

WARHAMMER
40,000

NEW EDITION OF WARHAMMER 40,000 REVEALED!

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD391 July 2012



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WARHAMMER 40,000







I've seen the future, and it's grim, dark and really rather awesome. This month sees the release of the new Warhammer 40,000 rulebook, which is a fantastic tome packed with all manner of cool things from evocative art and background to rules for Flyers, fortifications and a scenario set on a space station.

The release of Warhammer 40,000 takes me back to when I first started working in the Design Studio, as we were just putting the finishing touches to 5th edition at the time. I started thinking about all that I've done in that time.

To coincide with the last edition of Warhammer 40,000, I started a new Salamanders army. That army now stands at well over 3000 points and has been joined by contingents of Imperial Guard and Flesh Tearers, and it's still growing, as I'm going to paint a Stormtalon so that I can add a Flyer to my Space Marines.

I've played in campaigns, leagues and tournaments aplenty, from the Warhammer 40,000 Doubles to Phil Kelly's Rok of Ages campaign and even the Battle for Tanrak we played only a couple of months back. I've certainly got many more staunch allies and friendly rivals to play against than I had back then, that's for sure.

And all of this nostalgia makes me even more excited for the future – what will the next few years will bring? How many more awesome battles will I have fought, what new armies will I be playing with and what new opponents will I have found to crush (or, more likely, be crushed by)? I for one can't wait to embrace this dark future!

How about you? What are you most looking forward to about Warhammer 40,000?

Andrew Kenrick, Editor

CONTENTS

Cover by Paul Dainton

New Releases

4

Black Library

18

The latest Black Library releases, plus an interview with Bill King about his new series, the Macharian Crusade.

There is Only War!

20

Simon Grant takes a look at the Warhammer 40,000 rulebook, talking to the various people responsible for its design.

Armies of the 41st Millennium

30

We showcase some of the awesome armies belonging to the Studio's hobbyists, finding out what they're most excited about.

The Scouring of Kasr XV

58

In the first of this month's battle reports, the Imperial Guard stand firm in the face of a Chaos Space Marine invasion.

Battlefield Terrain

70

A look at some inspirational battlefields and how battlefield terrain works in Warhammer 40,000.

Assault on Fellstorm Airfield

78

It's war in the Hobby Team as Duncan Rhodes and Steve Bowerman fight it out in our second battle report.

Army Project: Tau Empire

84

Duncan and Steve can't keep away as they show us how to paint a Tau Empire army.

Hour of the Witch

98

Mat Ward explains how to use the new psychic disciplines.

Standard Bearer

102

Armies on Parade

104

Games Day Preview

106

Your Local Store

112

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WARHAMMER
40,000

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WARHAMMER 40,000

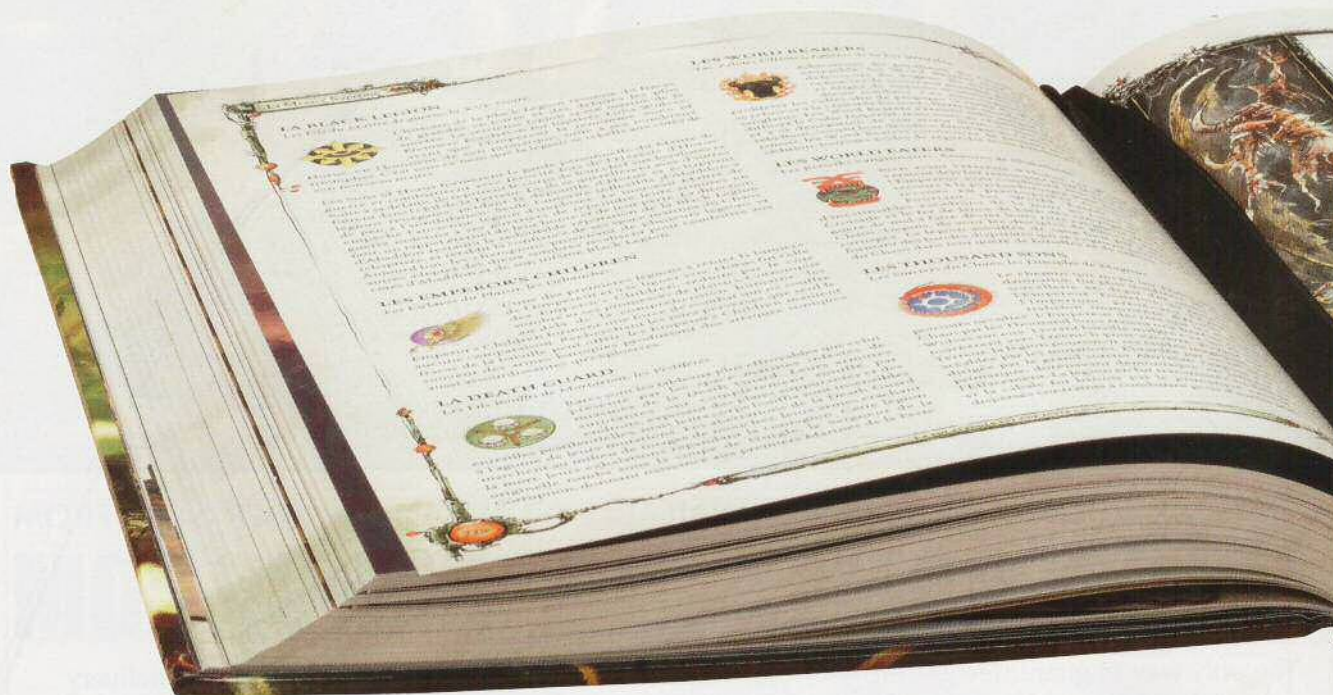
WARHAMMER 40,000 RULEBOOK

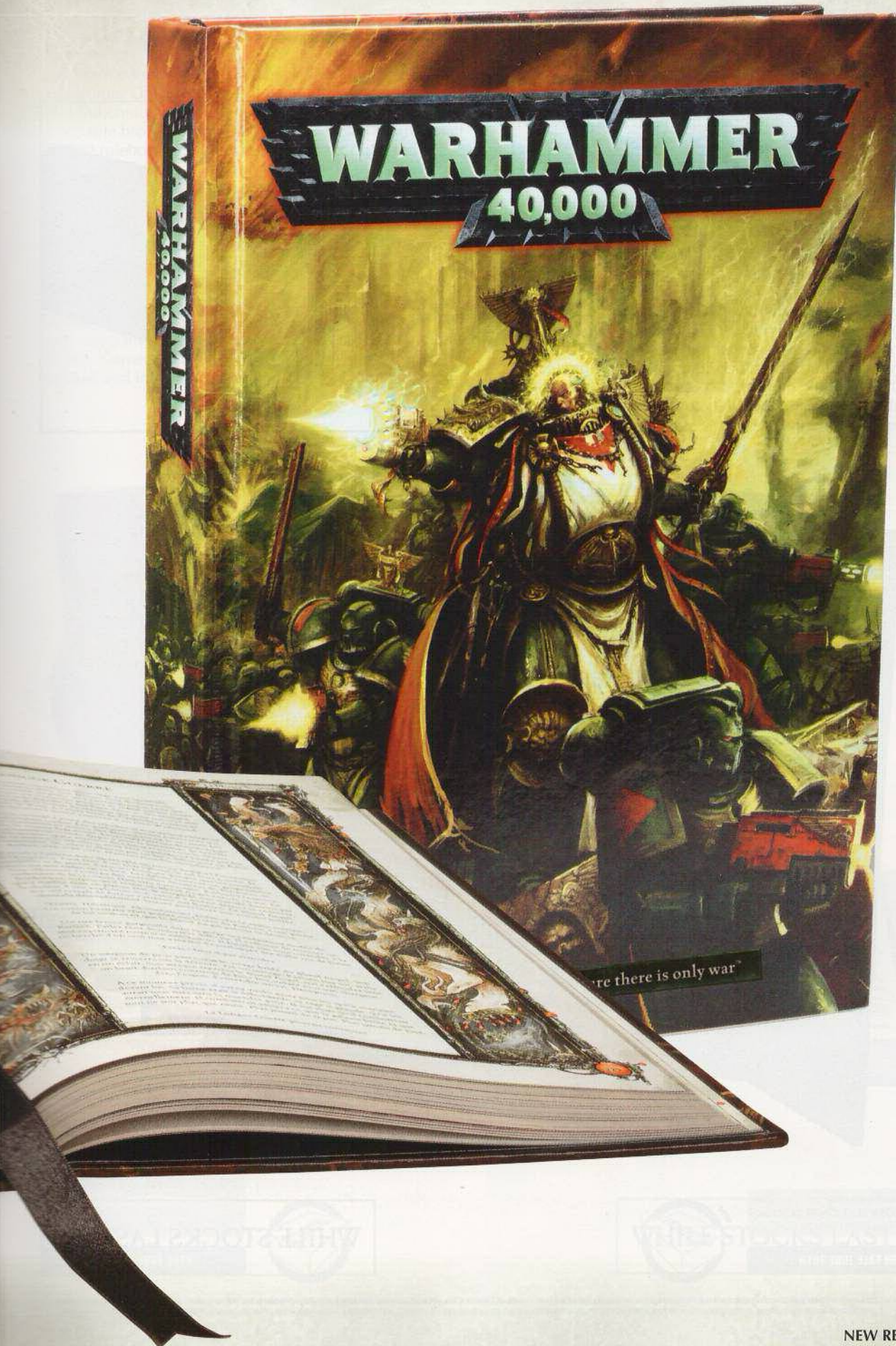
The enemies of Mankind muster in hitherto-unprecedented numbers as traitors and aliens amass for the kill, sensing that the Imperium is ready to fall. Gather forth your armies and prepare for war unending, for only by victory on a million worlds and countless battlefields will the Imperium endure.

The Warhammer 40,000 rulebook is a vast tome of knowledge, revealing everything you could want to know about living, fighting and dying in the grim darkness of the far future. 452 full-colour pages are bound within the hardback rulebook, comprised of five main sections: the Rules, explaining how to fight battles set in the Warhammer 40,000 universe; the 41st Millennium, which introduces the Imperium of Man, its myriad armed forces and many enemies; an incredible Miniatures Showcase, courtesy of the 'Eavy Metal team; the Hobby section, offering guidance on how to assemble and paint your miniatures; and finally, the Battles section, showcasing some awesome battlefields created specially for the rulebook to inspire hobbyists at home to make and play their own unique scenarios.

WARHAMMER 40,000
RULEBOOK £45
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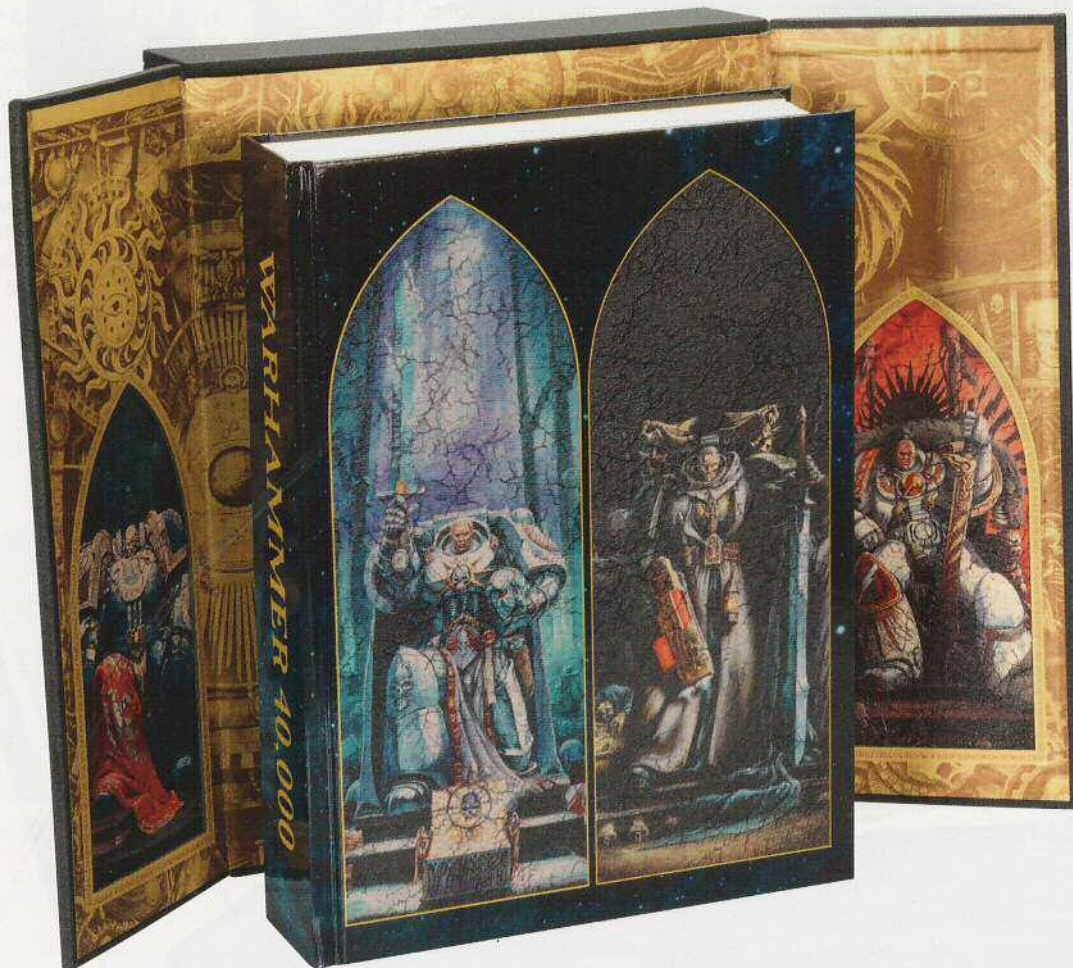
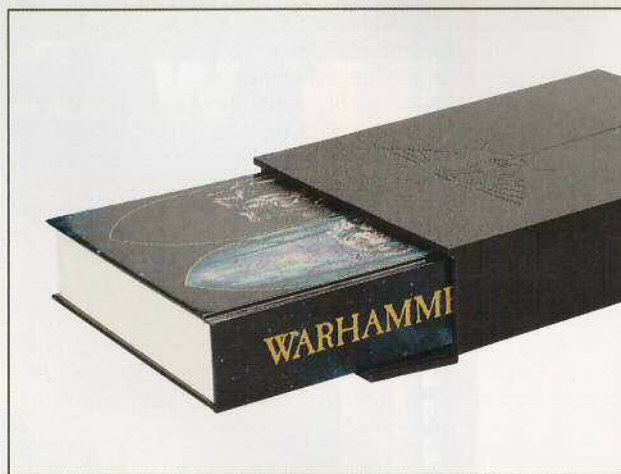


NEW RELEASES

WARHAMMER 40,000 COLLECTORS' EDITION

AVAILABLE IN ENGLISH LANGUAGE ONLY

When the officers of the Imperial Guard pray to the Emperor for salvation, it is for the intervention of his Angels of Death that they beseech him. The Warhammer 40,000 Collectors' Edition represents a sacred artefact, a reliquary of the Space Marines over which they invoke the Emperor's divine blessing. Its leatherette exterior features a debossed design of an iron halo and Imperial aquila. Two panels open either side to reveal four gold gilt embossed arched faces, within which are depicted four great heroes of the Space Marines. A secret panel pops open at the top of the reliquary, revealing access to a premium edition of the Warhammer 40,000 rulebook. The pages of this hardback rulebook are made from the very highest quality parchment paper, making it an even greater tome to possess. The Warhammer 40,000 Collectors' Edition is strictly limited to 4000 individually numbered copies worldwide, so don't miss out on this great opportunity to own a genuine artefact from the 41st Millennium.



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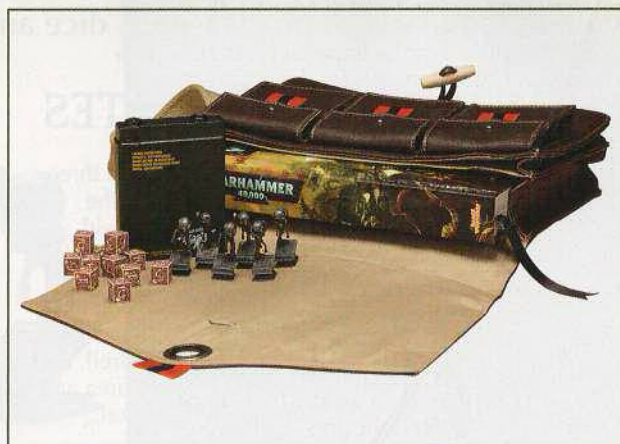
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WARHAMMER 40,000 GAMERS' EDITION

The Warhammer 40,000 Gamers' Edition represents a Munitorum Officer's kit as if it came straight out of the 41st Millennium. The Gamers' Edition bundle consists of a versatile brown leatherette signal satchel, a Warhammer 40,000 rulebook and a limited edition set of 12 red Munitorum Dice that are only available in this set and come with a lasgun power pack tin. The satchel is large enough to carry the rulebook along with any accompanying Codexes and Munitorum Templates, but also features three internal pouches, each designed to fit a lasgun power pack tin. Two 4mm thick metal pin badges are also included (one representing the Imperial Aquila and the other the eight-pointed Chaos star), one of which can be fitted above the satchel's wooden toggle so that you may proudly declare your allegiance for or against the Emperor. The Warhammer 40,000 Gamers' Edition is only available to order from the website and in strictly limited numbers, so don't miss out.



WARHAMMER 40,000
GAMERS' EDITION £75
Product code: 60020199007
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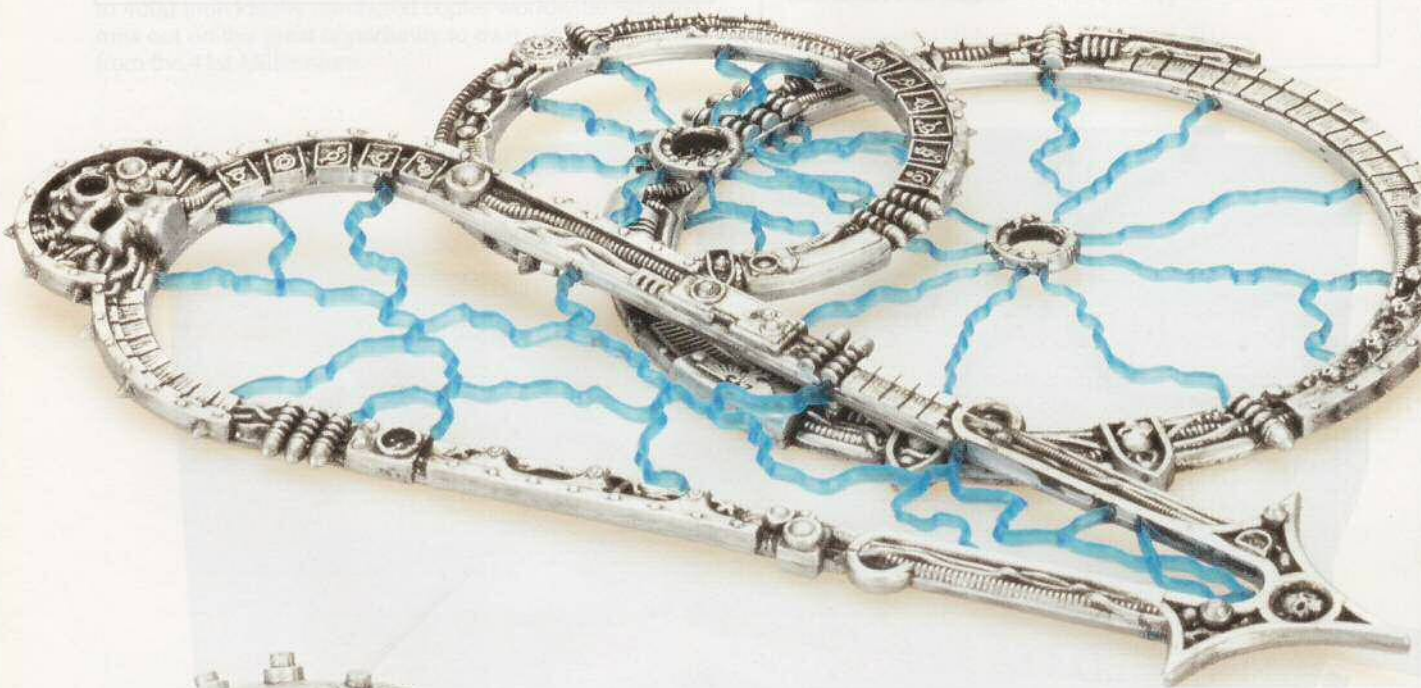
Supporting the release of the new Warhammer 40,000 rules comes a wave of handy hobby products designed to serve a budding Imperial Munitorum officer in the field, such as templates, tape measures, dice and objective markers.

MUNITORUM TEMPLATES

The Warhammer 40,000 Munitorum Templates are three intricately detailed gaming aids used to work out the blast radius of a variety of weapons on the battlefield. The set includes three plastic templates – a round 3" blast and 5" large blast template, and an 8" long, tear-shaped flamer template. The templates are designed to look like Munitorum instruments, framed with cogs and Mechanicum iconography sculpted by Citadel designer Ed Cottrell. Each template's inner frame denotes a weapon's blast area and is detailed with arcing lightning effects of blue crystal.

WARHAMMER 40,000
MUNITORUM TEMPLATES
Product code: 99220199047
€15.50, 120dkr, 140skr, 130nkr, 120rmb, 60zł

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MUNITORUM TAPE MEASURE

The design of the plastic Munitorum Tape Measure is immediately recognisable as that of an Imperial servo skull. Based on artwork by John Blanche, Ed Cottrell faithfully reproduced the servo skull's iconic design. The metal tang of the tape measure is formed from the servo skull's front teeth, which extends to reveal a red tape detailed with white numbers. The tape measure extends up to 120" and every 13th inch is marked by an Imperial Aquila in honour of the 12 High Lords of Terra and the benevolent Emperor. Pressing the servo skull's red bionic eye withdraws the tape after it has been extended.

WARHAMMER 40,000
MUNITORUM TAPE MEASURE
Product code: 99230199005
€13, 100dkr, 120skr, 110nkr, 100rmb, 50zł

COMING SOON



The Warhammer Munitorum Dice, Battlefield Objectives and Vehicle Markers are supplied with a lasgun power pack dice tin and six plastic, pewter-effect dice holders. Each lasgun power pack tin has a designated origin and serial number, depending on the set. The skull-mounted dice holders are designed to mark the location of specific objectives or denote vehicle damage by holding the appropriate markers, thus preventing them from being rolled unwittingly in the middle of a game.

WARHAMMER 40,000 £10

MUNITORUM DICE

Product code: 99220199044

£13, 100dks, 120skr, 110nkr, 100rmb, 50zl

WARHAMMER 40,000 £10

BATTLEFIELD OBJECTIVES

Product code: 99220199045

£13, 100dks, 120skr, 110nkr, 100rmb, 50zl

WARHAMMER 40,000 £10

VEHICLE MARKERS

Product code: 99220199046

£13, 100dks, 120skr, 110nkr, 100rmb, 50zl

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MUNITORUM DICE

The Munitorum Dice pack consists of 12 individually numbered six-sided dice, each square-edged and 14mm in width. The dice display a unique piece of Warhammer 40,000 art as a background to the ornate number on each facing, as if they are officially sanctioned Imperial dice.



BATTLEFIELD OBJECTIVES

The 12 six-sided Munitorum Battlefield Objectives are not dice, but rather a means of representing the location and significance of the myriad Primary and Secondary Mission Objectives used in the Eternal War scenarios. In addition, they can be used to denote the nature of a Mysterious Objective once revealed.



VEHICLE MARKERS

The Munitorum Vehicle Markers are a quick and effective means of determining what damage a vehicle suffers when an attack has penetrated its armour, and serve as a visual reminder of any ongoing vehicle status effects. The set includes four AP 3 damage dice, two AP 2 Damage Dice, 2 AP 1 Damage Dice, two Hull Point counters and two Vehicle Status markers.



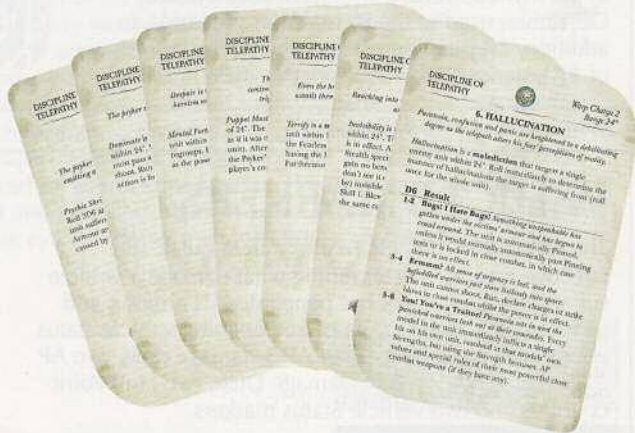
PSYCHIC POWER CARDS

The Psychic Power Cards are a core deck of 35 large-format cards that contain all of the powers from the five psychic disciplines printed in the Warhammer 40,000 rulebook. The full range of six powers from each psychic discipline are represented, as are the archetypal Primaris Powers that exemplify the art of Biomancy, Divination, Pyromancy, Telekinesis and Telepathy. The Psychic Power Cards are great ways of keeping track of which powers your Psykers

have access to during the game and act as a handy visual reminder of their ongoing effects after they have been manifested. The deck of power cards is contained in a two-part moulded plastic box that pivots open at the bottom-left corner. Also contained in the set is a 4-page instruction booklet that classifies which psychic disciplines can be utilised by the many Psykers in the 41st Millennium (as Mat Ward explains in further detail on page 98).

WARHAMMER 40,000
PSYCHIC POWER CARDS
Product code: 60220199001
£10.50, 80dks, 100dks, 90nkr, 80rmb, 40z

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TANGLEWIRE

The Tanglewire pack contains two rolls of coiled wire approximately 6" in length. However, each coil can be stretched to multiply the length of the tanglewire many times over. A thin wire entwines the entire length of the main coil, providing the tanglewire with a barbed look that is completely safe to touch. Tanglewire can be used to decorate tank traps and other scenery, or as a piece of battlefield debris terrain on its own.

WARHAMMER 40,000
TANGLEWIRE
Product code: 99220199049
€9.10, 70dkr, 80skr, 75nkr, 70rmb, 35zł

ON SALE 7TH JULY



This month's release of Anrakyr the Traveller and Orikan the Diviner adds two new special characters to the Necron army. These two miniatures are released in Citadel Finecast, Games Workshop's range of premium quality resin.

ANRAKYR THE TRAVELLER



ANRAKYR THE TRAVELLER £12
Product code: 99800110017
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€15.50, 120dkr, 140skr, 140nkr, 120rmb, 60zł

ON SALE 21ST JULY

ORIKAN THE DIVINER



ORIKAN THE DIVINER £12
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Sculpted by Darren Latham.
€15.50, 120dkr, 140skr, 140nkr, 120rmb, 60zł

ON SALE 21ST JULY



Anrakyr the Traveller bears an ornate warscythe in his right hand with a tachyon arrow mounted on his left wrist. A stylised, segmented robe flows from his waist, serving to complement his regal countenance.

Orikan the Diviner stands atop a Scarab-wreathed rock, holding the imposing Staff of Tomorrow in a two-handed grip. This Citadel Finecast miniature features an extended carapace and a segmented spine curls around his feet.

CITADEL® FINECAST™

Citadel Finecast is Games Workshop's range of highly detailed resin miniatures. This month sees the launch of a number of Dark Eldar models in Citadel Finecast on our website, a selection of which are shown below.



Dark Eldar Beastmaster
99800112016



Dark Eldar Khymerae
99800112019



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Dark Eldar Clawed Fiend
99800112017



Dark Eldar Razorwing Flock
99800112014

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CITADEL® FINECAST™

This month a veritable Waaagh! of Ork models are released in Citadel Finecast on our website, a selection of which are shown on this page. Go online to see the full range of Citadel Finecast miniatures available.



Boss Snikrot
99800103014



Kaptin Badrukk
99800103019



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Mad Dok Grotsnik
99800103018



Ork Nob with Waaagh! Banner
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CITADEL® FINECAST™

As well as the sinister Dark Eldar and brutally savage Orks, the Imperium receives some much-needed defenders too in the form of Grey Knights released in Citadel Finecast, a selection of which are shown here.



Grey Knight Brother-Captain
99800107015



Inquisitor with
Power Sword and Bolt Pistol
99800107107



Inquisitor with
Inferno Pistol and Power Sword
99800107106



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PREPARE FOR WAR!

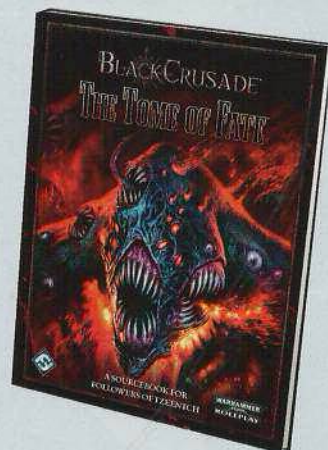


Summertime is here which means one thing, loads of great events and activities at your local Games Workshop Hobby Centre!

The release of the Warhammer 40,000 6th Edition Rulebook makes this an extra special summer by fuelling loads of fantastic events in Hobby Centres across the country. It is a great time to expand your Warhammer 40,000 armies or even start afresh with your friends! Whether new to the hobby, or a hobbyist of many years, this summer is the start of a new era of Warhammer 40,000, so get down to your local store where the staff will be there to offer their advice and knowledge, whatever your hobby needs may be. And by attending the regular gaming events within your gaming community, your skills and your understanding of the new Rulebook will be bolstered, preparing you for many battles ahead!

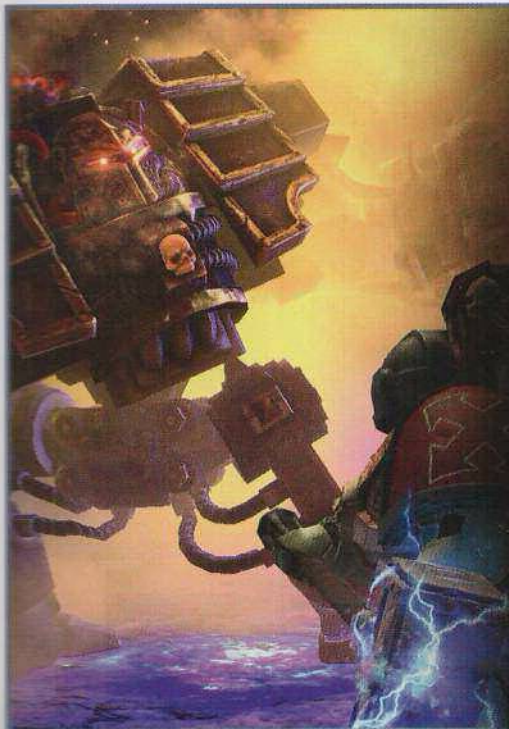
Make the most of the summer by visiting your local store, or head to your Hobby Centre's Facebook page to find out all the very latest details on the summer activities that lie ahead in your area. Have a great summer!

THE TOME OF FATE



For most, fate is cruel and unpredictable... but for Tzeentch's chosen few, it is a path to ultimate power. The Tome of Fate, a supplement for Black Crusade, presents invaluable information on Tzeentch, his dark servants, and how his influence is felt across the Screaming Vortex. With new weapons and psychic powers, you can go forth across that unholy stretch of stars and beyond into the depths of the Imperium, ready to challenge Fate and make it your own. Do you possess the will to stand among Tzeentch's chosen?

www.FantasyFlightgames.com



WARHAMMER 40,000 SPACE MARINE

WARHAMMER 40,000 DAWN OF WAR

The games publisher THQ and its development studio Relic Entertainment released two Warhammer 40,000 games last year, the real-time strategy game Dawn of War II: Retribution and the third person action game Space Marine. Both games have been followed up with great downloadable content that breathes new fire into the war that rages eternal!

In Space Marine, you can download an all-new multiplayer mode for control of the mighty Dreadnought. These towering war machines give you the ability to tear through the opposing team with devastating and brutal effect. But not to be outdone, Dawn of War II Retribution has now added the devastating artillery specialist, the Tau Commander to the Last Stand game mode. An all-new hero with completely specialised wargear and abilities to outwit your foes on the battlefield.

You can find out more about these games and the digital content available for them at:

www.spacemarine.com

www.community.dawnofwar2.com

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Herald of Oblivion

Have you ever wanted to be a Space Marine Terminator?

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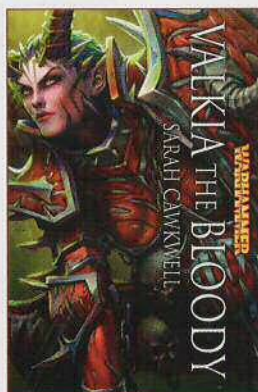
Herald of Oblivion.

You are a veteran of the Imperial Fists Chapter, clad in a suit of Tactical Dreadnought Armour and wielding the finest weapons in Mankind's arsenal. Trapped aboard a gargantuan space hulk, you must navigate your way through the tangled labyrinth of the vessel and escape. Battle aliens, heretics and unknown horrors to complete your mission and return to the Chapter.

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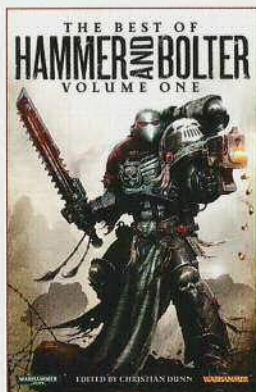


THIS MONTH:



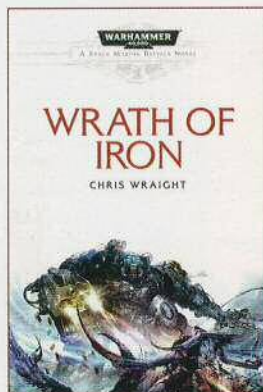
Queen of the northern tribes, Valkia's rise to power is swift and violent. But when her enemies conspire against her, Khorne himself intervenes to save his champion.

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€10.50, 85dkr, 100skr, 100nkr, 65mb, 39.95zl



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A Chat with Bill King



*To coincide with the release of his new novel, **Angel of Fire**, we sat down to chat with Bill King.*

What can we expect from your first Warhammer 40,000 story in over a decade?

The usual stuff – a lot of violence and some very dark jokes. This book

introduces us to the main characters of the series: Leo, Anton and Ivan, three Imperial Guardsmen who become Macharius' bodyguards; Inquisitor Drake, a man with a secret agenda of his own focused on Macharius; Anna, an Imperial Assassin who may or may not be protecting Macharius; and, of course, Macharius himself. It is set during a particularly brutal campaign at the opening of the Crusade against what turns out to be a very nasty pyromaniac cult of Tzeentch worshippers.

Lord Macharius is obviously the pivotal character in the novel. What can you tell us about him?

To begin with he is very much modelled on Alexander the Great, a brilliant general who is not afraid to engage in up

close and personal combat, who will in fact lead from the front. As the series progresses, in response to some of the events he witnesses, he becomes the darker, more driven and ruthless character we know from the background text. Macharius is a titanic figure, one of those giants who occasionally emerge on to the stage of Imperial history and change its entire flow. He's a driven, visionary, enigmatic man who is basically grabbing the galaxy by the throat and shaking it into the shape he wants it.

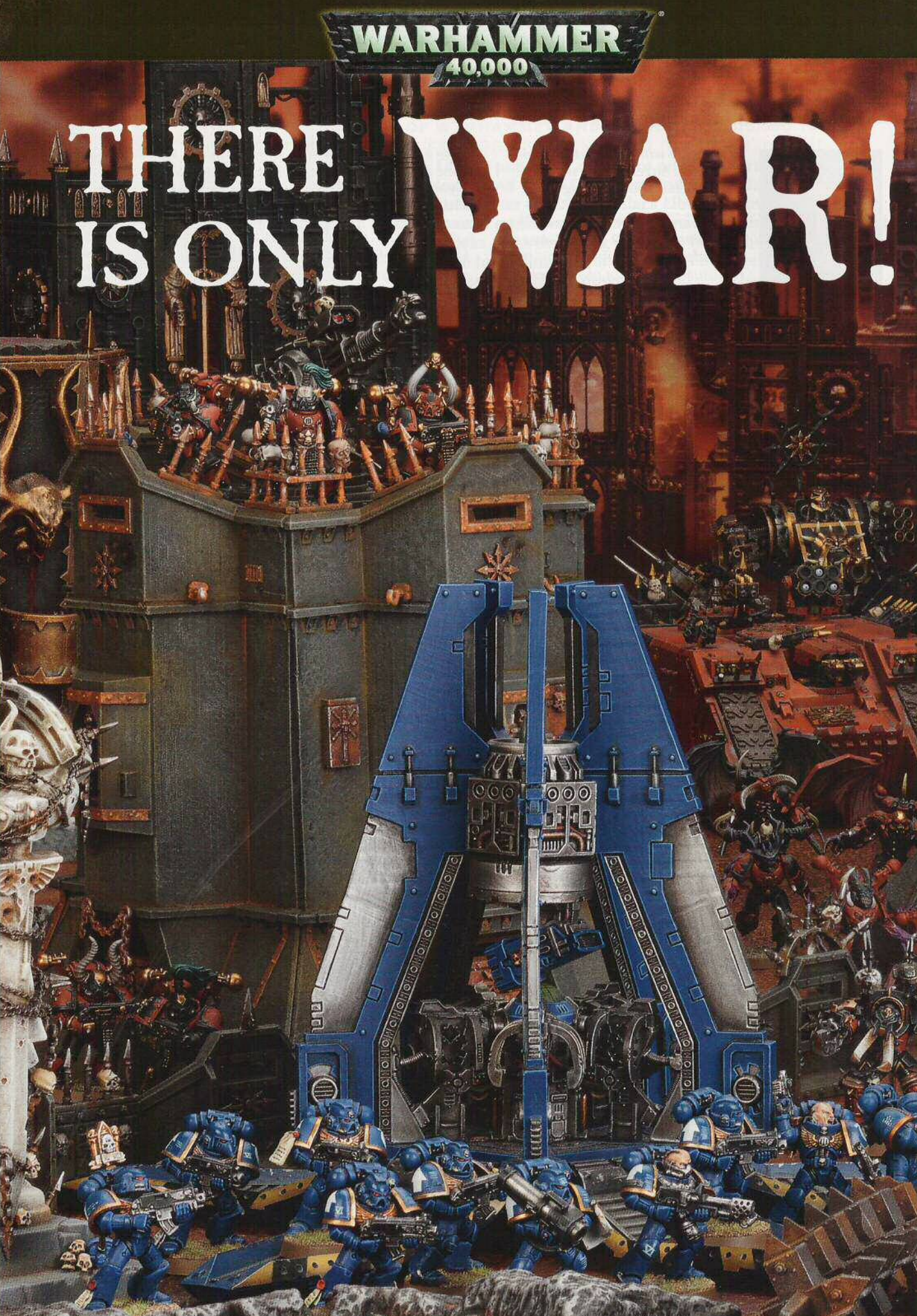
What can we look forward to in the rest of the series?

*More violence and more dark humour! The books trace the rise, and eventual failure, of Macharius and the Crusade he sets in motion. Obviously I can't cover an event as gigantic as the Macharian Crusade in three books, so I have selected three moments in time to concentrate on. In **Angel of Fire** we see the start of the Crusade. In **Fist of Demetrius** we see Macharius at the height of his power, with the worm starting to become visible in the core of the apple. In **Fall of Macharius** we see him at the bitter end, still desperately trying to hold it all together in the face of enemies within and without, and the rebellion of his own invincible armies.*



WARHAMMER
40,000

THERE
IS ONLY WAR!





In the grim darkness of the far future, there is only war. In this article, Simon Grant investigates the impact this proverb has had on the latest edition of the Warhammer 40,000 rulebook.

Life in the 41st Millennium is cheap. Countless trillions lead short and thankless lives, toiling beneath the tyrannical rule of the High Lords of Terra to serve Mankind. But the universe is a vast place and, whatever happens, they will not be missed.

The Imperium of Man spans a million worlds, each owing fealty to holy Terra, the birthplace of humanity. It is a disparate realm once united by the God-Emperor, a being of incalculable might who, for the last ten thousand years, has sat decaying upon his Golden Throne, a sad reflection of his once-glorious empire. Now the carcass of the Imperium is ready to fall, picked apart as ancient enemies stir and aliens threaten its borders, even as apostates and heretics undermine it from within.

But weak though the Imperium may seem, it is not without its defences. The Imperial Guard is the largest military organisation in existence, each regiment comprising countless thousands of men, heavy tanks and artillery. And then there are the Space Marines – the Emperor's Angels of Death and his greatest gift to Mankind. The Space Marines are fearless warrior brotherhoods utterly dedicated to fighting the enemies of the Imperium in all their forms, travelling from battlefield to battlefield bringing death to the Emperor's foes. But, in a universe of unending war and betrayal, even they may not be enough.

This month heralds the arrival of the 6th edition of Warhammer 40,000. More so than ever has this dark, foreboding age been captured in every fibre of the game.

A Galaxy in Flames
Adam Troke: My love of Warhammer 40,000 stems from the enjoyment of collecting armies from such an evocative background. When we started work on the new rulebook we were determined to bring the Warhammer 40,000 universe to life on the tabletop. It is these twinned aspects of collecting and gaming that we focused on in the Battles section of the book – exciting scenes depicting iconic clashes from the timeline with incredible scenery and backdrops that breathe life into the game.





Even a man who has nothing can still offer his life.

Forging a Narrative

Mat Ward: In Warhammer 40,000 there's nothing more important than being able to tell a story as you play or, as we've called it in the rulebook, Forging a Narrative. With that in mind, there are a number of rules to accommodate how individual models can make a difference to the battle without bogging the game down. Some of these rules are quite subtle, such as characters being able to pick out individual targets; others are more obvious and integral to the game, like challenging your opponent to a duel. There are plenty of opportunities for your unsung heroes to earn honour and glory!

The 41st Millennium section in the new rulebook brings this apocalyptic era to vibrant life. It is a grim universe of endless battles, of war on a thousand fronts, ever threatened by treachery and horrifying aliens and all of it the beneath the shadow of brutal Imperial oppression. But it is also an age of legendary heroes, titanic war machines, impenetrable fortifications and indomitable faith. There may be hope yet!

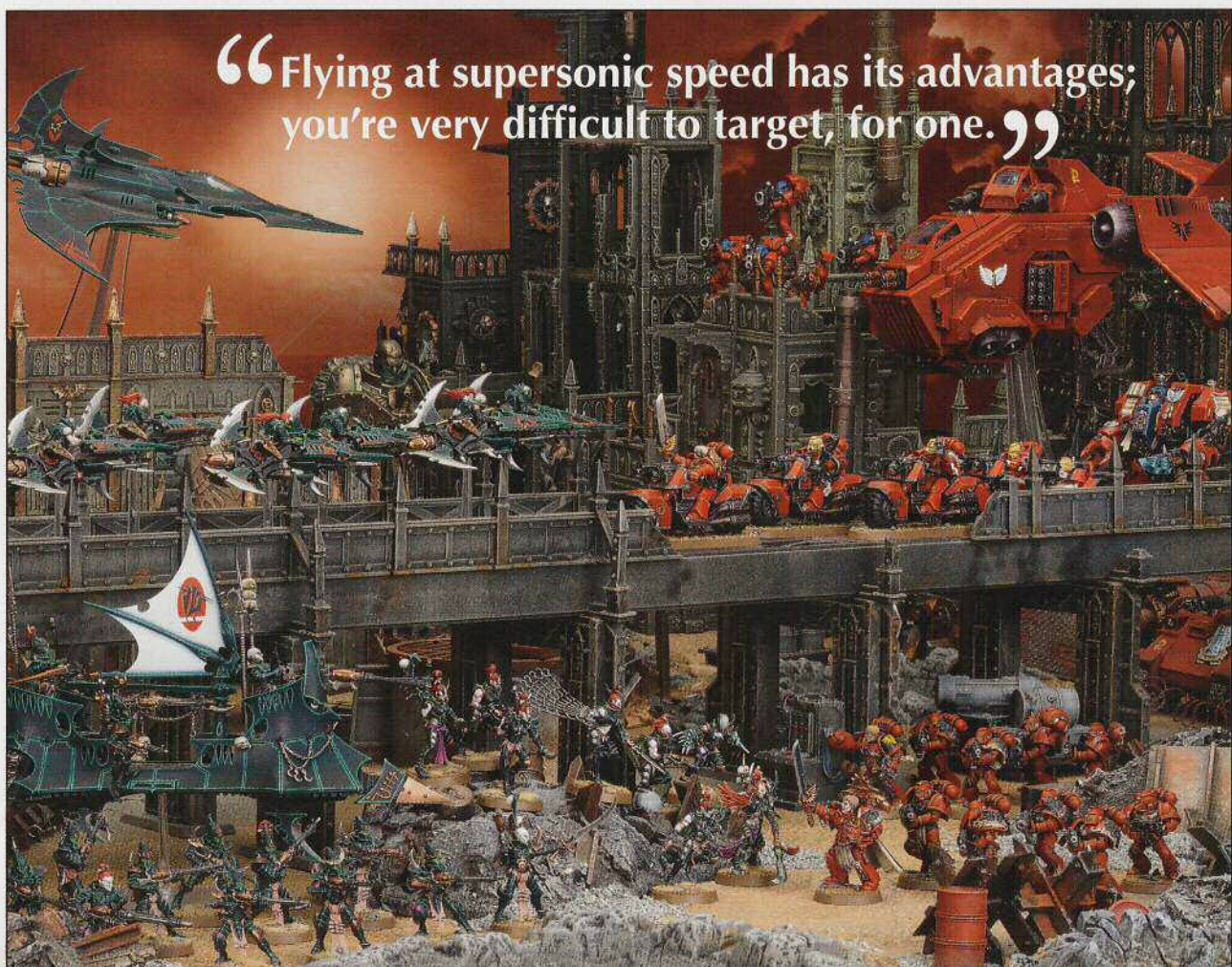
The Warhammer 40,000 rulebook itself is intrinsically entwined with the evocative background of the 41st Millennium. The Rules, Battles and Hobby sections of the rulebook allow you to explore this universe in its entirety, from the way you collect and paint your miniatures to the choice of army you field and how you use it.

This marriage of background and rules grants your models greater freedom to perform heroic feats of valour and derring-do. Have you ever imagined how cool it would be to bring down a Monstrous Creature by throwing a krak grenade into its mouth? Well, you can! Have you ever wanted your army's commander to call out a rival and engage him in a duel to the death so that you may settle a grudge from a previous encounter? You can do that too!

There are a number of special rules that have been included entirely for the cinematic imagery that they bring to the tabletop. The Hammer of Wrath special rule, for example, allows jump units to leap into combat and crush their foes beneath their armoured bulk as they hurtle down from above. Similarly, Flying Monstrous Creatures can deliver a deadly Vector Strike as they swoop over their enemies, tearing heads from shoulders with taloned limbs as they do so. Even a unit's desperate actions as charging enemies bear down on them is represented by the ability to make an Overwatch attack – a free round of shooting, but at Ballistic Skill 1.

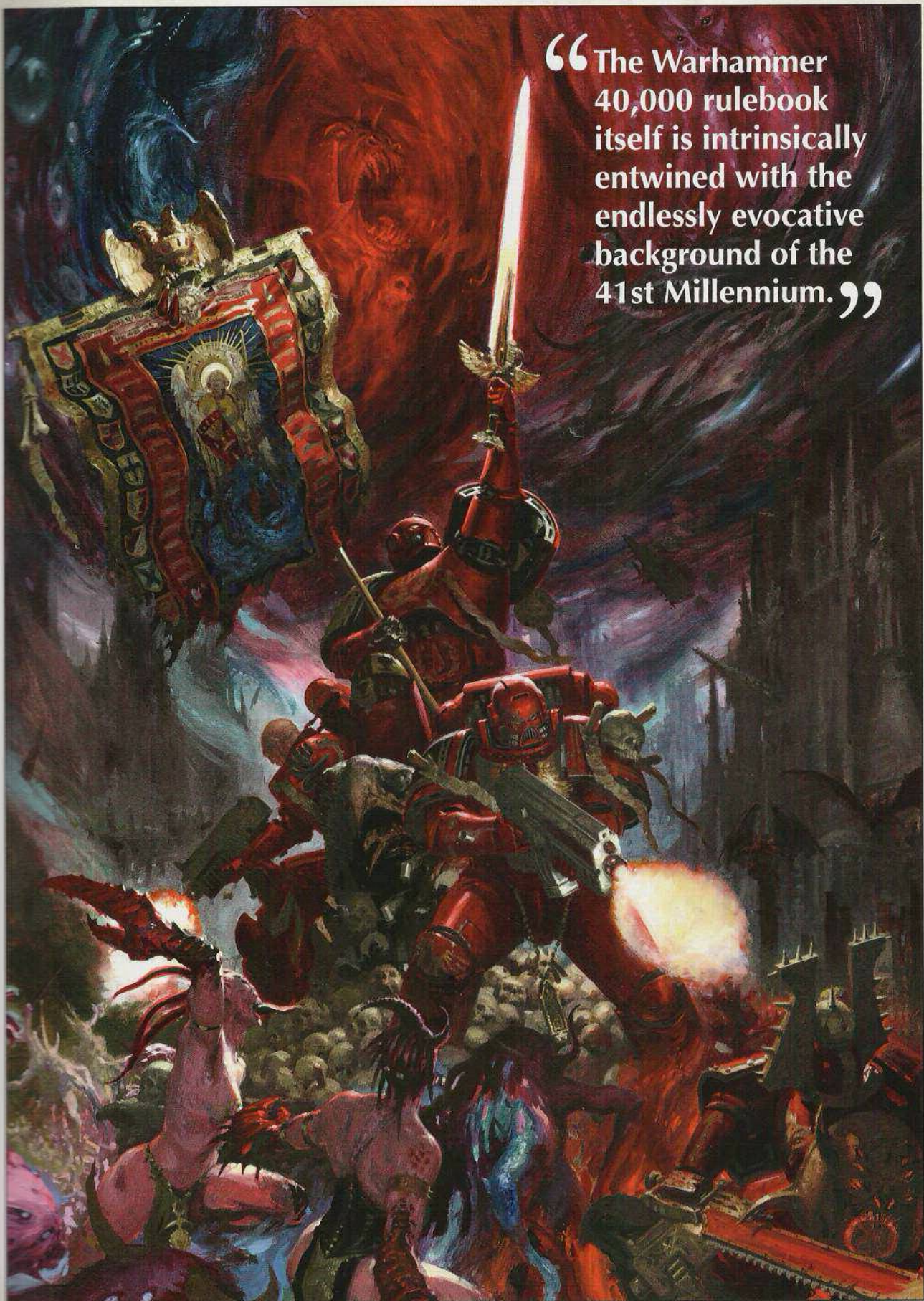
In its quest for the ultimate cinematic experience, the Warhammer 40,000 game has taken to another dimension. Not even the skies above your gaming tables are safe as Flyers descend from the heavens to bomb, strafe and destroy. The stage has been set for aerial dogfights as flying aces vie for dominance of the air, for what, if anything, is better at shooting down an enemy aircraft than a Flyer of your own? Flying above the battlefield at supersonic speed certainly has its advantages; you're very difficult to target with ground-based

“Flying at supersonic speed has its advantages; you're very difficult to target, for one.”





“The Warhammer 40,000 rulebook itself is intrinsically entwined with the endlessly evocative background of the 41st Millennium.”





“The armies of the 41st Millennium can choose to deploy nigh-impregnable fortifications against which their enemies will shatter.”



Allies & Fortifications

Jervis Johnson: There are countless examples in Warhammer 40,000 lore of a combined army – sometimes consisting of two rival factions – engaging a mutual foe in battle. We expanded the Force Organisation Chart to allow players to represent just such a situation on the battlefield, featuring the option to include an allied detachment as part of your standard army. Not wishing to stop there, we also included a choice of fortifications that enable players to reinforce their deployment zones with defensive emplacements, ranging from a linked section of Aegis defence lines to the mighty Fortress of Redemption.

weaponry, for one. Aircraft pilots are thus indifferent to all but the most dedicated anti-aircraft fire as they unleash their payloads of death from above.

The armies of the 41st Millennium can choose to deploy nigh-impregnable fortifications against which their enemies will shatter. Indeed, you can raise solid Bastions, complete with automated defence weaponry to shore up your battleline, or Skyshield Landing Pads can be positioned to coordinate the arrival of your reinforcements with utmost accuracy. Many fortifications can be further augmented with a comms relay or turret-mounted anti-aircraft weapons.

But what story would be complete without a hero (or villain)? Each army is led by a Warlord – a powerful, charismatic leader that represents you on the battlefield. Before every game, your Warlord makes a roll on one of three Warlord Trait tables – Command, Personal or Strategic Traits. Perhaps Captain Sicarius has inspired his Ultramarines with a rousing speech before the battle, or maybe a Dark Eldar Archon has timed his raid to begin a few minutes before the break of dawn. These Warlord Traits reflect just such eventualities.

But the battlefield itself can pose a threat to an unwary commander. The Warhammer 40,000 universe is replete with death worlds wreathed in noxious fumes or deadly radiation, and myriad other planets whose native, fauna or flora are incredibly hostile, even lethal, to human and alien alike. Some scenery types are therefore Mysterious Terrain, only revealed as flesh-searing fireblood rivers or forests of overgrown spinethorn when a unit enters its area of effect. The Battles section of the rulebook also includes a Warzone Traits table, introducing optional rules for fighting in unusual or abnormal environments. Change things up by fighting on a high or low-gravity battlefield or, if you're feeling particularly brave, try waging war as your forces are assailed by a planet's corrosive atmosphere or toxic mist.

The battlefields of the 41st Millennium are oft-covered with ruins, debris and other detritus that can offer sanctuary to troops under fire, even inspire those nearby them to greater glory. Some engagements reveal previously undiscovered archeotech artefacts – sites of ancient or xenos technology that can swing the tide of a battle to those that can master their secrets.



“Each army is led by a Warlord – a powerful, charismatic leader that represents you on the battlefield.”





It is better to die for the Emperor than to live for yourself.

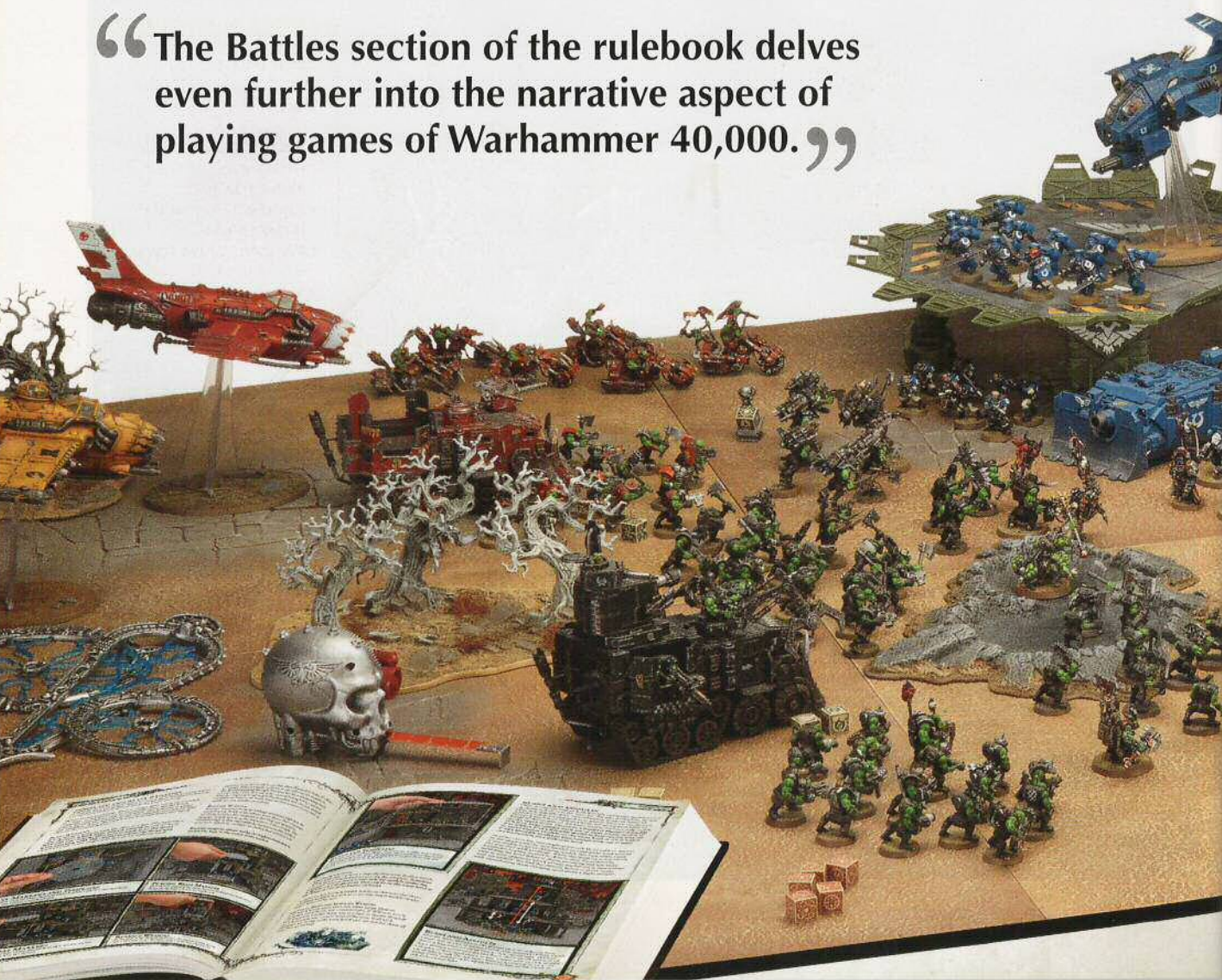


A Vision of the Far Future

Glenn More: When it came to planning the photography for the Warhammer 40,000 rulebook, John Blanche tasked me with making the photography as realistic and atmospheric as possible. The Warhammer 40,000 universe is a dark, oppressive and war-torn place, and

we really wanted to evoke that image. In order to do this, we resolved to be as cinematic as possible with each shot, taking pictures from lower angles to give the viewer the feeling that they were right in the middle of the action. We also used subtle lighting to recreate the grim darkness of the far future.

“The Battles section of the rulebook delves even further into the narrative aspect of playing games of Warhammer 40,000.”





There are six Eternal War scenarios, each with its own mission objectives to achieve. In many of the scenarios there are a number of objectives to contest. Some of these may house useful technology such as a targeting relay or grav wave generator, but it's also possible for an objective to have been sabotaged with proximity mines. Under normal circumstances, only Troops units can control objectives, but in the Big Guns Never Tire mission, for example, your Heavy Support units can capture them too, even if they are vehicles! In each scenario, players can also attempt to complete any of the three Secondary Objectives too: Slay the Warlord, by killing the commander of the enemy army; First Blood, by being the first to destroy an enemy unit; and Linebreaker, by storming the enemy's deployment zone.

The Battles section of the rulebook delves even further into the narrative aspect of playing games of Warhammer 40,000. Hobbyists are introduced to a series of unique scenarios that also serve to encourage and inspire players to generate their own campaign and mission ideas. The Hobby Team created an awesome space station modelled onto a network of

floating asteroids especially for the Scour the Starfort scenario. Similarly, scenery guru Dave Andrews built the walls of an Imperial city for one of the rulebook's incredible gatefold battle shots depicting the Battle of Eagle Gate. This epic confrontation between the Ultramarines and the Word Bearers is fully described with both background and force dispositions, detailing its events.

At the rear of the rulebook lies the Appendices section, replete with handy reference sheets that include the statistics for every weapon and unit in the game (including every vehicle's Hull Points). The Appendices also feature thirty new powers from five psychic disciplines that Psykers can choose to generate their powers from (see page 98), and yet more insights into the inner workings of this dark millennium, from how to field dress a las wound to the scientific classification of the Imperium's many abhuman species. Every page oozes with atmosphere and a sense of setting, from the artwork and photography to little details such as the thoughts for the day.

War is set to rage across the universe like never before, so gather forth your armies and prepare to fight. The universe needs heroes like never before...

Having a Blast!

Robin Cruddace: I love the fact that the little things matter so much in Warhammer 40,000. That it's the guy in the front of your squad who always takes the first bullet is not only very cinematic, but it makes you think a lot more about every move you make. I also love the fact that units are reduced to Ballistic Skill 1 when resolving Overwatch. It's entirely realistic that they would lose all fire discipline in the face of their enemies bearing down on them, combat weapons drawn.

But ultimately, there's nothing quite so satisfying for me as yelling 'Grenade!' as your heroic Sergeant tosses a frag grenade and blasts your opponent's favourite squad to smithereens!

Even More War

There's loads more about Warhammer 40,000:

- Studio hobbyists share what's exciting them about 40K p30.
- Andrew & Simon fight it out on p58.
- We look at how terrain works on p70.
- Mat Ward talks about psychic powers on p98.

Munitorum Standard Issue Kit

Sam Dinwiddy: Even when it came to designing the accessories that support the game, we had the overall vision for Warhammer 40,000 firmly in mind. From the servo skull tape measure to the dice tins in the shape of lasgun power packs, we wanted to represent the look and feel of everything that an Imperial Munitorum Officer would need.

A huge game of Warhammer 40,000 in progress, between the Ultramarines and Orks.



LAUNCHED ON JUNE 30TH

On June 30th the brand-new version of Warhammer 40,000 is launched. Make sure you go to your local store to celebrate the release as well as to pick up your copy of the new rulebook and join the eternal war!



ALSO IN-STORE THIS MONTH

SECURE YOUR COPY TODAY!

Guarantee and secure your own copy of the brand new edition of the Warhammer 40,000 Rulebook by advance order to your local Hobby Centre today! With Limited and Collectors Editions also available, the release day will be truly epic. Be sure not to miss out.

GETTING STARTED

It is a great time to start an army in Warhammer 40,000; that army you have always wanted. With the changes ahead, start afresh with friends and discover the Warhammer 40,000 universe together with your local Hobby Centre staff.

DISCOVER

The 30th June will be a momentous day with celebrations happening in your Hobby Centre. Pick up your copy of the 6th Edition Warhammer 40,000 Rulebook in-store on the 30th. Be a part of the discovery as a new and exciting way of gaming begins.

THERE IS ONLY WAR

In the grim darkness of the far future there is only war. Round up your forces and prepare for the many battles ahead in your local Hobby Centre and gaming community. With the new rules, who amongst you will rise to become masters of war?



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WARHAMMER 40,000



ARMIES OF THE 41ST MILLENNIUM

Over the past few months, there has been a palpable aura of excitement across the Studio as Warhammer 40,000 enthusiasts both new and old have been frantically painting armies of every description in preparation for the release of the new game.





The Studio has been abuzz of late, with hobbyists frantically assembling and painting Warhammer 40,000 armies during their lunch breaks, after work and often late into the night. Over the last few months, new models have been painted at a frenzied pace, older miniatures have had their paintwork tidied or patched up, some models have even converted from scratch, but the end result is the same – there have been dozens of armies springing up all across the Studio. A number of hobbyists even challenged each other to paint a new Battleforce to help kick-start their new armies, creating self-imposed deadlines and nasty forfeits for any failures! The Studio cabinets are now fit to burst with all the new armies on display, so we've taken the opportunity to present a selection of them as part of a large showcase for your perusal.

The armies of the 41st Millennium are many and varied, each with their own personal grudges, idiosyncrasies and preferred methods of war. Sixteen of these

armies are represented in their own Codex, within which are countless more variations such as different Space Marine Chapters, Eldar Craftworlds or Tyranid Hive Fleets. Taking a look around the Studio armies made this point abundantly clear – each hobbyist had his or her own take on what their army should look like and what models they wanted to include in their growing collection.

With that in mind, we spoke to the people responsible for painting each of the collections displayed in this article to get something of an insight as to what excited them most about their armies. Some were inspired by the new rules, others by the challenge to finally paint an army as opposed to a few single figures; more still were inspired by the evocative background of the 41st Millennium that, to this day, continues to expand as new games, expansions, army books and Black Library novels are written and released. What will be your inspiration?

Your Army of the 41st Millennium

The release of a new Warhammer 40,000 edition invariably gets us hobbyists excited, but what about you at home? The What's New Today team (who update the blog on the Games Workshop website) are always looking for people to send in photos of their latest hobby projects. If you have been busy painting up your own Warhammer 40,000 army, why not take some photos of your models and email it to them at:

whatsnewtoday@gwplc.com



Death brings its own reward.

CARL DAFFORN'S BLACK TEMPLARS

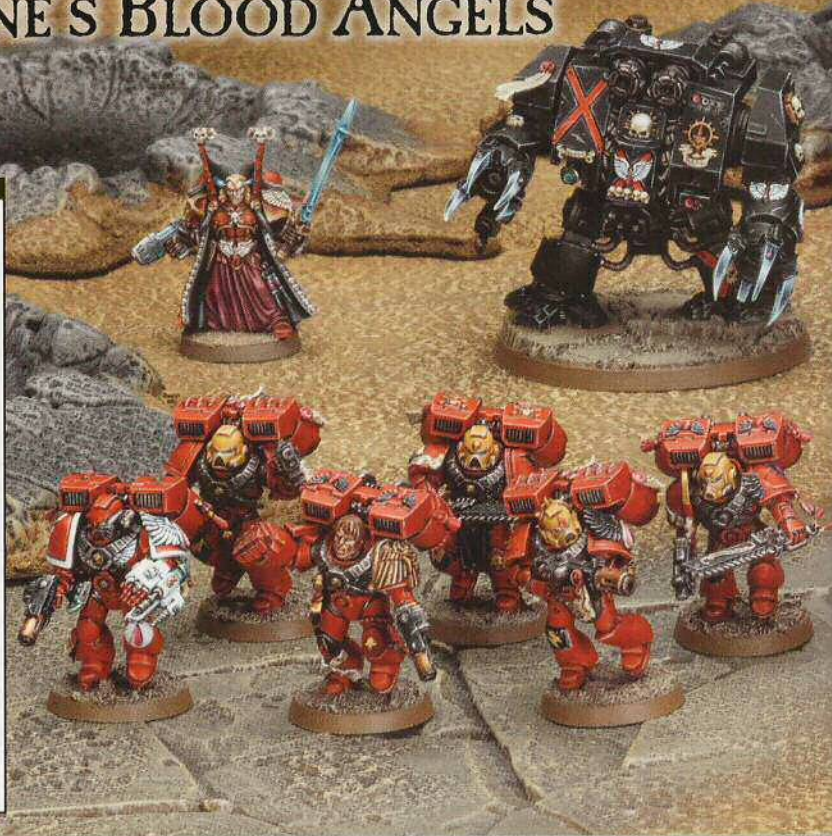


CHRISTIAN BYRNE'S BLOOD ANGELS

Christian: The first army I ever painted were Blood Angels so it was inevitable that I'd return to them eventually. The last game I played before starting the army was against Matt Hutson's Blood Angels – a game I lost – so I was all the more determined to start my own force. I picked up a Blood Angels Battleforce and a few other kits and just went to town kit-bashing them.

I'm a purist when it comes to iconography, so I enjoyed that aspect of the army, in particular painting the yellow helmets of the Assault Marines. I made sure they had jump packs so they could re-roll the 2D6" charge distance in the Assault phase.

I need to add some more Death Company to the army – Rage gives them +2 attacks on the charge, which makes for a devastating unit.





Carl: I'm normally a die-hard Warhammer player, so this is my first Warhammer 40,000 army. But with their flowing tabards, ornate heraldry and martial prowess, the Black Templars are the closest I could get to knights in space. I reinforced this by giving them as many as possible shields or hammers – including one on the Dreadnought, which has a spare hammer from a Nemesis Dreadknight. I particularly like my Dreadnoughts – they're such an imposing presence and, with 3 Hull Points each, they're as tough as a tank, but can fire their heavy weapons as they stomp across the board.





A heretic's death serves the Emperor.

GLENN MORE'S CHAOS SPACE MARINES

Glenn: I've been collecting and playing with my Eldar for many years and, more recently, with my Grey Knights as well. However, with a new edition of Warhammer 40,000, I thought that the time was right for me to start afresh with a completely different army.

Whereas my other armies were great for painting, with lots of intricate details that allow you to really go to town with the paintwork, an army of Chaos Space Marines is second to none for conversion opportunities. Having been reading the Horus Heresy series from Black Library recently, I was inspired by the events in the First Heretic and Know No Fear novels to paint my Chaos Space Marines as Word Bearers. I'm going for a close assault army with plenty of Troops units to help capture and control objectives.



Glenn pillaged his own extensive bitz box, as well as those of his friends, for many of his models. These two use parts from the Possessed and Chaos Spawn kits and the Dark Angels Upgrade frame.





WADE PRYCE'S CHAOS DAEMONS

Wade: In the Chaos Daemon army, everything causes Fear, which is nicely representative of their horror. But that's not nearly as exciting as the Flying Monstrous Creature rules. These allow my Bloodthirster and Daemon Princes to soar up to 24" across the tabletop, ignoring all but the most dedicated anti-aircraft weapons as they get ready to assault the puny mortals below.

My army is often outnumbered and always outgunned, so I need a Soul Grinder. They have the heaviest weapons in the army list and the most Hull Points in the game (4, the same as a Land Raider).

Using my Chaos Daemons as an allied detachment for my World Eaters lets me play Warhammer 40,000 the way it's supposed to be played (with chainaxes and hellblades)! I will raise mountains of skulls and oceans of blood in the name of Khorne.





Heresy must be met with hatred.

STEVE BOWERMAN'S CHAOS SPACE MARINES

Steve: The inspiration for my Chaos Space Marine army came from the Night Lords novels by Aaron Dembski-Bowden – Soul Hunter and Void Stalker. I really liked how they're portrayed – renegade anti-heroes who scavenge their armour from the dead and who hate the Chaos Legions almost as much as the Imperium – so I wanted to bring this to life on the tabletop. Whilst I used the Chaos Space Marine Battleforce as the core of the army, I added all manner of other Space Marine components from my bitz box to give their armour a piecemeal, scavenged quality. One of the things that struck me from the book was how the Night Lords were accompanied by vast numbers of renegade Imperial Guard, so I fully intend to make use of the Allied Detachment rules to include a few squads of Imperial Guard in my army next to represent these.



BEN JEFFERSON'S DARK ANGELS

Ben: I started collecting my Dark Angels army specially to play the new edition of Warhammer 40,000 and used the Ravenwing Battleforce as my way of getting started. I love the thought of all those bikes and Land Speeders zooming across the battlefield – doubly so as their Jink special rule gives them a 5+ cover save, or 4+ if they Turbo-boost or move Flat Out. The Dark Angels were my first Warhammer 40,000 army, and they're on the cover of the new rulebook, so there's a bit of a nostalgic kick going on with them. For me, they embody what a Space Marine is all about – monastic knights who adorn their mounts with Gothic architecture and ornate censors, to whom ritual and tradition is more important than functionality – something that really comes across in the background section and lavish artwork that's scattered throughout the new book.



Ben added the stone slab to the front of the Land Speeder to reinforce the idea that the iconography is more important to the Dark Angels than the vehicle's functionality.





STU BLACK'S DARK ELДАР

Stu: My Dark Eldar army is all about the miniatures – to be honest, the new rulebook provided all the excuse I needed to paint some of these awesome models. I've started with a Battleforce and went for a fairly simple colour scheme to let the detail on the miniatures stand out. I'm already adding in an Archon and his accompanying Court, although I've not got beyond the Sslyth so far, and then it'll be on to the 10 Scourges I got for Christmas.

The one model that really made me want to collect a Dark Eldar army was the Razorwing Jetfighter, and I can't wait to add one to the force. It looks so sleek and fast and, as a Flyer, it can really zoom about the battlefield unleashing its payload of deadly rockets at enemy aircraft.





MATT HUTSON'S ELDAR

Matt: I like armies that can dish out loads of firepower, and my Eldar certainly fall into that category. My Guardians have a very high rate of fire so are great for holding objectives – if they're charged, they can unleash a volley of shuriken at the attacker, making them very resilient. If I really have need of a firebase, I'll sometimes take one large squad of Guardians instead of two smaller units.

As the Eldar are a highly psychic race, my Farseer plans on taking advantage of the new psychic disciplines. In particular, the Divination discipline really complements the Eldar's existing powers, especially *Foreboding*, which allows the affected squad to fire at an assaulting unit at their full Ballistic Skill rather than BS1 – positively lethal.



GLENN MORE'S GREY KNIGHTS

Glenn: I started my Grey Knights army mainly because I'm a massive fan of big, mechanical walkers. But, in the case of the Grey Knights, their Nemesis Dreadknights and Dreadnoughts have the added draw of being Psykers too – an aspect of the game I love from having used my Eldar for so long.

As if that wasn't cool enough already, Grey Knight Librarians can be upgraded to have a Mastery Level of 3. When combined with their ability to command so many psychic powers, and their access to the psychic disciplines, they're a tool box to accomplish almost anything you want. In addition, his psychic hood will usually augment any rolls to Deny the Witch within 6" to a 4+, making him awesome at countering any enemy psychic powers. And if he doesn't sound amazing enough, he also gets to make a roll on the Warlord Traits charts, making him even better!





Robin: Stu and I painted this army for the 2011 Warhammer 40,000 Doubles Tournament, for no other reason than it gave us an excuse to buy some Grey Knights! The army is mostly Terminators, which is a good thing as they're truly formidable to face – anything short of a power fist or power axe just won't cut it in combat, meaning they'll benefit from their 2+ armour save most of the time. This means they're every bit as survivable as the background and novels suggest they should be. Even better, Grey Knight Terminators are equipped with frag and Krak grenades, meaning that they can throw one during the Shooting phase and making them even more adaptable. The Grey Knights are an incredibly shooty army, and none more so than the Stormraven Gunship – I reckon this is truly the king of Flyers, able to blast enemy Flyers from the sky and resilient enough to survive.

ROBIN CRUDDACE & STU BLACK'S GREY KNIGHTS





Success is measured in blood: yours or your enemy's.

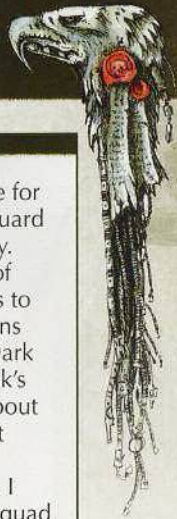
CHRIS PEACH'S IMPERIAL GUARD



Chris Peach: I've always imagined the Imperium to be baroque and ostentatious, completely over the top in its ornamentation. I wanted to capture this aspect of the background in my Imperial Guard army, which is why I've added spare parts from my Empire Pistoliers, giving them big hats and plumed helmets. The way I collect miniatures – painting units as they take my fancy – works really well with the Allied Detachment rules, as I can field them alongside my Imperial Guard. Perhaps the coolest part of the rules is that every man counts, as they can all move and fire (even the lascannon!), and can even make a valiant last stand when they're charged, overwatching with their lasguns at the incoming foe. After all, I don't play to win, I play to die in the name of the Emperor.



Chris devised his own regimental markings to denote rank and role, so regular Guardsmen have white plumes, Command Squads have red tips and officers' hats are larger the more senior they are.



MIKE ANDERSON'S IMPERIAL GUARD



A selection of models from Mike's Command Squad, including an Astropath. The model on the left is a Beastman, a type of abhuman designated *Homo sapiens variatus* in the rulebook's appendix.

Mike: I've always had a preference for human armies, but the Imperial Guard are also an incredibly diverse army. There are hundreds of thousands of different Imperial Guard regiments to choose from, not to mention dozens of abhuman species. In fact, the Dark Millennium section in the rulebook's appendices talks at great length about abhumans, so I decided to convert a Beastman model to add a bit of character to my Command Squad. I will eventually give him his own squad to lead as I expand the army.

This is actually the first army I've painted in about ten years, as I'm usually working on single miniatures or dioramas to enter at Golden Demon. The Imperial Guard are a challenging but fun army, as the models are nicely detailed but still fairly quick to paint.



JOE TOMASZEWSKI'S NECRONS

Joe: Believe it or not, this is actually the first army I've painted since joining the 'Eavy Metal team back in 2007. I'd always liked the look of the Necrons, but after they received so many new units last year, I finally decided to start an army of them to prepare for the new edition of Warhammer 40,000.

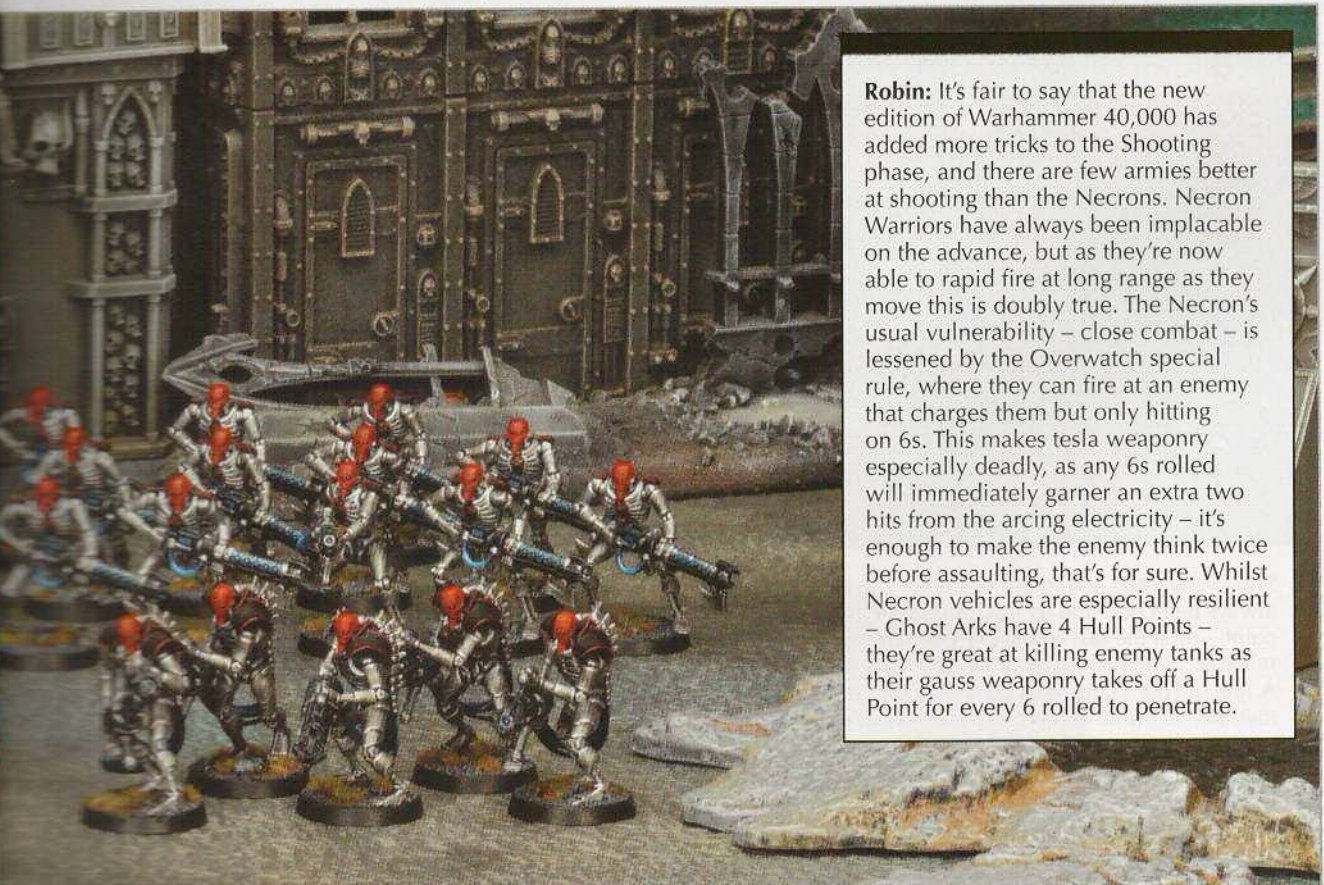
I like the fact that the Necrons really suit simple colour schemes and, if they are applied well, still look great. I began by painting one model as a template, before applying those same techniques to the rest of the army when I was happy with it. This method is particularly effective for painting an army like the Necrons, as almost all of the models share the same colours.

I'm not much of a gamer, so I assembled the models with the wargear that I found the most appealing to look at. Saying that, I'm told that the Deathmarks are quite nasty, as snipers can select targets if they roll a 6 To Hit!



ROBIN CRUDDACE'S NECRONS





Robin: It's fair to say that the new edition of Warhammer 40,000 has added more tricks to the Shooting phase, and there are few armies better at shooting than the Necrons. Necron Warriors have always been implacable on the advance, but as they're now able to rapid fire at long range as they move this is doubly true. The Necron's usual vulnerability – close combat – is lessened by the Overwatch special rule, where they can fire at an enemy that charges them but only hitting on 6s. This makes tesla weaponry especially deadly, as any 6s rolled will immediately garner an extra two hits from the arcing electricity – it's enough to make the enemy think twice before assaulting, that's for sure. Whilst Necron vehicles are especially resilient – Ghost Arks have 4 Hull Points – they're great at killing enemy tanks as their gauss weaponry takes off a Hull Point for every 6 rolled to penetrate.

STU BLACK'S ORKS



Stu: I've wanted an Ork army since I was 12, but have always been daunted by the number of models to paint – until the last edition of Warhammer 40,000 was released, when Fil Dunn painted an Ork army for A Tale of Four Gamers using a really quick and effective method, so I followed along at home with my army.

Five years on and I've got 5000 points and counting, my aim to paint one of everything in the Ork army. I'm nearly there... nearly. I've just finished my Burnabommer, and next up is another 9 Killa-kans.

The leader of my Waaagh! is my Warboss, Krusha Magog ag Nathrak, the Warfiend of Scalax, and I always include him in my army. He'll be my Warlord from now on, which means he not only gets a bonus rule from the Warlord Trait tables, but he's even more the focal point for my army.

Orks aren't good at shooting, but they make up for it with loads of shots – if my mobs get charged, the enemy will have to wade through a veritable bullet storm. And BS1 isn't so bad when you're normally BS2.



Star: The Burna-bommer is – quite literally – fresh from my paint station. As with all of my Ork vehicles it was incredibly quick to paint – I sprayed it Chaos Black and then highlighted it by painting metal chips and weathering around the edges. Although I've painted the Blitzabommer first, I fully intend to paint one of each type of Ork Bommer. This is just the start of my Orky air force.

In games, the Burna-bommer is a Flyer so is a formidable threat to targets on the ground as it zooms about the battlefield, dropping its mighty payload and proving nigh-on impossible to hit in return.





There is no choice between the Emperor and the Abyss.

DAVE HEATHFIELD & NEIL GREEN'S ORKS

Dave: As 'Eavy Metal painters, Neil and I spend a lot of time painting models, so it takes a special miniature, or army of them, for us to enjoy doing so in our spare time as well. However, in the case of the Orks, the savage and barbaric look of their miniatures combined with the ample conversion possibilities offered by their extensive background really appealed to us both.

We decided to work together, initially just painting an Ork Battleforce, but when I heard that Warhammer 40,000 now included Flyers – and that the Orks were getting their own aircraft model – I decided to paint up a Burna-bommer as well. I'm currently working on some Deffkoptas and Grots, whilst Neil is converting an Ork Warboss to lead the army.





DAVE ANDREWS' SPACE MARINES



Dave's Ultramarines have been extensively converted, from the Scout's re-breather and modified boltgun, to the dynamic leaping pose of his Assault Marine.

Dave: The Ultramarines are the archetypal Space Marines with a regal, classic imagery firmly embedded in Warhammer 40,000 lore. However, as the Hobby section in the rulebook showcases, there's always room to do your own thing, whether it's how you assemble and paint your models, or even just how you base them. This concept even applies to armies whose background is steeped in tradition or rigidly adheres to a particular method of organisation. I didn't want my Ultramarines to look like anyone else's and so converted a number of the models to help set them apart.

My plan now is to paint up a Warlord, probably an Ultramarines Captain, in preparation for the next time that Jeremy Vetock is over from America so that we can have a game.





MATT HUTSON'S SPACE MARINES

Matt: Of course, if you thought my Eldar were shooty, they've got nothing on my Imperial Fists. I pack loads of bolter-armed Space Marines into my army, all of which can move and rapid fire, giving them both a long reach and a great deal of manoeuvrability. This is even more the case with my Sternguard Veterans, as their already-deadly special ammunition becomes even more so. The Land Raider has always been a king amongst tanks, but with 4 Hull Points and armour value of 14, it can withstand an unholy amount of firepower. But it's not just good at taking it, as it can dish it out too! Even if it moves at combat speed, it can still fire all of its weapons (it can fire one flamestorm cannon normally, another using its machine-spirit and then snap fire both the assault cannon and the multi-melta).





Matt: I suspect that I'll be facing a lot of Flyers in Warhammer 40,000 from now on, so I thought I'd get ahead of the game and paint one of my own for my Imperial Fists. I think the Stormtalon is one of the best Flyers in the game – its assault cannons and skyhammer missile launcher will blast just about any other Flyer out of the sky, making it a fantastic interceptor.

Better still, once it's dealt with enemy aircraft, it can turn from dogfighting duties to perform a Hover Strike against ground-based targets, letting it devastate enemy units one after another.



We do not flinch from death.

SIMON GRANT'S SPACE WOLVES

Simon: When I play games with my Space Wolves, I always try to play in the most heroic manner possible, as befits the mighty sons of Russ. Indeed, it was the fact that the Space Wolves are so suited to the narrative aspect of Warhammer 40,000 that inspired me to collect the army in the first place.

With that in mind, my Wolf Lord only takes to battle after swearing a sacred oath to strike down the champions of the enemy in glorious single combat. For me, being able to declare a challenge with a rival character, singling his opponents out to fight them in one-on-one combat, is one of the coolest features of the game. It allows me both to achieve the oath sworn by his Saga of the Bear and prove beyond question the might of my Warlord, Sigvald Deathgranter.





EMMA PARRINGTON'S SPACE WOLVES

Emma: I do quite like wolves – so much so that I once adopted a wolf – so it was only natural that my first Warhammer 40,000 army would be Space Wolves, and from Harald Deathwolf's Great Company for good measure. I used the Space Wolves Battleforce to start with and then built a Lone Wolf from some spare bits. I'm currently painting a pair of Fenrisian Wolves to accompany him and have already started to form a story for them – he and his wolves are the survivors of their pack, but out of shame he's covering up his pack markings and concealing his identity. As the rulebook suggests, I like to forge my own narrative for the army, coming up with personalities for all of the characters I paint so as to make their deeds in battle come to life all the more.





SAM DINWIDDY'S TAU EMPIRE

Sam: The clean-lined, futuristic look of the Tau appeals to me as a designer, and I emphasised that with the colour scheme I used. I chose solid blocks of militaristic green tones, but made sure it didn't end up looking like camouflage by using bright whites and oranges as contrast.

I recently tried out the new rules in a game against fellow designer Paul's Space Wolves and found the Tau to be more than a match for those hairy Space Marines. For a start, pulse rifles are very, very nasty weapons for your basic Troops choice to be armed with – not only can they move and still rapid fire up to 30" away, making them as highly mobile as the background suggests, but they can Overwatch these Strength 5 guns if they're charged.

My Battlesuit is great as well – he proves nigh-on impossible to engage, as can scoot up to 2D6" away with his jetpack in the Assault phase.



CHRIS PEACH'S TYRANIDS





Chris: I painted most of these Tyranids for *How to Paint Citadel Miniatures*, and then Steve added the Swarmlord to the army a little while afterwards. The inclusion of not just one but two mighty Monstrous Creatures makes it extremely deadly on the battlefield – they're both AP2, so even Terminators won't be able to stand in their way in an assault, and if they charge into any heavier armour they can halve their Attacks and perform a Smash attack, doubling their Strength. Ouch!

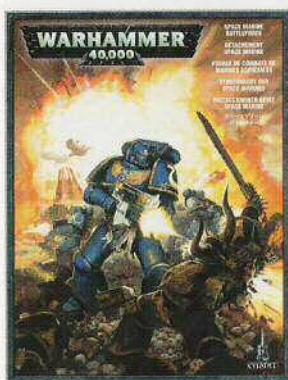
The Swarmlord's already a potent Psyker, but I'd be tempted to swap out some of his powers in exchange for access to the psychic disciplines in the rulebook. Biomancy and Telepathy in particular fit right in, boosting the stats of my own gribblies whilst sapping the enemy of their own. Or I could go for a rather more aggressive manifestation of the Hive Mind with Telekinesis, blasting holes in the enemy lines.



WARHAMMER[®] 40,000

BATTLEFORCES

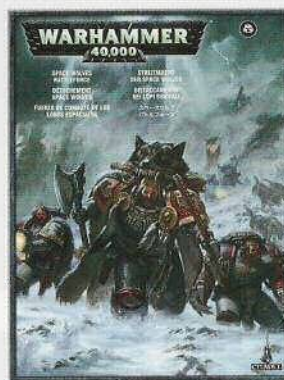
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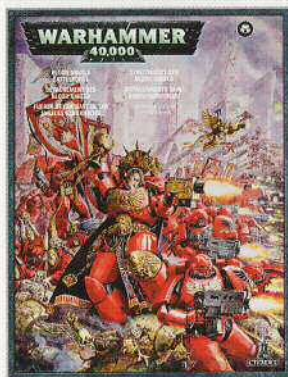
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Raised from the death world of Catachan, these jungle fighters make for ferocious Imperial Guardsmen.

Box Contents:
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1 Command Squad
1 Sentinel

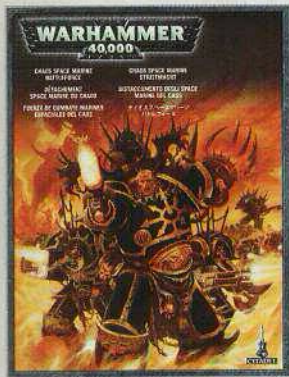
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Cadian Imperial Guard
The brave Imperial Guardsmen of Cadia stand guard over the Cadian Gate, ever vigilant against Chaos.

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20 Guardsmen
3 Heavy Weapon Teams
1 Command Squad
1 Sentinel

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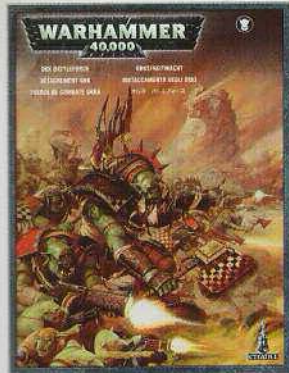
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1 Ork Trukk

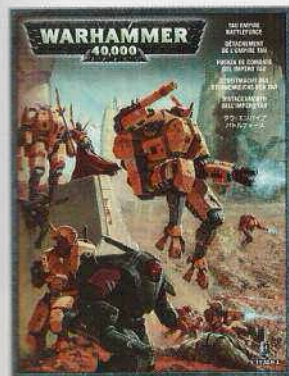
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16 Termagants

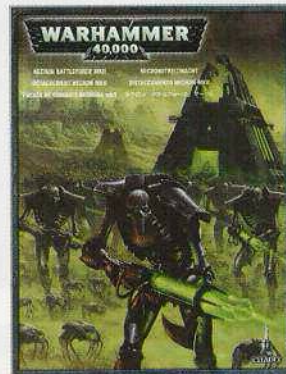
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A young and vibrant race with mastery of incredibly advanced weaponry, the Tau fight to expand their frontiers.

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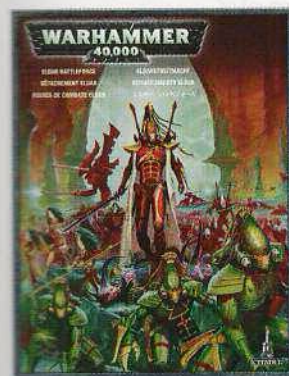
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An ancient race of implacable machines, the Necrons have awoken from their slumber to reconquer the galaxy.

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5 Dire Avengers
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The Dark Eldar are a piratical race of sadistic murderers that launch raids to capture slaves for their gladiatorial arenas.

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10 Kabalite Warriors
10 Wyches
3 Reaper Jetbikes
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THE SCOURING OF KASRXV



A dread alliance of Chaos Space Marines and Daemons is set to descend upon Cadia as Simon Grant seeks to burn and destroy in honour of the Dark Gods. Can Andrew Kenrick's brave Imperial Guardsmen and Grey Knights hold them back?

Battle Facts:

SCENARIO:
The Scouring

POINTS VALUE:
2500 points

ARMIES:
Chaos Space Marines &
Chaos Daemon Allies vs.
Imperial Guard & Grey
Knight Allies

PLAYERS:
Simon Grant vs.
Andrew Kenrick

Simon: It's internecine war in White Dwarf this month, as Andrew and I duke it out to see who can claim victory in the inaugural Warhammer 40,000 battle report. In the grim darkness of the far future, there are many great rivalries: the Eldar and the Necrons; the Tau Empire and the Orks; and the most iconic of them all, the armies of the Imperium and the forces of Chaos. It is the latter of these bitter feuds that we plumped for today.

We wanted to include as many of the cool features of Warhammer 40,000 as possible, from Flyers and psychic disciplines to the allied detachments and fortifications that can be selected as part of the Force Organisation Chart. With that in mind, we settled on two sizable armies. As our main armies would be from the Imperial Guard and Chaos Space Marines,

we opted for natural allies that would epitomise the antipathy between the Forces of the Imperium and Chaos – the Grey Knights and Chaos Daemons.

Having readied our armies, Andrew rolled on the Eternal War Mission table to discover which scenario we would be playing, rolling Mission 4: The Scouring. The scenario required us to place six Primary Objective markers face down on the table. These objective would be worth between 1 and 4 Victory Points for the side that controlled them, but, the value would not be revealed till after deployment. In addition there were three Secondary Objectives – Slay the Warlord, Linebreaker and First Blood – each worth a single Victory Point. In this scenario, Fast Attack units also counted as scoring units, but are worth 1 Victory Point if destroyed.



Forging a Narrative

Andrew: One of my favourite bits about any game is coming up with a cool story, a premise for why the battle is being fought to really make it feel a part of the 41st Millennium. This is what Simon and I did at the start of the game, starting the moment we got the scenery out on the table. All of the walkways and buildings suggested some sort of command outpost or manufactory belonging to the Imperium, whilst my choice of Aegis defence lines and Castellan Creed in my army implied a world under siege, defended by the finest men of the Imperial Guard. Enter Simon's army, a Chaos Space Marine force mostly drawn from the Black Legion with foul Daemon allies, and the story was set.

So, this was the command post of Kasr XV, one of the heavily defended fortress-cities that stand guard over the world of Cadia. A warband of the Black Legion, aided by their infernal allies, have blazed a trail of destruction across the surrounding landscape. Creed, with the aid of a small strike force of Grey Knights, has chosen the Kasr as the site where he will make his stand.





You are either for the Emperor or you are his bitter foe.

HQ

Cadian Alpha Command
Company Command Squad
with Lord Castellian Creed,
Colour Sergeant Kell,
Veteran with medi-pack,
Veteran Weapons Team
with lascannon, Master of
Ordnance and Astropath.

335 points

Korvus Ventilles

Primaris Psyker with
Terrify and *Puppet Master*
(Telepathy).

70 points

ELITES

Creed's Chosen Men
5 Ratlings.

50 points

Storm Trooper Squad,
Codename: 'Sigma-4'

8 Storm Troopers with
grenade launcher and
Sergeant with power sword.

148 points

TROOPS

Cadian 1st Infantry Platoon:
'Creed's Own'

Platoon Command Squad
with vox-caster.
5 Infantry Squads with vox
casters, 3 grenade launchers,
flamer and meltagun.

340 points

Cadian 113th Armoured Fist:
'The Daredevils'

Veteran Squad with
meltagun, mounted in
Chimera Armoured Transport.

135 points

FAST ATTACK

Cadia's Grace

Valkyrie with lascannon.

115 points

HEAVY SUPPORT

Cadian 72nd

Leman Russ Squadron,
'The Siege Breakers'

3 Leman Russ Battle Tanks
with lascannons and heavy
bolter spensors.

555 points

GREY KNIGHTS ALLIES:

HQ

Brother-Librarian Aldred

Grey Knight Librarian with
Mastery Level 3, Nemesis
warding stave, *Hammerhand*
and *Crush* and *Telekine*
Dome (Telekinesis).

235 points

TROOPS

Grey Knight Terminator
Squad Cadman

5 Grey Knight Terminators
with 4 Nemesis force
halberds, Nemesis Daemon
hammer and pscannon.

225 points

FAST ATTACK

Titan's Vengeance

Stormraven Gunship with
twin-linked multi-melta.

205 points

FORTIFICATION

Redoubt Position C-134A

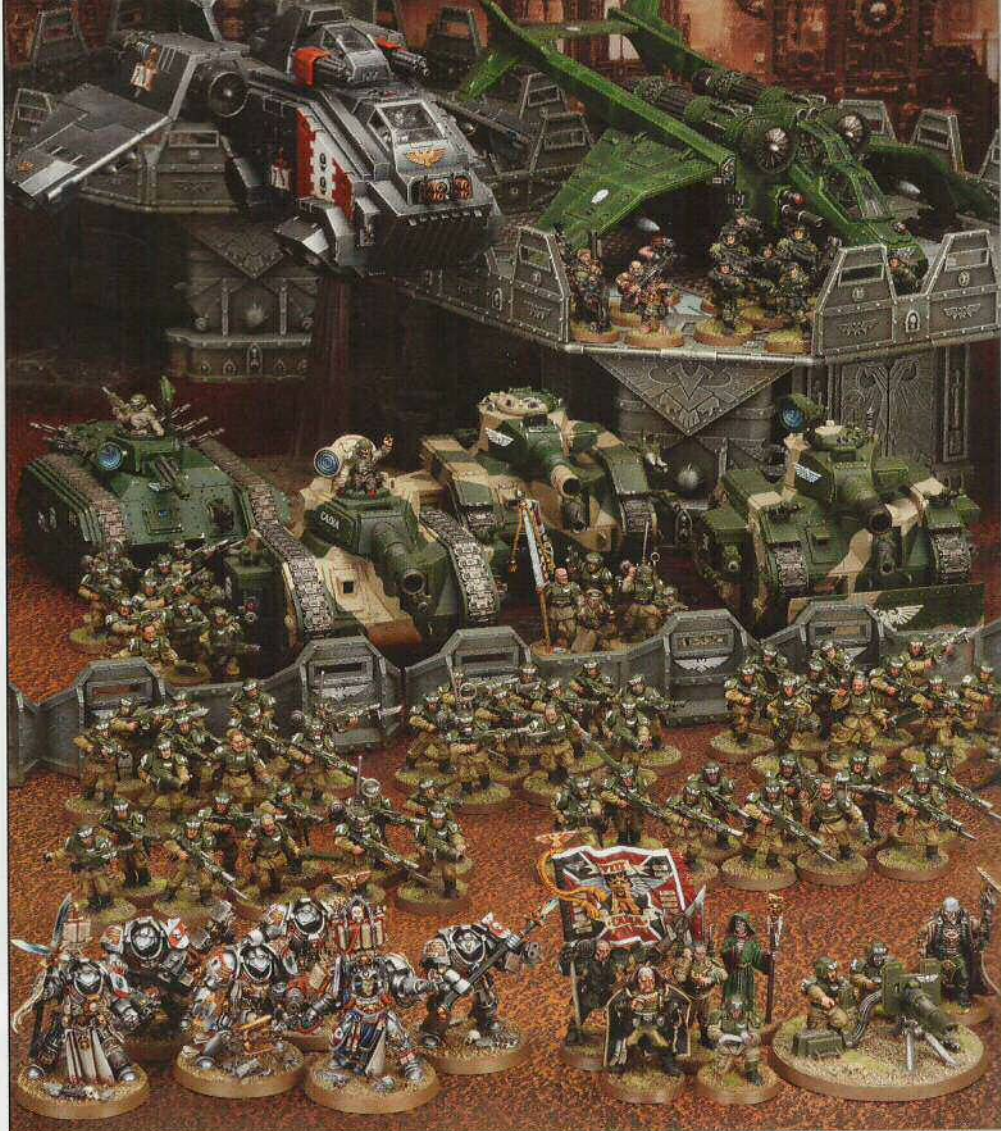
Aegis defence line with
Icarus lascannon.

85 points

TOTAL:

2498 points

CREED'S COMMAND



Andrew: Last time I used Imperial Guard in a battle report I got thoroughly trounced by Phil Kelly's Dark Eldar, so I knew more was at stake than victory – the honour of the Imperial Guard had to be restored!

I packed in as many Guardsmen as I could to man my Aegis defence line (chosen as a fortification in my army list, you'll note) and guard any objectives with deadly bursts of Overwatch; or to advance, rapid firing as they do so.

There are few tanks better than the Leman Russ, so I've taken three! I've taken them as a squadron as it means they can operate together without blocking each other's line of sight.

Imperial Guard have a really great – and fairly cheap – Flyer at their disposal in the form of the Valkyrie. I also picked a squad of Storm Troopers to ride in it – their

hot-shot lasguns can decimate a squad of Chaos Marines, so I'll use the Valkyrie to deploy them as far into Simon's table half as I can to relieve him of one of his objectives.

Grey Knight Terminators are awesome, and as I'd gotten wind that Si was planning on taking daemonic allies, what more reason did I need to include them as allies? I plan on using them in much the same way as my Storm Troopers, but, as they're Troops, they can capture an objective once they've cleared the Traitors from it.

Finally, Ursarkar Creed was my Warlord as he was the Imperial Guard HQ with the highest Leadership, which meant I rolled on one of the Warlord trait tables. I picked Command Traits, which gives nearby units a bonus. I rolled Inspiring Presence, which means units within 12" can use Creed's Leadership of 10 – stand firm, men!



SCOURGE OF CADIA



Simon: As I wrote my army list I realised I had no idea what to take. I had the combined might of the Chaos Space Marines and Chaos Daemons at my disposal, yet couldn't decide what to unleash on my poor, unsuspecting victim (er, I mean, opponent). I settled on a warband from the Black Legion, so decided to include as many Chaos Space Marines as I could get my hands on, led by a Chaos Lord in Terminator armour. He would be my Warlord and I chose to roll on the Personal Trait table, giving him a special rule. I rolled Immovable Object, allowing him to capture objectives all by himself!

With a Toughness of 5 and the Feel No Pain special rule (enabling them to ignore any wounds on a 5+ that don't inflict Instant Death), Plague Marines are amongst the best squads in the game for capturing

objectives, so I included two units. My final choice for the Primary Detachment was a winged Daemon Prince of Tzeentch. As a Flying Monstrous Creature, he can swoop 24", inflicting a Vector Strike (D3+1 hits at the model's Strength) on a unit he has moved over.

As well as a selection of daemonic gribblys as allies to Deep Strike into Andrew's deployment zone, I chose a Bastion with a quad-gun. Not only would this allow me to shoot down Andrew's Flyers as they arrived – it has both the Interceptor rule (allowing it to shoot at a unit as it arrives from reserves) and the Skyfire rule (which lets it shoot at Flyers at its normal BS, rather than BS1) – but it would provide a sturdy fortification for one of my Chaos Space Marine squads to defend my objectives from.

HQ
Skyrak Slaughterborn, Chosen of Abaddon
Chaos Lord with Terminator armour, twin-linked bolter, power axe and personal icon.
125 points

Vileheart Soulfyre
Daemon Prince with wings, Mark of Tzeentch, Bolt of Change and Molten Beam (Pyromancy).
185 points

TROOPS
Skyrak's Slaughterkin
8 Chaos Space Marines with plasma gun and Aspiring Champion with plasma pistol and power fist.
190 points

The Sunderers
10 Chaos Space Marines with plasma gun, lascannon and Aspiring Champion with plasma pistol and power sword, mounted in a Chaos Rhino with havoc launcher.
280 points

The Blighted Brotherhood
7 Plague Marines with plasma gun and Plague Champion with power sword.
206 points

The Patrons of Pestilence
7 Plague Marines with Plague Champion with power weapon and plasma pistol.
206 points

HEAVY SUPPORT
Abyssal Hate
Chaos Predator with twin-linked lascannon and lascannon side sponsors.
165 points

Killfrenzy
Chaos Defiler with havoc launcher.
155 points

Infernal Splendour
Chaos Land Raider with extra armour and pintle mounted twin-linked bolter.
240 points

CHAOS DAEMONS ALLIES:
HQ
Bilebelly, the Architect of Atrophy
Great Unclean One with Cloud of Flies.
165 points

ELITES
The Crimson Slaughterkin
3 Bloodcrushers of Khorne with Fury of Khorne.
130 points

TROOPS
The Sisters of Sin
12 Daemonettes of Slaanesh.
168 points

HEAVY SUPPORT
Hellvoid
Soul Grinder with phlegm.
160 points

FORTIFICATIONS
Outpost D-13
Imperial Bastion with quad-gun.
125 points

TOTAL: 2500 points



Dakkajet's strafing run. The squad had, however, failed the subsequent pinning test and would therefore be unable to act this turn. Steve made his 3+ roll for his Stormtalon to arrive from Reserves and immediately set about hunting da Krimson Barun. However, the canny Fighta Ace chose to Evade for a 5+ cover save and suffered only a single Hull Point of damage.

Steve's Dreadnought wiped out the remaining Deffkoptas after shooting then charging them, but things went from bad to worse in the centre as Joghaten Khan and his squad were wiped out by the Orks.



To the Death!

As soon as combat was joined, Joghaten Khan and Skullkrumpa began trading blows in a challenge that could decide the outcome of the battle. After fighting the Warboss to a stalemate in the first round of combat the White Scar seemed to be getting the upper hand, dealing the Ork a grievous wound, but the enraged Ork promptly felled the Khan with a mighty swipe of his power claw.

2





By the way of their death we shall know them.

++ Incoming... ++

- 1 The Ork Boyz seize the relic and run back towards the relative safety of their deployment zone.
- 2 Da Krimson Barun arrives, unleashing a torrent of supashoota fire at the Terminators, felling the squad Sergeant.
- 3 Skullkrumpa leaps from his Trukk with five Nobz in tow and slaughters his way through the White Scars. Not even Joghaten Khan can slow the Warboss' rampage and is struck down by the Ork's power claw, though not before he wounds Skullkrumpa.
- 4 Techmarine Vor'Tarro arrives in the Stormtalon Gunship, the *Spear of Chogoris*. Lascannon beams and mass reactive shells wrack the fuselage of da Krimson Barun's Dakkajet, but the Fighta Ace evades the worst of the incoming fire and suffers only minor damage.

TURN 2

The rising crescendo of jet engines heralded the arrival of da Krimson Barun in his trusty Dakkajet as he screamed past the Defkoptas, guns blazing. On the ground below, the Ork Boyz grabbed the relic and Ran back south with their new-found loot in tow. Duncan covered their retreat by disembarking his Warboss and Nobz squad from their Trukk and throwing them into combat with Steve's Captain and Combat Squad, calling a Waaagh! as he did so. Duncan's Shooting phase was once again hampered by poor dice rolls, only felling a single Space Marine.

One of the Ork Nobz was wounded by Steve's Overwatch shooting as they charged – his Snap Fire was poor, but the Combat Squad's flamer inflicted the full three (out of D3 automatic) hits. The wounded Nob was finished off moments later by a well-placed blow in combat. In return, the Nobz only managed to kill a single White Scar after Steve managed to pass twelve armour saves and draw the combat.

As the nearest target to da Krimson Barun, Steve's Terminator Sergeant had been gunned down, but the rest of the squad had emerged unscathed from the





Preparing for Battle
Duncan and Steve had painted the opposing Ork and Space Marine armies from the Assault on Black Reach set for an Army Project last issue, but had also incorporated a new Flyer into their forces – a Dakkajet and Stormtalon respectively. With the inclusion of a fortification each and a few additional units to expand their armies, both players had a 1000 point army ready for battle. The game was on!

Scenario: The Relic

In this mission, Duncan and Steve will be attempting to recover a valuable relic from no-man's-land that will help them to gain the upper hand in the ongoing conflict. The relic begins the game in the centre of the battlefield, but any scoring unit (in this mission units from the Troops section of the Force Organisation Chart) can pick it up and attempt to move it to safety. The unit carrying the relic cannot move more than 6" in a single phase and will drop the relic if killed.



DEPLOYMENT & TURN 1

Duncan determined which deployment method he and Steve would be using by rolling Vanguard Strike. Faced with a diagonal deployment zone running through the centre of the board, Duncan opted to claim the south-west corner and placed his 'looted' Bastion as close to the relic as possible. Steve set up opposite, deploying his Skyshield Landing Pad atop the hill to secure the best fields of fire.

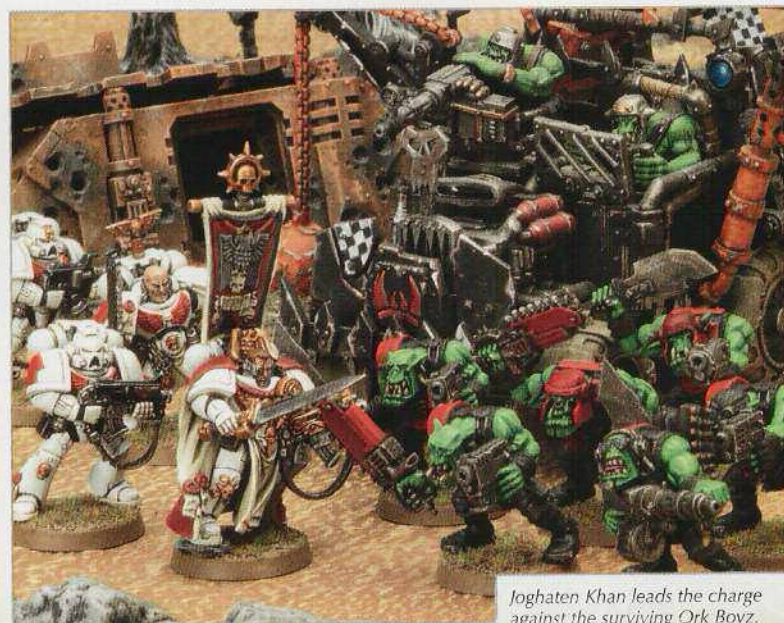
Having deployed first, Duncan had the first turn and a head start with which to close on the relic in the centre of the battlefield. With a roar of engines, two Ork Trukks headed at full speed towards the White Scars whilst the large mob of Orks in the centre made haste towards the relic.

Duncan opted to move Flat Out with his Trukks and Run with his Ork Boyz, earning each unit an extra D6" move in the Shooting phase at the cost of firing, leaving him with little in the way of firepower. The Deffkoptas were one of the few units in range and able to fire, but they scored a penetrating hit on the Dreadnought with their rokket launchers, stunning it and reducing its Hull Points to 2.

The White Scars reacted immediately, surging forwards to engage the Orks. Steve had opted to split his Tactical Marines into Combat Squads, covering his advance with the two squads equipped with a missile launcher. His stunned Dreadnought could only fire Snap Shots at the Deffkoptas so would need 6s To Hit. He failed to do so though the Terminators did manage to cause a wound. The closest Ork Trukk survived two direct hits from krak missiles, but lost its final Hull Point to an exploding krak grenade thrown by Steve's Captain, earning him a Victory Point for First Blood. The Trukk detonated spectacularly, taking five Orks with it in the conflagration. The Khan immediately led his squad in and butchered the now disembarked survivors.



Ork Deffkoptas pound Honourable Temajin with salvos of rokkits.



Joghaten Khan leads the charge against the surviving Ork Boyz.

WARHAMMER
40,000

ASSAULT ON FELLSTORM AIRFIELD

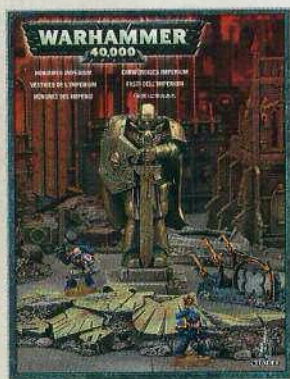
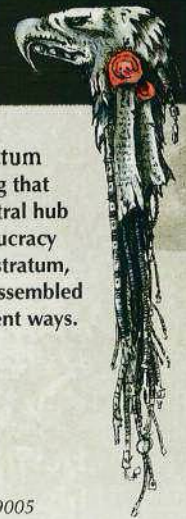
Having painted an army of White Scars and Orks from the Assault on Black Reach boxed game for an Army Project last month, the Hobby Team's Steve Bowerman and Duncan Rhodes refight a bitter encounter from the Battle for Cardrim.



Cardrim 925.M41 – Assault on Fellstorm Airfield

In the wake of the devastation inflicted upon the Ryza warzone by Waaagh! Grax, an aspiring Ork Warboss known as Skullkrumpa attempts to carve out a realm of his own. The first to feel his wrath is the barren world of Cardrim, but when the planet comes under attack

the 4th Company of White Scars, led by Joghaten Khan, is quick to respond. After a series of bloody battles, the stranded White Scars lead a guerrilla assault on the Ork-held position at Fellstorm Airfield, seeking to reestablish contact with their orbiting Strike Cruiser.



Honoured Imperium
A three-piece kit containing a section of ruined Imperial architecture, a broken aquila and a statue that stands 6" tall, depicting a fallen hero of the Space Marines.

Product Code: 99120199023



Basilica Administratum
The ruins of a building that once serving as a central hub of the Imperial bureaucracy known as the Administratum, this building can be assembled in a number of different ways.

Product Code: 99120199005



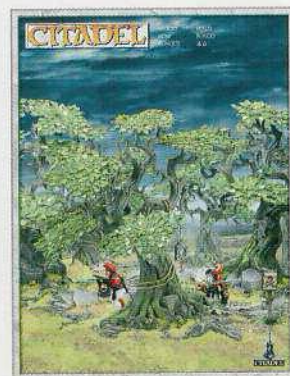
Imperial Bastion
This kit makes a Bastion – a solid and reliable stronghold that can house two squads of infantry, offering them protection within its heavily armoured walls.

Product Code: 99120199018



Skyshield Landing Pad
A landing pad large enough to comfortably fit an Imperial Valkyrie with plenty of room to spare. The armoured crenellations are movable and can be lowered or raised.

Product Code: 99120199016



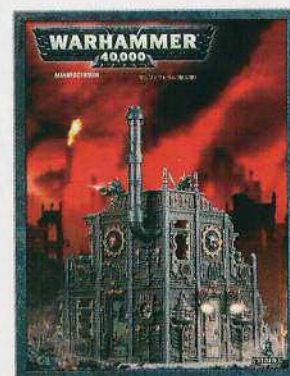
Citadel Wood
The Citadel Wood contains three trees and a scenic base to represent the wood's boundary. A choice of 70 components means no two trees need look the same.

Product Code: 99129999002



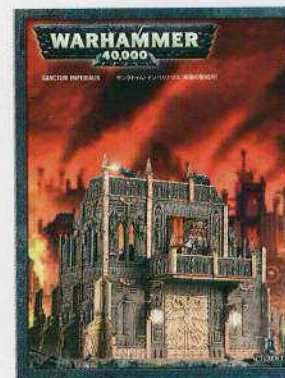
Aegis Defence Line
This kit contains four single and four double sections of armoured shieldwall with which to form your defences. A quad-gun emplacement is also included in the set.

Product Code: 99120199015



Manufactorium
The shattered remnants of a factory or warehouse, the Manufactorium kit creates a building emblazoned with the cog wheel symbol of the Adeptus Mechanicus.

Product Code: 99120199009



Sanctum Imperialis
This kit can be assembled to represent a ruined building that is replete with the baroque majesty and iconography typical of the Imperial Creed.

Product Code: 99120199008

AVAILABLE NOW IN STORES AND FROM:
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CITADEL®

The Warhammer 40,000 Citadel scenery range includes a comprehensive selection of plastic kits, from ruined buildings to defensive fortifications. Check out the website to see the full range of scenery from the 41st Millennium.

No battlefield is complete without a variety of terrain to fight over, but remember that it is now possible to include a fortification as part of your army, too. The kits displayed below are only available to order online, but you can pick up the terrain shown opposite in your local Hobby Centre.

Fortress of Redemption

An unyielding citadel consisting of a large tower and two bunker annexes, the Fortress of Redemption is an incredibly durable and heavily defended fortification.



Product Code: 99120101082



Moonscape

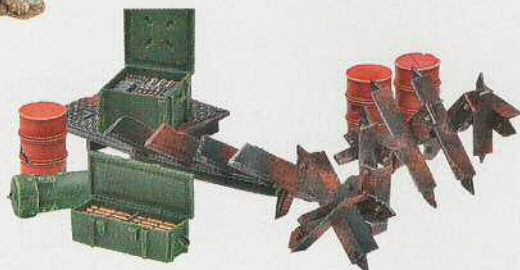
A set of five different variations of plastic craters that can be used to decorate your war-torn battlefield, representing artillery blast craters or the scars of orbital barrages.

Product Code: 99220199037

Battlefield Accessories

A multi-purpose kit comprising a selection of battlefield debris such as fuel drums, tank traps and weapon crates, the Battlefield Accessories kit provides a variety of useful terrain options.

Product Code: 99229999041





1 Fuel Reserves

In the most desperate circumstances, even fuel barrels can act as shelter, despite the inherent risks involved!

Fuel reserves offer a 5+ cover save to any models brave or foolish enough to hide behind them. However, each time one such model successfully passes a cover save, roll a D6. On the roll of a 1, the barrel was filled with fuel and explodes, inflicting a Strength 3 hit on any models nearby.

2 Fortress of Redemption

These mighty defensive bulwarks date back to the Great Crusade and were first used by the Dark Angels to secure the many worlds they had conquered.

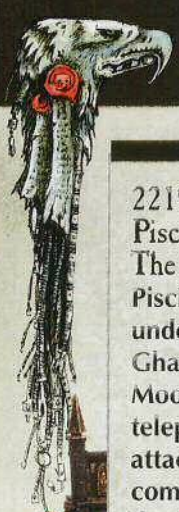
Comprising two bunker annexes, one main tower and housing an assortment of powerful weapons to defend against assaults by land or by air, a Fortress of Redemption is all but unassailable. For 220 points, this awesome defensive stronghold can even be selected as a Fortification!

3 Impact Craters

The impact of heavy shelling, exploding mines and orbital bombardments can leave scars upon the landscape, but also provides limited cover to desperate soldiers that can hide within them.

Impact Craters are area terrain and grant a 5+ cover save to any model within their boundaries. Here, the impact craters have been used to give a more visual representation of the Ork bombardments that have continually pounded the area.





Excuses are the refuge of the weak.

221997.M41

Piscina IV —

The Storm of Vengeance
Piscina IV is invaded by Orks under the joint leadership of Ghazghkull Thraka and Bad Moons Warboss. Nazdreg. Orkish teleportation is used in a surprise attack and only the stout defence commanded by Master Belial of the Dark Angels, and the timely arrival of reinforcements end the Ork threat. Although the victory is great, several Imperial Commanders, including Master Belial, feel that Ghazghkull might have further tricks up his sleeve.



1



4 Imperial Statuary

Countless Imperial worlds have been freed from anarchy or tyranny by brave heroes of the Imperium, their noble visage commemorated in stone that others may be inspired by their courage and valour.

So inspiring is the countenance of these great champions of humanity that any models from the armies of the Imperium (Imperial Guard, Sisters of Battle and all Chapters of Space Marines) are Fearless within 2" of Imperial statuary.



766.M41 Blinded

Many Imperial watch stations and listening posts in the Catachan and Ryza systems are attacked by Eldar pirates under the command of Prince Yriel. Without their early warning 'eyes and ears', this leaves both systems vulnerable for decades to come.



Belligerence allied to faith can move a mountain.

1 Mysterious Forests

The forests of the 41st Millennium are as varied as the million worlds on which they are found and can conceal all kinds of exotic danger within their thickets.

Models within a forest's boundary benefit from a 5+ cover save. However, forests are also mysterious terrain, so as soon as a unit enters a forest, you must roll on the Mysterious Forest table to discover what fate awaits your hapless models. Mysterious forests can range from brainleaf fronds, the sentient tendrils of which can dominate living beings and cause them to lash out at their comrades, to a carnivorous jungle, which inflicts D3 Strength 5 hits on any unit seeking shelter beneath its boughs.

2 Ruins

Many civilisations have risen and fallen on every world over the millennia, their broken architecture left in ruins.

All ruins are treated as difficult terrain, but offer a 4+ cover save to those concealed within their shattered structure.

3 Wild Undergrowth

There are many worlds in the Imperium renowned for the native flora that covers their lands in verdant morasses.

Wild Undergrowth is also difficult terrain, though the dense foliage is less effective at shielding those within its boundaries from incoming fire, granting them a 5+ cover save instead.





1 Bastions

Bastions are heavily armoured strongholds that can be erected in short order. They are well suited to forces aiming to consolidate their position or launch further attacks from a place of strength.

Bastions have an Armour Value of 14 all around, and an emplaced heavy bolter on each facing – automated weapons that target the nearest enemy unit. A Bastion can be used as neutral battlefield terrain or selected as a Fortification as part of the Force Organisation Chart, enabling you to deploy within a solid defensive stronghold. A Bastion can be upgraded with a comms relay or heavy weapon on its battlements.

2 Tank Traps

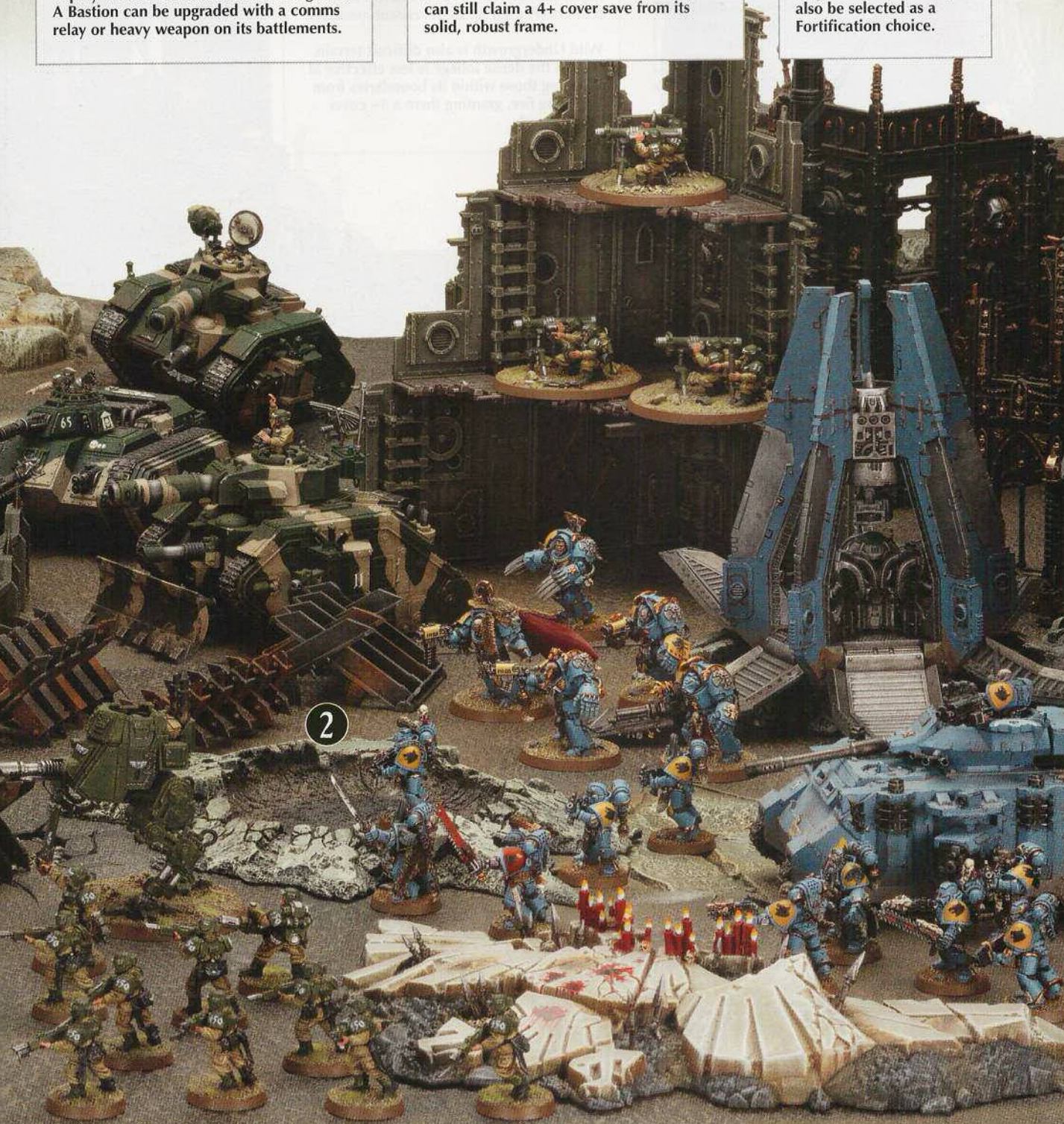
Defensive emplacements usually employed to protect infantry-held positions from armoured assault, tank traps are all but impossible to traverse with a vehicle.

Tank traps are designed specifically to thwart the movement of land vehicles and, as such, count as impassable terrain to all non-Skimmer vehicles. Bikes can attempt to manoeuvre past them, but must pass a difficult terrain test in order to do so. Against all other units, however, tank traps are treated as open ground, though any models hidden behind a set of tank traps can still claim a 4+ cover save from its solid, robust frame.

3 Aegis Defence Lines

Built from crenellated armoured sections, Aegis Defence Lines form a solid shieldwall to screen infantry squads.

Aegis defence lines offer a 4+ cover save, but any unit that decides to Go to Ground behind a defence line gains +2 to its cover save, rather than +1. An Aegis defence line may also be selected as a Fortification choice.





WARHAMMER
40,000

BATTLEFIELD TERRAIN

No gaming table is complete without some atmospheric scenery to fight over. Inspired by events from the Warhammer 40,000 timeline, we showcase a selection of battlefield terrain and introduce some of the rules that can be applied to them.



937.M41

Hunt for the Red Corsairs

Inquisitor Pranix leads five companies of Space Wolves and units of the Cadian 301st and Tallarn 14th in an attempt to reclaim the nine Hollow Worlds from the vile clutches of Huron Blackheart and the traitorous Red Corsairs. The Imperium's forces are stunned to see how quickly the renegades have expanded and how vast their piratical empire has grown in such a short space of time.



LET CADIA BURN!

Simon: For the Dark Gods! Once more, the weakling cattle of the false Emperor have been culled, their souls torn from broken bodies to feed the Daemons of the Warp. Glory to Chaos!

Ahem. Sorry about that. Well, that was fun! I don't think I've ever played in a more cinematic game. There were so many cool moments, from my Chaos Lord slaughtering all before him until he was left alone in a heroic duel with Andrew's Librarian, to Creed lasting two rounds of combat with a Soul Grinder before finally succumbing.

I confess that on more than one occasion, I should've been punished far more heavily by Andrew's massed firepower, but I just couldn't seem to stop passing my cover saves. Combined with Andrew's less-than-desirable dice rolls, he was never really able to strike any decisive blows. I, on the other hand, had good luck exactly when I needed it in a number of crucial moments throughout the battle.

Despite knowing that I had to play aggressively, I actually held back a lot more than I should have, especially with my Plague Marines, and had Andrew defeated my attacking wave, he would've left me badly wrong-footed. Thankfully, my heavy-hitters did me proud and smashed Andrew's hapless army to pieces.



Moment of the Match – Crash & Burn

Simon: For me, each time I shot down one of Andrew's Flyers it was incredibly satisfying, but I've chosen the destruction of the Valkyrie as my moment of the match. Not only did it remove any threat to my home objectives, but I loved it when the last surviving Storm Trooper crawled from the wreckage only to be cut down by automated fire!

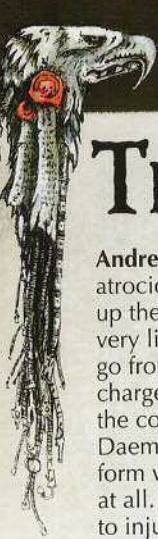


Moment of the Match: Explosive Arrival

Andrew: For me, the highlight of the match was the arrival of both my Flyers. Apart from the fun that's to be had zooming the models about (and making the accompanying noises), the sheer amount of damage the Stormraven can put out even at top speed is great. And then the Grey Knight Terminators climbed out...

Andrew: Well, if I'd set out with the hope of salvaging some semblance of honour for the Imperial Guard, I've utterly failed to do that in this game! Even the Grey Knights couldn't compensate for my dismal luck (and Simon's outrageous saving throws). I think my mistake was getting too entrenched, which allowed Simon to keep me on the back foot for the whole game. I should have thundered up the flank with my Leman Russ squadron and advanced with the massed ranks of my Infantry Platoon, making Simon react to me, rather than the other way round. The Grey Knights did their job admirably, but once their Stormraven was shot down they found themselves stranded.

What I hope I have done, however, is showcase just how bloody Warhammer 40,000 is, not to mention how the grim darkness of the far future really comes to life on the tabletop. With the Imperial Guard hunkered down behind their defensive emplacements, under fire and under siege from the Black Legion, and Valkyries, Stormravens and Daemon Princes duelling for dominance of the skies above, it certainly felt that there was enough action to match the most action-packed of Black Library books!



Chaos consumes all.

THE END TIMES

Turns 5-6

Andrew: It's fair to say that my luck was atrocious last turn as, aside from blowing up the Daemon Prince, my shooting did very little. This turn, however, it was to go from bad to worse. My Grey Knights charged the Land Raider, hopeful that the combination of *Hammerhand* and a Daemon hammer could crack its stationary form wide open, but I failed to penetrate at all. Poor, very poor. Insult was added to injury on Simon's turn when he backed away with the Land Raider and shot the Justicar armed with the Daemon hammer right through the head.

The Soul Grinder charged the last Leman Russ, re-rolling its random charge distance due to its Fleet special rule, effortlessly smashing the tank aside, and in Turn 6 it went on to charge Castellan Creed. To my surprise, the noble hero of Cadia stood firm, making all his refractor field saves to survive the fight!

In my last turn, the Grey Knights turned from the Land Raider to try to seize the objective worth 4 victory points, whilst the Librarian charged the Chaos Lord, who was now standing alone, the rest of his squad whittled down by weight of fire. Unfortunately the Grey Knights fell to the Chaos ordnance, although the Librarian denied the Chaos Lord his objective.



Lords of War

Simon: Throughout the game, our Warlords had been simply fantastic. Andrew's Warlord, Usarkar Creed, had held the Imperial line intact, his Inspiring Presence Command Trait enabling friendly units with 12" to make use of his Ld 10. My Chaos Lord, on the other hand, had the Immovable Object Personal Trait, making him a scoring unit!



End of Game VPs

Imperial Guard	Chaos Space Marines
0	9

CHAOS WIN

Castellan Creed faces down the gigantic Soul Grinder atop the landing pad.



Chaos Space Marine Warlord, S kyrak Slaughterborn, assaults the Imperial Guard defence lines.



Death from Below

Simon: I had upgraded my Bastion with a quad-gun, as its Skyfire special rule allowed me to engage Andrew's Flyers without needing 6s to hit. His Valkyrie learnt this the hard way as I blasted it clean out of the sky in Turn 4, the Storm Troopers onboard each suffering a Strength 10 hit with no saves allowed from the explosion. One survived the crash only to be gunned down by my Bastion's heavy bolter!

Hover Mode

Andrew: As much as I was enjoying zooming my Stormraven about shooting Greater Daemons, it had a precious cargo to deliver. Passengers can't disembark from a Flyer whilst it's zooming, so at the start of Turn 3 I switched it to hover mode, which meant it effectively turned into a Fast Skimmer. I hovered it forwards 6" and deployed the Terminators. The downside to hovering, as I quickly discovered, is that you're no longer quite as hard to hit, so Simon's Chaos Predator only needed 3s to hit it and, sadly, he penetrated it twice. Kaboom.

End of Turn 4 VPs

Imperial Guard	Chaos Space Marines
3	9



Those who embrace the Shadow are Slaves to the Darkness, Thralls of Despair.

FIRE IN THE SKY

Turns 3-4

Simon: Things were starting to get serious now. Time was running short and I still had to make a play for the objectives in Andrew's deployment zone. Who am I kidding? I just wanted to slaughter his pathetic mortals with my Chaos Lord for the glory of the Dark Gods! I moved my Land Raider to disembark my Lord and his squad right in front of Andrew's battleline.

Meanwhile, my Daemon Prince swooped down to join the party, beheading the medic in Creed's command squad with a Vector Strike, then vaporising his loyal bodyguard, Kell, with a *Molten Beam* after Andrew passed Creed's Look Out, Sir roll. I pounded the Imperial Guard infantry with as much firepower as I could muster, but the cowardly dogs went to ground behind their Aegis defence line for a 2+ cover save. It looked like I was going to have to break

his army the old fashioned way, so my Chaos Lord led the charge and wiped out two Imperial Guard squads in combat.

Andrew's reaction to my bold assault was hampered by a turn of incredibly bad luck. He moved his Grey Knights closer to my Chaos Lord before opening fire with everything he had. The Stormraven gunned down the Daemon Prince, but the Land Raider took everything he threw at it, only suffering a single Hull Point of damage.

To make matters worse, my Soul Grinder arrived on its third attempt, landing behind the Grey Knight Terminators before I brought the Stormraven down with another crack shot from my Chaos Predator. I then charged no less than three Infantry Squads with my Chaos Lord's dwindling unit, but it didn't go too well and I suffered a number of casualties for my overconfidence.

End of Game Turn 4

Stand Firm and Fire, Men!

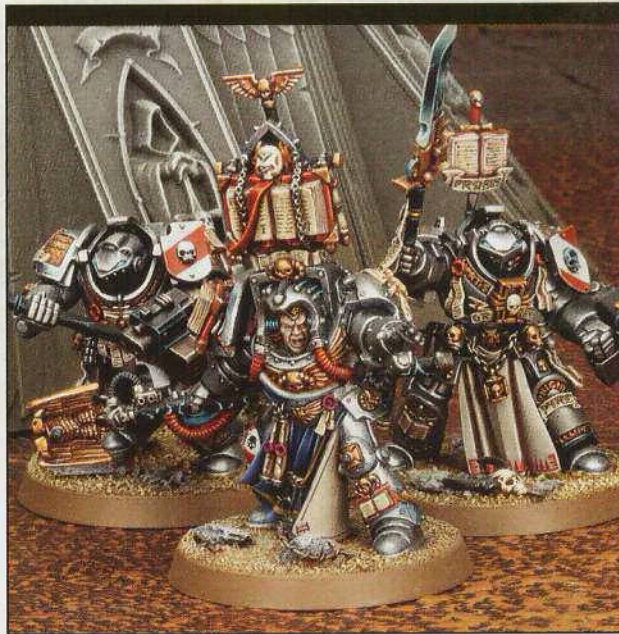
Andrew: My favourite rule is Overwatch – when a squad is charged, it can open fire at the assaulting unit but at Ballistic Skill 1. This makes charging an Imperial Guard battleline a frightening prospect, and I brought down a couple of Chaos Marines before they reached my lines. Si also launched a multiple assault, which meant he lost the bonus Attack for charging and was overwatched by two units at once.





Monster Smash

Simon: Monstrous Creatures are particularly deadly when it comes to wrecking vehicles. Their Smash special rule allows them to forgo half their Attacks to double their Strength – an ability that Andrew's Leman Russ fell foul of against my Great Unclean One.



Psychic Death!

Andrew: If for no other reason than I could, I swapped all my Psykers' innate powers for the shiny new ones from the book, and they immediately proved their worth, the Grey Knight Librarian using his Telekinetic Crush to take a wound from the Great Unclean One.



The Grey Knight Librarian and his Terminators banish the Great Unclean One back to the Warp.



The traitor can seek no salvation.

HERE COME THE CAVALRY

Turns 2-3



The Grey Knights arrive to bolster the battleline of the beleaguered Cadian Imperial Guard.

Flyers & Reserves

Andrew: Flyers always arrive from reserve and because my Astropath increased my reserve rolls to a 2+ instead of the normal 3, I was fairly certain both would arrive on Turn 2. I zoomed the Valkyrie up the flank, heading for the objective behind Simon's lines, whilst my Grey Knight-laden Stormraven headed straight for the Great Unclean One that had very rudely appeared in my deployment zone.

Andrew: Well, so much for my plan to decimate Simon's army with massed firepower – my mediocre rolling and Si's awesome cover saves scuppered that. No matter, the air support was here! Unfortunately, the Chaos Bastion was topped with a quad gun, whose Interceptor rule allowed it to fire at arriving Reserves, knocking a Hull Point off the Stormraven.

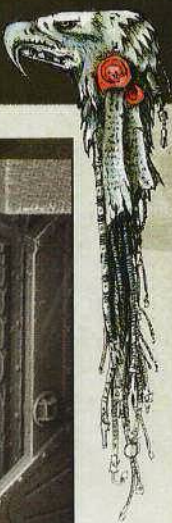
Still, the Stormraven opened up with all its weapons at the Great Unclean One, wounding it. Creed ordered the Imperial Guard squad to 'Bring it Down' on the Daemon Prince, but Simon made all his saves, a pattern that continued when I penetrated his Defiler with my lascannon.

In Simon's turn the rest of his Daemons showed up, but he was outrageously unlucky and they all had to roll on the Deep Strike Mishap table – I placed the

Bloodcrushers in the furthest corner, whilst the Soul Grinder went back into reserve.

The Chaos Shooting phase was much better, the Rhino's havoc launcher killing the Veterans (whose Chimera had been destroyed last turn) whilst his Predator blew up my lead Leman Russ and the Great Unclean One charged and smashed up another. Even Creed's Command Squad were targeted, the poor Master of Ordnance (who had stepped out in front to get a good view) getting shot by the Land Raider.

In Turn 3 the Stormraven switched to hover mode, allowing the Grey Knight Terminators to disembark. I'd hoped to get them up in Simon's face, but it'd be foolish for them to ignore the Daemons in my own deployment zone. The Grey Knights did what they're there to do, blasting the Great Unclean One apart with storm bolters.



Mysterious Phenomena

Simon: In this battle, we agreed that the radar tower was an Archeotech Artefact – a piece of mysterious terrain. As my Plague Marines approached the tower, they inadvertently disturbed a psychneuein hive, every Psyker on the board immediately suffering D3 Strength 3, AP 2 hits. The Daemon Prince and Primaris Psyker both escaped unharmed, but Andrew thanked the Emperor that his Grey Knights had yet to arrive!



Riding on Wings of Terror

Simon: My Daemon Prince took to the air, swooping over the Ratlings and performing a Vector Strike as he did so (D3+2 S6 hits), before summoning forth a *Molten Beam*. Andrew needed to roll a 6 to Deny the Witch and stop the psychic attack, but failed, leaving Vileheart Soulpyre to blast another Ratling and three Guardsmen apart.

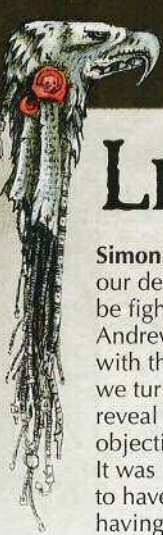


End of Turn 1 VPs

Imperial Guard	Chaos Space Marines
5	5

Hold the Line

Andrew: Whilst I had been tempted to take a Bastion of my own in the army, I reasoned that only two squads would be able to benefit from it. An Aegis defence line, on the other hand, could provide shelter for my entire Infantry Platoon. I upgraded it with a lascannon too, to add yet more firepower.



The sins of heresy and treachery can never be repented.

LET THE SCOURING BEGIN

Turns 1-2

Simon: We rolled Hammer and Anvil for our deployment zones, which meant we'd be fighting along the length of the table. Andrew rolled highest so picked the end with the fortress-city. Before deployment, we turned over the six objective dice to reveal that Andrew had three high-value objectives in or near his deployment zone. It was immediately obvious that I was going to have to play aggressively to win, but having lost the roll-off for the first turn, I set up my army to take advantage of cover and avoid the worst of Andrew's firepower.

My cautious deployment served me well as Andrew's firepower was hampered enormously by his limited line of sight and my fortunate cover saving throws. His only success of note was in immobilising my Defiler. Andrew had kept his movement to a minimum, advancing an Infantry Squad to claim the objective in the north-east and braving the killing ground with his Veteran Squad in their Chimera to race northwards.

I began my turn with a push down the left flank, my Land Raider sweeping around the central landing pad to threaten Andrew's main battleline from the north. My shooting was similarly poor, but I did manage to claim a Victory Point by wrecking his Chimera with concentrated heavy weapons fire, earning me First Blood.



The Siege Breakers

Andrew: Vehicle squadrons sacrifice some of the flexibility of taking individual vehicles in exchange for increased resilience and line of sight. So, even though my Leman Russ were tightly packed, they didn't block each other's line of sight, allowing them all to focus fire on the Defiler without needing to move into position on Turn 1.

1

The number on each Primary Objective represents how many Victory Points it's worth.

End of Chaos Turn 1

3

2

1





Codex: Blood Angels

A Blood Angels Librarian (including Mephiston) may use the psychic disciplines found in the Warhammer 40,000 rulebook, instead of those in Codex: Blood Angels. If he does so, generate two new powers from the Biomancy, Divination, Telepathy or Telekinesis disciplines (in any combination) before armies are deployed.

Mat says: Blood Angels benefit greatly from access to Biomancy – it has a couple of close combat blessings (Iron Arm and Warp Speed) as well as some nasty close range witchfires (Haemorrhage and Life Leech). Just the thing for a Librarian who'll spend the battle in the thick of the foe!

Codex: Chaos Space Marines

Any model with psychic powers may use the psychic disciplines found in the Warhammer 40,000 rulebook, instead of those in Codex: Chaos Space Marines. If he does so, for each psychic power he has purchased from Codex: Chaos Space Marines, generate a new power from the Pyromancy, Telekinesis or Telepathy discipline before armies are deployed. A model can generate powers from different disciplines if you wish. Typhus generates two new powers. Ahriman generates three new powers.

Mat says: Chaos Space Marine psykers are normally best focusing on psychic firepower (Pyromancy and Telekinesis) or psychological warfare (Telekinesis and

Army	Biomancy	Divination	Pyromancy	Telekinesis	Telepathy
Space Marines	✓	✗	✓	✓	✓
Space Wolves	✓	✓	✗	✓	✗
Dark Angels	✗	✓	✓	✓	✓
Blood Angels	✓	✓	✗	✓	✓
Grey Knights	✗	✓	✓	✓	✗
Black Templars	✗	✗	✗	✗	✗
Chaos Space Marines	✗	✗	✓	✓	✓
Chaos Daemons	✗	✗	✗	✗	✗
Tau Empire	✗	✗	✗	✗	✗
Eldar	✗	✓	✗	✗	✓
Dark Eldar	✗	✗	✗	✗	✗
Sisters of Battle	✗	✗	✗	✗	✗
Necrons	✗	✗	✗	✗	✗
Orks	✗	✗	✗	✗	✗
Imperial Guard	✓	✗	✓	✓	✓
Tyrannids	✓	✗	✗	✓	✓

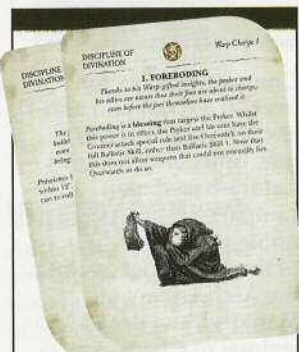


The Aspiring Sorcerer of the Thousand Sons can devastate the foe with Pyromancy powers.

HOUR OF THE WITCH



The Warhammer 40,000 rulebook includes five new psychic disciplines, each containing a potent array of powers to be turned upon your foe. In this article, Mat Ward explains how you can get the best out of the power of the Warp.



The Warhammer 40,000: Psychic Powers box includes cards for all of the psychic powers, including the archetypal powers for each of the psychic disciplines.

As every loyal citizen of the Imperium knows, psykers are dangerous and unpredictable. And, it's fair to say, they've just become even more so. It's probably time to dig out your psychic hoods, gloom prisms and condemnor-pattern boltguns, for the Hour of the Witch is upon us...

The new edition of Warhammer 40,000 contains some pretty big changes that are sure to bring you all kinds of new tactical challenges (Flyers, Allies and Fortifications are the first to spring to mind).

However, hidden away in the appendices are no less than five new psychic disciplines. These might have escaped your notice so far, because, unlike the other additions, they don't slot naturally into your Codex. As new Codexes come around, we'll be harnessing these new core psychic disciplines more and more.

But it really does seem a shame to leave them unused and unloved in the meantime. Accordingly, players should feel free to use the guidance in this article to grant their psykers access to the new powers.

You can mix and match disciplines across your army. For example, if a Space Marines army had two Librarians, one could use the powers from Codex: Space Marines, and the other could generate them from the Warhammer 40,000 rulebook, using the rules given here.

Only the armies (and units within those armies) specifically mentioned here can access the new psychic powers. Some armies (namely the Dark Eldar, Necrons and Tau) don't have psykers at all, whilst other races harness the Warp in such an unusual way (Orks and Chaos Daemons in particular) that they always use their own unique rules.

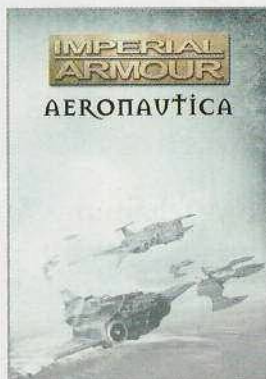
TAU MANTA

The cyclopean Manta is a super-heavy drop ship. The biggest single kit that Forge World produce, this 2000-point behemoth weighs an impressive 28lbs, boasts a 34" wingspan and is supplied with two Devilfish, two Hammerheads, eight Battlesuits and 6 gun drones, all of which fit inside its cavernous troop bays!



STORM EAGLE

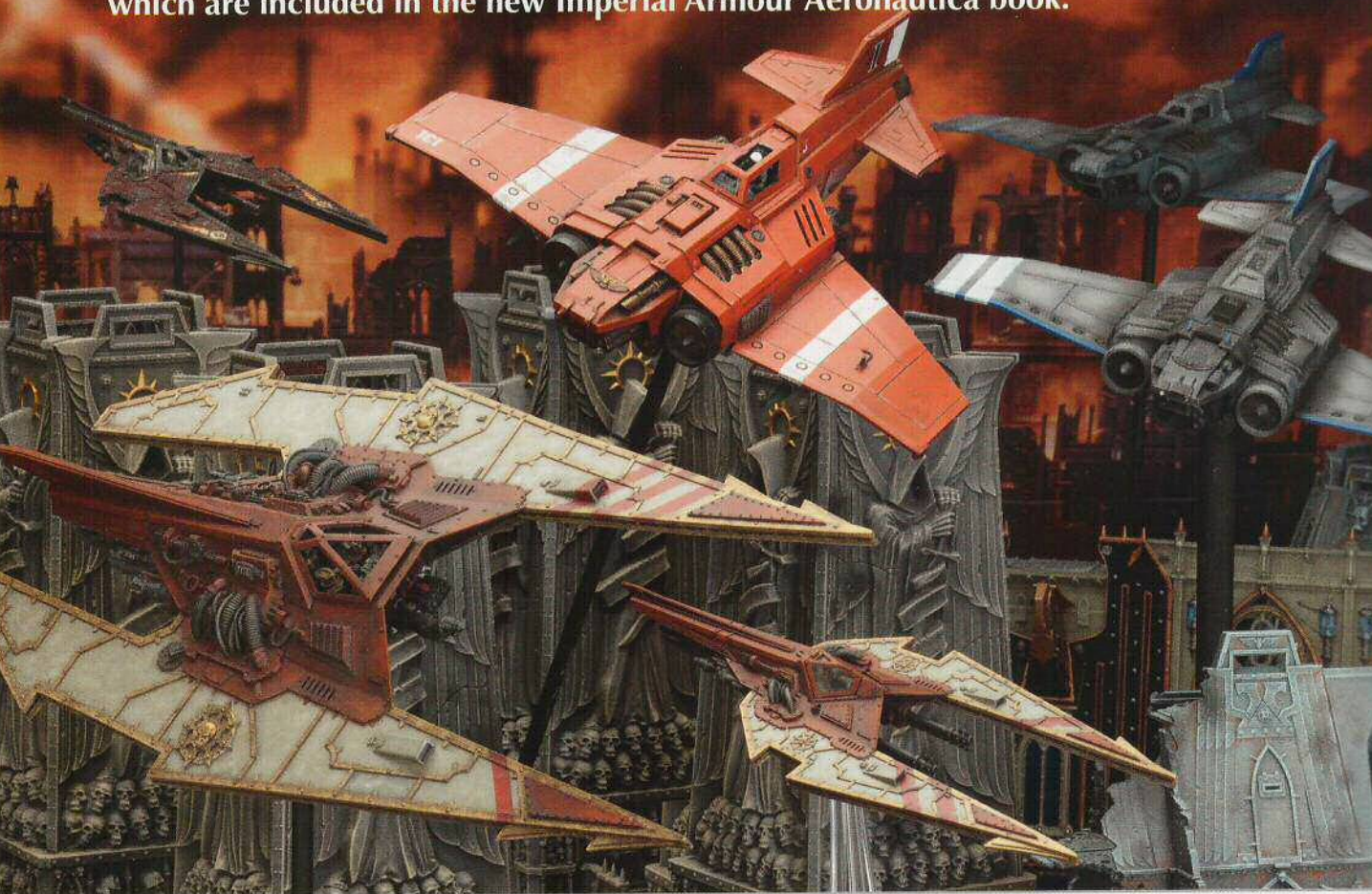
A Storm Eagle is a formidable attack craft, mounting fearsome firepower for a vehicle of its size and capable of carrying numerous Space Marines into the thick of an assault.



Containing rules for over 40 aircraft and anti-aircraft vehicles, this new book also features a story-based map campaign that pits the noble defenders of the Imperium against the Arch-Enemy of Mankind, the dread legions of Chaos. Six scenarios allow players to refight the desperate struggle to control the world of Kerrack in exciting games of Warhammer 40,000.

IMPERIAL ARMOUR AERONAUTICA

Forge World make a range of large aircraft models, from the Thunderbolt and Storm Eagle to the huge Tau Manta and Eldar Vampire Raider, the rules for all of which are included in the new Imperial Armour Aeronautica book.



VULTURE GUNSHIP

An agile and heavily armed aircraft, the Vulture is designed for close support of Imperial Guard ground forces. Produced on the forge world of Voss in huge numbers, Vulture squadrons inflict devastating attacks upon massed infantry, supply convoys and other valuable enemy targets.

DEATH KORPS OF KRIEG

Manpower for the Imperial Guard is the sole export of the fallout-ravaged world of Krieg, and the fanatical loyalty of the Death Korps regiments is born of an ancient treachery. Their relentless and grinding manner of siege warfare is described in Imperial Armour Volumes 5-7: The Siege of Vraks.



CONTEMPTOR-MORTIS DREADNOUGHT

The Contemtor-Mortis is an ancient design of Dreadnought, mounting its assault cannons on anti-aircraft mounts for blasting aircraft from the sky. The rules for Forge World's many miniatures can be found in the various Imperial Armour books.



A Brass Scorpion accompanies a warhost of World Eaters to battle.

Forge World

Named for the planets that produce much of the materiel for the Imperium's war efforts, Forge World make huge resin kits of everything from Thunderhawk Gunships to Reaver Titans to use in your Warhammer 40,000 games.



Lugft Huron
Tyrant of Badab and master of the Astral Claws, Lugft Huron's hubris and secession plunged his demesnes into a brutal civil war.

Forge World produce a huge range of detailed resin kits for use with Warhammer 40,000 as well as the immense super-heavy tanks, Titans and Flyers that they are best-known for, allowing you to add some of the most iconic war engines of the 41st Millennium to your collection such as the Eldar Phantom Titan or Space Marine Thunderhawk Gunship. As well as these huge kits, Forge World also produce dozens of different tanks, aircraft, Dreadnoughts, Daemon Engines and more, such as the Ork Mega Dread, Space Marine Contemptor Dreadnought and Chaos Brass Scorpion. Their range also includes detailed resin upgrade kits for dozens of Space Marine Chapters, with sculpted shoulder pads and vehicle iconography etched brass symbols and decal sheets, all designed to add greater depth and detail to the armies of Warhammer 40,000.

In addition to mind-blowingly detailed models, Forge World also produce a range of Imperial Armour books. Each of these present an incredibly deep slice of

Warhammer 40,000's rich and Gothic background; a specific campaign or operation from the Imperium of Man's long history. The wars of the 41st Millennium are presented in all their dizzying scope and brutal savagery.

Each book is packed with colour profiles showcasing the forces of the Imperium and its foes in exacting detail, as well as stunning full-colour photo-art depicting the military conflicts of the far future. So far, the books have covered conflicts from the internecine Space Marine battles of the Badab War to the gruelling renegade uprising Siege of Vraks and, most recently, the Doom of Mymeara, which pitched the Space Wolves against the Eldar.

An Imperial Armour book also contains a vast swathe of extra game content – from the 'Blood in the Void' expansion for fighting boarding actions to the Eldar Corsair army list and the detailed Badab War campaign system, each and every book is packed with new ideas and details to make no two games alike!

CITADEL® FINECAST™

In addition to the Ethereal and Vespids showcased in this month's Army Project, the ranks of the Tau Empire have been bolstered by a number of units released in Citadel Finecast resin, some of which are displayed here.



Commander Shadowsun
99810209012



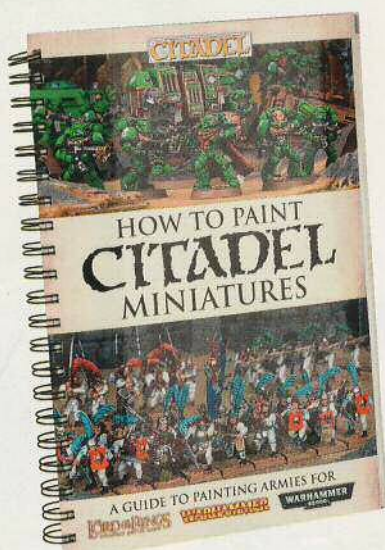
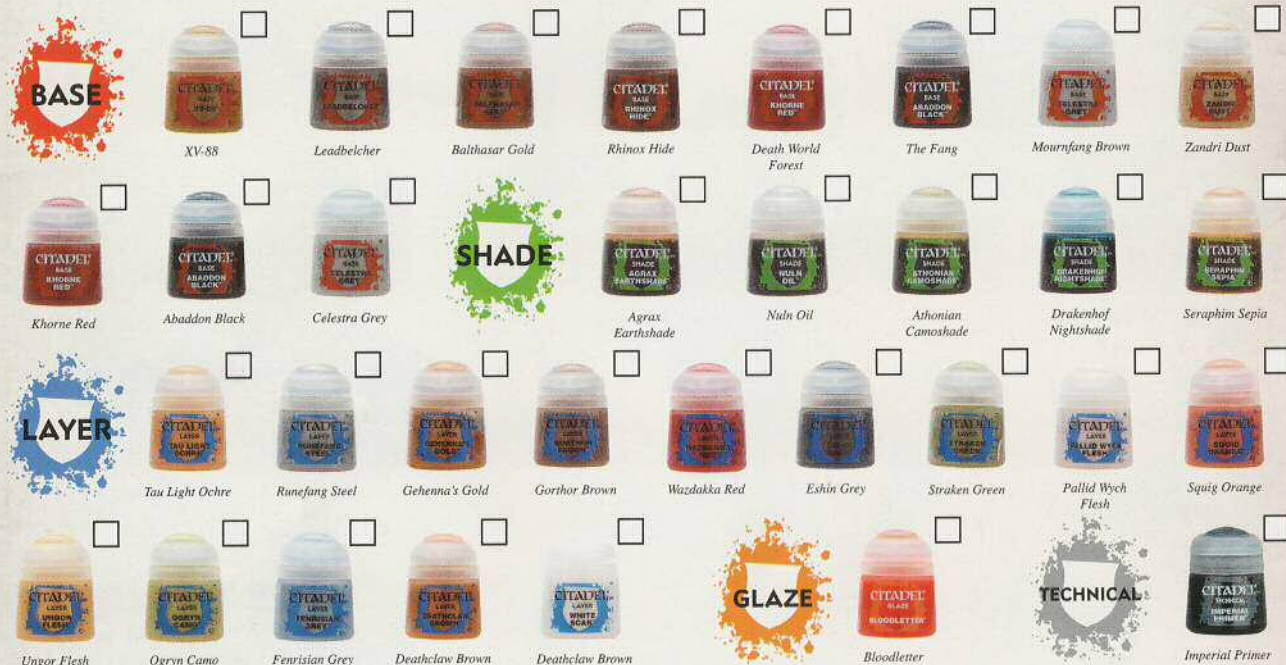
Tau Empire Krootox
99800209017



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CITADEL

TAU EMPIRE PAINTING GUIDE



HOW TO PAINT CITADEL MINIATURES
How to Paint Citadel Miniatures includes loads of modelling and painting advice useful for any hobbyist.



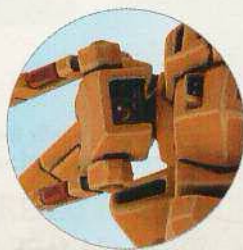
CITADEL SPRAY GUN
The Citadel Spray Gun is a handy tool that enables you to rapidly basecoat large numbers of models in a single batch.

AVAILABLE NOW IN STORES AND ONLINE FROM WWW.GAMES-WORKSHOP.COM



FINISHING DETAILS

Duncan and Steve decided against adding chipped paintwork and weathering to the Devilfish, as they wanted each element of the army to look as clean and neat as possible. This way, they could showcase the different colours used on the various units throughout the army in their best light.



The lenses were painted with 'Ardcoat' to exaggerate the glass effect.



To break up the large areas of armour panelling on the Devilfish, Duncan painted some appropriate sections in the same red he used on the Stealthsuits, creating a nice contrast of colour.



Duncan mounted his Crisis Battlesuit on one of the flying stands included in the Battleforce. The model looks like it is launching itself into the air, plasma rifle blazing.



Steve lavished the Ethereal with details befitting its revered status, such as delicate freehand script.



The Stingwing Strain Leader's armour and the squad's guns were painted as per the Fire Warriors.



The darker shades of the Fire Warriors' fatigues and stocks of their pulse rifles contrast nicely with the lighter colour of their armour.





KROOT DETAILS

1 LACES



2 GOLD



3 SILVER



KROOT

1 GREEN SKIN



1 Basecoat

Death World Forest
Basecoat Brush



3 Layer

Straken Green
Standard Brush



2 Wash

Athonian Camoshade
Wash Brush



4 Layer

Ogryn Camo
Detail Brush

2 KROOT HAIR



1 Basecoat

Rhinox Hide
Basecoat Brush



2 Layer

Gorthor Brown
Standard Brush



3 Layer

Kislev Flesh
Detail Brush

3 LEATHER



1 Basecoat

Mournfang Brown
Basecoat Brush



2 Wash

Seraphim Sepia
Wash Brush



3 Layer

Skrag Brown
Standard Brush



4 Layer

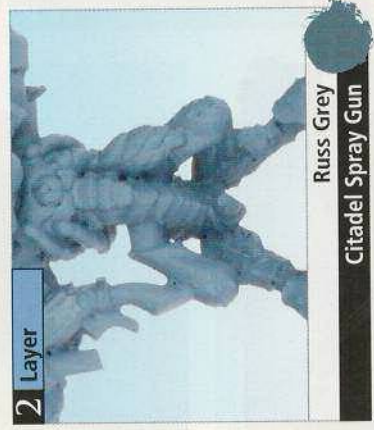
Deathclaw Brown
Detail Brush

RED ARMOUR AND BLUE SKIN

1 RED ARMOUR



2 BLUE SKIN





FIRE WARRIOR DETAILS AND BASES

1 BLACK



3 LENSES



2 BASES



FIRE WARRIOR



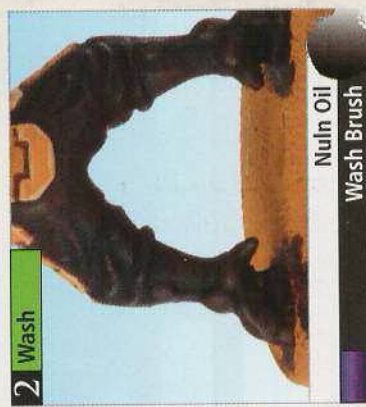
1 ARMOUR



2 T'AU SEPT SYMBOL



3 FATIGUES





T'AU SEPT HUNTER CADRE

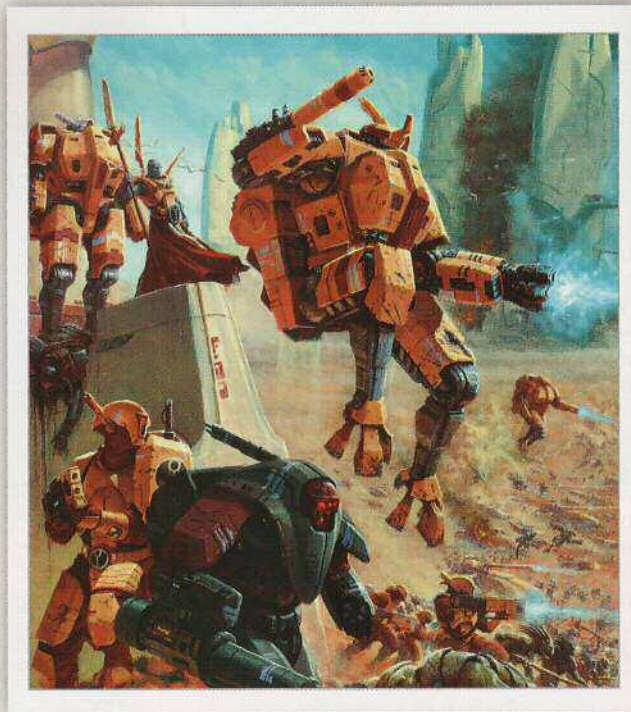
Hobby Team Army Painters Steve Bowerman and Duncan Rhodes recently teamed up to paint a Tau Empire army. Here they show us the colours and techniques they used.

INSPIRATION

Duncan: The Tau Empire army is very different to any other race in Warhammer 40,000. On the one hand, they display a vibrant, uniform colour scheme on all their Tau infantry, battlesuits and vehicles, yet their alien allies in the Vespids and Kroots stand wildly apart from the rest of the army – so too the clandestine Stealthsuits and majestic Ethereals. Steve and I decided to paint a Tau Empire army to showcase these different aspects. We started out with a Tau Empire Battleforce, which provided us with most of the miniatures we needed, but added in a Vespids Stingwing squad for extra variety and an Ethereal to lead the army.

PREPARATION

After undercoating the models with Chaos Black Spray, we used the Citadel Spray Gun to apply the basecoat and first Layer stages on the Fire Warriors, Devilfish and Crisis Battlesuit. We used the same method to paint the blue skin of the Vespids Stingwings. However, in the case of the Ethereal, we painted the first two stages with a Basecoat Brush, as only his hands and face were exposed.



Codex: Tau Empire includes the full background of the army, detailing their race's evolution, rapid expansion and assimilation of many other alien species.



The aspect of the Tau that appealed to Duncan and Steve were the myriad different species and creatures that can be found in the Tau Empire army.



Turns 3-4

Da Krimson Barun, only able to fire Snap Shots having evaded last turn, gunned his engines and zoomed off the board, but would return as part of Ongoing Reserves in the following Movement phase. The Ork Boyz continued to move further south with the relic. Despite his best efforts, Duncan couldn't seem to hit Steve's Stormtalon, the 6s required to hit the Flyer proving too difficult. The Warboss and Nobz fared better, charging and wiping out another White Scars Combat Squad.

Steve was rapidly beginning to run out of models yet still had an angry Warboss on the warpath in his deployment zone and a retreating mob of Ork Boyz with the relic in the other. He combined the speed and firepower of his Stormtalon and the range of his last remaining missile launcher to slay five of the Ork Boyz, though they held their ground. Meanwhile, it fell to the Terminators to deal with the Warboss and his Nobz bodyguard. After an incredibly bloody and mutually destructive assault, only Skullkrumpa emerged alive.

The start of Duncan's turn once again sounded to the roar of jet engines as da Krimson Barun returned to the fray. Every available Ork gun targeted the Stormtalon but no shots could find their mark. As a Flyer, however, Duncan's Dakkajet would be able to engage Steve's gunship on equal terms. Tracer fire stitched the sky as Duncan's Dakkajet opened up with all of its guns and the *Spear of Chogoris* was blown out of the air, its two Hull Points no match for the sheer ferocity of the incoming fire. But Steve did have the last laugh when the wreckage of his Stormtalon spiralled earthwards to land directly on top of the Ork Bastion, killing three Ork Boyz in the ensuing explosion.

Considering his army had been reduced to a Dreadnought and a single Combat Squad, Steve's Turn 4 was surprisingly effective. A long-range volley of bolter fire and a well-aimed frag missile tore into the Ork Boyz with the relic. Three Orks were slain, one of which was the Nob that led the squad after Duncan failed both Look Out, Sir rolls (as he wasn't an Independent Character, Duncan needed to roll a 4+ to redistribute the hit to another model). His poor luck was compounded further when the surviving Orks fled, dropping the relic. Meanwhile, Steve's Dreadnought charged the Ork Bastion, causing it to partially collapse under the brutal assault, crushing four of the Orks stationed inside.

Duncan's fleeing Ork Boyz rallied in the last turn and were able to move 3" back onto the relic, blasting the Dreadnought's rear armour as they did so and reducing it to a single Hull Point. But the embattled Dreadnought turned and charged them, killing one Ork and routing the survivors.

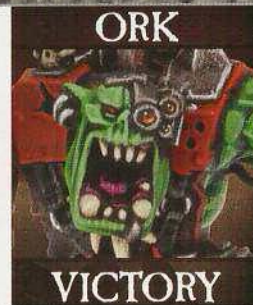


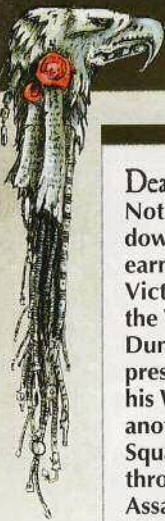
The White Scars continue to fight bravely until da Krimson Barun's deadly strafing run wipes them out.



Defiant to the Last

Honoured Temajin had won the relic but, as the Dreadnought wasn't a scoring unit, the game ended in a narrow victory for the Orks. Duncan had earned 2 Victory Points for completing two Secondary Objectives – Slay the Warlord and Linebreaker (his sneaky Kommandos – a denial unit – had ended the game in his opponent's deployment zone). Steve, on the other hand, had only won a single Victory Point for claiming First Blood.





All hail the martyrs! On their blood is our Imperium founded, in their remembrance do we honour ourselves.

Death or Glory!

Not satisfied with cutting down Steve's Captain (and earning himself a valuable Victory Point for the Slay the Warlord objective), Duncan continued to press the attack with his Warboss. Steve lost another of his Combat Squads as the Orks tore through them in a single Assault phase, and was forced to gamble his Terminators in a charge that could well determine the outcome of the battle.



Fighta Ace da Krimson Barun returns to the warzone, guns blazing at the Spear of Chogoris.



An unprotected soul can no more cross the storms of the Warp than a heretic can bear the gaze of an Inquisitor.



A Farseer uses his Divination powers to bolster the actions of the Eldar around him.

Telepathy). Of course, there's nothing to stop you mixing and matching along other lines, but as Telepathy has relatively few witchfire powers, its easy to optimise your selections (most psykers can't use more than one witchfire each turn).

Codex: Dark Angels

A Dark Angels Librarian (including Ezekiel) may use the psychic disciplines found in the Warhammer 40,000 rulebook, instead of those in Codex: Dark Angels. If he does so, generate two new powers from the Divination, Pyromancy, Telepathy or Telekinesis disciplines (in any combination) before armies are deployed.

Mat says: For the brooding Dark Angels, I'd always take most (or all) of my powers from the Telepathy discipline. The sheer weight of 'denial' powers is a big help for the (usually) outnumbered Ravenwing and Deathwing forces. If, however, I know I'm going up against another elite army (Eldar, for example) I'd take at least a little Divination – re-rolls are great for making sure your shots really count.

Codex: Eldar

A Farseer (including Eldrad Ulthran) may use the psychic disciplines found in the Warhammer 40,000 rulebook, instead of those in Codex: Eldar. If he does so, for each psychic power he has purchased from Codex: Eldar, generate a new power from either the Divination or Telepathy discipline (in any combination) before armies are deployed. Eldrad Ulthran generates four new powers.

Mat says: Whilst Divination can yield effective bonuses to an Eldar army (as

with Dark Angels, a careful Divination casting or two can save a friendly unit from obliteration, or doom an enemy to destruction) I'll always favour Telepathy. Why? Well, leaving aside the sheer amusement value of what it can force your enemies to do (Hallucination is the best for this) its mix of blessings and maledictions are great for helping out a specialist unit that's ended up in the wrong kind of fight, which is always a danger for Eldar.

Codex: Grey Knights

A Grey Knights Librarian may use the psychic disciplines found in the Warhammer 40,000 rulebook, instead of those in Codex: Grey Knights. If he does so, generate a number of psychic powers equal to his Mastery Level from the Divination, Pyromancy or Telekinesis disciplines (in any combination) before armies are deployed. If he does so he may not purchase additional powers. Hammerhand cannot be exchanged in this manner.

An Inquisitor with Mastery Level 1 can exchange his psychic power for a single roll on either the Divination, Pyromancy or Telekinesis disciplines. Coteaz can generate two powers from either Divination, Pyromancy or Telekinesis disciplines (in any combination) in place of those listed on his profile.

Mat says: Grey Knights can always use a little extra firepower, and Pyromancy packs a real wallop – especially at close range! With access to Mastery Level 3 psykers, you can all but guarantee generating either Sunburst or Molten Beam, both of which are ridiculously effective if you can time their use properly.



Mephiston, Chief Librarian of the Blood Angels



Codex: Imperial Guard

A Primaris Psyker may use the psychic disciplines found in the Warhammer 40,000 rulebook, instead of those in Codex: Imperial Guard. If he does so, generate two new powers from the Biomancy, Pyromancy, Telepathy and Telekinesis disciplines (in any combination) before armies are deployed.

Mat says: Whilst you might be tempted to go for Pyromancy, and all its ranged goodness, take a moment and consider using Telepathy or Biomancy instead. Both of these can be used spring unpleasant surprises – even a Primaris Psyker can be a formidable foe with a timely casting of Warp Speed.

Codex: Space Marines

A Space Marine Librarian (including Tigurius) may use the psychic disciplines found in the Warhammer 40,000 rulebook, instead of those in Codex: Space Marines. If he does so, generate two new powers from the Biomancy, Pyromancy, Telepathy or Telekinesis disciplines (in any combination) before armies are deployed. Tigurius instead generates three new powers.

Mat says: As befits an all-rounder army, Space Marines work incredibly well with Telekinesis – it has a good mix of powers that are effective against pretty much any army (just remember to swap Objection Mechanicum for the Primaris Power if you're up against Tyranids). If you're planning an assault-based army, generate one power from Biomancy instead. If a ranged battle is more your thing, generate one power from Pyromancy.

Codex: Space Wolves

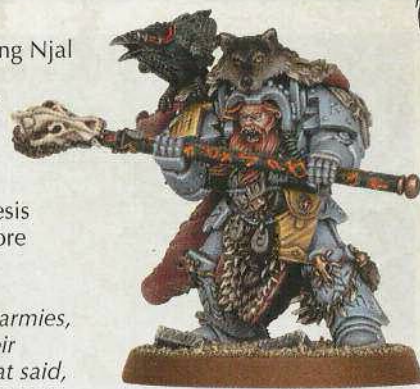
A Space Wolves Rune Priest (including Njal Stormcaller) may use the psychic disciplines found in the Warhammer 40,000 rulebook, instead of those in Codex: Space Wolves. If he does so, generate two new powers from the Biomancy, Divination or Telekinesis disciplines (in any combination) before armies are deployed.

Mat says: As with all relatively small armies, Space Wolves do well to buttress their numbers with Divination re-rolls. That said, most Space Wolves heroes do want to get stuck into the thick of things, so generating one (or both) powers from Biomancy might be wise if your Rune Priest is determined to earn a saga of his own!

Codex: Tyranids

Any model with psychic powers may use the psychic disciplines found in the Warhammer 40,000 rulebook, instead of those in Codex: Tyranids. If it does so, for each psychic power it has from Codex: Tyranids (including those it has purchased), generate a new power from either the Biomancy, Telekinesis or Telepathy disciplines (in any combination) before armies are deployed.

Mat says: A Tyranid army normally has a load of psykers on hand, so the best advice I can give is that you should take as much variety in your psychic powers as you can. Even a Termagant swarm becomes a formidable foe with a casting of Endurance or Invisibility, and the damage a Warp Speed-infused Hive Tyrant can wreak has to be seen to be believed.



Njal Stormcaller

A Primaris Psyker uses the Telekinesis discipline to protect the Command Squad.



STANDARD BEARER



Last seen being dragged into the hold of a Black Ship, Jervis Johnson has gone missing. But fear not, as excitable American Jeremy Vetock has something to say.

I recently had the great pleasure of showing some of my friends and long-time opponents the joys of the new Warhammer 40,000 rules. In the beginning of our quick game my intentions were simply to let the guys try out a few of the new rules – Snap Shots, Allocating Wounds, Flyers, Hull Points and so on to get a feel for them. However, as often happens, especially in games between old friends, we were soon consumed by competition. And by competition I mean all of us were attempting to wipe the tabletop clear of each others' models through tactics and a superlative application of genius.

Here are a few of my observations – some may help you as you try the new Warhammer 40,000 rules yourself or attempt to show friends how to play. Other bits of my advice might fall into the category of either universal gaming truths, humorous anecdotes or deranged blitherings depending on how often it happens to you.

Two versus Two is my Favourite Way to Play

There is something great about having a partner in a 40K game. There are many ways to slice multi-player battles, but my favourite is a sizable game with each side having two players each. It's amazing how long I've been playing tabletop wargames, but I always find ways not to play in this manner. I'm more likely to match up in a one-versus-one style game or a larger (and wilder) multi-player battle with loads of players on each side.

To this end I am intrigued to see how the new Allied Detachments rules will work. While many will look at these rules as a means to add some units to their army or an excuse to start a second force, I find it a perfect way to team up and play a two-versus-two battle. There are a great many stories in Warhammer 40,000 of hasty alliances between unlikely armies and there are many exciting combinations from both a gameplay and background point of view. This is also an excuse for me to finish off all those Blood Axe units (the Ork clan who'll ally with anybody) and conversions that I've been thinking about, because, let's face it – those gits will ally with anyone!

So why do I like two-on-two battles? While you cannot discount the importance of having someone sympathetic to your complaints over bad dice rolling, more importantly, it is fantastic to have a co-general to talk strategy, make plans and generally kibitz with. You can play larger battles in a shorter amount of time and it can especially come in handy with the next great truth...

I Wish I hadn't Forgotten That

There are some details I'm apt to forget in the heat of battle and a partner can really help remind you about that bit of wargear with the invulnerable save that your character is equipped with or point out before it's too late that the scenario you're playing is based on objectives, not destroying your opponent's army.

In the case of the new rules, I really like that wounds from shooting are allocated to the nearest model. As a gaming rule it feels intuitive and it adds a new level of tactics, making how I set up units and how I choose the order of shooting quite strategic. That doesn't mean that I get it right. In fact I seem to pretty regularly leave an Ork Nob with a power klaw as first in line to be mowed down by bolter fire.

For our first few games, competitive as we are, we adopted a 'are you sure you want your squad arranged like that' attitude that often resulted in a few hasty re-arrangements or, at the least, answers of brave defiance. It helps to have these friendly reminders now and again (and it's far less insulting when it comes from your own side and not your opponents!), but once you've lost a few much-counted on characters, you'll start remembering. On the other hand, I don't know how many times I've simply forgotten my reserves or outflanking units, but that's sheer forgetfulness and not learning to make best use of new rule.

I Shall Taunt You a Second Time

Many times Jervis has espoused in Standard Bearer on the camaraderie of wargamers



Playing games with a partner gives you someone to share your victories – and defeats.

and I can't agree enough. However, although I agree with Jervis' talk on the 'social aspects' of the hobby, my gaming group has not always been so mature that I would use the phrase 'social aspects'. In some battles I'm pretty sure we've added an official 'Taunting phase' into the normal sequence of moves.

In my most memorable battles a certain amount of banter goes back and forth during the game. I've found the more tense and pivotal the moment, the better it is for a bit of levity. There are some within my circle that can allow competition to get the better of them, and few can say that in the utter despair of missing (again) with that twin-linked lascannon, that they themselves have not been guilty of uttering something that could melt ceramite armour.

It is at these times that a little teasing, grumbling or self-deprecation goes a long way. My favourite opponents take the battle and tactics as seriously as do I, but likewise, they laugh over the course of a game as much as I do. Sportsmanship should always rule the day, and I take as much pride in my good-natured losses as I do my triumphs. You have to be able to laugh about your tooled-up character, newly painted unit, fail safe plan or other unsinkable Titanic idea going disastrously wrong. Because of course, sometimes it will. My attitude is that I might lose the game, but I'll at least have revenge on the Devastator Marine who took out my new shiny Battlewagon.

Perhaps my favourite anecdote along these lines goes like this: I once lost in the last round of a (long-ago) staff 40K Design Studio Championship to someone (it would be childish to name names, but of course it was Phil Kelly and his sissy Eldar!) because they hid their unit, minus the grav-platform gun, behind a hill to avoid being shot. While I lost the game, I've had more fun teasing him about his questionable tactics nearly a decade ago than I ever would have done if I had actually won the game. And really, for the record, he beat me quite honourably in the end.

Strike While the Iron is Hot (To Waaagh! or Not to Waaagh!)

Like most other hobbyists I know, I have a few too many projects on the go at all times. Army building, painting, campaign ambitions, scenarios I'd like to finish and play, terrain to assemble. In my growing age (if not wisdom) I have come to appreciate the sprawl I sometimes leave behind me, rather than worry about when exactly I'll finish it all. However, I have also learned to recognise the power of rising momentum. A good hobby Waaagh! can propel any number of projects forward at an unmatched pace.



Jeremy's Ork Nob has learnt that casualties are removed from the front of the unit, so stays at the back of his mob.

For me, there is no better time than now. The launch of Warhammer 40,000 means a slew of exciting new models are out, with more on the way. There are new rules and new scenarios to challenge me, plenty of new terrain options I'd like to try out and a few battlefields that I've always wanted to build and play on. Just flipping through the massive new Warhammer 40,000 tome is inspiration enough to get underway with any number of commitments. All great motivation for sure, but the fact that encourages me most of all is that all my different gaming circles will be likewise engaged. The Waaagh! is as close as your local Hobby Centre, gaming group or like-minded gamer.

A Good Loss is Hard to Beat

So how did my 'friendly' show off the new rules battle go? Well, it proved a point to me that I already knew to be true. My learning is that a close loss makes me want to play again more than anything else. After all, with a triumph I am moderately motivated to change my troops, paint new models or alter my (clearly) superior tactics. But a loss where a single poor move or dice roll does me in, or where I can clearly see a new unit that would have countered my foe's diabolical army selection or tactical tendencies – those are the ones that drive me to my paint station or have me waiting for a rematch with a vengeance! I'll be back, I think, and I'm gonna stomp you this time...

Write to Jeremy at:

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NG7 2WS
United Kingdom

ARMIES ON PARADE™

DAVE TAYLOR'S EMPIRE ARMY

Last year, Dave Taylor won the Avenue at White Marsh's Parade Day and qualified for the final at Games Day Chicago with this hugely impressive Empire army of Nuln.

Dave: This army first started out as a unit representing my favourite image from the *Uniforms & Heraldry of the Empire* book – a regiment of renown called Gründel's Defenders. I entered them into the Diorama category at Golden Demon and won a Silver award. There was no way I could leave it at that, so I decided to expand them into a larger unit, but the idea later developed into a full-blown Armies on Parade entry. Gründel's Defenders hail from the city-state of Nuln, so I maintained that theme as the army gradually expanded.

Armies on Parade is a chance for hobbyists to 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 votes for their favourite entrant, and the winner will go on to represent their Hobby Centre at Games Day where the ultimate champion is crowned.





Dave's Spearmen unit, Gründel's Defenders, was inspired by the famous regiment in the *Uniforms & Heraldry of the Empire* book.



Great Cannon on scenic base

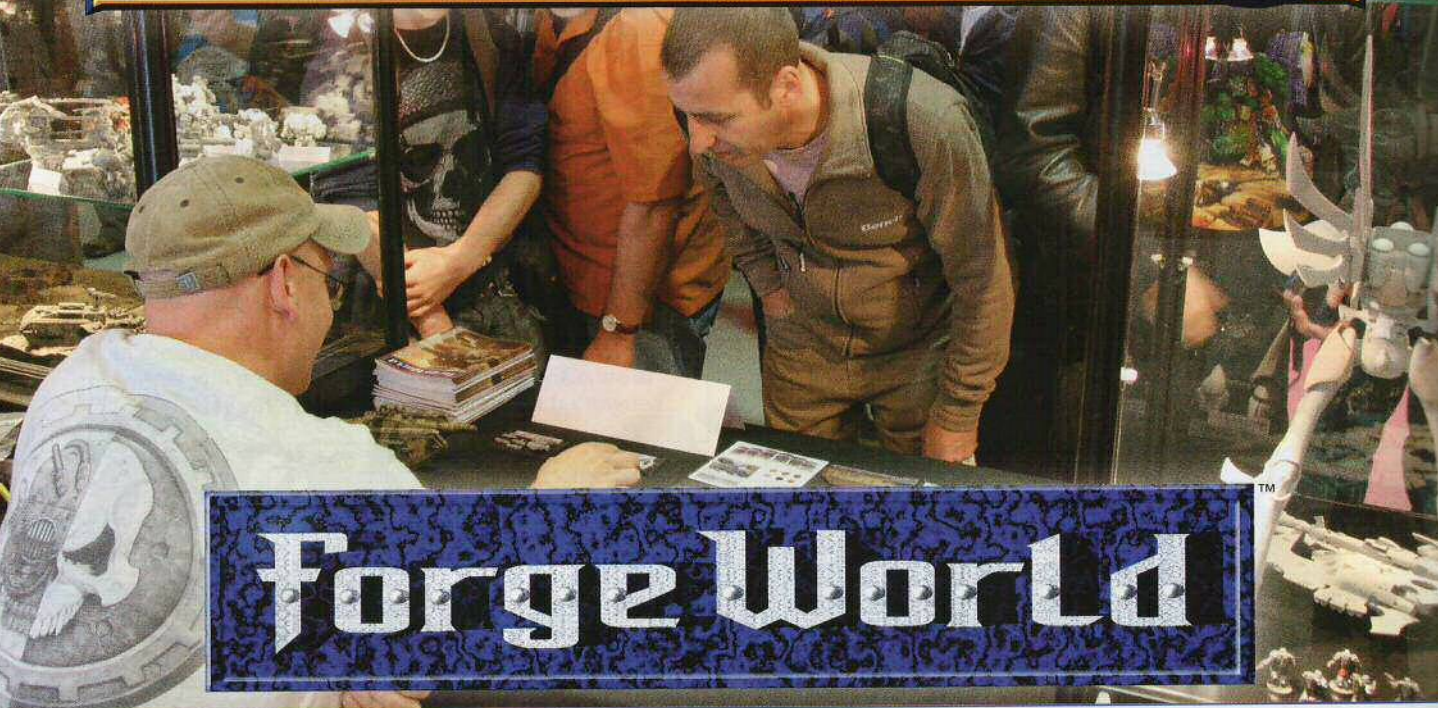


Dave uses the Marius Leitdorf miniature as his General.



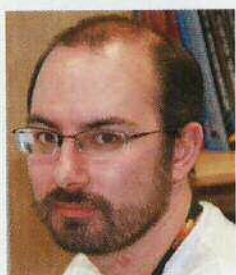
Converted Master Engineer

GAMES DAY & GOLDEN DEMON 2012



Forge World

It's the time of year when we at White Dwarf venture cautiously down to Forge World's top-secret Manufactory to discover what they will be lining up for Games Day UK 2012.



From top to bottom:
Neil Wylie, and Alan
Bligh

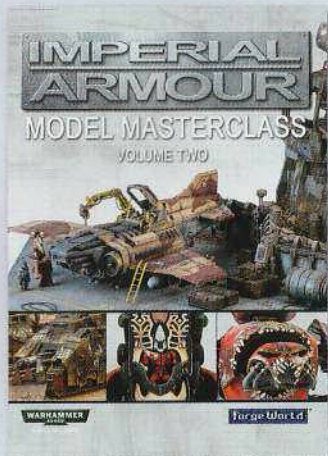
Ead Brown (and a gun-servitor) met us at their blast doors. 'As always, the Forge World presence at this year's Games Day will be even bigger and better than before' Ead told us. 'Starting with our sales stand in the cavernous Hall One of the NEC, we'll be occupying a vast area with our range of resin kits, modelling supplies and books. You'll be able to purchase our 2012 Event Only models, the Imperial Enforcer and Skin Wolf, and as always in the weeks before Games Day we'll be unveiling loads of brand new, never-before-seen releases that will be on sale for the first time.'

Book Design

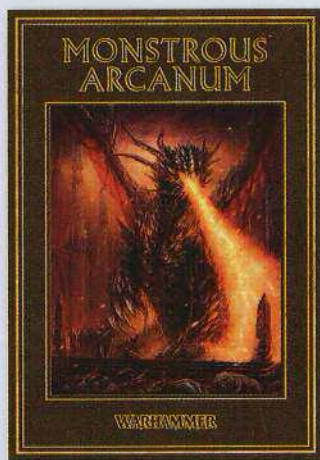
'Meanwhile, in our Studio area, the Book Design team will be showcasing proof copies of future books from both Forge World and Warhammer Forge alongside

lavish displays of artwork. Our talented artists Sam Lamont, Rhys Pugh, Ian Strickland and Kenton Mills will also be working on pieces of brand new artwork and layout before your very eyes on their advanced cogitator units.'

'You'll be able to chat to Talima Fox, Neil Wylie and Alan Bligh, the talented minds behind the incredible narratives in each of our books. Talima will be discussing her work on the forthcoming Warhammer Forge book *Black Fire Pass*, featuring the Empire, Dwarfs and Orcs and some really exciting narrative, fantastic artwork and miniatures concepts. Neil and Alan will be talking about future projects too secret to be spoken of here, and also the forthcoming *Imperial Armour Volume 12* which, rumour has it, will feature the Minotaurs chapter alongside other Imperial forces fighting a sector-wide conflict against



Neil and Alan (on the opposite page) will be talking about the forthcoming Imperial Armour Volume 12!



Mark, Edgar, Keith and Steve (to the right) have been designing all manner of terrifying monsters to accompany the Monstrous Arcanum book.

various Chaos and Xenos forces with the shadowy threat of the Necrons lurking in the background.' Ead explained. It all sounds tremendously exciting! What about the miniatures side of the Forge World studio, however?

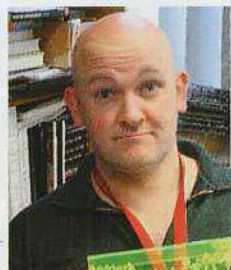
Work in Progress

'Well on the subject of Necrons,' Ead continues, 'Will Hayes has recently started working on concepts for some exciting new kits for this ancient race, and he might even have a few work-in-progress models on display. And that's not all – our other Warhammer 40,000 designers, Stuart Williamson, Daren Parwood and Phil Stutcinkas will all be showcasing their most recent models, future projects and work-in-progress designs as well. Again, there's some "we could tell you but we'd have to kill you" levels of secrecy but suffice to say you'll be very excited.'

'The Warhammer Forge team – Mark

Bedford, Edgar Skomorowski, Keith Robertson and Steve Whitehead – have all been hard at work designing all manner of terrifying monsters to accompany the Monstrous Arcanum book released earlier this year. From Chaos Dwarf Bull Centaur Renders to the fell Magma Dragon, these are all incredibly detailed and jaw-dropping resin models, and who knows what they'll be showcasing as work-in-progress for the Black Fire Pass book. Scenery designer Blake Spence, responsible for our fantastic Zone Mortalis tiles, will be showcasing his latest projects and discussing the process of designing such awesome terrain, while our painter Neil Cook will be on hand to explain (and maybe even demonstrate) some of the techniques and methods we use for our display models and terrain boards.

'Oh, and finally – there will be a very big and very exciting project unveiled for the very first time...'



From top to bottom: Mark Bedford, Edgar Skomorowski, Keith Robertson and Steve Whitehead

GAMESDAY
GOLDEN DEMON 2012

Sunday 23rd
September 2012
LG Arena, NEC
Birmingham
10am-4pm

To be retained at Games Day entrance.
Product Code: 60139999102

GAMES WORKSHOP

GAMESDAY
GOLDEN DEMON 2012

Sunday 23rd
September 2012
LG Arena, NEC
Birmingham

£30 in advance. Admit One.
To be retained by customer.

Find out more at games-workshop.com

ARMIES ON PARADE

Cast your vote for
Armies on Parade!
Voting will close at
2.30pm.

I vote for army
number:

Tickets to this year's Games Day & Golden Demon event are now available from Customer Services on 0115 91 40000, your local Hobby Centre, and from www.games-workshop.com.

GAMES DAY TICKET £30
Product code: 60139999102
€39, 300dkr, 380skr/nkr, 330rmb, 150zl

GAMES DAY PARENT TICKET £6*
Product code: 60139999103
€7.80*, 60dkr*, 75skr/nkr*, 60rmb*, 30zl*
*When purchased with at least one regular Games Day Ticket.

OUT NOW

GAMESDAY & GOLDEN DEMON 2012



Sunday 23rd September 2012
LG ARENA, BIRMINGHAM NEC

Tickets cost £30 and are available
from your local Hobby Centre and
www.games-workshop.com



WARHAMMER

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

CITADEL

DESIGN STUDIO OPEN DAY

For one day only, the Design Studio, including the 'Eavy Metal, Games Development and Miniatures Design teams, will be at Warhammer World to celebrate the launch of Warhammer 40,000.



On Saturday 14th July, Warhammer World is set to play host to the talented painters, sculptors, artists and writers of the Design Studio as they put on a grand spectacle to celebrate the brand-new edition of Warhammer 40,000. From the photographers and book designers to the miniatures designers and games developers, everyone who was involved in producing the Warhammer 40,000 rulebook will be there, so whatever you do, don't miss out on this wonderful opportunity to speak to the creative minds behind the book.

Throughout the day, the Games Development team will be presenting seminars discussing everything about the Warhammer 40,000 game, from the aims of the new edition to how fighting in the grim darkness of the far future has evolved over the years into the cinematic gaming experience it is today. The 'Eavy Metal painters will be on hand, offering

expert advice and tips. In addition, the Citadel Design team will be out in force to showcase their miniatures and answer any questions. The Design Studio artists will also be unveiling their concept sketches and original paintings from the Warhammer 40,000 rulebook. As if that isn't enough, the Hobby team will be on hand to demonstrate techniques for painting Warhammer 40,000 armies and modeling battlefield scenery.

The Battles section of the Warhammer 40,000 rulebook is replete with unique gaming boards and huge battlefield displays, and many of these will be available to view on the day. There will also be a number of interactive competitions and other activities to partake in, so any fans of Warhammer 40,000 should expect a busy day of fun and excitement. There are a limited number of tickets available, so don't delay. Get your ticket now from www.games-workshop.com

Forge World

Forge World are renowned for their fantastic ranges of Warhammer 40,000 miniatures, Titans, Flyers and Super-heavy vehicles, in addition to their popular series of campaign books. The Forge World design team will be present and you can even get your hands on the very latest products from their sales stand too. Black Library will also be in attendance, with book signings and new products available on the day.

THE BLACK LIBRARY
BRITAIN'S FINEST RANGE OF FANTASY AND SCIENCE FICTION BOOKS

14th July 2012, 10am-6pm, Warhammer World, Nottingham

EVENTS DIARY

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

July 2012

July 14th



DESIGN STUDIO OPEN DAY

Age Limit: 12+

(attendees under the age of 16 must be accompanied by a responsible adult)

Details: On Saturday 14th July, the vaults shall be unsealed and chains will be cast off as the Design Studio is unleashed upon Warhammer World! The 'Eavy Metal Team, the Hobby Team, Games Development and the Sculptors, to name but a few of the luminary guests, will all be available on the day to talk to you about everything hobby-related! Further information will be made available closer to the date in White Dwarf and on the Games Workshop website, so keep your eyes peeled!

Tickets: £15 per person, available from www.games-workshop.com

July 28th



YOUNG BLOODS WARHAMMER 40,000 THRONE OF SKULLS

Age Limit: Ages 12-15 only

(players must be accompanied by a responsible adult)

Details: Spend a great day fighting three fantastic games of Warhammer 40,000, meeting new friends and creating new war stories, all in the surroundings of Warhammer World, the world's most inspirational gaming venue!

Tickets: £25.50 per person, available online or by calling 0115 91 40000

THRONE OF SKULLS™



Devastating engines of war collide as the battle for Medusa V rages.

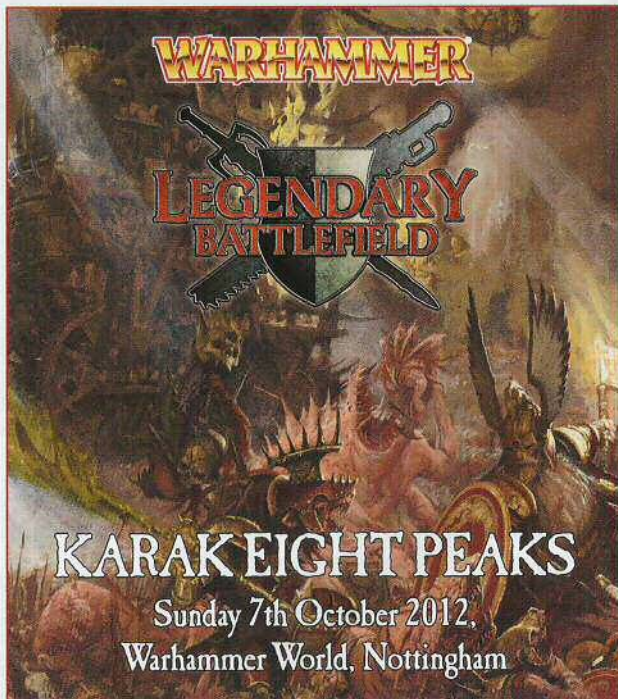
In an Apocalypse game of epic proportions, can you make the difference?

Event information

- To find out more information about this event, visit the 'Warhammer World' section of the main website.
- You can also e-mail us at whworldevents@gwplc.com or call us on 0115 900 4994

Ticket information

- Tickets cost £25.50 and are available to buy from 4th July 2012
- You can buy your ticket at www.games-workshop.com or call 0115 91 40000.



The mightiest battle of our time is upon us at Karak Eight Peaks – which side will you fight for? Devastating armies will meet in this epic clash, the like of which Warhammer World has never seen before...

Event information

- To find out more information about this event, visit the 'Warhammer World' section of the main website.
- You can also e-mail us at whworldevents@gwplc.com or call us on 0115 900 4994

Ticket information

- Tickets cost £25.50 and are available to buy from Wednesday 4th July 2012.
- You can buy your ticket at www.games-workshop.com or call 0115 91 40000.



August 2012

August 5th



FORGE WORLD MASTERCLASS: VINDICATOR

Age Limit: 16+

Details: If you've ever wondered how the folks at Forge World make their tanks look so good in their publications, now is your chance to find out. Learn great techniques from painters Mark Bedford and Phil Stutcinkas as they take you through painting a Space Marine Vindicator.

Tickets: £115 per person, available online or by calling 0115 91 40000.

August 20th



COLLEGE OF ARTISANS

Age Limit: 12+

(attendees under the age of 16 must be accompanied by a responsible adult)
Details: Come and spend a whole week with us here at Warhammer World, indulging in your favourite hobby! With tutorials from special guests from around Games Workshop, gaming events including a hallowed Throne of Skulls and more, you won't want to miss this!

Tickets: £180 per person, available from www.games-workshop.com

August 18th



WARHAMMER 40,000 IMPERIAL ARMOUR: WARMARCH

Age Limit: 16+

Details: War on an unprecedented scale awaits those brave enough to march to war in August. Cities are torn apart and entire regiments vanish as smoking shell casings the size of battle tanks rain down from the heavens like broken gods. Men panic and aliens flee in terror as the shadow of their source blots out the very light of the sun.

Tickets: £58 per person, available from www.games-workshop.com

August 25th



REALM OF BATTLE WORKSHOP

Age Limit: 12+

(attendees under the age of 16 must be accompanied by a responsible adult)

Details: Are you daunted by the task of fully painting a whole Citadel Realm of Battle board? Not sure that you have the knowledge to get it just right and don't want to mess it up? Why not pop along to our Warhammer World Citadel Realm of Battle workshop where our expert team will take you through the steps to make your board look amazing!

Tickets: £250 per person, available from www.games-workshop.com

TICKETS FOR FORTHCOMING EVENTS

To help you plan which Warhammer World events you want to attend and make sure you don't miss out, here are the ticket on sale dates for our upcoming events.

Event	Ticket On Sale Date
Forge World Masterclass: Tyranid Hive Tyrant	1st August
Heavy Metal Masterclass: Space Marine Commander	1st August
Warhammer 40,000 Throne of Skulls November 2012	1st August
Warhammer Doubles Weekend November 2012	1st August
Planetary Empires Campaign Weekend 2012	1st August
Forge World Masterclass: Zone Mortalis	5th September
College of Artisans	3rd October

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@gwplc.com



Facebook.com/GWWarhammerWorld
Twitter @GW_WHWorld



20th-21st October 2012, Warhammer World Nottingham

Come to Warhammer World and indulge in your favourite hobby, fighting battles across the galaxy and taking part in the premier event on the calendar. Do you have what it takes to be crowned Throne of Skulls Champion?

Event Information
• To find out more information about this event, visit the 'Warhammer World' section of the main website.
• You can also e-mail us at whworldevents@gwplc.com or call us on 0115 900 4994.

Ticket Information
• Tickets cost £58 and are available to buy from Wednesday 4th July 2012.
• You can buy your ticket at www.games-workshop.com or call 0115 91 40000.



STORE FINDER

OPENING TIMES

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

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

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

www.games-workshop.com

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

Full range of products

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

In-store order point

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

What's more, if you have your order sent to your local Hobby Centre, we'll send it POST FREE!

Free painting & modelling advice

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

Free gaming & tactics advice

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

Free Beginners programme

Our special Beginners programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. All you need to do is come along.

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July 2012

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Unit 129, The Mall,
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BRISTOL, Area 51:
BS7 8BA Tel: 01179 344635
BRISTOL, Cut and Thrust Wargaming:
BS5 0B1 Tel: 01173 030 021
CRIBBS CAUSEWAY, HobbyCraft:
BS14 5TS Tel: 0845 051 6524

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SL4 1QP Tel: 01753 861007
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WINDSOR, WJ Daniels:
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NORTHWICH, The Model Shop:
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TS26 9HU Tel: 01429 868000
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STORE FINDER KEY

GAMES WORKSHOP HOBBY CENTRE

(*) These Hobby Centres are closed on Mondays and Tuesdays.

NEW STORE OPENING

Indicates new stockists

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

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PL13 1DF Tel: 01642 292 732
HAYLE, Blawatts of Hayle:
TR27 4QQ Tel: 01736 253 012
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PL15 9DY Tel: 01566 773487
LISKEARD, Trago Mills:
PL14 6HY Tel: 01579 348877
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TR18 5HL Tel: 01736 364592
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REDRUTH, Barb's Lil Shop:
TR15 2AU Tel: 01939 506 934
ST AUSTELL, Mad for Miniatures:
PL25 5QB Tel: 01752 72259
ST IVES, Dragon's Hoard:
TR26 2DS Tel: 01736 798484
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PL27 7DD Tel: 01208 812615

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BISHOP AUCKLAND, Windsock Models:
DL14 7FE Tel: 01388 609 766
CHESTER LE STREET, Chippy:
DH1 3BH Tel: 01642 227348
CONSETT, Chippy:
DH8 5LA Tel: 01642 227348
DARLINGTON, Lamb's:
DL3 9EP Tel: 01325 466042
SEAHAH, Games of War:
S87 0AA Tel: 01915 417 118

STOCKTON ON TEES, HobbyCraft:

T517 7814 Tel: 01947 851 4559

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Unit 2, Earls Lane, Carlisle

CA1 1DP Tel: 01273 889 829

facebook.com/GWCarlisle

GW KENDAL:

Units 4 & 5, Blackall Road, Kendal

LA9 4LU Tel: 01524 72221

facebook.com/GWkendal

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LA23 3AP Tel: 01524 441 047

BRAMPTON, Hobbies:

CA5 1NW Tel: 01752 777 794

COCKERMOUTH, The Toy Shop:

CA12 4AG Tel: 01798 87552

KENDAL, Airways of Kendal:

LA9 4BA Tel: 01524 728 787

PENRITH, Hobbies:

CA11 7PG Tel: 01768 884 427

WHITEHAVEN, The Crib & Mosaic:

LA26 3JL Tel: 01524 728 787

WORKINGTON, Toy Town:

CA14 1WQ Tel: 01506 873 322

DERBYSHIRE

GW CHESTERFIELD:

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facebook.com/GWChesfield

GW DERBY:

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S40 1SN Tel: 01246 220 200

DERBY, Tokyo Otaku:

DE1 2DB Tel: 01322 311355

DERBY, Toy Planet:

DE1 2PQ Tel: 01332 347734

GLOSSOP, Wain Services:

DE13 7AB Tel: 01773 747049

ILKESTON, Midland Co-op:

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MATLOCK, Shaves:

DE4 3AQ Tel: 01629 582 482

RIPLEY, Chimera Leisure:

DE15 3BU Tel: 01773 747049

STANLEY COMMO, Oakfield Farm:

DE7 6FP Tel: 01796 534912

DEVON

GW BARNSTAPLE:

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CHISWICK

www.facebook.com/GamesWorkshopChiswick



Back in April, amid much fun and frivolity, we proudly opened our latest Hobby Centre, Games Workshop Chiswick, and White Dwarf was there on the day to witness the event.

Situated in the heart of London, just a short walk from the site of our very first Hobby Centre and the birthplace of Games Workshop 37 years ago, Games Workshop Chiswick is located right on the High Street, and is just a few steps from the Stamford Brook tube station. Packed full with gaming tables and painting areas, the new store has all the familiar goodness of any Games Workshop Hobby Centre.

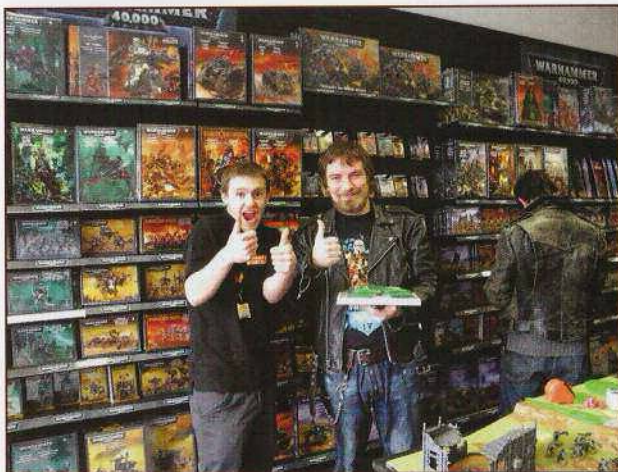
When the doors opened for the first time on Saturday 7th April, a wave of enthusiastic hobbyists piled into the store, all eager to try out the brand new Citadel paints, thumb through the glorious new Empire army book and have their photo taken with the life-size Space Marine chainsword that we'd brought along for the day.

Three months later, the Chiswick Hobby Centre has a vibrant hobby community (you'll always be able to find someone in the store willing and eager to play a game), and to celebrate we're throwing a Grand Opening party on Saturday 30th June.

To find out the very latest news and keep up to date on all the events and activities at the brand new Hobby Centre, check out the Games Workshop Chiswick Facebook page.



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LIVERPOOL



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This month we headed to the Northwest, to the historic city of Liverpool and to one of the most venerable GW Hobby Centres in the UK.

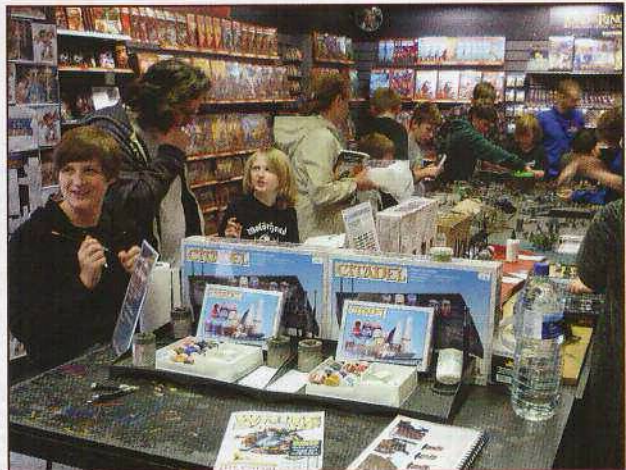
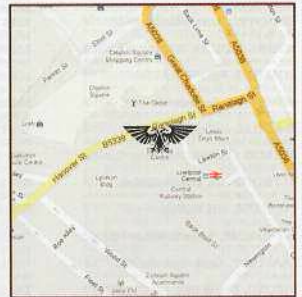
Games Workshop Liverpool is located in the Central Shopping Centre, adjoining the recently refurbished Liverpool Central railway station. It's a fantastic Hobby Centre, packed full with gaming tables for you to wage war across and painting areas where you can assemble and paint your latest miniatures.

There's a fantastic sense of community in the store as many of the regular hobbyists are talented painters and enter Golden Demon each year. The great thing is that this talent is shared with everyone in the store, from newer hobbyists who are just beginning their first armies, to those who are looking for some help perfecting a particular technique, or who want to push themselves towards painting truly

exceptional Citadel miniatures.

Games Workshop Liverpool is a fantastic place where you can get advice on collecting for your armies, painting your miniatures and playing games. To find out all the latest news about what's going on in store, together with details of their latest painting competitions and gaming events, visit the store today or check out their Facebook page.

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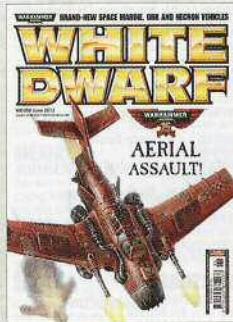
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