunk of basic warriors to something a little more fighty – in this case, Strength 4 Helmingas! That being the case, adding Grimbold to your Rohan army can prove very effective indeed.

Éomer, Knight of the Pelennor (Man)....115 points



It is upon the Pelennor Fields that Éomer, son of Éomund, truly comes into his own. Driven by rage and grief, Éomer leads the Riders of Rohan on a valiant, perhaps reckless, charge through the lines of Mordor, carving a legend that will be remembered unto the end of the world. Not since the days of Eorl the Young have the Rohirrim triumphed over such odds or known such leadership.

	F	S	D	A	W	C	M	W	F
Éomer	5	4	7	3	3	5	3	3	3

Legions of Middle-earth

Éomer can be fielded as part of a Théoden's Host army.

Wargear

Éomer wears heavy armour. He carries the sword Gúthwinë (hand weapon) and a shield. He can ride an armoured horse (+15 points).

Special Rules

Expert Rider.

Ride for Ruin! If Théoden or Éowyn are included in the same army, and are slain, Éomer will be driven mad with desire for revenge. His Strength immediately increases to 5 and Defence is reduced to 4. Additionally, Éomer will always pass any Courage tests he is called upon to take, but must always move as fast as possible towards the model responsible for Théoden or Éowyn's death (if both have been slain, Éomer's controlling player can choose which to pursue first). Once all such responsible models have been slain, Éomer will move as fast as possible and charge towards the nearest visible enemy for the rest of the game.

Designer's Note

A new Éomer model presented me with a great opportunity to introduce a more 'experienced' version of the son of Éomund – chiefly the one that causes so much devastation upon the Pelennor Fields. We'll not touch on the fact that he needed to be rescued by Aragorn – it's up to you to make sure that doesn't happen again!

“Ride, ride to ruin and the world's ending.”

- The Return of The King



Thrydan
Wolfsbane (Man) 85 points



“Saruman has armed the wild hillmen of Dunland.”

- The Two Towers

For a long time the Dunlendings have been a minor threat to Rohan. Fractious, quarrelsome and scattered, they lacked the necessary leadership to attempt a truly organised assault. The raids and pillaging continued, yes, but these were swiftly revenged by the marshals of the Riddermark and, in any case, would not see the men of Dunland returned to their ancestral lands. In recent years, however, the situation has changed somewhat. A new leader has arisen from the bloody internecine battles of the Dunlendings; Thrydan Wolfsbane, a royalblood outcast, has been enthroned anew as the first true warchief of Dunland in centuries. A giant of a man, Thrydan leads through brute force rather than deftness of tongue and blade, yet he has shown cunning enough to forge an alliance with Saruman. Whether this pact will see Thrydan victorious over the Rohirrim or discarded as a pawn in Saruman's larger game remains to be seen...

	F	S	D	A	W	C	M	W	F
Éomer	4	5	5	2	2	4	3	2	2

Legions of Middle-earth

Thrydan Wolfsbane can be fielded as part of a Dunland army.

Wargear

Thrydan wears armour. He carries a great axe (two-handed weapon) and a hand axe (hand weapon). He can ride a horse (+10 points).

Special Rules

Mighty Blow. For each successful to wound roll in close combat, Thrydan inflicts 2 wounds, rather than the normal 1. Fate rolls can be made against both of these wounds as normal.

Lord of Dunland. The range of Thrydan's Stand Fast! is 12"/28cm, rather than the usual 6"/14cm.

Designer's Note

Thrydan is a great addition to any Dunlending army (or indeed any army that can ally with Dunland), bringing plenty of Might and a modicum of extra leadership. Nonetheless, it's his Mighty Blow special rule that really makes Thrydan indispensable – one chop from that axe can split an enemy captain from gullet to gizzard!

Saruman the White

The new Saruman on horseback model is a long-awaited addition to the ranks of Isengard allowing him to keep up with fast-moving Isengard warriors such as Warg Riders or manoeuvre about the battlefield lending his magic where it's most needed. Mounting Saruman on horseback makes him more dangerous on the charge, as well as making him harder to kill. Perhaps most crucially of all, the horse allows him to get into range of his spells far quicker and as Saruman is one of the most powerful Wizards available in The Lord of The Rings, this can only be a good thing.



A DARK DAY IN ROHAN

The War of The Ring is still some time away, and Saruman's plans of power are yet in their infancy. Already, the master of Isengard has begun the creation of his mighty Uruk-hai legions, but he knows that these forces alone will not bring victory. To this end, Saruman has arranged to parley with Thrydan Wolfsbane of Dunland, aiming to ally the embittered warriors of that land to his cause. Yet all does not go as planned for Rohirrim Outriders have marked the passage of so many intruders upon the borders of their realm, and even now the Riders of Rohan are on the hunt for trespassers...

PARTICIPANTS

ROHAN

- Éomer on horseback
- Grimbald of Grimsdale
- Up to 175 points of Riders of Rohan
- Up to 225 points of Warriors of Rohan (they must be upgraded to Helmingas)

ISENGARD

- Saruman on horseback
- Thrydan Wolfsbane
- Up to 100 points of Dunlending Warriors
- Up to 200 points of Uruk-hai Warriors



SET-UP

This battle is fought among the foothills of the Misty Mountains on a board 8' x 4'. Three large hills dominate the battlefield and the eaves of Fangorn Forest intrude from the north (see map).

STARTING POSITIONS

The Isengard side is set up first. Saruman and Thrydan are placed (deep in conversation) in the very centre of the board. All other Evil models are placed on or within 6"/14cm of the central hill, at least 3"/8cm away from Saruman and Thrydan.

With this done, the Rohan player deploys his forces. Éomer and his Riders are deployed within 6"/14cm of the eastern board edge, whilst Grimbald and his warriors are deployed within 6"/14cm of the western board edge.

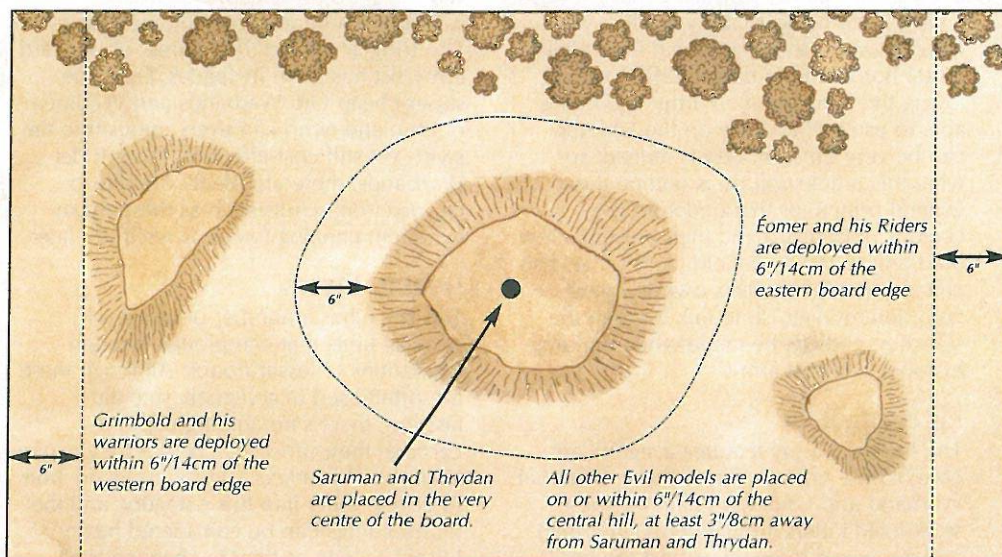
OBJECTIVES

The game ends once one side is wiped out or one side concedes. At that point, the side with the most victory points wins the game. Victory points are scored for the following achievements:

The Captains of Rohan. Grimbald and Éomer are two of Rohan's most important defenders. Should they fall in battle, the future of the Rohirrim will be bleak indeed. If Grimbald is slain, the Isengard side scores 2 victory points. If Éomer is slain, the Isengard side scores 3 victory points.

The Legend of Wolfsbane. Thrydan Wolfsbane is already a rallying point for the Dunlendings, a legend that only grows with every man of Rohan he slays. However, if Thrydan is slain his rising legend will, of course, come to an abrupt halt. The Isengard side scores 1 victory point for each Rohan model that Thrydan slays. Conversely, the Rohan side scores 5 victory points if Thrydan is slain.

Unmasking the White Wizard. Saruman's plans are yet at an early stage, and he cannot afford to for the Rohirrim to catch him in the company of Dunlendings and Uruk-hai. If Saruman charges, is charged, or uses any spells other than *Immobilise* and *Command* his identity immediately becomes known to the Rohirrim – the Rohan side scores 5 victory points. If Saruman reaches one of the short board edges he can voluntarily exit the board to escape (he does not count as a casualty in this case).



The WHITE HORSE & the WHITE HAND

THE FORTRESS OF ISENGARD

The fires of industry blaze brightly within the vale of Orthanc, as the Legions of Isengard received fresh reinforcements last month. Adam Troke pledges his allegiance to the treacherous Wizard Saruman and pens this Isengard tactica.

Last month White Dwarf kicked off a three-issue series of articles that explores the rivalry between Rohan and Isengard. The first installment was a campaign for War of The Ring and The Lord of The Rings Strategy Battle Game that delved into some of the pivotal events of that brutal conflict. This month we return to these bitter enemies with a War of The Ring tactica for the Legions of the White Hand. Then on page 34 Mat Ward presents Strategy Battle Game rules for the new reinforcements as well as a new scenario. Finally, turn to page 92 to see Nick Bayton's Army Workshop article, featuring his fantastically detailed Isengard army.

The fierce legions of Uruk-hai that march on Helm's Deep from Isengard cast a striking image – an appealing visual that is as vivid to me now as the very first time I saw that innumerable field of pikes gathered below the Tower of Orthanc. It's hardly surprising that I collected an Isengard army really – who wouldn't want to recreate that indomitable, brutal horde on the battlefield? However, loving the imagery of an army and being able to use it effectively on the tabletop can be very different beasts indeed, so what this article will do is outline the general principles that underpin the Legions of Isengard and then present a few tried-and-tested battlefield tactics. I've also called upon the Studio's own Isengard hero, Jeremy Vetock, to talk through the selection choices he made when building his own Isengard army.

Elite Infantry

The Isengard army features a significant core of elite heavy infantry in the Uruk-hai Warband and Uruk-hai Phalanx. These stone-cold killers are well enough armed and armoured to go up against the best

your enemy has to offer. Even doughty Dwarves fear a war of attrition against the Uruk-hai, and cavalry forces live in abject terror of charging the Uruk-hai Phalanx.

Expendable Minions

A ready stock of cheap, expendable warriors is a handy asset for any War of The Ring army and the Fortress of Isengard army list has them in spades. From the super-cheap Orc Warbands and Wildmen of Dunland (who can even ambush) to the swift, yet still cost-effective, Warg Rider Warbands, there are plenty of units to choose from. Units such as these make excellent flanking forces as we'll see later.

Heavy Hitters

The force has a number of powerful combat units that can plough through formations of lesser troops. Although these are often used in a vaguely suicidal fashion, there's no arguing with the carnage they can wreak before they expire. Uruk-hai Berserkers and the Isengard Troll fit comfortably into this category, and the Dunlendings can be considered heavy hitters as long as they're charging too!

Saruman

Saruman is one of the most powerful Epic Heroes in War of The Ring. Not only does he have access to two spell lists (Ruin and Command) and a Mastery level of 3, he's also got the Touched by Destiny rule, which lets him use a free Epic Action every turn. With Epic Ruination and Epic Channelling his spell casting prowess is dramatically enhanced, while Epic Challenge means that anyone hoping to outmanoeuvre Saruman and the formation he has joined will have a hard time doing it!

Over and over again I've used Saruman to blunt an enemy assault, hammering the foe with spells (*Bolt of Fire* at +2 Strength is very, very nasty), beguiling the enemy with his voice (nobody can charge him unless they can first roll a 4+) and keeping my Uruk-hai legions in line thanks to his Inspiring Leader rule. In short, Saruman is the last word in effective leadership for your army, and so long as you use him smartly, he'll prove his worth every time!



Gríma

Gríma Wormtongue is a weasly, greasy and unpleasant character and this is strongly demonstrated by the way that any enemy unit he joins finds its Fight value and Courage reduced. Gríma can be assigned to any enemy unit, potentially crippling a formidable foe. A good combination is to use Gríma to lower the Courage of a formation that you then charge with an Isengard Troll – if the Courage test is failed, the enemy Fight value is actually reduced to zero, which grants the Troll a handful of extra attack dice!



Lurtz

While any Uruk-hai Captain is respectable in a fight, Lurtz is the true fighter of the Fortress of Isengard army list. He's great at killing enemy Heroes and Epic Heroes – with Epic Strike elevating his Fight value to 10 in a Heroic Duel and the Assassin's Shot reducing a foe's Resilience to 1 on a 4+, he's the bane of any Hero foolish enough to get close to him. That's not all, however. Lurtz has the Mighty Blow special rule, that lets him spend a Might point at the start of the fight to enable his company to cause a casualty per hit, regardless of the Resilience of the target.

Lurtz can either be joined to a small, swift-moving formation that can rove about hunting down Heroes (a formation of Uruk-hai Scouts, for example) or to lead a full-blown pike block or shield wall. Either way, his remarkable special rules, respectable Might store and excellent Fight value will transform an already intimidating formation into a genuinely terrifying, Hero-killing proposition.



Saruman leads a mighty Isengard army against the stalwart Rohirrim.



SPECIALISTS

The Uruk-hai army has a series of what I would call specialist units – formations that operate in a slightly different capacity to either your wall or your flanking units. The first are the ambushers – Wild Men of Dunland and Feral Uruk-hai who can deploy deep behind enemy lines, only to leap out and cause carnage once the battle is underway. Use these units to emerge in the heart of the enemy force and sow discord (and preferably rack up a casualty or two). Such formations are normally good for taking on enemy war machines and missile troops, just the type that most threaten your main advance.

The other specialist formation that needs mentioning are the Uruk-hai Sappers. These are potentially deadly – for a mere 30 points they are able to detonate and inflict D6+4 Strength 10 hits on every formation within range. The best tactic I have encountered with these is to screen them with a fast-moving formation such as Warg Riders. Because there is only a single company in a Sapper formation, this is fairly easy to do. When you are approaching the enemy, use Saruman's Overlord rule to make a Heroic Move with your Sappers – this will enable you to hurl your bomb team right into the heart of the enemy, which generally causes mass panic! At the start of your next turn, if the enemy hasn't already scattered out of range, then it's time to detonate the bomb – pass your Courage test and wreak havoc on any foes within 2D6".

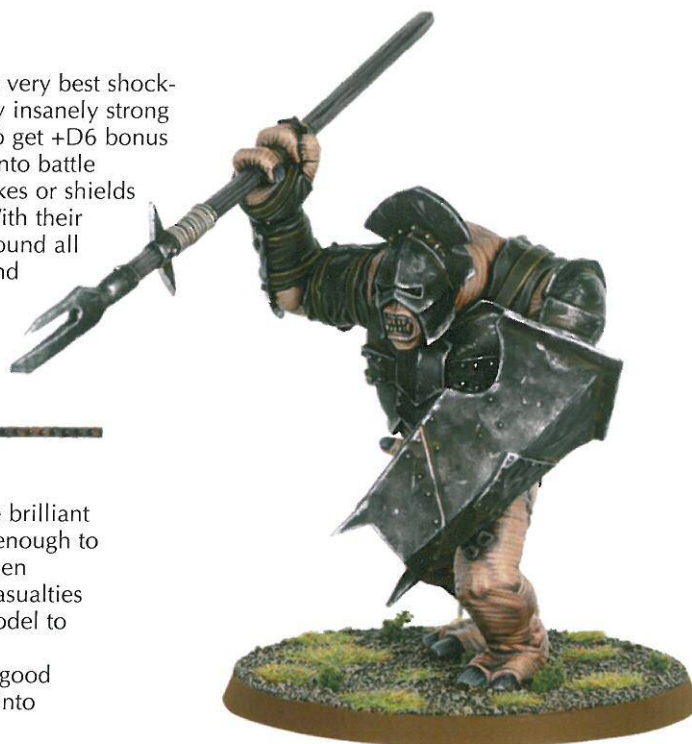


It's important to screen your Sappers with a fast-moving unit (A) until they're close enough to reach the enemy. When you're in range, use the Overlord special rule to Heroic Move right into the heart of the foe (B)!



Uruk-hai Berserkers

Uruk-hai Berserkers can be rated among the very best shock-troops in War of The Ring. Not only are they insanely strong (Strength 6) and suitably tough, but they also get +D6 bonus dice when they charge! Use them to storm into battle alongside one of your large formations of pikes or shields and add some real clout in close combat. With their two-handed weapons, the Berserkers will wound all but the best-armoured formations on a 4+ and most things on a 3+ or better. Woe betide anyone whose favourite unit gets locked into combat with these monsters!



Isengard Trolls

Hard to kill and harder still to stand up against, Isengard Trolls are brilliant for anchoring your flanks. The fact that they cause Terror is often enough to dissuade an enemy formation from charging them. Remember, when working out who has won any given combat, it's the number of casualties caused that counts – since the Isengard Troll really is a difficult model to slay, and dishes out plenty of high-Strength attacks it's an obvious inclusion. It's also strikes before cavalry, remember, so it's doubly good against Rohan and other cavalry-centric armies; just don't send it into combat against large formations unsupported.

THE WALL

'The wall' is a stalwart tactic that I've used over and over again with my own Isengard troops. It quite simply involves forming a large block of elite combat troops and marching steadfastly straight towards the enemy. Unimaginative, I know, but it has the potential to totally overwhelm the enemy – there's not much the foe can do to ward off a block of six companies of Uruk-hai with pikes (or shields) bearing down on them save loose arrows and hope. Both Uruk-hai with pikes and those with shields have separate advantages in the wall so the final choice is up to you.

Uruk-hai with shields have a daunting Defence value of 7, which will make them very hard to dent with missile fire and an intimidating prospect in close combat too. Almost any Good model will need 6s to wound them in a fight, while their Strength of 4 often enables them to wound foes on a 5+. With odds like that they are a great attrition unit that will grind the enemy into a bloody pulp over the course of several turns of combat.

An Uruk-hai Phalanx, while not as durable as the shield-armed equivalent is the bane of cavalry, able to stop even the most determined mounted charge dead in its tracks. It's also a reliable option against infantry formations, due to the +1 Fight value provided by the pikes and the fact that there's no charge bonus when you



charge pike-armed models. A good way to mitigate against the risk of casualties from missile fire with your Phalanx is to stick an expendable formation in front to soak up the casualties for instead!

The wall only works reliably if you are relentless in your advance. If your opponent can disrupt you, break up your advance and misdirect your wall you'll find yourself getting picked apart piecemeal. That's where the all-important flanking units come into effect...

A large formation of elite heavy infantry, such as this Uruk-hai Warband, is all but unstoppable in close combat – marching it steadfastly across the board towards the heart of your enemy will give him serious problems to contend with.

FLANKING UNITS

The principle of flanking units is true for many armies, but is especially valid if you are planning on also using the wall tactic. Because the wall involves marching an almost unstoppable juggernaut across the table, your enemy will naturally want to fight you on his own terms – if he's smart he'll go for your flanks! This is where flanking units come in. A modest-sized (say, three companies) formation of relatively cheap warriors that advances alongside your main unit can stop you from being taken in the sides.

Now, something important to consider is the order of priority in the Charge phase. If you are acting first, your flanking unit will not be able to react to an enemy that takes your key unit in the sides. Therefore, unless you are definitely safe from such an attack: hold back. Get really close, right in the face of the formation you want to fight, but don't actually charge them until the priority suits you. Remember, pikemen don't care who charges whom and Uruks with shields are hard enough to weather it out, so be patient.

Right: Anchor your flanks with a formation that can handle itself, such as Uruk-hai Scouts



LEGION OF THE WHITE HAND



Jeremy Vetock is a seasoned Isengard general who was heavily involved in the playtesting and development of *War of The Ring*. With a respectable win-loss ratio and plenty of hard-earned experience, Jeremy seemed like the perfect candidate to talk through selecting an Isengard army, and how to use it in battle.

Jeremy: The first thing I learned while building up my Isengard army was that the army's basics are really good. The Uruk-hai infantry profile has a good Fight and outstanding Defence. That means you have an advantage over most average infantry and can even stand toe-to-toe with the tougher Elf or Dwarf elites (at least for a little while). Throw in access to weapons (pikes for the Phalanx and crossbows for the Warband) and you have an even more powerful combination. If you build your force around a solid core of these units, you really can't go too far wrong.

I prefer to field a 6-company strong Uruk-hai Phalanx. This is a dominating presence in the army's centre and it can attract a lot of missile fire – especially from those pesky war machines. I also have to guard my large unit's flanks and avoid getting pummelled by multiple enemy attackers. Don't leave your big blocks out on their own – a two to four company-strong Uruk-hai Warband formation provides solid flank protection for your

core formation (with Defence 7) and can hit pretty well themselves when the time comes for them to get stuck in.

Don't forget the Cheap Stuff

Buoyed by my early successes with large formations of the basic Uruk-hai, I soon found myself being outmanoeuvred and shot up. It was too easy for my opponent to concentrate on my large formations or their supporting elites (especially Berserkers) and whittle them down. My next phase saw me experimenting with several main blocks of Uruk-hai and a supporting cast of disposable extras. As I wanted to collect and paint a large army, I have tried just about all of the unit types. I always try to wedge in at least one formation of Isengard Orc archers. They tend to soak up damage or, if ignored, pay their meagre points back through missile fire. A formation of Wild Men of Dunland is also great value. I've had more success with small formations (say three companies) of Wild Men as they can more readily use their Ambush rule.



JEREMY'S COLLECTION

Jeremy's Isengard army is always ready for action. Here you can see his collection. Before each battle Jeremy considers his opponent's army and then chooses the right formations for the job from his available models. If he's fighting Rohan, he always includes the Uruk-hai Phalanx, for example.

Epic Heroes

- 1 Saruman the White

Common Formations

- 2 Uruk-hai Phalanx
6 companies with Banner Bearer.
- 3 Uruk-hai Warband
2 companies with Banner Bearer.
- 4 Uruk-hai Warband
2 companies with Captain and Banner Bearer.

- 5 Uruk-hai Warband
2 companies with crossbows.

Rare Formations

- 6 Dunlending Huscarls
4 companies with Chieftain and Banner Bearer.
- 7 Dunlending Huscarls
2 companies with bows.
- 8 Wild Men of Dunland
4 companies.
- 9 3 Isengard Trolls

Usually, the poor hairy barbarians leap out of hiding to their doom, but the resultant massacre buys time for my Phalanx to march into position or opens up a flank or rear charge for my advancing battleline.

Big blocks of Uruk-hai really become deadly when you can lock your foe in place with them, and then throw your lighter troops into his flanks or rear. Warg Riders are the best formation for this, and a couple of Warg Rider Warbands can be cheap and devastating.

Using big blocks to form the heart of my army, and backing them up with cheaper stuff, I can field my best and hardest formation (usually my big block of Uruk-hai with pikes) and still manage to outnumber my foe badly. This is an enviable position as it allows you to advance and overwhelm your opponent.

Beware of your Good Stuff

I like the Uruk-hai Berserkers, Isengard Trolls and Uruk-hai Sappers as much as the next guy, but find that against a clever foe

they can struggle to pay back their points costs. To ensure these hard-hitting units get to deliver the pain, try placing them in the second wave – buried amidst the Isengard Orc formations or behind a screen Scout Warbands intended to harry the foe. They might be your best shock troops, but only if they make it into combat!

Dunlending Huscarls

I'm still moving towards completing my all-Dunlending force, simply because it will look cool! But I find a block of between four and six companies can really dish out some hurting on an unexpected foe (Strength 5 on the charge).

Conclusive Proof

As is often the case with my armies, I've picked up sound tactics as I've played games, and I have used this information to fine-tune my army selections. The rest is a matter of trial and error, but stick with some of the ideas I've mentioned here and you won't go too far wrong.

Next Month

In an effort to redress the balance between Good and Evil, next month we take a look at the army of Rohan. With the thundering of hooves, War of The Ring rules guru Mat Ward presents a detailed tactica on how to get the best out of the fast-moving Horse-lords.

LEGIONS OF ISENGARD

Saruman's most loyal servants, the fearsome fighting Uruk-hai, are well served by a range of plastic miniatures, which enables The Lord of The Rings hobbyists to assemble an army of the White Hand with ease – there will be no dawn for Men.

THE FIGHTING URUK-HAI



THE FIGHTING URUK-HAI

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This set contains 20 plastic models.

URUK-HAI SCOUTS



URUK-HAI SCOUTS

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This set contains 24 plastic models.

URUK-HAI SIEGE TROOPS



URUK-HAI SIEGE TROOPS

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This plastic set contains 8 Uruk-hai Sappers, 2 Uruk-hai Berserkers, 4 Ladders & 2 Demolition Charges.

WARG RIDERS



WARG RIDERS

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This set contains 6 plastic models. Warg Riders can also be used in a Mordor army.

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ISENGARD TROLL

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RUFFIANS

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RUSH AND REND

In the second of our series on army composition, Andy Smillie turns his attention to building an army that excels in close combat.



Last month I looked at picking a balanced army for a game, an army that has a solid core of troops and a little smattering of everything else. A balanced army is a solid choice, being able to perform both at range and up close. This month I'll take a look at a different army, this time an 'unbalanced' army geared for close combat.

This is a fast and aggressive army that blazes across the board and crushes the enemy in decisive close combat. I like to refer to such armies as Rush and Rend armies. The basic idea with a Rush and Rend army is to get as close to the enemy as quickly as possible, and with so many units that he won't be able to react to them all, ultimately resulting in you administering a sound thrashing.

As I mentioned last month, an unbalanced army is one that is better in a particular area at the expense of others. In the case of a Rush and Rend army you'll be spending the majority of your points on fast-moving combat units and characters. Don't take that to mean that you don't need any ranged units or magic users, however, but I'll come to that in a bit.

In an ideal world, I think that every unit in your Rush and Rend army should have three things in its favour: it should be durable (either with a high Toughness or a good armour save), be fast (with a Movement rate of at least 7") and have a high impact (with high Strength, high number of Attacks, Impact Hits or some other special rule or weapon). Anything that adds to the unit's ability to get across the table in one piece and make a mess when it gets there – Magic Resistance, Frenzy, Hatred and the like – is a bonus.

Now, many armies have Core units that fulfil the criteria I suggested above – Empire Knights, Bretonnian Knights of the Realm and Lizardmen Saurus Cavalry all fit the bill nicely. Other armies have to venture to the Special and Rare sections of the army list – Silver Helms, Chaos Knights, Flesh Hounds and the like all qualify nicely. This means that, unlike the balanced army we discussed last month, your army might have a heavier weighting towards Special and Rare choices.

When your opponent realises that he has more range-attack units and magic users than you, he'll want to use this to his

Continued on page 49...

FLICKERING FURY

The Flickering Fury exemplifies the qualities of a good Rush and Rend army: the Flesh Hounds are tough, multi-Wound creatures and have a high Strength and multiple Attacks. The Bloodthirster is very tough, very strong, has more Attacks than sides on a dice, and both he and the Flesh Hounds have Magic Resistance 3. The Horrors provide a little ranged support to the army and should be able to deal with any skirmishers and the like, but more importantly they generate dispel dice. As a result of the army's abundance of magically resistant units, the dispel dice can be used to stop the enemy casting movement spells or, in the case of Vampire Counts and Tomb Kings, raising models. The Heralds concentrate on moving the Flesh Hounds (with *The Wolf Hunts* spell from the Lore of Beasts) or

use magic missiles to aid the Horrors in attacking from range. The Fiends might well be the ace in the hole. Consider this: they move 10" so are as fast as the Bloodthirster and can charge enemy units in Turn 2 regardless of how far back they've been deployed. Moreover, they are each a separate unit with 3 Wounds. Your opponent will likely have to commit the firepower of two missile units or war machines to take just one Fiend down. If he doesn't, then the Fiends are more than capable of beating any such unit in combat and if he does fire at them then at least your Flesh Hounds aren't being shot at. Either way, you win! Besides, the look on your opponent's face when seven of your units (and all of them rather scary) are threatening him in his deployment zone at the end of the first turn is priceless!

LORDS AND HEROES

- ① **Bloodthirster**
Collar of Khorne,
Armour of Khorne,
Immortal Fury.
505 points
- ② **Herald of Tzeentch**
Master of Sorcery,
Spell Breaker.
165 points
- ③ **Herald of Tzeentch**
Master of Sorcery.
140 points

CORE

- ④ **11 Pink Horrors**
132 points
- ⑤ **10 Pink Horrors**
120 points
- ⑥ **10 Pink Horrors**
120 points

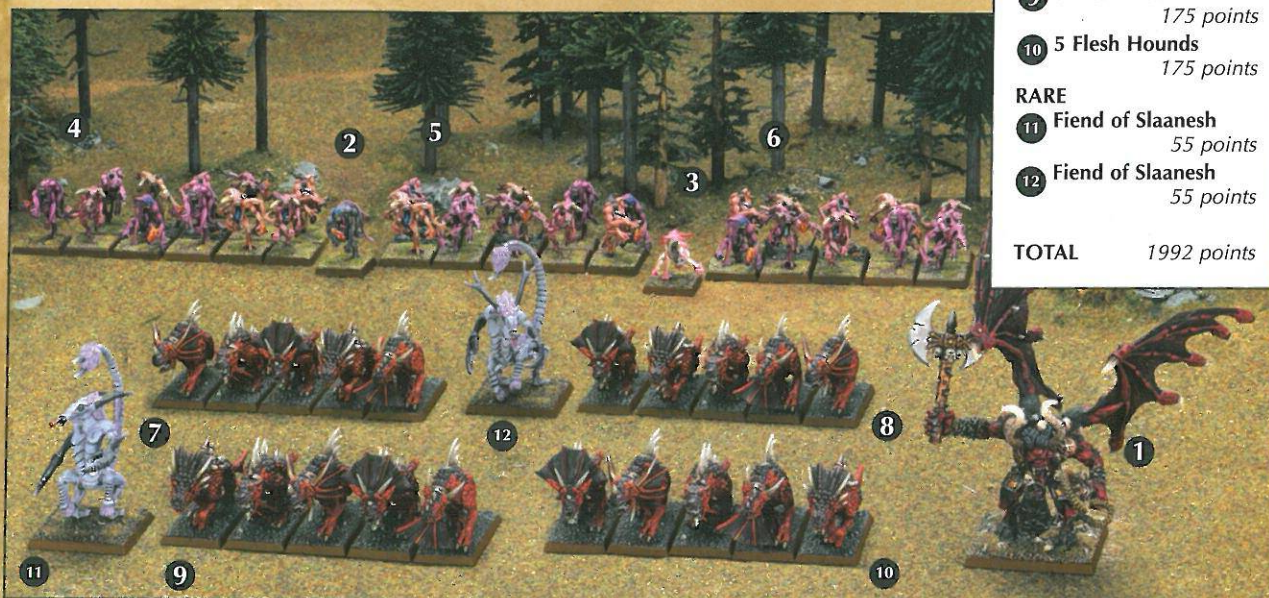
SPECIAL

- ⑦ **5 Flesh Hounds**
175 points
- ⑧ **5 Flesh Hounds**
175 points
- ⑨ **5 Flesh Hounds**
175 points
- ⑩ **5 Flesh Hounds**
175 points

RARE

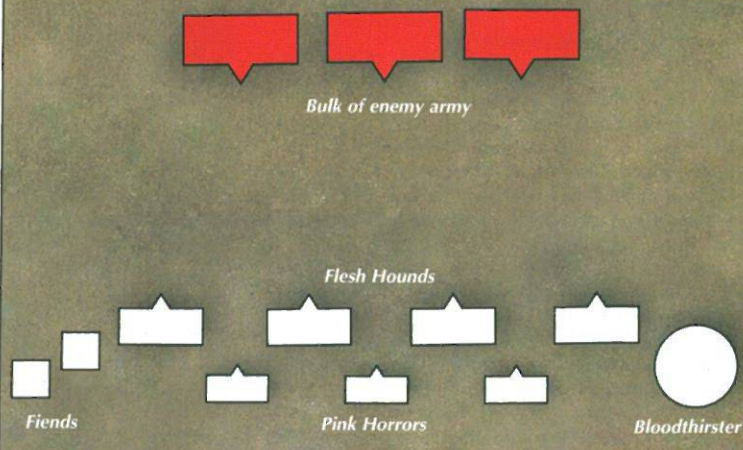
- ⑪ **Fiend of Slaanesh**
55 points
- ⑫ **Fiend of Slaanesh**
55 points

TOTAL 1992 points



Standard Deployment

The map on the right shows you the way that I deploy the Flickering Fury for battle when facing most types of army or race. I deploy the three units of Horrors first, 10" onto the board to leave room to put the Flesh Hounds right in front of them. The Flesh Hounds are then deployed as far forwards into my deployment zone as possible – in a Pitched Battle this will typically be 12". This sets them up nicely to charge across the board on the first turn. I then deploy the two Fiends to protect one flank and the Bloodthirster the other. I try to save them till last so that I can deploy the Bloodthirster on the flank nearest a worthy opponent, facing off against the largest, nastiest thing in the enemy army. When the game begins I have one strategy – charge!



THE LANCE OF LEONCOEUR

The Lance of Leoncoeur has three extremely fast units: the Pegasus Knights, the Battle Standard Bearer and Louen Leoncoeur himself. The rest of the army's attacking units won't be far behind them either. With relatively few units to deploy, you have a good chance of getting the first turn and should be in combat by Turn 2. Louen Leoncoeur is charged with fighting 'the Enemy-of-Ultimate-Doom' (see the page opposite), while the two large units of Knights of the Realm deal with other key enemy units. The Battle Standard Bearer can be used in a number of ways – he can comfortably take out war machines, fast cavalry or missile units on his own. You can also combine his charge with one of the units of Knights against an enemy unit with a large enemy unit to make sure that you break it on the charge. The skirmishing Peasant Bowmen are there to provide some flexibility; they're good for blocking

marches or shooting at flyers that might be trying to get in the way of your knights. You can also use them to remove ranks from large units – one kill can be enough to get rid of such a bonus. Use the Field Trebuchet to hurl a rock at a large unit of infantry, target something that's doing its best to avoid the knights or have a pop at the Enemy-of-Ultimate-Doom. The Damsels are primarily there for their Dispel Scroll (don't be afraid of using these in Turn 1 if it prevents damage to your advancing units), dispel dice and the Magic Resistance they grant any unit they join. And finally there are the Pegasus Knights – these have more uses than I've time to list. You can use the Pegasus Knights to block the advance of enemy units you don't want to fight until later or don't have the units to deal with, charge an enemy war machine or catch a fleeing enemy unit before they have a chance to rally.



LORDS AND HEROES

1 King Louen Leoncoeur
the Crown of Bretonnia, the Sword of Couronne, the Lion's Shield and Beaquis the Hippogryph.

728 points

2 Paladin
Royal Pegasus, Virtue of Duty and War Banner.

186 points

3 Damsel of the Lady
Dispel Scroll, Warhorse.

105 points

4 Damsel of the Lady
Warhorse.

80 points

CORE

5 8 Knights of the Realm
Gallant, musician and standard bearer.

216 points

6 8 Knights of the Realm
Gallant, musician and standard bearer.

216 points

7 5 Knights of the Realm
Gallant and musician.

128 points

8 10 Peasant Bowmen

70 points

SPECIAL

9 3 Pegasus Knights
Gallant and musician.

175 points

RARE

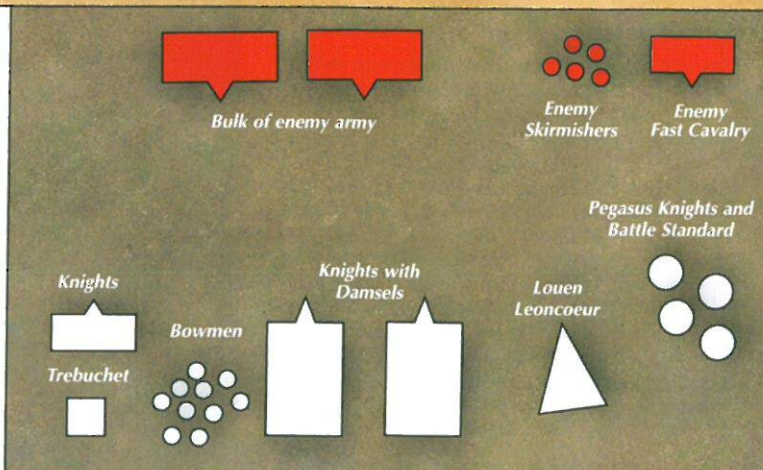
10 Field Trebuchet

90 points

TOTAL 1994 points

Standard Deployment

This is how I deploy for battle. First I deploy the skirmishing Peasant Bowmen in a wood or building, then the Trebuchet somewhere with a good line of sight – on a hill if possible. I then deploy the two large units of Knights of the Realm centrally, with a Damsel in each unit. The smaller unit of Knights are deployed on a flank, ready to block the enemy advance, redirect a charge or protect the Trebuchet. The Pegasus Knights are deployed on the opposite flank, ready to charge enemy war machines, fast cavalry or other units that could make nuisance of themselves. Finally, I deploy Louen Leoncoeur to protect the army's flank. The Battle Standard Bearer can pretty much go wherever you want, though bear in mind that the Pegasus Knights make a nice screen for him.



Continued from page 46...

advantage. This means that your army is going to have to weather at least two, likely three, turns of missile fire and magical trickery before it gets into combat – hence the need for high durability.

Once across the board, your army then needs to do what it's good at – kill stuff, and quickly. There aren't many fast-moving units that can survive prolonged combats – they tend to lack ranks, are unlikely to outnumber the foe, and as their numbers dwindle, they won't possess enough attacks to generate a high combat resolution through casualties inflicted. Your units need to break the enemy on the turn they charge and hopefully overrun off the board (to avoid being countercharged or shot at some more).

Faced with an army of fast-moving, close-combat units, your opponent is likely to go to great lengths to stop it from getting across the board. Enemy skirmishers, flyers and fast cavalry can all halt your advance or redirect your charges in unhelpful ways. You'll need to account for this when constructing your army as you can't deviate from your main attack to go chasing down 100-point units of skirmishers. Apart from the fact you're unlikely to catch them, you then won't have enough units left to hit the enemy lines in sufficient numbers. And this is where your ranged troops or magic users come in. Make sure that you have some form of ranged attack, either in the form of archers, war machines or a wizard, that you can use to dissuade enemy units from sticking their necks out. Both the Lance of Leoncoeur and the Flickering Fury have a handful of ranged attacks for dealing with such nuisance units.

Assuming you've stuck to your battleplan, dealt with anything that tries to stop you getting across the board and collided with the enemy lines with a crash, there are two things to beware – what I like to call the 'Tar Pit' and the 'Enemy-of-Ultimate-Doom'. Tar Pits are units that are highly resilient and that are unlikely to break even if charged by Khorne himself. They include large units of Undead, Nurgle Plaguebearers and Temple Guard with a Slann, but there are many more to beware. If you have to charge these units then make sure you do so with enough force to wipe them out, or at the very least don't leave yourself exposed to a countercharge.

Most armies you'll face will have an Enemy-of-Ultimate-Doom in them. It might be a monstrous Lord tooled up for close combat, such as a Chaos Lord on a Dragon or a Greater Daemon, or a powerful magic user, such as Teclis or Lord Kroak. These are enemies that can potentially win the game on their own – they might be able to hit harder than any unit in your army or possess the magical power to blast clean through your Magic Resistance and armour



Trinkets and Trickery

When choosing magic items, think carefully about their purpose. Most armies have strengths and weaknesses and you can take magic items to augment those strengths or lessen the effects of the weaknesses. Take, for example, the Bretonnian Battle Standard Bearer with the Virtue of Duty and the War Banner – together they grant him +2 to his combat resolution and aid him in breaking enemy units, even allowing him to take on a fully ranked-up unit by himself. Similarly the Heralds in the Flickering Fury list have been upgraded with Master of Sorcery; this allows them to take any lore of magic. By selecting the Lore of Beasts and utilising *The Wolf Hunts* spell, they can grant the Flesh Hounds or even the Bloodthirster an extra move in the Magic phase, making it easier for the army to get to grips with the enemy. On the other hand, the Bloodthirster has been given the Collar of Khorne, which grants him Magic Resistance 3 and helps offset the fact that the army has limited abilities to dispel. Similarly one of the Damsels in the Bretonnian army has been equipped with a Dispel Scroll to make up for the army's lack of dispel dice.

saves. To cope with these you'll need something fast (so you can deal with them quickly) and double-hard in its own right, such as a Bloodthirster or a High Elf Prince mounted on a Star Dragon. In other words, you need your own Enemy-of-Ultimate-Doom to fight fire with fire.

Just remember that you still need to spend the bulk of your points on units that can get across the board and smash the foe in combat. If you include too many units for dealing with things that the enemy might throw your way, you'll detract from the main thrust of the army and end up with a balanced list – all well and good, but not what we're aiming for with a Rush and Rend army. It's for this reason that there are no Flamers in the Flickering Fury – they cost a lot of points and would have forced me to drop a unit of Flesh Hounds.

So that's the Rush and Rend army – an army of fast, powerful units designed to do one thing well – chop you up in melee.

NEXT MONTH

Next month we'll look at defensive, range-attack armies that exchange ranked units and combat characters in favour of missile troops and powerful magic users – armies that can blast the enemy apart without ever fighting a single round of close combat.



WARHAMMER®

GORTHOR'S RAMPAGE



Most infamous and cursed of all the cruel and barbaric Beastmen, Gorthor the Beastlord carved a bloody swathe through the heart of the Empire before he was finally defeated. Phil Kelly takes a look at his exploits.

The infamous mage Wilhelm Vosterlich went missing but after braving the foetid depths of the darkest Drakwald he was eventually found sitting atop a mound of bloody bones, rocking back and forth on his haunches and crooning dark tales about the ravages of Gorthor. Shame to waste his witless ramblings, his rescuers thought, readying their quills. So read on, aspiring Wargors, and learn of the legend of Gorthor...

Though his ravages were a thousand years past and his name has long since passed into legend, Gorthor was the mightiest Beastlord to ever have summoned the Brayherd to war. A giant amongst his kind and a warrior of nigh-unstoppable ferocity, Gorthor shook the land of men to its very foundations when he brought the Empire provinces of Hochland and Ostland to their knees.

Gorthor the Beastlord was possessed of a burning conviction that he was the chosen weapon of the Chaos Gods, and any who saw the aura of malefic power that surrounded him like a nimbus instinctively knew that he was destined for greatness. But what made Gorthor such a threat to the lands of men was not only his martial prowess, but his vision and foresight. For Gorthor was visited by nightmare visions of the future that, combined with the animal cunning common to all leaders of the wretched race of Beastmen, made him a dangerous foe, able to outmanoeuvre even the finest generals of the Empire.

The Ravages of Gorthor have passed into the folklore of the Empire from end to end, and though men take heart at the fact that he was eventually stopped, all fear that one day his like will come again. And they are not wrong...

KNOW THY FOE

THE PATH OF THE BEASTLORD

Gorthor is a holy terror upon the field of battle. The editor prodded me with a man-cleaver until I agreed to write a few pointers on how to get the most out of this super-hard warrior lord.

Characters on chariots are always very powerful, and this is doubly true with Gorthor. Gorthor causes D6 S5 Impact Hits with his chariot – the Skull of Mugar lets you roll two dice for this and pick the highest. Then the Beastlord gets to make five S5 attacks with Killing Blow – great for dispatching impudent enemy characters in a challenge. His retainer Bagrar then makes two S5 attacks with his spear, and even the Tuskgors that pull the chariot can dish out a respectable two Strength 4 attacks between them. All these attacks benefit from both the Primal Fury and

Man-bane special rules, meaning plenty of re-rolls to hit, and just occasionally Frenzy into the bargain, which affords you a further four attacks. Against a unit of Empire state troops you can expect Gorthor and his crew to cause around ten wounds on the charge; more than enough to cripple an enemy unit with a single thunderous assault and that's just assuming he charges on his own.

It is imperative that you get the charge, though, or you won't be able to dish out nearly as much pain. It's worth setting up a 'charge trap' by keeping Gorthor slightly behind a frontline of cheaper units – wait for the enemy to charge one of them, declare a 'flee!' reaction, then countercharge with Gorthor next turn. Because Gorthor's Leadership radius is 18" due to his Cloak of the Beastlord, he can easily confer his Leadership to the fleeing unit.

Meanwhile Gorthor will be in his element, trundling into the thick of the foe. Just ensure he doesn't get too far out of the fight, because that high Leadership can be invaluable, and remember to pick your fights. Gorthor's weakness is his lack of a decent saving throw, so be careful who you size up for your inevitable challenges.



A YEAR OF BLOOD AND FIRE

This chronology was compiled by the reckoning of the Imperial Mage Emeritus Wilhelm Vosterlich, who famously followed the trail of devastation left by the Grand Brayherd of Gorthor and painstakingly recreated its progress.



1519

Erntzeit (Harvest Month)

The Knightly Orders of the Crystal Lance, the Blazing Sun and the Golden Sword ride out from Solland, Ostland and Talabecland alongside the province's most celebrated commanders. They head south on a great crusade to crush the forces of the Araby deserts, unaware of the plight that is about to befall their homelands.

1520

Mitterfruhl (Spring Equinox)

Gorthor is visited by a vision of the world afire, a burning forest reaching into the skies, each tree trunk a plume of smoke borne from the ruins of mankind's once-proud settlements.

Pflugzeit (Plough Month)

Gorthor gathers his warherd. Imparting his vision into those about him at the sharp end of his blade, Gorthor bids his Bray-Shamans summon all of the warherds across the Middle Mountains into a brayherd large enough to consume the lands of men. His unholy fervour proves infectious, and word spreads far and wide of the coming invasion. The ground is forever tainted by the construction of a ragged city of Beastmen encampments.

Sigmarzeit (Sigmar Month)

Gorthor is challenged in single combat by a succession of Beastlords who believe it is their destiny to lead the warherds to battle. The first he defeats with his bare hands. The second he guts upon his horns. The third and fourth he beats to death with a branch torn from a nearby tree. Only when the fifth challenger steps up to demand right of rule does Gorthor pick up his spear. Over thirty more challenges ensue, but Gorthor is victorious in every one.

Sommerzeit (Summer Month)

His leadership proven beyond a doubt, Gorthor puts his army to work gathering the beasts of the Middle Mountains and building chariots for them to pull to battle.

Sonstill (Summer Solstice)

Judging by the runes carved in the 'Sunstone' in the wilderness of Ostland, Gorthor launched his invasion under the midsummer sun. The assembled horde blackens the horizon, Gorthor at its head.

Vorgeheim (Fore-mystery)

The vast brayherd spills into the territory of Bogri Eight-Eyes, a Forest Goblin warlord who at the time had a stranglehold over much of the Middle Mountains. Bogri offers the services of his many armies in the hope of a share of the spoils, but Gorthor refuses with contempt, and leads a warherd entirely consisting of chariots into the heart of the Forest Goblin horde. Armies of Spider Riders charge the Tuskgor and Razorgor Chariots of Gorthor's vanguard but are swept aside. Gorthor himself charges Bogri's gigantic arachnid mount, driving his chariot straight into the creature's heart and piercing the skull of its master with a single thrust of his spear. The Forest Goblins are culled mercilessly and the brayherd's rampage continues.



Gheimnistag (Mystery Day)

The bodies of Gorthor's enemies are heaped high and burnt as sacrifices to the Gods of Chaos. At the stroke of midnight, the orgiastic revels reach their peak, and the ground shakes to the tread of approaching Cygor. Thousands of Beastmen lapse into a hallucinogenic fugue wherein the true vision of Gorthor is burnt into their minds. Later that night before the fires have dimmed a clutch of Jabberslythes and Chaos Spawn shamble from the woods to accompany Gorthor's armies.

Nachgheim (After-Mystery)

Blessed by the Ruinous Powers, the invasion begins in earnest. Town after town and countless settlements are burnt to the ground. Gorthor crushes the armies and garrisons of the enemy one after another, always sparing one man the better to sow tales of terror. Before long the name of Gorthor resounds across the Empire, reviled as a Daemon given bestial form.

Erntzeit (Harvest Month)

Ostland is systematically ravaged. the Beastlord leaves it devastated in his wake, the skies filled with smoke and the land strewn with corpses that are squabbled over by flocks of Harpies. Many hundreds of Gors are elevated to the status of Bestigor as they grow larger and better equipped on the spoils of their prey. A harvest of sorts is taken, but it is mankind who falls like wheat and the Beastmen who reap the rewards.

The Knights of the Empire return from Araby, lances ready to confront Gorthor in the city of Hergig.

Mittherbst (Less-Growth)

Under the full red harvest moon of the equinox, the stolen banners of Ostland are smeared with filth and burnt one by one by their captors in a great ritual.

Brauzzeit (Brew Month)

Gorthor's invasion crosses the border into Hochland, yet before the Middle Mountains have even receded from view, the Waaagh! of the Black Orc Grolk Headbiter stands in the Beastmen's path. Battle is joined, and Gorthor duels the hulking Grolk in the epicentre of a storm of violence. The titanic duel ends with Gorthor plunging his spear, Impaler, into one side of the Black Orc's head and out of the other, and the Orcs are put to rout.

Kaldezeit (Chill Month)

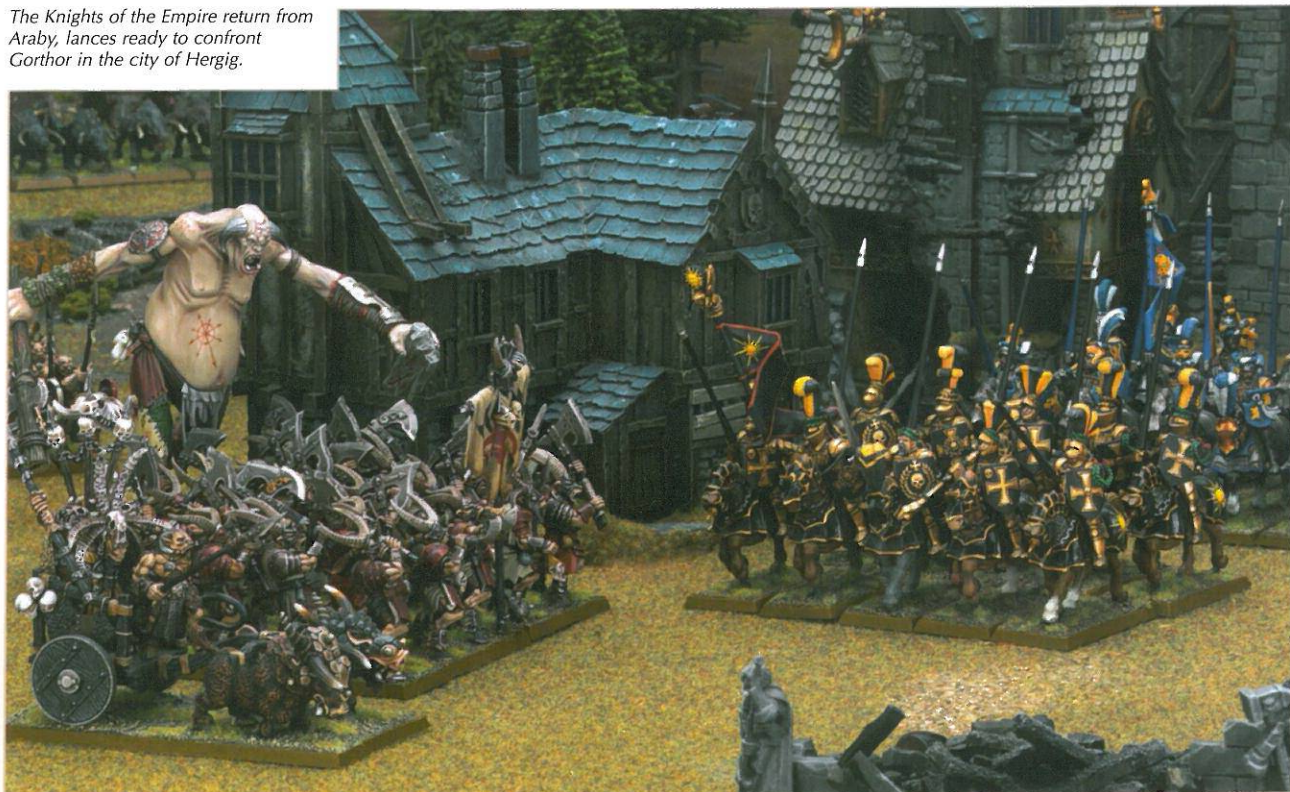
Meanwhile, the tattered remnants of the Ostland state troops join forces with those of Hochland against the encroaching invasion. Every citizen is pressed into service, giving their all to reinforce and prepare the towns and cities of the province in order to repel the Beastman invaders. It is not enough. Hochland is torn apart until all that is left standing is the vast walled city of Hergig.

Ulriczeit (Ulric's Month)

The Outriders and Pistoliers of Hochland fight a rearguard action against the Beastman horde in a series of hit-and-run attacks that buy their comrades time to fortify and prepare. They score a number of

History in the Making

The world of Warhammer is replete with special characters who are not around in the age of Karl Franz – the 'present day' in Warhammer terms. Characters such as Gorthor met their glorious death upon the battlefield many centuries ago but we still feature them in our armies. There is a lot of fun to be had in restaging historical battles and seeing just how much carnage you can wreak with these terrors before they meet their end.



OTHER (IN)FAMOUS BEASTMEN LORDS

Although Gorthor is the most infamous of Beastlords, he's not the only malevolent monster to have carved a swathe across the Old World. Witness these two menaces, for example...



Khazrak the One-Eye

Khazrak the One-Eye is the scourge of the Drakwald, and rightfully so. On the battlefield he enhances the Beastmen's natural abilities, allowing you to re-roll Ambush rolls. This means you have a one-in-three chance of each unit in ambush turning up on Turn 1, right behind the enemy. Khazrak excels in challenges too, with a fearsome statline, a 2+ armour save and (crucially) the ability to negate the magic weapons of the foe. If you prefer to dish out damage to the rank and file, you can use his mighty lash and gain a number of attacks equal to the number of models in the front rank of the enemy.



Malagor, the Dark Omen

Wherever a malignant plan is hatched amidst the forests of the Old World, the dark claw of Malagor is never far away. Although not a Beastlord, Malagor is often the power behind the despoiled throne of many a villain. Malagor is the most powerful spellcaster the Beastmen can field, able to pick from the Lore of the Wild, Death, Shadow or Beasts. Combine that with his ability to fly, and you can guarantee that he'll be in the right place to cast the right spell at the right time. His presence spells bad news for the foe, as enemy models within 6" cannot use the General's Leadership unless he is in the unit.

On the Web

No doubt Phil Kelly has whet your appetite to find out more about the most infamous villains of the Beastmen, so to satisfy your curiosity Adam Troke has written a Beastmen Character Focus article looking at each of the Beastmen special characters in turn. You can find it on our website at:

www.games-workshop.com



small victories before falling prey to the cunning ambushes of Ungor Raiders and the Gor herds that followed in their wake. Before long the horde descends upon Hergig, the capital city of Hochland, to find the human city's preparations are complete. The siege begins, and the death toll spirals ever higher as battle is joined once more. It takes three weeks of unrelenting fighting before Gorthor's horde breaks through the outer defences.

Mondstill (World Still)

Winter Solstice. 22 days after the siege begins, the inner gates of Hergig are splintered apart by the charge of a dozen barn-sized Razorgor. The horde pours in like a river breaching a dam, and the slaughter begins anew.

Vorhexen (Fore-Witching)

For three days and three nights the battle in the streets of Hergig rages until the gutters run red with the blood of man and beast. Elector Count Mikael Ludendorf withdraws into his palace, and orders the rest of Hergig to be set ablaze with flaming arrows to deny the Beastmen their prize. The Beastmen are on the verge of victory when the Knightly Orders that had rode

out into Araby almost a year hence return. They thunder through the streets and butcher herd after herd of Beastmen.

Meanwhile, at the gates of the palace, Gorthor calls out Mikael to duel, and incredibly the embittered and rage-filled Elector Count marches out to meet him. The duel rages, around them the armies of man and beast poised on the edge of exhaustion. To the amazement of all around, Mikael appears to be holding his own. Then Impaler strikes true, and Gorthor lifts the Elector Count high in the air for all to see. Just as the Beastlord's horned head is thrown back to bellow in triumph, the Elector Count's Runefang whistles through the air and plunges itself into Gorthor's chest. The duellists die together in that instant, and with their leader's demise the resolve of the Beastmen collapses. The warherds flee, leaving the ruins of Hergig far behind.

Since that day men have whispered the name of Gorthor in hushed tones, for the legend of his rampage is still told. It is as if saying his name aloud will hasten the day when the Cloven Ones rise again, for that day will assuredly come and the kingdom of man will once again tremble before the might of the Beastmen.

SCENARIO: GORTHOR'S LAST RIDE

This scenario has an ironic twist – having fought their way to the palace gates, the Beastmen ambushers are ambushed in turn by the cavalry of the foe!

You don't have to stage this battle in the Empire city of Hergig – it could equally be a Bretonnian city, a Dwarf hold or the depths of Skavenblight. After all, Gorthor had a long and distinguished history of bloodletting, and it wasn't just the Empire that felt his wrath...

The city lies in ruins, and Beastmen run amok in the sprawling market square, burning, befouling and butchering everything they find. But just as Gorthor's ultimate victory is at hand, the cavalry of the hated foe rides through the streets into the rear of Gorthor's army. Can he slay enough of the enemy's leaders to drive their armies from the field and carry the day?

Armies

Both armies are chosen to an agreed total, using the Warhammer army lists. The Beastmen player has 50% more points to spend than his opponent. For example, if the defending player has 2000 points then the Beastman player will have 3000 points. To represent the fact that the leaders of each army are fighting head-to-head in this last titanic clash, each army must spend at least 25% of its points on characters.

Battlefield

The battlefield must include at least three buildings to represent the fact that the fight is taking place in the enormous city squares of Hergig, and at least three obstacles to represent burnt-out buildings, gibbets and market stalls. If possible use your other terrain pieces,

including Mighty Fortress walls and towers if you have them, to block off as many of the board edges as possible.

Deployment

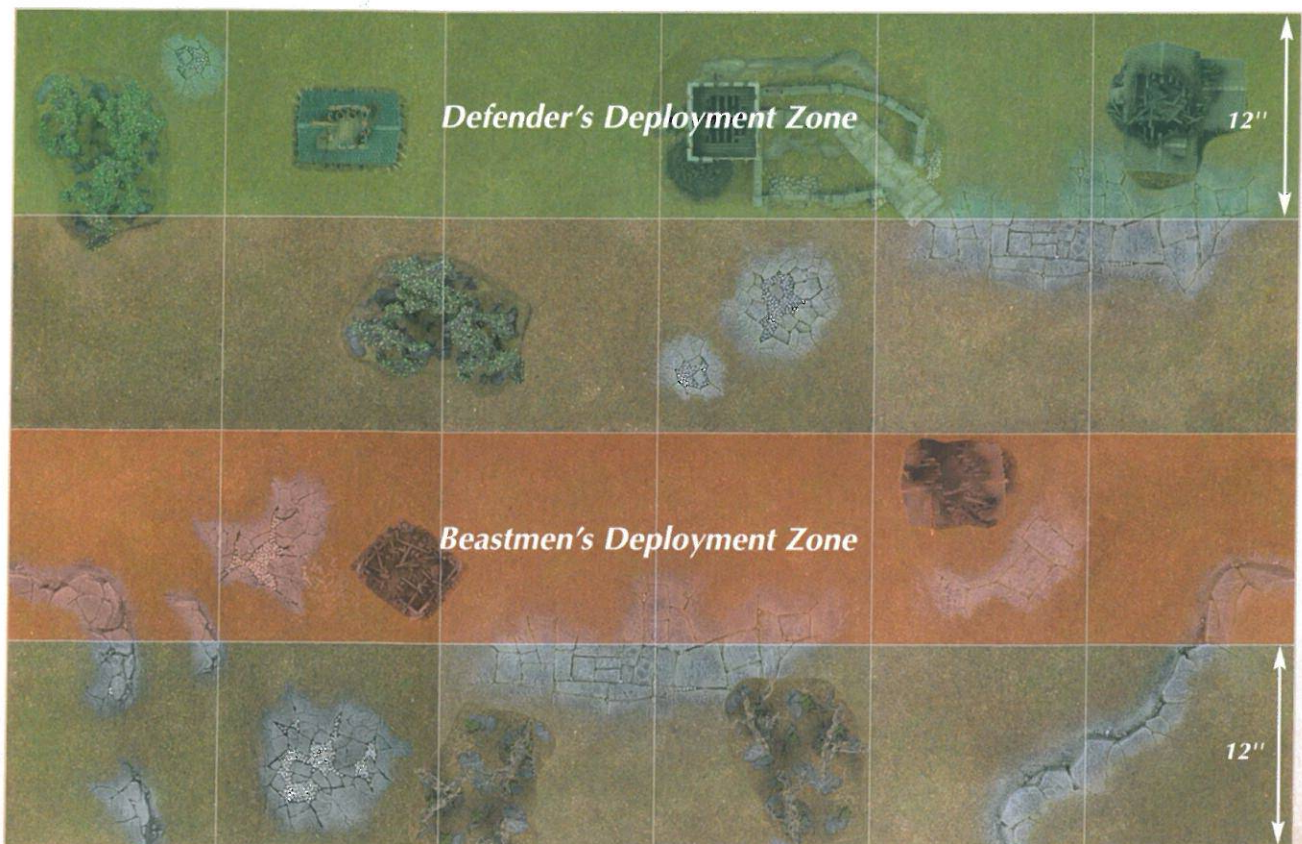
- 1) The defending player sets up his army within 12" of his table edge. He may then set up the three buildings mentioned above in his deployment zone to represent the ruins of the city. The Beastman player then places the three obstacles anywhere on the board.
- 2) The Beastmen player may set up his army anywhere on the board, provided that it is outside of 12" of the enemy deployment zone and more than 12" away from their own table edge.

Special Rules

- The defenders of Hergig are expecting to die and so are Immune to Panic.
- The Beastmen's fate is sealed when the Knights of the Empire ambush them in the rear. To represent this the defender may place up to one third of his army in ambush, exactly as described in the Beastman Ambushers rule in the Beastmen army book.

Victory Conditions

The battle will be won or lost by the actions of its heroes. The only victory points that count are those counted for the deaths of characters and the capturing of banners.



CALL OF THE WILD

From out of the woods they march – the Beastmen! They loathe the civilised races, yearning for a more primal age when brute force reigned, and so they gather the warherds, intent on bringing ruin to all.

BEASTMEN UNGOR HERD



MULTI
PART
PLASTIC
KIT



BEASTMEN UNGOR HERD

99120216002

£15, €19.50, 150dkr, 190skr/nkr

This set contains 10 multi-part plastic Ungors, including options for spears, hand weapons, shields and short bows. The set also includes options for a full command group.

BEASTMEN GOR HERD

MULTI
PART
PLASTIC
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BEASTMEN GOR HERD

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This set contains 10 multi-part plastic Gors, including options for arming them with hand weapon and shield or additional hand weapons. The set also includes options for a command group.

BEASTMEN BESTIGOR HERD



MULTI
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BEASTMEN BESTIGOR HERD

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£25, €32.50, 250dkr, 310skr/nkr

This set contains 10 multi-part plastic Bestigors, including options for a Goughorn, standard bearer and musician.



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BEASTMEN MINOTAURS

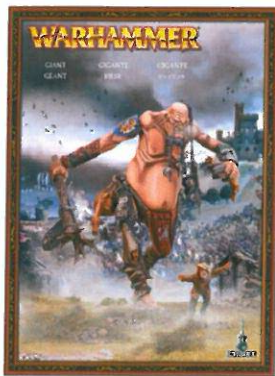


BEASTMEN MINOTAURS

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GIANT



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GIANT

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This massive multi-part plastic kit makes a fearsome Warhammer Giant, and includes pieces to make a variety of devastating weapons including a huge club, rocks and even a man in a cage!

This kit has been put together as a Chaos Giant. This model can also be assembled as an Orc & Goblin Giant or an Ogre Kingdoms Slavegiant.

CHAOS SPAWN



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CHAOS SPAWN

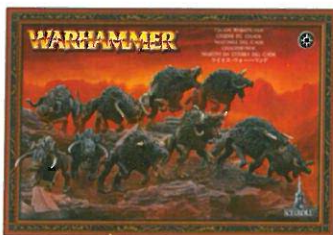
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CHAOS WARHOUNDS

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TACTICA: TYRANIDS

This month Robin Cruddace takes a look at some essential Tyranid tactics, along with some advice from two of his hardened playtesters, Marco Schulze and Tim Sawyer.



It is the opinion of the Hive Mind that the use of the following can dramatically enhance your chances of defeating your prey:

- **Synapse Creatures:** make your broods Fearless and allow them to ignore those pesky Instinctive Behaviour tests.
- **Tyranid Warriors:** Troops that are also Synapse Creatures are perfect for capturing objectives and keeping your alien swarm under control.
- **Lictors:** increasing the odds that your reserves turn up on time, and on target.
- **Toxin Sacs:** with poisoned attacks even your smallest creatures can slaughter the toughest of opponents.

The Hive Mind is ever adapting its tactics and forever creating new monsters to unleash upon the galaxy. With the latest edition of Codex: Tyranids there are more creatures, weapons and tactics to explore than ever before. However, the single most important thing any budding Tyranid commander must learn is the use of synapse control. Master this and you will have a fearless army of bioengineered killers at your command. Fail, and your swarm shall revert to an uncoordinated pack of mindless beasts.

Controlling the Brood

Tyranids typically win battles through attrition; throwing themselves at the enemy and whittling their prey down until the defenders can no longer hold back the tide. This is only possible by using Synapse Creatures to make the Tyranid swarm Fearless. Having your broods flee at the first bark of gunfire or getting cut to pieces in a sweeping advance simply won't do. What's more, unless a brood is within synapse range at the beginning of a turn it may revert to its Instinctive Behaviour, ruining your otherwise foolproof plan.

So how do you ensure that your entire army remains under the Hive Mind's control? Well, there are two schools of

thought. By placing your Synapse Creatures as far apart as possible you'll maximise the battlefield area that falls under your synaptic influence, but you'll also increase the area lost to you should one of your synaptic 'links' be severed – that is, if one of your Synapse Creatures takes one too many krak missiles to the head. At the other end of the scale, where you place several Synapse Creatures right next to each other, you end up controlling a rather small area, but the loss of one Synapse Creature has very little effect on your total synapse coverage; hence your ability to control those Tyranids within that area is hardly diminished. Of course, these are just two rather extreme examples and the ideal deployment tactic lies somewhere in between. It's a fine balance, and one that I find is ultimately determined by the number of Synapse Creatures in my army. Thankfully, they are not in short supply and Synapse Creatures can be found in every slot in the force organisation slot.

There are always more tips and tricks to learn. You can find even more Tyranid tactics on our website:
www.games-workshop.com

KEEPING CONTROL

Maintaining control of your broods is, of course, easier said than done. As the battle ensues there are many reasons why broods find themselves outside of synapse range.

- Unsurprisingly, Synapse Creatures will be high on your opponent's target priority list. Making use of cover may well shelter Tyranid Warriors from the worst of your enemy's heavy weapons but your Hive Tyrants will need to rely on Tyrant Guard to protect them. You'll also need to keep an eye out for fast-moving 'hunter-killer' squads, units like bikes and jump infantry, who will attempt to assassinate your Synapse Creatures. Target these units as a priority and intercept them with your own fast-moving broods.
- Deep striking is a common way in which Tyranids find themselves out of synapse range, either because of a wild scatter roll or because of a Deep Strike Mishap. Such units are in danger of becoming stranded unless a Synapse Creature can be diverted to re-establish control and shepherd them back into the fray. Thankfully, most deep striking broods are also very quick and you need only pass the test once to move (and run) back into synapse range.
- Over-extended assaults occur when units charge an enemy and in so doing move beyond synapse range. It's easily done, especially in the heat of battle

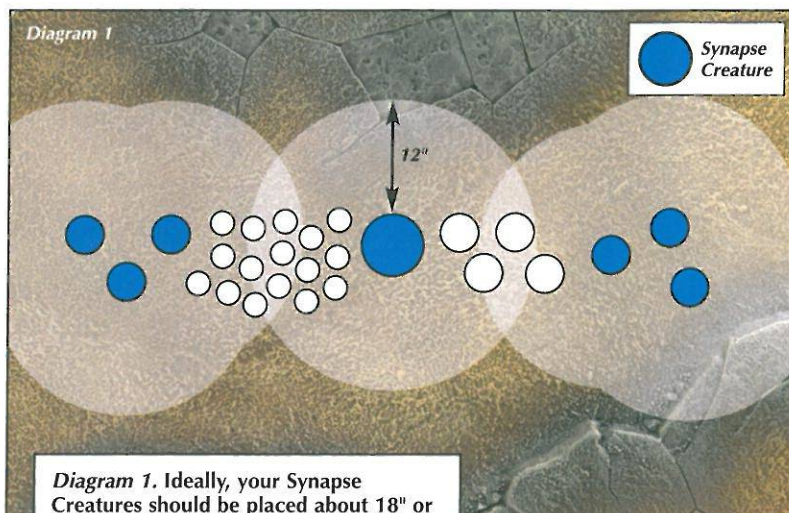


Diagram 1. Ideally, your Synapse Creatures should be placed about 18" or so apart so that their synapse coverage overlaps with their neighbour's. By deploying your most important units in this overlap region you ensure that, should one Synapse Brood be destroyed, another remains to maintain control of your vital units.

when the scent of blood is in the air. Fast-moving units such as Hormagaunts and Raveners can quickly outpace their synapse masters. The danger is that they lose the advantage of being Fearless and become vulnerable to a sweeping advance and an ignominious defeat. Don't forget that Synapse Creatures can always run to keep up with minions that are in danger of leaving their control.

TOP TIP

Deep Striking

Synapse Creatures such as Trygon Primes, Tyranid Shrikes and Winged Hive Tyrants can all enter play by Deep Strike. If a gap has appeared somewhere in your synapse coverage, you can plug the hole by deep striking these Synapse Creatures into the gap. Use a Lictor's Pheromone Trail to ensure that they don't scatter.

INSTINCTIVE PLANNING

Sometimes, despite my best efforts, and no doubt the mocking laughter of the dice gods, luck runs out and broods end up beyond the range of a Synapse Creature's control. As a result, I always have lurking in the back of my mind a plan for what to do if I had to rely upon my force's Instinctive Behaviour alone.

Tyranid creatures that must Feed will throw themselves at the nearest enemy unit. Therefore, I try and manoeuvre my forces so that they will assault the unit they will be most effective against. This doesn't really make a difference with the heavy hitters – indeed, there are few foes that a charging Carnifex can't stomp flat. However, a brood of Hormagaunts isn't going to tear down a Land Raider no matter how hard they try.

I don't use 'feeding' units like Hormagaunts to hold ground. Instead, I use creatures that Lurk, such as Termagants – they can be relied upon not to go sprinting off of a vital objective to engage the enemy at an inopportune moment.

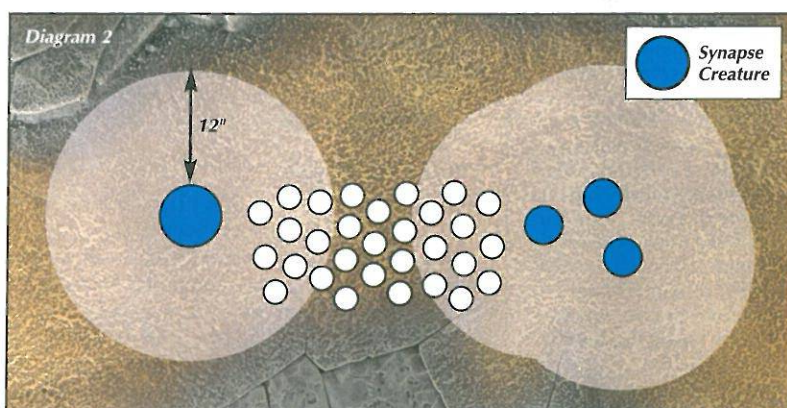


Diagram 2. The broods that are most susceptible to failing their Instinctive Behaviour tests are those with low Leadership values like Termagants or Hormagaunts. However, these units can consist of a very large number of models and only a single creature needs to be in synapse range for the brood to pass its Instinctive Behaviour test. By spreading the brood out over a wide area you can potentially be in range of multiple Synapse Creatures, making it far more difficult for your opponent to knock out your synapse control. Be careful when removing casualties; remove models nearest to your Synapse Creatures last – you don't want to cut off your own control.

MINIONS OF THE HIVE MIND



TOP TIP

Bigger is Better

I have one tip when selecting a brood: bigger is better. Large broods have two main advantages over several smaller ones. Firstly, a single large brood covers a greater area, so it can be within range of several Synapse Creatures at once. Secondly, if beaten in combat, each brood will suffer additional wounds. By having several small broods the effects of this are multiplied. With a single, larger brood, any such losses are minimised and there will still be plenty of Tyranids left for next turn. The Tyranids' natural advantage is their ability to win through attrition – so maximise this by taking big broods.

So far I've talked about the importance of Synapse Creatures, but what about the rest of the swarm? Well there are more Tyranid creatures than ever before to unleash upon your prey, err, I mean opponent.

In general, Tyranids that Lurk are better suited to shooting the enemy, whilst those that Feed are better in assault. Some creatures are jacks-of-all-trades, beasts that can be upgraded to wield a variety of weapon symbiotes. Tyranid Warriors, for example, can be upgraded with lash whips and boneswords to become fearsome close assault troops, or with deathspitters and venom cannons to become devastating at range. They can even be armed with a combination of both, although this tends to be a little bit heavy on the points.

Size Matters

Tyranid creatures tend to come in one of three size-categories: lightweight, heavyweight and warrior-sized. Lightweight creatures such as Hormagaunts, Termagants and Gargoyles tend to attack in big swarms. Whilst individually these creatures are not the most powerful troops at your command, they can easily outnumber your foe by two or three to one. Swarms win combats through weight of numbers and you can be utterly merciless with these broods, confident that they can soak up a lot of casualties and still have the mass needed to crash through. Whilst they render your opponent's lascannons and meltaguns insignificant (wow, you've blown up a Termagant), template weapons can quickly decimate their ranks.

Monstrous creatures are the Tyranid heavyweights, and no swarm would be truly complete without them. These behemoths excel in close combat and they can carry the most destructive of ranged bioweapons. Monstrous creatures are also very tough, and can shrug off an obscene amount of small-arms fire before they fall. However, your average opponent will likely have some anti-tank firepower, and in the absence of any tanks to shoot at, you can bet he'll be training them on your monstrous creatures – opponents can be jolly unsporting like that. Being so large, it can be rather difficult to hide from long-ranged, heavy weapons and even more difficult to claim cover saves from such shots – Venomthropes are a perfect way to help protect your monstrous creatures.

Warrior-sized beasts include Lictors, Hive Guard and, of course, Tyranid Warriors. These units usually have a specialised role, but their comparatively low numbers makes them vulnerable to a concentrated counter-attack. It's important to use these troops alongside your other broods and to pit them against foes where they'll do the most damage. Hive Guard are great at shooting the enemy, but not so great at tearing them apart in melee. Likewise, Pyrovores can burn through swathes of infantry, but they'll not do much more than burn the paint work off a tank.

I've found that with Tyranids, balance is the key. By relying on one size-class alone, your swarm can become unstuck against the wrong foe, but by taking a variety you will always have the right tool for the job.



OVERWHELMING YOUR PREY

Tyranid armies can contain a large number of beasts, but by presenting the foe with one threat at a time your enemy can destroy your swarm piecemeal. Instead, what you should do is overwhelm your prey with so many threats that he doesn't have that luxury. By attacking with lots of units at once, the foe must split his firepower, troops and, more importantly, his concentration. Our aim is to tempt our opponent into making a mistake, into gambling for the chance to destroy several different targets at once and ending up with nothing. When they fail, pounce with everything you have and tear his army apart. The key to this is to time your attacks and use your broods in concert.

Using Broods Together

Tyranid broods are, on the whole, very durable. They are either extremely tough or have sufficient numbers to withstand heavy casualties. Your enemy's fire discipline needs to be tight if he's going to eliminate an entire brood in a single round of shooting. There are also those broods that

are extremely powerful (Genestealers, for example) but lack the Toughness or numbers to survive a coordinated attack on their own. As soon as you can force your opponent to split his firepower you drastically increase their survival prospects.

One way to do this is to pair your broods up. By attacking in brood-pairs (or trios), when one is in a position to threaten an enemy squad, so too will its partner. By forming your broods into 'packs' and attacking together, you ensure that even if one is destroyed, the other remains at full strength, ready to swamp the foe. And so long as your broods are in synapse range they are Fearless so your opponent must completely destroy them to halt the attack.

Another ploy is to attack from several different directions. This requires greater judgement and timing – if you're not careful your broods could end up arriving in your enemy's gun sights one at a time. However, the advantage of this method is that your target cannot easily evade your trap and any units caught within will be cut off from their own supporting units.

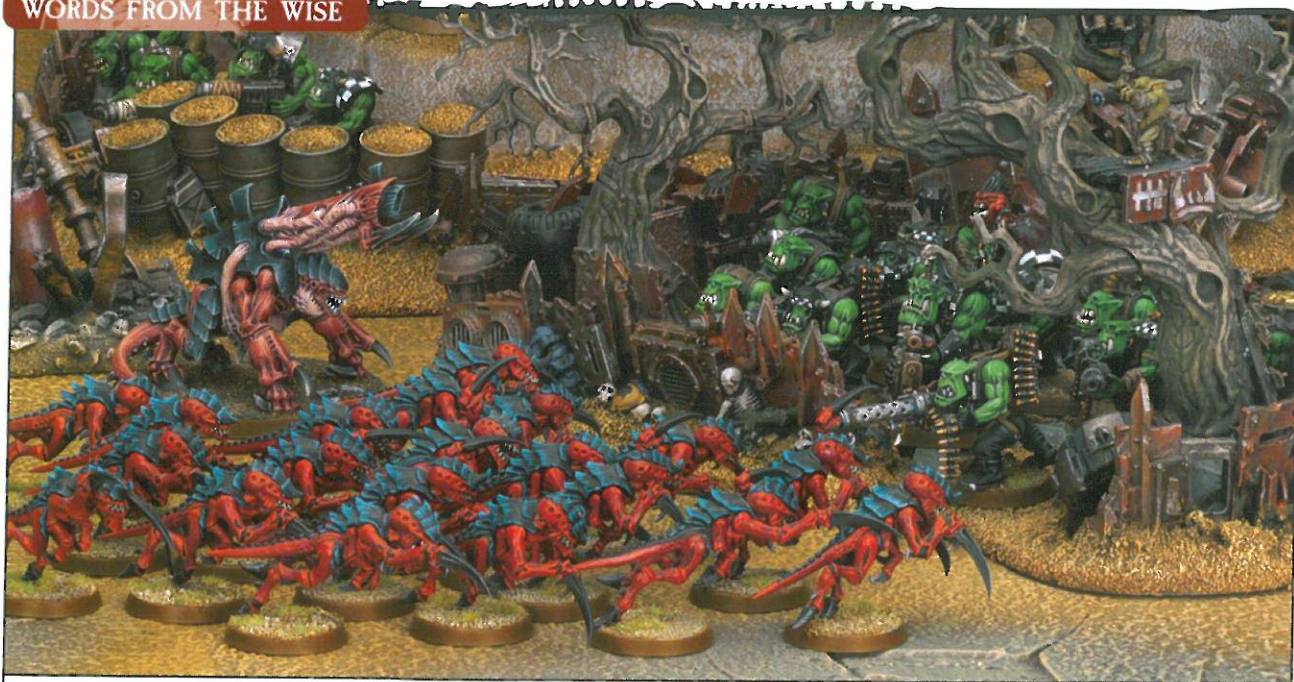
TOP TIP

Living Bombs

Biovores have the longest-ranged weapon available to the Tyranids. They can fire over intervening terrain and potentially pin the foe, allowing your forces to cross open terrain safely. If the Biovores miss, the resultant Spore Mines will continue to disrupt the foe's forces, slowing the enemy down and drawing his firepower.



WORDS FROM THE WISE



Tim Sawyer: The Tyranids are amongst the best assault troops in Warhammer 40,000, but most broods will have a tough time assaulting an opponent in cover. There are a few ways to overcome this problem.

The Tyranid army has a few creatures able to ignore the effects of cover when assaulting. A Lictor's flesh hooks, a Carnifex's frag spines and a Harpy's sonic screech are all capable of negating your opponent's advantage, as are models with lash whips, which can force the enemy to attack simultaneously. However, in the absence of such creatures I suggest softening up the

enemy with firepower prior to an assault. Reducing the number of flesh-things swinging chainswords or choppas at your broods means more of your critters get to fight back, even if it's after your opponent! Pyrovores can belch torrents of acidic flame, dislodging most troops from their foxholes, making them an obvious choice for this kind of work, but don't underestimate the impact of 30 fleshborers at close range. As all Tyranid weapons are assault weapons you can loose off a volley of parasitic slugs before charging in, helping to swing the favour of the fight.

TOP TIP

Lictors

Lictors are the kings of surprise tactics. It is a fool indeed who leaves these creatures unhindered, but your opponent will not find it easy to deal with them, especially if they have deployed into cover where they can benefit from the Stealth rule. Lictors are best suited at targeting isolated infantry units but don't discount Lictors when it comes to tank hunting duties – I've seen Lictor broods tear apart Dreadnoughts in assault.



STRIKING WITHOUT WARNING

How many times have you watched a film and seen an outnumbered group of heroes win because they had 'the element of surprise'? Well, if you're like me and have watched too many war movies then the answer will be quite a few. Surprise is important because it leaves your opponent open to making a mistake. On the tabletop, surprising your opponent means forcing your foe to make a sudden, radical change to his plans in order to deal with an unexpected attack.

Lurking in the Shadows

With their ability to infiltrate and outflank, Genestealers are a major threat to your foe. I find them to be the foremost disruption unit at your disposal – perhaps no surprise, after all, who wants to get within reach of those claws? When bolstered with a Broodlord, there are few opponents that can survive a Genestealer assault. I find that Genestealers work best when used in an army with a Hive Tyrant with the Hive Commander ability. That way you can exploit any error that your opponent makes, pouncing on the flank to cause the most damage. Hive Commander also lets you outflank another Troops unit – I recommend infiltrating Tyranid Warriors or Termagants or to support the Genestealers, softening up any targets with firepower (and, if they're Tyranid Warriors, to fill in any gaps in your synapse coverage).

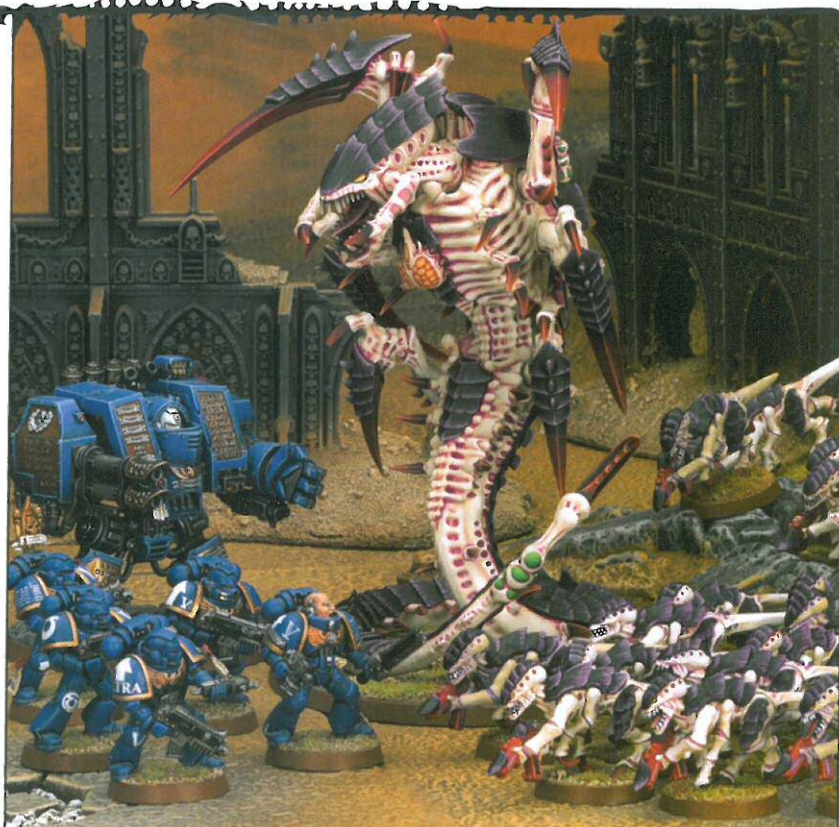
Death from all Angles

Deep-striking broods are a deadly tool in the Tyranid arsenal – there are few other armies that can match the Tyranids for sheer number and variety of units that can Deep Strike. There are a few that deserve a special mention, however:

- **Trygons and Trygon Primes:** These are great all-round units, having both powerful ranged and close combat attacks. When these monstrous creatures appear in the midst of your opponent's battlelines they cause a fair amount of panic and disruption.
- **Mawlocs:** What could be better than a giant deep-striking monstrous creature? One that devours a whole squad the instant it arrives onto the tabletop. To maximise the damage caused as a Mawloc emerges try positioning a Lictor or two close to your targets. Thanks to the Lictor's pheromone trail, deep-striking Mawlocs won't scatter as they emerge under their prey's feet – gulp!
- **Carnifex:** A favourite tactic of mine is to tool a Carnifex up for close combat, stick it in a Mycetic Spore and then Deep Strike it into the middle of the enemy lines. This is one threat your opponent ignores at his peril. Doubly so if you chuck two at him.

WORDS FROM THE WISE

Marco Schulze: If your opponent doesn't already dread the appearance of a Trygon, it's only because he's not faced one yet. After all, they could emerge anywhere and as monstrous creatures these beasts are well suited to smashing holes in any battleline. But with the Subterranean Assault rule things get even better; Trygons can bring along some friends who follow in their wake. Just remember that only one unit can slip through a tunnel each turn and cannot assault on the same turn. Make sure that the unit in question carries some ranged weapons and is big enough to really overwhelm the enemy. 30 Termagants, for example, are enough to ruin anyone's day and, if you have the points, equip them with devourers. The Termagants will then come out to play with nothing less than 90 Strength 4 shots! Normally the investment in points for such a brood is hard to justify as they are rather brittle, but with a little help from their big brother, the Trygon, they can safely cross the battlefield.



CLOSING IN FOR KILL

Having a fantastic opening turn is no guarantee of winning if your opponent can rally his troops to turn the tables on you later on. Once you've got the initiative, you have to keep it. A Tyranid army has the elements to apply pressure every turn.

Hunting from Afar

In the opening turns, Tyranids have to rely upon firepower to keep the pressure on their opponent. There are three important roles that firepower plays for the Tyranids:

- **Firepower Maintains the Initiative:** Without being able to threaten your enemy in the Shooting phase your foe will be able to attack you from a distance without fear of reprisal. By allowing your opponent to do this you are letting him dictate the flow of the battle and you will need to work all the harder to get into combat, and harder still when you get there as the enemy will be at full strength. Venom cannons, barbed stranglers and their heavier counterparts have the range in opening turns to make your opponent think twice about walking into no-man's land.
- **Firepower Demoralises Enemy Troops:** An enemy can't effectively fight back if he's running away screaming now, can he? Weapons such as devourers are ideal for demoralising troops and a brood or two armed with these can easily see enemy squads flee in terror.
- **Firepower Softens up the Enemy:** Tyranid firepower is typically powerful but short ranged, ideal for close ranged

salvos prior to an assault. The greatest strength of broods like Termagants and Hormagaunts is their numerical superiority. Firepower essentially helps to maximise your own advantages – by unleashing a few fleshborer and deathspitter volleys into a foe before assaulting, you amplify your own natural advantage.

They Just Keep on Coming

There's no doubt about it, Tyranids are at their most dangerous in close quarters and you want to get your troops into combat as soon as possible. Once you've closed the distance, the slaughter can truly begin, but don't ever let up on the attack. The most important thing is to keep sending in wave after wave until the enemy is utterly destroyed – don't ever give your opponent the chance to go back on the offensive. Also, don't be worried if you find your initial wave doesn't smash through your enemy's forces straight away. Their job is to charge the enemy before they can charge you and tie them up, buying time for additional waves to enter the fray. It's a Hormagaunt's life, eh? Once the enemy is 'pinned' in place you will be able to pick and choose your combats to maximise the impact. Against opponents like Imperial Guard and Orks it will come down to attrition so send in more waves of Hormagaunts and Termagants to win through sheer numbers. Against forces like Space Marines or Necrons, a Carnifex or a Trygon will quickly tip the balance. Just remember not to overextend your combats – if necessary, use consolidation moves to get back into synapse range.

TOP TIP

Toxic Spores

Your swarm needs to be able to withstand a punch as well as give one, and it is rare indeed that I take to the field without at least one brood of Venomthropes. Their spore cloud provides every Tyranid unit within 6" with a healthy 5+ cover save. Even monstrous creatures can claim this save, giving them a little protection against all those nasty lascannon or multi-melta shots.



TOP TIP

Tank Hunters: Armoured battle-tanks can prove to be a painful thorn in the side to a Tyranids who have little in the way of ranged anti-tank firepower. However, there are a few notable exceptions in the form of Zoanthropes and Hive Guard. Zoanthropes are excellent tank hunters, their Warp Field protecting them from the heaviest ordnance whilst they close the distance to use their short-ranged *Warp Lance*. Not even a Land Raider's reinforced hull is proof against such an attack. Hive Guard instead carry deadly impaler cannons. With their high rate of fire these weapons can stop whole vehicle squadrons in their tracks. Furthermore, they can shoot around intervening terrain, let's see those fragile Dark Eldar Raiders and Eldar Vypers try to sneak up on you now.



UNLEASH THE HORDE

The Hive Fleets of the Great Devourer approach. Never before have Tyranid players had access to so many plastic kits to construct their armies. From giant monsters such as the Carnifex or Trygon, to the lethal Raveners and swarming Gargoyles, the complete range of plastic box sets provides a huge variety of choice for Tyranid generals seeking to consume all in their path.

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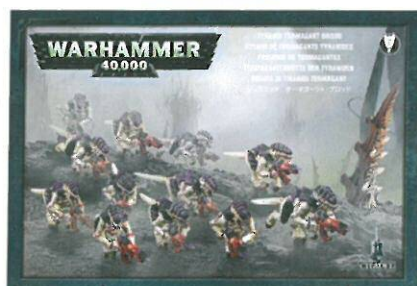
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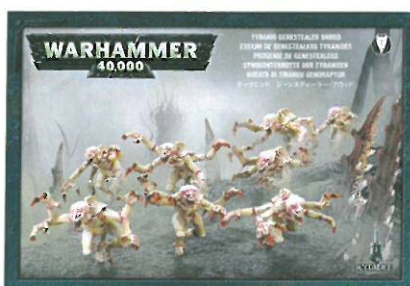


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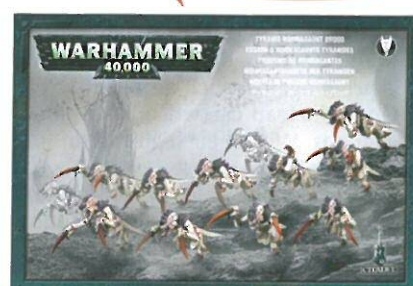
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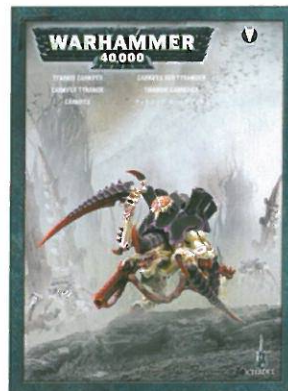


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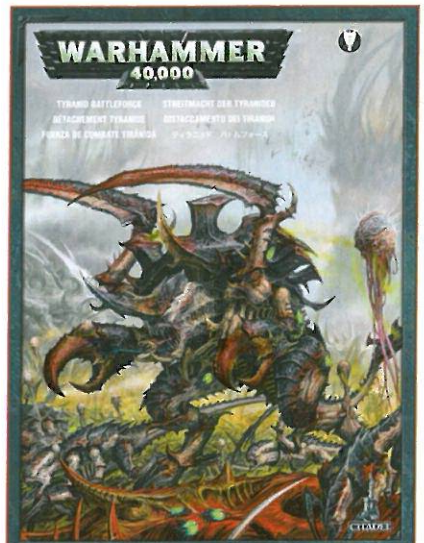
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BATTLE REPORT

PREPARED ASSAULT



With the new 40K supplement ready to be unleashed upon the world, master of ceremonies Jervis Johnson introduces **Battle Missions** and sets the scene for an epic encounter between the Orks and Imperial Guard.

One of the things I love about the hobby is that there is no reason why any two games you play should ever be alike. To my mind this not only makes for a more interesting game, but it is also makes my games feel more 'realistic'. After all, no real battlefield commander would fight the same battle time after time well, not unless they were trapped in a nightmarish part of the realm of Chaos, anyway...

Fortunately our games already include numerous different scenarios, and when you multiply that by the different armies you might face, and the myriad different ways you can set up the terrain for your battle, well you're already looking at thousands of different battles to fight. However, I decided that what we really, really needed was a book chock-full of new missions for Warhammer 40,000. Fortunately my persuasive arguments, helped by judicious bribes, had the desired effect, and the result is the shiny new **Battle Missions** book that is out this month.

Battle Missions is packed with new missions for Warhammer 40,000. When combined with the missions already in the rulebook, this increases the number of missions you can play to more than thirty, which should be enough to keep even the most dedicated player occupied for quite some time! However, that's not all that I wanted the **Battle Missions** to do. I was also keen for it to help illustrate the different sorts of strategies used by the armies in Warhammer 40,000. This was actually the starting point for the book – I was thinking about ways of coming up with new missions for Warhammer 40,000, and came up with the idea of theming them around particular strategies used by the different armies in the game. Space Marine Chapters, for example, are a highly mobile elite force, and this means that they excel at surprise attacks or are used to spearhead an important assault, whilst Imperial Guard regiments are heavily armed formations made up of thousands of bodies, perfect for grinding down an opponent in a war of attrition or defending a position in a prolonged campaign.

In the end I decided that a simple way to do this was to create three missions for each army. This meant that when two players got together, there would be a total of six missions in the book themed about the tactics used by their armies, and they could simply roll a D6 to see which of the six missions they should use. This would give the players a chance to discover more about the strategies used by their army, and try these strategies out on the tabletop. It

also meant that the army a player and their opponent commanded would affect the types of battle they were likely to fight. This seemed highly appropriate – after all, you would expect to fight a very different sort of battle if you are facing Space Marines compared to when you are fighting the Imperial Guard, for example.

But all this would be for naught if the missions in the book failed to provide players with games that would really challenge their tactical skills. After all, variety simply for the sake of variety is a rather shallow goal. Because of this I and the rest of the team that developed the missions went to some pains to make sure that they are as balanced as possible, and that they provide both sides with a new set of tactical problems to overcome. This means that in order to win you will need to be prepared to think on your feet, and quickly adapt to the new circumstances the missions will throw at you. You may be called on to defeat a flank attack by a mobile Eldar army, or survive against a wave assault by a Tyranid horde. The tactics you normally use may not always work in these situations, and you will need to be ready to quickly devise new strategies in order to win.

The final goal I set myself was to achieve this with as light a touch as possible. One thing I've learnt over the years is that less is definitely more when you are designing a scenario. It is ever so easy to get carried away, and laden a scenario down with all kinds of special rules and restrictions, that in the end only serve to make it difficult for players to set the scenario up and play it. Keeping this in mind I've tried to make sure that just about all of the scenarios can be played with an army picked for a standard mission, on a normal-sized gaming table, using whatever terrain you have available. There are a handful of exceptions to these principles, in the form of three special 'bonus' missions that have been included in the book, which cover very unique scenarios that require specific models in order to be played. However, these are the exception rather than the rule, and the remaining 30 missions are just as easy to fight as a standard mission – no additional preparation is required.

BATTLE FACTS

Battle Mission

Prepared Assault
(Imperial Guard Mission).

Forces

Imperial Guard vs. Orks.

Size

2000 points.

Players

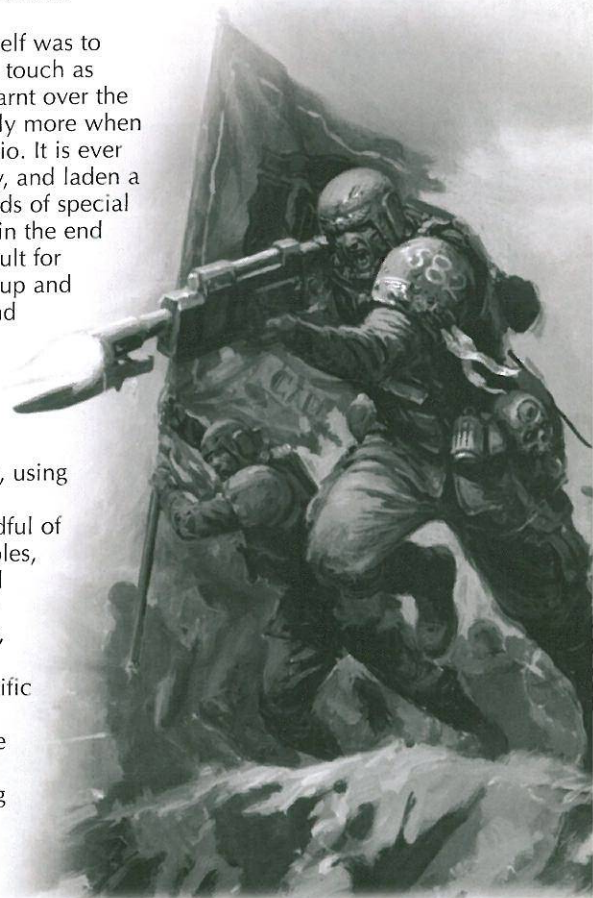
Colonel Robin Cruddace
and Warboss Phil Kelly.

Commentary

Jervis Johnson.

Able Scribes

Andy Hall
and Glenn More.



ADAPT OR DIE!

The Battle Missions Expansion contains 33 missions in all. Three missions are a bit different from the norm – they have been termed ‘special missions’ because they have a very unique set of objectives. Unlike the other missions, which have been designed to be used in a ‘turn up and fight’ style, a special mission is selected before you choose your force as army organisation and other irregular requirements need to be considered for what are truly unique, inspiring and exciting battles.



The Battle Report

The rest of this battle report will show how all of this theorising works in practise. For our battle we decided to pit two experienced and competent players against each other, using armies that they were familiar with. The ‘competent’ bit rather ruled me out, so I was relegated to commentating on what happened, while Imperial Guard general Robin Cruddace and Ork Warlord Phil Kelly actually fought the battle. Both are experienced commanders with their respective armies, which meant they would get the most out of the new missions included in the Battle Missions book.

Robin and Phil selected their armies without knowing which mission would be played, simply picking a 2000 point army from their respective codexes. We then set up the terrain for the game and randomly selected the mission to use. There are three Ork missions in the book (Blitzkrieg, Waaagh! and Cut & Run) and three Imperial Guard missions (Prepared Assault, War of Attrition and Trench Warfare), and a few dice rolls told us that the scenario we would be using was Prepared Assault.

This mission is based on a classic Imperial Guard assault on an enemy defensive line. Both sides have all of their forces fully committed, and because of this units may not be placed in reserve in this mission – everything must be deployed on the battlefield. The defenders (the Orks in this case) set up first, but can deploy anywhere in their half of the table. The

Imperial Guard set up second and usually move first – considerable advantages – but must deploy more than 18" from the Orks, so will usually start close to their table own edge and have to storm across the field.

Two objectives are set up at the start of the battle, and the third is set up by the Imperial Guard player after he has seen the enemy deployment. However, all three of the objectives for the mission must be set up in the Ork half of the table, which means that the Imperial Guard will need to drive deep into the enemy’s lines. The winner will be the side that controls the most objectives when the battle ends.

To add spice to this mission there is a special rule covering the arrival of stray artillery rounds from elsewhere on the battlefield. These are represented by ‘stray round markers’ – small pieces of paper, a half inch square. The Imperial Guard player receives two of these and the Ork player one, and they may choose to use them in any Shooting phase. When unleashed the marker is dropped from 36" above the table, and wherever it flutters down is where the round lands! Stray rounds are S8, AP3 and have a large blast, and are therefore capable of inflicting considerable damage – but they never seem to land quite on target!

These things aside, Prepared Assault is fought like the missions in the Warhammer 40,000 rulebook. However, as you will see on the following pages, even a few simple changes like these can create a battle that is very different to a standard mission...



PREPARED ASSAULT

“Do not strike until you are ready to crush the enemy utterly, and then attack without mercy...”

The Imperial Guard is a massive but unwieldy force, and because of this it takes careful preparation to launch an effective attack. Most attacks are meticulously planned by staff officers in the regimental and army headquarters bunkers behind the front line.

If possible the attacking troops will be moved into position secretly, so that the enemy receives no warning of the impending onslaught. Further behind the frontline huge batteries of artillery and supporting formations of armoured vehicles will be moved into position, and all of the supplies required for the attack will be stockpiled at huge supply dumps. When the appointed hour arrives this vast force will be unleashed upon the foe in a hurricane of destruction. Few opponents can resist such a sledgehammer blow.

DEPLOYMENT

Split the table into halves and roll-off to see which player picks the half they will deploy in. The opposing player deploys in the opposite half. The enemy deploy first, anywhere they desire in their half of the table. The Imperial Guard deploy second, anywhere in their half of the table that is more than 18" from an enemy unit.

OBJECTIVES

Place one objective marker on the centre point of the table, and a second objective marker on the centre of the enemy deployment zone, as shown in the deployment map. After deployment, the Imperial Guard player must set up a third objective anywhere in the enemy deployment area that is more than 12" away from another objective.

RESERVES

Neither side may place any units from his force in reserve.

FIRST TURN

The Imperial Guard player rolls a D6. On a roll of 2-6 they receive the first turn, and on a roll of 1 their opponent seizes the initiative and goes first.

GAME LENGTH

The enemy player rolls a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then the enemy player rolls a D6 again at the end

of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

At the end of the game the player that has captured the most objectives on the battlefield wins the battle.



SPECIAL RULES

Stray Rounds: The assault is part of a massive offensive, and artillery belonging to both sides is saturating the battlefield with high explosive fire.

To reflect this, the players receive three 'stray round markers' that are represented by squares of thin paper about 1/2" across. You can make these yourself by simply cutting out paper to the required size or use the ones found in the Battle Missions.

The Imperial Guard player takes two of the markers, and the enemy player receives the third. During their Shooting phase each player may choose to 'shoot' their stray round markers. Do this by taking the piece of paper and holding it anywhere above the table about 36" from the surface. Then drop the marker so it flutters down to the table below. The place where the marker lands is hit by a stray shell, which explodes with the profile given below:

Stray Round: S8, AP3, Large Blast, Ordnance Barrage.

If the marker flutters off the table then the round misses completely. It almost goes without saying that blowing the piece of paper or wafting it in any way as it falls is strictly against the rules. The Imperial Guard player may drop his two markers together or separately, as he prefers.

MISSION SELECTION

There are several ways of selecting a Battle Mission. The important point for the standard missions is that you select your army and set up the battlefield first. Then you decide on the method for selecting the scenario. The 'themed' method starts with a roll-off between the two players to decide whose Battle Missions you'll select from. The loser of the roll-off is termed the 'enemy'. You then roll a D3 – this corresponds to one of the three missions from the winning player's section. The second selection process, known as the 'random' method really will test your tactical acumen. As before, a roll-off takes place to determine the 'enemy' player. You then roll on a D66 table, the result being the Battle Mission to be played. The final method is to simply agree on a mission with your opponent and pick one!



SO MR. KELLY, WE MEET AGAIN...



Robin Cruddace wrote the latest Imperial Guard Codex and so knows a thing or two about mustering the largest fighting force in the galaxy. But he's facing his nemesis, Phil Kelly, who defeated him the last time they clashed.

Robin: It's no secret that my recent record against Phil has been somewhat less than great. However, my usually very understanding girlfriend has become a little jaded with my losing streak. As I walked into the Studio's gaming area I had her words of 'encouragement' still echoing in my ears; 'Don't bother coming home if you lose again!' Not sure whether she was joking or not, I've decided not to take any chances. I'll have to adopt a Spartan-style 'with my shield, or on it' attitude – after all, there's more at stake here than the pride of the Imperium.

I'll have the fighting force of the Cadian 172nd with which to give those Orks a proper thrashing. Having played dozens of battles against Orks I know from bitter experience that if they reach your lines, you're in for a good kicking. However, with enough Guardsmen manning my defences those greenskins are going to get blown to pieces long before they get to bash any heads together.

I'm going to split my army into roughly two forces. The first will form my primary firebase. I'll start this with a large Infantry Platoon complete with missile launcher and mortar Heavy Weapons Teams. My plan is to combine this platoon's Infantry Squads together. That way I'll only need a single Commissar to keep the lot in line and when I issue an order all thirty will obey – ready, aim, FIRE! When I deploy this force I'll have to make sure I keep my Company Command Squad nearby to give me the greatest degree of tactical flexibility when it comes to choosing the right order for the right job. I'll further upgrade my combined squad with autocannons, giving it the hitting power needed to turn any Ork

vehicles into scrap whilst maintaining a high rate of fire to thin down those green hordes. As no Imperial Guard army is complete without a few armoured vehicles I'll be adding the firepower of not one but three tanks to this force. A Leman Russ Battle Tank and a Basilisk both have the ability to blast great holes in an Ork battleline whilst a Leman Russ Punisher with heavy bolters can lay down an impressive 29 Strength 5 shots. Let's see how Phil's Orks like that kind of dakka.

It's important in Battle Missions to have a mobile force that can race forward to capture objectives and so my second platoon will be mechanised. A Platoon Command Squad and an Infantry Squad will ride forth in Chimeras whilst another Infantry Squad will take to the skies in a Valkyrie. This force will be ably supported by my ever-faithful Ogryns. Using these brutes against Orks is a bit like fighting fire with fire – it's just that my 'fire' is bigger, stronger and tougher than Phil's. Heck, on the charge Ogryns can even flatten Killa Kans! To complete this force I'll be taking a Hellhound – after all, who doesn't like the smell of roasted Ork in the morning?

With my points dwindling it's time to think of some support. I find Ratling snipers worth their weight in rations, perfect for pinning those pesky Meganobz in place. I'll also be taking a Scout Sentinel which will act as an independent Trukk hunter. Finally, I've got a Primaris Psyker, whose psychic powers, force weapon and Leadership will bolster the hitting power of the Ogryn squad.

So Phil, your comeuppance is nigh. Forward, for Cadia, for the Emperor and, of course, for a place to sleep tonight.

ORDERS RECEIVED

The players selected their armies before the mission was decided. What are Robin's thoughts now he knows?

Robin: Prepared Assault suits my army pretty well. I've got loads of Guardsmen to capture objectives and plenty of transports to get them there. I even get to place one of the three objectives myself and I'm going to make sure that none of those Orks are anywhere near it. Whilst I'm sure Phil will start the game with greenskins on two of the objectives, if he wants the third, he'll have to re-direct his forces to get it.

In this mission I'll be deploying second and unless Phil is very jammy, I'll also get the first turn. If that isn't enough, I get to use two stray rounds – huzzah! Having had a few practice 'shots', I've found that these are far

from accurate. Oh well, against an army like Orks I'm bound to hit something – incoming!

I suspect that Phil will deploy his toughest units as far forward as he possibly can, thereby pushing my own forces back and putting more distance between the Imperial Guard and the objectives – that's what I'd do, after all. My plan then is simple; punch a hole through the Ork battleline, drive my transports through it, and capture the objectives. It's a plan so foolproof I can already taste the victory.





HQ

- C** **Company Command Squad**
Including Colonel Rasek, medi-pack, regimental banner, and vox-caster. 100 points
- P** **Primaris Psyker Cranos** 70 points

ELITES

- Ogryn Squad**
2 additional Ogryns. 210 points
- Chimera**
with hull-mounted heavy flamer and multi-laser. 55 points
- Ratling Squad**
2 extra Ratlings. 50 points

TROOPS

- C** **Platoon Command Squad**
with flamer. 35 points
- Chimera**
with hull-mounted heavy bolter, multi-laser, hunter-killer missile and storm bolter. 75 points
- 1** **Infantry Squad**
with flamer. 55 points
- Chimera**
with hull mounted heavy bolter, multi-laser and heavy stubber. 65 points
- 2** **Infantry Squad**
with meltagun (mounted in Valkyrie). 60 points
- C** **Platoon Command Squad**
with voxcaster. 35 points
- 1** **3 Combined Infantry Squads**
with 3 autocannons, vox-caster and Commissar Steinvor. 220 points
- 2** **Heavy Weapons Squad**
with 3 mortars. 60 points
- 3** **Heavy Weapons Squad**
with 3 missile launchers. 90 points

FAST ATTACK

- Hellhound** 130 points
- Scout Sentinel**
with autocannon. 40 points
- Valkyrie**
with missile pods and heavy bolters. 140 points

HEAVY SUPPORT

- Leman Russ**
with lascannon and heavy bolters. 185 points
- Leman Russ Punisher**
with heavy bolters. 200 points
- Basilisk** 125 points

Total 2000 points

BIG MEKS AND BIGGA DREADS



This is the prolific Phil Kelly's second battle report in a row – enquiring minds want to know if he can make it a 2 for 2 win? With Phil using a Codex he has written, this is also turning into an author vs. author grudge match!

Phil: Ever since I was a gangly and acne-ridden youth I have had a place in my heart for those kings of metal, the Ork Mekaniaks. My current Ork army is based around a Mek's rusted scrap yard – my Gretchin are tiny little scrap-Dreadnoughts, for instance. Ramshackle Ork vehicles such as Trukks and Battlewagons look great en masse, and Mek-cronies such as Lootas and Meganobz can turn the tide of a game if used well. I always include a Big Mek with a Shokk Attack Gun if I can, because there's nothing quite like killing an enemy warrior by forcibly inserting a Snotling into his cranium. But for my part (and I think I speak for a lot of fellow Ork generals here) the true appeal of a Mek-based army is in its stompy, shooty, killy Dreads.

Naturally, then, when I first saw the stunning new plastic kits I was as happy as a Loota in a Thunderhawk. I could not wait to unleash piston-driven death on some worthy but nonetheless squishy opponent. When the chance to flatten some humies came up I pulled on my welding goggles, lit up a blowtorch with my lucky cigar and forged an army list that was as Dread-tastic as possible. First was two full units of Killa Kans – experience has taught me that a full squad of these clanking, waddling Grot-monsters can take an enormous amount of punishment and still stick a buzzsaw in yer

hurty bitz afterwards. By taking two Big Meks as my HQ choices I am allowed to take a pair of big daddy Deff Dreads as Troops choices – this meant no less than nine big armoured walkers with which to bear down upon Robin's lines. Get in! The third Dread I nabbed from Keith Robertson's collection (you can see this converted beauty on page 25).

With the metal end of the army sorted it was time to include some raw muscle. I swear by units of Boyz mounted in Trukks, because what they lack in numbers they more than make up for in mobility, and it really only takes a handful of Boyz to mess up an Imperial Guard gunline. No Ork army is complete without a whacking great unit of footsloggers, either. My 30-strong Boyz unit will be front and centre, ready to soak up a whole lot of Imperial Guard dakka and still deliver a knock-out punch to any humies dumb enough to get close.

Because being blown to pieces by artillery can take the shine off anybody's day, I've included some Kommandos to tackle a tank or two. I also included a small unit of Gretchin purely to claim objectives. Given that we're taking to the Battle Missions book for this one, I'd better be ready for anything. Right, where's me toolbox, I feel the need for a few more Dreads, just to be sure...

WOT WE DOIN' THEN?

The players selected their armies before the mission was decided. What are Phil's thoughts now he knows?

Phil: Imperial Guard attacking Orks? Pah! Well, actually I had to have a bit of a think about this, because the new improved Imperial Guard are actually pretty good at taking objectives and moving around the place – I still remember my last battle report against Robin when Commissar von Blacke and his men bombed through my Tyranid lines in a Chimera without so much as a by-your-leave, leaving a Carnifex blinking in the dust. This time Rob will have to get past my Trukk Boyz, for a start, and those guys can really shift. I usually use them to bomb forward and take the furthest-flung objectives, but in this mission I will use them as rapid response units, zipping round to intercept whatever Guard might somehow circumvent my lines. The Battlewagon will do what Battlewagons do best – trundle forward to disgorge some Mega-armoured Nobz right in the thick of the enemy lines – whilst my big mob of Boyz will run interference, a bit like a thirty-strong mob of line backers ready to jump on any humies foolish enough to approach my Orky encampment. The Deff Dreads and Kans will form a line of metal monstrosities to block any tank-rush tactics Rob might try – if I don't get carried away and just charge forwards with everything, that is...





HQ



Big Mek Blagga
with Shokk Attack Gun and
bosspole.

100 points



**Big Mek Gubbinz
da Dreadhead**
with kustom force field

85 points

ELITES



10 Lootas

150 points



3 Meganobz
including one kombi
shoota-skorcha and one
kombi shoota-rokkit
launcha.

130 points



Battlewagon
with kannon, grabbin klaw
and armour plates.

115 points



6 Kommandos
with big shoota also
includes Nob with power
klaw and bosspole.

105 points

TROOPS



12 Boyz
with big shoota, includes
Nob with bosspole and
power klaw.

117 points



Trukk

35 points



12 Boyz
with big shoota, includes
Nob with bosspole and
power klaw.

117 points



Trukk

35 points



30 Ork Boyz
with three rokkit launchas
and includes Nob with
bosspole and power klaw,

250 points



**1 Deff Dread
'Da Black Deff'**
with extra Dreadnought
close combat weapon,
rokkit launcha
and armour plates.

110 points



**1 Deff Dread
'Da Choppasaw'**
2 extra Dreadnought
close combat weapons,
armour plates.

115 points



10 Gretchin
Accompanied by a
Runtherd.

40 points

FAST ATTACK



3 Deffkoptas
with rokkit launchas.

135 points

HEAVY SUPPORT



3 Killa Kanz 'Da Red Bludz'
with with big shoota, rokkit
launcha and skorcha.

130 points



3 Killa Kanz 'Da Drillas'
with big shoota, rokkit
launcha and grotzooka.

135 points



Deff Dred 'Sawhead'
with 2 big shootas and
armour plates.

95 points

Total

1999 points

DEPLOYMENT

OBJECTIVES:

- 1
- 2
- 3

Imperial Guard
Deployment Zone.

The Deffcopters use
their scout move to
turbo-boost across
the battlefield.

Ork Deployment Zone.

ORK SET-UP

The scenario forced the Orks to set up first. Phil went for a typical Orky deployment, placing his forces largely on the front line as far north, towards the Imperial Guard lines, as possible.

The Battlewagon and Trukks were deployed on the east flank along with their passengers. They were in the open for maximum manoeuvrability, but with the Imperial Guard all but guaranteed the first turn the Mek with kustom force field was also present to provide much needed cover.

In the centre of the table the Gretchin immediately took control of the central objective. Further back Big Mek Blagga and the Lootas were covering the other objective although they could not claim it, they weren't Troops. The Kans, Deff Dreads and the large mob of Boyz spread themselves across the battleline from the centre to the west flank, thus ensuring that, as the Imperial Guard had to be at least 18" away, they would be forced to cram in along Robin's table edge.

Finally, the Deffkoptas made their Scout move, flying north along the far western flank, and the Kommandos appeared in the undergrowth by the east edge of the table.

IMPERIAL GUARD SET-UP

Robin's deployment was largely dictated to him by the way Phil had placed his forces. All Imperial Guard squads had to be at least 18" away from any Orks, which only gave Robin a narrow 6" band along the north edge of the battlefield to work with.

Within these confines Robin placed his force, deploying his heavy weapon teams in the west and supporting them with the Basilisk. An entire Infantry Platoon was placed on the west flank, towards the centre of the deployment zone. Robin placed his mechanised forces on the east side, ready to storm forward and engage Phil's own vehicles.

The Imperial Guard Scout move was interesting; the Valkyrie flew over the battlefield and turned to face the rear armour of the Ork vehicles. The Scout Sentinel stalked through the undergrowth and the Ratlings made an appearance on the far side of the board, close to the objective Robin had placed.



The Valkyrie uses its Scout ability to move across the battlefield and exploit the Battlewagon's rear armour.

The Ratlings infiltrate and take up position on the icon objective.

JERVIS PONDERES...

Some of the most important decisions of the game are made during deployment, and this is especially true in the Prepared Assault mission. Phil deployed first, in the knowledge that Robin would both deploy second and almost certainly get the first turn (Robin only needed to roll a 2+ to get the first turn). Phil knows that the Orks do best when they can get to grips with the enemy, so he deployed as far forward as possible. However, Phil didn't know where Robin would deploy the third objective or the bulk of his army, and because of this he spread his forces evenly across his entire front. Alternatives would be to place a 'screen' of expendable troops on the frontline, and have a powerful central reserve that could either move left or right and contest the third objective wherever it was placed, or to simply concentrate on defending the other two objectives and let the Imperial Guard have the third one. With Orks, though, it is hard to fault Phil's choice of a 'frontline rush'.

Robin also decided to deploy across the entire width of the table, partially because his large Imperial Guard army took up so much space. His more fast-moving and powerful units were set up in the centre and the east, which is also where Robin placed the third objective. After some consideration Robin decided to place the objective deep in the Ork half of the table. At first I wasn't sure about this, but as Robin pointed out, this put the objective a long way from all of the Ork Troops (who were near the frontline), and in a position where he could use his Valkyrie and infiltrating Ratlings to seize the objective on the first turn. Very cunning! On the other hand, it did mean that the most powerful units in the Ork army lay between most of Robin's Guardsmen and the objective, which was something he might come to regret later on in the battle...

OBJECTIVES

The three objectives are key to winning this scenario. Two must be placed according to the scenario map: one dead centre (the radar tower, 1) and the other (the Mek's workshop, 2) directly behind, 12" into the Ork deployment zone. The final objective was the Ork icon that Robin could place anywhere in the Ork deployment area (at least 12" from the other objectives). After some thought Robin placed it in the south-east corner (3).



IMPENDING ONSLAUGHT - TURN 1



STRAY ROUNDS

Robin took advantage of the scenario special rule, Stray Rounds, in this turn's Shooting phase. He used both his stray round counters and let them flutter down from a height of 36" to land amongst the large Ork Mob, killing 8 Ork Boyz under the Strength 8 Large Blast templates.

There was some boisterous debate about whether to hold the markers directly over the intended target or slightly off in the hope they veered onto the Ork Boyz. In the end Robin went for the 'directly above' approach.

Robin started the game by rolling to see if the Orks upset proceedings and usurp the first turn. He rolled the dice praying not to roll a 1, and instead scored a gratifying 6, keeping the first turn firmly in Imperial hands.

Perhaps surprisingly, considering all the objectives were in the Ork half of the table, there was very little movement from the Imperial Guard. A turn or two of softening up the Orks required before they advanced. The Chimeras in the west rumbled forward and the Valkyrie hovered backwards while keeping its guns firmly trained on the rear armour of the Battlewagon. The rest remained static, ready to pour fire into the Ork lines.

The missile launcher teams were ordered to 'Bring it Down' against the closest Killa Kan mob but must have misinterpreted the order (Robin failed the required Leadership test) and instead blew a Deffkopta out of the sky. This was enough to send the two surviving

Deffkoptas retreating back towards the Ork lines. The Infantry Platoon received the same order to target the Kans, but despite the hail of firepower all they could manage was blowing the arm off one.

The Killa Kan mob in the centre of the battlefield also came under fire, this time from the Leman Russ and the Punisher. The Leman Russ' battle cannon shot veered off course and the heavy bolter sponsons also failed to make any real impact. The Punisher powered up its primary weapon but despite a ringing, repeated clanging sound as the Heavy 20 weapon hit home, no significant damage was caused.

The vehicles in the east were far more successful, the Valkyrie blew up the Battlewagon with no trouble, scoring three 6s on the three penetrating hits – even with the Big Mek's functioning force field. The Hellhound flamed the closest Trukk and scorched the gunner (getting a Weapon Destroyed result). The Chimeras then focused their attacks on the same targets.



The Trukk closest to the western edge careened into the destroyed Battlewagon, the other was immobilised.

The Orks started their turn by going in the opposite direction that everybody had expected them to travel. The Trukk Boyz left their vehicles and headed south towards the Ratlings and the icon objective. The Meganobz and Boss Mek left the sundered Battlewagon but didn't follow the Trukk Boys, instead heading for the Imperial Guard lines in the north. The Deff Dreads in the centre of the board also followed suit, with power claws rapidly snapping in anticipation, the hulking machines advanced northwards.

In the west the other Dread also headed north as it clumsily made its way through the ruined buildings. Both Killa Kan mobs also advanced. The central mob struggled somewhat to clear the barricades while the Kans on the Ork's left flank sacrificed shooting to run towards the Basilisk, eager to get to grips with it.

The large Ork mob, emboldened by being ignored by the Punisher, broke cover and advanced towards the Guardsmen.

The Valkyrie understandably became the sole focus of Phil's attention. The Lootas fired on the airborne vehicle and scored 8 hits, immobilising it. The Valkyrie made a rough landing but before the shaken passengers could alight it was attacked by the Evil Sunz Trukk Boyz. While the Boyz could do no real damage the Nob got busy, ripping off a rocket pod and preventing the Valkyrie from shooting in the next turn.

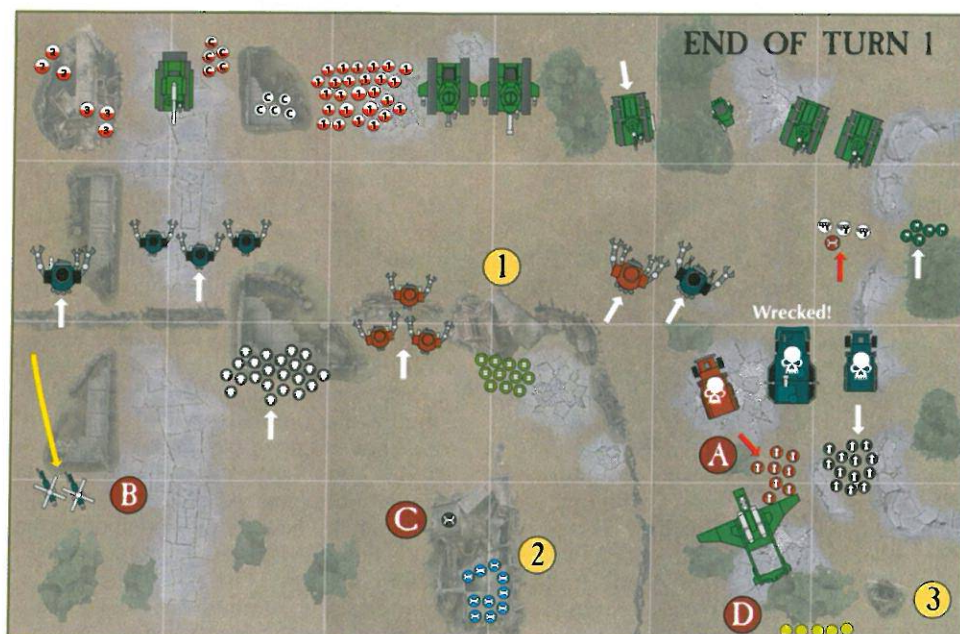
The other assault was launched against the Hellhound. The Meganobz piled in and ripped it apart with their claws. The explosion killed a Kommando, which Phil counted as more than an acceptable loss.

OBJECTIVE TRACKER



ANNOTATIONS

- A** The Ratlings take aim and kill a single Ork from the mob disembarking the destroyed Trukk.
- B** The Deffkoptas lose one of their number to Imperial Guard missile fire and flee southwards and then fail to rally at the start of their turn.
- C** The Shokk Attack Gun powers up for the first time and aims at the Valkyrie. The template drifts north and hits the mob of Trukk Boyz, one dies as a Snotling teleports inside his head.
- D** The Trukk Boyz aim their sluggas at the Ratlings but, in grand Ork tradition, don't hit a single thing.



"BRING THEM DOWN!" – TURN 2



ANNOTATIONS

A The Basilisk forgoes a direct shot at the Kill Kan, instead firing a shell indirectly at the Goff Boyz. It hits, killing five Orks and routing the surviving Boyz. This course of action seals the Basilisk's fate as the Kill Kan approaches.

B The Sentinel continues to move through the undergrowth; it shoots at the nearest Dread but misses.

In the east, the Chimera closest to the Meganobz had a surprise in store as a squad of 5 Ogryns led by the Primaris Psyker disembarked. The rest of the Imperial Guard army remained largely stationary, as Robin wanted to pound the greenskins a bit more before advancing on the objectives.

The Chimera armed with the heavy flamer kicked off the Shooting phase by bathing the Kommandos in alien-burning fire and killed two of them. The second Chimera targeted the Goff Trukk Boyz, killing one. The final Chimera, closest to the centre of the table, fired on the approaching Dread, but the multi-laser danced harmlessly off its armoured belly. The Chimera looked doomed but then it launched its hunter-killer missile straight into the Dread's embracing arms. The

missile exploded, showering the area with metal shards and Ork goo!

On the west side of the battlefield Robin gave the order to his platoon to 'Bring it Down' on the closing Kill Kans. He rolled a double 1, meaning that the order was successfully given and he could also immediately give another order for free. Robin elected to give this extra order to the missile launcher teams who targeted the Kan mob directly in front of them. All of the missiles hit thanks to clear leadership and good old Imperial Guard discipline. Two Kans exploded, leaving little more than smoking sets of legs.

The main Platoon's own attempts at the other Kan mob were less successful and while hitting them wasn't a problem, penetrating their armour was. Robin then became blinkered, in what came close to



OBJECTIVE TRACKER



1



0

an obsession in trying to rid himself of the Kans. First the Leman Russ had a go but once again the battle cannon veered off course and its other guns could not penetrate. The Punisher ignored arguably the more viable target of the large Ork mob in order to plough 29 Strength 5 shots into the Killa Kans. Again the shots bounced off the steel hulls with a clang, knock-out shot still eluded him; at the end of the fusillade, all three Kans were still standing with nothing but superficial denting.

Ignoring the lone Kan that was rapidly advancing, the Basilisk fired its earthshaker cannon high into the air. The shell came down on target, hitting the Goff Trukk Boyz. Phil went to ground with them but five of the nine Boyz were still killed, the surviving greenskins panicked and ran for the Ork lines.

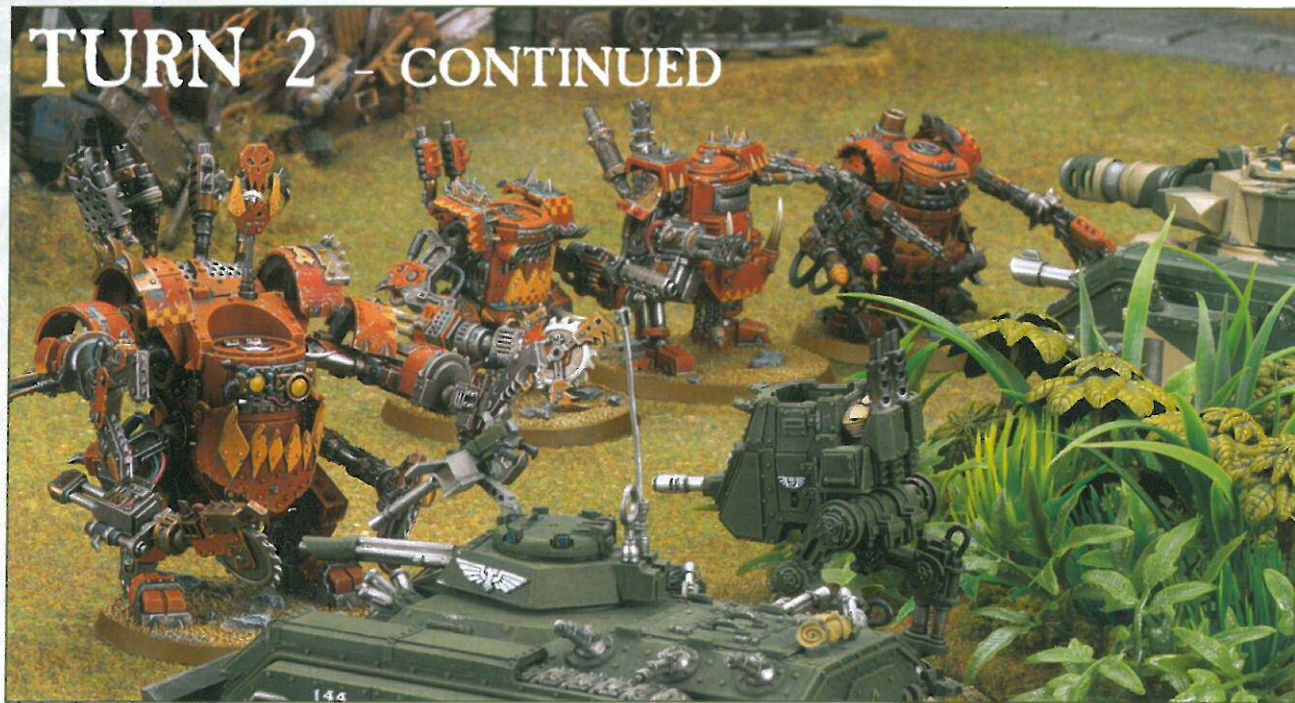
In the Assault phase the Ogryns piled into the Meganobz and Mek Boss. Robin was hopeful about his Primaris Psyker – whose force weapon could cleave through the mega-armour. Unfortunately, despite hitting with all his attacks, Robin couldn't roll the 5s needed to wound. The Ogryns fared better, managing 6 wounds from their 21 attacks. However, Phil was on fine armour-saving form and saved them all. In return the Meganobz squished the Psyker and scored two wounds on an Ogryn. The Meganobz had won but the stubbornness of the Ogryns kept them in the fight.

Nevertheless, Robin was disappointed with the outcome. He was hoping the Psyker's force weapon, coupled with the Ogryn's weight of attacks, would clear the flank of the Meganobz and allow the Ogryns to support an attack on the icon.

ANNOTATIONS

- C** The Primaris Psyker steadies his mind and prepares to unleash a *Lightning Arc* upon the Meganobz, but Robin fails the Psychic test. The Ogryns accompanying the Psyker then fire their ripper guns at the same target, spraying the area with bullets and wounding one of the Meganobz.
- D** In the Ork turn the green tide rapidly advances towards the Imperial Guard lines as Phil prepares to call a Waaagh!
- E** The Ogryns assault the Meganobz. The attack is unsuccessful as the Meganobz save all the wounds the Ogryns cause and then hit back, killing the Primaris Psyker.

TURN 2 – CONTINUED



OBJECTIVE TRACKER



Phil started his turn by finally getting the Deffkoptas to halt their flight, rallying behind the large building in the south-west. Close by, the Deff Dread continued its slow advance northwards crashing through the debris in a vain attempt to reach the Imperial Guard lines. Also on the west flank, Phil committed his forces, sending them forward. The lone Kan bore down on the Basilisk while the large-but-diminishing mob of Orks stormed from cover, their intent to assault the platoon directly ahead. They were closely followed by the mob of three Kans who had now cleared the barricades and so were eager to get to grips with the Guardsmen. In the east the surviving Dread ploughed forward placing itself in assault range of both a Chimera and the Sentinel.

The start of the Shooting phase was marked with a Waaagh! The Boyz Mob in the east forwent shooting to use a run move and close in on the Infantry Platoon. Phil also elected to use his stray round marker at this point. He held it over the same platoon, hoping the concentration of men would ensure a hit. However, fate – or Robin surreptitiously blowing the paper marker – meant that the round fluttered off course and landed amongst the Killa Kans! Fortunately for Phil the Strength 8 hit could not penetrate the Kan's armoured skin.

In the south-east, the Evil Sunz Trukk Boyz used the Waaagh! to run towards the nervous Ratlings. Meanwhile, in the south quadrant the Lootas and Big Mek with Shokk Attack Gun powered up their weapons. All the Lootas missed the stationary Valkyrie thus reinforcing the old adage that Orks couldn't hit the backside of a Squiggoth even if they were standing

next to it! To compound the lack of shooting, Phil rolled a double 5 for the Strength of his Shokk Attack Gun. As all Ork players know, rolling any double when firing the Shokk Attack Gun is a bad thing – this particular result teleported the Big Mek himself (rather than his Snotling ammo) into combat with his target, which happened to be a Chimera.

With choppas raised high, the Boyz hurtled headlong into the Infantry Platoon. The Kans were just as keen to get to grips with the squishy humies but were out of assault range. With two large infantry formations meeting, the fight was unsurprisingly bloody. The brave men of the Imperial Guard managed to slay 6 Orks but it was the Boyz that were in their element, killing 21 Guardsmen from 61 attacks. It was only the Commissar that kept the surviving Guardsmen from failing their Morale check.

The assault toll was far from over, as the Waaagh! move had allowed the Evil Sunz to assault the small Infantry Squad that had disembarked from the Valkyrie. Five Guardsmen were killed for the loss of one Ork, forcing the Imperial Guard to fall back, away from the objective. Further north, the Dread took on both the Sentinel and the Chimera. The transport managed to speed by but the Sentinel was ripped apart. Back on the Ork's left flank the lone Kan made short work of the Basilisk, losing Robin a key part of his artillery.

Finally, the combat in the east was decisively ended when the Kommandos joined the fray. Once again the Ogryns failed to penetrate the mega-armour and so they were wiped out by the massed attacks of the greenskins.

JERVIS PONDERES...

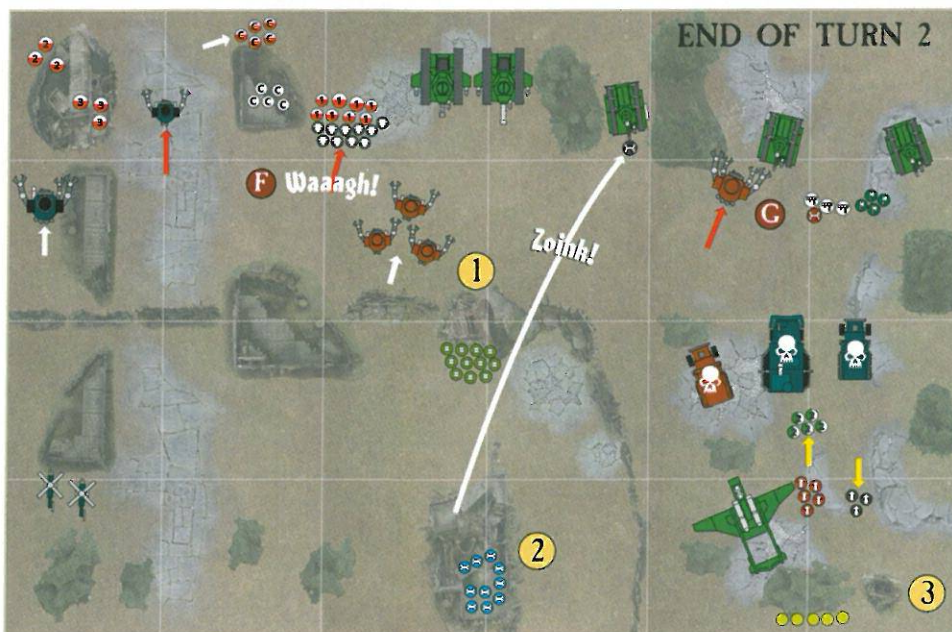
Robin's first turn went reasonably well, his poor shooting against the Killa Kans and Deff Dreads being compensated for by the destruction of the Ork Trukks and Battlewagons. What's more, the surprise thrust by the Valkyrie behind the Ork lines and the arrival of the Ratling infiltrators, caught the Orks flat-footed and forced Phil to modify his battleplans. All in all it was a strong first turn, which just needed a bit more luck to have made it perfect.

Phil, however, was not going to allow such things to distract him too much. He dispatched a small force to recapture the third objective, while the rest of his army stuck to his original plan of taking the battle to the Guardsmen. This was a risky strategy, because a good turn of shooting against the now exposed Orks could spell disaster.

Fortunately for Phil his gamble paid off, and Robin's shooting was rather unlucky all across the line on his second turn. This was especially true against the numerous Ork Deff

Dreads and Killa Kans, which were now starting to become a serious threat as they clanked towards the Imperial Guard line. That said, I think my own priority would have been to shoot down the Ork Boyz. Not only would they have been easier targets, but I think they also represented a bigger threat. A round or two of shooting would probably have seen them off, and then Robin could have dealt with the Killa Kans and Dreads at his leisure.

But the Orks are not out of the woods yet – lady luck can be fickle, and a good turn of shooting could still scupper Phil's plans. However, Phil is a stalwart general, and didn't let such considerations phase him. Instead he called up a Waaagh! This allowed him to deliver a crushing charge with his large mob of Ork Boyz, and put the rest of his troops into a position where they could charge the enemy in their next turn. It was a near textbook example of how to use the Orks' powerful Waaagh! special rule.



ANNOTATIONS

- F** Phil calls a Waaagh! allowing his Boyz to charge across the open ground and engage the large Imperial Guard Infantry Platoon.
- C** The Deff Dread assaults the Chimera and Sentinel. Due to the Chimera's speed it evades the clutching power claws, as Phil can't roll high enough to hit it. But the Sentinel is not so lucky, its legs not giving it the speed to avoid the Dread, and it is sliced in twain.

KAN OPENER - TURN 3

ANNOTATIONS

A The Leman Russ and Punisher have yet another go at destroying the encroaching Kan mob but Robin's string of ill-luck with these vehicles continues and the two remaining Kans emerged unscathed from the hail of bullets.

B The Dread in the west lumbers through the debris and ruins to confront the Heavy Weapons Teams. The missile launchers are first in line and are slaughtered with ease.

Robin had suffered heavy losses in Turn 2, especially in the Ork Assault phase, but remained undaunted, having a few more plays up his sleeve. The Chimera gunned the accelerator to Tank Shock the bewildered Mek. Failing his Morale check, the Mek ran an impressive 12" away from the speeding transport. In the west the Platoon Command Squad bravely readied themselves to join the desperate combat on their left flank.

After the last turn, the Imperial Guard shooting was anti-climactic, with the Kans and Dreads largely soaking up any deadly fire and the infantry either falling back or in combat.

In the Assault phase Robin was more decisive, charging the Command Squad into the massed combat. This gave Robin 40 attacks in total – 19 hit and 5 wounds were scored after Phil had rolled for saves. Phil hit back but only managed to cause

two wounds, with a further two caused by the Nob. The Imperial Guard won the combat, the Nob had to kill another Ork to with his boss pole to restore order and prevent them from fleeing.

With the battle turning into a series of disparate assaults and firefights, Phil used his third turn to bolster his advance in places and consolidate his objectives in others. That's what he claimed anyway, as the Grots headed backwards towards the Lootas, leaving the tower unclaimed. Having dealt with the Basilisk, the lone Kan moved around the building and joined the large fray. The Guardsmen still had the upper hand with an impressive 26 attacks but only managed to score 3 wounds. The Ork side killed four, but the platoon banner evened up the score to end the turn with a drawn combat.



OBJECTIVE TRACKER



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JERVIS PONDERES...

Turn 3 was definitely the tipping point for this battle – the point where the momentum shifts and one army is clearly in the ascendant. The close combats at the end of the Orks' second turn had been devastating for the Imperial Guard, but Robin stuck to his guns – quite literally – blazing away at the Orks and advancing to try and capture the most central objectives. Unfortunately his fire was even less effective than on his second turn, and left the Ork assault pretty much intact. The only bright spot was the very effective charge of his Command Squad into the combat against the Ork Boyz, but this really was a case of too little too late. The Orks were now firmly in the driving seat.

At this point the main danger for Phil was that he would think that the game was in the bag, and ease off some of the pressure on the Imperial Guard army. At least, that's what I normally do! Phil, however, is made of sterner stuff, and pressed his advantage all along the line, driving the reeling Guardsmen back, and adding insult to injury by using his Killa Kans to pulverise the Imperial Guard tanks that had been shooting at them so ineffectually up to this point. If I have a criticism it's that Phil was becoming rather fixated on destroying the Imperial Guard army, rather than in securing the objectives, though I must admit that this is such an Orky thing to do that it is rather churlish to bring it up!



End of Orks Turn 3
Assault phase.

ANNOTATIONS CONT...

- C** The mob of Killa Kans clank into combat with the Imperial Guard gunline – one opens up and ruptures the Leman Russ Battle Tank and the other rips off the Punisher's turret, crucially leaving the tank still operative but without its powerful primary weapon.
- D** The mortars fire at the objective-claiming Grots but the barrage veers off target and all shots miss.
- E** The Ratlings level their sniper rifles at the approaching Goff Orks and kill one outright, forcing a Pinning test. The Orks fail, ensuring the Ratling snipers' survival for a further turn and keeping them contesting the icon objective.
- F** The Chimera uses its heavy flamer to engulf the Kommandos. This kills two but leaves the Nob alive, and he's the one with the power claw.
- G** The Meganobz catch and destroy the northbound Chimera, disgorging a squad of Guardsmen.
- H** The easternmost Dread turns its attention on the nearest Chimera and easily penetrates the tank's hull, the resulting explosion slaughters the poor passengers inside, but three Guardsmen escape the devastation. As Troops, their value is incalculable, but can Robin keep them alive?

"MOVE, MOVE, MOVE!" – TURN 4



Robin's last hope, the Infantry Squad, bravely makes a dash for the icon objective with the Meganobz in hot pursuit.

Although the Orks looked to be in control of large parts of the battlefield, their troop complement was getting low. Robin still had two Infantry Squads – albeit below full strength – and would use them to claim the objectives. On the east flank, the Infantry Squad pursued by the Meganobz wisely chose not to hang about and immediately moved through the twisted mass of vehicle wreckage, towards the Ork icon objective (and, no doubt, trouble).

In the centre of the board the survivors of the Dread assault made their way towards the central tower, – they were hastened by a 'Move, Move, Move!' order to get them that bit closer and claim the objective – Robin was finally in the lead, but for how long?

The Mortar Team – who could no doubt count their remaining time left in seconds due to the menacing presence of the Dread – spied the Gretchin, and with one of their last acts launched a barrage at them. Four Grots died, and despite their usual propensity to scatter when under fire, the presence of the Runtherd crucially kept them in place. This was really important for Phil, as the Gretchin were Troops and therefore the only greenskins in the area that could claim the objectives.

In the south-east the Ratlings took aim at the Evil Sunz Boyz once more. Another Ork was killed, and this was enough to

cause a Morale check but the Orks passed. They were not pinned either, freeing them to cause havoc with the Ratlings in their turn. The Valkyrie, which was still functional despite being downed in the first turn, added fire to the proceedings with its one remaining weapon but the targeting sensors must have been awry, as all its heavy bolter hits missed the Grots.

In the only assault Robin had one last chance to become the victor before two more Kans joined the fray in Phil's turn. The Guardsmen slew another two Orks but the greenskins hit back killing three. Once again the company banner kept it a draw.

Ork Turn 4 finally saw the Evil Sunz Trukk Boyz leave the field of battle, having been panicked by the Basilisk ordnance all the way back in Turn 2. This left Phil with only three Orks and six Gretchin that could realistically claim objectives and win the game for the greenskins.

The Shokk Attack Mek also kept fleeing, his mind still scrambled from his earlier surprise teleport. In the east the Meganobz pursued the Infantry Squad, clambering over the wreckage of the Chimera. One failed its Dangerous Terrain test and fell through the buckled metal as it climbed over the wrecked vehicle but that still left enough Nobz for the job in hand. One Meganob fired his kombi-skorcha and slew eight of the Guardsmen and a shoota round killed another. To further drain

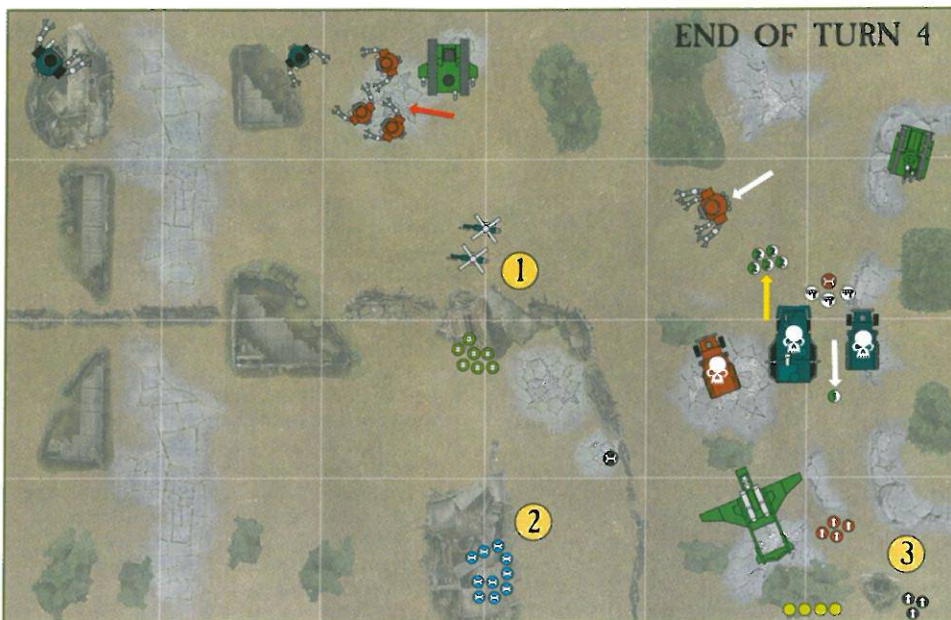
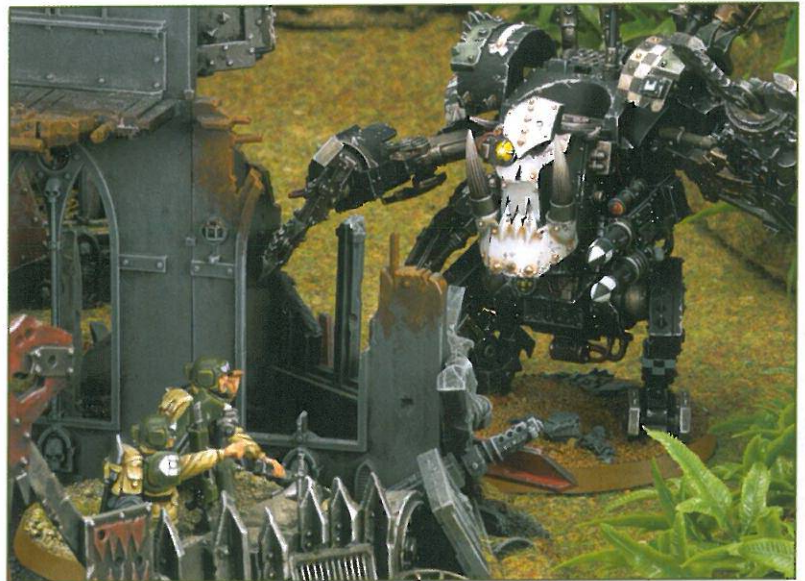
JERVIS PONDERES...



Although things were looking desperate for Robin's Imperial Guardsmen, there was still a chance he could pull off a draw, or even a win if he was lucky. This all hinged on being able to contest or capture two of the three objectives. As I've already mentioned, Phil became rather fixated on destroying the Imperial Guard army, and this had pulled his forces out of position. Taking advantage of this, Robin lunged forward to capture the central objective, and blazed away at the Orks by the third objective in a bid to gun them down or drive them off. Once again caught rather flat-footed, the Orks were forced to scrap together what forces they could and use them to counter-attack the Guardsmen round the objectives. Even so, as we went into Turn 5 there was still a chance that the Guardsmen could earn a hard-fought draw!

Robin's morale the Dread in the east also added its firepower to the proceedings leaving, the Sergeant alive, and alone.

In the centre of the battlefield the Deffkoptas finally came into play; they sped from the west to confront the Imperial Guard three-man squad contesting the tower objective. Rokkits fired into the small squad, and despite going to ground, another Guardsman was lost. The Deffkoptas followed up in assault and quickly despatched the two remaining Guardsmen. Leaving the Grotz in control of the objective. In the epic brawl to the west the roving Killa Kans joined the melee, tipping the combat in favour of the Orks. The Commissar was cut down along with the Guardsmen's last hope of holding firm as the few Imperial survivors fled off the table. A little to the left of this greenskin victory, the Dread slaughtered its way through the mortar teams.

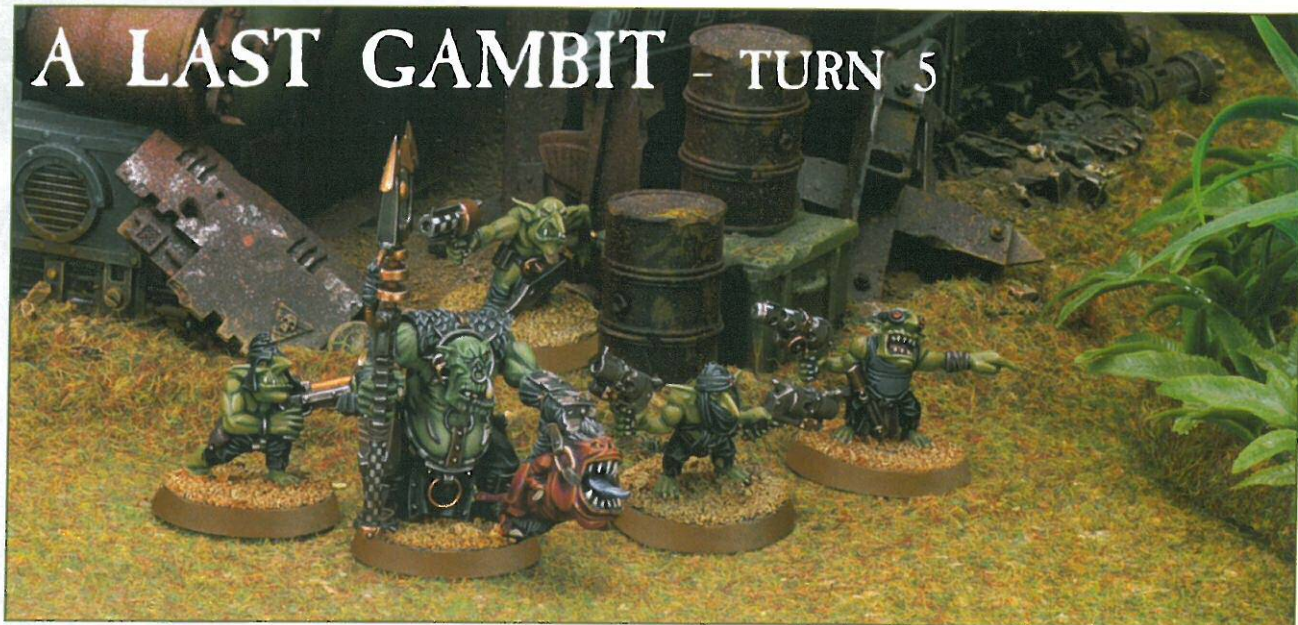


Above, The Deff Dread shows no mercy and slices its way through the mortar teams.

OBJECTIVE TRACKER



A LAST GAMBIT - TURN 5



Above. Despite Robin's best efforts the lowly Grots keep control of Objective 2 and win the game for the Orks.

OBJECTIVE TRACKER



For the Imperial Guard a win was all but out of the question but what Robin could do was force a draw by wiping out Phil's Troop choices or contesting the objectives. He started this by throttling the Punisher forward to contest the central tower and then launching smoke grenades to increase the tank's chances of surviving any Ork retaliation.

The Ratlings trained their weapons on the last two Goffs. The last Ork Boy was killed leaving just the Nob who bluntly refused to fall down; nevertheless, the presence of the Ratlings and Valkyrie left the icon objective contested.

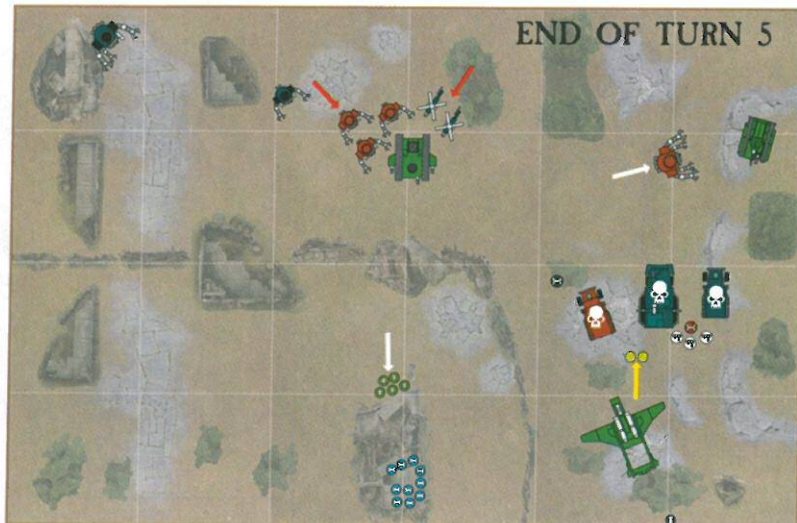
The Kans trundled southwards towards the speeding Punisher. And in a canny move, the Gretchin retreated from the centre, and headed back towards the platform objective, which could not be contested by Robin. Still, Phil wanted the Punisher gone and so the Deffkoptas launched rokkits at the rear armour but

Ork Ballistic Skill came into play once more as the rokkits missed even at close range. The Lootas fared little better, missing the Valkyrie again and ensuring it was going to be around for at least another turn to contest the icon objective.

In the Assault phase the Goff Nob charged in and wiped out the Ratlings, who had been a constant thorn in Phil's side since the beginning of the battle. However, the Nob still could not claim the objective because of the Valkyrie. Back in the centre of the battlefield, the Deffkoptas and Kans assaulted the Punisher. Unfortunately for Phil the tank's rear armour prevented it from being destroyed.

With the last combat of the turn done the dice were rolled to see if the game would continue, but a 2 came up and the battle ended. Phil had won, with his Grots claiming the platform objective. Robin would have to head back to the command base with his head held in shame.

END OF TURN 5



JERVIS PONDERES...

As the game turn drew to a close it was clear that Robin could no longer possibly win. However, his last gasp bid for victory had almost worked, and it was only some good dice rolling and carefully thought out counter-moves by Phil's Orks that stopped the Guardsmen from turning the tables at the last minute. It just goes to show that you should always hang on in there, and at the very least battle hard for a draw!

All in all I was very happy with the way the Prepared Assault mission had played out. I think the mission captured the theme rather well. It also demonstrated how a handful of small changes can provide players with a wide range of new tactical challenges.

CURSES, FOILED AGAIN

Robin: There's something very satisfying about deploying second and still having the first turn. I was able to pit my forces against Phil's where they could do the most damage. I had a decent first turn, but with so many targets I got target-blind. In fact, one of the things Phil did brilliantly throughout the battle was force me to split my firepower. Unable to concentrate on one threat at a time, I tried for everything and lost. Thus when I failed to completely destroy one of Phil's units the surviving squad members were in position to give me a good thumping.

I had to make a decision early on whether or not to use my Leman Russ Punisher to shoot the Ork Mob or the Killa Kans. I decided that my firebase platoon could probably see to the Ork infantry and with so many shots I was confident that the Leman Russ Punisher could destroy a couple Killa Kans. When that didn't work I started to divert more and more of my firepower. Missile launchers, lascannons, autocannons, battle cannons all fired, but those Killa Kans just would not die. I have to admit I became obsessed with their destruction. Never again shall I utter the words 'Bah, they're only armour 11...'

My poor second turn of shooting left Phil in position to call upon the power of the Waaagh! and bash some Cadian heads. Thankfully though, Guardsmen come with shiny bayonets and they gave as good as they got. It's true that with enough numbers the Imperial Guard can triumph over any opponent. Unfortunately, Phil didn't see the funny side of getting duffed up by a bunch of Guardsmen and so he sent in the Killa Kans. Without Krak grenades the Guardsmen were unable to pierce the walkers' steel hides and were butchered. With the death of the firebase platoon it was down to the Ratlings to salvage the battle. The stumpy abhumans did a great job of contesting the final objective, pinning the Orks and thinning their numbers enough to keep me in the game.

However, it was all the explosions that made this game so memorable. Artillery shells were landing all over the place. The stray rounds were great fun and it was literally with baited breath that we watched these markers land on the tabletop. Despite Phil trying to blow up his own forces I still couldn't win the day. So, congratulations Phil, your winning streak continues – don't suppose you've got a spare room?

DEFF OR GLORY

Phil: And so it ends. The battlefield is strewn with the remains of human and xenos alike, the sky is filled with the acrid smoke of burning wrecks and there's scrap metal all over the place. Sounds like victory to me! Those Big Mek must be rubbing their gnarled hands in glee with all those new wagons to salvage, including a nice big flyin' machine with only one careful owner. It's a good day to be a Mek.

I shall remember this game for one thing above all – the explosions. It seemed like not a minute passed without something detonating spectacularly, and the mission's groovy 'stray rounds' mechanic really added to that – even if it did mean me shooting at my own troops by accident (again). Though the 'aggressive Guardsmen' nature of the mission gave me the option of sitting tight and letting Rob come to me, I couldn't help but execute the time-honoured Orky tactic of storming forward into the enemy guns, and I only managed to seize the reins because my walkers shrugged off so much firepower in the early turns. Still, it was my sneaky Gretchin that finally sealed the win, just as they have so many times before. I love those scrawny little toerags and their objective-stealing ways.

Ah, but Robin taught me a thing or two about Imperial Guard tenacity. His bold move with the Valkyrie also paid off in spades, not only hitting the Battlewagon in the vulnerables before it had even rolled off the starting line but also taking an awesome amount of glancing hits and still contesting the icon objective at the end of the game. As for 'it really only takes a handful of Boyz to mess up an Imperial Guard gunline', yeah right; Robin really made me eat my words on this one! My big mob stormed into the Imperial Guard lines, butchered a whole load, but the rest stood stubbornly firm – and when I saw the resultant counterattack from Robin's two command sections my iron jaw hit the floor with a resounding clang. When did them humies learn to fight? Before long my big mob was whittled down to nothing, but the good old Killa Kans clanked in and taught the Guard the true meaning of the word 'hitty'.

And let's face it, the Kans and the Dreads won this game for me without a doubt. Proving my theory that the best anti-tank weapons in the Ork army come on piston-driven legs! Now where's my drybrush – I feel the need for a few more rusted Dreads and a Looted Wagon or two.

VEHICLE OF THE MATCH

The Valkyrie was nothing short of outstanding. Thanks to its bold Scout move it was able to fly behind the Ork Battlewagon on the first turn, shoot at its weak rear armour, and blast it to smithereens. It then managed to deliver an Infantry Squad onto an objective and survive to the end of the game.

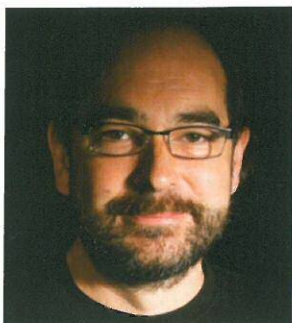


KAN OF THE MATCH

Though the Dreads acquitted themselves well, my man of the match nomination has to go to the Killa Kan squadron that stormed through over a hundred Strength 5 shots from the Punisher and the Leman Russ, only to then close with the offending tanks and carve them into smoking chunks of scrap. Waaagh! indeed...



STANDARD BEARER



If our experience of Games Days and Studio open days is any measure, there's one question that is asked more often than any other. This month Uncle Jervis boldly sticks his head above the parapet to answer what has become known as 'the question'...

At the time of writing this article I've just made it back from the madness and over-the-top hobby-love that is otherwise known as 'Games Day'. Back when I started at Games Workshop there was only one Games Day, which had a few hundred attendees and was held down in London in a quaint venue called the Royal Horticultural Hall. Since then Games Day has gone from strength to strength, so that now there are Games Days held all over the world, from Paris to Baltimore. UK Games Day remains the biggest, though, and has grown in size so that now it fills several halls at Birmingham's National Exhibition Centre, and is attended by more than 8000 enthusiastic Games Workshop hobbyists.

As a games developer I get to attend UK Games Day every year as part of the contingent of designers that represent the Studio at the show. In fact I think I would go even if I wasn't there with the Studio, as there really is nothing quite like it; the sheer, unbridled enthusiasm of the people that are there, the quality of the display games and the entries to Golden Demon, and the chance to meet and talk to people about the hobby add up to make it an event I would be loathe to miss.

All of which is very nice, but is not directly what this month's Standard Bearer is all about. Instead, I thought I'd ramble on a bit about a question I'm often asked whenever I attend a Games Day. Although the exact nature of the question varies, what all the different iterations boil down to is: 'Are you going to do any more armies for your games?' Some people wanted to know if we'd do any of the armies we've done in the past but which we no longer make models for, while others were interested in whether we'd ever be able to make a brand-new army. These are all good questions, and so I thought it would be worth devoting a whole Standard Bearer to the subject.

However, as those of you who asked me the question at Games Day already know, my answer is rather long-winded, mainly because I can't help myself, but also to try and explain the reasons for my answer as well as giving the answer itself. So, for those of you who just want to know the

answer but aren't really interested in the whys and wherefores, here's the short answer to all those questions: 'We'd love to add new armies to our games; however, we're going to wait until we're confident that doing so won't compromise support for the armies we already make.' Now, if you'd like to know why we think it's important to go about things in this way, please read on...

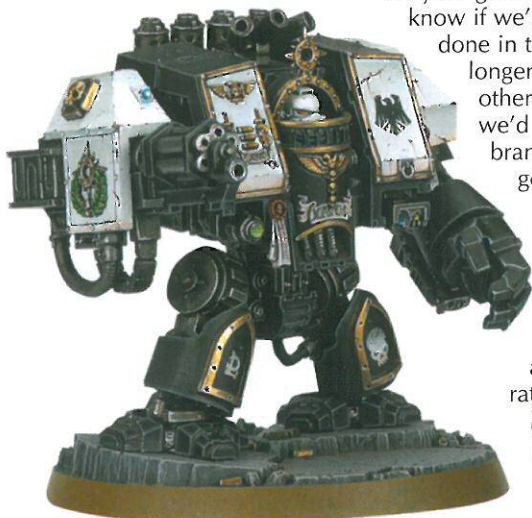
Good, if you're still reading, I can assume that you want to know the reasons for my answer, and in order to explain those, I first need first to delve into the ancient history of the Games Workshop Design Studio. Not to put too fine a point on it, when the Studio was first set up back in the late eighties, we were rather, erm, *whimsical* about adding new things to our games, and equally whimsical in taking them away again. So, for example, we might make some new models for an army, and then decide to replace them with something new. I think this is

understandable: having to write a new version of an army book or design a miniature that you've already worked on before can be challenging, to say the least. And, being human (well, at least, I think all the designers in the Studio are

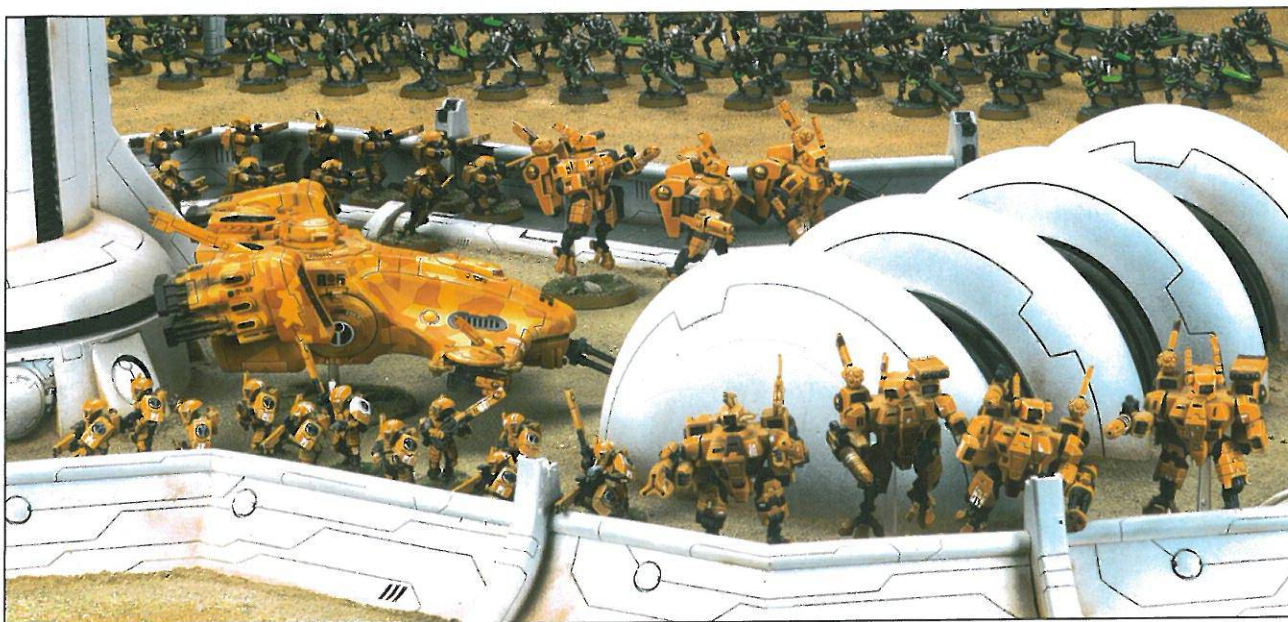
human...) it was natural for us to assume that all the hobbyists that played our games and collected our miniatures felt the same way too. With hindsight, this assumption wasn't quite right. What we didn't appreciate back then was just how much hobbyists fall in love with the armies they collect – while the designers in the Studio are obsessive *creators*, hobbyists are obsessive *collectors*, and because of this they quite rightly react with frustration and even anger if we leave it too long before getting back to one of the armies in their collection or, even worse, make part of their collection redundant. Fortunately you guys were pretty vocal about letting us know about this, so much so that now our most important goal is to make sure that we support our existing armies really well.

Doing so has made us take a long hard look at the support we do for those armies. For example, it's easy to start to think that there's nothing new that can be added to an army – in other words, it's already got everything that it needs. Take Space Marines, for example. We've written a lot of material about the Adeptus Astartes over the years, so surely everything there is to know about the Space Marines has already been said? With hindsight (useful stuff, hindsight), the answer is a resounding NO!

“Are you going to do any more armies for your games?”



The Space Marines Venerable Dreadnought is the perfect example of how ideas are grown.



As the latest Space Marine Codex shows, the truth is that we have barely scratched the surface of the exciting and original things we can make for the Space Marines, or, indeed, for any of our other armies. All it takes is an open mind, imagination, and creativity. Which, fortunately (and if I do say so myself), is something we have quite a lot of in the Studio.

The other thing we try to ensure is that whatever we make will *complement* the models you already have in your collection. So if we bring out a new model, we try our best to make sure it can stand alongside the models you already have in your collection, rather than replace them. This is true whether we're making a model for a new unit type, or making new sculpts of models that have been in an army since its inception. So, for example, my own Space Marine army includes Terminators that date back to 1993, which cheerfully fight alongside models that were brought out very recently. So if you collect an army, you can expect us to bring out new models for it, but you can also expect to always be able to use all of the models in your collection. The only restriction we ever place on ourselves is that whatever we make has to be of the highest possible standard – and if this means spending a long time making sure we can get the new miniatures just right, then so be it. This is why it sometimes takes a little while to get back to an army – not because we don't want to, but because we are busy working away at getting the things we *want* to make just right.

However, while all of the things I've been talking about so far are important, we also think it's important to keep on trying to surprise you with unexpected new things

that aren't designed as part of an existing army. As I said earlier on, if there's one thing we've learnt about Games Workshop hobbyists, it's that they are inveterate collectors, and what collector doesn't want the chance to start a new collection? The trick is to do this in a way that doesn't compromise our ability to support the armies we already make. In other words, we have to get the balance between

Above. The Tau Empire are surrounded by the Necrons – these armies were the last new races to get their own Codex for Warhammer 40,000.

Below. In the latest Space Marines Codex the design team introduced swathes of new miniatures and units, including three of those shown here.





The Shadowsword is an example of how the advancing skills and technology of the design team has enabled us to delve deep and bring exciting new aspects of our universes to the tabletop.

making innovative new material and supporting our existing armies just right.

By now some of you will be saying 'Well that's all well and good, but when are you actually going to get round to doing making these new models and armies?' Or words to that effect anyway. This is another good question, and the answer is that we've *already* started making new things for you to collect – we just haven't got round to adding a whole new army just yet. You

see, one of the things about my fellow designers at the Studio is that they are rarely content to sit on their laurels. Day by day, week by week, they just seem to get better at making fantastic

new models and books, and at an increasingly rapid rate. What's more, they are constantly being joined by enthusiastic young whipper-snappers, who seem to have an incredible ability to hit the ground running and make amazing new stuff from the get go.

Over the last year or two this has allowed us to make some fantastic new things we couldn't have considered doing before, like the Baneblade super-heavy

tank and the Ork Stompa, or the new miniatures in the Collectors Range, and, of course, the Space Hulk board game. We're going to keep on doing brand-new things like this and, hopefully, one day we'll be able to do whole new armies for our games too. None of this is going to happen incredibly quickly, but as I said to people at Games Day, we're in this for the long haul. We plan to keep on making amazing new Citadel Miniatures, of every kind and

variety you can possibly imagine, and we're going to do this... well, pretty much forever really – or at least, as long as people are around to collect them!

And on that bombshell I will leave you. As ever, please feel free to write to me with any comments you may

have about this month's Standard Bearer, or the Games Workshop hobby in general. Are we right to put so much emphasis on supporting existing armies? Or should we just go crazy and follow the whims of our designers like we did in the old days? In particular, let me know what sort of new things you'd like to see, either for an army you already collect, or brand-new things you'd really like us to make. You never know what might happen!

“We've *already* started making new things for you to collect.”

Write to Jervis at:

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

DIGESTION POOLS

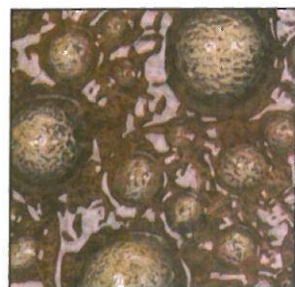
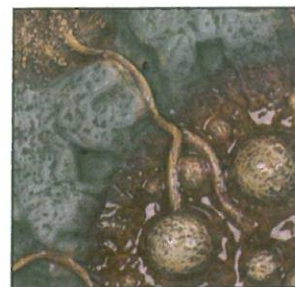
This month legendary terrain-maker Mark Jones reveals his secrets for making the perfect Tyranid digestion pools.

Just as they personalise armies, hobbyists often like to make their terrain sets distinctive, tailoring the scenery to fit their model collection. The Studio's Tyranid scenery collection is a great example of this, with many pieces of terrain converted to reflect the turmoil of a planetary invasion. From spore chimneys to bastions riddled with Ripper Swarms and feeder tendrils, the opportunities are endless.

A good example are these digestion pools. Based around the craters from the Moonscape set, they are an effective conversion, using Mark's patented viscous formula (see below) to give you that extra 'gloopy' look.

You Will Need

- Moonscape kit
- Citadel Modelling Sand
- Citadel Water Effects
- PVA Glue
- Talcum Powder
- Small length of thin cable
- Beads of various sizes
- Thick card (optional)



Making the Pools

- 1 Mark started by basing the craters with thick card, to give them extra rigidity. He cut the basic shape around the craters and then hid the joins with Modelling Sand.
- 2 Beads of various sizes and materials – glass, wood and plastic – were glued to the bowl of the crater to serve as bubbling ooze. Thin cable was snaked around the crater, radiating out from the centre.
- 3 Mark then mixed talcum powder with PVA glue. The talcum powder acts as a thickening agent, making the PVA extremely glutinous. Keep adding the talcum powder until you get the desired viscosity, an almost solid mix that can still be applied with a brush. Apply the mixture around the beads.
- 4 Use the mixture to create a seamless join between the beads and the bottom of the crater. Once applied, give the mixture a light stippling with the brush to create a rough texture, and then leave it to dry overnight.
- 5 Now undercoat and paint the scenery piece. In these examples Mark has drybrushed the craters with mid to light greys. The bowl of the crater, the beads and wire were painted up in pinks and fleshy tones to give it a very organic look. Note the pinkish patches staining the crater where the tendrils spill out.
- 6 Finally, Citadel Water Effects was brushed into the bowl of the crater, over the beads and the tendrils, to complete the slimy effect.

ARMY WORKSHOP

With our Rohan versus Isengard theme continuing here in the Studio, Adam Troke caught up with resident hobby expert Nick Bayton to find out how he built and collected his Isengard army for War of The Ring.

The WHITE HORSE & the WHITE HAND

Last month we kicked-off a three-issue series of articles examining the war between Rohan and Isengard. Check back to February's issue for the first instalment, a campaign detailing some of the pivotal battles from the War of The Ring.



Nick Bayton can be found in a curious corner of the Studio, sandwiched between the gaming area and the 'Eavy Metal team. He sits amid mountains of paint pots, part-built pieces of scenery and the trappings of 'hardcore hobby' (as he describes it). Pushing aside a demi-company of Space Marines, I clear enough space to rest my notebook and settle down (beside a life-sized Terminator helmet and storm bolter, no less) to find out all about Nick's latest army, which now sits on his paint-spattered desk. It's an impressive sight too: a large War of The Ring army, painted, based and ready for action.

'What I love about the Uruk-hai from Isengard,' Nick says 'is the fact that they're sinister and savage, but unnervingly well organised – for an Orcish army at least.'

That sense of organisation that Nick so much enjoys is evident in his approach to collecting this army. Having caught the campaign bug helping plan a Rohan vs. Isengard campaign last month, he was determined to gather up a force that would

be able to play out any of the key scenes from the war between Rohan and Isengard. 'I knew I was going to need an army that could fight in skirmish games, such as raiding the Westfold, and massive battles such as the Fords of Isen,' Nick says. 'So, I started by drawing up a sample army list, including big blocks of Uruk-hai infantry. From there, I added the Heroes that I knew I wanted (Uglúk, Thrydan, Saruman... in fact most of them). A couple of centrepiece units, such as the Uruk-hai Sappers and an Isengard Troll, later and I had a sizable force, from which I could cherry-pick the units that I wanted on a game-by-game basis. Hence the odd overall points value.'

It's obvious that Nick has approached this army as a joint gaming and painting exercise. 'Absolutely,' he says. 'I want an army that will look great on display and do me proud on the battlefield. Duncan is building up a Rohan force, so I want an army that's going to butcher the Rohirrim, and you can see that in my army choice: big blocks of well-armoured infantry led by powerful Epic Heroes.'

HOBBY HERO



Raised in a wargaming household, Nick Bayton has been painting toy soldiers for years, and has spent his life waging war across the battlefields of Warhammer, Warhammer 40,000 and The Lord of The Rings. When cut, Nick bleeds pure hobby.

Uruk-hai Phalanx

Nick: The Uruk-hai Phalanx is arguably the single deadliest anti-cavalry unit in War of The Ring. It deprives cavalry models of their charging bonus, so it's easily capable of stopping a charge of Rohirrim knights dead in its tracks. That's why I've put a big formation in my army!



NICK'S ISENGARD ARMY

Epic Heroes

- 1 Saruman of the White Hand 240 points
- 2 Gríma Wormtongue 75 points
- 3 Lurtz 175 points
- 4 Thrydan Wolfsbane 50 points

Common Formations

- 5 Uruk-hai Phalanx
4 companies with Captain, Shaman and Banner Bearer.
325 points
- 6 Uruk-hai Phalanx
4 companies with Captain and Banner Bearer.
225 points
- 7 Uruk-hai Phalanx
4 companies with Captain and Banner Bearer.
225 points
- 8 Uruk-hai Warband
3 companies with Captain and Banner Bearer.
190 points
- 9 Uruk-hai Warband
3 companies with crossbows.
105 points

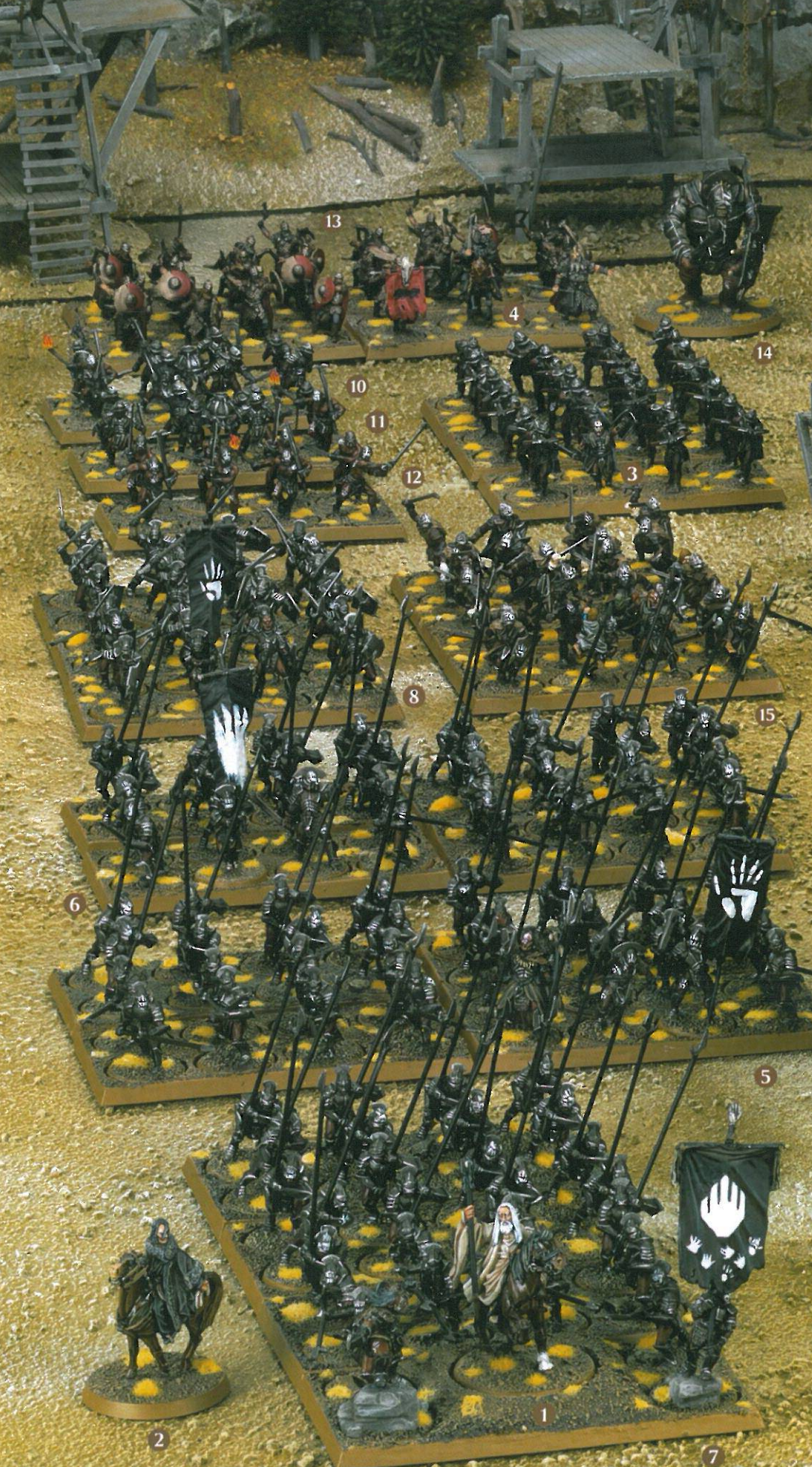
Rare Formations

- 10 Uruk-hai Sappers
1 company.
30 points
- 11 Uruk-hai Sappers
1 company.
30 points
- 12 Uruk-hai Beserker Warband
1 company.
110 points
- 13 Dunlending Huscarls
4 companies with Chieftain and Banner Bearer.
185 points
- 14 Isengard Troll
100 points

Legendary Formations

- 15 Uglúk's Raiders
3 companies.
205 points

Total 2270 points



PAINTING THE UNITS

Nick's goal was to create a large army with individually impressive rank-and-file miniatures. To achieve this he opted for the method you can see below. 'This was made possible by washes,' Nick explained. 'Normally, when painting a lot of models you drybrush to save time, but the washes let you paint on flat colours in the knowledge that your wash will pick out the recesses and details for you. When I did my test piece (and I always recommend doing a sample miniature before starting an army to ensure you like the finished result) I realised the overall effect of the army would be determined by the contrast colours that I'd be adding at the end.' This use of contrasting colours is something that you can see borne out across the whole force. 'Since an Isengard Uruk-hai army is so dark, it's important to give the eye an area of contrast.' You can see how edge highlights on the armour plates, and white hand details, have enhanced the appearance of the army overall.

Nick even based his models with a view towards colour contrast. 'I opted for a lighter method than usual with this army. Not so light as to make them incompatible with the rest of my collection, but enough to really complement the colour palette. I painted the sand on their bases with Charadon Granite first, before drybrushing it with Graveyard Earth followed by Kommando Khaki. I used Dead Grass to detail the bases – it's light, and conjures the plains of Rohan to my mind. This was followed by the base rims, which I painted Graveyard Earth, as I do with all of my The Lord of The Rings miniatures.'



Painting the Uruk-hai

Nick concocted the following system for painting his Uruk-hai. Using the Citadel Spray Gun for the first stage enabled Nick to basecoat dozens of models at a time.



1 Prepare a 2:1 mix of Boltgun Metal and Chaos Black and spray this onto the Uruk-hai using a Citadel Spray Gun.



2 Paint the skin with a 1:1 mix of Scab Red and Dark Flesh, the loincloth with Khemri Brown and the chainmail with Chainmail paint.



3 Next, give the model a very liberal wash of Badab Black – when you wash a model like this, leave yourself plenty of drying time.



4 Finally, highlight the edges of the armour with Chainmail and paint the straps and belt with Chaos Black. Finally, paint and detail the base.

Painting the Banners

Before painting the hand-print on his Uruk-hai banners, Nick sought out the advice of the 'Eavy Metal team, who provided him with the following, simple technique.



First, using a Detail Brush, paint the outline of the hand and fingers onto the banner using Skull White paint.



Apply two or three light coats of Skull White paint to fill out the shape of the fingers and palm of the hand.



Using Chaos Black paint and a Detail Brush, shape the palm and fingers to make it look more realistic



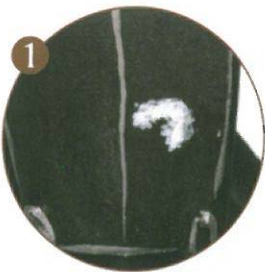
Uruk-hai Captain



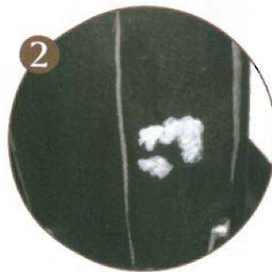
Painting the Handprints

One of the highly distinctive details of the Uruk-hai in the Two Towers movie is the white hands that the Uruks have daubed themselves with. Nick has recreated this symbol of allegiance on his army, adding handprints to shields, faces and bodies.

Generally speaking, the rank and file of the army received a single hand-print, while especially zealous or feral members of the army (such as the Uruk-hai Berserkers, the Troll and Shaman) received more. Here's how he did it.



Using a worn out old Detail Brush, Nick dabbed on Skull White Paint, first making the upper palm print.



The lower palm, next to the thumb, was next. By dabbing the paint on, it retains an irregular, hastily applied look.



Finally, Nick painted on the finger prints. It's important that the fingers are the correct lengths, otherwise it looks odd.



NICK'S CENTREPIECE MODELS

Nick's army boasts several centrepiece units, elements within his force that are either lethally effective in the game, or are inspired by favourite scenes from *The Two Towers*. 'The Berserkers are a must-have formation,' Nick says. 'In my opinion, you're a mug if you leave home without them. They're deadly, and everyone is afraid of them – that really makes for a high-impact unit that's sure to draw a lot of attention on the tabletop. Like the Uruk-hai Sappers, who I included to help me out in certain skirmish scenarios (I'm thinking of the help I'm going to need getting through the Deeping Wall, specifically), I painted these with the same level of detail that I put into the characters. They're stand-out units, and that means people will look at them more than they do the big blocks of pikes or shields.'



Uruk-hai Bomb Team



Nick's Isengard Sappers have bomb carriers made from brass rod.

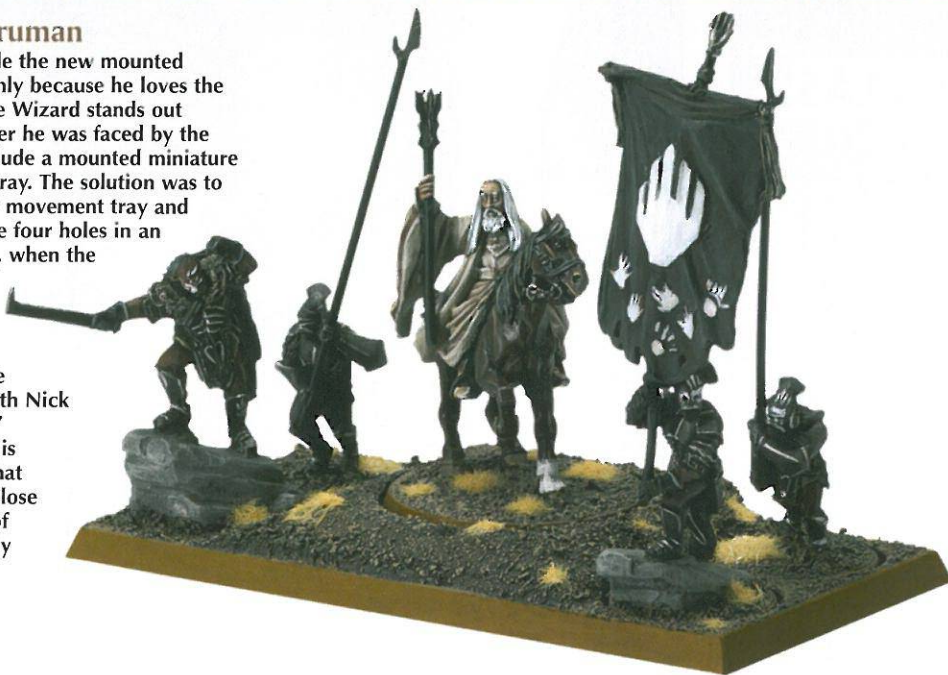
Legendary Formation

Nick's Uglúk's Raiders formation has been given the 'legendary' treatment to make it stand out from the rest of the army. The formation includes selected models from the Ambush at Amon Hen vignette box, as well as additional details such as the white hands (as if they have dipped their hands in white paint, rather than handprints), that Nick has added to the models to show Saruman's favour.



The Counsel of Saruman

Nick was itching to include the new mounted Saruman miniature, not only because he loves the model, but also so that the Wizard stands out amidst the rabble. However he was faced by the conundrum of how to include a mounted miniature in an infantry movement tray. The solution was to cut away part of a cavalry movement tray and glue it on top of the centre four holes in an infantry tray. In his games, when the unit takes casualties, Nick removes the other four models first! Since the final company in formation is removed once it is reduced to half-strength Nick won't ever have to 'divide' Saruman. Of course, Nick is quite proud to point out that he's never actually come close to losing Saruman in any of his games – if the company ever looks close to being wiped out, the White Wizard just rides off to join a nearby formation.



Like most hobbyists, Nick's favourite parts of the army are the Heroes, and Nick has included all four of the Epic Heroes from the Fortress of Isengard list. 'All three are indispensable,' Nick explains. 'Saruman is one of the best Wizards in the game – he's got loads of great special rules – and no Isengard army should be without him.

'Lurtz is the fighter. I use him to deal with enemy Heroes and get stuck into the action. And as for Grima, well, he's utterly brilliant in the skirmish game, so there was no way I was going to leave him out.' What's clear is that Nick has spent as much time thinking about the painting and modelling of his characters as he has planning how to use them in the game. 'I really wanted to include Saruman on horseback – it's a cracking model and he's doubly useful for the skirmish game, so I made sure to paint him as the army centrepiece. Unlike anything else in the

army, Saruman has a clean, light colour scheme, which means that he stands out brilliantly against the sea of Uruk-hai. When painting Saruman's horse I referred to the 'How to Paint Horses' article that I helped write for the Games Workshop website – it's a dark bay with white socks. Grima enjoyed a simple conversion to turn him into a mounted model: I beheaded a Gandalf on horse model and replaced his head with one from a Grima model, concealing the join with a sculpted fur collar. Gandalf's staff was swapped out for a Green Stuff cloth.'



Nick's Isengard Troll recieved the same extra attention to detail as his Heroes.



Nick's Grima Wormtongue was converted from Gandalf the Grey on horseback.

Coming Soon

Next month we'll take a look at Duncan Rhodes' Rohan army. At present Duncan is up to his armpits in half-painted horses and a hastily assembled formation of Rohan Militia (destined to be Grimbold's Helmingas), but he promises that by next month he'll have cooked up a comprehensive guide on how to paint horses quickly and effectively. With dozens of Riders of Rohan already painted and sat on his desk, and more undercoated and ready for the full-colour treatment, Duncan's Army Workshop promises to be an equine bonanza!



Like a rapidly painting rabbit caught in the headlights of a hobby-juggernaut, Duncan realises it's time to paint like the wind!

FREEHAND

This month's Masterclass is all about painting freehand. The 'Eavy Metal team take us behind the theory and demonstrate some stunning examples.



If you're a regular reader of the 'Eavy Metal Masterclass series, or indeed any of our painting articles, then you may have encountered the term 'freehand'. But what do we mean by that?

Quite simply painting freehand means you're painting a design, pattern or symbol onto a model that hasn't already been sculpted on. This can range from an intricate pattern of many hues, like you'll often see on Golden Demon-winning models, to a simple Chapter symbol design on a Space Marine's shoulder pad.

The more lavish and complex designs aside, freehand is not as daunting as it first seems and, like all techniques in miniature painting, you get much better with practise. However, there are a few prerequisites that will greatly enhance your attempts at freehand: a steady hand and good brush control. A steady hand will obviously help with the drawing aspect of freehand design, allowing you to get straight lines or perfect curves, while brush control is all about the flow of paint from the brush. An intricate design can be ruined in an instant if paint is flooded onto the area when all you are after is a thin line.

As these two skills are intrinsic to figure painting in general you'll find the more models you paint the better at freehand you'll become. So while it's fair to say you don't need years of experience to attempt your first freehand design, we wouldn't recommend jumping into it without a few painted miniatures under your belt.

As any member of the 'Eavy Metal team will tell you, preparation is the key to success. Freehand painting is not an arena for improvisation; when you're putting paintbrush to miniature you should know exactly what you're planning to do. Draw the pattern or symbol on a piece of paper first. This is where you can experiment and play around, creating several drafts before coming up with the final design.

Once you have an image you're happy with, you need to think about translating that onto the model itself. That's where this Masterclass comes in. The 'Eavy Metal team have put their collective heads together and have instilled as much knowledge on painting freehand as we could fit in six pages of White Dwarf.

Let's make a start by covering the general principles...

GENERAL PRINCIPLES

As already mentioned, preparation is the key to getting a freehand design onto a miniature. A good checklist to follow is what we've termed the three 'Ws' of freehand design – What, Where and When?

What is the design you are going to paint on the figure?

This will depend on the project you are working on, from a finely crafted freehand banner to replicating a simple symbol dozens of times. Work out the design on paper first, before reproducing it on the model.

Where on the model is it going to be painted? This is important because it will affect not only how your design is

painted on the model but the amount of space you have. A recurring mistake with many freehand patterns is that they quickly run out of space before the design is complete. This is especially true with lettering. When drawing out your final draft of the design try and get it as close to true scale as possible.

When will you paint the next part of the design? This relates to the order in which you apply the image to the model. You have to think carefully about the sequence in which you plot the waypoints of the initial design, how you join it up and even when to highlight and shade.

Plotting Points

Plotting out your design with points is one way of applying freehand. It's a good starting point for those inexperienced in painting freehand as it allows you to repeat a consistent look, which helps when repeating icons on numerous miniatures and also prevents patterns becoming lopsided. More importantly, plotting out the design allows you to fill the area in an even way, without running out of space.

Once you have the design on paper, decide where the waypoints are. This is literally just like creating a 'join-the-dots' drawing, placing points on the design to create a rough outline. You can then replicate the dot design on the model. Keep your reference image close to hand, so you can compare the pattern and make sure you're not going wrong. When you have the design plotted out you can start joining up the dots and blocking in the symbol.



Step 1. Basecoat the area as normal. Then plot the design of the symbol using waypoints copied from your paper design. The colour of the dots should be the same as you intend the symbol to be.



Step 2. 'Line in' the design – in effect join up the dots – with a fine brush and a steady hand. If you are worried about painting a wobbly line then use more dots, closer together. Remember that mistakes can be painted over.

Space Marine Showcase

These Space Marines painted by 'Eavy Metal's Darren Latham and Neil Green all have freehand elements painted on them. This is most evident on the shoulder pads where both have been adorned in the traditional style with the Chapter symbol

on the left pad and the squad marking on the right. The gold Assault Marine is also carrying a shield with a heraldic design painted on freehand, which shares similar strong symbols as the shoulder pad.



ICONOGRAPHY AND HERALDRY

You can find heraldic designs on shields, shoulder pads, caparisons and many other areas of a model, though the design and complexity varies tremendously depending on

the heraldry itself. The shield below, by Neil Green, has a very involved design, as befitting an ornate piece of equipment wielded by a High Elf Noble.

Example: High Elf Shield

1



Step 1. After testing the design on paper, Neil translated the pattern onto a shield that was sprayed Skull White using the plotting points technique. He painted the outline of the pattern in Fortress Grey, using the dots as a guide.

2



Step 2. Neil blocked in the fire with Blazing Orange and the sky with Regal Blue. The haze around the stars was painted with a 1:1 mix of Regal Blue and Space Wolves Grey. A 1:1 mix of Blazing Orange and Vomit Brown was then layered onto the fire.

3



Step 3. The fire was layered with a further coat of Vomit Brown followed by a 1:1 mix of Vomit Brown and Bleached Bone. The stars were painted in with a 3:1 mix of Space Wolves Grey and Regal Blue and then highlighted with pure Space Wolves Grey.

4



Step 4. Neil then started work on the icon, outlining it with a 1:1 mix of Chaos Black and Codex Grey. He turned this into a wash by watering the mix down and then shading half the icon. The jewel was painted with a 1:1 mix of Red Gore and Blood Red and then shaded with Chaos Black.

5



Step 5. The icon was highlighted with Codex Grey and then Fortress Grey. Neil then turned his attention to the jewel, layering the underside with Blood Red, followed by Blazing Orange and then Vomit Brown.

6



Step 6. The coals at the bottom of the shield were first painted in with pure Scorched Brown. A 1:1 mix of Scorched Brown and Chaos Black was then layered on. The icon and stars were given an edge highlight of pure Skull White with a reflection spot of the same colour placed on the top and bottom of the gem. Finally, the icon was re-outlined with pure Space Wolves Grey.

Lettering and Scrolls

Spacing is very important with lettering – if you start on the left and work your way across there's a chance you'll run out of space. For that reason 'Eavy Metal recommend starting in the middle and working your way outwards, that way you can make sure the letters are evenly spaced. Paint on the letters in a lighter colour, and then build up the outline.



Master of the Ravenwing tome



Ultramarines Banner



Empire Steam Tank

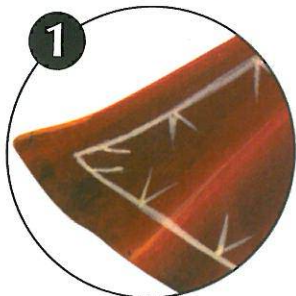


Legion of the Damned Shoulder pad

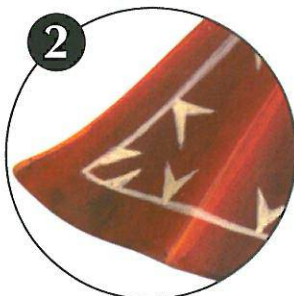
KEYLINES AND TRIM

Adding keylines and trims to cloaks and other raiments can create the impression that the cloth is ornately embroidered. Keith Robertson has a method for adding such decoration, using the point-plotting method on the examples below.

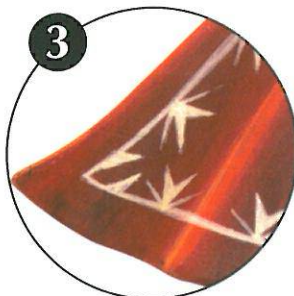
Examples: Space Marine Cloaks



Step 1. Paint a line of Bleached Bone parallel to the edge of the cloak and add a small 'V' at regular intervals along it.



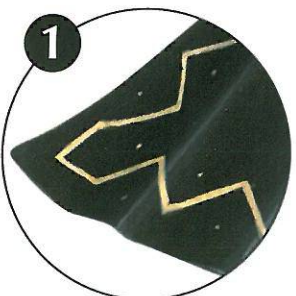
Step 2. Fill in the 'Vs' with Bleached Bone to create a series of upright chevrons.



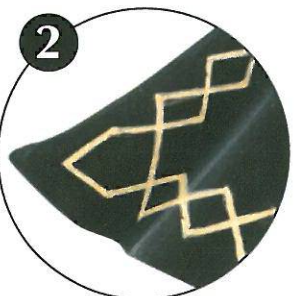
Step 3. Add further thin lines of Bleached Bone, splayed out from underneath the chevron.



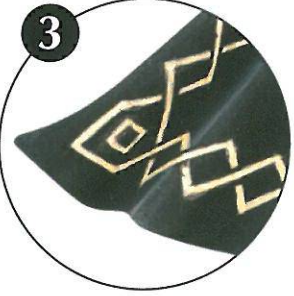
Step 4. Thicken up these outer lines into triangles, to create half of a templar cross.



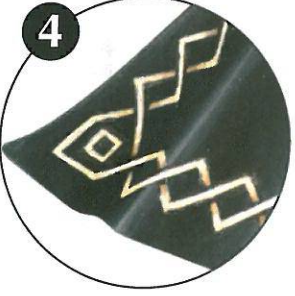
Step 1. Paint two rows of parallel dots. Join half the dots diagonally to make a zig-zag pattern.



Step 2. Create a second, overlapping pattern with the other set of points.



Step 3. Where the separate patterns overlap, paint a thin line of Chaos Black on either side.



Step 4. Shade the pattern with Devlan Mud, applying the wash close to where the lines intersect.

Cloak and Robe Showcase

Anja Wettergren's Warrior Priest was painted for a Studio competition. The cloak carries the initials of the Emperor, while the lining is adorned with Sigmar's name.



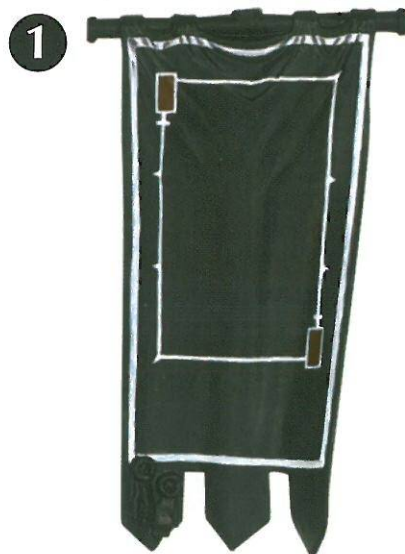
Darren Latham's Celestial Wizard won the Wizard's Challenge painting competition back in WD355. The model is richly adorned with bits of freehand – the cloak is a particularly striking example as it depicts a constellation that traces out the twin-tailed comet.

BANNERS

Banners offer freedom and a blank canvas for the artistically inclined to really go to town. Most of the 'Eavy Metal team have had some type of art education or training, and relish this kind of opportunity. However, there are many of us that find a large, untextured area intimidating. While a safe bet for those of us without the

requisite flair is to keep it simple and build on strong geometric shapes, those who can draw are creatively free to come up with any number of designs – often exquisite pieces of art in themselves. The Deathwing banner on these pages, by Joe Tomaszewski, is an example of this, a freehand banner painted to a world-class standard.

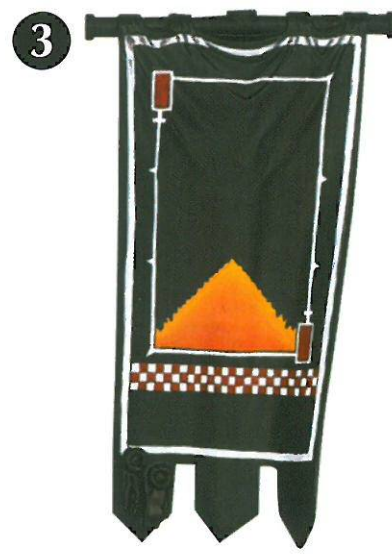
Example: Dark Angels Banner



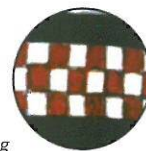
Step 1. Starting with a Chaos Black undercoat Joe used Skull White to create an inner and boundary keyline. The inner rectangle was adorned with tiny triangles along its sides, and small oblongs on the top left and bottom right corners. These were filled in with Scab Red.



Step 2. The outline of a triangle was then painted on with Macharius Solar Orange, and then filled in with the same colour. Sunburst Yellow was layered towards the edges of the shape. Joe then 'cut in' the flame effect around the edges with Chaos Black.



Step 3. Joe created the chequered pattern by painting a strip of Skull White along the bottom. Thin lines of Chaos Black were used to create a grid on the band. Finally, alternate squares (along with the rectangles) were filled in with a 1:1 mix of Scab Red and Blood Red.



Step 4. The halo on the top of the banner was painted on using a 1:1 mix of Iyanden Darksun and Sunburst Yellow. The lightning bolts were painted with pure Bleached Bone. Joe then neatened the design by painting round them with a fine keyline of Chaos Black.



Step 5. Joe then added the wings, carefully plotting them out and then blocking in with Fortress Grey. They were highlighted up to white and then shaded with a 3:1 mix of Codex Grey and Chaos Black. Thin lines of Chaos Black were used to define the feathers.



Step 6. The skulls and scroll were marked out and painted with Bleached Bone. Joe then shaded these areas with Scorched Brown and highlighted with Skull White. The details (eye sockets, lips and tears) were all painted with Chaos Black.





Step 7. The cloaked figure was outlined with a 3:1 mix of Chaos Black and Snot Green. The figure was highlighted with pure Snot Green and edge highlighted with Bleached Bone. Chaos Black was used for the shadows on the sleeves and hood.



Step 8. The sword was painted in with Shadow Grey. Joe added Skull White to Shadow Grey for the highlight and mixed Shadow Grey with Chaos Black for the shade. The reflection lines were painted on with pure Skull White. The hilt used a 1:1 mix of Scab Red and Blood Red. For the pennant, Joe used the same method as for the scrolls and skulls in Step 6.



Step 9. Finally, Joe added the lettering. Using, thinned-down Chaos Black, he started by painting the 'A' in the middle of the banner and then the 'N' to the right and the asterisk to the left. He continued to work outwards, thus ensuring the spacing on the scroll was correct. The thinned Chaos Black allowed him to blot out any mistakes. When he was happy with the design he went back over the lettering in black.



Banner Showcase



This Talabheim banner by Anja was based on a design by Studio illustrator Neil Hodgson.



The Deathwing banner by Darren used a design from the (very) old Codex: Angels of Death.



Anja painted the design on this paper banner before attaching it to the model.

BE INSPIRED

A brilliant piece of freehand is very inspiring. Every year the Golden Demon competitions astound us with entries that contain truly great pieces of freehand design; the painters all started somewhere, probably inspired by pictures like Joe's banner. Give it a go, don't worry about getting it perfect or making the odd mistake, it's all part of the learning process.

ASK

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

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- Tournament pack now available to download from www.warhammerworld.org

WHAT DOES THE TICKET COVER?

- Eight games over two days.
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- Access to Warhammer World facilities including the Citadel Miniatures Hall.
- Tickets cost £85 per two player team.

TICKETS AVAILABLE FROM 29TH MARCH

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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

106-109

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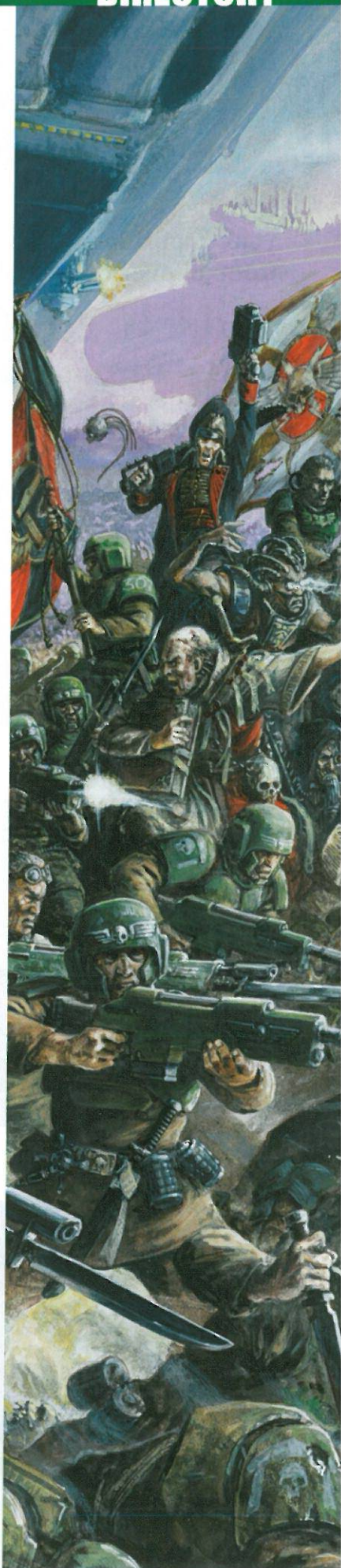
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Conquer the world at tournaments and learn new skills at hobby days! Events are your opportunity to immerse yourself fully in the hobby with, potentially, people from all over the world. Events are the places to spend your weekends.

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

March 20th

WRATH OF NAGASH

Date: Saturday 20th–Sunday 21st March, 2010

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Still reeling from his destruction at the hands of Sigmar and confined to an ethereal form, Nagash's spirit returned to Cripple Peak to slowly regain his strength. Nagash knew that only with the six artefacts of power he created, including his Crown of Sorcery, could he be truly restored to his power. Rather than lead a renewed attack on the empires of man, Nagash used the centuries to set in motion a plan that would bring his enemies to the Lands of the Dead and in doing so bring the artefacts he so dearly sought within his grasp.

Slowly but inexorably, the presence of Nagash's spirit corrupted the lands around Cripple Peak further and evil creatures once more flocked to his lair, drawn by his unwholesome presence. Such gatherings could not go unnoticed forever and soon tales came to the ears of the Sultan Jaffar that a great evil now dwelt once more in the desolation around Cripple Peak...

The Wrath of Nagash is a campaign weekend for Warhammer. Players will require a 2250 point army and several different sized army lists to play a mix of exciting battles and skirmishes. Full details can be found in the campaign pack, available to download from the Tempus Fugitives website.

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

Contact: tfevents@tempusfugitives.co.uk

Website: www.tempusfugitives.co.uk



WARHAMMER

Brettonia Exhibition

Date: 15th March–9th May, 2010

Venue: Warhammer World, Nottingham, England

Details: The chivalric Knights and low born peasants of Brettonia are explored through the original artwork and miniatures of the Design Studio

Website: www.warhammerworld.org

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- Access to Warhammer World facilities including the Citadel Miniatures Hall.
- Tickets cost £55 per two player team.

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- Tickets cost £190 each – Available Now.

For tickets and details of upcoming Hobby Camps visit

www.games-workshop.com



April 2010

April 7th

GAMES WORKSHOP SOLIHULL STORE VISIT

Date: Wednesday 7th April, 2010

Venue: Warhammer World, Nottingham, England

Details: Formerly a shrine world in the Cadian sector, Tartanis was lost in the first stages of the 13th Black Crusade to the forces of Chaos. Now, with rumours of lost ancient technology under the planet's surface, Lord Castellian Creed has declared 'now is the time to bring enlightenment to this unholy place, to purge our enemy and remove them from our most sacred soil, with fire, with zeal.... with blood!'

Players will need a 500 point, 1000 point, 1500 point and 1500 point Planetstrike army (forces of Evil defending).

Contact: For information about tickets or for any further information please call Kevin Bacon at Games Workshop Solihull on 0121 7057997

April 17th

WARHAMMER DOUBLES TOURNAMENT

Date: Saturday 17th–18th April, 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 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



May 2010

May 1st

BLOOD BOWL XLIX GRAND TOURNAMENT

Date: Saturday 1st–2nd May, 2010

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: You will need a fully painted Blood Bowl team following all the restrictions detailed in the event pack. You will play six games over the weekend and the top two players in the final round will compete for the Blood Bowl Cup.

Tickets: Tickets cost £55 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



May 1st

BATTLE OF THE CLUBS – 10TH ANNIVERSARY

Date: Saturday 1st–Sunday 2nd May, 2010

Venue: Sporthal University of Tilburg, The Netherlands

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

The Warhammer tournament will be held on Saturday 1st May, and the Warhammer 40,000 tournament will be held on Sunday 2nd May.

Tickets: €17.50 per player.

Contact: Martina Jiricka

martina.jiricka@games-workshop.co.uk

Website: www.games-workshop.com



June 2010

June 5th

WARHAMMER 40,000 BATTLEFIELDS

Date: 5th–6th June, 2010

Venue: Warhammer World, Nottingham

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

Details: Test your leadership skills to the limit in this unique Warhammer 40,000 event. Aimed at the more experienced general, this two-day event will test your abilities as a leader and master tactician as you do battle to claim honour and glory.

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

Contact: Mail Order – 0115 91 40000

Website: www.warhammerworld.org



June 19th

THE LORD OF THE RINGS DOUBLES TOURNAMENT

Date: 19th–20th June, 2009

Venue: Warhammer World, Nottingham

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

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

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

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

Contact: Mail Order – 0115 91 40000

Website: www.warhammerworld.org



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

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.

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With over 2000 locations worldwide there is never a stockist very 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 Customer Services on: +44 (0) 115 91 40000



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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

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March 2010

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BRISTOL, Area 51:

Tel: 0117 9244655

BRISTOL, HobbyCraft:

Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:

10 Greyhills, MK40 1HP

Tel: 0123 427 3663

LUTON, Fantasy Wargames:

Tel: 01582 729 061

LUTON, Ottakers:

Tel: 01582 486999

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• GW MAIDENHEAD:

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Tel: 01628 863 1747

GW NEWBURY:

114 Bartholomew Street, RG14 5DT

Tel: 01628 3549746

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: 01491 572484

NEWBURY, Toycraft:

Tel: 01635 38077

READING, HobbyCraft:

Tel: 0118 902 8660

WINDSOR, WJ Daniels:

Tel: 01753 662106

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GW BIRMINGHAM:

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GW WOLVERHAMPTON:

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GW STOCKPORT:

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Tel: 0845 951 6537

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Tel: 01606 490651

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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.

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SEVENOAKS, Manklows:
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GW BOLTON:
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17 Miller Arcade, PR1 2QY
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Unit 5A, Saltgater, (outside of Waterdale Centre), DN2 1AP
Tel: 01522 254 8027
BOSTON, Models and Computers:
Tel: 01205 365 102
GRANTHAM, Access Models:
Tel: 01476 591209
LOUTH, Castaline:
Tel: 01507 602 145
MABLETHORPE, Belas Toymaster:
Tel: 01507 473 328
SCUNTHORPE, Shermans Model Shop:
Tel: 01724 641 459
SKEGNESS, The Model Shop:
Tel: 01524 763 425
SPALDING, Mason's Models:
Tel: 01775 722 456
STAMFORD, Stamford Models and Hobbies:
Tel: 01780 767934

LONDON

GW BRENT CROSS:
Unit F9, Lower Mall, Brent Cross Shopping Centre, MK6 3FE
Tel: 0208 202 4979

* GW BROMLEY:

Unit 24, The Mall, Bromley, BR1 1TS
Tel: 0206 466 0678
GW COVENT GARDEN:
Unit 33, The Market, WC2E 8BF
Tel: 0207 240 5106
GW CROYDON:
Unit 1, Concorde Shopping Centre, Keston Road, CR8 1TF
Tel: 0208 480 4600
GW EPSOM:
8 High Street, KT19 8AD
Tel: 01372 751021
GW KENSINGTON:
Shop 7, Lower Square, Kensington Church Street, W8 4EH
Tel: 0207 937 7011
GW KINGSTON ON THAMES:
33 Fife Road, KT1 1SF
Tel: 0208 549 2224
GW LONDON (Oxford St):
Unit F10, The Plaza Shopping Centre, W1D 1LT
Tel: 0207 416 0829
GW ROMFORD:
12 Quadrant Arcade, RM1 3ED
Tel: 01708 742 140
GW STAINES:
8 Clarence Street, TW18 4SP
Tel: 0178 446 0675
GW SUTTON:
Unit 26, Tinsan Square Shopping Centre, SM1 1TF
Tel: 0208 270 9454
* **GW UXBRIDGE:**
Unit 12, Chequer Mall, The Pavilion Shopping Centre, UB8 3LN
Tel: 0189 525 2000
GW WATFORD:
Unit Q, 14 Queen Street, Watlington Centre, WD1 2TB
Tel: 01922 245386
GW WOOD GREEN:
Unit 53, The Mall Wood Green, High Street, N22 6BA
Tel: 0205 894 1079
BLACKHEATH, 2nd Impressions:
Tel: 0208 852 6193
CAMDEN, Goodwoods:
Tel: 0208 340 4441
CLAPHAM, Russ:
Tel: 0207 228 6119
DULWICH, The Art Stations:
Tel: 0208 650 5186
FINCHLEY, Leisure Games:
Tel: 0206 346 2327
FULHAM, Patrick's Toys:
Tel: 0207 3829664
GREENFORD, HobbyCraft:
Tel: 0208 647 7500
HAMPSTEAD, Happy Returns:
Tel: 0207 435 2431
HERNE HILL, Just Williams:
Tel: 0207 733 9955
PURNEY, Toystop:
Tel: 0208 765 0591
ROMFORD, HobbyCraft:
Tel: 0845 051 6245
RUISLIP, John Sanders:
Tel: 01945 634 848
VICTORIA PARK, The Toybox
Tel: 0208 373 2879
WATERLOO, Dark Sphere:
Tel: 0207 928 7220

MANCHESTER AREA

GW ALTRINCHAM:
Unit 1, 19 Grafton Street, WA14 1DU
Tel: 0161 928 9896
GW MANCHESTER (Central):
Unit 835, Alexander Way South, Arcade Centre, M4 3AT
Tel: 0161 834 6371
GW TRAFFORD CENTRE:
Unit 140c Trafford Centre, M17 9BN
Tel: 0161 755 0065

MERSEYSIDE AREA

GW LIVERPOOL:
130 Central Shopping Centre, Ranelagh Street, L1 1GF
Tel: 0151 703 0963
GW SOUTHPORT:
Unit 2, The Edge, 7 Highton St, PR9 9LE
Tel: 01924 468 1255
* **ST HELENS, DMZ Gaming:**
Tel: 01744 759 532
WALLASEY, Wirral Model Shop:
Tel: 0151 200 8355
WIRRAL, Wargame Store:
Tel: 01759 076070

MIDDLESEX

EAST SHEEN, Pandemonium:
Tel: 02088 780 866
ENFIELD, Pearsons:
Tel: 0208 373 4200

NORFOLK

GW NORWICH:
12-14 Exchange Street, NR2 1AT
Tel: 01603 376 7656
CROMER, Cromer Furniture:
Tel: 01263 511533
EAST DEREHAM, Starlings Toymaster:
Tel: 01362 687 767
EAST DEREHAM, Youngsters World:
Tel: 01362 690 350
GREAT YARMOUTH, Kerrisons:
Tel: 01493 815891, 01493 850939
HOLT, Starlings Toymaster:
Tel: 01263 711101
HUNSTANTON, Pavilion Toymaster:
Tel: 01493 533 100
NORWICH, Battlenet:
Tel: 01603 765 595
NORWICH, Langleys:
Tel: 0693 621959
NORWICH, Kerrisons:
Tel: 01603 494008
NORWICH, S P Models:
Tel: 01953 480788
SHERINGHAM, Starlings Toymaster:
Tel: 01263 822 365

NORTHAMPTONSHIRE

GW Kettering:
4 Lower Street, NN16 8DH
Tel: 01536 411114
* **GW NORTHAMPTON:**
24-26 Abington Square, NN1 4AA
Tel: 01604 636 487
DAVENTRY, The Games Vault:
Tel: 01532 310541

NORTHAMPTON, HobbyCraft:
Tel: 01604 691 805
NORTHAMPTON, Project Toys:
Tel: 01604 639666
RUSHDEN, Osborne Sports & Hys:
Tel: 01933 312 415
WELLINGBROUGH, Software Seller:
Tel: 01933 446 061

NORTHUMBRIA

ASHINGTON, Blue Box Models:
Tel: 01670 521279
CORBRIDGE, The Village Square:
Tel: 01434 534 058
HEXHAM, Robbs:
Tel: 01434 502 151
MORPETH, TK Allan:
Tel: 01670 315 136

NOTTINGHAMSHIRE

GW NOTTINGHAM (Central):
34a Friar Lane, NG1 6DQ
Tel: 0115 948 6611
GW WARHAMMER WORLD:
Willow Road, Lenton, NG7 2WS
Tel: 0115 916 8410
MANFIELD, The Games Emporium:
Tel: 01923 640 023
MANFIELD, Maelstrom Games:
Tel: 01623 728915
NEWARK, Access Models:
Tel: 01636 673 116
NOTTINGHAM, HobbyCraft:
Tel: 0845 051 6241
RETFORD, Bookworm:
Tel: 01777 769224
WEST BRIDGFORD, Inspirations
Tel: 0115 982 1200
WORKSOP, Model Base:
Tel: 01909 501 752

OXFORDSHIRE

GW OXFORD:
1A Bush House, New Inn Hall Street, OX1 2DH
Tel: 01865 242 182
BANBURY, Trinder Bros:
Tel: 01235 262 546
BICESTER, HobbyCraft:
Tel: 0845 051 6557
CARTERTON, Giles Sports:
Tel: 01993 842 396
OXFORD, Boswells Toymaster:
Tel: 01865 241 244
OXFON, Key's Toyshop:
Tel: 01491 075136
WITNEY, Dentons:
Tel: 01993 704 979

PEMBROKESHIRE

HAVERFORDWEST, Emrys:
Tel: 01437 771 646

RUTLAND

OAKHAM, Rutland County Museum:
Tel: 01572 758456

SHROPSHIRE

* **GW SHREWSBURY:**
6 Market Street, SY1 1FL
Tel: 0174 336 2067
* **TELFRD, Questing Knight Games:**
Tel: 01952 417 747
OSWESTRY, Totally Games:
Tel: 01691 688 959
TELFORD, Sanda Games:
Tel: 01952 676 722

SOMERSET

* **GW BATH:**
11 St James Parade, BA1 1UL
Tel: 0122 331 4044
* **GW YEOVIL, Witch Engine:**
Tel: 01937 427077
BRIDGEWATER, Insane Games:
Tel: 01458 441443
BURNHAM ON SEA, GW Hurley:
Tel: 01278 899 283
CLEVEDON, Lloyds Toys:
Tel: 01275 341 819
FROME, The Ellenbray Press:
Tel: 01373 462 179
FROME, Frome Model Centre:
Tel: 01375 467299
GLASTONBURY, Pedalarts Toymaster:
Tel: 01478 844 362
MIDSOMER NORTON, Signals:
Tel: 01761 402484
TAUNTON, Krakcers:
Tel: 01274 335 057
TAUNTON, Hatcher & Sons:
Tel: 01274 272 227
WELLS, Insane Games:
Tel: 01749 679911
WESTON SUPER MARE, Lloyds Toys:
Tel: 01934 418151
YEOVIL, Yeoil Collectors Centre:
Tel: 01955 434 738

STAFFORDSHIRE

* **GW BURTON ON TRENT:**
Unit R, Union Court, Union Street, DE14 1AA
Tel: 01276 537 5405
GW STONE:
27 Midland Ave, ST1 1JU
Tel: 01782 528 287
ALSAKER, Alsager Toys and Models:
Tel: 01782 512321
BURTON, Blue Grove Racing:
Tel: 01782 512321
HEDNESFORD, Best Bargain Models:
Tel: 0750002566
LEEK, Classic Collectables:
Tel: 07729 356779
LICHFIELD, Digital Dragons:
Tel: 07941 637793
NOTTINGHAM, SD Models:
Tel: 07946 256 731
STAFFORD, Stafford Games:
Tel: 07975 255777
STAFFORD, Too Fat Goblinz:
Tel: 07975 244 899
STOKE-ON-TRENT, Affinity Models:
Tel: 07972 329099
STOKE-ON-TRENT, Toytown:
Tel: 01338 250555

TAMWORTH, Hobbycraft:
Tel: 01827 300 880

SUFFOLK

* **GW IPSWICH:**
63 Whitigale Street, IP1 3DZ

Tel: 01473 210 013
BECCLES, Toy Box:
Tel: 01502 712 785

BURY ST. EDMUNDS, Model Junction:
Tel: 01284 753 456

BURY ST. EDMUNDS, Runik Games:
Tel: 01284 719 687

BURY ST. EDMUNDS, Starlings Toymaster:
Tel: 01284 761 646

FELIXSTOWE, Wizards Workshop:
Tel: 01494 272 213

IPSWICH, Toyworld Ipswich:
Tel: 01473 728 535

LOWESTOFT, Annatar:
Tel: 01502 513477

NEWMARKET, Moons Toyland:
Tel: 01639 663 747

STOWMARKET, D J Collectables:
Tel: 01549 771 010

STOWMARKET, Simpson & Sons:
Tel: 01449 612 914

SUDBURY, Tiney's Toys:
Tel: 01787 472210

WOODBIDGE, Toytown:
Tel: 01789 163 170

SURREY

GW GUILDFORD:
Unit 1, 9/12 Turgate, GU1 3QT

Tel: 01483 345 1793

GW WOKING:
Unit 3, Cherry Court, 169 Church Street East, GU21 4PH

Tel: 01483 377 1675

CAMBERLEY, Morning Star:
Tel: 01276 681160

CATERHAM, Modeller's Loft:
Tel: 01885 461 618

COBHAM, Fantasia:
Tel: 01252 864374

CRANLEIGH, David Mann:
Tel: 01483 273 777

DORKING, Dorking Models:
Tel: 01306 881 747

FARNHAM, Enchanted Wood:
Tel: 01252 222232

HASLEMERE, Enchanted Wood:
Tel: 01426 648900

LIGHTWATER, Lightwater Homecare:
Tel: 01726 471075

REDHILL, Gamers Guild:
Tel: 01753 785 123

REIGATE, The Toy Shop:
Tel: 01737 245 300

RICHMOND, Toy Station:
Tel: 0208 940 4896

WOKING, HobbyCraft:
Tel: 01845 051 676

SUSSEX AREA

GW BRIGHTON:
Unit 7, Nike Pavilions, BN1 1HW

Tel: 01273 320 1333

GW CRAWLEY:
11 Broadway, RH10 1DX

Tel: 01293 355 2072

GW EASTBOURNE:
33 Cornfield Road, BN21 4QG

Tel: 01323 364 1423

GW WORTHING:
2 South Park, Worthing, BN11 3DA

Tel: 01903 212 930

BOGNOR REGIS, Trains Models and Hobbies:
Tel: 01243 864 727

BRIGHTON, Wargames Heaven:
Tel: 01273 265801

BURGESS HILL, Kid's Stuff:
Tel: 01404 257 277

CHICHESTER, Chichester Toys:
Tel: 01243 788 055

CRAWLEY, HobbyCraft:
Tel: 01403 01572

EAST GRINSTEAD, Martells of Sutton
Tel: 014243 321103

EAST GRINSTEAD, Ready To Run Models
Tel: 01342 306 917

EASTBOURNE, Rainbow Toys:
Tel: 01323 739692

HASTINGS, Hastings Hobbies:
Tel: 01424 20002

HAYWARD'S HEATH, Clarkes:
Tel: 01444 457531

HORSHAM, Battlequest Games:
Tel: 01401 242003

HOVE, Kids Dreams:
Tel: 01273 420 646

HURSTPIERPOINT, Helter Skelter:
Tel: 01273 833333

ST LEONARDS ON SEA, Silverhill Models and Toys:
Tel: 01424 431 133

STEYNING, The Dollhouse Shop:
Tel: 01903 816181

UCKFIELD, Kid's Stuff:
Tel: 01825 768 346

TYNE AND WEAR AREA

* **GW NEWCASTLE (Central):**
Unit 6, Newgate Shopping Centre, NE1 5PZ

Tel: 0191 212 2416

GW METRO (Metro Centre):
Unit 2, First Floor, The Arcade

(near the Metropolitan Village), NE1 9YL

Tel: 0191 461 6950

GW SUNDERLAND:
23-30 High Street West, Sunderland, SR1 3DH

Tel: 01915 100 434

GATESHEAD, The Gamers Outpost:
Tel: 0191 401 6000

GATESHEAD, HobbyCraft
Tel: 0191 482 7410

NORTH SHIELDS, SR Gladston & Son:
Tel: 01912 576 331

SUNDERLAND, Toy and Computer Store:
Tel: 0191 565 5196

WARWICKSHIRE

GW COVENTRY:
Unit 19, Upper Level, Cathedral Lanes

Shopping Centre, CV1 1LL

Tel: 0247 622 7331

GW LEAMINGTON SPA:
32 Regent Street, CV32 5EG

Tel: 01926 435771

GW NUNEATON:
3 Bridge Street, CV11 4DZ

Tel: 02476 325754

GW STRATFORD:
Unit 1, 27 Windsor Street, CV37 6NL

Tel: 01789 297 262

BEDWORTH, Railway & Modellers Junction:
Tel: 02475 316 285

COVENTRY, Hobbycraft:
Tel: 02476 236 520

KENILWORTH, Aircraft Arts & Pictures:
Tel: 01926 511 294

NUNEATON, Heart of England Co-op:
Tel: 02476 362 331

RUGBY, Ito Railways & Models:
Tel: 01788 562 574

STRATFORD-UPON-AVON, Much ado about toys:
Tel: 01789 295 630

WARWICK, Castle Trains:
Tel: 01926 497 905

WILTSHIRE

GW SALISBURY:
10 Winchester Street, SP1 1HB

Tel: 01752 331 0955

GW SWINDON:
18 Brunel Plaza, SN1 1TF

Tel: 01753 243 6036

CHIPPENHAM, Thorntons at Signature:
Tel: 01249 463190

DEVIZES, Hoggosaurus Toymaster:
Tel: 01380 723 881

MELKSHAM, The Toyshop:
Tel: 01235 748 415

SALISBURY, Salisbury Model Centre:
Tel: 01752 348778

SHAFTESBURY, Harding's:
Tel: 01747 858295

SWINDON, HobbyCraft:
Tel: 0845 051 6251

TROWBRIDGE, The Toy Shop:
Tel: 01252 748 415

WESTBURY, The Gas Cupboard:
Tel: 01753 822 825

WORCESTERSHIRE

* **GW WORCESTER:**
23 Lyngdon Hall, Cathedral Plaza, WR1 2QS

Tel: 01905 461 4700

TRURO, HobbyCraft:
Tel: 0845 051 6540

DROITWICH, Look-rite Ltd T/A Toyworld:
Tel: 01905 772 403

REDDITCH, Hobby Hut:
Tel: 01527 548 040

STOURBRIDGE, Invasion Games:
Tel: 01584 373003

YORKSHIRE

GW BRADFORD:
4 Piccadilly, Bradford, BD1 3LW

Tel: 01274 973 9478

GW DONCASTER:
26 High Street, Doncaster, DN1 1DW

Tel: 01302 232 0535

GW HARRINGTON:
53 Station Parade, HG1 1TT

Tel: 01432 136 4310

GW HULL:
16 Paragon Street, HU1 3ND

Tel: 01482 258 876

GW LEEDS:
36A Lank Lane, LS1 4LB

Tel: 0113 242 0024

GW SHEFFIELD (Central):
16 Rivington Gate, S1 4JH

Tel: 0114 275 0114

GW SHEFFIELD (Meadowhall Centre):
Unit 916, High Street, Upper Mall

(next to entrance near Route 1), S9 1EN

Tel: 0114 256 9636

* **GW WAKEFIELD:**
46 Kirkgate, The Ridge Centre, WF1 1TB

Tel: 01924 346 9431

GW YORK:
13A Lendal, YO1 8AQ

Tel: 01904 462 8014

SHEFFIELD, Wargames Emporium:
Tel: 01142 734 606

BARNESLEY, Janco Toys:
Tel: 01229 208054

BEVERLEY, Game Invader:
Tel: 01482 501961

BRIDLINGTON, Icy Tea Ltd:
Tel: 01903 403 606

COOLE, Hall's Music:
Tel: 01405 744 631

GUISBOROUGH, Stokelds Toy Centre:
Tel: 01207 652 935

HALIFAX, Conways Toymaster:
Tel: 01422 353 780

HALIFAX, Halifax Modellers World:
Tel: 01422 349 157

HUDDERSFIELD, Something Wicked:
Tel: 01484 559 226

HULL, Archon Games Workshop:
Tel: 01482 224017

KEIGHLEY, Conways Toymaster
Tel: 01535 408015

LEEDS, 360 Games:
Tel: 0113 2650232

LEEDS, Hobbycraft:
Tel: 0113 389 3020

MALTON, World Wide Shopping Mall:
Tel: 01653 662890

NORTH HUMBERSIDE, Game Invader:
Tel: 01482 881951

NORTHALLERTON, T & FM Grover Ltd:
Tel: 01609 773 334

PICKERING, Puffers of Pickering:
Tel: 01751 472 764

POCKLINGTON, Chylds Play:
Tel: 01793 306 941

RIPON, The Knowledge Magnet:
Tel: 01763 690116

ROTHERHAM, Wellgate Arts & Crafts:
Tel: 01708 543610

SCARBOROUGH, Games Centre 2:
Tel: 01723 349444

SCARBOROUGH, Space, Myth and Magic:
Tel: 0845 441 113

SELBY, A1 Sports and Toys:
Tel: 01757 705 115

SHEFFIELD, HobbyCraft:
Tel: 0845 051 6546

SHEFFIELD, Imp Miniatures:
Tel: 01753 029350

SKIPTON, Craven Model Centre:
Tel: 01756 797434

THIRSK, Thirsk Art Store:
Tel: 01845 574457

WHITBY, John Anderson - Toymaster:
Tel: 01947 307 137

NORTHERN IRELAND

GW BELFAST:
204 Castle Court, BT1 1DD (towards the back

of the centre) Tel: 028 9233644

ARMAGH, Kidzone Toymaster:
Tel: 028 2608 8300

ARMAGH, Rennicks Model Tune:
Tel: 028 38340523

BALLYMENA, Camerons:
Tel: 028 25440021

BANBRIDGE, Toymaster Banbridge:
Tel: 028 4092273

BANGOR, Replay Games:
Tel: 028 91432210

BELFAST, The Basement:
Tel: 028 2646 0404

BELFAST, Serenity Games:
Tel: 028 9034 9578

CARRICKFERGUS, The Basement:
Tel: 028 9336 1676

ENNISKENN, Hannas Toyworld Toymaster:
Tel: 028 6632367

ENNISKENN, Modellers Corner:
Tel: 028 6632367

LISBURN, Frontline Models:
Tel: 028 9267 7814

NEWRY, Murphy's World of Wonder:
Tel: 028 30264978

NEWRY, Murphy's World of Wonder:
Tel: 028 30264978

NEWTOWNABBREY, The Basement:
Tel: 018 9077288

LARNE, The Basement:
Tel: 028 2827 6461

OMAGH, White's Toymaster:
Tel: 028 9234327

SCOTLAND

* **GW ABERDEEN:**
Unit 1, 12-14 Union Kirkgate, AB10 1RA

Tel: 01224 464 9779

GW Ayr:
Unit 2, Lorne Arcade, 115 High Street, KA7 1SH

Tel: 01632 287 616

GW DUNDEE:
110 Commercial Street, DD1 2AJ

Tel: 01382 220 2382

GW EDINBURGH:
156 High Street, EH1 1QS

Tel: 0131 249 5540

GW FALKIRK:
12 Cow Wynd, FK1 1PL

Tel: 0132 462 4553

* **GW GLASGOW:**
81 Union Street, G1 3FA

Tel: 01454 221 1673

GW LIVINGSTON:
26 Almondvale Centre, EH34 6NH

Tel: 01506 441256

GW STIRLING:
45 Barron Street, FK8 1HF

Tel: 01756 450009

ABERFELDY, Feeders Books:
Tel: 01872 629 138

ABERROATH, Haqs:
Tel: 01243 871295

ARGYL, Alba:
Tel: 01843 561632

AYR, Toy Town:
Tel: 01312 290945

BANCHORY, Toy and Gift Shop:
Tel: 01310 825 550

BATHGATE, W F Davidson:
Tel: 01506 452226

BRECHIN, Gardiners:
Tel: 01338 623 297

DINGWALL, Sports and Model Shop:
Tel: 01489 662 346

DUNFERMLINE, Abbey Models:
Tel: 01383 731 136

DUNFERMLINE, Life Council Libraries:
Tel: 01383 662 200

DUMFRIES, Toytown:
Tel: 01387 664884

ZAGREB, Land of Magic:

Tel: 385 14870077
ZAGREB, Land of Magic:
Tel: 385 14923917

CYPRUS

NICOSIA, Megaland:
Tel: 00 35 7224 56622
KATO PAPHOS, Cyprus Crusade:
Tel: +357 976 49072

CZECH REPUBLIC

BRNO, Cerny Rytir:
Tel: +420541214860
CESKE BUDEJOVICE, Chaotit:
Tel: +420620489158
HARADEC KRALOVE, Knihupectvi Valhalla:
Tel: +420495522009
KOPRIVNICE, Magic:
Tel: +420495522009
KOSTELEČ, Certuv Pekelny Kotlik:
Tel: +420603584448
LIBEREČ, Battle Games-Obchodni Pavilion:
Tel: +420777526134
OSTRAVA, Matrix (knihupectvi):
Tel: +42074 404 024
PRAHA, Ogrí Doupe:
Tel: +420224934811
PRAHA, Cerny Rytir:
Tel: +420222312461
PRAHA, Cerny Rytir:
Tel: +420222312461
VSETIN, Atlantis:
Tel: +420571411697

DENMARK

GW KØBENHAVN
Frederiksborgs SKI, 1360,
Tel: 0045 33 12 22 17
AALBORG, Dragons Lair:
Tel: 98 12 16 18
ARHUS C, Dragons Lair:
Tel: 86 19 00 63
KØBENHAVN K, Faras Cigarer:
Tel: 33 32 22 11
ODENSE C, Dragons Lair:
Tel: 65 91 97 01
ROSKILDE, Fanatic Roskilde:
Tel: 46 36 35 48
LYNGBY, Faros Cigarer:
Tel: 32 10 23 23
AALBORG, Aalborg Hobby Service:
Tel: 98 12 13 13
AALBORG, Gunzone:
Tel: 35 12 45 45
AARS, Ting og sager:
Tel: 98 62 45 32
ASNÆS, Bog & Ide Asnæs:
Tel: 59 65 00 14
BORNHOLM, Dorthes Hobbytust:
Tel: 56 95 94 49
ESBJERG, Adventure Corner:
Tel: 33 11 11 56
ESBJERG, Arnold Busck:
Tel: 75 12 11 77
ESPERGERDE, Arnold Busck:
Tel: 49 13 19 46
FREDERIKSVÆRK, Legekæden:
Tel: 47 72 16 93
HESINGE, Arnold Busck Helsing:
Tel: 48 79 40 01
HESINGØR, Hobby og Fritid:
Tel: 49 21 45 42
HESINGØR, Arnold Busck:
Tel: 49 21 56 00
HERNING, Færages Kælder:
Tel: 35 10 18 97
HILLERØD, Hobby & Fritid:
Tel: 48 25 26 16
HILLERØD, Legekæden Hillerød:
Tel: 48 24 61 61
HJØRRING, Arnold Busck:
Tel: 98 92 80 40
HØRØ, Østerskov Efterskole:
Tel: 61 69 85 93
HØBÆK, Kask 'n' Slash:
Tel: 61 66 29 12
HØRSENS, Legekæden:
Tel: 75 61 60 11
HØRSHOLM, Bog & Ide:
Tel: 45 86 04 08
HUNDICE, Arnold Busck:
Tel: 43 90 6 08
KØBENHAVN K, Fantask:
Tel: 33 93 85 38
KØGE, SEMA:
Tel: 56 63 07 04
KOLDING, Arnold Busck:
Tel: 75 50 38 34
KOLDING, Goodgames:
Tel: 75 50 03 04
LYNGBY, Arnold Busck:
Tel: 47 87 04 48
MARIBO, Guldborgsund Hobby:
Tel: 54 60 17 38
NÆSTVED, Legekæden:
Tel: 51 20 97 13
ODDER, Legekæden Odder:
Tel: 86 54 42 76
RANDERS, Byrge Sørensen Hobby:
Tel: 86 42 58 14

RANDERS, Randers Hobby Import:

Tel: 86 43 39 23
RØDOVRE, Arnold Busck:
Tel: 36 41 04 85
ROSENKANDSCENTRET, Arnold Busck:
Tel: 86 43 39 28
SILKEBORG, Asgaard Games:
Tel: 28 55 94 48
SILKEBORG, Bog & Ide:
Tel: 36 02 02 87
SKIVE, Jysk Boghandel:
Tel: 97 11 25 99
SLAGELSE, Uldtotten:
Tel: 58 53 35
ST HEDDINGE, Hobbytalden:
Tel: 56 20 86 10
STENLØSE, HH Hobby:
Tel: 23 46 39 61
SVENDSBORG, Farve & Hobby Hjørnet:
Tel: 62 31 31 31
TAASTRUP, Genbrugsbøger:
Tel: 43 71 61 15
VEJLE, Arnold Busck:
Tel: 75 82 03 44
VIBORG, Bog & Ide:
Tel: 86 62 68 68

FALKLANDS

STANLEY, Falkland Collectibles:
Tel: 00021174

FINLAND

GW HELSINKI:
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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

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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Club Thank You 2009

Back in December, Warhammer World played host to a very special event – the Club Thank You 2009. We went along to find out what it was all about.



Each year, Games Workshop holds an exclusive one-day event as a way of giving thanks to the many GCN volunteers who help you guys, the hobbyists, in the running of your clubs over the past year. These volunteers give up massive amounts of their time and effort to attend shows such as Games Day and put on fantastic games – last year alone, more than half of the games at Games Day were run by the GCN and the clubs involved spent many long months preparing the boards and painting the miniatures.

At the Club Thank You we invite all these amazing people to come to Warhammer World, the very heart of the hobby, where they can take the rare opportunity to play games with one another (as opposed to organising games for others), sit back and relax. But that's not all, as guests are also invited to attend readings of Black Library novels (a highlight for many this year was purchasing a special pre-release copy of the new Horus Heresy novel: *Thousand Suns*), browse the Forge World stands and, perhaps most special of all, sit down to a full Christmas dinner, served by non other than the Warhammer World Events Team.

All the club volunteers are presented with a certificate to thank them for their efforts and the illustrious Hobby Master award is given to a select few for their extraordinary contributions. The nominees are put forward by both the Warhammer World team and the GCN council. This year, the awards went to Rob Bastow, manager of the Wakefield Hobby Centre, and our very own Community Coordinator, Bek Hawkby.

Thanks to the following GCN clubs for their efforts this year: Leeds Night Owls, Warlords of Walsall, Gambit Games, 1st Company Veterans, COGS, Brighton Warlords, Ripley Terror Troopers, Warrington Warlords, The Immortals, Gobstys, Edinburgh League of Gamers, Bracknell Forest Gamers, Portbury Knights, York Garrison, Phoenix Gaming Club, Chelmsford Bunker, West Cornwall Games Club, Coppull and Chorley Knights and Da Wot Notts. A huge thanks must also go to the following school and library clubs for their efforts at Games Day: South Woodford Library, Redcar Community College and Morley High School.

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Bitz Packs are for hobbyists who want to add that extra level of detail to their force, or create bespoke conversions. Here are some of the latest Bitz – check the online store for more.

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ORK GLYPHS

99060103122

£5, €7.50, 60dkr, 70skr/nkr

This set contains nine different metal Ork Glyphs.

Oil Grot



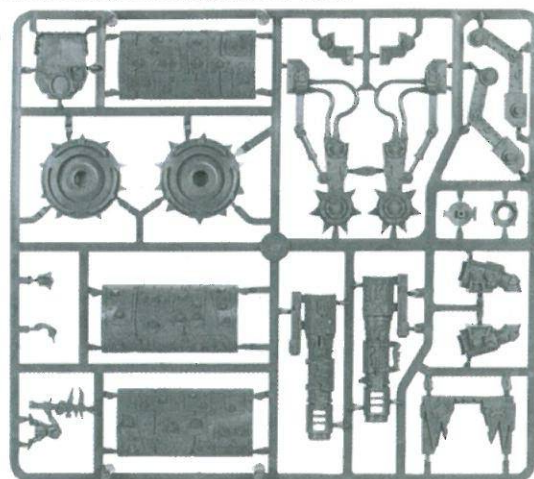
OIL GROT

99060103123

£4.60, €6.50, 50dkr, 50skr/nkr

This Oil Grot is always eager to help with the schemes of an Ork Mek. This set contains 1 metal Oil Grot.

Ork Battlewagon Upgrade Pack



ORK BATTLEWAGON UPGRADE PACK

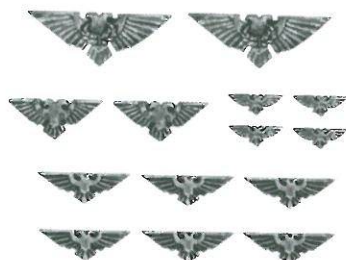
99080103001

£8, €10.50, 80dkr, 100skr/nkr

This set contains one plastic Ork Battlewagon Upgrade Pack. This pack allows you to upgrade your Battlewagon with a deff rolla, killcannon, lobba and Grot Rigger. Frame not shown at actual size



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IMPERIAL GUARD AQUILAS

99060105271

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IMPERIAL GUARD STOWAGE

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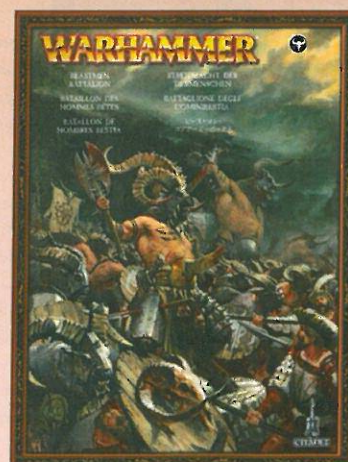
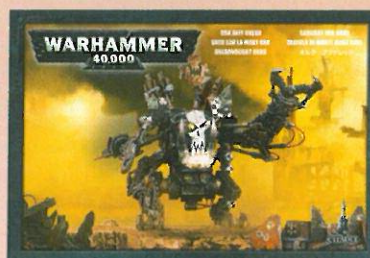
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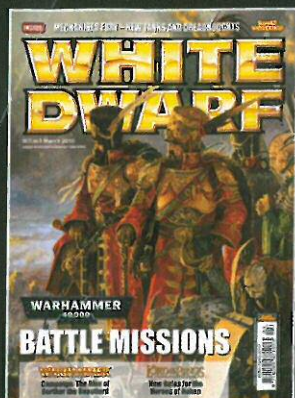
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Don't forget the Beastmen Battalion, which is also released this month.

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