

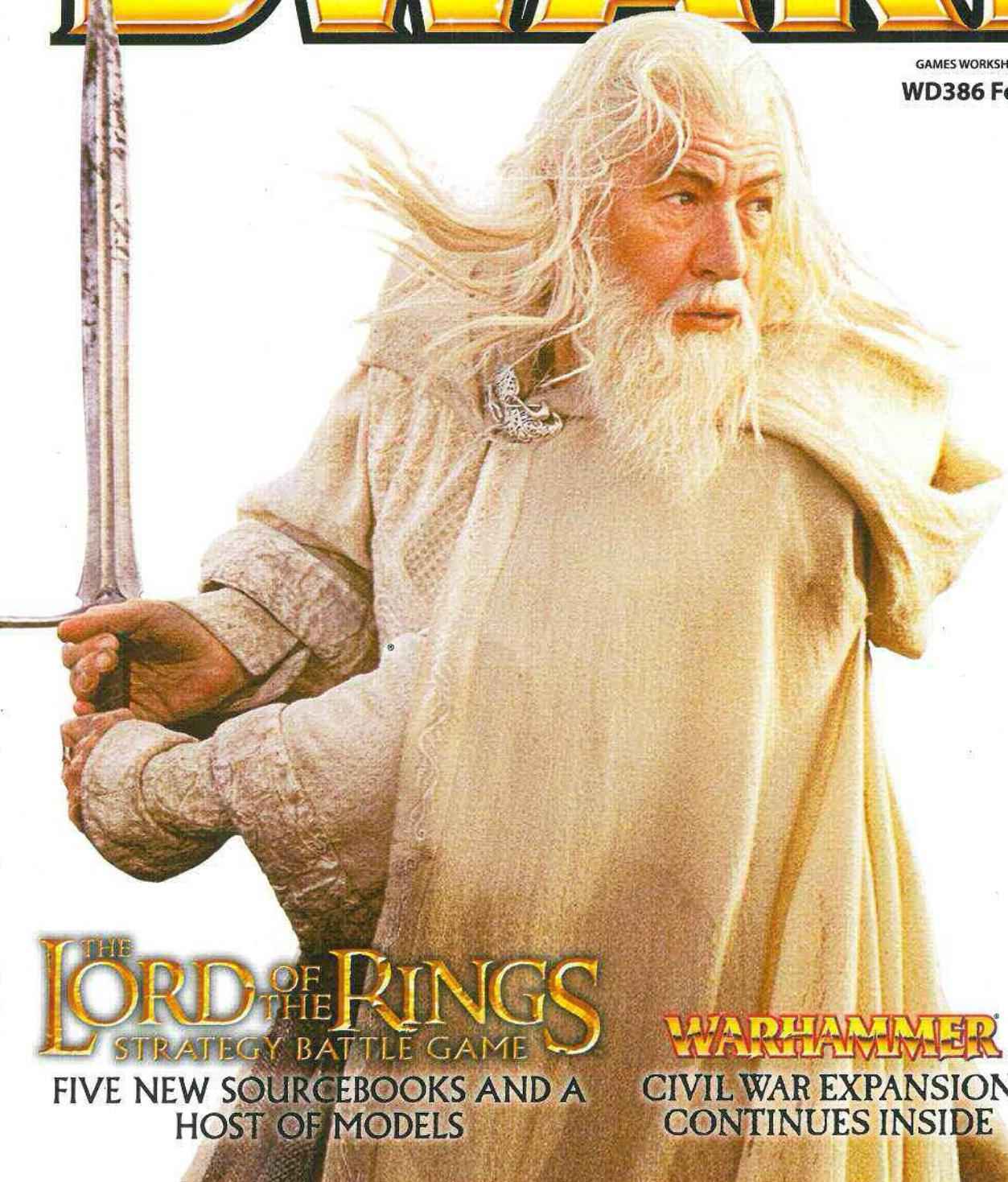


SPECIAL WARHAMMER 40,000 25TH ANNIVERSARY ISSUE

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD386 February 2012



THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

FIVE NEW SOURCEBOOKS AND A
HOST OF MODELS

WARHAMMER

CIVIL WAR EXPANSION
CONTINUES INSIDE





EDITORIAL



WHITE DWARF 386 February 2012

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I still remember playing my first game of The Lord of the Rings Strategy Battle Game. I was at university and my friend Owen brought The Two Towers boxed game along to our wargames club.

Not wanting to mess about, we leapt straight in and set about recreating the siege of Helm's Deep. I was hooked right away not only by the fact that I was stepping into the boots of the brave defenders and recreating such an iconic scene from the movies, but by the cool rules and great gameplay. It goes without saying that I lost and the defenders of Helm's Deep were swept aside by the armies of the White Hand, but nearly 10 years on I still play with my trusty Rohan army.

So why do I bring this up? Because this month The Lord of the Rings is very much on all of our minds – and on our gaming tables, and on our paint stations – because there's a whole host of brilliant new miniatures and sourcebooks launched this month. It sounds

a little treacherous to even think it, let alone type it here, but I'm pondering starting a Mordor army for one reason – I want to trample all before me with that Great Beast of Gorgoroth. Coming through!

That's not all though – we also have the second part of the exclusive Civil War Expansion for Warhammer and Jervis has written some new scenery rules.

And The Lord of the Rings Strategy Battle Game is not the only thing we're celebrating this month, for 2012 marks the 25th anniversary of Warhammer 40,000 and we've got a whole chunk of the issue devoted to all that makes the grim darkness of the 41st Millennium a place we want to spend so much of our time. There's a round-table discussion with some of the architects of 40K, some of the iconic battles of the 41st Millennium and a huge battle report. What do you mean they're missing from your issue? You might want to turn it upside down... and flip it over. Yup, there you go – I hope you enjoy delving into the history of 40K as much as we did!

Andrew Kenrick, Editor

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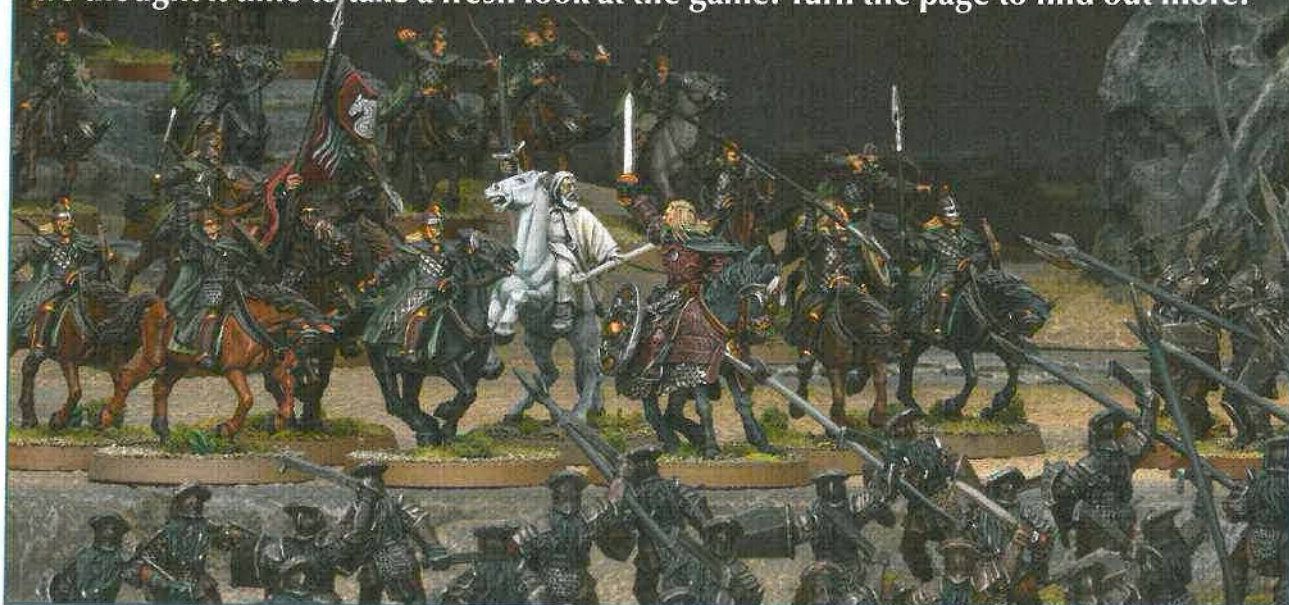
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THE LORD OF THE RINGS

STRATEGY BATTLE GAME

THE GREATEST BATTLE OF OUR TIME

This month sees the release of a veritable army's worth of new miniatures for The Lord of the Rings Strategy Battle Game, along with some new sourcebooks, so we thought it time to take a fresh look at the game. Turn the page to find out more.



FEATURES

02 THE LORD OF THE RINGS

In this article we take a look at what makes The Lord of the Rings Strategy Battle Game such fun to play, as well as guiding you through the best ways to get started.

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Simon Grant takes a look at the new The Lord of the Rings sourcebooks and the armies that fight to determine the fate of Middle-earth.

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Part 2 of our exclusive new Warhammer Expansion, Civil War, including rules for using the Warriors of Chaos, Tomb Kings and Orcs & Goblins in your civil wars.

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Jervis Johnson presents some official new rules for using the latest Warhammer scenery kit, Deathknell Watch, in your games – and a new scenario too!

70 ARMIES OF THE NIGHT

With the release of the new Vampire Counts Battalion, we caught up with two of the Design Studio's hobbyists to see how they've used it in their armies.

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Chris Peach shares the tips and tricks he used to paint his army of Necrons in the colours of the Nihilakh Dynasty.

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In this Army Workshop, Duncan Rhodes shows us how to paint an army of Easterlings.

BATTLE REPORT



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In this battle report, the Fellowship are ambushed by Goblins – and worse – on the road to Moria.

46 THE STORMING OF HARLOND

In the second of this month's battle reports, the Men of Minas Tirith do battle with the merciless Easterlings.

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THE LORD OF THE RINGS STRATEGY BATTLE GAME

These are dark days indeed. Fell legions of Orcs march from Mordor, and Isengard has declared for Sauron. The nations of Elves and Men must unite or be forever doomed. Andy Hall travels to Middle-earth to witness the great battles of our time.



The One Ring

"One ring to rule them all, One ring to find them, One ring to bring them all, And in the darkness bind them."

Frodo has taken the dubious honour of Ringbearer. It is he who must carry the burden of the One Ring all the way from the Shire to Mordor.



As the Third Age drew to a close, a small band of Hobbits accompanied by an Elven prince, a lost king, a steward's heir, the son of Glóin and an itinerant wizard journeyed across Middle-earth in an attempt to destroy a powerful magic ring and defeat a Dark Lord. So began The Lord of the Rings – an epic tale that recounted the perilous quest of the Fellowship of the Ring and the epoch-shattering events of the War of the Ring.

In desperation to seek out the One Ring and to conquer the Free Peoples once and for all, the Dark Lord, Sauron, sent his forces against the lands of Men, Elves and Dwarves. Middle-earth was ravaged by bloody war as nations rose in defence of their homelands while Orcs, Goblins, Trolls and darker, fouler creatures emerged from the fell places of the world. The War of the Ring was no less than the battle for Middle-earth, a cataclysmic event that would define the end of one age and shape the dawn of the next.

Gaming in Middle-earth

Many of you will already be familiar with J.R.R. Tolkien's classic saga, whether through Peter Jackson's movie trilogy or the seminal novel – but if not, I heartily recommend you take the time to read or watch it, as it still has the power to enthrall, from its humble beginnings at Bilbo's eleventy-first birthday party right through to the legendary Battle of the Pelennor Fields. There are battles involving earth-shattering cavalry charges, enormous elephantine monsters, duelling wizards, vengeful spirits, imposing war machines, righteous heroes and iniquitous villains – the very stuff of epic sagas!

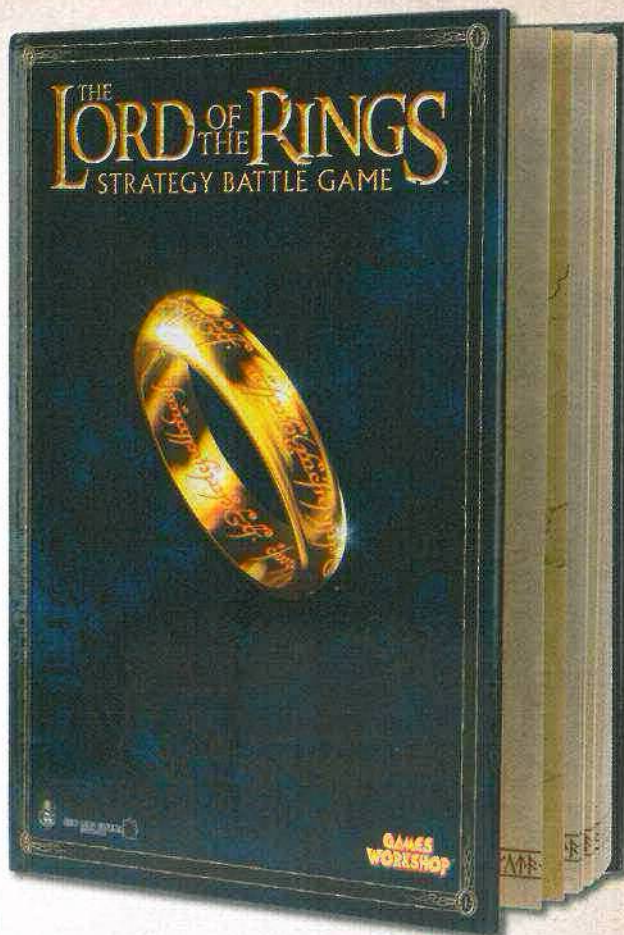
The Lord of the Rings encompasses it all, and for the last decade it has not only been possible to read or watch the story unfold, but to take part in it as well with The Lord of the Rings Strategy Battle Game.

What if Aragorn had stayed with Gandalf to fight the Balrog at Khazad-Dûm? What if Boromir had not died at Amon Hen

THE LORD OF THE RINGS STRATEGY BATTLE GAME

The Lord of the Rings Strategy Battle Game Rules Manual is the ultimate guide to collecting, painting and gaming in Middle-earth. This 240-page hardback book contains the complete rules of the game, profiles for many of the models in The Lord of the Rings range, advice for writing your own scenarios and for assembling and painting your miniatures. With a copy of this book, a collection of miniatures and a sourcebook, you'll have everything you need to fight exciting battles.

THE LORD OF THE RINGS £35
STRATEGY BATTLE GAME RULEBOOK
Product code: 60041499012
€50, 350dkr, 440skr/lnkr, 530rmb, 175zl



Mines of Moria

The Mines of Moria box set is packed with Citadel miniatures and scenery allowing you to refight the Fellowship of the Ring's journey through Moria. It is the perfect introduction to The Lord of the Rings Strategy Battle Game as it contains everything you need to play right away! Inside you'll find 34 plastic Citadel miniatures – including the Fellowship themselves, a pocket-sized rules manual and much more.



THE MINES OF MORIA £51.25
Product code: 60011499004
€65, 500dkr, 630skr/lnkr, 750rmb, 250zl

BALIN'S TOMB



A Aragorn
Aragorn is a potent warrior and a noble leader. His skills as a ranger, prowess with a sword and status as a mighty hero are all represented in his characteristic profile.

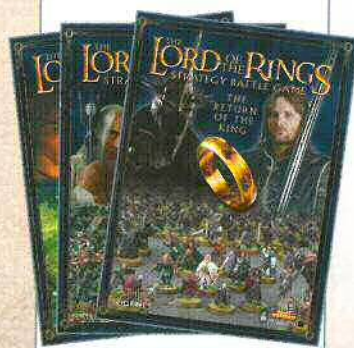
B Frodo
Frodo is in possession of the most powerful artefact in Middle-earth – the One Ring. However, the Dark Lord's influence infuses the Ring so wearing it is not without risk, as it corrupts all nearby.

C Cave Troll
Ill-tempered and brutally strong, a Cave Troll is a tough opponent, able to fell opponents with a single blow.

D Moria Goblins
The Goblins of Moria are a twisted and evil race. They are a lesser breed of Orc but what they lack in sheer brutality they make up for in numbers and low cunning.

For the Journey

The Lord of the Rings Journey Books take you on an epic quest all the way from the Shire to Mount Doom. Each of the Journey Books are packed full of exciting scenarios, terrain projects and painting advice helping you to build your collection as you go.



and led the defence of Minas Tirith against the Witch-King's forces? What if the Nazgûl had managed to pluck Frodo from the top of the Osgiliath ruins and spirited him away to Mordor? When you are a participant in the story, instead of merely an observer, all these possibilities and many more can be explored. Using your collection of Citadel miniatures you can enact all manner of narrative scenarios, take part in the many battles that were never shown or you and an opponent can simply re-play some of the most exciting battles as told in The Lord of the Rings to see if you can affect the outcome for good or ill.

Getting Started

Getting started in The Lord of the Rings hobby is incredibly easy: all you need are some miniatures from The Lord of the Rings range, a playing surface with a few pieces of terrain and a copy of the rules. Better yet, get someone who already knows the rules to show you how to play! A hero or two and a handful of models will provide a suitable warband to play your first game with, and you'll find the rules deceptively

simple to learn with a tactical depth that has kept devoted gamers playing for years.

Games of The Lord of the Rings are fast and frenetic, the range of scenarios is vast and can be tailored to any scene from the film or chapter of the book. When you chain the scenarios together, you really feel like you're taking part in the story – an active participant in the Fellowship's journey across Middle-earth or a general on the battlefields of the War of the Ring.

Retelling the Story

Your path through The Lord of the Rings hobby can be many and varied – with nothing more than the Mines of Moria boxed game you have all you need to tell the tales of the Fellowship's fight in Balin's Tomb. By adding more miniatures to the contents of the box, you and your friends can continue to replay the journey of the Fellowship and its heroes as they strive to reach Mount Doom. The Journey Books are your companions here, each telling part of the tale of The Lord of the Rings along with scenarios, rules for models and invaluable hobby advice.

With *The Fellowship of the Ring Journey Book*, the first in the series, you can follow the scenarios set in Moria all the way to Amon Hen, or even go back to the start and refight the events that led to the Ring-bearer's party taking the path to Moria – the flight to Buckleberry Ferry, the desperate encounter at Weathertop and the race to the Ford of Bruinen.

The second Journey Book, *The Two Towers*, is even grander in scope, including the siege of Helm's Deep and the Last

end you'll have a multitude of warbands and armies that can take part in any clash across Middle-earth and a scenery set to help you stage it!

Battles for Middle-earth

As *The Lord of the Rings* heads to its epic conclusion the canvas expands to encompass the whole continent. More heroes – both good and fell – join the cast, the battles grow in scale to involve vast armies, and the actions of all – from

The Forces of Middle-earth

Sourcebooks are your guides to collecting armies and fielding them in games of *The Lord of the Rings Strategy Battle Game*. There are five sourcebooks – the **Free Peoples**, the **Fallen Realms**, the **Kingdoms of Men**, **Moria & Angmar** and **Mordor** – each of which contains all the rules, scenarios and background that you need to play with your collection.



“There are older and fouler things than Orcs in the deep places of the world.”

Gandalf the Grey

March of the Ents. Finally, there's *The Return of the King*, which covers events as diverse as Shelob's Lair to the opening of the Black Gate. The Journey Books cover all aspects of the hobby, so you don't need to start a campaign with lots of models and scenery. As you play through each book, painting guides and terrain workshops help you build up your collection organically in preparation for the next scenario. By the

Hobbits to kings – become ever more desperate as the fate of Middle-earth hangs in the balance. The Strategy Battle Game allows you to play any and all of these exciting battles or dramatic scenes.

And this is the start of another path that you might take through *The Lord of the Rings Strategy Battle Game*; to fight such exciting battles against your friends, pitting two evenly matched armies against one

AMON HEN

A Lurtz
A brutal Uruk-Hai, whose only care is to destroy the enemies of his master, Saruman. However, Lurtz is more than just blind rage, for he is armed with a bow and knows how to use it.

B Legolas
An archer without peer and an extremely agile warrior, Legolas can fire his bow three times faster than any other model.

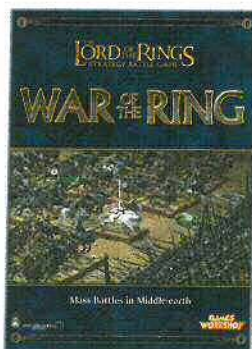
C Gimli
Gimli is a grim and doughty warrior capable of bringing down Troll or Orc alike with his mighty axe, thus giving him a bonus to wound enemy creatures.

D Uruk-hai
Heavily armed and stronger than their smaller Orc cousins, the Uruk-hai are not to be underestimated.



Massive Games

War of the Ring is a hardback rulebook that allows you to fight mass battles with your collection. In a War of the Ring game hundreds of models take part, from massed infantry blocks, to earth-pounding cavalry charges to entire cohorts of gigantic monsters.



another on the battlefields of Middle-earth. To fight such battles all you need is a copy of the game rules – either the hardback Rules Manual or the pocket-sized rulebook from the Mines of Moria boxed game – and whichever sourcebook includes the army that you wish to field.

The new sourcebooks have been designed with balanced yet exciting gaming in mind. As well as a detailed history of the armies and a selection of flavourful and challenging scenarios, the sourcebooks provide army list entries, profiles and rules for your favourite faction. This way you

Heroes and Villains

The role of heroes is central to the story told within The Lord of the Rings, and this is reflected in the Strategy Battle Game. Perhaps more so than any other game, a Hero – especially a named character such as Aragorn, Éomer, Samwise, the Witch-king or Saruman the White – can have a powerful influence over the game. And this is as it should be, for the heroic actions of a few can affect the fates of all. One such act can shape the outcome of a battle, can change the tide of a desperate fight and even alter the course of a war.

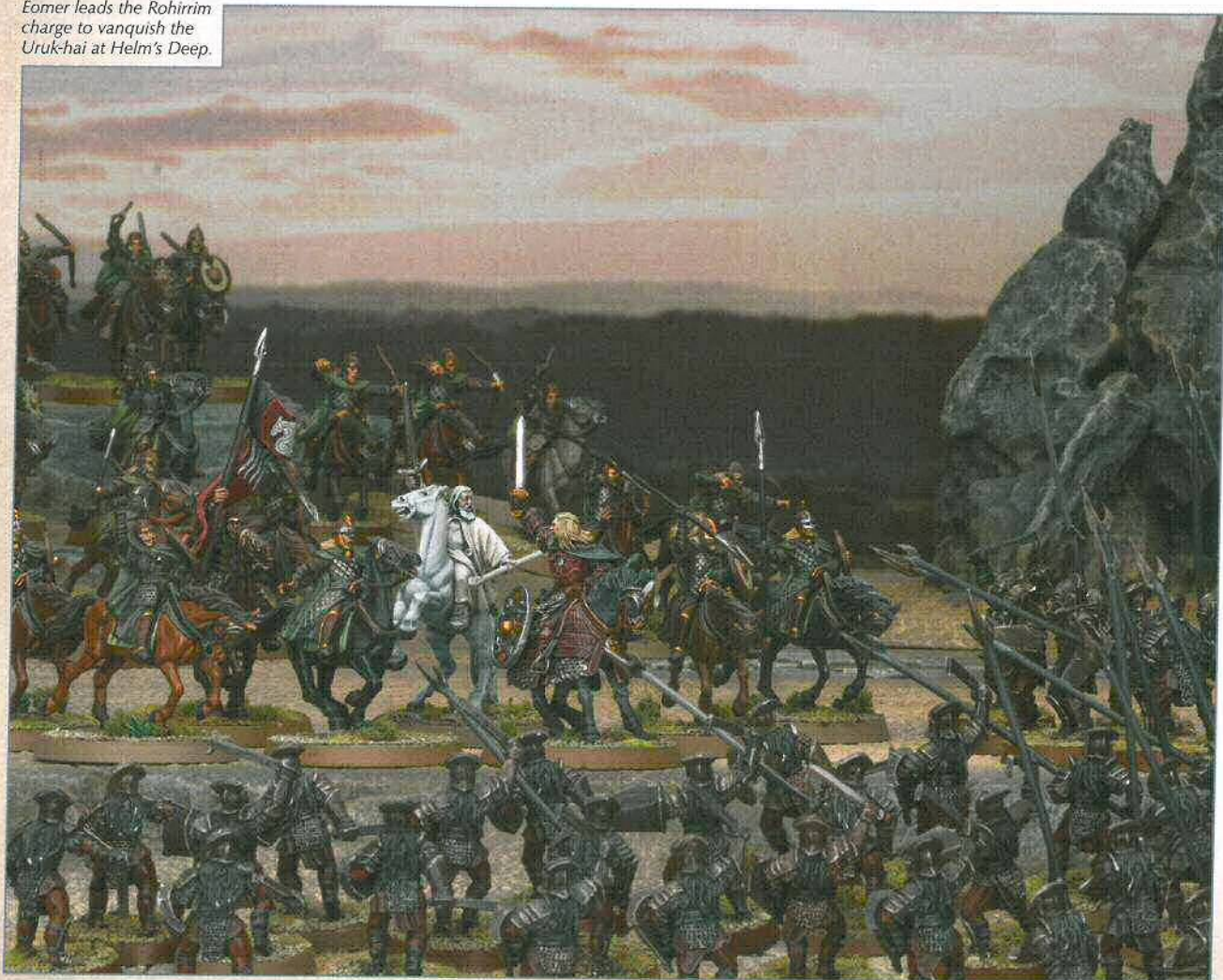
“Give me a row of Orc-necks and room to swing and all weariness will fall from me!”

Gimli, son of Glóin

can easily organise Points Match battles between friends, or even pick-up-and-play games with new opponents when meeting at tournaments or in your local Hobby Centre for the first time.

These heroic actions are represented in the game, allowing Heroes – and the loyal warriors nearby – to engage in feats of valour that they might otherwise not be capable of.

Éomer leads the Rohirrim charge to vanquish the Uruk-hai at Helm's Deep.



Faramir leads the Knights of Minas Tirith across the Pelennor to retake Osgiliath.



In smaller games one side may only need a few Hero models to combat hordes of many weaker foes, such as the Fellowship fighting the Goblins in Moria. In larger games, the Heroes are no less effective, for they will be found where the fighting is thickest with sword in hand and/or devastating their enemies with *Sorcerous Blasts* from their staves.

Warriors Great and Small

In The Lord of the Rings Strategy Battle Game, every warrior can make a difference to the outcome of a battle – no matter how small. Models all move independently of one another, allowing you to bolster your defences one moment or join your Heroes in a valiant charge against the enemy the very next.

In fact, the skirmish nature of the game allows your warriors to engage in real feats of derring-do, leaping from rooftop to rooftop, clambering up ladders or defending colonnades against an encroaching foe. But despite acting

independently, your warriors can still lend support to one another, with archers unleashing volleys of arrows, spearmen forming a defensive battleline or your soldiers ganging up to trap an enemy Hero.

Not all warriors are mere Men, for striding Ents, mighty Trolls and stampeding Mûmakil all take to the battlefield, ploughing through the enemy lines.

Now it's Your Time

With the sourcebooks, the Rules Manual, the Journey Books, the Mines of Moria boxed game, and a comprehensive range of The Lord of the Rings miniatures that has been over a decade in the making, there is now no place in Middle-earth that cannot be explored. Tolkien's imaginative world is open for all to enjoy. Take the Fellowship on their quest from start to finish or play epic battles with a cast of hundreds – the choice is yours. Middle-earth is ready for war as the Third Age draws to an end – prepare to take part in the greatest battle of our time...

Where to Next?

This issue of White Dwarf is packed with The Lord of the Rings articles:

Turn to page 24 to see the new Watcher in the Water model fight against the Fellowship.

On page 34 Simon Grant takes an in-depth look at the new series of sourcebooks.

Our second battle report sees Aragorn lead the men of Gondor into battle on page 46.

New Easterling models are about to be unleashed on the Free Peoples. Learn how to paint an army of these Evil men in this month's Army Workshop from page 76.

THE LORD OF THE RINGS STRATEGY BATTLE GAME

THE WATCHER IN THE WATER

An ancient evil from another age, the Watcher in the Water is a large, tentacled monstrosity that waits in the depths until it senses nearby prey.

You can advance order any new releases seven days before launch. If you place an order on our website by the Sunday before launch, we will guarantee that it will be delivered to your local Hobby Centre for collection on the release date.

Advance order by Sunday 29th January to guarantee your new release orders being available to collect on Saturday 4th February.



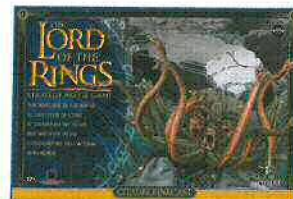
The Watcher in the Water is a large Citadel Finecast model of the amphibious creature that haunts the dark waters around the Westgate of Moria. The monster towers over surrounding models as it stands 4" high and 7" in length. Nine prehensile tentacles sprout from the creature's gaping maw, grasping towards an unseen prey. The scenic base that is also included with the Watcher hints at past victims, as it is adorned with four Dwarfven corpses and their equipment strewn across the rocky shore.

At the rear, large and spindly crab-like legs drag it from the water, whilst its thick armoured shell is covered with barnacles.



THE WATCHER IN THE WATER £44
Product code: 99811499006
Sculpted by Alan Perry.
£56, 430dkr, 150skr/inkr, 650omb, 215zl

ON SALE FEBRUARY 4TH



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TURN TO PAGE 25 TO SEE THE FULL RULES FOR THIS MONSTER.

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GREAT BEAST OF GORGOROTH

Great Beasts of Gorgoroth are massive monsters of burden used by the armies of Mordor to crash into the enemy lines.

CITADEL FINECAST

Our range of highly detailed resin miniatures continues to grow each month, keep checking the Games Workshop website and visit your local hobby centre for details.



Made from Citadel Finecast, the Great Beast of Gorgoroth is a brand new monster available for the armies of Mordor. The beast bears a howdah of 10 Orcs on its back. Except for the Orc controlling the beast, the crew can be placed in a variety of positions. Three of the Orcs are crouching and

lend themselves to being placed on the beast's back, whilst the remaining six can be placed anywhere in the howdah. One of the Orc crew is hefting a large stone at an unseen target below, while the others carry bows, making the beast a mobile battle platform.



GREAT BEAST OF GORGOROTH

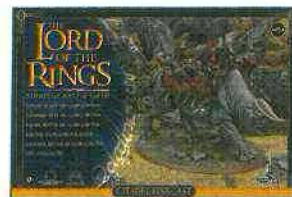
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NEW RELEASES

EASTERLING KATAPHRAKTS

The golden-armoured Kataphrakts are the heavy horse of Easterling armies, able to sweep enemy cavalymen aside and ride down foes unlucky enough to be on foot.



Easterling Captain



*Easterling Kataphrakt
with war drum*



*Easterling Kataphrakt
with banner*



This plastic kit allows you to make six complete Easterling Kataphrakts. The box set consists of two frames and each gives you the option of making three Easterling Kataphrakts or upgrading one model to an Easterling Captain on warhorse, a Kataphrakt with a war drum and a Kataphrakt with a banner.

There are plenty of other optional parts, including 18 variant weapon arm poses, four sheathed swords and two dead Easterlings to use on your bases or as objectives.

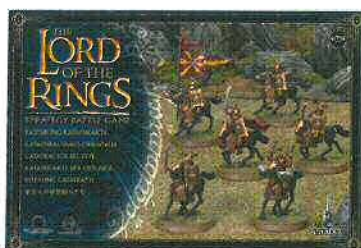


Also included are two dead Easterlings.

**EASTERLING
KATAPHRAKTS** £22

Product code: 99121464007
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€28, 215dk; 270skrink; 320mb; 107, 50zl

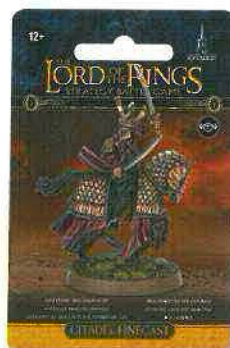
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The Easterling army is further bolstered by new mounted Hero models this month to lead your Kataphrakts onto the field of battle – an Easterling Dragon Knight, War Priest and Amdûr, Lord of Blades, all available in Citadel Finecast.

EASTERLING DRAGON KNIGHT



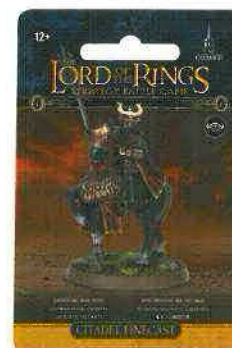
CITADEL FINECAST

EASTERLING DRAGON KNIGHT £14
Product code: 99801464016
Sculpted by Alan Perry.
€18.25, 150dkr, 170skr/nkr, 230mb, 70zl

ON SALE FEBRUARY 4TH

Dragon Knights are a mysterious order of warrior adepts who are masterfully skilled with twin blades. The new mounted Dragon Knight miniature allows you to field this Hero on a barded war horse to accompany your Easterling Kataphrakts to war.

EASTERLING WAR PRIEST



CITADEL FINECAST

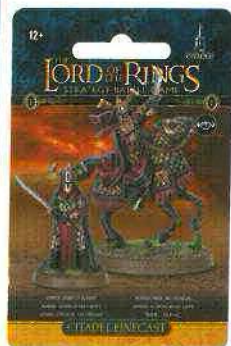
EASTERLING WAR PRIEST £14
Product code: 99801464018
Sculpted by Giorgio Bassani.
€18.25, 150dkr, 170skr/nkr, 230mb, 70zl

ON SALE FEBRUARY 4TH

The Easterling War Priest allows your force to take a mounted spellcaster on the tabletop. The rearing pose of the horse combined with the ornate staff he is gesturing with gives the model an air of authority. The War Priest on foot is also released in Citadel Finecast this month too.

AMDÛR, LORD OF BLADES

A potent warrior and fearsome Hero, Amdûr, Lord of Blades is the leader of the Easterling Dragon Knights. The claspak includes a mounted and a foot version of Amdûr, both of which are clad in heavy armour and wielding his deadly Easterling falchion.



CITADEL FINECAST

AMDÛR, LORD OF BLADES £20.50
Product code: 99801464015
Sculpted by Alan Perry and Michael Perry.
€26, 200dkr, 250skr/nkr, 330mb, 95zl

ON SALE FEBRUARY 4TH

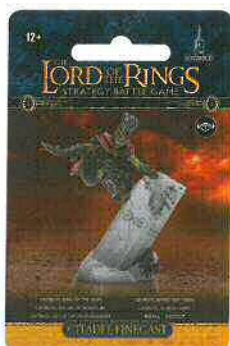


TURN TO PAGE 76 FOR A GUIDE TO PAINTING YOUR EASTERLINGS.

NEW RELEASES

The drums echo in the deep as the Goblins of Moria are roused to war. As well as the Watcher in the Water and the Dweller in the Dark, three new Citadel Finecast miniatures are released for the army of Moria.

GRÖBLOG, KING OF THE DEEPS



CITADEL FINECAST

**GRÖBLOG,
KING OF THE DEEPS** £9.50
Product code: 99801462009
Sculpted by Alan Perry.
£12.50, 100dk, 115skrink, 150mb, 50cl

ON SALE FEBRUARY 4TH

ASHRÂK, THE SPIDERKIN



CITADEL FINECAST

**ASHRÂK,
THE SPIDERKIN** £8.50
Product code: 99801462008
Sculpted by Alan Perry.
£10.50, 80dk, 100skrink, 120mb, 40cl

ON SALE JANUARY 14TH

Bedecked in his glittering Mithril Crown, Gröblog seeks to claim the throne of Moria for himself. This miniature depicts the Goblin in a startling pose, deftly poised to leap from atop the fallen pillar – such a distinctive model makes him an ideal leader for your Moria warbands.

The second of this month's new Goblin Heroes is Ashrâk, who, since being bitten by a venom-back spider, has a paralysing touch and an affinity with monstrous arachnids. To reflect this, the miniature is covered in scuttling spiders creeping up his back and on top of his staff.

WARG MARAUDER

The Warg Marauder is a particularly large Warg with three Goblin riders mounted upon its back. While the foremost Goblin is bedecked in armour and swinging with his sword, the other two Goblins are armed with Orc bows. The Warg has been sculpted in the midst of leaping over a fallen pillar, its maw gaping wide as it bounds towards its victim.



CITADEL FINECAST

WARG MARAUDER £15.50
Product code: 9980149908
Sculpted by Michael Perry.
£15.50, 150dk, 190skrink, 230mb, 75cl

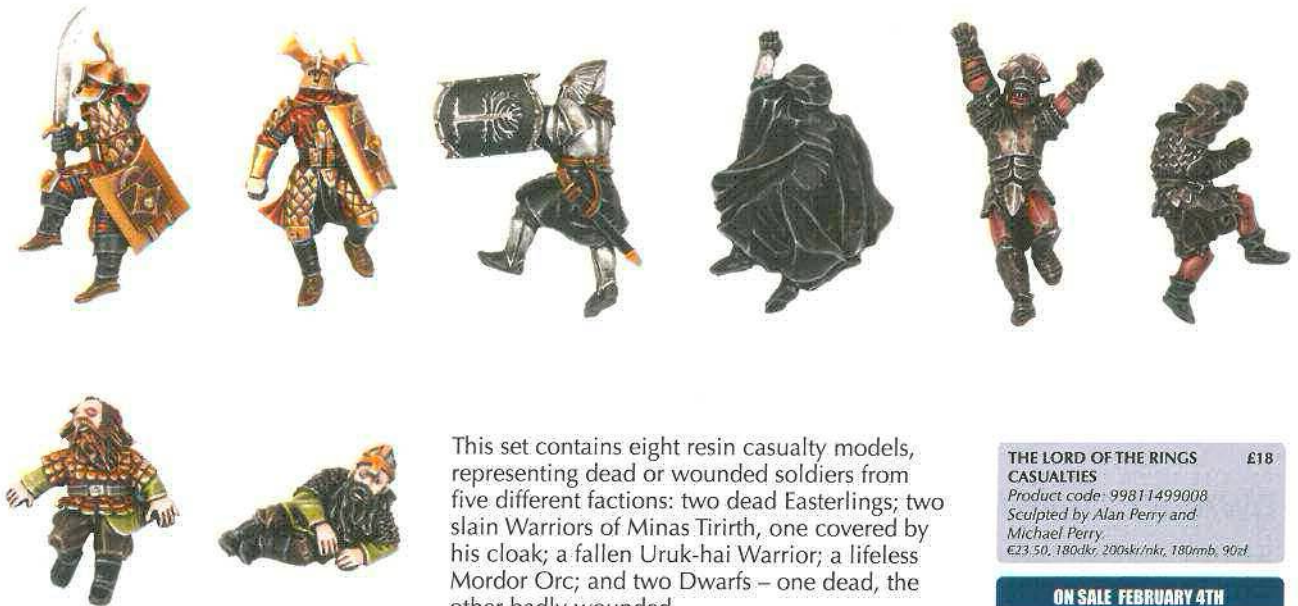
ON SALE FEBRUARY 4TH

WARG MARAUDERS ATTACK THE FELLOWSHIP ON PAGE 24.

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As well as a plethora of new miniatures, this month also sees the release of eight specially designed casualty figures in resin. These miniatures make for great decorations for the bases of larger miniatures, or can be used as objective markers.

THE LORD OF THE RINGS CASUALTIES



This set contains eight resin casualty models, representing dead or wounded soldiers from five different factions: two dead Easterlings; two slain Warriors of Minas Tirith, one covered by his cloak; a fallen Uruk-hai Warrior; a lifeless Mordor Orc; and two Dwarfs – one dead, the other badly wounded.

THE LORD OF THE RINGS CASUALTIES £18
Product code: 99811499008
Sculpted by Alan Perry and Michael Perry
£23.50, 180dcr, 200ski/nkr, 180rmb, 90zl

ON SALE FEBRUARY 4TH



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NEW RELEASES

These new Citadel Finecast Commanders box sets are an ideal way of adding Heroes to your burgeoning warband or to bolster your force with extra banners, captains, wizards and horn blowers.

ROHAN COMMANDERS

This box set contains four Rohan models including a Captain of Rohan, a Warrior with war horn, a Warrior with banner and a brand-new Hero option – the King's Huntsman.



King's Huntsman



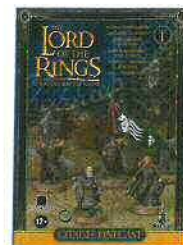
Captain of Rohan



Warrior with war horn



Warrior with banner



CITADEL FINECAST

ROHAN COMMANDERS £20.50

Product code: 99811464021
Sculpted by Alan Perry and Michael Perry.
€26, 200dkt, 250skr/ink, 300rmb, 100zf

ON SALE FEBRUARY 4TH

DWARF COMMANDERS

The Dwarf Commanders box set includes four Dwarf miniatures comprising a Shieldbearer, a new Dwarf Warrior with war horn, a Dwarf Captain and a Dwarf Warrior with banner.



Shieldbearer



Dwarf Warrior with war horn



Dwarf Captain



Dwarf Warrior with banner



CITADEL FINECAST

DWARF COMMANDERS £20.50

Product code: 99811465005
Sculpted by Alan Perry and Michael Perry.
€26, 200dkt, 250skr/ink, 300rmb, 100zf

ON SALE FEBRUARY 4TH

GALADHRIM ELF COMMANDERS

The Galadhrim Elf Commanders box set includes an Elf Captain, a Stormcaller, a Galadhrim Warrior with war horn and a Galadhrim Warrior with banner.



Galadhrim Captain



Galadhrim Warrior with war horn



Galadhrim Stormcaller



Galadhrim Warrior with banner



CITADEL FINECAST

GALADHRIM ELF COMMANDERS £20.50

Product code: 99811463004
Sculpted by Michael Perry and Brian Nelson.
€26, 200dkt, 250skr/ink, 300rmb, 100zf

ON SALE FEBRUARY 4TH

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GONDOR COMMANDERS

The Gondor Commanders box set includes the new Knight of the White Tower, a Captain of Minas Tirith, a Warrior of Minas Tirith with war horn and a Warrior of Minas Tirith with banner.



Knight of the White Tower

Captain of Minas Tirith

Warrior of Minas Tirith with war horn

Warrior of Minas Tirith with banner



CITADEL FINECAST

GONDOR COMMANDERS £20.50
Product code: 99811464020
Sculpted by Alan Perry and Michael Perry
€26, 2000kt, 250skz/okr, 300rmb, 100cl

ON SALE FEBRUARY 4TH

DWELLER IN THE DARK

The Dwellers in the Dark are creatures of incredible evil and murderous instinct. Dwellers lurk in the darkness but are drawn to battle where they seek out mortal champions to slay, in the hope of sating their rage and so growing in power.

Standing as tall as a Cave Troll, the Dweller in the Dark model is a new monster for the army of Moria. The model is released in Citadel Finecast and leans forwards towards its foe, clawed arm pulled back ready to strike. The model comes with a choice of two heads – one with four horns and a tongue that leers cruelly out of its mouth, the other head with two horns and its jaw clamped tightly shut, as it stares menacingly ahead of it. The Dweller in the Dark also comes with a scenic base, decorated with a flight of ruined steps and the skeletal remains of its last victim.



CITADEL FINECAST

DWELLER IN THE DARK £25.50
Product code: 99811466005
Sculpted by Michael Perry
€32.50, 2500kt, 310skz/okr, 380rmb, 110cl

ON SALE FEBRUARY 4TH

FOR MORE ON THE MURDEROUS DWELLER SEE PAGE 36.

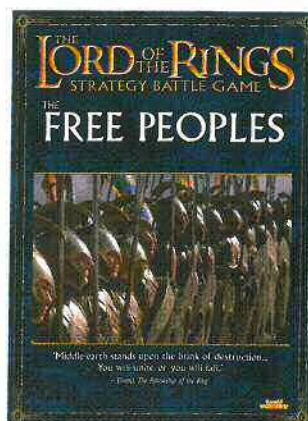
NEW RELEASES

War rages across Middle-earth, but whether you fight for the Dark Lord or have sworn to defend the Free Peoples, the new The Lord of the Rings sourcebooks enable you to ready your warbands for exciting battles!

All you need to collect armies and fight battles in Middle-earth is a copy of The Lord of the Rings Strategy Battle Game Rulesbook, a collection of miniatures and one of the five new sourcebooks that are released this month. Together these two books will allow you to play Points Match battles and exciting narrative scenarios set in Middle-earth.

Inside each full-colour sourcebook you will find rules for fighting pick-and-play Points Match games using your collection of Citadel miniatures. These rules are accompanied by a complete bestiary for all the Warriors and Heroes within its force, including entries for brand new models such as the Dweller in the Dark and the Great Beast of Gorgoroth. As well as six Points Match battles, every sourcebook has a selection of narrative scenarios, allowing you to fight out the most exciting scenes from The Lord of the Rings movies.

THE FREE PEOPLES

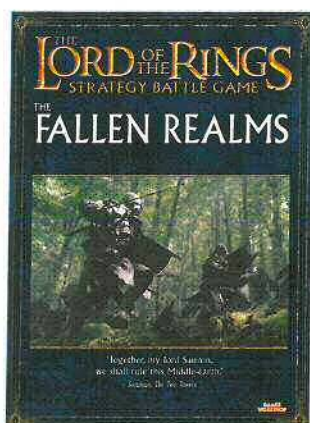


This 64-page sourcebook covers the brave forces of the Free Peoples: the Silvan Elves, the intractable Dwarves, the Hobbits and Ents, as well as the mighty Heroes of the Fellowship and the White Council.

THE FREE PEOPLES £12
Product code: 60041499029
£15.50, 120dks, 160skrnks, 180rmb, 60d

ON SALE FEBRUARY 4TH

THE FALLEN REALMS

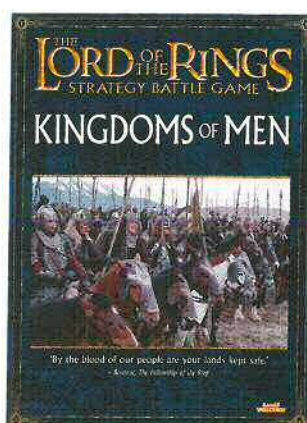


In this 48-page sourcebook you'll find the rules for the Fallen Realms and those who have given themselves willingly to Sauron: the savage Uruk-hai, the cruel Haradrim, Easterlings and the Variags of Khand.

THE FALLEN REALMS £12
Product code: 60041499031
£15.50, 120dks, 160skrnks, 180rmb, 60d

ON SALE FEBRUARY 4TH

KINGDOMS OF MEN

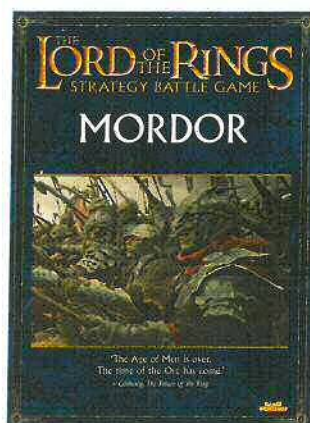


It is the swords of Men that have protected Middle-earth and this 48-page sourcebook covers their realms – the defenders of Minas Tirith, the Horse Lords of Rohan, the Fiefdoms, Arnor and lost Númenor.

KINGDOMS OF MEN £12
Product code: 60041499030
£15.50, 120dks, 160skrnks, 180rmb, 60d

ON SALE FEBRUARY 4TH

MORDOR

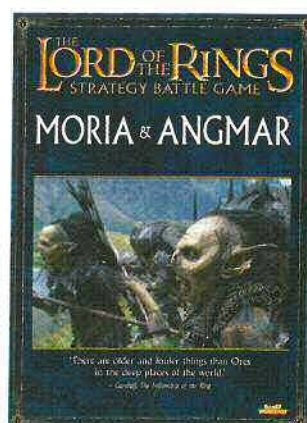


Within the 48-page Mordor sourcebook you'll find all the information you need on the Dark Lord's most vile and numerous of servants, including Orcs, Morgul Knights and the dreaded Nazgûl themselves.

MORDOR £12
Product code: 60041499033
£15.50, 120dks, 160skrnks, 180rmb, 60d

ON SALE FEBRUARY 4TH

MORIA & ANGAMAR



The Misty Mountains have ever been home to evil things and this 48-page sourcebook covers these warbands including: vicious Goblins, hulking Trolls, colossal Dragons, the chill Undead and the mighty Balrog.

MORIA & ANGAMAR £12
Product code: 60041499032
£15.50, 120dks, 160skrnks, 180rmb, 60d

ON SALE FEBRUARY 4TH

FOR A MORE IN-DEPTH LOOK AT THE SOURCEBOOKS TURN TO PAGE 34.

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WARHAMMER

DEATHKNELL WATCH

Deathknell Watch is the latest Warhammer plastic scenery kit to be released. It is a three-storey tower that stands 11" high, topped with a distinctive bronze skeleton signalling contraption at the top. The tower can be removed from the base to reveal a swirling magical well within the cellar of the tower – if you don't glue the tower in place, you have the option to use the base as a scenery piece on its own if you prefer.

You can find the full rules for it later in the issue as well as a new scenario written by Jervis Johnson.



Removing the tower from the base reveals a magical vortex.



DEATHKNELL WATCH £20
Product code: 99120299025
Sculpted by Dave Andrews.
£26, 200dkr, 250dkr, 300dkr, 10121

ON SALE FEBRUARY 18TH

**RULES FOR USING
DEATHKNELL WATCH CAN
BE FOUND ON PAGE 62.**



Empire Engineer not included.

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WARHAMMER®

VAMPIRE COUNTS BATTALION

In the forsaken lands of Sylvania, ancient evils stir and armies long dead stand ready for battle. As a Vampire Count you can summon ranks of Skeleton Warriors and call Crypt Ghouls from their tombs with the promise of fresh, living meat.

The Vampire Counts Battalion is a great way to start a new army, or to bolster an existing force. The Battalion comprises 20 Skeleton Warriors, 20 Crypt Ghouls, 10 Dire Wolves and a Corpse Cart that can be ridden by a Necromancer. As the necromantic spells of the Vampire Counts can summon entire units to battle, this is a great way of adding magical reinforcements to your collection.

VAMPIRE COUNTS BATTALION £70

Product code: 99120207020

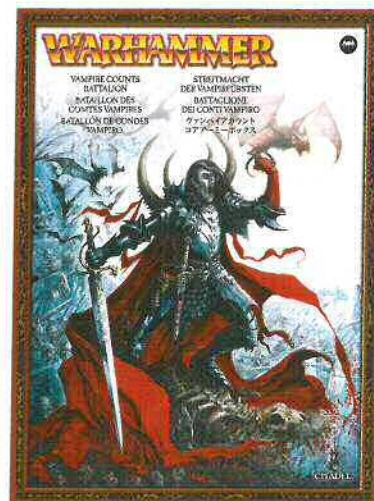
£110, 690dks, 860sku/nkr, 1000rmb, 340zf

ON SALE FEBRUARY 18TH

MULTI
PART
PLASTIC
KIT



Skeleton Warrior



SEE A SHOWCASE OF VAMPIRE COUNTS ARMIES FROM PAGE 70.

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WARHAMMER 40,000

NECRON BATTLEFORCE

Awoken from an epoch-long hibernation, and driven by a command they cannot deny, the metallic Necrons march forth to reconquer the galaxy, their intractable warriors armed with technologically advanced weaponry.



The Necron Battleforce contains the core of an army of alien androids – great for starting a new army, or adding to an existing collection. You get 20 Necron Warriors, 5 Necron Immortals that can instead be assembled as 5 Deathmarks, as well as a Ghost Ark to transport one of your units into battle. You may wish to forgo transport capacity in favour of assembling the Ghost Ark as a Doomsday Ark instead – a potent Heavy Support choice. You also get 5 bases of Canoptek Scarabs.

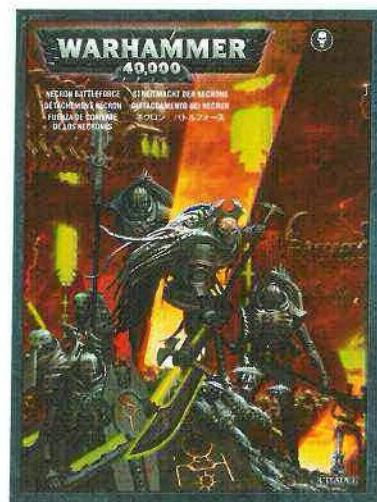
NECRONS BATTLEFORCE £65
Product code: 99120110018
€85, €50dkr, 810skr/nkr, 950rmb, 315zl

ON SALE FEBRUARY 25TH

MULTI
PART
PLASTIC
KIT



Necron Immortal with gauss blaster



TURN TO PAGE 66 TO LEARN HOW TO PAINT AN ARMY OF NECRONS.

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ALSO AVAILABLE

THE LORD OF THE RINGS STRATEGY BATTLE GAME



Wherever you see this symbol, that product can only be ordered from the Games Workshop website.

As well as all the great new releases out this month, the Games Workshop website boasts a huge range of existing miniatures for The Lord of the Rings – many now available in Citadel Finecast. The Lord of the Rings range has been steadily expanding for more than a decade, from famous heroes to collector's pieces, large monsters and fantastic vignettes that each display a memorable scene from the movies.

Indeed, it would be impossible to show them all here, so check out the website or the order point in your local Hobby Centre for the full range of miniatures that are available to buy. Whilst placing an advance order, why not add some of these great miniatures to your order?

games-workshop.com



King of the Dead

This Hero is a terrifying foe, especially when leading the Warriors of the Dead.

KING OF THE DEAD £7.70
Product code: 99061466011
Sculpted by Michael Perry.
€11.50, 85dkt, 100skr/nkr, 110rmb, 37.50zł



Durbûrz, Goblin King of Moria

The Goblin King makes for a great leader for your Moria army.

DURBÛRZ, GOBLIN KING OF MORIA £7.70
Product code: 99061462009
Sculpted by Dave Thomas.
€11.50, 85dkt, 100skr/nkr, 110rmb, 37.50zł



The Dark Lord Sauron

Sauron is undoubtedly the most powerful Hero in The Lord of the Rings, able to lay entire armies to ruin single-handed.

CITADEL FINECAST

THE DARK LORD SAURON £25.50
Product code: 99811466002
Sculpted by Alan Perry and Michael Perry.
€32.50, 250dkt, 310skr/nkr, 380rmb, 110zł



The Fellowship of the Ring

Comprising some of the wisest and mightiest Heroes of the Third Age, the Fellowship of the Ring can be selected as a single warband in your Good army, and can overcome all but the deadliest of foes.



THE FELLOWSHIP OF THE RING £37
Product code: 99811499005
Sculpted by Brian Nelson, Alan Perry and Michael Perry.
€50, 360dkt, 420skr/nkr, 600rmb, 175zł

CITADEL FINECAST

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Drūzhag, the Beastcaller

A powerful Goblin Shaman, Drūzhag can summon beasts to aid you.

DRŪZHAG, THE BEASTCALLER £7.70

Product code: 99061462054
Sculpted by Michael Perry.

€11.50, 85dkr, 100skr/nkr, 110rmb, 27.50zł



FINAL FATE OF THE WITCH-KING

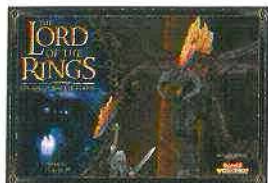
£23

Product code: 99111499072
Sculpted by Alan Perry.

€29.25, 225dkr, 310skr/nkr, 340rmb, 112.50zł

Final Fate of the Witch-king

Unable to save King Théoden from the jaws of the Witch-king's Fell Beast, Éowyn avenges her uncle by taking its head. In this vignette, she now bravely fights the Witch-king himself, aided by Pippin.



MULTI
PART
PLASTIC
KIT

Balrog

The mightiest creature that dwells within Middle-earth, perhaps save Sauron himself, the Balrog is an ancient demon of terrible power. Hailing from the darkest deeps of Khazad-dûm, the Balrog is an excellent addition to a Moria army.

BALROG

£36

Product code: 99121499016
Sculpted by Alan Perry, Michael Perry and Steve Saleh.

€50, 350dkr, 440skr/nkr, 530rmb, 175zł

BLACK LIBRARY™



Black Library publishes a range of novels, short story anthologies and audio CDs based in the worlds of Warhammer and Warhammer 40,000. The Black Library website is the place to go to read exclusive extracts, interviews with the authors and sneak-peeks at forthcoming releases. The website is also the only place to get limited editions of novels and an ever-growing range of digital downloads.

www.blacklibrary.com

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Our Twitter page is the best place to chat about the latest Black Library gossip. As well as thousands of Black Library fans, many of our authors are avid tweeters. Follow us on Twitter and join the Black Library online community today.



Add us at:

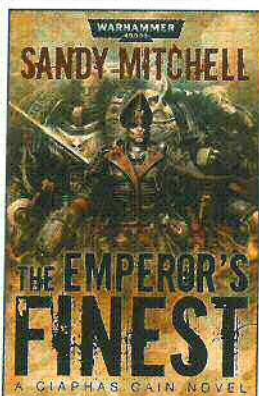
twitter.com/blacklibrary

OUT THIS MONTH:



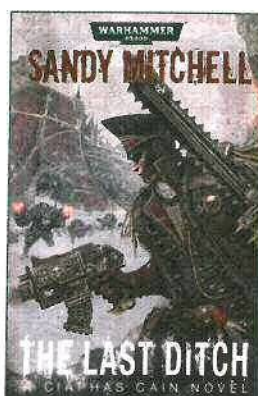
The Raven Guard swoop into action alongside their suspicious allies, the Brazen Minotaurs.

LABYRINTH OF SORROWS £10
ISBN: 978-1-84970-132-7
€15, 115dkr, 140skr/nkr, 150ztl



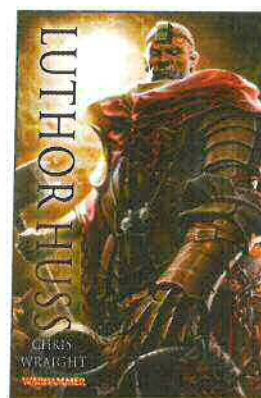
Claphas Cain ventures into the depths of a space hulk where a multitude of foes await.

THE EMPEROR'S FINEST £7.99
ISBN: 978-1-84970-126-6
€10.50, 85dkr, 100skr/nkr, 39.95ztl, 65rmb



The Imperium's least willing hero is thrown back into the fight against another alien threat.

THE LAST DITCH £17.99
ISBN: 978-1-84970-124-2
€25, 180dkr, 220skr/nkr, 89.95ztl, 170rmb



The Empire's most pious champion must stand against the forces of Chaos.

LUTHOR HUSS £7.99
ISBN: 978-1-84970-130-3
€10.50, 85dkr, 100skr/nkr, 39.95ztl, 65rmb

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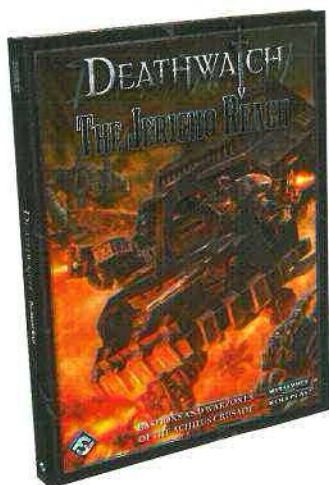
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www.become-legendary.co.uk

Are you a legend in the making?

Games Workshop is always looking for great people to work in our retail stores. For more information and to view our latest vacancies visit us online.

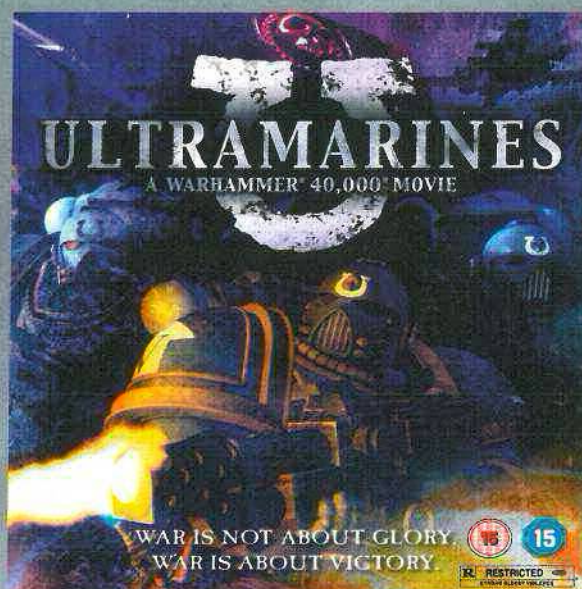


DEATHWATCH: THE JERICHO REACH

The Jericho Reach provides in-depth information on the numerous threats facing Kill-teams. Each chapter delves into the personalities, planets, and themes of a specific salient, while providing players and Game Masters with resources for integrating the setting into their campaigns.

The Jericho Reach also includes a full adventure. When Watch Fortress Erioch receives a distress signal from a Tyranid-infested planet, a Kill-team is immediately dispatched. Now, they must fight their way through monstrous adversaries while working to uncover the source of the message.

www.fantasyflightgames.com



ULTRAMARINES

Ultramarines is an awesome Warhammer 40,000 movie telling of the exploits of the Emperor's finest Space Marines in a movie for the first time.

In response to feedback from fans we are proud to announce that you can now get both the Blu-ray and the digital download of the Ultramarines movie in high definition.

As if that wasn't enough, the movie's score (featuring the Welsh national choir) and the Ultramarines DVD Special Edition Collector's Set are both available too from:

ultramarinesthemovie.com

THE LORD OF THE RINGS STRATEGY BATTLE GAME

RACE TO THE RUINS

BATTLE REPORT



With the Mines of Moria boxed game in hand and a few menacing extras, including the monstrous Watcher in the Water, Andy Hall and Andrew Kenrick visited Middle-earth to fight an epic encounter.

The Fellowship

We wanted to play a Points Match battle using the plastic Fellowship models from the Mines of Moria. Normally, you can only have a single Hero in a warband, but the Free Peoples sourcebook allows you to field a special Fellowship warband that includes more than one character. As the Fellowship comprises some of the most powerful Heroes in the game, this makes for an awesomely powerful warband on the tabletop!

Andy: It's been a while since I last played The Lord of the Rings Strategy Battle Game but the release of the new sourcebooks has put it firmly back on my gaming table. The thing I like about the new system is how easy it is to pick up and play a battle with relatively no preparation needed.

So it was I challenged Andrew Kenrick to a game, using the Mines of Moria miniatures as a basis for the battle. Andrew, being generally a good guy, immediately claimed the Fellowship for his own. I didn't mind one bit as this meant I could put some of the more gruesome denizens of Middle-earth to use. Because we wanted to keep the focus on the Fellowship, rather than build a force with a predetermined points limit, Andrew totalled up the Fellowship and I then matched my Evil army to the same points value. This meant I had 760

points to spend on everything evil. I kept as close as possible to the excellent plastic within the box game then added in some of the new models. This meant I had two warbands with 12 Moria Goblins in each. One warband was led by a Goblin Captain while nefarious Goblin King, Gröblog, would lead the other. My third warband contains the Cave Troll, two Warg Marauders and some extra Goblin support with a Shaman and a Moria Goblin drum. This left me 250 points spare – exactly the amount I needed for the infamous Watcher in the Water.

In a Points Match battle you roll a D6 to decide the scenario, and we got Hold Ground, which is described overleaf in full. The key would be to delay the Fellowship from taking the ruins, let's hope Andrew would be obliging, or else I'll be in trouble.

The Watcher in the Water (Kraken, Monster)

Points value: 250

Deep within the murky waters outside Westgate lurks a beast of unfathomable terror. How long it has lain in wait, hungering for victims to feast upon, none know. Certainly, Balin's expedition to Moria was hounded by its probing tentacles years before the coming of the Fellowship. Even Gandalf, confessed that he knew nothing of its origins.

The Watcher in the Water is a large, betentacled monster with pallid, slimy flesh and a shocking, malign appearance. It is likely that the Watcher is a great evil from another, older age. All who are near it are filled with dread.

When it strikes, it does so with great fury and overwhelming force, and only a full company of warriors, or a band of skilful heroes can face its wrath and hope to survive.

Move	F	S	D	A	W	C	M	W	F
4"/10cm	6/3+	6	6	6	6	2	1	5	1

Special Rules

Resistant to Magic; Terror. See main rules manual for details.

From the Deep. When you deploy your army, do not place the Watcher in the Water on the board – instead keep it to one side ready for use later in the game. At the start of each turn, before rolling for priority, announce if you would like the Watcher to arrive, and then roll a D6. On the score of a 3+ it is ready to enter play. Once you have declared that you would like the Watcher to arrive, you must roll at the start of each turn thereafter until it is available.

When the Watcher is ready to enter play, immediately place it anywhere on the battlefield – it can displace models. Move any displaced miniatures by the shortest possible distance so that they are 1"/2cm away from the Watcher (or as close as space will allow). In this situation, players take it in turns to reposition his own displaced models, with the player that controls the Watcher in the Water going first. This may create some strange situations, but represents the Watcher bursting up from below the ground and scattering warriors (friend and foe alike) with its shocking arrival and incredible bulk.

The Watcher cannot charge in the turn that it arrives.

Tentacles. In the Shoot phase, the Watcher can make D6 shooting attacks. These have a range of 6"/14cm, a Strength of 3 and never require 'in the way' rolls. Any model hit by a tentacle, but not slain, is dragged into base contact with the Watcher by the shortest route, even over the heads of other models. Models moved in this way do not count as having charged. If there is no space for the model to fit into combat with the Watcher, it is not moved at all. The Watcher can make these special attacks even if it is in base contact with an enemy.

Many Tentacles. As the Watcher in the Water is wounded, it becomes less menacing. Each time the Watcher loses a Wound it also loses an Attack.

Harbinger of Evil. All Good models within 12"/28cm of the Watcher in the Water suffer a -1 penalty to their Courage value until they move out of range (note that this is not cumulative with other rules that confer similar penalties, such as the Moria Goblin Drum).

Water Dweller. The Watcher in the Water is not slowed when entering a water feature and always counts as having rolled a 6 on the Swimming chart. Additionally, it doubles its movement while it is wholly within a water feature.



HOLD GROUND!

At the height of battle, a strange opportunity presents itself – suddenly, an otherwise unremarkable area becomes vitally important to the cause of war. As the battle rages all around, one force pounces on the objective and attempts to secure it.

THE ARMIES

Each player chooses his force, as described on pages 4-9, to an equal points value agreed before the game.

LAYOUT

Set up terrain as described on page 9. Once the battlefield has been set up, an objective marker is placed in the centre of the battlefield. Players must also agree which direction is north – this is important for determining where and when reinforcements arrive.

STARTING POSITIONS

At the battle's start, the forces have yet to arrive – models are not deployed at the start of the game.

INITIAL PRIORITY

Both players roll a D6. The player with the highest result has priority in the first turn.

OBJECTIVES

Once one force has been broken, the game might suddenly end. At the end of each turn after this condition has been met, roll a D6. On a result of 1-2, the game ends – otherwise, the battle continues for another turn!

At the end of the game, the force that has scored the most Victory Points wins the game. If both players have the same number of Victory Points, the game is a draw. Victory Points are scored for the following:

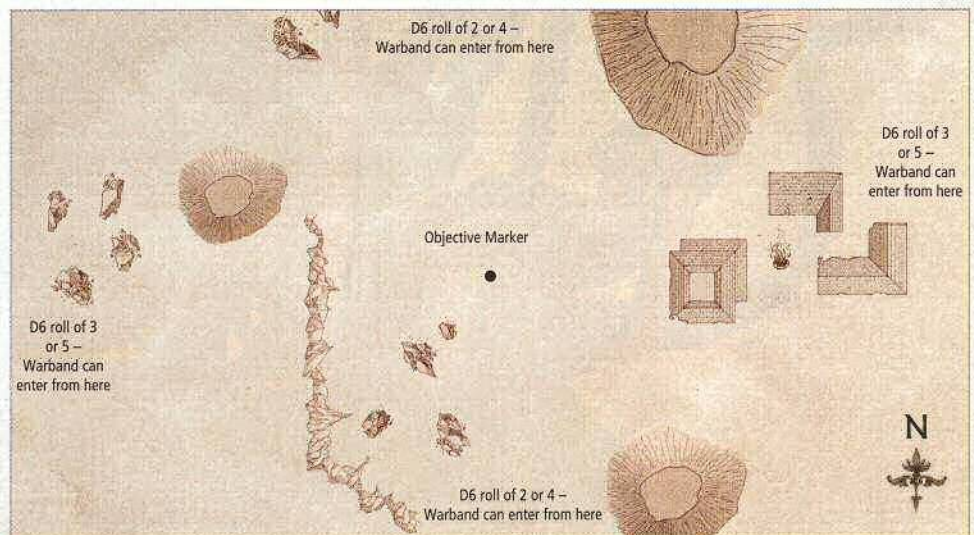
- You score **1 Victory Point** for each of your models within 6"/14cm of the objective marker.
- You score **1 Victory Point** for causing one or more Wounds on the enemy leader (Wounds prevented by a successful Fate roll do not count). If you kill the enemy leader, you instead score **3 Victory Points**.
- You score **1 Victory Point** if the enemy force is broken at the end of the game. If the enemy force is broken and your force is unbroken, you instead score **3 Victory Points**.

SPECIAL RULES

Maelstrom of Battle: At the end of your Move phase, roll a D6 for each of your warbands not on the battlefield and consult the chart below (the warband's captain can use Might to alter the roll). Models can't charge in the turn they arrive, but otherwise act normally. Roll for each warband separately, deploy the models in the warband, then roll for the next. Warbands yet to arrive count as being on the battlefield for the purposes of determining if your force is broken.

D6 Result

- The warband does not arrive yet.
- Your opponent chooses a point on the north or south board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- Your opponent chooses a point on the east or west board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- You choose a point on the north or south board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- You choose a point on the east or west board edges at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.
- You choose a point on any board edge, at least 6"/14cm from a corner – all models in the warband move onto the battlefield from this point.





The Fellowship

Warband 1:
The Fellowship

Leader – Aragorn – Strider,
with bow.

180 points

Gandalf the Grey

170 points

Boromir of Gondor

105 points

Legolas

90 points

Frodo
with Sting.

70 points

Gimli, Son of Glóin

90 points

Samwise Gamgee

30 points

Meriadoc Brandybuck

10 points

Peregrin Took

10 points

TOTAL: 760 points



King Gróblog's Moria Horde

Warband 1: Moria

Leader – Gróblog

55 points

12 Goblin Warriors with
4 Orc bows, 4 shields and
4 spears.

60 points

Warband 2: Moria

Moria Goblin Captain

35 points

12 Goblin Warriors with
4 Orc bows, 4 shields and
4 spears.

60 points

Warband 3: Moria

Moria Goblin Shaman

45 points

Cave Troll with chain.

85 points

Moria Goblin Drum

100 points

2 Warg Marauders

70 points

Warband 4: Moria

The Watcher in the Water

250 points

TOTAL: 760 points

FROM THE DEEP

TURNS 1-4

The game started with Gróblog's warband arriving from the east. With no enemy to contend with, they made straight for the objective in the centre of the board. The Goblin Captain's warband also appeared, but Andy rolled a 2 for their arrival and so Andrew decided where they would enter the table. He sent them to the north-west of the table, as far from the Goblin King as possible. Andrew was obviously going for a divide and conquer strategy. The Shaman's warband rolled a 1 and so did not turn up at all. In the Good Move phase Andrew also rolled a 1 but used Aragorn's free Might point to modify it into a 2. This meant Andy got to choose their deployment and placed them by some ruins in the north-east. Not ideal but at least he had got his models on the table!

Good had priority in the second turn and Andrew used this to not only bring the Fellowship further onto the table, but have Gandalf cast *Blinding Light*, making it extremely difficult for the Goblin Archers to pick off an enemy model as they would need a 6 to hit. While talking of archery Legolas proved to be on fine form and slew three Goblins on sight. The Fellowship was off the mark, only needing 14 more casualties to cause Andy's forces to break.

The third turn saw the Evil player bring on his remaining warband. Andy sent the Goblin Shaman and the Drummers towards the objective. The Warg Marauders and Cave Troll split off northward, aiming for the Fellowship. The Moria Goblins already on the table continued to head for the objective, they had a head start and Andy was keen to take full advantage.

With Andrew momentarily distracted by the approaching Wargs and Cave Troll, Andy thought it time to unleash his nasty 'surprise'. He rolled the 3+ required to summon the Watcher in the Water and placed it in the ruins close to the Hobbits. With Warg Marauders bearing down on his models from the south-east, Andrew had moved his more powerful fighters up to combat that threat, this left the Hobbits exposed. However, Gandalf, despite not being in the immediate area, was not about to let his companions get eaten. He cast *Command* to force the monster back 2". Andrew was not out of trouble yet though, as the Watcher's tentacles allowed Andy to make a ranged attack. A successful hit would drag Merry into combat with the beast – luckily for the Hobbit Gandalf's *Blinding Light* still shone strongly, so all these attacks missed.

Deadly Shot



As in the movies, Legolas is an exceptionally skilled archer, able to fire arrows with deadly accuracy. To reflect this, Legolas can fire not once but thrice in quick succession with deadly accuracy. To reflect this, Legolas can fire not once but thrice in a single Shoot phase. Alternatively, you can elect to have him fire just once but this arrow will fly true and automatically hit the target.



MARAUDER ATTACK

The Warg Marauders charged in. The Goblin riders fired at Boromir and one hit its mark. In the following turn Gandalf, Boromir and Gimli closed in on the lead Warg and combat was truly joined. Andy was keen to get the second Warg stuck into the Hobbits, but Aragorn and

Legolas were in a shielding pattern to block any easy kills. The Warg locked in a fight with Boromir lost the combat, suffering 2 wounds. In the next turn, the second Warg found Legolas, but rather than leaving the Elf to deal with the monster alone, Aragorn joined the fray.

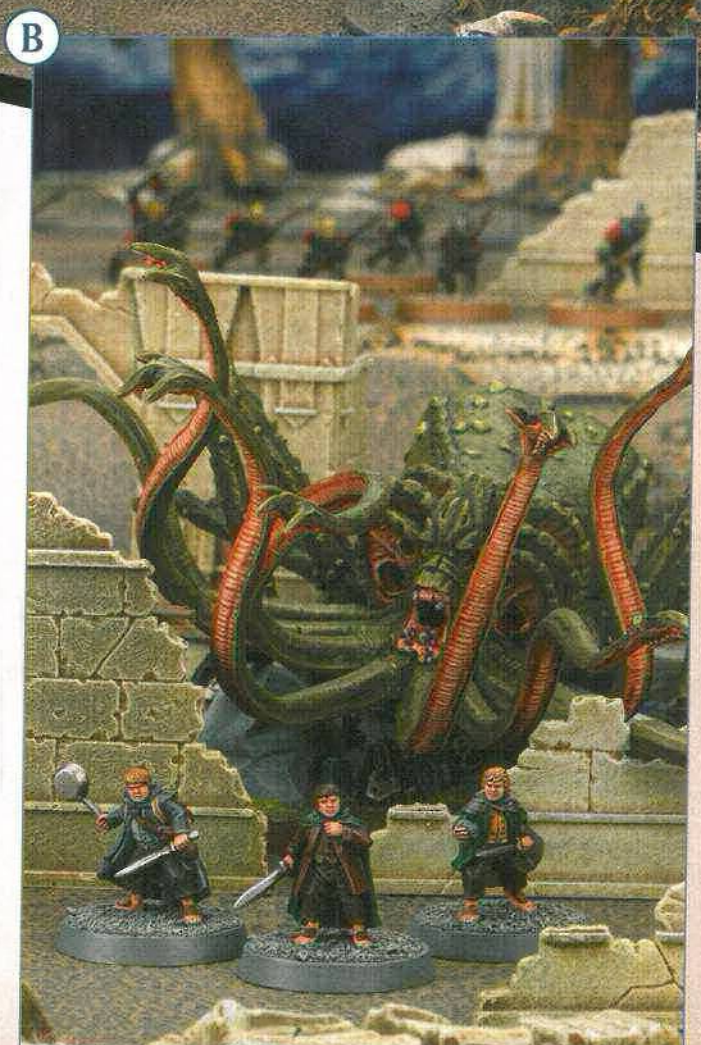
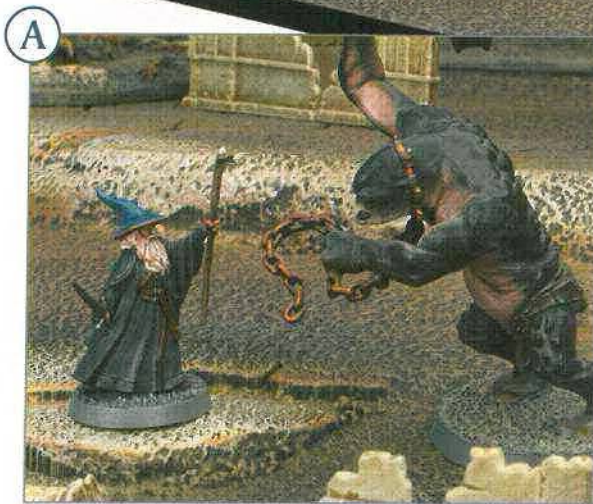
Annotations

(A) All too aware of the Cave Troll on the flank, Gandalf *Immobilises* the monster twice in succession, giving the Good side some breathing space. This allowed the Fellowship to deal with the Wargs without the Cave Troll wading in as well.

(B) The Watcher in the Water bursts from the ruined building in the north-east, taking the Hobbits by surprise.

(C) Gróblog takes the ruined statue first, surrounding the objective with the Moria Goblins. He just has to hold on to it in the face of the Fellowship.

At the end of the fourth turn the Fellowship had yet to take a casualty and so were still fighting at full strength. But they were stretched with enemies attacking on both sides, and the objective was swarming with Goblins.



TAKE THE RUINS

URNS 5-12



Gröblog leaves the ruined statue to slay Frodo. The Watcher has the same goal in mind.

Flames of Fury



Having the Goblin Shaman cast *Fury* early was a wise move. In a scenario that relies on one force to be broken to end the game, casting *Fury* allowed the cowardly Goblins to pass Courage tests. Andrew was well aware of the Shaman's effect and so tried to slay the despicable creature at the earliest opportunity, with bow and sword.

The Warg Marauders had put up a good fight holding the Fellowship in position for a few turns. Boromir was even wounded by one; as he fought the snarling creature, the Goblin on its back fired an arrow point blank into the hero of Gondor. Still, the creatures were eventually overcome and just in time, as the Watcher in the Water clambered over the ruins, chasing the Hobbits. Gandalf, closely followed by Boromir and Gimli, was forced further eastwards to deal with the Cave Troll. The monster had been transfixed for two turns in a row, but while it remained alive it was still very much a threat.

With Gandalf moving eastwards, the Hobbits found themselves outside the range of his *Blinding Light* spell. This meant the Goblin Archers and the tentacles of the Watcher could hit them far more easily. The Watcher's tentacles reached out, grabbing Merry and Legolas, dragging them into combat. In the Fight phase Merry was lifted into the creature's maw and eaten!

With the Cave Troll despatched after being surrounded by three of the hardest characters in Middle-earth, attention turned to the not-so-small matter of the Watcher and the Goblin hordes that occupied the ruins in the middle of the table.

Aragorn joined Legolas in combat with the Watcher in the Water and together immediately made their mark upon the beast's hide. Meanwhile, the rest of the Fellowship advanced south-west, into the middle of the battlefield.

Even as the Watcher was reduced to a single Wound, the Fellowship was not allowed a moment's reprieve as the Goblins attacked but Andy was still careful to keep at least six models close to the objective. All of a sudden the Fellowship was on the back foot, and Legolas was the first to fall. The Watcher now only had a single attack left but it was still a dangerous foe, Sam found this out to his cost as he was also attacked and eaten.

The Watcher continued to stalk around the rear of the Fellowship as they fought valiantly against the Moria Goblins. The Fellowship's Might reserves were all but extinguished and so weight of numbers started to take their toll. Pippin was brought down even as the Watcher encroached upon Frodo. Gröblog was also keen to slay the Ringbearer and so charged forward to attack. Across the way, Gimli, Gandalf, Boromir and Aragorn were surrounded by Goblins, it didn't look good for the fate of Middle-earth...



ARAGORN'S LAMENT

A heroic move by the Goblin Captain, proved a tactically adept manoeuvre as this allowed Andy to pile three Goblins into Aragorn, freeing up the Watcher to continue hunting down and consuming the Hobbits. Normally Moria Goblins would prove no match for Strider, but Andy had wisely forced Aragorn to deplete

his Might over the game until all he had was his free point a turn. Against the swarming Goblins this wasn't enough. In the following turn the heir to the throne of Gondor was surrounded, and Andrew rolled terribly, allowing Andy to win the fight and slay Aragorn. The King was dead, long live the (Goblin) king.

DARK DAYS AHEAD...

Andy: Who says that Good always wins? On the face of it nine models versus over thirty may not seem fair, that is until you realise that those nine are the Fellowship and constitute some of the most powerful heroes in the game. There is no doubt they are an army in their own right. It was for this reason I didn't go straight in with the Moria Goblins. No matter whether there are 12, 24 or 50 Goblins, a fully fit Fellowship would have slaughtered my warriors, leaving me with nothing to take

the objective with and an early retreat. My plan was always to prise the Good Heroes apart with the deadlier elements of my force, and once their Might and Fate had been depleted (as it was bound to be fighting a creature like the Watcher) I could then attack from all angles. The fact you can deploy the Watcher anywhere you like helped me fulfil this scheme to even greater effect as I was able to pull the Fellowship in different directions, keeping them away from the objective and preventing them from supporting each other.

Overall, then, a job well done. More importantly, playing the battle itself has reminded me what a great game The Lord of the Rings is. The very fact that you can have the heroic Fellowship take on all those Moria Goblins and monsters and give such a good account of themselves is testament to how well the game evokes the epic story it is portraying.



Victory or Defeat?

With Aragorn's death, the Fellowship was broken and the game ended on Turn 12. Andy's Moria Goblins were swarming about the ruins and statue objective, allowing him to surge ahead in victory points.

Gandalf, Frodo, Gimli and Boromir were still very much alive, but whether the Ring would ever be cast into Mount Doom now was doubtful to say the least.

Final scores:

Evil
12 victory points

Good
3 victory points

SEND FORTH ALL LEGIONS!



IN-STORE THIS MONTH

With a host of brand new miniatures and Sourcebooks, this month all the realms of Middle-earth receive reinforcements. These are exciting days indeed, so get down to your local Hobby Centre and take your first steps into Middle-earth.

Build an Army Worthy of Mordor

With five brand new Sourcebooks and three existing Journey Books, the whole of Middle-earth is yours to conquer! Speak to the staff at your local Hobby Centre to find out how you can begin a brand new army for The Lord of the Rings Strategy Battle Game.

New Citadel Finecast Miniatures

This month a huge selection of The Lord of the Rings miniatures are released as Citadel Finecast. These miniatures, already masterpieces in their own right, are now fully rendered in jaw-dropping detail. Make sure you pop into your local store and have a chat with the staff about adding these new Heroes and Warriors to your armies of Middle-earth.

The Monsters of Middle-earth

This month also sees two enormous monsters step from the page and onto the battlefields of Middle-earth. Get down to your local store this month and find out how you can add the fearsome Great Beast of Gorgoroth and the terrifying Watcher in the Water to your Evil armies.

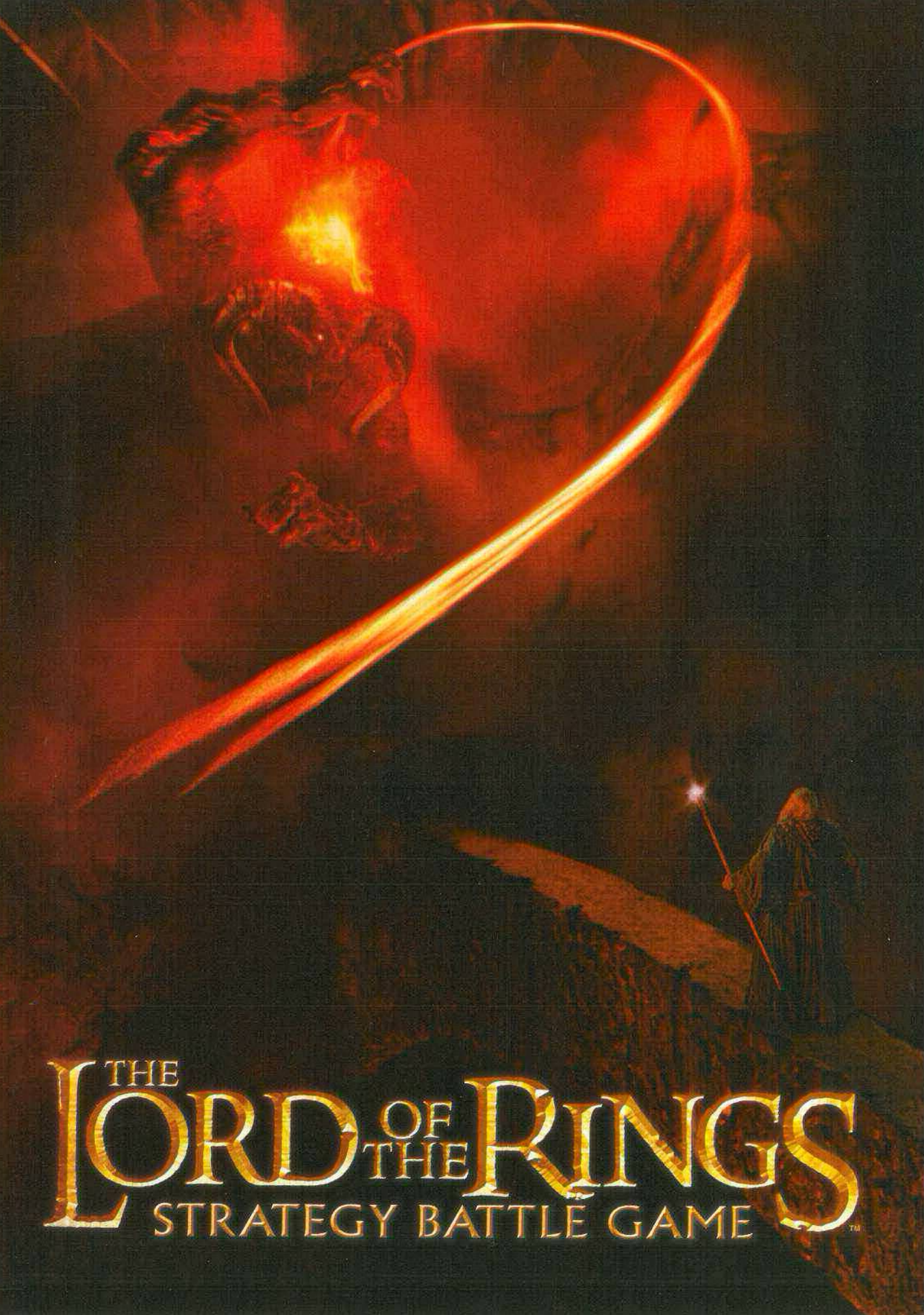
Ride to Ruin and the World's Ending!

With such a vast backdrop to set games against, all this month your local Hobby Centre will be running games from the entire story of The Lord of the Rings for you to take part in; from the skirmish between the Hobbits and Ringwraiths at Weathertop, to the flight of the Fellowship through the Mountains of Moria and the climactic battle at the Black Gate.



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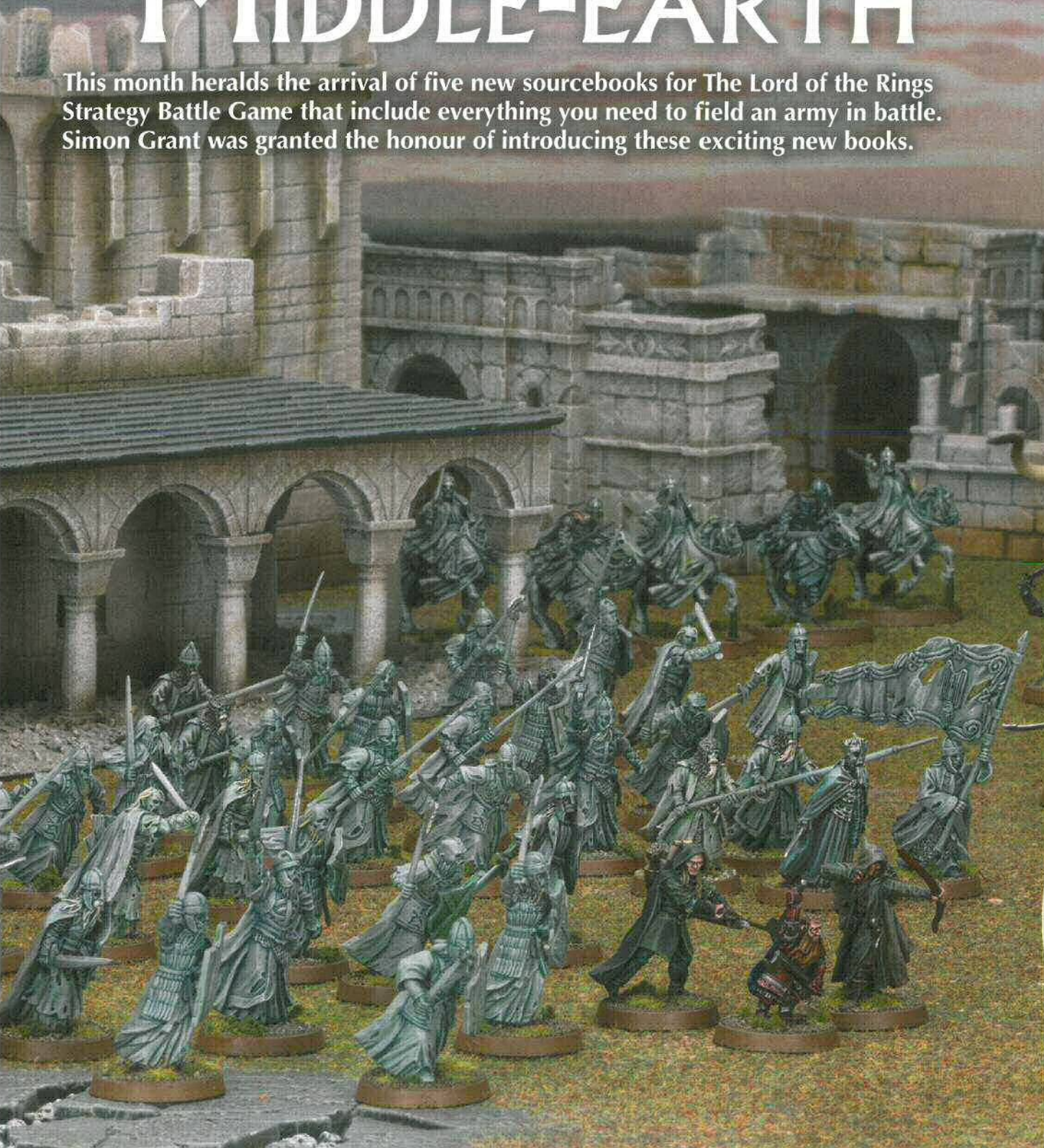


THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

THE ARMIES OF MIDDLE-EARTH

This month heralds the arrival of five new sourcebooks for The Lord of the Rings Strategy Battle Game that include everything you need to field an army in battle. Simon Grant was granted the honour of introducing these exciting new books.





The new sourcebooks include complete bestiaries and the rules for playing with a selection of warring factions: Moria & Angmar, the Free Peoples, the Fallen Realms, Mordor and the Kingdoms of Men. Each sourcebook is designed to support The Lord of the Rings Strategy Battle Game rulebook, and is an essential guide to collecting and playing tabletop games in Middle-earth. They enable you to create army lists from any race or faction to be found in Middle-earth and engage in fun and exciting battles against your friends. Each sourcebook includes six new scenarios that are perfect for pitting two evenly matched armies against one another on the battlefield.

The wars and conflicts of Middle-earth's long history have ever been dominated by the heroes of that age, their courage, loyalty, even treachery responsible for shaping the future of each nation. The sourcebooks use an army selection process that emphasises the crucial role that Heroes play in The Lord of the Rings. An army consists of a number of warbands – small companies of up to 12 Warriors led by a Hero. Not only do these warbands encourage a real sense of character (a Hero such as Beregon leading some fellow Citadel Guard would make for a nicely themed warband, for example), but also play up the skirmish nature of the Strategy Battle Game.

The sourcebooks also utilise a simple method of incorporating allies into your army. The only constraint is that you may only include an allied warband from an army of the same alignment as your leader's warband. There are only two real sides in Middle-earth: those who serve the Dark Lord Sauron (Evil), and those who would defy him at all costs (Good). Simply put, as long as your army consists of Good or Evil warbands, then you are free to ally with whomsoever you will.

Over the next ten pages, I will be introducing each of these new sourcebooks in turn and explaining how you can use them to create an army of your own with which to aid or thwart the machinations of Sauron.

MORIA & ANGMAR



Dwellers in the Dark

Black-hearted and evil creatures that exist only in the deepest places of the world, Dwellers in the Dark can regain a single Wound lost earlier in the battle with their Murderous Power special rule each time they slay an enemy model.



The realms of Moria and Angmar were once great kingdoms of Dwarves and Men before their destruction at the hands of Sauron's mightiest servants. Durin's Bane, as the terrifying Balrog became known, killed the Dwarf King and drove his people from their hold of Khazad-Dûm. Many years later, the Witch-king, greatest of the Nazgûl, overran the northern kingdom of Arnor, a blow from which the land never recovered. These broken realms are now places of evil, teeming with wicked creatures and malevolent spirits.

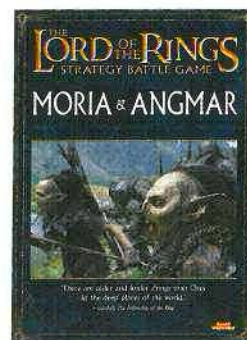
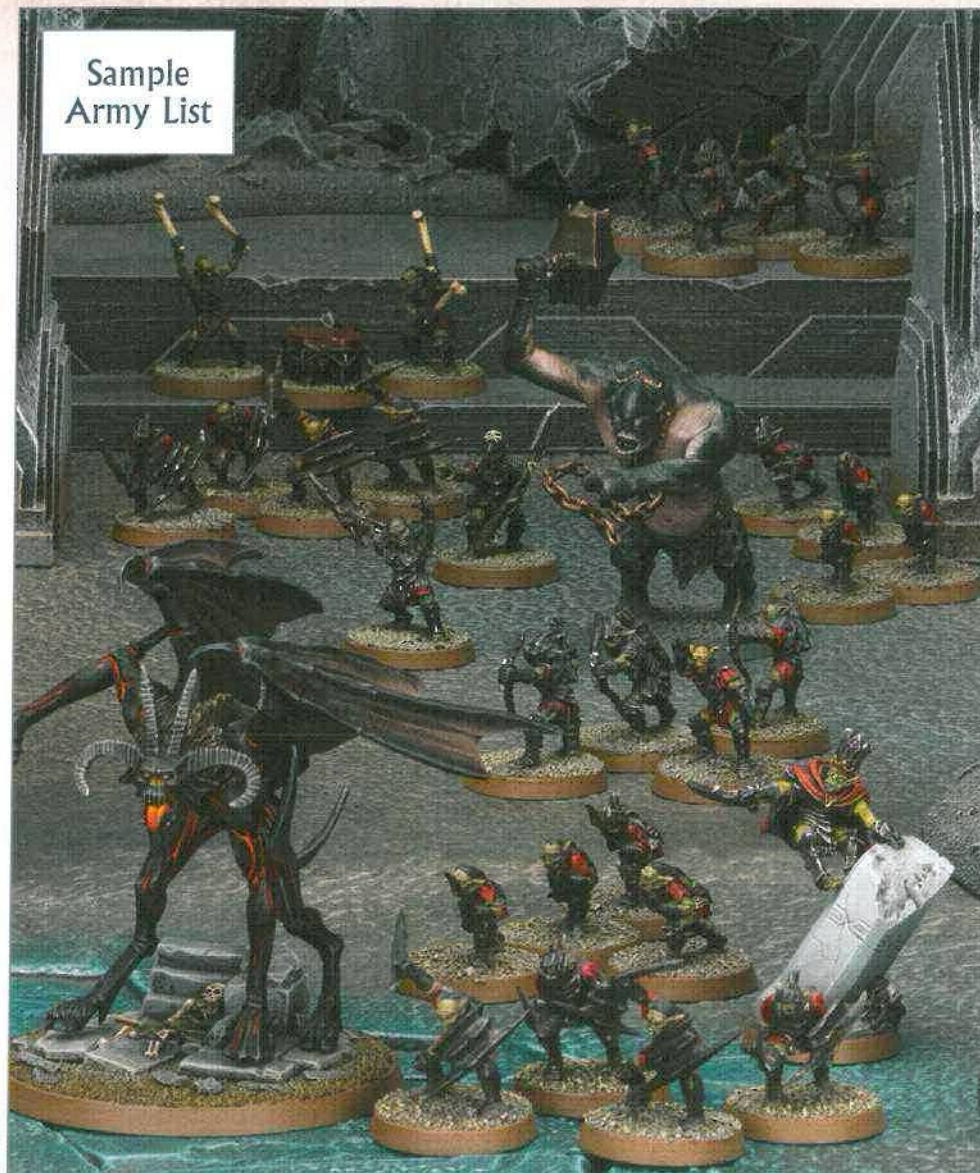
The army lists that represent these two factions form the basis of the Moria & Angmar sourcebook. The first enables you to field an army of troglodytic Goblins from Moria. If you wish to overwhelm your enemy with hordes of cheap infantry, this is the army for you. Their army list also features the full rules and points values for new units such as the Warg Marauder, the Dweller in the Dark and the poisonous

Goblin Shaman, Ashrâk. Oh, and a little thing called a Balrog! If your The Lord of the Rings collection includes the Mines of Moria box set, this sourcebook is perfect for expanding your army of Moria Goblins.

The Angmar army represents the Witch-king's eclectic host of Orcs, fell spirits and monsters, the likes of which he commanded during the ruination of Arnor. Aside from Cave Trolls and hordes of Orcs, this army list features a ghostly host of Barrow-wights, Spectres and Shades.

The Moria & Angmar sourcebook also includes additional rules for fighting battles beneath the earth. These rules encompass underground terrain such as narrow bridges and secret entrances. There are even five more scenarios that have been specifically designed to reenact famous struggles and battles set in Moria & Angmar, such as the Fellowship's flight from the Balrog across the perilous Bridge of Khazad-Dûm and their subsequent flight to Lothlórien.

Sample Army List



Warhost of Moria

Warband 1: Moria

Leader – Grôblog

55 points

Cave Troll

80 points

Dweller in the Dark

75 points

Warband 2: Moria

Moria Goblin Captain

35 points

10 Moria Goblin Warriors with 4
Orc bows, 4 shields and 2 spears.
50 points

Moria Goblin Drum

100 points

Warband 3: Moria

Moria Goblin Shaman

45 points

12 Moria Goblin Warriors with 4
Orc bows, 4 shields and 4 spears.
60 points

TOTAL: 500 points

The force displayed on this page is an example of a larger army that can be mustered using the force of Moria Goblins included in the Mines of Moria box set as a foundation. The first point to take into account is that the Moria Goblins and Cave Troll can only be selected as followers for a Hero. The Moria Goblins Commanders box includes two such Heroes – a Captain and Shaman – as well as a Moria Goblin Drum, making it the perfect addition to a budding army. As each Hero can only have a maximum of 12 Warriors as followers, dropping two Goblins will make room for the drum and result in two full warbands.

That's the bulk of the army sorted, but the army is still lacking anything in the way of monsters. With that in mind I've added in a third warband under the command of Grôblog, who will act as my leader, as well as a Cave Troll (included in the Mines of Moria box) and a Dweller in the Dark, who can kill even the mightiest hero.



THE BALROG

The most terrifying monster in The Lord of the Rings – so powerful that even the Fellowship could not stand and face it – the Balrog is a mighty addition to any army. No Hero can hope to take on such an ancient and evil monster, for the Balrog has an unrivalled Fight value, and next to Sauron, there is no tougher opponent to be found in Middle-earth.



THE FREE PEOPLES



There are some that have stood firm against the evil of Sauron for countless lives of Men – the firstborn Elves and the Dwarves of Durin's Folk – and others who would fight without question for what is good and right in the world, such as the diminutive but valiant Hobbits from the Shire. These races are often referred to as the Free Peoples, a term used to describe those that have yet to fall beneath the shadow of Mordor. As the Kingdoms of Men have their own sourcebook, every other faction that opposes the Dark Lord can be found in one of the seven army lists within the Free Peoples sourcebook.

The first of these is that of Eregion and Rivendell, representing the High Elf armies of Gil-Galad's royal host and Elrond's household. Featuring such luminaries as Glorfindel, Elrond, his twin sons Elladan and Elrohir, not to mention the High King Gil-Galad himself, this army is unrivalled in the skill-at-arms of its Warriors and the calibre of its Heroes. If you want a small but super-powerful army, then look no further than the Eregion and Rivendell army.

Alternatively, the Lothlórien and Mirkwood army list offers access to the Galadhrim host of Celeborn and Galadriel, or the Wood Elves of Thranduil and Legolas. Though not as heavily armoured as their High Elf cousins, they are more than compensated by their lower points cost, allowing you to field them in greater numbers. The Wood Elves in particular are also renowned as the finest archers in Middle-earth – perfect if stealth and firepower is your fighting method of choice.

The Dwarves of Durin's Folk are quite simply the most stoic and tenacious of all the Good armies. Not only are Dwarves highly skilled and courageous fighters, but they combine some incredibly powerful Heroes in Dáin, Gimli and the King's Champion, with an average Defence value that will put even the hardest-hitting Evil army to the test. Players that prefer solid, reliable armies of stout warriors should strongly consider an army of Durin's Folk.

The Heroes and Warriors of the Shire and the Wanderers in the Wild are perhaps unsuited to fighting as an army in their own right, but are perfect for supplementing other army lists. A fragile army of Wood Elves, for example, will benefit enormously from the resilience and hitting power of a Hero such as Treebeard and a few Ents.

The Fellowship of the Ring and the White Council are two unique army lists that allow you to field a warband consisting entirely of Heroes. If you place no trust in Warriors, try one of these two lists instead!

War Horn Blowers

When the fighting is at its thickest and the courage of embattled Warriors hangs by a thread, the sonorous tones of an army's war horn can embolden and inspire those who hear it to stand firm and fight on.

Certain Warriors have the option to carry war horns, and whilst a friendly model so armed is on the battlefield, every model in your force receive a +1 bonus to its Courage.



Banner Bearers

Many armies carry banners, standards or pennants to battle that depict the symbols of their people or the heraldry of their commander.

Any model within 3" of a friendly banner may re-roll one of the dice rolled to determine who wins a fight.



Sample Army List



Host of Lothlórien

Warband 1:
Lothlórien and Mirkwood
Leader – Rúmil
70 points

2 Galadhrim Warriors with
banner, war horn and
1 Elf Bow.
63 points

Warband 2:
Lothlórien and Mirkwood
Galadhrim Captain with
Elf bow.
70 points

12 Galadhrim Warriors with
4 Elf bows, 4 Elven blades,
4 spears and 4 shields.
116 points

Warband 3:
Lothlórien and Mirkwood
Galadhrim Stormcaller
60 points

12 Galadhrim Warriors with
4 Elf bows, 4 Elven blades,
4 spears and 4 shields.
116 points

TOTAL: 495 points



*The stoic Dwarves of Durin's Folk
are more than able to face down
mighty monsters.*



THE FALLEN REALMS



Fighting Elite

Using warbands as a basis for selecting an army makes it easy to bring character to your force by selecting warbands with a specific theme. However, by including certain Heroes, you can also purchase upgrades for some of your Warriors. By selecting Gil-Galad, High King of the Elves, for example, you may upgrade your High Elf Warriors to King's Guard (Fight 6/3+) at the cost of 1 point per model.

But there are a few Warrior types that don't even need a Hero for access to such upgrades.

There are some lands of Men to the east and south of Mordor that, far from opposing Sauron, actively serve or even worship The Lord of the Rings. Further to the west, the White Wizard Saruman has also thrown in his lot with the Dark Lord and now builds an army of Uruk-hai with which to lay to ruin the lands of Rohan. These corrupt and evil provinces are collectively known as the Fallen Realms.

Saruman's army, formed largely of the fighting Uruk-hai and well equipped by the relentless industry of Isengard, are amongst the strongest of all the servants of Sauron. Led by fearsome Uruk-hai Captains such as Lurtz and Uglúk, or even the White Wizard himself, an Isengard army offers a great mix of powerful Heroes at a bargain price, potent magic and solid Uruk-hai infantry. However, the army list also includes a strong supporting cast of heavily-armoured Isengard Trolls, Dunlending Warriors, Warg Rider cavalry and Isengard Orc Warriors.

The second army hailing from the Fallen Realms is that of Harad and Umbar. The army primarily consists of cheap, lightly armoured, but surprisingly hard-hitting infantry and cavalry. They also have a selection of quality Heroes that are great value for points, such as the Fleetmaster of Umbar, Dalamyr, and Suladân the Serpent Lord. The army's Scorpion Sting special rule allows you to field even more bow-armed soldiery by adhering to the appropriate Warriors that utilise that style of warfare.

Armies from the Eastern Kingdoms will feature the black-hearted Easterlings and the mercenary Variags of Khand. The deadliest of evil Men lead these armies – vicious killers such as Amdûr, Lord of Blades or a Khandish King – able to rival even the mightiest of Gondor's Heroes. But whereas the Khandish Warriors rely on their skill-at-arms over physical protection, each Easterling wears heavy scale armour and is a difficult opponent to overcome in battle.

Khamûl's Black Dragon Kataphrakt

The Order of Black Dragons are an elite warrior caste of Easterlings who are fiercely loyal to the Dark Lord. With the dread Ringwraith, Khamûl the Easterling leading them personally, it seems entirely justifiable to upgrade his warband to such elite fighters.

At the cost of 2 points per model, Easterling Warriors and Kataphrakt can become Black Dragons, receiving increased Fight and Courage values of 4.



Khamûl the Easterling



Black Dragon Kataphrakts



The charge of the Mûmakil is nigh-on unstoppable, able to sweep entire armies aside.



MORDOR



GREAT BEAST OF GORGOROTH (GREAT BEAST, MONSTER)

Move	F	S	D	A	W	C
8"/20cm	3/6+	6	7	3	4	2

COMPOSITION

A Great Beast of Gorgoroth consists of the Great Beast itself, an Orc Warrior rider with a spear and nine Orc Warrior passengers with Orc bows.

SPECIAL RULES

Terror.

Battle Platform. Orc Warriors on the battle platform can shoot (and be shot at) even if the Great Beast has moved its full speed or is engaged in a fight. If the passengers are shot at, the firer treats the battle platform as being in the way. If the Great Beast is slain, roll on the Thrown Rider table for each Orc Warrior remaining on the battle platform.

Dead Weight. If the Great Beast of Gorgoroth is slain in a Fight, the remaining Orc passengers and all models within 2" each suffer a Strength 6 hit on the dice roll of a 4+ (make a roll for each model separately).

Slam. If the Great Beast charges into combat with one or more enemy models, each foe contacted automatically suffers a Strength 6 hit. If these models are all slain, the Great Beast can continue to move – potentially charging and crushing more foes along its way.

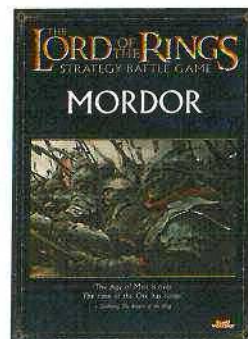
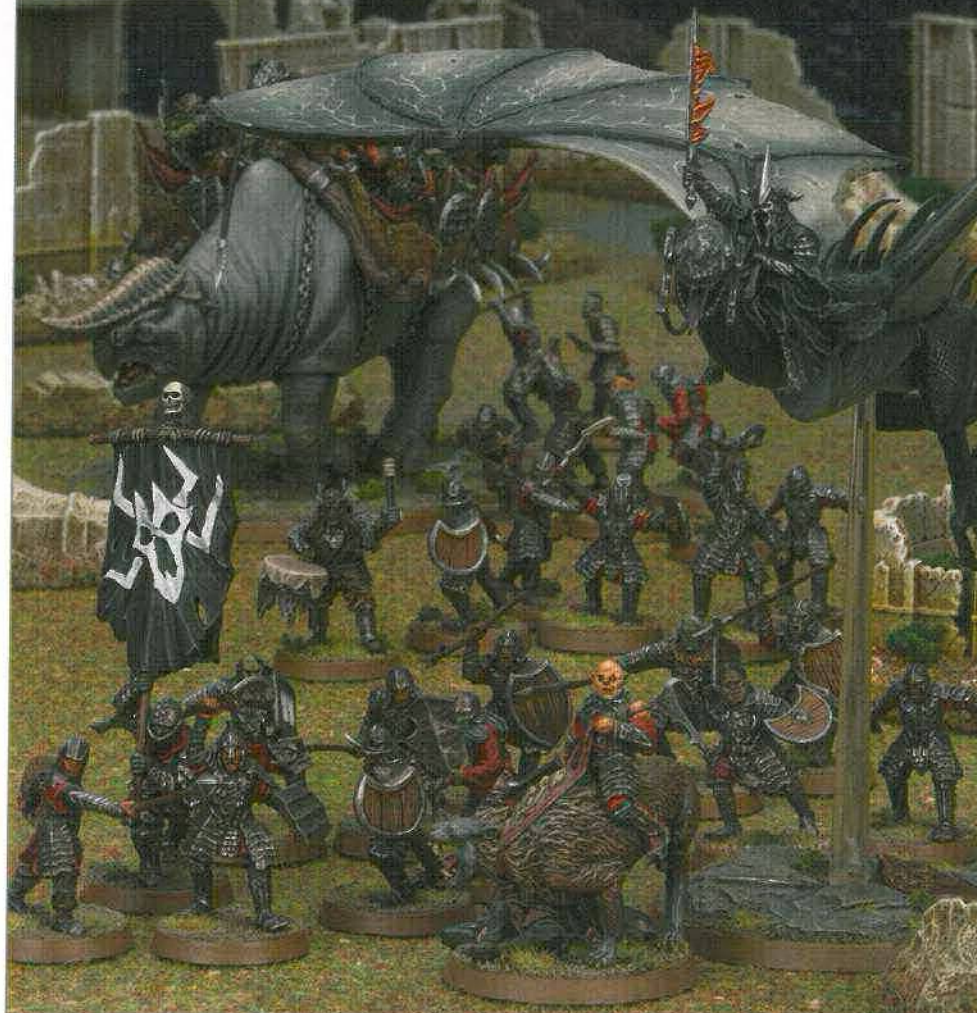
Only Counts as One. The Great Beast of Gorgoroth and its crew count as a single model in a warband, and a single model for the purposes of working out the number of bows you are allowed in your force.

The land of Mordor is a forboding place of choking ash and blackened skies, of terror and dismay. The countless legions of Sauron spew forth from this hellish realm and bring war and death to all who would oppose their master's will. So numerous are the minions of the Dark Lord that the Mordor sourcebook is dedicated entirely to those that dwell within that cursed land.

Representing the heart of Sauron's power, it is of little surprise that the Mordor sourcebook plays host to an enormous choice of devastating Heroes, from the nine Ringwraiths and Sauron in his guise as the Dark Lord or the Necromancer, to Mordor Troll Chieftains, Dragons and Cave Drakes. But the Warriors section of the Mordor army list is replete with 15 different unit entries, including hordes of Orc Warriors, packs of Warg Riders, Great Beasts of Gorgoroth, Spectres, Mordor Trolls and the elite Black Guard of Barad-dûr. If you wish to see the lands of Men burn, then look no further than the Mordor book for all the tools you need to conquer Middle-earth.

As with the other sourcebooks, the Mordor book not only includes the six Points Match scenarios but also five more

Sample Army List



Hordes of Mordor

Warband 1: Mordor

Leader –
The Witch-king of Angmar,
with Morgul blade, mounted on a
Fell Beast.

210 points

Great Beast of Gorgoroth
125 points

Warband 2: Mordor

Gothmog,
Lieutenant of Morgul, mounted
on a Warg.

145 points

12 Morannon Orcs with
1 banner, 11 shields and
6 spears.

126 points

Warband 3: Mordor

Orc Drummer
40 points

12 Morannon Orcs with
12 shields and 7 spears.

103 points

TOTAL: 749 points

scenarios that re-enact great or famous battles in which the hosts of Mordor took part. The first of these is the Slopes of Mount Doom, and pits the High Kings of Elves and Men, Gil-Galad and Elendil, in battle against the Dark Lord himself at the climax of the War of the Last Alliance. Other scenarios include the Sacking of Osgiliath and the Black Gate Opens.

The army displayed above is a small but highly elite army that is surprisingly fast and whose Heroes have been specifically chosen to control the flow of the game. The majority of the Warriors are Morannon Orcs – powerful, heavily armoured fighters whose only weakness is their low Courage value. The presence of the Witch-king and Gothmog in the army will do much to negate this problem, however. Morannon Orcs are exceptional value for their cost in points and at Strength 4, hit as hard as Uruk-hai. Each of these Warriors carries a shield, raising their Defence value to a

respectable 6, and the inclusion of a banner will help to bolster their battleline where the fighting is at its thickest.

The Great Beast of Gorgoroth will not only act as a battering ram that can crash through the enemy ranks, but provides the army with some archery in the guise of the nine Orc archers on the monster's battle platform. If required, the Orc Drummer can sound the advance, enabling the Morannon Orcs to move 9" and keep pace with the Great Beast, reinforcing its attack. Cheap Heroes such as Orc Drummers are great if you wish to field Warriors in large numbers.

The Witch-king and his trusted lieutenant, Gothmog, are excellent Heroes to help you take charge of the game. Between Gothmog's Master of Battle special rule, the Witch-king's incredible array of six magical powers and 20 Will points with which to cast them, there are very few battlefield situations that canny use of these two Heroes cannot comfortably overcome.

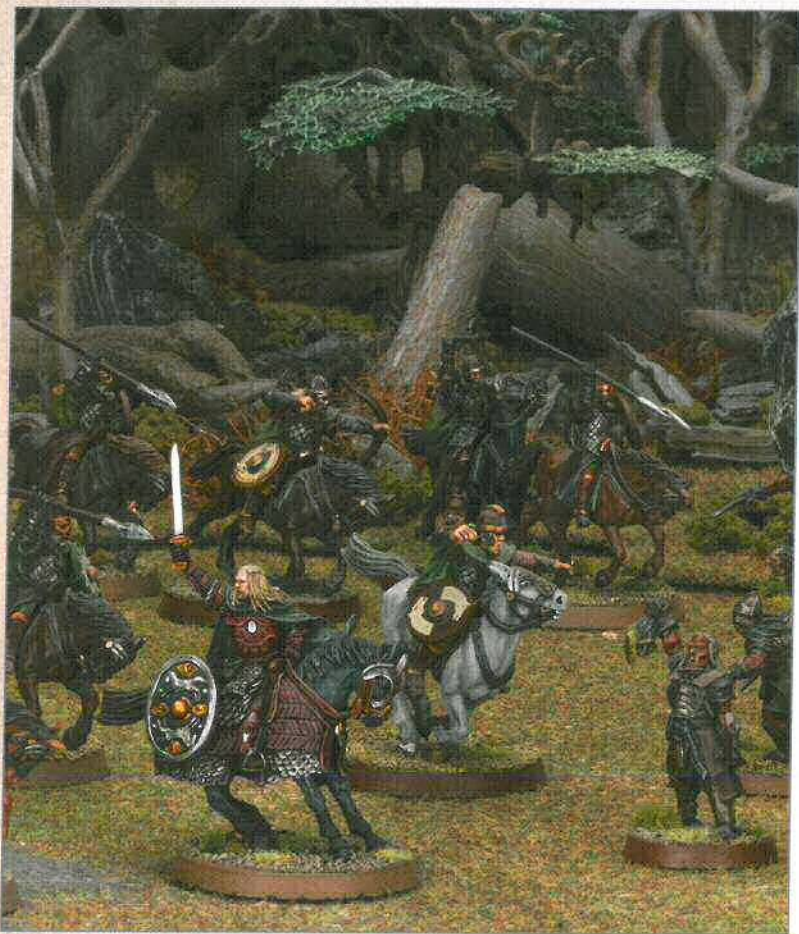
Orc Drummers

When an Orc Drummer sounds the advance, all Orcs (including Morannon Orcs and Warg Riders) within 12"/28cm increase their Movement value by 3"/8cm for that turn, but cannot charge.





KINGDOMS OF MEN



KNIGHT OF THE WHITE TOWER (MAN)

The Knights of the White Tower are the finest weapon-masters in the fair city of Minas Tirith. They are champions of the crown, personally responsible for the training-at-arms of Gondor's nobility. Even Boromir, counted

as the mightiest fighter of his age, learnt his trade at the hands of a Knight of the White Tower, and earned more than one stinging blow as he learned to match his tutor's skill.

Move	F	S	D	A	W	C	M	W	F
6"/14cm	5/4+	4	6	2	2	4	1	1	1

WARGEAR

Heavy armour and a White Sword of Gondor.

SPECIAL RULES

White Sword of Gondor. A White Sword is a two-handed weapon. Additionally, each Wound inflicted by a White Sword (after Fate rolls) causes two Wounds, instead of one.



By the time of the Third Age, it is in Men that the Free Peoples have placed their hope for final victory over the Dark Lord of Mordor. Since the Last Alliance of Men and Elves at the end of the Second Age, the armies of Mordor have been kept at bay by the blood of Gondor and her allies. The land of Arnor, however, has long since been broken by the Witch-king's armies, though some yet remain to defend the ancient borders of their lost kingdom.

The Kingdoms of Men sourcebook champions the many realms of Men, both past and present, that have fought and died to defend their people against the ever-encroaching power of Mordor.

The army of Minas Tirith represents the valiant soldiery that defend Gondor's gleaming capital as well as the outlying citadels and city ruins that line the banks of the great river Anduin. Warriors and Knights of Minas Tirith, Rangers of Gondor and the elite guardians of the White Tower of Ecthelion are the mainstay of this army. They are led by two of the mightiest Heroes of the game – Aragorn and Boromir – but there are plenty of other Heroes that make for great warband leaders, such as Faramir, Madril and Knights of the White Tower.

The Fiefdoms army list features the Heroes and Warriors that defend Gondor's southern regions, including the chivalrous Swan Knights from the port city of Dol Amroth and their revered prince, Imrahil. The Fiefdoms list is well suited to themed warbands, such as Angbor the Fearless leading 12 Clansmen of Lamedon, or the King of the Dead with a dozen of his ghostly warriors. They also work well as local auxiliaries for a Minas Tirith army.

As might be expected from the scions of Eorl the Young, the Rohan army list has the greatest choice of cavalry types available to any army. From the swift Riders and Outriders of Rohan to the heavily armoured Royal Guard and mighty Sons of Eorl, the Rohan army is spoilt for choice. Heroes such as Éomer, Erkenbrand and the indomitable Grimbold also form a quality cadre of warband leaders.

The last two armies belonging to the Kingdoms of Men hail from Arnor and Númenor of old. Even though these realms have both long since fallen, the army lists enable you to play a historical battle representing these once powerful realms before their destruction. The army of Númenor is centred around the Last Alliance, featuring Elendil and his naive son, Isildur. But if you have a penchant for archery, why not try the Grey Company of Arnor, who may all be armed with bows!



THE STORMING OF HARLOND

BATTLE REPORT



The Lords of Battle

The objectives of this scenario are simple: to destroy the enemy and break his fighting spirit. Every time an enemy model suffers a wound or expends a Fate point, you score 1 victory point in addition to those scored for breaking the enemy army (see Hold Ground! scenario on page 26).

But so crucial are the actions of Heroes in this battle that each time your force kills an enemy Hero in a Fight, one of your Heroes in the same Fight (your choice) regains a single Might point used earlier in the game.

Now that you've read all about how The Lord of the Rings sourcebooks work, it's about time we showed off two armies selected from the new army lists in battle. We opted to focus on a really exciting scene from the Battle of the Pelennor Fields as inspiration for the game – Aragorn's arrival with the Army of the Dead at the docks of Harlond – zooming in on the action as the battle rages on about them. The Lords of Battle scenario would be well-suited to this crucial stage in the ongoing battle, as it encourages the Heroes on both sides to play aggressively, and fits nicely with Aragorn's urgent need to aid his people and help turn the tide against Mordor's overwhelming numbers. All we needed now were two eager players.

Never one to turn down a game of The Lord of the Rings, Simon Grant stepped in and his challenge soon rang out across the Studio. It was answered moments later by the Hobby Team's Duncan Rhodes, who

seemed determined to rekindle their rivalry from the battle report in last December's issue. Having evidently developed a bit of a thing for big monsters since using a Dragon in their last battle, Duncan has once again aligned himself with the Dark Lord in order to field the Great Beast of Gorgoroth. Simon will therefore command the army of Gondor, and despite being bereft of his beloved Boromir, will have to make do with Aragorn, Legolas, Gimli and the Army of the Dead instead – he'll no doubt be utterly devastated at the prospect.

At the end of every turn after one side has been broken, the Lords of Battle scenario will end on the roll of a 1 or 2. Both Simon and Duncan therefore bolstered their numbers with heavily armoured Warriors of Minas Tirith and Easterlings respectively, as they would be tough to kill. Duncan also added some Orcs to further increase his numbers and a Winged Nazgûl to counter Simon's Heroes.

Return of the King

Warband 1: The Fellowship

Leader – Aragorn – Strider,
with armour.

180 points

Legolas with armour.

95 points

Gimli, Son of Glóin

90 points

Warband 2: The Fiefdoms

The King of the Dead

100 points

12 Warriors of the Dead

180 points

Warband 3: Minas Tirith

Knight of the White Tower

55 points

12 Warriors of Minas Tirith with
banner, war horn, 8 shields,
4 spears and 2 bows.

143 points

Warband 4: Minas Tirith

Captain of Minas Tirith with shield.

55 points

12 Warriors of Minas Tirith with

8 shields, 4 spears and 4 bows.

100 points

TOTAL:

998 points



The Host of Rhûn

Warband 1: Mordor

Leader – Ringwraith mounted on a
Fell Beast.

160 points

Great Beast of Gorgoroth

125 points

7 Orc Warriors with 3 shields,
2 spears, 2 two-handed weapons.

42 points

Warband 2: Mordor

Morannon Orc Captain with two-
handed weapon.

50 points

12 Orc Warriors with 4 shields,
4 spears, 2 Orc bows and 2 two-
handed weapons.

72 points

Warband 3: The Eastern Kingdoms

Amdûr, Lord of Blades, mounted on
an armoured horse.

115 points

6 Easterling Kataphrakts with banner
and Easterling war drum.

124 points

6 Easterlings with 6 shields and
2 pikes.

50 points

Warband 4: The Eastern Kingdoms

Easterling War Priest mounted on an
armoured horse.

75 points

12 Easterlings with 6 shields, 6 bows
and 2 pikes.

98 points

Independent Hero:

The Eastern Kingdoms

Easterling Dragon Knight mounted on
an armoured horse.

85 points

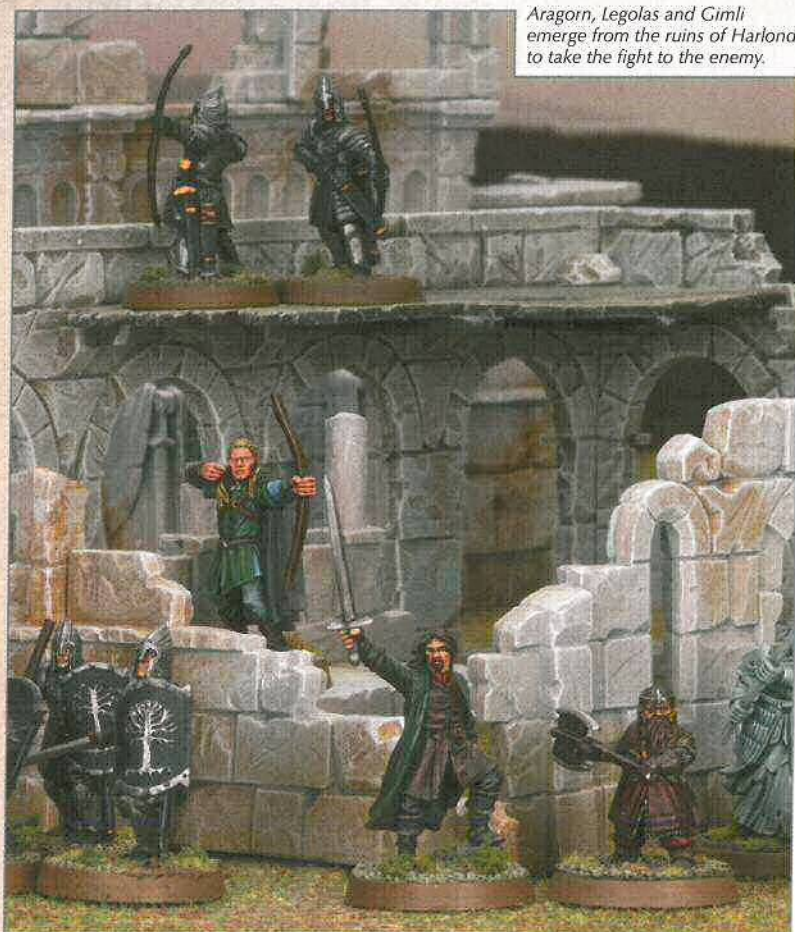
TOTAL:

996 points



INTO THE FRAY

DEPLOYMENT & TURNS 1-2



Aragorn, Legolas and Gimli emerge from the ruins of Harlond to take the fight to the enemy.

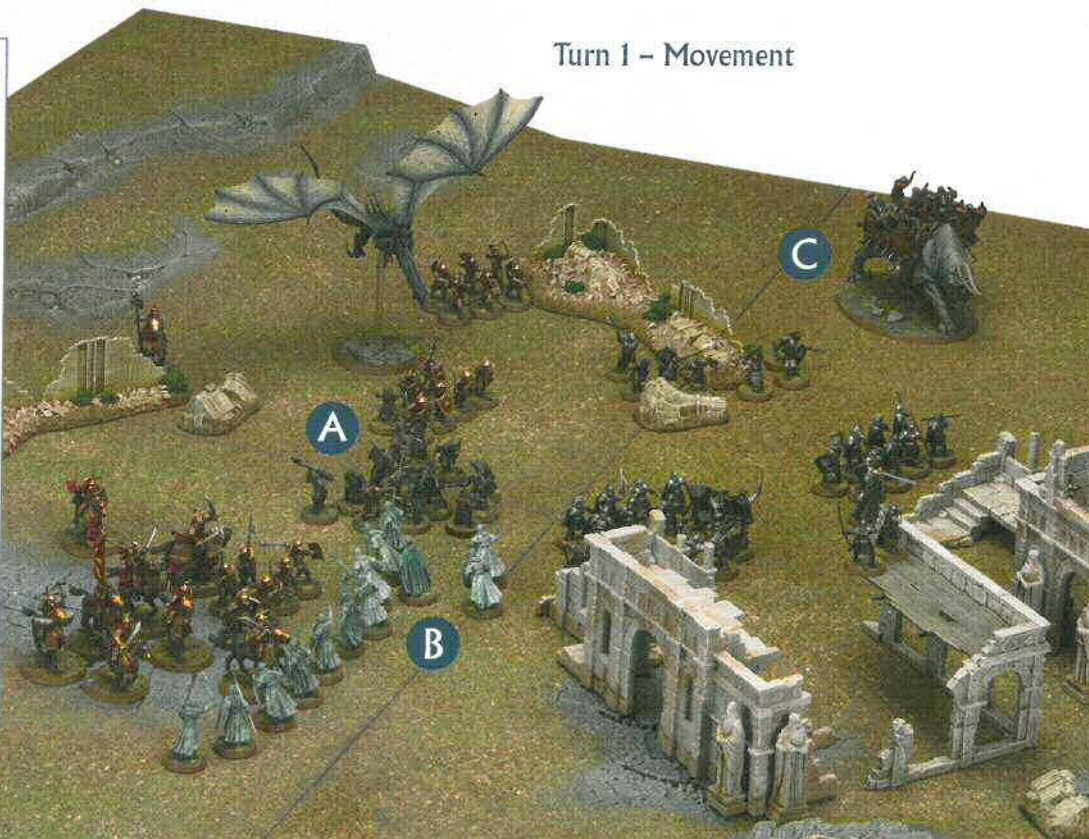
Both players rolled off to see who would place their first warband and where they could deploy each one. On a 1-3, a warband would have to be placed within 12" of the centre line of the board, but on a 4-6 could be placed anywhere in their half of the board. Simon won the roll off to deploy his first warband but, despite rolling a 5, opted to position his Captain and followers in a forward position where they could support any other warband should he roll a 1-3 for their deployment. Duncan then countered him, placing his Morannon Orc Captain's warband opposite them in the centre of the battlefield. Deployment continued with Simon positioning the Three Hunters centrally and the Army of the Dead on his left flank opposite Duncan's deadly contingent of Easterling Kataphrakts commanded by Amdûr. Duncan strengthened his central host with yet more Orcs from the Ringwraith's warband, whilst he positioned the Great Beast of Gorgoroth ready to swing around his left flank. Sensing the threat, Simon deployed his final warband further back on his right flank, with the archers on the high ground amid the ruins of Harlond.

The game began with Simon winning priority and launching some aggressive opening moves. With a shout of 'Elendil!', he launched Aragorn into combat with Duncan's Orcs. He supporting Aragorn's charge with Gimli, but even though the Dwarf was unable to reach an enemy, he

Annotations

- A** Desperate to make up for his belated arrival at the siege of Minas Tirith, Aragorn throws himself into the middle of the Orcs, supported by Gimli's axe and Legolas' bow.
- B** The King of the Dead leads his ghostly warriors to blunt the charge of Amdûr's Easterling Kataphrakts.
- C** The handler of the Great Beast of Gorgoroth guides its ponderous charge in preparation to crash into the flank of the Gondor battleline.

Turn 1 – Movement



would at least be guarding Aragorn's flank. Simon advanced the Army of the Dead line abreast to deter the Kataphrakts from attempting to ride around them.

Foiled by a series of poor Courage tests to charge Simon's Terror-causing spirits, only one of Duncan's Kataphrakts charged, though he was able to engage Aragorn and Gimli more freely with his Orcs in the centre. His Great Beast moved at full speed before turning south to threaten Simon's right flank. The Ringwraith moved within 12" of Aragorn and proceeded to cast *Sap Will*, successfully draining him of all his Will points and leaving him defenceless against further magical assaults.

Legolas was unable to bring down any targets in the Shoot phase, nor were Simon's Minas Tirith archers. Duncan had more luck, his six Easterling archers felling two Warriors of Minas Tirith. The Fight phase saw both Gimli and Aragorn killing a Mordor Orc apiece. A Warrior of the Dead was defeated by a charging Kataphrakt but survived the attack.

Simon retained priority in Turn 2, and though Duncan called a heroic move with his Dragon Knight, Aragorn contested the move and won the roll-off. Simon pressed the attack, moving into combat with Aragorn, Gimli and even Legolas along with some supporting Warriors of Minas

Tirith. The Army of the Dead engaged every Kataphrakt they could reach to rob them of their bonus Attack for charging infantry. On his right flank, Simon withdrew his battleline, linking up with the Warriors in the centre to form an L-shaped shieldwall with the Captain as the cornerstone.

Duncan charged with Amdûr and his unengaged Kataphrakts whilst attacking across the battleline with his Easterlings and Mordor Orcs. The War Priest failed to cast *Fury* this turn, though the Ringwraith successfully managed to *Transfix* Aragorn, diminishing the mighty Hero for a turn. The Great Beast of Gorgoroth drew closer to Simon's flank, ready to charge next turn.

Having sent Legolas into combat this turn, Simon's Shoot phase was limited to his bow-armed Warriors of Minas Tirith, but they managed to pick off an Orc Warrior who was supporting with his spear. Duncan's shooting, however, proved to be ineffective this turn. Amdûr and the Dragon Knight both destroyed a Warrior of the Dead, but it cost each Hero a Might point to do so. The Morannon Orc Captain also felled his opponent after expending a Might point, though Gimli needed no such help to cut down an Orc. Legolas won his fight but failed to kill. Aragorn fended off his opponent and looked on as two Kataphrakts fell to the ghostly blades of the dead.

The Lord of Blades

The enigmatic Amdûr is known as the Lord of Blades for good reason. He is the master of the Dragon Knights, an elite order of Easterling warriors, and is rightly feared for his deadly skill in battle. Amdûr's Fight value of 6 grants him supremacy over all but the greatest Heroes of Men in combat. Should he slay a Hero, he will recover a Might point for his efforts with his Blood and Glory special rule, and such is Amdûr's inspiring presence that Easterlings treat him as a Banner.



The Warriors of Minas Tirith brace themselves for a valiant attempt to repel the Great Beast's charge.

HEROES RISE AND FALL

Turns 3-5



Amdûr leads his Easterling Kataphrakts into the Army of the Dead, but will they follow?

One Man Army

Simon's decision to position his Captain of Gondor as the lynchpin of his battleline proved him wise. Even though Duncan was able to attack him with greater numbers than the Warriors to either side, the Captain's Fight 4, 3 Attacks (with spear support) and re-roll for the nearby Banner enabled him to hold the enemy at bay.



Duncan won priority for the first time, though Aragorn's heroic move gave Simon's army the edge in the centre. Combat was joined all across the battlefield. Gimli charged the Dragon Knight, slaying his horse on the way in with a throwing axe. Having muscled through the Gondor battleline, the Morannon Orc Captain attacked the Warrior with war horn. Rising to the challenge, the Knight of the White Tower moved to join the fight.

The Shoot phase saw the death of one of the Orcs on the Great Beast's fighting platform before Duncan accidentally shot one of the three Orcs fighting Legolas.

The Elven prince spent two Might points to strike down the remaining two Orcs he was fighting, and Gimli struck the head from Duncan's Dragon Knight as he struggled to his feet, recovering the Might point he had expended during the combat. Fighting raged further north with two Orcs, one Easterling and a Warrior of Minas Tirith succumbing to the vicious fighting. Nearby, the heroic Knight of the White Tower dispatched the Morannon Orc Captain with a single blow of his White Sword after Duncan failed his Fate roll. A determined Aragorn won his fight despite having been *Transfixed* by the Ringwraith once again.

Turn 4 went poorly for Duncan. Despite retaining priority, his Kataphrakts failed many of their Courage tests to charge, leaving them at the mercy of the Army of the Dead as the lines clashed once more. Duncan shot yet another of his own models in his determination to kill Legolas, though Simon's archers were mercifully inaccurate.

Gimli chopped his way through an Easterling Warrior in a heroic combat before cutting down the War Priest moments later, recovering yet another Might point. Honours were mostly even elsewhere, with two Orcs, two Kataphrakts, two Warriors of the Dead and a Warrior of Minas Tirith all being cut down in combat.

Winning priority for the third time in a row, Duncan kept up the pressure on Aragorn, casting *Transfix* before charging him with Amdûr. Having started to gain numerical superiority, Simon moved to engage Duncan's forces wherever possible.

Evading the arrows of the Easterling archers, Legolas slew one as he returned fire. Desperate to save Aragorn, Gimli spent two Might points to win his heroic combat and charge Amdûr, but the Lord of Blades' skill was too great. He overpowered them both and wounded Aragorn, though Simon's leader passed his Fate save.



THE GREAT BEAST

As Simon's Warriors were busy fighting the hordes of Orcs and Easterlings, Duncan's Great Beast was able to slam home into the flank of the Gondor battleline, crushing those unfortunate enough to be in its way. Only the high Defence value of Simon's Warriors prevented Duncan's monster from causing a massacre.

As if this deadly assault on his battleline wasn't enough cause for concern, the nine Orc archers on its battle platform rained a steady stream of arrows into Simon's forces even as the Great Beast gored his men below. Simon could do little in Turn 4 but send his Knight of the White Tower into combat in a desperate bid to bring the giant creature down. A series of botched Courage tests left the valiant Hero all but alone against the Great Beast and the Knight paid for his lack of support with a Wound.

Turn 5 saw Duncan trample another of Simon's Warriors as the Great Beast charged into combat. But this time it seemed that the Knight of the White Tower had the measure of his beastly foe. Stepping to the side of the giant creature, he brought his White Sword of Gondor crashing down and beheaded the Great Beast, the 2 wounds he caused doubling to 4!

Annotations

- A** The Great Beast of Gorgoroth tears through the Gondor flank, but a mighty blow from the brave Knight of the White Tower finally ends its deadly rampage.
- B** The fierce fighting continues in the centre, though Gondor's numbers begin to tell and the Orcs start to fall at an alarming rate.
- C** The Terror-stricken Kataphrakts are overwhelmed by the Warriors of the Dead, whose spectral blades ignore their heavy armour by striking against their Courage instead of high Defence value.

Turn 5 – Movement



DEFIANT TO THE LAST

TURN 6



Aragorn, Transfixed once more, finds himself at the mercy of both Amdûr and a Winged Nazgûl.

Battered and Broken

At the start of any turn that an army has been reduced to less than half of its starting number of models, it is considered to be broken. In many scenarios, the game will now also have a chance of ending at the end of a turn, but there is another problem your army will face if broken – cowardice. Every unengaged model at the start of a broken army's Move phase must pass a Courage test or it will flee the battle!



The death of the Great Beast of Gorgoroth last turn had caused carnage to both sides as it crashed to the ground. Four of its Orc crew had been crushed beneath its enormous bulk, along with two Warriors of Minas Tirith. Duncan's army had now been well and truly broken, so he cursed his luck when he won priority in Turn 6 – he was now likely to lose even more of his rapidly-dwindling force to failed Courage tests, as Simon had yet to engage any of his models in combat. Amdûr and the Ringwraith were able to steady the line somewhat, using the Stand Fast! special rule to apply their successful Courage tests to friendly models within 6", but they could not be everywhere at once. Four Orcs, two Easterlings and the last of the Kataphraks fled the battlefield.

Having expended most of his Ringwraith's Will points to hold Aragorn at bay for much of the game with the *Transfix* spell, Duncan was left with an unenviable choice: to hold back and keep his leader alive, or go all-out and try and take down Aragorn for a moral victory. Grinning mischievously, Duncan spent his Ringwraith's penultimate Will point to *Transfix* Aragorn before sending it swooping

into combat to deliver the finishing blow – an act that would also banish the Ringwraith after having to expend its last Will point at the end of the Fight phase. Aragorn was surely doomed, but Duncan sent Amdûr charging in just to be sure! Simon's moves saw the few remaining Easterlings and Mordor Orcs surrounded and trapped, but he found himself unable to aid Aragorn – he would have to rely on winning a heroic combat to reach him, and Legolas was the only Hero with any Might points remaining.

Duncan finally had a moment of good fortune when his Easterling archers shot the spearman that was supporting Legolas as he prepared his daring bid to save Aragorn. The loss of the spearman was to prove crucial in Legolas' ensuing heroic combat. The Prince of Mirkwood won the fight but failed to land the killing blow. Without Legolas to disengage one of Duncan's charging Heroes, Simon knew Aragorn was in grave danger. His fears were realised moments later when the charging Fell Beast tore into the helpless heir of Isildur and inflicted a whopping five Wounds. Aragorn was dead! With that final act, Duncan rolled to see if the game would end...

GONDOR IS SAVED!



Alas, but even though Minas Tirith yet stands, Aragorn lies dead before the walls of the city he fought so hard to save. Well, he would've fought hard if Duncan's Ringwraith hadn't *Transfixed* him

for most of the game! I can't fault his logic on that matter though, as I would've probably done the same thing if our roles had been reversed. If Aragorn is unhindered by magical powers and able to call heroic combats with his free Might point each turn, he is more than capable of annihilating an army single-handed.

The Lords of Battle scenario is a lot of fun to play as it's all about the Heroes. You can afford to be more cavalier with expending their Might points as you have a chance to replenish them over the course of the game. Gimli was the point in case here, as he went through five Might points during the battle, having recovered two for slaying

the Easterling Dragon Knight and War Priest, and had a great game as a result. Saying that though, the Knight of the White Tower was nothing short of sensational, and he only expended a single Might point! The White Sword of Gondor is not to be underestimated – that my Knight was able to slay the Great Beast of Gorgoroth in a single turn despite only having 2 Attacks is evidence enough of the blade's potency.

On the topic of the Great Beast – that thing is terrifying! It may not quite match the hitting power of a Mumâk on the charge, but it weighs in at half the points cost and its Orc crew are effectively free. If Duncan had been a bit luckier with his rolls when the Great Beast charged, he could've crushed my entire flank in short order. But as seems to be the way of things when Duncan plays a game (let alone a battle report), his luck, or lack thereof, played a more than significant part in his downfall. His Kataphrakts were all but useless when it came to passing Courage tests to charge my Warriors of the Dead, and although Amdûr fought well, he just couldn't seem to land a killing blow without expending Might. Sorry, Duncan! Better luck next time...

Hero of the West

When I look back on the game, my choice of Hero of the West was a tough one. Gimli was nigh unstoppable, accounting for two of Duncan's Heroes, but the honour really has to go to the Knight of the White Tower for beheading both the Morannon Orc Captain and the Great Beast of Gorgoroth. He really was awesome!



ONE IN THE EYE FOR SAURON



Curse my cowardly Courage-test-failing minions! Despite their average Courage of 3, my Easterling Kataphrakts seemed to fail almost every Terror test to charge those thrice-accursed Warriors of the Dead. Where

was my glorious cavalry charge by Amdûr and his elite knights? I have my notorious 'light brigade' reputation to live up to, after all. Maybe I should've spent the points upgrading them to Black Dragons – then they would've been Courage 4. Drat.

I must say that the Great Beast of Gorgoroth was suitably impressive, despite my dubious dice rolls. If you're going to play with an Evil army, you simply have to take a big, gribbly monster. Rendering your enemies into red paste is far too much fun – never deny yourself the simple pleasures in life! My only regret is that I didn't support the Great Beast with a Hero nearby to call Heroic moves, as it's important to keep

monsters on the front foot. Never be afraid to get stuck in with your big beasties either, as they cost a hefty chunk of points and need to earn their keep. This is especially important in the case of the Great Beast as it inflicts Strength 6 hits as it charges.

I was chuffed to bits about killing Aragorn. He's hard as nails, so it's always gratifying to see him broken and bloodied at your feet. Simon did very well to protect him and keep him alive for so long despite the fact that he spent all but the first turn *Transfixed*. Using the Terror of the Warriors of the Dead and heroic combats by Gimli to protect his flanks and prevent my Ringwraith from getting to him earlier (by taking advantage of the Fell Beast's large base size) was very smart.

I was determined to kill that cursed Elf as well. I wanted to shoot him dead and give him a taste of his own medicine, just to make a point about the cowardice of archery. But all I managed to do in the end was shoot dead two of my own Orcs in the attempt. I should've seen that coming with my luck! On that note, how is it possible to lose so many combats so consistently over two games? Next time, Simon. Next time...

Chosen of Sauron

My choice of minion of the match has to be the Ringwraith. Even though he wasn't able to attack Aragorn directly and kill him until the last turn of the game, my Nazgûl's magic stopped him from potentially rampaging through my lines. It's just a shame I wasn't able to get to him earlier, otherwise I would've been able to pick on another of Simon's Heroes. Yes, I'm looking at you, Gimli.



THE LORD OF THE RINGS

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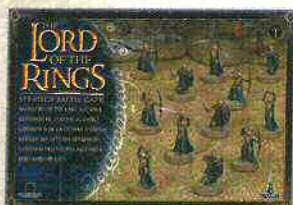
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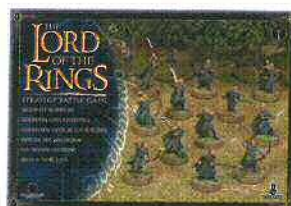
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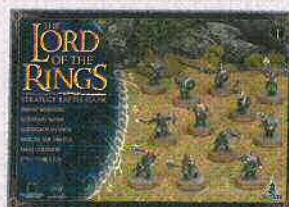
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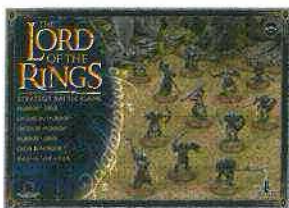
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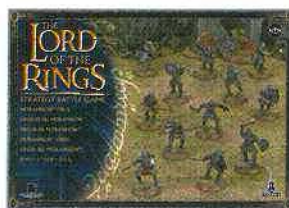


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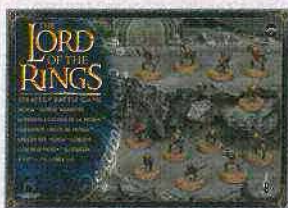


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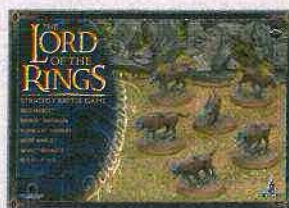


Moria Goblin Warriors

12 Moria Goblin Warriors: 4 with shields, 4 with Orc bows and 4 with spears.

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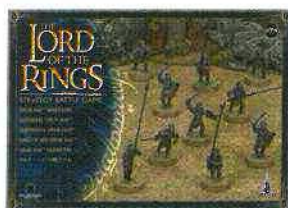


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STANDARD BEARER



In this month's Standard Bearer, Jervis discusses how naked he would feel without his trusty gaming 'side-arms', the humble tape measure and weapon templates.

As veteran readers of Standard Bearer will know, I'm fascinated by all of the paraphernalia we use in our hobby. By 'paraphernalia', I mean things like the Citadel miniatures we use to fight our battles with, the paints and brushes we use to get them ready for action, the terrain over which we battle, the rulebooks we use and even the dice we roll. Anyway, the other day, while playing Warhammer, I found myself idly fiddling with my tape measure as my opponent worked out how many models his stone thrower had hit, and it occurred to me that two often overlooked paraphernalia are the tape measures and templates we use during a battle. As I pondered on this I realised that, for me at least, the lowly tape measure and clear plastic template have played a surprisingly large part in my enjoyment of the hobby, which I would sorely miss if I no longer got to use them.

Seriously, I consider tape measures and templates to be iconic parts of our hobby: just seeing them makes me think of tabletop wargames. Let's take the humble tape measure. Like dice, the tape measure is a fundamental 'tool of the job' – it's hard to think how you could get a tabletop wargame to work without some form of measuring instrument, and for most of us, the tape measure is the ideal implement for this task. Now, I know that some people like to use rules or precisely made metal measuring sticks, and while I have no objection to these things, I much prefer to use a tape measure myself. On a practical level I find it easier and more compact to use. But far more importantly, I love the way I can fiddle with it while pondering a move or waiting for an opponent to complete one of theirs. Then there's the satisfying 'snap' as the tape measure shoots

back into its case at the touch of a button. Last but not least there is the satisfying heft of a good tape measure, and the reassuring feel that your 'lucky' tape measure has.

I know I'm not alone in this obsession: veteran tabletop wargamer Rick Priestley once admitted that he couldn't help but buy at least one new tape measure each time he visited a hardware store, while I can remember that when Andy Chambers joined the Design Studio, he came to work with a hefty and really rather impressive tape measure hooked to his belt. Andy was always a really tough opponent, and I felt that the tape measure he carried at his hip was his own version of the pearl-handled Colt revolver carried by a hardened gunfighter! One of my saddest days was when my old chrome tape measure finally broke. That old tape measure wasn't a sturdy top-of-the-range model like Andy's, but it had served me well and faithfully since I was 14 years old, growing slowly more tarnished and rickety over time, until finally it fell apart. I didn't cry when it happened, but it was close, and I get a lump in my throat as I think of it even today. Silly really, isn't it? But emblematic of just how important the paraphernalia of our games can be.

Of course tape measures aren't without their problems. Most wargamers I know have been injured by a rapidly withdrawing tape measure blade, and few of us have avoided hooking a miniature with the end of a tape measure, dragging the unfortunate miniature across the table as the tape measure sniks home (a particularly embarrassing thing to do when the miniature is not your own but your opponent's). And it has to be said that measuring moves and ranges with a tape measure can be an imprecise science,

This photo was taken mid-way through the epic Warhammer 25th birthday game. It's not often that an Empire Great Cannon gets to fire at extreme range (a whopping maximum of 60"), and the impracticalities of measuring such a distance is clearly in evidence.

But we wouldn't want to deny you the ability to launch artillery bombardments over such distances for so minor a triviality, now, would we? That's half the fun of using artillery in the first place!



especially in the hands of certain players that – overwhelmed by a desire for victory at any cost, even their honour! – have been known to slightly ‘stretch’ a move, or round the range down to the next lowest inch. Such things were known as a ‘wargamer’s inch’ in my youth, a phrase I rarely hear used these days. But I digress...

Equally iconic are the templates we use in our games. By ‘templates’ I mean all of the clear plastic devices we use to see who has been hit by an attack or spell, not just the flamer templates. These templates have been around since day one of the hobby, though back then you had to make them using thin clear plastic, a non-erasable marker, a compass or ruler, and a sharp knife. Life is rather simpler these days, and all of the templates you’ll ever need are made in sturdy clear plastic ready for use!

As a games designer, templates are in many ways more important than a tape measure, as they can be used to create specific game effects. For example, the use of ‘area effect’ templates makes it dangerous for an army to ‘clump up’, forcing players to make difficult tactical decisions about how densely they set up their army. In addition, cleverly designed templates really capture the nature of an attack, making the game feel more immersive. The classic example of this is the flamer template – I find it almost impossible to use the template without making a ‘whoosh’ to simulate the gout



– and therefore use rigid grids to strictly control and regulate the way that pieces move and attack. They attempt to control the natural chaos and disorder that people bring to a game through this regulation. Tabletop wargames are not like that: precise gameplay is less important than the spectacle and the immersive ‘feel’ of the game. I think that using a tape measure to measure moves and ranges helps underpin this, by making distances something that is

Robin Cruddace meticulously calculates how many models his attack is about to annihilate.

“I find it almost impossible to use the flamer template without making a ‘whoosh’ to simulate the gout of flames pouring forth (sad but true).”

of flames pouring forth from the weapon (sad I know, but true). Rather less subtle are the templates used in *Apocalypse*, the sheer size of which tells you everything you need to know about the destructiveness of the weapons of a super-heavy vehicle! *Apocalypse* also includes my favourite template, the Apocalyptic Barrage template. I love the look of it, the way it conjures up the image of a pounding barrage, and the way it takes what could be a complex mechanic and makes it simple to use.

On a rather deeper (dare I say profound?) level, I think that the tape measures and templates also define something about the very nature of a wargame. I touched on this earlier when I talked about the ‘wargamer’s inch’, and it boils down to the way that our games have a charmingly imprecise and rather chaotic side to them. Most other games are highly structured – we use the term ‘chess-like’ to mean calculated precision for a reason

measured in the same way that we measure things in real life; I don’t live a number of squares from the city centre, I live a certain distance away. Similarly models in our games don’t move a certain number of squares every turn, they move a certain distance. Templates work in the same way, replacing the rigidity of a grid with an area of effect that asks us to judge if a target falls within or without the template. Using tape measures and templates calls on our judgement and asks for trust, and in doing so it makes our games fallible... but, precisely because of this, it also makes our games feel rather... hmm, how to put it? Rather more human, I guess.

And on that large blast marker I shall leave you. As ever, please don’t hesitate to get in touch if you have any comments on this month’s *Standard Bearer*. Let me know what items of the paraphernalia of our hobby you love (or hate!). I look forward to hearing from you.

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OFFICIAL
RULES

WARHAMMER

CIVIL WAR

Brother turns upon brother as old enmities are rekindled and alliances broken. Civil war rages on throughout the Warhammer world in the second part of our exclusive new Warhammer Expansion.



You can find the first part of Civil War in the last issue of White Dwarf. The first part includes the main rules, as well as the rules for Ogre Kingdoms, Vampire Counts, Beastmen and Lizardmen.

The Warhammer world is riven with war at every turn, as kingdoms and empires stand ready to defend their borders from encroaching neighbours or barbaric raiders. Yet it is not just enemies from without that kings must beware of, for enemies lurk within as well.

Within the lands of the Empire nobles gaze jealously at the territory of their rivals whilst in the courts of the High Elves bitter words quickly spoken are not easily forgotten. In the holds of the Dwarfs ancient grudges are rekindled as axes are sharpened, whilst in faraway Lustria schisms emerge between temple-cities. And in the wilder lands of the world, the Warriors of Chaos, Orcs & Goblins and Skaven clans turn their knives upon one another much as they always have done. Civil wars brew within every border, always amongst the most brutal of wars as brother turns upon brother and old hatreds emerge.

Last issue of White Dwarf had a new Expansion for Warhammer within its pages – Warhammer: Civil War. These rules offer exciting new options for Warhammer players when they fight against armies of the same army as their own, adding in tables that throw new rules into the mix whenever the armies clash.

As well as these Civil War tables, there were also optional rules for factions in your games, so that when two armies clash they can represent forces drawn from different lands or organisations, allowing you to use different parts of your collection than you normally might be able to.

Last issue had rules for using Ogre Kingdoms, Beastmen, Lizardmen and Vampire Counts in games of Civil War. This issue has rules for using Warriors of Chaos, Orcs & Goblins and Tomb Kings in your Civil War games. Come back next month for part 3!

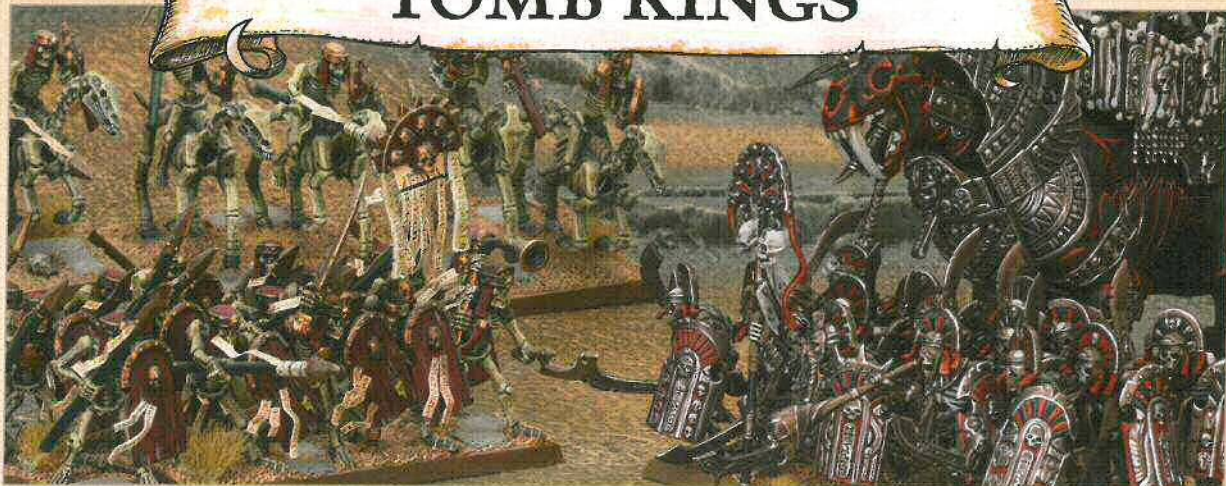
ORCS & GOBLINS



Roll once on this table if you are fighting a Civil War between two Orcs & Goblins armies.

- 2 **Riotous Squabbling:** Every Orc and Goblin on the battlefield is especially moody, ensuring fights break out within units long before they meet the enemy. For the entire game Animosity tests are failed on rolls of 1 or 2.
- 3 **Uppity Gits:** All Goblins (including Night Goblins and Forest Goblins) are seized with rebellious loathing for their larger Orc kin (including Black Orcs, Big 'Uns, and Savage Orcs). Goblins (of all kinds) gain Hatred (Orcs) and can also re-roll failed To Wound rolls against Orcs for the entire game. The downside of this is that Goblins (of any kind) cannot use any Leadership bonus that comes from an Orc (of any kind).
- 4 **Gork is Watchin':** The greenskins believe that their almighty god Gork (or perhaps Mork) is looking upon the battlefield. Eager to impress, all Orcs (of any kind) can re-roll a single dice from any failed charge rolls.
- 5 **Dat'z Our Land!** Rival tribes are feuding over territory. Any fleeing models automatically rally before they leave the battlefield (even if they would not normally be allowed to do so). Additionally, if the battle uses victory points, at the end of the battle divide the battlefield into quarters. The side with more wounds' worth of models in that quarter is said to claim it. Each board quarter claimed is worth 250 victory points.
- 6 **Dey Sure Grow Big There!** The tribes are fighting over the best hunting grounds. All Trolls and Mangler Squigs have +1 Strength and +1 Wound. All Arachnarok Spiders, Wyverns, Gigantic Spiders, Great Cave Squigs and Giants have +1 Strength and +D3 Wounds (roll separately for each). In addition, both sides score double the victory points for any of these units if they are slain or have fled off the table.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for at least a week (Orcs are nothing if not fickle!). Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Gork vs. Mork:** Each player places a piece of terrain anywhere in his deployment zone to represent an Idol to Gork or Mork (its ideal if you have special made scenery, but if you don't remember that greenskins often use many miscellaneous items for their veneration, from strangely shaped dung hills to especially impressive boulders!). The Idol of Gork (or Mork) acts as described in the Warhammer rulebook and, additionally, any friendly greenskin units within 12" of their own Idol can re-roll failed To Hit rolls. If victory points are used, the side that has the most friendly models within 12" of each Idol gains an additional 100 victory points.
- 9 **Green Energy:** The very air crackles with the energies supplied by so many greenskins. All Wizards pass any channelling attempts on a 4+ and gain +1 ward save (if they have no ward save, they gain a save of 6+).
- 10 **Wot are they Feedin' them?** The creatures in this region are particularly fearsome. All Boars, Giant Wolves, Squigs, Cave Squigs, and Giant Spiders have +1 Strength (this includes any such beasts pulling chariots).
- 11 **Hackfest:** Greenskin leaders always want to show off in front of their rivals, to really show who's da boss! All Lords and Heroes (excluding Wizards) gain +1 Attack. Additionally, any Lord or Hero (excluding Wizards) can forgo his regular attacks in lieu of a single attack made with the Killing Blow special rule. An additional 100 victory points are awarded for each character model slain in a challenge.
- 12 **The Power of the Waaagh!** Orc & Goblin civil wars are all about the largest of their kind taking charge. Any greenskin Army General (including Goblins and Shamans of any kind) gains the Waaagh! special rule. Additionally, any Orc Warboss (of any kind) that calls a Waaagh! gains the Impact Hits (D6) special rule for the remainder of the turn. Killing the enemy General is worth triple his normal victory points (instead of the normal +100 victory points for killing the enemy General).

TOMB KINGS



Roll once on this table if you are fighting a Civil War between two Tomb Kings armies.

- 2 **Living Delusion:** Their grip on sanity slipping, each army believes they are still living, breathing beings. The Nehekharan Undead rule is suspended this battle (so units with the rule are not Unbreakable or Unstable, they do not cause Fear and spells that only affect Nehekharan Undead have no effect).
- 3 **Buried Beneath the Dunes:** The hostilities between two dynasties were interrupted when they were swallowed by shifting sands. Now, as storms blow away the sands, the legions continue their war. All units have the Entombed Beneath the Sands special rule. Note that this means that nothing will happen on the first game turn; the winds die down at the start of the second turn, allowing the buried warriors to emerge.
- 4 **Khemrian Sandstorm:** The battle is fought in a sandstorm. The maximum distance any model can see is 12". Shooting attacks, spells and any other ranged abilities may not be used against targets that are out of sight.
- 5 **The Anger of the Gods:** The Nehekharan gods have been slighted and so work through their statuary to vent their anger. All models with the Animated Construct special rule also have the Frenzy special rule. Models that are already subject to Frenzy receive +1 Attack instead. In addition, both sides score double the normal number of victory points for Animated Constructs rule that are destroyed or have fled the table.
- 6 **Mortuary Politics:** Rival groups of Liche Priests scheme amongst themselves. All Liche Priests Hate the Liche Priests in the opposing army. All Liche Priests have the *Spirit Leech* spell from the Lore of Death, in addition to any other spells. However, they may only use *Spirit Leech* to target enemy Liche Priests. Both sides score double the victory points for Liche Priests in the opposing army that are destroyed or have fled the table.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for millennia. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Vengeful Souls:** The restless souls of deceased kings and loyal soldiers return to the mortal plane to resolve disputes that death itself failed to settle. Double the wounds recovered by the Restless Dead Lore Attribute.
- 9 **Chariot War:** All Chariots may choose to re-roll the number of Impact Hits they inflict. In addition, both sides score double victory points for Chariot units in the opposing army that are destroyed or have fled the table.
- 10 **Family Feud:** Two succeeding generations of the same dynastic family have been awoken in the same city, at the same time, both believing that the right to rule is theirs alone. Either side will win the battle immediately if the opposing General is slain. Should both Generals be slain at exactly the same time, then the battle is a draw. However, the two Generals will never attack or target each other directly – they are family, after all.
- 11 **Tomb Raid:** Each side must pick a magic item from Warhammer: Tomb Kings. The magic item must be one that is not being used by either army. Roll off to see who picks their magic item first. The item chosen is then given to the opposing army (it has been stolen!). It costs no points, but must be given to a character to carry and use following the normal rules and restrictions for magic items. If the character carrying the magic item is slain, then the opposing side scores a number of victory points equal to 10 times the points value of the item.
- 12 **The Great King:** Neither king will bend his knee to the other. During the battle, record the number of wounds caused by each General in close combat (not including models cut down when they flee, but including models killed by Impact Hits). At the end of the battle, if either General has inflicted double the number of wounds inflicted by their opponent they win the battle and the normal victory conditions are ignored. In any other circumstances the normal victory conditions apply.

WARRIORS OF CHAOS



Roll once on this table if you are fighting a Civil War between two armies of Warriors of Chaos.

- 2 **The Eternal Battle:** Neither side will give any quarter whilst the gods watch. All models have the Unbreakable and Frenzy special rules. Models that are already subject to Frenzy receive +1 Attack instead. When a model rolls on the Eye of the Gods table, they may roll twice and pick which of the two results they will use.
- 3 **Monsters of Chaos:** Both armies may include a Chaos Giant or a single bound monster worth up to 225 points chosen from a scroll of binding. These monsters are free, but victory points are scored for them normally.
- 4 **The Chaos Wastes:** The Chaos Wastes are an impossible and nightmarish landscape. When rolling for mysterious terrain, re-roll all rolls of 1. In addition, re-roll all successful Dangerous Terrain tests.
- 5 **Troll Country:** Troll units (and any characters that join them) have the Vanguard and Strider special rules. In addition, Troll units are not worth any victory points, as they are easily replaced in this benighted place.
- 6 **Chaos Monolith:** When a Chaos Lord attains Daemonhood, a monolith is erected in his glory. Place a piece of terrain representing the Chaos Monolith at the centre of the battlefield and then scatter it 2D6". The side with a non-fleeing unit closest to the monolith at the end of the battle receives 500 bonus victory points.
- 7 **Ancient Enmity:** The two sides have harboured numerous grudges against each other for centuries. Roll twice on this table, re-rolling any further rolls of 7 or any duplicate rolls.
- 8 **Trial of Might:** Keep track of the number of times each General rolls on the Eye of the Gods table (even if they roll 'the Eye is Closed'). At the end of the game, if one General has rolled on the table more times than their foe, they win the battle and the normal victory conditions are ignored. Otherwise victory conditions apply.
- 9 **Spawn of Chaos:** All Chaos Spawn have all of their characteristics (apart from Leadership) increased by +1. In addition, if a character rolls 'the Eye is Closed' on the Eye of the Gods table, then they are turned into a Spawn-thing. All models in base contact with the character (friend or foe) suffer a Strength 4 hit (unsaved wounds will count towards combat resolution). The character is then removed from play as a casualty.
- 10 **The Dread Art:** When followers of Chaos battle each other, the conflict can tear a rent in reality. The battle is fought using the Storm of Magic scenario. If the players do not have access to a copy of these rules, treat all Wizards as 1 level higher (which may take them to Level 5), and roll 4D6 for the Winds of Magic.
- 11 **Chaos Vendetta:** Both players declare which of the four Chaos Gods their vendetta is against (roll-off to see who has to make their declaration first). A player may not choose a god if their General bears the mark of that god. Models in the player's own army that bear the mark of the god are treated as Desperate Allies. All other models in the player's army Hate enemy models that bear the mark of the chosen god. In addition, the player scores double victory points for all such units in the opposing army that are destroyed or have fled the table.
- 12 **The Everchosen:** The two Generals believe that they are fated to be the Everchosen. So far each has recovered one of the great treasures of Chaos – they wish to slay their opponent to gain the second treasure! The treasures are described in the army book entry for Archaon, and consist of the Armour of Morkar, the Slayer of Kings, the Crown of Domination and the Eye of Sheerian. Each player is allowed to pick one of these for their General. The players must choose different items – roll-off to see who picks first. The item is free, but may only be chosen as long as the General is allowed to use it. The item may replace a magic item the General is already carrying (the replaced item cannot be used). If the General is slain, the item is lost and the army immediately loses the battle. If both Generals are slain at exactly the same time, then the battle is a draw.



OFFICIAL
RULES

WARHAMMER STANDING WATCH

In this article, Jervis Johnson presents official rules and a new scenario to accompany the latest Warhammer scenery piece – Deathknell Watch.

Byond the outskirts of Altdorf, high upon the Howling Hills, sits the lonely tower of Deathknell Watch.

Legend tells that this skull-wrought tower has stood for hundreds, possibly thousands, of years, casting its grim shadow across travellers braving the dangerous passage of the Altdorf-Harstadt road. At night, the wailing winds force their way through the cracks in the tower's ancient masonry, some trick of construction transforming their high-pitched wail to a sonorous and powerful booming that can be heard in every corner of the state. In recent years, a small garrison from the College of Engineers have taken to using the tower as a signal post by day. But nothing can compel them to man its walls at night, when the howling winds rise...

Deathknell Watch towers are found all across the Empire, and sometimes even further afield. The original architects of the towers built them over even more ancient Wyrding Wells and used them to imbue the towers with a series of powerful magical defences. Furthermore, almost all Deathknell Watches are placed in sight of each other, so that they form an unbroken chain of watchtowers.

They are now maintained by the Colleges of Engineers. Sharp-eyed sentries scour the surrounding countryside, and if they spot anything untoward, they use the Bronze Sentinel atop the tower to signal a warning to the next tower in the chain. A Bronze Sentinel is a mechanical device created by the College of Engineers that takes the form of a giant metal skeleton. The arms of the Bronze Sentinel glow with arcane multi-coloured energy, and as they move they carve sparking symbols in the air. This allows the sentries manning the Deathknell Watch to send signals to one another by changing the angle of the arms of the Bronze Sentinel.

A Deathknell Watch constitutes a formidable bulwark against an enemy attack. Troops occupying the tower can use the Bronze Sentinel to reveal the location of hidden enemy troops, direct the fire of nearby war machines and guide reinforcements to the battlefield. Far more deadly, though, is the ancient Wyrding Well found in the cellar. Occupants of the tower can sup from the well – if they dare – while any wizard standing on the roof of the tower can unleash the mystical energies against any enemy nearby.

DEATHKNELL WATCH

Type

Deathknell Watch is a building.

Special Rules

Bronze Sentinel: The side occupying Deathknell Watch may re-roll scatter dice rolls (just the scatter dice, not any D6 or artillery dice rolled along with it), and may also re-roll the dice to see if Ambushers arrive. In addition, Scouts may not deploy within 24" of Deathknell Watch if it is garrisoned by an enemy unit.

Wyrding Well: Every Deathknell Watch is built over a Wyrding Well. The rules for the Wyrding Well can be found on page 124 of the Warhammer rulebook. The Wyrding Well may only be used by units occupying Deathknell Watch. If Deathknell Watch is destroyed, then any unit can use the Wyrding Well using the standard rules in the Warhammer rulebook.

Deathknell Spell: A Wizard occupying Deathknell Watch may use the *Deathknell* spell in addition to any other spells they can use. The *Deathknell* spell does not have a lore attribute. If a miscast is rolled when the spell is cast, and then a double is rolled on the miscast table, ignore the result on the miscast table. Instead Deathknell Watch is destroyed and replaced with a Wyrding Well (simply remove the top part of the tower). Any units within Deathknell Watch when it is destroyed by a miscast are killed, with no saving throws of any kind allowed.

Watchtower: Deathknell Watch makes an excellent objective in the Watchtower scenario. If you decide to use it as such and it is destroyed, then the side with a unit closest to the Wyrding Well at the end of the game wins the battle. If both sides are equally close, then the battle ends in a draw.

The Semaphoriuss

Each Deathknell Watch includes a massive book known as a Semaphoriuss, which contains hundreds of illustrations of the signals that can be used by the Bronze Sentinel. The book is named after the engineer who created the first Bronze Sentinel. Sadly he never lived to see his creation being put to use; believing the prototype to be safely earthed, he touched one of its arms and was vaporised by the deadly charge it had built up. It is said that you can still see the scorch marks burnt deep into the stone of the Deathknell Tower where Semaph was standing when he met his untimely demise...

DEATHKNELL Cast on 7+

The Wizard draws on the power of the Deathknell Watch. A beam of eldritch energy bursts forth from the eye sockets of the skulls on the side of the tower, engulfing a nearby foe.

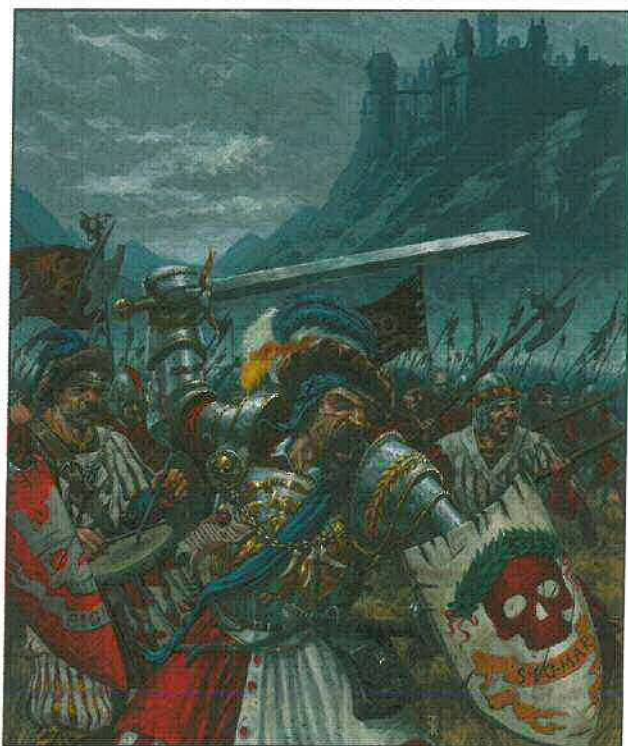
Deathknell is a magic missile with a range of 12" that causes 2D6 Strength 4 hits.



Jervis Johnson Presents...
BATTLEFIELD CHALLENGES

WARHAMMER®

DEATHKNELL WATCH



Not all invasions are made to capture and hold territory. More common is a raid, where the intention is to capture as much loot as possible and carry it back to the invaders' territory. Deathknell Watches have been used for centuries to warn of just such an enemy raid, and then to slow down the raiders long enough for a defensive force to respond. For their part, the raiders will attempt to either capture or bypass the Deathknell Watch, grab as much loot as they can and then escape with it – the more loot they can get away with, the better!

THE ARMIES

Each player picks an army from a Warhammer Armies book to an equal points total.

THE BATTLEFIELD

Divide the table into six equal-sized sections (if you're using a Realm of Battle, the gameboards are ideal for this). Note that this battle is fought down the length of the table.

Randomly select one narrow table edge, and set up a Deathknell Watch in such a way that it covers the intersection of the four sections closest to that edge. Set up any remaining terrain in a mutually agreeable manner.

DEPLOYMENT

Both players roll off. The player that wins the roll-off is the raider, and the loser is the defender. The defender may deploy one Core infantry unit of up to 20 models in

Designer's Note: This scenario is designed to be played with Deathknell Watch and a Realm of Battle Gameboard. If you don't have Deathknell Watch in your collection, you can still play the scenario by substituting a suitable model from your collection.



Deathknell Watch. They may also deploy one character in the tower as well.

All other units in both armies enter play as reinforcements. Both sides' reinforcements must move onto the battlefield on their side's first turn. Scouts may not deploy using their special rules.

Loot Counters

After the defender has deployed, six loot counters must be set up. Any suitable object can be used to represent the loot counters (a small coin is ideal – and rather appropriate).

The players take it in turns to place the counters, starting with the defender. One counter must be placed in each of the six table segments. In addition the counters may not be placed within 6" of a table edge, Deathknell Watch, or another loot counter. See the special rules below to find out how to pick up and move loot counters.

FIRST TURN

After deployment, the raider has the first turn.

GAME LENGTH

Roll a dice at the end of game turn 5. On a 1-2 the game ends immediately, and on a 3 or more the game continues. If the game continues then roll the D6 again at the end of the 6th game turn, and this time the game ends immediately on a roll of 1-3, and continues for a 7th and final turn on a roll of 4+. The game ends automatically at the end of game turn 7.

VICTORY CONDITIONS

The side with the most victory points wins the battle. Note that victory points are **only** scored for the criteria listed below, and not for enemy units that are dead or which have fled the table, captured standards and so on.

Raiders Victory Points

- For each loot counter the raider escapes from the table with: **100 victory points**.
- For each loot counter held by a raiding unit that is still on the table at the end of the battle: **50 victory points**.
- For destroying the unit(s) used to garrison of Deathknell Watch by the end of the battle: **100 victory points**.

Defenders Victory Points

- For each loot counter held by a raiding unit that is still on the table at the end of the battle: **100 victory points**.
- For each loot counter that is not controlled by either side at the end of the battle: **25 victory points**.
- If the garrison of the Deathknell Watch survives until the end of the battle: **50 victory points**.

SPECIAL RULES

Escaping: Raiding units can escape by voluntarily exiting the table on the edge they entered from. Units that escape are removed from play and cannot return.

The Garrison: The garrison may not voluntarily leave the tower. If they are forced out, this rule no longer applies.

Loot: Any unit can pick up and carry a loot counter by moving over it during its move. Place the counter with the unit. Units can carry any number of loot counters. Characters that leave a unit can take some, none or all of the loot carried by the unit with them when they go.

Units drop any loot if they flee, pursue or charge – simply leave the counter on the table and move the unit away from it. By the same token, units may not pick up loot while fleeing, pursuing or charging. If a unit ends a move on top of a counter it can't pick up, then move the counter by the shortest possible distance to a free space more than 1" away from any unit.

Designer's Note: In this scenario the army roster and tactics you use will be rather different to those you use in a normal battle so you need to keep two things in mind: loot and Deathknell Watch itself.

The key to this scenario is to grab loot counters and then keep hold of them. One of the most straightforward ways of grabbing objectives is to include flyers and cavalry in your army. However, although units like these can grab loot easily enough, they may struggle to keep it. Because of this you should make sure that you have some capable combat units for any flyers and cavalry to hide behind, should the need arise. The raider must do their utmost to get any loot off the table, and because of this fast-moving units are even more useful for them than they are for the defenders.

The raiding player will also need to decide if he is going to capture Deathknell Watch, or bypass it and concentrate simply on the loot. There are advantages to each strategy, but you should pick one and stick to your plan come hell or high water. While on this subject, the defender needs to think carefully about the garrison in the tower. Putting too powerful a unit in the tower can tie up a major asset that may have proved more useful as a mobile unit. On the other hand, a weak garrison is just asking for the tower to be captured, which will cost you victory points and maybe the game.



WARHAMMER
40,000

ARMY WORKSHOP NECRONS



We first showed Chris Peach's Necrons back in November's battle report. In this article, he tells us how he went about painting his distinctive army of the Nihilakh Dynasty.

The Necrons in my mind, are an implacable force, relentlessly advancing on the enemy, never breaking formation. For me this image has a very strong resonance, so when I came to plan the army I wanted to create a force around this idea. A symmetrical formation made up of Necron Warrior phalanxes, flanked by Ghost Arks, a pair of Monoliths and, at its head, the Overlord riding to war on his Catacomb Command Barge. This image quickly became my guiding principle and the basis for how I collected the army. I drew a diagram as my plan for collecting, sketching out a pyramid shape comprising a solid foundation of Necron Warriors followed by a smaller tier of elite infantry, and the Necron Overlord at its point.

With a plan in place, I started to gather my force. The first stop was the Necron Battleforce, which would provide the core of my army. The next step was to think about the colour scheme. I wanted to keep the force distinctive by suggesting that the army, whether it's a lone Necron Warrior or a massive Monolith, are made from three

different materials – metal, energy and stone. The energy, whether seen in the orbs or on the weapon rods would be green.

The stone was painted in a bright turquoise. For the vehicles and constructs I wanted to paint it as though it was stone fashioned into the required form, whilst on the infantry it was pure livery, a status symbol. The closer the model is to the nobility the more the turquoise would be increasingly prominent.

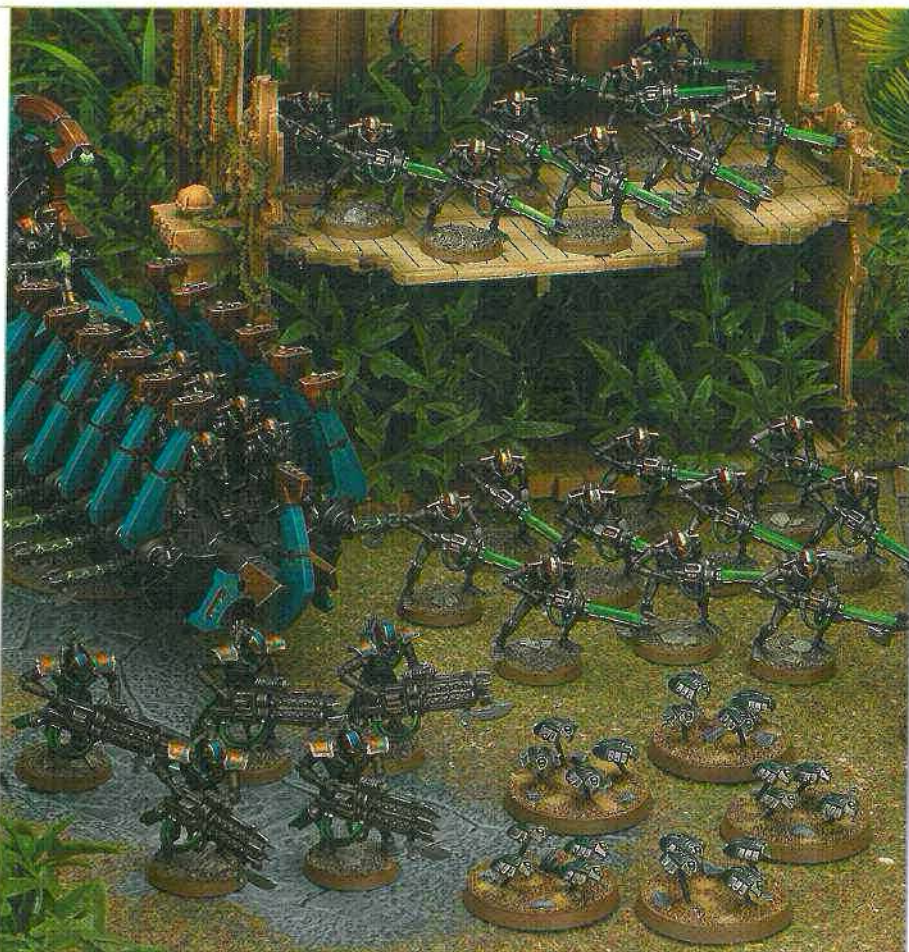
For the metal, there was both gold and silver. Again the gold can be seen more on the higher-ranking Necrons, while the functional, silver metal is prominent on the Necron Warriors. For the silver, I actually took inspiration from my motorbike. I keep the bodywork of my 'steed' in pristine condition, however, the functional part of the bike – the engine, the exhaust and the parts closest to the road – are caked in soot, dirt and road grime to the point that they're almost black. As the functional part of the army are the Necron Warriors, I've painted them accordingly – just like my bike engine!



Chris Peach is one of the Studio's army painters, responsible for painting many of the forces seen in the pages of White Dwarf every month and in our army books and Codexes. When not painting at work, Chris can usually be found... painting.

NECRON BATTLEFORCE

Chris used a Necron Battleforce as the starting point for his army. Packed with the miniatures that will form the core of an army, a Battleforce is an ideal way to start a new army or to bolster an existing force. The Necron Battleforce includes 20 Necron Warriors, which are the mainstay Troops for the army, a Ghost Ark to transport one of your units, 5 Necron Immortals and 5 bases of Canoptek Scarabs.



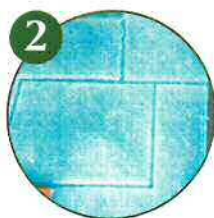
THE COLOURS OF THE NIHILAKH DYNASTY

Painting your Necrons in the style of the Nihilakh Dynasty uses three different colours – silver, gold and turquoise. Once you've mastered all three techniques then they can be reproduced on any of your Necron models, whether that's a squad of Immortals or a vehicle such as the Doomsday Ark. The steps below show how I painted the colours on the Monolith as it has a large flat surface.

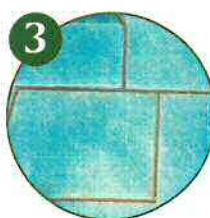
PAINTING THE TURQUOISE STONE



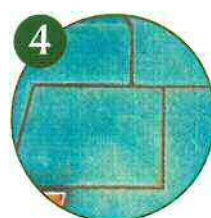
Start by basecoating the stone sections Hawk Turquoise.



Now drybrush a 1:1 mix of Hawk Turquoise and Bleached Bone onto the blue areas.

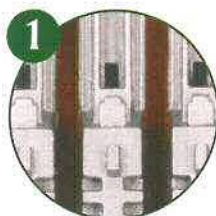


Highlight the stone with pure Bleached Bone. A light drybrush of the same colour is also applied. Scorched Brown is painted into the gaps between the bricks.

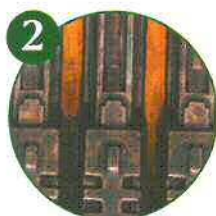


Wash the blue stone with watered-down Graveyard Earth. Remove any excess with a damp cloth.

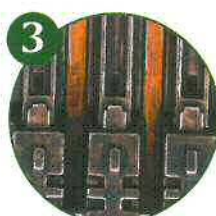
PAINTING THE METAL



Paint the gold sections of the model with a solid coat of Tin Bitz. Then basecoat the silver parts with an initial basecoat of Chainmail.



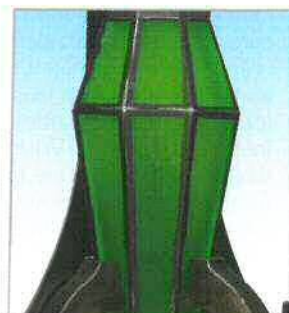
Layer on Shining Gold to the gold. Wash the silver with two coats of Badab Black (only apply the second coat once the first is dry).



Wash both the metal areas with Devlan Mud. Give the silver two washes – apply the second coat after the first has dried.



Edge highlight the gold and the silver with Chainmail. Add small chips to the gold with Scorched Brown.



The large crystal was painted to have a metal framework around it.



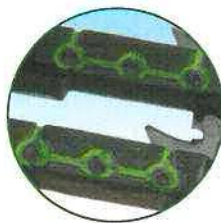
The eternity gate has had watered-down Badab Black applied.

PAINTING THE ENERGY

I use green to reflect the energy that powers the Necrons' weapons and constructs. It also works as a good spot colour against the turquoise and matches the plastic rods found in the Necron Warriors box set. To paint, start with a basecoat of Dark Angels Green, then layer with Snot Green, highlight with Scorpion Green and finally apply a highlight with a 1:1 mix of Scorpion Green and Skull White.



The warscythes wielded by the Lychguard have their own energy source.



The conduits of the Immortals' gauss blasters glow with internal energy.



Both the Deathmark's scope and cyclopean eye share a similar glow effect.



The platform for the Overlord on the Catacomb Command Barge.



The command panel of the Ghost Ark swirls with harnessed energies.



The power source for a Triarch Praetorian's gravity displacement pack.

TROOPS

The Necron Warriors use very similar techniques to the ones described for the Monolith. There is a greater focus on the dirty silver to reflect the lower status of the Necron Warriors. Note that the distinctive turquoise, which is so prominent on the vehicles and higher-ranking Necrons is restricted to a single turquoise stripe on a Necron Warrior's head and his chest icon.



ELITES

On the Monolith I was trying to create a stone texture with the turquoise effect, but on the infantry, I view it as part of their livery rather than actual stone so I've painted it in a much smoother fashion. You can see this on the higher-ranking infantry such as the Triarch Praetorians – in general, the closer to the nobility a model is, the more turquoise and gold on their armour.



ARMIES OF THE NIGHT

With the new Vampire Counts Battalion released this month, we take a look at the two of the Studio's Vampire Count's players to see how they have incorporated this tranche of Skeletons, Crypt Ghouls, Dire Wolves and a Corpse Cart into their armies.

THE DIREHOST OF DRAGON KEEP

MATT HUTSON'S VAMPIRE COUNTS



Matt's Vampire Rashiel Direblood.

If you've read our Warhammer campaign book, *Blood in the Badlands*, then you'll know that Matt has recently been consumed by the Dark Arts, raising a Vampire Counts army. The force is led by a powerful Blood Dragon Vampire Lord, Morivar Darkstalker, hailing from Dragon Keep and riding a Zombie Dragon. The Blood Dragon influence is strong throughout Matt's burgeoning force, with crimson tones featuring on all the models. This is partly because Matt started his army by first painting a unit a Blood Knights, then bolstered his collection with the Battalion set, continuing to paint red and infusing his models with a bloody tone. The Dire

Wolves and Corpse Cart are noticeable in this regard as their fleshy areas, instead of being painted in pale and grey tones, have ruddy and red shades coming through. The exposed muscles on the Dire Wolves are also vibrant and gleaming as if they had only recently been turned into Undead creatures. The Crypt Ghouls have evil-looking long red nails and tufts of scarlet hair while the Skeletons have had the army colour applied in a more traditional manner – on pennants and the banner.

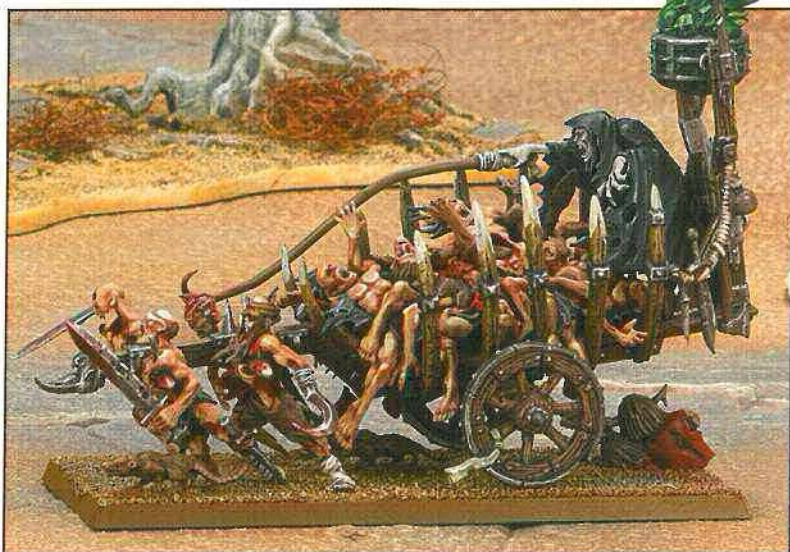
Matt is continuing to expand his Vampire army at a rapid rate. Along with a Varghulf and a smattering of characters, he has started working on some Black Knights.



Matt has painted the entire contents of his Battalion, giving them a distinctive red tone.



You can see the Dire Host as it currently stands. Once the Black Knights are ready, Matt wants to bring in more infantry. Another Battalion perhaps?



Matt prefers to give his Corpse Cart the Balefire upgrade to hamper enemy spellcasters, so assembled his model accordingly. The green flames also stand out well against the red tones of the corpse mound and Zombies.



The first of Matt's work-in-progress unit of Black Knights. He prefers to paint a single model to begin with to act as a template for the unit.

COUNT DARLORN'S SKULL HORDE

CARL DAFFORN'S VAMPIRE COUNTS



Sitting within our book design team are a few Vampire Counts players – the newest to the fold is Carl Dafforn who started his Vampire army by first painting up a Battalion box set. Since then his force has grown exponentially with the inclusion of Grave Guard, Zombies, a horde of Skeletons, Crypt Horrors and Mannfred von Carstein himself.

Carl started by painting the majority of his force in dark reds and muddy browns, but later additions have included some brighter tones to help counter-balance the overall look by inserting flashes of colour to draw the eye. The green Crypt Horrors are the most prominent example of this but you can also see it with the blue on the Tomb Banshee and the lost souls trying to escape from Mannfred's cloak.

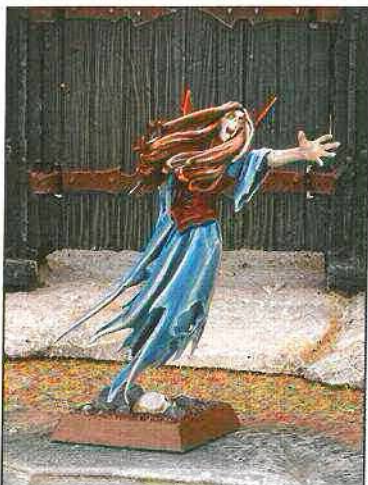
The other feature of Carl's force are the myriad conversions and multi-based models in some of the larger units. The Skeleton spearmen arising from the swampy water in the front rank of his unit is perhaps the most instantly noticeable but there are loads of other examples throughout the whole collection.



This Necromancer has been given a two-tone cloak, the majority of it red but with dirty white sleeves.



Carl likes to keep his Cairn Wraith with the Skeleton Warrior horde to bolster their combat effectiveness.



Rather than going for an ethereal look, Carl picked out the clothes on the Tomb Banshee, giving her a blue dress and burgundy bodice.



The green Crypt Horrors are arguably the current stars in Carl's Undead army. The red of the exposed muscle makes for a startling and unsettling contrast to their unhealthy skin tone. Carl added some rocks on two of the bases to give the Crypt Horrors a real sense of motion, as if launching themselves at their foe.

ARMIES ON PARADE™

NICK BAYTON'S ARMY

As a member of the Warhammer World events team, Nick spends his days running events such as the Throne of Skulls. Yet somehow, he still finds plenty of time to paint.

Nick: I've been painting and gaming with Games Workshop miniatures for over 25 years now, and in all that time, I've collected just about every army going except one – the Space Marines. With Armies on Parade coming up, it seemed like the perfect time to start a new army. I chose the Ultramarines 4th Company as the green on their livery and shoulder pads works well with the blue of their armour. I hadn't read any of the Ultramarines novels at that point, so wasn't too aware of the 4th Company's history – a point I regretted when Graham McNeill, author of the series, was at Warhammer World on Parade Day. He said 'I voted for your army, but where's Ventris?' Now, I never back down from a hobby challenge, so I read the novels and created my own version of Uriel Ventris especially for the final.



Armies on Parade is a chance for hobbyists the world over to collect and paint an army, display it on a 2'x 2' board and proudly show it off at their local Hobby Centre's Parade Day. Everyone in the store will be able to vote on their favourite entrant, and the winner will go on to represent their Hobby Centre at Games Day where the ultimate champion will be crowned. You can see even more at our website:

games-workshop.com



I converted Uriel Ventris, Captain of the 4th Company, from the Master of the Watch, and gave him a back banner from the Tactical Squad box.



My Scouts have all been converted to be wearing helmets, which I took from the Elysian Drop Troops Command Squad from Forgeworld.



This is my Librarian, Epistolary Leviticus Stroud, who led my army before Ventris arrived. He fights alongside Terminator Squad Ruthio.



The first model I produced for the army, the Whirlwind was a bit of a modelling experiment. The smoke was created by pinning the spare missile you get on the kit to the whirlwind launcher with brass wire, before painstakingly covering it in small pieces of clump foliage. I want to make a Deathstrike missile in mid-takeoff next!



Nick made good use of Forge World's Realm of Battle Imperial Strongpoint for his Armies on Parade entry.

Nick won the coveted Parade Day award at Warhammer World – no mean feat considering he was competing against both customers and staff from head office alike!

THE LORD OF THE RINGS STRATEGY BATTLE GAME

ARMY WORKSHOP

THE EASTERN KINGDOMS

After having put the Easterlings through their paces in the battle report earlier, Duncan Rhodes was inspired to paint his own army from the Eastern Kingdoms. Over the next few pages, he explains his army selection and how he painted it.



Duncan: I love being the baddie. It's much more fun. This is especially the case in The Lord of the Rings Strategy Battle Game, as you can get up to all sorts of dastardly mischief such as backstabbing and shooting into combats. But despite my penchant for villainy, fielding a disorganised rabble of an army doesn't appeal to me as much – I prefer disciplined, organised ranks of professional soldiery. But evil.

This, for me, is where the Easterlings come in, as their entire culture is based upon waging war in Sauron's name. No army of skirt-wearing Elves, stumpy Dwarfs, or pointy-helmeted Minas Tirith soldiers can match their dedication to the art of warfare. To my mind, the Easterlings also have the

coolest-looking armour in the game. Their full helmets exude a sense of faceless menace, the stylised horns designed to make the Easterlings look larger and more intimidating. It's partly for this reason that I prefer to leave the slits in their helmets black, emphasising their impassive nature.

The plastic Easterling kits made it very easy to build the foundation of the army. Two boxes of Easterling Warriors provided all the infantry I needed, and the box of Easterling Kataphrakts gave my mounted Heroes some cavalry support. I couldn't resist upgrading one of these models to a mounted Easterling Captain, however, as the optional cloak and fancy helmet in the Kataphrakt kit made him look awesome!



As a member of the Hobby Team, Duncan spends all day painting models. Many would deem this a blessing, others a curse, but we're sure that it hasn't affected Duncan's mental state. Yet...

EASTERLING WARRIORS

The techniques used to paint the Easterling Warriors can be applied all across the army, from the Kataphrakts to the mighty Lord of Blades, Amdûr.



Basecoat the entire model with Scorched Brown. Then basecoat the sash and boots with Charadon Granite; the clothes with Scab Red; and the armour with a 1:1 mix of Shining Gold and Scorched Brown, followed by pure Shining Gold.



Apply a wash of Devlan Mud to the entire model. When this stage has fully dried, basecoat the weapon with Chainmail.



Wash the weapon with Badab Black, then layer the clothes with Scab Red. Edge highlight the armour with Chainmail.



Highlight the sash and boots with Codex Grey, the weapon with Mithril Silver, and the clothes with a 1:1 mix of Scab Red and Vomit Brown. Finally, apply thin lines of Graveyard Earth to the wood on the shield using a Fine Detail Brush.



A solid line of Easterling Warriors can go toe-to-toe with all but the most elite army of the Free Peoples.

EASTERLING KATAPHRAKTS

Note that the Kataphrakt riders and barding of the horses should be painted using the same techniques as described for the Easterling Warriors earlier.

The Kataphrakts kit can be assembled to include a Captain, Easterling war drum and a banner as I did here.



After undercoating the model with Chaos Black, basecoat the horse flesh and reins with Scorched Brown.



Wash the whole model with Devlan Mud. For this stage, I recommend using a Citadel Wash Brush as its bristles can store plenty of liquid.



Now layer the horse flesh with Scorched Brown and layer the reins with Dark Flesh.



Finally, highlight the horse flesh with a 1:1 mix of Scorched Brown and Bestial Brown, then apply a 1:1 highlight mix of Dark Flesh and Bleached Bone.

EASTERLING KATAPHRAKT BANNER

To paint the red of the banner carried by one of the Easterling Kataphrakts, use the same method as described for the clothes of the Easterling Warriors.



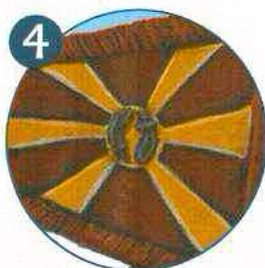
To begin with, basecoat the design with Iyanden Darksun.



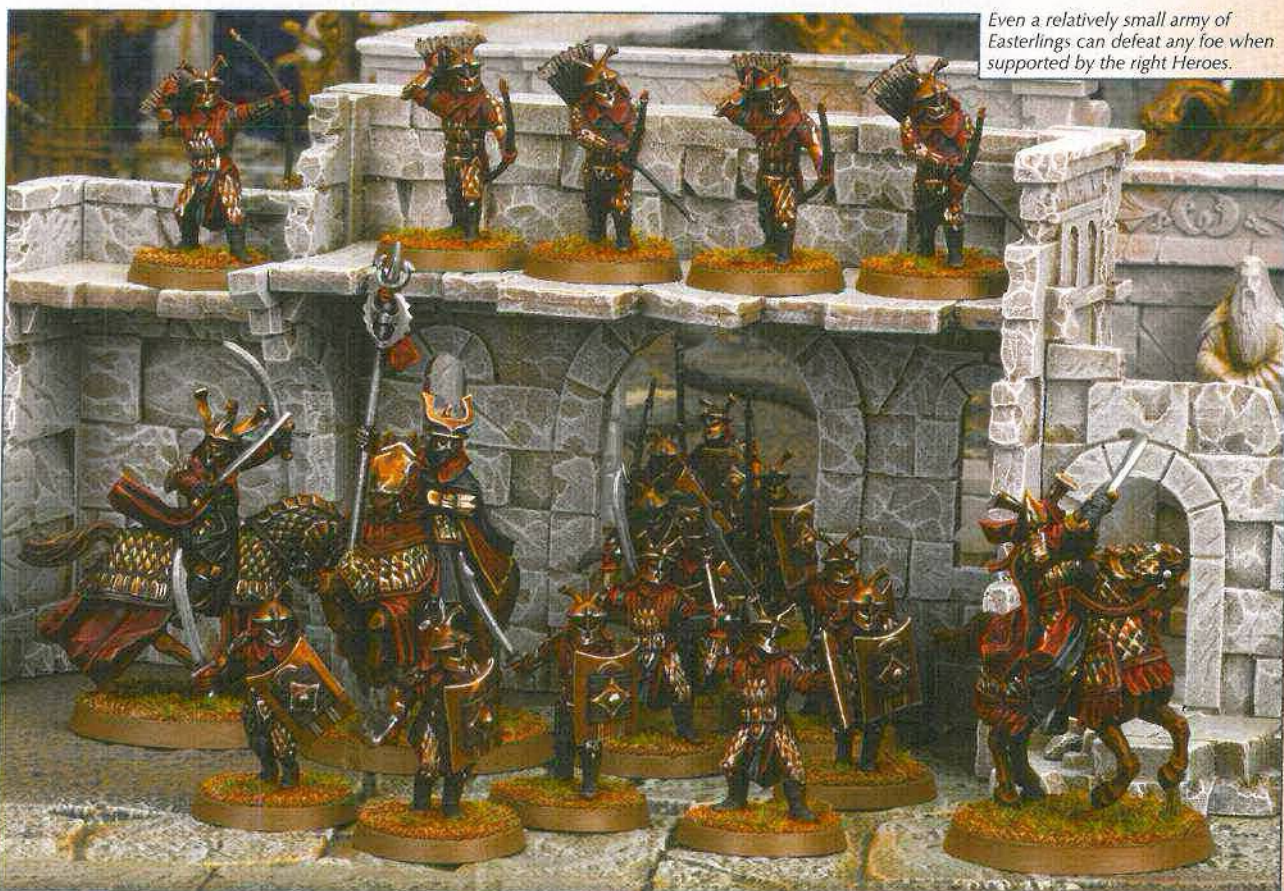
Wash this area with Devlan Mud at the same time as the red of the cloth (as per Stage 2).



When the wash has dried, layer the design with Iyanden Darksun.



To finish the banner, edge highlight the design with Bleached Bone.



Even a relatively small army of Easterlings can defeat any foe when supported by the right Heroes.

AMDÛR'S EASTERLING ARMY OF RHÛN

Warband 1: The Eastern Kingdoms

Leader – Amdûr, Lord of
Blades, mounted on an
armoured horse.

115 points

5 Easterling Kataphrakts with
banner and Easterling
war drum.

110 points

Warband 2: The Eastern Kingdoms

Easterling Captain with
shield, mounted on an
armoured horse.

65 points

12 Easterling Warriors with
12 shields and 4 pikes.

100 points

Warband 3: The Eastern Kingdoms

Easterling War Priest,
mounted on an
armoured horse.

115 points

8 Easterling Warriors
with bows.

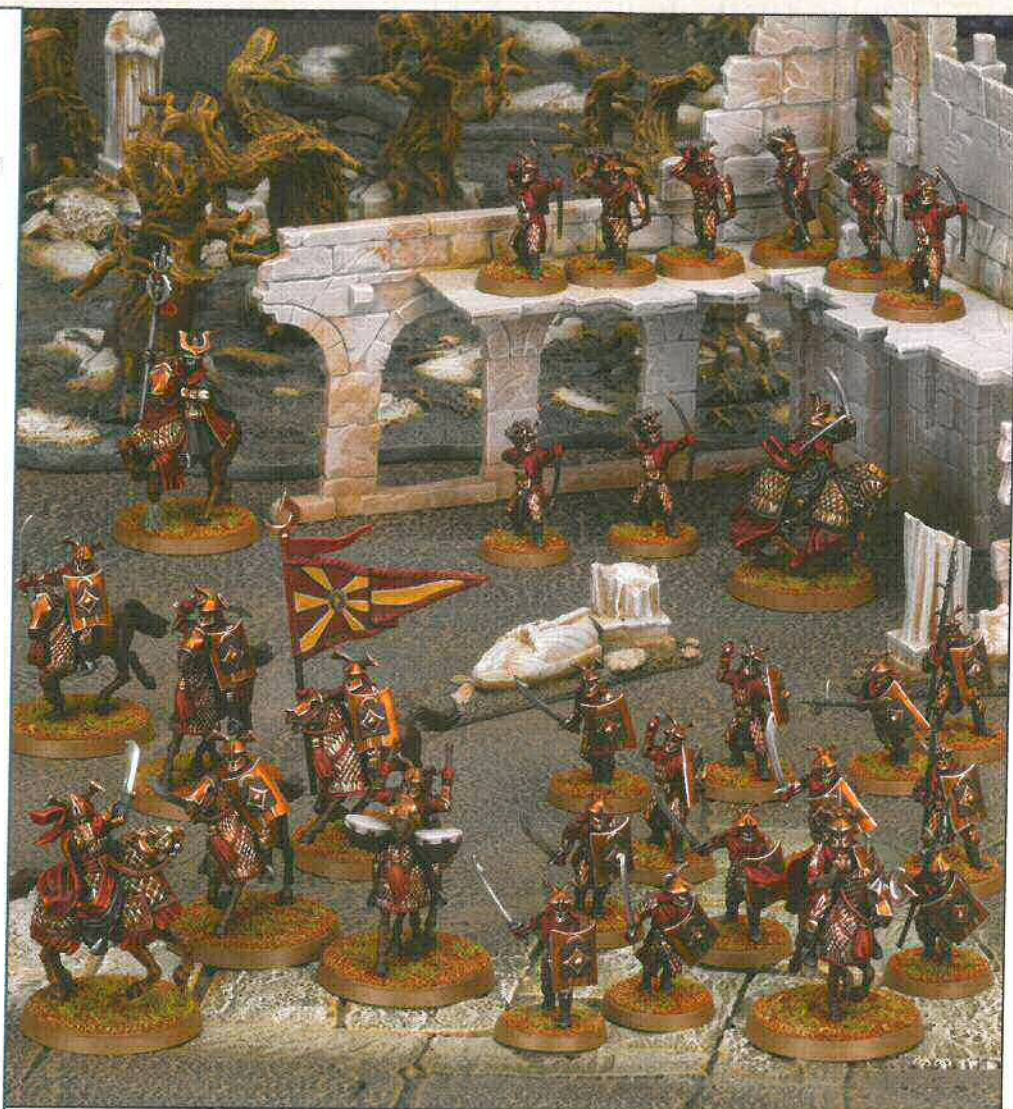
64 points

Warband 4: The Eastern Kingdoms

Easterling Dragon Knight,
mounted on an
armoured horse.

85 points

TOTAL: 654 points



Having used some Easterlings in my battle report against Simon a few days before starting this army, I had a much better idea about how to use them. Even though he didn't perform as well as I'd hoped in the battle (mainly due to my poor luck!), I knew that I had to include Amdûr in my army to lead it, as on any other day, he'd have reaped a bloody tally.

My army has been distributed amongst the warbands according to their role on the battlefield. The main battleline will be formed of my Easterling Warriors, who should be able to hold their own against almost any foe with their increased Fight value. The models equipped with pikes can redeploy behind this front line to lend support where the fighting is thickest, potentially doubling up to support a combat twice if necessary. They will be led by the Easterling Captain, who can lend his Might and fighting prowess where needed

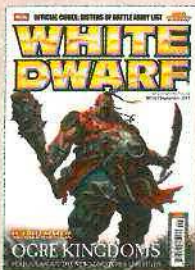
and use his horse's speed to get their fast. The War Priest will deploy further back with the archers. These models will support the main fighting with spells and arrows, but are still more the capable of joining in the fight if reinforcements are required.

The Kataphrakts, Amdûr and the Dragon Knight, however, are my trump cards in the army. They will seek to use their speed to outmanoeuvre the enemy army, engaging their archers or rolling up the flank of their main battleline as they are busy fending off my Easterling Warriors. But whilst doing so, Amdûr and the Dragon Knight will always be on the lookout for enemy Heroes to pick off. Not only are they both incredibly skilled fighters, but I can augment their Strength to 6 for a turn by using the War Priest's *Bladewrath* magical power! As an added bonus, they will also regain a Might point each time they kill an enemy Hero by virtue of their Blood and Glory special rule.

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BLUEWATER



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Continuing our tour of Games Workshop Hobby Centres around the country, this month we head south towards Kent, and to Games Workshop Bluewater.

Games Workshop Bluewater is one of only two Hobby Centres in the country to be guarded by its very own life-sized Space Marine statue (the other being Warhammer World in Nottingham), but once you make your way past the imposing figure at the door, you quickly find yourself in familiar surroundings and amongst friends.

There's always loads going on at the Bluewater Hobby Centre and, being a part of the Bluewater Shopping Centre, the store stays open for longer, which means there's always plenty of evening activities for you to take part in; from club nights and mega-battle evenings to nights set aside for practise games in preparation for the next tournament or in-store campaign.

Indeed, the staff at the Bluewater store

are an eager bunch, always happy to listen and talk to you about your hobby, offer collecting tips, painting techniques and tactical advice for your games. There's nothing these hobby paragons enjoy more than playing games of Warhammer, Warhammer 40,000 and The Lord of the Rings so, next time you're in the Bluewater Shopping Centre, pay a visit to the Hobby Centre and challenge them to a game.

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KINGSTON



www.facebook.com/GWKingston

As we found ourselves in the UK's deep south, we decided to take a detour and headed west, circumnavigating the Capital to make for Games Workshop Kingston Upon Thames.

Games Workshop Kingston has always been at the heart of a great hobby community and the store enjoys many visitors who regularly attend the club evenings and gaming nights. In fact, when we visited a very important decision was in the process of being made; namely, what to call the Hobby Centre's brand new gaming club.

The newly named *Kingston Deathmarks* have now set their sights on gaming domination, mustering armies to participate in several inter-store competitions against other local Hobby Centres – the first of these is a Warhammer Doubles event called 'Rampage' on Friday 17th February, held at the home of gaming, Warhammer World!

The guys at Games Workshop Kingston run crazy games, events and activities

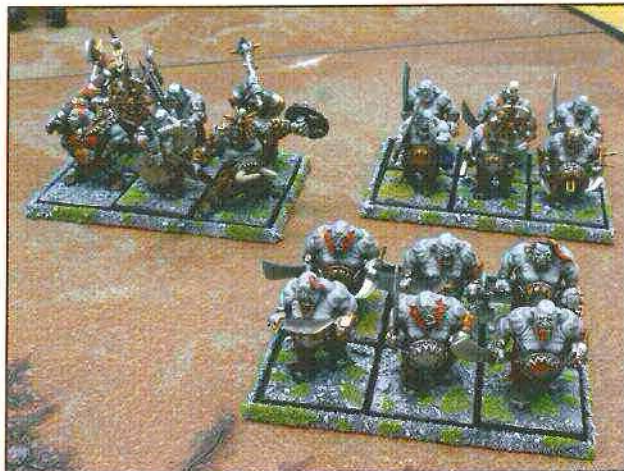
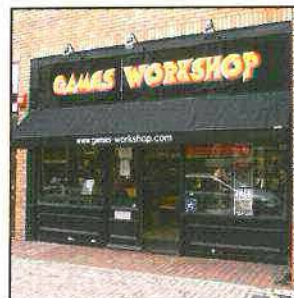
most weekends, with themed painting competitions at the end of every month. In fact, they're always hard at work making sure the local gaming community gets the absolute most out of their hobby – even running monthly evening games of *Apocalypse* and *Storm of Magic*!

If you fancy fighting alongside them at 'Rampage' or at one of GW Kingston's other events, why not give them a call today?

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- A fully painted and based 2500 point Warhammer 40,000 army. See the rules pack online for full details on selecting your force.
- A copy of the Warhammer 40,000 rulebook and any relevant Codex and Imperial Armour books, as well as dice, templates and a tape measure.
- Travel and accommodation for the weekend – contact us for details about discount rates for local hotels.
- The Event Rules Pack and Warhammer World Events Guide. These are available to download from the Warhammer World section of www.games-workshop.com.
- Players must be aged 16 or over.
- For any further information regarding the event, e-mail us at whenevents@games-workshop.co.uk, or call us on 0115 9004994.

What does the ticket cover?

- 5 great games of Warhammer 40,000 over the weekend!
- Lunch on Saturday and Sunday, and an evening meal on Saturday.
- Early registration between 18:00–20:00 on Friday night, and open gaming until 22:00.
- Organised entertainment on Saturday evening, including a Warhammer 40,000 themed pub quiz!
- Access to all of Warhammer World's facilities, including the Miniatures Hall.
- Tickets cost £58 per player and are available from www.games-workshop.com

Tickets on sale 1st February 2012, available from www.games-workshop.com

Places on this workshop are extremely limited, so please book early to avoid disappointment.

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.

February 2012

February 4th



HEROES OF MIDDLE-EARTH

Details: Play six games of The Lord of the Rings Strategy Battle Game using both Good and Evil armies. You will need two 700 point armies, one Good and one Evil, selected from either the rulebook or the Legions of Middle-earth Expansion, to play in six games of The Lord of the Rings Strategy Battle Game.

Tickets: £58 per player and includes lunch and desserts on both days, an evening meal on the Saturday, and a host of themed The Lord of the Rings evening activities for you to take part in, including a pub quiz.



February 11th



WARHAMMER FORGE: MONSTROUS MASTERCLASS

Details: Spend the day with Warhammer Forge's top painters and sculptors Mark Bedford and Phil Stutcinkas, authors of the Forge World Model Masterclass book, as they show you the techniques they use to paint the Ogre Kingdoms' Stonehorn.

Tickets: £115 per person and includes tea, coffee, bottled water and biscuits throughout the day, as well as a hot lunch from Bugman's Bar with your tutors.

February 25th



WARHAMMER 40,000 DOUBLES WEEKEND

Details: Come along with your gaming partner and spend the weekend at Warhammer World playing great games, meeting new opponents and swapping your best war-stories.

You will need two fully painted and based 875 point armies. The Doubles Rules Pack and Event Guide are available to download from www.games-workshop.com under the Warhammer World section.

Tickets: £90 per two player team

March 2012

March 10th



SCENERY MASTERCLASS: HONOURED IMPERIUM

Details: Realm of Battle Gameboards look amazing with a scenery centrepiece to show them off. We have got Chad Mierzwa from the Design Studio to come along and show you first hand how to make the Honoured Imperium scenery piece look like the one featured in White Dwarf issue 384.

Tickets: Tickets cost £115 per person and include all the tools and scenery you will need to make your masterpiece on the day, and includes hot drinks and food with the tutors.

March 17th



WARHAMMER THRONE OF SKULLS MARCH '12

Details: Come to Warhammer World and take part in the first Warhammer Throne of Skulls event of 2012 as we unleash the armies of The Old World in conflict for a whole weekend! Grab your army and come along for a great weekend of gaming, take a look at some wonderful looking armies, and swap war stories with friends old and new.

Tickets: Tickets cost £58 per player and include access to the event and three meals over the weekend.

March 31st



REALM OF BATTLE WORKSHOP

Details: Ever wanted a Realm of Battle Gameboard for your home but didn't think you would ever get around to painting it? Come and spend the day with Warhammer World's scenery experts and paint a whole board ready to take home in one day. We'll even throw in dinner and drinks!

Tickets: Tickets cost £250 per person and include a Citadel Realm of Battle Gameboard and everything you will need to assemble and paint it on the day.

Tickets and Contact Details

Tickets: Tickets for all events are available from Customer Services on 0115 91 40000 and from www.games-workshop.com

Contact: Contact the Warhammer World Events Team on 0115 900 4994 or by email at whworldevents@games-workshop.co.uk



FIND OUT WHAT'S GOING ON AT WARHAMMER WORLD AND YOUR LOCAL HOBBY CENTRE WITH
FACEBOOK, TWITTER AND ON WWW.GAMES-WORKSHOP.COM



WARHAMMER DOUBLES WEEKEND MAY 2012



War is brewing in the old world, alliances are forming and its time to stand shoulder to shoulder with your most trusted comrades in arms! Take this opportunity to take part in five great doubles games of Warhammer as you and an ally team up to decide the fate of the Old World!

12th–13th May 2012

Warhammer World, Nottingham

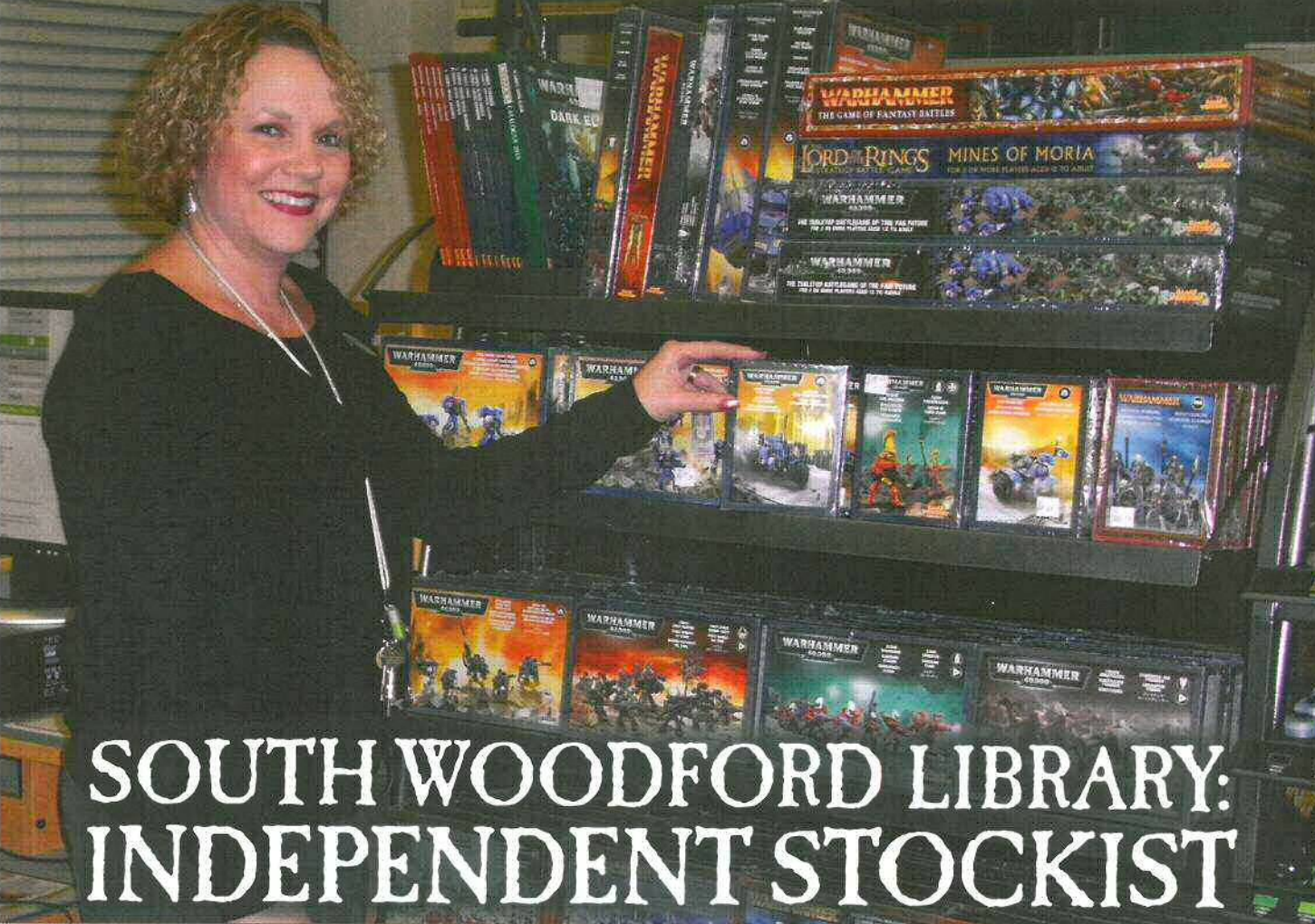
What will you need to attend?

- A fully painted and based 2000 point Warhammer army, made up of two 1000 point forces. As well as a terrain piece from the Warhammer rulebook.
- A copy of the Warhammer rulebook and your relevant Army Book, as well as dice, templates and a tape measure.
- Travel and accommodation for the weekend – contact us for details about discount rates for local hotels.
- The Event Rules Pack and Warhammer World Events Guide. These are available to download from the Warhammer World section of www.games-workshop.com.
- Players must be aged 12 or over, players under 16 must be accompanied by a responsible adult.
- For any further information regarding the event, e-mail us at wh-events@games-workshop.co.uk, or call us on 0115 9004994.

What does the ticket cover?

- 5 great games of Warhammer over the weekend!
- Lunch on Saturday and Sunday, and an evening meal on Saturday.
- Early registration between 18:00–20:00 on Friday night, and open gaming until 22:00.
- Organised entertainment on Saturday evening, including a Warhammer themed pub quiz!
- Access to all of Warhammer World's facilities, including the Miniatures Hall.
- Tickets cost £90 per team and are available from www.games-workshop.com

Tickets available from 1st February 2012!



SOUTH WOODFORD LIBRARY: INDEPENDENT STOCKIST



Archie is the club leader at South Woodford Library and has been running a club for many years. He is a keen hobbyist with a huge Ork army although he is currently working on his Skaven force. He is also a big The Lord of the Rings fan with armies for Moria and Rohan.

Contact:

Archie Black
South Woodford
Library Gaming Club
Tel: 0208 708 9067

In White Dwarf 384 we visited the South Woodford Library gaming club. This month we return to find out more about this unique library with its very own on-site independent stockist.

Archie: The South Woodford Library in the London Borough of Redbridge has been successfully running their gaming club since 2009. Together, the staff and club volunteers have built up a steady number of members who, each week, are enthralled by the models and games of Games Workshop.

On club nights we use the library's children and teen spaces. At least two tables are set out for gaming, and two for painting (with plenty of plastic sheeting on the floor, just in case). Club members pay £1 to join, primarily so we can build up a budget to purchase items for the club as a whole, such as paints, spray-paints, terrain and rulebooks. This provides us with a central pool of hobby supplies that everyone can use and enjoy.

The club's budget (affectionately referred to as the club's 'Kitty') is also used to occasionally purchase larger terrain pieces which can then be used as a project that several people can work on together, and provides a chance to reward those who take care with their painting – being allowed to work on such a project is often considered a mark of approval!

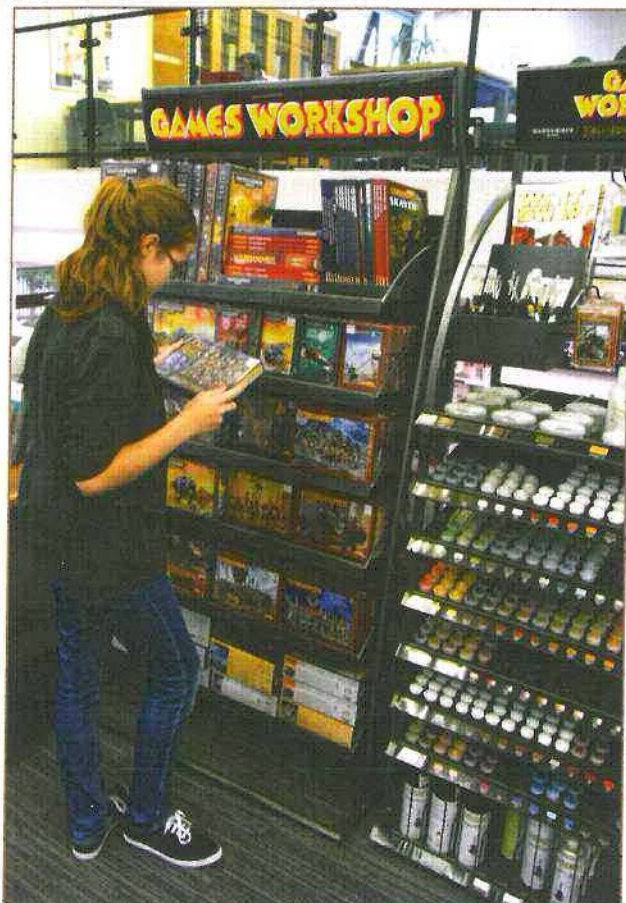
Becoming an Independent Stockist

Such has been the huge success of our gaming club, that we soon realised that we wanted to offer more to our members (and help gain even more favour with the local Council). And so, in October 2010 the library began operations as an independent retailer of Games Workshop products.

Although other library services around the country have stocked products in the past, I believe we are the first to actually have them on sale in the library itself – right by the enquiries desk, in fact!

Having taken sage advice from Games Workshop's dedicated Trade team, we decided to set up two racks of products in the library; a one metre rack, and a hobby rack. The one metre rack displays the most popular Citadel miniatures boxed sets and rulebooks, and the hobby rack features paints and brushes, glues and hobby tools and many other equally important hobby sundries.

The decision has been enormously popular, both with club members, who can make those essential purchases right here at the club, and with the Local Education Authority, who are delighted that the club



is not only helping to create and nurture a community for youngsters but is also helping to pay for itself – nearly a year on from our initial set-up, and we have more than recouped our initial set-up costs.

We have also noticed local hobbyists who are non-club members popping in to the library to make their essential purchases as word of mouth spreads. Parents have been very supportive, taking pleasure from helping the library service when they spend money on their children's hobby. We have certainly had visits, sometimes by whole families who then use the library in other ways, because a young hobbyist has wanted a pot of paint or wash.

Secrets of Our Success

The success of our retail outlet is in part due to the well-established gaming club at the library providing a ready-made customer base, although it is not essential to have a club. In fact, many independent retailers thrive without a local club. The key is to maintain a good selection from the best selling lines. Also, our local Games Workshop Hobby Centres have been fantastic at creating more hobbyists, which has helped the store even more. Finally, our hugely enthusiastic staff are obviously a great benefit as well, but you don't need to be a hobbyist or specialist to provide excellent service with a smile!



Want to set up your own gaming club?
Bek Hawky is Games Workshop's Community Co-ordinator and looks after all club enquiries. If you have any questions or need advice about any club issues then give Bek a call. Bek is also a keen hobbyist of many years and has armies for all our core systems.

Contact:

Bek Hawky
Tel: 0115 900 4821 or
017826 911 555
Email: bek.hawky@games-workshop.co.uk

ARCHIE'S TOP TIPS

As Archie has run the South Woodford Library Trade Account successfully this past year, we asked him what advice he would give for anyone with similar ambitions.

1. **Don't let your own hobby influence your orders.**
Listen to your customers and Trade Account Manager.
2. **Stock the Hobby Range as well as the bestsellers.**
Customers will regularly pop in to get their paints, glues and hobby tools.
3. **Listen to your customers and establish a rapport with them.**
Hobbyists love to talk about their hobby and being interested in their latest project can help them feel they want to come back again.

BECOME AN INDEPENDENT STOCKIST: CALL 08700 134411

A BLAST FROM THE PAST!

To celebrate 25 years since *Rogue Trader* hit the shelves of gaming stores and changed the face of wargaming forever, we're immortalising 40K's very first cover star in Citadel Finecast.



WHILE STOCKS LAST



The box also comes with a 25mm round base, allowing your iconic Captain to take to the battlefield.

The *Rogue Trader* cover was an iconic image that left you in no doubt that in the far future there is only war. Central to the picture was the Crimson Fists Captain brandishing an Ork head. Juan Diaz has created a miniature based on the Space Marine Captain, still holding an Ork head in his power fist while armed with a plasma pistol in his left. The set also includes a scenic base with a fully sculpted Crimson Fists banner that acts as a backdrop for display. You can place the model on a normal base as well, and have the Captain lead a squad of Crimson Fists back into the heart of battle.

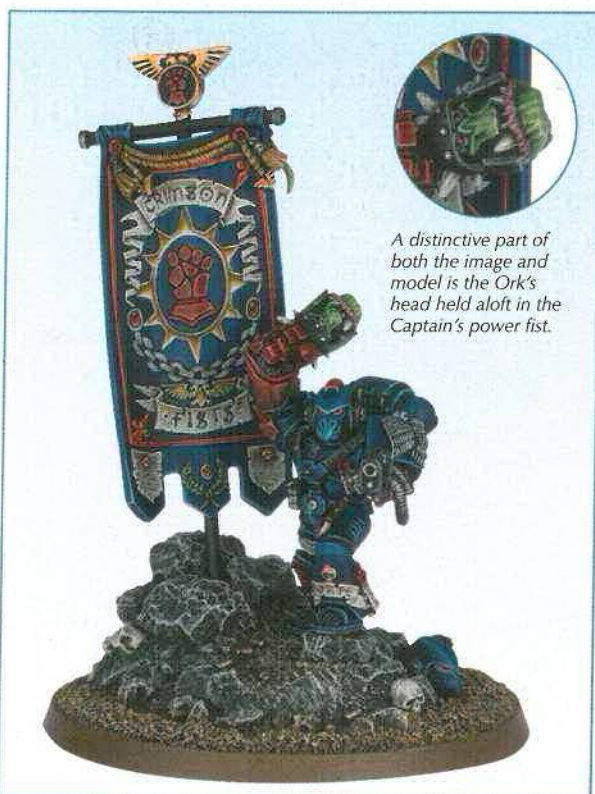


CITADEL FINECAST

WARHAMMER 40,000 £20
25 YEAR ANNIVERSARY MODEL
Product code: 99810199001
Sculpted by Juan Diaz
€26, 200dks, 250sk/rokr, 300rmb, 100zl

ON SALE FEBRUARY 25TH

The very first Warhammer 40,000 cover saw the Crimson Fists in the midst of battle.



A distinctive part of both the image and model is the Ork's head held aloft in the Captain's power fist.

CELEBRATE THE 25TH ANNIVERSARY OF WARHAMMER 40,000

On the 25th of February, all of our Hobby Centres will be holding a huge party to celebrate the occasion. Make sure you're there to join the fun, as well as get hold of all the exclusive 25th anniversary products shown here.

Throughout Saturday 25th February, and in the days following our grand celebration, your local Hobby Centre will be running loads of fantastically themed games and hobby activities that you can take part in.

Eager to find out more, we cornered a handful of euphoric Hobby Centre Managers and rigorously interrogated them to see what they're planning to have in store for you. What follows is but a handful of the many possible events and activities that may await you.

- Paint a miniature in 25 minutes.
- Paint 25 miniatures in just a minute!
- Paint your favourite miniature from the entire Warhammer 40,000 back catalogue and bring it into your local Hobby Centre for judging on 25th February.
- Play in 25-minute 'quick-fire' games – who can score the most victory points?
- *Kantor's Glorious 25* – pit 25 Space Marines from across the codex against a deluge of store armies.
- The Battle for Rynn's World – replay the battle report games from this very issue of White Dwarf.

- Cake! Bring in 25 buns, a 25-tier cake, or even a cake in the shape of the 25th Anniversary Aquila itself; you bring it and we'll eat it!

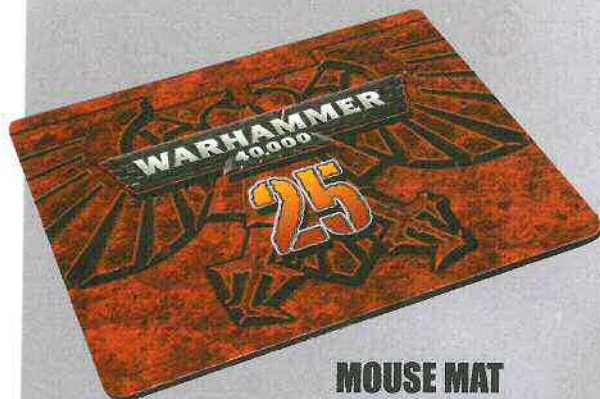
Of course, there will be plenty of other fantastic activities for you to take part in, but the only way to find out what's going on near you is to contact your local Hobby Centre. Give them a call, check out their Facebook page or, better still, pop in today and find out what they've got planned for you!

FREE BADGES!

Every Games Workshop Hobby Centre around the world will be receiving a limited quantity of special edition Warhammer 40,000 Birthday pins to give away at the weekend. One thing is for certain: these will go quickly so get to your local store early.



Getting your hands on a Birthday Pin won't be easy. Being the first into your Hobby Centre on birthday weekend will improve your chances!



MOUSE MAT

Let work colleagues and siblings know your unending allegiance to the beneficent Emperor with this Warhammer 40,000 birthday mouse mat.

RUBBER BRACELETS

Show where your loyalties lie with these rubber bracelets. There's a black Space Marine one, a green Ork one and a red Chaos one to choose from.



ROGUE TRADER POSTER

This full colour A3 sized poster shows John Sibbick's Rogue Trader cover art in its full glory.



WHILE STOCKS LAST

All the products shown on this page are only available on the 25th anniversary of Warhammer 40,000... Don't miss out!

FUTURE'S PAST

Warhammer 40,000 has been 25 years in the making, and over the next few pages, Andy Hall takes a sentimental look at its history. He is joined by some of the game's original architects, who reminisce about the birth of the Dark Millennium.



The first Space Marine – 1986



RTB01 Space Marine – 1988



Eldar Harlequin – 1989



Ork Boy – 1991



Tyrannid Carnifex – 1993

There is no peace amongst the stars, only an eternity of carnage and slaughter and the laughter of thirsting gods.



Commissar Yarrick – 2000



Dark Eldar Kabalite Warrior – 2010



Eldar Harlequin – 2007



Grey Knight Paladin – 2011

Aly Morrison: Has it really been that long? My first memories of sculpting Warhammer 40,000 miniatures were the Space Marines themselves. Yes, I'm proud to say that I, along with Jes Goodwin and Bob Naismith, created the very first Space Marine plastic kit that came to be known as RTB01 (or Rogue Trader Box 1).

From a miniatures point of view what we added was a sense of timeless design, that these things – whether Eldar, Orks or Space Marines – had always been about. That was important because sci-fi wargames before that were, frankly, dull. You played with generic models that could represent any time or place. What we did was the opposite, there was no mistaking them as anything else other than 40K, so why would you want to play in any other setting?

From a single seed of doubt can grow a world of heresy.



As Games Workshop's art director, **John Blanche** has been drawing and guiding the look of Warhammer 40,000 for 25 years and has been responsible for many of its seminal pieces of artwork.

Jervis Johnson has left an indelible imprint on 40K that resonates throughout the last two and a half decades, from the many codexes he's written to the rules themselves.

Alan Merrett is the custodian of Warhammer 40,000 lore, ensuring that the 41st Millennium remains so grim and dark. He's also authored several projects, such as the Horus Heresy: Collected Visions.

GONE ROGUE

To celebrate Warhammer 40,000's 25th birthday, we gathered some of the game's chief contributors to reveal its rise from humble origins to the world's most popular tabletop wargame.

Alan Merrett: The first thing that happened, which predated even Rogue Trader, was that we released a Space Marine miniature.

Jervis Johnson: It doesn't sound that strange these days, but at the time (around 1985 if memory serves) we were mainly a fantasy miniatures company. Warhammer (the game of fantasy battles) was in full swing and that's where our main focus was.

Alan: It was a Bob Naismith model that he'd sculpted alongside some space pirates. This model proved to be a fantastic seller so we got Bob to sculpt a few more Space Marines and plans were hatched to write a game featuring them.

John Blanche: Rick [Priestley] was tasked with writing it, as he'd been the mastermind of Warhammer, and my involvement, unsurprisingly, revolved around the art.

However, it was not so much drawing it, as commissioning and coordinating the artwork from anyone we knew who could competently wield a pencil or paintbrush.

Jervis: That book, of course, became Rogue Trader or Warhammer 40,000: Rogue Trader to give it its proper title.

John: It was a very grandiose name, but it summed up the whole project. It was clumsy and unfocused but because of that it had an incredible charm. You had a small group of people who had a feeling they were creating something momentous,

whether that was the logo, the art, the rules – all of it came together as a labour of love and was truly special.

Alan: The title itself was a bit of accidental genius really. When Rick was writing the book, it had the working title of Rogue Trader. There had been a long standing promise to Citadel fans that we would produce something called Rogue Trader so in our minds this game was going to be it. And then somebody suggested – I forget who – that given our most popular game system at the time was called Warhammer, why were we not using that recognised brand on this too? So we discussed calling it Warhammer, followed by a number to distinguish it from the fantasy game.

Jervis: I remember Games Workshop's owner at the time, Bryan Ansell, suggested 'Warhammer 4000', but Rick said if you were going to put a number in the title then make sure it's a really big number, and so we added an extra nought.

John: The game was obviously so much more than just the title, though. But I have to chuckle when I talk to people about this, because they always assume there was some well-thought out plan, when actually what we were doing was completely on the fly. It was punk games design, there was a real counter culture to it all. The bleak background and crazy scenarios, the

THE HORUS HERESY

"The Emperor caught Horus by the heel and cast him to the Eye of Terror and with him the third part of the hosts of the Imperium."

No one knew at the time that a small text box written by Rick Priestley in the Chapter Approved book would become such a pivotal event in 40K history. It has since formed the basis of games, countless pages of background and spawned 18 best-selling novels so far.



The Realm of Chaos volumes, *Slaves to Darkness* and *The Lost and the Damned*, truly brought the mutating threat of Chaos to both the Warhammer and Warhammer 40,000 games.

Death is our final offering to the Emperor.



THE BOOK THAT STARTED IT ALL

Warhammer 40,000: *Rogue Trader* was different from the start – from John Sibbick's seminal cover to Rick Priestley's crazy, idea-laden and witty text, to the baroque rules and distinctly British take on a dystopian background. All these ingredients created something far greater than the sum of its parts.

Looking back with 25 years of hindsight, it's amazing to see Warhammer 40,000's journey from a games-mastered skirmish game to the tabletop behemoth it is today.



Slann, Zoats, Dinosaurs, Cudbears and Ptera-Squirrels were all playable creatures in Rogue Trader.



Serve the Emperor today, tomorrow you may be dead!

artwork, it was a product of its time.

Alan: Like John says, there was definitely no great plan. The things we take for granted with 40K came out of necessity. If you remember, we were mainly a fantasy miniatures company at the time and our boss, Bryan, said to Rick: 'You do realise, that all the models in our range need to be compatible with your game?' Rick's genius was that far from seeing this as an obstruction he turned that stipulation into a positive. It helped shape the 41st Millennium; rather than some generic sci-fi universe; you had science fantasy – a far future place where Space Elves, Space Dwarfs and Space Orks fought mankind and each other.

John: If I remember rightly, the plan was to do weapon kits for the fantasy miniatures, allowing you to convert them to the 40K setting. The figure designers, however, had other ideas. So instead of just converting existing Orcs, they started to design Orks from scratch – they all got 'coal scuttle' helmets and a Hell's Angels vibe.

Alan: It wasn't long before all the other ranges were following suit. Instead of conversion kits, you were getting actual Eldar and Squat miniatures.

Jervis: That's why the bestiary in *Rogue Trader* is so comprehensive; it's full of Vampires, Ambulls, Catachan Devils and all manner of crazy beasts that all looked, funnily enough, like the Citadel back catalogue of role-playing monsters!

Alan: Yeah, Rick included them all, giving the Space Marines and the Imperial Army, as it was then, plenty of critters to fight. In fact, the background of *Rogue Trader* as a whole was very Imperium-centric, but

it's interesting to note that Chaos hardly features at all.

John: Well Chaos was always there, after all, you can't think about 40K without Chaos – it's the Yin to the Imperium's Yang. It's just that we weren't ready to fully investigate it at that stage. The Realm of Chaos books, which came shortly after, brought that Chaos pantheon to both Warhammer and 40K in its full glory. There was a lot of development work for those books. I remember drawing the Daemons for the interior art, not fully comprehending



A Space Marine from the RTB01 plastic set.

WARHAMMER 40,000 SECOND EDITION

The 2nd edition came in a nice big box containing 20 Space Marines and 60 greenskins, three manuals and lots and lots of vehicle and wargear cards.

Not only did the game introduce a completely new rules system for engaging in open war, but united all the concepts and ideas first born of *Rogue Trader* into a single, cohesive format.





WARHAMMER 40,000 THIRD EDITION

The 3rd edition was available as a large book (with slip case) and a boxed game. The models in the box set pitted the Space Marines of the Black Templars Chapter against an insidious new race, the Dark Eldar. The 3rd edition game rules had been refined yet further to enable much larger armies to fight without slowing down the game. This edition also saw a purposeful return to the grittiness of the far future.

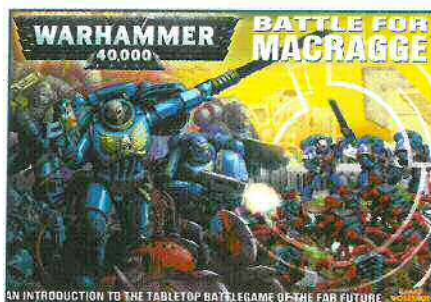


We've always been keen to show hobbyists the many different ways you can play Warhammer 40,000. The Expansions took this to a whole new level, from almighty battles involving entire collections and striding god-machines in Apocalypse, to deadly and precision-led planetstrikes, and all-out urban warfare in the ruins of cities. We've still only scratched the surface!



WARHAMMER 40,000 FOURTH EDITION

The release of 4th edition marked another step change in how we presented our main games. The box set contained a handy pocket-sized version of the rules, while the plastic models and terrain allowed you to fight out the initial stages of the Battle for Macragge – the Ultramarines defending their Chapter Planet against the invading Tyranids of Hive Fleet Behemoth.



And they shall know no fear.

just how important those images and distinctive silhouettes would become in the following years.

Jervis: The inclusion of Chaos was extremely important; if Rogue Trader gave the Imperium myriad external enemies, then the Realm of Chaos books gave them a foe even more insidious – a threat from within, one of their own making.

Alan: Well, I suppose it was more your making actually, Jervis.

Jervis: I only took what Rick had already written. When we came to designing Adeptus Titanicus we could only afford to put one frame of Warlord Titans in the box game. So we needed a reason that these giant war machines, which looked the same, would be fighting each other. A civil war seemed obvious, so I searched the background that Rick had written, looking for something I could use. I think it was in Chapter Approved, which you helped write, didn't you, Alan?

Alan: I did the army lists. But I know the bit you are referring to. Rick had written an almost throwaway passage of text about a civil war that had happened ten thousand years ago. Rick had put it in simply to make the background more mythic in tone, to add texture to these great passages of time.

Jervis: Absolutely, and again, people often mistake these happy accidents as some great plan. But that small bit of text gave me the justification I needed to have these identical models fight each other, and from there the Horus Heresy came to be.

John: It's from these little seeds that great ideas grow. The way that Chaos was quickly incorporated into the idea of this civil war and permeated throughout 40K has always fascinated me. I love finding these instances, where great concepts come from.

Alan: We've already mentioned Chapter Approved, and looking back at that supplement now, you can see how we were running to catch up with our creation.

Jervis: It's true, we had unleashed a mighty beast on the world, and it was flying off the shelves and people were already playing it in ways we never thought they would.

Alan: Rick had designed it as a skirmish game. A great deal of the scenarios needed a games master, but people were playing out battles, so we wrote some army lists.

Jervis: Then vehicle rules were needed, and better combat rules. We were releasing new models, including plastic kits like the Rhino, which all needed rules support.

Alan: As we entered the 90s it was clear that Rogue Trader was becoming unwieldy. You needed several different publications and however many White Dwarfs to play a game. Something had to be done.

Jervis: The fourth edition of Warhammer had shown us that putting a boxed game together with loads of plastic Citadel Miniatures and all the rules in one set was a winner. So this made the format of 40K's



second edition a logical choice.

John: It was a very exciting time to be working in the Design Studio and on a project like Warhammer 40,000. The colours were bold and bright. The Space Marine on the box cover was a deep red to draw the eye. Inside, the Wargear book was bright yellow. I don't think we realised it at the time, but subconsciously we were reflecting how we felt creatively, and, as a company. We were confident, and positive about our achievements.

Alan: Games Workshop had entered a new stage of growth and we were opening a lot of Hobby Centres around the world. And you're right, John, this came through in the products we were producing.

Jervis: With 40K getting a new lease of life, all the 'under the bonnet' stuff of the game system was in the core product, so we didn't have to worry about who had what publication or White Dwarf issue. As writers and designers that was very liberating. It meant we could focus our attention on unexplored areas of the galaxy, most obviously with the codexes.

Alan: Of course we were following a template already laid down by Warhammer, whose army books and accompanying army lists really led the way. Before that, an entire book on one faction or race was exceptionally rare in any wargame. The notable exception being all the Ork books we did back in the Rogue Trader era, but that's what happens when you have an owner of a company that's completely obsessed with greenskins!

Jervis: Let's not forget all the models you got in the box game. This was the second time we had done plastic Space Marines and Jes [Goodwin] did a masterful job of realising them, cementing the 'modern' Space Marine into how we see them today.

Alan: The 3rd edition of the game came in 1998 and, with it, a new direction.

Jervis: People's armies were getting much bigger as their collections continued to grow, and, frankly, the game system could no longer cope. Close combat would become mired far too easily with a single fight lasting the whole game, and models weren't using their guns enough.

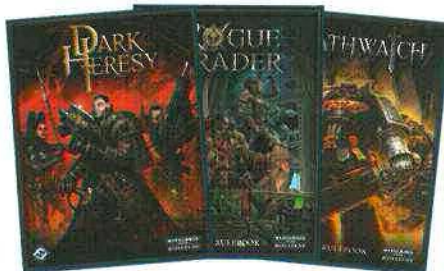
John: We also saw this as an opportunity to put the 'grim' back into the darkness of the far future.

Alan: We did return to Rogue Trader for our inspiration, while the majority of the 90s reflected our optimism, at the latter end of the decade there was a real hunger to take 40K back to its roots.

Jervis: This precipitated a massive change to the rules; so much so, we had to start the Codexes from scratch. Of course, by then gamers were used to having a Codex for their collection so there was an urgent need to get a book out for every army. The way to do that was create smaller, more functional Codexes, with a much tighter turn around.

BEYOND THE TABLETOP

Warhammer 40,000 has not existed purely on tabletop battlefields. The recent Space Marine video game and Ultramarines movie are two such examples but there have also been roleplaying games, boardgames, and even a selection of necklaces, pin badges and belt buckles in the past.



Screenshots from the recent Kill Team and Space Marine games.



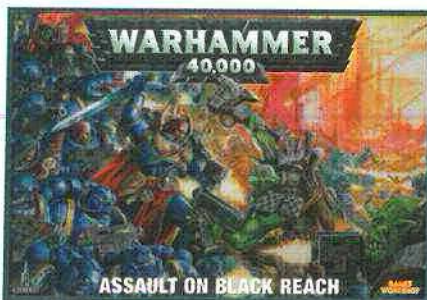
"There are few galaxies as textured, layered, and just plain interesting as the warp-infested stellar landscape of 40K. Fantasy Flight Games is both proud and excited that we get to explore this place and have our products take root in its dark soil. But what we do here, of course, we do in the name of the Emperor!"
Christian Petersen, CEO, Fantasy Flight Games



"When we started on Dawn of War, I got drawn in to the lore, the imagery, the detail. We have released seven more games and with each one my appreciation for the universe has grown. Congratulations on 25 years of Warhammer 40,000, and I look forward to the next 25 years!"
Jonathan Dowdeswell, Relic Entertainment

WARHAMMER 40,000 FIFTH EDITION

The fifth version of Warhammer 40,000 removed a lot of abstraction from the rules; it's all about getting the true line of sight to your target. Meanwhile, the Assault on Black Reach box game pits the Orks against the Space Marines once again, but this time with two full armies, including multiple infantry squads, support vehicles and army commanders.



FORGE WORLD

For over a decade, Forge World has been releasing resin Warhammer 40,000 kits, visualising vehicles and parts of the 41st Millennium the Design Studio will rarely get round to. Amongst the iconic kits Forge World have released over the years are the Thunderhawk Gunship, the Reaver Titan and – most recently – the Phantom Titan. Find out more about Forge World online:

www.forgeworld.co.uk



Guns and warriors are useful but it is our indomitable will that promises the ultimate victory.

Alan: I think they were too functional. Without the background, and only a smattering of art, the books lost something and so, as soon as we had a viable Codex range, we returned to making much larger army books with more comprehensive histories, art spreads and everything we know and love about Codexes.

John: For me, getting to re-evaluate our art collection and frame it in a bleak war-torn far future context was the third edition's greatest achievement.

Jervis: The fourth edition carried on in the same vein. We were getting really good at producing the Codexes but I think what it will really be remembered for was the era of the Expansion. Apocalypse was released.

Alan: It's interesting you mention Apocalypse, because Forge World and the massive resin models they were making were a large influence on it. Without Forge World Titans and super-heavy vehicle kits, Apocalypse would quite simply not be what it is.

John: Let's not forget some of the plastic kits we'd also been producing on that scale.

Jervis: Very true – the Stompa, the Baneblade and all its variants. When we were working on 40K 25 years ago, to think we would be producing plastic kits of that size and complexity would've been unbelievable. It makes you wonder what the next 25 years will hold.

Alan: Well, I can say for certain that it will be dark, it will be grim and that there will most definitely be war...



The Fall of Damnos, by Alex Boyd.



Dark Millennium is not only the name of a forthcoming 40K massively multiplayer online computer game but was the first boxed supplement for second edition. This included a card psychic system, which even had powers for Squats.

VISUALISING 40K

As Art Director, what inspires John Blanche to draw the 41st Millennium? Here he explains, in his own inimitable style:

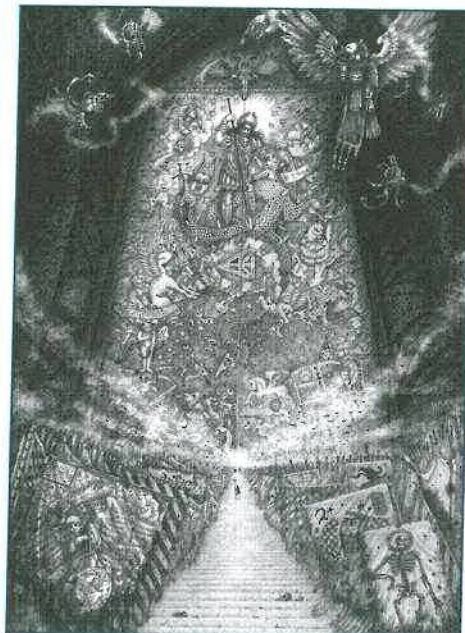
John: The world is full of dystopian entropic wonderment. It's not a question of turning things into 40K but a state of seeing what can be reflected in the 40K universe: sinister trees – enormous trees – cathedrals – ruins – castles – old manor houses – rust – wrecked cars – swirling clouds – sweeping vistas (whether urban or pastoral) – grimy corners of cities – dust motes – swirling bath water going down the plug hole – falling leaves – the weather: storms, rain, hail, lightning – nature itself – people, the constant variation and oddness – history and heritage. One afternoon walking down the river roads, I saw a lady taking a paralysed cat out in a child's pram – same week, same place, I saw a dog with paralysed back legs fitted with a rig made with the wheels of a child's pram – same week, there was this chap with a big falcon on his wrist – same week, six weasels ran in front of me. Priceless stuff! I'm surrounded by it – not exactly 40K, but taking directly from experience and shunting it 40,000 years into the dystopian future is inspirational... Then there's Peake, Dickens and Shakespeare. Then there's art – Turner, Rembrandt and Pollock. It's all about evoking atmosphere and creating character...



Clockwise, from top:
Dark Millennium,
by Geoff Taylor;
Imperial Psyker,
by John Blanche;
Navigator,
by John Blanche;
The Eternity Gate,
by John Blanche;
Crux Terminatus,
by Neil Hodgson.



Duty prevails.

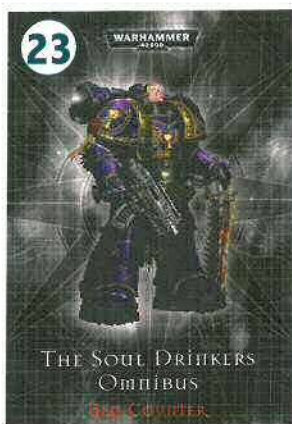


Only in death does duty end.

BLACK LIBRARY

A NOVEL APPROACH TO THE 41ST MILLENNIUM

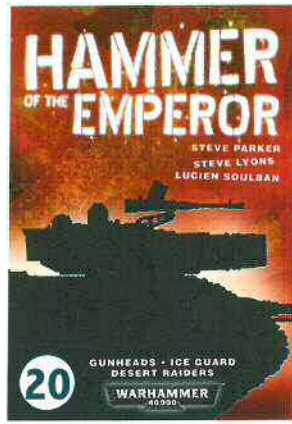
To celebrate Warhammer 40,000's 25th birthday, the Black Library staff put their heads together and came up with a list of the top 25 Warhammer 40,000 novels published so far. Here they are in all their grim, dark glory:



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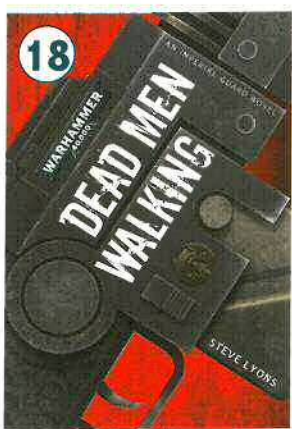
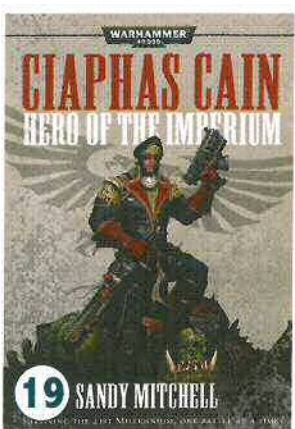
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WARHAMMER 40,000

Dan Abnett on Warhammer 40,000

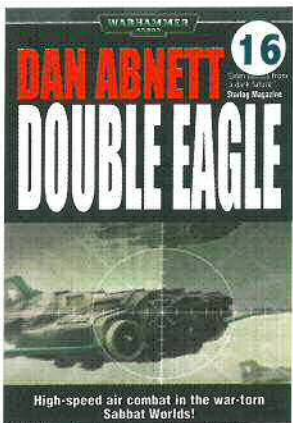
'25 years ago, 2011 was the grim darkness of the far future. I have a copy of the original Rogue Trader book on my shelf, and I still get a thrill of discovery when I look at it and the worlds and events that it opened up. I keep up to date with all the Warhammer 40,000 publications as they come out, and they are extraordinarily good, but I also maintain that continuum back through to the ground-breaking early rulebooks and codexes, especially now that we're working on Horus Heresy novels. Warhammer 40,000 is about a mythological history and drama on a vast scale, but the very imagination it's all based on has evolved along the way.'



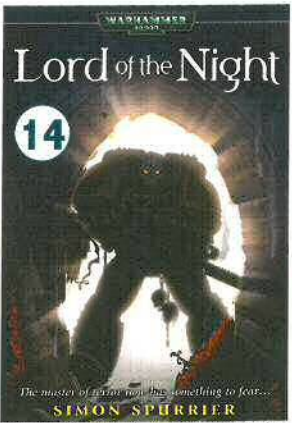
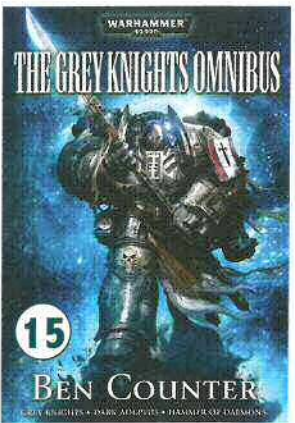
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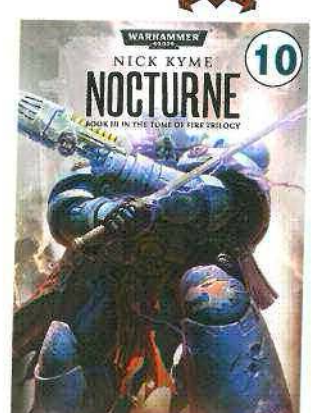
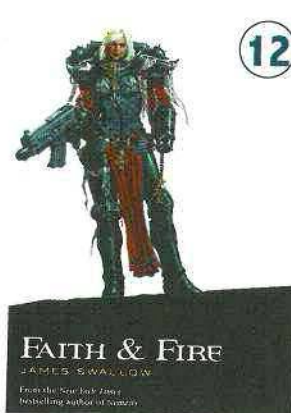
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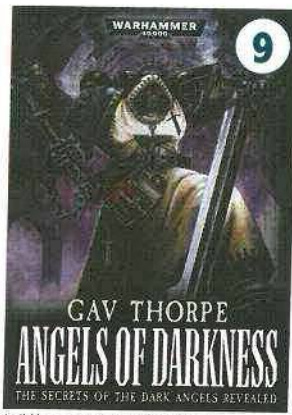
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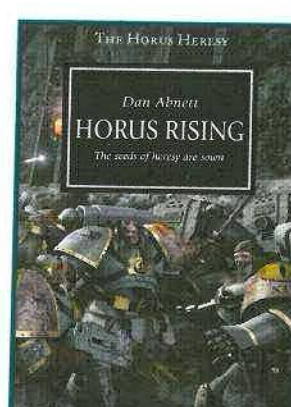
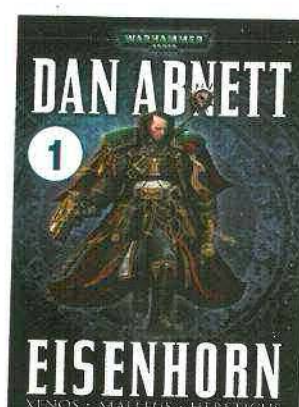
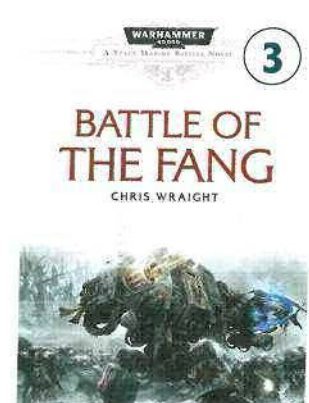
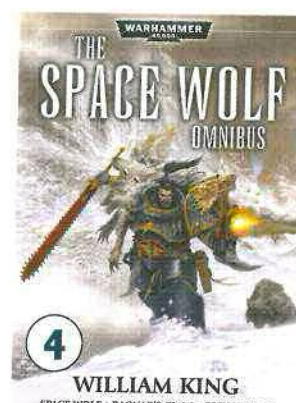
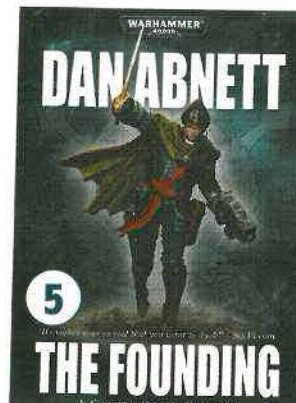
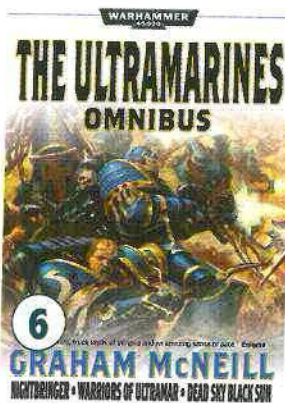
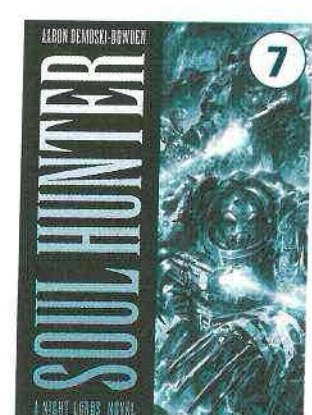
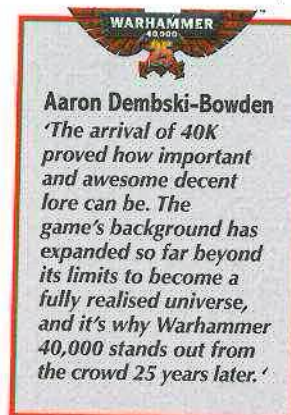
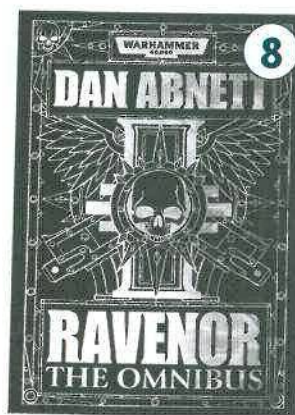
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HORUS HERESY
Some of you may have noticed the suspicious absence of any of the 18 novels from Black Library's best-selling Horus Heresy series. This is because the events of that fateful period in mankind's history, though an integral part of Warhammer 40,000 lore, are the stuff of legend from an earlier age.

VISIT **BLACKLIBRARY.COM** TO SEE THE FULL RANGE OF NOVELS.

The Battle for Macragge

Ultima Segmentum
745.M41

Thanks to Inquisitor Kryptman's discoveries at Tyran Primus, the defenders of Macragge had been forewarned of the horror headed towards them. So, when Hive Fleet Behemoth arrived at Macragge, the Tyranids found it fortified. This was no frontier planet, but the homeworld of the Ultramarines Chapter and they would defend it with all their formidable might. An epic war was about to take place...



“Warriors of Ultramar. This is where we make our stand. If death is to be our fate then we shall meet it with the Emperor’s word on our lips and his light in our eyes. If we must die, we will die; but we shall never yield.”

Marneus Calgar, Lord Macragge

WARHAMMER
40,000

Adam Troke on the Battle for Macragge: ‘The Ultramarines’ defence of Macragge is one of the most iconic battles of the 41st Millennium... in my opinion. It was actually the Battle for Macragge Warhammer 40,000 boxed game, where Sergeant Octavian and his squad of Ultramarines fight the opening skirmish of this fierce conflict, which reminded me just how great the background is.

I love the stories of the Battle for Macragge, because they pitch the thin blue line against the inexorable hordes of Hive Fleet Behemoth. It’s filled with deeds of incredible valour, blue-clad super heroes and voracious intergalactic aliens. What more could you want from a 40K battle?’




The Second War for Armageddon

Segmentum Solar
941.M41

An Ork fleet, led by the now infamous Warboss Chazghkull Threka, descends upon the Hive World of Armageddon. Imperial losses are huge, and only the defiant leadership of Commissar Yarrick, and the sacrifice of many, halts the Ork advance at Hades Hive. Commander Dante, Chapter Master of the Blood Angels, arrives with two other Space Marine Chapters, intent upon turning the tide of the war.

Bringers of Doom;
Avenging Angels of Death;
they are the Space Marines.





Across the vastness of space alien races plot the dethroning of the Emperor and the downfall of Humanity. This is the Imperium's call to arms and nothing shall stand in the way of its righteous crusade.

WARHAMMER
40,000

Jervis Johnson on
the Second War for
Armageddon:

'I've always had a soft spot for the Armageddon campaign, which is hardly surprising as I helped create the original background story. I'd been asked to make a board game about a really, really large battle – one where you controlled the forces fighting for an entire planet. I came up with a rough outline for the story, and while I worked on the game mechanics, Bill King fleshed it out into a detailed history. His words made Yarrick, Ghazghkull and Armageddon itself spring to life, so much so that, while my game is long forgotten, Bill's story of the Battle For Armageddon has remained a constant inspiration.'

The Death of Thesus Reach

Segmentum Obscurus
995.M41

On the eve of the 13th Black Crusade, Abaddon brings his Planet Killer to the world of Thesus Reach in search of Ursarkar Creed. The Imperial forces believe that Abaddon is walking into a trap and they are prepared to order Exterminatus to see it succeed. The Despoiler, however, has powerful allies and diabolic plans of his own. Can Abaddon take the head of Creed before Exterminatus is unleashed?

“That which I cannot crush with words I will crush with the tanks of the Imperial Guard.”
Lord Solar Macharius

“Let the galaxy burn.”

**Andy Hall on the
Death of Thesus Reach:**

This is quite recent compared to some of the more famous 40K battles, but that does not mean it's any less impressive. It first appeared in the Apocalypse Expansion, a big centre-fold that unravelled to reveal a gob-smacking vista. A wargames table built by Dave Andrews, the best scenery maker in the world, and then populated with hundreds of models including Titans and flyers. It's also Chaos vs. the Imperium, a more classic match-up is hard to find and it stars Abaddon, everybody's favourite arch-heretic, out for Creed's head. I particularly like when two Assassins were set on him, but were effortlessly dispatched by his Daemon sword!



The Fall of Iyanden

Ultima Segmentum
993.M41

It was an attack by the Tyranid hive fleet known as Kraken that rang the death knell for the craftworld of Iyanden. Thousands upon thousands of Eldar warriors fell in battle against the Great Devourer. On the verge of utter defeat, Iyanden was saved from extermination by Prince Yriel and his Eldritch Raiders. While the Corsair fleet engaged the Tyranids in space, Iyanden's forces were able to rally, and awake the Avatar.



“Between the stars the ancient unseen enemies of mankind wait and hunger. Every voyage into the nothing is a confrontation with horror, with the implacable things of the Warp, and with man’s innermost fear.”

WARHAMMER
40,000

**Robin Cruddace on the
Fall of Iyanden:**

‘My favourite battle in the history of Warhammer 40,000 is the Fall of Iyanden. I was captivated by this story when I purchased a board game called the Doom of the Eldar many moons ago. It was one of my first introductions to the grim darkness of the 41st Millennium and it’s got everything an epic war needs: vast space battles, planet-sized Craftworlds being overrun by swarms of Tyranids, conflicts so desperate that the beleaguered Eldar must wake the dead to fight by their side, an Avatar fighting against towering bio-constructs and a cinematic ending where Yriel, an exiled prince-turned-pirate, returns to his home and sacrifices himself (after a fashion) to save the day.



The Badab War

Ultima Segmentum
901.M41

The pride and ambition of Lufgr Huron, the Tyrant of Badab, has plunged a score of worlds into bloodshed and horror, and the Badab Secession has become the most infamous civil war of the age. Not since the Horus Heresy itself has Battle-Brother turned against Battle-Brother in such open warfare. This was the time the Astral Claws turned from the Emperor's Light, to become the Red Corsairs, and Horon Blackheart was scratched into legend.





“Though my guards may sleep and ships may rest at anchor, our foes know full well that big guns never tire.”

The Tyrant of Badab

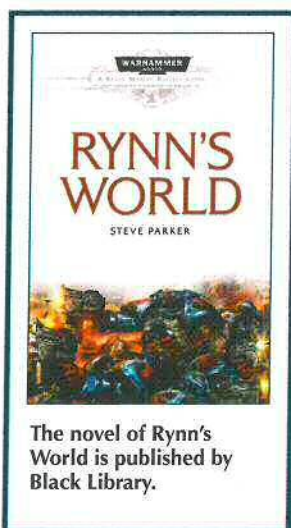
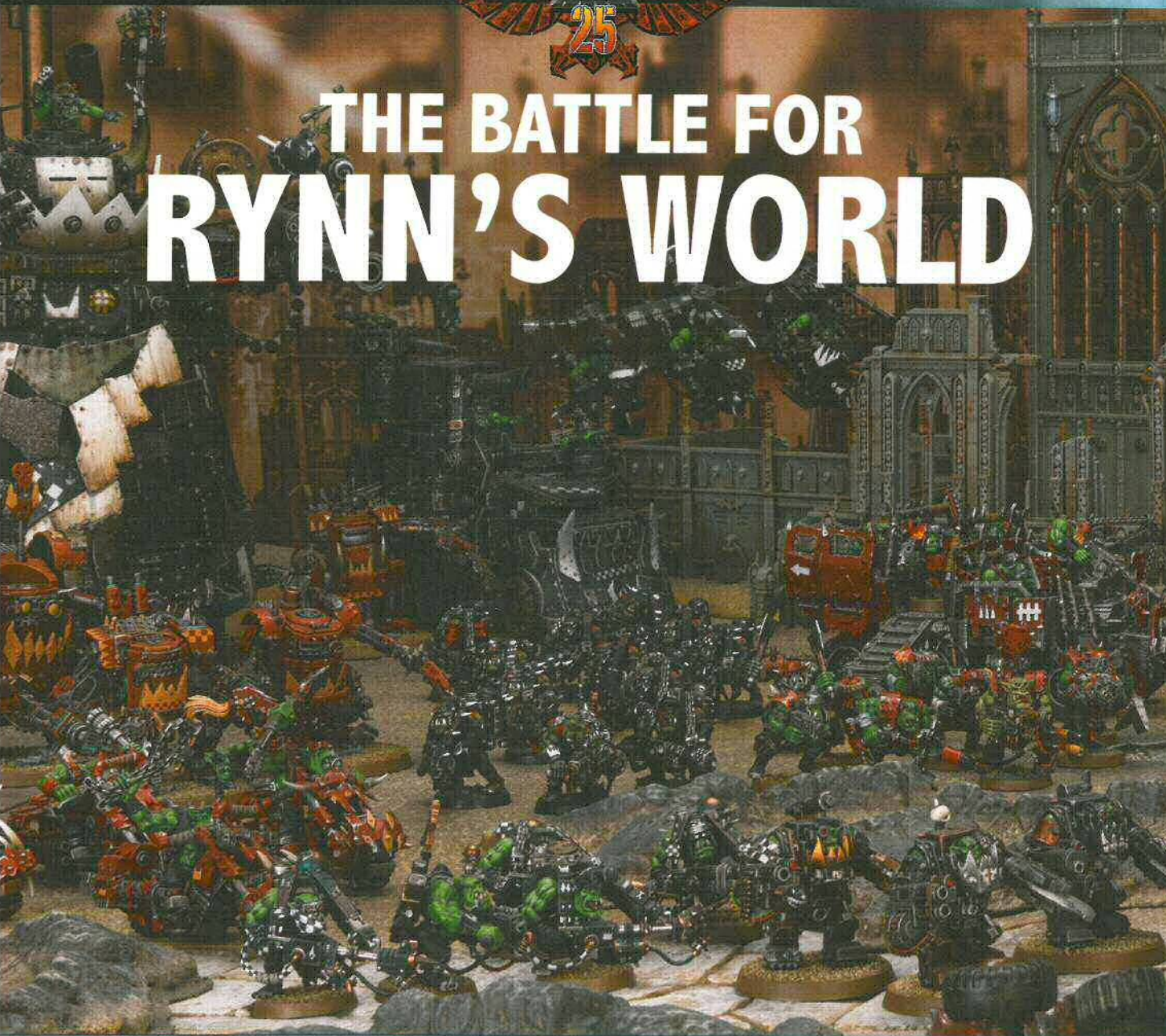
WARHAMMER 40,000

Alan Bligh on the Badab War: *The Badab War has always been one of my favourite conflicts in the vast mythic history of Warhammer 40,000. It is a story about humanity's greatest warriors—the Space Marines, and what happens when the unthinkable occurs and the Imperium's most powerful defenders turn against each other in bloodshed and war. It has honour and treachery, savagery and greed, and it is also the story of the ambition, hubris and eventually the madness of one man; Luftt Huron, the self-styled Tyrant of Badab.*

For me, writing the Badab War Imperial Armour books was a fantastic project on which to work. I'm old enough to remember White Dwarf 101 during the early days of Rogue Trader (when I was a lad), where a few hundred words and a double page spread of brand new Space Marine Chapters gave birth to the story. Little did I know that one day I'd have the pleasure of turning those two pages into two whole books crammed with Warhammer 40,000 lore, blood-filled battle and treachery!



THE BATTLE FOR RYNN'S WORLD



Could you think of a better way to celebrate 25 years of Warhammer 40,000 than a battle report featuring Cities of Death, Apocalypse, Planetstrike and Spearhead? We couldn't.

Well, it's been 25 years since Rogue Trader was first released and the war-torn universe of the 41st Millennium unleashed upon the world. Since that fateful day, the Warhammer 40,000 game has developed over the years, growing into one of the most popular tabletop wargames in history. Its blend of 'science-fantasy', dark, atmospheric artwork, fantastic miniatures range and ever-expanding depth of background culminating in the game we all know and love today. Rogue Trader may be long gone, but Warhammer 40,000 is here to stay.

In honour of this historic 25-year milestone, we decided to celebrate by presenting a multi-player, multi-board and multi-Expansion linked battle. Given the occasion, it seemed only fitting that the setting for this epic clash would be that which was represented on the cover of Rogue Trader itself all those years ago (also featured on this issue's cover) – the Battle for Ryann's World. The Crimson Fists Space Marines will therefore be fighting to the last to defend their Chapter planet against the invading Ork hordes of Warboss Snagrod, the Arch-arsonist.

“Let the Orks come by the thousand, or by the tens of thousands; we shall be ready for them. This world is the Emperor’s, not theirs, and we shall wash it clean with their blood.”

Pedro Kantor, Chapter Master of the Crimson Fist

The Battle for Rynn’s World

Ultima Segmentum
989 M.41

Waaagh! Snagrod culminates on a devastating assault on Rynn’s World, Chapter Planet of the Crimson Fists. In a freak accident, the fortress-monastery of the Crimson Fists is annihilated in an enormous explosion, leaving Chapter Master Pedro Kantor with barely 400 Space Marines to halt the Ork invasion. Marshalling the survivors to his side, Kantor leads the Crimson Fists in a heroic defence of the planet’s capital,



In order to showcase the full spectrum of Warhammer 40,000, we decided to play four games simultaneously, each table featuring a different Expansion. The main table, representing the Crimson Fist’s heroically tenacious defence of New Rynn City, would be played as an Apocalypse game, using approximately 5000 points per side in a cataclysmic battle to decide the overall winners. The three side games would consist of a Cities of Death, Planetstrike and a Spearhead battle. The result of each of these games would help to dictate the flow of battle on the New Rynn City board, providing much-needed reinforcements as well as some additional perks, as explained later.

Gathering a selection of players from around the Studio to join in, we soon had two overall generals in Matt Hutson

and Jervis Johnson, and eight enthusiastic lieutenants. But far from keep all the fun to ourselves, we invited the staff at our head office in Nottingham to come along and watch as the game unfolded. There was a great atmosphere as people popped in throughout the day to check in on the action and reminisce about their fondest memories of Warhammer 40,000. We’ve featured some musings from such luminaries as hobby guru Mark Jones, Forge World’s Will Hayes and Citadel designer Aly Morrison later, all of whom were heavily involved in helping to make Warhammer 40,000 what it is today.

With the two teams selected and four gaming tables groaning beneath the weight of over 20,000 points of Orks, Crimson Fists and even an Imperial Reaver Titan, it was time to unleash war on Rynn’s World.

Da Warboss:

- Jervis Johnson

Klan Leaderz:

- Simon Grant
- Andrew Kenrick
- Phil Cowey
- Andy Hall

Chapter Master:


- Matt Hutson

Company Captains:

- Neil Hodgson
- Tom Hibberd
- Glenn More
- Tom Hutchings

ASSAULT ON NEW RYNN CITY

It is on the battlefield near the outskirts of New Rynn City that the fate of the world and that of the Crimson Fists Chapter itself will be decided. The battle on this table will pit the full might of both armies against one another in a game of Apocalypse.



The Crimson Fists actually owe their gaming ancestry to the army of Rick Priestley's gaming buddy. Pete Cantor, the army's owner, has been immortalised as Pedro Kantor, Chapter Master of the Crimson Fists.

Strategic Assets

Jervis' Ork Assets:

- Da Big Waaagh!
- Mek Workshop
- Trophy Kill
- Rok 'em Boyz
- Orbital Bombardment

Matt's Imperial Assets:

- Heroic Stand
- Hold at all Costs
- Precision Strike
- Trophy Kill
- Orbital Bombardment

Historically, New Rynn City was the location where Pedro Kantor led the 400 survivors of the Crimson Fists' long and bloody war of survival against the invading Orks in a heroic, and ultimately successful, final stand. Would events repeat themselves in this epic confrontation, or would the overwhelming number of Orks prove too much even for the Crimson Fists?

As the overall Ork commander, Jervis would be leading the assault on New Rynn City personally, ably supported by the overenthusiastic, choppa-wielding form of Simon Grant. With no less than four Stompas in their army, and the potential for two more as reinforcements should Phil and Andrew perform well enough on their respective battlefields, Jervis and Simon were feeling quietly (or should that be noisily?) confident. But despite their

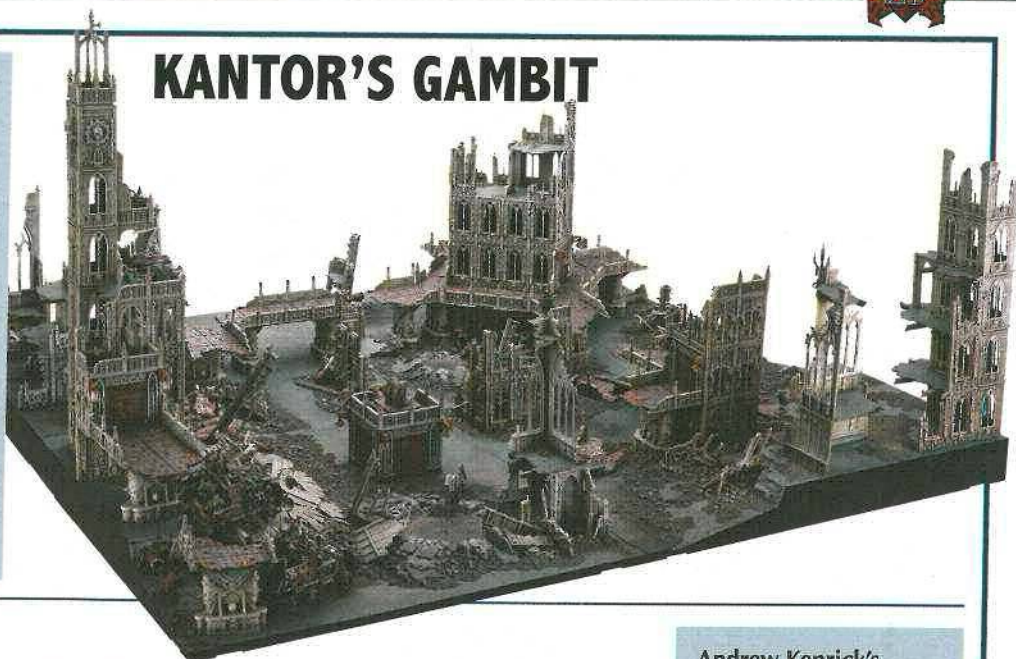
outwardly jubilant appearance, it was clear that the presence of the Reaver Titan in the Imperial army was still a serious threat.

As Matt Hutson would be using Chapter Master Pedro Kantor on a sidegame table, the Crimson Fists tasked with defending New Rynn City would be commanded by Dwarfie Tom Hutchings and Neil Hodgson. Having been collecting the Crimson Fists for many years, Neil had so many models that he could almost field a Battle Company all by himself, so it was that the Orks would be facing off against more than 150 vengeful and dug-in Space Marines.

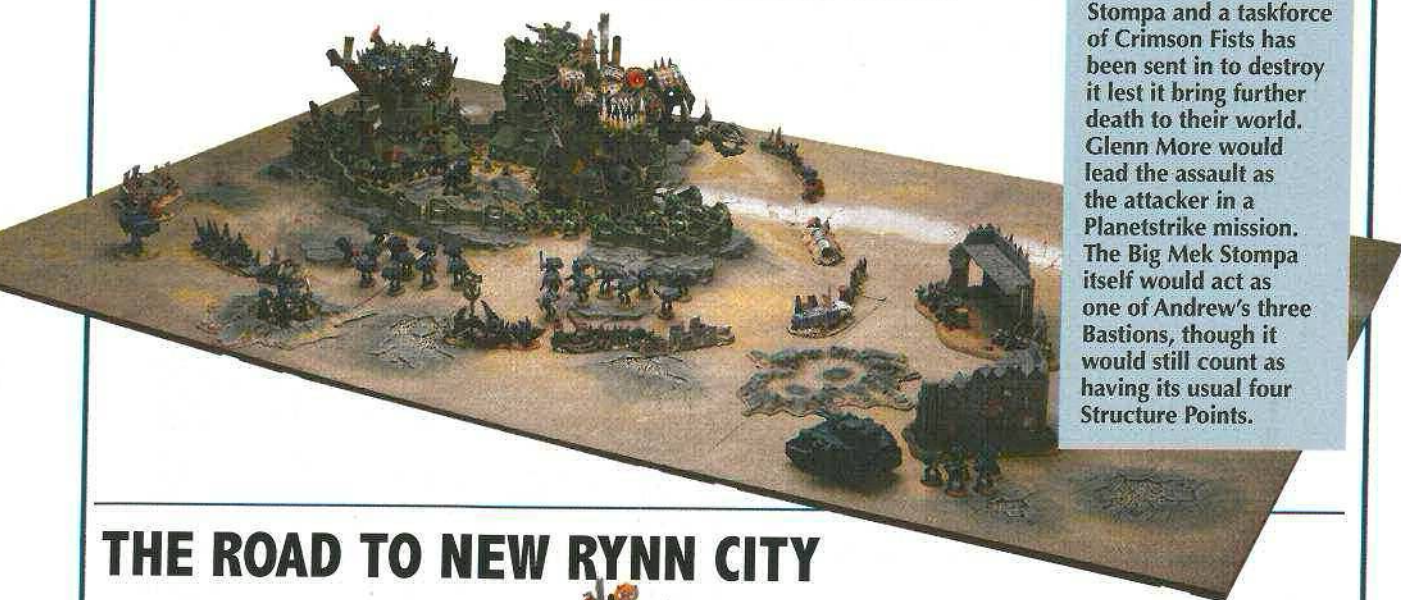
Matt and Jervis selected five Strategic Assets (as there were five players per team), but they had the option to secretly assign any of them to one of the sidegame tables instead. So it was that Matt quietly slipped Glenn the Precision Strike card...

This battle pits Matt Hutson's Pedro Kantor against the Ork Kommandos of Andy Hall in the Gauntlet mission from Cities of Death. The Crimson Fists Chapter Master is attempting to forge a path through the Ork infiltrators encircling him and take command of the last defence of New Rynn City before his Battle-Brothers are overrun and the planet is lost.

KANTOR'S GAMBIT

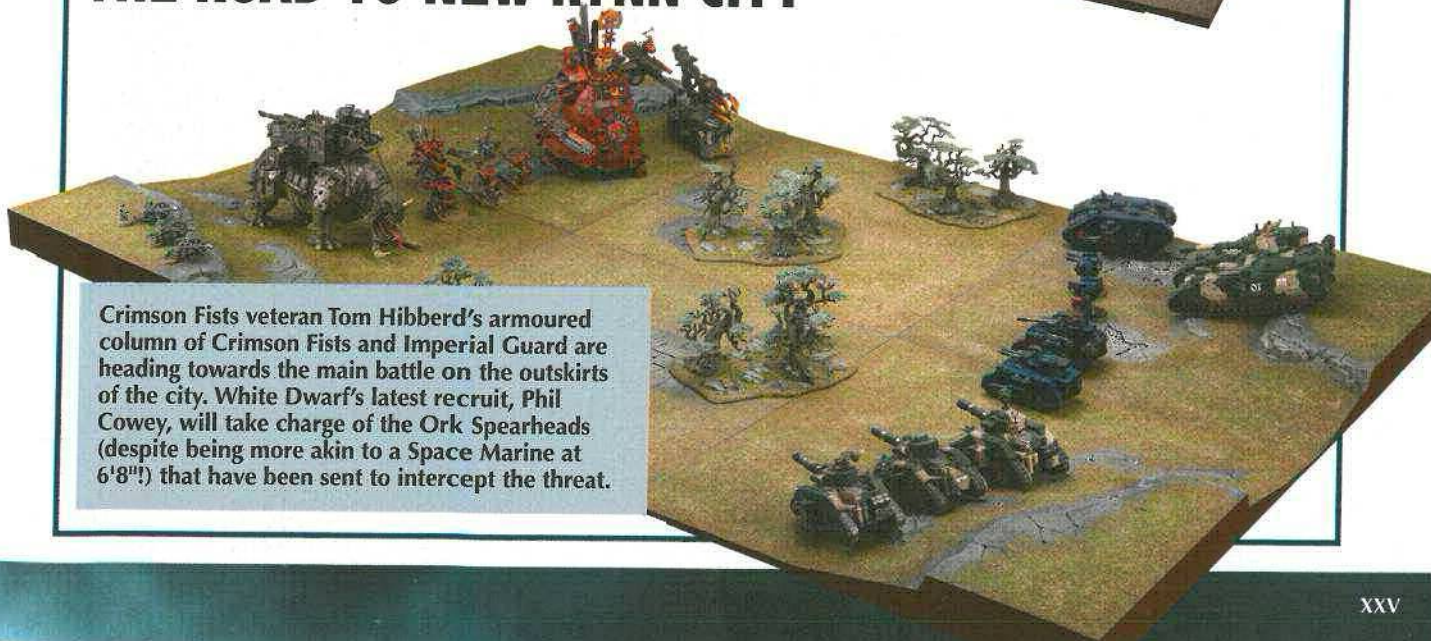


ASSAULT ON THE STOMPA FACTORY



Andrew Kenrick's Orks have been busy building a Big Mek Stompa and a taskforce of Crimson Fists has been sent in to destroy it lest it bring further death to their world. Glenn More would lead the assault as the attacker in a Planetstrike mission. The Big Mek Stompa itself would act as one of Andrew's three Bastions, though it would still count as having its usual four Structure Points.

THE ROAD TO NEW RYNN CITY



Crimson Fists veteran Tom Hibberd's armoured column of Crimson Fists and Imperial Guard are heading towards the main battle on the outskirts of the city. White Dwarf's latest recruit, Phil Cowey, will take charge of the Ork Spearheads (despite being more akin to a Space Marine at 6'8"!) that have been sent to intercept the threat.

A good death earns the Emperor's Blessing.

ORKS



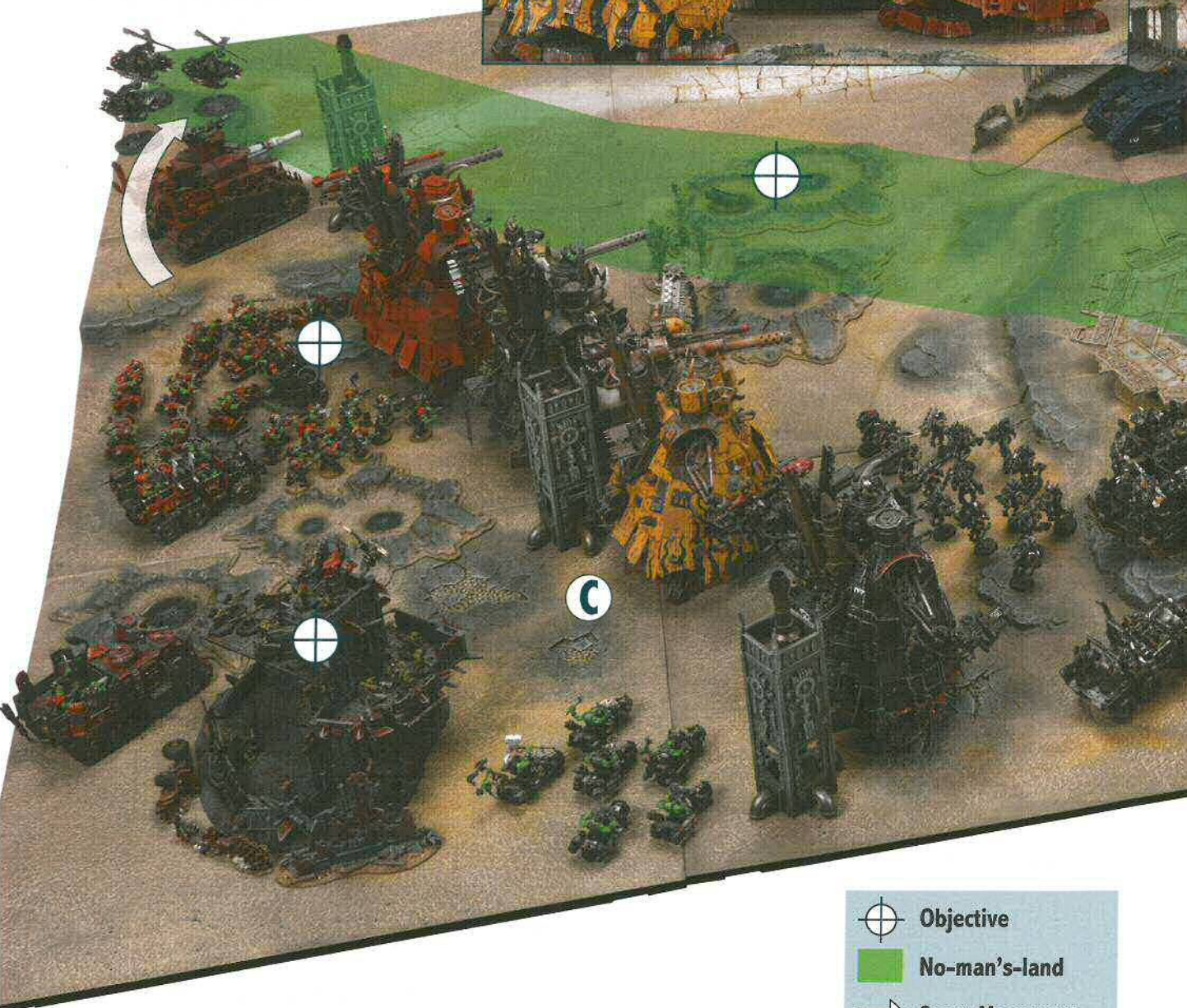
CRIMSON FISTS



We care not what the alien thinks; that we simply hate suffices.

DEPLOYMENT

One of the great spectacles of Warhammer 40,000 is the sight of two Apocalypse armies arrayed for battle. This game was no exception, and the sight of both armies deployed and ready for war had every spectator holding their breath in anticipation for the battle to commence...



-  Objective
-  No-man's-land
-  Scout Movement

There are three tiers of Imperial Titan and four main variants: the Scout-class Warhound, the Battle-class Reaver and Warlord, and the Emperor-class Imperator.

Mutual hatred is all we can expect when treating with aliens.

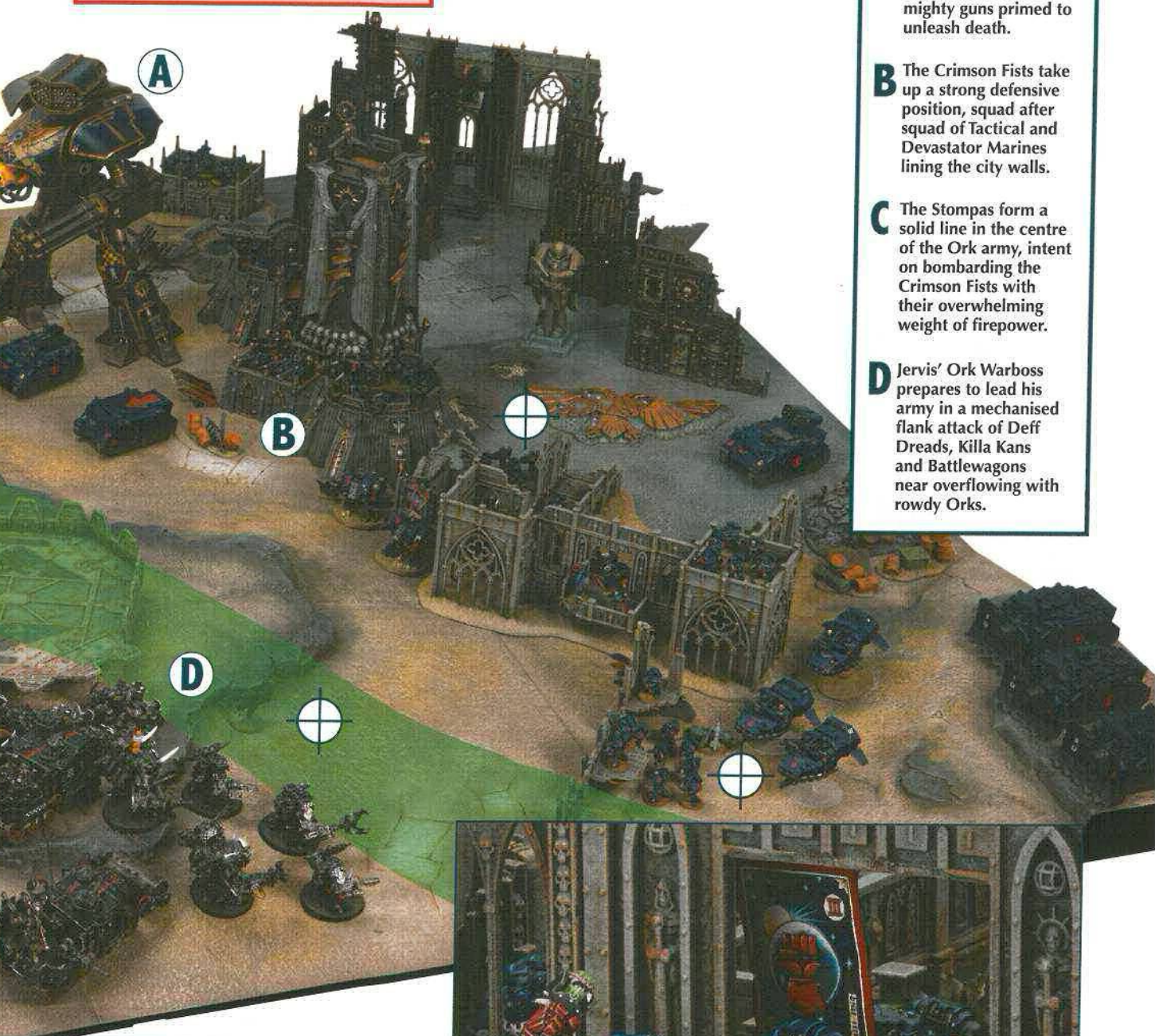
+ Incoming Message +

A The towering Reaver Titan, *Praetorian*, takes up a position on the Imperial right flank, its mighty guns primed to unleash death.

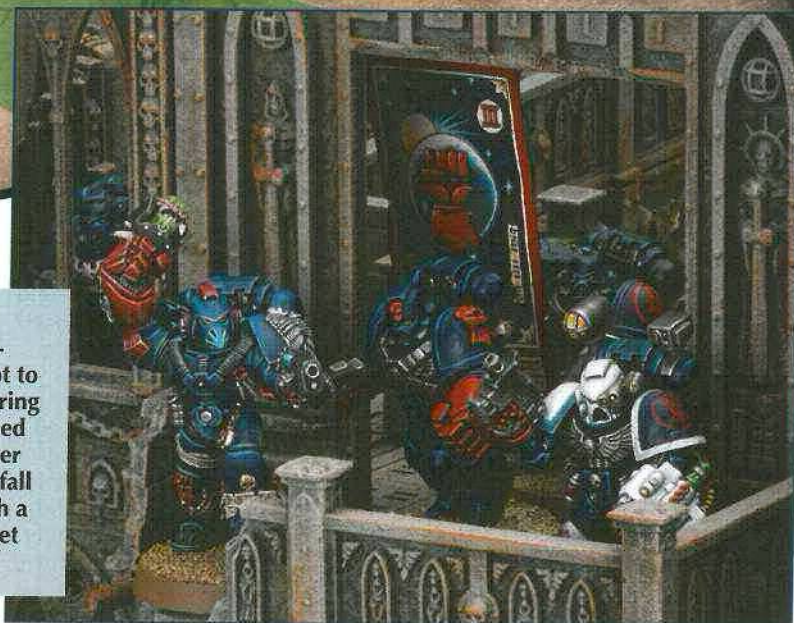
B The Crimson Fists take up a strong defensive position, squad after squad of Tactical and Devastator Marines lining the city walls.

C The Stompas form a solid line in the centre of the Ork army, intent on bombarding the Crimson Fists with their overwhelming weight of firepower.

D Jervis' Ork Warboss prepares to lead his army in a mechanised flank attack of Deff Dreads, Killa Kans and Battlewagons near overflowing with rowdy Orks.



In the absence of their Chapter Master, the Crimson Fists players nominated a second-in-command, just in case Pedro Kantor's attempt to reach the main battle was thwarted. Considering that a Crimson Fists Captain had been designed especially for the 25th birthday of Warhammer 40,000, they decided that the honour would fall to him. This senior Captain was deployed with a Command Squad, and would also be the target of the Orks' Trophy Kill Strategic Asset.



The torments of the flesh are petty concerns as measured by tortures of the soul.

VENGEANCE UNLEASHED

TURN 1

All four games kicked off simultaneously, with the six players fighting on the sidegame tables determined to finish off their opponents as quickly as possible in order to lend their allies support on the New Rynn City board.



The Linebreaker Squadron prepares to blast apart the approaching Killa Kans.

Opening Bids

Tom and Neil had plenty of transport vehicles in their army, and elected to keep many of their infantry squads on board in order to make them faster to deploy. They made a bid of three minutes for their deployment phase, undercutting the Ork bid by two minutes.

The would only have three minutes to deploy their army, but they had guaranteed themselves the first turn. And they had lots of guns...

The guttural chants and bellows of the Ork army were drowned out as the Crimson Fists began their attack. Gunning their engines, a Land Raider Redeemer and two Rhinos bravely powered towards the as-yet uncontested objective in no-man's-land on their right flank. The rest of the Crimson Fists were either aboard their transport vehicles or safely ensconced within buildings, so there was no further movement this turn.

On the Crimson Fists' left flank, the Vindicator Linebreaker Squadron opened the Imperial Shooting phase, combining their demolisher cannon fire. The enormous 10" explosion obliterated a Killa Kan and one Warbiker, and only an unlucky scatter and good cover saves from Jervis prevented much of the Ork right flank from being blasted asunder. But their reprieve proved

to be temporary at best as the Reaver Titan's guns opened up for the first time. A further six Warbikers and two Stormboyz fell victim to the apocalypse launcher, and a Structure Point was blasted from the Goff Stompa. The driver of the enormous Ork contraption was also stunned, meaning that it would be unable to move in the Ork turn.

The two Devastator Squads in the Fortress of Redemption unleashed a fearsome salvo of missiles and lascannon beams at the damaged Stompa, and though it survived the worst of the damage, it suffered another Structure Point of damage.

One more Killa Kan succumbed to the weight of fire on the Ork right flank, and the Deff Dread was stunned by assault cannon fire. The last remaining Killa Kan was shaken but, though unable to shoot, would still be free to move and assault.

KANTOR'S GAMBIT: LEFT IN RUINS

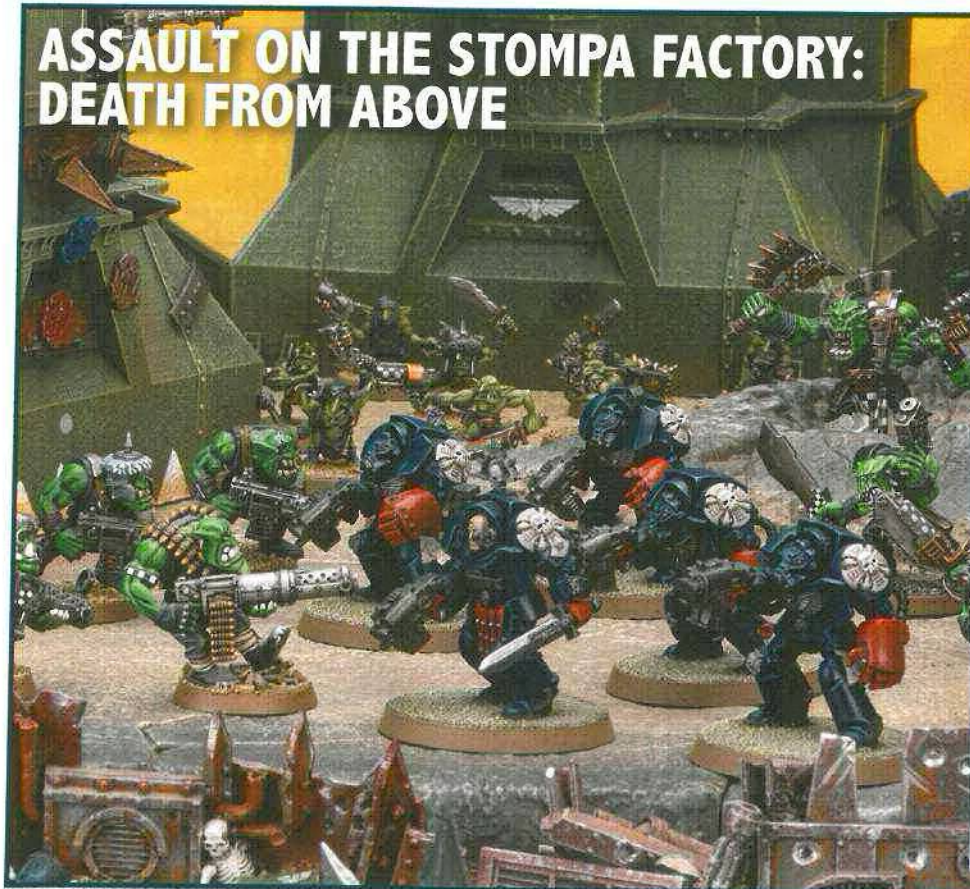


Razorbacks first appeared in 1994, sacrificing transport capacity for firepower.

As the attacker, Matt had the first turn and wasted no time in making a bid for freedom off Andy's table edge. The Orks were mostly hidden from view, so the Crimson Fists advanced at a steady pace to get a head-start on the greenskins lying in wait. Acting entirely in character for a race as unsubtle as Orks,

Andy launched an immediate all-out attack, though Matt's armour saves prevented any significant losses. But Kantor's counter-attack in the following turn was devastating, the Ork Kommandos dying in droves to disciplined bolter fire. Over the next few turns, there was little Andy could do to prevent Matt's escape.

ASSAULT ON THE STOMPA FACTORY: DEATH FROM ABOVE



The ground erupted beneath the fury of Glenn's Firestorm, but after the smoke had cleared, only two Orks lay dead! His Assault Squad took a more direct approach, launching themselves into Andrew's Orks and wiping out a squad of Boyz. The Terminator Squad landed in the middle of the Ork army, but achieved little before Andrew's Warboss led a brutal charge that saw them chopped to pieces.

The fighting continued, but the sheer number of Orks was starting to take its toll on the Crimson Fists. But Glenn did have a modicum of success when his Ironclad Dreadnought tore down one of the bastions.

STOMP 'EM, LADZ!

TURN 1 continued

The Crimson Fists' opening Shooting phase had been a painful experience for the Ork army, but despite the casualties they had suffered, Jervis and Simon both knew that it could have gone much, much worse. It was time to strike back.

+ Incoming Message +

A The Ork army surges forwards to secure two more objectives.

B Having blasted its way through the last of the Reaver Titan's void shields, the Evil Sunz Stompa fires its Deth-Kannon and wrecks *Praetorian's* deadly laser blaster.

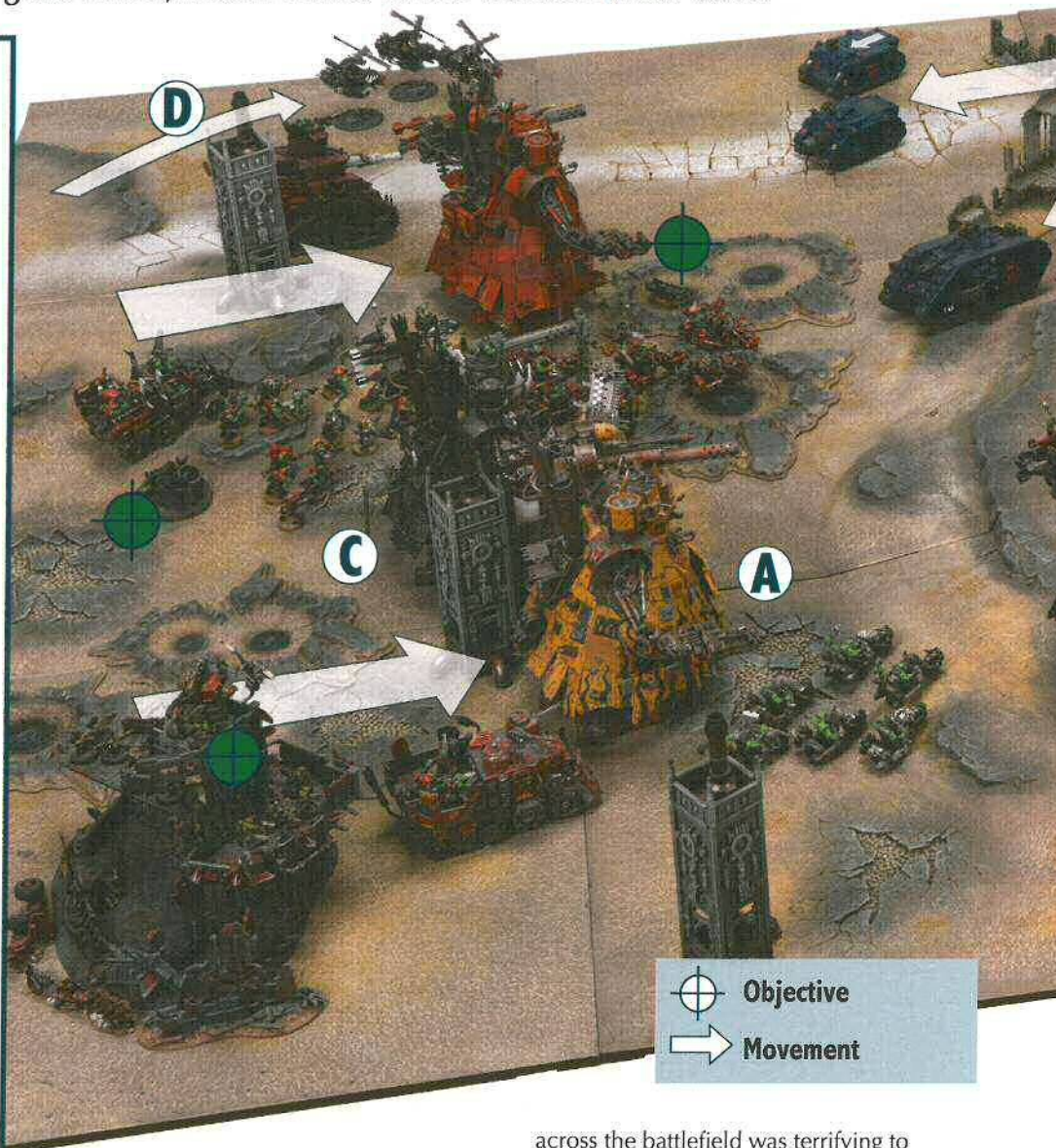
C The Goff Stompa also targets the Reaver Titan with its Deth-Kannon and though it damages the apocalypse launcher, the Titan's crew activate reserve power cells to keep the weapon online.

D The Kill Krusha launches a tankhamma shell at the embattled Reaver Titan, causing a chain reaction and stunning its Princes.

E Jervis' Stompa destroys a Vindicator from the Linebreaker squadron, hampering their combined fire.

F The Warbiker Nob, the only survivor of his squadron, assaults the battered Dreadnought hoping to finish it off with his power claw.

G The lone Killa Kan smashes its way through the ruined walls to tear into the Crimson Fists taking cover behind them. The Chaplain is slain along with two of his squad, causing the Space Marines to fall back before the mechanical monster.



As one, the Ork army threw themselves at the Crimson Fists, hoping to overrun the central objectives and force the Space Marines to emerge from the safety of their buildings to reclaim them. On the Ork left flank, the Evil Sunz Stompa advanced on the northern objective, the Kill Krusha moving up alongside it. The Battlewagons and Trukk swung round either side of the stunned Deff Dread and the Stormboyz claimed the Skyshield Landing Pad and took cover behind its crenellations.

The Ork Shooting this turn was all about how many shots the Stompas' Supa-gatlers would fire. The hail of shells unleashed

across the battlefield was terrifying to behold as the four Stompas tore into the Crimson Fists battleline. On the Ork left flank, the Reaver Titan's void shields were stripped bare, the nearby Vindicator's demolisher cannon was destroyed, and the Razorback completely annihilated along with the squad it carried. But the damage meted out by Jervis' Stompa on the right flank was simply appalling: the Land Speeders were all but wiped out; a Dreadnought was torn apart and the other left crippled, the Space Marine squads in the building all took heavy casualties; and finally, the Stompa's supa-rokkit wrecked one of Neil's three Vindicators!

BATTLE TRACKER

ORKS



CRIMSON
FISTS

Will Hayes on the Reaver Titan:

'The idea to build a 40K scale Reaver Titan came during the Siege of Vraks Imperial Armour project. As the war escalated, it seemed like the perfect opportunity to introduce the next step up from a Warhound Titan.'

'The Reaver has since proved to be very popular, and it was great to see it in action on the New Rynn City table.'

New Rynn City table, at the end of Orks' Shooting phase, Turn 1.

THE ROAD TO NEW RYNN CITY: HEAVY FIREPOWER

Since the release of the Baneblade, there are now eight super-heavy tanks available!

Right from the outset, Tom's Spearheads got the upper hand, winning the first turn and pounding the Stompa. By contrast, Phil's first turn was poor, missing with most of his shooting and causing minimal damage. Moments later, Tom's Dreadnought, Brother Jerian, destroyed the Stompa whilst his Baneblade felled the Gargantuan Squiggoth. With Phil's army all but dead, the path to New Rynn City lay open.

Success is commemorated; failure merely remembered.

TIMELY REINFORCEMENTS

TURN 2



Having weathered the storm of supa-gatler fire from the Stompas, the Crimson Fists regroup and launch a ferocious counter-attack as Pedro Kantor arrives to lead them.



Pedro Kantor leads his survivors onto the main table, arriving as per the Flank March Strategic Asset.

New Rynn City table, at the end of
Crimson Fists' Shooting phase, Turn 2.



 Objective
 Movement

The Crimson Fists had performed exceptionally well on two of the sidegame tables, so Turn 2 saw the arrival of both Matt and Tom's armies at New Rynn City. Half of the Imperial reserves held back during deployment also arrived, and a Drop Pod crashed down behind the Ork lines to disgorge a squad of battle-hardened Sternguard Veterans. From this position, they could threaten two of the Ork-held objectives.

The Crimson Fists reinforcements took no time to get themselves acquainted with the Ork horde, causing damage all across the battlefield as their Battle-Brothers fought with a renewed hope of victory. Simon and Jervis began to glance nervously at Andrew to see how he was performing in his sidegame.

+ Incoming Message+

A Pedro Kantor arrives to take command of the Crimson Fists.

B The Land Raider Redeemer moves to contest the Ork-held objective, but is immobilised on the dangerous terrain.

C Having arrived to shore up the Crimson Fists' battered left flank, the Baneblade immediately begins to bombard the Stompa in front of it. The Ork machine takes a real pounding from its arsenal of heavy weapons, but miraculously emerges largely unscathed.

D The last Killa Kan is unceremoniously blown apart by a Vindicator's demolisher cannon.

E The Sternguard Veteran with meltagun reduces the Goff Stompa to its last Structure Point.

F The Crimson Fists Whirlwind obliterates three Stormboyz with a salvo of rockets. However, the remaining Stormboyz disappear moments later as the Reaver Titan's apocalypse launcher wipes them out to the last Ork.

G The Leman Russ squadron hammers the approaching Ork vehicles, blasting apart the Trukk and six of the Ork Boyz on board. The Battlewagons are only protected by the Kustom Force Field of the Big Mek and no small number of lucky cover saves.

H The Evil Sunz Stompa loses a Structure Point to the combined firepower of the two Crimson Fists Dreadnoughts.



Having finished off Phil's Orks before the main table had begun Turn 2, Tom was able to bring on his surviving units from the Road to New Rynn City game as reinforcements. As an added bonus, his vehicle squadrons were allowed to retain their respective Spearhead perks. With Matt's force also arriving this turn via a Flank March, the Crimson Fists certainly seemed to have gained the upper hand.

BOMMS AWAY!

TURN 2 continued

The Crimson Fists had been hugely reinforced by the arrival of their victorious Battle-Brothers from two of the sidegames, but the Orks also had a few aces up their sleeves – flying aces, to be precise!

WARHAMMER
40,000

An Apocalyptic Age:
Warhammer 40,000: Apocalypse first burst onto the battlefields of the 41st Millennium in 2007. This exciting Expansion introduced battle formations of unprecedented scale, super-heavy vehicles and even Titans to the game. So devastating was the firepower on display in games of Apocalypse that the now-infamous 10" blast template had to be created especially!

The reinforcements provided by Tom and Matt's victorious forces had the Ork army on the ropes. To make matters worse, the mighty Titan, *Praetorian*, had replenished three of its void shields last turn. Hoping that a bit of luck might come his way, Jervis played his Rok 'em Boyz Strategic Asset, though his faith was ill rewarded when the single Rok template scattered no less than 5' off target and missed the table completely!

Simon and Jervis' luck didn't improve, either, with most of their shooting proving to be wildly inaccurate or largely ineffective as the Imperial players began to pass their armour saves with a staggering rate of success. The Burna Boyz had more luck, inflicting 24 wounds on the Command Squad, but this time it was the Apothecary that saved the day. Against all the odds,

only the Techmarine and three other Space Marines from a nearby squad succumbed to the searing flames.

Two Ork Fightaz arrived to the sound of straining engines, their flight paths sending them screaming across the length of the Imperial line, raking them with gunfire. Simon and Jervis began to have a bit of luck at last, the lethal bomms they dropped as they passed overhead leaving death and ruin in their wake. An entire squad of ten Devastators was blasted apart by the explosions, as were three more Space Marines from an adjacent squad.

On the Ork right flank, the last of the Land Speeders was brought crashing to earth by a big shoota as the Burna Boyz assaulted the building housing the Orks' Trophy Kill. The stoic Captain was wounded five times, but passed all his armour saves.

WARHAMMER
40,000

The release of the Apocalypse expansion also introduced rules for flyers, enabling Ork 'Flyboyz' to the skies in Forge World's Ork Fighta and Fighta-bommer.



The destructive arrival of the Ork Fightaz causes devastation as they drop their payload of bomms.

BATTLE TRACKER

ORKS



CRIMSON
FISTS

An alien mind cannot accept the Emperor's Blessing.



The Drop Pod Arrives:

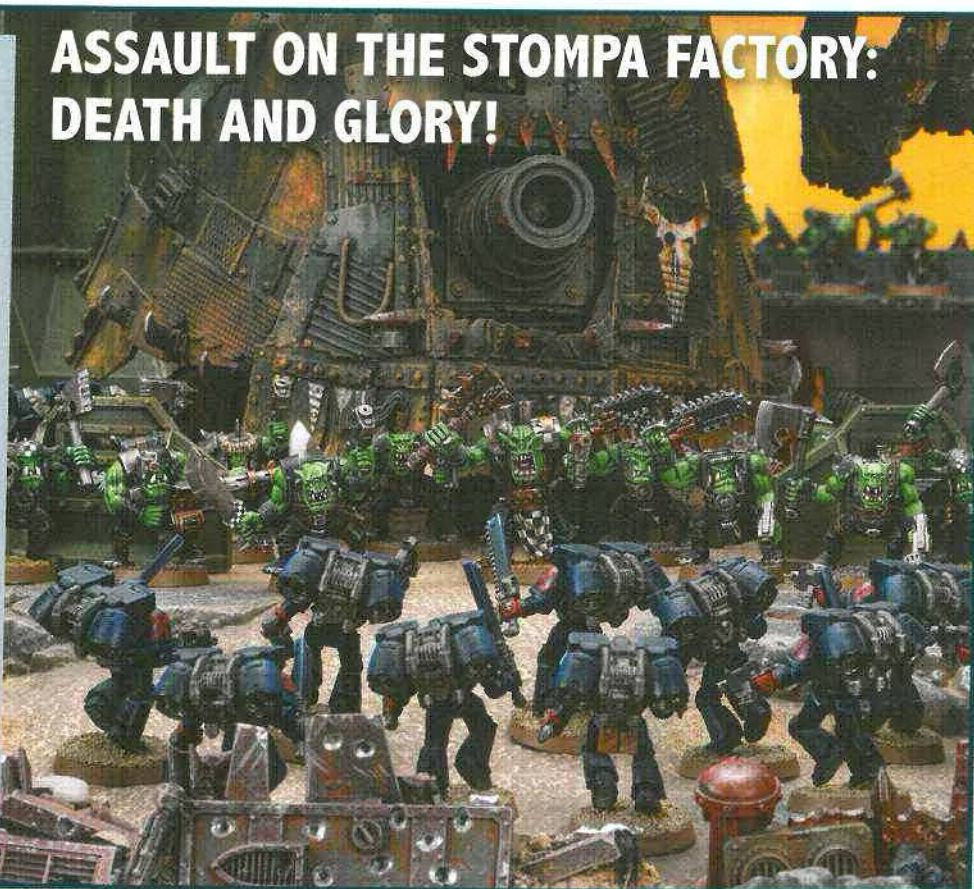
October 2008 saw the release of the multi-part plastic Space Marine Drop Pod kit – long a part of the background. Ever since that day, Space Marine armies have been living up to their epithet as the Emperor's Angels of Death, falling from orbit in Drop Pods to bring death and destruction to the enemies of Mankind.

The Burna Boyz leap from their Battlewagon to douse the Command Squad in flame.



ASSAULT ON THE STOMPA FACTORY: DEATH AND GLORY!

Glenn's Crimson Fists continued to fight and die hard, but the battle was beginning to slip from his fingers. Sensing the end was near, he resolved to inflict as much damage as possible on Andrew's forces to reduce the number of Ork reinforcements he could bring to the New Rynn City table. The Crimson Fists Captain threw himself at the Ork Warboss and struck a fatal blow, though he too was killed in return. But all eyes were on the Assault Squad as they valiantly fought their way through to the base of the Stompa. In a series of explosions, their brace of melta bombs tore through the giant Ork war machine.



A weapon cannot substitute for zeal.

THE FLYING FORTRESS

TURN 3

An enormous shadow sweeping across the battlefield heralded the arrival of the mighty Thunderhawk Gunship, three full squads of battle-hungry Crimson Fists safely housed within its heavily armoured hull. The tide had, it seemed, turned again.

WARHAMMER
40,000

The Origins of the Thunderhawk Gunship:

Having made its debut appearance in the Epic-scale game, Space Marine, the first 40K-scale Thunderhawk gunship was cast in metal. It was limited edition, individually numbered and came in a felt-lined wooden box with certificate of authenticity. The original Thunderhawk Gunship was priced at 40,000p (£400), and you had to watch where you put it due to its heavy weight!

Andrew had fended off the assault of Glenn's Crimson Fists at the Stompa factory, though the attack had cost him the Big Mek Stompa itself, so the Imperial players looked to make their brief numerical advantage count this turn.

Their opening moves saw the Thunderhawk Gunship soar overhead to hover over the western objective that the Ork players had no doubt been looking to recapture this turn. But the arrival of a second Drop Pod full of Crimson Fists nearby dampened their enthusiasm to challenge such a display of force.

To the north, Pedro Kantor ordered his forces forward to engage the Evil Sunz Stompa in an ambitious attempt to wrest the northern objective from its control. The Chapter Master, however, stood his ground in order to call in an orbital bombardment.

The horde of Orks to the west were annihilated by the bombs of the Thunderhawk Gunship and bolters of Tactical squads, removing any credible threat to the western objective. Having taken such a beating from the Ork Fightaz last turn, every Crimson Fist that could feasibly take a shot at the nimble flyers did so, but to no avail. The remainder of the Imperial Shooting phase was woeful, but they did manage to wipe out the Burna Boyz in combat. The turn ended on a high, with Brother Jerian God-fist, the Crimson Fists Dreadnought, causing a chain reaction and two Structure Points of damage on the Evil Sunz Stompa and utterly destroying it!



Space Marines have ever been famous for their ability (and indeed willingness) to drop from orbit and strike at the heart of the enemy army.

In Apocalypse games, this manifests in the freedom of Space Marines deploying via Drop Pod to contest an enemy-held objective, no matter where it is on the battlefield. The arrival of an additional squad this turn made reclaiming the western objective a nigh impossible task for the Ork commanders.



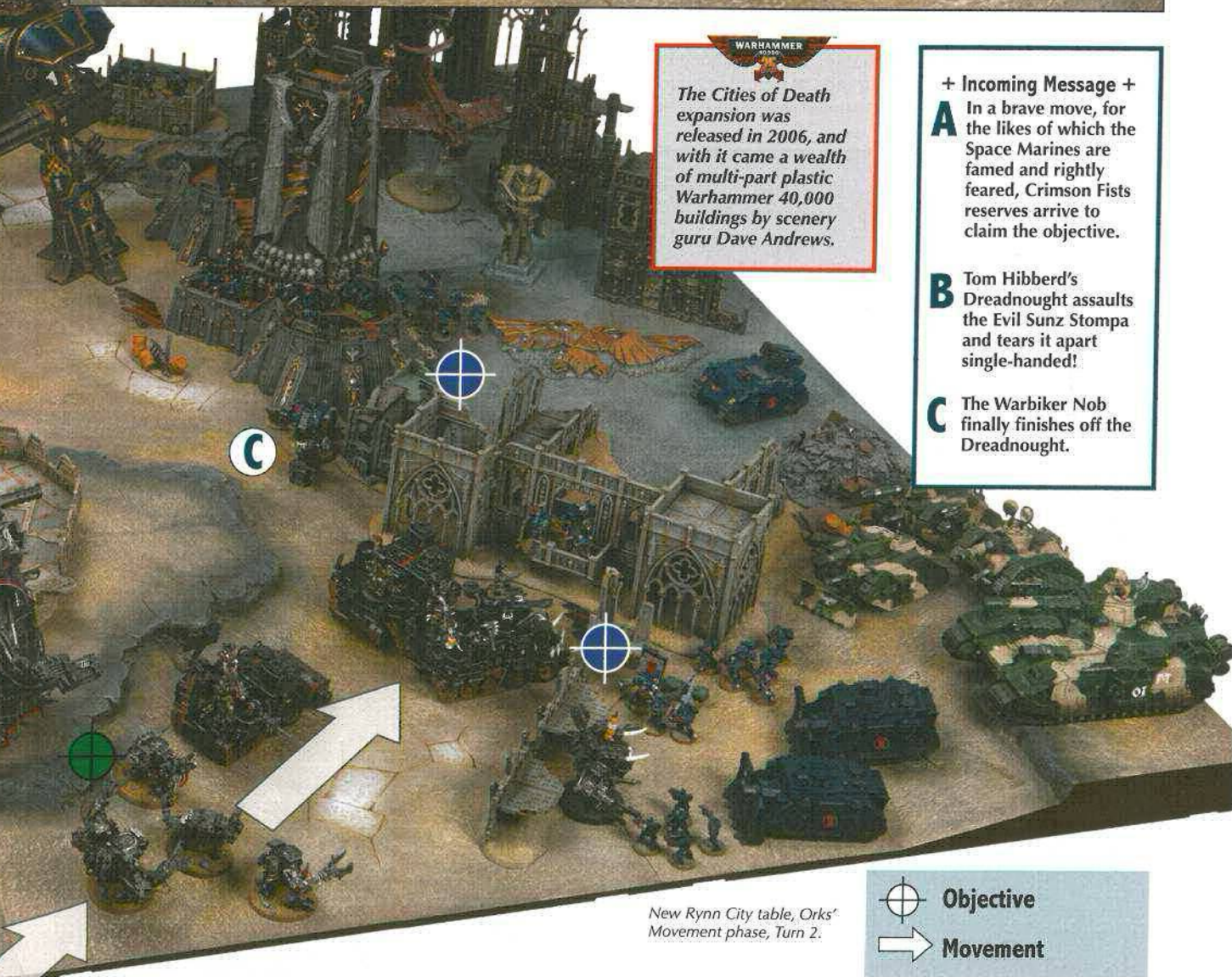
The Cities of Death expansion was released in 2006, and with it came a wealth of multi-part plastic Warhammer 40,000 buildings by scenery guru Dave Andrews.

+ Incoming Message +

A In a brave move, for the likes of which the Space Marines are famed and rightly feared, Crimson Fists reserves arrive to claim the objective.

B Tom Hibberd's Dreadnought assaults the Evil Sunz Stompa and tears it apart single-handed!

C The Warbiker Nob finally finishes off the Dreadnought.



New Rynn City table, Orks' Movement phase, Turn 2.



Objective

Movement

GRAB DA LOOT BOYZ! **TURN 3 continued**

The bold moves of the Crimson Fists army had turned the game on its head, and the Imperial players were now in an incredibly strong position, despite their poor round of shooting last turn. The Orks needed to reclaim at least one objective at all costs.

WARHAMMER
40,000

Mark Jones on 'buying' Rogue Trader:

'When I heard that Games Workshop was producing Rogue Trader, I sent a letter to offer my services as a playtester. A week later, I received a letter back thanking me for my interest and politely informing me that my services weren't required. But on the plus side, they did give me some gift vouchers to buy the game when it was released!'

The day of gaming was beginning to draw to a close, so this would be the Ork players' last chance to snatch a draw or victory in the battle's twilight moments. Calling Da Big Waaagh! with his Ork Warboss, Jervis led an all-out attack on the Imperial-held objectives by example, ramming a Vindicator with his leading Battlewagon and stunning the tank's crew. The Warboss and his bodyguard of Nobz piled out in preparation to cleanse the south-eastern objective of Crimson Fists, whilst the Deff Dread crashed past them to engage the Vindicators. The Ork Fightaz zoomed overhead to lend their big shootaz to the attack. In the north, the Kill Krusha trundled forwards to contest the objective, though, in the absence of the Evil Sunz Stompa, it would need to inflict enormous casualties to reclaim it for the Orks.

Sadly for the Ork commanders, the Kill Krusha only blasted four Crimson Fists apart with a boom shell, meaning the northern objective would remain in Imperial hands. In the south-east, however, the Ork shooting caused carnage. The Scout Squad was wiped out by sustained big shoota fire, and the Tactical Squad followed shortly after, cut down by the sheer weight of heavy firepower from Andrew's Killa Kans, Deff Dread and the bomms of the Fightaz.

It looked like the Orks had now managed to secure the south-eastern objective but, just to be sure, Jervis' Warboss and bodyguard tore through the Terminator Captain and his squad whilst Simon's Deff Dread rent a Vindicator apart in assault. With those final acts, the battle came to an end, the Orks having claimed the objective they needed to earn a draw.

Much to the relief of Jervis and Simon, some sidegame reinforcements arrived at last. Andrew's Ork army had been the most numerous of those fighting in any of the smaller battles, and the arrival of his survivors enabled

the Orks to shore up their control of the southern and south-western objectives, whilst reinforcing their attack on the south-eastern position. His intervention proved to be crucial for the Orks' late comeback.

FINAL BATTLE TRACKER

ORKS ● ● ● ● ● CRIMSON FISTS ● ● ● ● ●

DRAW

THE AFTERMATH

So the game ended in a hard-fought draw, but everyone who took part or spent some time watching the game agreed that it was probably the fairest result. Both teams had their opportunities for overall victory, but whenever it seemed that one side had the upper hand, the other would have some extraordinary luck or timely reinforcements to help swing the momentum back in their favour.

One of the most enjoyable aspects of playing big multi-player games is discussing the game-changing moments and tactics that both sides used whilst packing everything away at the end of the game.

This battle was no different, with players ruing their foolish mistakes or crowing about their periods of good fortune or the heroism of their favourite models. These games were indeed replete with many such moments, and poor old Phil had to make do with being ribbed mercilessly by Tom Hibberd after his Ork Spearheads capitulated so quickly!

To join in the celebration of Warhammer 40,000's 25th birthday, pop down to your local Hobby Centre to find out what activities will be taking place there on February 25th, or turn to page 11 for more information.

HEROES OF THE CHAPTER



Dreadnoughts are revered heroes of the Space Marines for a good reason, and few armies take to battle without them. Tom Hibberd's Dreadnought, Brother Jerian God-fist, managed to destroy no less than two Stompas. His first kill may have been merely a finishing blow, but the second (Evil Sunz) Stompa to fall before his righteous fury would have won the game for the Orks had it survived.

Jes Goodwin on Space Marines:

'I remember that Rogue Trader was a long time in the making, and my first work on it was the plastic Space Marine box set along with Aly Morrison and Bob Naismith. I got involved with the art and design quite early on simply because Bryan Ansell came into the sculpting department one day, told us to down tools and spend the rest of the afternoon drawing stuff for the book. That day I came up with the Imperial Aquila, and the symbols for the four major Chapters, all of which have remained mostly unchanged even after all these years. It turned out to be a very productive few hours work! Following that John [Blanche] and I would often go to The Bell in Nottingham city centre for lunch, and, over some garlic bread, we came up with the styles and iconography of those founding chapters. These truly were working lunches and, as with all of 40K a real collaborative, creative endeavour.'



DA BIGGEST AND DA BESTEST



The Ork Stompa is the largest plastic kit that Games Workshop has ever produced.

Stompas are real game-winners and can take or dish out some serious punishment. Jervis' Stompa, da Crushkruncha, was simply unstoppable. Not only did its supagatler account for so much of the Imperial left flank during the first Shooting phase, but it withstood some horrendous punishment from the Baneblade and Leman Russ squadron with barely a scratch to show for it!



WARHAMMER

40,000

25

**There is no time for peace.
No respite.
No forgiveness.
There is only WAR.**

So began the story of Warhammer 40,000 with those doom-laden words on the back of Rogue Trader 25 years ago. In this special souvenir edition of White Dwarf, we delve into the rich history and background of the Dark Millennium and talk to some of the visionaries responsible for Warhammer 40,000.

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25