

INSIDE:

BLOOD FEUD – BLOOD ANGELS VS. THE BLACK LEGION

GAMES  
WORKSHOP

# WHITE DWARF

WD364 April 2010

GAMES WORKSHOP'S MONTHLY MAGAZINE

WARHAMMER  
40,000

# BLOOD ANGELS

WARHAMMER

Red in Tooth and Claw –  
Beastmen Tactics

WAR OF THE RING

Army Workshop –  
Building a Rohan Force

WD364 MAR 2010 WWW.GAMES-WORKSHOP.COM

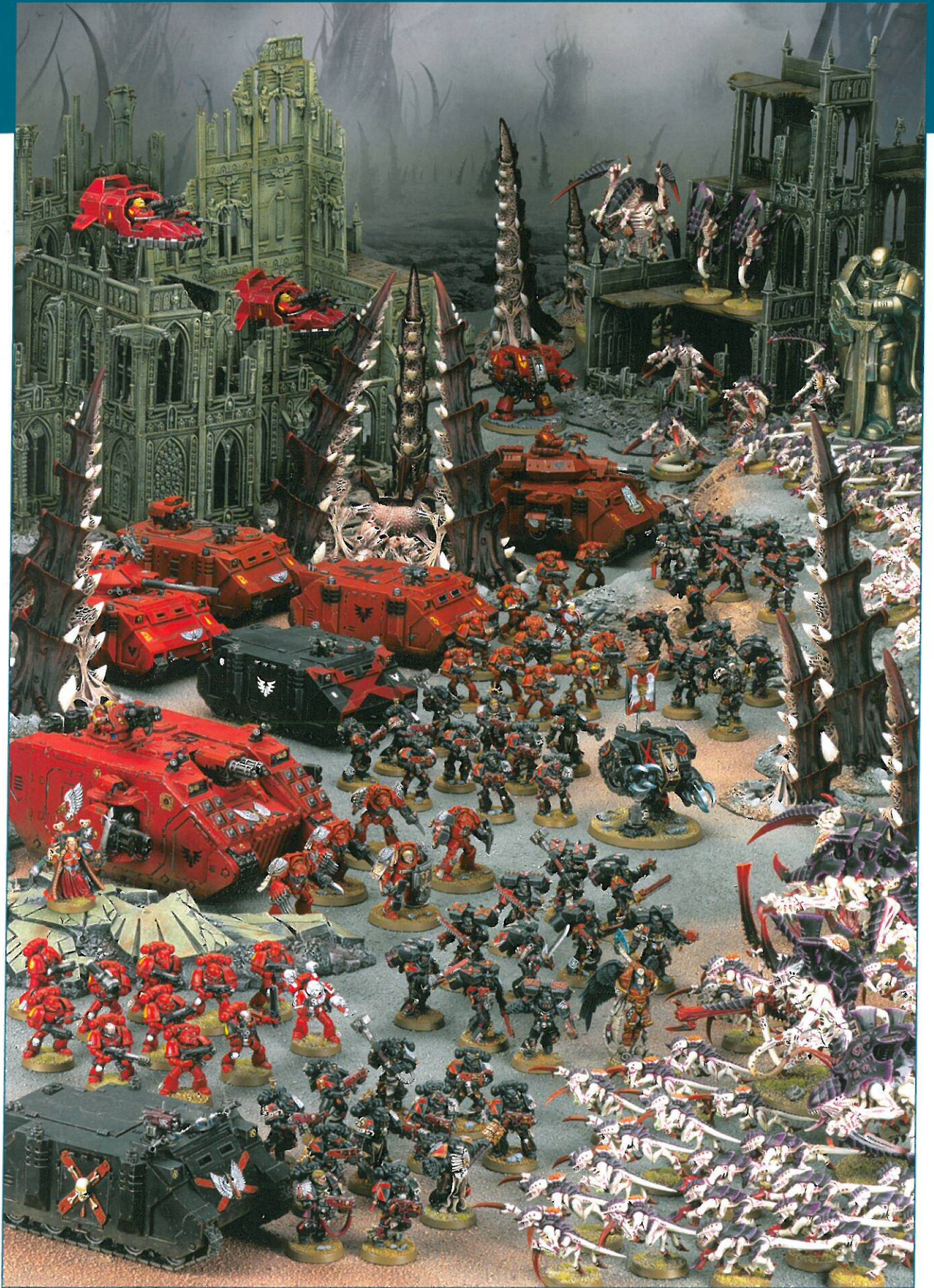
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*Astorath the Grim leads the Death Company and a Blood Angels' strike force into battle against the Tyranids.*







## THE DESCENT OF ANGELS

The Blood Angels strike into the heart of the battle rending the foe with chainsword and bolter. But the Blood Angels are a Chapter cursed – the question is will they die with honour in battle or succumb to the dreaded Flaw. Find out more from page 15.



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# WARHAMMER<sup>®</sup> 40,000

# BLOOD ANGELS

## CODEX: BLOOD ANGELS

The Blood Angels – sons of the Winged Primarch, Sanguinius – are honoured Space Marines of the First Founding who harbour a deadly flaw. This month they spring forth from the pages of a new Codex, ready to smite their foes in deadly close combat. Within this packed tome you'll find all you need to know about collecting and fielding an army of these noble Space Marines in Warhammer 40,000.

*Codex: Blood Angels* brings your Space Marine collection to life, allowing you to field armies of Sanguinius' majestic sons on the tabletop. The Codex details the Chapter's origins, its role in the Horus Heresy, recent history and the many Successor Chapters that claim lineage. There are also rules for the Blood Angels' unique vehicles and equipment, and, of course, the new army list. Once you've salivated over the new kits on the following pages, turn to page 16 for our interview with Codex author Mat Ward to find out more details.

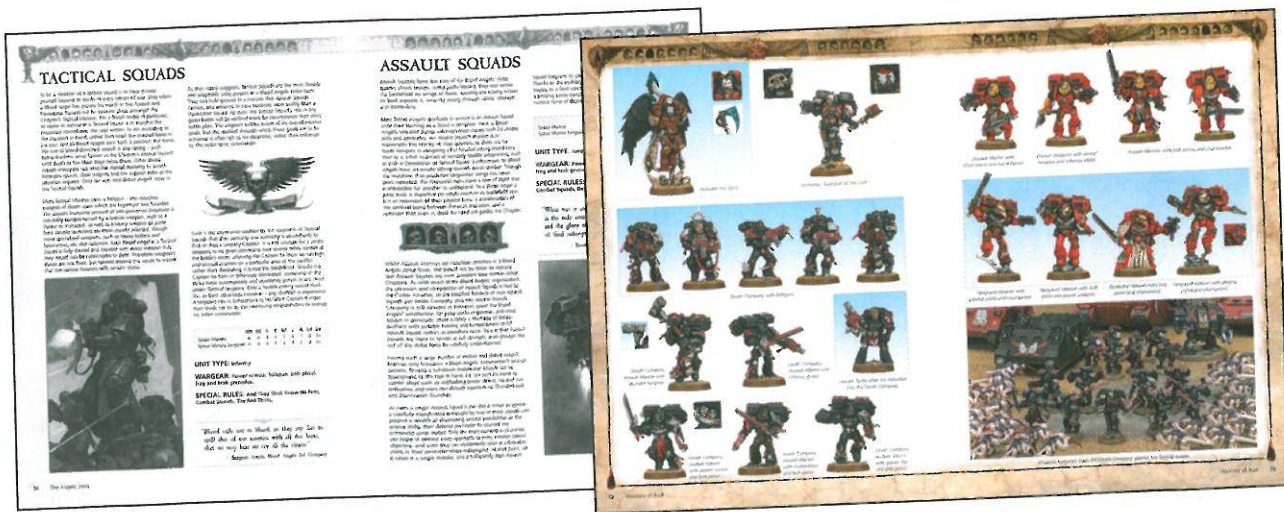
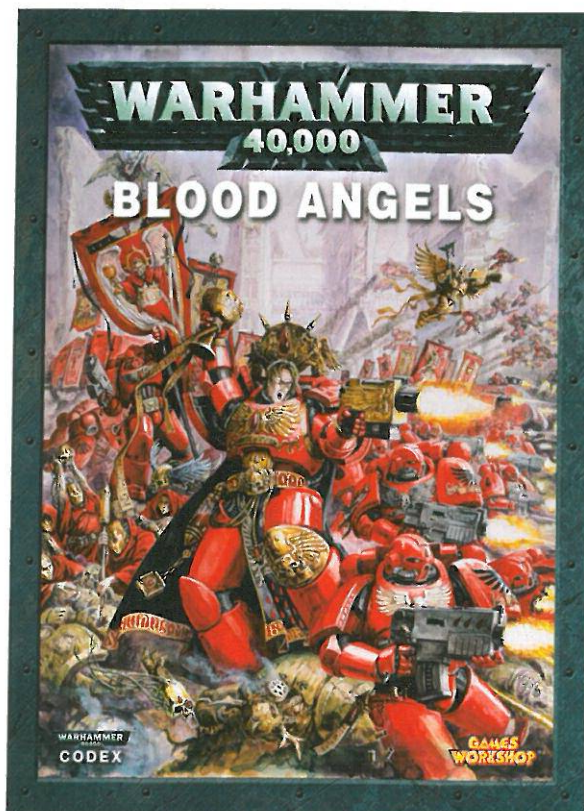
### CODEX: BLOOD ANGELS

Product code: 60030101012

Written by Mat Ward

£15, €22.50, 175dkr, 205skr/nkr

ON SALE APRIL 3RD





## BLOOD ANGELS DEATH COMPANY

The Blood Angels Death Company kit represents the first time these iconic warriors have been available in plastic, and is replete with options to equip your Battle-Brothers for any strategy.

**BLOOD ANGELS  
DEATH COMPANY**  
Product code: 99120101084  
Designed by Matt Holland  
and Neil Langdown  
£20, €26, 200dkr, 250skr/nkr

**ON SALE APRIL 3RD**



*A Death Company squad armed with bolters.*

The Death Company kit is designed to create five Blood Angels who have succumbed to the Black Rage. The sheer amount of components allows you to add a Blood Angels flavour to all your other plastic Space Marine squads. Matt Holland and Neil Langdown have filled the frame with numerous weapon and equipment options, giving you lots of choices when assembling your Death Company troopers. For example, you can fit them with backpacks or jump packs; you may wish to arm them with bolters to take advantage of their Relentless rule, or go for all-out assault with pistols and chainswords. On top of that there are 8 heads, 20 shoulder pads and a host of weapon options.

“Arm them with bolters to take advantage of Relentless, or go for assault with bolt pistols and chainswords.”



*Death Company with jump packs, chainswords and pistols.*



**MULTI  
PART  
PLASTIC  
KIT**

Full-colour frame diagrams of the kits featured here can be found on pages 22 and 85.



*The Death Company can be equipped with thunder hammers and power swords.*



*Power fists and infernus pistols allow the Death Company to face armoured targets.*



*A plasma pistol and hand flamer allow the Death Company to soften up the foe.*

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## BLOOD ANGELS SANGUINARY GUARD

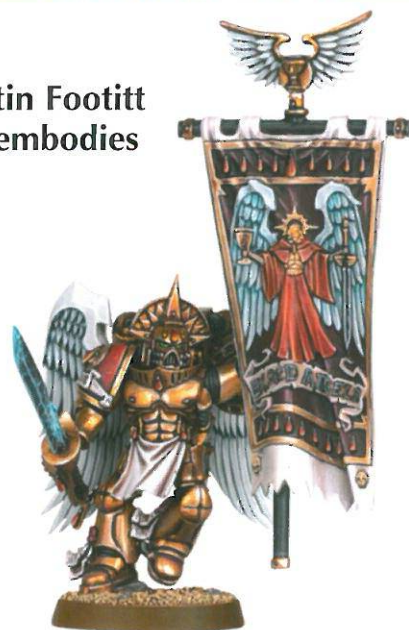
To represent the most elite warriors of the Blood Angels, Martin Footitt and Dave Thomas have created a Space Marine kit that truly embodies the Blood Angels' artifice and angelic savagery.



*Sanguinary Guard with Glaive Encarmine and infernus pistol.*



*Sanguinary Guard with Glaive Encarmine and Angelus boltgun.*



*Sanguinary Guard with Chapter banner.*



*Sanguinary Guard with Glaive Encarmine and Angelus boltgun.*



*Sanguinary Guard with Glaive Encarmine and Angelus boltgun.*

MULTI  
PART  
PLASTIC  
KIT

**BLOOD ANGELS  
SANGUINARY GUARD**  
Product code: 99120101085  
Designed by Martin Footitt  
and Dave Thomas  
£20, €26, 200dkr, 250skr/nkr

**ON SALE APRIL 3RD**



*Sanguinary Guard power fist.*



*Wrist-mounted plasma pistol.*



*Sanguinary Guard infernus pistol.*



*An ornate Glaive Encarmine.*



Even by Citadel's standards the fantastically detailed Sanguinary Guard frame is crowded. Along with five pairs of wings and the unique single-thruster jump packs, there are five new assault legs (which even have blood drops engraved into the soles of the boots) and a multitude of different weapon combinations, from the Glaives Encarmine (two-handed, master-crafted power weapons) to Angelus boltguns and an infernus pistol. The kit contains 15 different heads: 5 with helmets, 5 bare heads and 5 Death Masks. This allows you to assemble every member of your squad with the same type of head for coherency, or mix them up as shown above. The ten spare heads can then be used throughout the rest of your force. There are also 15 elaborate shoulder pads, more than enough to kit out your squad, with leftovers for your Blood Angels bitz box.

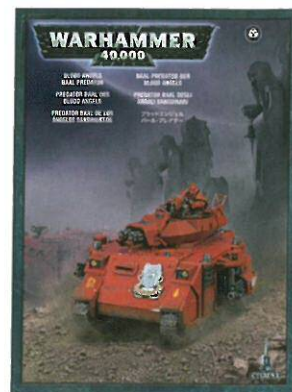
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# NEW RELEASES

## BLOOD ANGELS BAAL PREDATOR

MULTI  
PART  
PLASTIC  
KIT



**BLOOD ANGELS  
BAAL PREDATOR**  
Product code: 99120101086  
Designed by Oliver Norman  
and Jes Goodwin  
£30, €39, 300dkr, 380skr/nkr

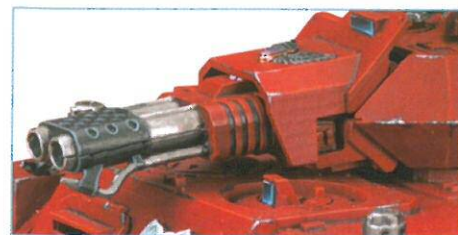
**ON SALE APRIL 3RD**

**The Blood Angels have access to a unique Predator variant that ably supports their preferred method of combat: engaging the enemy up close!**

The new all-plastic version of the Baal Predator not only comes with an additional primary weapon system in the form of the flamethrower cannon, but lots of extra details that makes the kit truly unique.

The Blood Angels love to embellish their armour and equipment with ornate designs so the new frame has lots of components that allow you to adorn your tank with elaborate insignia typical of the Blood Angels. The Space Marine gunner can also be clearly marked out as a Blood Angel with the addition of sculpted shoulder pads and the choice of a bare or helmeted head.

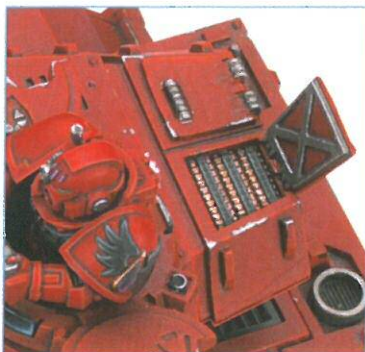
Designer Oliver Norman has added an extra level of detail to this kit, too. The assault cannon ammo rig and promethium fuel drum that are mounted on the back of the turret have removable cowlings to expose the fuel tank or stacked ammo underneath – the devil's in the detail!



*The deadly flamethrower cannon.*



*These drums hold the flamethrower's promethium fuel.*



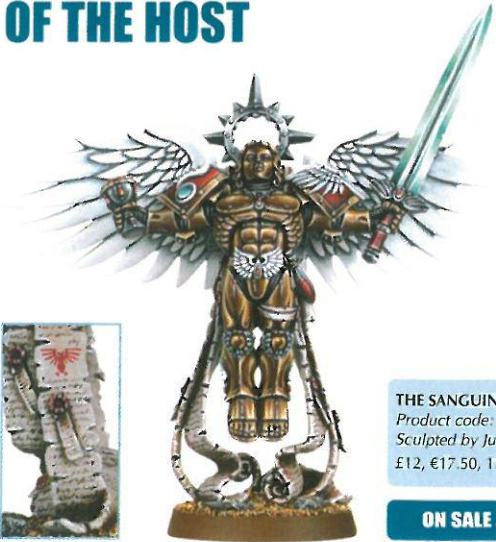
*Heavy flamers are a sponson option.*

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Juan Diaz must have been channelling Sanguinius himself as he designed these four stunning new metal models, representing the foremost heroes of the Blood Angels and their Successor Chapters.

## THE SANGUINOR, EXEMPLAR OF THE HOST



**THE SANGUINOR**  
Product code: 99060101453  
Sculpted by Juan Diaz  
£12, €17.50, 135dkr, 160skr/nkr

**ON SALE APRIL 3RD**

## ASTORATH THE GRIM



**ASTORATH THE GRIM**  
Product code: 99060101451  
Sculpted by Juan Diaz  
£10, €15, 115dkr, 140skr/nkr

**ON SALE APRIL 17TH**

This miniature has already become a firm favourite in the Studio. Taking its visual cues from Jes Goodwin's classic Dante model, the Sanguinor is the exemplar of all the noble aims of the Blood Angels. To highlight this, Juan has sculpted the model in an elevated position; the Sanguinor looks to the heavens, with his arms in an open gesture, while the Death Mask is a benign, handsome face.

Astorath and the Sanguinor are both steeped in angelic imagery, but while the Sanguinor is a being of light, Astorath is an angel of darkness. In effect, they are two sides of the same coin. Juan has been very clever playing with the opposing imagery; notice how Astorath has been sculpted looking down, in an aggressive pose, compared to the Sanguinor's open posture.

## CHAPTER MASTER GABRIEL SETH



**GABRIEL SETH**  
Product code: 99060101452  
Sculpted by Juan Diaz  
£10, €15, 115dkr, 140skr/nkr

**ON SALE APRIL 17TH**

## LEMARTES, GUARDIAN OF THE LOST



**LEMARTES**  
Product code: 99060101454  
Sculpted by Juan Diaz  
£10, €15, 115dkr, 140skr/nkr

**ON SALE APRIL 3RD**

The Blood Angels have a strong lineage, and as a First Founding Legion they were split into numerous Successor Chapters, of which arguably the most well-known is the Flesh Tearers. Juan has sculpted not only Blood Angels characters but the Chapter Master of the Flesh Tearers as well – the first time we've made a Flesh Tearers hero. Seth is posed swinging his massive chainsword, Blood Reaper, which gives him S8 Rending attacks!

Juan's new Lemartes figure will send Blood Angels players into a fury to get hold of it! Juan has placed him on an elevated base to give the Guardian of the Lost an imposing stance. Blood Angels are heavily defined by their Chaplains, as they lead the Death Companies. Lemartes is the embodiment of that concept, being not only a Chaplain but one that has succumbed to the Black Rage, yet continues to live with the curse.

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## NEW RELEASES

### BLOOD ANGELS VANGUARD VETERAN SERGEANT



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

#### VANGUARD VET SERGEANT

Product code: 99060101456

Sculpted by Matt Holland

£10, €13, 100dkr, 125skr/nkr

ON SALE APRIL 17TH



It will come as no surprise that members of the Blood Angels 1st Company excel as elite assault troops, deep striking into the most intense parts of the battlefield to assault the enemy's elite troopers. Matt Holland has sculpted this Veteran Sergeant to lead your Vanguard Veterans or Assault Squads in such heroic actions.

### BLOOD ANGELS SANGUINARY PRIEST



#### SANGUINARY PRIEST

Product code: 99060101455

Sculpted by Mike McVey

£8, €12.50, 100dkr, 115skr/nkr

ON SALE APRIL 3RD



This classic Sanguinary Priest model is available once again, giving you a useful alternative to fielding a Space Marine Apothecary. Not only do Sanguinary Priests protect the Chapter's gene-seed, but they exalt their fellow Battle-Brothers to control the Red Thirst. All Blood Angels within 6" benefit from Furious Charge and Feel No Pain.

## HONOURED IMPERIUM

Dave Andrews is on a quest to bestow every gaming table with awe-inspiring terrain. His latest kit contains plastic terrain pieces that form the Honoured Imperium box set, which includes a foreboding 6-inch high Space Marine statue, a broken aquila and a section of ruined building.

#### HONOURED IMPERIUM

Product code: 99120199023

Sculpted by Dave Andrews

£15, €19.50, 150dkr, 190skr/nkr

ON SALE APRIL 17TH



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# FORGE WORLD



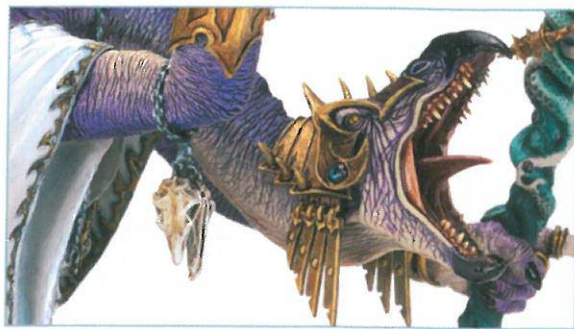
Forge World makes a huge range of resin kits and accessories. These include super-heavy battle tanks, Titans, upgrades for Games Workshop's plastic kits, scenery pieces and busts of some of our most popular characters. These products are intended for experienced modellers and are only available directly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

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

## LORD OF CHANGE

This massive Lord of Change model represents the insidious Daemon Lord of Tzeentch, Aetaos'rau'keres. The full rules for him can be found in Imperial Armour: Apocalypse, Volume II.

*This model was designed by Daniel Cockersell.*



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# BLACK LIBRARY

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

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



## THE BOOK OF BLOOD

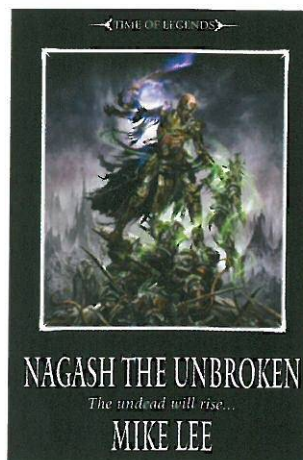


This is the ultimate collection for Blood Angels fans, featuring the complete Bloodquest graphic novel, as well as fiction including Space Hulk: The Novel by Gav Thorpe and James Swallow's Heart of Rage audio drama, available in print for the first time.

The Book of Blood is available to order **ONLY** through [www.blacklibrary.com](http://www.blacklibrary.com)

**THE BOOK OF BLOOD**  
Edited by Christian Dunn  
ISBN: 978-1-84416-911-5  
£17

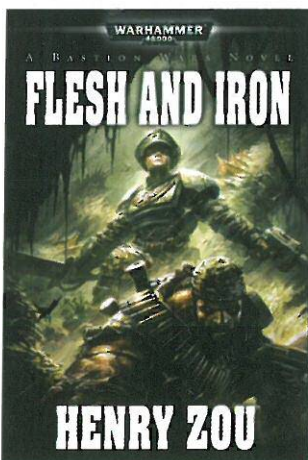
## NAGASH THE UNBROKEN



The powerful necromancer Nagash, having suffered defeat on the battlefield at the hands of the priest kings, is forced back to the mountains of Nehekara where he already plans revenge. The Time of Legends series continues with the second book in the Rise of Nagash trilogy, an epic story of revenge for all lovers of the world of Warhammer.

**NAGASH THE UNBROKEN**  
by Mike Lee  
ISBN: 978-1-84416-790-6  
£7.99, €10.50, 85dkr, 100skr/nkr

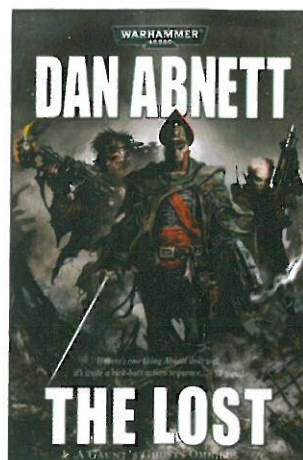
## FLESH AND IRON



There are reports of an uprising on the planet of Solo-Baston. Indigenous forces are rebelling against Imperial rule. The 31st Riverine Imperial Guard are dispatched to seek and destroy a vital piece of weaponry, but find themselves beset on all sides by hostile forces. Henry Zou's latest novel delivers non-stop action and serves as a prequel to Emperor's Mercy.

**FLESH AND IRON**  
by Henry Zou  
ISBN: 978-1-84416-814-9  
£7.99, €10.50, 85dkr, 100skr/nkr

## THE LOST



The Tanith First-And-Only are among the most legendary regiments of Imperial Guard and at their head stands Commissar Ibram Gaunt, unflinching in duty and unrelenting in combat. The Lost omnibus sees the very future of the regiment in jeopardy as Commissar Gaunt battles the forces of Chaos across the Sabbat Worlds.

**THE LOST**  
by Don Abnett  
ISBN: 978-1-84416-818-7  
£9.99, €15, 115dkr, 140skr/nkr

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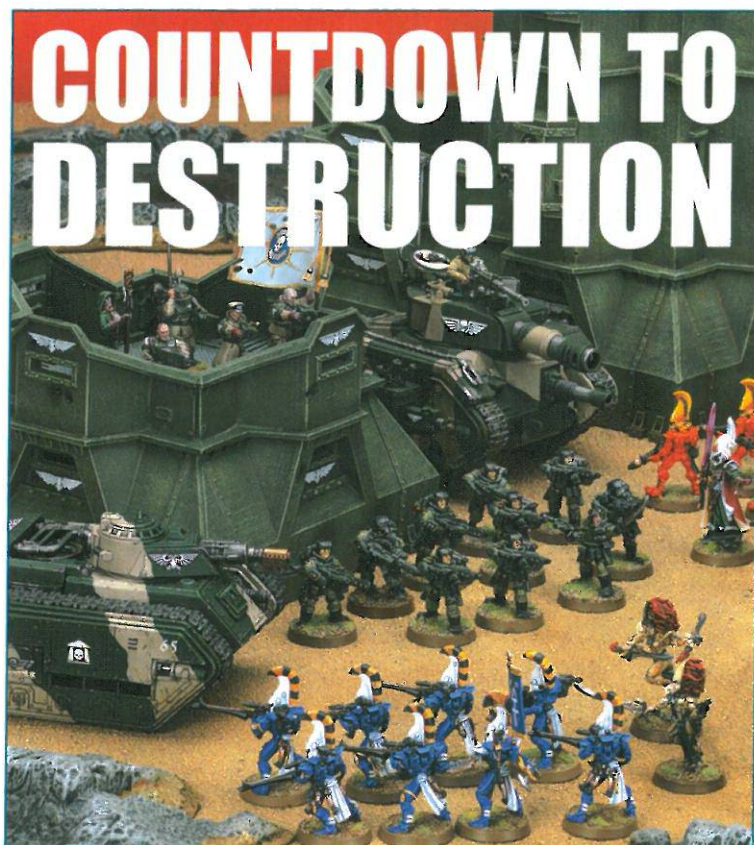
# WARHAMMER 40,000

This June the Imperial Guard unveil yet more of their armoured might. However, they are not the only force ready to unleash powerful, death-dealing weapons.

The manufacturums have been working overtime this past year to supply the frontline regiments with tanks to pound the enemies of the Imperium into dust. This summer they're stepping up production once more as yet more vehicles rumble off the production lines.

Not to be outdone by the Imperial Guard, the Bonesingers of the enigmatic Eldar have begun to craft new and elegant vehicles. In June the Eldar are gaining several new plastic kits, including a brand-new tank. You can find all the information you need, including the rules and background for this vehicle, in White Dwarf 366.

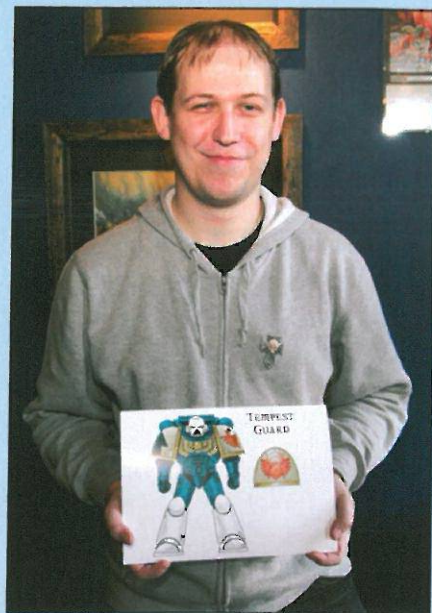
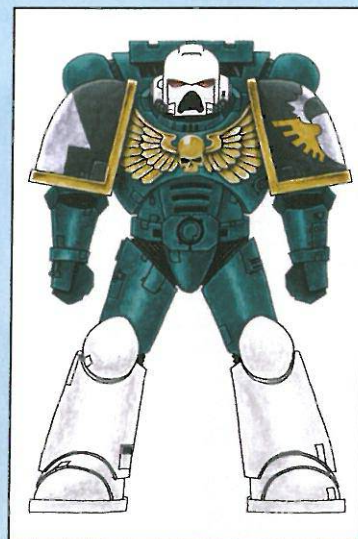
# COUNTDOWN TO DESTRUCTION



# COMPETITION WINNER

You may remember back in January we announced the winner of the Design a Chapter competition from UK Games Day 09, a lucky chap named Rob Scott from Blackpool. Rob's prize was to have his design sculpted by Dave Thomas and turned into as many resin shoulder pads as he wanted. Rob's Tempest Guard Chapter caught the eye of our judges, with its bold insignia, and he came to visit us recently to collect his well-deserved prize.

We invited Rob to Warhammer World, where he was not only awarded his Tempest Guard shoulder pads but some Space Marine kits to use them with too. As an extra prize, illustrator Neil Hodgson created some concept drawings based on Rob's choice of colours for his new Chapter. Once they're painted we've invited him to display the Tempest Guard in Warhammer World.



On the far left you can see Rob's original design. Next to that is Neil's updated concept; finally on the immediate left is the sculpted shoulder pad. On the right is Neil's illustration of a Tempest Guard.



# WEB LORE

**Andy Hall:** It's not just White Dwarf that's packed full of Blood Angels goodness this month – even as you read this the digital realm is being filled with new articles on everybody's favourite red-armoured warriors. With so much attention on the 41st Millennium it would have been easy to forget about the residents of Middle-earth, but that's not so as we pitch Isengard and Rohan against each other in an exciting online battle report.

## Chapter Approved

We take a detailed look at the livery, banners and background of both the Blood Angels and their Successor Chapters as well.



## Baal's Finest

Codex: Blood Angels details a whole host of special characters both old and new. In this feature we examine their history, talk about their role on the battlefield and how to get the best out of their abilities on the tabletop.



## Also on the Web...

You can use the Astronomican tool found in the top bar of every page to navigate your way to all the articles. Keep an eye out for these features when browsing the Astronomican:

- Getting started with the Blood Angels
- Blood Angels art and downloadable wallpapers
- Baal Predator painting and assembly guide
- Battlefields update

## Did You Know?

Our Hobby Centres are an exciting locus of the hobby, but even their shelves cannot cope with the entire Games Workshop 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 huge range of models, as well as components such as the Bitz Packs and the Collectors' Range. Register at the website to be kept in the loop with newsletter updates and access to areas such as the White Dwarf Archive.



## Isengard vs. Rohan

The Rohirrim clash with the armies of Saruman in a nail-biting scenario from February's White Dwarf. Can Duncan Rhodes' Horse-lords bring victory for the forces of good or will Nick Bayton's fiendish Orc horde carry out Saruman's will?



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



## Back in Stores

Following the release of the new Blood Angels Codex, two classic miniatures are returning from their sabbaticals to go back on the shelves of Games Workshop Hobby Centres. So by the time you read this, you'll be able to buy Commander Dante and Mephiston, Lord of Death, from your nearest store.

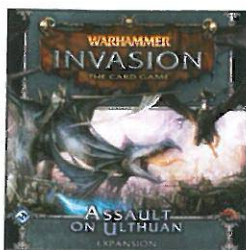


*Mephiston is one of the most fearsome characters in 40K and now he's back in our stores.*

## Ulthuan in Trouble

This spring, the first expansion for the *Warhammer: Invasion Living Card Game* will be unveiled. The new expansion, entitled *Assault on Ulthuan*, explores the bitter enmity between the High Elves and the Dark Elves and fully introduces these two new races as playable factions in the *Warhammer: Invasion* game.

This expansion set contains two decks playable out of the box (one High Elf and one Dark Elf), two capital boards, and additional cards for the other races of *Warhammer: Invasion* – Dwarfs, Orcs, Empire and Chaos. The set also introduces a host of new strategies, tactics and deck-building options for each of the six races in the game.



*The lavish box design of the new expansion. Inside you'll find loads of new card decks.*



## Chaos Rising

Blood Ravens fans are celebrating, as last month Relic Entertainment released the next installment for *Dawn of War II*. In this expansion you return to sub-sector Aurelia where a long-lost ice planet has reappeared from the Warp, bringing with it new secrets to uncover and foes to face.

In *Warhammer 40,000: Dawn of War II – Chaos Rising* you take command of the Blood Ravens once again and defend the sector against the Chaos Space Marines of the Black Legion. Purge the Chaos filth and hold the Chapter together as traitorous forces work from within to try and bring down the Blood Ravens.

Go online to the Dawn of War II website to register your copy of the game and unlock additional wargear.

[www.DawnofWar2.com](http://www.DawnofWar2.com)

## School League Winners Display

The School League Regional Finals have now taken place and the winners are rallying their forces for the National Final held at Warhammer World on June 30th. For those of you who will be attending we have an exciting announcement.

The School League is about all aspects of the hobby, celebrating painting and modelling as well as gaming. Therefore, we are offering a fantastic opportunity – all the winners of the Best Painted Army award will be given the honour of displaying their miniatures alongside those of 'Eavy Metal in Warhammer World's Citadel Miniatures Hall! So, what are you waiting for? Get down to your local Hobby Centre today to pick up all the painting and modelling tips you can for a chance to win this amazing prize!

In other news, a number of places have become available for The Lord of The Rings players. So, if you have a team and would like to come along to the National Final, phone Bek Hawky on 0115 900 4821.





# EASTER WITH GAMES WORKSHOP

Now that Spring is finally here and the snow and ice are all but a distant memory, there is no excuse not to dust off that army and take it down to your local Hobby Centre to join in the action this Easter break.



Not content to sit on their laurels, for the last few weeks the staff of all our stores have been putting together all manner of events and activities for you to take part in, from enormous mega battles like those below, to modelling and painting clinics to help you get your armies up to fighting strength.

## Join Battle

Lead Sauron's army as his legions march out of Barad-dûr to lay siege to the towering city of Minas Tirith, or take up arms with the Men of the West and help defend this last bastion of Mankind.

Alternatively, join the battle between the fearsome, marauding Beastmen and their embittered rivals in the Old World, or enter the blood-soaked battlefields of the 41st millennium as the righteous Blood Angels seek to pursue their holy crusade and rid the galaxy of the Daemon, the mutant, the heretic and the alien.

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As you'll no doubt be aware from last month's White Dwarf, we'll be releasing tickets to Games Day 2010 in May and, as in previous years, we have something extra special for our White Dwarf subscribers.

As a White Dwarf subscriber, not only will you be able to purchase your ticket and exclusive miniature a whole month early (available to subscribers from 2nd May), but you will also receive a 10% saving if you order your ticket before June 30th.

## Studio Seminars

And, continuing with the huge success of the last two years, we'll once again be holding the famous Studio Seminar, available exclusively to the first 1000 White Dwarf subscribers to order their tickets.

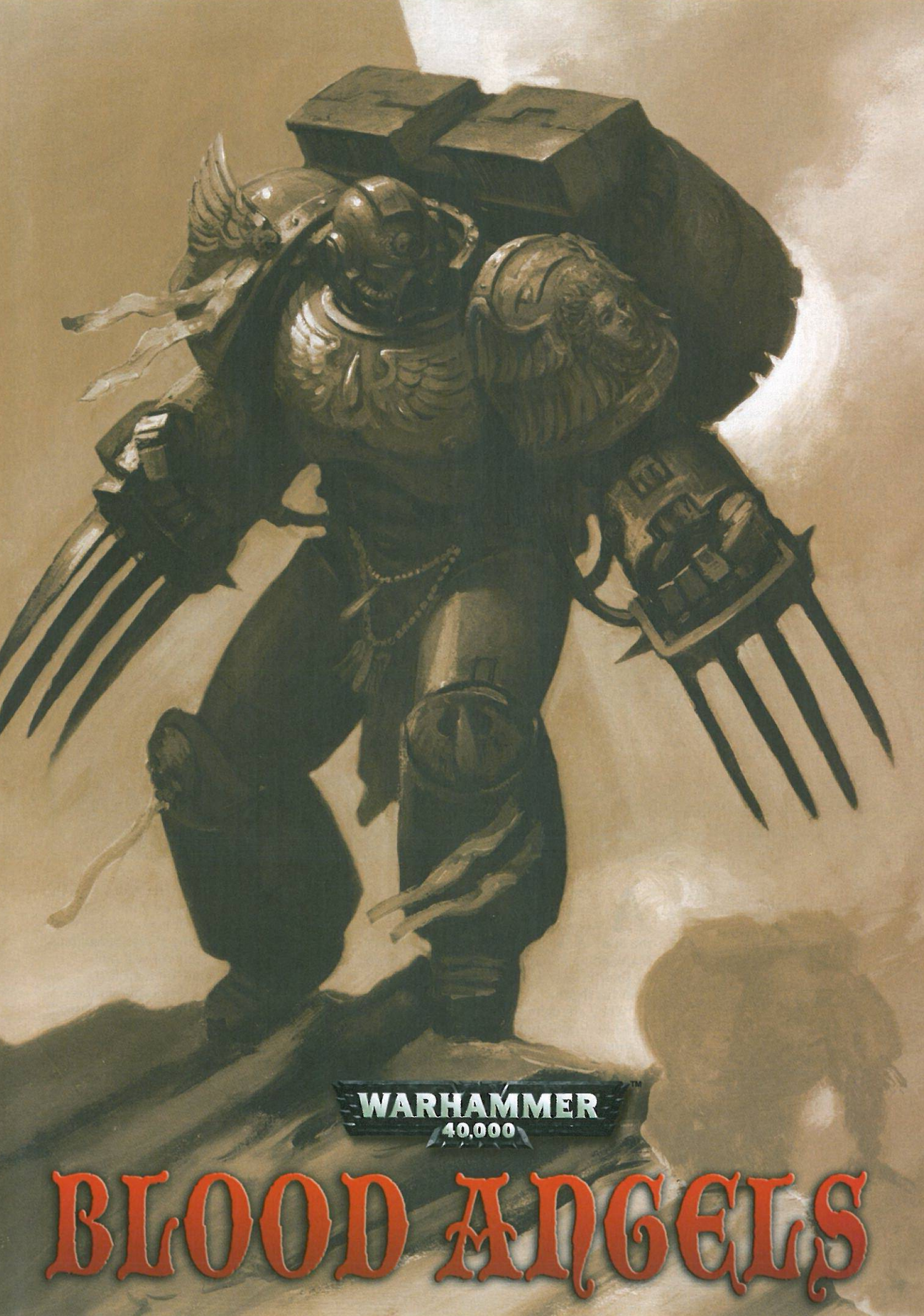
More details of what will be going on at this year's Games Day will be published in future issues of White Dwarf – just one more reason to take out that all-important White Dwarf subscription.

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# WHITE DWARF SUBSCRIBERS





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# BLOOD ANGELS





Of the nine Space Marine Legions who stayed true to the Emperor, none battled so hard nor suffered so much as the Blood Angels. Through fire and slaughter the Blood Angels came at last to the final conflict aboard Horus' Battle-Barge – the tumultuous conflict that left Sanguinius dead, the Emperor mortally wounded and the Blood Angels accursed.

Proud and beautiful though the Blood Angels remained after the loss of their Primarch, something sinister had settled in their souls, a Red Thirst that could not be quenched, a dark hunger that brought only insanity. For the Blood Angels mortal peril is as nothing when compared to the doom hidden within their gene-seed. No wonder then that the Chapter has garnered a reputation for assailing the foe at the closest of quarters, for only in a glorious death upon the battlefield can they escape their inevitable fate.

# The Host

A new Codex and new models can only mean the



**A**s long as there have been Space Marines there have been the Blood Angels. Regal, noble and loyal – the Sons of Sanguinius still fight to protect Mankind and abide by the tenets set down by their Primarch, ten thousand years after his death.

'They are fighting for their salvation,' says Mat Ward, author of *Codex: Space Marines* and now *Codex: Blood Angels*. 'When starting projects, we work from the ground up thinking about the big themes and the archetypes that army represents. With the Blood Angels they are undoubtedly the 'doomed heroes'; Their fates are sealed and yet they continue to persevere, selflessly serving the Imperium when it would have been far easier to follow their own agendas (like a certain other First Founding Chapter that shares a similar name!). Admittedly, Warhammer 40,000 is not short of forlorn heroes, but

the Blood Angels are the paragons of such noble behaviour. In this they mirror their Primarch, Sanguinius. It is no coincidence that of all the Primarchs, it was Sanguinius who accepted the Emperor without hesitation or challenge on their first meeting, and was closest to him in the following years, save only the Warmaster.'

Speaking of Horus, Mat is keen to emphasise the Blood Angels' role in the Heresy as they still wrestle with the consequences ten thousand years later. 'I think more than any other Chapter, the Blood Angels are mired in, and most defined by, their history, especially around the Horus Heresy. Whilst the Ultramarines, and even the Space Wolves to a certain extent, remained on the periphery, the Blood Angels were at the heart of the civil war, battling upon the very parapets of the Emperor's Palace. When Horus lowered the shields to his orbiting Battle-Barge it

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# of ANGELS

warriors of Baal are ready for war. Andy Hall finds out more.



was Sanguinius who found the Warmaster first. And while the Winged Primarch was eventually defeated, legend has it that it was the chink he had created in the Warmaster's armour that allowed the Emperor to cast Horus down,' says Mat.

'Whether that's myth or the truth, there's no doubting that Sanguinius' death has had a profound affect on the Chapter. He was one of the most psychically gifted

Primarchs, an attribute the Blood Angels have inherited, and this could well be the reason they suffer from the Black Rage. Sanguinius' death reverberates like a psychic echo through time, afflicting some brothers with waking dreams of the Primarch's last moments. Those Blood Angels touched by the visions descend into

despair and then an all-encompassing rage they can never come back from.'

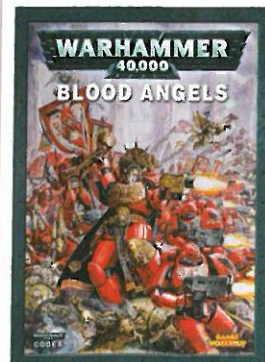
However, the Black Rage is just half of the affliction collectively known as the Flaw. 'As much as their history, the Blood Angels are defined by their flawed gene-

**“There's no doubt Sanguinius' death has had a profound affect on the Chapter.”**

seed – in fact the two are inextricably linked,' explains Mat. 'Over the years, especially as there has been a substantial gap between editions of the different codexes, I think the two terms that make up the Flaw have been muddled and even used interchangeably. As they are such a prominent part of the Blood Angels I

## What's inside...

The new Blood Angels Codex is crammed from cover to cover with all the background and information you need to collect a force of these noble warriors.





## SCOUT SQUAD

The Scout companies are made up of the Chapter's less-experienced Battle-Brothers. Their primary role comes into play where stealth is needed over the Blood Angels' more traditional assault based tactics.

## TACTICAL SQUADS

Even with their penchant for assault, the Blood Angels value the flexibility of Tactical Squads, which form the backbone of the Chapter's Battle Companies.

## RHINOS

Rhinos of the Blood Angels and their Successors are far faster than the transports of the other Chapters as they have been fitted with Lucifer-pattern engines.

## The Sanguinor

The Sanguinor is a golden angel of vengeance whose origins remain a mystery, for he only appears when the direst of circumstances require it. Yet his arrival in times of need is a reason for hope and a portent of victory for the Blood Angels, for once upon the field of battle no enemy of the Sons of Sanguinius is safe from the wrath of the Sanguinor.



wanted to clearly define what they actually are. So you have the Black Rage as explained above, and the Red Thirst – a constant lust for blood that is barely kept in check. All hopes of an ordered battle plan can be lost as some squads will lose themselves to the Red Thirst, advancing on the enemy in a desperate need to spill blood. I've represented this in game by having the Blood Angels player roll for every squad at the start of the battle. On a roll of 1 the squad loses their And They Shall Know No Fear special rule and gains Furious Charge and Fearless. So while you lose some tactical flexibility the effect is not entirely undesirable!

While all Blood Angels must constantly suppress the Red Thirst, the Black Rage remains hidden but can overcome a Battle-Brother at any time. Once he succumbs to the visions of Sanguinius' doom then he is considered a dead man walking by the Chaplaincy and placed into the Death Company. 'The Death Company is as important an aspect of the Blood Angels as their red armour,' says Mat. 'The question for me was how to incorporate them into the army list. It's changed with each passing incarnation, but I didn't want it to be a random thing nor did I want it be



forced on the player. While not overly common, these are the warriors the Chapter would commit first to a theatre of war, to assuage their suffering and give them a chance of glorious death before the symptoms take them beyond reason. So I placed them into the Troops section. Although they can't claim objectives, this still makes the Death Company extremely desirable so hopefully the player will want to include them in his force without any arm-bending from me!

A look in the Troops section of the army list also contains a few other surprises. There's a Death Company Dreadnought, who is there for the reasons already mentioned; and the section is also home to the Assault Squads. 'The Blood Angels are an assault-orientated army,' says Mat. 'For them it's not a specialism or merely a phase of their training but second nature; the legacy of their winged Primarch. Their jump packs are not passed down but remain with them as part of their wargear, which is why all jump pack-equipped Blood Angels squads have the Descent of Angels special rule, allowing them to re-roll reserves rolls and only scatter D6 inches.'

Perhaps most surprising of all is that it's not just jump infantry and Drop Pods that

can Deep Strike, but Land Raiders too. Yes, you read that right: deep striking Land Raiders! 'It made sense to me that if the Chapter's troops were grappling up close with the enemy from early on then they would develop a method for their armoured support to perform a similar role. So the Blood Angels use Thunderhawk Transporters to drop their Land Raiders directly into the heat of battle, trusting the tank's sturdy nature to allow for a safe landing for it, and any passengers and crew,' states Mat.

The Chapter's other vehicles, while they may not come flying in on a Thunderhawk Transporter, are still easily capable of keeping up with the rest of the force thanks to their Lucifer pattern engines, making them fast vehicles. 'The Baal Predator is the key to the Blood Angels having so many customised vehicles,' says Mat. 'Much to the chagrin of the Adeptus Mechanicus the Blood Angels have jealously guarded the secrets this unique STC holds, including the faster engine (which has been reverse engineered and equipped onto the rest of the Chapter's Rhino-based vehicles) and the twin-linked assault cannon. New to this edition we've added the option of the flamestorm cannon, which, like the assault cannons,



## Astorath the Grim

Astorath is the Blood Angels' High Chaplain and the redeemer of the lost. It is his calling to seek out those with the Black Rage and put an end to their misery.

## LAND RAIDERS

The Blood Angels are fortunate enough to command enough Land Raiders to be able to deploy these mighty vehicles as line transports. Perhaps because of their ready availability, the Blood Angels have also developed a unique way of deploying the tanks, by literally dropping them into the heart of the battle from massive airborne transporters.

## WHIRLWINDS AND VINDICATORS

While the Whirlwind is the epitome of long-range artillery the Vindicator is the ultimate in short-range heavy firepower due to its hull-mounted demolisher cannon.

## TERMINATOR SQUADS

Only the most accomplished of the 1st Company veterans are granted the honour of wearing the Chapter's suits of Terminator armour – a matchless combination of protection and offensive power that only the mightiest heroes have the right to wear.

## DREADNOUGHTS

Even Dreadnoughts are not immune to the Black Rage. It is both a blessing and a curse when an entombed brother succumbs; although the Chapter loses a venerable comrade they gain an unstoppable death machine.





## ASSAULT SQUAD

Given the Blood Angels' predilection for jump packs, there is rarely a shortage of Assault Squads. Their availability and skill in combat places them at the forefront of any strike force.



## SANGUINARY GUARD

Garbed in golden artificer armour, the Sanguinary Guard were traditionally the Primarch's own retinue. Now they are the most revered of all Battle-Brothers, striking into the heart of battle armed with Angelus boltguns and Glaives Encarmine.



## BIKE SQUADS

Bike Squads are less prevalent than in other Chapters, but those Blood Angels that do practise this battle-craft are amongst the best in the galaxy.

## VETERANS

Vanguard Squads are particularly at home within the Chapter's formations. The veterans call upon their substantial assault training to strike hard into the most intense part of the battle.

Those posted into the Sternguard must battle with the Red Thirst or lose their superior ability to provide fire support.

Sanguinary Priests fulfil the role of Apothecaries but their duties are far wider. On the battlefield the Sanguinary Priests give all friendly units within 6" the Feel No Pain and Furious Charge special rules.



## LAND SPEEDERS

The Blood Angels consider Land Speeders to be vital support craft, capable of swiftly redeploying whilst providing formidable support fire.

## RAZORBACK

The Razorback is often used in an aggressive role by the Blood Angels, with the squads inside its armoured hull ferried across the battlefield as mobile outriders for the Chapter's armoured assaults.



fits in with the Blood Angels' fast and furious fighting style – and because the Baal Predator is a fast vehicle, you can get the flamestorm cannon in range quickly.'

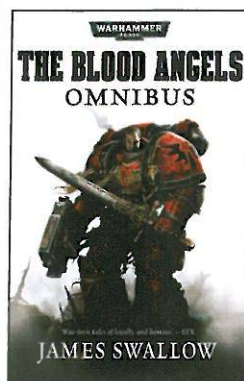
While the addition of the flamestorm cannon is a definite change to what has gone before, perhaps the most significant difference is the inclusion of the Sanguinary Guard. 'The Blood Angels have had access to an Honour Guard for a few editions but when we reviewed the army list there was some confusion as to their role. I viewed them more as a Command Squad rather than the epitome of an elite unit, and so this created a gap which we thought should be filled by the Sanguinary Guard. Originally they were Sanguinius' personal retainers, and would have fulfilled a very senior role within the Chapter. In fact, it was the only surviving Sanguinary Guard from the Heresy, Azkaellon, who steered the Chapter in the wake of his master's death through what could have been a very self-destructive power vacuum. In modern times they are exemplars of what it is to be a Blood Angel; they embody Sanguinius' virtues, his noble spirit and his deadly battlefield skills. If that wasn't enough they wear artificer armour

and are armed with Angelus boltguns – a rare variant that fires bloodshard shells, giving them a range 12" Strength 4, AP 4 Assault 2 profile.'

But for all the Blood Angels' many differences from the Space Marines found in his previous book, Mat is keen to point out that they remain a Codex Chapter. 'Far from shunning Guilliman's Codex Astartes, they embraced it. After the turmoil of the Heresy the Blood Angels welcomed the stability the strictures of the Codex brought. This was in the early days of the Imperium and the onset of the Black Rage, so those in charge of the remnants of the Blood Angels Legion saw it as one less thing to worry about,' says Mat. And while we've talked a lot about that infamous age, one of the greatest additions is a whole new batch of hereto untold history. 'I've fleshed out the background,' he states. 'We've known for a long time the Blood Angels' role ten thousand years ago, but in the aeons since they have not been idle. That's what I've tried to get across in the new book. The Blood Angels are first and foremost Space Marines, and they have spent the last ten millennia living as paragons of that image, heirs of the most beloved of all Primarchs.'

## Black Library

The Sons of Sanguinius are brought to life as never before with the Blood Angels series of novels by James Swallow. In an epic story of heroism and betrayal, nothing less than the fate of the Chapter is at stake as a corrupted Inquisitor plots their downfall.



## PREDATORS

The Predator is the Blood Angels' main battle tank. It completely surrenders transport capacity for improved frontal armour, heavy turret-mounted armament and sponson-mounted support weaponry.

## DEVASTATOR SQUADS

Devastator Squads are a crucial part of the Blood Angels' battlefield strategy, providing long-range support with the Chapter's most powerful man-portable weaponry.

## BAAL PREDATORS

The Baal Predator is a vehicle unique to the Blood Angels and their successors. It is a fast tank with a pair of unique weapon configurations that suit the Blood Angels' rapid and brutal style of fighting.



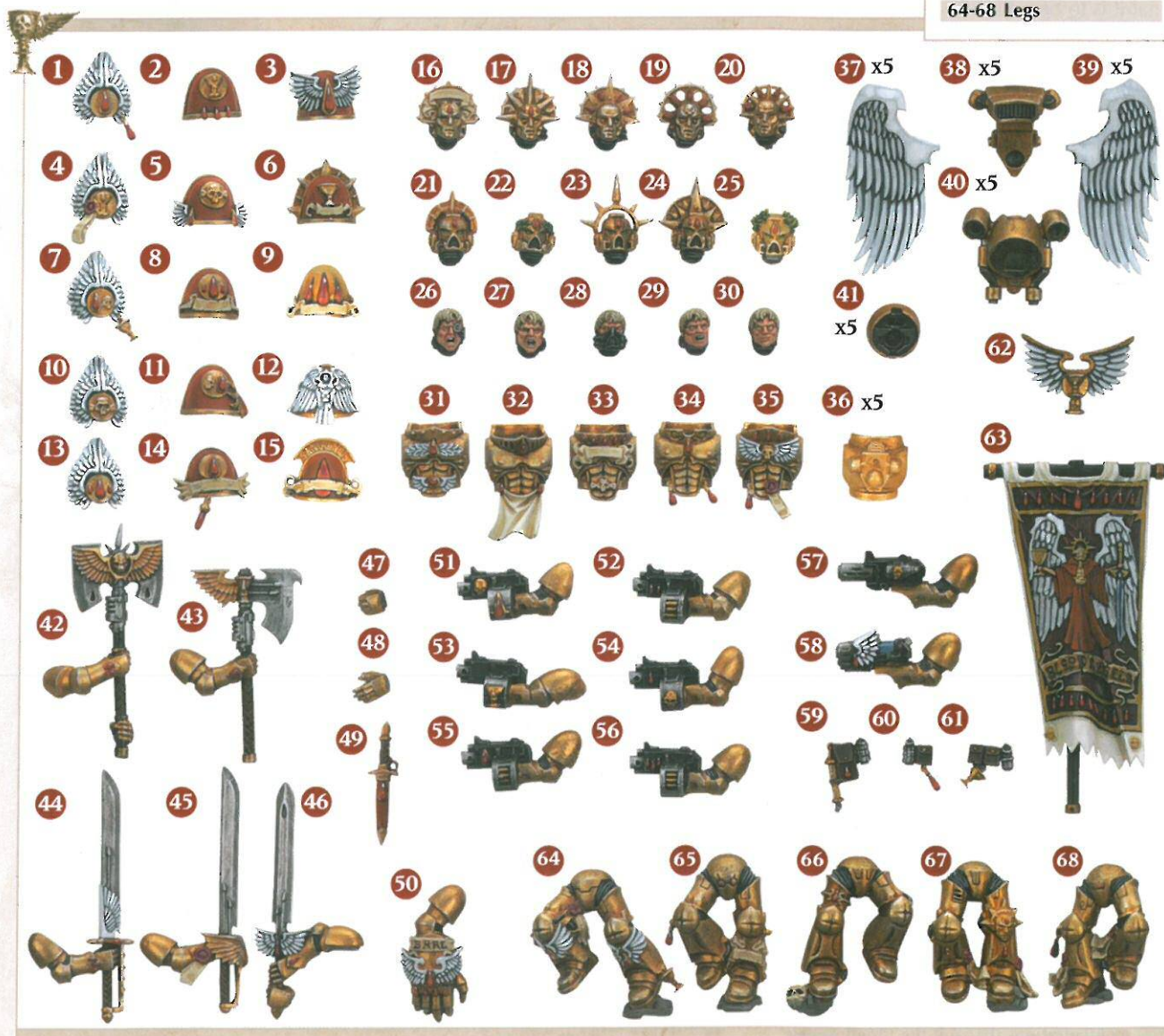


# THE SANGUINARY GUARD

The frame diagram below highlights the breadth and variety of components available in this new plastic kit, designed by Martin Footitt and Dave Thomas.



- 1-15 Shoulder pads
- 16-20 Death Masks
- 21-30 Heads
- 31-36 Torsos
- 37-41 Jump packs (x5)
- 42-46 Glaives Encarmine
- 47-48 Hands
- 49 Knife
- 50 Power fist
- 51-56 Angelus boltguns
- 57 Infernus pistol
- 58 Plasma pistol
- 59-61 Pouches and grenades
- 62 Banner top
- 63 Banner
- 64-68 Legs





# DESIGNING ELEGANCE

The Blood Angels project involved lots of our designers we grabbed just three of them for a chat.

**W**e saw this as a real opportunity to add a baroque sensibility to the Blood Angels,' says Martin Footitt, who co-designed the Sanguinary Guard alongside Dave Thomas. 'There are lots of great-looking Blood Angels armies out there but until now the range has been missing the artisan element that helps define a Blood Angel as much as, say, pelts on a Space Wolf. That's where the new plastic kits really help out.'

Neil Langdown who, along with Matt Holland, was responsible for the Death Company kit agrees. 'Not only did we want to make a great Death Company kit, we wanted it to be packed with parts that could then be used elsewhere in the army. That's why you get 20 shoulder pads on the frame not 10, and 8 heads rather than just 5. As Martin has mentioned, these

parts have a very ornate, even bespoke quality. We wanted to get across that the Blood Angels don't just view these things as functional pieces of equipment but as crafted pieces of outstanding workmanship – you could argue they view form as more significant than function.'

First and foremost, though, Neil and Matt have designed a Death Company kit. 'The Death Company concept has been about for many years but without a huge choice of models, defining them has always been partly a painting solution, black armour with a red cross on the shoulder pad. The cross is very important as it symbolically marks the condemned – those with the Black Rage. Designing the Death Company frame from scratch gave us the benefit of incorporating the cross motif in different ways. You'll see the cross



**Lemartes, Guardian of the Lost**

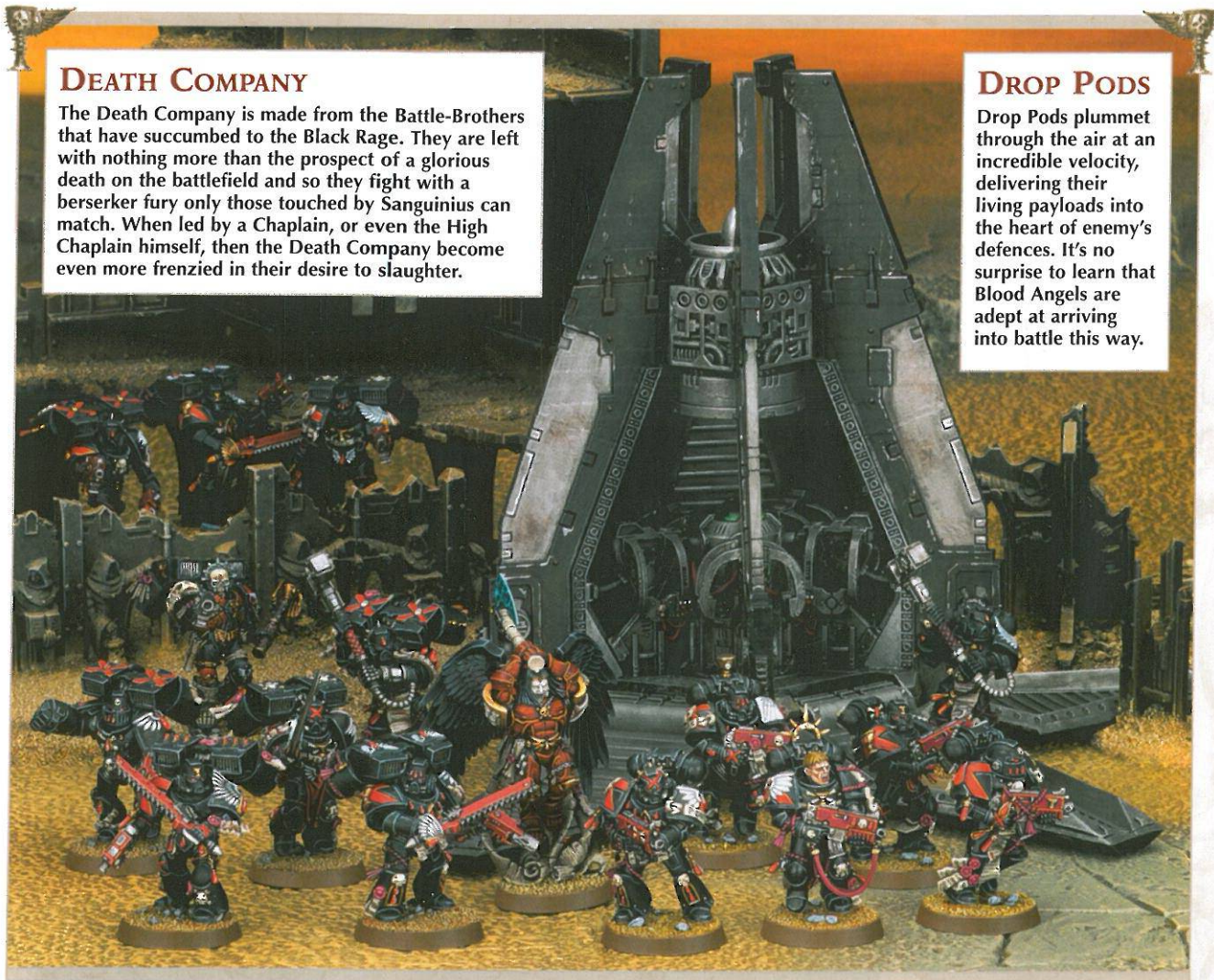
Lemartes is currently in the grip of the Black Rage. But while others lose their minds he alone has remained lucid thus far. It is in this unique state that Lemartes takes to the field of battle.

## DEATH COMPANY

The Death Company is made from the Battle-Brothers that have succumbed to the Black Rage. They are left with nothing more than the prospect of a glorious death on the battlefield and so they fight with a berserker fury only those touched by Sanguinius can match. When led by a Chaplain, or even the High Chaplain himself, then the Death Company become even more frenzied in their desire to slaughter.

## DROP PODS

Drop Pods plummet through the air at an incredible velocity, delivering their living payloads into the heart of enemy's defences. It's no surprise to learn that Blood Angels are adept at arriving into battle this way.





## Blood Angels Banners

Once again our esteemed illustrator Neil Hodgson has been busy delving into the historic livery of the Blood Angels. Like most Space Marines, the Blood Angels have many different Chapter banners, each commemorating a mighty victory or particularly pivotal campaign.



2nd Company Banner



Mephiston's personal banner



5th Company Banner

## SUCCESSOR CHAPTERS

As a Legion from the First Founding the Blood Angels were split into Chapters following the tenets of the Codex Astartes. These Chapters are strongly bound to the Blood Angels, united by blood and tradition in a way that is difficult for outsiders to understand. To attack one is to invite the wrath of all, for whatever differences and rivalries might exist between these Chapters they are all Sons of Sanguinius. Born as they were from the Blood Angels' gene-seed, every successor carries the Flaw, although some feel its taint more than others. In fact, some Blood Angels' successors have garnered a detrimental reputation over the years, as they do not just suffer from a mere lapse in control but teeter on the brink of total insanity. Of these Chapters, the exploits of the Flesh Tearers and the Knights of Blood are the most notorious.



Chapter Master Gabriel Seth leads his Battle-Brothers into a whirlling melee of death.

not only emblazoned on some of the shoulder pads but in more subtle contexts such as the decorative cord wrapped around the arms or the pennants attached to the armour. With sculpting you're adding a three-dimensional texture, so we used that to our advantage,' explains Neil.

Studying the frame it's easy to notice these fascinating details as Neil points them out, but the clever bit is that it's not too overt. 'I think it would have been easy to go too far, sticking Death Company crosses everywhere. We've tried to get the balance right, adorning parts with general Blood Angel iconography as well. This is so you can just paint them red and use them in any Blood Angels squad.'

The Sanguinary Guard are less flexible in that respect, but Martin thinks the parts will still have a very broad usage. 'I expect to see Space Marine characters – especially those of the Blood Angels and their Successor Chapters – benefiting from the components on that frame. I'm looking forward to seeing Captains wearing death masks or one of the winged jump packs.'

However, even more so than the Death Company, there was a specific vision that Dave and Martin were working to. 'The Sanguinary Guard enshrine what it means to be a Blood Angel and so are steeped in those visual triggers – the ornate armour, the death masks, angelic wings and

overwrought, bespoke weapons,' says Martin. Fittingly, the inspiration for this new troop type came from the progenitor of the Space Marines in their current form, Jes Goodwin. 'The metal characters sculpted by Jes for the very first Blood Angels Codex – Codex: Angels of Death – are classic miniatures that have withstood the test of time. That's why they are still available today. In them you can see hints of the Blood Angels' love of artisanship, in Dante's ornate armour or Mephiston's great collar and cloak. We've taken those visual cues and run with them. The jump packs have fast become a favourite because they're so different. And it's not necessarily the wings that have been the draw as the single-thruster alignment appeals as well, possibly because it looks more antiquated and rare than the standard equipment.'

It's not just unique infantry the Blood Angels have gained but the Baal Predator is also back with a vengeance. 'It's still recognisably a Predator tank,' says Oliver Norman, the architect behind the new kit. 'We've made it more distinctive by adding Blood Angels insignia but the real difference between this and the previous kit is the addition of the flamestorm cannon. Adding the flamestorm changes the silhouette of the tank into a longer, sleeker shape, while the assault cannons gives it a shorter, more brutal look.'

SEE MORE BLOOD ANGELS ON OUR WEBSITE AT:

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# PAINTING BLOOD ANGELS

With brush in hand and reds of many hues at his command, Nick Bayton shows us how he paints Baal's finest.



## RED ARMOUR



**Step 1.** Using the Citadel Spray Gun, spray the model with a Mechrute Red.



**Step 2.** Once dry, lightly spray the model again, this time using pure Blood Red.



**Step 3.** Now apply a wash of Devlan Mud directly into the recesses of the armour.



**Step 4.** Highlight the raised areas with pure Blazing Orange.



**Step 5.** Create an edge highlight along the ridges of the armour joins and rims of the shoulder pads using Vomit Brown.



**Step 6.** Finally, apply a thin layer of Baal Red directly onto the armour plates.

## BLACK ARMOUR



**Step 1.** From the Chaos Black undercoat apply a highlight using a 1:1 mix of Codex Grey and Chaos Black.



**Step 2.** Now build upon the highlight using pure Codex Grey.



**Step 3.** To finish, use pure Fortress Grey as an edge highlight, applying it to the rims and joins of the power armour.

## BLOND HAIR



**Step 1.** For blond locks, begin by painting the hair with pure Snakebite Leather.



**Step 2.** Now carefully layer on Desert Yellow.

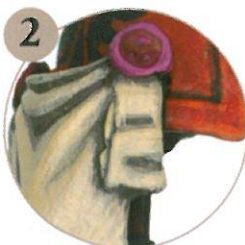


**Step 3.** Finally, highlight the hair with Bleached Bone.

## PURITY SEALS



**Step 1.** Basecoat the seal with Scab Red and then paint the streamer with Khemri Brown.



**Step 2.** The seal was then highlighted with Warlock Purple while the streamer was layered with Kommando Khaki.



**Step 3.** Highlight the seal with a 1:1 mix of Warlock Purple and Bleached Bone. The streamer was layered with pure Bleached Bone.



**Step 4.** The streamer was then highlighted with Skull White; the text was applied with Chaos Black.



# PREPARE to ASSAULT



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# BLOOD ANGELS IN-STORE THIS MONTH

For ten long millennia the Blood Angels have fought the enemies of Mankind, battling Daemon, mutant and alien. Now, amid a flurry of hobby activity, they return. All this month, your local Hobby Centre will be running a great tide of Blood Angels-themed events and activities, such as:

## Massing the Legion

With the release of the amazing new miniatures, find out not only how to assemble your new Blood Angels and get them ready for battle, but also how to combine them with all the existing Space Marine box sets to add real variety to your army.

## Death From Above!

With a brand-new Codex and accompanying miniatures comes a new set of challenges for any Blood Angels player. But fear not as the staff in your store will happily offer all kinds of helpful advice, from army selection and weapon load outs to battle-winning tactics.

Alternatively, if facing the Emperor's finest leaves you feeling a pit in your stomach, why not speak to the staff who can show you ways to exploit the few weaknesses of the Angels of Death?

## Sanguinary Colours

From the vibrant red of their armour and obsidian black of the Death Company, to the burnished gold of the Sanguinary Guard, the staff in your local store can take you through the stages of getting your Blood Angels painted and ready for the tabletop.

## By the Blood of Sanguinius!

And we'll of course be running loads of games in store, pitting the Sons of Sanguinius against all manner of adversary, from games of Planetstrike and Apocalypse to tournaments and campaigns.

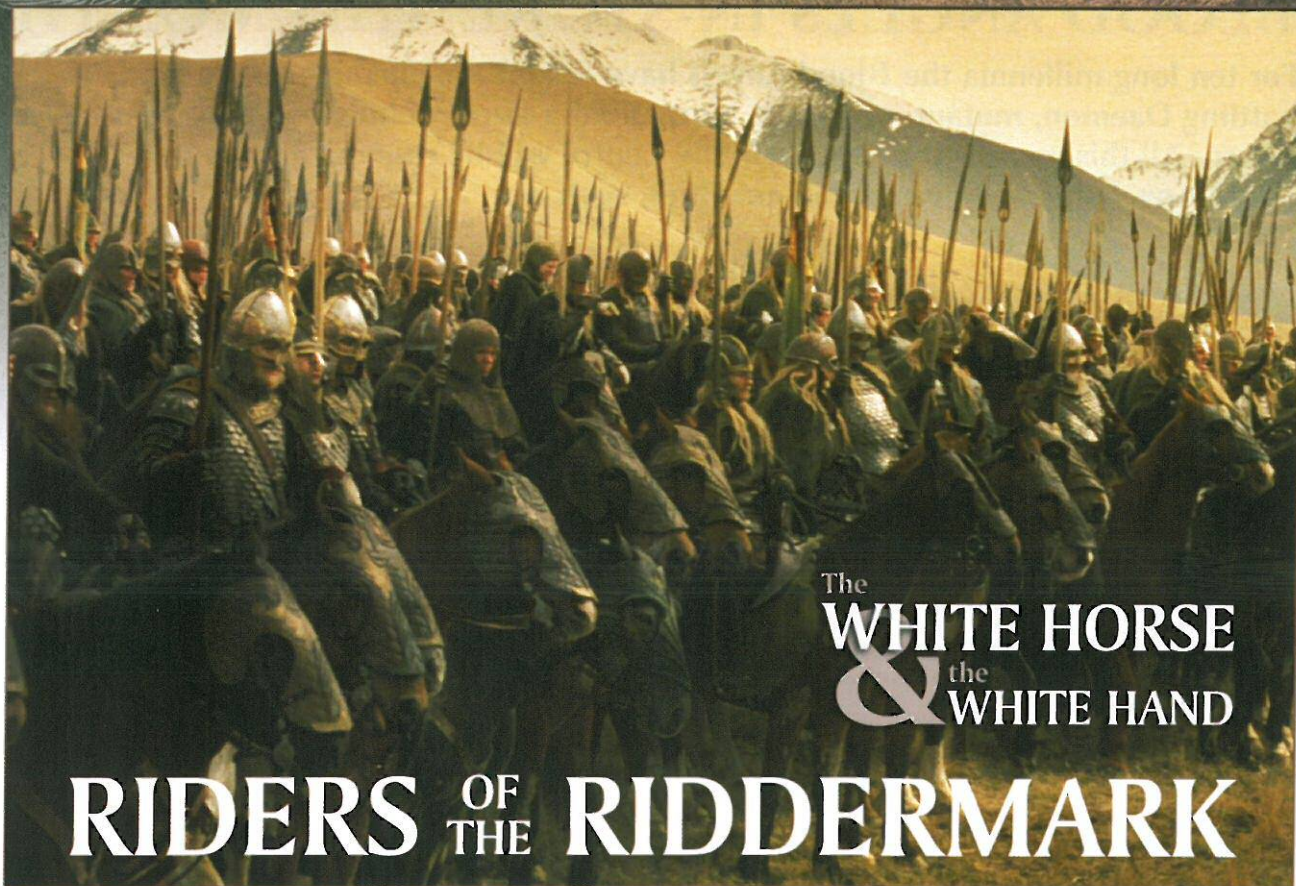
Speak to the staff in your local Hobby Centre to find out more!

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The  
**WHITE HORSE**  
& the  
**WHITE HAND**

## RIDERS OF THE RIDDERMARK

War is upon the land of Rohan, and the hosts of the Riddermark must fight for their survival. In search of the Rohirrim way of war, Mat Ward gets on a horse, falls off, gets back on again, and rides to battle.

Over the course of the past couple of months, we've been exploring the rivalry between Rohan and Isengard. Adam Troke kicked the series off with a campaign, featuring the famous battles between the Rohirrim and the legions of Saruman. Last month we presented a *Tactica* for the forces of Isengard and an *Army Workshop* focusing on Nick Bayton's growing army. This month we turn our attention to Duncan Rhodes' nascent Host of Rohan. As well as all that, we bring the series to a climactic end on the web as Duncan and Nick fight it out in an exclusive battle report, playing through one of the scenarios from Adam's campaign.

**A**s a predominantly cavalry faction, Rohan has the potential to hit like a ton of bricks. Cavalry can move faster, charge further and generate more attack dice than almost any other troop type in the game. When you add cavalry's formidable bonuses versus infantry (striking first, and the possibility of a free Heroic Fight on the charge) and the specific bonuses granted to Rohan by the Expert Rider special rule (you're allowed to move at full speed, shoot and then charge). It's easy to see why cavalry in general the Rohirrim, make for such fearsome foes.

However, this martial magnificence comes with its own challenges. Each cavalry company can take only half the amount of damage that an infantry company can. This means that while you're unlikely to be outnumbered in terms of companies, you will be in terms of number of models, and therefore the amount of casualties you can take. When you get right down to it, this is just a fancy way of saying: beware! A Rohan army will almost always lose a war of attrition against infantry. The best way to avoid this is to make sensible use of your Might.

### Might Makes Right

Might is an important resource for any army – it can modify dice, activate a Hero's special abilities and allow for Heroic actions. Different factions rely on these options in slightly different proportions, but as a Rohan player, you should be most interested in spending your Might on Heroic actions, specifically Heroic Charges. Why do I say this? Well, the vast majority of a cavalry formation's hitting power only comes into play when it charges – if it gets charged by another formation, then things are going to go very badly indeed.

There's a degree to which you can use your speed advantage in the Move phase to increase your chances of charging in first. However, sometimes priority, dice rolls and the world in general are going to be against you. This is where the Hero in command of your formation, be he a humble Captain or Théoden himself, needs to stand up tall in his stirrups and hurl his men into the fray. Or, as we express it in gaming terms, the Hero needs to jolly well spend a point of Might for a priority-trumping Heroic Charge.



Of course, getting the charge off first doesn't guarantee that it'll be successful – you could roll too low for the charge move. If this happens, my advice depends on whether or not your opponent is able to charge you later in the phase. If he can't, then write off the Might you've already spent – don't reinforce failure by spending more Might to increase your roll. However, if your formation's failure to charge is going to get it countercharged, spend whatever Might you can to prevent this!

### Reinforcing Success

So you've got the charge in, and you're all set to blatter the enemy something rotten. The question is, do you spend that Might point for a Heroic Fight? My answer is that you absolutely should, provided you think that you'll win the fight. With a Rohan army your whole strategy needs to be based around causing as much damage as possible in a short period of time, and a Heroic Fight allows you to double the death toll. Mind you, it's worth bearing this in mind when you come to select your army – make sure that your main formations are large enough to sustain casualties and remain an effective force.

Whether or not to call a Heroic Fight can be a tricky choice. Here's some handy guidance to help you make that decision:

1. Against monsters and flying monsters don't waste your Might on Heroic Fights. Monsters eat cavalry for breakfast (and second breakfast, lunch, tiffin and

supper) so unless you've got a devious strategy for winning the fight, take your beating like a man and prepare to win the battle elsewhere. While we're on the subject, how did you end up in a fight with a monster anyway? If you intend to win, monsters should be shot to death or swamped with infantry.

*“This is where the Hero needs to stand tall in his stirrups and hurl his men into the fray.”*

2. If you've charged cavalry then you should be pretty confident of winning the fight, so spend that Might and capitalise on the situation. However, if the enemy cavalry have charged you, only a miracle will save you.
3. The trickiest fights to call are those involving infantry. As a rule, charging cavalry can chew through most infantry without slowing down, so calling a Heroic Fight will almost always pay off. However, against particularly tough enemies, such as Black Númenóreans and Uruk-hai, the outcome is more uncertain. Happily, the Earth-Shaking Charge rule allows you to hedge your bets when fighting infantry. If you're not confident enough to call a Heroic Fight, you might get one anyway!



### The War on Foot

Though it's easy to get distracted by Rohan's wealth of cavalry, don't discount the usefulness of the infantry units that the faction can draw upon. Oathsworn formations in particular can be incredibly useful. They're cheap enough to field in large numbers (helping with the whole 'outnumbering' issue we discussed earlier) and durable enough that they should be able to pin an enemy in place long enough for your cavalry to charge in. Bear in mind that pinning an enemy formation in place doesn't necessarily involve fighting it – sometimes it can just mean getting close enough that you close down the foe's freedom of movement.

Another crucial use for infantry blocks is to protect the flanks of your main cavalry formations. Cavalry might get a huge number of attacks on the charge, but these swiftly evaporate if they're attacked in the flank, or even worse, the rear. It's well worth having a couple of small and expendable infantry formations to guard against this threat. Why infantry instead of cavalry, I hear you ask? Simple – infantry have more hits, and are therefore less likely to be slaughtered in a single round of fighting.







### The King's Guard

The King's Guard are a firm favourite, able to fight on foot or on horseback. They're powerful enough in their own right, but when joined by Théoden they become one of the most powerful formations in the game. The entire formation uses Théoden's Fight 5, Háma acts as his bodyguard in a Heroic Duel and there's a chance he can use a free Heroic action each turn.



So, now, we've looked at a few fundamental tactics, let's turn an eye towards the troops you can field. Rohan has a fantastic array of units around which you can build your army.

### A Riders of Rohan Éored

Riders of Rohan are an invaluable part of any Rohirrim army. They're hard-hitting, durable, and capable of operating effectively as both close combat and shooting troops. Better still, the Riders of Rohan can be taken in quite large formations – spend enough points and the formation's guaranteed to have more bases than almost anything it's likely to face!

If you want a Riders of Rohan formation with a little more punch, consider recruiting Erkenbrand's Riders. Not only do these warriors have Strength 4, they also automatically pass Terror tests, making them a great option for running down ghostly or monstrous foes.

### B Royal Knights

If you're looking for a swift close combat unit and are happy to spend a few more points, it's worth considering Rohan Royal Knights over Riders of Rohan. With lances and heavy armour, these hardened warriors are both deadlier and harder than the more common Riders of Rohan.

If you really want the best of the best in your army, why not consider upgrading your Royal Knights to be either the King's Guard or Théodred's Knights? Both

Legendary formations pack some serious clout, and have special rules that can help you conserve that precious Might.

### C Outrider Éored

Outriders are a little brittle for regular battleline fighting, but that doesn't mean that they aren't worth every point you spend on them. With a Shoot value of 2+, Outriders are the best cavalry archers you can field – each company rolls 5 dice for shooting attacks, which allows them to deliver a hefty hit to an enemy unit. But their uses aren't limited to mere bow work. With their Move of 12, your Outriders can easily nip around the flanks of an oncoming enemy formation, allowing you to rob the foe of valuable attacks when your main attack crashes home, or pinning them in place to stop them from manoeuvring to face your force.

### D The Sons of Eorl

If you want some heavy cavalry whose focus is on all-out attack, then the Sons of Eorl are the lads for you. At Strength 4, and the ability to cause Terror on the charge, the Sons of Eorl can tear through low-Courage troops like a hungry Troll tears a Hobbit limb from limb.





They have a Move of 12, making them especially nippy, able to manoeuvre into position quickly to attack an enemy in the flank. Their Stalwart special rule means that they're not pushed back by enemy shooting, and coupled with their high Move this really helps to ensure that you can get that devastating charge off when you need to.

## **E** Oathsworn Militia

As we've already touched upon, Oathsworn Militia are not to be underestimated. Cheap enough that they can be taken in large numbers, and effective enough that the enemy cannot ignore them, Oathsworn Militia are great for throwing at a foe you're leery of sending your cavalry against, such as monsters or pike-blocks.

For those Rohan generals seeking an Oathsworn Militia formation with a little more punch, look no further than Grimbold's Helmingas. Stronger and braver than other warriors of Rohan, the Helmingas Legendary Formation can be relied upon to hold their area of the battlefield against all comers.

“Arise! Arise, Riders of Théoden! Spears shall be shaken, shields shall be splintered! A sword day, a red day, ere the sun rises!”

- The Return of The King

## **F** Oathsworn Bowmen

As your only realistic opportunity to include massed archery, Oathsworn Bowmen are incredibly valuable. Just remember to target their fire with care. Always prioritise a gulletful of arrows for an enemy monster. Once the monsters are down, you can start thinning down other formations in order to ensure that your Riders and Knights can charge to victory!

## **G** Rohan Royal Guard

Rohan's only real 'anvil' unit, Rohan Royal Guard can take a charge from almost anything, and still have enough hitting power to win the fight. They make for a particularly good unit with which to take buildings or other defensible terrain features – only the mightiest of enemies has any chance of dislodging Royal Guard once they've taken position.

The King's Guard can be fielded on foot as well as mounted, and make for a really solid anchor for your lines. With Gamling and Háma leading them from the front, the King's Guard are as solid an infantry formation as you can get, whether on the offensive or the defensive.

## Other Formations

Théodred's Knights are a really nasty Legendary formation, as befitting the son of the king's own retinue. What makes them heads and shoulders above the Royal Knights is that they potentially get a free Might each turn. This allows you to declare Heroic actions a bit more freely, calling Heroic Charges without worrying about using up that precious Might.

Finally, Grimbold's Helmingas deserve a mention – they're both stronger and more courageous than Oathsworn Militia and not terribly expensive.





# LORDS OF THE ROHIRRIM

As a rule, Rohan characters don't go in for defensive tactics – most of their abilities are keyed to helping your formations hit home harder or more reliably.

## Théoden, King of Rohan

Few Rohan armies go wrong by including Théoden. For a modest points cost, the King of Rohan boosts his formation's Fight value to 5, allows all nearby friends to re-roll Courage tests and can even call an Epic action for free each turn. For maximum effect, I'd recommend putting Théoden in a unit of Royal Guard and calling an Epic Charge. There's not a great deal that a formation of Fight 7, lance-armed knights cannot achieve.

## Théodred, Prince of Rohan

Théodred is an exception to the trend set by other Rohirrim Heroes. His abilities are keyed primarily to defence, whether that be the defence of his own formation (Epic Defence and Epic Sacrifice) or his ability to countercharge an enemy without expending Might (Epic Intervention). Add this to Théodred's Hero of Legend rule, which allows him free Might points on a 4+, and you've got a Hero who'll keep his troops in the fight for a good long time.

## Éomer, Marshal of the Riddermark

Éomer's abilities are based around three basic principle: attack, attack and ATTACK! His high Fight value, combined with Epic Challenge, Epic Strike and Epic Rage ensure that Éomer can turn even the humblest Rohan formation into a death-dealing machine.

## Éowyn, Shield-maiden of Rohan

As at the Pelennor Fields, Éowyn really comes into her own when given the opportunity to leap from hiding and lay low an enemy Hero. Whether you use Éowyn to bodyguard another of your Heroes, or to ambush someone like the Witch-king doesn't matter – the first blow she strikes can turn the course of the battle.

## Meriadoc, Esquire of Rohan

Though he may not look like much, Merry's a great Hero for keeping a formation in the fight (though it's anyone's guess whether it's due to his example, or because nearby warriors are shamed if they run and he doesn't). Meriadoc's particularly useful when paired with Éowyn. The ability to remove Merry from play and boost the Shield-maiden's Heroic Duel score by 3 can be nothing short of battle-winning.

## Erkenbrand, Captain of the Westfold

With a high Fight value, the Red Shield granting him the ability to roll two dice in Heroic Duels and immunity from Terror tests, Erkenbrand brings a little extra power to any formation. He's an excellent army leader for small games and a solid support Hero for large armies.

## Deorwine, Captain of the Royal Guard

Deorwine is a cheap and cheerful addition to any Rohan formation. Not only can he act as a bodyguard to Théoden, Éomer or Théodred – adding to their durability quite markedly – he also makes his formation cause Terror. Deorwine is fairly easy to kill (by Epic Hero standards) so doesn't make for a great leader – but he's a great support Hero who costs little more than a Captain.

## Eorl the Young

Last, but not least is Eorl the Young. Eorl the Young can be considered a blend of the finest Heroes in Rohan. Like Théodred, Eorl can be a bit of a 'Might battery' and can conceivably generate a colossal amount of Might each turn. When this ability is combined with his array of offensive and powerful Heroic actions, it quickly establishes Eorl the Young as a force to be reckoned with.





# DEFENDERS OF THE WESTFOLD

This 1500-point army represents a force the Rohirrim might typically field to thwart raiders from the Dunland, Isengard or even horse-thieving Orcs from Mordor. At its heart are three large formations of Riders of Rohan, with the Grimbold's Helmingas Legendary Formation to protect the flanks and seize crucial defensible terrain features. Finally, Oathsworn Bowmen bulk out the army and provide supporting fire.



## Epic Heroes

- ① Théodred, Prince of Rohan 125 pts
- ② Éomer, Marshal of the Riddermark 90 points
- ③ Éowyn, Shield-maiden of Rohan 75 points

## Rare Formations

- ④ Grimbold's Helmingas 190 points  
3 companies, Grimbold a Banner Bearer and a Hornblower.

## Common Formations

- ⑤ Riders of Rohan Éored 265 points  
6 companies with Captain of Riders and a Banner Bearer.
- ⑥ Riders of Rohan Éored 265 points  
6 companies with Captain of Riders and a Banner Bearer.
- ⑦ Riders of Rohan Éored 235 points  
5 companies with Captain of Riders and a Banner Bearer.
- ⑧ Oathsworn Bowmen 145 points  
3 companies with Captain and Banner Bearer.
- ⑨ Outriders 105 points  
3 Companies.

**TOTAL 1495 points**



# KINGDOM OF THE HORSE-LORDS

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## RED IN TOOTH AND CLAW

We managed to coax Phil out of the bone-strewn lair under his desk with promises of deadline extensions, and persuaded him to write about how best to unleash a bestial horde.



Phil Kelly lairs amongst the other games developers in a dark and dingy corner of the Studio. Whereas his colleagues prefer desks, Phil is rather fond of his 'nest', fashioned from old codexes and fallen foes.

**Phil:** The Beastman army can loosely be classed as a horde army. It has lots of relatively cheap units that can swamp a superior foe with weight of numbers, and can even do well in close combat in their own right due to the Primal Fury rule. However, the Beastmen have a couple of rather exciting tweaks to this archetype – firstly, they can surround the foe really quickly due to their Beastman Ambush, which makes the Beastmen a really fun and tactically versatile army to use. Secondly, the points you save by taking those cheap troops can be spent on really scary monsters. And as you may already know, that's not something the Beastmen are short of...

### They're All Around Us!

Picture it; your opponent's army is proudly arrayed in his deployment zone, a wry smile on his face as he assesses your

medium-scary Beastmen army and thinks that he can take it on without too much trouble. By Turn 2, the Beastmen are up close and looking a whole lot more frightening – worse still, there's another battleline of bloodthirsty savages to contend with, and it has turned up right behind his own!

Ambushing is a great tactic if you can get the timing right, but you really do need to commit to it. One or two units put in Ambush just won't cut the mustard. You need at least three and preferably four to make the most of the Beastmen Ambush rule. You're aiming for what I call 'the Khazrak vice' (named for its most famous proponent) – get your units in position with your Ambush, and then ensure that your main battleline charges at the same time as the Ambushers that have surrounded the enemy. It's easy to get carried away and





charge in at the first opportunity, and this is fine for getting rid of shooty units, but to really excel against the big stuff, you need to coordinate. What you're trying to achieve is a ranked-up Beastman unit positioned both in front of and behind your enemy's prized unit – that way it will have nowhere to turn to escape the ambush.

The Ambush table only allows your units to enter play behind the enemy on the roll of a 6, but a 4 or a 5 – allowing you to come on from the short table edges – can be just as useful. It doesn't really matter if your units charge those expensive enemy blocks in the front and rear, or the front and side, just so long as you have two units charging at once – perfectly possible with cheap Gors and Ungors. In general you are looking at stealing the +3 the enemy would get for his ranks, and getting a bonus +1 or +2 for your flank or rear attack – that's an extra 4 or 5 points of combat resolution before you've rolled for Primal Fury and begun bringing the pain.

So how best to achieve this? Well, you need cheap units, to start with. The units held in Ambush do not really need weapon upgrades, their very presence should be enough, though the odd command model always comes in useful. These Ambushing units aren't there to take on elite troops on their own, after all, just to give you lots and lots of tactical options and to catch the enemy in the jaws of your vice.

I like to take a couple of units of 20 Gors in my front line and then keep a couple of units of 15 in Ambush, and I will do exactly the same for at least one unit of

Ungors. I also take a unit of Ungor Raiders to act as a nuisance unit, confounding, slowing and redirecting the charges of the enemy elite. This ensures I can get another cheap unit of Raiders into reserve, and they are perfect for taking out those emplaced enemy war machine crews. To me, this is the bare minimum that you need for a decent ambush. I can then be confident that at least two units will turn up right in the enemy's 'blind spots' as my main battleline crashes home.

The last tip I can give for aspiring ambushers is a simple one: make sure that you include Khazrak One-eye in your army! This guy excels in title fights due to his great statline, his 2+ armour save, and most importantly the Dark Mail's ability to negate an enemy's magic weapon (the bane of Rune Fang-toting Elector Counts; Sigmar alone knows how Count Boris Todbringer managed to take Khazrak's other eye). His whip, Scourge, is ace against enemy units with a wide frontage as it allows him to make an attack on each of them. Best of all, though, is his Bestial Cunning rule, which allows you to re-roll your rolls on the Beastman Ambush table. That gives you twice the chance of your units appearing exactly where and when you want them in time for that all-important third turn charge. If you have three units held in Ambush with Khazrak One-eye calling the shots, at least one of them should arrive right in the most advantageous place you could ask for, and that's on Turn 1, sometimes even before the enemy army has moved a muscle.



Top: Khazrak the One-eye is a powerful leader for your force making your ambush even nastier.

Above: If you have an equal-sized unit deployed on the table, you can keep another in Ambush.

Below: An Empire town is overrun by a Beastmen brayherd – and yet more wait in Ambush.





## Wisdom of the Wargor

We asked renowned Wargor Chad Mierzwa for some wise words.

**Chad:** I like to make sure that the core of my battleline contains all the nastiness in my army – the Minotaurs and the Bestigors. Stick them on a flank and the enemy might just abandon the flank. But stick them in the centre and you can be fairly sure you'll get to grips with your foe.

I'm also a fan of chariots – they're fast and pack a wallop. But I always make sure I plough two or three chariots into a single unit. That way I practically guarantee that they'll cause enough carnage to win the combat; absolutely crucial if you're going to best a ranked-up unit in melee. To compensate for the chariot's naturally low Leadership, I often stick my general in a chariot of his own and send him haring off with the rest of the pack.



## The Ambush Table

OK, so some of the results on the Ambush table are better than others. Let's see how you can make the most of them.

**1** *The Beastmen lost the scent. The unit enters from the table edge of the opponent's choice.*

Gah! This one's not so good, and is the reason why you should never put expensive units into Ambush. They will end up effectively getting delayed if your opponent chooses your own board edge – which he usually will. Still, never fear; you get to choose where on your table edge they turn up, so you can have a unit 'in reserve' behind your main line. Try placing them opposite your enemy's hardest unit in case that unit punches through your line – the idea is to ensure your 'reserves' can charge the enemy unit in the flank if it does punch through and pursue, leaving itself vulnerable to counter-attack.

**2/3** *The unit is still getting into position. Roll again next turn.*

OK, not ideal either. If it's the first turn, this isn't so bad – the jaws of your 'Khazrak vice' will close on Turn 3, so your slowpokes still have another turn to show up. If they don't show up till Turn 3, you

can still use them in the vice, though it's grip will be a lot less tight – try to ensure your latecomer unit appears opposite a Minotaur unit that has just charged the enemy (Minotaurs aren't great at running down defeated foes because of their Bloodgreed rule). In this way you can block off the enemy's escape and therefore automatically destroy them, no matter how busy those Minotaurs are filling their faces.

**4** *The unit arrives on the table edge to the Beastman player's left.*

Now we're getting somewhere. A canny player can make the roll of a 4 or a 5 on the table every bit as dangerous as the roll of a 6 by placing his ambushing unit right in the far corner of the board – though they have entered play on a short board edge, they have a full move to adjust until they are in the flank or rear of an enemy unit. You're aiming for a situation where your opponent cannot reform his unit to face both your Ambushers and your main battleline without exposing a flank. There's no way out of this trap if you spring it well. Rolls of 4 and 5 are especially useful for ambushing war machines, which tend to be placed on the far flank in order to ensure they are safe from harm – ha! We'll show them the error of their ways.

**5** *The unit arrives on the table edge to the Beastman player's left.*  
As 4, above.

**6** *The unit arrives on the table edge of the Beastman player's choice. This means that the unit can arrive directly behind the enemy's troops!*

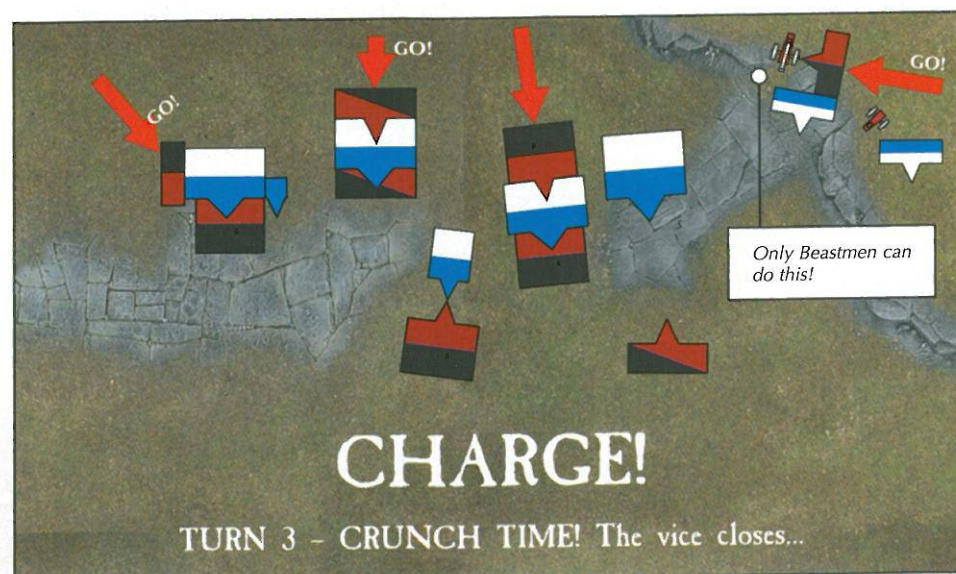
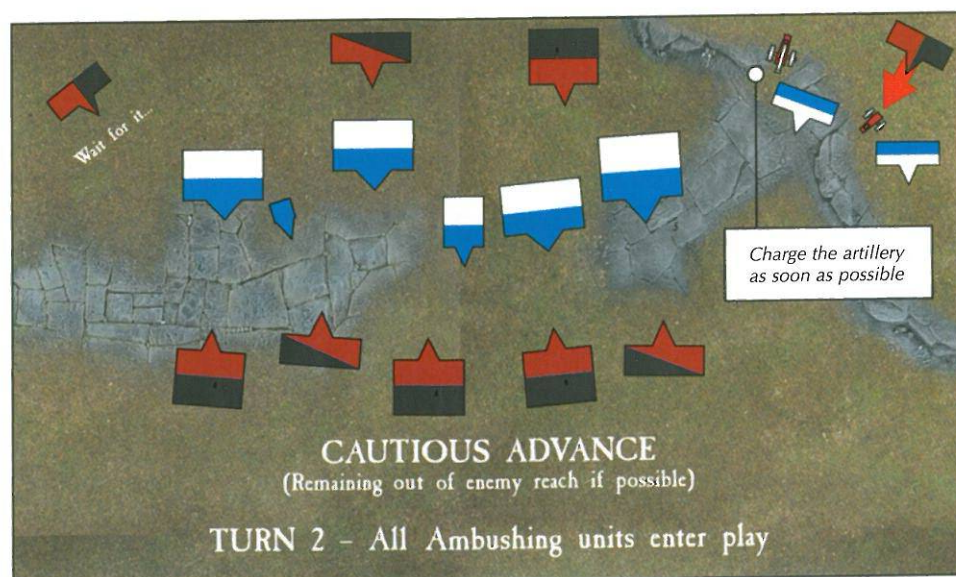
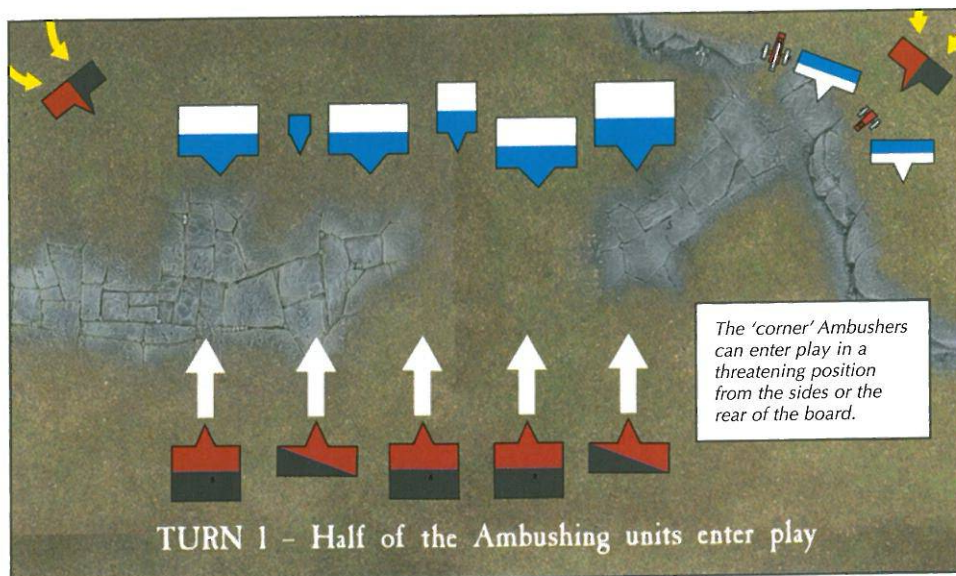
This is the gold right here. A couple of these results early in the game and you get to watch your opponent sweat as he desperately tries to escape your vice. The hard work's done already – your unit is instantly 'in position' – so let's talk about what your opponent might do to stop the threat. One thing he might try is turning his unit round to face the new threat, exposing the rear of his unit but counting on having enough time to take the charge of the ambushers, see them off, and then about-face when the main attack hits home. If you get those 6s on the first turn, and your units show up early, then this counter-tactic can work pretty well. How to prevent it? Well, bring your early-comers on the table as near to the fast units of your battleline as possible – Centigors are ideal but Chaos Warhounds will do at a pinch. This way you can charge him in the rear even if he tries for a quick fix to his dilemma, and the rest of your force can lumber in later.

Of course, with Khazrak in your army, you get to re-roll your results on this table. That's four chances to roll a 6 before crunch time, but remember a 4 or 5 does almost as well.



Bestigor herds make great troops to centre your battleline, charging into the front of the enemy.





## Ambushing with Bestial Surge

Bray-Shamans are a handy addition to both your main battleline and your Ambushers for one simple reason – *Bestial Surge*. At first glance, the spell *Bestial Surge* seems pretty inoffensive – it allows a whole section of your army to move  $D6+1$  forwards, but not to charge with this extra movement – so what, you might say, this doesn't help my ambush! However, this can be the difference between closing your vice on Turn 3, as usual, and closing it a turn earlier on Turn 2. Say two of your four Ambushing units turned up behind the enemy or on his flank on the first turn. A second-turn charge against a formidable enemy unit would be foolhardy, for they would be unsupported – the main battleline has not had time to close the distance between the Beastmen and their foe. However, with a *Bestial Surge* on Turn 1, your army can be within 10" of the enemy battleline by Turn 2 and hence in position to spring the vice. It's an admittedly risky tactic, but against a shooty army you may well close your opponent down to a single round of shooting before you're all over him like a rash.





## The Raiders of Glumhof

### An 'Ambush Force' Beastman List

#### LORDS

- 1 **Khazrak the One-eye**  
270 pts

#### HEROES

- 2 **Wargor Vhogrokk**  
with Battle Standard,  
heavy armour, shield,  
Gnarled Hide. 131 pts

- 3 **Bray-Shaman Morrsnag**  
with Dispel Scroll,  
Hagtree Fetish. 120 pts

#### CORE

- 4 **24 Gors**  
with full command,  
shields. 217 pts

- 5 **20 Gors**  
with full command,  
extra  
hand weapons. 185 pts

- 6 **20 Ungors**  
with spears,  
full command. 135 pts

- 7 **10 Ungor Raiders**  
60 pts

- 8 **15 Gors**  
with full command  
(in Ambush). 130 pts

- 9 **15 Gors**  
with full command  
(in Ambush). 130 pts

- 10 **15 Ungors**  
with full command  
(in Ambush). 90 pts

- 11 **5 Ungor Raiders**  
(in Ambush). 30 pts

- 12 **Tuskgor Chariot**  
80 pts

#### SPECIAL

- 13 **20 Bestigors**  
with full command. 270 pts

- 14 **6 Centigors**  
150 pts

#### POINTS

1998 pts



## The Khazrak Vice

Shown below is a sample 2000-point Beastman ambushing army. Led by Khazrak the One-eye, this army is designed to overwhelm the enemy army from every side as the horde of angry Beastmen unleashes a series of carefully orchestrated, devastatingly timed ambushes. If you follow my advice on the previous page about setting up the ambushes, you won't go far wrong and should succeed at grinding your opponent into the battlefield dirt. I tend to put Khazrak in the unit of Bestigor and then send them after the largest, widest unit the enemy has to offer. I then deploy the Battle Standard Bearer in the large unit of Gors, and deploy both of these units in the centre of my battleline. This gives me a sturdy core – the anvil to my ambusher's hammer, if you will.

## The Monster Mash-up

Pictured below right is a monster-heavy Beastman army that relies not on tactical manoeuvre but sheer brute force. This army has some solid blocks of infantry at its heart, but the real hitting power comes from its monsters – the Razorgors, Giants and, of course, Minotaurs. These heavy-

hitters are shielded by the units of Chaos Warhounds, which act as an ablative screen for the first turn or two and go on to mess up the enemy's battle plans when the Minotaurs and Giant get close. Fast and cheap units like Chaos Warhounds are great at 'taking one for the team.' In other words deliberately forcing powerful flanking units to charge them whilst your big guys focus their efforts elsewhere.

The Chalice of Dark Rain, carried by one of the Gorebulls, imposes penalties on enemy ranged attacks, and hence should be used on the first or second turns to minimise casualties until your Ambushers show up and silence those guns once and for all. With armies such as this, you need to concentrate your 'early game' on getting the heavy-hitters to the enemy lines intact – the tremendously destructive Beastman monsters will do the rest.

Placement of the heroes is vital, because Minotaur heroes confer Frenzy to the unit they join – and better yet, they therefore make them immune to Panic tests, because this monster-led army has a pretty dodgy Leadership 8 (the downside of having such a killy general). Doombulls are especially mean – there's no real need to





## An Oldy But A Goody

A tactic beloved of Beastmen players everywhere, and also Lizardmen players come to that, is to purchase a S5 character a great weapon, giving him a juicy Strength of 7. A nearby Bray-Shaman then casts *Steed of Shadows* on that character every turn – you're guaranteed to be able to choose this spell as it is the first in the Lore of Shadow spell list – and bingo, you have a flying death machine that can charge and destroy chariots and even heavy cavalry in a single round. It's also great for running down units that have elected to flee – trust us, you'll be seeing a lot of those when the Minotaurs come thundering in!

give them anything but the most rudimentary weaponry. With a statline of 6s and 5s he can look after himself, and even if armed with nothing more unusual than a great weapon, a Doombull can tear apart even a Dragon without breaking a sweat. Yes, really.

The Battle Standard Bearer joins the large unit of Ungors armed with spears, the Bloodgreed rule giving them Frenzy and ensuring that all those little pigsticker spear attacks hit with S4 due to his Beast Banner (+1 Strength to the bearer and the unit he is with). The idea is that the little guys in this army are so caught up in their Minotaur leaders' Bloodgreed that they become pretty scary in their own right!

And that's about all the space and time I've got to talk about Beastmen Ambushes, which means the editors will be over to herd me back into my lair any minute now. Of course, there's always more to learn about playing a new army. I covered the tactics of Gorthor the Beastlord in a little detail last month, and there's much more info about Beastmen tactics online – check out our 'Lords of the Wild' article for some character-specific tactics and a few more hints and dirty tricks with which to tear civilisation apart.

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## Rammsnort's Wreckers

### A 'Brute Force' Beastman List

#### LORDS

- 1 **Rammsnort the Doombull**  
with heavy armour.  
247pts

#### HEROES

- 2 **Glutt the Gorebull**  
with great weapon,  
Chalice of Dark Rain  
heavy armour.  
218pts
- 3 **Clotblood the Gorebull**  
with Battle Standard,  
Beast Banner, heavy  
armour, shield.  
272pts
- 4 **Bray-Shaman Vorgok**  
with Dispel Scroll.  
100 pts

#### CORE

- 5 **24 Gors**  
with full command,  
shields.  
217 pts
- 6 **15 Gors**  
with full command  
(in Ambush).  
130 pts
- 7 **30 Ungors**  
with full command,  
spears, shields.  
195 pts
- 8 **14 Ungors**  
with full command,  
shields (in Ambush).  
85 pts
- 9 **4 units of  
5 Chaos Warhounds**  
120 pts
- 10 **Tuskgor Chariot**  
80 pts

#### SPECIAL

- 11 **4 Razorgors**  
220 pts
- 12 **5 Minotaurs**  
with extra hand  
weapons,  
full command.  
345 pts
- 13 **3 Minotaurs**  
with great weapons.  
189 pts
- 14 **6 Minotaurs**  
with extra hand  
weapons.  
354 pts

#### RARE

- 15 **Giant**  
225 pts

**POINTS** 2997 pts



DAVE AND JERM'S

# OLD WAR STORIES

OLD CAMPAIGNERS FLOGGING AN OLD WAR HORSE

**Our old campaigners are on another rampage about scenario play. This time they've vowed to take us deep underground beneath the Worlds Edge Mountains. But steer clear of those mushrooms – they aren't to be eaten...**

**Jeremy:** Before Dave and I get started ruminating and pontificating let me warn you that scenario play is not for everyone. It is important to say this early before the madness fully grips me and such niceties are steamrollered beneath rampant enthusiasm. Scenario play adds complication, doesn't always work out and often means you have to put in more effort. And there can be quite a lot of extra work involved in such games – making up scenarios, painting extra models, creating special terrain pieces and so on. I did not want to rashly effuse about the exciting bits of such zany battles without first offering some attempt at

caution. But, having dutifully warned you of the impending dangers I can now descend into frothing lunacy.

I admit that playing a scenario is by far and away my favourite way to play a wargame. When I play a game what I am after most is a well-thought out and characterful battle, something that grips my imagination. I have found that some of my best and most memorable results have come about when someone plans out the battle. And by 'plan out the whole battle' I mean exactly that. That means supplying the story, the objectives, both armies and any accompanying special rules or features. This really allows for more background and

## DAVE'S VIEW

When making up my own scenarios I try to remember the battles that I've enjoyed the most in the past, and think about what made them so good. The kinds of battles I most enjoy are the ones that have a real ebb and flow. Winning hangs in the balance for both sides until the very end. The best games are full of surprises, including a healthy helping of both good and bad luck. The extra touches added to the scenario by Jeremy really help the game out – I definitely enjoyed the extra scenery, especially the Dwarf rail line and the stands of fungus.





character to be put into the game and isn't driven by game rules or limited by worrying about fairness.

Clearly this is not the kind of thing my gaming group is used to. We'll typically agree points, turn up with our army and play. When playing at my house I usually add some sort of simple objective-based victory condition (destroy the watchtower, hold the bridge and so on). But instead of that style of game, here is what I wanted to do: I wanted to create a characterful and exciting scenario that would be fun to play more than once. More specifically, I wanted that game to be a particular fight based on what I think is one of the most exciting rivalries in the Old World – Dwarfs versus Night Goblins. As I own both armies it was an excuse to paint more models up, invent some of my own characters and bring to life the underground warfare I have read about. I wanted the forces made up to give an exciting back-and-forth battle that would go 'down to the wire'. Basically I wanted to be a control freak and prepare the best game I could and then invite my friends over to join in. Upon arrival they'd walk in to see an evocative underground battle already set up and waiting. The narrative of the battle

was short enough for the players to read and choose which side they'd like to play. I'll either play the other side or serve as a games master.

Those who play War of The Ring or Strategy Battle Game won't see anything unusual in this style of play. In fact, this is standard fare; the scenario sets the scene and allows the players to recreate a famous battle. You might plan to replay Helm's Deep and, as a fan of The Lord of The Rings, you already know the story, the characters, terrain and armies, and set the game up accordingly.

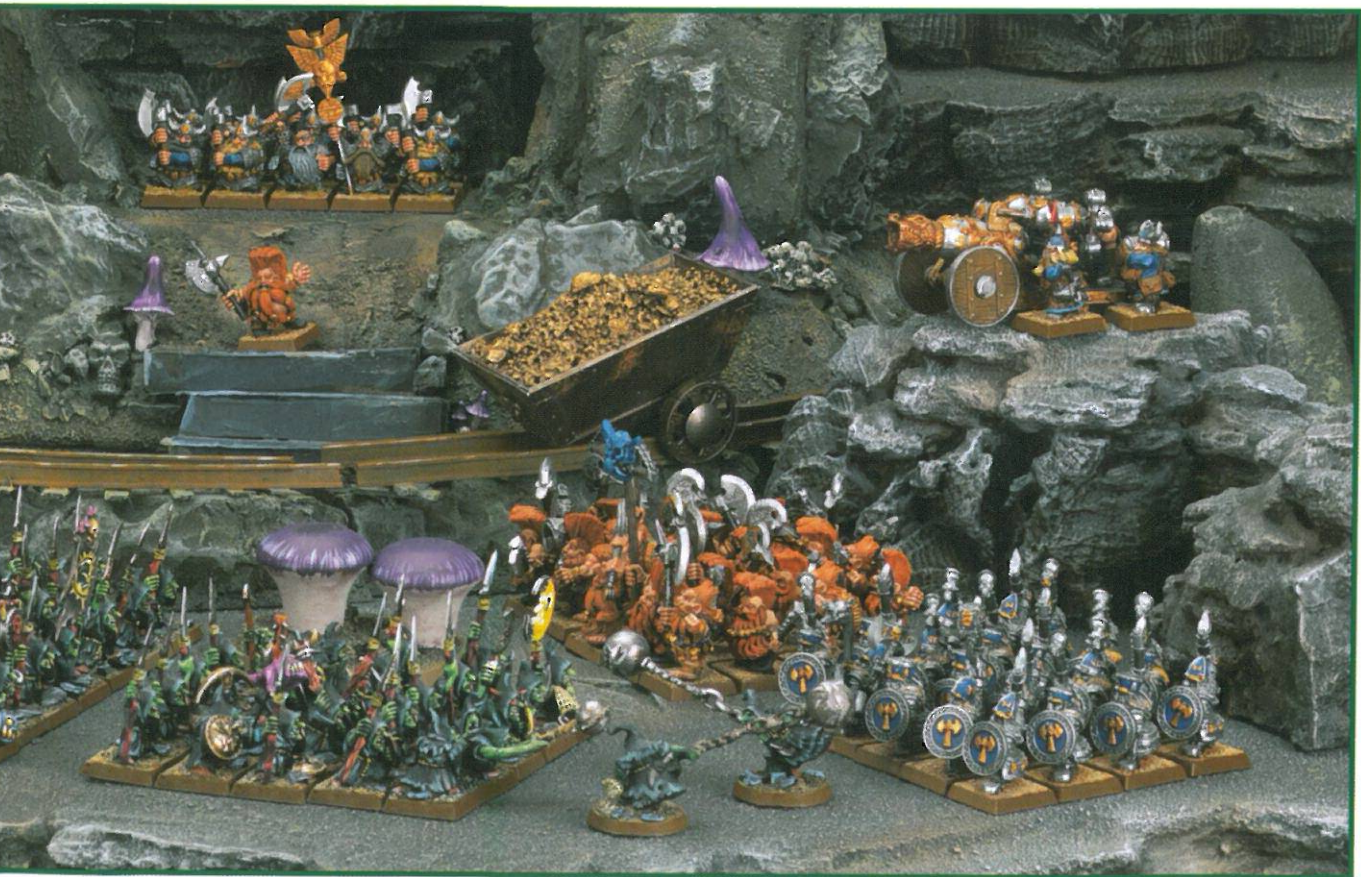
Oddly enough, such a style of gaming is rarely applied to Warhammer or 40K. At least, that's what Dave and I felt as we reminisced about our favourite battles. As old campaigners, well-used to playing such kinds of games, we wondered why we didn't show this kind of battle off in White Dwarf. Hence this article. But, as is the way, our conversation turned into a bit of a competition with each other. It was agreed that we will each design a battle, and then put on a game for each other. We weren't so much worried about who won the game on the tabletop, but rather we started getting competitive about who could put on a more enjoyable game!

### Scenario Inspiration

Inspiration for a new wargaming scenario can come from many places. Many start off as interesting background stories found in army books or codexes. Others might come from historical battles, films or novels. The Black Library produces a great many such blood-filled battle tales. The recently released Warhammer 40,000 Battle Missions is also a great boon for players looking for new games to try. Great to play on their own, it is easy to add further details to add more narrative into the 33 scenarios presented in the book. After all, there are always planetary governors that need rescuing, frozen dark age relics to return to the Imperium, or long-standing feuds that need resolving.

The scenario does not have to be complicated to be enjoyable and Dave is quick to point out that a simple idea well executed often produces the best results. I often recall Dave's sound advice late in the night as I try to wrap up my latest overwrought project. Which is why I point it out here – just because I seem to ignore Dave's wisdom doesn't mean it isn't good advice!

*Below: With a few extra gaming rules and some specially made terrain pieces, Jeremy hoped to recreate an underground Warhammer battle.*





## THE SCENARIO

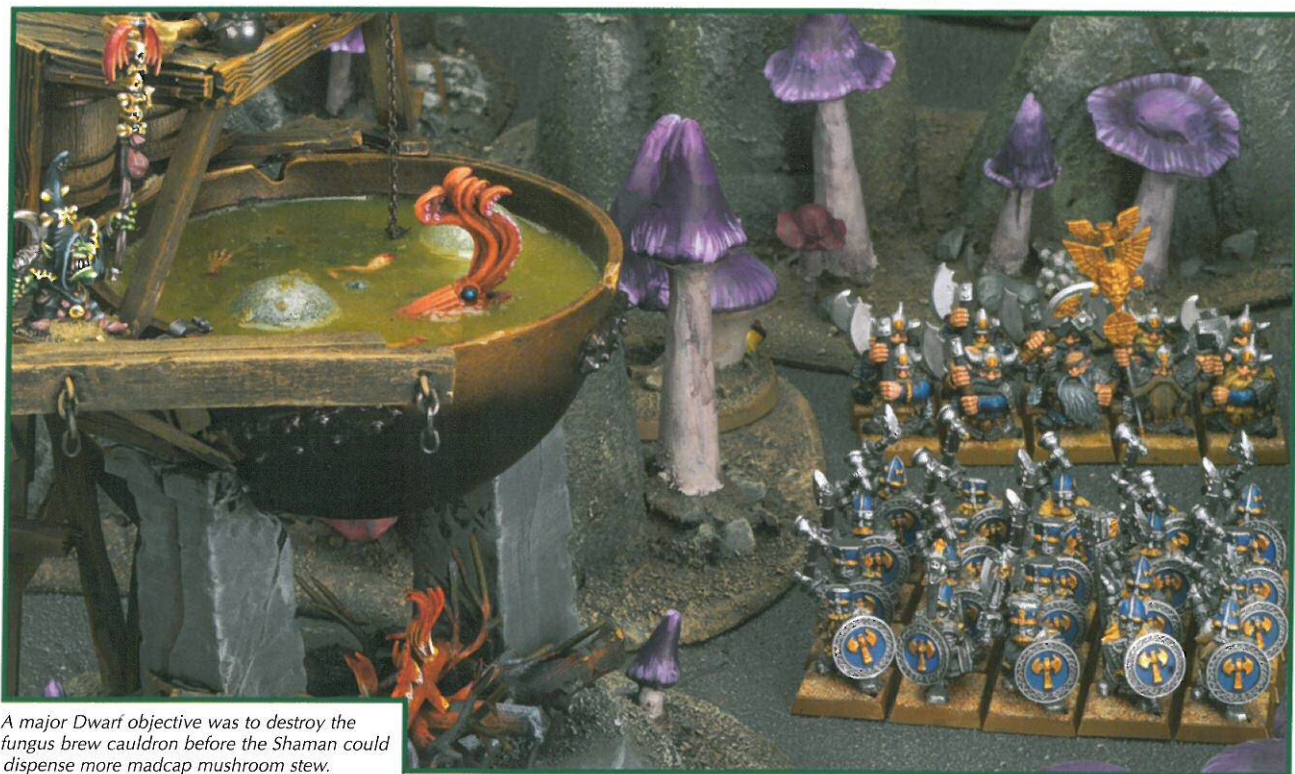
For my scenario I wanted a single large Warhammer game to be fought underground. I wasn't after desperate tunnel fights, but rather the culmination of many such little skirmishes in a final, all out assault on a cavernous main hallway. I decided early on that I wanted the Night Goblins to be on the defensive and the Dwarfs the attackers. This is the reverse of how most people instinctively picture the respective races and I thought this juxtaposition to be a good thing. The idea of modelling a few pieces of Night Goblin cave terrain sounded fun and frankly easier in my limited terrain-building time than attempting to recreate the magnificence and master craftsmanship of the Dwarfs! Secondly, it allowed the Dwarfs to be cast in the role of attackers. The bearded ones have been too long cast as merely victims and not as the deliverers of fiery retribution. As the acknowledged best grudgebearers in the Warhammer world it will be nice to give the Dwarfs an opportunity to take back what's theirs (or die trying)!

I wanted to make the action personal so I invented a few characters and a bit of background. I wanted to link the story with the larger narrative of Skarsnik and the long-standing wars going on all the time at Karak Eight Peaks. For readers that don't know, Karak Eight Peaks

was a famous Dwarf hold that fell to Skaven and Goblins ages ago and the Dwarfs have recently recolonised a small portion of the enormous hold in the face of their long-time foes. It is a bloody three-way battle and really characterises to me the give-and-take nature of the eternal struggles that rage in the deeps below the Worlds Edge Mountains.

## DAVE'S VIEW

What I like best about making up the scenario and preparing both sides is that it allows you to shape the narrative, free of rule constraints. You can include special units, characters, or events. In short – you can make up anything you want!



*A major Dwarf objective was to destroy the fungus brew cauldron before the Shaman could dispense more madcap mushroom stew.*



# THE BATTLE BENEATH GRIMMPEAK

*King Burak Grimm's newly established mines have been under constant Goblin raids for the last decade. Eager to protect his growing domain, but tired of watching his thinly stretched defences foiled time and again, King Burak dispatched his Rangers to seek the refuge of the foe. If he could find the Night Goblin lair his people could once again grow rich.*



## DWARF BRIEFING

The Dwarfhold of Grimmpeak is not a rich one although it holds some high connections. King Burak, its ruler, is seeking fortune like his forefathers of old. He has extended his mineworks further south – closer to the dangerous outskirts of Karak Eight Peaks. He has done so by the leave of its lord, King Belegar, the heroic Dwarf who inspired his kind by recolonising part of that great Dwarfhold of old. King Belegar, however, issued many warnings to King Burak. He warned the newcomer of the cunning tactics, extreme guile and foul depredations of the Crooked Moon tribe. These are Night Goblins of much ill-repute, led by none other than Skarsnik, the self-proclaimed ruler of Karak Eight Peaks. Indeed, the Night Goblin Lord held much more of the ancient Dwarf realm than did its rightful ancestors. Against such an enemy King Belegar was right to counsel others to be extra wary.

A decade passed and the new mine workings were already paying off for the King, with rich veins of copper, iron and gold. However, as excavations advanced, their mines were discovered and often raided in increasing frequency by Night Goblins. The fighting was bitter and soon the Grimmpeak halls were emptied of warriors, called to defend the southernmost mines. The raids had grown especially hard-hitting and vicious, following much the same pattern of wicked guile as King Belegar had wisely foreseen. Indeed, it could be none other than elements of the Crooked Moon tribe, eager to rob the Dwarfs and prevent them drawing closer to their beleaguered brethren at Karak Eight Peaks.

Eager to seize the initiative, Burak Grimm ordered forays and deep searches by his Rangers and Miners, yet no Night Goblin lairs could be discovered. The insidious

creatures seemed to pop up in the midst of the mine workings and then disappear without a trace. They must have a base camp close – yet none could be found.

It was then that a mysterious map scrawled on what had to be Goblin hide was found nailed to the main gates of Grimmpeak. It seemed to point out a hidden lair. Suspecting a trap, Grimm ordered a small team of Rangers to reconnoitre. They rushed back with word of a major lair full of Night Goblins including many especially inviting targets.

The scouts made a rare sighting of a fungus brew cauldron, the device Shaman use to boil Mad Cap mushrooms to create the potion that produces the dreaded Night Goblin Fanatics. Destroying this weapon would deny the hated Night Goblins would their most potent weapon.

Dwarfen prisoners had been spotted, including Forek Grimm – the black sheep of King Burak's family (incidentally, Forek became a Slayer after an embarrassment actually involving a black sheep). He had been captured during one of the many Night Goblin raids.

And finally the Rangers made the most important discovery of them all – Greebo Stuntystabba the hateful captain of the Crooked Moons, one of the top chieftains of that dreaded tribe. Greebo had so many entries in the Book of Grudges he trailed only his foul master, Skarsnik. Slaying Greebo and his Red Kap Kommandos would strike out many long-held grudges.

Now was his chance to smite the elusive raiders, wiping them out utterly and paying them back for countless wrongs. King Burak ordered his warriors to ready themselves for all-out battle.

## GOBLIN BRIEFING

It has been a little over a year since Skarsnik sent Greebo Stuntystabba to harass the new stumpy mines to the north. Since those times the plunder has been good – the ladz have eaten roast Dwarf every night and piles of loot are amassing in great heaps.

At first Greebo's raids were sporadic, as the Night Goblins had far to travel in order to reach the Dwarfen holds. However, the discovery of an abandoned mine shaft,

perhaps lost since the beginning of the collapse of the Dwarf Empire, has greatly aided the greenskin efforts. Its hidden entrances and tunnels allowed Greebo's raiders to set up a large lair close to the foe. Yet his long sleep after countless nights of revelries has been ruined by the blaring of many horns. Curses! The stunties have marched out in force to smash the lair. Wake the Giant! Get that Shaman to help! Dispense the Mad Cap mushrooms – it's war!



## THE BATTLE

The battle is more or less straightforward, with just a few special rules. The Dwarfs will win a complete victory if they can claim the captive brother of Dwarf King Burak, slay the hated Night Goblin general and smash the Night Goblin Fungus Cauldron. Achieving any two objectives will count for a victory, albeit not as devastating a triumph as was hoped for. The Night Goblins clearly want to prevent any such things from happening and win by wiping out the Dwarfs before the hairy-faced dullards can achieve their victory conditions.

### How the Game Went

I played the battle myself a few times and games mastered it once before I played against Dave. Each time I tweaked the set-up, force composition and special rules. I noticed some common themes in my games. As the Dwarfs pressed their assault, the Night Goblin regiments rushed towards the Fungus Brew Cauldron – the special rule allowed for any touching unit to immediately add three Fanatics! Although the Night Goblins had the numbers (over 350 of the critters!) they didn't have much hitting strength and desperately needed to whittle down the powerful Dwarf formations. Fanatics helped in

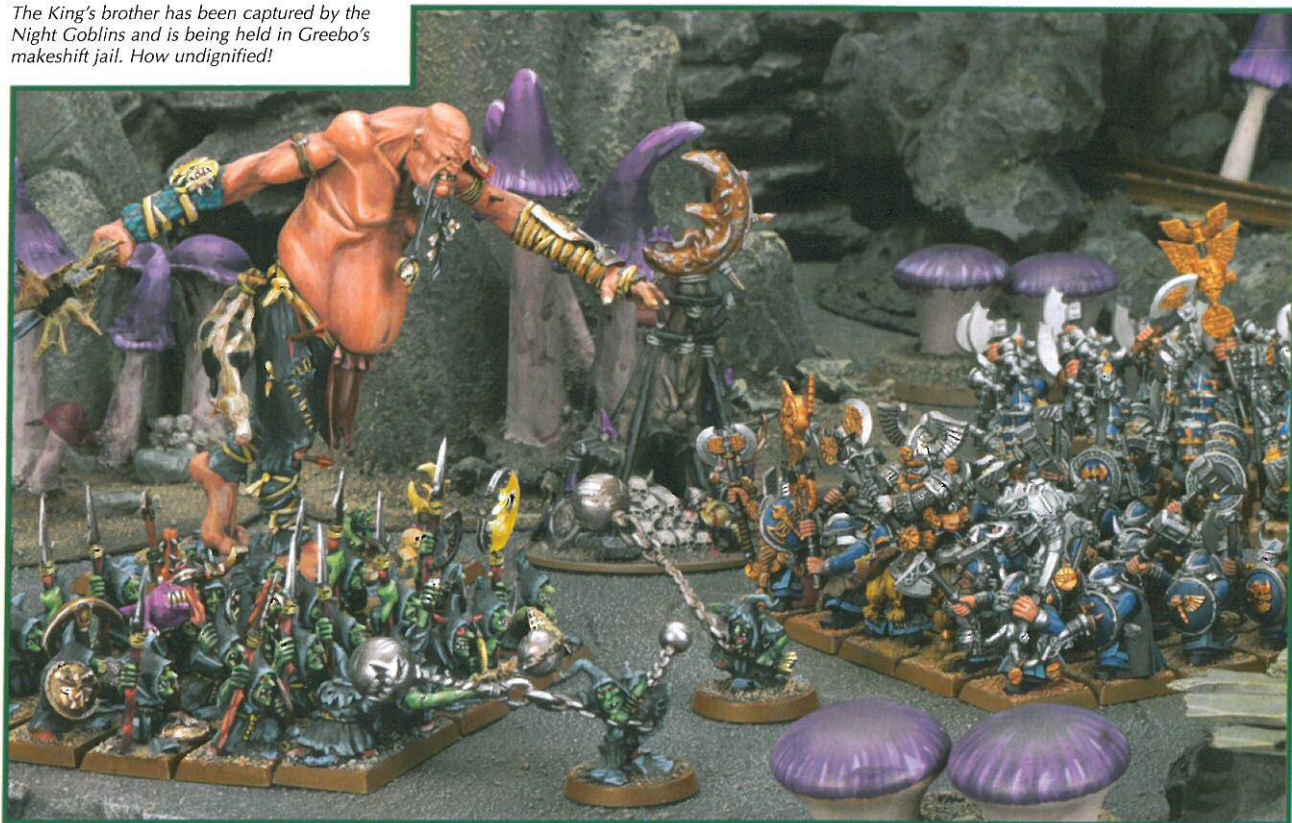
that regard and in all the games the middle turns became humorous to watch as Fanatics criss-crossed the board, often failing or succeeding in spectacular fashion. The Night Goblins had a few surprises to unleash during the games. First off was Gronk, the befuddled and drunken Giant. He could be awoken on the roll of a 6 at the start of each turn, but in the meantime most players formed a protective screen around him. In one game he was awoken in Turn 1, although typically he tormented his green-skinned masters by snoring deeply until the Dwarfs got very close. Also, in any turn past the fourth turn, the Night Goblin player could rouse the Stone Trolls. A formidable group of six Stone Trolls then emerged from any rockpile on the tabletop. This often put a spanner in any stunty plan and had a habit of saving the Night Goblins from disaster, at least for a few turns! The final ace up the Night Goblin robe was none other than Greebo Stuntysticka and his Red Kap Kommandos. Greebo was a formidable Night Goblin Bigboss who could re-roll all to hit and to wound rolls against the Dwarfs, every round! Even worse, so long as he was alive, his elite unit used his eternal Dwarf-hatred too. This meant the Red Kap Kommandos could stand up to the

tougher Dwarfs, at least for a little while. Of course, killing Greebo was a victory objective for the stunties so the players tended to commit their best fighter when the going got desperate! Those who had the most successes with the Goblins held Greebo out of the fray until the end.

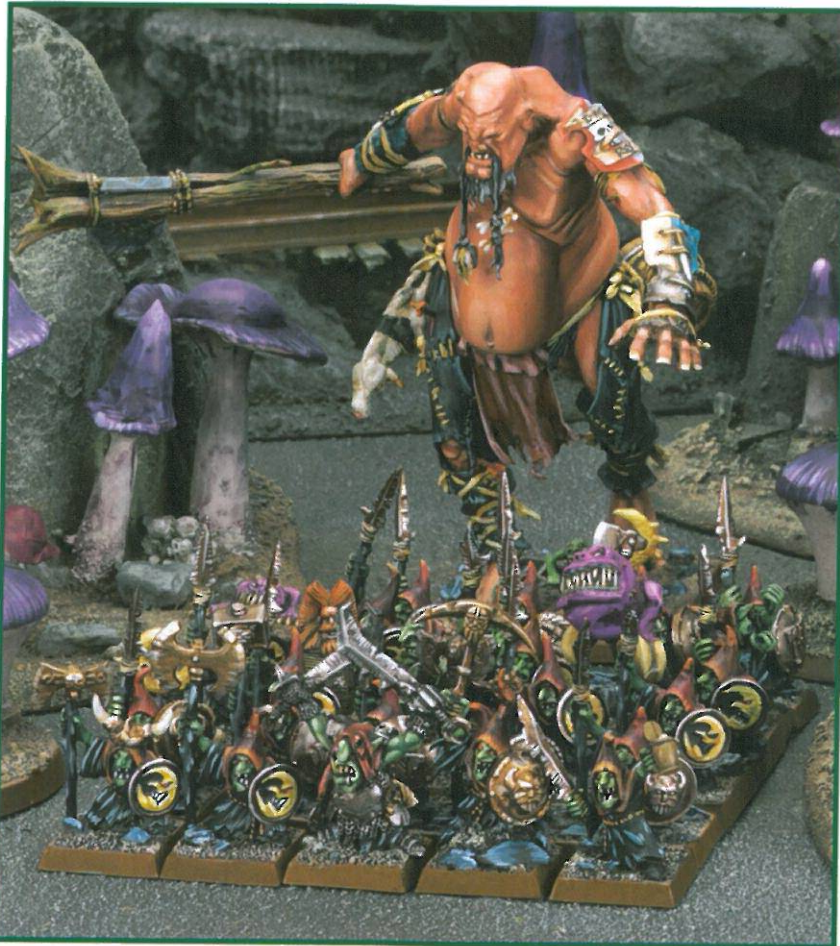
Although outnumbered, the Dwarfs far outclassed their goblinoid foes. With his bodyguard of Hammerers, King Burak was the best warrior on the tabletop. The Ironbreakers easily formed the best regiment available to either side and a large unit of Slayers greatly aided the Dwarf cause. Two units of Miners were available to the Dwarf player as well and the time and placement of their arrival (on any board edge) greatly increased any chance of Dwarf victory. In all the games, the Dwarfs simply unleashed untold slaughter upon the Night Goblins, slaying many times their own number before succumbing to ball-and-chain wielding loonies, archery and the devilry of greenskin counter-attacks.

The game provided interesting play, tense moments and plenty of room for good and bad manoeuvres. Best of all, whether chanting the dreaded Greebo's name, calling on the spirit of Gork and Mork or grumbling mightily about wrecking

*The King's brother has been captured by the Night Goblins and is being held in Greebo's makeshift jail. How undignified!*







**Above:** Greebo Stuntystabba and his Red Kap Kommandos are deadly fighters when facing their hated enemy, the Dwarfs.

**Below:** Six Stone Trolls lurch out of the rockpiles to provide a much-needed counter-attack for the Night Goblins.



further revenge, everyone who played got into the spirit of the underground grudge match. The best game went for 12 turns and ended with a climactic combat involving the Dwarf King, Greebo and the heavily wounded Giant. To add insult to injury, the dying Giant fell directly atop Greebo! Because I made both lists the game had a habit of lasting longer than normal (no bad thing!) and came down to the last few combats to determine who was the winner.

## Conclusion

So how do I think it went? Well, it was a good start. I didn't get as much done as I'd have liked (and only finished what I did with the help of my friends!). I enjoyed converting a few models and building some terrain but wished I had even more (although it was hard enough to pack them all in my luggage to bring over to Nottingham for a game with Dave!). All the extra touches go a long way, but time is the enemy. It is no easy task to supply two armies, much less terrain to go with them. But I did warn you – this style of game is definitely for the sanity-challenged, but the overall effect is well worth the effort. Once you've played in such a game you'll want to do it again – or even host such a battle yourself. Think of what your gaming group could achieve if everyone pitched in. Enormous and glorious battles await! I seriously think one of the reasons why I like these sorts of games best is that they really push me. My existing collection is not enough – I have to paint, convert and make more terrain! It really is just another excuse to do more hobby stuff (if you set a date for a game it further galvanises you). If only I could add that Squighemoth, or finish the Squigpits, or model up a forest of fungus... If you fancy playing my scenario for yourself, go online:

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

## NEXT TIME

Now it is Dave's turn to put on a game. He won't say exactly what he's doing, but rumour has it he's working on a boarding claw torpedo, melted bulkheads and other features that smack of boarding actions in the 41st Millennium! We'll see you then. In the meantime, why not ponder what great battle you'd like to put on for your friends?



**WARHAMMER®**

# MOVE AND FIRE

In the third part of our series on army composition, Andy Smillie turns to building an army that destroys its foes from afar with shooting and magic.



**O**ver the last two months we've looked at picking a 'balanced' army and using a fast, aggressive army. We've looked at their pros and cons, and how to use them.

This month we'll focus on another type of army, a force containing enough missile troops, war machines and magic users to blast the enemy apart before they ever make it across the board. I like to call this type of army a 'Move and Fire' force. The basic idea with a Move and Fire army is to obliterate the enemy from range before he can get to grips with any of your units. These sorts of armies are sometimes referred to as 'gunlines', but I prefer Move and Fire because gunline sounds rather static, and the one thing you can be sure of is that no matter how much firepower you bring to the tabletop you'll still need to manoeuvre it into position.

To be an effective Move and Fire army just about everything in your army should be able to deal damage from afar – whether with handguns and bows, magic missiles or artillery, it doesn't matter so long as they can shoot. The longer the range and more shots any given model can unleash, the better. Obviously units with a high Ballistic Skill are good as it helps all those shots hit something, but sheer volume of shots is good too. BS4 Elves of all stripes fit the bill, as do large units of cheap archers, like Night Goblins.

A good Leadership also comes in handy – if your units are loitering around near your own board edge, you don't want an untimely Panic test to see them run from the field. Unless your opponent is fielding a Move and Fire army too, he will be trying to close with you as quickly as possible so any unit you can employ to

*Continued on page 51...*



# HOST OF THE BLOODY DAWN

The Host of the Bloody Dawn is the quintessential Move and Fire army, armed with everything it needs to destroy the enemy from afar. The Supreme Sorceress and Sorceress provide lethal magic support and are mobile enough to stay alive. Make sure you have the *Chillwind* spell, even one casualty from this spell and an enemy unit will be unable to shoot the following turn. One of the Sorceresses has Lifetaker, which always hits on a 2+ and is ideal for targeting enemy skirmishers. The Repeater Crossbowmen, Dark Riders and Reaper Bolt Throwers can all throw out a lot of accurate missile fire for comparatively small units. The Harpies are flying skirmishers and cost very few

points, making them ideal for march blocking and can at a pinch be used to take out any opposing war machine crew. The Shades have a fantastic Ballistic Skill and can lay down a lot of fire, while their ability to Scout allows them to take up position and target vulnerable enemy troops from Turn 1.

The Assassin can be placed in either unit of Shades or the Warriors. If you place him with the Shades he can get into position to use his Rending Stars or charge out to engage a small unit or a war machine. But, if you place him with the Warriors, he's a nasty surprise waiting for any enemy that charges the unit – which they invariably will, as you'll be anchoring your battleline with them.



## LORDS AND HEROES

- 1 Supreme Sorceress**  
Level 4 Wizard, Dark Pegasus, Focus Familiar, Pearl of Infinite Bleakness, Hydra's Teeth.  
400 points
- 2 Sorceress**  
Level 2 Wizard, Sacrificial Dagger, Null Talisman.  
175 points
- 3 Sorceress**  
Level 2 Wizard, Tome of Fury, Lifetaker.  
192 points

## CORE

- 4 10 Repeater Crossbowmen**  
100 points
- 5 10 Repeater Crossbowmen**  
100 points
- 6 14 Dark Elf Warriors**  
84 points
- 7 Assassin**  
Cloak of Twilight, Manbane, Rending Stars.  
165 points
- 8 5 Harpies**  
55 points
- 9 5 Harpies**  
55 points
- 10 5 Dark Riders**  
Musician, repeater crossbows.  
117 points

## SPECIAL

- 11 5 Shades**  
80 points
- 12 5 Shades**  
80 points

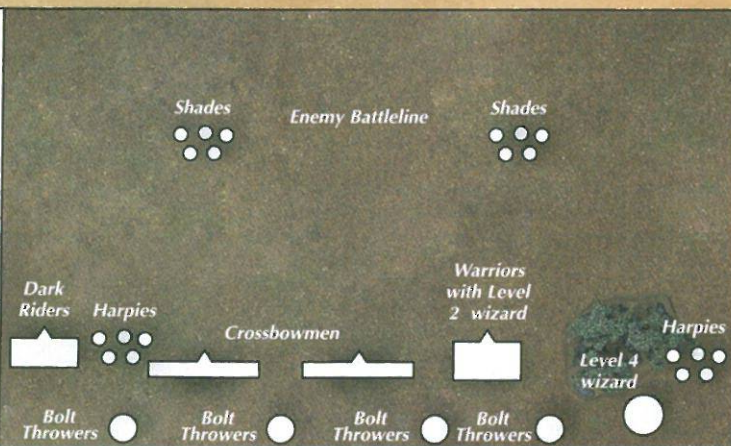
## RARE

- 13 2 x Reaper Bolt Throwers**  
200 points
- 14 2 x Reaper Bolt Throwers**  
200 points

**TOTAL** 1991 points

## Standard Deployment

This is how I deploy the Host of the Bloody Dawn for battle. The Harpies are deployed first, 12" on to the board ready to fly forwards on Turn 1 and get in the way of enemy units. Then the Repeater Crossbowmen occupy a fairly central position, each in a separate board quarter. Next the bolt throwers, which are spaced out to prevent a lucky charge taking more than one of them out in a single round. The Dark Riders are placed on a flank, away from any obvious threats, and the unit of Warriors deploy somewhere that affords the Sorceress in their unit a good line of sight. The Supreme Sorceress is deployed out of sight, to keep her safe from enemy shooting on the first turn. Her Focus Familiar and Dark Pegasus let her get into position quickly.





# THOREK'S THUNDEROUS THRONG

Thorek's Thunderous Throng is more unusual than the Host of the Bloody Dawn, in that it puts the Fire in Move and Fire. But that's okay, because it does have Thorek Ironbrow and the Rune of Wrath and Ruin. Each Shooting phase Thorek can strike this rune and on a 2+ an enemy unit will suffer D6 Strength 4 hits and halve its Movement until the end of its next Movement phase. If you call on the Ancient Power of the rune then D3 enemy units are affected on a 3+.

Oh, and you can re-roll the dice once per game provided Thorek's assistant Kraggi is still alive. Use Thorek to slow down the 'Enemy of Ultimate Doom' (those really scary enemy units, such as Dragons), skirmishers and other fast units.

Every war machine in the Dwarf army is Stubborn, which makes them far sturdier and able to hold out in combat

for longer. The Bolt Throwers and Grudge Thrower have also been joined by an Engineer, making them more accurate.

The Dragon Slayer is Toughness 5 and Unbreakable, really beefing up your battleline. Use him to tie up a unit that you don't want to divert firepower to deal with for a turn, or hurl him into a small unit that the Dragon Slayer can handle by himself.

The Miners are the only 'mobile' unit in the army. Able to turn up on any table edge, they are useful against a foe with plenty of missile units and war machines. Use them to appear behind the enemy's lines and then have Thorek strike the Rune of Oath and Honour to let them charge straight away. This can catch your opponent off guard and cripple his shooting capabilities, especially if his combat units are headed the other way.



## LORDS AND HEROES

- 1 **Thorek Ironbrow**  
505 points
- 2 **Runesmith**  
3 Runes of Spellbreaking, great weapon, Gromril armour, shield.  
151 points
- 3 **Dragon Slayer**  
Rune of Cleaving.  
70 points

## CORE

- 4 **10 Thunderers**  
Shields.  
150 points
- 5 **10 Quarellers**  
Shields.  
120 points
- 6 **10 Quarellers**  
Shields.  
120 points

## SPECIAL

- 7 **Cannon**  
Rune of Forging, Engineer.  
140 points
- 8 **Bolt Thrower**  
Rune of Penetrating, Rune of Burning, Engineer.  
90 points
- 9 **Bolt Thrower**  
Rune of Penetrating, Engineer.  
85 points
- 10 **Grudge Thrower**  
Rune of Penetrating, Rune of Accuracy, Engineer.  
145 points
- 11 **12 Miners**  
Prospector with steam drill, musician, standard bearer.  
182 points

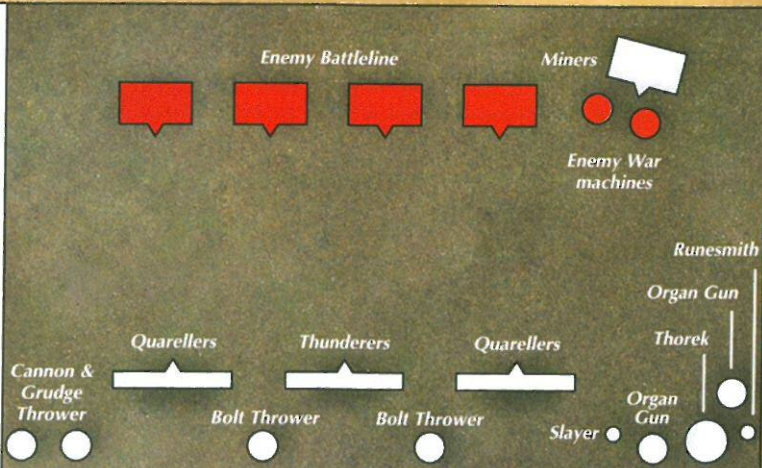
## RARE

- 12 **Organ Gun**  
120 points
- 13 **Organ Gun**  
120 points

**TOTAL** 1998 points

## Standard Deployment

This is how I deploy Thorek's Thunderous Throng for battle. The Quarrellers go down first, about 5" onto the board and then the Thunderers 7" on – the Thunderers have a shorter range and by staggering the units you prevent an enemy from charging your whole line at once. Though obviously if you're playing an army that relies heavily on shooting and won't be rushing towards you, you can set up both the Quarrellers and Thunderers up the full 12" on. Then all of the war machines are deployed. By this time you should know where you're going to deploy Thorek. Place the Organ Guns near where he'll be – the enemy is going to be champing at the bit to kill Thorek and stop his damnable hammering, but the Organ Guns will make them think twice about approaching him.





Continued from page 48...

slow him down is a good idea. Flyers and scouting units are great for stopping an enemy from marching and ideally you'll want at least two such units in your force. Your Heroes should be powerful spellcasters too, able to unleash devastating magics upon the foe or bolster your other units as required; or else have potent ranged attacks of their own.

When your army relies on keeping its distance from the enemy and shooting them as they approach it helps to get the first turn. In fact, deployment is crucial when using a Move and Fire army as once deployed you don't want to move your units unless it's absolutely necessary – doing so will reduce both your accuracy and your rate of fire.

When setting up your army, give particular consideration to how far the enemy will be from you, and how fast they're going to advance on your position. Use deployment to your advantage, making sure that you maximise the number of opportunities you'll get to shoot the foe.

The two most important things to learn when using a Move and Fire army are how to pick your targets and how to protect your flanks. You need to make sure that you target the fastest-moving enemy units first, followed by those that pose the biggest threat. If you're faced with skirmishers that are advancing quickly on your line or are shielding other units moving up behind them, then try and use attacks that don't have to roll to hit to deal with them, negating the to hit penalty against skirmishers – magic missiles, war machines and breath weapons are all effective against skirmishing units.

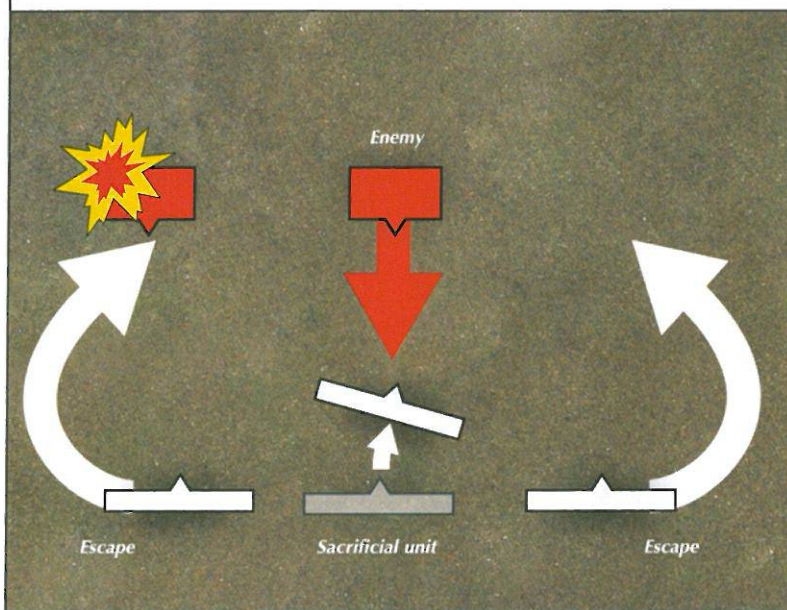
If the enemy manages to charge the flanks of your battleline then he can very easily threaten your entire army, overrunning from one unit straight into another. To prevent this, anchor your flank with a piece of terrain, a sturdy unit or something that will make your opponent think twice about advancing on it – an Organ Gun or Volley Gun, for example.

It's easy when using a Move and Fire army to get ahead of yourself and assume that because the enemy is taking a pounding that you're home free and victory is in the bag. But remember, your shooty units aren't generally built for combat and most are fragile at best – your opponent won't have to reach your lines with much in order to start duffing you over.

You can see a couple of sample armies on the previous two pages – the Host of the Bloody Dawn is the epitome of this type of army, in my opinion. It has 36 models that have shooting attacks, not including the three Wizards and the four bolt throwers. It also has a highly mobile element to it, with most of the army having Movement 5 and the Dark Riders, Harpies and Dark Pegasus moving even faster.

## Making Space

No matter how hard you try, some of your opponent's army always seems to make it into charge range of your units but you can limit the damage caused by making some space and moving your army out of the way. In the example shown, concentrate your fire on the enemy's weakest flank and once it was thinned out, move your army away from the centre towards the newly empty area. Alternatively you can position a sacrificial unit to redirect the enemy's charge, allowing your other units to escape and continue firing.



Thorek's Thunderous Throng is an exception to the rule about mobility, but Dwarfs can get away with it since they're both stubborn and tough. Even their ranged units are more than capable in a fight. The army can pump out a lot of firepower, with no less than six war machines and thirty crossbow and handgun-armed Dwarfs, not to mention Thorek himself.

Of course, the Host of the Bloody Dawn and Thorek's Thunderous Throng are just two examples of Move and Fire armies, and with a little thought you can create equally potent lists from any of the Warhammer Armies books. An Empire army chock full of Great Cannons, Helblaster Volley Guns, Outriders, Huntsmen, Handgunners and a Level 4 Wizard Lord has the makings of a good Move and Fire army. Equally, both Wood Elves and High Elves make for excellent Move and Fire forces, with a selection of potent magic users and a plethora of excellent archers. And although the Undead might not strike you as particularly shooty or mobile, the Tomb Kings fulfil both criteria – their army list includes several great shooting units, and with judicious use of Tomb King Incantations they can not only fire twice but can also get out of the way pretty sharpish too!

So that's it for this month. Good luck, stand firm and above all, keep firing.

## NEXT MONTH

Next month we'll conclude our look at unbalanced armies and explore the pros and cons of armies comprised of hard-to-kill, resilient units, which march implacably to victory.





WARHAMMER  
40,000

# ANGELS OF VENGEANCE







This month's battle report sees ancient enmity unleashed as the Blood Angels take to the field against the Black Legion – can the scions of Sanguinius right a ten-thousand-year old wrong? Adam Troke introduces the contenders.

**A**s blood feuds go, there are few quite so bitter and long-lasting as the ten thousand years of enmity that stands between the Blood Angels and the Black Legion. The Blood Angels lost their glorious Primarch to the hands of the traitor Horus. Perhaps even worse, they inherited a curse that rests upon their souls and drives them to the Black Rage – it can truly be said that no event has done more to define the Blood Angels than the terrible encounter between the Warmaster and Sanguinius.

The Black Legion too have been influenced in their way. The fabled confrontation where their master choked the life from the Winged Angel of Baal fixed the course for their defeat as Horus was slain by the Emperor short moments later, some say by a chink in his armour created by Sanguinius.

For the Blood Angels, any subsequent encounter with the Warmaster's progeny is a chance for vengeance, an opportunity to unleash the rage, hate and righteous anger that has grown in the heart of their Chapter for ten long millennia. The Black Legion too crave satisfaction. Rancor at their failure to overthrow the Emperor, having come so close to victory, coupled with the bitterness and vitriol that they feel towards all servants of the Golden Throne has left them with a dark, sadistic need to unleash retribution on the Sons of Baal. Such a confrontation promises to be bloody and uncompromising.

With all this in mind, it was an easy choice to pit the Blood Angels against the Black Legion for their inaugural battle report. Can the Blood Angels right the wrongs from ages long past, or will the Black Legion add further injury to insult and bloody the nose of the Blood Angels once again?

We decided to turn to White Dwarf's own Matt Hutson and Christian Byrne – Matt's own Blood Angels army includes an entire Battle Company, while Christian's Chaos Space Marines are well known and feared throughout Studio gaming leagues and tournaments, so we're looking forward to seeing how they fare against one another – with two veterans in command we're expecting a hard-fought battle.

When it came to choosing a scenario we opted to select one from the Battle Missions supplement. The book contains lots of evocative scenarios, redolent with the imagery and excitement expected of a Warhammer 40,000 battle. We opted to fight out Vanguard, a scenario that leans very heavily on the image of Space Marine armies as the Angels of Death, storming into battle to take the fight to the foe! This was just what we wanted to recreate for such a legendary match-up! With two experienced players in place to control the forces, a fantastic board set up by Studio scenery guru Mark Jones and two fabulously painted 'Eavy Metal armies ready to go to war, it promises to be an impressive confrontation.

## BATTLE REPORT

### Battle Facts

**Battle Mission**  
Vanguard.

**Forces**  
Blood Angels vs.  
Chaos Space Marines.

**Size**  
2000 points.

**Players**  
Matthew Hutson vs.  
Christian Byrne.

**Scrivener**  
Adam Troke.





# BLOOD FROM THE SKIES







*Matt Hutson's keen love of Space Marines has become the stuff of legend – not only does he have a complete company of Blood Angels, but he even describes his car as 'Blood Angels Red'. Sadly, it doesn't Deep Strike.*

**Matt:** Playing Christian in a battle report will be somewhat of a change to my regular opponent, Phil Kelly. These games usually end in me being on the losing side and then having to answer questions on why I never win (often from hobbyists at Games Day). This time I'm determined to not have to answer that question again.

Regular readers will know that I'm an avid collector of Space Marines and as well as Blood Angels I have several other Space Marine forces on the go. My army lists for all my Chapters tend to have the same core to the force, that being Tactical Squads (or their equivalent). In my opinion these should be the first thing you pick for any Space Marine force no matter what Chapter they are. They are the unit that I use to hold objectives, which is what wins games. With all their assault units the Blood Angels need a solid core, so I took two Tactical Squads, both in Rhinos. These fast transport vehicles will get them to the objectives as fast as possible.

Now, no Blood Angels force is complete without an Assault Squad so I picked one who will stick close to a

Sanguinary Priest. Any unit within 6" of this Elite choice will gain Furious Charge and Feel No Pain which will give the Assault Marines the edge they need in close combat against Chaos Space Marines.

Next I turned my attention to the all-out assault units in the Codex. First on the list is the Death Company – this is the one unit that is guaranteed to terrify your opponent, often making them throw their plans out of the window as they try to eliminate them. A unit of eight led by Lemartes should live up to their reputation.

The Sanguinary Guard are a unit I'm keen to include too. Hopefully with Christian's attention on the on-rushing Death Company, this unit should come as a bit of a shock. Space Marine Veterans all armed with master-crafted power weapons should be enough to ruin the day of any Chaos Space Marine squad. I've also given them a Chapter banner to give them (and any unit nearby) an extra attack.

I then decided to add a Baal Predator to my army list, armed with a flamestorm cannon and two heavy flamers. If I end up needing to shift Chaos Space Marines from cover, this should be the tank for the job.


All I need now is someone to lead the force. My usual choice is Mephiston as he is an absolute monster in combat. For this game, however, I have chosen the Sanguinor. Knowing that Christian is going to take Abaddon (he always does against me) I chose the angelic Sanguinor. Not only is the golden angel of Baal hard as nails, but any confrontation between him and Abaddon the Despoiler will have echoes of the two armies' shared history, a chance to avenge the duel between the noble Sanguinius and Horus the traitor!

## ONE TO WATCH: BAAL PREDATOR

**Adam:** The flamestorm cannon on the Land Raider Redeemer is one of my favourite weapons in a Space Marine force, and now it's an option for the Blood Angels Baal Predator. Coupled with the fast rule, this deadly tank can move 12" and still fire its mighty Space Marine killer. The undisputed hero of the practice games.



### HQ

-  **The Sanguinor, Exemplar of the Host** with artificer armour, Glaive Encarmine, frag and krak grenades, jump pack. 275 points

### ELITES

-  **Sanguinary Guard** with infernus pistol, Chapter banner and Death Masks. 265 points
-  **Sanguinary Priest Veneon** with power weapon and jump pack. 90 points


### TROOPS

-  **Tactical Squad Expirus** 10 Tactical Space Marines with flamer, missile launcher and Sergeant equipped with melta bombs. 175 points


-  **Rhino** 50 points

-  **Tactical Squad Nero** 10 Tactical Space Marines with meltagun, multi-melta and Sergeant with power fist. 200 points


-  **Rhino** 50 points

-  **Assault Squad Adorno** 10 Assault Marines with hand flamer. Includes Sergeant with power weapon and infernus pistol. 230 points

-  **Death Company** 8 Death Company with jump packs, power weapon, thunder hammer, power fist, infernus pistol, led by

-  **Lemartes Guardian of the Lost** with Blood Crozius and rosarius. 515 points

### FAST ATTACK

-  **Baal Predator** with flamestorm cannon, 2 heavy flamers and storm bolter. 150 points

**TOTAL** 2000 points



# THE DESPOILER'S COHORT







*Christian Byrne is a paint-o-holic, whose butterfly-like need to flit from one project to another has left his desk strewn with models from half a dozen armies. If there's a moment to spare, Christian's sure to have both model and brush in hand.*

**Christian:** So finally the powers that be have decided to unleash me once again on an unsuspecting Imperium! The last time I was involved in a battle report was way back in issue 334 for the huge Apocalypse mega-battle, and the time before that I hid in a corner like a coward and was thrashed by Phil Kelly's Harlequins. Both times I was defeated and hurled back into the Eye of Terror, but like any good Chaos Space Marine I have returned for revenge. This time Chaos will reign supreme!

Like many players, I have 'standard army lists' that I bring out when I am playing regular games, but having pored over the Blood Angels Codex I've taken the opportunity to modify my force to cope with these blood-hungry Adeptus Astartes. Before playing the actual game, Matt and I played a couple of practice games and the learning curve at my end was steep, but pleasing, with a win and a loss under my belt going into the main event. Although there have been a couple of alterations, my army list has remained fundamentally the same throughout the three encounters.

My first choice is easy: Abaddon and a retinue of Chaos Terminators in a Land Raider. The Black Legion's lord is vicious in a fight, able to decimate entire units with his Daemon Weapon and Talon of

Horus. Keeping this unit mobile means that I can hit the Blood Angels hard and blunt their assault wherever necessary; add to this the fact that Abaddon is very capable of battering the best the Imperium has to offer (unless he rolls a 1 for his Daemon Weapon) I'll be just fine. My second HQ is a Daemon Prince of Tzeentch with *Bolt of Change* and *Warp Time*: a 4+ invulnerable save and the ability to re-roll all rolls to hit and wound has served me well many times in the past. He also has a 24" Strength 8 AP1 shot. Bye bye Baal Predators and Furioso Dreadnoughts!

I have decided on four good-sized Troops units for capturing any objectives the mission might require. My first two selections, the Thousand Sons and Plague Marines, are considered by many to be the most resilient units of the Chaos Marine army. Thousand Sons with their 4+ invulnerable save and AP 3 inferno bolts are Space Marine killers, whilst Plague Marines are tough, reliable objective holders with the Feel No Pain special rule for extra durability. My plan is that these units will at least bog a Blood Angels unit down each for a turn or two until they are rescued by something more assault driven. Cue Khorne Berzerkers, pound for pound the best assault troops at my disposal. These guys need to get the charge first to make best use of Furious Charge, so I'll hold back if Matt has lots of jump packs. The last Troops choice is a ten-man unit of Chaos Space Marines with a lascannon and plasma gun. When I was all done with my list, I still had some points left over so I decided to give them an Icon of Khorne, for an extra Attack each.

Finally I've slotted in a Defiler. Not only is this mechanised brute armed with a battle cannon (which ignores power armour and Feel No Pain) but it's Fleet, so it can scurry quickly into combat. To war!

## ONE TO WATCH: CHAOS TERMINATORS

**Adam:** In the first practice game these stone-cold killers tore through the Death Company and were only halted by the combined assault of the Sanguinor and the Sanguinary Guard – I'm expecting great things from them in this battle.



### HQ

**Abaddon the Depoiler**  
with Terminator armour, twin-linked bolter, personal icon, Drach'nyen, Talon of Horus and Mark of Chaos Ascendant.

275 points



**Daemon Prince**  
with *Warp Time*, *Bolt of Tzeentch* and Mark of Tzeentch.

180 points

### ELITES



**Chaos Terminators**  
4 Chaos Terminators with power fist, heavy flamer and two combi-meltaguns.

145 points

### TROOPS



**Khorne Berzerkers**  
10 Berzerkers with two plasma pistols and includes Skull Champion with power weapon.

270 points



**Thousand Sons**  
7 Thousand Sons and one Aspiring Sorcerer with *Bolt of Change* and melta bombs.

251 points



**Plague Marines**  
8 Plague Marines with two plasma guns and includes Plague Champion equipped with power weapon and melta bombs.

249 points



**Chaos Space Marines**  
10 Chaos Space Marines with plasma gun, lascannon and includes Aspiring Champion with power fist and Mark of Khorne.

255 points

### HEAVY SUPPORT



**Chaos Defiler**  
with havoc launcher.

155 points



**Chaos Land Raider**  
with two twin-linked lascannons and heavy bolter.

220 points

**TOTAL** 2000 points



# THE MISSION

## VANGUARD

The Vanguard Battle Mission recreates the fast-moving assault tactics favoured by the Adeptus Astartes Chapters, and few are so direct or aggressive as the Blood Angels. In this game the Space Marine force storms onto the battlefield and attempts to claim three objectives, while their opponents deploy in strong defensive positions and have to make the difficult choice between a spirited counter-attack and all-out defence.

This scenario suits the narrative of the Blood Angels taking the fight to the Black Legion perfectly, as the red-armoured sons of Baal can streak onto the battlefield to wreak vengeance on their hated foes.

### Deployment

The players divided the board into two halves and rolled off to see who chose halves. Christian won the roll and chose to deploy in the north half of the board, occupying the ruined chapel.

Although the defender may choose to place units in reserve, Christian opted for a show of strength and placed all of his units around the objectives.

Matt's Blood Angels don't deploy before the game, but instead move into play during the first turn.

### First Turn

This scenario represents a sudden attack by the Space Marines – Matt's Blood Angels automatically go first.

### Reserves

Although both players can opt to leave units in reserve, neither Matt or Christian chose to do so.

### Game Length

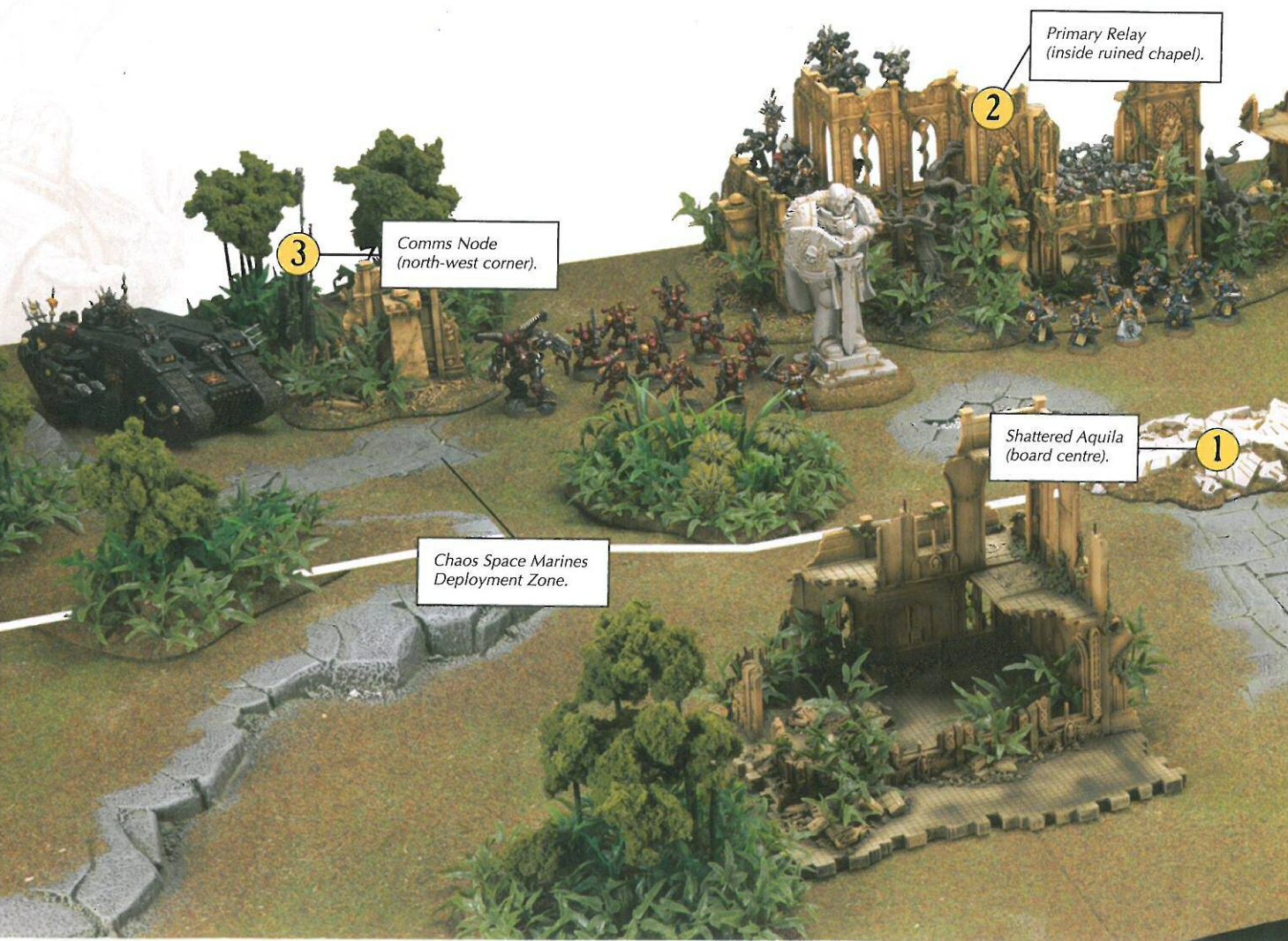
The battle will either last five, six or seven game turns. At the end of each of these turns roll a D6. The game ends on a 1-2 after Turn 5, a 1-3 after Turn 6 and automatically at the end of Turn 7.

### Victory Conditions

The winner of the battle is the player whose army controls the most objectives.

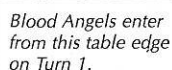
### Special Rules

**Vanguard:** To represent the elite, fast moving nature of the forces involved, any Space Marine infantry unit can be used to capture objectives, not just Troops units as would normally be the case. See the box out on the far right for how this affected Matt's army.





The Vanguard mission objectives state that all infantry, not just Troops choices can claim objectives. Matt, who had his heart set on plenty of jump pack units asked: 'Where does this leave jump infantry?' Well, after a quick chat with both our gamers (and a word with Uncle Jervis) we agreed that in the spirit of the game we would allow jump infantry to claim objectives too. Simple.





# LAUNCH THE ASSAULT!

TURN 1



The Sanguinor, Assault Squad and Sanguinary Guard form a powerful assault force on the western flank.

## Blood Angels Plan

**Matt:** To achieve victory here, I'm planning on using a traditional 'horns of the bull' type offensive. My Tactical Squads will storm straight towards the middle and secure the central objective while my faster assault troops (the ones with jump packs) will sweep up the flanks and act as the 'horns'. Keeping the Death Company on the flank, hidden from view, will let me keep control of them for a little longer, and should save them from the Defiler's battle cannon too. Once I'm close enough, it's time to launch the all-out offensive.

**T**he game began with the swift and uncompromising arrival of the Blood Angels, who stormed onto the battlefield at incredible speed. Every model in the force was either carried aloft by a roaring jump pack or transported within a fast tank and the result was nothing short of impressive – some armies don't seem to manage such a confident advance in their first turn, even when they start deployed on the board. The speed with which Matt pressed forward left Christian's Chaos Space Marines in no doubt that this battle was going to be fought at close range.

While the Blood Angels' Rhinos pushed straight towards the centre of the board and the Shattered Aquila objective, the units with jump packs spread out across the flanks, just as Matt had planned. The Death Company took the east flank, Matt taking care not to move them into a position where they wouldn't be able to see the Defiler (the last thing he wanted

was for their Rage to take them chasing after that). The Sanguinary Guard and Assault Squad Adorno took the western flank and, being somewhat calmer, took the opportunity to seek cover in the lee of the large hill there. Finally the Baal Predator hugged the western board edge, tucking in carefully behind a stand of trees and shattered masonry to avoid any incoming fire – as first turns go, Matt had been very direct and bold with his moves. With all his heavy weapons transported in the Rhinos, Matt had no shooting to speak of, but he did take the chance to run with some of his models to make the most of the cover available and pop the smoke launchers on his Rhino tanks.

Christian's turn was opposite to Matt's, in that his moves were very limited as he adjusted the positions of the models he had deployed and prepared to meet the onrushing red (and black) hordes. With careful fire control Christian picked out targets and loosed a fusillade of heavy



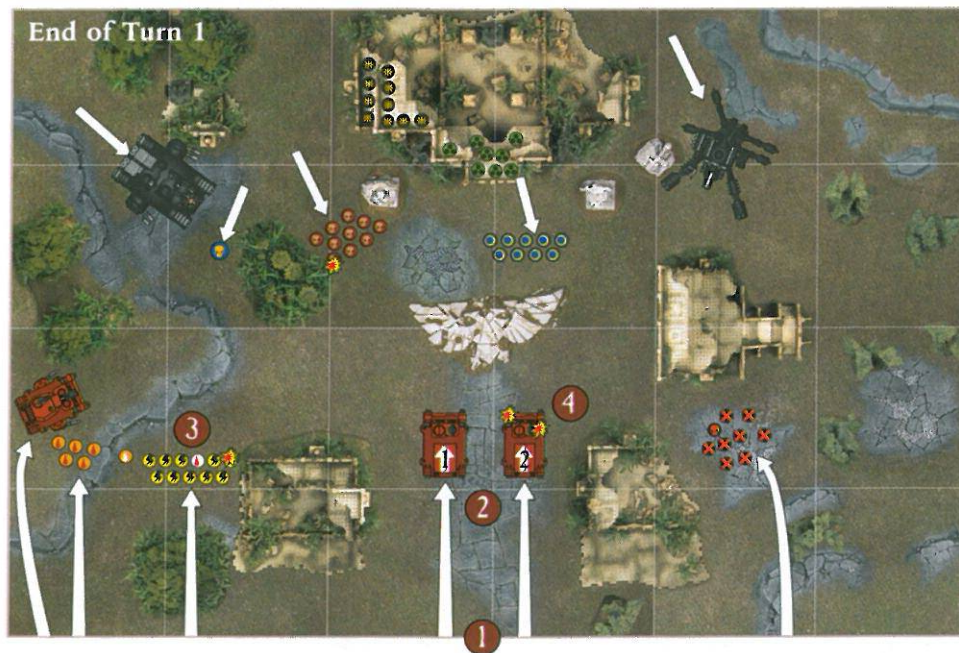
weapons fire. The Daemon Prince and Land Raider loosed searing lances of energy into the Assault Marines, who gave thanks for the cover provided by the hill as only one of their number was blasted apart in the hailstorm of psychic energy and lascannon blasts. This was followed by the twin-linked heavy bolter that tore into the squad, however the presence of the Sanguinary Priest granted the unit the Feel No Pain special rule and the only wounded Blood Angel ignored the monstrous wound and fought on.

The Chaos Space Marines ensconced within the ruined building in the north opened fire on the two Rhinos with their plasma guns and lascannons. A hail of high-powered shots blasted into the two APCs, and though several found their mark, the smoke screen they used last turn protected them from any serious harm – the same could not be said for the Chaos Space Marine with the plasma gun, however, whose weapon overheated reducing him to a steaming mound of ceramite and gore. Thankfully not all of Christian's anti-tank efforts were so poor and the Thousand Sons Sorcerer and the Defiler were more effective. First the Defiler launched a battle cannon shell that struck Squad Nero's Rhino, smashing the storm bolters from its roof. Then the *Bolt of Change* unleashed by the Sorcerer punched a hole into the engine of the vehicle, shattering vital mechanical components and immobilising it.

As the first turn ended, both players realised that Matt had been very lucky to make it through the deluge of missile fire relatively unscathed – the big question now was would Christian's defensive battle plan work when the Blood Angels stormed into close combat next turn?



Christian's troops clustered around the ruined chapel unleash a hail of fire into the Blood Angels.



### Map annotations:

- 1 Matt's Blood Angels swoop onto the board. With every unit moving at least 12" it's an incredibly impressive sight.
- 2 The two Rhinos race towards the centre of the board and deploy a smoke screen to use for cover.
- 3 Christian's Daemon Prince and Land Raider hammer the Assault Marines, but only slay one.
- 4 A *Bolt of Change* from the Thousand Sons Sorcerer immobilises one of the Rhinos.



# ANGELS OF DEATH

TURN 2

## Map annotations:

- 1 The Sanguinor charges Christian's Daemon Prince, and becomes locked in a vicious close combat with the champion of Chaos.
- 2 The Death Company launch a brutal charge against the Thousand Sons and wipe them out in a single round.
- 3 Assault Squad Adorno eliminates the Khorne Berzerkers – their only casualty is the Sanguinary Priest.
- 4 The Defiler blasts the Death Company with its battle cannon, killing more than half the squad in a single well-placed shot.
- 5 Abaddon and his retinue avenge the Berzerkers and crush Squad Adorno.

Matt's second turn commenced with the Sanguinor soaring aloft to swoop down upon the towering Daemon Prince on Christian's west flank. Squad Adorno fired up their jump packs and closed in on the unit of Khorne Berzerkers. On the western board edge, the Sanguinary Guard landed behind a stand of trees and ran forwards into cover. The Baal Predator gunned its over-charged engines and swept towards the centre.

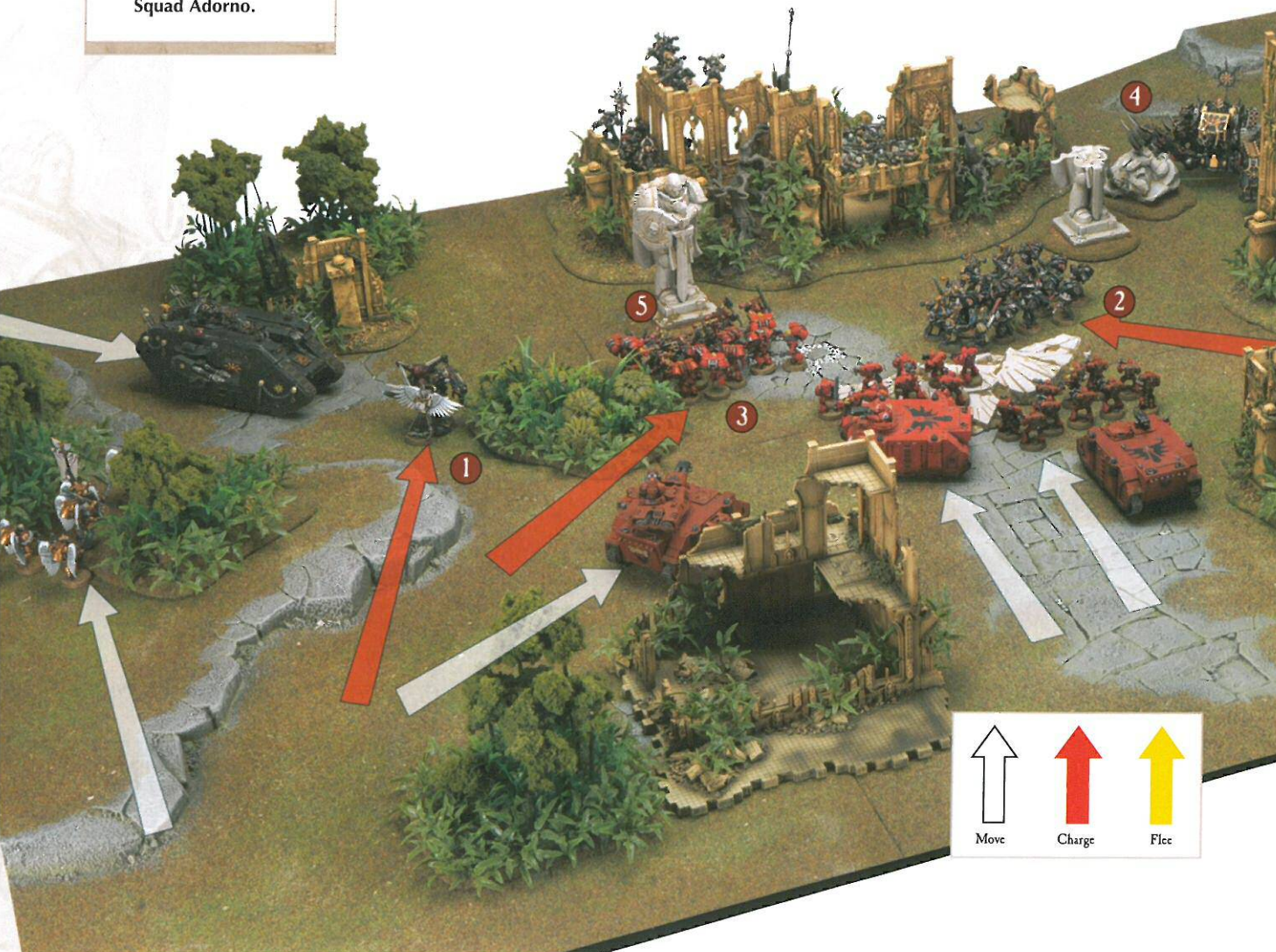
The two Rhinos, one still badly shaken by Christian's fire from the previous turn, disembarked their occupants, two full Tactical Squads scrambling out to form a strong firing line, sheltering amid the rubble of the Shattered Aquila. One Rhino then moved to shield the Baal Predator from the Defiler's powerful battle cannon. Perhaps most significantly of all, the Death Company leapt straight towards the awaiting Thousand Sons, determined to get to grips with the nearest enemy.

In the Shooting phase Matt hammered the Chaos Space Marines with several controlled volleys of fire. Squads Nero and Expirus unleashed a torrent of bolter fire

into the Khorne Berzerkers. Although Matt would have been able to fire more shots at the Thousand Sons, he opted to target the Berzerkers so that Christian wouldn't be able to prevent his Death Company from charging – if the Death Company were in range of their intended target, it was only by a fraction of an inch. Between the two Tactical Squads Matt slew two of the blood-mad Berzerkers, with Assault Squad Adorno felling another. Finally, Matt boldly proclaimed that his Rhino tank would now repair itself – which it then did, as Matt jauntily rolled a 6!

In the Assault phase the Death Company showed its quality, storming into the Thousand Sons. Led by the infamous Chaplain Lemartes they cut a swathe through the Thousand Sons, tearing off limbs and ripping apart suits of power armour. Such was their fury that every single one of the sons of Prospero was slain – without so much as a casualty in return.

The Sanguinor and the Daemon Prince fought a closely contested duel. Although both landed blows upon the other, neither was victorious; the duel would continue.





Bolstered by the Sanguinary Priest, the Assault Marines fighting the Khorne Berzerkers benefitted from Furious Charge, and so struck first (even getting an extra Attack because they were in range of the Sanguinor). The resultant onslaught was terrifying, as each Assault Marine unleashed four Attacks at Strength 5. Unsurprisingly the casualties were high, and when the welter of blood was over, only the Skull Champion remained, bellowing his defiance. Even so badly outnumbered he still slew the Sanguinary Priest, before being overwhelmed and falling victim to the multitude of saves required by combat resolution. Victorious, Assault Squad Adorno consolidated towards the centre of the board.

Christian's turn started with the Defiler erupting from cover, clambering over the ruins of the Imperial chapel to close on the Death Company. From the other side, Abaddon's Land Raider rumbled towards Squad Adorno, the assault ramp descending ominously as it did so; Abaddon and his retinue of elite Black Legion Terminators had entered the fray.

The Chaos Space Marine Shooting phase was brutal and short. The Black Legion squad in position in the ruins added their firepower to that of Abaddon and his retinue, the two units cutting down three Assault Marines in a blistering hail of bolter shells. The Plague Marines unleashed a similar volley against the Death Company, however the black-garbed Space Marines' Feel No Pain rule left them unscathed. Any confidence their survival may have instilled was short lived, however, as the Defiler loosed a battle cannon shell directly into their midst, pulping four of the blood-crazed Blood Angels.

In the Assault phase Abaddon and his Terminators charged the remainder of Squad Adorno. Unleashing the power of Drach'nyen, Abaddon cut down every remaining member of the squad in a single round – it wasn't for nothing that he had earned his reputation. Finally, the Sanguinor and Daemon Prince clashed blades once again, still evenly matched. Both inflicted a wound upon the other, frustrating Matt who was starting to wish the Sanguinor was free to tackle Abaddon.

### Sanguinor's Chosen

Before the battle, if your force includes the Sanguinor, a randomly determined Blood Angels Sergeant receives his sacred blessing. This boon grants a +1 Weapon Skill, Initiative, Attack and Wound – something that helped Sergeant Adorno scythe down the crazed Khorne Berzerkers.



## Battle Tracker 1-0



Chaplain Lemartes leads the Death Company in a devastating charge against the Thousand Sons.



# DESPOILER'S REVENGE

TURN 3



## Abaddon the Despoiler

There are few characters in Warhammer 40,000 with a reputation as fell as that of Abaddon – a reputation proven entirely justified as he butchered his way through Assault Squad Adorno followed by the Death Company in quick succession.



With the Blood Angels still feeling the sting of the Chaos Space Marine counter-attack, Matt wanted to regain control of the game and made a few decisive moves. First, the two Tactical Squads, Expirus and Nero stalked forwards across the shattered remnant of the Aquila, determined to bring their bolters within rapid fire range of Abaddon's Terminator retinue.

The Sanguinary Guard used their jump packs to leap clear of the woods and land close behind the Chaos Land Raider, the squad member armed with an infernus pistol readying his weapon eagerly. Finally the Baal Predator inched its way forwards, bringing its fearsome flamethrower cannon into range of the Chaos Terminators – who were to be the recipient of Matt's massed firepower this turn.

As expected, the Blood Angels Shooting phase saw a huge volume of fire laid down upon Abaddon and his Terminator squad as the Blood Angels eagerly sought to avenge the butchered Assault Squad (without having to put themselves in reach of his fearsome daemonic weapon). The Baal Predator bathed the squad in deadly flames, but only managed to fell one. The remnants of the Death Company, joined by

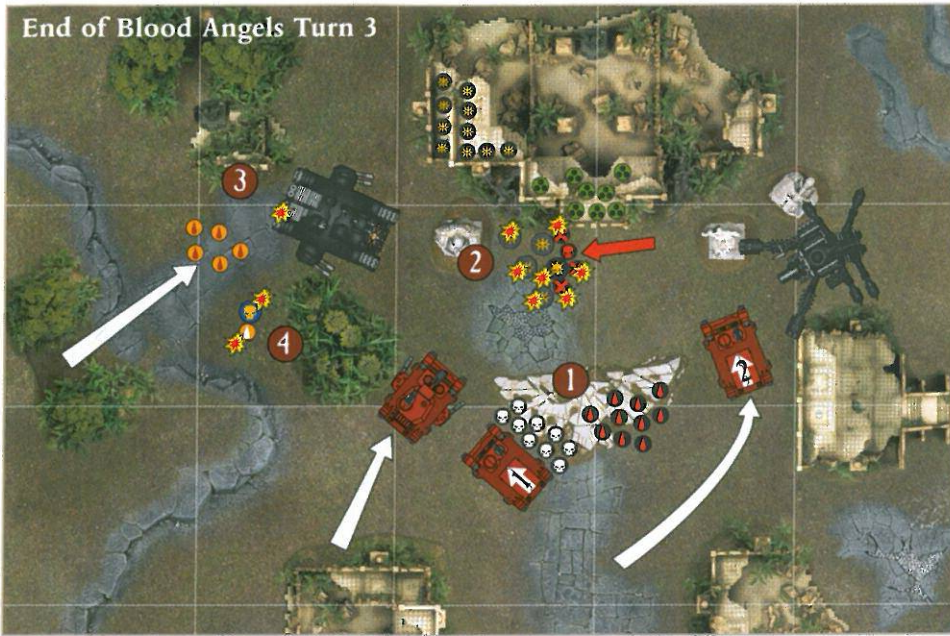
the two Tactical Squads, showered the Terminators with bolter shells, mass reactive rounds ricocheting and sparking against their armour. In a withering storm of nearly thirty bolter shells, two more veteran Black Legion Terminators were slain, the thunderous fusillade finding vulnerable chinks in their all-but impervious armour.

As a final act of defiance, Matt remembered the storm bolters on his vehicles (one Rhino, and the Baal Predator), and so added their weight to the volley. A single wounding hit made it through. Hoping to preserve Abaddon's dwindling retinue, Christian nonchalantly decided to take the saving throw with Abaddon – who then botched his armour save and took a wound!

Finally, on the western flank, the Sanguinary Guard carrying the infernus pistol took aim and fired into the rear of the Land Raider. Because he was within 3" (only just, mind you) of the tank Matt could roll 2D6 for armour penetration, the fearsome melta technology easily melting through the mighty armour of the ancient war machine and even granting a +1 on the vehicle damage table, because the weapon has AP1. The resultant carnage



## End of Blood Angels Turn 3



### Map annotations:

- 1 Tactical Squads Nero and Expirus pummel Abaddon's Terminator retinue with massed bolter fire.
- 2 Abaddon butchers the Death Company and becomes locked in a fateful duel with Chaplain Lemartes.
- 3 The Sanguinary Guard immobilise the Chaos Land Raider.
- 4 The Sanguinor and Daemon Prince remain locked in bloody combat, grievously wounding each other without determining a victor.

immobilising the tank, leaving it stranded and well away from the rest of the fighting, if Abaddon wanted to get about now, he'd have to walk.

Although the Shooting phase had been intense, the Assault phase was where Matt hoped to make the biggest impact, and so in a fearless gesture he hurled Death Company directly into Abaddon and his surviving bodyguard. When charging, Lemartes is a whirlwind of ultra-violent activity, and so the doomed Chaplain struck even before the Despoiler, laying into the last members of Abaddon's retinue and cutting down a grievously out-classed Chaos Terminator with ease. Abaddon's reply was to unleash the brutal power of his Daemon Weapon once more and killed all of the remaining Death Company save Lemartes, the Despoiler's malefic blade hacking apart the black-armoured Blood Angels with every stroke. With a combat resolution difference of four, Chaplain Lemartes needed to pass four additional saves – which he duly did! Lucky, lucky Matt.

The ongoing duel between the Sanguinor and Christian's Daemon Prince continued, the Sanguinor causing two further wounds on the Daemon Prince, leaving it close to death. In return, however, the Daemon inflicted a staggering blow on the golden angel – both models were now reduced to their final wound, but still there was no clear victor.

*The Sanguinary Guard play their hand, leaping from cover to immobilise the Chaos Land Raider.*



Battle Tracker  
**1-0**





## A detailed miniature wargaming battle scene featuring Space Marines and Orks. The scene includes a large black Ork tank, a white statue, a red Ork tank, and various infantry units. Red circles with numbers 1, 2, 3, and 4 highlight specific units. White arrows point to the left and bottom-left.





Battle Tracker

0-0



### The Sanguinor

A lethal close combat fighter, the Sanguinor is a match for any foe, and may even nominate a chosen victim before the game, against whom he can re-roll all failed rolls to hit and to wound – while he might have struggled against the Daemon Prince, Matt had nominated Abaddon as his target – promising a fateful encounter.



After several rounds of vicious close combat, the Sanguinor finally slays the Daemon Prince.



# THE DESPOILER'S DUE TURN 4

## Master-crafted

The Sanguinary Guard are armed with some of the best wargear in the Blood Angels' armoury. Not only are they clad in glittering suits of artificer armour and wield master-crafted power swords, but they bear Angelus-pattern bolters, which are short ranged Strength 4, Assault 2 weapons.

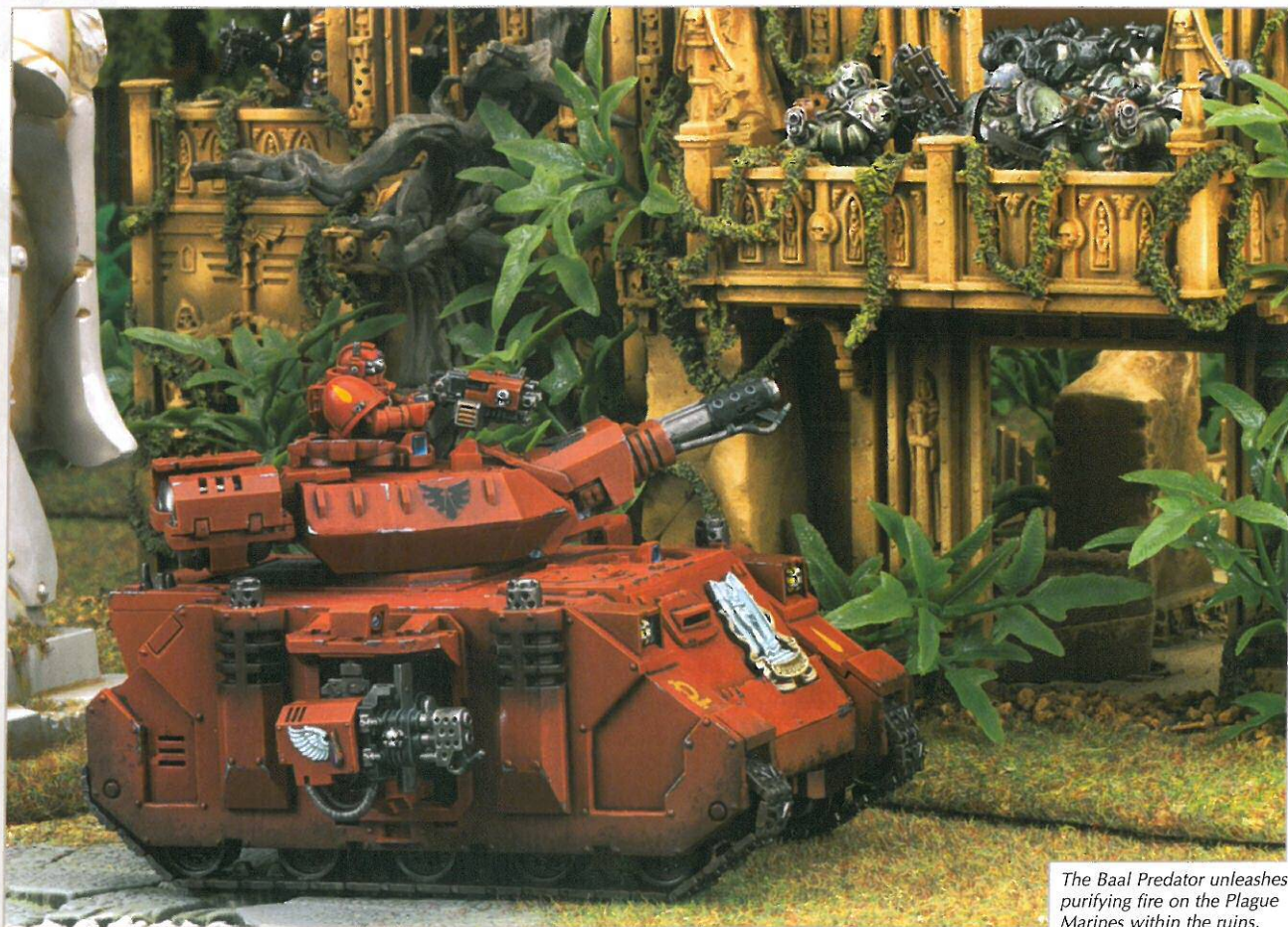


With neither player firmly controlling any objectives at the start of the turn, Matt was determined to renew his offensive. First of all he moved the Sanguinary Guard boldly towards the Black Legion squad hunkered down on the balcony of the ruined chapel. He also moved the Baal Predator towards the main building into a prime firing position, bringing its flamestorm cannon within range of the relatively intact Plague Marines. Finally the Sanguinor descended behind the embattled Abaddon on soft and silent wings, ready to aid the desperately engaged Lemartes in his long duel against the mighty Abaddon.

In the Shooting phase the Baal Predator really made its mark, dousing the Plague Marines in super-heated promethium and slaying three of them. Without the Feel No Pain special rule protecting the squad the damage would have been even worse (Christian would have lost six to the formidable Space Marine-killing flamestorm cannon). Tactical Squad Expirus fired a krak missile at the Land Raider, but the powerful missile merely 'pinged' off from the massive vehicle's hull.

Finally, the Sanguinary Guard opened fire on the Black Legion squad on their balcony, killing two with their deadly Angelus-pattern bolters and another with an infernus pistol – not many squads are fortunate enough to have such a strong array of missile weapons that they can use before storming in to assault. The resultant close combat was sheer butchery and amply demonstrated the raw power of the Sanguinary Guard in close combat; with an extra Attack for the Company Banner, and another for being within 12" of the Sanguinor, the Sanguinary Guard unleashed a staggering five Attacks each and managed to inflict ten wounds on the reeling Black Legion killing them all for no losses in return. Having wiped the squad out, they consolidated towards the Sanguinor, ensuring that the Chapter Banner would also be range of the golden-armoured hero.

Determined to save Lemartes from a sticky end against Abaddon, the Sanguinor hurled himself into the fray. With a higher Initiative when he charges due to Furious Charge, the Sanguinor struck first. Prior to the battle, Matt had nominated the lord of



The Baal Predator unleashes purifying fire on the Plague Marines within the ruins.



the Black Legion as the Sanguinor's chosen target for the battle and all eyes were on this much-awaited confrontation, knowing that the Sanguinor would gain re-rolls to hit and wound against Abaddon. Like the avenging angel, the Sanguinor unleashed a flurry of blows that inflicted five wounds on Abaddon, who buckled under the relentless attack, failed three invulnerable saves and duly died – the battle now seemed to have turned fully in favour of the Blood Angels.

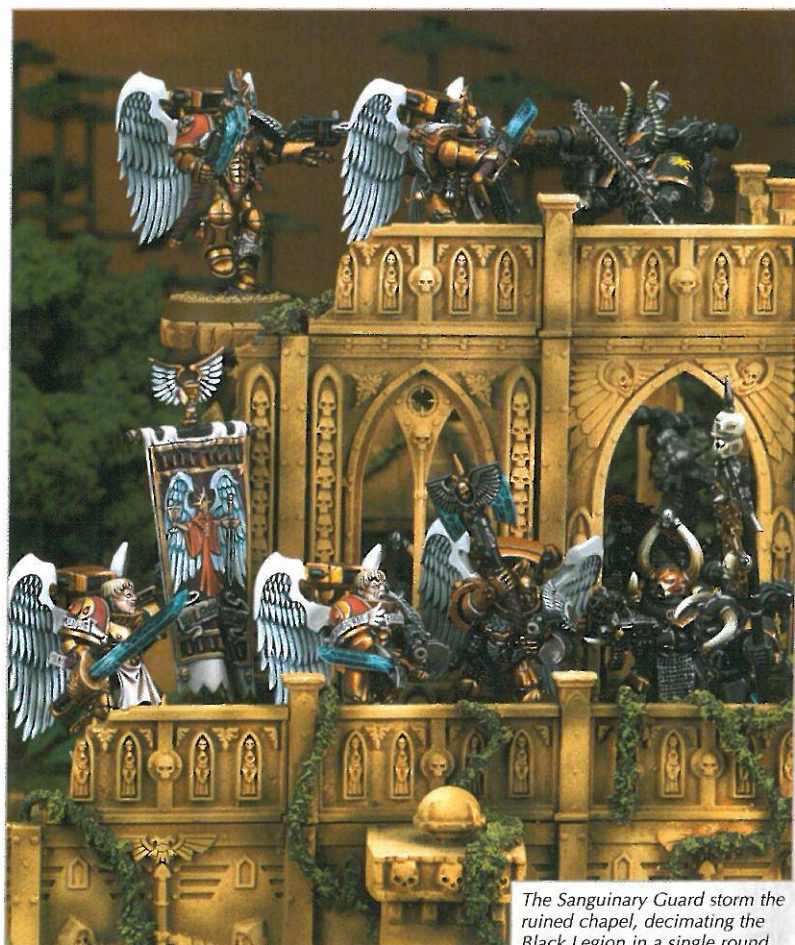
Finally, as if to add injury to insult Christian's Defiler rather clumsily failed to cause any wounds on Tactical Squad Nero, who responded by blowing off one of the Defiler's close combat weapons with a well-placed krak grenade.

Christian's fourth turn left him with very few options, so he got straight to the business of trying to thin down Matt's numbers, and perhaps stop him claiming objectives. To that end Christian forewent moving his Plague Marines, instead unleashing a volley upon Tactical Squad Expirus on the Aquila – the accurate, perhaps desperate, bolter fire cut down three members of the squad, and another casualty was soon added as the Land Raider's heavy bolters cut down a fourth squad member. Having suffered enough under the withering firepower, Squad Expirus failed their Morale check and fell back in good order, taking them out of range of the Shattered Aquila objective. Was this the ray of hope Christian needed?

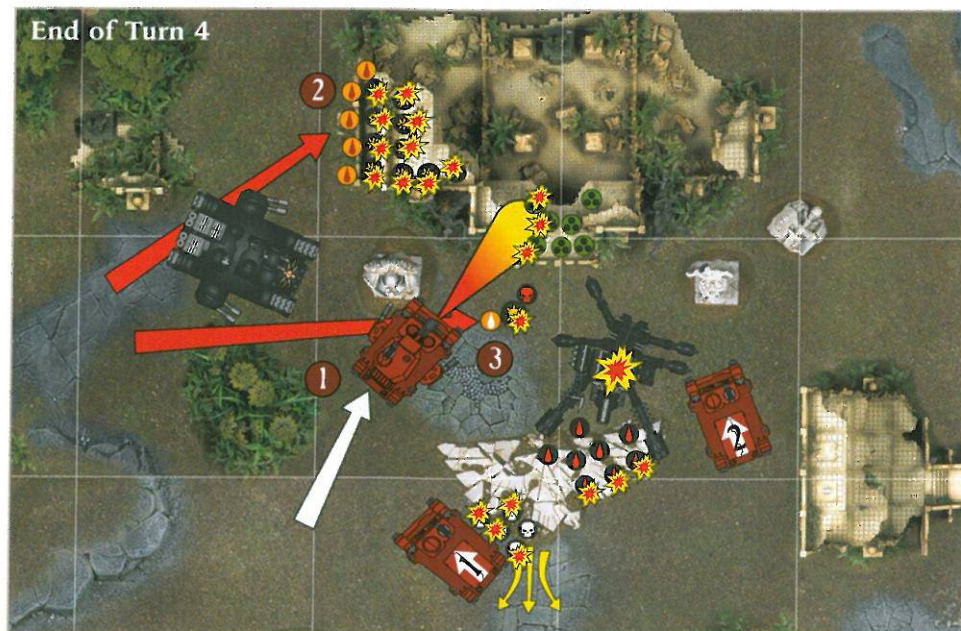
Finally, Christian's Defiler tore into Squad Nero, ripping apart two Blood Angels in its frenzy – however, like a beast that has lost control, the Defiler left itself open to counter attack and Veteran Sergeant Nero took advantage, wrecking it with his power fist.



Battle Tracker  
1-0



The Sanguinary Guard storm the ruined chapel, decimating the Black Legion in a single round.



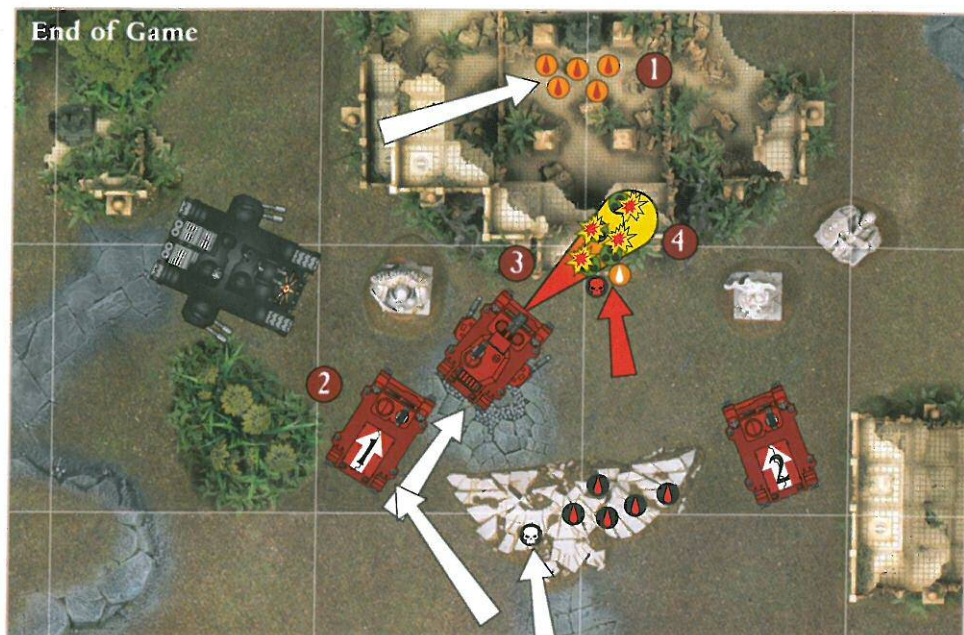
### Map annotations:

- 1 The Baal Predator surges forwards and puts the Plague Marines to the torch.
- 2 Determined to reach the Primary Relay objective, the Sanguinary Guard storm the ruins. They assault the Black Legion squad and kill them all.
- 3 The Sanguinor weighs into the duel between Lemartes and Abaddon the Despoiler. The lord of the Black Legion is quickly cut down.



# THE BATTLE ENDS

TURN 5



## Map annotations:

- 1 The Sanguinary Guard advance into the ruins and take control of the Primary Relay.
- 2 Squad Expirus's Rhino interposes moves to block off the Chaos Land Raider, shielding the Tactical Squads from its lascannons.
- 3 The Baal Predator pours yet more fire onto the beleaguered Plague Marines.
- 4 Chaplain Lemartes and the Sanguinor charge into the remnants of the Plague Marines, wiping them out.

**W**ith Christian's army crumbling around him, Matt made sure to press his advantage, determined to control as many objectives by the end of this turn as possible.

While the Sanguinary Guard pushed their way through the overgrown ruins towards the Primary Relay objective, Sergeant Expirus rallied and moved back to join Squad Nero around the Shattered Aquila. The Baal Predator, the Sanguinor and Chaplain Lemartes closed in on the somewhat surrounded Plague Marines. The Blood Angels were certainly in a dominating position now.

In the Shooting phase the Sanguinary Guard ran to reach the Primary Relay objective, bringing Matt's objective total to two. The Baal Predator unleashed a storm of flames onto the Plague Marines, wreathing them in a blazing inferno that killed two more of the corrupted Chaos Space Marines.

Matt followed this fiery conflagration by hurling the Sanguinor and Chaplain Lemartes into the remaining Plague Marines, who stood no chance against the raging Blood Angels heroes. In an instant the remaining Chaos Space Marines lay dead or dying in pools of pus and gore as the triumphant Sanguinor and Chaplain Lemartes scanned about for fresh targets for their wrath.

With the battlefield so clearly in the hands of the Sons of Sanguinius, Christian decided enough was enough and graciously threw in the towel, congratulating Matt on a hard fight – it was a victory to the Blood Angels.

*Having triumphed over the Defiler, Sergeant Nero and his men claim their objective.*





# DEATH FROM THE SKIES

**Matt:** While I don't mean to boast (too much), I've got to say that all went rather well. My basic plan held together nicely as the Tactical Squads seized the middle ground and while Abaddon's rather scary counter-attack was effective, I was prepared for it. When he wiped out brave Squad Adorno, he was actually setting himself up for my second wave, consisting of the Death Company and the (rather later than planned) Sanguinor.

I don't mean to insult Squad Adorno when I say that either; they had done a magnificent job of wiping out the Khorne Berzerkers, proving that Blood Angels Assault Marines are even better when accompanied by a Sanguinary Priest.

The Death Company were another highlight for me too – who else can hack their way through a unit like the Thousand Sons with such ease? I like them so much I wanted to try and get them into combat against another of Christian's Troops units, but unfortunately their Rage drew them into an undesirable face-off with Abaddon and his cronies. Even the best units sometimes have a downside. Both of these units (the Assault Marines

and Death Company, that is) lend themselves to a very aggressive and up-front style of play and one advantage of that was that Christian ended up focusing on them and basically ignoring my Sanguinary Guard – a big mistake as it happens. Left unmolested by any shooting attacks they arrived intact, blasted the Land Raider in the back with their infernus pistol and then stormed the ruins, killing a Black Legion squad and seizing an objective into the bargain. They are a dangerous unit to overlook, that's for sure.

The Baal Predator lived up to my expectations just nicely – it did what I thought it would, burning power-armoured troops in cover with ease. If it had been ordinary Chaos Space Marines, rather than Plague Marines, the casualties would have been even higher.

One thing this battle has done for me is whetted my appetite to expand my own Blood Angels army. I've got a whole Battle Company already, but there's definitely a space in the force for the Sanguinary Guard and the Sanguinor – they're both brilliant. I wonder if I can squeeze them in, and still keep Mephiston in my force?

## Man of the Match

He might not look like the most obvious choice for my man of the match, but to my reckoning, overseeing a brave charge to the objective, whittling down the Berzerkers and Chaos Terminators, slaying a Defiler and standing firm to the end is worthy of some serious praise. Sergeant Nero it is.



# BLOOD, FIRE, DEATH!

**Christian:** Well then, that hurt just a little bit more than I had hoped for. To be honest, I was hoping for a better Turn 1, in fact any Turn 1 would have been preferable to the one I had. My sloppy shooting (thanks a lot, dice) allowed the Blood Angels to reach my lines virtually unscathed, which meant that the fighting was going to be really tough.

The Death Company killing the Thousand Sons in one round was a bit of a shock to me, as I have become used to Magnus' sorcerous minions holding their own a little better than that (it might have been helpful if I could have just thinned them out a bit, true). Having the Assault Marines completely destroy the Berzerkers at the same time put me on the back foot right near the start. I should have held my warriors back a bit and tried to get two turns of solid shooting from the army as whole, and then counter-attacked with everything on turn 3, but I clearly misjudged how hard the Blood Angels would hit (and they hit very, very hard).

The counterassault led by Abaddon and the Defiler was impressive, and even the Daemon Prince's performance was

encouraging. The points spent on *Warptime* and the Mark of Tzeentch allowed him to hold his own against the Sanguinor, a much more costly playing piece. Maybe I should have swapped out the *Bolt of Change* for *Gift of Chaos* and just turned the Golden Boy into a Chaos Spawn, but you live and learn.

With my robust retaliation in my turn two I thought I might be able to rescue the game, but lady luck's taxi came early and I was left to the mercy of Matt's uncanny dice rolling (I am convinced he leeches luck off). Abaddon rolled a one for his Daemon Weapon, and Lemartes caned him for it, the Daemon Prince finally stumbled a bit and the Sanguinor felled him before joining the Death Company Chaplain in the Chaos Lord's demise. The Defiler was lucky if it killed one Marine a turn in the Assault phase before it eventually got taken down by a few well-placed krak grenades and a power fist.

Next time I play a game against the Sons of Sanguinius I'm using Vindicators and Obliterators! I haven't played against a Space Marine yet that has managed to ignore plasma cannons completely.

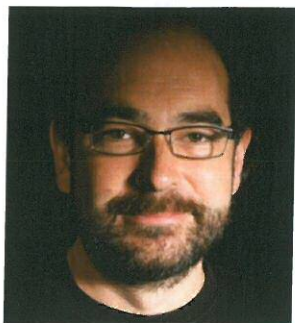
## Man of the Match

I nominate the Skull Champion who embodies the hatred and rancor of the Chaos Space Marines just perfectly. He knew he was doomed, but he still had time to kill off one last Blood Angel.





# STANDARD BEARER



When Standard Bearer didn't arrive on our desks with Jervis' usual punctuality, we went to see what had befallen our bearded seer. We found Jervis with his nose buried in a pile of codexes and army books. Inquiring minds want to know more.



This Beastman's standard was inspired by the iconography of the Beastmen as shown in their army book.

## Getting the Epaulettes Right

I know that the Empire Uniform Guide has been out for a while now, but I was idly leafing through its pages the other day, and was struck anew by what a great little book it is. I don't know about you, but I seem to have a love of uniforms and military iconography hard-wired into me. This passion expresses itself in a number of different ways, one of which is finding the sections in our books that show lots of different colour schemes for uniforms deeply appealing. I feel the same way about colour pictures of banners and standards, as well as camouflage patterns for vehicles.

Now, I could try and kid myself that what I'm doing is purely practical – so that I know how to paint the models in my collection, for example – but that would be a feeble lie. The truth of the matter is that if you give me a book full of pictures of uniforms and banners and tank markings, then I'll be as happy as Larry even if I have no intention of ever collecting the army in question. Sad, I know, but true!

Anyway, as I pondered away on this, I thought it might be worthwhile to do a Standard Bearer about why we do books like the Empire Uniform Guide, and also why we include the colour sections in our army books and codexes showing painted examples of the models from the army. After all, none of these things are strictly necessary in order to play our games, are they? A chess rulebook wouldn't include lots of pictures of different chess sets, now would it? My answer to both of these questions would have to be: yes, you're quite right, none of these things are needed when you're *playing a game*, but they are incredibly important and useful at almost any other time. Ours is a hobby that is all about imagination and creativity, and things like the uniform guide and the colour sections in our army books help prime the pump. As most of us spend far more time thinking about our armies and preparing them for battle than we ever do playing, this makes the colour sections in our books vitally important.

So, first and foremost, the Uniform Guide and (especially) the colour sections in our books are *showcases*, that are meant to inspire you and get your creative juices flowing (as an aside, I think it's no coincidence that they are often described as 'mouth-watering'!). But that's not the

only thing they do. They are also a chance for us to show you a set of the 'typical' colour schemes and iconography associated with an army. Note that this is really a secondary consideration. In particular, the things we show are not meant to represent the only 'proper' way to paint the Citadel miniatures in your collection – in fact, as I've already explained, we intend them to be a *springboard* for your imagination and creativity, not a set of cast-iron shackles!

This is why the background and history we invent for our armies is deliberately designed and written in such a way as to give you the maximum amount of choice. For example, although we've described a dozen or so Space Marine Chapters in great detail, we've made it clear that there are hundreds of other Chapters, and for these you can make up the details for

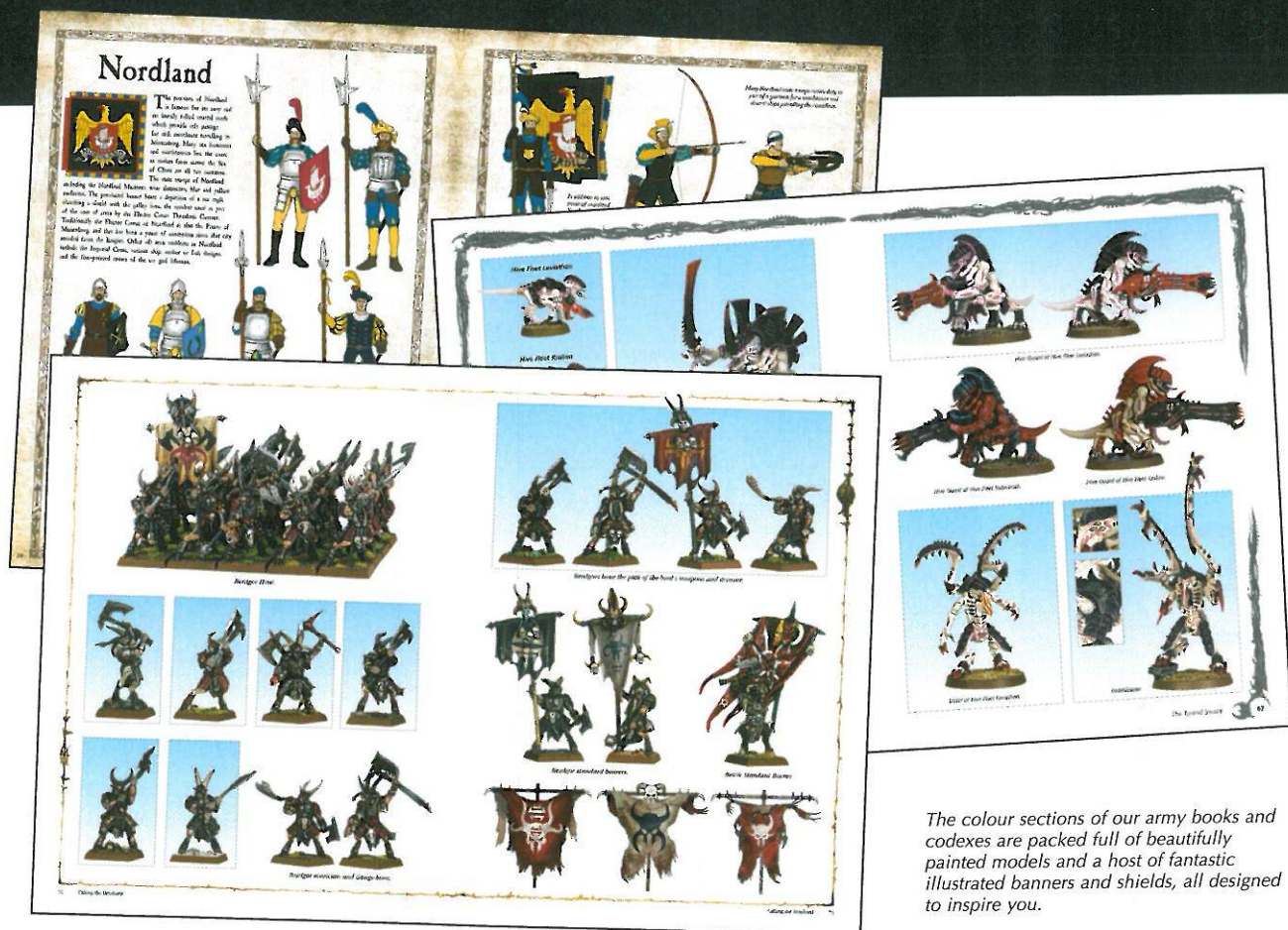
yourself. The same principle applies when we describe the vast number of Imperial Guard regiments in the Imperium, or the variety of different uniforms used by different states in the Empire. Even when we show the colours used

“I seem to have a love of [military] uniforms hard-wired into me.”

for unit, we try to do so in such a way that it leaves some freedom for you to decide the exact way you wish to represent things. For example, we all know that the Ultramarines have blue armour, but the exact shade of blue, the techniques you use to represent it, and exactly what markings you use, are left up to you. The result is that while, over the years, I've seen dozens of different Ultramarines armies, they are rarely exactly the same.

This all said, we do try to give enough information to let you know about what is appropriate for an army – a hook to hang your hat on, as it were. This information has been built up slowly over the years, and is based on quite a lot of trial and error about what 'looks right and wrong'. The bottom line is, of course, that you can paint your miniatures however you choose, but we've found that armies tend to have a number of archetypal qualities that help define them, and an appropriate paint scheme and iconography really helps to capture those qualities. The Ultramarines, for example, are highly disciplined and organised, and their appearance reflects this. Orks, on the other hand, are barbaric and ferocious, so are painted differently to reflect these different qualities.





The colour sections of our army books and codexes are packed full of beautifully painted models and a host of fantastic illustrated banners and shields, all designed to inspire you.

The schemes that you see in our books have evolved over the years to help reflect and enhance these qualities. Copy them, or stick very close to them, and you'll have an army that really looks like it was torn from a battlefield on the Warhammer world, Middle-earth or a warzone in the Warhammer 40,000 galaxy. However, keep in mind that the examples we show are meant as a starting point, not an end in themselves. So have fun building on what we've done. Look at the colours that we've used, but think about varying them slightly so that your army has its own unique combination of colours. I also recommend immersing yourself in the background for your army, and if there is something you really like the sound of, then base your army upon it, and use the background to guide the decisions you make about which colours and iconography to use.

With all this freedom, however, comes a word or two of warning – be careful about going too far and stepping into territory that really belongs to another army. For example, in Warhammer the colours of silver, blue and white are strongly associated with the High Elves, and if you use these colours for another army they will look rather 'High Elfy' – giving your Orc army blue and white jackets just won't look right, and neither will giving your High Elves dirty brown uniforms and tarnished 'gun metal' armour.

It is possible to use this technique deliberately – creating a Goblin army with High Elf pretensions, for example, or an Imperial Guard army based on the Coldstream Guards – but take care, as it's easy to end up with a pastiche, and you may regret spending a lot of time and effort on an army you end up being a bit embarrassed to use in the future.

But enough caveats, because what I really want to talk about are not restrictions, but *opportunities*. You see, I think that the reason I am drawn to pictures of uniforms and banners and tank markings, is because they *inspire* me. They inspire me to think about how I could paint my army, and about what the background or story for that new army might be. In short, they help to bring the Citadel miniatures in my collection to vibrant *life*, and if you ask me, that is what a lot of this hobby is all about! So, the next time you are looking for inspiration, you could do far worse than take the time to look through the colour section in your army book, with an eye to using it as a spur for your own creativity and imagination. That is, after all, what it is there for.

And that's all for this month's Standard Bearer. As ever, if you have any comments or feedback on what you've read, then feel free to write to me at the usual address (you can find it on the right). I'd love to hear from you.



Uniforms and Heraldry of the Empire contains illustrations of dozens of banners.

#### Write to Jervis at:

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



# BLOOD ANGELS

**WARHAMMER**  
40,000

This month 'Eavy Metal expert Darren Latham unleashes his talents in a non-metallic metal masterclass. We follow how he paints the beatific Blood Angels hero, the Sanguinor.

# THE SANGUINOR



**T**he Sanguinor is a hero of the Blood Angels Chapter, a gold-armoured champion whose actions and origins remain a mystery.

While none can prove the origins of the Sanguinor, any Blood Angels Space Marine will affirm that he is a shining angel of vengeance, a hero who fights alongside the Chapter when their need is direst. Whether his arrival is witnessed by only a handful of Battle-Brothers, whose fight for survival is aided by their golden-armoured saviour, or an entire strike force consisting of multiple battle companies, the result is the same. From the moment he arrives upon the field of battle, the Sanguinor is a whirlwind of righteous violence, his Glaive Encarmine lopping off heads and limbs with each masterful stroke.

This unusual and action-packed background makes the Sanguinor something of an enigma for those of us

who relish the chance to delve into the grim darkness of the Warhammer 40,000 galaxy. Though many, even those within the Imperium itself, question his existence and his motives, the Blood Angels, and those his actions have saved from calamity, know better.

For 'Eavy Metal's Darren Latham, tackling the Sanguinor miniature presented a chance to go to town with an extraordinary paint job. 'This figure lends itself to non-metallic metal painting,' Darren explains. 'A golden-armoured hero such as this, with his huge unfurled wings, will really stand out amongst the sea of red and black power armour found amongst the rest of the Studio's Blood Angels army. The model is so resonant of Sanguinius, and using non-metallic colours to paint the gold will help the Sanguinor to catch the eye whenever he's on the tabletop, even as part of massive battle shot.'



## Painting Non-metallic Metals

It's clear sitting down with Darren that he really thought long and hard about how best to paint the Sanguinor. 'The Sanguinor model is a painter's delight,' he says. 'Look at all the detail, the musculature on his stomach and the features of the face mask he wears. Even the curls of his golden hair. A model like this offers a chance to really show what a skilled painter can do with non-metallic metals.' About a year ago Joe Tomazewski did a non-metallic metal masterclass of a Chaos Warrior clad in silver metal (check out White Dwarf 353 for an in-depth look at the theory behind this technique). 'Painting non-metallic gold, while it uses the same principles, is quite different. Non-metallic gold has lots of colours, such as yellows and browns, in it.'

Why use non-metallic metal at all, though, is the question on the minds of many? 'The joy of painting with this technique is the illusion that you've painted the model gold,' Darren says. 'It's a real challenge to do it, and do a fantastic Citadel miniature, with all its shapes, folds and lines justice at the same time.'

Darren's also keen to point out that non-metallic metal isn't the only way to get a beautiful metallic effect on a Citadel miniature. 'Oh no,' he explains. 'The Citadel Colour range includes plenty of metallic colours and they are the staple of any 'Eavy Metal painter's palette when we normally paint metal on a miniature – but sometimes we want to make a model stand out and so employ our skills to the fullest. The opportunity to paint a model as exciting and detailed as the Sanguinor brings out the best painter in all of us.'

Looking at the Studio's Blood Angels army you can see what Darren means. Most of the gold armour in the army has been painted using Shining Gold and the other metallic Citadel paints, as you can see in the feature earlier in the issue. 'Painters shouldn't be put off from using metallic colours,' Darren emphasises. 'Painting with metallics can be just as rewarding, and equally as impressive. I've every intention of painting a second Sanguinor for just that reason,' he says.

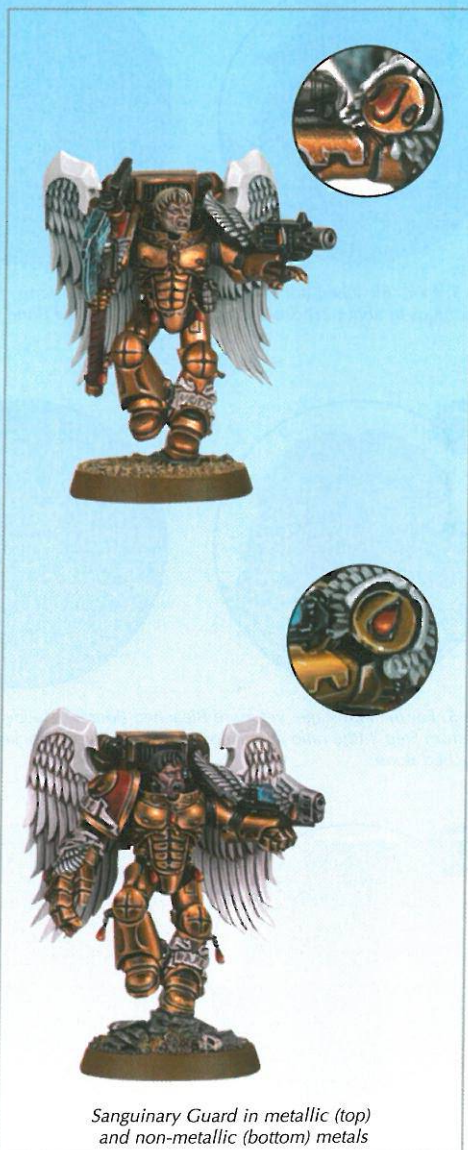
### Metallic and Non-metallic Comparison



*Commander Dante in metallic (left) and non-metallic (right) metals*



*Captain Tycho in metallic (left) and non-metallic (right) metals*



*Sanguinary Guard in metallic (top) and non-metallic (bottom) metals*



## Painting Gold Armour

Most of the Sanguinor miniature is painted gold. Because he wanted a dark starting point, Darren undercoated the model with Chaos Black Spray.

Darren blended each consecutive layer by keeping his paints thin and being careful not to paint over the previous layer entirely.



**Step 1.** The armour was basecoated with a 1:1 mix of Calthan Brown and Snakebite Leather. If you paint 'out of the lines' while doing the armour, don't worry – there'll be time to clean up later.



**Step 2.** Next Darren added the first layer of blending – he used a mix of Snakebite Leather with a spot of Bleached Bone, painted onto the areas where the light source would be reflecting from the model.



**Step 3.** More Bleached Bone was added to the previous mix, bringing the proportions to about 2:1 Snakebite Leather to Bleached Bone.



**Step 4.** Again, Darren added a little more Bleached Bone into the earlier mix, this time bringing the quantities to 1:1. This was then watered down and painted on, blending into the earlier stages.



**Step 5.** For the fifth stage, yet more Bleached Bone was added to the brown mix from Step 4 (the ratio at this point was roughly 1:2 Snakebite Leather to Bleached Bone).



**Step 6.** Next, watered-down Dark Flesh was washed into the recesses. The effect is to subtly enrich the recessed areas. Darren added flat shading above the highlights, creating artificial reflection.



**Step 7.** Darren then mixed Chaos Black with Dark Flesh (1:2) before watering it down. As before this was carefully painted into the recesses and above the lighter areas to create the impression of reflection.



**Step 8.** In this stage a further highlight, this time of pure watered-down Bleached Bone, was painted on. This is quite an extreme highlight, and is painted on the points where the reflection of the light is sharpest.





**Step 9.** Darren added a further shade of watered-down Chaos Black. It's important to keep this shade very tight and fine, so as not to overpower the ones you have already added.



**Step 10.** In stark contrast to the black shading applied in Stage 9, an extreme highlight of Skull White was applied very sparingly. Note the spots added at the points of direct reflection.



**Step 11.** Next Darren added a wash of watered-down Sunburst Yellow. This was applied over all of the armour, to accentuate the gold colours. Once dry he followed it with a glaze of Leviathan Purple into the recesses.



**Step 12.** Finally, Darren re-applied the most extreme of the Skull White highlights – this starkly contrasts with the yellow hue of the other highlights, creating the impression of bright light reflecting.



## Finished Armour

Here you can see the completed armour and jump pack, showing how Darren has applied the non-metallic metal across the whole model. With the armour completed, Darren pressed on to add the extra details, which we'll explain later. Because the armour is the main part of the model, Darren completed it before moving on to the other areas of the miniature – whichever way round you

approach it, you run the risk of painting over something you have already finished. Darren always paints the largest area first, reasoning that he'll be using more detailed brushes later (and thus be less likely to make mistakes). For those of us who aren't talented to the same degree as 'Eavy Metal, however, it's all a matter of confidence, practice and correcting mistakes when we make them.



Models shown slightly larger than actual size.



## Chalice and Glaive Encarmine

The Sanguinor clasps a powerful Glaive Encarmine in one hand and an ornate chalice in the other – while the first is a powerful close combat weapon, the other is a deeply

symbolic representation of the Chapter's history and heritage. Darren painted these using subtle colours, so as to keep the focal point on the Sanguinor himself.



**Step 1.** Darren started the chalice by painting it with a smooth basecoat of Adeptus Battlegrey.



**Step 2.** Next, a highlight of Codex Grey was applied, focusing on the areas where light would reflect from the chalice.



**Step 3.** A further highlight of Fortress Grey followed next. Again, Darren made sure to focus on how light would reflect from the chalice.



**Step 4.** The recesses of the chalice were shaded by painting on a 1:1:1 mix of Regal Blue, Chaos Black and Codex Grey.



**Step 5.** Darren then added a darker shade to the recesses, this time with watered-down Chaos Black paint.



**Step 6.** Finally Darren singled out the extreme highlights, using Skull White to pick out the areas where the reflection of light was strongest.

## Parchment

The Sanguinor model has impressive parchments that drape from his waist. Darren painted these using Khemri Brown as a basecoat, which he then highlighted by adding in increasing amounts of Dheneb Stone. He washed the recesses with a 1:1 mix of Scorched Brown and Badab Black, followed by a second wash of pure Gryphon Sepia.

The purity seals were painted with a mix of Chaos Black and Scab Red, which was highlighted with Scab Red with a little Bleached Bone mixed into successive highlights, before a final touch of pure Bleached Bone.

Darren then carefully detailed the parchment by painting on miniscule text and Imperial iconography, including the aquila and Blood Angels Chapter symbol.



## Jewels and Gems

Like many Blood Angels, the Sanguinor is decorated with a number of gem stones. Darren used the following technique to create give the gems their realistic appearance.



**Step 1.** Darren painted the whole gemstone in the colour of your choice. When painting a gem, it pays to start with a fairly dark colour.

**Step 2.** Next, he painted a lighter colour onto the gem as a highlight – this highlight should be towards the light source.

**Step 3.** Darren added a further highlight within the first, this can be quite a stark highlight as you can see in the example on the right.

**Step 4.** Finally, he added spots of white to darker side, of the gem, creating the impression of light reflecting directly from the surface.

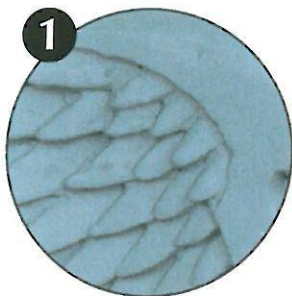




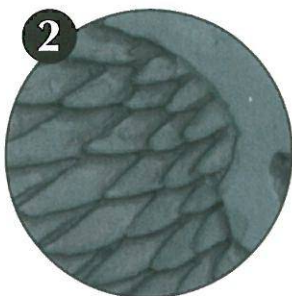
## Angelic Wings and Aged Parchment

One of the most distinctive features of the Sanguinor are the bright, crisp and clean wings that stretch out from his back. In contrast to the parchment, which looks faded and

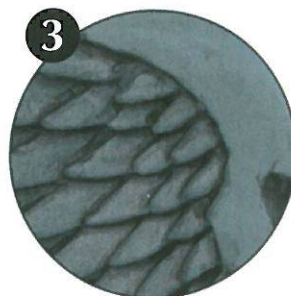
age-worn, the wings are clean and white offering a strong contrast with the rest of the miniature. Here's how Darren painted them.



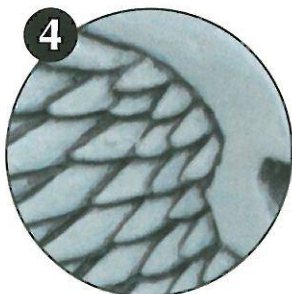
**Step 1.** Darren started by applying a smooth basecoat to the wings, using a 1:2 mix of Fenris Grey and Astronomican Grey.



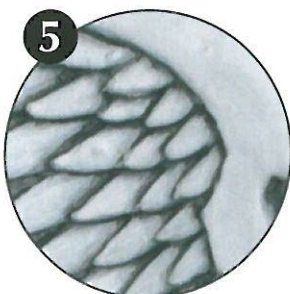
**Step 2.** Next, Darren made a 1:1 mix of Codex Grey and Fenris Grey, which he watered-down and applied as a shading wash.



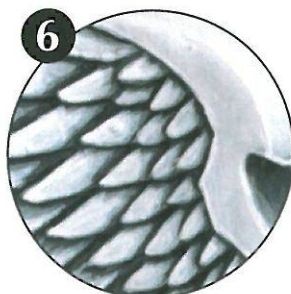
**Step 3.** Chaos Black was added to the previous mix (equal parts of each) and painted into the very deepest recesses of the wings.



**Step 4.** With the shading applied, Darren began adding highlights, first painting on a layer of Astronomican Grey.

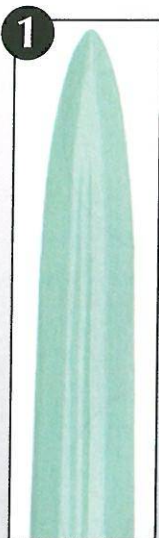


**Step 5.** The next highlight was painted with a 1:1 mix of Skull White and Astronomican Grey – remember to keep the paint watered down.



**Step 6.** The final highlight is painted with pure Skull White – this is painted along the edges of the feather tips and the bend of the wings.

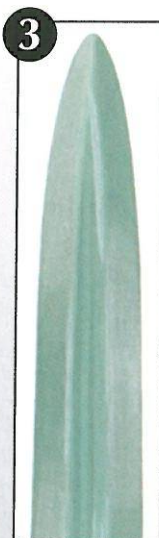
## Glaive Encarminé



**Step 1.** The sword was painted with a 1:1:1 mix of Regal Blue, Hawk Turquoise and Bleached Bone.



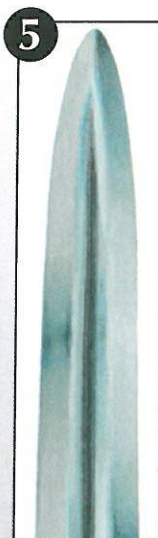
**Step 2.** The whole blade was then highlighted by adding a little more Bleached Bone into the previous mix.



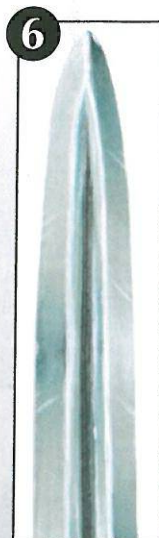
**Step 3.** For the second highlight, Darren added even more Bleached Bone and a little Skull White into the previous mix.



**Step 4.** Darren then shaded the centre of the blade's fulling with a 1:1 mix of Regal Blue and Hawk Turquoise.



**Step 5.** The fulling was then shaded with watered-down Chaos Black – it's important to keep this to the very centre, so go carefully as you paint.



**Step 6.** Finally Darren painted a series of extreme highlights using Skull White – note the occasional flecks along the sides of the blade too.



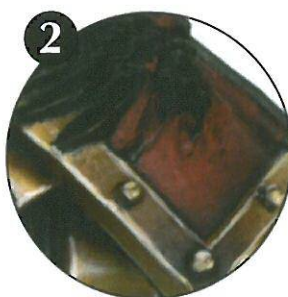
## Red Armour and Blood Vial

The Sanguinor's deep red shoulder pads and the blood-filled vial that hangs from his waist provide ideal opportunities for a painter to bring in areas of contrasting

colour to the miniature. Both of these reds are painted in a subtly different way; after all, one is an armour plate and the other is a vial filled with blood.



**Step 1.** First, Darren basecoated the shoulder pad with a 1:1 mix of Mechrute Red and Scab Red – note how a fine line of black was left between the red and gold of the shoulder pad.



**Step 2.** The edges of the shoulder pad were shaded using a 1:1 mix of Scab Red and Chaos Black. By keeping this watered down Darren was able to blend it into the lighter red.



**Step 3.** Next, the shoulder pad was highlighted with a 1:1 mix of Mechrute Red and Blood Red.



**Step 4.** Darren then added a further highlight, this time using a 1:1 mix of Blood Red and Blazing Orange.



**Step 5.** The shoulder pad was highlighted using a 1:1 mix of Blazing Orange and Skull White.



**Step 6.** Finally, spots of pure Skull White were applied where the reflection of light would be most intense.

## Vial



**Step 1.** Darren painted the top of the vial with a 1:1 mix of Codex Grey and Regal Blue. The blood was painted with Scab Red.



**Step 2.** Next the vial was shaded using a 1:1 mix of Chaos Black and Regal Blue. This included adding several dark reflective lines that run from top to bottom.



**Step 3.** The top part of the vial was highlighted with Fortress Grey, while the blood was highlighted with a 1:1:1 mix of Scab Red, Blood Red and Warlock Purple.



**Step 4.** The top of the vial was highlighted with Space Wolves Grey, the bottom with a 1:1 mix of Blood Red and Warlock Purple.



**Step 5.** Darren painted a fine line of Chaos Black through the centre of the dark reflective lines on the vial.



**Step 6.** For the last stage, Darren added some extreme highlights with Skull White, painting them alongside the dark reflective lines.



## The Finished Miniature

Here you can see the completed Sanguinor miniature. When you look at the miniature as a whole, it is clear that Darren has used the same colours and painting techniques demonstrated across the whole miniature, for example the Sanguinor's iron halo and the chain around his neck were

painted in the same way as the chalice. Likewise, the wings on the Blood Angels symbol at his waist and on his shoulder pad, were painted in exactly the same way as those on his back. The overall effect is one of a fabulously detailed miniature with a consistent colour palette.

*We've shown the Sanguinor at slightly larger than actual size, so you can get a good look at the details on the finished model.*



## ASK 'EAVY METAL™

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

*This month's Ask 'Eavy Metal question comes from Arthur in Brussels, Belgium, whose question concerns mixing paints (a very appropriate question considering this Masterclass). Arthur was looking for advice concerning mixing paints, how 'Eavy Metal are so precise (giving ratios such as 4:1, and so on) and what utensils and tools they use when mixing. Neil Green provides the answer:*

**Neil:** 'When we mix paints we always jot down a rough guide to what we've done so that we can recreate it – but it's never an exact thing. You just go with what looks right on the model. Kornel always uses the same brush when transferring paint to his palette, while I just play it by ear. The real answer is to go with what looks and feels right, using the ratios as a basic guide and not as a strict law. As Keith Robertson says, 'painting is an art, not a science', so try not to get too hung up on the exacts. Just have a clean place to store each mix (having a palette with 'dips' in is useful, as is comparing the mix on your palette to the paint already applied to your miniature. Practice, experience and perseverance will do the rest!

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





# MODELLING WORKSHOP

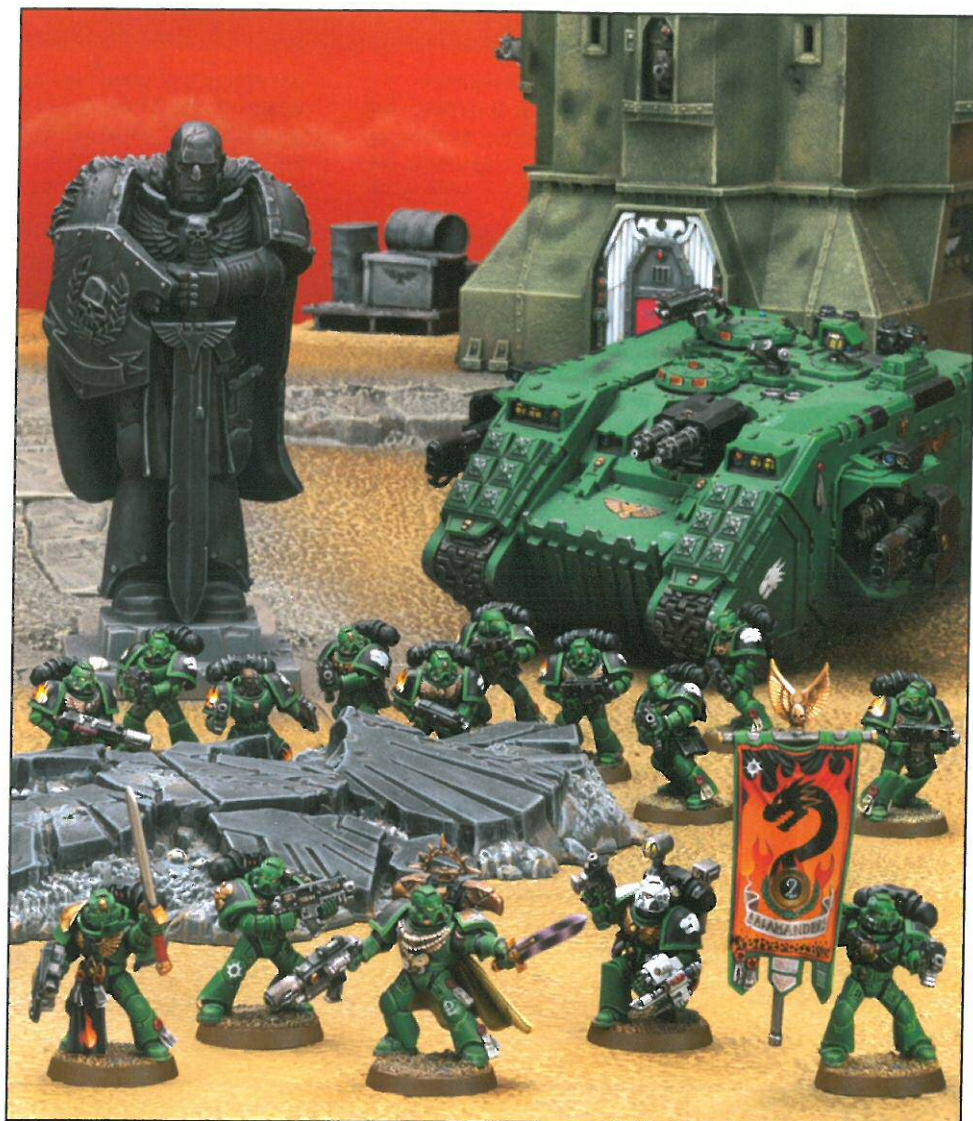
# STATUES

**WARHAMMER**  
40,000

**WARHAMMER**

THE LORD OF THE RINGS  
STRATEGY BATTLE GAME

With the Honoured Imperium set out this month, we thought it was a good excuse to look at including statues in your scenery sets. Adam Troke went to talk to hobbyist Chris Peach.



**H**obby heavyweight Chris Peach has spent the last few days painting up several Space Marine statues from the Honoured Imperium set. Adam Troke ambushes him and learns the secrets behind achieving such striking effects.

As Chris painted the contents of the Honoured Imperium to add to the Studio scenery collection, he had a strong goal in mind – to make sure that they could sit seamlessly alongside our existing Studio armies and terrain sets.

'I can imagine these proud statues standing on any one of thousands of worlds across the galaxy,' Chris says. 'Perhaps the world is loyal to the Golden Throne of Terra, and the statues are lovingly maintained. Maybe the planet in question is an ancient war zone, and the statues are in disrepair. Perhaps they have even been deliberately defiled by the enemies of the Imperium.'

Chris has matched these Space Marine statues with the range of terrain and armies that we have here in the Studio. 'Take the

statue painted to look like black stone, for example' Chris says. 'I wanted something that could match the volcanic recruitment world of the Salamanders. But I also needed it to look good with our other collections – this one would look great alongside Raven Guard or Dark Angels. The gold statue is perfect to complement our 3rd Company Ultramarines (gold trim, you see), while the sandstone statue matches the Studio's jungle ruins.'

'The big tip I would share when you're adding things like statues to your terrain set,' Chris adds, 'is to look for small details such as colours or textures that you can add to lend them authenticity alongside your existing items.'

There just isn't enough space to show all of Chris' painting tips here – don't worry; detailed stage-by-stage guides can be found on our website: [www.games-workshop.com](http://www.games-workshop.com)





Each of these statues has been painted to match one of our armies or a scenery sets. Small details such as adding foliage to the sandstone statue, or snow to the granite statue, really help to tie the scenery piece in. Chris even chopped one unlucky statue in half – he then filled over the hole with Green Stuff and slate, which you get in both our Basing Kits.



## Complementing your Collection

If you want your statues to suit your existing scenery set, simply detail them to match:

- Citadel Modelling Snow for ice worlds.
- Modelling Sand (painted) for ash wastes and deserts.
- Static Grass or flock for jungle or agri-worlds.

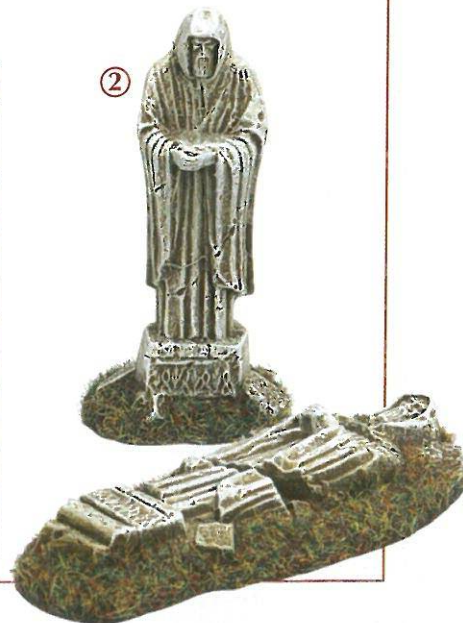
For more information about our range of scenic accessories, go online: [www.games-workshop.com](http://www.games-workshop.com)

## OTHER STATUES

Warhammer 40,000 doesn't hold a monopoly on statues. Both the Warhammer and The Lord of The Rings ranges also include statues.

① These two bronze statues come as part of the Warhammer Chapel box set – hobby ace Chad Mierzwa painted these in a bold bronze colour scheme. This is reflected in the details of the chapel (such as the suns and twin-tailed comets that detail the outer walls).

② These statues of ancient kings have been painted to match the crisp white stone seen at Amon Sûl, Osgiliath and Minas Tirith. Chad weathered them with greens and browns to make them look time-worn; victims of centuries of neglect.





WARHAMMER  
40,000

# MODELLING WORKSHOP BLOOD ANGELS



The Studio is well and truly in the grips of the Red Thirst. Knowing an opportunity when we see it, we armed as many hobbyists with clippers, glue and plastic kits as we could.

**T**he Blood Angels are one of the most noble and proud of the Space Marines, a Chapter of the First Founding with a long and storied history that dates back to the earliest days of the Imperium. After the turmoil of the Horus Heresy, the Blood Angels embraced the Codex Astartes and the stability that it brought with it. To this day the Blood Angels Chapter strive to adhere to the tenets of the Codex Astartes.

The new Blood Angels plastic kits are adorned with iconography and symbols, marking every Death Company and Sanguinary Guard you assemble as a true Son of Sanguinius. What's even better is that you can add any spare parts you have left over to the rest of your plastic Space Marines, allowing you to assemble them as Blood Angels too.

As ever when a slew of new plastic kits arrives in the Studio, the temptation to start assembling Blood Angels proved much too strong amongst the resident fans. We took full advantage of these volunteers, arming

them with a Death Company box set, a Sanguinary Guard box set and a whole host of other kits from the rest of our Space Marine range. Those few of us not overcome by the hobby equivalent of the Red Thirst were quite happy to watch the frantic clipping and gluing, diving into the melee now and again to grab a handful of bespoke models for White Dwarf.

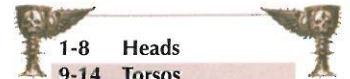
Our team of hobbyists used the new kits in some very clever ways. What they have done in the examples shown in this article is highlight how you only need to use the spare parts from each frame to create a strong Blood Angels flavour throughout your whole army. So none of the kits used have been utterly cannibalised – you can still make your five Death Company or five Sanguinary Guard as well. Instead the spare parts and straight swaps from these kits have been mixed in with other Space Marine sets and Bitz Packs, allowing you to add a Blood Angels flavour without wasting any of your valuable components.





# THE DEATH COMPANY

The Death Company frame is packed full of components and options, allowing you to assemble five Death Company armed with all manner of weapons.



- 1-8 Heads
- 9-14 Torsos
- 15-34 Shoulder pads
- 35-39 Boltguns
- 40-44 Boltgun arms
- 45-49 Bolt pistols
- 50-51 Hand flamers
- 52-53 Infernus pistols
- 54-55 Plasma pistols
- 56 Power fist
- 57-58 Thunder hammer
- 59-63 Chainswords
- 64 Power weapon
- 65-69 Legs
- 70-71 Wing guards
- 72-76 Backpacks
- 77-81 Jump packs
- 82 Blood vials
- 83-84 Purity seals
- 85 Knife and grenades





# 'EAVY METAL™

## DEATH COMPANY

Perhaps most tragic of the Blood Angels, the Death Company are destined for a glorious end in battle. On the eve of battle, some Blood Angels are overwhelmed by visions of Sanguinius and filled with the Black Rage. On the battlefield these Space Marines form a nigh-unstoppable fighting unit. The ornate power armour and surfeit of purity seals, blood drops and chalices in the kit allows you to assemble each of your Death Company differently, as befits this unique unit.



Both of these Death Company have been posed in such a way that it looks like they are launching into combat with the enemy. The model armed with a thunder hammer has his foot raised slightly and thunder hammer swung back, as though he is about to bring it crashing down on his foe's head. The raised arm holding a power sword and lowered bolt pistol makes the Death Company above look like he is running full pelt towards the melee.

### POSING MODELS

The Death Company shown below have all been assembled by the designers of the kits straight out of the box – in other words, just using the parts you get on the frame.



◀ The Space Marine on the left is a prime example of how to get real movement in your models. The head is pointing in the same direction as the legs, while the torso has been twisted and the power fist positioned as if in mid-swing.



# TACTICAL SQUADS

The Blood Angels that form Tactical Squads have proven themselves beyond doubt, having wrestled with, and defeated, the constant yearning of the Red Thirst. As such, Blood Angels Tactical Marines are incredibly skilled, with many successful operations behind them. You can hint at this experience by scattering in the occasional stylised chest plate or shoulder pad and a few purity seals into the squad. This suggests that the squad has seen years of active service, receiving ornate armour and equipment, along with various honorifics, as a reward for notable endeavours on the battlefield. When adding these spare parts show restraint – not every Space Marine needs an extra detail or else you risk the squad losing cohesion and, on a purely practical level, you'll make your bitz go further.



This Sergeant uses Death Company legs, so he looks as though he's striding forwards. The head, power sword, bolt pistol and right shoulder pad are also spare Death Company parts.



For this Flesh Tearers Tactical Marine, Adam Troke has used Assault Marine legs to represent the model is closing with the enemy – perfectly in keeping with the Successor Chapter's reputation for furious melee. A Flesh Tearers shoulder pad from the Bitz Pack has been placed on the left shoulder, and a spare bolter from the Death Company frame has also been used.



Chad Mierzwa's painted Tactical Marine simply uses a spare shoulder pad, helmet and bolter from the Death Company frame.

Andrew Kenrick's bespoke Veteran Sergeant is in a very aggressive pose, as if leading his Tactical Squad forward in a charge – very fitting for any Blood Angels unit. The model uses a mix of Death Company and Tactical Space Marine components with even a spare Angelus bolter from the Sanguinary Guard frame.



This Tactical Marine has had a leg swap with a Death Company trooper. The torso backpack and arms are standard Space Marine parts, although the head and right shoulder pad also from the Death Company frame. The model is positioned in a typical 'battle-ready' stance, with bolter held ready to fire.



## HEAVY METAL™ Showcase





# RHINO

The Blood Angels Rhino has been personalised by swapping the front mantlet with the distinctive single viewport panel from the new Baal Predator kit. Blood Angels iconography was then placed on the front and left door. The gunner was assembled from the parts from spare Death Company parts.



## DEVASTATOR SQUADS

When the Tactical and Assault Squads advance they do so under a hail of heavy supporting fire, which cripples vehicles, and scythes through infantry – much to the vexation of incoming Assault Squads! Just like the Devastators of other Space Marine Chapters, the Blood Angels have access to a vast array of deadly and

sophisticated man-portable weaponry. Blood Angels Devastators are sturdy and dependable, able to keep the Red Thirst in check long enough to maintain a high rate of fire. This is highlighted in the Devastator Squad assembled by Mark, below. The squad has been subtly converted by the inclusion of the Blood Angels Shoulder Pad Bitz Pack.



◀ As mentioned on the page opposite, Mark used the Devastator Sergeant head on his bike conversion, so he replaced the Sergeant's head with a spare one from the Sanguinary Guard frame. The left shoulder pad also came from the same kit, while the legs and right shoulder pad are from the Death Company frame.



◀ The plasma cannon-armed Devastator has been more extensively kit-bashed than the others, with a head and shoulder guard taken from the Death Company frame.



# ASSAULT SQUADS

There's no denying the Blood Angels' affinity for assaulting with jump packs, stemming from a desire to fly like their beloved Primarch. A tendency to maintain the Chapter's Assault Squads at full strength means that they are always battle ready and so are included in the Troops section of the army list. This means you'll see a preponderance of Assault Squads in Blood Angels forces. Not only do Space Marines with jump packs look good, they'll give your force a dynamic and aggressive edge.

The examples below show some great ways of posing your models to maintain that aggressive look. Notice how the model is always following the direction of the head – this really helps to achieve a dynamic posture.



▲ Chad's Assault Marine Sergeant uses spare parts from the Death Company frame. He has posed the model as though he is running forwards, his chainsword raised as though he is gesturing his squad forwards.



▲ Both of these Assault Marines are armed with the standard armament of bolt pistol and chainsword. The models are looking forward in an aggressive stance as if about to take flight, or have just landed and are charging into the enemy.

► This Flesh Tearers model, posed by Adam, uses Tactical Marine legs to look like as though he has just landed. A Flesh Tearers shoulder pad denotes the model's Chapter and he has also been given a torso from the Death Company frame.



## Blood Angels Biker

Although they generally prefer jump packs as a means to close with the enemy, there is a small contingent of Blood Angels that have an affinity with bikes. Mark Latham has created a dynamic mini-diorama, combining a Space Marine Biker kit with parts from the Death Company frame.



◀ The dramatic pose has been created by cutting into and stretching out the joints of the rider, so some Green Stuff has been used to fill in the inevitable gaps. The bike stowage and equipment hanging on the rider's belt are from the Scout Biker frame and were also used to cover up gaps created by the posture. The helmet is actually the Devastator Sergeant's, which Mark has swapped over from a conversion you'll see on the page opposite. He chose this head as it incorporates a small antenna, as Mark imagines the biker's role is to ride ahead of the main force and report back battlefield conditions or enemy movement.

## HEAVY METAL™ Showcase





# HONOUR GUARD

Honour Guards are chosen only from the Chapter's most experienced warriors. In fact many veterans are seconded from the legendary 1st Company. Long time Blood Angels player Matt Hutson wanted an Honour Guard for his force, so set about merging a Death Company kit and a Space Marine Command Squad. His objective was to not only get a good-looking Honour Guard, but to also build five viable Death Company troopers at the end of the kit-bash. Matt also added a Jump Pack Bitz Pack into the mix to ensure that both squads could fly into combat. Another common feature on all the Honour Guard is that they are festooned with as many purity seals as Matt could get his hands on, reinforcing the image that they are all veterans.



◀ The company banner bearer is in a very defiant pose with a torso, helmet and infernus pistol from the Death Company kit. Matt has decided that his Honour Guard will carry the Chapter Banner into battle rather than the Sanguinary Guard, and so has taken this component from his Sanguinary Guard frame. A bit of conversion and clipping was needed to attach it to the standard bearer's right wrist as the banner is normally carried in the left hand.



▲ For the Sanguinary Novitiate, Matt used the Apothecary torso and left arm. To further identify the model as a member of the Sanguinary Priesthood, Matt stuck on the head with the chalice insignia and deliberately chose the chalice shoulder pad for the right arm.



▲ With the Blood Champion, Matt assembled the top half as the Company Champion with Death Company legs and a bare head from the same frame. Matt used a 'shouty' head, as if it is bellowing a challenge or battle cry, in-keeping with its role as Champion.



▲ The Veterans that make up the rest of the Honour Guard can be armed in any manner you wish, so Matt has armed one with a thunder hammer and gone for a short-range combo of hand flamer and power sword for the other model. Both choices of weapons fit in with the squad's role, which is to accompany the Captain into the very heart of the battle! All the weapons are from the Death Company kit; Matt has also added Blood Angels shoulder pads from the Bitz Pack.



## BITZ PACKS

The Space Marines have access to many Bitz Packs that you can use to personalise your force. There's everything from vehicle conversion kits to a whole host of shoulder pad designs. Blood Angels and Flesh Tearers in particular are well served with these shoulder pad packs. The Blood Angels have two designs, whilst the Flesh Tearers get their Chapter symbol cast in metal.

Another Bitz Pack that will no doubt be useful for Blood Angels players are the Space Marine Jump Packs. So that Blood Angels characters and Honour Guard can take to the air alongside the Assault Squads, additional jump packs will be needed!



**BLOOD ANGELS SHOULDER PADS 1**  
99060101376 £5, €7.50, 60dkr, 70skr/nkr



**BLOOD ANGELS SHOULDER PADS 2**  
99060101377 £5, €7.50, 60dkr, 70skr/nkr



**SPACE MARINE JUMP PACKS**  
99080101002 £5, €7.50, 60dkr, 70skr/nkr



**FLESH TEARERS SHOULDER PADS**  
99060101459 £5, €7.80, 60dkr, 75skr/nkr



# HQ

Blood Angels heroes are honoured warriors who command one of the noblest Chapters in the Imperium. They will be veterans of hundreds of campaigns and renowned throughout the Chapter and beyond. Creating a model that fits such a persona is an enjoyable challenge and one that is all the more attractive now that you can combine the Space Marine Commander set with the new plastic kits.

The Sanguinary Guard frame is especially useful as it is full of highly wrought parts, heavily adorned in ornamentation that would be extremely appropriate on a high-ranking Blood Angels Space Marine.

For this Captain, Andrew has used parts from the Space Marine Commander, Sanguinary Guard and Death Company kits. He chose the suitably grandiose laurel-wreathed helmet for the head of his Captain and also armed him with a Glaive Encarmine (to be used as a power weapon in the game) – both pieces are spare parts from the Sanguinary Guard frame. The shoulder pads, legs, infernus pistol and extra purity seals are all Death Company parts. Andrew posed the model as if it has just landed and has acquired a target to incinerate with its infernus pistol.



Another of the White Dwarf editor's projects is this Sanguinary Priest in Terminator armour, a rather more intensive conversion than the kit-bashes that make up the rest of this article. Mark has used a normal Terminator body and power sword arm and then supplemented it with a bare head from the Death Company frame. Of particular interest is the left shoulder pad, which is actually one of Forge World's resin accessories. Another notable feature of the model is the right arm holding a blood chalice. Both the arm and chalice are from Brother Corbulo, which Mark has mercilessly cut off at the elbow. The extra cabling under the arm is actually guitar wire. For the final touches the model was adorned with extra purity seals. The parchment around the miniature's thighs and the Terminator honour badge can be found in the Terminator kit.

Of course, you don't have to use the Space Marine Commander kit to get a dynamic and powerful Blood Angels Captain. Christian's imposing force leader has been made with spare parts from the Death Company and Sanguinary Guard frames. The jump pack, legs and head can be found on the Death Company frame while the plasma pistol, Glaive Encarmine and torso are from the Sanguinary Guard kit.



Chad's Captain has a very similar silhouette to Andrew's model. However, on closer inspection Chad has armed his Captain quite differently. He has used the halo-adorned helmet from the Sanguinary Guard frame and continued that theme across to the Blood Angel's backpack (garnered from the Death Company kit) by sticking the iron halo from the Commander frame onto the backpack. Chad has armed his Captain with a bolt pistol and the power fist from the Sanguinary Guard.



## More Online

If even this conversion-fest has not slaked your (Red) thirst for Blood Angels then all you need to do is head online for even more great content. On the website you'll find assembly guides for all the new plastic kits and a frame diagram for the Baal Predator. There are also in-depth Blood Angels tactics, how to get started with a Blood Angels force and further details on their Successor Chapters.



SEE MORE BLOOD ANGELS ON OUR WEBSITE AT:  
[www.games-workshop.com](http://www.games-workshop.com)



This model, also by Mark, uses the sword arm, right shoulder pad and cloak from the Space Marine Commander frame. Mark swapped the Commander torso with one from the Sanguinary Guard frame while the legs, infernus pistol, shoulder guard and left shoulder pad are Death Company parts.



# BLACK RAGE, RED THIRST

This month the Blood Angels are bolstered by the arrival of fresh reinforcements, including the Death Company and the Sanguinary Guard. The Blood Angels are ready for war!

## BLOOD ANGELS DEATH COMPANY

The Blood Angels Death Company box set contains five fantastically detailed miniatures. The kit comes with a multitude of options including bolters, bolt pistols and close combat weapons. There is also a plethora of specialised equipment such as a power weapons, a thunder hammer and enough jump packs to enable your Death Company to take to the skies.



BLOOD ANGELS  
DEATH COMPANY  
99120101084

£20, €26, 200dkr, 250skr/nkr

MULTI  
PART  
PLASTIC  
KIT



## BLOOD ANGELS SANGUINARY GUARD

Containing five ornately detailed warriors, the Sanguinary Guard kit includes a host of deadly weapon options. Within the box you'll find Glaives Encarmine, Angelus bolters, an infernus pistol a power fist, a fantastically detailed Chapter banner and more. There are also fifteen heads within the kit, a slew of spare parts and upgrade pieces and the stunning winged jump packs.



BLOOD ANGELS  
SANGUINARY GUARD  
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£20, €26, 200dkr, 250skr/nkr

MULTI  
PART  
PLASTIC  
KIT



## MASTER ARTIFICERS

Both the Death Company and Sanguinary Guard kits contain loads of extra bits that you can add to the other Space Marine kits in the range to give them a Blood Angels flavour – they're perfect for customising, kit-bashing and converting the other models in your army.





While keen Blood Angels generals will already be craving the new box sets, don't forget that the mainstay of the Blood Angels army is the Space Marine range of multi-part plastic kits, each of which contains a transfer sheet complete with Blood Angels decals.



**SPACE MARINE  
COMMAND SQUAD**  
99120101028  
£18, €30, 225dkr, 270skr/nkr

Contains 5 plastic Space Marines with a variety of command upgrades.



**SPACE MARINE  
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£12, €15.50,  
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Contains a plastic Space Marine commander with a variety of wargear options.



**SPACE MARINE SCOUTS**  
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£12, €20, 140dkr, 170skr/nkr

Contains 5 plastic Space Marine scouts with a choice of bolters, bolt pistols or shotguns, plus a heavy bolter.



**SPACE MARINE  
TACTICAL SQUAD**  
99120101025  
£20, €30, 225dkr, 270skr/nkr

Contains 10 plastic Tactical Marines plus various wargear options and accessories.



**SPACE MARINE  
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£20, €30, 225dkr, 270skr/nkr

Contains 5 plastic Space Marine Devastators with a choice of heavy weapons.



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**SPACE MARINE DREADNOUGHT**  
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*Jervis Johnson Presents...*  
**Battlefield Challenges**

# **WARHAMMER®**

# DUEL

## — OF CHAMPIONS —



In the battlefields of the Warhammer world, generals and champions will often lead their armies from the front. As the two armies line up ready for battle the mightiest heroes from each side will stride forward, proclaiming their valour and issuing challenges to the leaders of the other side. The side that wins the resulting single combat will have a vital advantage over their foe.

### THE ARMIES

Each player chooses an army from a Warhammer Armies army list, to an equal points value agreed before the game.

### THE BATTLEFIELD

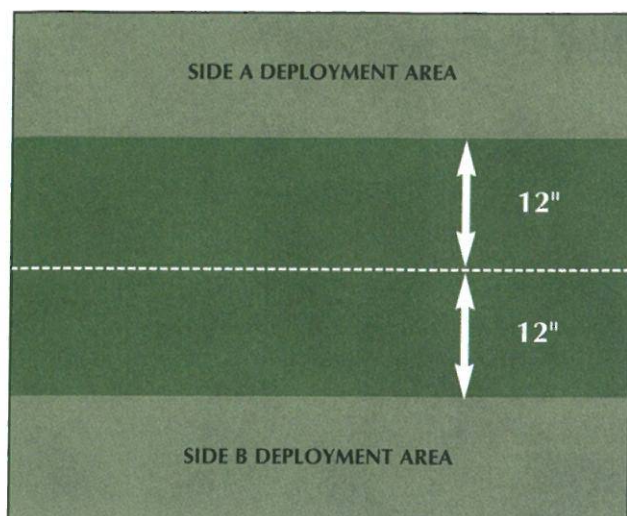
Set up terrain using any of the methods described in the Warhammer rulebook.

### DEPLOYMENT

Roll-off to see which player picks the half of the table they want to deploy in. The opponent deploys in the other half. Units may be placed anywhere in their half that is more than 12" from the centre line. Players then take it in turns to place units, using the 'alternating unit' method of deployment described in the Warhammer rulebook.







**Important:** Following deployment a special challenge combat is fought, and this may allow units to change their positions before the battle starts. See the special rules section below for details.

## FIRST TURN

The side that moves first is decided by a special challenge combat fought before the battle starts. See the special rules section below.

## GAME LENGTH

The battle will last for six turns, or until a time limit agreed by the players is reached, whichever comes first.

## VICTORY CONDITIONS

The player that has scored the most victory points at the end of the battle is the winner.

## SPECIAL RULES

### The Challenge

After both sides have deployed, each player must secretly pick a single Lord or Hero model as their champion (write the name of the character on a piece of paper). Any Lord or Hero may be chosen, including the Army General if desired.

The nominations are revealed once both sides' champions have been chosen. The two champions – and their mounts, if they have them – will fight a single combat against each other before the battle starts. Place the two models in base contact at the centre of the table.

The challenge is fought as a series of combat rounds. Each round is resolved using the normal rules for combat, with the following exceptions:

1. Both champions count as charging in the first round.
2. No Break tests are taken – this is a fight to the death!
3. Such is the ferocity of the combat that the champions (but not their mounts) are assumed to have the Killing Blow special rule for all of their attacks.

Note that no movement, spellcasting or shooting is allowed for the champions while they are locked in combat – they both stand toe-to-toe trading blows until one is slain!

After each round of combat, each player may pick D3 units in their army and advance them straight ahead 2D6" (roll separately for each unit), starting with the player whose champion lost the challenge that round. This represents the units surging forward to cheer their champion on! Terrain will affect this move normally. If the move is blocked by friendly or enemy units, or impassable terrain, then the unit will stop 1" away from the obstruction. Each unit may only surge forward like this once, and so different units must be chosen for the bonus move in succeeding rounds. A player may choose not to take one or more of the free moves should he rather a unit remain stationary.

In addition, the side whose champion slays their opponent takes the first proper turn of the battle. Their champion remains where he stood at the centre of the battlefield, but is not allowed to move on the first turn (though he can shoot or cast spells), but retains the Killing Blow rule for his attacks for the duration of the battle. If the two champions manage to slay each other for any reason, then roll-off to see who gets the first turn.

## DESIGNER'S NOTES

Although the basic premise for this scenario is brutally simple – two mighty champions in a fight to the death – it still requires careful thought and planning. If you're not careful you can put yourself at a distinct disadvantage even before the first turn starts.

First of all, you need to consider carefully who you will pick as your champion. You will be tempted to use your most powerful champion in order to secure victory. However, keep in mind that both champions receive the Killing Blow rule in this scenario, and also that your champion will be on their own at the centre of the battlefield for at least the first turn. This makes it risky to use your Army General or most powerful character as the army champion. On the other hand, winning the combat will give you the first turn, which can be vitally important in this scenario.

“The generals and champions will often lead the armies from the front.”

The reason that having the first turn is important is that the bonus 'surge' moves can often result in a unit being in position to launch a first-turn charge. Because of this you should carefully consider which units to surge forward when you get the chance. You should also keep this in mind when you deploy the army, setting up your own units in positions that will allow them to either make charges of their own, or where they are safe from enemy units that surge forward.

All in all then, you need to pick as powerful a champion as you possibly can, but one whose death will not lose you the game. It's this dilemma that makes the scenario such an interesting and exciting one to play. Good luck!



# ARMY WORKSHOP

Last month's Army Workshop took a look at Nick Bayton's Isengard army – this month we ride beside the knights of the Riddermark with Rohan's newest champion, Duncan Rhodes. Adam Troke explains all.

## The WHITE HORSE & the WHITE HAND

As part of our White Horse & White Hand coverage, Duncan and Nick have fought a battle from the campaign shown back in February's White Dwarf. Check it out on our website:



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

**D**uncan Rhodes is one of those chaps who is an absolute pleasure to 'talk hobby' with. He's a keen gamer, an avid painter and he's got a steady stream of great ideas bursting out of his head. That's probably why I picked his brain so regularly when planning out some of the articles involved in the White Horse & White Hand series (and the previous campaign for The Lord of The Rings that concluded last December).

Considering Duncan's involvement in all things War of The Ring lately, it was hardly surprising that he offered to build a new army as part of our feature, and even less so that he insisted on collecting Rohan. You see Duncan is quite obsessed with cavalry and the idea of glorious charges spearheaded by bold knights.

So, I collared him to talk about his army, something that's been growing on his desk for the past few weeks and he happily explained his 'secrets of army building'.

Duncan's work station is nestled between Dave Andrew's Corner of Wonders™ and Nick Bayton's charming, if

somewhat chaotic, Paintorium (best not to ask), so with notebook in hand I pulled up a chair and grilled him over what he had collected, and why.

'I like to collect things that excite me,' Duncan explains, when asked why he was so keen to paint a Rohan army. 'My favourite scene in the movie is the glorious last charge of the Rohirrim, as they arrive on the Pelennor Field. Théoden's stirring speech and the way that the riders charge fearlessly into thousands upon thousands of Orcs is just fantastic. No wonder, really, that I wanted to build a Rohan army.'

With his colours firmly hoisted in the Rohirrim camp, I asked Duncan what method he used to decide what to include in his army. 'Lots of horses,' he says with a grin. 'Any Rohan force needs plenty of horses. So I wrote a War of The Ring army list that featured lots of them, and got straight to collecting. It's an army based on a simple premise – when I play, I want to look at the table and see, in my mind's eye, the heroic charge of Théoden and the knights of the Riddermark.'

## HOBBY HERO



Cavalry-obsessed Duncan Rhodes is the newest recruit to the Studio's cadre of battle-hardened hobbyists. He's the kind of gamer who lives for heroic charges, and can't help but make 'clip-clop' noises as he moves his riders around the board.

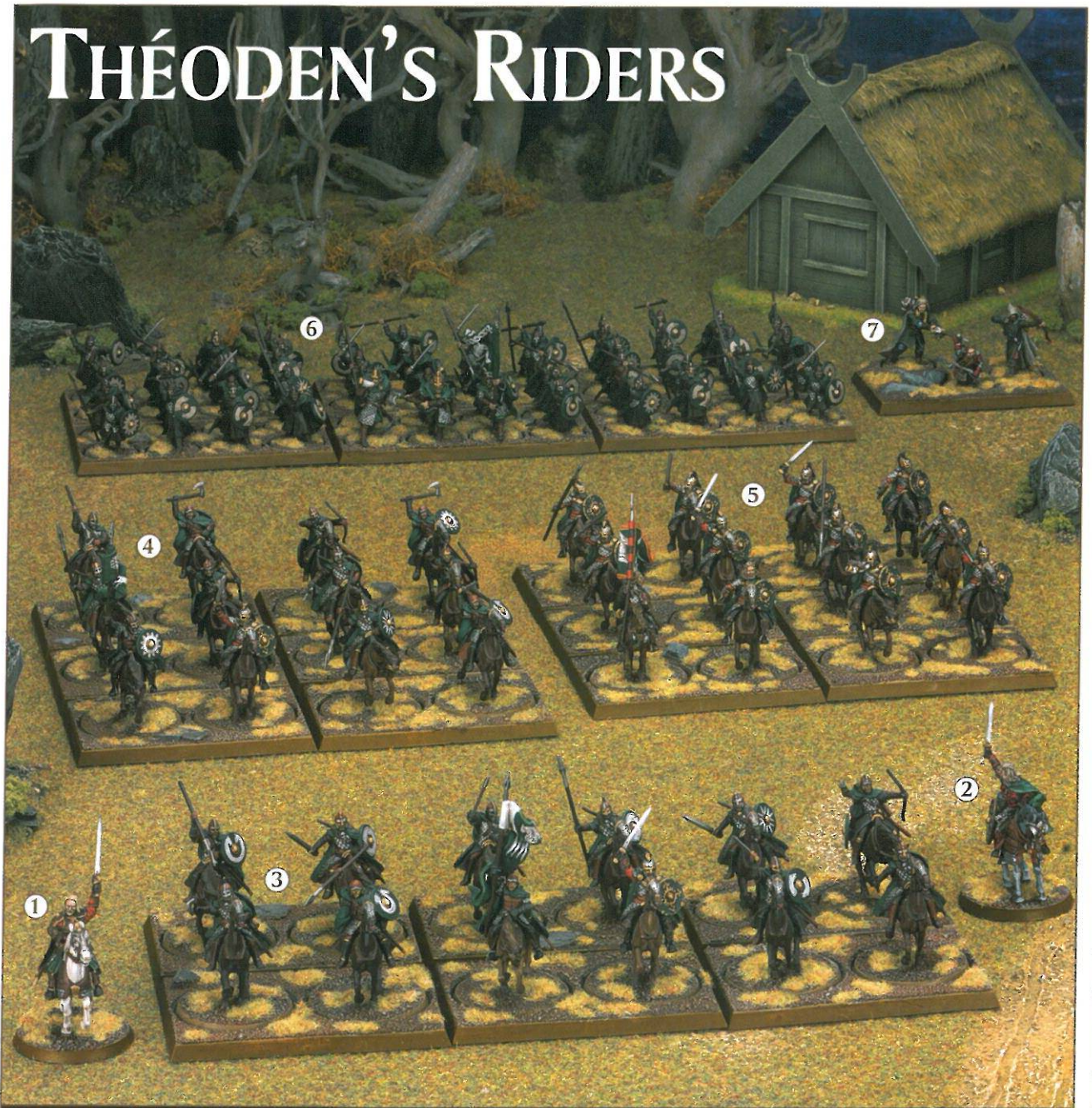
## Riders of Rohan

**Duncan:** For me, the armies of Rohan are all about the mounted Éoreds. That's why I've packed in two large formations. This way the army on the battlefield matches my vision – dozens of bold Riders of Rohan.





# THÉODEN'S RIDERS



## DUNCAN'S ROHAN ARMY

### Epic Heroes

- ① Théoden, King of Rohan 125 points
- ② Éomer, Marshal of the Riddermark 90 points

### Common Formations

- ③ Riders of Rohan Éored 6 companies with Captain and Banner Bearer. 265 points
- ④ Riders of Rohan Éored 6 companies with Captain and Banner Bearer. 265 points

### Legendary Formations

- ⑤ The King's Guard 6 companies with Gamling bearing the Royal Standard of Rohan, Háma and Hornblower. 375 points
- ⑥ Grimbold's Helmingas 6 companies with Grimbold, Banner Bearer and Hornblower. 280 points
- ⑦ The Three Hunters 175 points

Total 1575 points





# PAINTING THE UNITS

Before painting began in earnest, Duncan tried out his colour scheme on a test model to ensure he was happy with the look. 'As I painted the prototype rider, I made a note of all the colours I was using. Doing this provides a handy reference sheet to consult when you're painting later on – this is always useful for remembering mixes. With the test model done, I embarked on what can only be described as production-line painting. Taking one formation at a time, I cleaned up, assembled and then spray undercoated them using Chaos Black Spray. I then sprayed the whole formation with Scorched Brown using a Citadel Spray Gun – every model in the army has been basecoated this way.'

'Then, it was on to the painting. There are four levels of detail across the force, if you look for them. The rank and file, for example, are painted neatly and cleanly, but with a minimum of fuss. I wanted them to look good, have clear and bold insignia but not take too long to complete. At the other end of the spectrum the Epic Heroes, Théoden and Éomer are painted to the best of my ability with the rest of the models in the army falling somewhere between these two groups.'



Warriors of Rohan with hand weapons

## Men of the Riddermark

When Duncan painted the models in this army, he started by basecoating them all Scorched Brown using the Citadel Spray Gun. This was the foundation for the whole force, upon which Duncan built up his straightforward painting scheme. Below you can see

how he painted the warriors in the force – Warriors on foot were painted to Stage 2, while Riders of Rohan were painted to Stage 3. Royal Guard and command groups were all painted to Stage 4. For the Epic Heroes, Duncan unleashed his full 'painting powers'.



Duncan painted the whole model with flat colours, using Foundation Paints to ensure an even coverage.



Next, Duncan washed the whole model with a 1:1 mix of Devlan Mud and Badab Black – the Warriors were finished at this stage, so Duncan based them.



Duncan applied highlights to the models. Duncan added Bleached Bone into many of the first stage colours, and used lighter metallic paints such as Mithril Silver.



For the Royal Guard and Heroes, Duncan applied a second highlight to the green cloaks, followed by a Thraka Green wash. He also painted on the red cloth details.





Rider of Rohan



Royal Knight of Rohan



Rider of Rohan with banner

## Horses

Most of the horses in Duncan's army are brown, with slightly altered colour schemes from horse-to-horse to ensure variety within units. Duncan started by basecoating all the models with Scorched Brown.

1



All of the horses in Duncan's army were painted with a Scorched Brown basecoat. Details were painted on with flat colours.

2



Next, Duncan added basic highlights to the horse flesh by mixing in lighter colours such as Bleached Bone or Bubonic Brown.

3



The whole model was then given a liberal wash using a 1:1 mix of Badab Black and Devlan Mud.

4



Finally Duncan re-highlighted the horse, reins, saddle and chamfrons with the same colours as in Stage 2.



Théoden, King of Rohan



Éomer, Marshal of the Riddermark



# DUNCAN'S CENTREPIECE MODELS

At the heart of Duncan's army are a series of Heroes and Epic Heroes. These models form both the lynchpin of most of the tactics he uses, and act as a visual focal point for the force.

In addition to Théoden and Éomer, Duncan has included Gamling and Háma as part of the King's Guard formation, Grimbold and his Helmingas, and the famed Three Hunters. Each of these models has been carefully painted to match the overall colour scheme of the army. 'I made a decision not to deviate from the original colour palette,' Duncan explains. 'So whether I was painting Grimbold, Gamling or even Gimli, I wasn't going to deviate far from it. Thankfully, even the Three Hunters match that scheme quite nicely – they are both "uniform" with the rest of the army, and close to the images in the movies.'



*The Three Hunters*

## Legendary Formation: Grimbold's Helmingas

You might be surprised to see Grimbold's Helmingas in Duncan's army. 'Grimbold simply looks rock hard with that battle axe,' Duncan says. 'Not only does he have arguably the best-looking command group money can buy, but his Helmingas are stronger and braver than ordinary Warriors of Rohan. Cavalry or not, I just had to include them.'



*Grimbold*



*Hornblower*



*Banner bearer*



## The Royal Standard

One of the focal points of Duncan's army is Gamling's impressive Royal Standard of Rohan. Determined to do the miniature, and the banner presented in the movies,

justice, Duncan used images of the banner as reference. Duncan's goal was to create the impression of the original banner (rather than an exact replica).



Duncan completely painted and highlighted the banner, using the same method for the green cloth as used on the Warriors and Riders of Rohan.



Duncan painted the border of the banner with Scab Red. He then picked out the basic shape of the white horse with Khemri Brown.



Next, the border was highlighted with a 3:1 mix of Blood Red and Scab Red. He then added highlights to the horse with Dheneb Stone.



The gold stitching was painted on with Iyanden Darksun and the horse was highlighted with a 1:1 mix of Skull White and Dheneb Stone.



## Legendary Formation: King's Guard

No unit in Duncan's army better embodies his love of knights on horseback and the concept of a heroic cavalry charge than the King's Guard. 'I painted the whole formation as if they were all Heroes,' Duncan says, 'I even converted Háma and a Hornblower to go in the King's Guard.'



Háma



Hornblower

## MORE ONLINE

As part of our White Horse & White Hand coverage, Duncan and Nick have fought a battle from the campaign shown back in February's White Dwarf. Check it out on our website!

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



LEO BAKER AND ROBERT GOGIN'S

# VAMPIRE COUNTS

We continue our Army Masters series this month with a look at a Vampire Counts army painted not by one, but two hobbyists – Messrs Leo Baker and Robert Gogin.

**T**he 2009 Warhammer Doubles Tournament saw many nicely painted armies take to the field for glory, honour and a top 20 ranking. Undoubtedly, one of the best-looking armies of the event was Leo Baker and Robert Gogin's Vampire Counts. Fellow tournament attendees agreed with this sentiment as the Vampire Counts force was voted the Best Painted Army.

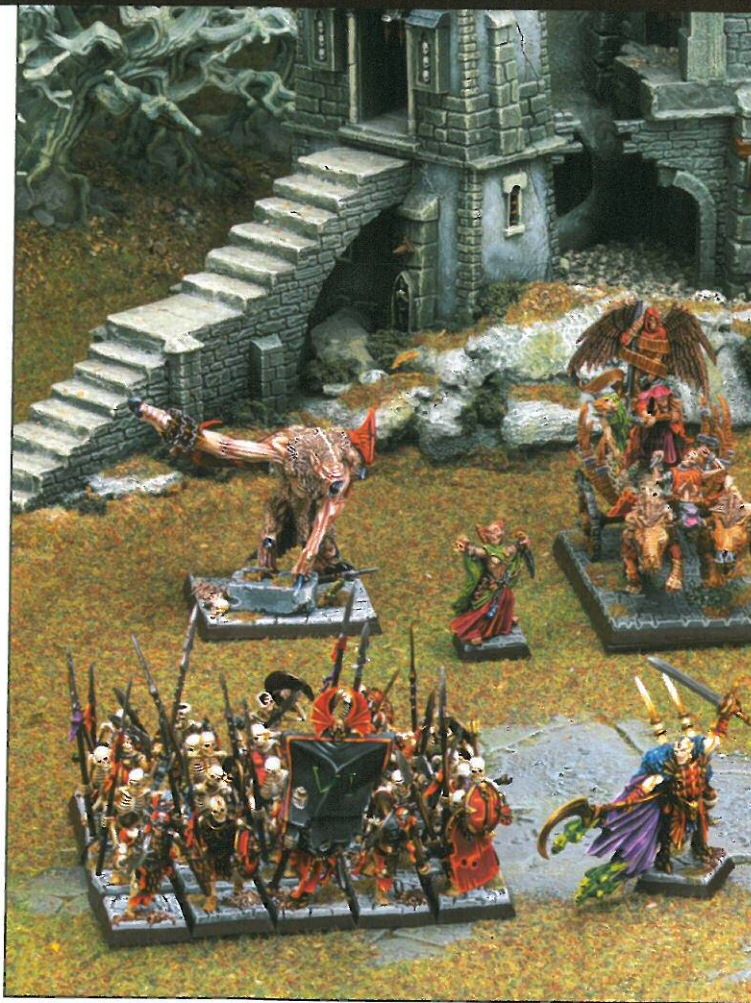
'Doubles armies often have a jarring appearance because they are made up from two separate forces, owned and painted by different people,' says Robert. 'We approach the army as a single entity, planning it from scratch at least nine months out.'

Over the past couple of years the pair have got the task of creating a bespoke army ready for the tournament down to a well-oiled routine. 'Well, "routine" is probably the wrong word,' says Leo. 'It's more the case that we discuss what army we fancy taking, buy the models and then divvy out the work. We aim for an equal split of the painting, claiming the units we have more of an affinity with. With the Vampire Counts, for example, I like clean lines and the ability to convert so I took the Varghulf and the Skeletons, while Rob likes painting gore and went for the "wetter" creatures, notably the Zombies and the Ghouls.'

With two people painting the same army, there's obviously a danger of getting two very different looking forces. 'We obviously coordinate our efforts quite well. And we've got better every year, having already completed a High Elf and Empire army together. It helps that our painting style is very similar, which isn't a coincidence as we've been gaming and painting together for over 16 years!'

'We're very practical about it,' continues Leo. 'Once we've decided on a paint scheme we'll have a few joint painting sessions at one or another's homes but mainly we work alone. Although, we constantly check on each other's progress to make sure we're on target and working to brief. The aim is to have the army seamlessly blend together no matter who painted what model. With the Vampire Counts the palette was defined by Scab Red; this gave us a dark crimson that was a unifying colour throughout the entire army.'

While the Vampire Counts certainly made a splash at 2009's Tournament, the guys have already moved on, and are in the planning stages for painting a new army in time for the 2010 Doubles. 'We haven't quite decided yet, but I think it's most likely going to be Skaven,' says Robert. 'Large infantry units broken up with weird and wonderful war machines and mutated monsters really appeals to our aesthetic.' Whatever the duo decide on, there's no doubt the new army will be the talk of the tables.



Leo and Robert were unsure at first whether to use Manfred. They decided to keep him in the army due to his magical ability (which even as 'the Acolyte' is not insubstantial). Manfred was painted up largely using the same palette as the rest of the force, although the rich purple cloak and green spirits really makes the model stand out.





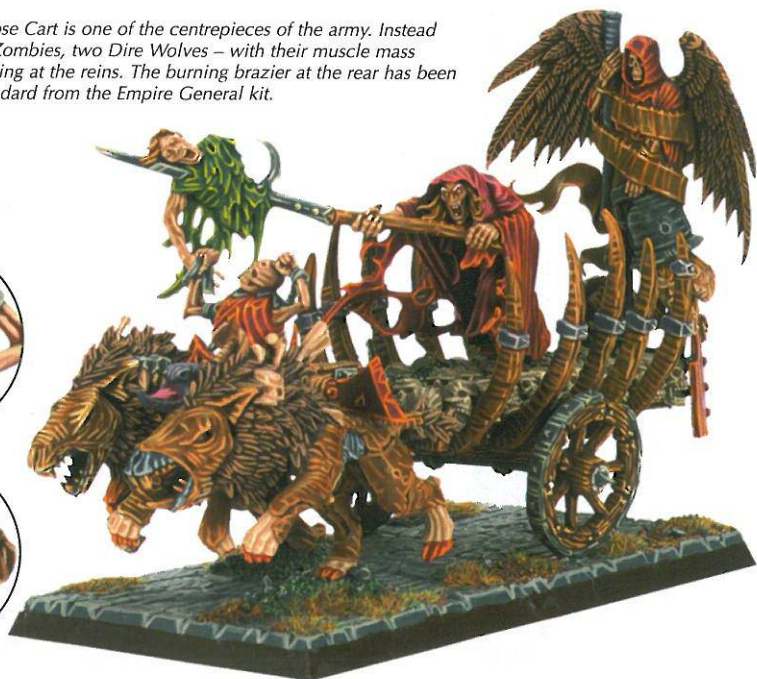
# WARHAMMER

## ARMY MASTERS



Within the ranks of the Skeletons Leo has had some fun converting models and playing around with different postures. A favourite are these two Skeletons, with one piggy-backing a ride off the other.

This converted Corpse Cart is one of the centrepieces of the army. Instead of being pulled by Zombies, two Dire Wolves – with their muscle mass exposed – are straining at the reins. The burning brazier at the rear has been replaced by the standard from the Empire General kit.





# THE LORD OF THE RINGS STRATEGY BATTLE GAME

## DOUBLES TOURNAMENT



**19th–20th June 2010, Warhammer World, Nottingham**

### WHAT WILL YOU NEED TO ATTEND?

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

### WHAT DOES THE TICKET COVER?

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

**TICKETS NOW AVAILABLE**

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





**GAMES WORKSHOP**

# DIRECTORY

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

## The Events Diary

106-107

- **Events Calendar**

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

- **Club Information**

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

## Store Information

108-117

- **NEW Games Workshop Stores Opening Near You**

Last year we opened ten brand new Games Workshop Hobby Centres, making the hobby even more accessible, and this year we plan to do it all over again.

- **Games Workshop Hobby Centres**

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

- **Store Listings**

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

- **Club Listings**

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

## Available to Order

118-119

- **Games Workshop Direct**

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

- **Blood Angels**

Blood Angel players have been spoiled this month. But don't forget there are even more models and Bitz Packs available to order.

- **Advance Orders**

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





# EVENTS DIARY

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

## 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, 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 18th

#### CONFLICT SCOTLAND

**Date:** Sunday 18th April, 2010

**Venue:** The Braehead Curling Rink, Scotland

**Details:** We invite you to Conflict Scotland; one of the largest one-day wargaming tournaments in the world. Battle your way through three games over the course of the day in the relaxed and fun Doubles Tournament format.

Also at the event you can enter the Golden Griffon Painting Competition, take part in Bring and Battle games of Warhammer, Warhammer 40,000 and The Lord of The Rings, join in with participation games and massive War of The Ring battles, and assemble your models at the Hobby Bar.

Located in the Braehead Curling Rink inside the Braehead Shopping Centre, the venue is easily accessible on the M8, just outside Glasgow.

**Tickets:** Tickets cost £40 per two-player team and are available from your local Games Workshop if you live in Scotland or the North East. Alternatively, if you live further afield and would like to attend, simply get your local Games Workshop store to contact the Glasgow store and they will organise your ticket. Open tickets for these events cost £5.

**Contact:** Games Workshop Glasgow – 0141 2211 673



### 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, and an evening meal on Saturday.

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

**Website:** www.games-workshop.com



**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

**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](http://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](http://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](http://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.

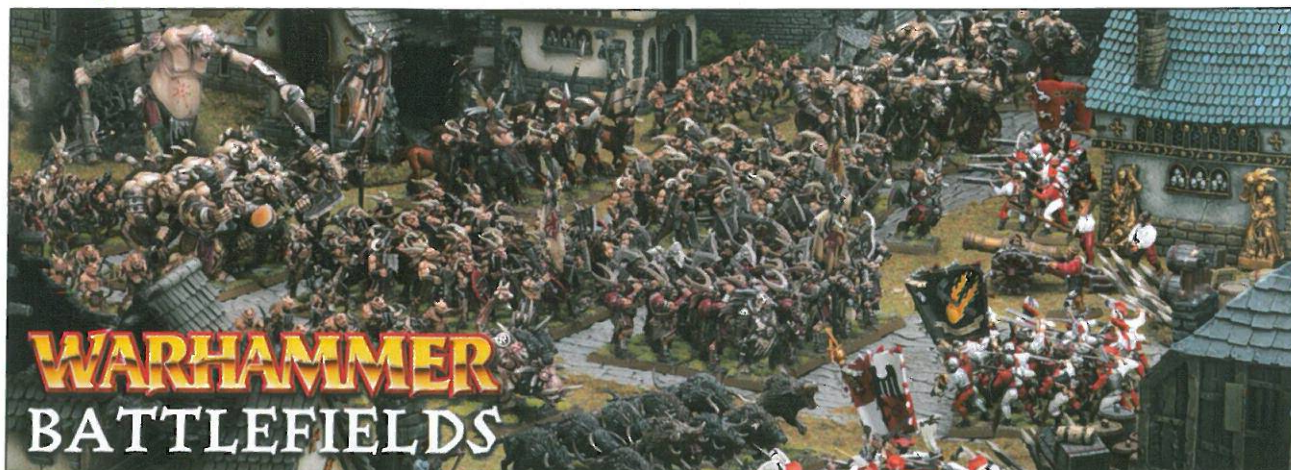
**Tickets:** Tickets cost £85 per two-player team and includes lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

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

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



## July 2010





# NEW STORES

Over the past year we've opened up even more Games Workshop Hobby Centres in an effort to help make the hobby as accessible as possible.

The last twelve months has been a busy time for the Games Workshop Property Team who have been working diligently to open no fewer than ten brand new Hobby Centres across the UK.

Now all open, these ten new stores offer the same unparalleled service that you'd come to expect from a Games Workshop Hobby Centre, stocking the entire range of Citadel miniatures, games, books and hobby supplies. Each of them are also equipped with an in-store order point, so if there's ever anything you can't get your hands on there and then, you can order it online and have it shipped to the store, post free.

The great news is that 2010 is set to be another exciting year as we plan to open at least another twelve new Hobby Centres in locations near you before the year is out. So, keep an eye on the Games Workshop website for regular updates and, in the meantime, get down to your local Hobby Centre to find out what amazing hobby activities they have planned for you.

## GW Barnstaple

8 Queens House  
Barnstaple  
Devon  
EX32 8HJ  
United Kingdom

Manager: Jonathan Carder  
Tel: 01271 859 115



## GW Chesterfield

21 Knivesmithgate  
Chesterfield  
Derbyshire  
S40 1RL  
United Kingdom

Manager: Rob Campbell  
Tel: 01246 271118



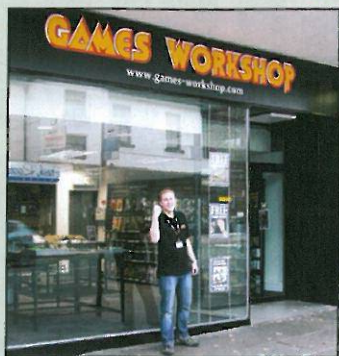
To find your nearest Games Workshop Hobby Centre, go to:  
**[www.games-workshop.com](http://www.games-workshop.com)**



## GW Crewe

8 Market Street  
Crewe  
Cheshire  
CW1 2EG  
United Kingdom

**Manager:** Ben Cairns  
**Tel:** 01270 216903



3

## GW Kettering

4 Lower Street  
Kettering  
Northamptonshire  
NN16 8DH  
United Kingdom

**Manager:** Ash Willson  
**Tel:** 01536 411114

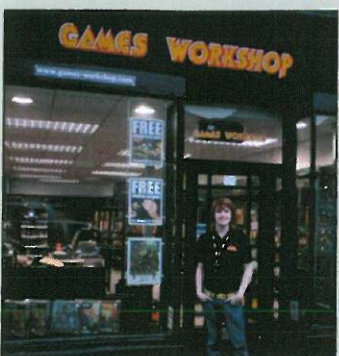


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## GW Newbury

114 Bartholomew Street  
Newbury  
Berkshire  
RG14 5DT  
United Kingdom

**Manager:** Andy Ballingall  
**Tel:** 01623 540348



5

## GW Nuneaton

3 Bridge Street  
Nuneaton  
Warwickshire  
CV11 4DZ  
United Kingdom

**Manager:** Dave Wright  
**Tel:** 02476 325754



6

## GW Stevenage

5 Queensway  
Stevenage  
Hertfordshire  
SG1 1DA  
United Kingdom

**Manager:** John Lie  
**Tel:** 01438 355044



7

## GW Stirling

45 Barnton Street  
Stirling  
Stirlingshire  
FK8 1HF  
United Kingdom

**Manager:** Dave Draper  
**Tel:** 01786 459009



8

## GW Stratford-upon-Avon

Unit 1, 27 Windsor Street  
Stratford-upon-Avon  
Warwickshire  
CV37 6NL  
United Kingdom

**Manager:** Ashley Hunt  
**Tel:** 01789 297262



9

## GW Wigan

12 Crompton Street  
Wigan  
Pemberton  
Lancashire  
WN1 1YP  
United Kingdom

**Manager:** Chris Whitehead  
**Tel:** 01942 829121



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# STORE FINDER



## OPENING TIMES

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

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

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

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

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

## Full range of products

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

## In-store order point

All our stores have a webstore order point through which you can choose from our entire range of Citadel miniatures, including the Specialist Games and Collectors ranges and the ever-expanding range of Bitz Packs which allow you to customise your armies.

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

## Free painting & modelling advice

No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!

## Free gaming & tactics advice

All our staff are experienced gamers (after all it's what they do for a living!). They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.

## Free Beginners programme

Our special Beginners programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on Sundays, but there is also one night during the week when you can indulge in more gaming too. All you need to do is come along!

## Gaming Rooms

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



# GAMES WORKSHOP INDEPENDENT STOCKISTS

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

## IN YOUR LOCAL AREA

With over 2000 locations worldwide there is never a stockist 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



## GAMES WORKSHOP PREMIUM STORES

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

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

Check out the list below to find your local stockist!

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

FOR MORE INFORMATION, CALL: 08700 134411

# STORE LISTING

## April 2010

### AVON

**GW BRISTOL:**  
67 The Harvester, B51 3JR  
Tel: 0117 925 1534

**GW BRISTOL (CRIBBS CAUSEWAY):**

Unit 129, The Mill, B34 5LP  
Tel: 0117 959 2530

**BRISTOL, Area 51:**

Tel: 0117 9244635

**BRISTOL, HobbyCraft:**

Tel: 0117 959 7109

### BEDFORDSHIRE

**GW BEDFORD:**

10 Greyfriars, MK40 1HP  
Tel: 01232 427 3643

**LUTON, Fantasy Wargames:**

Tel: 01582 729 001

**LUTON, Ottakars:**

Tel: 01582 489999

### BERKSHIRE

**\* GW MAIDENHEAD:**

Unit 2, 17 Market Street, SL6 6AA  
Tel: 01628 863 1747

**GW NEWBURY:**

114 Bartholomew Street, RG14 5DT  
Tel: 01628 3548048

**GW READING:**

29 Oxford Road, RG1 7QA  
Tel: 0118 959 8651

**GW WINDSOR:**

Unit 3, 6 George V Place, SL4 1QF  
Tel: 01753 861582

**HENLEY ON THAMES, Henley Model Miniatures:**

Tel: 01491 572684

**NEWBURY, Toycraft:**

Tel: 01645 72677

**READING, HobbyCraft:**

Tel: 0116 902 8609

**WINDSOR, WJ Daniels:**

Tel: 01753 862106

### BIRMINGHAM AREA

**GW BIRMINGHAM:**

Unit L16, Bullring Link, B5 4BS  
Tel: 0121 633 7793

### GW DUDLEY:

Unit 36, Merry Hill Centre, DY5 1SP  
Tel: 0121 38 442 3818

**GW SOLIHULL:**

690 Warwick Road, B91 3DX  
Tel: 0121 705 7997

**\* GW SUTTON COLDFIELD:**

45-47 Birmingham Road, B72 1RH  
Tel: 0121 354 3174

**GW WALSALL:**

Unit 26, Old Square Shopping Centre, WS1 1QH  
Tel: 01922 272 2207

**GW WOLVERHAMPTON:**

9 King Street, WV1 1ST  
Tel: 01910 214 0446

**BIRMINGHAM, Console Games:**

Tel: 0121 477 9023

**DUDLEY, The Arcade Toy Shop:**

Tel: 01362 424608

**KIDDERMINSTER, TJ Models:**

Tel: 01562 747692

**WOLVERHAMPTON, HobbyCraft:**

Tel: 0845 051 6543

### BUCKINGHAMSHIRE

**GW HIGH WYCOMBE:**

No 55 Eden Walk, Gallery, Eden, HP11 2HF  
Tel: 01494 423 1494

**MILTON KEYNES:**

Unit 2, 502 Stoney Boulevard, MK9 2AD  
Tel: 01908 869 0077

**AYLESBURY, Bear Necessities:**

Tel: 01296 421698

**FENNY STRATFORD, Maple Models:**

Tel: 01908 367 588

**MILTON KEYNES, HobbyCraft:**

Tel: 01908 308 330

**MILTON KEYNES, Jays Crafts:**

Tel: 01908 565378

**MILTON KEYNES, Maple Models:**

Tel: 01908 367588

### CAMBRIDGESHIRE

**\* GW CAMBRIDGE:**

54 Regent Street, CB2 1DP  
Tel: 01223 313 3359

**GW PETERBOROUGH:**

8 Wentworth Street, PE1 1QH  
Tel: 01733 890 052

### ELY, City Cycle Centre:

Tel: 01353 661311

### HUNTINGDON, Sports & Fashions:

Tel: 01480 414541

**PETERBOROUGH, The Rift:**

Tel: 01753 341007

**ST NEOTS, Gamers:**

Tel: 01460 217443

**WISBECH, Prams & Toys:**

Tel: 01945 584143

### CHANNEL ISLANDS

**JERSEY, ST. HELIER, Imagination:**

Tel: 01534 305497

**JERSEY, ST. HELIER, The Little Shop:**

Tel: 01534 752187

**GUERNSEY, ST. PETERS PORT, Carousel:**

Tel: 01481 721721

### CHESHIRE

**\* GW CHESTER:**

112 Foregate Street, CH1 1BB  
Tel: 0124 431 1967

**GW CREWE:**

8 Market Street, CW1 2EG  
Tel: 01270 216503

**GW MACCLESFIELD:**

91 Church Street, M41 1LB  
Tel: 0162 561 9020

**GW STOCKPORT:**

32 Mersey Square, SK1 1RA  
Tel: 0161 474 1427

**GW WARRINGTON:**

Unit 20, Bank Street, Fane Square, WA1 2AP  
Tel: 0192 505 1986

**ALTRINCHAM, The Gaming Crypt:**

Tel: 0161 929 9919

**CHESTER, HobbyCraft:**

Tel: 01244 620 110

**MARPLE, Marauder Games:**

Tel: 0161 4214949

**NANTWICH, HobbyCraft:**

Tel: 0845 051 6537

**NORTHWICH, Level 1:**

Tel: 01606 45083

**NORTHWICH, The Model Shop:**

Tel: 01606 477440

**STOCKPORT, HobbyCraft:**

Tel: 0161 429 2400

### STOCKPORT, Marauder Games:

Tel: 0161 7772111

**WARRINGTON, HobbyCraft:**

Tel: 0845 051 6541

### CLEVELAND

**\* GW MIDDLESBROUGH:**

Unit 33, 39 Dundas Street, TS1 1HR  
Tel: 0164 225 4691

**HARTLEPOOL, Illusions:**

Tel: 01429 231 139

**NORMANBY, PC Tech:**

Tel: 01642 651070

**REDCAR, PC Tech:**

Tel: 01642 481880

### CORNWALL

**GW TRURO:**

Unit 1, Bridge House, New Bridge Street, TR1 2AA  
Tel: 0147 252 0047

**ST AUSTELL, Mad for Miniatures:**

Tel: 01726 220259

**BODMIN, Bricknells:**

Tel: 01208 77680

**BUDE, More Value:**

Tel: 01288 252 362

**CALLINGTON, Zaggy Games:**

Tel: 01579 384 837

**CAMBORNE, Exit:**

Tel: 01209 419224

**FALMOUTH, Kernow Toymaster:**

Tel: 01526 312 571

**HAYLE, Bluetwits of Hayle:**

Tel: 01746 253 012

**HELSTON, Exit:**

Tel: 01326 565117

**LISKEARD, Trago Mills:**

Tel: 01579 348877

**NEWLYN, Newlyn Post Office:**

Tel: 01739 364592

**NEWQUAY, Newquay Gaming:**

Tel: 01637 804774

**ST IVES, Dragon's Hoard:**

Tel: 01736 798046

**WADEBRIDGE, Bricknells:**

Tel: 01208 813 274

## 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.

### COUNTY DURHAM

**\* GW DURHAM:**

64 North Road, DH1 4SQ  
Tel: 0191 374 1062

**GW DARLINGTON:**

78 Skinninggate, DL3 7LX  
Tel: 01328 538 2463

**BARNARD CASTLE, Toy Shop:**

Tel: 01633 637 396

**BISHOP AUCKLAND, Windsock Models:**

Tel: 01207 361924

**CONSETT, Kwikpart:**

Tel: 01915 817 119

**SEAHAM, Games of War:**

Tel: 01915 817 119

**STOCKTON ON TEES, HobbyCraft:**

Tel: 0845 051 6559

**STOCKTON ON TEES, Stockton Modeller:**

Tel: 01642 616 680

### CUMBRIA

**\* GW CARLISLE:**

Unit 2, Early Lane, CA1 1DP  
Tel: 01223 858 8216

**BARROW-IN-FURNESS, Heaths:**

Tel: 01229 826 457

**BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:**

Tel: 01539 443 047

**COCKERMOUTH, The Toy Shop:**

Tel: 01908 825035

**KENDAL, Aireys of Kendal:**

Tel: 01539 720 781

**PENRITH, Harpers Cycles:**

Tel: 01768 884497

**ULVERSTON, Jaberwocky:**

Tel: 01229 384697

**WIGTON, Jacksons Diecast Models:**

Tel: 01607 542 257

**WORKINGTON, ToyTown:**

Tel: 01609 825 122

### DERBYSHIRE

**GW CHESTERFIELD:**

21 Kneesingtongate, S40 1RL  
Tel: 01246 271118

**GW DERRY:**

42 Sadler Gate, DE1 3NR  
Tel: 0133 237 1657



**ASHBOURNE, Lumbar Toys:**  
Tel: 01352 345115

**BUXTON, Knowles Toys and Models**  
Tel: 01758 242001

**CHESTERFIELD, Chesterfield Department Store:**  
Tel: 01246 220 200

**GLOSSOP, Wain Services:**  
Tel: 01457 857 480

**ILKESTON, Ilkeston Co-op:**  
Tel: 01759 527 577

**MATLOCK, Shawes:**  
Tel: 01629 482 485

**RIPLEY, Chimera Leisure:**  
Tel: 01773 747849

## DEVON

**GW BARNSTAPLE:**  
8 Queens House, Queen Street, EX32 8BJ  
Tel: 01271 851111

• **GW EXETER:**  
31a Sidwell Street, EX4 6NN  
Tel: 01392 449 8905

**GW PLYMOUTH:**  
44 Cornwall Street, PL1 1LR  
Tel: 01752 235 4171

**GW TORQUAY:**  
12 Market Street, TQ1 3AQ  
Tel: 01800 320 1036

**BARNSTAPLE, The Tarka Model Company:**  
Tel: 01237 424 807

**BIDEFORD, The Tarka Model Company:**  
Tel: 01237 475116

**BRIXHAM, The Brixham Model Centre:**  
Tel: 01803 682555

**CULLOMPTON, Nanna's Toychest:**  
Tel: 01864 529317

**DARTMOUTH, WG Pillar & Co:**  
Tel: 01803 652 119

**EXETER, Eldrich Games:**  
Tel: 08433 555682

**EXMOUTH, Gamezone Models:**  
Tel: 01393 267 733

**HONITON, Pressplay:**  
Tel: 01404 249612

**KINGSBRIDGE, The Trading Post:**  
Tel: 01438 875 423

**NEWTON ABBOT, Austins:**  
Tel: 01462 333 444

**NEWTON ABBOT, Trago Mills:**  
Tel: 01626 821111

**PAIGNTON, Paignton Model Shop:**  
Tel: 01303 555682

**PLYMOUTH, Model Shop:**  
Tel: 01752 231 851

**TAVISTOCK, Kaleidoscope:**  
Tel: 01822 615 236

**TEIGNMOUTH, Jackmans Toybox:**  
Tel: 01626 778 280

**TIVERTON, Banbury's:**  
Tel: 01803 27022

**TORRINGTON, Toyzone:**  
Tel: 01905 624 700

**TOTNES, Finishing Touches:**  
Tel: 01803 862224

## DORSET

**GW BOURNEMOUTH:**  
65 Commercial Road, BH2 2ET  
Tel: 01202 319 292

• **GW POOLE:**  
Unit 12 Towngate Centre, BH15 3ER  
Tel: 01202 266 5614

**BLANDFORD FORUM, Inspirations:**  
Tel: 01202 400001

**BOURNEMOUTH, Hobbycraft:**  
Tel: 01202 582 444

**BRIDPORT, Frosts Toymaster:**  
Tel: 01708 422 296

**CHRISTCHURCH, Simple Miniature Games:**  
Tel: 01202 400211

**DORCHESTER, Dorchester Toys:**  
Tel: 01305 261 152

**DORCHESTER, Merlyn's Vault:**  
Tel: 01305 262277

**SHAFTESBURY, Hardings:**  
Tel: 01757 652295

**SHERBOURNE, The Corner House:**  
Tel: 01935 812 617

**SHERBOURNE, The Toy Barn:**  
Tel: 01935 815 040

**WEYMOUTH, Howley's Toymaster:**  
Tel: 01305 779253

## ESSEX

**GW CHELMSFORD:**  
Unit 4C, The Meadows Centre, CM2 6PJ  
Tel: 01274 547 0048

**GW COLCHESTER:**  
2 Short Wyre Street, CO1 1UN  
Tel: 01206 676 7279

**GW SOUTHEND:**  
12 Southchurch Road, S57 2NE  
Tel: 01702 246 1251

**GW THURROCK:**  
Unit 615B, Level 3,  
Lakeside Shopping Centre, RM20 2ZJ  
Tel: 01708 506 7133

• **HARLOW, Marquee Models:**  
Tel: 01279 422 123

• **SAFFRON WALDEN, Game On:**  
10 High Street, Tel: 01799 506 070

**BASILDON, Hobbycraft:**  
Tel: 01262 240 100

**BILLERICAY, Toys N Tuck:**  
Tel: 01273 620448

**BRAINTREE, JKLM Direct:**  
Tel: 01279 325 121

**BRENTWOOD, B&M Cycles:**  
Tel: 01277 214 342

**CLACTON ON SEA, Clacton Art & Craft Centre:**  
Tel: 01255 436 346

**COLCHESTER, 4DK Gaming:**  
Tel: 01206 756366

**HARLOW, 3 Darths Comics:**  
Tel: 01279 419777

**HORNCHURCH, Tole Haven:**  
Tel: 01708 475051

**MALDON, Colin Bliss Models:**  
Tel: 01621 851 827

**RAYLEIGH, Toys N Tuck:**  
Tel: 01206 222 523

**SOUTH WOODHAM FERRERS, Candy Stix:**  
Tel: 01245 525 706

## GLOUCESTERSHIRE

**GW CHELTENHAM:**  
16 Palace Street, GL52 2LJ  
Tel: 01242 222 9419

**GW GLOUCESTER:**  
35 Clarence Street, GL1 1EA  
Tel: 01452 259 2033

**BOURTON ON THE WATER, Bourton Model Railway:**  
Tel: 01451 820 686

**GLOUCESTER, Hobbycraft:**  
Tel: 01452 424 399

**STROUD, Alan Tyndall Ltd:**  
Tel: 01453 765930

## HAMPSHIRE

**GW BASINGSTOKE:**  
3 Potters Walk, RG21 7CQ  
Tel: 01251 646 0020

**GW PORTSMOUTH:**  
34 Anson Road, PO1 3NL  
Tel: 0235 287 6266

**GW SOUTHAMPTON:**  
21 East Street, SO14 1HG  
Tel: 0238 031 1862

**GW WINCHESTER:**  
85 Jewry Street, SO1 2AR  
Tel: 0196 286 0723

• **ALDERSHOT, The Game Shop:**  
Tel: 01252 311 443

**ALTON, Alton Model Centre:**  
Tel: 01753 682 244

**ANDOVER, Hoggosaurus Toymaster:**  
Tel: 01264 352 363

**BOTLEY, Just Add Imagination:**  
Tel: 01489 781 177

**FARNBOROUGH, Dark Star:**  
Tel: 01252 345019

**GOSPORT, NT Books and Wargames:**  
Tel: 02352 580811

**HAVANT, Hobbycraft:**  
Tel: 0845 051 6554

**LYMINGTON, HE Figgures:**  
Tel: 01390 672002

**MILFORD ON SEA, Milford Models and Hobbies:**  
Tel: 01909 442 112

**NEW MILTON, Toys of New Milton:**  
Tel: 01423 617 005

**NORTHEND, Fun Toys and Games Workshop:**  
Tel: 02392 896734

**PETERSFIELD, Folly Models:**  
Tel: 01700 267 932

**RINGWOOD, Toys of Ringwood:**  
Tel: 01423 677 434

**ROMSEY, Roundabout:**  
Tel: 01794 312 141

**SOUTHAMPTON, Hobbycraft:**  
Tel: 0845 051 6521

**SOUTHSEA, Solent Wargames:**  
Tel: 01705 61677

**SOUTHSEA, Southsea Hobbies:**  
Tel: 02392 733 208

**WATERLOOVILLE, Paul's Hobby Shop:**  
Tel: 01702 259 186

## HEREFORDSHIRE

**GW HEREFORD:**  
48 Eign Court, HR4 8AB  
Tel: 01432 325 040

**HEREFORD, Weobley Bookshop:**  
Tel: 01544 319292

**LEOMINSTER, Martin's Models & Crafts:**  
Tel: 01566 613 782

**ROSS ON WYE, Revolutions:**  
Tel: 01596 562 439

## HERTFORDSHIRE

**GW HEMEL HEMPSTEAD:**  
16 Bridge Street, HP1 1EF  
Tel: 01494 224 9752

**GW ST ALBANS:**  
40 Heritage Close, AL3 4EB  
Tel: 01752 786 1193

**GW STEVENAGE:**  
5 Queensway, SG1 1DA  
Tel: 01438 375044

**ABBOTS LANGLEY, The Battle Shop:**  
Tel: 01938 406 352

**BARNET, Toys Toys Toys**  
Tel: 0208 440 0966

**BERKHAMSTEAD, Hamlins:**  
Tel: 01484 064 642

**BISHOP'S STORTFORD, Boardmans:**  
Tel: 01273 674 013

**HARPENDEN, Loma's Toys:**  
Tel: 01494 749 204

**HITCHIN, Mainly Models:**  
Tel: 01462 422 204

**LETCHEWORTH, Rowells Toy Emporium:**  
Tel: 01462 400 717

**LETCHEWORTH GARDEN CITY, Rowells Toy Emporium:**  
Tel: 01462 400 737

**STEVENAGE, Hobbycraft:**  
Tel: 0845 051 6503

**STEVENAGE, KS Models:**  
Tel: 01438 746 616

**WELWYN GARDEN CITY, Fun House Toy Store:**  
Tel: 01707 391 319

**WARE, King George Stores:**  
Tel: 01938 662 717

**WATFORD, Hobbycraft:**  
Tel: 0845 051 6536

## ISLE OF MAN

**DOUGLAS, Toymaster:**  
Tel: 01624 622 134

**RAMSEY, Creativity and Craft:**  
Tel: 01624 600700

**RAMSEY, Games Master:**  
Tel: 01624 812203

**ISLE OF WIGHT**

**NEWPORT, Cheap Thrills:**  
Tel: 01983 530 376

**NEWPORT, Toys & Models:**  
Tel: 01983 528 268

**RYDE, The Sports & Model Shop:**  
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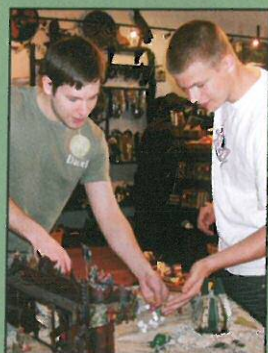
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HESLINGE, Arnold Busck Helsing:  
Tel: 48 79 40 01  
HESLINGERØD, Hobby og Fritid:  
Tel: 49 21 45 42  
HESLINGERØD, Arnold Busck:  
Tel: 49 21 26 00  
HERNING, Færges Kælder:  
Tel: 35 10 18 97  
HILLERØD, Hobby & Fritid:  
Tel: 48 25 26 16  
HILLERØD, Legekæden Hillerød:  
Tel: 48 24 61 61  
HJØRRING, Arnold Busck:  
Tel: 98 92 80 40  
HOBRO, Østerskov Efterskole:  
Tel: 61 69 95 93  
HOBØK, Hack n' Slash:  
Tel: 61 64 29 13  
HORSSENS, Legekæden:  
Tel: 75 61 60 11  
HORSSTOLM, Bog & Ide:  
Tel: 45 86 04 08  
HUNDIGE, Arnold Busck:  
Tel: 43 90 6 00  
KØBENHAVN K, Fantask:  
Tel: 33 93 85 38  
KØGE, SEMA:  
Tel: 56 63 07 04  
KOLDING, Arnold Busck:  
Tel: 75 50 38 24  
KOLDING, Goodgames:  
Tel: 75 50 03 04  
LYNGBY, Arnold Busck:  
Tel: 45 87 04 45  
MARIBO, Guldborgens Hobby:  
Tel: 54 60 17 50  
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 05  
ROSENHEDSSENTRER, Arnold Busck:  
Tel: 64 15 28 28  
SILKEBORG, Asgaard Games:  
Tel: 28 55 94 68  
SILKEBORG, Bog & Ide:  
Tel: 86 82 02 87  
SKIVE, Jysk Boghandel:  
Tel: 97 51 25 29  
SLAGELSE, Uldtøtten:  
Tel: 58 53 50 35  
ST HEDDINGE, Hobbystalden:  
Tel: 56 50 86 10  
STENLØSE, HH Hobby:  
Tel: 23 40 39 61

## SVENDSBORG, Farve & Hobby Hjørnet:

Tel: 62 31 31 31  
TAASTRUP, Genbrugsbøger:  
Tel: 43 71 61 15  
VEJLE, Arnold Busck:  
Tel: 75 82 05 44  
VIBORG, Bog & Ide:  
Tel: 86 62 60 48

## FALKLANDS

STANLEY, Falkland Collectibles:  
Tel: 0050021774

## FINLAND

GW HELSINKI:  
Simunkatu 9, 00100,  
Tel: 09 75 15 45 25  
ESPOO, Puolenkuunpelit:  
Tel: 010 412 5943  
HELSINKI, Fantasiapeliit Helsinki:  
Tel: 09 65000  
JOENSUU, Fantasiapeliit Joensuu:  
Tel: 013 284 314  
JYVÄSKYLÄ, Fantasiapeliit Jyväskylä:  
Tel: 014 24 14 24  
KUOPIO, Fantasiapeliit Kuopio:  
Tel: 017 361 1148  
LAHTI, Puolenkuunpelit:  
Tel: 03 7515151  
LAPPEENRANTA, Fantasiapeliit Lappeenranta:  
Tel: 013 204314  
OULU, Fantasiapeliit Oulu:  
Tel: 08 374 966  
PORVOO, Puolenkuunpelit:  
Tel: 010 19 5348377  
TAMPERE, Fantasiapeliit Tampere:  
Tel: 03 222 5208  
TURKU, Fantasiapeliit Turku:  
Tel: 02 252 8413  
ÅHTÄRI, Honkaniemen Kirjakappi:  
Tel: 06 553 0027  
ÅLAND, Dillen AB:  
Tel: 01815578  
EKENÄS, Kungsbokhandeln AB:  
Tel: 0192461028  
ESPOO, Pelimesta:  
Tel: 09 813 3283  
HÄMEENLINNA, Lelushoppi:  
Tel: 036023950  
HEINOLA, Talousmuovi ja lelu:  
Tel: 03 715 3905  
HYVINKÄÄ, Ruoy Toys:  
Tel: 019 439376  
IMATRA, Kirja-Lahja Alex Ky:  
Tel: 043 19535  
JÄRVENPÄÄ, Asakartelutavikelle Taitaville:  
Tel: 09 2294 0120  
KARIS, Blå Lådan KD:  
Tel: 019 234 94  
KERAVA, Antikvariaatti Kersa:  
Tel: 00358 44 965 7775  
KOTKA, Eagle Card Oy:  
Tel: 0035 214238  
KOUVOLA, Muoviopeus KY:  
Tel: 053117955  
KOUVOLA, Puolenkuunpelit:  
Tel: 00358 440 878919  
LAPPEENRANTA, Antikvariaatti Soma:  
Tel: 05 417761  
MIKKELI, Lastentarvike Muppela:  
Tel: 015361611  
ORIVESI, Silver Seed:  
Tel: 0417775166  
PORI, Askartely-Arti:  
Tel: 02 6326671  
RAAHE, Raahen Astartelu ja Paperi:  
Tel: 082236825  
RAUMA, TT-Pop Oy:  
Tel: 0382 34 840  
ROYANEMI, Liigacenter Jässi:  
Tel: 016 356045  
SAVONLINNA, Savonlinnan Antikvariaatti:  
Tel: 015 534412  
SEINÄJOKI, Fantasiapeliit:  
Tel: 044 3616338  
SEINÄJOKI, Pelikidas:  
Tel: 00358 6 4177880  
TAMPERE, Pelimaa Oy:  
Tel: 050 5558313  
TAMPERE, Kirja Karkkainen:  
Tel: 03 2251805  
VAASA, Pelimies Oy:  
Tel: 06 312 5111  
VANTAA, VPD Finland Oy:  
Tel: 0400 679610

## GIBRALTAR

GIBRALTAR, K&M Hobby Centre:  
Tel: 350 2007063

## GREECE

ATHENS, Avalon Games:  
Tel: 0030 210 8076041  
ATHENS, Fantasy Shop:  
Tel: 0030 210 8231072  
ATHENS, Fantasy Shop: Ag. Paraskevi:  
Tel: 0030 210 6005312  
ATHENS, Fantasy Shop: Exarcheia:  
Tel: 0030 210 3028072  
ATHENS, Fantasy Shop: Kallithea:  
Tel: 0030 210 959 2922  
ATHENS, Fantasy Shop: Pagrati:  
Tel: 0030 210 7560780  
ATHENS, Hobby Planet:  
Tel: 0030 210 6042816  
ATHENS, Kaissa Anasourisou:  
Tel: 0030 210 6141675  
ATHENS, Kaissa Gylafas:  
Tel: 0030 210 9882 057  
ATHENS, Kaissa Halandriou:  
Tel: 0030 210 6098485  
ATHENS, Kaissa Kallidromiou:  
Tel: 0030 210 396488  
ATHENS, Kaissa Monokeros:  
Tel: 0030 210 8013 990  
ATHENS, Kaissa Neas Filadelfias:  
Tel: 0030 210 9817944  
ATHENS, Kaissa Neas Smimis:  
Tel: 0030 210 9137944  
ATHENS, Kaissa Pagratou:  
Tel: 0030 210 7218 318  
ATHENS, Strategy Hall:  
Tel: 0030 2104135757  
CHANIA, Kaissa Chanion:  
Tel: 0030 2821080996

## CRETE, Fantasy Shop: Herakleion:

Tel: 0030 2610 30132  
HALKIDA, CD Corner:  
Tel: 0030 2221 087315  
KERKYRA, Digital Fantasy:  
Tel: 002261035279  
LARISA, Kaissa Larissas:  
Tel: 0030 2410 538535  
LOANNINA, Kaissa Loannina:  
Tel: 0030 2651030890  
LARISA, Kaissa Larissas:  
Tel: 0030 2410 538555

NAPFLO, Miniature Shop:  
Tel: 0030 2732040884  
NEA SMYRNI, Games Vault:  
Tel: 0030 213 0304722  
PALLINIS, Hobby Planet:  
Tel: 210 6042 816  
PATRAS, Kaissa Patras:  
Tel: 0030 2610825532  
PERISTERIO, Kaissa Peristerio:  
Tel: 0030 2105786707  
THESSALONIKI, Kaissa Kalamaria:  
Tel: 0030 2310 449327  
THESSALONIKI, Kaissa Thessalonikis:  
Tel: 0030 2310 257 387  
THESSALONIKI, Underworld:  
Tel: 0030 2310 2401 93  
VOLOS, Fantasy Shop:  
Tel: 0030 24210 26782

## HONG KONG

HONG KONG, Fun Atelier:  
Tel: (0852) 2886-4870  
HUNGARY  
BUDAPEST, Compaya:  
Tel: 06 30 420 1186  
BUDAPEST, Dungeon:  
0036 1 3211313  
BUDAPEST, Kristálsarkok:  
0036 209 251 030  
BUDAPEST, Sas Military:  
0036 1 2664393  
BUDAPEST, Wargamers:  
0036 30 6467670  
NAGYMAROS, Kereknyok:  
0036 70 2949480

## ICELAND

REYKJAVIK, Nexus:  
Tel: 00354 552 9011  
INDONESIA  
JAKARTA BARAT, Comics N Games:  
Tel: 021 5696-3855  
JAKARTA SELATAN, Fantasy N Games:  
Tel: 021 600-50343  
SURABAYA, Fantasy N Games:  
Tel: 031 600-50343  
SURABAYA, Fantasy N Games:  
Tel: 031 740-2475

## IRELAND

GW BLANCHARDSTOWN:  
Unit 249a, Blanchardstown Shopping Centre,  
Dublin. Tel: 01 822 3868  
GW DUBLIN:  
Unit 3, Lower Liffey Street,  
Tel: 01 872 3791  
CORK, Other Reals:  
Tel: 021 4279508  
DUBLIN, Gamers World:  
Tel: 01 87929392  
ATHLONE, Valhala Games:  
Tel: 00353 9210009  
BALINA, World of Wonder Balina:  
Tel: 096 76676  
CAVAN, Apex Games:  
Tel: 049 4326504  
CAVAN, Clarks Toymaster:  
Tel: 00353 49 4372 222  
COBLEN, Toymaster Toymaster:  
Tel: 021 4814 562  
CORK, Murphy's Toymaster:  
Tel: 00353 21 433 76  
CORK, Toytown Toymaster:  
Tel: 021 4814 162  
DOUGLAS, Art and Hobby:  
Tel: 021 436 5580  
DROGHEDA, Art and Hobby:  
Tel: 091 887 3270  
DUBLIN, Art and Hobby Jervis Centre:  
Tel: 018 745 312  
DUBLIN, Joe Mannions Newsagents:  
Tel: 01 492 285  
DUBLIN, Toymaster Banba Dublin:  
Tel: 01 822 7100  
DUBLIN, The Toy Store:  
Tel: 01 6724420  
DUN LAOGHAIRE, Toymaster Banba Dun Laoghaire:  
Tel: 012 808 911  
DUN LAOGHAIRE, Art and Hobby:  
Tel: 012805047  
DUNGARVAN, Toymaster Murphys:  
Tel: 050 41376  
ENNIS, Tir na Nog Toymaster:  
Tel: 00353 65 6842 205  
ENNIS, World of Wonder Ennis:  
Tel: 065 964 8697  
GALWAY, Model World:  
Tel: 091 765655  
KERRY, Cabal's Toymaster:  
Tel: 00353 66 711847  
KILKENNY, The War Forge:  
Tel: +353 87 660292  
LAOIS, Graham's Toymaster:  
Tel: 057 862 1081  
LELUX, Paint and Dice Games:  
Tel: 01 615 5780  
LIMERICK, Art and Hobby:  
Tel: 061 3095757  
LIMERICK, The Gathering:  
Tel: 061 315133  
LOUTH, Kidzone Toymaster:  
Tel: 00353 42 9328108  
LOUTH, The Wargamers:  
Tel: +353 86 838259  
MACROOM, Toymaster Marys:  
Tel: 026 42491  
MAYNOOTH, Eason Bookstore:  
Tel: 00353 1 629 3765  
MULLINGAR, Stars & Bows Hobbies and Crafts:  
Tel: 044 9346839

## 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.

MULLINGAR, Stars and Crafts:  
Tel: 0030 353 8794027  
NEWBRIDGE, Art and Hobby:  
Tel: 045 450280  
NEWRY, Murphy's Toys:  
Tel: 028 30264978  
OFFALY, Kelly's Toymaster:  
Tel: 00353 57 9351508  
SANTRY, Art and Hobby:  
Tel: 01 862 4500  
STILLORGAN, Toymaster Nimble Fingers:  
Tel: 01 2808788  
TIPPERARY, RB Models:  
Tel: 00353 52 24003  
WATERFORD, Tall Tales Bookshop:  
Tel: 051 873 967  
WEXFORD, Readers Paradise:  
Tel: 00353 53 9124 400  
WEXFORD, Toymaster Play and Learn:  
Tel: 051 3780  
WEXFORD, WOW New Ross:  
Tel: 051 421473  
WICKLOW, Toymaster Hopkins:  
Tel: 040 467225  
WILTON, Art and Hobby Wilton:  
Tel: 021 434 7207

## ISRAEL

HAIFA, Kitano:  
Tel: 00972 48503232  
HERZLIA, Freak:  
Tel: 00972 99580077  
RAMAT HASHARON, Tapuah:  
Tel: 00972 31404713  
TEL AVIV, Freak:  
Tel: 00972 36961826  
TEL AVIV, Kitano:  
Tel: 00972 36299320

## LATVIA

RIGA, Sia Prata Speles:  
Tel: +371 67334034  
LITHUANIA  
VILNIUS, De Necona:  
Tel: 00 370 5 2133269

## MADEIRA

MADEIRA, Sétima Dimensão:  
Tel: 351 291 238 244

## MALAYSIA

KOTA KINABALU, Sabah, Just Wargame:  
Tel: 6013 - 865 5269  
KUALA LUMPUR, Comics Mart:  
Tel: 03 - 280 1866  
KUALA LUMPUR, MySciFi Outpost:  
Tel: (0) 16 - 982 1536  
PENANG, Comics Mart:  
Tel: 04 - 226 2588  
PETALING JAYA, Wolf's Game Shop:  
Tel: 03 - 226 99952  
PETALING JAYA Selangor, The Games Circle:  
Tel: 6 016 - 451 0940  
SHAH ALAM, SELANGOR, Daka Daka Games:  
Tel: 6 017 - 292 0525

## MALTA

MALTA, Forbidden Power:  
Tel: 00356 21 227999  
MALTA, K Hobbies Ltd:  
Tel: 00356 21 895423

## MEXICO

NAUCALPAN, Quest Hobbies & Games:  
Tel: 55-55-98-92-78

## MOLDOVA

CHISINAU, Adept:  
Tel: 373 69819996

## THE NETHERLANDS

GW AMSTERDAM:  
Rokin 36, 1012 KJ,  
Tel: 020 622 3063  
GW DEN HAAG:  
Schoolstraat 12B, 2511 AX,  
Tel: 070 392 7836  
GW ROTTERDAM:  
Van Oldenbarneveldeplaats 452, 3012 AP,  
Tel: 010 280 0268  
ARNHEM, Spelkwartier Arnhem:  
Tel: 026 376 370 2028  
DEN BOSCH, De Dobbeltsteen:  
Tel: 073 614 5530  
ENSCHDE, Pipelines:  
Tel: 053 430 5727  
LEEUWARDEN, Spellekijn:  
Tel: 050 213 1112  
LEIDEN, Vliegshop:  
Tel: 071 513 2783  
MAASTRICHT, Vlieg-er-uit:  
Tel: 043 325 1653  
MIDDELBURG, De Burcht:  
Tel: 011 8650080  
NIJMEGEN, Moenen & Mariken:  
Tel: 024 323 6119  
TILBURG, De Dobbeltsteen:  
Tel: 013 544 7000  
UTRECHT, Subcultures:  
Tel: 030 2311122  
ZWOLE, Games-n-Stuff:  
Tel: 038 421 6385  
ALKMAAR, Bookers & Strippers:  
Tel: 072 512 1213  
ALMERE HAVEN, Fantasia:  
Tel: 036 531 6017

ALPHEN AAN DEN RIJN, Top 1 Toys Arie vd Pannet:  
Tel: 0172 437 3254  
AMERSFOORT, Spellenwinkel:  
Tel: 033 470 0322  
AMSTELVEEN, Het Ganzenbord:  
Tel: 020 641 2552  
APPELDOORN, Top 1 Toys - De Kinderdroom:  
Tel: 055 5761898  
APPELDOORN, Villa Wammus:  
Tel: 055 5766 741  
ASSEN, Plank:  
Tel: 059 231 3292  
BARENDECHT, Peter's Postreint:  
Tel: 0180 615535  
BEILEN, Top 1 Toys:  
Tel: +31 593 54 17 50  
BERGEGK, Wouters Technohobby:  
Tel: 049 755 0248  
BERGEN OP ZOOM, Big Boys Toys:  
Tel: 0164 45 0048  
BERWIJK, Bmm Games:  
Tel: 025 1216348  
BRED, De Dobbeltsteen:  
Tel: 076 5284700  
DELFT, Top 1 Toys Speldorado:  
Tel: 015 215 5514  
DEN HAAG, Spellenhuis:  
Tel: 070 364 4782  
DEVENTER, Knibbel Comics:  
Tel: 057 061 6879  
DORDRECHT, Hobby Modelbouw Dordrecht:  
Tel: 078 611 2711  
EDE, Tinnen Saldat:  
Tel: 0318 65 3296  
EINDHOVEN, Gameforce Eindhoven:  
Tel: 040 2447030  
EMMEN, Spiritshoes:  
Tel: 0591 645287  
ETTEN-LEUR, Van Der Doelen Speelgoed:  
Tel: +31 (412) 64 50 88  
GOES, Het Hobbyhuis:  
Tel: 0113 227 690  
GORINCHEM, Netten Modelbouw:  
Tel: 036 363 6080  
COUDA, Gameplay:  
Tel: 018 26 86 902  
GRONINGEN, Krikke's Hobbyshop:  
Tel: 050 312 9314  
GRONINGEN, Wirwar:  
Tel: 050 314 8424  
HAARLEM, Spellenhuis:  
Tel: 023 53 13 188  
HARDERWIJK, Top 1 Toys Volgers Spel & Hobby:  
Tel: 0341 42905  
HEEMSKERK, Bob Hes:  
Tel: +31 (0)251 24 19 99  
HEERHUGOWAARD, Huider Modelreinen:  
Tel: 0725714157  
HEERLEN, De Houten Sleutel:  
Tel: +32 (045) 54 91 428  
HILVERSUM, Hilversumse Boekhandel:  
Tel: 020 62 33 131  
HOOFDDORP, Modelsport:  
Tel: +31 (023) 565 44 42  
HOOFDDORP, Spellenwinkel Walhalla:  
Tel: 023 5578092  
HOOFDDORP, Spellenwinkel Walhalla:  
Tel: 06 901 207 07  
HOORN, De Spellenhoorn:  
Tel: +31 (0229) 29 35 65  
LEIDEN, Freetime Warrior:  
Tel: +31 71 51 30 522  
LEIDEN, Tolkienwinkel:  
Tel: 071 51 2324  
LEYSTADT, Mr. Bully Inc.:  
Tel: +31 (06) 18 355 466  
LEYSTADT, RE Mind Creations:  
Tel: +31(0)320244003  
MAASTRICHT, Hounjet:  
Tel: 043 363 6774  
OUD-BEIJERLAND, Mouris Model-Hobby:  
Tel: 0186 62 1931  
RIJNSBURG, Toys 2 Play:  
Tel: 011 21 21 244  
ROERMOND, Bloemboetiek Hermien:  
Tel: 047 531 0824  
ROSMALLEN, Top 1 Toys Jovi:  
Tel: +31 (73) 5212409  
ROOSENDAAL, Top 1 Toys Jadin:  
Tel: 0165 55 7964  
ROTTERDAM, Eternal War:  
Tel: 0639910857  
ROTTERDAM, Metal Dragon Shop:  
Tel: 0639961326  
ROTTERDAM, Rogue Trader:  
Tel: 010 2709233  
SCHIEDAM, BTS:  
Tel: 010 473 0552  
SCHIJNDEL, Top 1 Toys Anniek:  
Tel: 073 5477738  
SITTARD, Atomik:  
Tel: 046 4515074  
SPIJKENISE, Lord of Magic:  
Tel: 0181 618061  
TIEL, Goblineave:  
Tel: 0344 654 689  
UDEN, Goblin:  
Tel: 041 327 0662  
UTRECHT, Labyrinth:  
Tel: 030 281 7157  
UTRECHT, Never Ever Land (Wieder & Kugant):  
Tel: 030 233 2293  
UTRECHT, Whoops:  
Tel: 030 230 4123  
VEGHLE, Van Der Dolen Speelgoed:  
Tel: +31 (412) 64 50 88  
VENLO, Modelbouw Luthart:  
Tel: 077 354 2468









## Club Listing

Gaming clubs are groups of fellow hobbyists who meet regularly to enjoy the hobby together.

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.

### 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.

If you want to set up a gaming club in a school we need to speak to a teacher or member of staff before we can register your club.

#### AVON

GCN BRISTOL,  
Portbury Knights:  
Contact: Alan Vowles  
Tel: 0277 71985488  
E-mail: alan.vowles@bt.com

#### BEDFORDSHIRE

GCN BEDFORDSHIRE,  
Bedford Gladiators Association:  
Contact: David Webb  
Tel: 0779 1355297  
E-mail: gladiators64@bt.com

#### BERKSHIRE

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

#### GCN READING,

The Spiky Club:  
Contact: David Cole  
E-mail: spikyclub@hotmail.co.uk

#### BIRMINGHAM

GCN DUDLEY,  
Dudley Darklords:  
Contact: Paul Sheldon  
Tel: 01584 288360

GCN SUTTON COLDFIELD,  
The Immortals:  
Contact: Geraint Osborn  
Tel: 07854 923 152  
E-mail: geraint\_osborn@hotmail.com

GCN WALSALL,  
Warlords of Walsall:  
Contact: Mike Woolley  
Tel: 07932 454356  
E-mail: woolleykzone@hotmail.co.uk

GCN WOLVERHAMPTON,  
Da Boyz Club:  
Contact: Darren Fugh  
Tel: 07790 507 351  
E-mail: daboyzclub@bt.com

#### BUCKINGHAMSHIRE

GCN TUNBRIDGE WELLS,  
Tunbridge Wells Wargame Society:  
Contact: Colin Stone  
E-mail: colin@xstone.freemove.co.uk

#### CLEVELAND

GCN MIDDLESBROUGH,  
Middlesbrough Gamers Club:  
Contact: Paul Crosby  
Tel: 07390714774  
E-mail: vlfaze@gmail.com

GCN MIDDLESBROUGH,  
Redcar Ironbeards:  
Contact: Simon Shepherd  
Tel: 01664 232 7210

#### CORNWALL

GCN BUDE,  
Dice and Dagger:  
Contact: Kurt Baker  
E-mail: celticferret@aol.com

GCN DELABOLE,  
North Cornwall Beasts & Bionics:  
Contact: Ian Henderson  
Tel: 07880 900 970  
E-mail: hendyibudger@aol.com

GCN PENDEEN,  
West Cornwall Games Club:  
Contact: Neil Sharp  
Tel: 0173 687 1557  
E-mail: neilsharp@aol.com

#### DERBYSHIRE

GCN CHESTERFIELD,  
COGS:  
Contact: Anthony Barnes  
Tel: 0794 425 8764  
E-mail: anyb@btinternet.com

GCN DERBY,  
Derby Wargames Society:  
Contact: Ben Curry  
Tel: 07909 794 565  
E-mail: bencurry@derbywargamesociety.co.uk

GCN RIPLEY,  
Ripley Terror Troopers:  
Contact: Judith Hewcroft  
Tel: 01773 743 321  
E-mail: judith.hewcroft@derbyshire.gov.uk

#### DEVON

GCN EXETER,  
Exeter Inquisition:  
Contact: Richard Deane  
Tel: 0164 723 1528  
E-mail: richard\_e\_n\_deane@hotmail.com

GCN EXETER,  
Rygars Roughnecks:  
Contact: John Gendle  
Tel: 07734352425  
E-mail: wdsqueak@hotmail.com

#### ESSEX

GCN CHELMSFORD,  
Chelmsford Bunker:  
Contact: Darren Wadland  
E-mail: enquiries@bunkerwars.co.uk  
Website: www.bunkerwars.co.uk

GCN SOUTHEAST,  
Southend Toy Soldiers Club:  
Contact: Paul Gaynor  
Tel: 0170 343 1026  
E-mail: clubenquiries@hotmail.com

#### HAMPSHIRE

GCN BASINGSTOKE,  
Sad Muppet Society:  
Contact: Daniel Cave  
E-mail: danthadidmuppet.org  
Tel: 07790 900 235

GCN PORTSMOUTH,  
Solent Wargamers:  
Contact: Ben Calvert-Lee  
Tel: 0798 507 9532

#### HEREFORDSHIRE

GCN HEREFORD,  
Spread Eagle Wargamers Society:  
Contact: Tim H88  
Tel: 07761 412 692  
E-mail: steytson@aol.com

#### KENT

GCN GRAVESEND,  
Gravesend Gamers Guild:  
Contact: Paul Sayers  
Tel: 0147 474 1991  
E-mail: xengamb@bt.com

#### LANCASHIRE

GCN COPPULL,  
Coppull & Chorley Knights:  
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**See page 110 for the Store Directory**

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**See page 110 for the Directory**

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## Blood Angels

Blood Angels players have been spoiled this month, with a large range of new releases. But don't forget there are even more models and Bitz Packs available to order. Here is just a small selection of what's on offer – go online for more!

### Furioso Dreadnought



**FURIOSO DREADNOUGHT**  
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### Librarian with Axe and Plasma Pistol



**LIBRARIAN WITH AXE AND PLASMA PISTOL**  
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99060101336  
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We have a whole range of Librarians and Chaplains armed with a variety of weapon options – here are just two examples. Check out our website to see the entire selection of miniatures, and make sure that you get exactly the model you want.

### Brother Captain Tycho



**BROTHER CAPTAIN TYCHO**  
99060101028  
£12, €17.50, 135dkr, 160skr/nkr

### Brother Corbulo



**BROTHER CORBULO**  
99060101025  
£10, €15, 115dkr, 140skr/nkr

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, including sculpted shoulder pads for the Blood Angels, allowing you to easily add Chapter iconography to your Space Marines. Check the online store for more Bitz Packs.

## Bitz Packs



**SPACE MARINE JUMP PACKS**  
99080101002  
£5, €7.50, 60dkr, 70skr/nkr



**BLOOD ANGELS SHOULDER PADS 1**  
99060101376  
£5, €7.50, 60dkr, 70skr/nkr



**BLOOD ANGELS SHOULDER PADS 2**  
99060101377  
£5, €7.50, 60dkr, 70skr/nkr



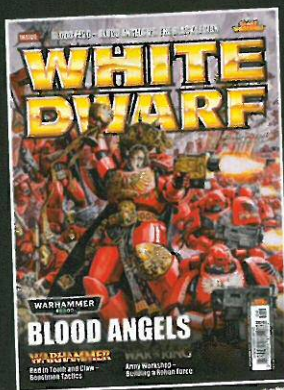
A painted example using this Bitz Pack.



**FLESH TEARERS SHOULDER PADS**  
99060101459  
£5, €7.80, 60dkr, 75skr/nkr







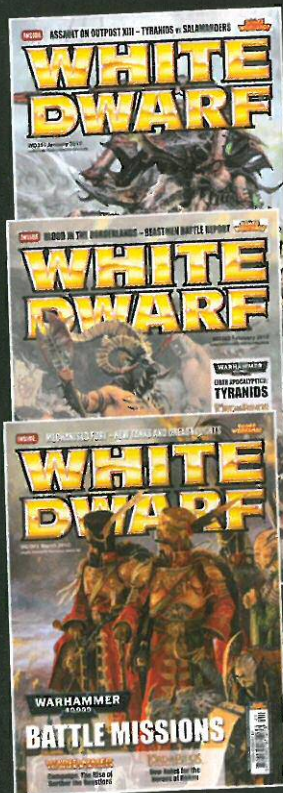
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