

INSIDE:

WARHAMMER: THE GAME OF FANTASY BATTLES

GAMES
WORKSHOP

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD367 July 2010

A WORLD OF
CHAOS
A TIME OF
HEROES

AN AGE OF
WAR



WARHAMMER

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A Dark Elf army launches an attack on the High Elf defenders of Ulthuan.

EDITORIAL



In case you haven't guessed from the cover, this issue is about one thing: Warhammer. And if the atmosphere and activities in your local store or gaming club is anything like the Studio, you'd be hard pressed to ignore the buzz. I'm finding it hard to express quite how excited everyone here has been since we finished work on the book earlier in the year; excitement that has only been renewed since the physical copies arrived just yesterday.

I wandered around the Studio this morning to take in this heady atmosphere. I counted over a dozen new armies being painted, by everyone from Warhammer newbie Emma Parrington, to seasoned hobbyists like Dave Thomas. Jervis is running a great narrative campaign for wannabe warlords and the campaign notice board is overflowing with Dom Murray's dispatches and Kevin Chin's bitter grudges. And even as I write the Studio gaming area resounds to the clatter of dice, as Adam Troke's High Elves do battle with Mat Ward's Daemons, and Nick Bayton takes on the double team of Chris Peach and Mike Fores.

We're rightly proud of Warhammer, so much so that we've devoted the whole of this issue to our flagship game, capturing just some of our enthusiasm for the game for you to share. We've got pages of in-depth interviews with the guys who wrote, designed and illustrated it, offering you an incomparable insight into the creation of the game from the people who were involved in the project. We'll also showcase the work of two luminaries who embody the spirit of Warhammer like no one else, taking a look at Dave Andrews' amazing terrain and the artistic vision of John Blanche. And we'll dive up to our armpits in the hobby itself, looking at building scenery and armies and bespoke dioramas.

Yet after all this, with an entire issue devoted to Warhammer, our words cannot truly do it justice. This is the most glorious game we've ever produced. Go and see for yourself.

Andrew Kenrick, Editor

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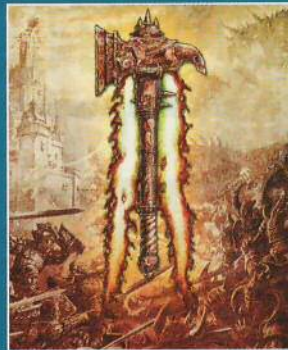
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WAR NEVER-ENDING

Destruction and bloodshed are unleashed upon the world, for Warhammer is here. We've got the scoop on the game throughout the issue, with in-depth interviews and showcases. Turn to page 20 to start your journey.



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The tales of the heroes and villains of the Warhammer world don't stop at the tabletop. We introduce Black Library's new Warhammer Heroes series.

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36 ILLUMINATIONS

Living legend John Blanche explains the vision of Warhammer, talking us through some of the iconic images that have shaped the Warhammer world.

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The finest generals of the Studio talk us through how they pick an army for their games.

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80 MODELLING WORKSHOP: WARHAMMER SCENERY

From bloodthirsty woods to sorcerous portals, the landscape of the Warhammer world is a dangerous place. We examine how it works on the battlefield.

88 STUDIO SCENERY SHOWCASE

Dave Andrews created some truly spectacular boards for the Warhammer rulebook. We take a detailed look at one of his impressive battlefields.

92 ARMY WORKSHOP: VAMPIRE COUNTS

No doubt over the coming months new armies will spring up around the world. We asked the Studio's hobby experts to show us how they build an army.

100 'EAVY METAL CLASH OF CHAMPIONS

The 'Eavy Metal team got more than a little bit carried away with Warhammer, teaming up to make some truly stunning dioramas.

BATTLE REPORT

52 LAST STAND OF THE SLAUGHTERER

Waaagh! Azhag has descended on the lands of the Empire, leaving a trail of death and destruction in its wake. Arch Lector Mathias Wardrecht has raised an army to put an end to the Slaughterer once and for all. Can Mat Ward's Empire stop Azhag, or will Alessio's Orc & Goblin horde live to slaughter another day?



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A whole panoply of goodies are released this month.

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76 STANDARD BEARER

Jervis Johnson talks war. Warhammer, that is.

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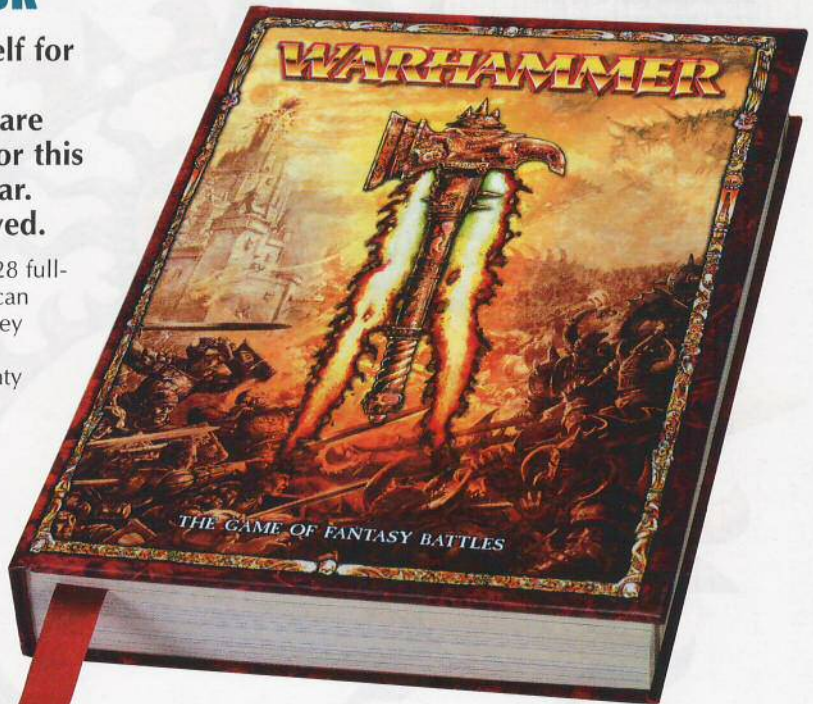
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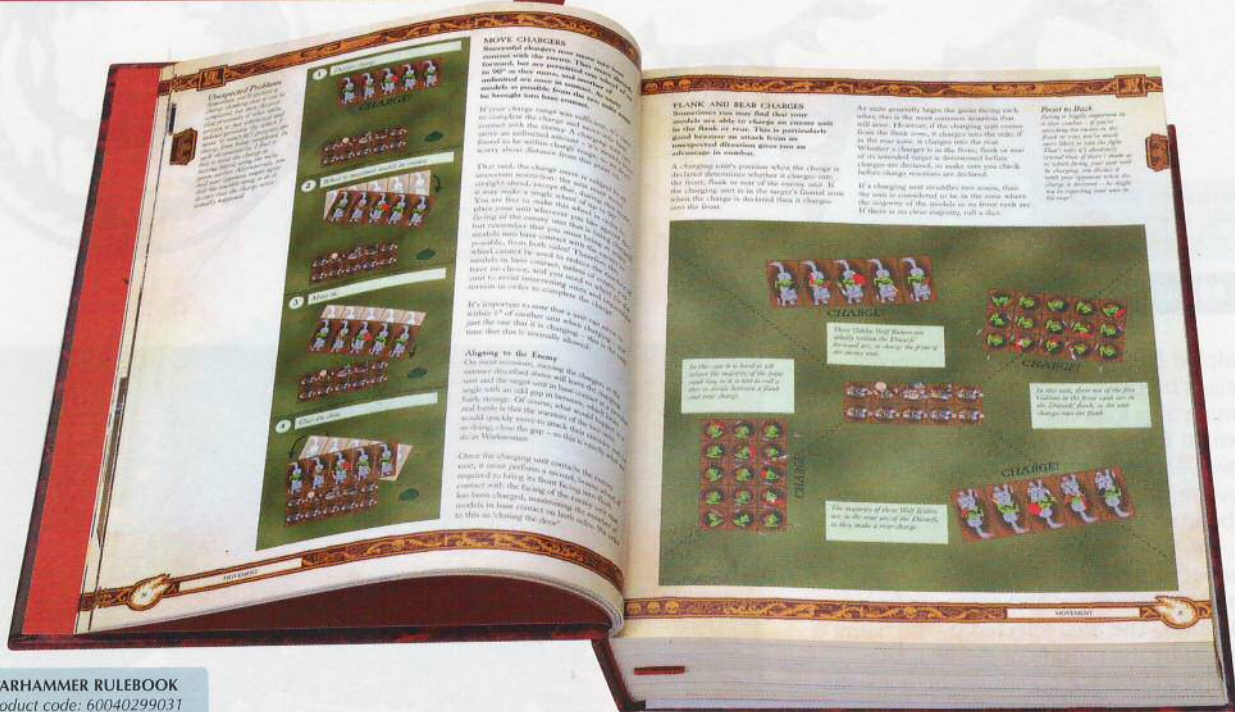
THE WARHAMMER RULEBOOK

Prepare thyself for battle, steel yourself for slaughter and war unending. The champions of the Warhammer world are calling; the grand muster is upon us for this a dark age, a bloody age, an age of war. The Game of Fantasy Battles has arrived.

The Warhammer rulebook is a massive tome. At 528 full-colour pages, only bookshelves of weathered oak can manage to hold this vast volume, and even then they will groan under its weight. Within the sturdy, hardback covers the book is divided into four mighty sections. The Rules section tells you how to fight battles with your miniatures on the tabletop; the Warhammer World section delves into the background; the Miniatures Showcase contains page after page of gloriously painted models; and Warhammer Battles explores the many different ways to play Warhammer.



Begin your journey through Warhammer on page 20.



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WARHAMMER TEMPLATE SET

Powerful spells and destructive war machines can slay swathes of warriors at once. To help calculate just how many casualties are caused you'll need some templates.

This curious device incorporates both large and small round templates.



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Within the ornate design of this piece you can see the familiar teardrop shape of the flame template.



Sculpted by Aly Morrison from concept designs by Dave Gallagher, these exquisite gaming aids look like instruments lifted from an Empire Engineer's workbench. However, these are more than just curios; they are fully functioning templates ready to be used in your games of Warhammer.

The flame template is used for all manner of spells, the breath weapons of monstrous creatures and some exotic war machines. The area affected by the flame is defined by the outside of the template.

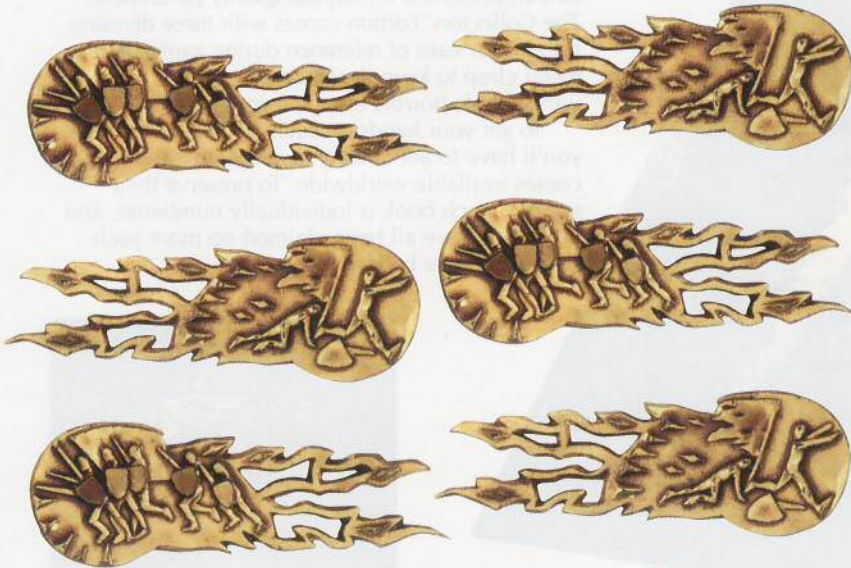
The sun device comprises both a small and large template and even has the central holes for specific targeting. You use the inside of the circle to define the area that has been hit.



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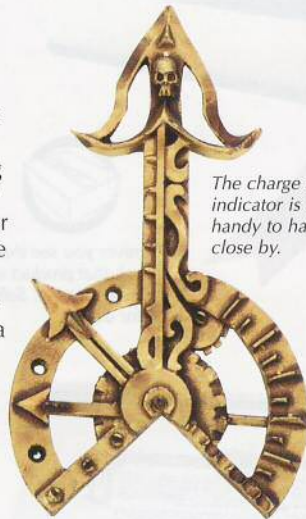
WARHAMMER COUNTER SET

Amidst the fog of war it can be easy to lose track of the soldiers under your command – not so with the help of the Warhammer Counter Set.



The double-sided charge and flee markers.

We've all done it at one time or another – forgotten to move a fleeing unit, lost count of how many wounds the General has taken or have tied ourselves in knots trying to work out the resolution of a particularly complex combat. The Warhammer Counter Set helps with all these irritations and more as it comprises six comet-shaped, double-sided charge or flee markers, eight double-sided wound and ongoing effect markers, a charge arc indicator, and a combat resolution calculator. This great-looking instrument is an easy way of adding up your combat resolution with an ingenious tally system, and the pictorial references won't let you forget any bonuses!



The charge arc indicator is always handy to have close by.



Double-sided wound and ongoing effect markers.

The combat resolution calculator is inscribed with images to remind you of all the points you need to consider, and a handy peg tally system to allow you to quickly add it all up to find the winner and the amount the loser must pass his Break test by.



WARHAMMER COUNTER SET

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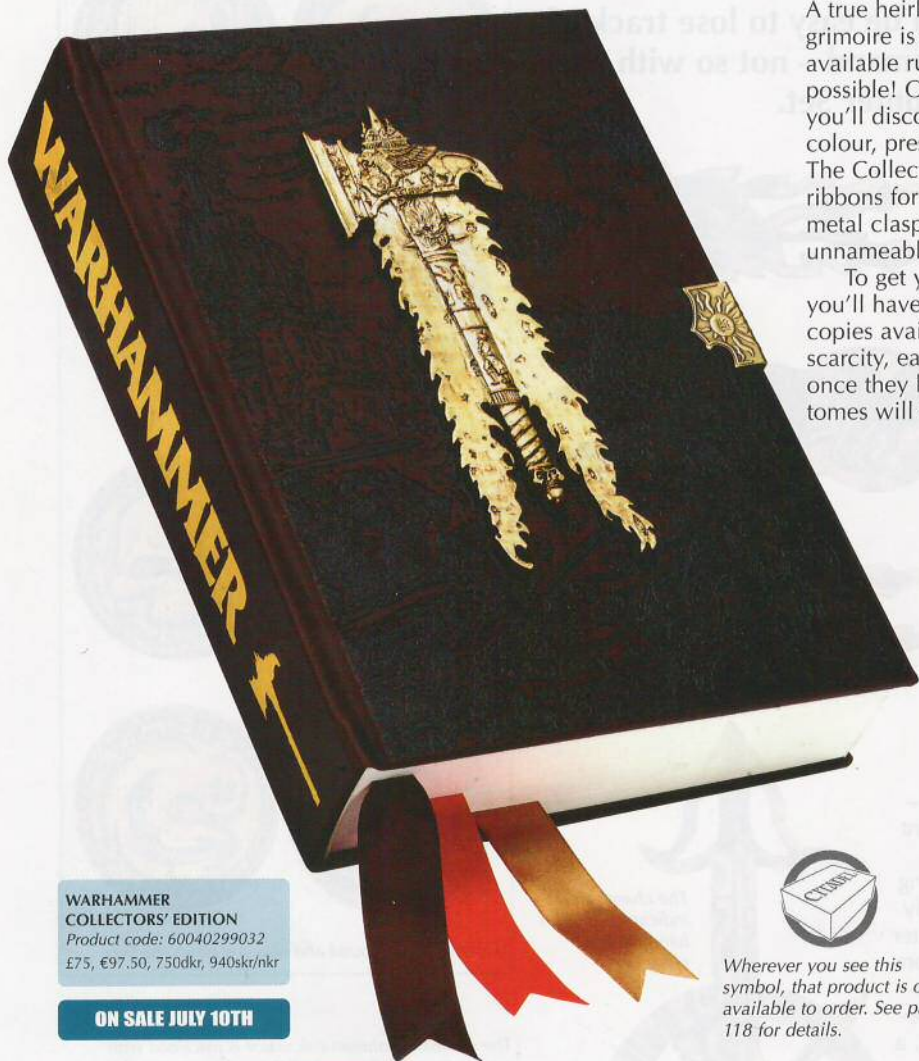
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WARHAMMER COLLECTORS' EDITION

AVAILABLE IN ENGLISH LANGUAGE ONLY



A true heirloom of the Warhammer world, this grimoire is even larger than the more widely available rulebook, something we didn't think possible! Opening up its thick, embossed covers you'll discover the Warhammer rulebook in full colour, presented on highest-quality parchment. The Collectors' Edition comes with three dividing ribbons for ease of reference during games and a metal clasp to keep the tome shut, lest unnameable horrors escape from its pages.

To get your hands on such a prized possession you'll have to act quickly as we've made just 3500 copies available worldwide. To preserve their scarcity, each book is individually numbered, and once they have all been claimed no more such tomes will ever be bound again.

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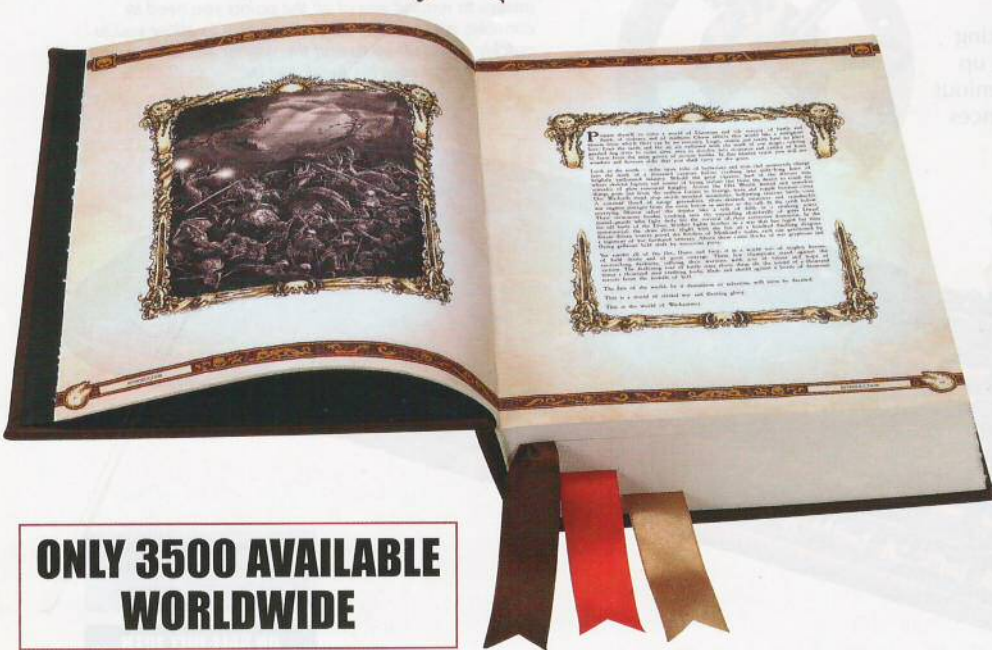
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Wherever you see this symbol, that product is only available to order. See page 118 for details.



The central comet-wreathed warhammer image has been given a raised brush-gold effect to make it really stand out.



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The metal clasp is embossed with the sigil of the Emperor and ensures the covers remain closed.

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The Warhammer Gamers' Edition is packed with the instruments of war. It includes the rulebook, eight Warhammer Skull Dice, the Warhammer Template Set and the Warhammer Counter Set. This is all contained in a heavy canvas pack, styled as an Empire soldier's kit bag, replete with Karl Franz monogram on the outer flap. The bag has been cleverly designed to incorporate a sleeve that keeps the book snug and secure during transit. There'll also be plenty of room to carry the many counters and templates already included, as well as your lunch. The buttons on the bag actually serve a dual purpose: one is, obviously, to fasten it closed, but they also double as coins to pay the death tax needed to be interred in Morr's Garden, should you fall in combat.

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ENGINEER'S RANGING SET

The trusty tape measure has been a staple of a hobbyist's kit for decades but this could all change with the introduction of the Engineer's Ranging Set – a kit that comprises of great-looking short and long range measuring tools.

Enterprising Engineer Albrecht Tanselhoff, frustrated by a lack of accurate measuring devices throughout the Empire, designed his own and gained a Guild patent to sell on his ranging tools to other members of the engineering fraternity. Now you too can get hold of Tanselhoff's masterworks, but only for a limited time.

For long-range measurements the set includes a large unfolding ruler, which has an impressive range of 4ft. This

is perfect for seeing whether your archers are in short range, taking aim with your stone thrower or letting loose with your *Fireball*. The comet-shaped dividers can be opened up to 18". They are great for moving lots of units short distances at once. For instance, you could set them 8" apart and then march your whole battleline in a quick and consistent way or open them up between a charging unit and its target to find the exact distance you need to roll.

This finely-illustrated bespoke ruler unfolds to a lengthy 4ft in total.



The dividers are a handy short-range tool, and look suitably baroque for the Warhammer tabletop.



The actual measurement appears in this window.

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ENGINEER'S RANGING SET
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WARHAMMER BATTLE MAGIC



Lore of Metal



Lore of Beasts



Lore of Death



Lore of Fire



Lore of Shadow



Lore of Heavens



Lore of Life



Lore of Light



If the thought of harnessing the raw power of magic is tempting and holding arcane knowledge in your hands appeals, then Warhammer Battle Magic is a must.

This core deck of 56 large-format cards contains all the spells for every magical lore printed in the Warhammer rulebook (including the signature spell and lore attribute). Each full-colour card describes one spell, and all the information you need to use it on the battlefield, including spell type, casting value and range. Not only are the spell cards a great, tactile way of representing magic in your games but on a practical level they make selecting spells easy and speed up play in the heat of battle itself; there is no need to flick through the reference section of the rulebook, just keep the Wizard's spell cards to hand during the Magic phase.

WARHAMMER BATTLE MAGIC

Product code: 60220299005

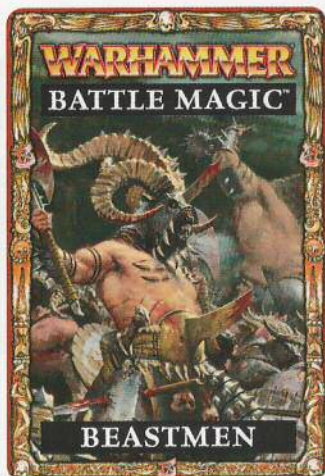
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WARHAMMER BATTLE MAGIC: BEASTMEN

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Those races that shun the Lores of Magic in favour of their own magicks need not feel left out as the Beastmen Lore of the Wild spell deck is the first in a series of army-specific Battle Magic cards. Beastmen players should be quick though, as, unlike the Battle Magic set, these will only be on shelves while stocks last.

**WARHAMMER
BATTLE MAGIC: BEASTMEN**
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WARHAMMER SKULL DICE

This set contains 8 distinctive dice. Sculpted by Aly Morrison specifically for Warhammer, these skull dice will clatter on to the battlefield as if a set of knucklebones taken from the Old World itself.



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CITIZENS OF THE EMPIRE – DUELLISTS

These two roguish metal characters come from the talented hands of Juan Diaz and Mike Anderson. They work equally well as display models or as part of a dramatic diorama, perhaps featuring them duelling each other. Notice the gunpowder cartridges hanging from the bandolier, or the duellist on the right kissing the blade of his rapier.



CITIZENS OF THE EMPIRE – MERCHANT AND SCRIBE

This rotund merchant and his trusty scribe provide two more characterful, metal models for the Collectors Range courtesy of Mike Anderson. Like the other models on this page they are whimsical pieces that add to the character of the Empire, depicting the sorts of characters who might be found in the baggage train of an army.



CITIZENS OF THE EMPIRE – REGIMENTAL MASCOT

Many regiments in the Empire are famous for the totems or mascots that accompany them to battle. The Regimental Mascot is a metal model that incorporates a one-eyed bear carrying a drum and his ugly handler, who carries a basket of half-eaten bones and a hurdy-gurdy – presumably to provide a musical accompaniment for the drum-playing grizzly.



CITIZENS OF THE EMPIRE DUELLISTS

Product code: 99060202233
Sculpted by Mike Anderson and Juan Diaz

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SWORD OF JUSTICE
by Chris Wraight

ISBN: 978-1-84416-876-7
£7.99, €10.50, 85dkr, 100skr/nkr

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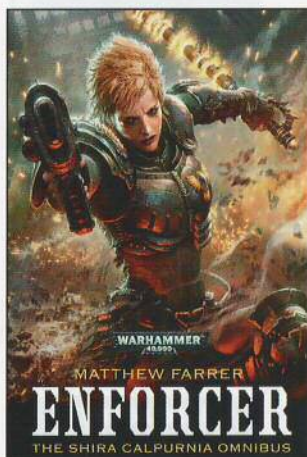
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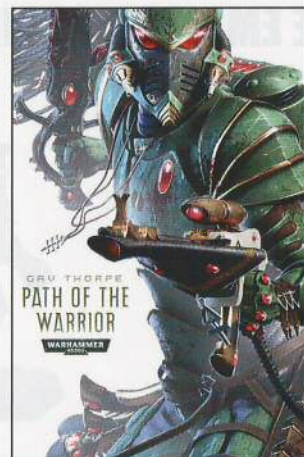


Enforcer Shira Calpurnia maintains a tough line on law and order in the Hydraphur system. This area of space is riven with corruption and Calpurnia's duty is to protect the innocent and punish the guilty – with extreme prejudice. This omnibus collects the novels Crossfire, Legacy and Blind, as well as new content from the author.

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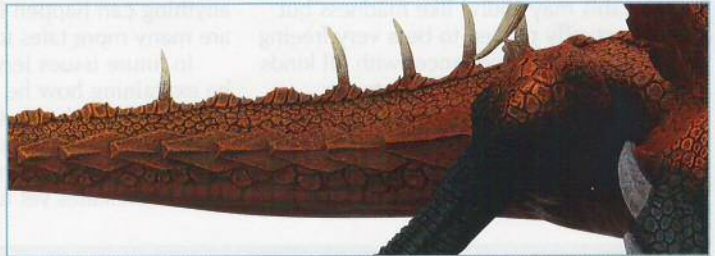
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WARHAMMER FIRE DRAGON

This massive Forge World Fire Dragon model has a starring role in the Slaughter at Volganof chapter of the Warhammer rulebook. The resin model is approximately 8" (200mm) high and 13" (330mm) long to the curve in the tail.



This model was designed by Daniel Cockersell.



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TROUBLE IN THE BORDER PRINCES

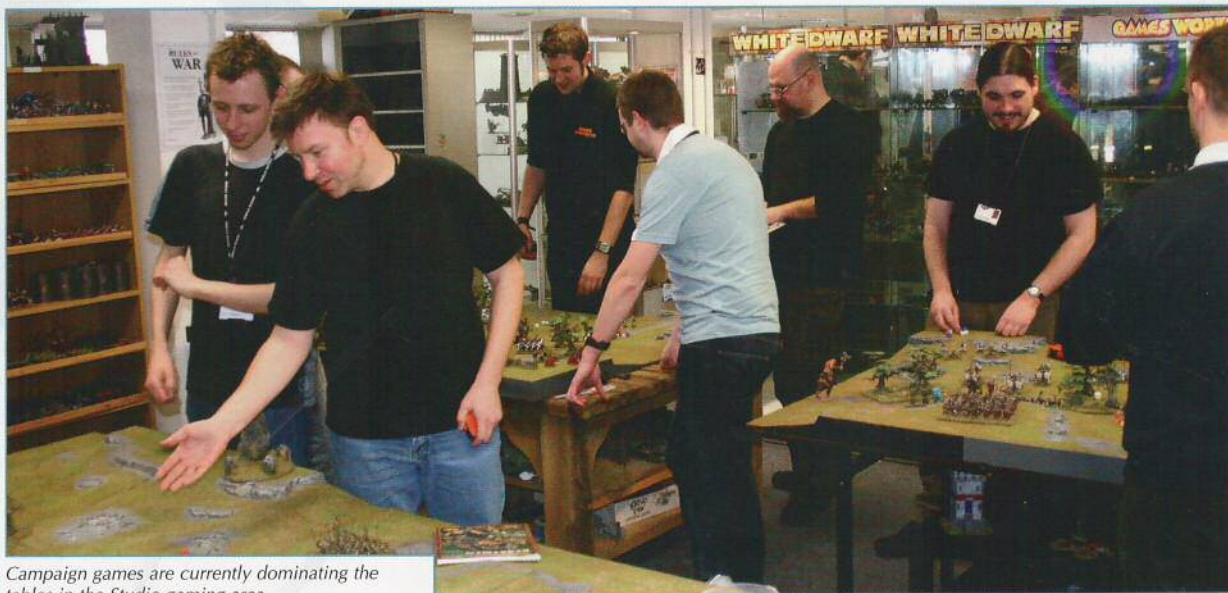
There are always campaigns bubbling away in the Studio but Jervis Johnson's latest Warhammer campaign is a little different. He's termed it a 'sandbox' campaign in that there is no fixed structure to running it. In other words, he's making it up as he goes along! At first this may sound like madness but it's actually proved to be a very freeing and creative experience, with all kinds of narrative branches and stories developing between the players and Jervis, in his capacity as the referee and chief storyteller. To this end, participants have been encouraged to

report on their games and add to the 'campaign wall', which is the focal point of the whole campaign where lots of great 'artefacts' have been created as a result. Empire player Dom Murray's war journal is just one example. And in a campaign where anything can happen I dare say there are many more tales to be told.

In future issues Jervis will not only be explaining how he put the campaign together but will also keep us abreast of events as the story unfolds and the fighting in the Border Princes escalates yet further.



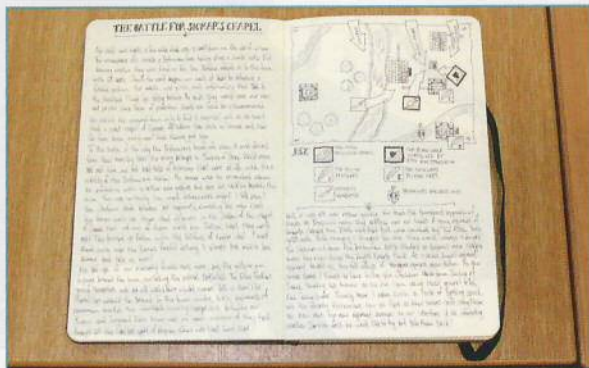
The western Border Princes, as rendered in Mighty Empires map tile form – the disputed lands being fought over.



Campaign games are currently dominating the tables in the Studio gaming area.



The 'Campaign Wall' has all manner of announcements, grudges, journal updates – this is where you can catch up on all the latest goings on.



Just some excerpts from Dom's excellent war journal, which he painstakingly updates after every battle.

Battalion Challenge

The sheer number of plastic miniatures proliferating the Studio at the moment is frankly astonishing. Plastic frames and Battalion boxes litter the landscape like haunted trees in a Warhammer forest. The reason for this is that the gauntlet has been laid down and a massive challenge set. Willing hobbyists have been tasked to paint up a full Battalion in a month – there's a deadline and everything! Everybody has risen to the challenge with a gusto, the daily lunch hour turning into a mass painting session from one side of the Studio to the other.

And when you have the likes of the 'Eavy Metal team and the sculptors participating you're going to get some great-looking miniatures. Our plucky new Dwarfie, Tom Hutchings, managed to round up some of the newly painted miniatures, just before going to print for us to show you here – we'll no doubt have more to show you in White Dwarf and on the web in the coming months.



Another lunchtime session of furious Battalion painting.



Colin Grayson was one of the first to finish his Battalion set.



Keith Robertson is expanding his Ogre Kingdoms army even further.

SUMMER OF WAR

Become a Lord of War

Continuing throughout July and August, the Summer of War rages on in Hobby Centres across the country. Your local store is running a massive programme of games, tutorials and hobby activities, all designed by the store staff and keyed to the times of your local school holidays.

To add further excitement, the release of Warhammer this month has left many of us feeling a bit giddy, and now the dreams and aspirations of us all to command grand armies have risen higher than ever before.

Check with your local Hobby Centre and their huge calendar of activities NOW to find out what they have planned and how you can become a Lord of War!





WAR IS CALLING...

...and now is the time to answer that call and join the ranks of Warhammer Online.

Experience the newly revamped all RvR™ City Siege Experience. The guys at Mythic completely revamped the City Sieges to provide a new experience that stirs the heart of any Warhammer player on the tabletop or on the Internet; hard-hitting, skull-crushing, bone-crunching Realm vs Realm™ combat!

Be sure to check out the newly introduced Weekend Warfront system as well. Every weekend we're focusing on bringing a fresh Scenario with improved rewards and incentives to participate! Not to mention all-new RvR™-earned weaponry. And, in a White Dwarf exclusive, we can reveal that your characters will be able to own a series of pets and familiars that will bring the Warhammer world to even more vivid life.



If you're a novice soldier to the war effort you can experience the thrill of WAR for free!

The WAR Endless Free Trial gives new and returning players the opportunity to play any of the 24 different Careers. Play all of the Careers to Rank 10 free forever or upgrade to the full version of WAR without having to buy the game – just pay your first month's subscription!

Players can explore the starting areas for both the Empire and Chaos factions. They can also adventure in the newly added dungeon, Hunter's Vale, or battle other players in the Nordenwatch, Khaine's Embrace and Gates of Ekrund scenarios.

Those who enter the Endless Free Trial will embark on the New User Journey, which features enhanced tutorials and new community elements that help introduce new players to WAR. Smiting your foes in Realm vs Realm™ combat has never been so accessible.

If you're concerned that your computers will struggle to download the Endless Free Trial, never fear for there is the Streaming Endless Trial client, a seamless way for new users to get into the game. After an initial download of just over 1GB, additional content streams in the background, downloading only the content you need to keep slaying your enemies.

What are you waiting for? WAR awaits you!

www.warhammeronline.com/trial/

The Enemy Cycle

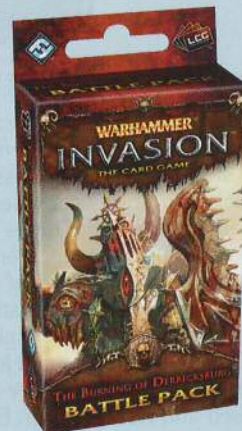
The Old World is rife with animosity, and each of the six major factions has its own powerful nemesis – one bitter rival that is more hated above any of the other races. This summer, the ancient enemies of the Old World will explode onto your tabletop with The Enemy Cycle, the second exciting series of Battle Packs for the Warhammer: Invasion Card Game!

The Enemy Cycle, beginning this summer with The Burning of Derricksburg, explores the seething hostility between the various factions of the Warhammer world, expanding each one's ability to battle against its sworn

foe; as the Dwarfs face off against the Orcs & Goblins, the Empire takes on the corrupting forces of Chaos. Meanwhile, the High Elves carry out their blood feud against their dark kin, the cruel and malicious Dark Elves.

What's more, The Enemy Cycle expands the breadth of deck-building options for each faction. With more use of new and existing traits, such as Knight for the Empire and Disease for Chaos, exciting new strategies will open for your Warhammer: Invasion deck!

www.fantasyflightgames.com

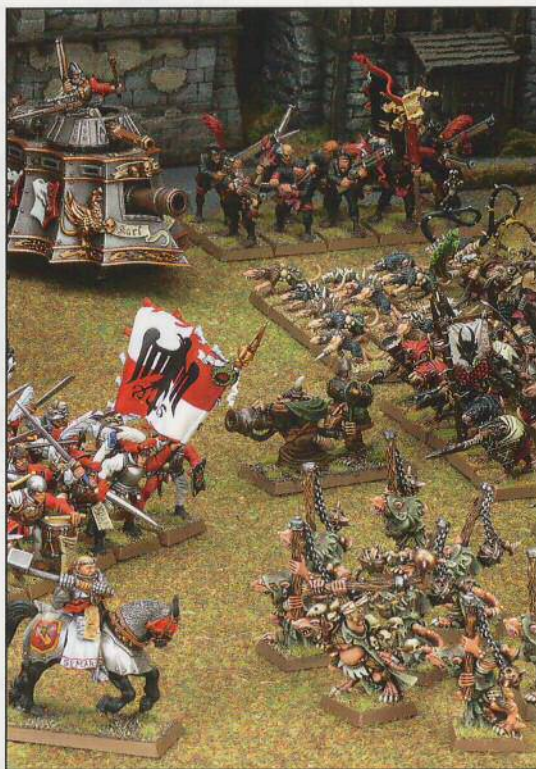


ON THE WEB

Andy Hall: It's our largest ever month on the web. Not only will we be publishing more articles than ever before but we'll also be taking you through the Warhammer rulebook using not just words but moving pictures! Yes, see us in all our unshaven glory as we'll be running a 'director's commentary' on Warhammer with the authors of the new edition. So log on and register, cos it's free!

A Tale of Four Gamers

The classic White Dwarf series, A Tale of Four Gamers returns, and you can read all about it on the website and blog. Four Warhammer hobbyists – Christian Byrne, Matt Hutson, Nick Bayton and Andy Hall – all start an army from scratch and we tag along for the ride. It's war between the Empire, High Elves, Orcs and Skaven, but which army will reign supreme? Keep track of the Four Gamers over the coming months only on the website.



The White Dwarf Archive

Go and register on our website to get access to all of the articles in our White Dwarf Archive, selected articles from back issues of the magazine for you to download. So, if you want to take a look at the origins of Warhammer in Architects of War or marvel at 'Eavy Metal's Harry the Hammer challenge, then all you need to do is register and go to the website.



Warhammer Video Commentaries

Using the mystical power of the Far-Squeaker we bring you a series of videos delving between the covers of the Warhammer rulebook, exclusively on our website. We'll turn our cameras on the authors of the book as they take us through the book, offering insights on each section.



Also on the Web...

The Astronomican is home to all the great articles that appear on the website every month. Simply click on the link in the top bar from any page of games-workshop.com to access it. There you'll find a whole host articles and an easy way to navigate to the ones that you want to read. As well as the features already mentioned, other articles joining the Astronomican this month are:

- Warhammer Armies Update – FAQs and Errata to get your force ready for the tabletop.
- Warhammer Getting Started – A comprehensive introduction to Warhammer.
- Hordes Tactics – Taking a look at using the huge new unit formation.
- Art of Warhammer – Seminal pieces of art and downloadable wallpapers.
- Tactics for all! – Strategies for getting the best out of your army on the tabletop.

www.games-workshop.com

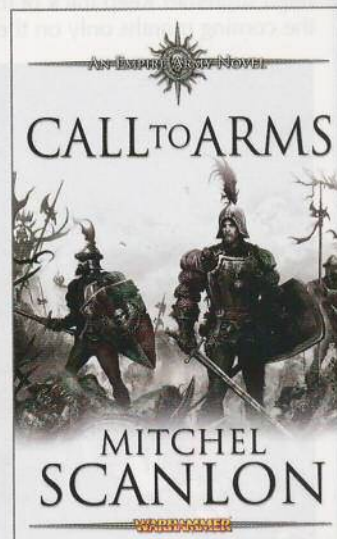
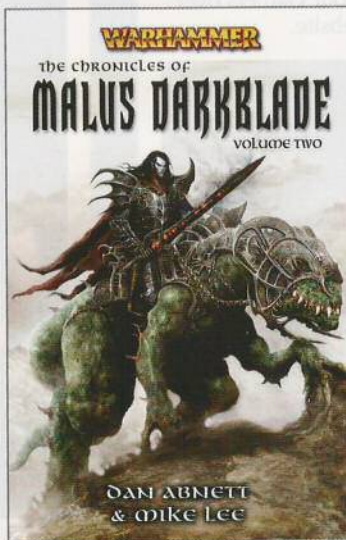
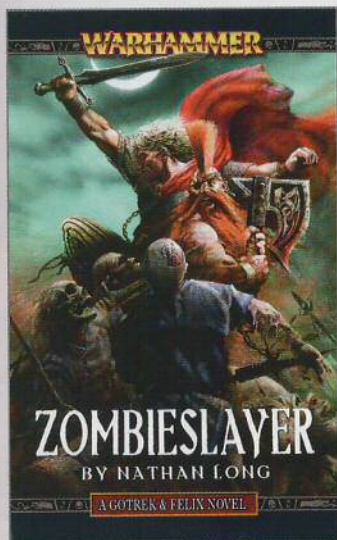
The Warhammer world is a place riven by strife and conflict – a world of unending warfare, where the capricious Dark Gods of Chaos seek constantly to crush the civilised nations. Only the blood and honour of races such as the Empire, Bretonnians and Dwarfs stems this tide of destruction – and at the heart of this ceaseless war are mighty heroes, whose courage and skill are tested in the crucible of battle.

Such tales of heroism and glorious battle are recounted on the pages of novels produced by the Black Library, stories of mighty sweeping battles and clandestine intrigues, pacts of honour, oaths of loyalty and acts of bitterest betrayal. At the heart of each of these stories is a cast of heroes, be they mighty generals, fearless warriors or powerful wizards. These are the characters upon whom the fate of the Warhammer world relies, and through them we witness vast battles, despicable

conspiracies and more. They are our eyes and ears in the Warhammer world, giving us an insight into the magic and intrigue of the Old World and beyond – allowing us to explore the Empire, delve into the holds of the Dwarfs, brave the horrors of Sylvania and peek into the Realm of Chaos.

Now, the Black Library have embarked on a new series titled Warhammer Heroes, each volume centred around an iconic Warhammer character. The first of these is titled *Sword of Justice* and tells the tale of Ludwig Schwarzhelm, the Emperor's Champion. On a mission to Averland, Schwarzhelm, the Empire's greatest swordsman, finds himself embroiled in the machinations of Imperial politics and facing the wrath of a Waaagh!

The next novel in the Warhammer Heroes series features Wulfrik the Wanderer, a champion of Chaos doomed to wander the world in search of a foe who can match his skill at arms.



More Warhammer tales from the Black Library:

For over ten years, the Black Library has brought Warhammer to life, telling stories of noble deeds and of great across the Warhammer world. As well as exciting forthcoming tomes, over the past decade the Black Library has gathered a formidable collection of classic series. Here's an overview of some of the most popular ranges.

Gotrek & Felix: Black Library's longest-running fantasy series, the tales of a Dwarfen Slayer named Gotrek Gurnisson and his human companion, Felix Jaeger, have always proven popular with fans. Gotrek has sworn to seek an honourable death in combat to atone for an unspoken personal disgrace. Felix, bound to him by a Dwarfen blood-oath sworn after a drinking binge, is tasked with writing and recording his heroic exploits and ultimately his death. The series was originally written by William King (who is returning to Black Library to write the Tyrion and Teclis trilogy), and then continued by Nathan Long. Characters from the series such as the Vampire Ulrika, and Thanquol and Boneripper, have gone on to star in their own spin-off series.

Malus Darkblade: The Dark Elves are feared throughout the Warhammer world for their evil, savage ways, yet one member of this despicable race stands out for his treachery and cunning – Malus Darkblade. He displays all the Dark Elf qualities – he is unscrupulous, cruel, cunning and ambitious. Seeking to extend his influence and power Malus went off in search of an ancient treasure. After many trials he eventually found the treasure, but by doing so awakened the Daemon Tz'arkan, the 'Drinker of Worlds'. These books chronicle the anti-hero's treacherous journey as he fights for his life and his freedom. Originally penned as a comic series by Dan Abnett, they were later turned into novels by Mike Lee.

Empire Army: The Empire is the largest and most powerful of the lands of Men in the Old World, a mighty nation that stands as the bulwark against the many enemies of man. With proud armies, filled with brave, disciplined soldiers, the Empire is always at the forefront of the endless war against the forces of disorder. The Empire Army series tells the tales of these warriors, stories of bloody battles and endless wars as they strive to protect their nation. Each novel recounts a great battle, telling a story of courage and heroism in the face of vile horrors and relentless conflict.

With a kick of his spurs, Schwarzhelm swung his steed around to renew the charge. Kraus fell in alongside him. Fresh lances were brought up, and the assault was marshalled anew.

The Orc leader saw the danger. Like of all its cursed race, it showed no fear. With a low growl, it stamped on the earth, rousing its followers into a frenzy of defiance.

Schwarzhelm rode straight for it. He lowered his lance, watching the steel tip swing into position over the approaching Orc's eyes. He could sense Kraus riding hard at his shoulder, feel the momentum of the charge all around him. The Orcs could see it too. Despite their bravado, despite their dogged willingness to stay and face the onslaught, their roars of defiance were less pronounced than usual. They feared the cavalry.

The gap closed in seconds, and then they were among them. The Orc leader, a head bigger than its nearest rival, swung a spiked club in a wide circle, aiming to take out the horse's legs as it thundered towards him. Schwarzhelm pulled the reins and the beast swerved comfortably to avoid the swipe. Then he was on top of it, hooves kicking out. The Orc leapt to the ground, rolling across the grass before springing up with surprising agility. Schwarzhelm's lance missed it by inches. His steed careered onwards before he could pull it round for the return run.

The evidence of the charge's devastation was all around him. Kraus and the other knights had carved straight through the heart of the Orc horde, and the surviving warriors were in disarray. In the gap opened up by their assault, Averlander footsoldiers were hurrying to catch up and consolidate the won ground.

But the monster, the guiding force behind the Orcs' movements, still lived. Schwarzhelm kicked his horse back towards the huge figure of the greenskin commander, watching carefully as the creature prepared itself for the next pass.

In a split second, he determined his tactics. He was too close for another full charge. At such a range the lance would be more of a hindrance than a weapon. As the powerful horse lurched forward, he let the long shaft fall to the ground and drew the Sword of Justice. The Orc saw the change of strategy and braced itself, hurling insults at the oncoming Schwarzhelm in its dark and obscene tongue.

They came together again. The Orc reared, scything its spiked weapon, once again aiming at the horse. This had been expected. The warhorse had been trained for combat, and was more than just a mere mount. As it closed on the Orc, Schwarzhelm pulled sharply up on the reins. The charger reared, kicking its front hooves out viciously before they fell back down to earth. One of them connected with the Orc's face, knocking one of its tusks out and cracking bone. The warband leader staggered back, roaring in pain.

Then Schwarzhelm was on it. He brought the Rechtstahl down in a sudden plunge, burying the tip of the steel deep into the Orc's hide. The warrior howled, twisting to escape the agony of the blade. Like all of its kind, it was strong, nearly wresting the sword from Schwarzhelm's hands.

But Schwarzhelm was too expert a swordsman for that. He withdrew the blade while pulling the horse round, keeping it close to the stricken creature below. The Orc tried to match the move, turning on its squat legs clumsily and raising its club more in defence than attack.

Schwarzhelm ignored the threat, watching for the opening. It came soon enough. He spun the sword rapidly in his grip, switching so the blade pointed down from his clenched right fist. As it whirled into position, the sunlight blazed from the holy steel.

Mustering all the power in his arm, Schwarzhelm stabbed the Rechtstahl down. The tip of the sword punctured the Orc's flesh between shoulder and neck, and kept going.





WARHAMMER

“ THE BLOOD I HAVE SPILT, THE CREATURES I HAVE FOUGHT, ALL FOR THE LOVE OF MY NATION. IF THERE IS ONE THING I HAVE LEARNT, IT IS THAT PEACE IS FLEETING AND WAR IS ETERNAL. ”

MAXIMILLIAN WEISS, GRAND MASTER OF THE EMPIRE



WAR NEVER-ENDING

Raise your banners, marshal your troops, sharpen your swords and heft your trusty warhammers. Andy Hall set out to discover why you should be readying your weapons and preparing for war.

“Now we’ve reached the tipping point. Either the Warhammer world will fall into the darkness forever more, or a new age will dawn, where the forces of Order will be triumphant.”

There is a world out there in the firmament that on the face of it may bear a passing resemblance to our own. There are oceans, rivers, landmasses, canyons, forests and even men much like us. However, should you look upon this world for more than a just a moment then you’ll quickly discover that the similarities soon end and the disparities are myriad in ways that are both truly magnificent and utterly horrific.

This is a world that is not dominated by Man alone. Stalwart Dwarfs, imperious High Elves, savage Beastmen, scurrying Skaven, ancient Lizardmen, battle-hungry Orcs and many more creatures fair and foul exist in a place seething with war. These conflicts have raged for time immemorial; every nation and race is locked in a struggle for supremacy. Armies hundreds of thousands strong sweep across the lands like tides of battle while corpses fill the rivers, and skulls are sown into the mud as often as a farmer plants seeds.

But it is not just the need of the multifarious races to wage war that makes this world such a dangerous place. There is no serene countryside, no safe hollows or wondrous mountain tops in which to remain secure. The lands have been infused with wild magic for aeons; its mutating effects have wrought great changes. The trees lash out, their roots seeking warm bodies for sustenance, boiling geysers of magma burst out of the ground to flood whole towns, livestock can mutate into hideous spawn overnight and when storm clouds gather it may rain blood-slicked teeth instead of life-giving water. Famine, disease and violence are as much a part of daily life as baking bread or shoeing a horse.

With death and destruction around every corner, atop every mountain, upon each forest path, no wonder the populace pray to their gods or even turn to the Dark Powers for salvation. However, such a course of action can be far more dangerous than facing the horrors already described, for in this world the gods are very real; only a fool would question their existence, as the evidence of their being is everywhere. Unfortunately for the denizens of the world, these omnipotent beings are far from benign or even ambivalent; they are capricious, aggressive entities that joyously interfere and warp the minds, bodies and the environment of those that worship them... and even those that don’t.

This place, this living nightmare, is none other than the Warhammer world; the battle-scarred land that plays host to your armies of Citadel miniatures. Such a richly illustrated and hellish battlescape may be horrendous for those unlucky enough to live there but for us Warhammer hobbyists it provides the perfect backdrop.

How the world came to be in such a state is a story that has developed over Warhammer’s venerable history. Because it is a multi-faceted place of varying view points and so large that no historian could hope to document it all, there is always something new to impart and more detail to uncover with each retelling. None know this more than Phil Kelly for he wrote the massive background section in the Warhammer rulebook.

‘Writing the background for Warhammer was a real labour of love. If you think about it, this section is at the





core of everything we do. Even the 41st Millennium has its roots in the dark, gritty and gothic flavour of the Warhammer world,' says Phil.

Attempting to convey the darkly fantastical, the grim outlook and constant conflict of the Warhammer world is no simple undertaking, but it was a challenge Phil eagerly seized upon. 'It is an epic, jaw-dropping place. What I wanted to make clear is the constancy of war. This isn't two solitary nations sabre-rattling or having a few minor skirmishes across borders. No, every nation is hell-bent on victory. Take a city within the Empire for instance: the streets will be thronged with soldiers marching; ornately attired town criers will be rallying people to the cause at the head of an automated memorial depicting some famous victory; in the taverns there are recruitment sergeants pressing the Soldier's Shilling into the hands of those who would not dare enlist while sober. The smithies ring out with the constant clanging of beating metal as swords and armour plates are produced by the thousands. The entire place will be mobilised and this will not be an isolated incident – the whole nation is on a war footing, as it has been for centuries. Even then this situation is not unique to the

Empire. In the Lustrian jungles the Lizardmen spawning pools are birthing vast cohorts of Saurus Warriors. The Dark Elves have taken to the oceans in their floating fortresses, the Badlands are over-flowing with Orcs and the High Elves are bolstering the magical defences of Ulthuan more than ever before. In fact, all the races are in the midst of a great conflict – a war that will be like no other.'

Phil is keen to point out that not only is this exciting, as it gives the world a definitive context, but on a more practical level there is always a reason to fight. There are no long-standing, unbreakable alliances in Warhammer; everybody is at each other's throats. 'There is also a more thematic reason,' continues Phil. 'We've deliberately racked up the tension; there is no happy stalemate, all the battles and wars have been building up to this moment and now we've reached the tipping point. Either the Warhammer world will fall into the darkness forever more, or a new age will dawn where the forces of Order will be triumphant. It really does feel like if you win in your games or in your campaign then you can strike a blow for good and change the world for the better, conversely you may want to send it further along the path of total destruction.'

Above: Kruger's Last Stand by Dave Gallagher. If legend is to be believed, Sigmar himself was reborn within the ranks of the Weissburg Greatswords as they defended the base of the Carroburg Peaks from a mighty horde of eighteen greenskin tribes.

“ The trees lash out, their roots seeking warm bodies for sustenance, boiling geysers of magma flood whole towns, livestock can mutate into hideous spawn overnight and when storm clouds gather it may rain blood-slicked teeth instead of life-giving water. ”

1 THE ACCESSION OF SIGMAR

Sigmar is crowned Emperor and his twelve Chieftains become the first lords of the Empire provinces.

15 THE RETURN OF NAGASH

Nagash rebuilds his empire of the dead. Despising the weakling race of man, he invades the newly-founded empire of Sigmar, aided by several of the vampires that return from exile to fight alongside their lord. In a titanic duel Nagash is slain by the hammer of Sigmar and the vampires driven into the darkness once more.

554 FROM BENEATH THE WAVES

A Dark Elf corsair fleet is dragged beneath the waves by an onslaught of submersible craft that appear to be half ship and half kraken. Only one of the Druchii corsairs survives, and his tales of needle-fanged warriors from the depths are dismissed as salt-madness.



968 THE WAR OF THE NOSES

When the vain Skaven Warlord Ratgut has his long whiskered snout cut off by a captive Goblin, he declares total war upon all Goblindkind. He finally relents when Goblin Warboss Magrub Fingersnatch agrees to forfeit his warty nose as a condition of surrender.

1730 THE SUNEATER IS FREED

The elder Shaggoth, Kholek Suneater, is freed from his glacial prison by the rogue Chaos Sorcerer Malofez.

2515 THE BLACK-IRON REAVER

The Chaos Lord Mortkin, leader of the Fell Legion, invades Ostland at the head of an immense horde. Allied with the fire dragon Skulex the Great, Mortkin's forces slaughter the defenders of Kislev and forge southwards to the city of Volganof, intent upon yet more butchery.

Above: There is a tapestry that weaves together the strands of time and from it the whole of history can be read.

The Warhammer world has a grandiose sense of occasion, place and, most importantly of all, time. 'We've played up the age of Karl Franz, as this is the era where the Warhammer world stands upon the precipice more than ever before. That's not so say I haven't delved into the history of ages past. We look at the major events that have formed the Warhammer world and brought it to this point.'

Such historic moments will be familiar to many of the hardened Warhammer vets but you'd be wrong in thinking it's a simple retread. 'It's a definite evolution,' states Phil. 'It's all new in that respect. We talk about those world-defining changes but from different perspectives. We even take a look at the world before the arrival of the Old Ones. There's also a fantastic timeline illustrated by John Blanche, which looks at the unfolding history, detailing battles and events that have never been told before – information that will delight layman and veteran alike.

'John was very informative in that respect, it's his influence you'll find throughout the book and when we talked he was keen that we invoked a "romantic narrative", which is an archaic phrase used to describe a multi-layered form of story telling. Let me give you an example; there's a huge battle between tens of thousands of High Elves against their hated kin, the Dark Elves. It's as destructive, bloody and overwhelming a scene as you may expect when such hated foes clash. But what about if the High Elf leading the glittering host of Ulthuan was the half-brother of the

Dreadlord marshalling the Dark Elves, who had only recently defected to Naggaroth? During the battle the Dreadlord is desperate to hunt down his half-brother so he can rip out the High Elf's heart and gift it to Malekith, thereby showing his loyalty. To aid in his designs the Dreadlord has awakened the father of the Black Dragons that is even now trying bust out of its volcanic prison on the very slopes of which these two epic armies are clashing. All the while a coven of High Elf Mages are trying to re-fashion the magical bindings, to keep the fell beast locked within the mountain. And suddenly that battle has a context on both a personal and epic scale. There are layers of differing motivations so it becomes far more than just another battle. This is what we wanted to get across throughout the whole background section of the book.'

Earlier, we mentioned that it is no simple undertaking to describe the world of Warhammer in mere words. The truth of the matter is you can't, so that's why we've always had a coterie of talented in-house artists to expand on the words and show you just what a bizarre and horrendous world the game of Warhammer inhabits. The rulebook, and the background section in particular, are full of pieces of art (both new and classic) that illustrate the Warhammer world in all its strange majesty. If you turn to page 36, John Blanche himself will guide you through some seminal paintings that have shaped the world and guided the writers who have then gone on to describe it.



IN THE BOOK

There's never enough room to talk about all the intricacies and extensive history of the Warhammer world but we give it a good go in the Warhammer rulebook with 116 pages packed full of art, never-before read tales, legends of ancient times, historical events that have shaped nations and a detailed, comprehensive look at every race that fights upon the battlefield.

FIGHTING IN CHAOS

The Warhammer world is a land suffused with Chaos, but no matter how much you study it, immerse yourself in its lore, there will come a time when you can no longer stand on the sidelines but must commit your armies to war...



Whether this is your first encounter or the latest in a long succession of visits to the Warhammer world there is no doubt that once you are steeped in the epic lore of the background you'll be itching to set up your Citadel miniatures and do battle in its strange environs. You could simply take on your friend's army using balanced forces across the tabletop, but this is just one of countless ways to bring the Warhammer world to life. There are scenarios by the score, games master-led battles, narrative campaigns, or even map-based multi-conflict mayhem.

When writing the rulebook we gathered some of the hobby's hoariest veterans to write a massive section dedicated to how to play and organise games of Warhammer. Jervis Johnson, Dave Andrews and Jeremy

Vetock will be names familiar to regular readers and they have over a century of wargaming experience between them. 'What the Warhammer Battles section does is bridge the gap between the background and rules. It celebrates the diversity of the game and, hopefully, imparts everything we've learned about playing games of Warhammer both big and small,' says an excited Jeremy.

Flicking through the Battles section of the book is a joyous task as the full panoply of the hobby is revealed with every turn of the page. 'We wanted to show the hobby in all its glory,' states Jeremy. 'It's about the breadth of what you can achieve as well. The rules are the technical aspect, the thumping engine of Warhammer, and what the Battles section sets out to do is show you how to make

Above: Away from Ulthuan and the protective spells of the Everqueen, High Elf armies must deal with Chaos-tainted lands, hostile terrain and, of course, the forces of other races when they venture across the seas.





Above: As Dark Elves besiege an Empire town, a mighty Steam Tank is roused to sally forth. Just from those few words you can come up with a great story and scenario replete with special rules to get a unique Warhammer battle.

“This game plunges you straight into the action; your orderly battlelines and army-winning strategies are no longer foolproof, whoever reacts quickest will have the advantage.”

best use of the rules to get what you want. The background is there to inspire you and so what we're doing is highlighting how you can incorporate the adventures you've read about on the tabletop.

'To use an analogy, I liken how the Warhammer Battles section is structured to a piece of classical music. So, we start off small and subtly, working our way up to a climactic crescendo. It's not all about big, bombastic battles; in fact most Warhammer games will be much smaller affairs, as sometimes you've got work the next day, or family and other commitments will just restrict your gaming time. But size doesn't necessarily correlate to importance. Every Warhammer battle takes place for a reason and so you'll find plenty of advice for giving your battles context. Even if you just turn up and fight against a random opponent at your gaming club, we give plenty of ways you can add background and meaning to a battle.

'This is so important that you'll find six Pitched Battle scenarios in the main rules but what we're encouraging is that these are just the starting point, and are far from the only way to play Warhammer. To echo that it's only a starting point we begin the Battles section with a suite of interesting and unique scenarios that give an interesting twist on a normal Warhammer

Pitched Battle but can still be played in an evening or afternoon. The Surprise Encounter scenario is a good example; it's the antithesis of a classic pitched battle, with the tabletop divided into six equal-sized areas and your units then spread randomly across the battlefield, the remainder entering the table as reserves. This game plunges you straight into the action; your orderly battlelines and army-winning strategies are no longer foolproof, whoever reacts quickest will have the advantage. And, most importantly, the scenario is great fun!

But it's not just the rules for deployment that these extra scenarios toy with. 'Warhammer is a game full of variables,' continues Jeremy. 'So tampering with just one of these things can give you an interesting take. The Hired Sword scenario is great in this respect as it's not so much about forcing a challenging deployment but plays with the assumption that all your Citadel miniature warriors are loyal to you. What's that you say – you've painted them so they should just be happy you've taken them out of the figure case? Well, it's true in Warhammer that models haven't always acted in your best interests and this scenario takes it one step further and is designed to put you in awkward positions to really test your generalship.'

As Jeremy is keen to point out, the scenarios grow in scope the further you read through the Battles section, and so does the background for each battle described, illustrating just how dangerous and downright weird a place the Warhammer world is. 'As I mentioned earlier, it's all about context. The background stops the scenarios from feeling disjointed, and for reader and writer alike it's a great way of further embellishing the Warhammer world. For instance, we have a scenario highlighting how buildings can be used and destroyed in your games based in the unfortunate hamlet of Glumhof. In fact we go into lots of detail about just how many times poor old Glumhof has been sacked, burnt and razed to the ground!' says Jeremy.

As well as all the great scenarios included there's practical advice on the different ways you can play, including using a games master – that is an independent player whose role is to run the game, rather than play an army. 'We talk about games mastering as it has become a bit of a lost art over the last few years yet it's so much fun. Even if you're not participating with an army of your own, coming up with devious traps in which to ensnare the players and just going totally "off-piste" is a recipe for a brilliant game of Warhammer. I can see games-mastered battles of Warhammer coming back in vogue. But that style of unshackling your games is a subject we come back to several times, leading up to

methods for designing your own scenarios and creating rules for unique models you may have designed and built yourself. As an example of the kind of things you can come up with you'll find rules for the *Wrath of Thunder* – a Dwarf airship bristling with cannons,' Jeremy enthuses.

Models like the one Jeremy has just described are most at home in Legendary Battles, those famous clashes that reverberate throughout the history of Warhammer. Many players are inspired by famous battles recounted throughout the Warhammer background. It is possible to not just read about these exploits but to recreate them on the tabletop. Imagine restaging the Great War Against Chaos or gaming Gorfang Rotgut's raid into Karak Azul. Or devising your own epic battle and starting your own legends – truly this is the pinnacle aspiration of narrative wargaming.

Not only does this section show us how to do this but presents one such battle in such exacting detail that it's frankly mind-blowing, reading like the best fantasy novel as much as a précis of a game. But saying too much would spoil the spectacle so we'll let you discover it for yourself. 'It's that final crescendo of the musical score I was talking about earlier – leave them wanting more,' concludes Jeremy.

IN THE BOOK

The Warhammer Battles section straddles 102 pages of the Warhammer book. There's advice on how to get the most out of your hobby from finding clubs and participating in events to the myriad ways of playing Warhammer including a full 20-page campaign with background and rules on how to play it. To see another spectacular battlefield by our model makers head over to page 88 of this very issue.

Below: High up in the Worlds Edge Mountains, nestled in the valleys and passes below the snow-covered peaks, can be found the fabled halls of the Dwarf Kings – a perfect location to host an epic encounter between the Dwarfs and the invading horde of greenskins.





RULE THE WORLD

The rich background and evocative tales of war provide the perfect backdrop to your own battles. It is the role of the rules to evoke the feel of the Warhammer world on the tabletop, depicting bloody clashes, eldritch magic and heroic charges.

Mat Ward led the mighty challenge of writing the Warhammer rules. 'You can pick up how to play Warhammer in ten minutes,' says a confident Mat. 'That's if you are using one unit of infantry per side. It obviously gets more complex when you start adding in all the other cool elements such as magic, cavalry, monstrous infantry, war machines, flyers, terrain and loads of other details. But we're unapologetic about all these differing factors, we're not playing chess here – it's Warhammer!'

Warhammer indeed. But this is Warhammer that is unlike anything anyone has seen before. 'It's different,' states Mat. 'There are just too many details to list here; the rulebook will explain all the minutiae. In effect it's a great leveller – we're all Warhammer beginners again.'

Whilst not wanting to get drawn into specifics, Mat is keen to elucidate on the principles and philosophy behind the rules. 'It's still obviously Warhammer. The framework is all intact, and very sturdy it is too. You have the Movement phase followed by Magic, Shooting and Combat. What we've done this time round is ratchet it up. The Warhammer world is a blood-

drenched and battle-scarred world with death only a sword's length away and the rules definitely reflect that.

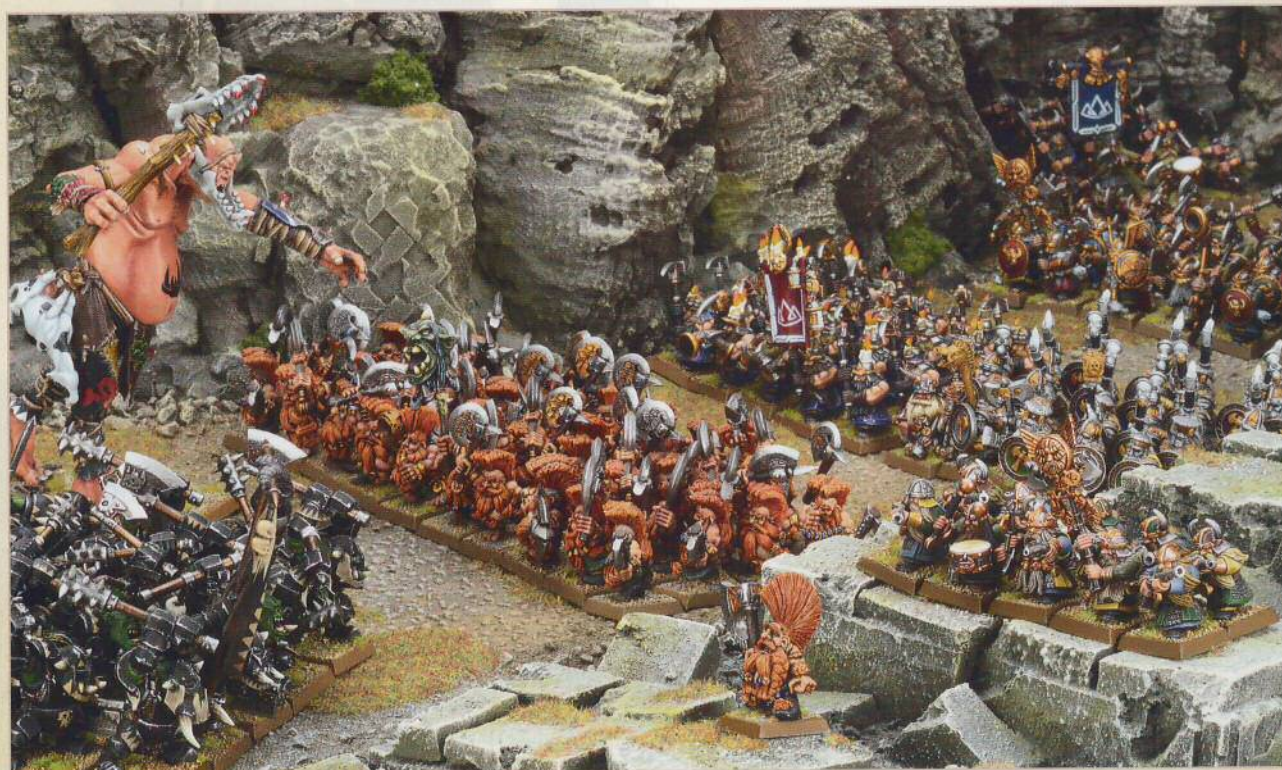
'We wanted to put more choice into the game, crank up the drama, make it even bloodier and let you do the things that look great with your miniatures. An example off the top of my head is that if you have more ranks than the enemy unit you're counted as steadfast and so use an unmodified Leadership when taking a Break test. The ramifications are that your painted troops will die fighting, rather than being run down as cowards as they flee. This is a real incentive to take large, ranked-up units; they both contribute far more attacks but they remain in the fight for longer.

If the thought of carnage wrought in melee stirs your blood, then imagine what happens when your more fantastical creatures wade in. 'Monsters are an important part of Warhammer, so we've given them a greater impact. You have monstrous infantry that, as well as their horrendous profiles, get a Stomp attack at the end of the combat to crush their opponents. Even larger creatures have a Thunderstomp, an even more devastating attack,' says Mat.

Charge!

The charge is a glorious and dramatic point in any battle but it is no sure thing. To see how far you charge you roll 2D6 and add your Movement value. If the distance rolled is equal to or greater than the distance to the unit then you've made the charge. This can make charges somewhat uncertain at greater distances. Cavalry have an advantage as not only do they tend to have a higher Movement rate, but also the Swiftstride special rule, which allows them to roll three dice and discard the lowest result, and so will generally move further.

Below: Deep in a mountain pass the Dwarfs catch the Orcs unawares. A horde of Troll Slayers prepares to smash into the Orc and Goblin lines.



An Orc and Goblin army, led by Azhag the Slaughterer, clashes with the forces of the Empire in this month's exciting battle report. Once you've finished here pop over to page 52 for a look at how a game of Warhammer flows.



“ Even with all the phantasmagoria abroad during a battle, it's the cut and thrust of combat where most wars will be won. ”

This propensity for carnage and chaos is writ large in the Magic phase as well. 'Magic saturates the Warhammer world,' says Mat. 'For the devious it can be a quick road to power – and corruption. For the more careful and studious, it can be a potent resource. On the battlefield, wizards unleash bolts of energy, transform into terrifying beasts and can even crash comets down on the enemy. Magic characterises a Warhammer battle as much as the slaughter and we wanted to get that across in the game itself. Again, referencing those key principles, we wanted it to be dramatic, and give the player more choice. So the Magic phase is confrontational; both players are active, trying to outthink and outdo each other. Such is the power of magic that a clever or timely casting of the right spell can be devastating, a game winner, which is at it should be in Warhammer. And – just for a bit of mischief – it's also worth mentioning irresistible force. As I've already alluded to, magic is a double-edged sword. Nowhere is this more evident than when you manage to roll two or more 6s to cast a spell and so with irresistible force. The spell is cast with such ferocious power that it cannot be dispelled. However, the downside is the magical feedback is so

strong that you must immediately roll on the Miscast table. A table, I might add, that is quite deadly,' adds Mat with an evil gleam in his eye.

The heart of Warhammer, though, is bloody press of combat. And even with all the phantasmagoria abroad during a battle, it's the cut and thrust of combat where most wars will be won. 'It's deadly, it's merciless and what it's all about really,' says Mat. 'Let's be honest; causing vast swathes of damage on an opposing unit is fun! So to reflect this, the second rank of a unit directly contributes to the conflict and adds a supporting attack per model. There's also a real benefit to fielding big units with the horde rule. Hordes are regiments that are at least ten models wide, enabling the third rank to add a supporting attack. Give such a unit spears, and, well, you'll need hands the size of shovels just to pick up all the dice! But you have to balance this with their unwieldy nature; smaller regiments are much more manoeuvrable and so have an equally valid part to play.'

When designing rules the flow of the game is always important thing to consider. An open table would give your units an unobstructed view and free movement across the battlefield. Obviously, this is not what you want. You're playing in the

Lores of Magic

Within the Warhammer rulebook you'll find the eight Lores of Magic. Each Lore is but a splinter of the pure magic practised by the High Elves; one focused shard of magical energy with a particular trait of its own. Human Wizards – those trained by the Colleges of Magic in the Empire's capital of Altdorf – tend to use these Lores, but numerous other races have access to them too.

Many spells have two casting levels, the higher being a more powerful version of the spell. So when *The Purple Sun of Xereus* is cast it creates a magical vortex the size of the small round template. A particularly brave (or reckless!) Wizard may wish to infuse the spell with more power and create a vortex the size of the large round template instead, but it becomes dramatically harder to cast if he does so.

Each of the eight lores also has a Lore Attribute – a group of special rules that give practitioners of that discipline certain advantages. For example, *Kindleflame*, the Lore Attribute of Fire, gives a bonus to cast a Fire spell on targets that have already suffered a wound from a Fire spell earlier in the Magic phase.



A Battle Wizard of the Amethyst College prepares to cast a devastating spell.



Populating Your Table

Terrain has an active and tactical effect on the battle, so a packed table makes for a better game. Not only does it further define the world you're battling in, but its effects are always intriguing. Even something as simple as a copse of trees can be the site of an exciting point in the battle, like charging your heavy cavalry through it to

burst out the other side and hit the enemy in the flank. Of course, there is risk to such a bold move: should too many knights be unhorsed by stray branches, the attack will lack impact. And then there are the more bizarre terrain effects, such as the warping influence of the arcane ruins. For more examples turn to page 80.

Official Updates

The Games Workshop website includes all manner of articles to help get you going with Warhammer, including getting started guides, tactics and official updates for each of our army books.



www.games-workshop.com

Warhammer world and terrain helps define that look as well as giving certain parts of the battlefield strategic significance. At the same time you don't want it to take four turns for a unit to cross a ditch. 'Terrain is there to bring the battlefield to life,' says Mat. 'We've gone for a light touch. There needs to be an effect for crossing terrain but we didn't want it to break the flow of a battleline, or effectively make areas of the tabletop redundant if a river, wood or swamp happen to be there. The terrain is active; after all, this is the Warhammer world, so a forest may not just be a copse of trees but a Venom Thicket or Abyssal Wood with all the effects those names may conjure. By the same token a river could well be a Raging Torrent or even be flowing with Necrotic Ooze. The landscape is also scattered with all manner of enchanted monuments and arcane ruins that will have effects on your games.'

There's a lot to take in and veterans lovingly clutching their battered army books need not worry, as they are all still perfectly valid. Something that will affect all the army books, and by extension all

players, is how army selection works. While this will be an entirely different system to many players, old hands may feel a slight nostalgic twinge, as Mat explains: 'Army selection is based on a percentage system. The categories will be familiar but rather than "slots" you use a percentage of the points size of the game. So 25% of your force can be spent on Lords, whereas you must spend at least 25% on Core units. The rulebook goes into more detail (as does the article on page 44)

but astute readers will note that any force can add a Lord. And that's what we're trying to

“ We're not playing chess here – it's Warhammer! ”

achieve – we want to give you more choice, so if you want a Lord in a 1000-point force, you can.'

Of course, all the stuff we've mentioned are but a few edited highlights of a game that can't be covered in just a couple of pages. There are elements that we haven't even touched upon here: the rules for allies, musicians and war machines to name just a few. The best way to digest the rules is to read the book, play the game or ask any of the staff at the Hobby Centre to take you through a battle.

MUSTERING YOUR ARMY

The most important element of any Warhammer battle is your army of Citadel miniatures. For without an army of miniatures at your command there can be no war and the legends you are destined to create will remain unforged.

At the heart of the Warhammer hobby are the miniatures, and so it's no coincidence that the centre of the Warhammer rulebook is taken up with pages upon pages of the finest painted model soldiers in the world. Alan Merrett, Warhammer Loremaster and our guide through the Miniature Showcase section of the book, certainly agrees, 'A finely painted miniature stirs the heart of any hobbyist. That's why the Golden Demon display cabinets are always one of the most popular attractions at Games Day. We all share some unnameable thing that allows us to appreciate and desire painted models, and by extension a whole army of them.'

It's very true that hobbyists all have a common bond as you only have to get a few of us together to witness it happening. 'It's like a universal language,' says Alan. 'Hobbyists love to look at other people's armies and they love to show them all. You see it all the time at tournaments and club gatherings. People will go up to someone's models to take a look and immediately

initiate a conversation with the owner, asking about painting techniques, what sand they flocked the base with, how long it has taken them, and so on. The painter is happy to impart this information – we're a friendly, sociable bunch, and having someone admire your army is just reward for all the work you've put in.'

And there is effort involved in painting whole armies of models. 'Very much so,' continues Alan. 'It's an active hobby; you get out what you put in. The sense of achievement for finishing a unit is far more gratifying than, say, watching all the episodes on a DVD box set. However, saying that, there are many of us that see painting as relaxing. It's almost therapeutic, after a stressful day at work or school, to sit down with paintbrush in hand and paint up a few rank-and-file models. Others can find painting challenging; it's not easy, this is a craft, a skill, but the rewards and sense of achievement at the end of it can be massive. We're not all 'Eavy Metal painters and neither should we try to be – the

“If all this talk of battles, powerful magicks, hideous monsters, clashing heroes and rivers of blood has got you eager to join the fray, then one of your first decisions will be which army to muster.”

Below: Nick Bayton collected and painted this Warriors of Chaos army in preparation for a campaign based in the Northern Wastes.



IN THE BOOK

The Miniatures Showcase section of the Warhammer rulebook is a massive 110 pages. Within the vast amount of full-colour pages you'll find hundreds of Citadel miniatures from every race to pore over. There's also an introduction by Alan Merrett, giving the history of miniatures right from their earliest incarnations first found in Ancient Egypt, to the finely detailed kits of today. And there's also an in-depth hobby section to get you started assembling and painting your models.

models painted by 'Eavy Metal are there to inspire you, to show the possibilities. But all you really need is the application of a few techniques, some patience and a bit of effort and you'll get the desired results.'

One of the great things about painting miniatures is the steep learning curve. The first ever model you paint may look a little rough and ready but the second figure painted will show a distinct improvement, as will the third and so on. 'You only need a few techniques to get you started, and they can be the basics. But the more models you paint the more techniques you'll glean. It goes back to when hobbyists are all together talking about their painting. You're curious because you're learning, increasing your repertoire of techniques. Of course, there are other sources to find this stuff out, the Warhammer rulebook itself, White Dwarf, the Games Workshop website, and our Hobby Centre staff are all great fonts of hobby knowledge.'

When you have painted your model, be it your first or five hundredth, Alan is keen that you should always take stock. 'It really is a buzz, putting that last touch, the final highlight on the model and placing it down on the desk, finished – it's that sense of personal satisfaction,' says Alan. 'What

you should do, and this is especially relevant to Warhammer, is look at the miniature in context. Every model has

“ Either glory or death awaits and the only way to discover your fate is to wage war! ”

three opportunities to impress. The first is as a single miniature – the model in its own right. The second perspective is as a member of a regiment. And actually, a miniature that has a certain impact on its own – a statuesque High Elf with his spear – when placed in a group of other Spearmen suddenly comes something else, like a purposeful anvil unit. You're changing the context, giving it another quality. The third opportunity to impress is when you look at the model as part of a whole army – and that's when Warhammer really comes into its own.'

A game of Warhammer in action. This, and the battles you fight, will decide the fate of the world.





There's no doubt that a fully painted Warhammer army is far greater than the sum of its parts, but how do you get to that point? If you're just starting out and all this talk of battles, powerful magicks, hideous monsters, clashing heroes and rivers of blood has got you eager to join the fray, then one of your first decisions will be which army to muster. Warhammer boasts fifteen different armies, many of which you'll see in the pages of this very issue. All have massive ranges of plastic and metal miniatures that vary from core troops to complex war machine kits, or grand metal character models that will represent you, as the general, on the battlefield. 'No one can tell you what army to pick, as it will be based on so many factors,' says Alan. 'The play style, the aesthetics, or even how they paint will all have an impact. For instance, if you're good at painting armour, you may well veer

towards a Chaos Warrior army or even an Empire force.'

If you need advice on your first few models and kits then pop in to your nearest Hobby Centre where our staff will be happy to help. Alternatively, why not let your eyes decide. The website and the Warhammer rulebook itself contains thousands of beautiful miniatures to study. Pick the army – or armies – you like the look of and go from there.

Just the beginning

No matter which army you go for, now is the time to make the difference. What we have described here has barely scratched the surface of the Warhammer hobby. Prepare yourself for the oncoming storm by reading the rest of this issue, grabbing a copy of the rulebook and mustering your miniatures, be it a brand-new force or adding to an army already forged in the crucible of war. The battlelines have been drawn – either glory or death awaits and the only way to discover your fate is to wage war!

Where to Next?

With the whole of this issue dedicated to Warhammer there's loads more to discover:

- John Blanche showcases the art of Warhammer on page 36.
- Andrew Kenrick talks to seasoned generals about how they pick an army on page 44.
- Jervis Johnson takes us through a Warhammer battle on page 52.
- Andy Hall's back to show how terrain works on page 80.
- Nick Bayton, Duncan Rhodes and Chad Mierzwa offer advice on painting armies on page 92.
- The 'Eavy Metal team have come up with some stunning new Warhammer miniature dioramas that you can see from page 100.



Tools of War

Along with the release of the Warhammer rulebook we have a whole host of bespoke gaming instruments to aid you in your battles. These range from a combat resolution tracker, wound tokens, to a set of dividers in the shape of the twin-tailed comet for finding out exact measurements between units – useful for measuring the all-important charge distance before the dice are rolled!

WARHAMMER®



IN-STORE THIS MONTH

This month sees the release of Warhammer, one of our oldest and most loved games of all time. The new rules bring new challenges, but the staff of your local store are on hand to help you get the most from the game of fantasy battles...

Bigger and Better

Find out how to add extra character and detail to your fantastic regiments of infantry and cavalry, fearsome war machines and ferocious monsters through 'kit-bashing', use of dynamic poses and Green Stuff.

New Warhammer, New Army

Use the Citadel Foundation, Colour and Wash sets together with the Citadel Spray Gun and painting guides to get your armies up to fighting strength and ready for battle in short order.

Become a Master Tactician

Charge headlong into your enemy or perform a cunning outflanking manoeuvre? Stand and fight, or flee to safe ground? The new Warhammer rules offer a mind-boggling array of tactics and stratagems and your local store is the perfect place to test your skills of generalship.

An Age of War

War has consumed all the lands of the Warhammer world. Bring your armies into your local store and join us in glorious battle!

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ILLUMINATIONS

THE ART OF **WARHAMMER**

For more than three decades the Warhammer world has been explored through countless illustrations, guided by the vision of John Blanche. Adam Troke interviews John about the history, heritage and theory behind the art of Warhammer.

Our lives are filled with first-time experiences, some of which stick vividly in our minds for years, perhaps forever. One such first for me was the first time that I looked at a piece of Warhammer artwork. I may well have seen it before, but I'd never really 'looked'. That 'piece' is the one alternately known as Warhammer or Harry the Hammer – and features a powerful Chaos Warrior smashing a skeleton's skull with a hammer, and a swirling melee in the background. It's a vibrant piece of art, and it started a twenty-year love affair with the artwork and imagery of the Warhammer world that is alive and strong to this day.

There's a style and a quality to the art of Warhammer that is very striking, it has drawn in countless hobbyists over the years and the genius of Warhammer's artistic direction can be laid firmly at the feet of John Blanche. If you've never met John, it's perhaps surprising to find out that he's a quiet, polite and endlessly jovial fellow, a grey-haired veteran with a wicked sense of humour and a passion for the artwork that Games Workshop produces – a passion that is very contagious. It's evident in the way John speaks about the images, the excitement and fire in his eyes as he describes the techniques used to create the striking illustrations that adorn our rulebooks, army books and magazines.

“The inspiration for our art is the game itself. You see the art serves... to open a window on the Warhammer world.”

So, I sat down with John to discuss the artwork of Warhammer, clutching a pen to scrawl down notes and a pile of illustrations that I especially liked. John came prepared too, with a large A3 file filled with art prints old and new. Opening the black tome carefully, he began.

‘The inspiration for our art,’ John said, ‘is the game itself. You see, the art serves a purpose, and that is to open a window on the Warhammer world. Our art must show you, the observer, what sort of place the



Left. Ghal-Maraz, the Hammer of Sigmar, is perhaps the single most iconic image of Warhammer, described by John as the ‘Hallmark of the game’. Over the years there have been dozens of different illustrations of Ghal-Maraz and while they share the same general shape and silhouette they are all very different in appearance. ‘That’s because they’re not a true recreation of the Hammer of Sigmar,’ John explains. ‘They are a representation of what an Imperial artisan or scribe thinks, or maybe even hopes, that it might look like. That’s why it looks so stylised and intricate. The truth might be entirely different – who knows?’



Warhammer world is, show you who dwells there and give you an idea of what it would be like to fight battles there.'

He continues, flicking through the pages of his file in search of a specific illustration. 'Over the years, our art has evolved as we've used it to serve different purposes. One of those strong themes we've come back to time and again is the strong focus on "the warrior" – a single powerful figure who's presence and appearance tells us something very important about the Warhammer world.'

'Harry's just such a warrior,' John says, referring to that famous Warhammer image. 'But he's not alone. Look through any Warhammer book and you'll see examples of it. In fact, look at the covers of our army books and you'll see what I mean. When you play our games, you're putting yourself into the place of the general or the champion, and that's what these images relate to. It's a visual cue to the idea of you as the warrior hero in your own games.'

'In the previous edition we had a strong focus on the macabre aspects of the Warhammer world – we shone a light onto what it was like to live in the Warhammer world, specifically within the Empire, the place where most Men can be found. Each of these pictures gave us an additional

insight into the strange, superstitious and surreal world that our game is set within. You only have to look at pictures such as Emperor Boris' Tomb Barque or the Automorial of Middenheim and the realisation that the Warhammer world is different to ours comes crashing down. There's sometimes a misconception that Warhammer is set in rural England or Germany in the time of the Renaissance – even a glance at these pictures chases such misconceptions away quite quickly. The Warhammer world is dark, terrifying and exciting – a sometimes shocking pastiche of our very real world.'

'This focus on the setting and environment of the Warhammer world plays a massive part in our most recent illustrations,' John points out. In fact, the Warhammer rulebook contains swathes of brand-new artwork – including several new double-page pieces in full colour as well as black and white. 'You can see in these new images that we're being careful to put the action within the context of the Warhammer world, not just on a hill or somewhere mundane. Our art places sweeping battles and conflict firmly within the Warhammer world. Look in the background of any picture and you'll see towering mountains with leering skulls carved into their sides, castles so vast that

Above. Warhammer, by John Blanche. This was the cover for the first edition of Warhammer and remains as striking and inspiring today as it was back in 1983.

Below. A High Elf Prince from Chrace, by Adrian Smith.





Above. The full-colour spread depicting the heraldry of Bretonnia places their culture and iconography firmly within the dark fantasy setting of Warhammer.

Below. A Bretonnian Paladin, by Adrian Smith.



they scrape the clouds and myriad other fantastic (and fantastical) elements besides.'

John's right, of course, and even a brief thumb through the Warhammer rulebook reveals plenty of examples of this – the battles shown in the rulebook are set in a place that is a far cry from our world. Warhammer's world is a place of mighty Dwarf fortresses that delve deep below the ground, towering castles of bone that scrape the clouds and countless other, even more fabulous locations. When John and the Studio artists started planning the most recent pieces of art, they established a set of criteria through which they could ensure the 'Warhammer-ness' of any given picture. These, in brief, were:

- 1) **Fantastical Environment.** Any picture must be set within astonishing surroundings. Just having a mountain is not enough – the architecture and surroundings need to resonate with the magical, chaotic nature of the Warhammer world.
- 2) **Strong Narrative.** The picture must have a central focal point that tells a strong narrative tale, whether this is a duel between two heroes, a warrior cradling a dying comrade and so on.
- 3) **Include Iconography.** Our worlds are rich with wonderful iconography and imagery, use it to enrich our illustrations.

- 4) **Warhammer Battles.** In the history of Warhammer, the battles are massive confrontations between thousands of warriors – the picture should feature vast regiments clashing, arcing blasts of magical energy and all the splendour of a Warhammer battle.

Talking to John about the artwork within the rulebook led us quickly onto The Warhammer World section – part of the book that is an impressive combination of artwork and background that contains swathes of history and new information on the races and nations that dwell and fight within the Warhammer world.

'Each race has its own expression in terms of imagery,' John explains. 'The Bretonnian spread, for example, shows heraldry and iconography that hints at the society of Bretonnia. The myth and legend of their culture is borne out on those shields and the curious beasts depicted alongside them – such unsettling, abnormal creatures as those shown ground the piece firmly within the Old World.'

'Not every section follows the same theme, however,' John adds. 'Consider the Vampire Counts section – there I've drawn a veritable family tree of Vampire Counts, which makes quite a strong statement about them and the aristocracy of the night. You see, there are no Zombies or

Ghouls in those images, and that's because they're simply beneath the attention of the Vampire Counts – consider this an inward look at the Vampire Counts, from their own perspective. They're revelling in their own sinister, dark majesty. Warhammer's Vampires are monsters, absolute monsters who revel in cruelty, slaughter and destruction and have no care for their minions. Of course, we see them for what they really are; it's a statement of their ragged, decaying evil. They are subject to the laws of entropy, steadily becoming less human and more horrific.'

'The spread that details the Daemons of Chaos uses a very similar format, repeating the use of small portraits to depict the servants of the Dark Gods. Here though, the greatest of Daemons are shown alongside the lowest of their minions – the Great Unclean One sits beside the least of Nurgle's Daemons. This is deliberate too, I wanted the pages to look as though some scribe or scholar had feverishly illustrated the horrors from the Realm of Chaos. Each picture helps to portray the character, colour and weirdness of the daemoniac hosts – doing that is the kind of task that could drive any man insane.'

“The Warhammer world has a history that is fantastical, and we want to nod towards that.”

Another subject that came up during our conversation was the rich history of the Warhammer world, and how it's been realised through the illustrations and artwork produced by John and our team of talented artists. The Warhammer rulebook contains a wealth of striking new pieces that are clearly set amongst some of the most famous historical events of the Warhammer world.

'It's a deliberate effort to delve a little deeper into the history of the world,' John says, pointing at the image of Sigmar fighting alongside the Unberogens. 'The Warhammer world has a history that is magical and fantastical, and we want to nod towards that in some of what we do. Paul Dainton (the illustrator of the piece) has painted Sigmar as the warrior hero, in that classic style we've used right from the beginning, he's surrounded by fearsome warriors and the towering mountains in the background tell of the fantastical setting. The twin-tailed comet illuminating the sky above Sigmar leaves us in no doubt as to who is depicted in the picture, or what world it is set in.'

Right. Dave Gallagher's *Thaumodivinator of the Colleges of Magic*. This piece conveys the sometimes surreal nature of the Empire – the choked streets, gothic architecture and crazy technology.





Above. A Tomb King of Khemri.

Below. A gallery of portraits depicting generals and leaders from the Warhammer world.

Right and above. Paul Dainton's illustration of Sigmar and the Unberogens fighting against Orcs.

Right and below. John's strange glimpse into the nature of the Vampire Counts.

One fascinating aspect of this picture is the appearance of the warriors surrounding Sigmar. He's accompanied by a bodyguard of fearsome Unberogens, predecessors of the modern-day Empire. Their armour is clearly outdated, their weapons are savage and inelegant and yet there are deliberate signifiers to hint at what these barbarians will become. Their armour is basic, but well made – their shields bear the Hammer of Sigmar and the twin-tailed comet – these burly warriors are clearly proto-Empire men and the Orcs that they are locked in battle against clearly have a long way to evolve too. This historical picture is not alone – there are lots of illustrations that

hark back to times long past, such as the Lizardmen defending their temple-cities against the Daemons of Chaos, the High Elves and Dwarfs locked in bitter strife and a staggeringly revealing piece that shows the Kings of Khemri, in the flesh, battling against the Undead hordes of Nagash.

John summed up the context of these historically placed pieces best, with the following explanation.

'The contrast of the different pieces that the artists have delivered gives a tremendous breadth not only in the world's present, but also in the past – exploring the panoramic splendour of the world.'

When the artists were preparing for the latest additions to the art of Warhammer they went on a field trip to London, where

they trawled through the art museums to research how the Old Masters had handled epic landscapes, massive battles and other disciplines that they would need to put to use in their own work. Together with Phil Kelly, the mastermind behind Warhammer's exhaustive background section, they looked through galleries of stunning, classical art, bringing their research and enthusiasm back to the Studio to commence the project. Their corner of the Design Studio is piled high with

various volumes containing lavish illustrations by painters such as Turner and Constable, (both firm favourites amongst the artists for how they handle their

landscapes) as well as the likes of Vasily Surikov and Don Troiani, who excel at recreating epic scenes of vast battles.

'Our artists are ultimate traditionalists,' John points out, while on the subject of the sources and mediums that the Studio's artists have used. 'Almost everything we do is painted using oil paints, acrylic paint and inks – and there are a number of good reasons for this. The Old World and its armies and races are archaic and anachronistic. What they do is hand-crafted. Even in the Empire they weave tapestries, paint and sculpt by hand. Our art reflects this and by doing so, Warhammer looks archaic too. Another reason is that we're all really method actors – certainly I am. When I paint, I'm

“Our artists are ultimate traditionalists... and there are a number of good reasons for this.”





Alberich Nictus
The King of Dreams



Chavrin, Flayer of Kings
Gambler of the Void



Viktor von Krieger
The Black-veiled Baron of the Night



Airaphas
The Duke of the Void



Cometaria Charlotte Jacobs
Queen in the Vale of Carstein



Mindward the Crowl
Master of the Void



Dirven, the Krakenwald Fiend



Manfred von Carstein
Master of the Black Void



Madame Eliza von Carstein
Queen of the Black Void



Marbus von Carstein
King of the Black Void



Thrustlehand
King of the Black Void



Woolf II
King of the Black Void





Above. A Dwarf Thane, clad in ornate gromril armour.

Below. *The Battle of a Thousand Pillars* by Alex Boyd. Note the inclusion of enormous ancestor cannons, giant Skaven war machines and vast underground architecture.

Far Left. *The Ogre hordes advance*, drawn by Adrian Smith.

inventing a new character, putting myself in the place of an Imperial archivist or a Bretonnian illuminator and recording the horrors that I've seen and the wonders that have been recounted to me. This allows me to discover new things about Warhammer and its world as I paint – a genuinely joyful voyage of discovery.'

'I think that's the same for people who are painting their armies too,' John says. 'When we paint models we find ourselves immersed in the army, imagining what it will "do" on the tabletop, what it's like to be an Orc or a Chaos Warrior on the field of battle. Well, it's just the same for us artists here in the Studio.'

All this talk of method-painting and traditional mediums causes me to wonder if the Studio artists are willing to embrace newer technology, digital painting and so on. 'Oh, we're not afraid of modernity,' John answers. 'We just make sure that it's used in a manner that's very sympathetic to what we want to present. Adrian Smith is very good at that, it's hard to distinguish what he's done using a computer from what he hasn't – hoodwinking the casual observer is all part of the delight. As a

general rule though, there's never more than a slight digital enhancement made to any picture and that's typically done after the work is finished as a painting. We want to draw in the readers of the books with the truthfulness and authenticity of our art, offering a glimpse into the background and environment that our game is set in.'

The creation of new Warhammer artwork is unceasing here in the Studio. Even now, only a few days after first sitting down to talk with John there are already new sketches and part-finished paintings appearing on the easels around the artists enclave in the corner of the Studio.

'I don't think we'll ever be done,' John says, when I ask him about the new artwork that the likes of Dave Gallagher, Paul Dainton, Alex Boyd, Nuala Kinrade and Kevin Chin are producing here in the Studio. 'It's the process of evocations – that's what we're about. Opening the Warhammer world up so that our hobby is more real and exciting than ever before.' You can see more war at:

www.games-workshop.com



CALL TO ARMS

All around the Studio players are readying for war, bolstering the ranks of existing units or mustering a whole new army. Andrew Kenrick takes a look at choosing an army for war and talks to some of the Studio's generals for their tips.



Warhammer is designed so that when you come to choose an army ready for a game, you have as wide a choice as possible from your army list. This allows you to field an army that suits your style best, perhaps comprising large blocks of infantry, a battery of artillery or loads of cavalry.

When picking an army there are three things you must consider: at least 25% of your army must be made up of Core troops, you must include at least 3 units, and you must include a General to lead the army. To satisfy those requirements you might decide to include three or four Core units supported by a smattering of elite warriors and war machines. Or, you might instead choose to have your army anchored around a single large Core unit with loads of Special and Rare choices.

With every unit, you have to consider: is it going to be deep or wide? A deep unit, with lots of serried ranks, benefits from the maximum rank bonus in combat for longer, and if it has more ranks than its foe it is steadfast, helping it stay in the fight. A wide unit, on the other hand, has less ranks but because it has a wider frontage can bring more warriors to bear. So long as models in the front rank can fight, so too can models in the rank behind, making a wide unit doubly punchy.

Of course, if you want both a wide and deep unit, take a horde. Hordes are units that are ten models wide (or six if they're monstrous infantry) and because of the sheer mass of troops allow the third rank to make supporting attacks as well as the second. That means you'll want a horde to be at least 30 strong to benefit from those extra supporting attacks, and seeing as you're up to 30 another 10 or 20 warriors behind them to keep you benefiting for as long as possible.

Hordes are not the be all and end all of formations, of course – they're large, expensive and unwieldy on the battlefield, and a concerted attack from all sides can quickly see them undone. To counter this threat – and to counter enemy hordes too – include smaller blocks of infantry to protect the flanks of your army, as well as ranked-up cavalry to nip round the side of enemy hordes and steal away their rank bonus.

Whereas the mainstay of the army will be found in the Core section of the army list, elite warriors, stampeding cavalry and raging monstrous infantry often live in the Special section. Up to half of your army can be made up of Special units, so you can really field an elite army. Both cavalry and monstrous infantry benefit from being fielded as ranked-up units, so don't skimp when including them in the army.

The really exotic units, such as huge monsters and experimental war machines, live in the Rare section. Only a quarter of your army can be Rare choices, but most armies have a good mix of cheap and expensive units in this section so you can mix and match. You might like to sink your points into a pricey monster, or bolster the battlelines with lots of cheaper Rare units.

Finally, no Warhammer army is complete without an array of heroes to lead it. Up to half your army can be made up of characters, allowing you to choose the characters that suit your playing style. You might like powerful Lord, or a whole host of Heroes. A Wizard is a handy addition too, for not only does he bring his own arsenal of spells to war but adds to your dispel attempts too. And don't forget to hoist your army's colours: a Battle Standard Bearer allows any unit within 12" to re-roll any failed Leadership test, keeping it in the battle for longer.

Army Selection Summary Table

You must always include at least three non-character units, plus one Lord or Hero to be your General.

	Points Limit	Duplicate Choices
Lords	Up to 25%	No limit
Heroes	Up to 25%	No limit
Core	25% or more	No limit
Special	Up to 50%	Up to 3 (6 if a Grand Army of 3000 points or more)
Rare	Up to 25%	Up to 2 (4 if a Grand Army of 3000 points or more)

ALITH ANAR'S COASTAL PATROL



Adam Troke: One thing I like about Warhammer are how the combat rules allow so many of the models in my army to fight. My favourite unit for the High Elves has always been the Shadow Warriors and the Lothorn Sea Guard – they're both so exciting, conjuring a fantastic mental image of how they fight. This army embraces that image and takes it to the next level – now I can fight with a massive formation led by my much-loved Sea Master Eolaran. With fifty models deployed ten-abreast, I can rest easy in the knowledge that every single model can fight because of the combination of the horde rule, spears and their Martial Prowess. In fact I'll be loosing 35 shots per turn with the formation and fighting with a staggering 51 Attacks in combat, and that's before we factor in my characters.

The army is designed to slowly advance under a withering hail of fire, using large, deadly blocks of spear-armed Sea Guard to mop up the remnants from all that shooting. All the while Alith Anar and the Aesenar will disrupt enemy movement and kill important stuff. Of course, the astute among you will observe that heavily armoured warriors will doubtless chop me up. Yep, you're right; if they can run the gauntlet of three Eagle Claw bolt throwers, the lethal archery of Alith Anar and pass come unscathed through an avalanche of arrows, they'll chop me to ribbons sure enough. I don't really mind that though, because these large formations of Sea Guard are a hoot to use, and against hordes this army is king! If I wanted a balanced High Elf army, I could have one – but I don't.

LORDS

Alith Anar

The Moonbow,
The Shadow Crown and
The Stone of Midnight.

245 points

HEROES

Aenir Swiftshadow

High Elf Noble with Battle
Standard, Dragon Armour,
Reaver Bow, Luckstone
and Ironcurse Icon.

166 points

Laeriel the Golden

Level 2 High Elf Mage
with Dispel Scroll.

155 points

Gariel Moonbeam

Level 1 High Elf Mage
with The Trickster's
Pendant.

130 points

CORE

Eolaran's Sea Company

50 Lothorn Sea Guard with
shields, musician, standard
bearer with Lion Standard
and Sea Master.

700 points

The Wave Riders

20 Lothorn Sea Guard with
shields, musician, standard
bearer and Sea Master.

285 points

The Shore Wardens

20 Lothorn Sea Guard with
shields, musician, standard
bearer and Sea Master.

285 points

SPECIAL

The Aesenar

7 Shadow Warriors with
Shadow-walker.

124 points

The Darkling Sons

6 Shadow Warriors with
Shadow-walker.

108 points

RARE

The Feathered Talons

3 Repeater Bolt Throwers.

300 points

TOTAL

2498 points



GUTS GALORE

LORDS

Fat Bolgut the Tyrant

Tyrant with heavy armour, the Tenderiser and Talisman of Preservation.

301 points

HEROES

Gumbo the Butcher

Butcher with Dispel Scroll and Skullmantle.

175 points

Grogg the Butcher

Butcher with Bangstick.

155 points

Two-Bellies

Bruiser with heavy armour, Battle Standard with Cannibal Totem.

184 points

CORE

The Crushin' Horde

15 Ogre Bulls with bellow, standard bearer and Crusher.

575 points

The Gobbleguts

6 Ironguts with bellow, standard bearer and Gutlord.

338 points

The Nose-takers

40 Gnoblar Fighters with Groinbiter.

82 points

The Sneakin' Stealers

8 Gnoblar Trappers with Snarefinger.

52 points

SPECIAL

The Gunpowder Eaters

4 Leadbelchers with bellow and Thunderfist.

240 points

The Scarguts

4 Leadbelchers.

220 points

The Axe Flinger

Gnoblar Scraplauncher.

165 points

The Big Scrapper

Gnoblar Scraplauncher.

165 points

RARE

The World Beaters

4 Maneaters, 3 with great weapons, 1 with brace of handguns.

344 points

TOTAL

2996 points



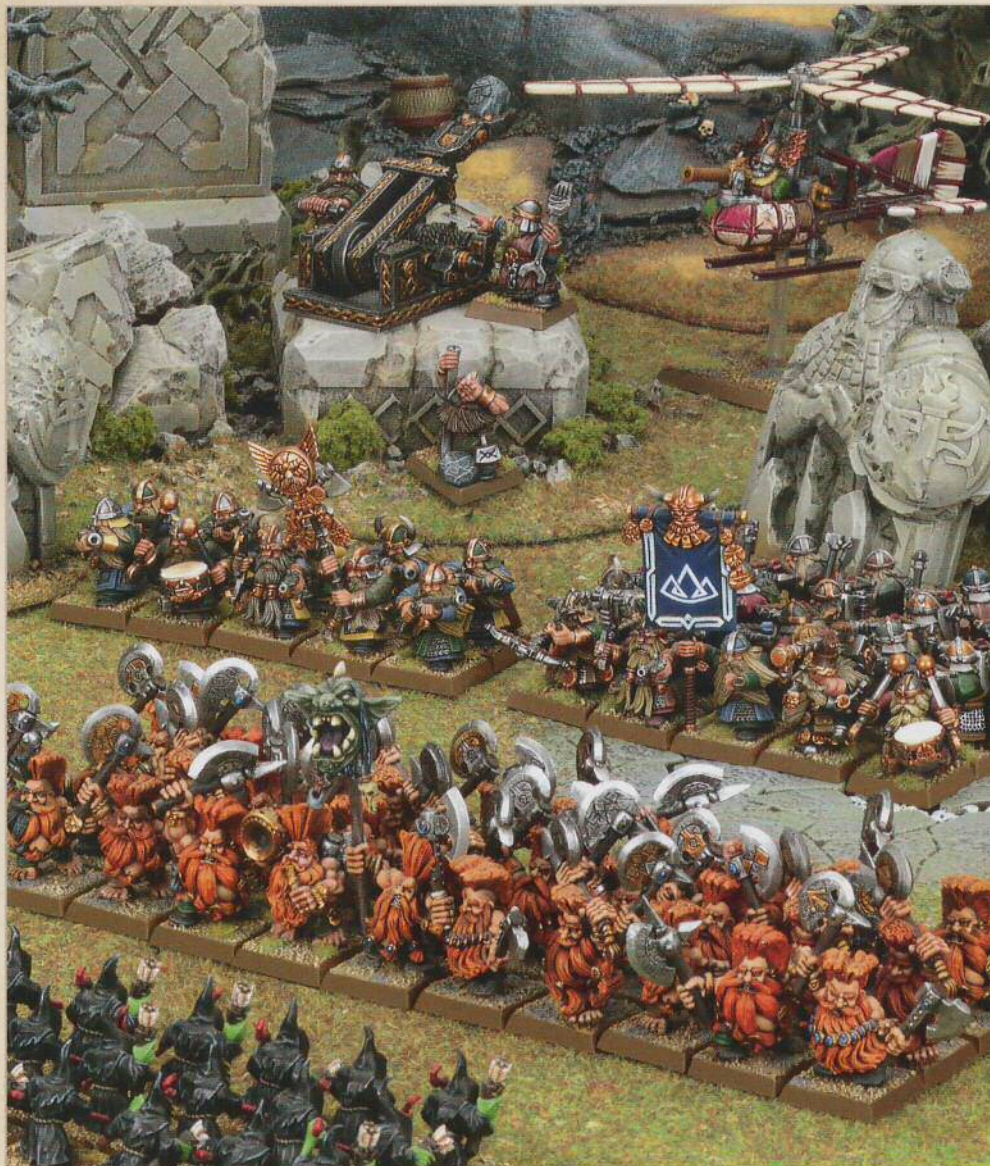
Phil Kelly: I've always wanted to field an Ogre Kingdoms army filled with whacking great ranked-up Ogre units. In the past this has not really been viable; those Ogres don't come cheap, and a second rank did not give the Ogre player much offensive power other than the +1 combat resolution for an extra rank. However, the Monstrous Support rule allows the second rank of Monstrous Infantry to contribute up to three Attacks each and because Monstrous Infantry only need three models to count for a rank, it's easier to get the combat resolution for ranks as well. Alright!

I have a unit of six Ironguts, all of whom get to fight at full effect. That's 19 Strength 6 Attacks (oof), plus a further 4 S4 hits from their Stomp (ouch). And when they charge the Ironguts inflict 4 S5 Impact Hits even before blows are struck (aargh!).

How about my nice big unit of Ogre Bulls? Well, because Monstrous Infantry units only need to be 6 wide to count as a horde, all three ranks can fight at full effect – a monstrous total of 46 S4 attacks from 15 Ogres, all at -2 save modifier because of their Ogre clubs. Add the 6 S6 Impact Hits and the 6 S4 Stomp hits, and you can bet your gutplate you'll kick some buttock; especially with some Gut Magic boosting the unit's Strength or Toughness as well.

Lastly comes the shooty component of this army – two Scraplaunchers to decimate the enemy's hordes before mine get stuck in, and my personal favourite, the Leadbelchers. These two four-man unit have the potential to unleash an average of 40 Strength 4 armour-piercing shots when it fires. Say it with me now, altogether: BOOM! Hur hur hur...

THRONG OF BARAK VARR



Matthew Hutson: I've never been one to hold back with my Dwarfs, preferring to take the fight to the enemy. The charge rules really support this tactic too, as the random charge distance means that my Dwarfs are only an inch slower than most other armies. My Dwarfs are now infamous for their ability to charge 14 or 15" with uncanny regularity.

Dwarf anti-magic is a force to be reckoned with and I should easily be able to dispel the worst my opponent can throw at me with the right choice of runes.

Being able to fire in two ranks is great for my missile troops as they can form up in four ranks of five and still be firing as many shots as a unit ten wide; and when the enemy reaches my lines I get the benefit of ranks too. I deploy my missile troops in compact formations so that they

can be better supported by my infantry. These infantry blocks really benefit from being armed with great weapons as the stepping up rule means that they will always fight in two ranks.

I've found Slayers are great when deployed as a horde. Not only are they good at holding up the enemy but are also capable of dishing out a horrendous amount of damage; three ranks of ten have the capability of dishing out 40 attacks or 30 great weapon attacks, not forgetting any Giant Slayers in the front rank.

Dwarf artillery is very accurate, as I can nominate a target point on the board, and in the event of a misfire re-roll the result. As anything touched by the template is hit those Grudge Thrower templates can hit an enormous amount of models, as can the Gyrocopter's steam gun.

LORDS

Morek Burloksson

Dwarf Lord with gromril armour with Rune of Resistance and Rune of Stone, great weapon with Master Rune of Kragg the Grim and Rune of Fury, runic ring with Master Rune of Spite and Shieldbearers.

296 points

HEROES

Thane Borri Burloksson

Thane with Battle Standard with Rune of Slowness and Rune of Guarding.

170 points

Furgil

Runesmith with great weapon, runic ring with Master Rune of Balance.

124 points

Durlir

Runesmith with great weapon, runic ring with 2 Runes of Spellbreaking.

124 points

CORE

Clan Burloksson Longbeards

20 Longbeards with shields, great weapons, musician, standard bearer, and Veteran.

305 points

Morek's Kinsmen

20 Warriors with shields, musician, standard bearer and Veteran.

205 points

Dragon Belchers

2 x 10 Thunderers with musician, standard bearer and Veteran.

330 points

Finn's Dead-eye shots

20 Quarrellers with shields, great weapons, musician, standard bearer and Veteran.

305 points

SPECIAL

Skolli's Doomseekers

30 Slayers with standard bearer, musician and 4 Giant Slayers.

408 points

Morek's Hearthguard

26 Hammerers with musician, standard bearer and Gate Keeper.

342 points

Grudge of Drong

Grudge Thrower with Rune of Penetrating and Engineer with handgun.

125 points

Grudge of Kurgan

Grudge Thrower with Rune of Accuracy and Engineer with handgun.

125 points

RARE

Dragon's Breath

Gyrocopter.

140 points

TOTAL

2999 points

THE PROPHETESS' GUARD

LORDS

Naith the Prophetess

Level 4 Spellweaver with Rhymer's Harp.

325 points

HEROES

Prince Iseldi Valerin

Wood Elf Noble with light armour and the Dawnspear.

112 points

Loch Mechlin

Wood Elf Noble with light armour, Hail of Doom Arrow and additional hand weapon.

111 points

Avalor of Pine Crag

Wood Elf Noble with light armour, additional hand weapon and Gwytherc's Horn.

96 points

CORE

Lord Mechlin's Reavers

20 Glade Guard with musician, standard bearer and Lord's Bowman.

264 points

The Pine Crag Host

20 Glade Guard with musician, standard bearer and Lord's Bowman.

264 points

The Witherglen Sisterhood

8 Dryads.

96 points

The Birchbark Sisterhood

8 Dryads.

96 points

SPECIAL

Prince Valerin's Eternal Guard

18 Eternal Guard with musician, standard bearer and Guardian.

246 points

Oakthorn Guard

6 Tree Kin.

390 points

TOTAL

2000 points



Mat Ward: It's a great time to be a Wood Elf player. Oddly, though, where lots of other armies are looking forward to being able to diversify their Special and Rare choices, us Wood Elves are getting our advantages in by making our units bigger.

Take shooting, for example. For too long we've had to field our archers in thin lines of ten, or else hope desperately for a hill in our deployment area. Now, it's finally time for all those armies of Asrai to dust off their regiments of 20 or more Glade Guard and put them to good use! Whether you want to keep your thin green line of archers (but instead have it two models deep) or have a more manoeuvrable (and more durable in combat) volley-firing block, your Glade Guard will do you proud. Nor is it merely our shooting that gets better. Our troops'

high Initiative means they're going to be striking first when they charge – and they'll do so when they're charged as well.

Eternal Guard are truly fearsome – a unit of 18, deployed in three ranks, puts out 25 Attacks if charged. A unit of 40 deployed as a horde (for those with no real subtlety) can potentially output 51 Attacks. Of course, this makes for a fairly expensive unit, but it's one your opponent will fear.

While we're on the subject of good blocking units, why not consider a unit of 6 Tree Kin? It's a cheaper option than the Eternal Guard unit, but it's much tougher, and what it lacks in quantity of attacks it makes up for with a much higher Strength. With Monstrous Infantry fighting from the second rank with up to 3 Attacks, 6 Tree Kin can power out 18 Strength 5 Attacks, and even get a point of rank bonus.



THE KUL



Andrew Kenrick: My army is built around sturdy blocks of infantry and a thunderous cavalry contingent. Anchoring the battleline are the Chaos Warriors, whose Mark of Tzeentch combines rather ingeniously with the parry save from their hand weapon and shield to give them a handy 5+ ward save in combat, ensuring that the enemy will have a long, hard grind to shift them. The Chosen are elite infantry beyond compare, and because they can both step up and add supporting attacks they can dish out the hurt with 16 Attacks at \$6. The Marauders are mainly there to soak up incoming bowfire, as opponents often mistake them for a soft target. The Mark of Nurgle soon puts paid to that idea.

Whilst the centre is held by the dependable infantry, the three ranked-up units of cavalry go hunting on the flanks

accompanied by Khan Klaw himself. The Chaos Knights hit hard in the front; doubly so if accompanied by a unit of Marauder Horsemen charging into the flank at the same time. The second rank of Horsemen allows them to deprive the enemy of its own rank bonus – devastating if timed right. I've thrown in a second unit of Horsemen to double the chances that second rank makes it into combat, or to go hunting war machines and lone characters behind enemy lines.

Finally I've added some monstrous support with a Shaggoth, a Hellcannon and a pair of Chaos Spawn. The Hellcannon is a real monster both at range (as its template hits anything it touches, at a greater Strength than a stone thrower) and in melee, as it stomps all over the enemy after its finished eating them.

LORDS

Khan Klaw

Chaos Lord mounted on a Chaos Steed, with the Aethersword and Chaos Runeshield.

334 points

Master Kraw

Level 4 Sorcerer Lord with Mark of Tzeentch and Ironcurse Icon, mounted on Disc of Tzeentch.

315 points

CORE

The Carrion Brethren

24 Chaos Marauders with Mark of Nurgle, shields, light armour, musician, standard bearer and Chieftain.

194 points

The Crow Brotherhood

20 Chaos Warriors with Mark of Tzeentch, shields, musician, standard bearer and Champion.

370 points

The Flylords

10 Marauder Horsemen, armed with spears, throwing spears and shields.

160 points

The Crowkin

10 Marauder Horsemen, with spears, throwing spears and shields.

160 points

SPECIAL

Favoured of the Father

15 Chaos Chosen with Mark of Tzeentch, great weapons, musician, standard and Chosen Champion with the Favour of the Gods.

375 points

The Swords of Change

10 Chaos Knights with Mark of Tzeentch, ensorcelled blades, musician, standard bearer with Blasted Standard and Knight Champion.

510 points

RARE

He Who Slumbers Deeply

Dragon Ogre Shaggoth.

265 points

Ku'gra'thaw the Brass

Hellcannon.

205 points

The Clawed Fiend

Chaos Spawn.

55 points

The Giberer at Midnight

Chaos Spawn.

55 points

TOTAL

2998 points



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The Empire

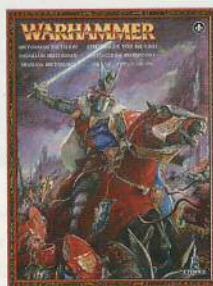
An army of brave men, the Empire fights with cold steel and blackpowder fuelled by a curious mix of faith, duty and gunfire.

Box Contents:

- 20 State Troops
- 10 Handgunners/Crossbowmen
- 10 Greatswords
- 8 Knights

EMPIRE BATTALION
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DENMARK 695DKR
SWE/NOR 795SKR/NKR



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The noble knights of Bretonnia charge into battle with the force of a thunderbolt, protected from harm by the blessing of the Lady.

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From deep within the forest of Loren, the keen-eyed rangers and spell weavers of the Wood Elves protect their tree-lined borders.

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DENMARK 650DKR
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Dwarfs

The Dwarfs are stoic and stubborn warriors, their sturdy infantry regiments supported by devastating artillery and runic weaponry.

Box Contents:

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- 16 Thunderers/Quarrellers

DWARF BATTALION
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DENMARK 650DKR
SWE/NOR 750SKR/NKR



Dark Elves

The Dark Elves of Naggaroth are cold-hearted killers whose skill at arms is only matched by their cruelty and malice.

Box Contents:

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- 16 Repeater Crossbowmen
- 20 Black Ark Corsairs
- 5 Cold One Knights

DARK ELF BATTALION

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UK	£50
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DENMARK	650DKR
SWE/NOR	750SKR/NKR



High Elves

The High Elves are well-versed in magic, their powerful mages backed up by serried ranks of warriors and deadly archery.

Box Contents:

- 16 Spearmen
- 16 Archers
- 8 Silver Helms
- 1 Repeater Bolt Thrower

HIGH ELF BATTALION

Product code: 99120210007

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EURO	80
DENMARK	650DKR
SWE/NOR	750SKR/NKR



Orcs & Goblins

Greenskin armies are a rabble made up of tough Orcs, large mobs of Goblins, crazy war machines and skittering creatures.

Box Contents:

- 20 Orc Boyz
- 20 Night Goblins
- 10 Forest Goblin Spider Riders
- 1 Orc Boar Chariot

ORCS & GOBLINS BATTALION

Product code: 99120209008

UK	£50
EURO	80
DENMARK	650DKR
SWE/NOR	750SKR/NKR



Beastmen

In huge braying warherds the Beastmen march to war, determined to destroy and despoil all that lies in their path.

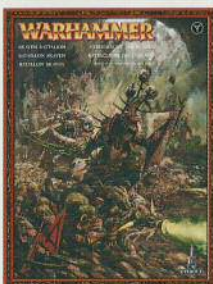
Box Contents:

- 20 Gors
- 10 Bestigors
- 10 Ungors

BEASTMEN BATTALION

Product code: 99120216005

UK	£55
EURO	70
DENMARK	525DKR
SWE/NOR	660SKR/NKR



Skaven

The foul ratmen seek to overthrow mankind with mutated monsters and numberless hordes.

Box Contents:

- 40 Clanrats
- 20 Plague Monks
- 2 Rat Ogres
- 6 Giant Rats
- 3 Packmasters

SKAVEN BATTALION

Product code: 99120206011

UK	£55
EURO	85
DENMARK	640DKR
SWE/NOR	780SKR/NKR



Warriors of Chaos

Bound to their Dark Gods through unholy pacts, the Warriors of Chaos live only to wage war on the weakling races.

Box Contents:

- 12 Chaos Warriors
- 20 Chaos Marauders
- 10 Chaos Warhounds
- 5 Chaos Knights

WARRIORS OF CHAOS BATTALION

Product code: 99120201012

UK	£50
EURO	80
DENMARK	650DKR
SWE/NOR	750SKR/NKR



Vampire Counts

Animated by the foul necromancy of their Undead lords, the shambling hordes of Zombies and Skeletons strike fear in their foes.

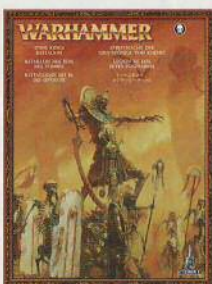
Box Contents:

- 20 Skeleton Warriors
- 10 Crypt Ghouls
- 20 Zombies
- 1 Corpse Cart

VAMPIRE COUNTS BATTALION

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LAST STAND OF THE SLAUGHTERER



We dive into the annals of Warhammer's history to bring you a historical refight between the army of the Empire and Waaagh! Azhag. Adam Troke records the details.

For this month's battle report we wanted to showcase a game of Warhammer in all its blood-soaked glory, featuring a matchup torn directly from the history of the Warhammer world. Taking a lead from a classic encounter featured way back in White Dwarf 157, we decided to pit Azhag the Slaughterer against the Men of the Empire once more. That battle saw the mighty

hordes of Azhag do battle with an Empire army boasting warriors drawn from a number of provinces.

To recreate Azhag's brutal last battle, we've drafted in games design heavyweight Alessio Cavatore to lead the Orc & Goblin throng into battle. The Empire army will be commanded by Mat Ward, author of the Warhammer rules. Let battle commence.

2515 Battle of Osterwald

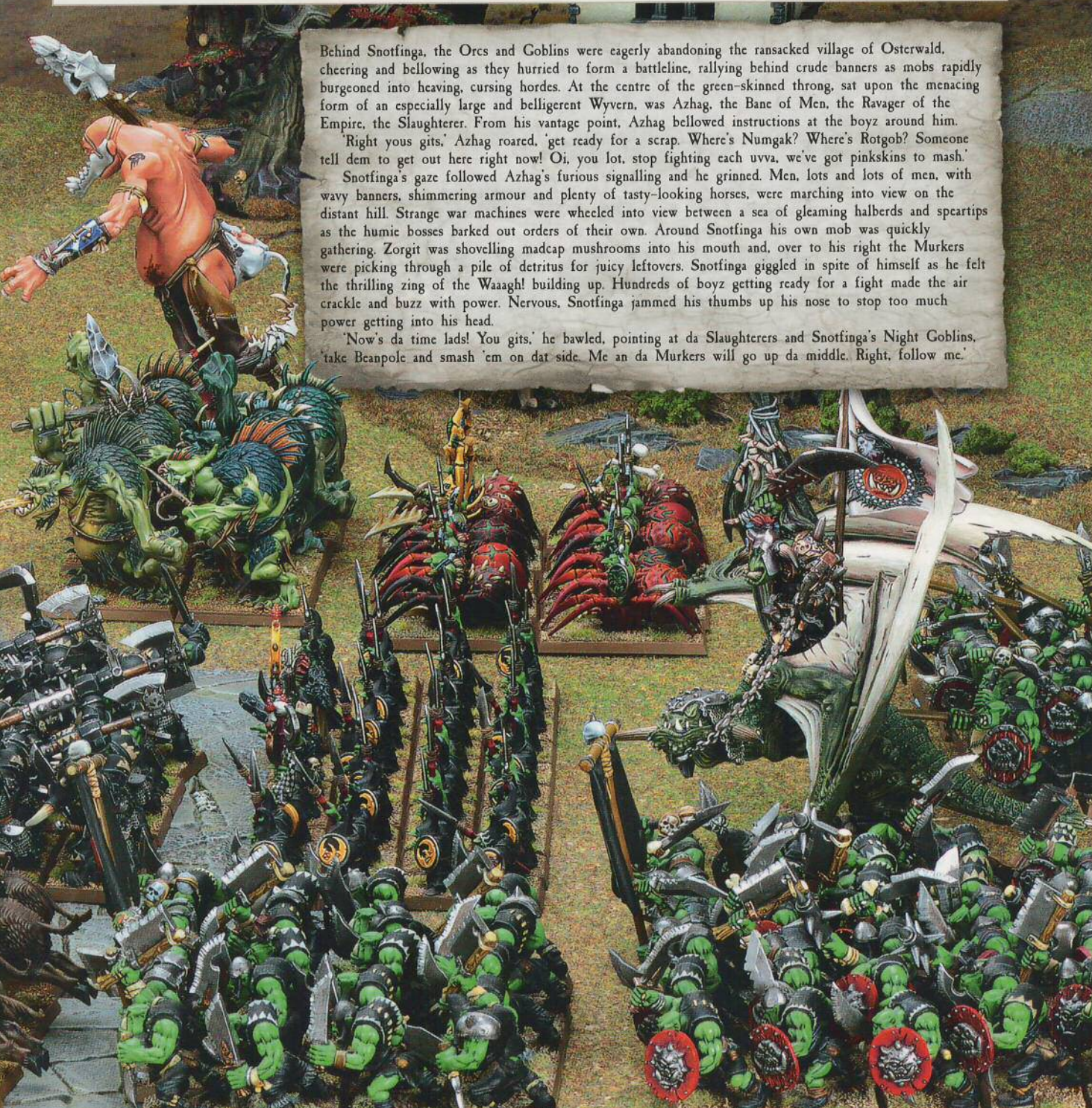
Nearly three years of relentless bloodshed and carnage wrought across the northern Empire by Azhag the Slaughterer finally culminates in the Battle of Osterwald. In a vast battle that leaves both armies grievously depleted, the Slaughterer's rampage is finally brought to an end by the blade of Grand Master Werner von Kriegstadt. Azhag's Crown of Sorcery is secured and passed into the care of the Grand Theogonist and remains in the care of the Cult of Sigmar to this day.

Behind Snotfinga, the Orcs and Goblins were eagerly abandoning the ransacked village of Osterwald, cheering and bellowing as they hurried to form a battleline, rallying behind crude banners as mobs rapidly burgeoned into heaving, cursing hordes. At the centre of the green-skinned throng, sat upon the menacing form of an especially large and belligerent Wyvern, was Azhag, the Bane of Men, the Ravager of the Empire, the Slaughterer. From his vantage point, Azhag bellowed instructions at the boyz around him.

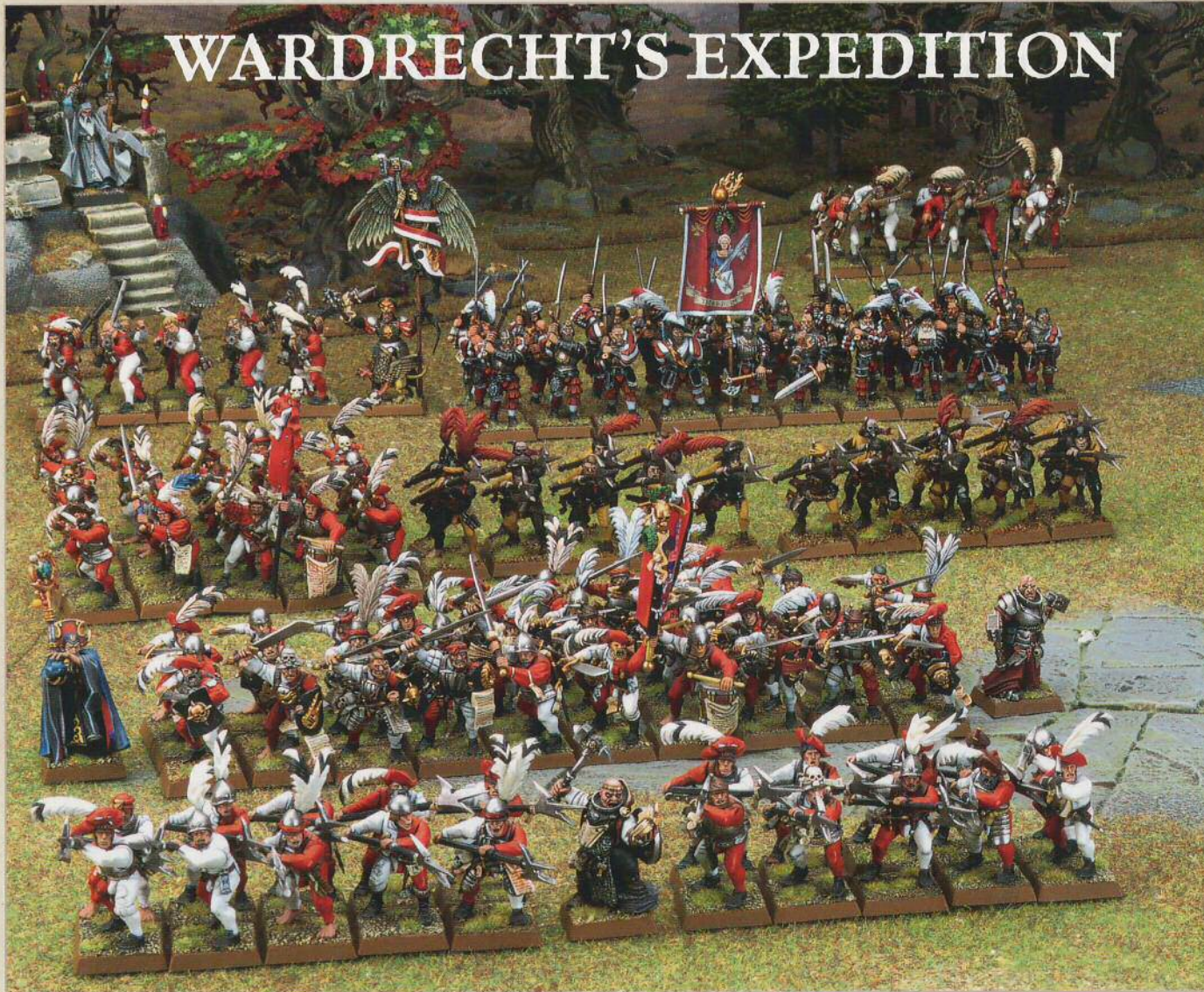
'Right yous gits,' Azhag roared, 'get ready for a scrap. Where's Numgak? Where's Rotgob? Someone tell dem to get out here right now! Oi, you lot, stop fighting each uvva, we've got pinkskins to mash.'

Snotfinga's gaze followed Azhag's furious signalling and he grinned. Men, lots and lots of men, with wavy banners, shimmering armour and plenty of tasty-looking horses, were marching into view on the distant hill. Strange war machines were wheeled into view between a sea of gleaming halberds and speartips as the humic bosses barked out orders of their own. Around Snotfinga his own mob was quickly gathering. Zorgit was shovelling madcap mushrooms into his mouth and, over to his right the Murkers were picking through a pile of detritus for juicy leftovers. Snotfinga giggled in spite of himself as he felt the thrilling zing of the Waaagh! building up. Hundreds of boyz getting ready for a fight made the air crackle and buzz with power. Nervous, Snotfinga jammed his thumbs up his nose to stop too much power getting into his head.

'Now's da time lads! You gits,' he bawled, pointing at da Slaughterers and Snotfinga's Night Goblins, 'take Beanpole and smash 'em on dat side. Me an da Murkers will go up da middle. Right, follow me.'



WARDRECHT'S EXPEDITION



Mat Ward is the evil genius behind the Warhammer rulebook, a devious mastermind who spends his spare time dreaming up new and interesting ways to obliterate the Moot. As author of Warhammer's rules, he's keen to put his money where his mouth is and trounce Alessio.

Mat: The first issues of White Dwarf I ever read were back during the release of the original Empire army book. Many, many years on, when I'm writing articles for the magazine, the Empire still has a place in my calloused and largely cynical heart. To my mind, there's no finer way to usher in a new edition of Warhammer than to lead an Empire army into battle against one of their most iconic adversaries.

So, Azhag has rampaged across the Empire reached the unfortunate village of Osterwald and it's my job to bring the full weight of Imperial justice (for justice, read vengeance) to bear on Azhag.

Having cast myself in the role of an Arch Lector of Sigmar (they're probably quite opinionated, so it seemed apt) my first act was to recruit aid from the Empire's Knightly Orders. I elected for two units; one of Knights Panther – always my favourite of the Knightly Orders – and one of Knights of the Blazing Sun (a close second after all my time playing as one in

Warhammer: Age of Reckoning). Both units will begin the game with two ranks of 5 models. As if this wasn't enough, I also added a Grand Master to my Knights Panther – historically speaking, it was a Templar Master from the Knights Panther who kills Azhag and I intend to repeat that.

With my cavalry force attended to, it was time to turn my attention to the heart of any Empire army: its infantry. Where possible, I wanted to take full advantage of the horde rule. Empire State Troops are cheap enough that you can field them in a ten-wide formation with plenty of ranks, and boy can they hand out a beating when you do so. This thinking led me to scoop up a pair of suitably large regiments, one of 36 Halberdiers and one of 35 Swordsman. These will be supported by a slightly smaller block of 25 Spearmen. These troops are from all sorts of provinces; it's a long walk from Talabheim or Nordland to Osterwald, but when an Orc Warlord is chewing up the Empire, needs must. By the



time I'd added in a few detachments, I was satisfied that my army was taking shape, but I still felt it needed a bit more 'bite.'

Fortunately, the Empire army has plenty of bite in the shape of Greatswords and Flagellants. Stubborn and Unbreakable respectively, these two units have earned reputations as defensive units. Don't overlook that, because close combat casualties are taken from the rear ranks, both Greatswords and Flagellants can be relied upon for good aggressive play as well. This is especially true if they're fielded as hordes, which I fully intend to do. At 10 points per model in both cases, they are pricey, but truly fearsome close combat units. I almost pity the Orcs that have to tangle with them! Almost...

A detachment each of Handgunners and Crossbowmen for the Greatswords added some fire-support to my army but, by Sigmar's beard, I needed artillery. A Great Cannon and a Helblaster Volley Gun later and I felt much better, but it was the

Helstorm Rocket Battery that really put my fears at rest – by my reckoning there's no more fearsome artillery piece in the game.

All I needed to do now was select some more characters to aid my Arch Lector. First up is Captain Hans Nogar, a stalwart warrior of the Empire who'd borne the Arch Lector's army standard on many battlefields. He is joined by two Warrior Priests, disciples of my Arch Lector, whose extra dispel dice and Hatred of all enemies would help in attack and defence.

Finally, I need some wizardly backup. The Battle Magic Lores are wonderfully versatile, so I felt I wouldn't be playing to the army's strengths if I didn't at least take a Wizard Lord – Celestial Wizard Sigurd Voss. He was joined by Marius of the Light, a travelling hedge wizard. The last addition was an eccentric and reclusive Grey Wizard, whose tower lay on the outskirts of Osterwald. He just turned up and announced that he was going to join the army, whether I wanted him to or not.

LORDS

- 1 **Werner von Kriegstadt**
Templar Grand Master
with Terrifying Mask of Eel!
170 points
- 2 **Sigurd Voss**
Level 4 Wizard Lord with
Lore of Heavens and Sivej's
Hex Scroll.
260 points
- 3 **Matthias Wardrecht**
Arch Lector with Helm of
Discord, heavy armour
and shield.
164 points

HEROES

- 4 **Helmut the Smiter**,
Warrior Priest with great
weapon and heavy armour.
98 points
- 5 **Septimus Heinz**
Warrior Priest with
additional hand weapon
and heavy armour.
98 points
- 6 **Ulbrecht the Mad**
Level 1 Battle Wizard
with Lore of Shadow and
Scroll of Shielding.
80 points
- 7 **Marius of the Light**
Level 1 Battle Wizard
with Lore of Light and
Forbidden Rod.
100 points
- 8 **Captain Hans Nogar**
Empire Captain with
Battle Standard and full
plate armour.
83 points

CORE

- Ostrachanbach Guard**
25 Spearmen with musician,
standard bearer and Sergeant.
145 points
- 9 Halberdiers.
45 points
- 9 Halberdiers.
45 points
- The Swords of Taal**
35 Swordsmen with
musician, standard bearer
and Sergeant.
235 points
- 10 Halberdiers.
50 points
- 10 Halberdiers.
50 points
- Howler's Quay Militia**
36 Halberdiers with
musician, standard bearer
and Sergeant.
200 points
- Blessed of Myrmidia**
10 Knights of the Blazing Sun
with musician, standard
bearer and Preceptor.
270 points
- Hochbeck Templar Guard**
9 Knights Panther with
musician, standard bearer
and Preceptor.
247 points
- The Doommongers**
30 Flagellants with Prophet
of Doom.
310 points

SPECIAL

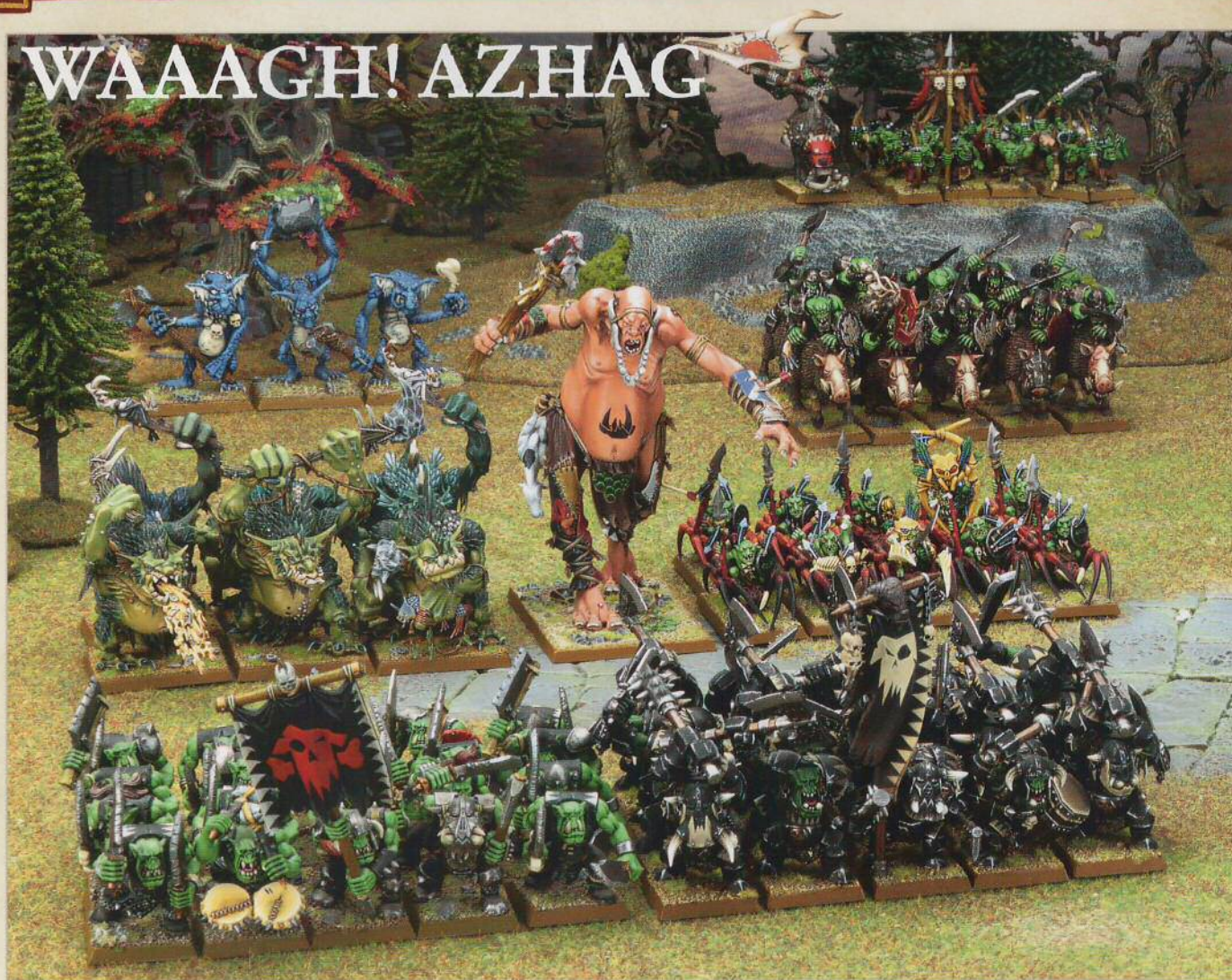
- Count Otto's Immortals**
32 Greatswords with
musician, standard bearer
and Count's Champion.
350 points
- 10 Handgunners.
80 points
- 10 Crossbowmen.
80 points
- Angry Anna**
Great Cannon.
100 points

RARE

- Deathknell**
Helstorm Rocket Launcher.
115 points
- Sigmar's Fist**
Helblaster Volley Gun.
110 points

TOTAL 3485 points

WAAAGH! AZHAG



Alessio Cavatore is a name synonymous with ingenious tactics here in the Studio and the author of many rulebooks. Once a power-mad wargamer determined to crush all in his path, Alessio has mellowed with age. The real question is whether or not he can dig deep and draw upon the shades of his past for one more tactical showcase.

Alessio: I was surprised when Mat (the author of the Orcs & Goblins book) expressed the preference of playing The Empire, but then I looked at the Studio's huge horde of savage green warriors and was immediately captivated by the character of the models. Soon I was grunting and speaking in Orcish jargon (albeit with a bizarre Tilean accent), which made it almost impossible to understand me: 'Oi! Da Warboss sayz youse gonna sleep with da fishes!'

I thought it would be a great idea to use a well-known Orcs & Goblins army and bring it right up to date. I'm sure many of you out there will be going through this very same process.

Hearing that idea, Adam suggested using his 3000-point greenskin army from the October 2009 issue of White Dwarf. We had a quick look and decided that it was a perfect starting point.

Having seen the lethal effect of big hordes of infantry, I merged the Night Goblins in the force into one, gigantic, fifty-strong block of Night Goblins with spears. This is now a really scary unit to

fight against. If you deploy them ten-wide, in order to use the horde rule, it means that forty Goblins normally get to fight! Yes, forty! Point-for-point Goblins with spears make a phenomenally good value unit. I upgraded them with the classic 3 Fanatics (I'm sure the enemy will have some Knights...) and nets. Think about it: against Men, this unit should dish out 41 Attacks, which will come to about 20 hits, and then 10 wounds! 10 wounds per combat round! From Night Goblins!

The added bonus of merging two Night Goblin units was that I saved the price of three Fanatics and one command group, which came to just about the cost of a new Rock Lobba! Stone throwers are a must-have in my opinion. You just take your lovely small round template and place it over your chosen victim and then roll to see if the shot scatters – anything touched by the template takes a hit! Now, with large units of infantry proving to be so effective, it's a fair bet that your opponent is going to have one or two in his army... and that's the perfect target for a big boulder falling from the skies!



The Studio also has plenty of Orcs to pick from, so I set about including several units of these, including bulking out da Slaughterers (the Big 'Uns unit), making it a hefty 28-strong mob that I was going to deploy ten wide in order to take full advantage of their Strength 4 attacks. That would mean that the unit was going to have fewer ranks, but I considered that the extra Attacks were a good trade-off.

So I had roughly 500 points left to spend, and I squandered them all happily in the Rare section. You see, there's a unit there that was good before, but now it's just awesome – Trolls. Monstrous infantry in two ranks are very scary. The monstrous support rule means that they get their full number of Attacks, and with the fact that their ranks only need to be three wide, it means that six Trolls can unleash eighteen Strength 5 Attacks plus three Strength 5 Stomp attacks, all in a 120mm-wide frontage. That is roughly twelve Strength 5 hits per combat round! There is nothing in the game that can stand that kind of onslaught for long. And the Trolls are also pretty tough to kill... a terrifying combat

unit. One word of warning though, keep your General near them for those Stupidity tests, otherwise all you're going to get is a very expensive unit that spends its time picking flowers, drooling and scratching each other's backs, taking no notice of the battle surrounding them. The good news is that the Battle Standard lets you re-roll all Leadership tests within 12", so if you keep both him and the General around, stupid units needn't be a big problem.

After adding two formidable units of Trolls, I realized I went above the agreed 3500 so it was time to some harsh cuts to my imagined army list.

I looked at my Wizards and between Azhag himself, Snotfinga da Black and Whizzbang da Mad I had three Level 2 Wizards. Now, I cannot say for sure what's the best amount of magic levels in an army, but I'm leaning towards four at the moment since, unless you roll really high for the Winds of Magic you're not going to cast all the spells in your repertoire in a single turn. So I decided that Whizzbang had gone missing. I'm sure his rival Snotfinga had nothing to do with it...

LORDS

- 1 Azhag the Slaughterer
450 points

HEROES

- 2 Rotgob
Orc Big Boss with Battle Standard, light armour, boar and Gork's Waaagh! Banner.
138 points
- 3 Snotfinga da Black
Level 2 Night Goblin Shaman with Dispel Scroll.
110 points
- 4 Numgak Crotchchoppa
Goblin Big Boss with light armour, additional hand weapon and Warboss Imbad's Iron Gnashas.
71 points

CORE

- Snotfinga's Stabbas
50 Night Goblins with spears, nets, three Fanatics, musician, standard bearer and Night Goblin Boss.
330 points
- Numgak's Stikkas
20 Goblins with short bows, musician, standard bearer and Goblin Boss.
100 points
- Gonk's Impalers
20 Orc Boyz with spears, shields, musician, standard bearer and Orc Boss.
170 points
- Lunk's Choppas
20 Orc Boyz with shields, musician, standard bearer and Orc Boss.
175 points
- Da Slaughterers
28 Orc Big 'Uns with musician, standard bearer and Orc Boss.
310 points
- Da Red Venom Tribe
10 Forest Goblin Spider Riders with short bows, musician, standard bearer and Spider Rider Boss.
170 points

SPECIAL

- Da Not Dead
20 Black Orcs with musician, standard bearer and Black Orc Boss.
298 points
- Rotgob's Riders
10 Orc Boar Boyz with Nogg's Banner of Butchery, musician, standard bearer and Boar Boy Boss.
283 points
- Da Big Stikkas
2 Goblin Spear Chukkas.
70 points
- Bulgebone's Big Lobba
Goblin Rock Lobber with Orc Bully.
75 points

RARE

- Da Murkers
6 River Trolls.
360 points
- Da Stonecoats
3 Stone Trolls.
180 points
- Nurk Da Beanpole
Giant.
205 points

TOTAL 3495 points

BLOODSHED AT OSTERWALD

For our battle report we had our players roll off to see which scenario to use, scoring a 5 for Meeting Engagement. This scenario is a fight to the finish, with a twist – the board is divided diagonally by a small 12" strip of no-man's-land. The battle is won by victory points, however, for one player to achieve a crushing victory they must soundly thrash the other, scoring double or more victory points than their opponent (for a modest win 100 victory points will do). This is a game in which neither player can play cautiously; merely nibbling at the opposing army will garner you a draw at best. Brutal combat and overwhelming force are the only way to ensure glory and success in the Meeting Engagement.

The twist in the tail of this scenario is the risk that some units within your army will arrive late – roll a D6 for each unit or character in your force. On the roll of a 1 that unit is delayed and does not set up with the main force, instead entering play as a reserve in the Movement phase of Turn 1. As you can imagine, this can really mess with battle plans when a crucial unit in your force is delayed, however shortly. This is the perfect test of whether a player can formulate a sound plan in spite of the unexpected.

Deployment

Mat won the roll for deployment and started by rolling off to see which, if any, of his units were delayed. The only units in Mat's army to be affected were Count Otto's Immortals, Captain Nogor the Battle Standard Bearer and *Angry Anna*, the Great Cannon. The rest of Mat's army deployed in an extended battleline, with Howler's Quay Militia holding the centre, their ranks joined by the illustrious figure of Arch Lector Matthias Wardrecht. The Empire army's right flank was held by two large units of knights, the shining steel plate of the Knights Panther and the glittering golden laquered armour of the Knights of the Blazing Sun sparkling in the sunlight. The far left of the Empire lines was held by the Doommongers, a battle crazed and utterly insane Flagellant band and the tall spears of the Ostrachanbach Guard, who rashly deployed within the mysterious woods. Mat rolled to see what manner of woods they were, scoring a 6 and revealing them as a Wildwood – any unit within the wood risked being attacked by the trees on the roll of a 4+.

The Orcs & Goblins, for all their characteristic ferocity, also formed an able line, despite the absence of Rotgob, the Battle Standard Bearer and the Goblin Big Boss, Numgak Crotchchoppa. Azhag loomed large over the army, the malign power emanating from his dark crown doubtless bolstering his tactical nous. The centre of the Orc & Goblin line was held by da Murkers, a large, foul-smelling unit of River Trolls who were in turn flanked by the Stonecoats and the brutish Black Orc horde known as da Not Dead. On the Orcish right the ruins of Osterwald sheltered a crude Orcish artillery battery in the form of da Big Stikkas and Bulgebone's Boulder Lobba, while the right flank was anchored by da Slaughterers and the towering form of Nurk da Beanpole.

Wizard's Tower

A Wizard's Tower grants one spellcaster in range access to all the spells in his lore. Thus Ulbrecht, a humble Level 1 Wizard, gained access to all six spells from the Lore of Shadows.

Wyrding Well

The Wyrding Well is a mystical monument – units within 3" can drink deep of its bubbling contents. Some find themselves renewed and emboldened while others are driven insane.

Blessed Bulwark

A Blessed Bulwark is an obstacle that provides hard cover. In addition, it inflicts a -1 To Hit modifier on charging models and halves the Initiative of models from the Forces of Destruction.





ORC AND GOBLINS

- 1 Azhag the Slaughterer
- 2 Rotgob, Orc Big Boss
- 3 Snotfinga, Night Goblin Shaman
- 4 Nungak, Goblin Big Boss
- Snotfinga's Stabbas
50 Night Goblins
~3 Fanatics
- Nungak's Stikkas
20 Goblins
- Lunk's Choppas
20 Orc Boyz
- Gonk's Impalers
20 Orc Boyz
- Da Slaughtereers
28 Orc Big uns
- Da Red Venom Tribe
10 Forest Goblin Spider Riders
- Da Not Dead
20 Black Orcs
- Rotgob's Riders
10 Orc Boar Boyz
- Da Big Stikkas
2 Goblin Spear Chukkas
- Bulgebone's Big Lobba
Goblin Rock Lobber
- Da Murkers
6 River Trolls
- Da Stonecoats
3 Stone Trolls
- Nurk da Beanpole
Giant

DEPLOYMENT



EMPIRE

- 1 Werner von Kriegstadt, Templar Grand Master
- 2 Sigurd Voss, Wizard Lord
- 3 Matthias Wardrecht, Arch Lector
- 4 Helmut the Smiter, Warrior Priest
- 5 Septimus Heinz, Warrior Priest
- 6 Ulbrecht the Mad, Battle Wizard
- 7 Marius of the Light, Battle Wizard
- 8 Captain Hans Nogar, Empire Captain
- Ostrachanbach Guard
25 Spearmen
- 9 Halberdiers
- 9 Halberdiers



The Swords of Taal

35 Swordsmen



- 10 Halberdiers



- 10 Halberdiers



Howler's Quay Militia

36 Halberdiers



Blessed of Myrmidia

10 Knights of the Blazing Sun



Hochbeck Temple Guard

9 Knights Panther



The Doommongers

30 Flagellants



Count Otto's Immortals

32 Greatswords



- 10 Handgunners



- 10 Crossbowmen



Angry Anna

Great Cannon



Deathknell

Helstorm Rocket Launcher



Sigmar's Fist

Helblaster Volley Gun

Wildwood

A Wildwood filled with cruel and violent trees that will lash out at any who trespass beneath its boughs. Any unit within will be attacked on the roll of a 4+ at the end of its Movement phase.

Osterwald



SETTING THE SCENE

Jervis: The first step in playing a game of Warhammer is setting up the battlefield. Both players work together to place pieces of terrain on the tabletop, representing haunted forests, rocky hills and magical monuments. With the terrain set up it is then time to choose table sides and deploy the two armies. Each battle is based upon a scenario, which determines how you place your models and how you will win. This is where your strategy comes into play; how will you use the scenario and terrain to achieve victory?



In the Shooting phase Mat's artillery was the only thing to fire. *Sigmar's Fist*, the Helblaster Volley Gun, bellowed its defiance as it fired on a stunned Nurk. The shocked Giant staggered as heavy lead balls tore rents in his legs and belly, the war machine causing four wounds. This

The Orcs & Goblins responded to the tirade by squabbling. Snotfinga's Stabba Boyz decided to give a terrified Snotfinga a swift kicking for failing to prevent their formation being blown about while Gonk's Impalers, having witnessed the devastation wrought by the Helblaster upon poor old Nurk da Beanpole, had a set-to concerning the exact specifics of their orders. On the far side Lunk's Choppas got caught up in the moment and decided to start the fighting early. Aside from the outbreak of squabbling, Alessio's Movement phase was also hampered by a failed Stupidity test on

A The power of the Wizard's Tower grants Ulbrecht the Mad all of the spells from the Lore of Shadows.

- B** Nurk da Beanpole is riddled full of holes by the Helblaster.
- C** *Deathknell*, the Helstorm Rocket Battery, kills 12 Black Orcs in a single shot.
- D** The greenskins, much to Azhag's chagrin, squabble and bicker.
- E** Azhag proves that he's too 'ard for magical mishaps as he laughs off the effects of a miscast.
- F** The Wildwood comes to life and bludgeons the Ostrachanbach Guard, killing four Spearmen with its flailing branches.
- G** Illuminator Voss casts *Wind Blast* on Snotfinga's Stabbas, blowing them back. The Night Goblins, thoroughly irritated, start to squabble.





BATTLE REPORT

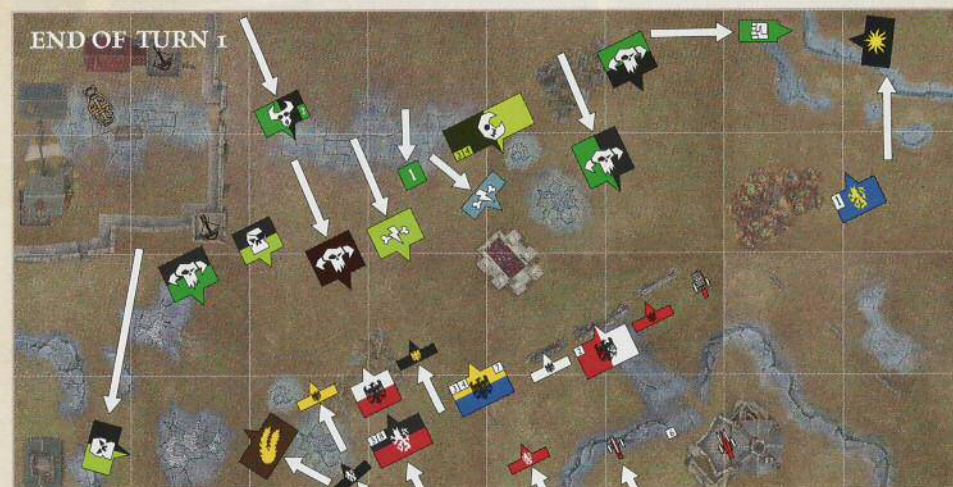
VICTORY POINTS

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The Empire

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Orcs & Goblins



behalf of da Stonecoats, and even Nurk da Beanpole failed to make his charge against the Knights of the Blazing Sun. Utterly frustrated by his lads, Azhag goaded Skullmuncha forward, putting himself within range to charge next turn while da Slaughterers, Azhag's Big 'Uns, stormed towards the Helblaster. Finally, Numgak and Rotgob stumbled into play, the Battle Standard Bearer joining up with his faithful unit of Boar Boyz while Numgak advanced on the squabbling Night Goblins.

In the Magic phase Alessio scored a respectable 8 for the Winds of Magic. Mat

dispelled Azhag's *Doom & Darkness* on the Swords of Taal, thanks to a huge dispel pool, but the dark powers in the Crown of Sorcery then unleashed *The Caress of Laniph* upon Illuminator Voss. Scoring irresistible force, Alessio powered the spell through, inflicting a wound on the Wizard. The miscast from the spell crackled around Azhag like a halo, but had no wider effect. In the Shooting phase the Orc artillery fired with dismal effect, while Numgak's Stikkas, gleefully free of the normally watchful eye of Numgak, took out their frustrations on a detachment of Halberdiers, felling two.



UNRULY BEHAVIOUR

Jervis: This turn the Orc & Goblin army was plagued by some really disorganised behaviour, triggered by Animosity and Stupidity. Orc & Goblin armies are not very disciplined, and it's not unknown for fights to break out between the Boyz – because of this an Animosity test is made at the start of each turn for each of the units in the army; on a roll of a 1 a squabble breaks out and the unit may not move.

Both Azhag the Slaughterer and the two units of Trolls also suffer from Stupidity – at the start of each turn they must each pass a Leadership test or stumble foolishly forwards. Keeping such units within range of both your General and Battle Standard Bearer is essential if you want your units of heavy hitters fighting instead of drooling.





AZHAG'S CHARGE



THE WINDS OF MAGIC

Jervis: Spells are powered by the Winds of Magic. Two dice are rolled at the start of each Magic phase to see how strong the Winds of Magic are. The casting player gets power dice equal to the sum of both dice, while his opponent gets a number of dispel dice equal to the single highest dice roll.



Buoyed up by a promising start to the battle, the Empire army leapt into action, with the Knights of the Blazing Sun charging at the towering form of Nurk. A detachment of Halberdiers, led steadfastly by Sergeant Dortun, hurled themselves heroically at da Not Dead. The other Halberdier detachment charged Numgak's Stikkas. The Doommongers attempted to charge da Red Venom Tribe, but they fell woefully short, unable to organise a proper assault. Unphased, the Spider Riders loosed a quick volley of arrows, picking off a single Flagellant.

Mat's other moves involved redressing his ranks and moving the Ostrachanbach Guards out of the Wildwood. The Knights Panther, led by their Grand Master, closed in on Gonk's Impalers, the Orcs too busy squabbling to notice.

In the Magic phase the swirling Winds of Magic produced a modest six power dice, and Mat channelled another with Ulbrecht the Mad. Illuminator Voss commenced the magical offensive, casting *Chain Lightning* on Azhag – the spell is potentially devastating, so Alessio had Snotfinga unroll the army's single Dispel Scroll and cut Voss' incantations short. Undaunted, Ulbrecht followed up by casting *Mystifying Miasma* on the Stone Trolls, but it was easily dispelled.

The Shooting phase saw mixed results, with the Black Feathers, the Greatsword's detachment of Crossbowmen, inflicting a

wound on the Stone Trolls and *Sigmar's Fist* hammering the oncoming Slaughterers, cutting six hulking Orcs down even as they eagerly approached the war machine. Much to Mat's frustration, *Deathknell* and the Handgunner detachment completely missed their targets, but this was all a prelude to *Angry Anna's* first shot of the battle. With alarming precision the crew of the deadly Great Cannon sighted their weapon on Azhag, who sat totally oblivious atop his brutal Wyvern. The shot was on target, but the hurtling cannonball lodged firm in the mud as it bounced towards the target, stopping scant inches away from the Warboss.

In close combat Sergeant Dortun's Halberdier detachment hurled themselves at the Black Orcs and, to the shock of everyone watching (especially the Black Orcs), actually managed to kill three. Angry now, da Not Dead lashed out, severing limbs and stoving in heads until five men lay dead. The remainder broke and fled, pursued by enraged Black Orcs. The other Halberdiers, fighting Numgak's Stikkas, cut down three Goblins for only two losses in return. Numgak's trusty musician made all the difference, braying out a call that broke the deadlock.

The Knights of the Blazing Sun botched their Fear test against Nurk, and failed to cause a single wound. Delighted at his fortune, Nurk jumped up and down on his new shiny friends, killing six Knights as his



calloused feet ground armour, flesh and bones alike into the dirt, his bellowing laugh echoing across the battlefield.

The greenskin turn began with the bickering from the previous turn continuing. Gonk's Impalers, wholly indifferent to their plight in the face of the approaching Knights Panther, ceased squabbling only to begin a bitter fight about whose spear was the longest. Lunk's Choppas, aware that Numgak's Stikkas were holding their own, decided that another round of 'kick da runtiest' was preferable to actually joining the fray.

Thankfully, the other Orcs & Goblins behaved better as Azhag led the charge, throwing himself into the Swords of Taal, roaring his delight as the formation's detachments gallantly countercharged. Da Slaughterers charged through the nearby woods to engage the Helblaster. Da Not Dead gave chase to Sergeant Dorton's Halberdiers, who fled, leaving the Black Orcs free to crash into the rear of the Ostrachanbach Guard instead.

Finally, the remaining Orcs and Goblins manoeuvred so as to give themselves an advantage. Da Murkers moved forwards to menace Howler's Quay Militia, the sturdy Nordland Halberdiers unflinching in the face of their foetid stench. Snotfinga's Stabba Boyz, now joined by the imposing (for a Goblin) Numgak, slunk slowly forwards.

The Magic phase saw Mat attempt a despicable, if somewhat amusing ploy as Azhag cast *Doom and Darkness* upon Taal's Swords. Mat grinned and had High Illuminator Voss reveal Sivejir's Hex Scroll – while this fancy magic item doesn't actually dispel the magical power, it can transmute the enemy Wizard into a frog. Alessio looked relieved when he managed to roll equal to his magic level.

Alessio's shooting was better this turn as Bulgebone's Boulder Lobba scored a direct hit on *Angry Anna*, shattering the gun carriage and smashing the crew into a



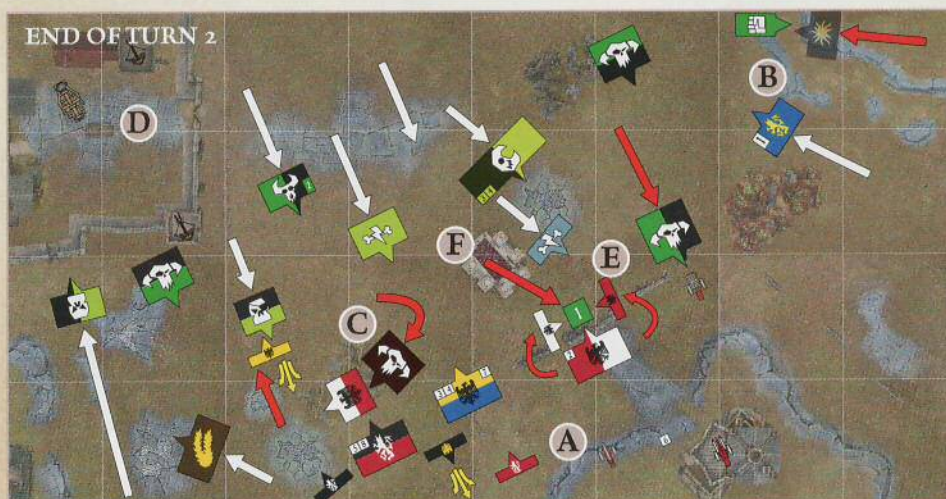
bloody pulp. Ulbrecht the Mad looked at the scene with mild disdain while the crew of the *Deathknell* cowered, despite the cover offered by the Wizard's Tower.

Nurk da Beanpole, thoroughly enjoying his encounter with the Knights of the Blazing Sun, continued to leap about. Despite suffering a wound in return, Nurk comfortably killed off the Knights, looking around sadly for new playthings once he realised he'd thoroughly broken these ones. Da Slaughterers were similarly effective against the Helblaster crew butchering the beleaguered men pausing only to tip over the Helblaster in their rampage. Numgak's Stikkas, fighting against the small detachment of Empire Halberdiers, finally won out, stabbing and gouging their way to a victory that saw the surviving Empire men flee directly into the Wildwood, their ears ringing with the jeers of the Goblins. Da Not Dead were also very effective, and though they lost two of their own to lucky attacks (a recurring theme for the inappropriately named Black Orcs), they carved a hole in the back ranks of the Ostrachanbach Guard, whose nerve only held because of the presence of Captain Nogor's Battle Standard.

Azhag made the best of a bad situation in his fight against the Swords of Taal and accepted a challenge issued by Sergeant Weiss (doubtless volunteered by the Arch Lector). Despite splattering chunks of the poor sergeant across his unit, Azhag knew he'd bitten off more than he could comfortably chew, and so he retreated. He was pursued by the jubilant detachments who in turn 'triggered' the Night Goblin Fanatics, who were hurled out of their unit as soon as the men came too close.

Legend:

- A** Angry Anna looses a cannonball directly at Azhag, but fate favours him as the shot falls short.
- B** Nurk da Beanpole dances a jig on the Knights of the Blazing Sun, wiping them out.
- C** Da Not Dead fend off a Halberdier detachment, and rampage off through the Empire lines.
- D** Bulgebone's Boulder Lobba hurls a rock that splatters the crew of *Angry Anna* and rattles the nerves of *Deathknell's* crew.
- E** Azhag bites off more than he can chew when he takes on the Swords of Taal, Arch Lector Wardrecht and two detachments. He settles for duffing over the unit champion and escaping to safety.
- F** Da Murkers and da Stonecoats sup from the Wyrding Well, the mystical waters healing their wounds.



Legend:

- A** The Knights Panther slaughter Gonk's Impalers and chase the broken remnants from the field.
- B** The Doommongers sacrifice two of their own to gain re-rolls to hit and wound, easily butchering Lunk's Choppas in the fight that follows.
- C** Da Murkers smash up the Quayside Militia, scattering broken bodies left and right and killing Marius of the Light.
- D** Azhag and Snotfinga's Stabbas sup from the Wyrding Well, the sinister red waters making them Unbreakable, but also giving them the Stupidity special rule!
- E** Count Ottos Immortals, led by Captain Nogor, trap the Black Orcs and cut them to pieces.
- F** Nurk da Beanpole charges into the Knights Panther, hoping to squash them as flat as the Knights of the Blazing Sun. Grand Master von Kriegstadt has other ideas, however.

With the feared Orc Warlord on the run, the Empire army's courage was soaring as the third turn began. Mat sent the Knights Panther charging into Gonk's Impalers, who readily held their ground, former squabbles forgotten. The Doommongers also charged, directing their fury at Lunk's Choppas, who eyed the unwashed rabble with a mixture of amusement and malice as they prepared to receive them. Arch Lector Wardrecht led the Quay Militia against the foul-smelling Murkers. The final charge of the Movement phase saw Count Otto's Immortals hurl themselves into the back of da Not Dead – with a slow realisation the Black Orc Boss, Grimtoof Gutrippa, sensed he was doomed. With a bestial laugh, he and his few remaining boyz prepared for the inevitable fun.

Mat's other moves saw a few minor manoeuvres, and ended with the callous sacrifice of one of his detachments; the East-gate Halberdiers were marched ignominiously onto two Night Goblin Fanatics, suffering 4D6 hits into the

END OF TURN 3

bargain. Unsurprisingly the soldiers were torn to ribbons by the rabid, whirling Goblins – but the risk those two Fanatics presented was ended in a stroke.

In the Magic phase Alessio managed to shut down Mat's spell-casting attempts quite successfully, despite a respectable 8 power dice being generated when he rolled for the Winds of Magic. First Mat attempted to cast *The Withering* on da Murkers, but Alessio protected his valuable

power. This was followed by an attempt by Illuminator Voss to blow the remaining Night Goblin

Fanatic into a nearby Orc unit using *Wind Blast*, but Alessio had enough dice to prevent that too – Snotfinga was flushed with the joy of victory.

With two war machines dead and the crew of the third cowering in the Wizard's Tower, Mat's shooting was seriously curtailed and amounted



to only two casualties inflicted on Rotgob's Boar Boyz. Of course, with the battlelines now fully engaged, the Combat phase would be far bloodier, and neither player could wait to wade into the carnage.

The fighting started with the Black Orcs defiantly taking on both the Ostrachanbach Guard and the Immortals. Grimtoof issued a challenge that the Warrior Priest gladly accepted, cracking the raging Orc's skull with a deft blow from his warhammer. The remaining Black Orcs were hacked apart, although they did manage to take one of the Greatswords to the grave as they fell. Count Otto's Immortals quickly reformed having won the victory, moving their formation fully out of the woods.

With soul-wracked despair and reckless abandon, the Doommongers hurled themselves upon Lunk's Choppas, two Flagellants sacrificing themselves upon the foe as an example to their fellows. This was the first time a horde was seen to full effect in the battle and Alessio looked on in horror as Mat's formation mustered a brutal 33 attacks (17 for the front rank and 16 for the second and third) and, re-rolling missed hits and wounds, inflicted a stomach-churning 21 wounds on the unit – one more kill than the Orcs had boyz. Alessio

Continued on the next page...

VICTORY POINTS	
918	765
The Empire	Orcs & Goblins



THE MAELSTROM OF BATTLE

Jervis: Warhammer battles are not about dainty manoeuvring, but earthshaking charges and the brutal hack and slash of close combat, as the ground is covered in blood. It's a brutal conflict, where no quarter is asked or given. This is represented in the game in a number of ways. At the start of the turn any unit can declare a charge. If it does so, two dice are rolled and the charging unit's Movement characteristic is added to the number rolled. If the distance to the target is equal to or less than the score then the charge slams home!

The resulting combat is resolved later in the turn, after all the other troops in the army have moved. In combat, models that are in base contact with the enemy can fight. In addition, models that are behind a model that is fighting can lend a supporting attack. Especially large formations (known as hordes, because of their size), fight with two supporting ranks, rather than just one.

The effect of all of these attacks is gore-soaked carnage, the extent of which is determined by the skill and strength of the warriors in the fighting – attackers that are more skilled or stronger will inflict more casualties. Whichever side takes the most casualties must take a test to see if their nerve holds or if they flee. Braver troops are more likely to hold their ground, and big formations that have more ranks than their opponents are more likely still. If one side does break and flee, then their foes will be able to pursue, wiping out the fleeing troops should they catch them!

As you can see, combat in the Warhammer world is not for the faint-hearted. It is in these bloody melees that battles are won and lost. A general must learn to accept such losses if he is to gain victory.



THE FIELDS OF DEATH

Jervis: The Warhammer world is a place of dark magic and arcane power, where rivers run thick with gore, trees have a malignant will of their own and arcane ruins and ancient sites crackle with the raw power of Chaos. This is reflected in the Warhammer rules, and you will find that terrain features have interesting (and often dangerous!) effects on units that move through them.

Below: Led by the Lector Wardrecht, the Quay Militia charge into the fearsome and foul-smelling Murkers, determined to drive the River Trolls from the field.

sighed and removed Lunk's Choppas from the board. Stunned by the demise of their larger cousins, Numgak's Stikkas failed their Panic test and fled towards Rotgob's Boar Boyz, effectively blocking them from moving next turn.

In the combat between the Quay Militia and da Murkers, the plucky Empire Halberdiers (having passed their Fear test) laid into the River Trolls. Lector Wardrecht set a strong example, wounding one of the Trolls, while the Halberdiers added three more wounds, the Trolls' Regeneration save protecting them from worse harm. In response da Murkers smashed into the Empire men with their crude clubs, injuring the Lector and Marius of the Light, killing four Halberdiers and breaking the neck of the champion. Were those not enough the Trolls then felled three more with Stomp attacks, easily winning the combat. Because they had more ranks than the Trolls, the Quay Militia were steadfast and held their ground.

Finally, the Knights Panther crashed into Gonk's Impalers, slaughtering six with their lances, while their horses trampled two more into the mud. This was too much

for Gonk and his boyz, whose protracted squabbling left them with small interest in such a hard fight, so they fled the board. The triumphant Empire Knightly Order chased them but failed to exit the board themselves, leaving them dangerously exposed to Nurk da Beanpole.

The Orcs had suffered badly throughout the last Empire turn, but now they were determined to fight back. Azhag reined in Skullmuncha, and turned back to face the Empire lines while da Slaughterers hurled themselves at the Helstorm Rocket Battery in the Wizard's Tower. Nurk da Beanpole, badly wounded but still endlessly enthusiastic, charged into the Knights Panther. All didn't go quite according to plan, however, as Rotgob's Riders took a moment to squabble – Rotgob's instructions ignored as a vicious brawl spread throughout the formation. Perhaps most amusingly, Azhag and Snotfinga's Stabbas paused to sup from the Wyrding Well in the centre of the board – both rolled a 6 on the table of effects, making their units both Unbreakable and stupid!

Emboldened by the well's waters, the mighty Azhag attempted to cast *Caress of*





Laniph on Matt's Celestial Wizard – the spell was cast with irresistible force, inflicting a further wound on Illuminator Voss. The resultant miscast had the effect of taking all of Alessio's remaining power dice, ending the Magic phase.

The Orcish shooting was poor to say the least as Alessio turned all available weapons on the deadly Flagellants. The Spear Chukkas and Rock Lobba all missed their marks, and only the Spider Riders managed to do any damage, with two of the howling Doommongers falling to their poisoned arrows.

In combat Templar Master von Kriegstadt deftly slew the Giant, driving his lance into the behemoth's guts and causing Nurk da Beanpole to crash heavily to the

ground. Da Slaughterers killed two of the Helstorm's crew, the remaining gunner bravely holding his ground in spite of the Orcs clambering through windows and battering against the doors.

Da Murkers continued to press the Quayside Militia, with only Arch Lector Wardrecht managing to inflict a telling blow on the tough, rubbery flesh of the foul-smelling River Trolls. Unperturbed, the Trolls killed Marius of the Light, inflicted a second wound on Lector Wardrecht and pulped four more Halberdiers, killing a fifth with their mighty Stomp attack. With the army Battle Standard waving boldly nearby, however, the Halberdiers re-rolled their Break test, holding their nerve and standing firm against the onslaught.

Above: The confidence of Lunk's Choppas is shown to be misplaced as the Doommongers smash them apart in a single round of combat.





DUEL TO THE DEATH

Monstrous Infantry

The Trolls in the Orc & Goblin army are a special troop type known as monstrous infantry. This category is reserved for prodigiously strong creatures – towering brutes such as Ogres, Trolls and Minotaurs. They are deadly combat opponents, and benefit from a special rule that allows them to make up to 3 supporting attacks per model in the second rank (normal infantry can only make 1 supporting attack). As if this wasn't bad enough, they are allowed to make a bonus 'Stomp' attack against enemy infantry. Small wonder that the Trolls caused so much damage against their opponents this round.

Below: Da Stonecoats hurl themselves into combat with the Swords of Taal, smashing skulls and breaking bones as they lay into the Empire men with massive stone-headed clubs.

The battle was still balancing on a knife-edge as Mat began his fourth turn. Largely, the Empire army spent its Movement phase reordering its lines, Mat passing a number of Leadership tests to make swift reforms and get his warriors facing and moving in the directions he desired. Mat also passed a Leadership test to stop the frenzied Flagellants charging headlong into the nearest Goblin Spear Chukka – instead they reformed to face Nungak's Stikkas and Rotgob's Riders.

In the Magic phase Illuminator Voss unleashed *Chain Lightning* on the Slaughterer. The powerful spell sparked off the mighty Orc, wounding Skullmuncha once before leaping onto the nearby Night Goblins, killing three of Snotfinga's Stabbas. Voss followed this immediately by hammering Azhag with *Uranon's Thunderbolt*, the powerful magic again wounding Skullmuncha but leaving the Slaughterer unharmed.

With paltry shooting that left two unfortunate Goblin archers dead, the Empire army was hoping for more luck in close combat – they were set for disappointment, however. In the long-running combat between the Quayside Militia and da Murkers, the Empire men inflicted two further wounds, toppling a River Troll with a well-placed halberd thrust to the guts, while the hulking Trolls tore down five further Halberdiers. This

bloody fight was beginning to turn into a real meatgrinder!

Alessio's turn started with a change of pace as da Red Venom Tribe, delighted that the Flagellants had turned away from them, rolled a 6 for their Animosity test and tried to charge them in the rear – while suitably sneaky and devious, such a gambit would surely have cost the crazed Forest Goblins their lives – and Alessio was relieved when their charge fell short. Other units were far more fortunate as da Slaughterers again charged the crew of *Deathknell* in the Wizard's Tower, Azhag charged in to support da Murkers against the Quayside Militia and da Stonecoats lumbered into combat against the Swords of Taal. Snotfinga's Stabbas tried to charge in against the Swords of Taal too, but failed their roll, Alessio reasoning that Snotfinga 'wasn't born yesterday' and probably wanted to see how the Stone Trolls got on before he got involved himself.

In the Magic phase Azhag once again cast *The Caress of Laniph*, this time on Captain Nogor, the Empire Battle Standard Bearer. Rather than dispel it, Mat reasoned that *The Caress of Laniph* hadn't been too effective up till now, instead relying on a Scroll of Shielding to protect him. This turned out to be ill advised as Azhag inflicted six wounds, far more than the Scroll could prevent and, and Laniph's spirit left Captain Nogor a shrivelled husk.





The greenskin Shooting phase was good too as Bulgebone's Boulder Lobba slew seven Flagellants, the Spider Riders killed three and one of the Big Stikkas skewered two more – killing twelve morbid Doommongers in a single round.

In close combat, da Slaughterers overran the Wizard's Tower, killing the remaining Helstorm crew and commencing a comedy ransacking of the precious magical library within the tower, da Slaughterers obsessing over finding 'picture books' as they rampaged around the building. Da Stonecoats, fighting against the Swords of Taal and a single detachment of Halberdiers, suffered only a single wound (Alessio counting his lucky stars that the Empire soldiers failed their Fear test), but unleashed carnage in return. They killed two Swordsmen with their clubs, and a further with their Stomp attack, also

VICTORY POINTS

918

The Empire

1122

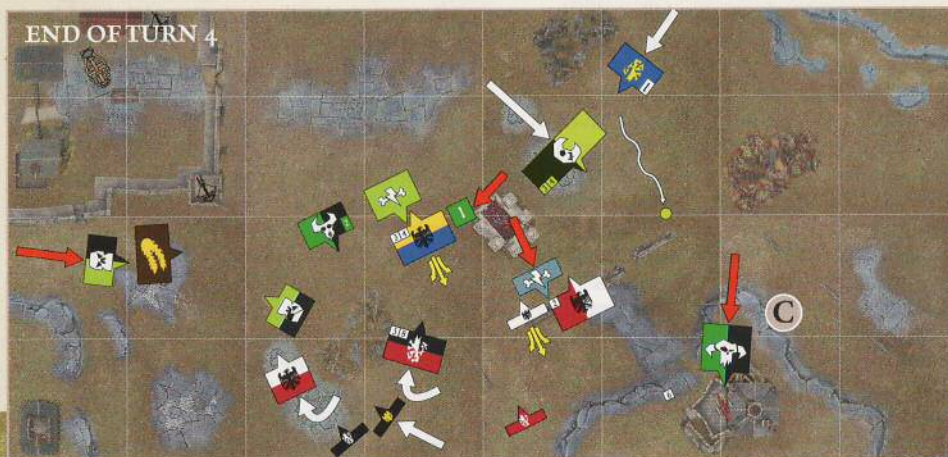
Orcs & Goblins

inflicting a wound on Illuminator Voss and Septimus Heinz, the Warrior Priest. The reeling Empire state troops remained steadfast and held their ground, even as the detachment of Halberdiers fled.

Azhag stormed into combat with the Quay Militia and fought a duel against the Arch Lector – smashing Matthias Wardrecht into a bloody pulp and watching on as da Murkers slew eight of the Halberdiers. The remainder of the regiment lost their nerve and fled, leaving Azhag and the River Trolls to reform ready for next turn.

Legend:

- A** Chain Lightning wracks Azhag and wounds Skullmuncha.
- B** Azhag slays Captain Nogor, the Empire Battle Standard Bearer, with *The Caress of Laniph*.
- C** Da Slaughterers storm the Wizard's Tower, killing the crew of *Deathkneel* and plundering the precious magical library within.
- D** Da Murkers, backed up by Azhag, finally slay Mat's General and defeat the Quayside Militia.



END OF TURN 4





THE SLAUGHTERER FALLS



UNLEASHING MAGIC

Jervis: Wizards cast spells in their Magic phase. Each spell has a casting value and all Wizards have a 'level' that shows how powerful they are. To cast a spell, roll one or more dice from your power pool, and add the Wizard's level. If the dice score is equals or beats the casting value of the spell, then it is successful. However, when a spell is cast, an opposing wizard can try to 'dispel' it. To do this, he rolls dice from the dispel pool, adds his level, and must equal or beat the caster's roll in order to stop the spell. Casting a powerful spell can turn the course of a battle, and because of this it is important to learn when you should try and dispel a spell and when to let it through.

Count Otto's Immortals test their moniker against the brute strength of da Murkers.

As the fighting intensified and the casualties mounted up on both sides, it became increasingly clear that either army could still be victorious. The Empire army had lost its General and Battle Standard Bearer, but there were still plenty of fighting men left. Grand Master von Kriegstadt led his knights crashing into the flanks of da Stonecoats, the Knights' Steel Standard ensuring they could charge far enough, and Count Otto's Immortals charged into da Murkers. Across the rest of his lines, Mat could only trust to the courage of his men, something that seemed less sure than ever as the Quay Militia, utterly broken, fled the field. The nearby detachment of Crossbowmen were caught up in the panic and ran away too.

Mat's Magic phase saw Ulbrecht the Mad attempt to kill Azhag using *Pit of Shades* – a mighty score of 22 on his casting roll had Alessio scrambling for his dispel dice, rolling all of them to save his Orc Warlord. This left him powerless as Mat cast *Enfeebling Foe* on da Murkers, the River Trolls finding their vigour drained as the spell reduced their Strength by 3.

If Count Otto's Immortals had expected an easier fight because of the Trolls' enfeeblement, they were disappointed, as the Murkers instead vomited acrid streams of corrosive liquid onto the stunned Greatswords, killing two and a third with a well-placed Stomp attack. Because they had failed their Fear test, the Immortals had their Weapon Skill reduced to 1 and only managed to inflict two wounds back, enabling the River Trolls to pass their Break test, urged on ably by Azhag and the Battle Standard waving madly behind them.

The Knights Panther hammered into da Stonecoats, saving the Swords of Taal from

another pummelling. Between their charge and the efforts of the Swordsmen, all the Trolls were slain – the Knights then made an overrun move directly into the towering form of Azhag and Skullmuncha.

In the Orc & Goblin turn, da Red Venom Tribe (true to form) failed their Animosity test, as did da Slaughterers who were obviously intent on continuing the plunder of the Wizard's Tower. Sensing that the morale of the Swords of Taal was wavering, Snotfinga's Stabbas charged them, while the rest of Alessio's army moved into position to make best advantage of their last turn.

As the Winds of Magic howled through the valley once more, Snotfinga summoned enough power to dispel the *Enfeebling* affecting da Murkers. Azhag also tried to cast the *Caress of Laniph* once again, but Mat made sure to dispel it this time.

Bulgebone's Boulder Lobba was devilishly accurate once more, Ulbrecht the Mad failing to notice the huge stone hurtling towards him until, with a bone-crushing thud, it smashed him to a pulp. Meanwhile, da Big Stikkas and Goblin Archers felled more Flagellants.

There were three sprawling combats this turn, the first of which saw Snotfinga's Stabbas take on the Swords of Taal. Numgak, flashing his iron gnashas fought a challenge against Mat's Warrior Priest. With a deft whack of his hammer Septimus Heinz wounded the plucky Goblin, who in turn chomped the surprised Sigmarite's head off! The Swordsmen fared better, inflicting ten casualties on the Night Goblins, who only held their ground because they were steadfast.

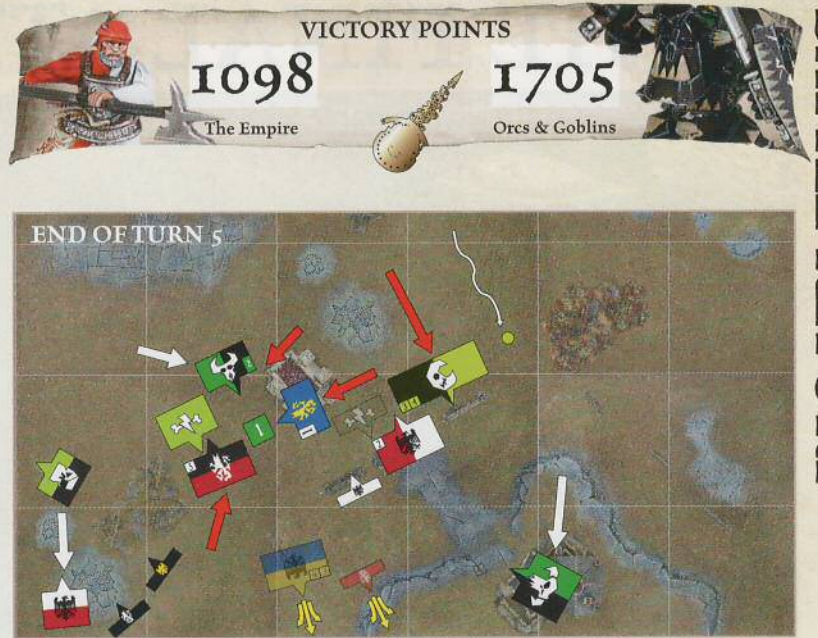
The River Trolls continued to prove too tough to handle, killing Helmut the Smiter,



Old Boris the Count's Champion and five other Greatswords into the bargain. In turn they hacked at da Murkers and inflicted five wounds of their own.

Azhag, charged by the Knights Panther, declared a challenge against the Templar Master, who accepted the crudely bellowed offer by pointing his lance right at the Slaughterer's heart. In an epic confrontation that was a frightening parallel of Azhag's fate in the background, Werner von Kriegstadt struck three telling blows on the Orc, who proceeded to fail his ward saves and toppled lifeless from the saddle. Skullmuncha, letting out a bellow of pure hate, tore into the Templar, wounding him in return. Because the Wyvern had supped from the Wyrding Well, Skullmuncha was Unbreakable so the duel continued.

Azhag the Slaughterer bolsters the greenskin lines, whilst Templar Master Werner von Kriegstadt prepares to lead the brave men of the Empire into battle.





THE FINAL ATTACK



A FAIR FIGHT ?

Jervis: One of the things Alessio aptly demonstrated in the closing stages of the game was the importance of positioning. While the Orc Boar Boyz charged into the front of the serried ranks of Count Otto's Greatswords and caused carnage, they failed to break their morale. Da Red Venom Tribe, however, showed how important careful movement is as they overpowered a dangerous foe. The plucky Spider Riders caught the Ostenrachbach Guard in the flanks, dramatically reducing the number of attacks they could deal in return – and turned a close fight into a rout.

The final turn found the Empire army making a desperate stand as their tattered battleline fought against the green-skinned horde. The Ostenrachbach Guard, finally back in the fight, charged Numgak's Stikkas while the much-depleted, but no less battle-crazed, Doommongers charged the Spider Riders of da Red Venom Tribe.

With the regiments all fully entangled there was no shooting to speak of for the Empire army, and even their magic was ineffectual in the dying moments of the game as Snotfinga once again managed to protect his fellow gitz from Mat's remaining spellcasters, even stopping the attempts of the remaining Warrior Priest to call upon the power of Sigmar.

The fights this turn were as bloody as ever, with the Flagellants falling to the surprisingly effective Forest Goblin Spider Riders – their spider mounts acting quickly to stab several of the Doommongers, before their Goblin riders finished the job. The Ostenrachbach Guard saw off the Goblin archers, hacking apart the witless

Goblins, who then fled in disarray, the rampaging Spearmen giving chase and running them down.

The fight between the Swords of Taal and Snotfinga's Stikkas was a close-run thing, with heavy casualties inflicted on both sides. The maul ended in a drawn combat that saw both sides depleted, blood-soaked but, most importantly, ready for more carnage.

In the epic clash between Skullmuncha and von Kriegstadt, both combatants fought on, and both of them wounded the other – but neither showed any signs of giving up the fight.

Finally, the River Trolls botched their attacks against Count Otto's Immortals managing to kill only a single Greatsword. Amazingly they held their ground, despite their appallingly low Leadership value – once again Alessio gave thanks for the convenient placement of his Battle Standard Bearer.

In Alessio's final turn he was delighted to finally hurl Rotgob's Riders into the fray alongside da Murkers, giving Count Otto's

VICTORY OR DEATH

Jervis: At the end of the battle there are set rules to work out who has won. Often it will be obvious – one army will be shattered beyond hope. When a battle is close, like this one, we count up victory points to determine the winner. The number of points each side scores is equal to the points value of any enemy units they destroy or force to flee the table, with bonuses awarded for things like killing the enemy General (+100 victory points). To win you must score at least 100 more victory points than your opponent.

Regardless of the outcome of the battle, it is customary to shake your opponent's hand at the end of the game, and then discuss the result over a refreshing drink!



Immortals something new and dangerous to think about. Da Red Venom Tribe, triumphant after dispatching the Flagellants, charged at the Ostenrachbach Guard, catching them in the flanks.

Snotfinga's Stabbas fought on against the Swords of Taal, the skill of the Empire Swordsmen proving its worth as they wounded Snotfinga, killed Numgak and cut down two more Night Goblins. The massed spears of the Night Goblins took a bloody toll of their own though and the mounds of dead on both sides of the melee meant that the combat once more ended in a bitter stalemate.

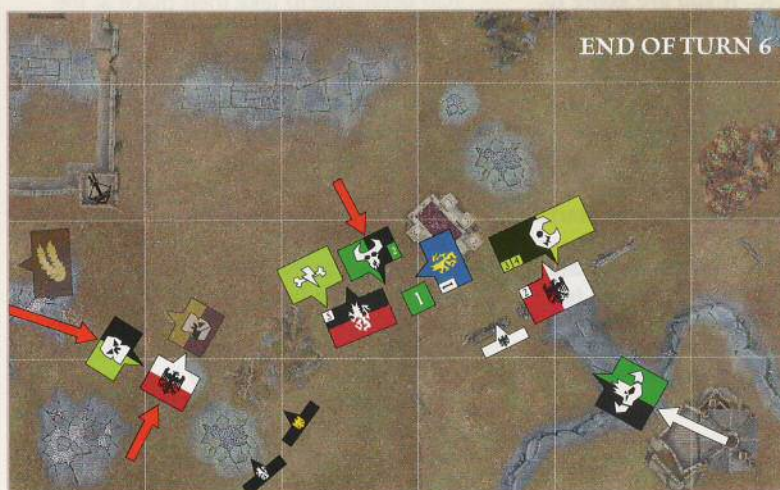
Da Red Venom Tribe proved their value beyond question in their fight against the Ostenrachbach Guard as they tore into the flanks of the Spearmen and cut down five with vicious thrusts of their spears and the poisoned fangs of their giant spider mounts. Because of their flank bonus, the Spider Riders broke the Spearmen and then swiftly ran them down.

Skullmuncha and von Kriegstadt continued to hack and tear at each other, but neither managed to land any further wounds, the bitter duel continuing as the enraged Wyvern stood protectively over the prone form of Azhag.

Finally Rotgob led his Boar Boyz into the Greatswords, hacking down six of the elite troops as their charge hit home. The Trolls killed another, and though the Greatswords struck back valiantly, they were fortunate to pass their Break test at the end of the turn.

With that last brutal combat completed, the battle was over – but surveying the battlefield it was anything but clear as to who was the winner. Both armies were brutally depleted, both Generals were dead and yet, in the centre of the board two formidable battlelines remained. With calculators in hand Jervis and the players quickly totted up the victory point totals.

The victory points tally showed that the Orcs & Goblins had won the battle. Although Azhag had fallen and the field was littered with greenskin dead, the Orcs & Goblins let out a mighty Waaagh!



VICTORY POINTS	
1294	2185
The Empire	Orcs & Goblins

Orc & Goblin Victory

Despite stringent safeguards a Snotling managed to slip through our defences, with the result that the rules for victory points on page 143 of the Warhammer rulebook say you need to score twice as many victory points as your opponent in order to win a game. This is a mistake, and should read that you need to score 100 more victory points than your opponent to win the game, and at least twice as many victory points to achieve a crushing victory.

THE GLORY OF SIGMAR

STAY ON TARGET

Jervis: Maintenance of aim is an important skill for a Warhammer general to master, but one that is easy to forget in the heat of battle as Mat did a couple of times in this game. What it means in a nutshell is 'make a plan and then stick to it'. If you are going to win battles, you need a sound strategy and to keep focused on it throughout the battle. Keep it simple, and make sure you have it clear in your head before the game starts. Then, barring an absolute major disaster, stick to your plan to the end. Above all, never give up and never surrender!



Mat: Well, that could have gone better. That isn't to say my troops didn't perform well – they were magnificent. The Swordsmen saw off Azhag and, at one point, it looked like the

Halberdiers would rout the River Trolls too. If only they had! If only the Greatswords had been able to take their place at the forefront of the battle and see off the Boar Boyz. As it was, my poor old laggardly Greatswords got themselves bogged down fighting the River Trolls, and that was that.

My biggest mistake in the game was the one that led to the death of my poor old Battle Standard Bearer. Why oh why didn't I throw my vast pool of dispel dice against that fateful *Caress of Laniph*? I'm going to put it down to the *The Caress of Laniph* always having been one of my favourite spells, and therefore an unconscious desire to see it work on my part, rather than rank stupidity, but I'm probably kidding myself. As soon as my Battle Standard fell, my Greatswords ironically started fluffing their Fear tests, and against River Trolls, you really don't want to fail your Fear tests as I now know to my cost.

But enough with the self-flagellation, as appropriate as it may be. Lots of stuff went really well, or at least better than expected. What about the Helstorm Rocket Battery? I swear I've never seen one cause quite as much mayhem – and with only one shot on target, at that! The horde of Flagellants was also most impressive, wiping out a unit of Orc Boyz to the last vile greenskin in a single round of combat. I've never

been much of one for Flagellants, but that performance is starting to win me over. Prize performance, however, has to go to Werner von Kriegstadt and his bold Knights Panther, who finished off the Giant, crushed a unit of Orc Boyz, and then toppled Azhag from his lofty perch (this last granting me the moral victory, in my mind at least). I just wished a few more of my natty little magic item tricks had worked out. Turning Azhag into a frog for a round or two would have been delightful.

One of the main things this game highlighted was the staying power of large infantry blocks – not only could they hand out plenty of damage (provided the target doesn't regenerate, grrrrrr) but they also stayed in the fight for much longer than used to be the case. Combine this with some timely flank charges from detachments, and, well, I don't think the Empire have ever had it so good. Also worthy of note was how I kept deferring to my trusty Grey Wizard, Ulbrecht the Mad, over the higher Level 4 Celestial Wizard. Ulbrecht's knowledge of all the Shadow spells really kept Alessio on his toes. Granted, I could only power through one or two spells a turn, but I was able to pick and choose the right ones for the job. This did mean that I didn't have enough power dice to use the Warrior Priests' prayers, but with the dispel dice and Hatred that they bring to the table, I'd use them again – they're worth their weight in gold.

In summary then, fulsome congratulations to Alessio for his win, and completely insincere commiserations for the death of his general (greenskin had it coming, if you ask me). I'll be back next month, to marshal some of the Realm of Chaos' finest, so I'm off to hone some devious strategies...





WAAAGH! DA ORCS



Alessio: What a great game! It really captured the feeling of desperate, prolonged and nail-bitingly close-fought combats that we love so much in our games of

Warhammer. The fights felt really hard, with troops from both sides throwing themselves into the fray, with much bloodletting and carnage. Thanks to the steadfast rule, units really stick in the fight, at least at the beginning, and only when their ranks are depleted by prolonged attrition, do they give in and run away.

Another thing I noticed with pleasure was the interesting paper-scissor-stone element of the game. Against infantry a monster like Skullmuncha gets D6 extra hits at the end of every round of combat... but when the Knights charged against Azhag the Slaughterer I felt the absence of the Thunderstomp. It's great how infantry trumps cavalry, cavalry trumps monsters, and monsters trump infantry.

On the same note, 'round template' war machines, like my Rock Lobba and Mat's Helstorm Rocket Battery, demonstrated all of their lethality, both against ranked up infantry and against single 'quality targets' like characters hanging around on their own and enemy war machines. And they certainly have kept their traditional weakness of being utterly useless in close combat, where even the puniest enemy unit can easily dispatch them (not that twenty Orc Big 'Uns are puny).

I believe that without all of those accursed Animosity rolls (I rolled so many more 1s than I rolled 6s), we could have

carried the day. And of course, if Azhag would not have got himself killed by a puny human, he could have sorted out that unit of Knights Panther and their heroic Grand Master that carved a bloody swathe through my entire battleline, apparently immune to everything I threw at them. They certainly were the most effective unit for Matt. Or maybe it was the Flagellants... they struck sheer terror into my soul when I saw them obliterating twenty Orc Boyz in a single round of combat! After that, I decided that I would concentrate all of my firepower against them, so that when my Boar Boyz were going in for the final charge, there were only a few of them left. It worked.

On my side, I truly enjoyed the efforts of Nurk da Beanpole, the drunken Giant merrily jumping up and down on the Knights of the Blazing Sun until they were reduced to little more than a very gory, and very flat, pulp.

Matt played well, but the one thing I wouldn't have done in his place was invest so many points into Wizards. He certainly dominated the Magic phase, but never had enough power to do too much damage and I even managed on a couple of occasions to overwhelm his superior magical defense by casting few spells but rolling lots of dice for them and getting a few double-6s. It's a dangerous tactic, of course, and one that will eventually kill your wizards, but that is not going to be an issue for an Orc & Goblin army, right?

In the end, a win was a good result, and I was lucky that two of my most expensive units were left with one wound, the last of the River Trolls' flesh was regenerating too fast for the Greatswords to cut down and Skullmuncha managed to defend the body of his fallen master with his last energies.



RIGHT TOOLS, RIGHT JOB.

Jervis: In Warhammer certain kinds of troops are good for one type of job, but will be almost useless for another. To win battles, one of the most important skills to learn is how to deploy the right units, in the right place, at the right time, in order to accomplish the task at hand. In other words – make sure you have the right tools for the job. As an example, note how Alessio used da Slaughterers to capture the Wizard's Tower and da Red Venom Spider Riders to harry the Empire army's flank, tasks that the two units were ideally suited to.



Grand Master von Kriegstadt grimaced in pain as he fought his way clear of the battle, hacking his way through the Orcs in his path with his notched and battered sword. An Orc stood in his path, axe raised high and von Kriegstadt slashed at his eyes, the beast staggered back, only to be replaced by another hulking greenskin. With a shout von Kriegstadt swept downwards with his sword, beheading the newcomer and finally clearing a path out of the press. Azhag had fallen, that much was certain – von Kriegstadt had felt his lance tip break deep within the belly of that foul, roaring brute as the charge struck home. Though the Orcish warlord was down, and the Templar Master had claimed the foul beast's crown, the towering Wyvern had ferociously guarded its fallen master. The Templar Master had fought it for a moment, but the beast thrashed and clawed at him, finally tearing von Kriegstadt's helmet from his head and breaking several ribs before the Empire army had sounded the call to retreat.

Bitterness at quitting the field left a foul taste in the old knight's mouth, but even as he escaped the melee, he realised all was not lost. Mounds of greenskin dead showed just how close the battle had been. The Slaughterer was dead and the Orcish throng was sorely depleted and clearly disorganised. The death of their Warlord would leave them leaderless and vulnerable. Trolls and Black Orcs were piled high and von Kriegstadt had ended the Giant's life with his own blade. The cost to the Empire had been great, but this was no defeat – this was simply a beginning. With rising hope, he gestured to the nearest knight.

'Groppen,' he rasped, locking eyes with his trusted preceptor. 'Von Groppen, find me a herald. I want word sent to the Electors. They must raise more troops, have them call up the reserves if they must, just get me more men! Tell them that if they give me more men, I will finish this, next time we will wipe them out.'

STANDARD BEARER



What Jervis doesn't know about the Warhammer hobby isn't worth knowing – and we've tested him just to make sure. This month Jervis explains just how excited the new edition has made him.

The illustrations in the Warhammer rulebook evoke the spectacle of a world riven by war.

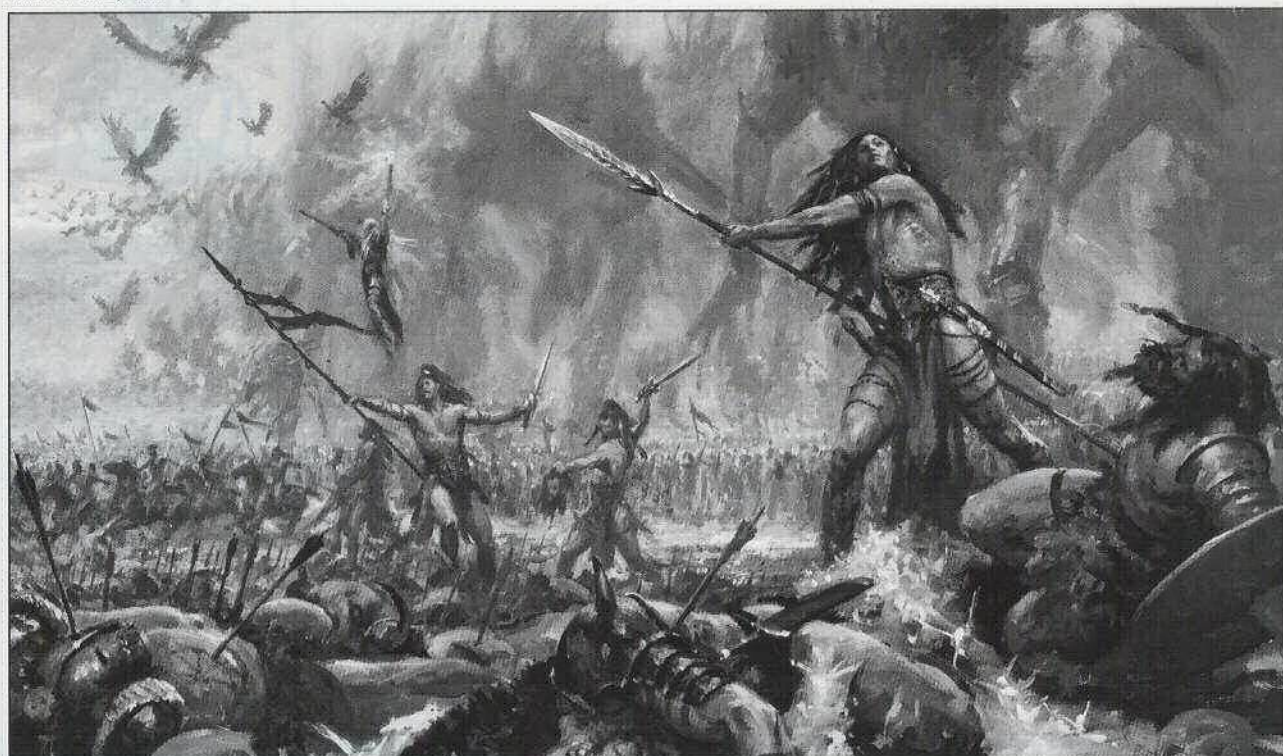
It may not have escaped your notice that there is a new edition of Warhammer out this month. I know, exciting isn't it! I have to admit that I've been really looking forward to this month, and a chance to finally talk about the new edition of Warhammer. I've been involved in the project for over a year now, and it's been hard (extremely hard) not to blab about it before now. Thankfully, the time for silence is now past, and I can finally talk about exactly what it is we've been working on all this time.

As most readers will know, I'm a games developer, and so have a distressing tendency to talk about the rules for our games. In the past I'd have probably made this Standard Bearer all about the rules changes, and only mentioned the other sections of the book in passing. This time though, I'm going to turn that on its head. The reason for this is simply that, when we started work on the new edition of Warhammer, one of the things we quickly agreed was that we were pretty happy with the way the rules worked – which rather begs the question, why do a new edition at all? The answer is simply that we wanted to create a book that showed off the full splendour of the *whole* Warhammer hobby. Of course, the rules are part of this, but there was also the rich background to the game, the amazing artwork that showed the majesty and scale of the Warhammer world, and, of course, the Citadel miniatures used to recreate its

mightiest warriors, heroes and monsters. Some people may think it slightly crazy to decide to make a 500+ page full-colour book based on a rather whimsical desire to show off the full splendour of the Warhammer hobby – and they may well be right to do so! – and all I can say in reply is that, over the years, the various aspects of the hobby have become increasingly important to us, and we wanted to do the best job we possibly could at showing them off.

Anyway, this time round, we concentrated on telling people about every aspect of the Warhammer hobby, and every aspect of the hobby in all its glory. Our aim has been to open the Warhammer hobby up to players, show them what it offers, and then tell them how to make it all come to life on their tabletop. This means that the most important bits of the new book – for me at least – are the background section, the Miniatures Showcase, and the Warhammer Battles section. You'll find descriptions of each of these sections elsewhere in this issue of *White Dwarf*, so I won't describe them in great detail again here. But we had a number of things we wanted to achieve with each of these sections, and it's these things that I want to talk about here.

John Blanche and Phil Kelly masterminded the background section of the book, putting in many long hours of work to ensure that the words and artwork got across the character and nature of each





of the races that inhabit the Warhammer world, and also the nature of the world itself. We do this in all of our rulebooks, of course, but this time round John and Phil pulled out all the stops, to get across the character, goals and agendas of the races that inhabit the Warhammer world. Even more importantly, they wanted to show the incredible scale of the Warhammer world, to illustrate the bloody conflicts that tear it apart, and to tell of the mighty heroes and champions that rise to glory on its brutal battlefields. The result is well over 100 pages of beautifully illustrated background material that describes in detail this vast, magical realm, riven by war and conflict – a place where mighty champions lead their followers to battle and can carve out their own name in history.

John and Phil put in all of this hard work because they knew that the background provides a vital context and backdrop for the games we play. They feel – and I agree with them! – that battles are at their best when you ‘suspend your disbelief’: this is the moment where the battle comes to life, and you feel that the general of your army is an avatar that represents you on battlefield. That you are, in effect, writing your own chapter in its history. Now, of course, you can treat a Warhammer battle just as a game, much like chess (and there’s nothing wrong with that, if that’s what you want to do), but for the designers this ‘immersive’ quality, the way that battles seem to come to life, is one of the most important aspects.

In fact, just about the only thing we’d consider more important are the miniatures we fight our battles with, as these are the things that bring the feel and flavour of the Warhammer world to life on the tabletop. One of the drums I’ve been beating in quite a few Standard Bearers recently is how important miniatures are to the hobby. This is obvious really, but often something can be so obvious that you forget to say it. This is especially true when writing a rulebook – you end up concentrating on the game mechanics, and forget to show or tell people what the primary appeal of the hobby really is. Now, while I take a certain pride in the rules I help write, I’ve been in the hobby long enough to know that it’s the miniatures that are the really important thing. So, we were determined that the new edition of Warhammer would put Citadel miniatures at centre stage, and make it clear that they were at the very heart of the Warhammer hobby.

As you read through the book, you will find that it is jam-packed with wonderful battle shots and pictures of individual miniatures. Now, in the past we would probably have been content to shoehorn these pictures in wherever there was space. However, this time round we also wanted the book to have a really extensive gallery section, where we could show off pictures of the individual miniatures without any distractions. This not only gave us the chance to show the miniatures as the tiny works of art that they really are, but it also helped to ground the book by focusing it

A huge army of Beastmen clashes with a greenskin horde amidst the ruins of an ancient temple.



Keith Robertson converted this model of Karl Franz on foot especially for the rulebook.



Warhammer puts Citadel miniatures front and centre, showcasing the entire range.

“If you ask me, it’s nothing less than a celebration of the things that make Warhammer great”

magnificent spectacle. It quickly became clear that the rules wouldn’t be able to do this all on their own; what was needed was a whole new section in the book. Enter, the Warhammer Battles section.

The Battles section is truly magnificent, not only showing off the different sorts of game you can play using the Warhammer rules, but also how to create games that look simply magnificent. As I’ve said many times before, the aesthetic appeal of a well-staged battle is one of those things that makes ours such a wonderful hobby – it’s that moment, at the start of a battle, with the terrain set up and the armies deployed, when you bend down for a model’s eye view and think ‘This just looks so cool!’ I know you know what I mean. The other thing that I think the Battles section does really well is to show off the full breadth of the gaming side of the hobby, allowing you to choose the sort of game that best suits you and the rest of your gaming group. Speaking personally the Battles section is one of my favourite parts of the book, if only because it really shows just how much potential the Warhammer hobby has: you just need to combine your own imagination and creativity with the material in the book, and see where your hobby muse takes you!

All of which brings us to the Rules section itself. As I’ve already mentioned, we wanted the rules to bring the background described so well by John and Phil to life. Your collection of miniatures is your army,

and you are the general, and the rules allow you to carve your own chapter in the bloody history of the Warhammer world. Fortunately for us the Warhammer rules already did a wonderful job of achieving this, so all we had to do was take the Warhammer game that you already know and love, and then ramp things up so they really captured the spirit and values found in the rest of the book.

For example, we’ve changed the rules for army selection to make it more flexible, so that you can include a wider variety of units in your army, and we’ve included more scenarios to use even in the most straightforward of Warhammer battles (there are six different sorts of Pitched Battle alone!). We also put in a lot of work on the rules for terrain, so that they really capture the terrifying variety and unearthly nature of terrain on the Warhammer world. You’ll now find that forests can come to life, rivers may run red with blood, and ancient ruins can shimmer with arcane energy. We’ve modified the rules for magic, so that it is something that is fickle and unpredictable, and almost as dangerous for the user as the target. Last but not least, we tweaked the rules for movement and combat, so that games really capture the brutal, no-holds-barred nature of combat on the Warhammer world. Overall, our aim has been to bring the world to life in all its bloody glory, and then place you right at the heart of the battle. I think it’s the most immersive and cinematic version of the Warhammer rules we’ve ever produced.

As I hope you can tell, I’m genuinely excited about Warhammer. And I’m not alone: everyone who has worked on this project is really proud of what they have achieved. This was brought home to me when I got my hands on the first printers proofs of the book. As I flicked through the book, page by page, I was blown away by what I saw – and I’ve been working on this book for well over a year! I think this is, at least in part, because we’d raised our sights from making a ‘set of rules’, and instead made a book that aimed to show the full potential of the Warhammer hobby. If you ask me, it’s nothing less than a celebration of all the things that make Warhammer great, and it shows what the hobby is really all about.

And on that bombshell I will leave you. As always, please feel free to write to me care of White Dwarf. I don’t always get the chance to reply, but I do read all of the letters I receive, and I value all feedback.

Write to Jervis at:

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



It is through Citadel miniatures that the world of Warhammer is brought to life on the tabletop.

WARHAMMER

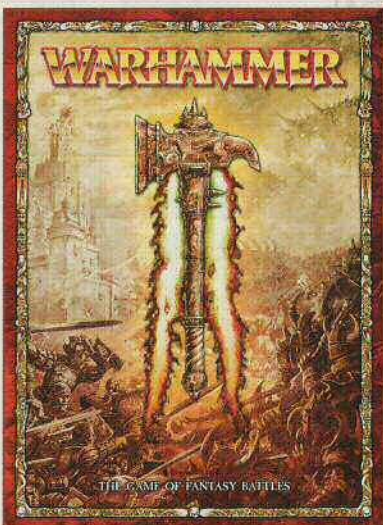


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The Empire

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Dwarfs

Stoic and stubborn, the Dwarfs field sturdy infantry forces backed up by large artillery trains and runic weapons.



Bretonnia

The noble knights of Bretonnia are the finest heavy cavalry force in the world; noble, proud and unflinching in battle.



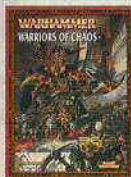
Orcs & Goblins

Greenskins are found everywhere, and live to fight. Their armies are varied, full of mobs of brutal warriors with an insatiable battlelust.



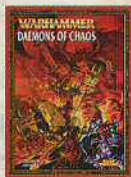
Ogre Kingdoms

The savage Ogre Kingdoms lie to the east of the Old World, frozen lands filled with brutish, ugly creatures who march west to fill their immense bellies.



Warriors of Chaos

The elite forces of Chaos are made up of men who have given themselves to the Dark Gods in exchange for unearthly power.



Daemons of Chaos

Created in the Realm of Chaos, these hideous creatures are the Dark Gods' most dangerous and loyal servants.



Beastmen

The twisted Children of Chaos, Beastmen and their ilk are savage creatures, bent upon the destruction of the civilised races.



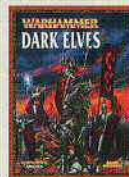
Lizardmen

The reptilian armies of the Lizardmen march forth from their temple-cities, enacting the will of their ancient masters against the other denizens of the world.



Skaven

The Skaven are a race of evil rat-men whose machinations gnaw at the roots of the civilised lands. Their armies scurry to war with chattering hordes and huge monsters.



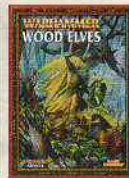
Dark Elves

This twisted kindred of Dark Elves are evil and cruel beings who live to inflict suffering upon all other creatures.



High Elves

The glittering Elves of Ulthuan boast elite soldiers supplemented by powerful mages and ancient Dragons.



Wood Elves

Hidden deep within the magical forest of Loren, the expert archers and mages of the Wood Elves forgive no trespass.



Vampire Counts

The Vampires are Undead lords, immortal beings whose magic can raise legions of Skeletons, Zombies and worse.

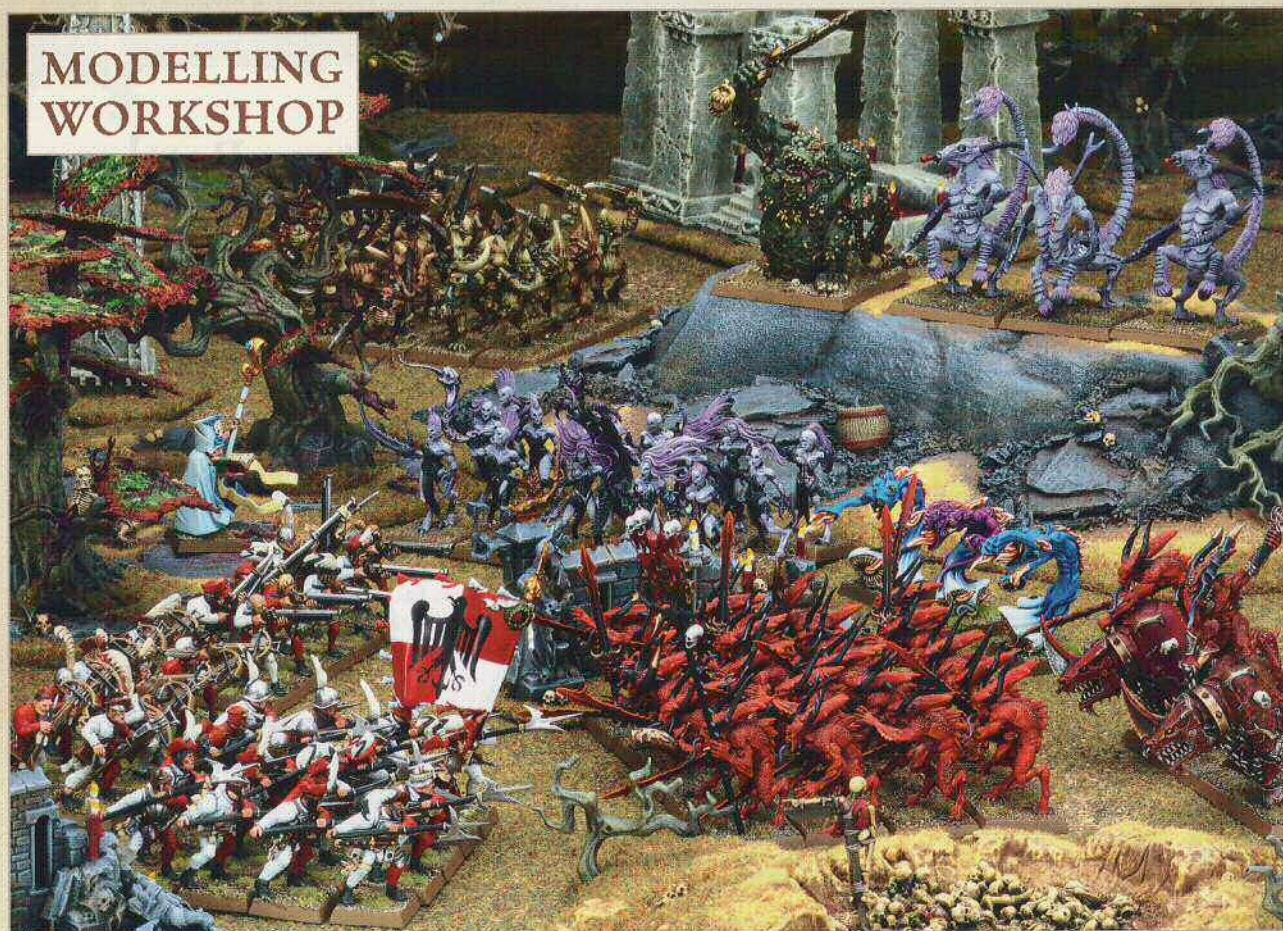


Tomb Kings

The skeletal warriors of Khemri wage war at the behest of the Tomb Kings, ancient and undying lords of the desert.

FIELDS OF GLORY

MODELLING WORKSHOP



MYSTERIOUS TERRAIN

Not all terrain surrenders its secrets to a cursory glance, sometimes the only way to discover its properties is to venture inside... and by then it might be too late.

The effect of a piece of mysterious terrain is not decided at the start of the battle. Instead, it is rolled for when a model enters or is deployed in it. So, for example, a river may well just be a body of deep-flowing water – this is indeed the case on a D6 roll of a 1. However, on a 2 it's a Boiling Flood, 3 is Necrotic Ooze, 4 is a Raging Torrent, 5 a River of Blood and 6 is a River of Light. All have different (and potentially deadly) in-game effects.

In the Warhammer world it's not just your enemies you need to look out for, the very terrain you traverse can be even more deadly as Andy Hall finds out.

There is a saying in the Old World, 'Never stick your head down a well'. This rather self-evident phrase was not coined out of paranoia but from the surviving victims of bitter experience generations ago. Where one day stood a normal water well, the very next it had mutated into a yawning abyss filled with grasping tentacles after the night of the Blood Moon. Such is the nature of everyday life in the Warhammer world.

Even something as mundane as a wall may be more than just marking a boundary of some old or long-forgotten estate. It could have been made from stolen grave markers, with the unquiet spirits lingering close by. Perhaps the wall is the remains of some calcified Daemon just waiting for a magical charge to bring it back to life. There are dozens of possibilities and that is just for a single stretch of wall!

Imagine then what horrors hide within an ancient chapel or the ruins of a temple dedicated to the Dark Powers. The land is scattered with such features and when armies clash it will be over terrain ranging from the mundane to the incredible.

Much of the terrain in the game is 'active', affecting models that venture near for good or ill, the rulebook includes dozens of examples of just such things (as well as a random table that you can use to generate terrain). Whilst most of us will use a Citadel Wood to represent a Blood Forest or a Venom Thicket, Chad Mierzwa was inspired to go one step further. Chad picked several of his favourite scenery pieces from the rulebook and created models for them. You can see how he made the terrain over the next few pages, along with rules commentary about how they work in the game.

THE BLESSED BULWARK

It is common practice in the Empire for a Warrior Priest to bless any wall that may hinder the forces of Chaos, from fortified structures to simple boundary walls. To represent one such bulwark Chad has used the wall from the Fortified Manor kit with the addition of candles from the Gothic Scenery Bitz Pack.



On the Battlefield

Blessed Bulwarks are obstacles, granting hard cover to units behind them and a -1 To Hit modifier to charging models in base contact. This makes them key points for defenders to muster behind – doubly so when fighting the Forces of Destruction, as such models also halve their Initiative.



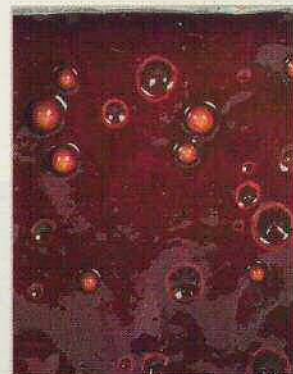
WYRDLING WELL

The mystical properties of a Wyrlding Well are said to originate from the lifeblood of the world itself. Chad has created his own well using an Arcane Ruins kit with the addition of skulls and candles from the Warhammer range of Bitz Packs. The liquid was fashioned from Green Stuff, small self-adhesive half-beads and Citadel Water Effects.

On the Battlefield

A unit within 3" can drink from the well – a risky prospect for even the hardest of constitutions. Roll a D6 to discover the outcome of the unit's incautious imbibing:

- 1 Magical Poisoning. The unit cannot act for a turn!
- 2-4 Ailments Banished. The unit recovers 2D6 wounds.
- 5-6 The Gift of Oblivion. The unit gains the Unbreakable and Stupidity special rules.



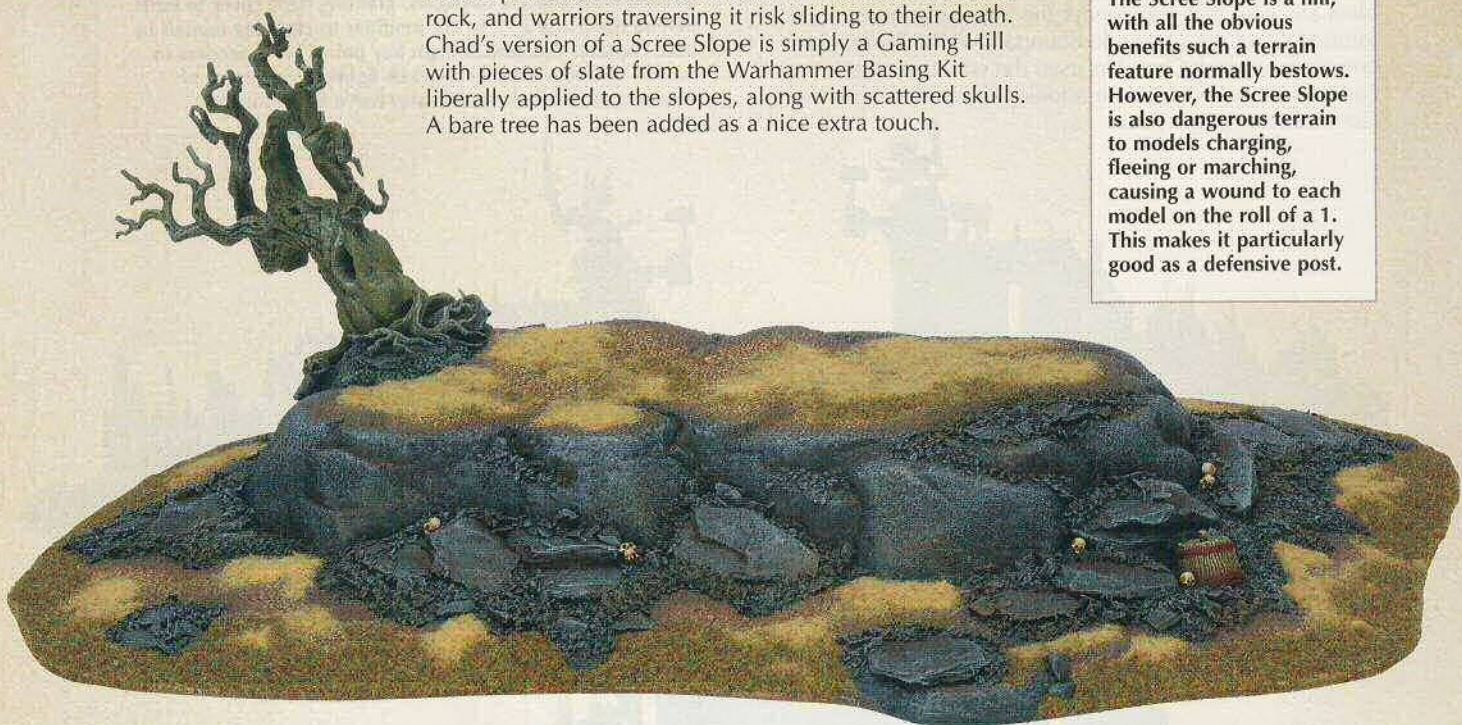
Small half-beads were placed on the Green Stuff to create bubbles and the handle of a paintbrush was used to make indentations. Once the surface was painted it was covered in a thin layer of Citadel Water Effects.

SCREE SLOPE

The slopes of some hills are covered with loose shards of rock, and warriors traversing it risk sliding to their death. Chad's version of a Scree Slope is simply a Gaming Hill with pieces of slate from the Warhammer Basing Kit liberally applied to the slopes, along with scattered skulls. A bare tree has been added as a nice extra touch.

On the Battlefield

The Scree Slope is a hill, with all the obvious benefits such a terrain feature normally bestows. However, the Scree Slope is also dangerous terrain to models charging, fleeing or marching, causing a wound to each model on the roll of a 1. This makes it particularly good as a defensive post.



CHARNEL PIT

This Charnel Pit – the resting place for countless dead warriors – started as a Moonscape crater, filled with Skeleton Warriors and skulls from a Bitz Pack. A few stray branches from the Citadel Wood and the signpost from the Warhammer Giant kit finished off the haunting effect.

On the Battlefield

All units within 6" of the Charnel Pit suffer a -1 penalty to their Leadership, whilst Undead units within 6" of the charnel pit have the Regeneration (6+) special rule to represent their easy access to replacement parts.



Chad built up his pile of bones using some spare models from a Tomb King Skeleton Warriors kit, and extra skulls from the Skulls Bitz Pack.

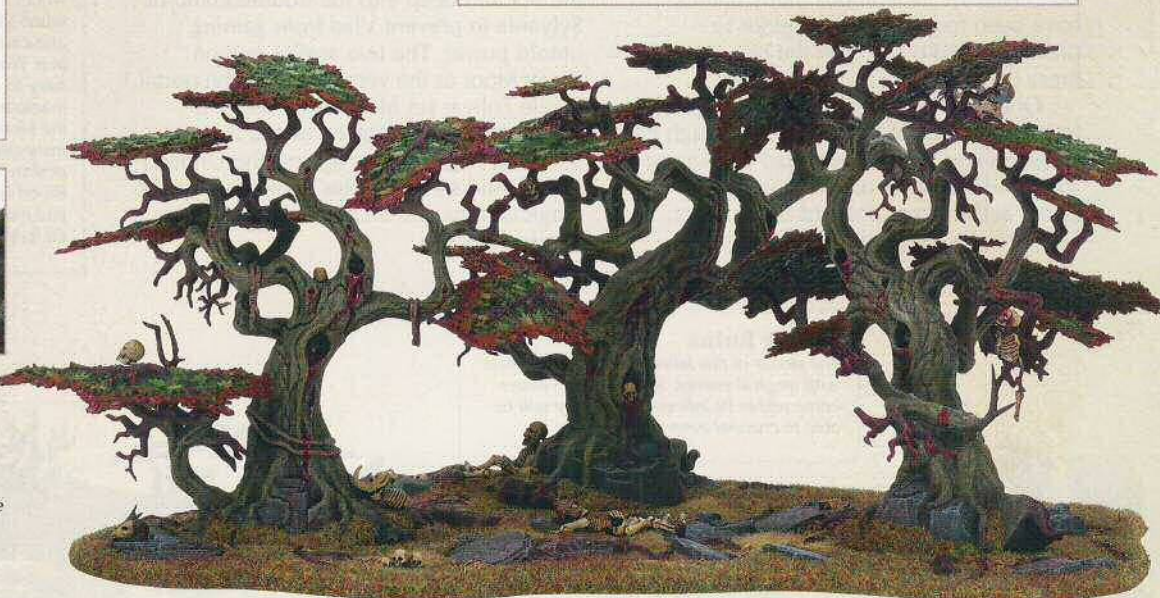


BLOOD FOREST

Chad's Blood Forest is represented by a Citadel Wood that has been painted to give it a carnivorous edge. Blood spills from knots in the trunks and the leaves have a red hue, not to mention the grisly trophies adorning the branches.



A couple of telltale cadavers on the edge of the wood hint at the malevolence inside it. The one in the branches comes from the Corpse Cart, the other is from the Tomb Kings Skeleton Warriors kit.



On the Battlefield

Whenever a spell is successfully cast by (or at) a model in a Blood Forest, all units within it suffer D6 Strength 4 hits as the trees go into a feeding frenzy. When any hits have been resolved, the Blood Forest moves 2D6" in a random direction. No sane general would send his men into such a forest, but they might not realise its true nature until it is too late!

SORCEROUS PORTAL

A Sorcerous Portal represents the attempts of a sorcerer to contain the Winds of Magic. The portal uses parts from the Arcane Ruins kit and Gothic Scenery Bitz Pack. The star-filled contents of the mystical portal itself were painted on card.



On the other side of the ancient gate there is nothing but a solid stone wall – spooky!

On the Battlefield

At the start of the Magic phase the sorcerous portal belches forth energy in the form of a spell. Roll 2D6 on the table below.

- | | |
|-------|---|
| 2-4 | <i>Soulblight</i> (Lore of Death) |
| 5-6 | <i>Wyssan's Wildform</i> (Lore of Beasts) |
| 7 | <i>Plague of Rust</i> (Lore of Metal) |
| 8-9 | <i>The Speed of Light</i> (Lore of Light) |
| 10-12 | <i>Fireball</i> (Lore of Fire) |

ELVEN WAYSTONE

Once again the versatile Arcane Ruins set has provided the basis for this scenery piece. The Elven icons are symbols taken from the High Elf shield frame. To make the model even more distinctive the gems were picked out in red.



On the Battlefield

Any Wizard within 6" of an Elven Waystone adds +1 to his channelling attempts. Both sides will want to control such a mystical monument.

THE BATTLE OF BLEAK MOOR

The ruins of Bleak Moor have always been a locus of magical energy, attracting wizards of evil heart who have endeavoured to perform great rituals on the site. Over the generations many battles have been fought upon the moor to prevent or protect against the enacting of these dark rites.

One such occurrence happened long before the reign of Karl Franz. The High Elf Mage Folivar Windweaver had a vision of Vlad Von Carstein entering a conjured portal at the nexus point of Bleak Moor. Folivar knew that should the dread

Vampire enter the portal then a great doom would befall the whole world. And so Folivar, mounted upon the Moon Dragon Curalaen, led a High Elf expedition across the sea and deep into the troubled land of Sylvania to prevent Vlad from gaining untold power. The two armies met on Bleak Moor at the very mouth of the portal. While Folivar set his brother mages to closing the tear in reality, he led the glittering High Elf host against the Undead horde. And so the armies battled across the magical ruins and arcane obstacles of the ancient moor.

Blood Forest

It was always risky for the White Lion Chariot to trundle through the blood-tinged wood. This turned to folly when Vlad stepped forward and cast the Gaze of Nagash at it. Not only did the chariot have to fend off the dark magic but then contend with the bloodlust of the trees, instigated by the magic. After destroying the chariot the Blood Forest then up-rooted and moved closer to the High Elf battleline.

Arcane Ruins

The stones of this fallen temple still resonate with magical energy. Should a spell caster come within its influence then they will be able to channel even more power.

Temple of Skulls

Once dedicated to the worship of the Chaos Gods, the Temple of Skulls is a place where their attention can be harnessed. Whilst stood in its ruined confines, Vlad asked for a boon from the Dark Powers, and, although not their chosen servant, they granted his request, knowing that he would owe them a great debt.

Woods

Not all woods are malignant entities, even on Bleak Moor. This sparse copse of trees proved to be useful for giving troops cover and only proved dangerous when traversed at great speed.

Wyrding Well

The bubbling waters of the Wyrding Well was shunned by the High Elf warriors, even as whispering voices originating from the surrounding pillars promised imbibing the crimson liquid would banish their ailments.



Sorcerous Portal

The fickle Winds of Magic emanating from the portal proved both a boon and a bane to the High Elves as bursts of magic could enhance their defences or wipe out their number in magical fire.

Scree Slope

Desperate to engage the horde of Crypt Ghouls lest the creatures outflank the main host, the Silver Helms risked being felled on the slippery slopes of a scree-covered hill to engage. One of their number was unhorsed but the rest made the charge.



Elven Waystone

A relic from a previous High Elf expedition to the magical nexus, the waystone aided both Folivar and the Necromancers in their attempts to cast spells.

Charnel Pit

Before the main High Elf battleline was a festering hole filled with the bodies of the recently slain. Even the stoic High Elves were unsettled by this and so lost a fraction of their legendary valour.

Facing them was a horde of groaning Zombies, for which the Charnel Pit was a source of easily replaceable body parts. No matter how many arrows hit them, lopped limbs could easily be replaced by the gruesome contents of the pit.



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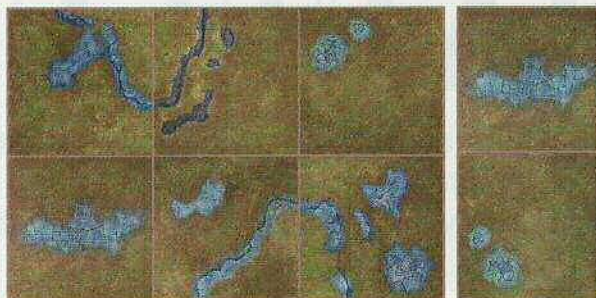
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The strategic value of a hill can never be overlooked – not only does it provide a commanding view of the area around it, but it can also conceal your warriors from view.
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BATTLEFIELDS

As you'll see over the next few pages, our talented model makers pulled out all the stops to create some awe-inspiring scenery for the Warhammer rulebook. Intrepid Dwarfie Andy Hall asked Dave Andrews about these stunning battlefields.

Battlefields Online

If you want to see more of Dave Andrews' awe-inspiring Warhammer battlefields, go to the Games Workshop website where our new Battlefields series will show them all off.

The first in the series features the King of the Mountain battlefield, where the Dwarfs must defend their ancestral home from the ravages of a greenskin army.

You can see Dave's preliminary sketch of the battlefield directly below, but we'll go into far more depth and take a look at some of the battlefield's unique features and inhabitants, such as the Dwarfie War Pub, a contraption that could only exist in Warhammer! Go online to see more:

www.games-workshop.com

Below: Dave's concept sketches for the boards are very accurate renditions of how the battlefields ended up when finished.

A gaming table is more than just a vast expanse of green upon which you push miniatures to and fro and roll your dice. No, the tabletop is a battlefield, it is a location, a place where countless battles can be fought and generals clash not just with sword and shield but with wits and tactical cunning.

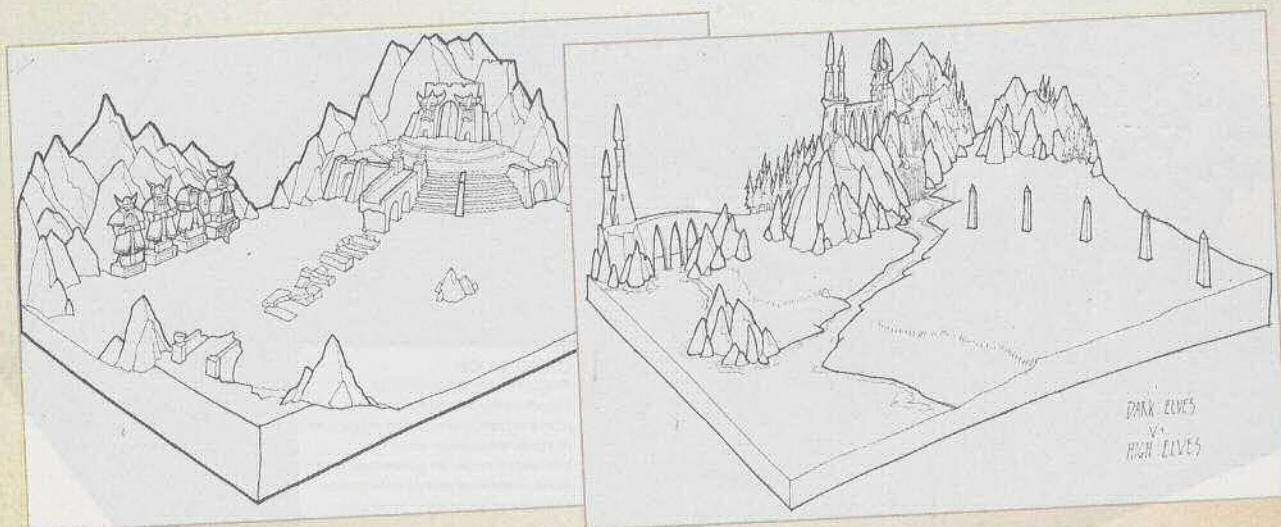
'It sets the scene,' says Dave. 'A well-crafted battlefield with lots of terrain makes a statement about the type of game you want to play.' But Dave is quick to admit that it shouldn't be a barrier to playing. 'You have to start somewhere, and for most people their first game of Warhammer away from the Hobby Centre or gaming club will be on a dining room or kitchen table with a green tablecloth or Citadel Battlemat. And that's where your imagination can fill in the blanks. What we've been able to do in the Warhammer rulebook is give you the inspiration that will help you fill in those gaps and, hopefully, spur you on to create your own scenery set of equally impressive pieces of terrain.'

For the Warhammer Battles section of the rulebook, Dave and the team did just that, creating some awe-inspiring battlefields that make you want to fight on. There were a few things Dave wanted to achieve with these projects. 'Well, they needed to look impressive, but more importantly they had to be set in the

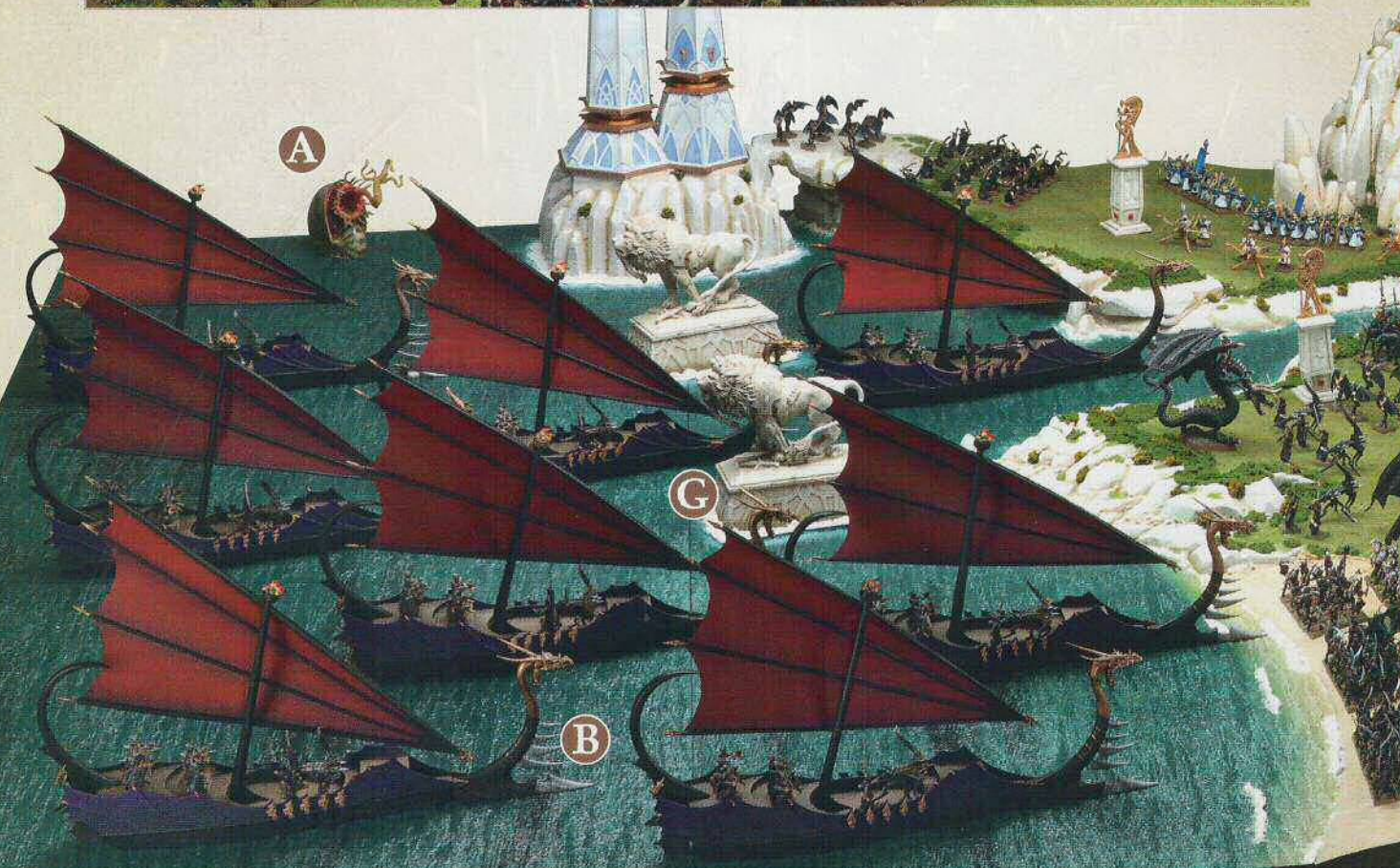
Warhammer world. They couldn't be generic locales that would happily cope with Napoleonic figures as well as Goblins. It all had to look Warhammer.'

The Invasion of Chrace battlefield perfectly exemplifies this – with the Elven towers, the crystal blue river, the waystones and towering chalk-white cliffs, it could only be the coast of Ulthuan. 'The terrain and scenery set the scene but it's the models that tell the story, just as they do in everyone's Warhammer battles. We're lucky that we have the 'Eavy Metal miniatures to hand and some great model makers like Chad Mierzwa, who made the ships the Dark Elves are disembarking from. It all adds to the story and hopefully inspires you to get your models out.'

Dave started this project by first making a sketch of the overall look of the battlefield – as you can see, the finished project (which can be viewed in its entirety over the page) remained very close to his original vision (which you can see below). 'What we were trying to do is give the landscape its own character, and have a reason for both sides to be fighting there – so for the Dark Elves it's a natural harbour in which they can land their fleet of invading ships. And in turn it's obvious that such a location would be so heavily defended.' There is more detail on how the battle unfolds over the page.









INVASION OF CHRACE

A Accompanying the Dark Elf armada is a denizen of the deep, a sea monster that can sense the oncoming slaughter as keenly as any land predator.

B A fleet of Dragon-prowed ships were made to populate the sea sections of the board and also serve as a mechanism to supply reinforcements during the game.

C From the bridge above the waterfall, keen-eyed Archers rained death on the Dark Elves below.

D The line of Elven Waystones forms a magical barrier along the harbour. In the game they are used as Waystones as well as giving the High Elves a boon to dispelling.

E When the two forces first clash, it is when the huge unit of Cold One Knights charged into the serried ranks of a horde of High Elf Spearmen.

F The Dark Elves quickly disembarked from their vessels knowing that the High Elves would give them no quarter.

G Two great White Lions, synonymous with Chrace, stoically guard the entrance to the High Elf harbour.



THE LEGION OF DESPAIR

With new armies aplenty springing up all around the Studio, we turned to the hobby triumvirate of Chad Mierzwa, Nick Bayton and Duncan Rhodes to show us how they build an army. Adam Troke finds out more.

On the Web

The Games Workshop website is updated every month with a veritable cornucopia of hobby articles, from assembly guides and construction tips to stage-by-stage painting articles and more. All our new articles are stored on the Astronomicon, the web's essential hobby repository.

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Lords of Hobby



Chad, Nick and Duncan are paint-splattered hobby heroes, veteran painters who live their lives to the sound of paintbrush in water and the scent of drying undercoat. Working in such close proximity has given them a curious, shared sense of humour. Don't ever ask them why the Cave Squig crossed the road...

Warhammer is all about the spectacle of great-looking fantasy armies clashing on the battlefields of the Warhammer world. We asked Chad, Nick and Duncan to spend a few days building us a new army, so that we could show how a group of expert hobbyists go about it – expect to see ingenious modelling tips, great painting techniques and a host of ideas that you can apply to your own Warhammer armies.

Our team of hobbyists decided to build a Vampire Counts army, inspired by the artwork on the cover of the army book. The trio started off by picking up a Vampire Counts Battalion set from the store, adding to it a Vampire Lord, a Varghulf and a couple of boxes of Grave Guard. Battalion boxes are a great way to start a new collection, since they each contain a

goodly amount of Core troops to get your army off the ground. Take the Vampire Counts Battalion, for example – 20 Skeleton Warriors, 20 Zombies, 10 Crypt Ghouls and a Corpse Cart, that's enough Undead goodness (*Should that be evilness?* – Ed) to give any hobbyist the head start they need. Chad, Nick and Duncan built and painted their way through the contents of the box, using the experience painting its contents as a foundation for the rest of the army – it gave them a good chance to try out their colour schemes, establish a convention for how they would base their models and enough units to make a real statement of intent. With the Battalion at the heart of their nascent army, they continued their project, adding in new regiments to the force as they finished painting other units.

The Rise of Evil

Dieter Soulbane's Direwatch was the first regiment the guys raised for the army. Duncan Rhodes assembled this twenty-strong unit of Skeletons using the contents of the Battalion, along with a few components from his bitz box, such as the arrows embedded in the ground, and the gravestones happily plundered from the Fantasy Graveyard Bitz Pack.





Malochai the Bloody's Legion of Despair

LORDS

Malochai the Bloody

Vampire Lord with Flying Horror, Sword of Kings and Walach's Bloody Hauberk.

305 points

HEROES

Byron the Black

Necromancer with *Invocation of Nehek*, *Vanhel's Danse Macabre*, Black Periapt and Corpse Cart.

160 points

CORE

The Blood Spears

40 Skeleton Warriors with spears, musician, standard bearer and Champion.

380 points

Dieter Soulbane's Direwatch

20 Skeleton Warriors with musician, standard bearer and Champion.

180 points

The Gorefeasters

10 Crypt Ghouls with Crypt Ghast.

88 points

Latchek's Crypt Pack

10 Crypt Ghouls with Crypt Ghast.

88 points

The Shamblers

40 Zombies with musician and standard bearer.

172 points

The Flesh Puppets

20 Zombies with musician and standard bearer.

92 points

Malochai's Hounds

10 Dire Wolves with Doom Wolf.

90 points

SPECIAL

Malochai's Bloodwing Guard

20 Grave Guard with musician, standard bearer and Seneschal.

270 points

RARE

Koen Goremad

Varghulf.

175 points

TOTAL

2000 points

RAISING THE HORDE

Rather than building the whole army in one sitting, each unit in the force was constructed independently. Nick explained the technique they used. 'We began by deciding how big we wanted each unit to be,' Nick said. 'Take the big unit of Zombies or Skeletons as an example. Both have 40 models in them, so the first thing we did was make a movement tray that was the right size, and plan out what extra details we wanted to put in: vignettes of warriors raising a banner, clambering over gravestones and so on. With the movement trays built we could assemble these mini dioramas and place them where we wanted in the unit, building up the rest of the miniatures so that they would fit in around them.'

Some things that really stand out within the Legion of Despair is the small vignette pieces spread throughout the force, as well as groups of warriors clustered on multi-bases. The guys pointed out that making small scenes such as this not only gave them a chance to delve into the character of the army, by including morbid articles such as gravestones and gothic statuary, but also had the convenient side-effect of making the units easier to deploy and remove – and since Zombies tend to die (and be raised again) several times in a game, that can only be a good thing.



Dire Wolves

The bases of the Dire Wolves have been decorated with a cluster of gravestones and spare branches from a Citadel Wood. This gives them the appearance of bounding through a wild and overgrown graveyard.



Crypt Ghouls

Madly clambering and scrambling over the ruins of a defiled graveyard, Chad modelled these Crypt Ghouls which ooze a sense of malignant purpose and dark, malicious energy.

Bitz and bobs...

The guys have made extensive use of Bitz Packs across the army, along with the Warhammer Basing Kit and myriad spare parts from their own bitz boxes, lending to the unique look of the army. Here are just a few examples of how they've pressed these components into use to make a striking and distinctive Undead legion.



These Skeletons have been placed on a multi-base detailed with a resin component from the Warhammer Basing Kit.



This multi-base had some serious conversion work, such as the Grave Guard clawing his way out of the grave.



These gravestones have been cunningly used to prop the Dire Wolves up, making them appear to leap in a very menacing fashion.



The Shamblers

With enough mindless Zombies to wear down even the most stalwart defenders, the Shamblers are sure to bog down the foe, pulling the unwary down into a deathly embrace. This is a fine example of how a vast horde can provide an opportunity for kit-bashing, conversion and all manner of imaginative little touches.



The Bloodspears

The 40-strong Skeleton Warrior horde looks truly impressive – not only is it great on the tabletop, but it looks the part too. Having so many small extra details in the unit gives your opponent something to feast their eyes on when you're playing too.



Multi-basing

Multi-basing is the term given to mounting several miniatures on a shared base – something the guys have done extensively in this army. The Citadel range has lots of bases that are ideal for this, from the humble 40mm square to the massive Screaming Bell Base (and plenty in between). Check out the full range on our website.

THE COLOURS OF DEATH



Every painter needs some form of inspiration for the colour scheme of their army. For many, it's a simple decision as they decide to paint their models in the rich colours and heraldry of a favourite Empire province or the striking blues of the Lizardmen. For our intrepid hobby trio, they decided quite early on in their process that they wanted to use the front cover of the Vampire Counts army book as the basis for their entire army colour scheme, and looking at the striking artwork it's hard to fault their logic.

The illustration has a really strong central theme to it that resonates with the Vampire Counts army and the way they play on the tabletop. The picture depicts a large, powerful Vampire clad in gleaming

red armour and surrounded by a sea of ghostly, cruel Undead minions – something that Chad, Nick and Duncan have pulled out all the stops replicating.

To tie in with the spectral blues and greys in Dave Gallagher's illustration, they chose to use Shadow Grey and Astronomican Grey as their base colours with Mechrite Red as a 'spot colour'. This limited palette with its muted tones serves as the perfect backdrop against which their Vampire Count can stand.

Of course, there's much more to the army than just grey and blue. The Skeletons, for example, have had extra highlights applied to their bones to make them really stand out – small effects such as this help prevent the formation from appearing dull, and the units from blending into one another. The choice of how to base the models was another important consideration – in fact many consider it one of the most important decisions that you can make when painting and detailing an army. The test models that they experimented on were based with Modelling Sand, painted Scorched Brown, drybrushed Bubonic Brown and then Bleached Bone, and finally detailed with the appropriately named Dead Grass. After a long time deliberating over it (as only Chad, Duncan and Nick can do) and no small amount of arguing, they decided to reflack the bases using Scorched Grass instead, reasoning that their original choice, when viewed against the white bone of the Skeletons, made the models look bleached out. The Scorched Grass, however, nicely complements the subdued tones used on the models themselves.



Above you can see a variety of models from the different units in the force – all different but sharing the same basic colour palette.

Painting Skeleton Warriors



The whole model was basecoated with Dheneb Stone, using the Citadel Spray Gun. The shield was painted Boltgun Metal.

The armour and weapon were painted with Boltgun Metal. Leather was painted with Scorched Brown and Astronomican Grey and Fenris Grey for the cloth.

The whole model was given a liberal wash of Devlan Mud and left for a while to dry completely.

Highlights were applied to the model – Bleached Bone for the bones, Mithril Silver for the metal and Enchanted Blue and Skull White for the cloth.

Here you can see the completed model, based and ready to unleash carnage on the Old World.



A SPLASH OF BLOOD

One of the points they were very keen to talk about was the effect of using spot colours across the army. They explained it by once again referring me to the Vampire Counts cover. 'The thing you remember,' Nick said, 'is the vibrant red of the Vampire's armour. It's striking and vivid and it really draws in the details around it. It's the same with this army. Look at Chad's Crypt Ghouls, for example: their greyish, unnatural skin is set off by the glossy gore smeared all over their hands.'

Looking across the army, these bright splashes of red are visible throughout the army, whether it's the crimson cloth of the army banners or the splatters of blood on swords and axes. This is an interesting principle for any army. Since talking to Nick and the guys, I've even started adding small areas of red detail onto my Tomb Kings who, until recently, were just black, silver and bone. A well-chosen spot colour can really tie disparate elements in an army close together.



This Skeleton Champion has a red gemstone set into his helmet and a smear of blood on his sword – adding colour to areas such as these are small and simple ways to tie a colour scheme together across the whole army.

Malochai's Hounds

The Dire Wolves have gory details showing through their torn and ragged flesh. Chad painted the muscles in bright red, which helps the model look brighter without being gaudy – it also ties in perfectly with the other units without appearing contrived.



Malochai's Bloodwing Guard

The Bloodwing Guard are a dark and foreboding presence in the army. Their elite status is displayed by the tarnished gold detailing on their armour and helmets – the last vestige of a once glorious heritage.



Banners are obviously an area where you can breathe both colour and detail into your regiments – the strong red field with a simple black design in the centre is a very eye-catching focal point for the unit.

THE DARK HEART OF THE ARMY

We've talked at length about the rank and file within the host and we've looked at the techniques that Chad, Nick and Duncan have put into getting some excellent results, but the last things to delve into are those army centrepiece models that really stand out amongst the regiments, and help to define the force as a whole.

The centrepiece models in any army are the place where your imagination and hobby skills can really run wild, and this force has three cracking focal miniatures in the form of the Vampire Count, the Varghulf and the Corpse Cart – three very different but equally striking pieces that add a splash of colour to the force. Take the Vampire, for example – his bright red armour is such a strong contrast to the ranks of Skeletons and Zombies that make up the rest of the force. Nick painted the Vampire to closely resemble the image of the army book cover, but he also made sure to make it match the rest of the force, including placing a battered Skeleton shield on the base and painting it in the colour of the army. My favourite aspect of the paint job that Nick has given the model is the way that the model's skin makes him look so 'warm' alongside the rank and file of the army – a stark contrast to the greyish flesh of the Crypt Ghouls and Varghulf or the pallid, necrotic flesh of the Zombie hordes.



Crypt Ghouls

The folly that these Ghouls are scrambling over is built using parts from the Gothic Scenery Bitz Pack. Both units feature extensive use of Bitz Packs to add to the macabre graveyard setting.



Banners

Warhammer Armies: Vampire Counts includes swathes of macabre banner designs illustrated by the Studio's graphic illustrator, Neil Hodgson. Chad, Nick and Duncan painted the banners of their army using simple block colours, taking a lead from the elaborate graphics in the army book.





▼ Varghulf

Probably the largest and most imposing model in the army is the Varghulf. Painted and modelled by Chad, this towering vampiric abomination has an impressive scenic base that includes a piece of fallen masonry from the Arcane Ruins set – since Chad had only recently built an Arcane Ruin, he had a few spare bits to hand.

It's always a good idea to keep likely spare components in a safe place for opportunities just like this. Around the base of the fallen pillar, you'll also notice a pile of skulls and mangled skeletal remains. These are a combination of bits taken from the assorted Vampire Counts plastic frames the guys were using, and some pieces from the Pack of Skulls Bitz Pack.



▲ Vampire Lord

Malochai the Bloody has a rich, gore-red tone to his armour and (compared to his minions) a healthy vigour to his skin tone. Intent on making him look as striking as possible, Nick painted the armour with a layer of Gloss Varnish as a finishing touch.

► Corpse Cart

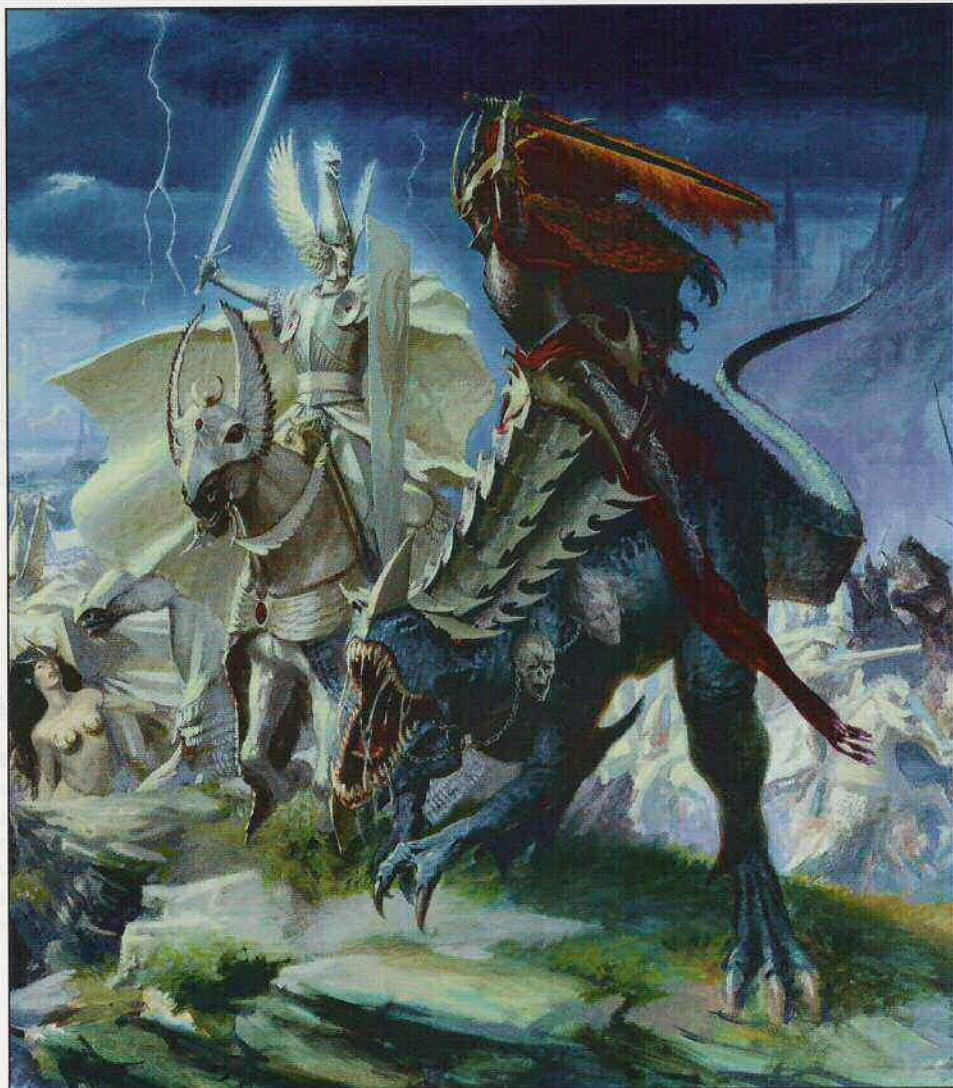
The Corpse Cart is another striking addition to the force. Chad painted it to fit in beside the units of Zombies in the army. He used the same colour conventions on it, taking the time to make the visceral wounds on the Zombies, and the corpses piled high on the cart, look sticky and red.



CLASH OF CHAMPIONS

WARHAMMER

Inspired by all the Warhammer goings on of late, the 'Eavy Metal team have created three exquisite dioramas that embody the spirit of the hobby. Without further ado, let's take a look.



As much as the roar and clash of mighty armies, Warhammer is a game of heroes, where the actions of a single champion can change the fate of entire nations and reshape history. For evidence you only have to look at just one Templar Priest who lost his faith and went on to wear the crown of the dread Everchosen. When these champions of Order and Destruction meet on the field of battle the very ground shakes as their weapons clash.

The 'Eavy Metal team have been inspired by this aspect of Warhammer and wanted to convey it in the best way they knew – which inevitability meant some outstandingly painted miniatures. 'We wanted to do something a bit different from just painting a single model or a regiment,' says Lead Painter, Darren Latham. 'It was an opportunity to show our figures in context. To place the subjects firmly in the Warhammer world.'

For us spectators, and the 'Eavy Metal team themselves, it's always a delight to see the results of projects like this. 'It is a chance for us to flex our painting muscles,'

admits Darren. 'But I think more than that, it was a chance to see how we worked together on a single project. There were two of us working on each diorama and that immediately lent itself to a duel. It was then a case of deciding what these three duels were going to be.'

What Darren and the 'Eavy Metal team wanted were classic match-ups so you have Empire vs. Chaos, Wood Elves vs. Beastmen and High Elves vs. Dark Elves. The races were then represented by legendary figures that distilled the look and feel of the armies. These are all archetypal opposing foes, which adds to the mythic nature of the pieces. The other thing you notice is how the models are interacting with each other, with two people working on one project it would have been easy to simply paint up the miniature and plonk it on a common base. But the team worked closely together to ensure a strong sense of narrative that makes the pieces really work.

Over the next couple of pages we'll take a look at these dioramas, offering insights into how they were made and the scene the painters wanted to convey.

Upon the Snowy Crag

This stunning diorama by Keith Robertson and Kornel Kozak features a chanting Warrior Priest facing off against a beckoning Chaos Lord. The challenge with this piece was to have Keith's Warrior Priest not only look as if he's reading verse from the opened tome, but to still appear fully aware of Kornel's Chaos Lord. It's not just the riders that work really well against one another, the mounts are also in motion. The Juggernaut looks to be circling, ready to pounce, which has obviously unnerved the steed.



The Warrior Priest is in mid-prayer, no doubt summoning the power of Sigmar to aid in the inevitable fight.



The Chaos Lord has his right axe hand brought forward in an unmistakable gesture of challenge to the Warrior Priest. The other hand is reining in his mount.



The Juggernaut bares its teeth, its malignant, glowing red eyes fixed firmly on its prey.

Ambush in the Green Wood

Anja Wettergren and Tom Winstone's elegantly crafted duel depicts a Wargor ambushed by a Waywatcher and his Dryad ally. What Anja and Tom wanted to get across was that it's not just the Wood Elf but the forest itself that is attacking the Beastman. The colours of the whole piece work really well here, with Anja's Waywatcher painted in natural tones to blend into the surrounding scenery, whilst Tom's Wargor is painted in stark contrast with maroon garb. The Wargor is actually an unconverted miniature, and the rest of the piece is built around his posture.



Anja chose to use this Waywatcher Lord as it's one of her favourite models. The taut posture really worked within the context of the duel, as he is about to loose an arrow.



As with the other pieces, the models are posed to interact, their position suggesting they're looking at one another. Can the Elf's arrows take the Beastman down before the savage brute swings its mighty axe?



Drycha is placed as though she has emerged from the restless roots of the tree and is preparing to ensnare the axe-wielding Beastman.

Tyrion's Charge

As masters of the non-metallic metal technique, Darren Latham and Joe Tomaszewski really pulled out all the stops for this magnificent duel, inspired by the duel between Tyrion and the Witch King's personal champion on the Finuval Plain. Once again, the positioning and interaction of the two models is key, providing a snapshot of a running battle just as the two foes are about to meet in what will be a titanic clash of blades.

Darren's Tyrion is actually built from plastic components from the High Elf range with the small exception of the steed's winged champron. Joe's Dark Elf is also made from plastic with the addition of Green Stuff to the hair. His long shield is actually made from three Cold One Knight shields spliced together and then sanded back down into one piece.



This version of Tyrion was inspired by a Geoff Taylor cover from an earlier edition of the High Elves army book. Darren wanted the look and palette of the model to mirror the artwork.



The black and purple of the Dark Elf contrasts well against the bright blue and white hues of Tyrion. However, the non-metallic gold effect on both models ties the completed duel together.



Joe used plenty of Green Stuff to alter the posture of the Cold One and give it a running pose. The reins were taken from the High Elf Mage kit and again worked up with Green Stuff.

THRONE OF SKULLS

AUTUMN GRAND TOURNAMENTS



Spend two days fighting great battles, seeing wonderful-looking armies, making new friends, and swapping war stories.

Warhammer: 9th - 10th October • War of the Ring: 13th - 14th November • Warhammer 40,000: 20th - 21st November

WHAT WILL YOU NEED TO ATTEND?

- Either a fully painted 2000 point Warhammer army, 1500 point Warhammer 40,000 army or a 1500 point War of the Ring army (depending on the event you are entering).
- Somewhere to stay on the Saturday evening.
- A desire to have a great time playing your favourite game.
- You must be at least 16 years of age to attend these events.
- The Throne of Skulls rules pack, available to download from www.games-workshop.com

WHAT DOES THE TICKET COVER?

- Five games over two days.
- Lunch on Saturday and Sunday and an evening meal on Saturday.
- Access to all the Warhammer World facilities including Bugman's Bar, the Citadel Miniatures Hall and the Gaming Hall, together with the option for early registration from Friday evening.
- Take part in some great organised activities on the Saturday evening.
- Tickets cost £55 per event, per player.

Tickets released 12th July, available from 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.

Events and Community 106-111

● Games Day Preview – Part 1

In this, the first in a two-part preview, we reveal some of the sights that you can see and activities you can take part in at this year's Games Day.

● 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.

● 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.

Store Information 112-117

● Games Workshop Hobby Centres

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

● Store Listings

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

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.

● Available to Order

Not all of the miniatures in our range can be fitted into our Hobby Centres. Some models are far too rowdy, others too monstrous. But fear not, for the full range is available to order online or by phone.



PREMIER EVENT

GAMES DAY PREVIEW

**GAMESDAY
& GOLDEN DEMON 2010**

Games Day & Golden Demon is our premier event; a real chance for us to show off just how amazing the hobby is, and tickets are already on sale!

GAMESDAY & GOLDEN DEMON 2010

Returned from his wanderings of endless corridors and darkened vaults, Rik Turner reveals what he has discovered thus far of that great celebration of our hobby; Games Day.

It's about this time each year that I raise myself from my desk, dust off the cobwebs and begin my long and arduous journey around Games Workshop in search of the brave souls responsible for putting together Games Day, the greatest celebration of fantasy wargaming miniatures anywhere in the world.

EXHIBITIONS

I started my journey with a visit to Warhammer World where I caught up with Lise Tildsley, who was positively brimming with excitement about the exhibition she has planned for this year's Games Day.

"Games Workshop has so many treasures that we have to share them with our customers" said Lise. "We've dug through drawers of art and opened cases of miniatures to put together the Chaos Touring Exhibition, a fantastic display of original art and archive products."

"We thought Chaos was a great theme," Lise continues, referring to this year's exclusive Games Day miniature. "Hobbyists can expect to get up close to classic miniatures, landmark products and iconic artwork from the pages of our books, representing Chaos Space Marines, Daemons of Chaos and the new Beastmen."

Along with the artwork, other sought after items will include *Slaves to Darkness*, *The Lost and The Damned* and *Realm of Chaos*. You'll also be able to see copies of

John Blanche's sketchbooks, collectors' models such as the Pink and Blue Horrors from 1989 and some inspiring conversions.

"Games Day really is the place to see these iconic pieces," Lise said. "It's a chance to reminisce over old favourites or discover the history of Games Workshop for the first time."

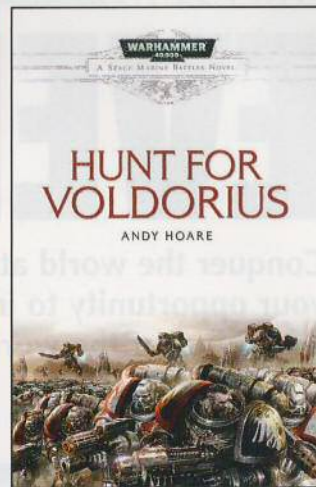
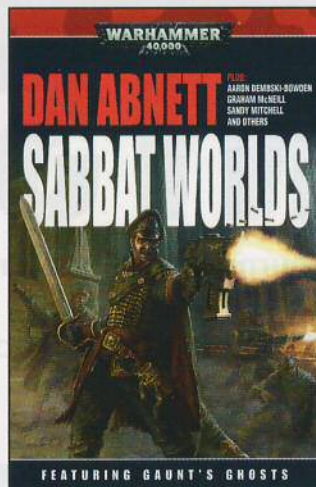
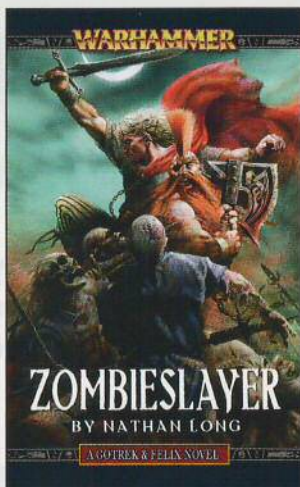
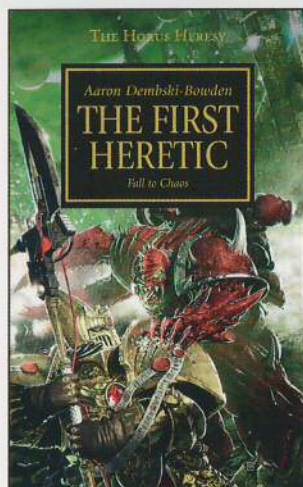
BLACK LIBRARY

Thoroughly enthralled by what I'd seen so far, I continued to the Black Library studio where I found Mark Newton, who was eager to show off some of the thrilling titles that would be available at Games Day.

"Ghosts and Heretics lead the way at UK Games Day 2010," Mark said excitedly. "The story of the Word Bearers and their fall to Chaos will be uncovered for the very first time in *Horus Heresy: The First Heretic*, written by Aaron Dembski-Bowden. Meanwhile, Dan Abnett's been working on the *Sabbat Worlds* anthology which celebrates the realm of Gaunt's Ghosts. It features stories from Dan's favourite authors, including New York Times Bestselling author Graham McNeill, and features a new story starring the Ghosts. It's a collection not to be missed!"

"And White Scar fans, watch out," Mark goes on. "Black Library's next Space Marine Battles novel features the sons of the Great Khan as they hunt down the titular daemon prince, in *Hunt for Voldorius*."





Other exciting releases on the day will include *Defender of the Imperium*, the new Ciaphas Cain omnibus, *Warrior Priest*, the latest Empire Army novel, *Temple of the Serpent*, the brand new Thanquol & Boneripper novel as well as Gotrek & Felix's *Zombieslayer*, and more searing action from the Salamanders in *Firedrake*.

It really is a mouth-watering line up that Black Library has planned. For all the latest information and details of an exclusive limited edition novella, keep an eye on www.blacklibrary.com.

FORGE WORLD

When I reached Forge World, I was greeted by Ead Brown. Ead is a true font of hobby knowledge, as was proven when he showed me the exclusive Forge World Event Only figure for 2010; the fantastic Ork Runt Bot, designed by Mark Bedford.

"Meks are always keen to test their bionik designs on the battlefield," Ead laughs. "If no suitable 'patients' are available they will build a Runt Bot instead."

This finely detailed and striking vignette depicts a Grot controller perched precariously on the shoulder of the Runt Bot, wrestling with a joystick in an effort to direct the shearing claws of the monstrosity.

Sadly, that's all the space I have until next month, but keep an eye on the Games Workshop website for more information. Of course, the best way to find out what else you can see, do and buy is to go to Games Day. Tickets are already on sale, available from your local Hobby Centre and games-workshop.com.

Above. Just a handful of the many new titles from Black Library that will be available at Games Day.

Below. Forge World's Ork Runt Bot is a mechanical wonder of Orky engineering, and it will only be available at events attended by Forge World, including this year's Games Day.



10am to 4pm on Sunday 26th September 2010.
Birmingham NEC, LG Arena.
Tickets: £30 and include Games Day Miniature.

Tickets on sale NOW, available from your local store and
www.games-workshop.com



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.

July 2010

July 31st

WARHAMMER BATTLEFIELDS

Date: 31st July–1st August, 2010

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Test your leadership skills to the limit in this unique Warhammer 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 are available from the Games Workshop website and cost £55 per player. Each ticket 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: Customer Services – 0115 91 40000

Website: www.games-workshop.com



July–August

WARHAMMER WORLD HOBBY CAMPS

Fancy assembling, painting and gaming with a brand new army during the School Holidays? Then the Warhammer World Hobby Camps might just be the thing for you!

Our goal is for hobbyists to learn a variety of skills and techniques that can be applied to future hobby projects. To help learn these skills we provide experienced Hobby Camp Coaches, to help and advise.

The Warhammer World Hobby Camps cost £190, and include a Large Army Carry Case, a Battalion or Battleforce of your choice and a cooked lunch with a dessert and a drink each day. We'll also provide the tools, paints, brushes and materials you need to create a battle-ready army. For more details and to make a booking, contact Matt Lincoln on:

whworldevents@games-workshop.co.uk

Dates	Game Systems	Ages
26th–30th July	Warhammer, Warhammer 40,000 & The Lord of the Rings	12–16*
2nd–6th August	Warhammer, Warhammer 40,000 & The Lord of the Rings	16+
9th–13th August	Warhammer, Warhammer 40,000 & The Lord of the Rings	12–16*
16th–20th August	Warhammer, Warhammer 40,000 & The Lord of the Rings	12–16*
23rd–27th August	Warhammer, Warhammer 40,000 & The Lord of the Rings	12–16*

*Parents may attend with their children

BUILDING BATTLEFIELDS



EXHIBITION

12th July–5th September, 2010

Take a look at how our experts create the unique scenery and terrain which builds on the backgrounds of the Warhammer world and Warhammer 40,000 universe. See the original artwork which inspires our gaming boards, get up close to terrain never seen in the flesh outside of the Design Studio and pick up advice on making your own scenery.

www.warhammerworld.org

August 2010

August 28th



NORTHUMBRIAN ADVENTURER'S GUILD TOURNAMENT

Date: 28th–29th August, 2010

Venue: St Cuthberts Church Hall, Blythe, Northumberland

Details: To celebrate their 25th anniversary, the Northumbrian Adventurer's Guild gaming club invite you to their two-day Warhammer 40,000 tournament. You will need to be a member of a GCN gaming club to enter, and will need a 1500 point army to play in six games over the course of the weekend. Places are extremely limited and can be reserved on a first come, first served basis. Tournament packs can be downloaded from the club website.

Tickets: Tickets cost £15 per player and include a free buffet on both days.

Contact: Steven 'Patch' Patchett – patch303030@yahoo.co.uk

Website: <http://anythingbutaone.com>



September 2010

GAMESDAY™ & GOLDEN DEMON 2010

26TH SEPTEMBER

AT THE BIRMINGHAM NEC LG ARENA

This year, Games Day will be returning to the NEC's LG Arena; a vast cavernous space with plenty of seating for all. Not only that but we'll be filling the arena floor with loads of action-packed games, sales stands with our very latest releases and much more.

In this very issue of White Dwarf, we reveal the first few details of what you can expect to see and do at this year's event. However, for all the latest news, go to the Games Workshop website.

www.games-workshop.com



CALL 0115 91 40000 FOR DETAILS

DIRECTORY

Club Listing



Gaming clubs are groups of gamers and hobbyists who meet to enjoy the hobby together.

THE GAMES WORKSHOP CONNECTION

The Gaming Club Network (GCN) is a volunteer organisation which was started in 1999 to bring together like-minded clubs for lots of gaming fun.

The GCN strives to meet the following objectives:

- Promote good communications between Gaming Clubs and Games Workshop.
- Assist in the running of local gaming events.
- Support other clubs' activities.
- Assist in the running of games at the national level.
- Provide a forum for Gaming Clubs.
- To facilitate club development and growth.
- To create a safe environment for people to play in.

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.

THROW DOWN THE GAUNTLET!

Whether you are new to the hobby or a veteran gamer, GCN clubs are an ideal place to find and challenge new opponents. Play in campaigns, leagues and tournaments in a friendly environment with fantastic scenery, all created by dedicated hobbyists like you.

AVON

GCN BRISTOL, Portbury Knights:
Contact: Alan Vowles
Tel: 07771985488
E-mail: alan.vowles@bt.com

BEDFORDSHIRE

GCN BEDFORDSHIRE, Bedford Gladiators Association:
Contact: David Wilkin
Tel: 0779155297
E-mail: gladiators4uk@yahoo.co.uk

BERKSHIRE

GCN BRACKNELL, Bracknell Forest Gamers:
Contact: Dan Currey
E-mail: d.currey@talk21.com

BIRMINGHAM

GCN DUDLEY, Dudley Darklords:
Contact: Paul Sheldon
Tel: 01384 280360

GCN SUTTON COLDFIELD, The Immortals:
Contact: Geraint Osborn
Tel: 07854 023 152
E-mail: geraint.osborne@hotmail.com

GCN WALSALL, Warlords of Walsall:
Contact: Jon Davis
Tel: 07748864947
E-mail: warlords_of_walsall@hotmail.com

GCN WOLVERHAMPTON, Da Boyz Club:
Contact: Darren Pugh
Tel: 07790 507 511
E-mail: daboyzclub@poolemail.com

BUCKINGHAMSHIRE

GCN TUNBRIDGE WELLS, Tunbridge Wells Wargame Society:
Contact: Colin Stone
E-mail: castone@ntlworld.com

CLEVELAND

GCN MIDDLESBROUGH, Middlesbrough Gamers Club:
Contact: Paul Crosby
Tel: 07909714774
E-mail: xblaze@gmail.com

GCN MIDDLESBROUGH, Redcar Ironbeards:
Contact: Simon Shepherd
Tel: 0164 232 7210

CORNWALL

GCN BUDE, Dice and Dagger:
Contact: Karl Kaiser
E-mail: celotfkenow@aol.com

GCN DELABOLE, North Cornwall Beasts & Bionics:
Contact: Ian Henderson
Tel: 07890 980 870
E-mail: henrybadger@aol.com

GCN PENDEEN, West Cornwall Games Club:
Contact: Neil Sharp
Tel: 0173 687 1557
E-mail: nellasharp@aol.com

DERBYSHIRE

GCN CHESTERFIELD, COGS:
Contact: Anthony Barnes
Tel: 0794 425 8764
E-mail: awb10@btinternet.com

GCN DERBY, Derby Wargames Society:
Contact: Ben Curry
Tel: 07909 704 565
E-mail: bencurry@derbywargamesociety.co.uk

GCN RIPLEY, Ripley Terror Troopers:
Contact: Judith Hawcroft
Tel: 01773 743 321
E-mail: judith.hawcroft@derbyshire.gov.uk

DEVON

GCN EXETER, Exeter Inquisition:
Contact: Richard Deane
Tel: 0164 723 1528
E-mail: richard_e_n_deane@btmail.com

GCN EXETER, Rygars Roughnecks:
Contact: John Gendle
Tel: 07744352425
E-mail: ooksqueak@hotmail.com

ESSEX

GCN CHELMSFORD, Chelmsford Bunker:
Contact: Darren Wadland
E-mail: enquiries@bunkerassault.co.uk
Website: www.bunkerassault.co.uk

GCN SOUTHEAST, Southend Toy Soldiers Club:
Contact: Paul Gaylor
Tel: 0170 243 1026
E-mail: clubenquiries@holtum.com

HAMPSHIRE

GCN BASINGSTOKE, Sad Muppet Society:
Contact: Daniel Cave
Tel: 07770 980 255
E-mail: dan@sadmuppets.org

GCN PORTSMOUTH, Solent Wargamers:
Contact: Tony Kirby
Tel: 07988403558
E-mail: solentwargamers@gmail.com

HEREFORDSHIRE

GCN HEREFORD, Spread Eagle Wargamers Society:
Contact: Tim Hill
Tel: 07761 412 692
E-mail: shylaxsnow@aol.com

KENT

GCN GRAVESEND, Gravesend Gamers Guild:
Contact: Paul Sayers
Tel: 0147 474 3991
E-mail: zengas@blueyonder.co.uk

LANCASHIRE

GCN COPPULL, Coppull & Chorley Knights:
Contact: Jonathan Taylor-York
Tel: 07773353783
E-mail: jlt_yob@btinternet.com

LEICESTERSHIRE

GCN LEICESTER, Leicester Fat Kats:
Contact: Antony Evans
Tel: 07903391227
E-mail: anton970@yahoo.com

GCN LEICESTERSHIRE, Leicestershire Warriors Wargaming Club:
Contact: Patrick Foster
Tel: 07968163471
E-mail: pwfost@yahoo.co.uk

GCN LEICESTERSHIRE, S.Q.U.I.G.:
Contact: Mark White
Tel: 0116 2338128
E-mail: msw34@hotmail.co.uk

GCN LOUGHBOROUGH, Loughborough 1st and Only:
Contact: Matt Solly
E-mail: zeemans@aol.com

LINCOLNSHIRE

GCN LINCOLN, Gobslyks:
Contact: Chris Simmons
Tel: 07748 102 616
E-mail: bruceally@hotmail.com

LONDON

GCN LONDON, Brent Cross Imps:
Contact: Daniel Hompage
Tel: 07801 776890
E-mail: mouse_of_danger@hotmail.com

GCN WANSTEAD, Tanelorn Wargames Club:
Contact: Barry Pittman
E-mail: twgg_contact@tanelornwgc.org

MERSEYSIDE

GCN LIVERPOOL, Liverpool Gaming Guild:
Contact: Leon Lynch
E-mail: club.leon@hotmail.co.uk

GCN WARRINGTON, Warrington Warlords:
Contact: Paul Tennant
Tel: 07773200336
E-mail: paultennant@hotmail.com

MIDDLESEX

GCN SHEPPERTON, Jubilee Gamers:
Contact: Albert J Barr
Tel: 07880921658
E-mail: a.barr70@btinternet.com

NORFOLK

GCN NORTH WALSHAM, Blackfish Gaming Club:
Contact: Dave Hicks
Tel: 07877312874

NORTHAMPTON

GCN RUSHDEN, Phoenix Gaming Club:
Contact: Darrell Lee
Tel: 0193 341 1559
E-mail: darrell.lee1@hotmail.com

NORTHUMBERLAND

GCN BLYTH, Northumbrian Adventurer's Guild:
Contact: Mark Coulter
Tel: 0753 207 2034
E-mail: ballydorc@hotmail.co.uk

NOTTINGHAMSHIRE

GCN KIRBY IN ASHFIELD, K.I.A.:
Contact: The Webster
Tel: 07505 124 640
E-mail: blackfalcon@btinternet.com

GCN NOTTINGHAM, Da Wat Notts:
Contact: Oliver Hancock
Tel: 07814698337
E-mail: hancockoliver@hotmail.com

GCN NOTTINGHAM, 1st Company Veterans:
Contact: Matthew Shaw
Tel: 0783331667
E-mail: matt_rs2603@hotmail.co.uk

OXFORD

GCN OXFORD, Oxford Gaming Club:
Contact: Ben Smith
Tel: 07934063657
E-mail: roymunson@hotmail.com

SHROPSHIRE

GCN SHREWSBURY, Gatekeepers Wargames Club:
Contact: James Sherry
Tel: 07792469648
E-mail: info@gatekeepers.me.uk

SOUTHPORT

GCN SOUTHPORT, Lost Boys Wargaming Club:
Contact: Paul Heron
Tel: 0796 300 1468
E-mail: hez14hadkarma@blueyonder.co.uk

SUFFOLK

GCN NEWMARKET, Newmarket Knights Wargames Society:
Contact: Mark Haynes
E-mail: mark.haynes@capegemini.com

SURREY

GCN GUILDFORD, Guildford Games Club:
Contact: Ben Lee
Tel: 0779691188
E-mail: benjamenlee42@gmail.com

GCN WOKING, Woking 1st Founding:

Contact: Peter Corps
Tel: 07805677408
E-mail: peter.corps@yahoo.co.uk

SUSSEX

GCN BRIGHTON, Brighton Warlords:
Contact: Peter Cooke
Tel: 07866707127
E-mail: peter.cooke423@ntlworld.com

GCN HOVE, Gambit Games UK:

Contact: Barry Holden
Tel: 07882720396
E-mail: inferno1500@sky.com

GCN SEAFOORD, Outpost 47:

Contact: Mark White
Tel: 0132 3491981
E-mail: mark@frogmud.co.uk

GCN WALBERTON, Walberton Wargamers:
Contact: Mike Rodham
Tel: 01245 554 185
E-mail: walbertonwargamers@yahoo.co.uk

WILTSHIRE

GCN CALNE, Calne Gaming Club:
Contact: Dave Powers
Tel: 07901684865
E-mail: davidpowers098@btinternet.com

GCN SWINDON, Swindon & District Wargamers:
Contact: Paul Nettle
Tel: 0179 370 0609
E-mail: nettletribe@ntlworld.com

YORKSHIRE

GCN DONCASTER, Doncaster Wildcats:
Contact: Carl Cooke
Tel: 07851481282
E-mail: sishkraven@hotmail.co.uk

GCN HALIFAX, Pennine Raiders:

Contact: Peter Plinston
Tel: 0142 236 9834
E-mail: hardipin@tiscali.co.uk

GCN HARROGATE, Harrogate & Ripon District Gamers:

Contact: Patrick Stoddart
Tel: 07810 317 456
E-mail: pat_maximus@hotmail.com

GCN HUDDERSFIELD, Celler Dwellers:

Contact: Mark Kelly
Tel: 07846 151756

GCN HULL, Hulls Angels:

Contact: Ross Pembie
Tel: 07798606397
E-mail: ross@hulls-angels.co.uk

GCN LEEDS, Night Owls:

Contact: Steve Nolan
Tel: 0113 225 0461

GCN LEEDS, Leeds Games Club:

Contact: Steve Nolan
Tel: 0113 225 0461

GCN YORK, York Garrison Gaming Club:

Contact: Ben Wagner
Tel: 07951649059
E-mail: warboss@yorkgarrison.co.uk

WARWICKSHIRE

GCN NUNEATON, Nuneaton Model and Games Club:
Contact: Brian McCormack
Tel: 07866707127

SCOTLAND

GCN EDINBURGH, Edinburgh League of Gamers:
Contact: Andy Meechan
Tel: 0131 652 2500

GCN GLASGOW, St Aidsen Warriors Club:

Contact: Alan Hobbs
E-mail: macdonald317@hotmail.com

GCN HELENSBURGH, The Helensburgh Patriot Games Club:

Contact: Clare Jeffrey
Tel: 01436 676126
E-mail: clarejeffrey@btinternet.com

GCN KIRRIEMUIR, Kirriemuir Wargames Club:

Contact: David Tulloch
E-mail: david.tulloch1@tesco.net

GCN STIRLING, Stirling Wargamers:

Contact: Angus McCabe
E-mail: info@stirling-wargamers.org.uk

WALES

GCN BRIDGEND, Bridgend YMCA:
Contact: Bill Evans
E-mail: bilddragon@tiscali.co.uk

Club Profile: The 1st Company Veterans

Founded in January 2004, the 1st Company Veterans have made their home right here at Warhammer World. We met up with club committee member, Paul Welsh to find out how they got started and what they get up to on club nights.

Paul: From a dedicated few, our club's membership has grown to a healthy 120 regulars. We meet on Thursday evenings between 6pm and 10pm at the world renowned Warhammer World gaming arena; generally congregating in Bugman's Bar first for a bit of liquid refreshment and a bite to eat before retiring to the gaming hall to indulge in some wanton destruction and mayhem (it's a hard life but some of us willingly make the sacrifice).

Before our club was founded, groups of us would meet at Warhammer World and play our games. It was at one of these evenings that Games Workshop suggested we form a gaming club – they even offered the gaming hall as a place to meet! Well, we could turn such an amazing opportunity down, and so the 1st Company Veterans was formed.

Games and hobby activity

Our members enjoy a whole host of games from old favourites like Warhammer 40,000, Warhammer, Epic, Aeronautica, Blood Bowl and both The Lord of the Rings and War of the Ring, to a very healthy following for Warhammer Historical games. Indeed, some of our members choose to remain in Bugman's to indulge in a range of other games such as role-playing games, card games or even chess.

We are currently in the throes of our in-house championship for Warhammer, which focuses on smaller games with fewer points to encourage people who haven't played Warhammer before or haven't played recently to give it a go. The whole thing has been a huge amount of fun and

immensely popular and, as a result, the club has had a healthy dose of fresh blood that has taken up Warhammer. We hope to follow up with a Warhammer 40,000 version later in the year.

We are also lucky enough to have a good helping of very creative hobbyists, who happily share their skills and knowledge with other club members; including the (in)famous Orkynapolis Team who won the Games Day award for best table in 2008 for their Ork Battlewagon race game – Heaven knows what crazy idea they're going to come up with for Games Day this year (well, we know but we don't want to spoil the surprise!). In 2009 we were also privileged to be able to showcase some of our members' work in the prestigious Warhammer World Citadel Miniatures Hall.

National tournament

Our club also plays host to Open War, a tournament we run twice a year incorporating Warhammer 40,000, Warhammer, Epic and Blood Bowl. The tournament is well attended by gamers from across the country who fill the hall event after event, and have helped us to raise funds for charities such as Help for Heroes and the MacMillan Nurses Trust. As a club we can only say a big thank you to all those who continue to support this event each year. Open War XIV is scheduled for 23rd October 2010.

We like to think that we have something to offer most gamers, so if you ever feel like checking us out, we'll do our utmost to make you feel welcome.



GCN NOTTINGHAM,
1st Company Veterans

Contact:
Matthew Shaw

Email:
matt_rs2003@hotmail.com

Website:
www.1stcompanyveterans.net



SETTING UP YOUR OWN GAMING CLUB

If you would like to set up your own Gaming Club please contact Bek Hawkyb, our Community Coordinator on 0115 900 4821, who will give you advice on the basics of setting up and running a club. This includes providing packs for schools, libraries, independent clubs and information on the GCN.

Please note, if you want to set up a gaming club in a school we will need to speak to a teacher or member of staff before we can register your club.

VISIT THE GCN ONLINE AT WWW.GAMINGCLUBNETWORK.ORG

GCN membership promotes the highest standard of customer service and safety. As part of our ongoing commitment to our customers, we do not promote any club outside of the Gaming Club Network.

STORE FINDER



OPENING TIMES

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

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

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

www.games-workshop.com

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

Full range of products

All our stores 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 2,000 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

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

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

Check out the list below to find your local stockist!

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

FOR MORE INFORMATION, CALL: 08700 134411

STORE LISTING

July 2010

AVON

GW BRISTOL:
87 The Hoe, Bristol, BS1 3JR
Tel: 0117 925 1533
GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5UP
Tel: 0117 959 2520
BRISTOL, Area 51:
Tel: 0117 9244655
BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE

*** GW BEDFORD:**
10 Greyfriars, MK40 1HP
Tel: 01234 427 3663
CRANFIELD, Wargames Workshop:
Tel: 01234 751 570
LUTON, Fantasy Wargames:
Tel: 01582 729 001
LUTON, Ottakars:
Tel: 01582 486999

BERKSHIRE

*** GW MAIDENHEAD:**
Unit 2, 17 Market Street, SL6 8AA
Tel: 01628 863 1747
*** GW NEWBURY:**
114 Bartholomew Street, RG14 5DT
Tel: 01635 340 348
GW READING:
29 Oxford Road, RG1 7QA
Tel: 0118 959 8693
*** GW WINDSOR:**
Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861087
HENLEY ON THAMES, Henley Model Miniatures:
Tel: 01491 573684
NEWBURY, ToyCraft:
Tel: 01635 38077
READING, HobbyCraft:
Tel: 0118 902 8600
WINDSOR, WJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit 116, Bullring Link, B5 4BS
Tel: 0121 633 7193
GW DUDLEY:
Unit 36, Merry Hill Centre, DY5 1SP
Tel: 0138 448 1818
*** GW SOLIHULL:**
690 Warwick Road, B91 3DX
Tel: 0121 705 7997
*** GW SUTTON COLDFIELD:**
45-47 Birmingham Road, B72 1RH
Tel: 0121 354 3124
*** GW WALSALL:**
Unit 26, Old Square Shopping Centre, WS1 1QF
Tel: 0192 272 5207
*** GW WOLVERHAMPTON:**
9 King Street, WV1 1ST
Tel: 0190 231 0466
BIRMINGHAM, Console Games:
Tel: 0121 427 0022
DUDLEY, The Arcade Toy Shop:
Tel: 01384252608
KIDDERMINSTER, TJ Models:
Tel: 01562 747002
WOLVERHAMPTON, HobbyCraft:
Tel: 0845 051 6543

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
No 55 Eden Walk Gallery, Edens, HP11 2HT
Tel: 01494 453 1494
GW MILTON KEYNES:
Unit 2, 502 Silbury Boulevard, MK9 2AD
Tel: 0190 869 0477
AYLESBURY, Bear Necessities:
Tel: 01296 421098
FENNY STRATFORD, Maple Models:
Tel: 01908 367 588
MILTON KEYNES, HobbyCraft:
Tel: 01908 308 330
MILTON KEYNES, Jays Crafts:
Tel: 01908 565578
MILTON KEYNES, Maple Models:
Tel: 01908 367588

CAMBRIDGESHIRE

GW CAMBRIDGE:
34 Regent Street, CB2 1DP
Tel: 01223 331 3350
GW PETERBOROUGH:
3 Wentworth Street, PE1 1DH
Tel: 01753 890 052
ELY, City Cycle Centre:
Tel: 01353 661331
HUNTINGDON, Sports & Fashions:
Tel: 01480 454541
PETERBOROUGH, The Rift:
Tel: 01753 341007
ST NEOTS, Gamers:
Tel: 01480 217 443
WISBECH, Prams & Toys:
Tel: 01945 584142
CHANNEL ISLANDS
JERSEY, ST. HELIER, Imagination:
Tel: 01534 505407
JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 732187
GUERNSEY, ST. PETERS PORT, Carousel:
Tel: 01481 721721
CHESHIRE
GW CHESTER:
112 Foregate Street, CH1 1HH
Tel: 0124 431 1967
*** GW CREWE:**
8 Market Street, CW1 2EG
Tel: 01270 216903
*** GW MACCLESFIELD:**
31 Church Street, SK11 6LB
Tel: 0162 561 9020
*** GW STOCKPORT:**
32 Money Square, SK1 1RA
Tel: 0161 424 1427
*** GW WARRINGTON:**
Unit 20, Bank Street, Time Square, WA1 2AP
Tel: 0192 565 1984
CHESTER, HobbyCraft:
Tel: 01244 568 119
MARPLE, Marauder Games:
Tel: 0161 4274949
NANTWICH, HobbyCraft:
Tel: 0845 051 6537

NORTHWICH, Level 1:
Tel: 01606 450533
NORTHWICH, The Model Shop:
Tel: 01606 47740
STOCKPORT, HobbyCraft:
Tel: 0161 429 5400
STOCKPORT, Marauder Games:
Tel: 0161 4772111
WARRINGTON, HobbyCraft:
Tel: 0845 051 6541
CLEVELAND
GW MIDDLESBROUGH:
Unit 33, 39 Dundas Street, TS1 1HR
Tel: 01642 225 4091
HARTLEPOOL, Illusions:
Tel: 01429 233 199
NORMANBY, PC Tech:
Tel: 01642 461010
REDCAR, PC Tech:
Tel: 01642 481888
CORNWALL
GW TRURO:
Unit 1, Bridge House, New Bridge Street, TR1 2AA
Tel: 0187 232 0047
ST AUSTELL, Mad for Miniatures:
Tel: 01726 72259
BODMIN, Bricknells:
Tel: 01208 77008
BUDE, More Value:
Tel: 01288 352 362
CALLINGTON, Zaggy Games:
Tel: 01579 384 837
CAMBORNE, Exit:
Tel: 01209 610224
FALMOUTH, Kermow Toymaster:
Tel: 01326 312 571
HAYLE, Bluetwits of Hayle:
Tel: 01736 753 012
HELSTON, Exit:
Tel: 01326 565117
LISKEARD, Trago Mills:
Tel: 01579 34807
NEWLYN, Newlyn Post Office:
Tel: 01736 364592
NEWQUAY, Newquay Gaming:
Tel: 01637 854376

ST IVES, Dragon's Hoard:
Tel: 01738 79848
WADEBRIDGE, Bricknells:
Tel: 01208 813 274
COUNTY DURHAM
*** GW DURHAM:**
64 North Road, DH1 4SQ
Tel: 0191 374 1062
*** GW DARLINGTON:**
78 Skimmergate, DL3 7LX
Tel: 01912 538 2463
BARNARD CASTLE, Toy Shop:
Tel: 01833 637 396
BISHOP AUCKLAND, Windsock Models:
Tel: 01388 609 766
CONSETT, Kwipart:
Tel: 01207 581024
SEAHAM, Games of War:
Tel: 01915 817 118
STOCKTON ON TEES, HobbyCraft:
Tel: 0845 051 6559
STOCKTON ON TEES, Stockton Modeller:
Tel: 01642 616 680
CUMBRIA
GW CARLISLE:
Unit 2, Earls Lane, CA1 1DP
Tel: 01222 859 8216
BARROW-IN-FURNESS, Heaths:
Tel: 01229 820 435
BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 01539 443 047
COCKERMOUTH, The Toy Shop:
Tel: 01900 823955
KENDAL, Aireys of Kendal:
Tel: 01539 720 781
PENRITH, Harpers Cycles:
Tel: 01768 864 475
ULVERSTON, Jabberwocky:
Tel: 01592 584697
WIGTON, Jacksons Diecast Models:
Tel: 01697 342 557
WORKINGTON, Toy Town:
Tel: 01906 873 322

STOREFINDER KEY

GAMES WORKSHOP HOBBY CENTRE

(*) These Hobby Centres are closed on Mondays and Tuesdays.



PREMIUM STORE

Stocks most of the product range.*

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Indicates new accounts

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

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42 Sadler Gate, DE1 3NR
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ASHBOURNE, Lumbards Toys:
Tel: 01335 345115
BUXTON, Knowles Toys and Models
Tel: 01298 24203
CHESTERFIELD, Chesterfield Department Store:
Tel: 01246 220 200
GLOSSOP, Wain Services:
Tel: 01457 853 548
ILKESTON, Ilkeston Co-op:
Tel: 01159 327 777
MATLOCK, Shaws:
Tel: 01629 582 482
RIPLEY, Chimera Leisure:
Tel: 01775 747849

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• **GW BARNSTAPLE:**
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GW EXETER:
31a Sidwell Street, EX4 6NN
Tel: 0139 249 0305
GW PLYMOUTH:
84 Cornwall Street, PL1 1LR
Tel: 01753 225 421
• **GW TORQUAY:**
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BARNSTAPLE, The Tarka Model Company:
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BIDEFORD, The Tarka Model Company:
Tel: 01221 716116
BRIXHAM, The Brixham Model Centre:
Tel: 01803 882555
CULLOMPTON, Nanna's Toychest:
Tel: 01884 839317
DARTMOUTH, WG Pillar & Co:
Tel: 01803 832 129
EXETER, Eldritch Games:
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KINGSBRIDGE, The Trading Post:
Tel: 01548 852 923
NEWTON ABBOT, Austins:
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PAIGNTON, Paignton Model Shop:
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Tel: 01202 248657
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SHERBOURNE, The Toy Barn:
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BRAINTREE, JKLM Direct:
Tel: 01376 321 116
BRENTWOOD, B&M Cycles:
Tel: 01277 214 342
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COLCHESTER, ATK Gaming:
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Tel: 0238 033 1962
• **GW WINCHESTER:**
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• **ALDERSHOT, The Game Shop:**
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Tel: 02392 696734
PETERSFIELD, Folly Models:
Tel: 01730 267 932
RINGWOOD, Toys of Ringwood:
Tel: 01425 479 444
ROMSEY, Roundabout:
Tel: 01794 512 145
SOUTHAMPTON, HobbyCraft:
Tel: 0845 051 6521
SOUTHSEA, Solent Wargames:
Tel: 02392 363575
SOUTHSEA, Southsea Models:
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WATERLOOVILLE, Paul's Hobby Shop:
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HEREFORDSHIRE

• **GW HEREFORD:**
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Tel: 01432 355 440
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ROSS ON WYE, Revolutions:
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• **GW STEVENAGE:**
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LETHWORTH, Rowells Toy Emporium:
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LETHWORTH GARDEN CITY, Rowells Toy Emporium:
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STEVENAGE, KS Models:
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WELWYN GARDEN CITY, Fun House Toy Stores:
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WARE, King George Stores:
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WATFORD, HobbyCraft:
Tel: 0845 051 6538

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RAVEY, C. Creativity and Craft:
Tel: 01624 800782
RAMSEY, Games Master:
Tel: 01624 812203

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NEWPORT, Cheap Thrills:
Tel: 01983 530 570
NEWPORT, Toy & Models:
Tel: 01983 528 258
RYDE, The Sports & Model Shop:
Tel: 01983 862 454
KENT
GW BLUEWATER:
Unit 02B, Upper Thames Walk, Bluewater, DA9 9SQ,
Tel: 0132 242 7880
GW CANTERBURY:
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Tel: 0122 745 2880
GW MAIDSTONE:
7a Pudding Lane, ME14 1PA
Tel: 0162 267 7435
GW TUNBRIDGE WELLS:
36 Grosvenor Road, TN1 2AP
Tel: 0189 252 5783
• **BROADSTAIRS, Time & Space:**
Tel: 01843 866 006
ASHFORD, GZ Computers Ltd:
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FOLKESTONE, Penkraft:
Tel: 01303 279292
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Tel: 01474 564 465
GRAVESEND, The Stamp Centre:
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HASTINGS, Hastings Hobbies:
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HYTHE, Apple Jack
Tel: 01303 262 601
MAIDSTONE, HobbyCraft:
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Tel: 01622 735855
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Tel: 01732 452 840
SEVENOAKS, Manklows:
Tel: 01474 454 952

LANCASHIRE
• **GW BLACKPOOL:**
8 Birley Street, FY1 1DU
Tel: 0125 375 2056
GW BOLTON:
Unit 14 (1st floor), Crompton Place, BL1 1DF
Tel: 0120 436 2131
GW PRESTON:
15 Miller Arcade, PR1 2QY
Tel: 0177 282 1855
• **GW WIGAN:**
12 Crompton Street, WN1 1YP
Tel: 01942 829121
• **LANCASTER, Micro Markets:**
Tel: 01524 840 486
ASHTON UNDER LYNE, Roundabout Toys:
Tel: 01256 472 344
BLACKBURN, Batcave:
Tel: 01254 667 488
BLACKBURN, Mercers Toys:
Tel: 01254 681401
BLACKPOOL, iCollectables:
Tel: 01253 403838
BOLTON, HobbyCraft:
Tel: 01204 374 300
BURNLEY, Compendium:
Tel: 01282 457 060
BURY, Conways Toymaster:
Tel: 01617 616 209
CHORLEY, Toymaster:
Tel: 01257 263045
CLITHEROE, Cowgills of Clitheroe Ltd:
Tel: 01200 423 587
LEIGH, Toymaster:
Tel: 01942 671 111
MORECAMBE, Micro Markets:
Tel: 01524 416 306
ORMSKIRK, Taylors:
Tel: 01695 573516
PRESTON, HobbyCraft:
Tel: 01772 661 200

LEICESTERSHIRE
GW LEICESTER:
Unit 2, 116/20 Silver Street, LE1 5ET
Tel: 0116 253 0510
• **GW LOUGHBOROUGH:**
22 Bigham Street, LE11 1UA
Tel: 0150 923 8107
LEICESTER, Gifts For Geeks:
Tel: 01162 533954
LOUGHBOROUGH, Wargames Inc:
Tel: 01509 235505
LUTTERWORTH, Ace Connections:
Tel: 01455 558385
MELTON MOWBRAY, Cobwebs:
Tel: 01664 500700
ASHBY-DE-LA-ZOUCH, Steve's Models:
Tel: 01530 416 827

LINCOLNSHIRE

• **GW GRIMSBY:**
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Tel: 0147 234 7757
• **GW LINCOLN:**
Unit 51A, Salsgarate,
outside of Watergate Centre, LN2 1AP
Tel: 0152 254 8027
BOSTON, Models and Computers:
Tel: 01205 365 102
GRANTHAM, Access Models:
Tel: 01476 592 001
ROUTH, Castal:
Tel: 01507 602 149
MABLETHORPE, Belas Toymaster:
Tel: 01507 473 328

SCUNTHORPE, Shermans Model Shop:
Tel: 01724 842 428
SKEGNESS, The Model Shop:
Tel: 01754 763 429
SKEGNESS, Warlords of the Coast:
Tel: 01754 763086
SPALDING, Mason's Models:
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• **GW ANGEL:**
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GW BRENT CROSS:
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Tel: 0208 302 4979
GW BROMLEY:
Unit 24, The Mall, Bromley, BR1 1TS
Tel: 0208 466 0678
GW COVENT GARDEN:
Unit 33, The Market, WC2E 8BF
Tel: 0207 240 5106
GW CROYDON:
Unit 35, Centrale Shopping Centre, Keeley Road, CR0 1TF
Tel: 0208 680 4600
GW EPSOM:
8 High Street, KT19 8AD
Tel: 01372 751881
GW KENSINGTON:
Shop 7, Lancer Square, Kensington Church Street, W8 4HJ
Tel: 0207 937 7011
GW KINGSTON ON THAMES:
33 File Road, KT1 1SF
Tel: 0208 549 5224
GW LONDON (Oxford St):
Unit F16, The Plaza Shopping Centre, W1D 1LT
Tel: 0207 436 0839
GW ROMFORD:
12 Quadrant Arcade, RM1 3ED
Tel: 01708 742 140
• **GW STAINES:**
8 Clarence Street, TW18 4SP
Tel: 01718 446 0875
• **GW SUTTON:**
Unit 26, Times Square Shopping Centre, SM1 1LF
Tel: 0208 770 9454
GW UXBRIDGE:
Unit 32, Chequers Mall, The Pavilions Shopping Centre, UB8 3JN
Tel: 0189 525 2800
GW WATFORD:
Unit Q2, 1A Queens Street, Harlequin Centre, WD1 2TB
Tel: 01923 245388
• **GW WOOD GREEN:**
Unit 93, The Mall Wood Green, High Street, N22 6BA
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BLACKHEATH, 2nd Impressions:
Tel: 0208 852 6192
CAMDEN, Goodwoods:
Tel: 0208 340 4441
CLAPHAM, Russ:
Tel: 0207 228 6319
DULWICH, The Art Stationers:
Tel: 0208 693 5930
FINCHLEY, Leisure Games:
Tel: 0208 346 2327
FULHAM, Patrick's Toys:
Tel: 0207 3859864
GREENFORD, HobbyCraft:
Tel: 0208 747 5500
HAMPSTEAD, Happy Returns:
Tel: 0207 435 2431
HERNE HILL, Just Williams:
Tel: 0207 733 9955
PULNEY, Toytop:
Tel: 0208 785 9555
ROMFORD, HobbyCraft:
Tel: 0845 051 6545
RUISLIP, John Sanders:
Tel: 01895 634 884
VICTORIA PARK, The Toybox
Tel: 0208 533 2875
WATERLOO, Dark Sphere:
Tel: 0207 928 7220

MANCHESTER AREA

GW ALTRINCHAM:
Unit 1, 19 Cranston Street, WA14 1DU
Tel: 0161 929 9096
GW MANCHESTER (Central):
Unit R35, Mandem Way South, Arndale Centre, M4 3AT
Tel: 0161 834 6871
GW TRAFFORD CENTRE:
Unit L40c, Trafford Centre, M17 8BN
Tel: 0161 755 0065
ALTRINCHAM, The Gaming Crypt:
Tel: 0161 929 9919

MERSEYSIDE AREA

GW LIVERPOOL:
1301 Shopping Centre, Ranelagh Street, L1 7QE
Tel: 0151 703 0963
• **GW SOUTHPORT:**
Unit 2, The Edge, 7 Houghton St, PR9 0TE
Tel: 0170 450 1255
BRIMSTAGE, Wargame Store:
Tel: 01513 421 233 / 07670 876070
ST HELENS, DMZ Gaming:
Tel: 01744 759 333
WALLASEY, Wirral Model Shop:
Tel: 0151 200 8355

MIDDLESEX

EAST SHEEN, Pandemonium:
Tel: 02088 700 866
ENFIELD, Pearsons:
Tel: 0208 373 4200
NORFOLK
GW NORWICH:
12-14 Exchange Street, NR2 1AT
Tel: 0160 376 7656
CROMER, Cromer Furniture:
Tel: 01263 315113
EAST DEREHAM, Startings Toymaster:
Tel: 01362 697 769
EAST DEREHAM, Youngsters World:
Tel: 01362 698 350
GREAT YARMOUTH, Kerrisons:
Tel: 01493 853891/01493 858039
HOLY, Startings Toymaster:
Tel: 01263 713 101
HUNSTANTON, Pavilion Toymaster:
Tel: 01465 533 108

NORWICH, Battlenet:
Tel: 01603 765 595
NORWICH, Langleys:
Tel: 0603 621959
NORWICH, Kerrisons:
Tel: 01603 494008
NORWICH, S P Models:
Tel: 01953 887878
NORWICH, Starwynn Games:
Tel: 01603 631920
SHERINGHAM, Startings Toymaster:
Tel: 01263 822 368

NORTHAMPTONSHIRE

• **GW Kettering:**
4 Lower Street, NN16 8DH
Tel: 01536 411114
• **GW NORTHAMPTON:**
24-26 Abington Square, NN1 4AA
Tel: 01604 636 607
DAVENTRY, The Games Vault:
Tel: 01327 310541
NORTHAMPTON, HobbyCraft:
Tel: 01604 591 800
NORTHAMPTON, Project Hydra:
Tel: 01604 639999
RUSHDEN, Osborne Sports & Toys:
Tel: 01933 312 415
WELLINGBOROUGH, Software Seller:
Tel: 01933 440 861

NOTTHUMBERLAND

ASHINGTON, Blue Box Models:
Tel: 01670 321279
CORBRIDGE, The Village Square:
Tel: 01434 634 056
HEXHAM, Robbs:
Tel: 01434 662 151
MORPETH, TG Allan:
Tel: 01670 515 336

NOTTINGHAMSHIRE

GW NOTTINGHAM (Central):
34a Friar Lane, NG1 6DQ
Tel: 0115 948 0651
GW WARHAMMER WORLD:
Willow Road, Lenton, NG7 2WS
Tel: 0115 916 8410
BEESTON, Chimera Leisure:
Tel: 01159 229880
MANSFIELD, The Games Emporium:
Tel: 01923 443863
MANSFIELD, Maelstrom Games:
Tel: 01623 238919
NEWARK, Access Models:
Tel: 01636 673 116
NOTTINGHAM, Goblins Lair:
Tel: 01159 789025
NOTTINGHAM, HobbyCraft:
Tel: 0845 051 6249
RETFORD, Bookworm:
Tel: 01777 869224
SUTTON IN ASHFIELD, Model World
Tel: 01923 443863
WEST BRIDGFORD, Inspirations
Tel: 0115 982 1200
WORKSOP, Model Base:
Tel: 01909 501 752

OXFORDSHIRE

GW OXFORD:
1A Bush House, New Inn Hall Street, OX1 2DH
Tel: 01865 242 182
BANBURY, Trinder Bros:
Tel: 01295 262 346
BICESTER, HobbyCraft:
Tel: 0845 051 6557
CARTERTON, Giles Sports:
Tel: 01993 842 396
OXFORD, Boswells Toymaster:
Tel: 01865 241 244
OXFORD, Key's Toyshop:
Tel: 01491 825131
WITNEY, Dentons:
Tel: 01993 704 979

PEMBROKESHIRE

HAVERFORDWEST, Emrys:
Tel: 01462 779 646

RUTLAND

OAKHAM, Rutland County Museum:
Tel: 01572 758436

SHROPSHIRE

GW SHREWSBURY:
6 Market Street, SY1 1LE
Tel: 0174 336 2007
• **TELFRD, Questing Knight Games:**
Tel: 01952 417 747
OSWESTRY, Totally Games:
Tel: 01691 688 994
TELFORD, Sanda Games:
Tel: 01952 676 722

SOMERSET

GW BATH:
15 St James Parade, BA1 1UL
Tel: 0122 533 4044
• **YEOVIL, Watch Engine:**
Tel: 01935 427077
BRIDGWATER, Insane Games:
Tel: 01278 435554
BURNHAM ON SEA, GW Hurley:
Tel: 01278 789 281
CLEVEDON, Lloyds Toys:
Tel: 01273 341 819
FROME, The Ellenbray Press:
Tel: 01373 462 129
FROME, Frome Model Centre:
Tel: 01373 465295
GLASTONBURY, Pedalers Toymaster:
Tel: 01458 834 562
MIDSOMER NORTON, Signals:
Tel: 01761 402484
MINEHEAD, Salty Dog Comics:
Tel: 01614 708600
STREET, Insane Games:
Tel: 01458 441443
TAUNTON, Krackers:
Tel: 01823 335 067
TAUNTON, Hatcher & Sons:
Tel: 01823 272 277
WELLS, Insane Games:
Tel: 01749 679911

WESTON SUPER MARE, The Games Bunker:
Tel: 01934 622141
WESTON SUPER MARE, Lloyds Toys:
Tel: 01934 418151
YEovil, Yeovil Collectors Centre:
Tel: 01935 413 739

STAFFORDSHIRE

• **GW BURTON ON TRENT:**
Unit 5, Union Court, Union Street, DE14 1AA
Tel: 01929 353 5065
GW STOKES:
27 Stafford St, ST1 1JU
Tel: 01782 220 5287
ALSAGER, Alsager Toys and Models:
Tel: 01270 882 871
BURTON, Blue Grove Racing:
Tel: 01283 512751
HEDNESDOR, Best Bargain Models:
Tel: 07500002666
LEEK, Classic Collectables:
Tel: 07729 356779
LICHFIELD, Digital Dragons:
Tel: 01545 637793
STAFFORD, SLD Models:
Tel: 01785 258 731
STAFFORD, Stafford Games:
Tel: 01785 255577
STAFFORD, Too Fat Goblins:
Tel: 01785 254 499
STOKE-ON-TRENT, Affinity Models:
Tel: 01782 320990
STOKE-ON-TRENT, Toytown:
Tel: 01538 730555
TAMWORTH, Hobbycraft:
Tel: 01827 300 800

SUFFOLK

GW IPSWICH:
63 Westgate Street, IP1 3DZ
Tel: 01473 210 013
BECCLES, Toy Box:
Tel: 01502 712 785
BURY ST. EDMUNDS, Model Junction:
Tel: 01284 733 456
BURY ST. EDMUNDS, Runik Games:
Tel: 01284 719 607
BURY ST. EDMUNDS, Starlings Toymaster:
Tel: 01284 761 646
FELIXSTOWE, Wizards Workshop:
Tel: 01394 277 233
IPSWICH, Toyworld Ipswich:
Tel: 01473 728 535
LOWESTOFT, Annatar:
Tel: 01503 513477
NEWMARKET, Moons Toyland:
Tel: 01638 663 147
STOWMARKET, D J Collectables:
Tel: 01449 771 015
STOWMARKET, Simpson & Sons:
Tel: 01449 612 914
SUDBURY, Tinetti's Toys:
Tel: 01787 372238
WOODBIDGE, Toytown:
Tel: 01394 383 170

SURREY

GW GUILDFORD:
Unit 1, 9/12 Turgate, GU1 3QT
Tel: 0148 345 1793
GW WOKING:
Unit 3, Cleary Court, 169 Church Street East, GU21 6HJ
Tel: 0148 377 1675
CAMBERLEY, Morning Star:
Tel: 01276 685160
CATERHAM, Modeller's Loft:
Tel: 01883 341 818
COBHAM, Fantasia:
Tel: 01932 067374
CRANLEIGH, David Mann:
Tel: 01483 273 777
DORKING, Dorking Models:
Tel: 01306 881 747
FARNHAM, Enchanted Wood:
Tel: 01252 722222
HASLEMERE, Enchanted Wood:
Tel: 01428 648090
LIGHTWATER, Lightwater Homecare:
Tel: 01276 471075
REDHILL, Gamers Guild:
Tel: 01737 789 124
REIGATE, The Toy Shop:
Tel: 01737 345 306
RICHMOND, Toy Station:
Tel: 0208 940 4896
WOKING, HobbyCraft:
Tel: 0845 051 6556

SUSSEX AREA

GW BRIGHTON:
Unit 7, Nile Pavilions, BN1 1HW
Tel: 01273 330 333
• **GW CRAWLEY:**
11 Broadway, BN11 1DX
Tel: 0129 355 2072
• **GW EASTBOURNE:**
33 Camfield Road, BN21 4QG
Tel: 01323 364 1423
• **GW WORTHING:**
2 Bath Place, Worthing, BN11 3BA
Tel: 01903 213 939
BOGNOR REGIS, Trains Models and Hobbies:
Tel: 01243 864 727
BRIGHTON, Wargames Heaven:
Tel: 01273 205001
BURGESS HILL, Kid's Stuff:
Tel: 01444 257 724
CHICHESTER, Chichester Toys:
Tel: 01243 788 055
CRAWLEY, HobbyCraft:
Tel: 0845 851 6552
EAST GRINSTEAD, Martells of Sutton
Tel: 01442 321303
EAST GRINSTEAD, Ready To Run Models
Tel: 01342 300 917
EASTBOURNE, Rainbow Toys:
Tel: 01323 739692
HASTINGS, Hastings Hobbies:
Tel: 01424 200021
HAYWARD'S HEATH, Clarkes:
Tel: 01444 457551
HORSHAM, Battlefield Games:
Tel: 01403 242003
HOVE, Kids Dreams:
Tel: 01273 420 666

HURSTPIERPOINT, Helter Skelter:
Tel: 01273 835333
ST LEONARDS ON SEA, Silverhill Models and Toys:
Tel: 01424 431 133
STEVENING, The Dollhouse Shop:
Tel: 01903 816812
UCKFIELD, Kid's Stuff:
Tel: 01825 768 398

TYNE AND WEAR AREA

GW NEWCASTLE (Central):
Unit 6, Newcastle Shopping Centre, NE1 3PY
Tel: 0191 232 2418
GW METRO (Metro Centre):
Unit 2, First Floor, The Arcade
(near the Mediterranean Village), NE11 9YL
Tel: 0191 461 0950
• **GW SUNDERLAND:**
253B High Street West, Sunderland, SR1 3DH
Tel: 01915 100 434
GATESHEAD, The Gamers Outpost:
Tel: 0191 491 6000
GATESHEAD, HobbyCraft
Tel: 0191 402 7410
NORTH SHIELDS, SR Gladston & Son:
Tel: 01912 570 335
SUNDERLAND, Toy and Computer Store:
Tel: 0191 365 3196

WARWICKSHIRE

GW COVENTRY:
Unit 39, Upper Level, Cathedral Sales
Shopping Centre, CV1 1LL
Tel: 0247 622 7311
• **GW LEAMINGTON SPA:**
32 Regent Street, CV32 5EG
Tel: 01926 435771
• **GW NUNEATON:**
3 Bridge Street, CV11 4DZ
Tel: 02476 325754
• **GW STRATFORD:**
Unit 1, 27 Windsor Street, CV37 6NL
Tel: 01789 297 262
BEDWORTH, Railway & Modellers Junction:
Tel: 02476 316 285
COVENTRY, Hobbycraft:
Tel: 02476 234 520
KENILWORTH, Abacraft Arts & Pictures:
Tel: 01926 511 294
NUNEATON, Heart of England Co-op:
Tel: 02476 382 331
RUGBY, Joto Railways & Models:
Tel: 01788 562 373
STRATFORD-UPON-AVON, Much ado about toys:
Tel: 01789 295 850
WARWICK, Castle Trains:
Tel: 01926 497 905

WILTSHIRE

GW SALISBURY:
18 Winchester Street, SP1 1HB
Tel: 01722 233 0955
GW SWINDON:
18 Brunel Plaza, SN1 1LF
Tel: 0179 343 6036
CHIPPENHAM, Thorntons at Signature:
Tel: 01249 463100
DEVIZES, Hoggosaurus Toymaster:
Tel: 01380 723 681
MELKSHAM, The Toyshop:
Tel: 01225 768 415
SALISBURY, Salisbury Model Centre:
Tel: 01272 334757
SHAFTESBURY, Harding's:
Tel: 01747 850225
SWINDON, HobbyCraft:
Tel: 0845 851 6551
TROWBRIDGE, The Toy Shop:
Tel: 01225 768 415
WESTBURY, The Gas Cupboard:
Tel: 01753 825 825
WESTBURY, Triple Helix Wargames:
Tel: 0800 6209536

WORCESTERSHIRE

GW WORCESTER:
23 Lycheate Hall, Cathedral Plaza, WR1 2QS
Tel: 0190 361 6707
DROITWICH, Hobbys:
Tel: 0845 051 6548
DROITWICH, Look-rite Ltd T/A Toyworld:
Tel: 01905 772 403
REDDITCH, Hobby Hut:
Tel: 01527 540 840
STOURBRIDGE, Invasion Games:
Tel: 01384 373536

YORKSHIRE

• **GW BRADFORD:**
4 Piccadilly, Bradford, BD1 3EW
Tel: 01274 472 940
• **GW DONCASTER:**
26 High Street, Doncaster, DN1 1DW
Tel: 0130 232 0535
• **GW HARRGATE:**
53 Station Parade, HG1 1TT
Tel: 01432 356 4310
GW HULL:
30 Paragon Street, HU1 3ND
Tel: 0148 258 9576
GW LEEDS:
38A Lands Lane, LS1 6LB
Tel: 0113 242 0834
• **GW SHEFFIELD (Central):**
16 Fitzwilliam Gate, S1 4HP
Tel: 0114 275 0114
GW SHEFFIELD (Meadowhall Centre):
Unit 91B, High Street, Upper Mall
(next to entrance near Boots), S9 1EN
Tel: 0114 256 9836
GW WAKEFIELD:
96 Kirkgate, The Ridings Centre, WF1 1TB
Tel: 0192 436 9431
GW YORK:
13A Lendal, YO1 8AQ
Tel: 0191 462 8014
• **GW SHEFFIELD, Wargames Emporium:**
Tel: 01142 754 825
• **BARNESLEY, Janco Toys:**
Tel: 01226 208654
BEVERLEY, Game Invader:
Tel: 01482 881961
BRIDLINGTON, Icy Tea Ltd:
Tel: 01626 493 859

DONCASTER, Zone Out:
Tel: 01302 810285
GOOLE, Hall's Music:
Tel: 01605 784919
CUSBOROUGH, Stokels Toy Centre:
Tel: 01287 632 955
HALIFAX, Conways Toymaster:
Tel: 01422 353 986
HALIFAX, Halifax Modellers World:
Tel: 01422 349 157
HUDDERSFIELD, Something Wicked:
Tel: 01484 539 225
HULL, Archeron Games Workshop:
Tel: 01482 221011
KEIGHLEY, Conways Toymaster
Tel: 01335 604045
LEEDS, 360 Games:
Tel: 0113 2602222
LEEDS, Hobbycraft:
Tel: 0113 389 3020
MALTON, World Wide Shopping Mall:
Tel: 01653 602880
NORTH HUMBERSIDE, Game Invader:
Tel: 01482 881961
NORTHALLERTON, T & FM Grover Ltd:
Tel: 01609 773 334
PICKERING, Puffers of Pickering:
Tel: 01751 472 762
POCKLINGTON, Chylds Play:
Tel: 01759 386 041
PONTERFRACT, Goddards Models & Toys:
Tel: 07532 456421
RIPON, The Knowledge Magnet:
Tel: 01765 690118
ROTHERHAM, Wellgate Arts & Crafts:
Tel: 01708 543610
SCARBOROUGH, Games Centre 2:
Tel: 01723 369444
SCARBOROUGH, Space, Myth and Magic:
Tel: 08456 441 113
SELBY, At Sports and Toys:
Tel: 01757 785 115
SHEFFIELD, HobbyCraft:
Tel: 0845 051 6526
SHEFFIELD, Imp Miniatures:
Tel: 07773 029380
SKIPTON, Craven Model Centre:
Tel: 01756 797414
THIRSK, Think Art Store:
Tel: 01845 574457
WHITBY, John Anderson - Toymaster:
Tel: 01947 602 213

NORTHERN IRELAND

GW BELFAST:
20A Castle Court, BT1 1DD (towards the back
of the centre) Tel: 0289 0233684
ARMAGH, Kidzone Toymaster:
Tel: 028-3088 8888
ARMAGH, Rennicks Model Tunes:
Tel: 028 3838055
BALLYMENA, Camerons:
Tel: 028-25648821
BANBRIDGE, Toymaster Banbridge:
Tel: 028-40622225
BANGOR, Replay Games:
Tel: 028-62222210
BELFAST, The Basement:
Tel: 028 9024 0484
BELFAST, Serenity Games:
Tel: 028 9024 9578
CARRICKFERGUS, The Basement:
Tel: 028 9236 3678
ENNISKENN, Hannas Toyworld Toymaster:
Tel: 028-46322367
ENNISKENN, Modellers Corner:
Tel: 028-46322367
LISBURN, Frontline Models:
Tel: 028 9257 7847
NEWRY, Murphy's World of Wonder:
Tel: 028-30264978
NEWRY, Murphy's World of Wonder:
Tel: 028-30264978
NEWTOWNABEY, The Basement:
Tel: 028-99777288
LARNE, The Basement:
Tel: 028-2827 6461
OMAGH, White's Toymaster:
Tel: 028-62242277

SCOTLAND

GW ABERDEEN:
Unit 1, 12-14 Upper Kirkgate, AB10 1BA
Tel: 01224 464 9779
• **GW Ayr:**
Unit 2, Lorne Arcade, 115 High Street, KA7 1SB
Tel: 01792 285 4480
GW DUNDEE:
110 Commercial Street, DD1 2AJ
Tel: 01382 220 2382
GW EDINBURGH:
136 High Street, EH1 1QS
Tel: 0131 220 6540
• **GW FALKIRK:**
12 Cow Wynd, FK1 1PL
Tel: 0132 462 4553
GW GLASGOW:
81 Union Street, G1 3TA
Tel: 0141 221 1623
• **GW LIVINGSTON:**
26 Almondvale Centre, EH54 6NB
Tel: 01506 443256
• **GW STIRLING:**
45 Bannock Street, FK8 1HF
Tel: 01786 459089
ABERFELDY, Freders Books:
Tel: 01887 829 519
ARBROATH, Haqs:
Tel: 01241 872195
ARGYLL, Alba:
Tel: 01631 563645
AYR, Toy Town:
Tel: 01292 282945
BANCHORY, Toy and Gift Shop:
Tel: 01330 825586
BATHGATE, W F Davidson:
Tel: 01506 632226
BRECHIN, Gardiners:
Tel: 01336 622 285
DINGWALL, Sports and Model Shop:
Tel: 01349 862 346
DUNFERMLINE, Abbey Models:
Tel: 01382 731 116
DUNFERMLINE, Fife Council Libraries:
Tel: 01383 682 208

STOREFINDER KEY

GAMES WORKSHOP HOBBY CENTRE

(*) These Hobby Centres are closed on Mondays and Tuesdays.

 **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.

DUMFRIES, Toytown:
Tel: 01387 264884
EDINBURGH, Marionville Models:
Tel: 01313 127 010
EDINBURGH, Ministry of Gaming:
Tel: 0131 220 5352
EDINBURGH, Toys Galore:
Tel: 0131 447 1006
ELGIN, Junner's Toymaster:
Tel: 01343 542 492
FORT WILLIAM, The Granite House:
Tel: 01397 703 651
GALASHIELDS, Books Plus:
Tel: 01896 752841
GLASGOW, HobbyCraft:
Tel: 0845 051 6555
GLASGOW, Static Games:
Tel: 0141 552 9785
HADDINGTON, Mike's Models:
Tel: 0162 625 831
HAMILTON, Ink Spot:
Tel: 01650 201311
INVERCLYDE, Arts Crafts & Hobbies:
Tel: 01475 785 204
INVERNESS, Junners Toymaster:
Tel: 01463 233 234
KINROSS, The Hope Chest:
Tel: 01577 862 516
KIRKCALDY, The Hope Chest:
Tel: 01592 260 116
KIRKCALDY, Kingdom of Adventure:
Tel: 01592 328121
KIRKCUDBRIGHT, Solway Books:
Tel: 01557 330635
LANARKSHIRE, Figures in Comfort:
Tel: 01236 870 740
LARGS, Bus Stop Toy Shop Ltd:
Tel: 01475 689892
MUSSELBURGH, Art Matters:
Tel: 0131 6654078
ORKNEY, Citey Orkney:
Tel: 01856 875777
PAISLEY, Paisley Model Shop:
Tel: 0141 889 4221
PERTH, Millars Models:
Tel: 0173 856 1835
PERTH AND KINROSS, Crossfire Hobby:
Tel: 01887 829 519
PETERHEAD, George Donald Ltd:
Tel: 01779 474 737
PETERHEAD, Peterhead Puffers:
Tel: 01779 481102
SHETLAND, Harrys Dept Store:
Tel: 01595 693 097
STONEHAVEN, Toymaster Toyland:
Tel: 01306 766333
STRANRAER, Discover:
Tel: 01776 700069
THURSO, Durrans:
Tel: 01847 893 169
TURRIFF, E Rae and Son:
Tel: 01888 562 610

WALES

• **GW CARMARTHEN:**
19 Bridge Street, SA31 3JS
Tel: 01267 231209
GW CARDIFF:
31 High Street, CF10 1PU
Tel: 0292 064 4911
• **GW CWMYRAN:**
30 The Parade, Cwmbran, Gwent, NP44 1PI
Tel: 01633 874 070
• **GW NEWPORT:**
25 Skinner Street, NP20 1HB
Tel: 01463 325 6295
GW SWANSEA:
53 Kingsway, SA1 5HF
Tel: 0179 246 3969
ABERGAVENNY, Richards of Abergavenny:
Tel: 01873 852 466
ABERYSTWYTH, Albatross:
Tel: 01970 617 836
BANGOR, Acme Games:
Tel: 01248 354798
BRECON, J Clark Toys & Gifts:
Tel: 01074 622 865
CAERPHILLY, Jet Models and Hobbies:
Tel: 02920 880600
CARDIFF, Firestorm Games:
Tel: 02920 227117
CARDIFF, HobbyCraft:
Tel: 0845 051 6558
CARDIFF, Otakuzoku:
Tel: 07891638960
CARMARTHEN, Good News:
Tel: 01267 237 789
CARMARTHEN, Hardings:
Tel: 01267 227 777
CHEPSTOW, Artists Corner:
Tel: 01291 627 393
COLWYN BAY, Hippo Toys:
Tel: 01492 534 169
COLWYN BAY, Clay Corner:
Tel: 01492 345415
DOLGELLAU, Waterloo Plaza:
Tel: 01446 794 118
NEATH, Fish N Things:
Tel: 01792 812 199
NEWPORT, HobbyCraft:
Tel: 0845 051 6549
NEWTOWN, Crafts and Co:
Tel: 01686627809

PEMBROKE, Dragon Alley:
Tel: 01646 621 436
PONTYPRIDD, Sugar and Spice:
Tel: 07879 221 379
PORTHCAWL, Game Ltd:
Tel: 01656 784 428
PORTHMADOG, Porthmadog Models:
Tel: 01766 830269
RHYL, Lightfoot Models:
Tel: 01745 331 564
SWANSEA, Comix Shoppe:
Tel: 01792 642 097
WREXHAM, Brite Ideas Toymaster:
Tel: 01978 261 244

INTERNATIONAL ACCOUNTS

LISTED ALPHABETICALLY

BELGIUM

GW ANTWERP:
Vleminckstraat 10, Antwerp, Antwerpen2000
Tel: 0032 3485 8627
BRUGGE, Fair Play:
Tel: 0035 28 51 83
HASSELT, Oberon:
Tel: 011 351 358
MECHELEN, De Spelfanaat:
Tel: 013 34 59 07
AALST, Hermelijn:
Tel: 053 41 48 46
AALST, Highborn:
Tel: 0485 26 64 47
AARSCHOT, Ingelberts:
Tel: +32 16 56 62 23
ANTWERPEN, Celtic Cross:
Tel: 03 288 81 65
BEVEREN, Ep-Fun
Tel: 03 296 59 27
BRUSSEL, Intertoy Anderlecht:
Tel: 025 23 84 73
DENDERMONDE, Utopia Games:
Tel: 025 23 81 39
DEURNE, The Gamestore:
Tel: 033 25 35 35
GENK, Bloominis:
Tel: 0476 30 05 30
GENT, Betty Boop:
Tel: +32 091 222 05 76
HAALLE, Mishra's Playground:
Tel: 023 61 58 33
HALLE, Top 1 Toys:
Tel: 023 56 04 03
HEIST-OP-DEN-BERG, RC Vulture:
Tel: +32 473 82 54 62
IXELLES, Intertoy Ixelles:
Tel: 025 14 17 03
KOKSIJDE, Penel Tronix:
Tel: 58 51 30 14
KORTRIJK, Albion:
Tel: 036 32 43 67
LEUVEN, Metalzone Leuven:
Tel: 0477 77 82 12
MERKSEM, The Movie Zone:
Tel: 03 293 56 89
NEERPELT, 't Spellenhuis:
Tel: 011 74 49 79
OVERIJSE, Intertoy Overijse:
Tel: 026 87 42 53
OOSTENDE, King Arthur:
Tel: 059 51 37 56
ROESLARE, Black Border:
Tel: 051 20 82 50
ROSEME, Modelbouw Dekeyser:
Tel: 005 45 19 40
SINT NIKLAAS, Collecta:
Tel: 03 765 06 00
TURNHOUT, 't Bazarko:
Tel: 014 41 19 36
VILVOORD, Boeckcenter BVBA:
Tel: +32 020 257 20 05
WESTKERKE, What Ever:
Tel: +32 (0473) 77 16 41

BRAZIL

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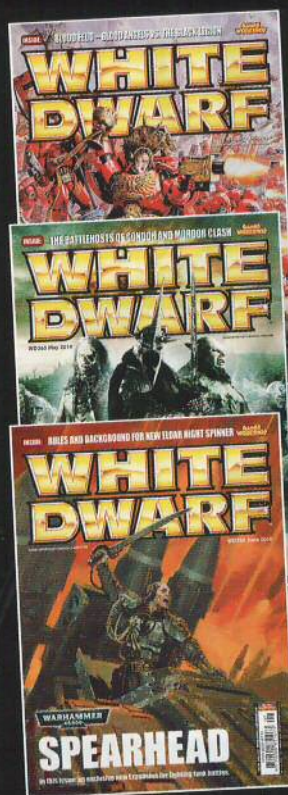
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