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Willow Road, Lenton, Nottingham, NG7 2WS

EDITORIAL



Guy Haley

Guy: Greetings fellow gamers! It's that time of the month again where I must once more sit upon Grombrindal's throne of thought and cast my mind deep into the abyss of contemplation (only when he's not looking, you understand). Many things have been afoot this month, many, many things.

First off, I bet you're thinking, "What's he doing up at the front? Who does he think he is?" Well, times change, dear readers, and we're having a minor shake-up here at White Dwarf. If you turn to our team page, which now sits cheek by jowl with Fuel for the Furnace on page 142, you'll see that Owen Rees and Rik Turner of

the web team have joined Christian and Nick. This is part of a slight reorganisation here at GW UK HQ (too many abbreviations there, perhaps) that sees the White Dwarf and the Web combine forces to bring you an even better service. And there are a couple more changes coming, not least my imminent departure from the UK edition of White Dwarf. Don't worry, (if you're not rejoicing) I will still be closely involved with the production of your favourite magazine, helping the Games Developers turn out even better articles for you to read. Still, you have me for this month and the next, time to paint a few more Goblins yet...

Guy Haley
Editor

Yes, yes, it's ANOTHER chariot for Guy's army, crammed full of yet more adrenaline-crazed classic Goblins.



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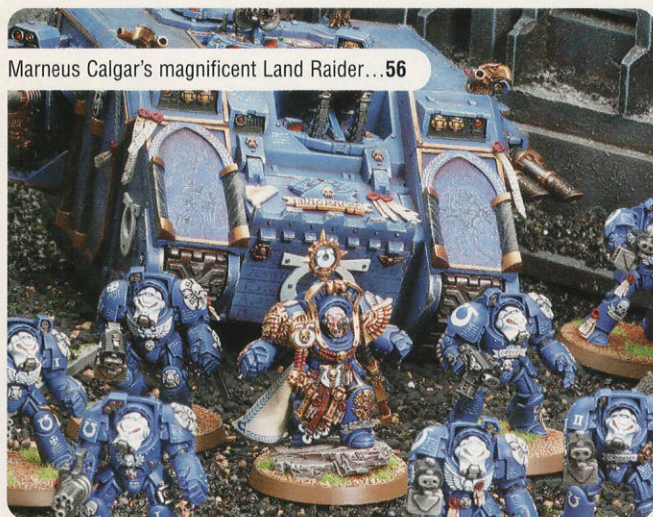
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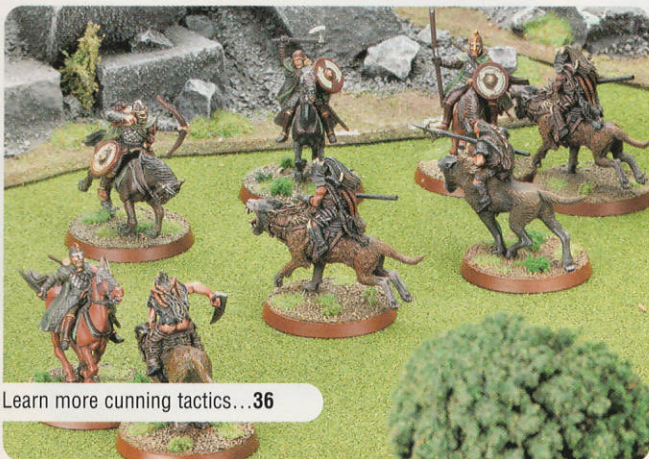
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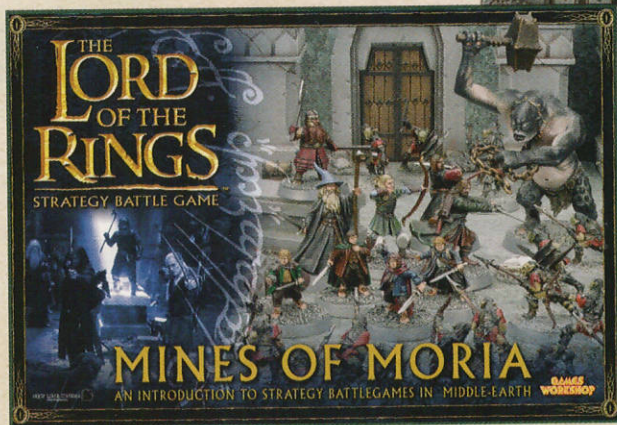
Introducing Owen Rees and Rick Turner to White Dwarf. Plus, what you and the team have been up to this month.

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Prepare yourself for the arrival of the Black Templars.

RELEASED THIS MONTH!

THE MINES OF MORIA



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◀ The Fellowship battle against the hordes of Moria within Balin's tomb.



THE MINES OF MORIA

A fantastic boxed set for The Lord of the Rings gamers and newcomers alike.

The Mines of Moria boxed set is the best way to start playing The Lord of the Rings; recreating the heroic battles deep in the darkness of the Mines of Moria!

THE MINES OF MORIA £40.00

Denmark	kr 350.00
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Containing a 112-page The Lord of the Rings rules manual, and 34 plastic miniatures including the Fellowship of the Ring, a Cave Troll, and a host of Moria Goblins, plus detailed scenery to recreate Balin's Tomb. You get everything you need in the box to play!

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"THERE ARE FOULER THINGS THAN ORCS, IN
THE DARK PLACES OF THE WORLD..."

DENIZENS OF



INCLUDES NEW BALROG MODEL ARMED WITH

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MORIA



Denizens of Moria

A complete Moria force in one box. Designed by Alan Perry, Michael Perry and Steve Saleh, this boxed set contains: 24 Moria Goblins plus **NEW!** 2 Moria Goblin Captains, **NEW!** 1 Balrog & **NEW!** 1 Cave Troll.

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DENIZENS OF MORIA	£50.00
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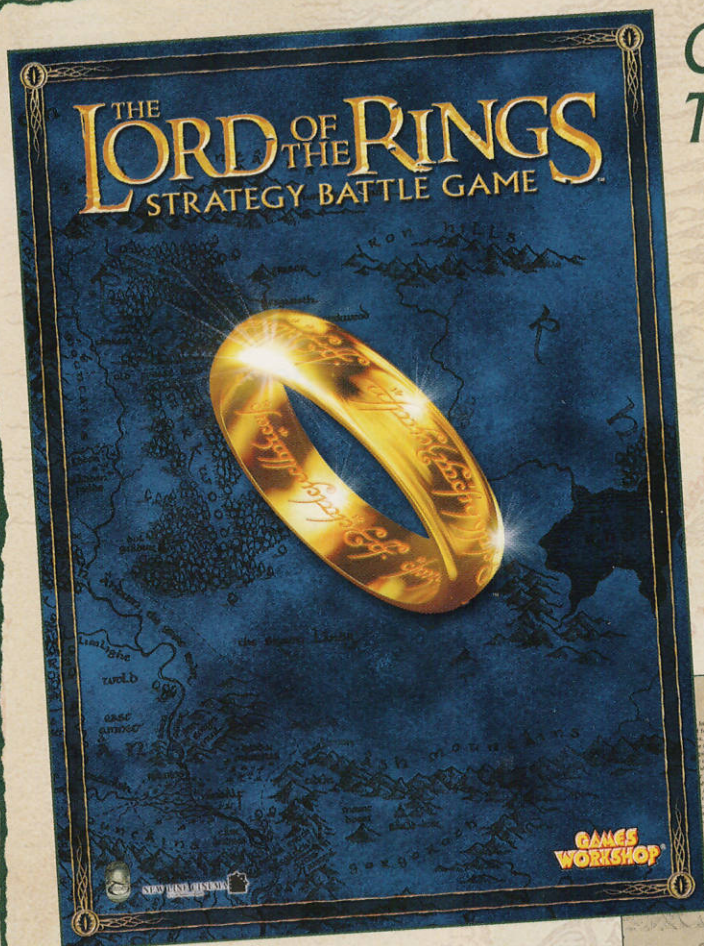
Cave Troll

Designed by Alan Perry, this blister pack contains 1 Cave Troll. *This model requires assembly.*

CAVE TROLL	£12.00
Denmark	kr 125.00
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Norway	kr 150.00
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FLAMING WHIP!



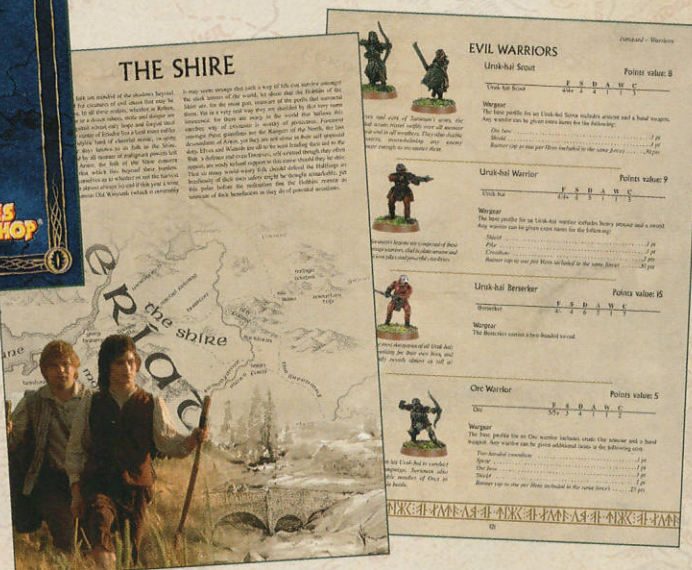
ONE BOOK TO RULE THEM ALL...

The Lord of the Rings Rules Manual

This book is a complete guide to collecting, painting and gaming with Games Workshop's huge range of The Lord of the Rings miniatures. In its 244 pages, it contains all the rules and information you need to fight out the battles of The Fellowship of The Ring, The Two Towers and The Return of The King on your own tabletop.

THE LORD OF THE RINGS RULES MANUAL		£30.00
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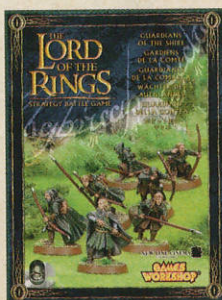
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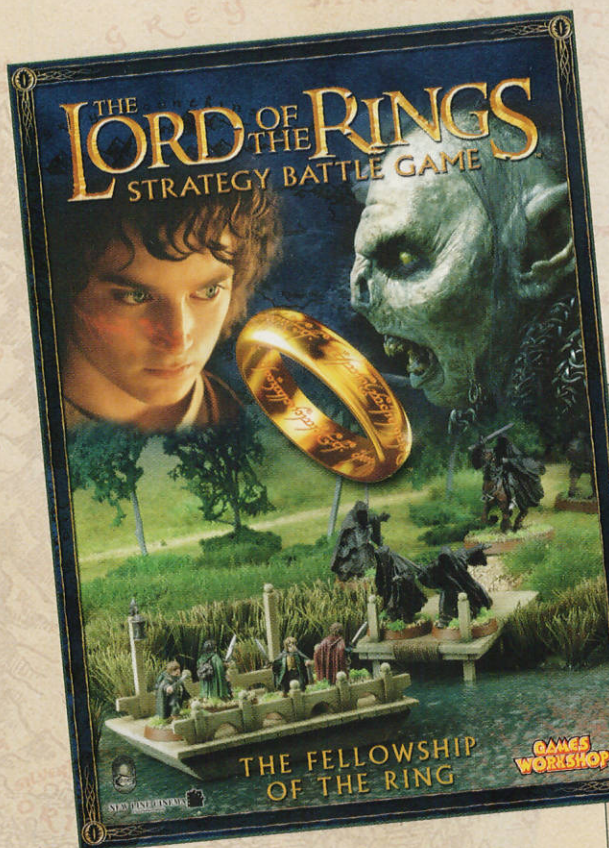
Guardians of the Shire

Designed by Alan Perry & Michael Perry, this boxed set contains 1 Gildor and 6 Dúnedain of the North.

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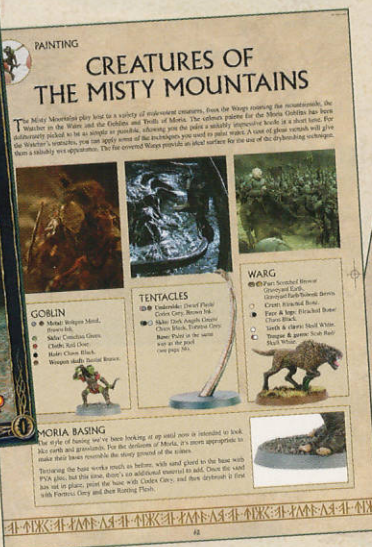


The Fellowship of The Ring

Fight out the battles and encounters of The Fellowship of The Ring book and film on your own tabletop with this new supplement for The Lord of the Rings strategy battle game. Its 96 pages comprise a complete hobby guide with scenarios, painting guides and terrain building, enabling you to build up an impressive scenery collection as you work through the book.

THE FELLOWSHIP OF THE RING £12.00

Denmark	kr 150.00
Sweden	kr 180.00
Norway	kr 180.00
Euro	€ 20.00



The Breaking of The Fellowship

Designed by Dave Thomas, Juan Diaz and Brian Nelson, this boxed set contains 1 Aragorn, 1 Gandalf, 1 Boromir, 1 Legolas, 1 Gimli, 1 Frodo, 1 Sam, 1 Merry and 1 Pippin.

THE BREAKING OF THE FELLOWSHIP £25.00

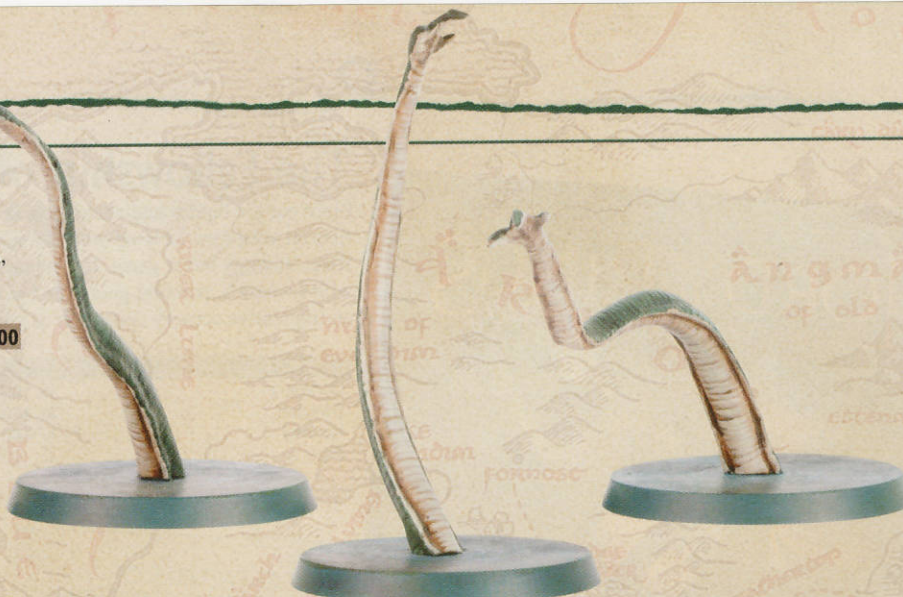
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Direct Sales Exclusive Watcher in the Water

Designed by Alan Perry & Steve Saleh,
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The Mines of Moria Paint Set

This box contains 12 Moria Goblins and 6 paints (Chaos Black, Skull White, Camo Green, Boltgun Metal, Scab Red, and Bestial Brown), a Citadel Starter brush and a painting guide. Miniatures sculpted by Alan Perry & Michael Perry.

MINES OF MORIA PAINT SET £12.00

Denmark	kr 125.00
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Norway	kr 150.00
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Mines of Moria Dice Set

This set comes in a tin containing 8 dice and 1 turn counter. It comes in a choice of four packaging designs.

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Also available in a blister pack containing 1 Wood Elf Wild Rider, sculpted by Steve Saleh.

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Wardancers rove across the length and breadth of Athel Loren in tightly knit troupes, treading paths and secret ways that few others know or dare use.

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This blister pack contains 1 Wood Elf Wardancer Lord, sculpted by Alex Hedström.

WOOD ELF WARDANCER LORD £6.00

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Through the long winter months, the forest of Athel Loren is at its lowest ebb, made dormant and vulnerable through the cycle of the seasons. The Treemen slumber and even the normally lithe Dryads are sluggish and slow. During this time, guardianship of the most sacred of places falls to the Eternal Guard; sons and daughters of the noble houses of Athel Loren.



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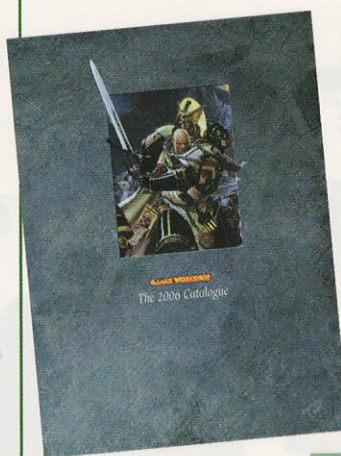
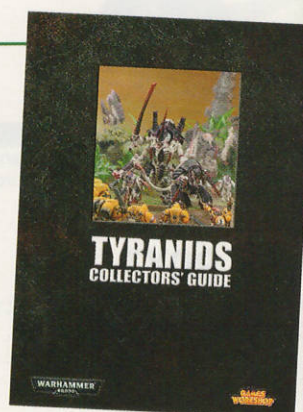
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ORCS

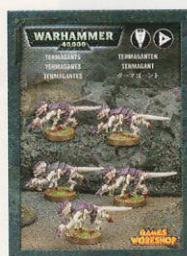
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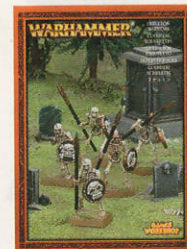
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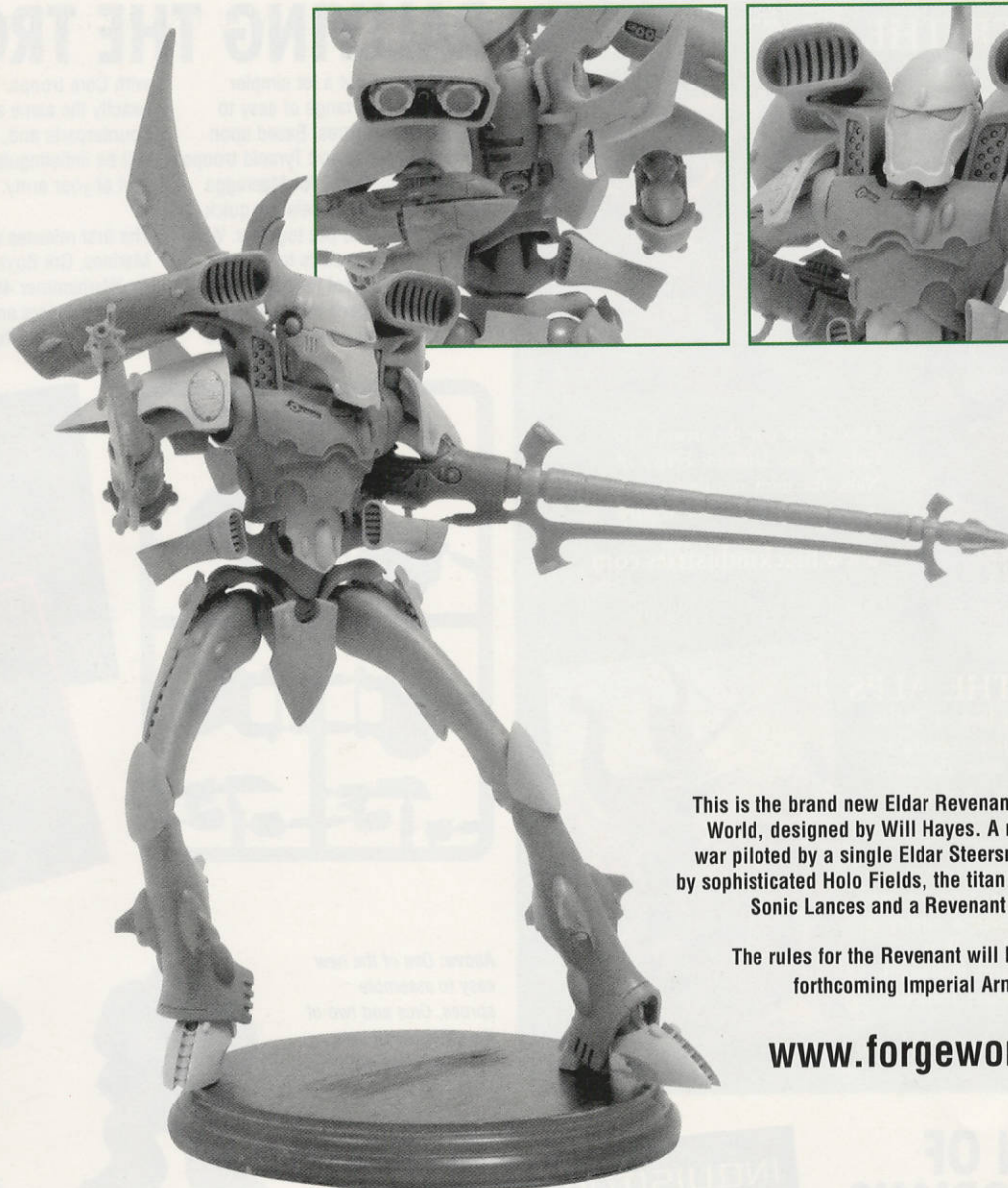
BATTLE FOR MACRAGGE PAINT SET

This boxed set contains 3 Space Marines, 6 paints, 1 Space Marine Transfer sheet and 1 Starter Brush.

BATTLE FOR MACRAGGE PAINT SET		£12.00	
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• THE NEWS • THE NEWS • THE NEWS • THE NEWS • THE NEWS •

REVENANT REDUX



This is the brand new Eldar Revenant Titan from Forge World, designed by Will Hayes. A mighty machine of war piloted by a single Eldar Steersman and protected by sophisticated Holo Fields, the titan is armed with two Sonic Lances and a Revenant Missile Launcher.

The rules for the Revenant will be available in the forthcoming Imperial Armour Update 2005.

www.forgeworld.co.uk

++IMPORTANT NEWS++

NEW HOBBY CENTRE OPENING TIMES

From the 5th of September, many of our Hobby Centres will be changing their opening hours. From Monday to Friday our Centres will now be open from 12pm until 6pm. Saturday hours are 10am until 6pm and Sunday hours are 11am until 5pm. Stores in shopping centres will open and close according to shopping centre times. Centres will stay open one evening of the week, please check to see which day your Hobby Centre is open late.

To find out what your local Hobby Centre changes will be, pop in or give them a call to find out more details.

WARP ARTEFACTS

Check out the latest iconic artwork prints coming from Warp Artefacts, a must for anyone who has ever marvelled at Games Workshop's imagery. Over the coming months we will be a number of these new prints, ranging from £10 to £25.

Each of the prints are limited to just 50 copies each, some of them signed by the artists themselves!

These and many more cool items from the worlds of Warhammer and Warhammer 40,000 are exclusively available online from Warp Artefacts.



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PLUNDER THE LOST HOLDS

Black Industries present their new Warhammer Fantasy Roleplay background book – Karak Azgal. Set in a dwarf stronghold ravaged by a fearsome dragon, the book provides an insight to the dwarf race as well as providing a new approach to dungeon adventuring. And, if you're lucky, the dwarfs might let you keep 10% of all the treasure you find...



Also, check out the artwork for Paths of the Damned: Forges of Nuln, the third installment in this series, coming your way January.

www.blackindustries.com

ACROSS THE ALPS

Picture the scene: a host of cavalry mounted up on horses, readying to charge. Kicking up dust, the enemy hurtles towards them on mighty war elephants.

This is what awaits you as you recreate the famous victories of one of the greatest generals in history in Hannibal and the Punic Wars (picture right), released this month for Warhammer Ancient Battles.

www.warhammer-historical.com

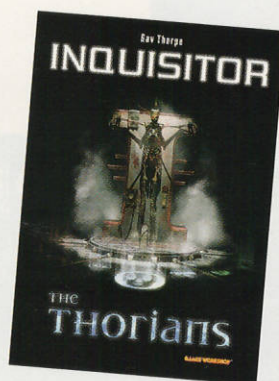


RETURN OF THE THORIANS

The Thorians Inquisitor source book is now available to download online in its entirety.

This addition to the Inquisitor game includes a wealth of background, including internecine struggles between the various strains of this Puritan school of the Inquisition and their beliefs.

To download the book check out:
www.specialist-games.com



GENCON 2005

This year Games Workshop will be at GenCon (Bognor Regis 3rd-6th November). Guys from our community team will be on hand to answer any questions about clubs or events. Sabertooth Games and Black Industries will also be attending and running competitions and activities at this famous convention. For more information go to:

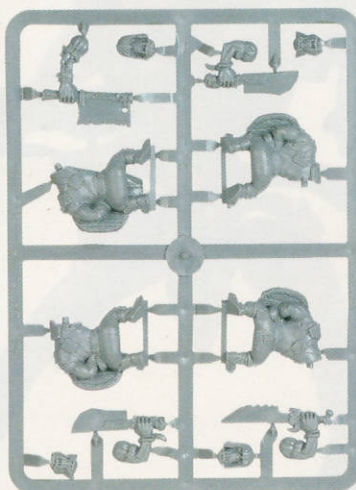
www.gencon.com

RALLYING THE TROOPS

Modelling just got a lot simpler thanks to a new range of easy to assemble miniatures. Based upon the Space Marine and Tyranid troops that are in the Battle for Macragge box set, the new models are quick and hassle free to put together. With only two or three parts to every model, they're ideal for both beginners and hard-core hobbyists to fill out the ranks of their armies

with Core troops. The models look exactly the same as their multi-part counterparts and, once painted up, will be indistinguishable from the rest of your army.

The first releases will be Space Marines, Ork Boyz and Termagants for Warhammer 40,000 and Orcs, Chaos Warriors and Skeleton Warriors for Warhammer.



Above: One of the new easy to assemble sprues, Orcs and two of the other boxed sets, Space Marines and Chaos Warriors.

Right: An easy to assemble Space Marine, shown in component parts. You simply need to plug these in to complete your model.



GW ONLINE NEWS

MINES OF MORIA GETS MINI SITE

Packed to the rafters with indispensable The Lord of The Rings material, the Mines of Moria is out this month. We've made a Mines of Moria mini site, which includes an introduction to the box set and additional articles.

www.games-workshop.co.uk/minesofmoria

FACELIFT FOR THE LORD OF THE RINGS SECTION

We have dozens of articles

introducing and expanding the new The Lord of The Rings rulebook. These range from previews and designer's notes to reference sheet downloads and scenario tactical advice. We've also given the section a facelift to match the new rulebook.

BIGGEST GAMES DAY EVER – ONLINE REPORT

The biggest Games Day ever was held recently at the NEC in Birmingham. Revel in the nostalgia if you attended, or find out what

GAMES WORKSHOP

COUNTERFEITERS

Sometimes, what you think you see is not what you get. This is certainly the case with counterfeiting, an illegal activity which, in respect of the hobby, involves the production of fake miniatures. These fakes are of a far inferior quality to genuine miniatures and are sold through a variety of channels, but mainly through online auction sites and at car boot sales, usually without proper packaging. Counterfeiting can be done on a large scale, by professional criminals, or on a small scale, with single miniatures, by petty law-breakers.

From a distance these fakes may look like the real thing, but do not be fooled, up close you can see the distortions in the model and the concomitant loss of detail and sharpness that mark these models as poorly made copies. The Mark of the Counterfeit boxout below should give you some idea of how to spot fake miniatures.

Forged miniatures, and the nefarious characters that make them, although few and far between, are bad for the hobby and for hobbyists. The reproductions are of a poor quality and are usually made of a variety of unsuitable materials. One appalling batch that we have seen were made of plaster of Paris! Needless to say, we took appropriate action against the person selling those horrible imitations. Of far greater concern is the large amount of lead present in many of these copies. Games Workshop has not used alloys that include lead for over 15 years. Fake miniatures all too often contain large quantities of lead. You are probably even more unhappy about this than we are.

Sadly, the people that suffer the most from counterfeiters are innocent hobbyists. Indeed, this is what prompts hobbyists to write to us, for some people have bought miniatures in good faith, believing them to be genuine Citadel miniatures and have ended up with fakes. It makes us angry when we receive emails from disappointed hobbyists who have been duped by these criminals. Nobody wants to have fake miniatures.

Counterfeiting, in this case copying models, is against the law in most, if not all, countries around the world. In fact, in many countries worldwide, merely selling fake miniatures is illegal, even if the seller has not actually made the fakes.

Whilst there are only a few counterfeiters or groups of counterfeiters in operation at any one time, Games Workshop is intent on pursuing them all and taking

action against them until they have been punished for their criminal activity. We are proud of the reputation that our miniatures have of being the highest quality miniatures on the planet and accordingly we take any damage to that reputation so seriously that we divert significant financial and other resources toward bringing these criminals to justice. It does not matter what country in the world that they live in, we will spend the money to bring counterfeiters to court to protect our hobbyists and the Citadel miniatures brand. After all, it has taken us many decades to ensure that Citadel miniatures are the best miniatures in the world and we do not want our hard work undermined by the actions of a few criminals. We want to bring these unpleasant people to justice, regardless of the cost, as counterfeiting ruins the hobby for everyone. We will pursue legal action against anyone that we believe is making or selling counterfeit Citadel miniatures.

In fact, some of our keen eyed hobbyists may well have noticed a reduction or even cessation of the trading activity of some of the more suspicious characters that were notorious for this behaviour. In the last year we have taken action and brought cases against several counterfeiters, both big and small, around the world. We have also informed the authorities of the activities of many of those counterfeiters as, in addition to any action that Games Workshop may take, these lawbreakers may also find themselves facing criminal prosecution by the state. In many territories worldwide, counterfeiting is a crime that is punishable by imprisonment. It makes you wonder why they think that it is worth it, particularly when it is so difficult to escape justice.

To take action against counterfeiters, we collect information and build cases over numerous months and even years without the counterfeiters ever knowing that

we are doing so. We even hire private investigators to obtain evidence for us. In most, if not all, cases the villains do not know that we are watching them. Indeed, we will soon be bringing more counterfeiters to justice based upon the evidence that we have collected within the last few years. Thankfully, our hobbyists provide us with eyes and ears everywhere so information is usually not too hard to come by.

Speaking of our hobbyists, we would like to give a big thanks to all of you who have sent us information, and continue to send us information, in respect of this illegal activity. If you know of a counterfeiting operation, or you suspect that you have been the victim of a counterfeiter, you can do your bit to put a stop to them by writing to us with that information. What we suggest is that if you encounter a counterfeiter, get as much information as you can before you contact us: where you saw them, what was being sold, where they are being made, etc. If you can, buy a small representative sample (taking care not to overly handle them as you do not know what they may be made of) and, if possible, get a receipt. If the products are indeed counterfeit, we will reimburse you for any postage costs and will try our best to replace any counterfeit with the genuine article. E-mail us with any information at:

Legalq@games-workshop.co.uk

Or write to:
**Anti-Counterfeit Team
The Legal Department
Games Workshop Group PLC
Willow Road
Lenton
NG7 2WS**

And remember that the counterfeiter has no regard for the law, the hobbyist or the hobby!

THE MARK OF THE COUNTERFEIT

Some counterfeits can only be identified by chemical analysis, but generally a counterfeit miniature will have some or all of the following properties:

- The model will exhibit loss of detail. This may manifest itself by a lack of hard edges.
- There may well be holes, or areas obscured by bubbling.
- The model might have two mould lines, showing that the model has effectively been cast twice.
- Parts of the model may be missing, especially fine parts such as weapons, equipment or faces.
- They will usually not be painted, but are likely to have been undercoated in white, black or any other colour, to hide the defects.
- The models are often multiple copies of the same miniature.
- They may be made of materials that the genuine miniatures were not ever made of, for example some counterfeiters will take our plastic miniatures and reproduce them in metal or vice versa.
- They are frequently sold in small plastic bags, not official Citadel miniatures packaging (be aware though that some counterfeiters actually reproduce the packaging).
- Counterfeit models often have a high lead content. This is apparent by the miniature's extreme pliability and colour; usually a deep bluey-grey rather than silver.
- If someone has large numbers of older models for sale – be wary, he or she may be a counterfeiter. Genuine old Citadel miniatures are hard to come by in quantity.
- Accordingly, you should avoid buying cheap or old models without first ascertaining whether they are the genuine product, because you may well be being duped!

you missed and what is so exciting about this year's Games Day with our online report!
www.games-workshop.co.uk/gamesday

WD WALLPAPER No.6 NOW LIVE
The sixth rune-laden White Dwarf 300 comic strip wallpaper is available this month!
www.games-workshop.co.uk/whitedwarf

ALL THIS AND MUCH MORE!

Find all the latest new models, news, online store, events, community and hobby resources online updated weekly.

Combine it with White Dwarf and you've got an indispensable guide and resource to the Games Workshop hobby.
www.games-workshop.co.uk

NEW AND IMPROVED SUPERGLUE



The new brush cap superglue promises to make modelling a lot easier by providing a more practical way to apply superglue. By using a brush you'll be able to superglue your models with more accuracy, applying glue to small pieces without having to precariously hold the model whilst attempting to avoid gluing your fingers together. Using a nozzle to dispense the glue can also result in blockages or the cap being stuck fast. The brush, however, solves this problem and allows you to regulate the flow of glue on to the model.

The polymer bristles mean that the brush won't stick together when in the superglue. However, when gluing models together it's important to keep the parts clean and free from contaminants such as dust, grease and paint. If the brush does pick up particles, the bristles may become clogged once it is returned to the superglue.

The new brush cap superglue will be hitting stores very soon.

DARK MILLENNIUM

SABERTOOTH LAUNCHES ITS LATEST CCG

Hot news for all card game fans! Dark Millennium: The Warhammer 40,000 Collectible Card Game is released with great fanfare this month. Command a vast army that fits in your pocket. Muster the forces of the Imperium, the Hordes of Chaos, the Ork tribes or the Eldar Craftworlds. Take part in a global online campaign that will decide the future of the Warhammer 40,000 universe! Easy to pick up but difficult to master, there are over 200 cards to collect and hundreds of different strategies to refine.

For more information on this excellent game check out:

www.sabertoothgames.com



Some of the units for Dark Millennium include a Dark Angel Librarian (top right), an Eldar Farseer (left) and an Ork Wartrak (below).

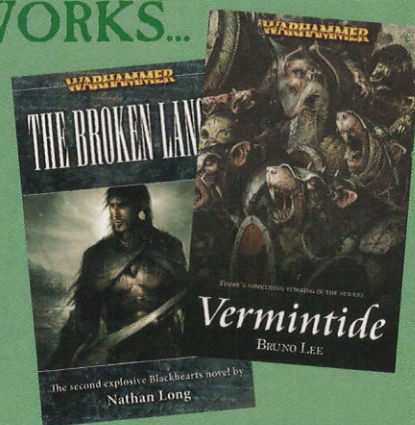


INNOCENCE LOST?

One of the Old World's loveliest ladies returns this Hallowe'en! Genevieve Dieudonne's tale of immortality and darkness is collected in a great value omnibus volume. Check out the gorgeous new artwork for The Vampire Genevieve, containing Drachenfels, Genevieve Undead, Beasts in Velvet and Silver Nails. Bedtime reading for Necromancers and creatures of the night everywhere!

IN THE WORKS...

Upcoming works from the vaults of the Black Library are the second Blackhearts novel (the sequel to Valnir's Bane), The Broken Lance by Nathan Long, released in November. In December there's Blood Storm, the second Darkblade graphic novel penned by Dan Abnett and Mike Lee, with artwork by Clint Langley. Finally, from Bruno Lee there's Vermintide, a complete novel for all you Skaven-lovers, released in January.



www.blacklibrary.com

NEW INDEPENDENT RETAILER

Now open is Much Ado About Toys, a new independent Games Workshop stockist in Warwickshire. For full details of this and our full Hobby Centre and Independent Retailer listings, turn to page 130.

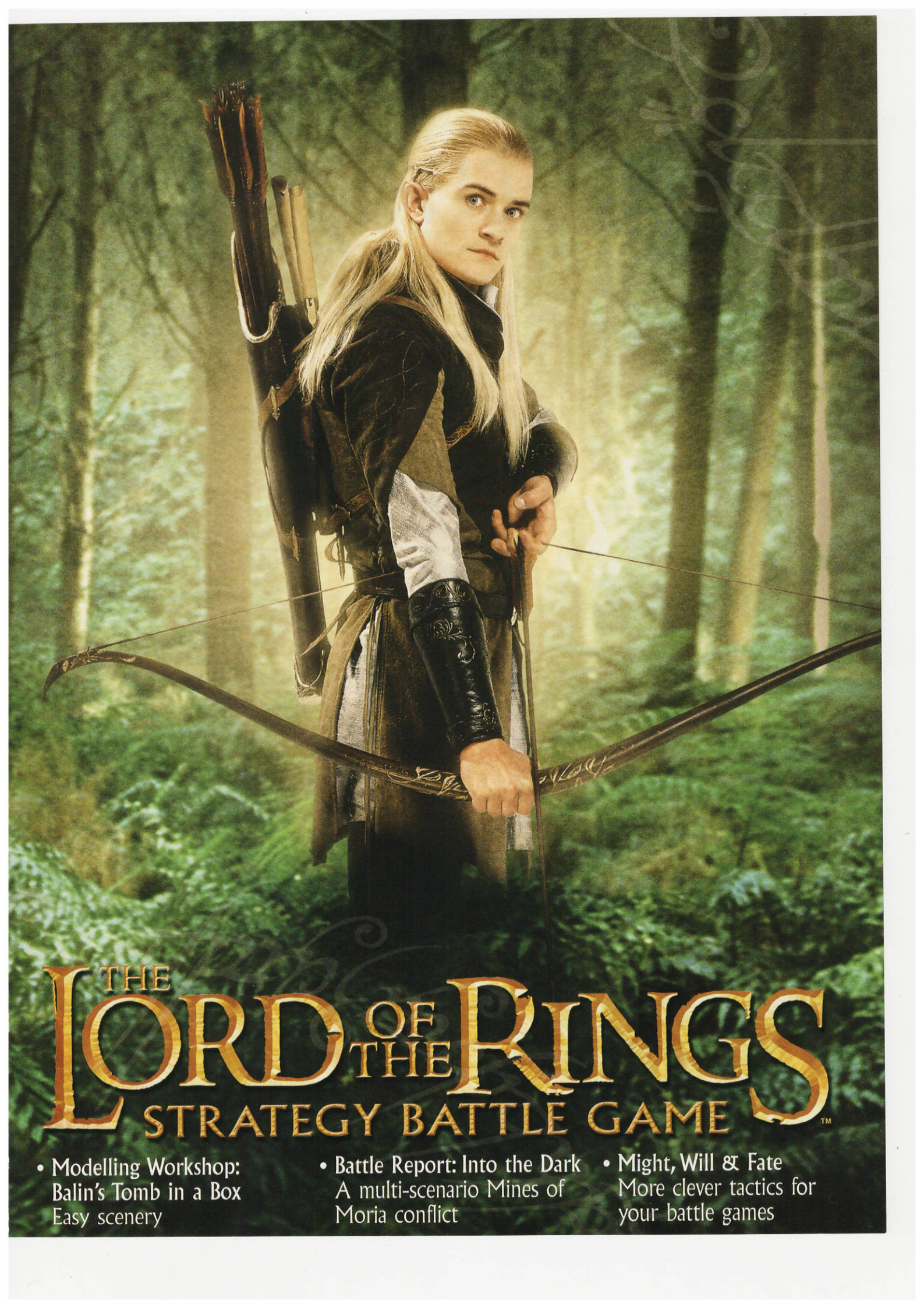
NEW CITADEL MINIATURES HALL NOW OPEN!

The new Citadel Miniatures Hall, at Warhammer World, displays thousands of stunning miniatures from the Studio 'Eavy Metal team that have appeared in numerous army books, White Dwarf battle reports and other publications, together with classic dioramas, Golden Demon winners and sneak peeks behind the scenes at past and future projects. Admission to the collection is absolutely free!

Remember to bring along your army too as the Warhammer World Gaming Hall will be at your disposal to play a game on one of our many fantastic feature gaming tables, some of the best in the world! Along with our fantastic Bugmans bar for well needed refreshment this is the perfect day out!!!

See you there soon...





THE LORD OF THE RINGS

STRATEGY BATTLE GAME™

- Modelling Workshop:
Balin's Tomb in a Box
Easy scenery
- Battle Report: Into the Dark
A multi-scenario Mines of
Moria conflict
- Might, Will & Fate
More clever tactics for
your battle games

Into the Dark

A Battle Report for the Mines of Moria

Games Developer Adam Troke reports on a series of tense and exciting games from the new Mines of Moria introductory box set. In control of the forces are White Dwarf's own Andy Stewart and Sean Turtle.



Adam: The Mines of Moria box set is released this month and serves as the perfect introduction to The Lord of The Rings strategy battle

game. Total beginners and established gamers alike will find the rules easy to get to grips with, and the scenarios are great fun. We thought it would be a great inauguration for our new introductory boxed set to give two newcomers to The Lord of

The Rings hobby the chance to play through the scenarios in the 'getting started' booklet, and share their experiences. Andy Stewart is our White Dwarf managing editor, a position that allows him to liaise with our White Dwarf teams around the world and strive to provide the best possible articles. Sean Turtle works on Andy's team as a magazine designer, and is a regular face around the studio as he gathers up the miniatures and information necessary to put together awesome looking articles. While both of our players have dabbled in wargaming, neither of them have had any more experience with The Lord of The Rings than an in-store introductory game, and so both were ideal candidates to give the Mines of Moria a run through and report on how they got on.

Andy will be using the Fellowship of The Ring, while Sean will be taking control of the denizens of Moria, controlling the Goblins and the Cave Troll. Over the course of four scenarios both players will learn to move, shoot and fight with their models, battling their way through the first three scenarios, before the final climatic battle in Balin's Tomb.

The Ring must be destroyed



Andy: The first and last time that I played The Lord of The Rings strategy battle game was one of the in-store introductory games. It pitted

Orcs against Riders of Rohan as Merry and Pippin make a break for the relative safety of the board edge. If my memory serves me well, I lost that game – which may go some way to explaining why I haven't played since, but my almost total lack of experience makes me an ideal candidate for taking the new box set for a spin and I'm happy to oblige.

Unlike that in-store game, these scenarios are set within the dark confines of

Moria and I'll be playing as the Fellowship, putting significantly more power at my fingertips than the Riders of Rohan afforded me. As an introductory game, the Mines of Moria box set is intended to be quick to play and easy to grasp, restricting players to a limited number of the rules. Any advanced rules are kept under lock and key as the core rules of the game are progressively built up.

Despite having some impressive warriors in Aragorn, Boromir, Legolas and Gimli, the Hobbits are my Achilles heel. They're slow moving and only have one Attack and one Wound. I'll just have to resist the overwhelming desire to wade in and hack away at Goblins, since I'm going to have to defend the Hobbits from the start. The outcome will rest on whether I can make the restrictive rules and terrain work in my favour.





One does not simply walk into Moria



Sean: I've been here before – not the Mines of Moria, but in a battle report – and it didn't make for pretty reading last time, at least not for me. Playing in the introductory battle report for the

Warhammer 40,000 starter set, *The Battle for Macragge*. I was on the wrong end of a drubbing in those games with a miserable success rate and I swore I would never again embarrass myself in the pages of *White Dwarf*. But time heals all wounds (or so they say), and I didn't want my only appearance in this hallowed magazine to conjure feelings of ineptitude. So here I am again, hoping to redress the balance.

One thing I learned from my previous experience was that firstly I never took the time to develop a plan and, secondly, to react to my enemy's own machinations – a basic enough requirement for any seasoned player, but not a beginner such as myself. I had been too busy enjoying the fact I was in *White Dwarf*! In the *Battle for Macragge* battle report, it was definitely a case that I couldn't see the woods for the trees when it came to my tactics, and so this time I need to try and remain aware of the bigger picture.

So, the forces of Evil are mine to control! That was my one stipulation for participation – I fancied being the one who employs the evil laugh after the finale (positive thinking, you see). Now, I've watched the movies and recorded enough

The Lord of The Rings battle reports in the past to know that the Fellowship are a fearsome enemy, but with the advanced rules not in consideration for this battle, the scales were a little more even.

Unfortunately, I won't be able to deploy the Cave Troll until the final scenario, meaning that I will have to try and bring the Fellowship to its knees with little more at my disposal than a handful of Goblins.

Since they are the Fellowship's weakest members (physically at least) I plan on targeting the four Hobbits throughout these games. At some point I'm going to have to try and remove one or two of the more powerful members of the Fellowship from the field of play, and when it comes to that I'll need to find some lucky dice rolls from somewhere.

Scenario 1 – Into the Dark

Trapped in the darkness, Gandalf leads the Fellowship into the ancient Dwarf mine. The heroes must race through the gloomy corridors as swiftly as possible, avoiding the black arrows of the vile Moria Goblins.

Winning the game

- The Good player wins this scenario if every member of the Fellowship can escape through the doorway without any of his models being slain.
- The Evil player will win if his Goblins can kill any member of the Fellowship with their bows.
- The game ends as soon as one player completes their objective.

Moving and Shooting

If models wish to fire their bows in the Shoot phase they must not move more than half their total movement, since they need to take the time to aim and make the shot.

Andy: This seems a simple enough scenario: get the Fellowship from one end of the board to the other without suffering any (or many) casualties. It's an obvious tactic, given the low Wounds and Movement of the Hobbits, that Frodo and his friends need to be protected by the stronger members of the Fellowship. As I had priority, my first move



Sean sets the Fellowship in his sights

would be to create a shield with the Fellowship in order to obscure the Hobbits from the Goblins' arrows while still allowing Aragorn and Legolas freedom to shoot – fighting not being an option in this particular scenario. The Hobbits' 10cm Movement also means that the Fellowship would only be as swift as its slowest members, so progress was likely to be slow.

Sean: On first glancing at the scenario, this one stood out as one of my best chances to score victory over the forces of Good. After all, how hard can it be to shoot one measly Hobbit? However, my confidence was taken down a peg or two when I saw that a Goblin's ability to fire a bow with any great

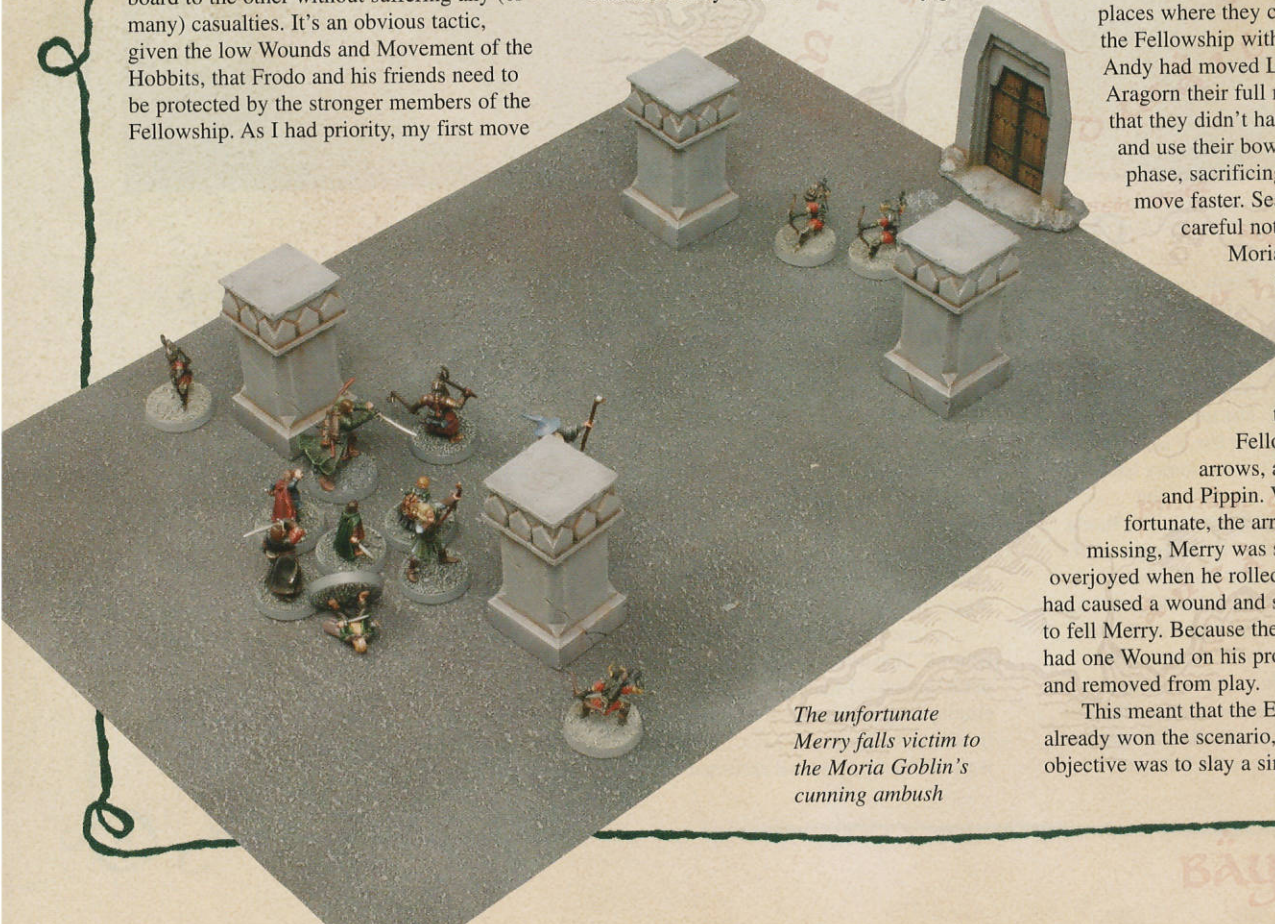
accuracy is less than impressive. Still, surely the law of averages is on my side. My intention is to focus on the Hobbits – as the fact that they have the lowest defence, coupled with their single Wounds, looked like my best shot (pun intended).

Adam: The Good side starts this scenario with priority, and Andy wasted no time moving the Fellowship forward in the Move phase. Gandalf and Aragorn led the way, running as fast as they could through the centre of the pillars. Andy kept Boromir, Legolas and Gimli back a little, closer to the Hobbits hoping to shield them from the Moria Goblins. When it was his turn to

move, Sean moved his Moria Goblins to places where they could open fire on the Fellowship with their bows. Andy had moved Legolas and Aragorn their full move, meaning that they didn't have time to pause and use their bows in the Shoot phase, sacrificing shooting to move faster. Sean had been careful not to move his

Moria Goblins more than half of their move (6cm), meaning that they could fire. The two closest to the Fellowship loosed their arrows, aiming at Merry and Pippin. Whilst Pippin was fortunate, the arrow narrowly missing, Merry was struck. Sean was overjoyed when he rolled to see if the shot had caused a wound and scored a 5, enough to fell Merry. Because the small Hobbit only had one Wound on his profile, he was slain and removed from play.

This meant that the Evil side had already won the scenario, since their objective was to slay a single Good model,



The unfortunate Merry falls victim to the Moria Goblin's cunning ambush

but both players wanted to play the scenario to its conclusion anyway. Andy was determined to escape with the rest of the Fellowship and Sean was hoping to bag at least one more member of the Fellowship with his Moria Goblin archers.

Following Merry's death, Andy began to use his toughest warriors more effectively, having them shield the more vulnerable Hobbits from the incoming fire with their bodies, and moving his models behind the pillars where they could not be targeted. By doing this, most of Sean's shots failed to cause wounds, the Goblin arrows shrugged off by the more resilient Heroes. Legolas and Aragorn returned fire on the Goblins, the keen-eyed Elf felling one of the Moria Goblins with his finely wrought Elven arrows.

As Andy moved the Fellowship closer to the doorway, Sean's Goblins became bolder, making sure they were in position to fire at the models in the Fellowship with a lower Defence value. This meant that they had to stand in places where Aragorn and Legolas could fire back at them and, whilst the Goblins were able to score a wound on Aragorn, two more of the Goblins died as the Good Heroes unleashed their own arrows with deadly accuracy.

The remaining Hobbits were the first to make their escape, with Frodo, Sam and Pippin all moving through the door to safety. Gandalf, Boromir and Gimli made ready to move off of the board next turn. In the Shoot phase, Legolas shot the last of the Moria Goblins, killing him and ending the game. The scenario had been a victory for the Evil side, with Merry slain by a cruel Goblin arrow, but both players seemed to have enjoyed themselves.

Andy: Whoops! A momentary lapse of common sense right at the start meant I didn't anticipate Sean skirting round the pillar and shooting poor Merry in the back. Still, one less Hobbit to worry about. Not a great start, and in retrospect taking the middle path was perhaps a bit riskier compared to going down the side and using the walls to protect my rear. A bit more time considering my next moves saw the rest of the game going my way.

Aragorn and Legolas did all that was required of them, systematically taking out the Goblins over the next six turns. With an important lesson learned I'll go into the next game slightly more wary of Sean.

Boromir and Gandalf shield the remaining Hobbits, while Aragorn and Legolas hunt down the last few Goblins

Sean: So, I actually can win games! At first I was a little confused as to how I would be able to get a clear enough shot at one of the Hobbits. It seemed unlikely that I would be able to get a fatal arrow on Gimli, Boromir or Aragorn (Andy's meat screen for those pesky little Hobbits). However, the fact that Andy started the game with priority actually went in my favour, as it meant I could directly react to any chinks in his armour (ahem).

So, at this point, I'm extremely happy – my only real goal was to ensure I won at least one game and that has been achieved – and now I can look forward to enjoying myself!



With the game nearly over, Sean's Goblins try to take Aragorn down

Scenario 2 – Ambush!

Having outrun the archers, the Fellowship rests for a moment, while Aragorn scouts ahead. But more Goblins ambush the brave ranger, who must fight his way clear of the trap and get back to his companions.

Winning the game

- The Good player wins if Aragorn can fight his way clear, and move through the doorway.
- The Evil player will win if the Moria Goblins can slay Aragorn before he escapes.
- The game ends as soon as one player completes their objective.

Andy: Aragorn by himself in a room with a bunch of Goblins. I may have the power advantage but the Goblins have the numbers, and in such a small space, with the only way out blocked, the inevitable combat would come sooner rather than later. In this case, the best chance I have is to reduce the number of Goblins trying to get a piece of Aragorn and, without anyone to back him up, the walls and the columns would have to be his allies. I've no choice but to head towards the exit and it's quite likely that all the other Goblins will as well. I'll aim to keep some distance between Aragorn and them for as long as possible and, since Aragorn is faster than the Moria Goblins, try and use his extra 2cm Movement to my advantage. However, the more turns there are the more likely it is that Aragorn will die, so this needs to be quick.

Sean: Usually, outnumbering your opponent 8:1 is almost a certain victory, but when that lone warrior is Aragorn, I know enough to be wary. After all, this guy can wade into a group of Orcs and *still* come out with a heroic grin on his face. To a certain extent, I can let Aragorn come to me; after all, he has to go through my Goblins by the door to win the game. But it will be striking a balance that will prove crucial. I'd prefer to be in a position where I'm in control of the outcome, rather than seeing the future King of Gondor charging towards me...

Adam: In his first Move phase Andy took the initiative and moved Aragorn straight towards the Moria Goblins furthest from the door – not what anyone had expected. Sean kept the Moria Goblins closest to the door where they were, covering the doorway in

case Aragorn tried to make a break for the exit. The four Moria Goblins on the other side of the board closed in on the lone Hero, attempting to encircle him.

In the next turn, Andy charged Aragorn into combat with two of the Moria Goblins, while Sean moved another Goblin in behind the Hero, trapping him. The other Moria Goblin nearby began to make his way towards the door, meaning that the Goblins would have additional help when Aragorn eventually reached them.

Over a series of several turns, Aragorn and the three Goblins that he was fighting battled furiously between the pillars. Thanks to Aragorn's excellent Fight value, and his 3 Attacks Andy was able to overwhelm all three of the Moria Goblins he was fighting, killing them with relative ease. Once they were dead, Andy moved Aragorn down towards

the door, where he would have to fight his way through the Moria Goblins still guarding the doorway.

For a few turns, Andy and Sean's warriors faced off against each other. Andy didn't want to commit Aragorn to a fight where he might get outnumbered and surrounded. A model that gets surrounded can find itself in real danger so Aragorn hung back, biding his time. Because Aragorn can move 14cm, while Moria Goblins can only move 12cm, Andy was confident that he would be able to choose when and where he fought against Sean's Goblins.



Taking the initiative, Aragorn hunts down one of the groups of Moria Goblins



As a desperate battle takes place between the pillars, Aragorn begins to approach the doorway



With time on his side, Aragorn chooses the best moment to strike at the Goblins

Andy waited for Sean to win the Priority roll and move his models before he charged Aragorn into combat with a single Moria Goblin. He chose the Goblin closest to the doorway, hoping that he would kill it and then win the Priority roll in the next turn. If this happened, Aragorn would be able to slip past the remaining Goblins and escape from the battle. Fortunately for Sean, despite Aragorn pushing the Goblin back, the mighty Hero failed to cause any wounds.

In the next turn, Andy did win priority and looked to see if Aragorn could move through the doorway. Unfortunately, he would have to enter the control zone of a least one Goblin to reach the door, so instead he retreated, deciding to bide his time. Sean, wise to Andy's tactic, now gave chase with his Moria Goblins, hoping to catch up with Aragorn and trap him.

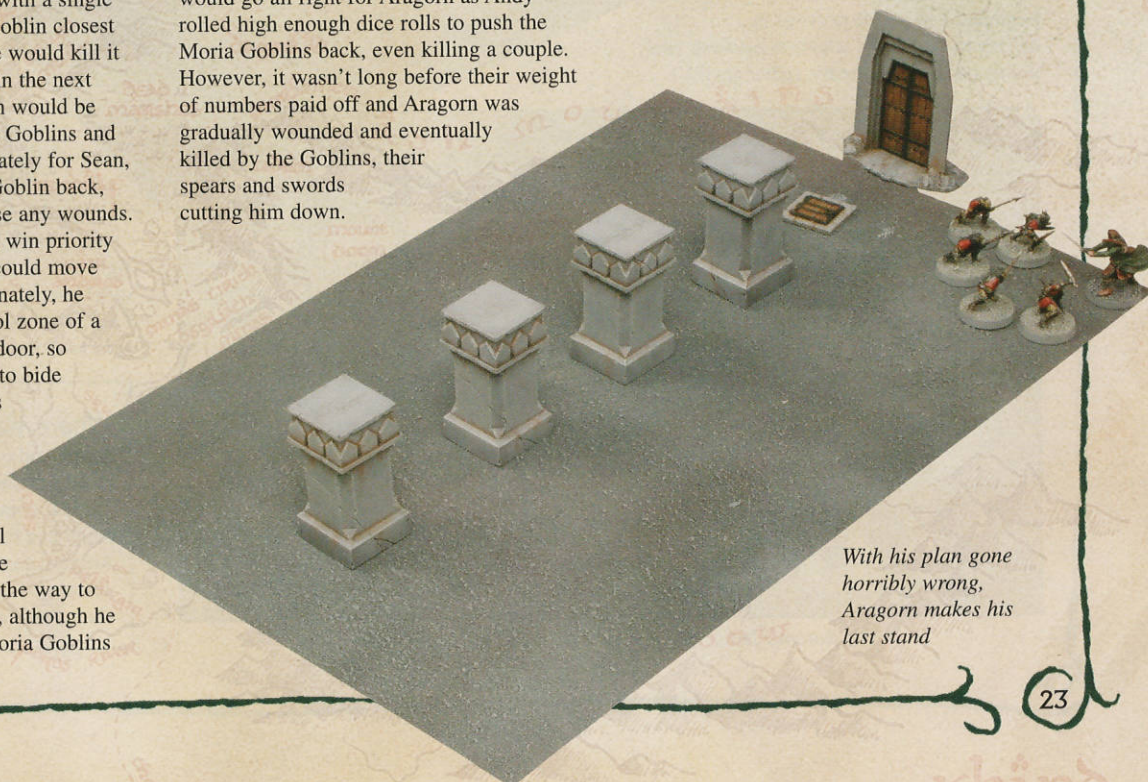
Aragorn was forced to fall back and defend himself in the following turns, retreating all the way to the corner of the board where, although he would still be trapped, less Moria Goblins

would be able to fight him at once. For a couple of turns things looked like they would go all right for Aragorn as Andy rolled high enough dice rolls to push the Moria Goblins back, even killing a couple. However, it wasn't long before their weight of numbers paid off and Aragorn was gradually wounded and eventually killed by the Goblins, their spears and swords cutting him down.

Sean had won again, giving two victories for the Evil side. With two scenarios left to go, though, there was everything to play for.

Andy: The King is dead-ish. With all the Goblins on the table swiftly congregating round the door I had no choice but to wade in and hope to wear them down. By drawing them out and skulking in the corner my aim was to minimise the number of Goblins in base contact with Aragorn. However, what seemed like a sound tactic is never going to withstand a relentless onslaught, especially when losing priority means leaving you at the mercy of your opponent. At this rate, there isn't going to be much of a Fellowship escaping Moria let alone making it to the final credits. Thankfully the rules governing these particular scenarios are a bit more forgiving, allowing Aragorn to dust himself down and head off in the direction of the next game where hopefully he'll be able to make a bigger impression.

Sean: Phew! That one was actually tougher than I had expected. A definite game of cat and mouse, I was torn between moving all my forces to the doorway and making a valiant stand, or rushing Aragorn and hoping for strength in numbers. I was just wary of giving Andy any sort of gap to exploit, and therefore I tried to divide my forces accordingly. It wasn't really working to be candid, and Andy was definitely calling the shots as he bided his time looking for any weakness. In all honesty, I think my victory in this scenario was definitely down to luck, but you won't find me complaining.



With his plan gone horribly wrong, Aragorn makes his last stand

Scenario 3 – Surrounded!

With Aragorn still not returned, the rest of the Fellowship is assailed from all sides by Moria Goblins. Boromir, Legolas and Gimli must lead the defence of the Hobbits. Will Aragorn arrive in time to help his friends.

Winning the game

- The Good player wins if both trapdoors are sealed.
- The Evil player will win if four or more Good models are slain.
- The game ends as soon as one player completes their objective.

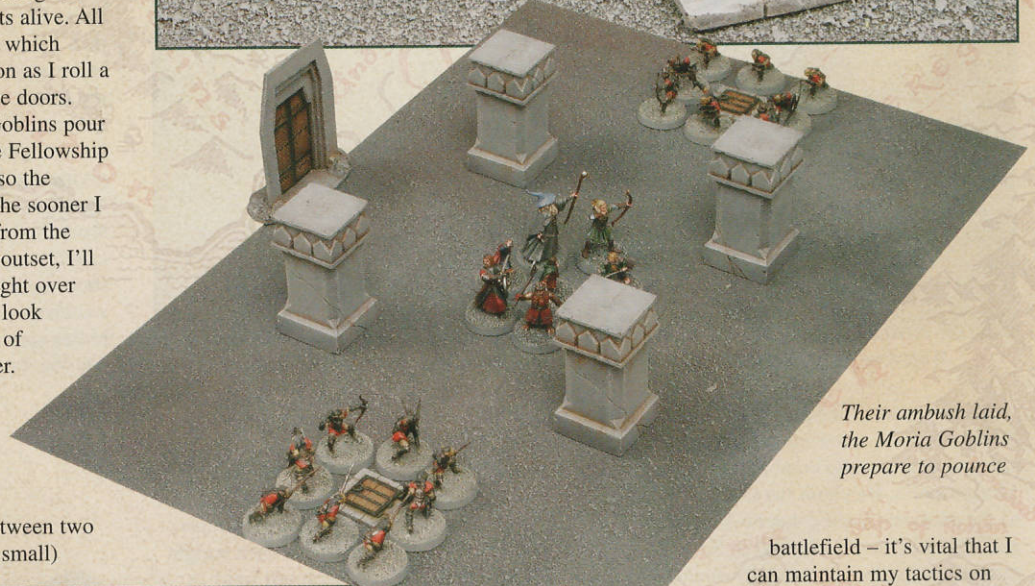
Andy: Survive long enough to break the Goblins' numbers down while closing the trapdoors and keeping the Hobbits alive. All seemingly straightforward goals, which should become a lot easier as soon as I roll a 6 for Aragorn to burst through the doors. Fighting over a trapdoor while Goblins pour forth from the other will split the Fellowship between at least two objectives, so the sooner I can close the first then the sooner I can focus on stemming the tide from the other side of the table. From the outset, I'll send Boromir and Gimli off to fight over one trapdoor – because they can look after themselves – while the rest of the Fellowship make for the other.

Sean: I've drawn confidence from my two victories so far, but as a beginner, I'm a little nervous at having to divide my attention between two points on the (admittedly, rather small)



Trapdoors

In this scenario, the Evil player is able to bring reinforcements into play via the trapdoors at the end of each turn. To do this, Sean needs to keep them clear, and prevent a member of the Fellowship from closing them.



Their ambush laid, the Moria Goblins prepare to pounce

battlefield – it's vital that I can maintain my tactics on both sides of the battlefield. At least Aragorn isn't around (yet) to cut down any more Goblins, but with the threat of his arrival hanging over me, I can't afford to let Andy draw the fight out – I think this scenario will call for quick, decisive measures. If I can keep Lady Luck interested for a little longer, I might be able to secure a hat-trick...



Boromir leads the charge against the foul Goblins

Where was Aragorn?

At the end of each turn the Good player has the chance to see if Aragorn has arrived, coming to rescue his friends. If Andy can roll a 6 in the End phase, Aragorn can be placed touching the doorway – something that seemed to elude Andy all game long.

Adam: The Moria Goblins sprang their ambush, leaping into action. Sean moved four Moria Goblins with spears around the pillars in an effort to encircle the Fellowship, whilst the rest of the Moria Goblins stayed put, guarding the trapdoors against attack. Andy responded by charging Boromir and Gimli straight at the Goblins guarding the trapdoor nearest to them. Gandalf cast the spell *Blinding Light*, glowing brightness emanating from his staff, offering the Fellowship a measure of protection from the Goblins armed with bows.

In the Shoot phase, the Moria Goblins missed with their arrows, thanks to Gandalf's *Blinding Light*, while Legolas struck one of the Goblin archers in return, but failed to wound it. In the Fight phase, Gimli easily bested his opponent, cutting him down with his axes, but Boromir didn't fair so well, the two Goblins he was fighting managing not only to push him back, but to score a wound on him too – hardly the result anyone expected.

As the battle continued Andy went on the offensive and sent Gandalf, Legolas and the Hobbits charging towards the other trapdoor. Legolas cut down one Goblin with his keen Elven blades and even Gandalf pushed back his foe. Boromir and Gimli continued to fight on, whittling down the number of Goblins surrounding the trapdoor. In the End phase, Sean and Andy rolled for reinforcements. Sean scored well, with two new Goblins arriving, one on each trapdoor. Unfortunately for Andy, Aragorn was nowhere to be seen.

By the third turn of the game, the fighting had really intensified, Boromir and Gimli found themselves totally surrounded by Goblins and, while Boromir was able to defeat the four Goblins fighting him, Gimli was trapped by his attackers and suffered a wound. Legolas shot and killed a Goblin, while the Goblins were unable to score any hits in return thanks to Gandalf's *Blinding Light* spell.

As the game continued, Boromir and Gimli continued to clear the Goblins away from the trapdoor they were fighting to control. Gimli was beaten by his opponent, but when Andy moved him back 2cm, he ended up on the trapdoor – meaning that it would be jammed shut at the end of the turn. Beside him, Boromir was proving to be an unstoppable fighting machine, and no matter what Sean threw at him he cut it down. It wouldn't be long until the Dwarf and the son of Gondor would be able to rush to the aid of Gandalf and the Hobbits.

Across on the other side of the battle, Gandalf, Legolas and the Hobbits were under serious attack from the Goblins. Frodo



Together, Boromir and Gimli clear the trapdoor of Goblins



With the battle in full swing, the Fellowship wait for Aragorn to come to their aid



Andy continues to go on the offensive with Boromir and Gimli

Gandalf and Legolas protect the Hobbits from the Goblin counter-attack, while Boromir and Gimli struggle to close the trapdoor

and Merry managed to best a Goblin between them, killing it despite its armour and shield.

Sam and Pippin were far less fortunate and found themselves struck down by their opponents, both slain by cruel Goblins. Gandalf struggled too, and was pushed back and wounded again. Andy was glad that Legolas was able to hold his own against his two Goblin adversaries, pushing Sean's warriors back.

In the End phase, Gimli jammed shut the trapdoor that he was stood on, halving the number of reinforcements that the Moria Goblins could receive. Sean rolled well for the other trapdoor though, and another of his Evil warriors emerged to join the fight. Andy was not so lucky in his own reinforcements roll and once more Aragorn failed to arrive.

As the battle raged on, Sean tried to isolate the Hobbits with his Moria Goblins, reasoning that they were much easier to slay than the larger members of the Fellowship. Frodo was caught and killed by three spear-wielding Goblins, although the rest of the Fellowship did well against their enemies. Andy, realising that Merry was next in line for the same treatment, moved the last Hobbit towards Boromir and Gimli, confident that they could protect Merry and overwhelm anything that Sean sent after him.

With one trapdoor closed, and Merry safely hidden behind a pillar, Andy set to work slaughtering the rest of Sean's Goblins. Gimli and Boromir tipped the balance of the fighting in favour of the Fellowship, taking the strain off Gandalf and Legolas with their presence.

Realising that unless he could kill another member of the Fellowship quickly he would lose, Sean sent a Moria Goblin chasing after Merry, leaving only a couple of warriors to hold off Gandalf and the others from closing the trapdoor. Unfortunately it was too little too late, and Gandalf and Legolas were able to intercept the unlucky Goblin and kill it, while Boromir closed the last trapdoor. The Good side had won.

At the end of a hard-fought scenario Andy had scored a victory for the Fellowship, having closed both trapdoors and slain every Evil model on the table – all without the help of Aragorn! Still, the game had been a close run thing; Sean had only needed to kill one more member of the Fellowship to achieve a victory himself.



After several turns of fighting, Gimli finally closes the trapdoor



Having encircled Gandalf and the Hobbits, the Goblins pick off Pippin and Sam

Andy: Success at last. But not without its problems. Two Hobbits dead, including the Ringbearer, seems a little careless, even by my standards, and despite rattling the handles Aragorn never made it through the doors, resulting in the game lasting a few more turns and raising the danger of more Hobbits falling prey to Goblins. Having said that, Sean and I had hit our stride by this stage and were storming through the phases of each turn. Blaming the dice is too easy an excuse to make, but whether it was to win priority or to get Aragorn into play, they just kept taunting me with low numbers. Ten turns later and all the Goblins lay dead and the remnants of the Fellowship were nursing some wounds.

Sean: Ah well, I knew fortune would desert me at some point, and so it proved to be. What's frustrating is that despite Aragorn insisting on pushing on a door that clearly said 'pull', I didn't manage to put up more of a fight. Andy was very clever in his tactics to close off the trapdoors; as he had put me in a position where I was having to keep a Goblin on top of them to prevent the Fellowship shutting out my troops, but of course, this meant I couldn't call on any more reinforcements. Andy had obviously found his feet, and I could only hope that the introduction of a Cave Troll in the final scenario would swing the battle in my favour...



If I move him just there, you lose, right?



Scenario 4 – Battle in Balin's Tomb

The Fellowship find a stone chamber where Gimli's cousin Balin met his tragic fate. Their grief is interrupted by the booming of drums and the arrival of yet more Goblins, this time with a monstrous Cave Troll. Can the heroes survive?

Winning the game

- The Good player wins if the Fellowship slays the Cave Troll.
- The Evil player will win if any four members of the Fellowship are killed.
- The game ends as soon as one player completes their objective.

Andy: Now that the gaming area has doubled in size I'm anticipating a lot more movement and a lot more shooting. Also, with three routes on to the board for the Goblins, I'm going to have to deal with even more of them. I need to close down the trapdoors as soon as possible then focus on the doorway to slow down any new arrivals whether they be Goblins or the Cave Troll. All the while I need to be whittling down

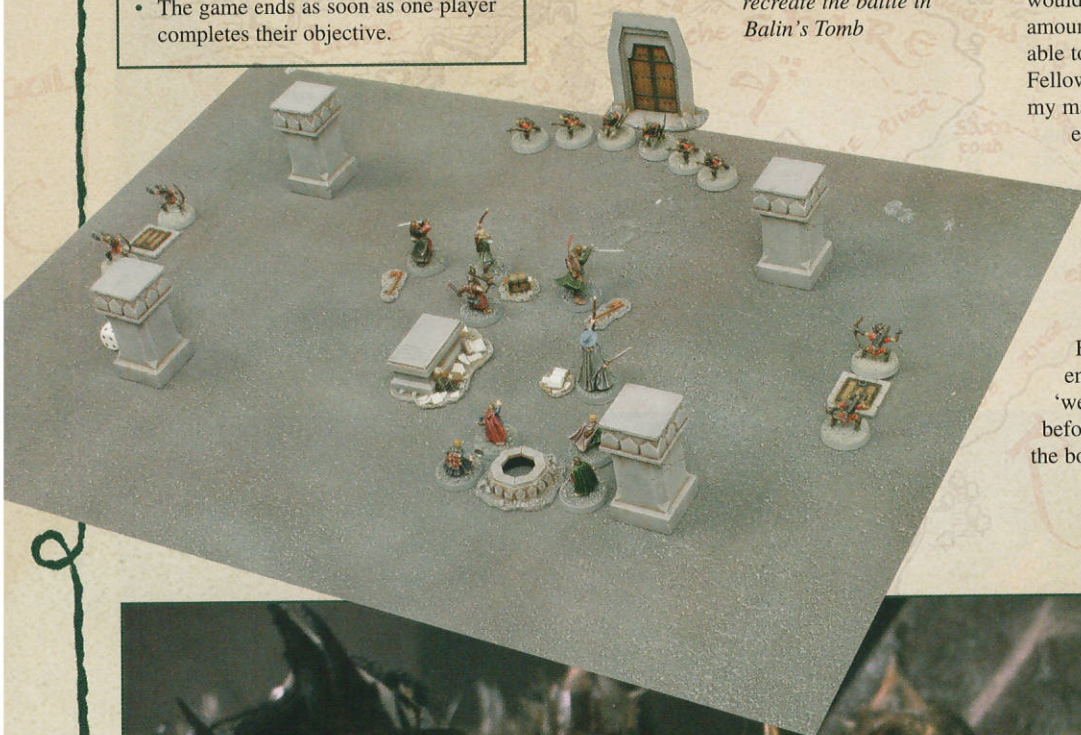
the Goblin population of Moria so that I can focus the Fellowship on as few combats as possible. Because of the amount of shooting that's likely to occur, I'll use *Blinding Light* to cast a protective aura of light within 14cm of Gandalf, forcing the Goblins to roll a 6 in order to shoot any of the Fellowship. First chance I get, Gandalf's lighting that thing up like a Christmas tree.

Sean: Defeat in the previous scenario had stripped me of some of my confidence, but I had a wealth of troops to call on and, so far, I was pretty happy with the performance of the denizens of Moria. Once more my troops would be split in two, but with a finite amount of reserves, I felt I would still be able to muster enough numbers to cause the Fellowship a few problems. In all honesty, my main reason for wanting an early

entrance for the Cave Troll owed more to wanting a comparable warrior to face any one of the Fellowship and try to bash some heads, rather than an overall plan.

I was hoping that the two Goblins deployed at the far trapdoor might be able to lead one or two of the Fellowship a merry dance for a while, enabling me to try and whittle down the 'weaker' members (ie, the Hobbits) before the taller forces of Good could cross the board.

With the board set for the final confrontation Sean and Andy prepared to recreate the battle in Balin's Tomb



Adam: As the scenario started, both players were faced with a series of choices. To win this game, Andy needed to hold out until the mighty Cave Troll arrived and then slay it, whilst Sean had to overwhelm the Fellowship and kill five of their number. This is the final scenario in the Mines of Moria introductory booklet, and victory hangs in the balance.

Andy began the scenario by casting *Blinding Light* with Gandalf before sending the aged Wizard and the four Hobbits charging at the trapdoor nearest to the well. If he could inflict a quick victory there, the Goblin reinforcements would be slowed down. Aragorn and Legolas held their position in the centre, opposite the doorway, hoping to fire on the Goblins with their bows. On the other side, Boromir and Gimli headed for the other trapdoor.

Reasoning that Gimli and Boromir would easily defeat his Goblins guarding their trapdoor, Sean retreated rather than standing and fighting, moving the Goblins away from the warriors opposing them and into cover behind the pillars. The swathe of Goblins that started by the door all made for the trapdoor where Gandalf and the Hobbits were headed, eager to lend their support there and prevent that one from being closed.

Aragorn and Legolas managed to slay a Goblin between them with their shooting, Aragorn making the kill. In the Fight phase Gandalf didn't fare so well; the Goblin he was fighting wounded the old Wizard and pushed him back.

Reinforcements

To represent the claustrophobic feel of the battle in Balin's tomb, and the vast number of Goblins rushing to the scene, the Evil reinforcements arrive in two ways in this scenario. Two trapdoors work in the same way as the previous scenario, and the doorway provides Sean with a dice worth of extra models every turn.

In the second turn, Sean continued to avoid fighting Boromir and Gimli, instead keeping his Goblins at a safe distance, where they could shoot at Legolas if the chance arose. The Moria Goblins that were heading for Gandalf and the Hobbits closed in – they would be able to charge Gandalf and his allies next turn.

Andy responded by throwing Aragorn into battle alongside Gandalf, while Legolas tried to hold the centre, hopefully using his bow to keep the number of Goblins down. Boromir reached the trapdoor he had been aiming for, and stood atop it, ready to slam it shut and seal it in the End phase. Meanwhile Gimli chased after a Goblin



Even the Hobbits are forced to fight as the Goblins ram home their assault

with a bow, moving futher and further away from the bulk of the fighting.

The Goblins armed with bows all fired at Legolas, who despite the *Blinding Light* offering him its protection, was wounded by one of the arrows. Aragorn and Gandalf fought against the Goblins guarding the trapdoor, Gandalf managing to slay his opponent.

Sean scored a four for the number of reinforcements that arrived through the doorway this turn, and yet another Goblin arrived through the trapdoor nearest Gandalf and Aragorn. Despite the fact that Boromir was able to close the other trapdoor, the Goblin reinforcements were arriving at a startling rate, and the Fellowship hadn't really begun to kill the Goblins in large numbers yet.

The next couple of turns saw the fighting around the remaining trapdoor grow even more furious as all four of the Hobbits were drawn into the battle. Gandalf and Merry fought side-by-side, slaying one Goblin and fending off several others. Aragorn managed to fight his way onto the trapdoor itself and, despite taking a wound from his opponents, was able to close. Frodo was the first of the Hobbits to fall in

the battle, a Moria Goblin beating him, and scoring the wound needed to remove him from play. Legolas lost the duel he was having with the Goblins armed with bows and, despite the power of Gandalf's spell, was killed by their arrows.

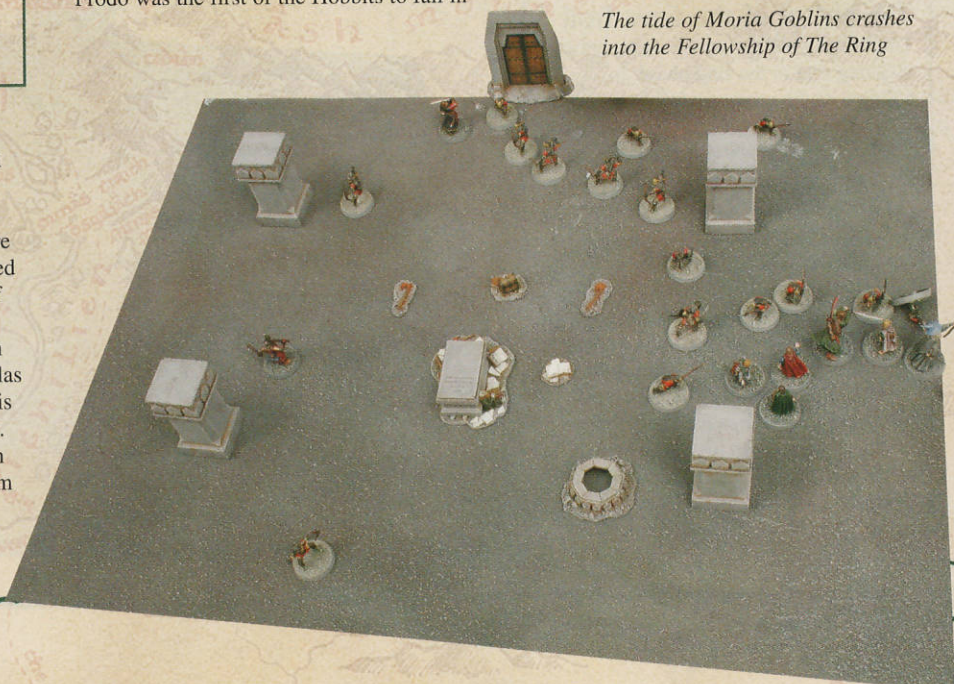
Keeping Hobbits safe

As the battle raged on, Andy realised that his Hobbits were at risk of being surrounded and killed. To keep the Goblins from breaking through, Andy carefully spaced the Hobbits so that it wasn't possible for Sean to get his own models through the gaps.

On the other side of the board, Boromir and Gimli attempted to deal with the Goblins near the doorway. Despite winning their fights, Andy was unable to score high enough on his rolls to wound, and so Sean's Goblins cheated death for a while.

Back at the trapdoor, Andy's Hobbits soon found themselves in even more trouble as the Moria Goblins were finally able to

The tide of Moria Goblins crashes into the Fellowship of The Ring





"They have a Cave Troll!"

start surrounding them and killing them one by one. Although Aragorn and Sam both defeated and killed their opponents (Sam using a frying pan!), Pippin was not so lucky and was pulled down and killed by the three Goblins fighting him. Gandalf was beaten too, and suffered another wound. Elsewhere Gimli and Boromir fared significantly better than their friends, both of them besting the Goblins they were fighting and killing them.

The arrival of the Cave Troll

The Priority roll for turn 6 was a draw, meaning that in the End phase, in addition to the other reinforcements that arrived, Sean was able to place the Cave Troll in base contact with the door. Boromir and Gimli were about to have the fight of their life on their hands!

With the Cave Troll now on the board, Andy had a chance to get into combat with it, and possibly win the scenario. Three members of the Fellowship were dead, and Gandalf was severely wounded so time was of the essence for the Good side. Sean had to keep his momentum going – the Fellowship was surrounded, and now he had his mightiest model on the board!

Boromir and Gimli wasted no time at all charging into the Cave Troll. Andy knew they were his only chance to win now. The remainder of the Fellowship fought bravely on. Despite their predicament Sean, capitalising on his advantage, swarmed his Goblins into the Fellowship, using three Goblins to draw Gimli away from the combat involving the Cave Troll, and totally surrounding Gandalf, Aragorn and the remaining Hobbits.

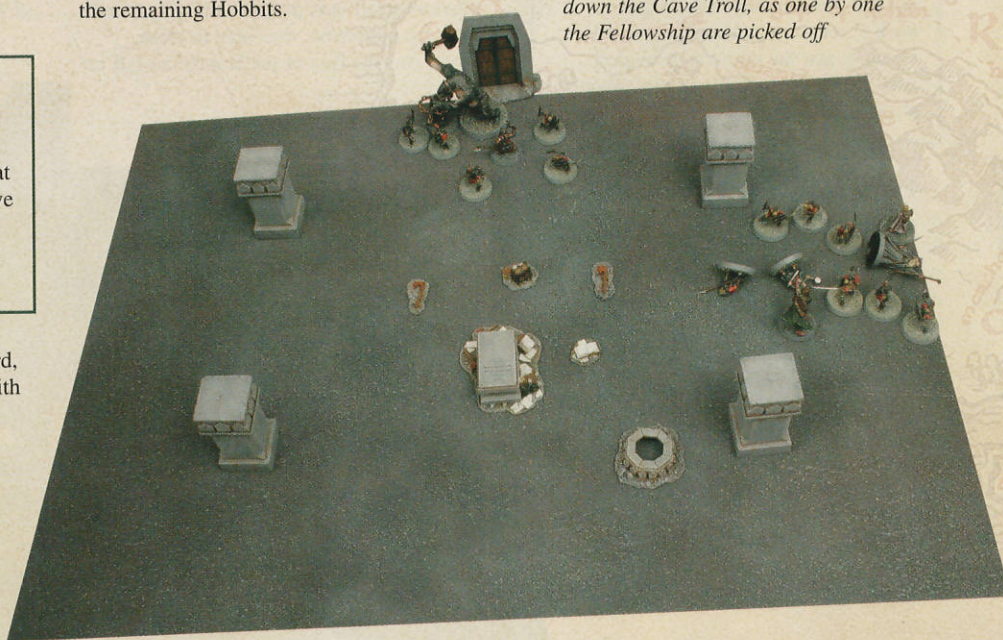
The combats were a mixture of success and failure for both sides, with Merry and Sam both surviving their combats and Gandalf killing one of the two Moria Goblins fighting him. Boromir was beaten in his fight against the Cave Troll and suffered two wounds, bringing him close to death and jeopardising the whole scenario for the Good side. Aragorn fended off four Goblins, slaying one, and Gimli managed to prevail against his three foes too. Unless Andy was very lucky in the next turn, Sean was going to win the game.

Sean won priority for the Evil side in turn eight, and wasted no time encircling the Fellowship, bringing his superior numbers to bear. There was no shooting, with every model that was on the board fighting desperately in hand-to-hand combat.

Merry once again managed to defeat his opponent, pushing the spear-armed Goblin back and Aragorn killed the Goblin he was fighting, but elsewhere the Good side didn't have so much luck. Gandalf, who had been fighting furiously since the first turn of the scenario, suffered his final wound and was slain. Sam was facing three Goblins at once and was killed as well, his frying pan finally proving no match for the swords and spears of his Goblin attackers. Gimli overpowered his attackers, pushing them all back, but not wounding any.

By now though, all eyes were on Boromir who was fighting against the Cave Troll and two Moria Goblins. With five members of the Fellowship dead, the Good side could no longer score a victory but it could scrape a draw if Boromir slew the Cave Troll. Both sides scored a 6 when rolling to determine the winner of the fight, forcing Sean to make a roll to determine the

Gimli and Boromir fight to bring down the Cave Troll, as one by one the Fellowship are picked off



winner. The dice showed that the Good side won the fight, so Andy declared all of his strikes against the Cave Troll and rolled the dice... sadly his rolls were as unlucky as they could ever have been, and Boromir inflicted no wounds on the Cave Troll at all! And with that, the game ended. In a stunning reversal of the books and films, the Goblins of Moria and their Cave Troll had stopped the journey of the Fellowship and slain the Ringbearer, and Sean had beaten Andy three games to one.

Andy: Everything started promisingly. I split the Fellowship into two, sealing the trapdoors, like the last game, while Aragorn and Legolas tried to stem the flow of Goblins coming from the doorway. My first mistake was to send Gimli after a lone Goblin bowman instead of towards the door, not least because by about the third turn there was very little shooting going on. In fact, no firing from my side as Legolas lay sprawled out on the tomb floor and Aragorn was battling away at a swarm of Goblins. From then on, the Fellowship and Goblins were locked in combat, turn after turn. Something, inevitably, had to give. Despite attempts to keep the Hobbits safe, repeatedly losing priority left them at the mercy of Sean and his bugged-eyed friends. So goodbye to Pippin, Frodo, Sam and Gandalf. It all hung on the last roll of the game with Boromir against the Cave Troll. I had managed to roll three 6s during a previous scenario, when a simple 5+ would have sufficed, so it's not impossible. But as this was my last gasp of combat in the game I suspected the laws of probability would be stacked against me. And so it came to pass.

Sean: It was a very close run thing, but my Cave Troll had just swung the battle for me, ably supported by a swarm of Goblins who had done all the dirty work. By this stage, I'd like to think I'd gotten to grips with the rules and had managed to establish some tactics of sorts. My ploy to try and keep Boromir and Gimli occupied had worked (to a certain degree, at least) and had enabled me to focus my attentions on taking out the Hobbits. Legolas' early departure was something of a boon, especially as I had managed to hit him despite the annoyance of Gandalf's *Blinding Light* spell – a most irritating advantage I must say.

The game hinged on the final dice rolls – it had been a battle fought on a knife-edge, and it was poetic justice that the entire battle came down to the combat between Boromir and the Cave Troll. If you asked any one of the select few people I have played games with, they would tell you that my ability to roll low dice is frighteningly consistent. Today, however, my form (thankfully) deserted me, and I managed to best Andy in the final confrontation.



Gandalf, Aragorn and the Hobbits make a forlorn last stand

Not with 10,000 men could you do this!



Andy: So victory to Sean and his daylight-dodging friends. I can console myself that I didn't lose by much or too quickly but curse my wretched dice rolls. I could spend the next couple of paragraphs complaining about getting bad dice. Despite reasonably sound tactics, more often than not fate conspired against me, resulting in near bloodless Fight phases. Those black, dimpled cubes of woe taunted me at every turn, leaving the Fellowship floundering in the face of overwhelming numbers. If you think I sound bitter you'd be right. But of course it's all part of gaming.

I defy anyone to get through some of these games without losing a Hobbit or two. From the first turn on you're in combat and with very few hiding places there's nowhere to run. In retrospect I should have modified my tactics slightly to make it easier to weather the storm that a few bad rolls can create.

Against the power of Mordor, there can be no victory!



Sean: I know it's something of a cliché, but I can honestly say that I really, really enjoyed myself in this battle report. Admittedly, it's probably based around the fact that I got off to a very fortunate start, but by the fourth scenario I was really immersed in the action, and was more than a little deflated when the battle finally drew to a close – I could happily have played on.

Once Andy and I had fully grasped the rules, the game really started to flow, and that's probably why I enjoyed it so much. As a relatively naïve gamer, battles, regardless of the game system, tend to be a stop/start affair, and this makes it difficult to generate any sort of flow to the game. Thankfully, this wasn't an issue and once you've fully grasped the rules, you can really start to enjoy yourself in your tactics and decisions. Time for a trip to Warhammer World to create my own forces of Sauron.



Battling in the box

How to make a Balin's Tomb gaming board from the Mines of Moria box

The Mines of Moria box contains everything you need to start playing The Lord of The Rings, from the basic rules models to paint and instructions on how to finish the scenery. All you need to do now is build your own board. Ensuring that nothing goes to waste Adam Troke explains how to make a gaming board from the empty box.

Adam: This all came about when I was writing the rules for the Mines of Moria Getting Started booklet. I wanted to keep the gaming area suitably small so that it could be played on any sized surface. Many gamers end up playing on a kitchen or coffee table due to a lack of space (or that oft dreamt of gaming room), so the games had to fit on something of a similar size. It was when I started play-testing that an idea suddenly came to me, akin to a

halogen bulb appearing over my head. The size of the gaming area I was playing on was pretty close to the size of the box that the game comes in if you laid the box lid and base next to each other. All I'd need to do was add some detail to the box and I would have myself a playing area where I could easily recreate the scenarios from the Getting Started booklet. So, armed with polystyrene, paintbrushes and enough sand to make a small desert, I set about building my new board.

CUTTING SAFELY

Whenever you are cutting polystyrene or foamcard ensure that your knife blade is sharp. Cutting with a blunt blade will force you to put more pressure on the knife, which may break it. You will also need to use a metal ruler in order to cut straight. As a final point, make sure that you are cutting on a protected surface.

Tools

Craft knife
Metal ruler
A large, flat-headed brush
Sticky tape

Materials

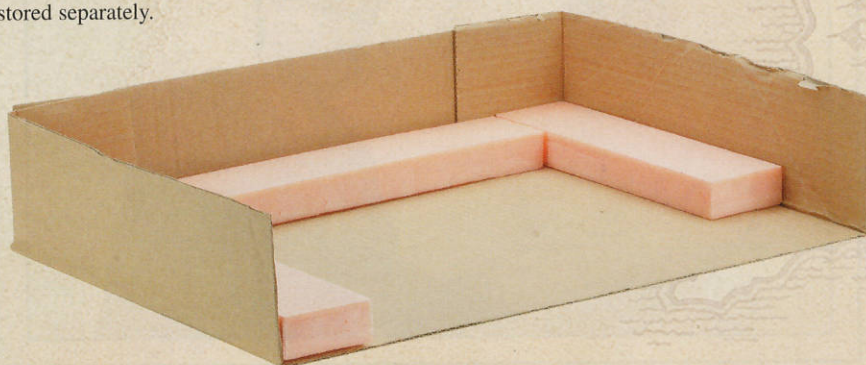
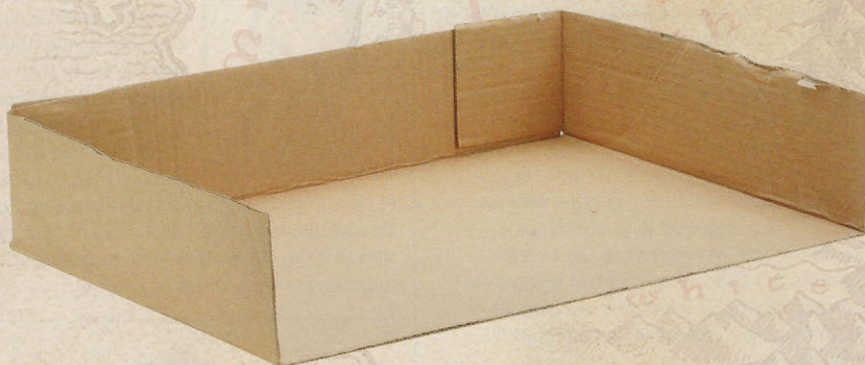
The Mines of Moria box, or a box approx 42cm x 30cm
The Mines of Moria scenery
Polystyrene 25mm thick
Foamcard (5mm thick)
Sand, gravel & small stones
PVA glue
Textured paint

Citadel Colour paints

Chaos Black spray paint
Codex Grey
Fortress Grey
Rotting Flesh
Scorched Brown

STAGE 1: Preparing the box

Any box that is the same size (or roughly the same size) as the one the boxed game comes in will do, so you don't necessarily have to cut your Mines of Moria box up if you don't want to. For the purposes of this workshop we'll construct one side of the tomb. To build the opposite side simply reverse these instructions to create a mirror-image. To start, cut away a long edge on each box so that it creates one large box when you place them side-by-side. You can either fix them together with sticky tape, or leave them separate so that they can be stored separately.

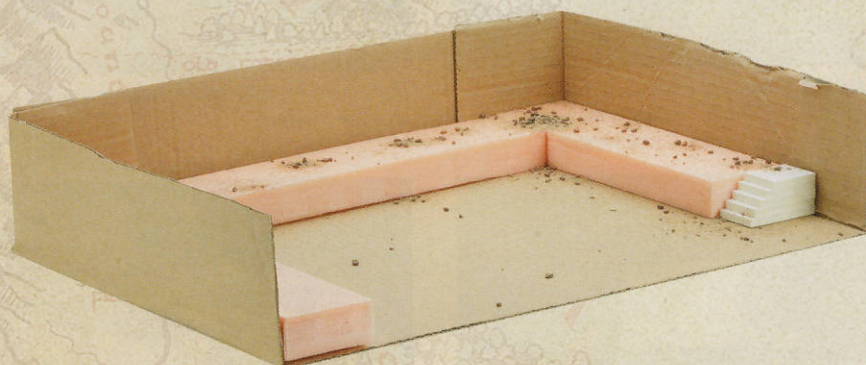


STAGE 2: Preparing the ledges

Using a metal ruler and craft knife, cut 6cm wide lengths of polystyrene that fit around the inside edges of both boxes as illustrated – don't glue them into place yet. Next, you'll need to create a space for the stairs and doorway. This is really easy; simply cut two of the ledges shorter, so that the stairs and doorway will fit into the gap.

STAGE 3: Making the staircase

Using the 5mm foamcard, cut a rectangle 30mm wide. The depth should match the polystyrene ledges you have built, so that the stairs are flush with the edge. Next, create the rest of the steps by cutting three progressively smaller pieces of foamcard as illustrated. Once you're happy with the fit of the steps and the ledges, use PVA to glue them into place. Be sure to allow it time to dry before you move onto the next stage.



STAGE 4: Adding the rubble

Now the whole box is really starting to take shape, although you'll find that there are a number of large cracks between the polystyrene. These can be easily disguised by adding rubble. Rubble tends to gather in corners, and places where people are less likely to walk, so make sure that you add some around the edges of the box. Then paint the whole board with textured paint, including the gravel and the polystyrene ledges – ensuring you wash your brush off afterwards to prevent the textured paint from ruining it.

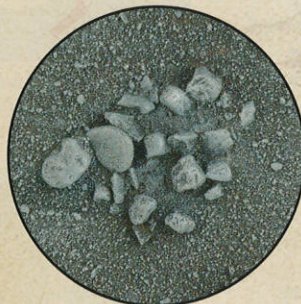
STAGE 5: Paint the board



1 Once the textured paint has dried undercoat the inside of the box with Chaos Black spray paint and leave it to dry.



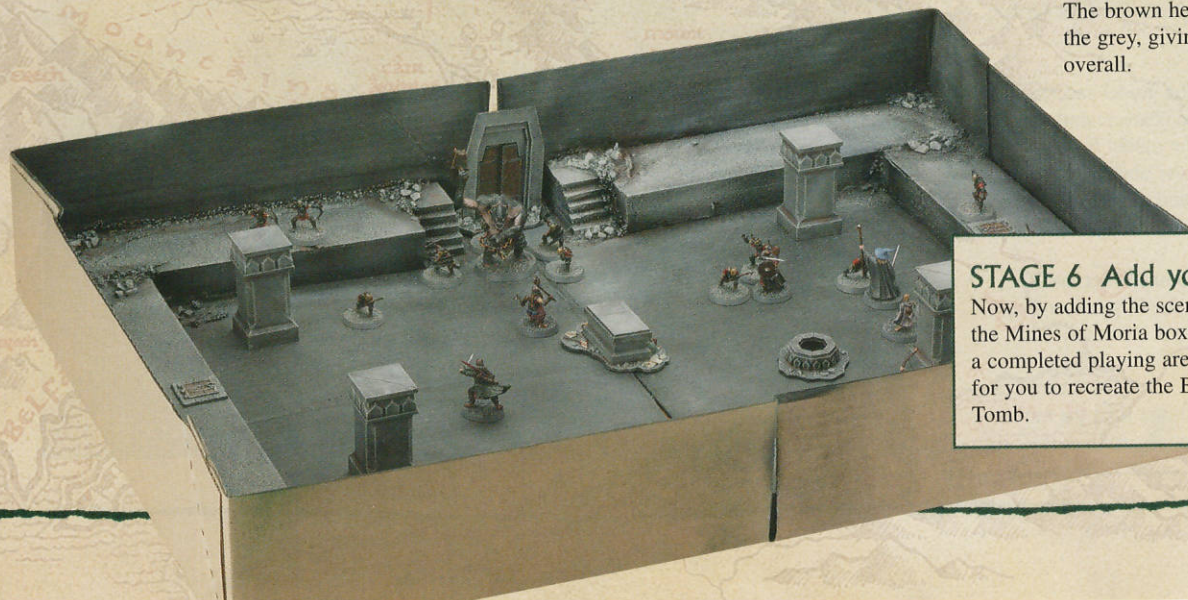
2 Drybrush the whole of the box (inside only) with Codex Grey.



3 Drybrush Fortress Grey in just the same way as the Codex Grey was done.



4 Lightly drybrush Rotting Flesh over the Fortress Grey. To finish off, drybrush some Scorched Brown into the corners and edges of the box. The brown helps to break up the grey, giving it a richer look overall.



STAGE 6 Add your scenery

Now, by adding the scenery contained in the Mines of Moria boxed set, you have a completed playing area, the ideal size for you to recreate the Battle in Balin's Tomb.

Jumping obstacles

Once you have built the Chamber of Mazarbul, you're all set to use it to fight the Battle in Balin's Tomb and the rest of the scenarios. With your new scenery, featuring a raised platform around the side, it's a perfect opportunity to look at some of the rules from the rules manual that aren't covered in the Getting Started booklet. The full rules for Jumping and Climbing, as well as how to interact with other scenery, are found on pages 17-21 of the The Lord of The Rings rules manual.

Jump. Whilst models are free to move on relatively flat surfaces without difficulty, there are pieces of scenery on the gaming area that must be jumped if a model wishes to move across them. If an obstacle is less than half the height of a model it can be crossed without any need to make a Jump test. This allows for models to simply step over minor inconveniences without slowing down the game. Often you will find that there are obstacles that are bigger than this, but which must be jumped.

A model must jump any obstacle that is more than half of its height, if it wishes to move across it. Bear in mind that different models are of different sizes, so some large models might be free to walk normally across something that a smaller model must climb, or jump. In each case look at the model, and compare it to the obstacle in question to see if a Jump test is needed.

A model can attempt a Jump test at any point in its movement. This means that a Jump could be the first thing a model does in its movement, or the last (or at any point in between). Bearing in mind our warriors clad in armour, bearing cumbersome weapons, no model may attempt to jump something that is more than twice its height.

When a model must make a Jump test, roll a dice on the following table:

1 – Stumbles & fails. The model doesn't cross and cannot move further this turn.

2-5 – Success. The model successfully clambers over the obstacle and reaches the other side. The model is placed on the other side of the obstacle with its base touching it and cannot move further this turn.

6 – Effortlessly bounds across. The model leaps over the obstacle and can complete its move if it has any remaining.

If the obstacle is taller than the model, then deduct 1 from the roll.



Balin's Tomb is more than half as tall as Frodo so, if Frodo wishes to move across it he will need to take a Jump test.



Here Boromir must take a Jump test to get onto the platform.



Merry has successfully clambered over the Tomb, and is placed in base contact with the other side.



The stairs – models can move up and down the staircase without having to make Jump tests.



The Cave Troll is tall enough that he doesn't need to make a Jump test to move across Balin's Tomb – this means that he can move normally across it.

Jumping down. A model can jump down the platform without the need to take a test, providing that the distance jumped is no more than twice the height of the model. That means in this scenario, all the models are free to jump down and continue their move as normal.

Full rules for Jumping and Climbing can be found on pages 19 and 20 of the The Lord of The Rings rules manual.

Cave Dwellers. Moria Goblins are extremely agile and very good at jumping and climbing. To represent this, no dice roll is required when a Moria Goblin is attempting to jump a gap or obstacle. The jump is made automatically, just as if a 6 had been rolled on the Jump chart.

The Pillars. It's probably best not to allow models to jump and climb on the pillars, since we imagine them stretching all the way to the ceilings – it would seem very odd to have models standing on top of them.

Defending an obstacle. The rules manual contains additional rules for warriors fighting across barriers, and defending raised positions. It's often a great advantage to have your model occupying the high ground, or to have a wall or barricade between your warriors and your enemy.

The full rules for this can be found on page 30-33 of the rules manual, however, for now it's enough to know that models can fight other, even if one is on higher ground than the other. The important thing to bear in mind with this is that the control zone extends 2cm around the model, in the same way as before.

Once you have played a few games using the Jumping rules, you might like to try looking at the rules for defending obstacles, and add those to your games too.



Because of their special rule, Moria Goblins can continue to move after jumping, exactly as if they had rolled a 6.



Gimli and this Moria Goblin can still fight against each other, even though they are not in base contact – See page 30 of the rules manual for the full details of this.



Might, Will & Fate

Heroic characteristics in The Lord of The Rings

Adam Troke looks at the heroic trinity of Might, Will and Fate and how they can be used during games of The Lord of The Rings to achieve the best results.

One of the things that has always captivated me about story of The Lord of The Rings is how it focuses on the heroes and their grand deeds. Mighty warriors involved in tremendous adventures, stirring the hearts of those around them and

conquering Evil (or perpetrating it) through strength of will and force of arms. And that's one of the great things about The Lord of The Rings strategy battle game; it captures the same sense of heroism, and allows players to create heroic moments of their own as they play.

The thing that really separates the Heroes from the Warriors in The Lord of The Rings is their heroic characteristics. A well-spent Might point can be the difference between a dozen models fleeing the board in cowardice, or standing their ground

courageously. It's all a matter of knowing when it is worth using your Heroes' heroic characteristics, spending valuable Might and Will points to turn the tide of the battle, or to save the life of a valuable member of your force with a Fate point.

The heroic characteristics fall into three categories: Might, Will and Fate. Every Hero has a space on their profile where these are recorded (even if the Hero in question has none). Each of these heroic characteristics can have a valuable and decisive effect on your game.

Might

Might points are often described as the backbone of an army, with many players measuring the effectiveness of their force by the number of Might points that are in it. Generally considered to be the most valuable of the heroic characteristics, Might certainly has the most uses, and only the greatest of Heroes ever have 3 or more of them.

Essentially, Might points can do two things. They either allow a Hero to modify a dice roll by 1, or to perform a heroic action.

Changing dice scores

Might can be used to change most dice rolls that are made on behalf of a Hero. For each

Might point that you spend, you can alter the score of a dice, rolled on behalf of the Hero, up or down by 1. There are some occasions that this ability is especially useful, and worth using.

The 'golden rule' to remember when using Might in this way is that you should always do it if it will save your Hero's life. Let's face it, there's no point saving Sam's Might for later if he slips and breaks his neck climbing a rock face now. The other time it becomes a very good idea is if it will allow you to slay an enemy model. This has the effect of reducing the forces arrayed against you, and brings your enemy closer to 50% of its starting strength.

When NOT to use Might to change dice scores.

When rolling to hit in the Shoot phase. It is almost never worth spending Might points to increase your chances of hitting, since, even if your shot hits, there's no guarantee that you'll have any luck on the roll to wound.

Heroic Actions

Compared to using Might to change your dice scores, spending Might on heroic actions is quite complex, and a little harder to do effectively. A heroic action can reverse the tide of a battle, turning a scenario from defeat into victory. The key is in knowing what heroic action to perform, and when.



Save a Hero's life. Here Sam is attempting to leap a chasm. Having rolled a 1 on his Jump test, Sam will plummet to his death unless the Good player uses Sam's Might point to raise the score of 1 to 2, and save his life. Just as it is important to pass rolls like this, it is often worth spending Might points to raise failed Fate rolls (see below for more on Fate), turning them into passes, especially if the Hero would otherwise die.



Kill enemy models. When a Hero wins a fight and fails to score wounds on enemy models, it is often worth spending Might points to change failed rolls into successes. Here Boromir needs a 5 or more to wound an Uruk-hai scout equipped with a shield. It's probably worth spending Might points to change any scores of 4 into 5s. Very often, time is of the essence in scenarios and the stronger Heroes must kill their enemies quickly, enabling them to protect their weaker friends.

Heroic Moves



Allow/Prevent a charge. Cavalry are only truly effective in combat if they have charged in that turn. By using Might points to call heroic moves you can ensure that your cavalry are charging more often, and gaining the bonuses that charging gives them. Likewise, if you are facing imminent threat of a cavalry charge you can use a heroic move, either to pull back out of range of the attack, buying yourself some time, or you can charge first, robbing the enemy cavalry of their charge bonus. Here the Riders of Rohan have priority and are all set to smash into the Uruk-hai. Thanks to his Might points though, Lurtz can issue a heroic move, allowing his warriors to charge the Rohirrim and deprive them of their valuable charge bonus.



Allow/Prevent a Stand Fast! Once a force is broken each model must test against their Courage or be removed from play as a casualty. There is a serious risk that the warriors, with their lower Courage, will often flee the battle unless Heroes can inspire them to stay and fight by passing a Stand Fast! test. Since models that are already in combat with an enemy cannot take Courage tests, it can be incredibly important to allow your Hero to make his Stand Fast! before he is charged. Likewise, you should take strenuous efforts to prevent your opponents Heroes from using their Stand Fast! ability. In this picture the Orcs have priority, so Elendil will benefit from making a heroic move so that he can call a Stand Fast! before he is engaged, keeping the warriors around him steady.



Capturing an objective. Often in battle scenarios, the objective might be to secure an item or an area of the battlefield. Careful use of heroic moves can enable your warriors to reach such an item or area first, and secure it for your side. Here we can see a group of Goblins and Dwarves racing to take control of an objective. The Goblin Captain can use a heroic move to get his warriors onto the objective before the Dwarves, meaning the Dwarves will have a hard time pushing them off. Often scenarios will end at a random point (usually determined by a dice roll at the start of the turn), and in these cases it's handy to control the objective as quickly as possible.





Heroic Shoot

Heroic shoot is the least used of the three heroic actions, relying on lots of bow-armed troops to prove effective. There are times, however, when a well-timed heroic shoot can really help to sway a battle in your favour. Generally, it's only useful to use a Might point to do a heroic shoot, if not doing so would allow your enemies to kill your own bowmen (or something else valuable in your force).



Heroic Shooting. The key to heroic shooting is to fire at something that will really harm you unless you shoot at it. This Gondor Trebuchet, with a Captain crewing it, can fire at the Mûmak before its crew have the chance to fire back – hopefully destroying the howdah, or at least some of the archers on board. The important thing to remember with heroic shooting is, kill the enemy, before they kill you.

Heroic Combat

Heroic combats can be devastating if used correctly, allowing a Hero to fight twice in the same Fight phase. Heroic combat is worked out before any other combats in that turn and, if the Hero manages to slay all the enemy models he is fighting, he can make a full move. This move allows him to charge (and fight) again if he wishes.

When not to call a heroic combat

It's important to remember that for a heroic combat to work, the issuing Hero (and any friends helping him) needs to be able to slay all the enemies involved in the fight. If they fail to do this, then the Might point is wasted and the heroic combat fails. With that in mind, make sure that you never call a heroic combat if your Hero is not likely to kill all of his foes (and don't even think of it if he is fighting more enemies than he has Attacks on his profile). Also – bear in mind any Fate points your enemy might have. More than once my plans have been scuppered by an enemy Hero passing his Fate roll!



Remove enemy advantages. Heroic combats are ideal for eliminating valuable enemy warriors. Both banners and Goblin drums enable nearby friends to re-roll dice, so killing them quickly can deprive your enemy of a significant advantage. Note that you can use this technique in concert with the 'Kill more enemies', allowing you to cut your way through enemy troops to engage your intended target.



Kill more enemies. The most common use of a heroic combat is to allow a Hero to kill more enemies than normal. Since many scenarios are won when a force is reduced to a certain point, killing enemy models quickly via heroic combats is a great way to achieve that. This technique is ideal for breaking the enemy force, and forcing them to take Courage tests. Here, if Gothmog wins, he will knock down his opponents and probably kill them both, allowing him to move on and attack new enemies.



The 'slingshot'. Essentially, this involves charging a single (or two, at the most) enemy warrior. By slaying him, your Hero is free to move again, allowing him to gain valuable ground, potentially getting out of danger, or placing him near an objective. If Sharku uses a heroic combat in the picture above, he can easily overwhelm the single warrior he is fighting and rush onwards towards his objective.

Will

Will is the measure of a Hero's ability to use (see right) and resist magical powers and also his determination. Will points can be spent to pass Courage tests in the same way as Might points can, as well as to employ a magical power. A character with lots of Will points will be determined and well motivated, a powerful and dangerous user of magic or possibly just plain stubborn.

Resist magical powers. The second way to use Will points is to resist magical powers. Often a magical power will have a negative effect on one or more of your models, so resisting them can be very important. Each Will point you spend in this way lets you to roll one dice to resist the enemy. To succeed, your score must equal or beat the highest dice your enemy rolled. Sometimes, if the magical power in question does not put your Hero into any significant danger, it's worth saving your Will points for a more important moment later, but that should be judged on a case-by-base basis. If the power will slay (or seriously jeopardise) your Hero, it makes sense to try.

Passing Courage tests. Just as Might points can be used to pass Courage tests can be

Use magical powers. The first way to use Will points is to use them to employ a magical power. For each Will point you spend, you may roll one dice in your attempt to make the power work. Since you must choose how many Will points you are going to spend before you roll any of the dice, be sure that you use enough to get the job done – there's nothing more irritating than spending Will points, and then failing to make the spell work!



essential, so can Will points. One additional advantage to using Will points in this way, is that when there are no enemies on the board with magical powers. Therefore you don't

have to worry about resisting spells. Therefore you can use all your Will points to bolster your Courage rolls and keep your Heroes and Warriors fighting to the last.

Fate

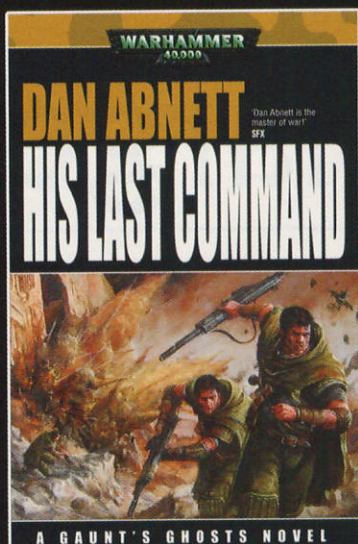
Fate points are a representation of a Hero's destiny and can preserve him from harm. Each Fate point a Hero spends allows him to ignore the effect of a single wound on a 4+. As soon as your Hero suffers a wound, spend a Fate point to prevent it. More than once I've suffered a wound on one of my Heroes, and, in the excitement of battle, forgotten to spend my Fate point. Normally this isn't a problem, but in certain scenarios it's important to have as many wounds left on your Hero as possible. Take a look at Scenario 3: Cornered in the rules manual to see what I mean.

So in a nutshell, that's my take on using Might, Will and Fate in your games. Most players will find that they quickly develop their own favourite tactics, and methods to use them. It's clear to see that Fate is the most straightforward of the heroic characteristics to use, since there's nearly no decision required in using it. But with both of the others, the best uses are fairly clear-cut. With a little trial and error you will soon find yourself launching daring heroic combats, cutting through your enemy and transfixing his Heroes.





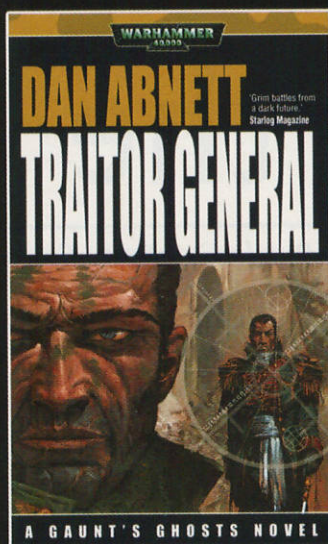
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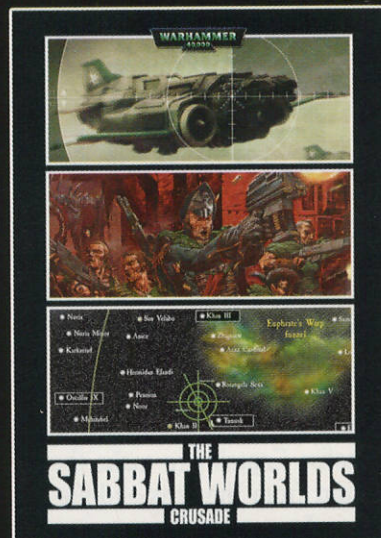
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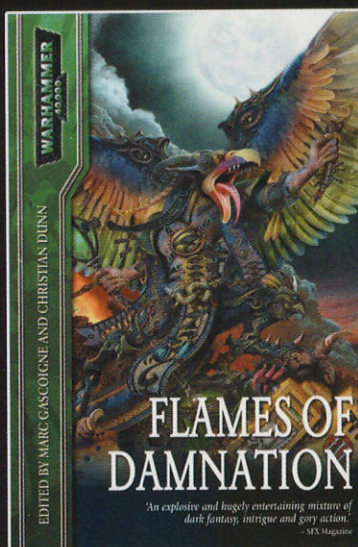


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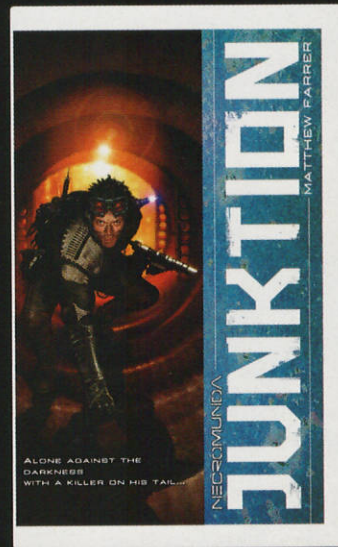
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Leading the charge

Converting Battle Company Captains

As befits their status, Captains are a great addition to any The Lord of The Rings force. Here, Dominic Murray demonstrates how to personalise Captains to make them stand out from the rank-and-file soldiers of your army.

Dom: Rather than play out a The Lord of The Rings scenario with the most powerful force available to me, I prefer to choose my army to reflect a specific theme. This could be Théoden's personal Éored, the Orcs of Minas Morgul under the Witch-king of Angmar, or Faramir's Ranger force to name but a few. However, not all my armies contain named characters; more often than not they are led by a Captain. With this in mind, I always try to convert this model to accompany the theme of the particular army I'm using. This

can be as simple as changing a weapon to represent their wargear, or repositioning the model in a pose more suitable to the background I've imagined for him.

The major bonus of putting some extra effort into a character is that it elevates him from being just another part of the rank-and-file of an army. For my Minas Tirith army I took inspiration from The Lord of The Rings trilogy to find a name for my Captain of the City Guard. Now my force is led by Eärnur, armed with his ancestral sword. Touches like this help to define the army's background, create evocative battles and increase the story-telling element of a game.

With this in mind I've collected the techniques that I most commonly use when converting my Captains. Each of these will change the model enough for him to stand out on the battlefield. However, if you're feeling slightly bolder, you could always combine some of the examples to create a totally unique model.

Paint Schemes

If you don't want to cut up your models, a simple way of personalising your Captain is to paint him a different colour from your basic troops. This may be as simple as changing the colour of his cloak or his armour.



Eärnur leads the City Guard into battle against the Orcs

Weapon Swaps

One of the simplest conversions for a Captain is to change the weapon. In the following example, an Orc Captain has had his axe replaced with a hefty sword.



Cutting Weapons

When swapping weapons replace the whole hand as opposed to just the blade. Sword blades are thin and susceptible to breaking as you handle the model. Replacing the whole hand provides a larger area for the glue to adhere to.



1 First, clip the hand off at the wrist. This will give you a good sized surface area to glue your new weapon to.



2 Cut the new weapon in exactly the same way.



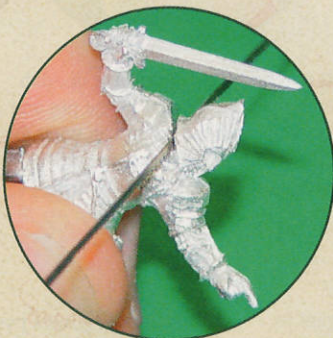
3 Finally, glue the sword to the new model.



4 Instead of wielding an axe above his head this Orc now carries a sword.

Head Swaps

A great way to get character into a model is to swap the head. Often, Captains are fully enclosed in armour, so by giving them a bare head it's easier to see them on the battlefield.



1 Start by removing the head with a modelling saw. Do the same for the head you will be using as a replacement.



2 Next, file the Captain's neck area flat. This is done to provide a good area for the parts to glue together.



3 Before you glue the new head to the body, it's advisable to check the join, as you may need to do a bit more filing.



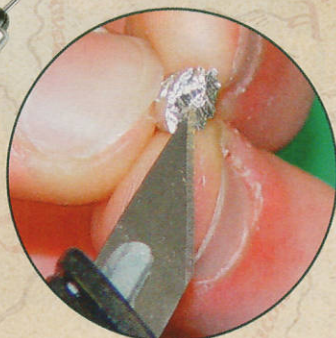
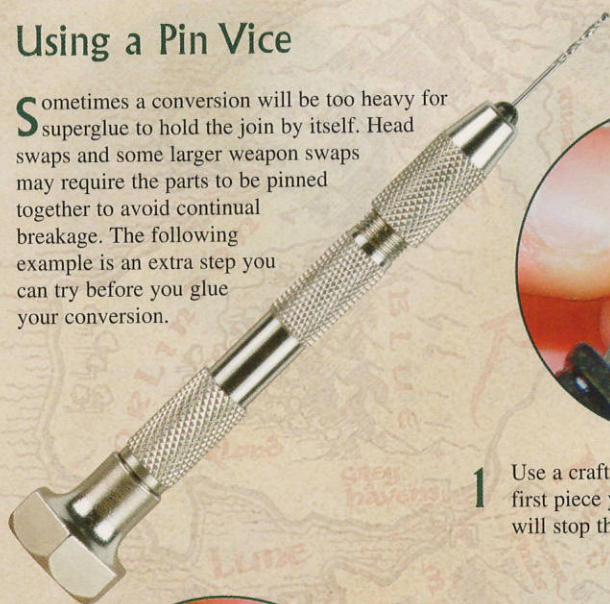
4 To finish, glue the head to the body. You may need to add some Green Stuff to fill any gaps. Don't worry, we cover that over the page.

Naming Characters

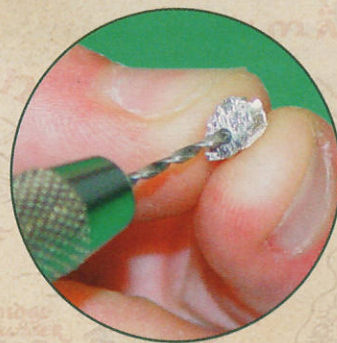
The Lord of The Rings trilogy is a great source of names for your Captain, while the wealth of background material means you can also devise an impressive history for the fellow. You and an opponent can then stage battles between two warring leaders, even linking games and campaigns.

Using a Pin Vice

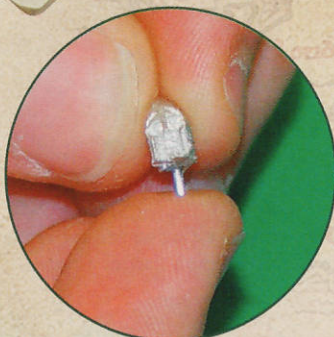
Sometimes a conversion will be too heavy for superglue to hold the join by itself. Head swaps and some larger weapon swaps may require the parts to be pinned together to avoid continual breakage. The following example is an extra step you can try before you glue your conversion.



- 1 Use a craft knife to make a nick on the first piece you are about to drill. This will stop the drill bit from slipping.



- 2 Next, use your pin vice to drill a hole into the model.



- 3 Superglue a short length of metal into one of the holes to act as the pin. A paper clip, or brass rod, is ideal for this.



- 4 To make sure the holes line up, dab some paint on the end of the pin and line it up with the piece you want to drill. This will leave a small dot marking the area for you to drill.

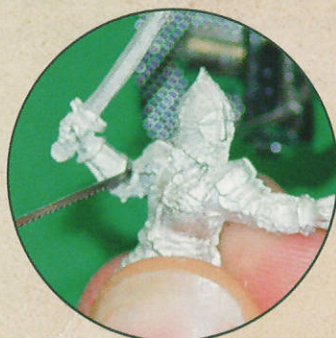


- 5 Drill the model as before. Then push the two parts together. The metal pin will strengthen the join, which leaves you to superglue the model together.

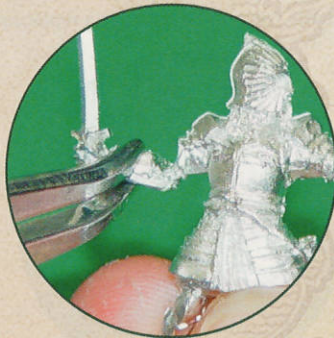
Reposing Models

Sometimes a model may be posed in a way that you want to change. It may be that you'd rather he were twirling his axe over his head, or pointing in the direction of the enemy. Repositioning a

model allows you to alter those details you're not happy with. To keep things simple, the following example shows how to bend a model's arm into a new position.



- 1 Start by sawing into the elbow joint of the arm. Make sure you only cut halfway through so that the arm doesn't break off when you reposition it.



- 2 Use a pair of pliers to gently bend the arm into a straight position.

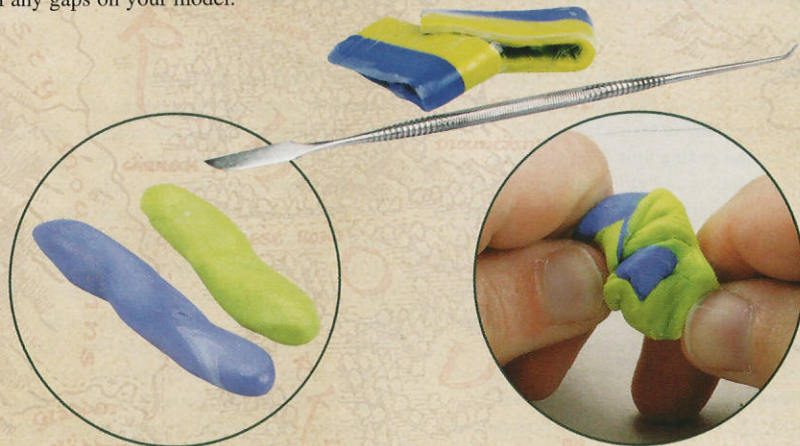


- 3 To hide the conversion, apply Green Stuff to the gap and sculpt it to match the model (see opposite).

Mixing & Applying Green Stuff

Green Stuff is split into two parts: the blue hardener, and the yellow resin. By mixing these together you will create a green modelling putty that you can use to fill any gaps on your model.

Although applying Green Stuff to a model can be quite daunting at first, the following example shows you how to fill a gap on a Captain.



1 To prepare your Green Stuff, start by cutting a strip of equal parts blue and yellow using your craft knife.

2 Mix the blue and yellow parts together between your fingers.



3 When the two parts are mixed you will end up with a consistent green colour. If there are still blue or yellow streaks, you need to keep mixing until you get the right colour.



4 Apply the Green Stuff to the gap you need to fill. Allow this to start to harden before sculpting it. If you try to sculpt into a block of soft Green Stuff it will start squeezing out the other side.



5 Use a sculpting tool to shape the putty so that it blends into the surrounding area.



6 Once you are done, the Green Stuff should blend into the body hiding any joins or gaps on the model. Like any hobby skill, this takes some practise, but with patience you'll soon be adding new details to your models.

Standing out from the crowd

These models are great examples of what you can achieve by using just a few simple techniques.



This Captain of Minas Tirith has benefited from a head swap.



To set this Moria Goblin apart from the rest pieces of slate have been glued to his base.



This Captain of Minas Tirith is a good example of how you can combine several simple conversions. His arms have been repositioned and a plastic shield added. His head was then replaced and Green Stuff was used to sculpt new hair onto the model.

The Ruins of Osgiliath

Creating The Lord of The Rings wargaming terrain, from inspiration to execution

The Lord of The Rings books and the films are so rich in imagery that it's not long before something catches the eye and you say, "I'd like to have a go at making that". Taking an image from The Return of The King as his inspiration, Adrian Wood explains the best ways of translating your ideas into an attractive and effective piece of wargaming terrain.

There are many things that inspire me to build terrain. For one thing, it's quite something to take a pile of raw materials and, with a little PVA glue and textured paint, turn it into a finished hill or building. Although a table with a few books for hills can be a worthy environment to fight a battle, a gaming board covered in well-finished terrain is visually much more exciting to play on. With a game like The Lord of The Rings this is especially true, as terrain not only evokes the story but also has a huge effect on the movement and combat of individual warriors. Of course, there's more than one way

to play The Lord of The Rings. Scenarios based on events and encounters offer opportunities to make quite specific pieces, as I discovered a few months back when I decided to fight a series of scenarios set in Arnor.

These games featured a watchtower built on the crown of a hill. As the tower appeared in several scenarios, I decided to make one of my own. In order to get the right look for the tower I spent some time delving into the history of Arnor: all man-made cities, from Arnor in the west to Gondor in the east, were founded during the Second Age by the Men of Númenor, from whom Aragorn is descended.



Adrian's ruined building offers cover for his troops and a raised vantage point for his archers

Númenor

The style of architecture favoured by the Men of Númenor has a distinct look to it that stands out from the other domains of Men found in Middle-earth. With white stone the order of the day, these structures have wide archways and solid pillars; the stonework has a strong symmetrical pattern to it – the work of expert stonemasons. During the Third Age of Middle-earth, the remaining examples of this kind of architecture are the ruined city of Osgiliath and the aptly named White City itself, Minas Tirith. Using reference photographs from both cities, I copied the same architectural elements to get the right kind of look for my watchtower, using pillars, a domed roof and lightly coloured, almost white stonework.



Osgiliath

Having been bitten by the scenery-making bug, I wanted to make another model in a similar vein, but this time for scenarios set during the War of The Ring. Watching both *The Two Towers* and *The Return of The King*, the ruined city of Osgiliath stood out as being wonderfully inspiring, a landscape of buildings shattered and crumbling after centuries of bitter conflict. Rather than freely adapting a number of different reference sources to make a single model, as I had done with the watchtower, I decided to look through some books of The

Lord of The Rings film stills and instead chose a specific building to make.

Inspiration

Amongst the huge pile of books I'd collected to go through, the first one that came to hand was *How To Make Wargames Terrain*. As well as pages of stage-by-stage descriptions for making various terrain pieces, the book also features a section called *Inspiration* towards the back of the book which is full of photographs to help get modelling ideas flowing. One of the example photos was a wide-angle shot of

Osgiliath, with a ruined building in the foreground. After going through all the books, I found myself drawn back to this one photograph. The ruin in the foreground certainly had the right kind of appearance I was looking for, made up of arches and pillars, the classic architecture of Númenor/Gondor. It also didn't appear to be too large either, the remnants of a larger structure built on the outskirts of the city.

Building Menu

As I had the book in my hands, I decided to re-read the section on making buildings, not only to remind myself of the basics but also to make sure I wasn't missing any useful tricks. The first principle to making a building is straightforward: assemble a shell then apply specific finishes to get the appearance you want. In order to show as many finishes as possible a whole street scene is featured, running across several pages, showing stage-by-stage how to make all the different styles of walls, doors, etc, featured on the buildings.

The section that stood out the most, however, was at the very beginning. There are a lot of elements to assembling buildings and a Building Menu was provided to help to summarise the whole process. This handy checklist contains all the elements that go to making a building, such as its size, shape and number of storeys, as well as different styles of walls, windows, doors, etc, which all tie into the example street scene later on. Running down the list, I discovered a lot of elements I hadn't considered, such as the roof and other details, as well its size and shape...



The ruins that inspired Adrian's terrain piece

BUILDING MENU		
Size	Approximate size	Number of Storeys
Shape		
Walls	<input type="checkbox"/> Half-Timber <input type="checkbox"/> Timber Planking <input type="checkbox"/> Stonework <input type="checkbox"/> Wattle & Daub <input type="checkbox"/> Brick <input type="checkbox"/> Corrugated Iron <input type="checkbox"/> Concrete <input type="checkbox"/> Cloth	
Roof	<input type="checkbox"/> Tile <input type="checkbox"/> Sheet Metal <input type="checkbox"/> Plastic <input type="checkbox"/> Thatch <input type="checkbox"/> Timber <input type="checkbox"/> Felt	
Windows	<input type="checkbox"/> Gothic <input type="checkbox"/> Masonry <input type="checkbox"/> Lead <input type="checkbox"/> Shuttered <input type="checkbox"/> Firing Slot <input type="checkbox"/> Cloth	
Door	<input type="checkbox"/> Bulkhead <input type="checkbox"/> Armoured Bulkhead <input type="checkbox"/> Plank Door <input type="checkbox"/> Log Door	
Details	<input type="checkbox"/> Chimney <input type="checkbox"/> Door Handle <input type="checkbox"/> Window Sill <input type="checkbox"/> Gargoyle <input type="checkbox"/> Supports <input type="checkbox"/> Paving <input type="checkbox"/> Posters <input type="checkbox"/> Trophy <input type="checkbox"/> Balcony <input type="checkbox"/> Pipes <input type="checkbox"/> Ladders <input type="checkbox"/> Steps <input type="checkbox"/> Pillars <input type="checkbox"/> Debris	

The terrain checklist from
How To Make Wargames Terrain

Size – The overall footprint of the building should be 165mm x 115mm with a base cut to fit. Using a The Lord of The Rings miniature as a guide, I decided to aim for archways 35mm wide, giving a 5mm clearance on either side the model. The pillars need to be 15mm wide so that I could trim away 5mm of the arch to match the photograph.

Number of Storeys – The building in the photo doesn't have a roof but looks like it may have had a second storey at some point. The roof, such as it was, would be the second floor.

Shape – Its shape is rectangular.

Walls – These will be stone but rather than being crudely hewn they should be dressed stone, cut by a master craftsman. To get the desired effect I will draw the walls on foamboard and then score the stone block shapes into the card.

Roof – The second floor will be removable, with a hole cut into it so that it can be easily lifted off. I would also have to make some supports to hold the floor up.

Windows/doors – Rather than conventional doors and windows, the building has archways. I decided to make them 35mm tall with a circular arch above this. This means that the walls need to be approximately 60-70mm high, if not more, to accommodate the archways.

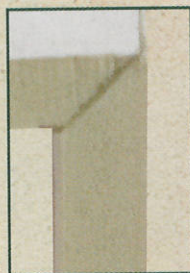
Details – The second floor will be covered in a tile effect and plenty of debris. One thing the building would have had is a set of stairs to get to the second floor, however this would take up an enormous amount of space inside the model. The solution was to hint at the idea that this building was originally part of a larger structure that had been reduced to rubble. Remnants of walls, a floor and a doorway would do the trick.

The Mock-up

Before launching into making the finished model, I decided to assemble a rough version without any detail on it, based on a simple box-shaped building. Foamboard was the material of choice as it's easy to cut into geometric shapes with a knife, metal ruler and a circle cutter. Although a little time consuming, a mock-up like this is always worth doing in order to check that basic construction is sound.

Doing a mock up is an ideal way of

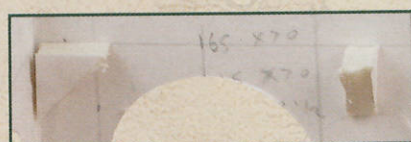
highlighting possible construction problems, as well as giving you the opportunity to solve them. For instance, the corners of the buildings needed to be cut at a 45-degree angle so the walls would fit flush together. To support the removable floor/roof, ten wedges of



A 45-degree joint

foamboard had to be cut. Making the roof slightly undersize is a good idea too, making it easy to remove. With the floor in place I realised that the walls needed to be taller, 80mm rather than 70mm, so that they could be trimmed away to give the right kind of ruined effect. Not only that but I needed to cut a doorway in the wide back wall and add a thin strip of foamboard to give the impression of another floor.

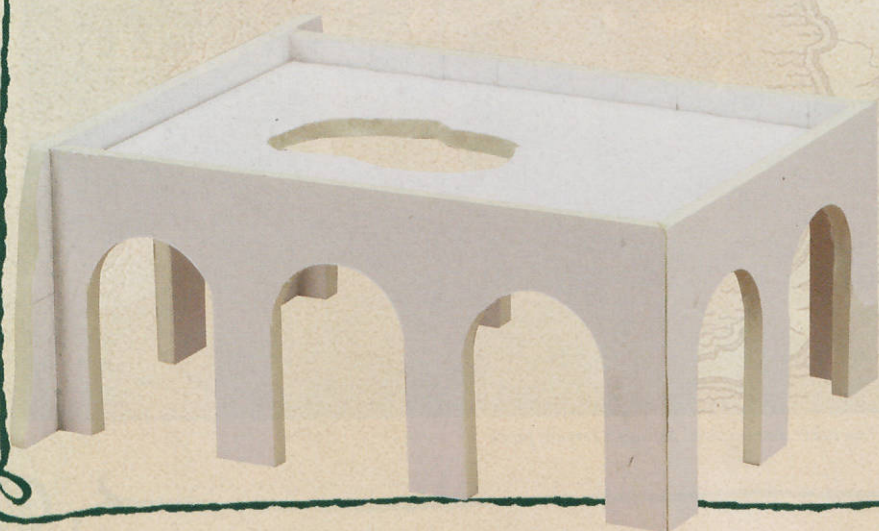
With the mock-up built, and lessons learnt, it was time to start on the real thing. This time I paid more attention to drawing out the walls to get the dressed stonework pattern before scoring the surface of the card.



Brackets are used to support the floor

Playability

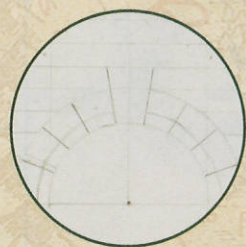
An important point I had to bear in mind when applying the finishes was playability. Any building that had been hit by a rock from a catapult would produce an enormous amount of debris, particularly if the entire second storey had been destroyed. With the full amount of rubble there would be nowhere for the models to stand, so a little artistic licence was needed to stop the model becoming nothing more than an obstacle on the tabletop. In fact, from the very start I had made the archways slightly oversized not only to accommodate warriors but all the rubble that would be deposited inside and outside the walls. It was important to keep the inside of the building fairly clear, all except a pile of bricks and tiles brought down from the hole in the roof. All the debris was placed around the columns, along with a few Orc shields and weapons.



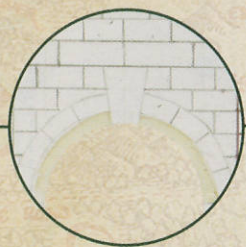
Building the Model

The Walls

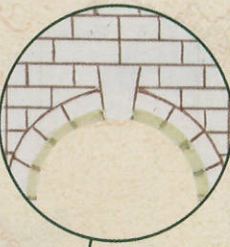
1 After drawing the archway with a compass, I marked the angles out with a protractor.



2 Then I drew the dressed stonework on and cut out the archway with a circle cutter.

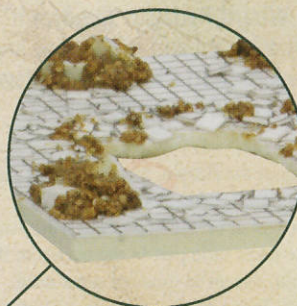


3 By pressing down with a black ballpoint pen I scored the stonework into the surface of the card.



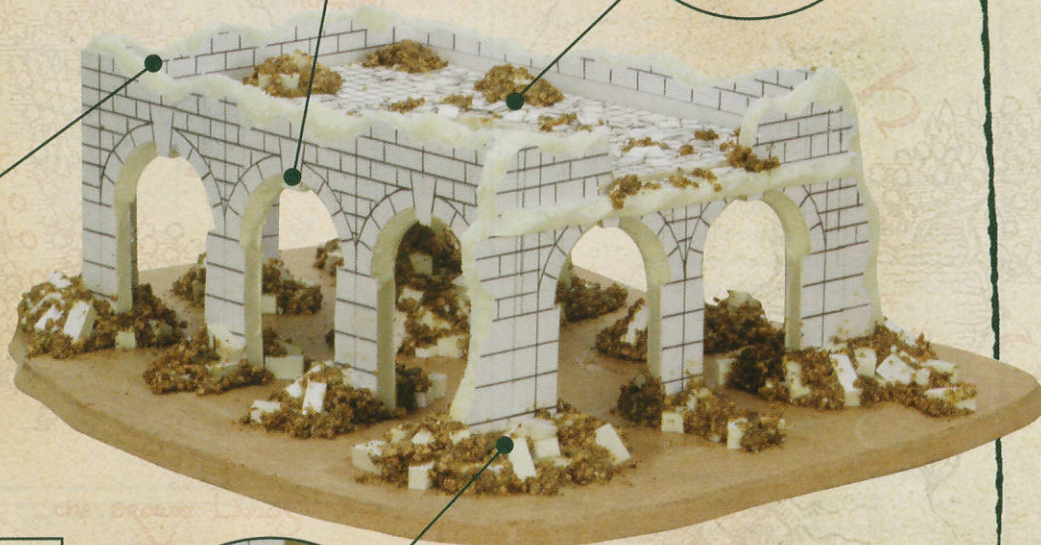
The Removable Floor

Scoring a grid of 5mm squares into a piece of card created the effect of a tiled surface. I glued individual tiles in place, scattered around the hole.



Ruins

With the walls assembled I trimmed and sculpted the top of the walls to create a ruined appearance.



The Finishes

Once assembled, I applied a number of textured finishes as I had done with the Armor watchtower (below). First apply an even coating of Roughcoat, then drybrush Fortress Grey followed by Skull White over the base. Finally, streaks of Camo Green give the impression of weathering. With the model of the ruin finished, I decided to make a ruined roof for the watchtower model, so I could use both terrain pieces to recreate the ruins of Osgiliath.



Stone Debris

I cut individual dressed stones (10mm x 5mm) from 5mm foamboard and glued them in place. I then filled in the gaps by applying a paste of PVA, sand and gravel. Finally, I glued gravel to the base before applying a coat of watered-down PVA to seal the surface in preparation for painting.



The Final Touch

I had a number of spare Orc weapons from the Warg Riders sprue which I painted and glued to the base. The wood was painted Scorched Brown, then drybrushed Bestial Brown followed by Bleached Bone, and the metal was painted Boltgun Metal highlighted with Chainmail.



The Battle for Osgiliath

By taking the inspiration for my ruins from the film imagery I've been able to make a model with a very distinct look, but which still uses the first principle of building construction; start with a simple shell and apply specific textures and finishes to it. Although this terrain project was very different from the watchtower I'm already looking forward to making a few more pieces to expand my collection of ruins.

The Battle for Rhosgobel

The Eagles rush to aid Radagast the Brown as he is set upon by Goblins

Mat Ward introduces a new scenario that sees the Wizard Radagast the Brown intercept a large band of Goblins and Wargs before it attacks a small village in the foothills of Hithaeglin.

Radagast the Brown, master of hues and of animals, makes his home in Rhosgobel on the borders of Mirkwood. Though he takes little part in the events of the wider world, except in times of great need, Radagast is, in his own way, no less a bulwark against the machinations of Sauron (providing, of course, that he can be stirred from his introspections).

It is largely due to his presence that Rhosgobel – even though it lies between the oppressive gloom of Mirkwood and the caverns of the Misty Mountains – is a relatively safe place to dwell for, for in addition to the formidable powers at his disposal, Radagast can often call upon the aid of the Eagles of the Misty Mountains.

In one such occurrence, a large band of Goblins and Wargs, with malice aforethought, have swept down from the foothills of the Hithaeglin. The small Mannish village that lies in their path has little chance of repelling such an attack, so Radagast intercepts the oncoming attackers. If the ensuing conflict were to remain as one against many, even Radagast would find himself hard-pressed to triumph, but help is on the way...

Participants

Good

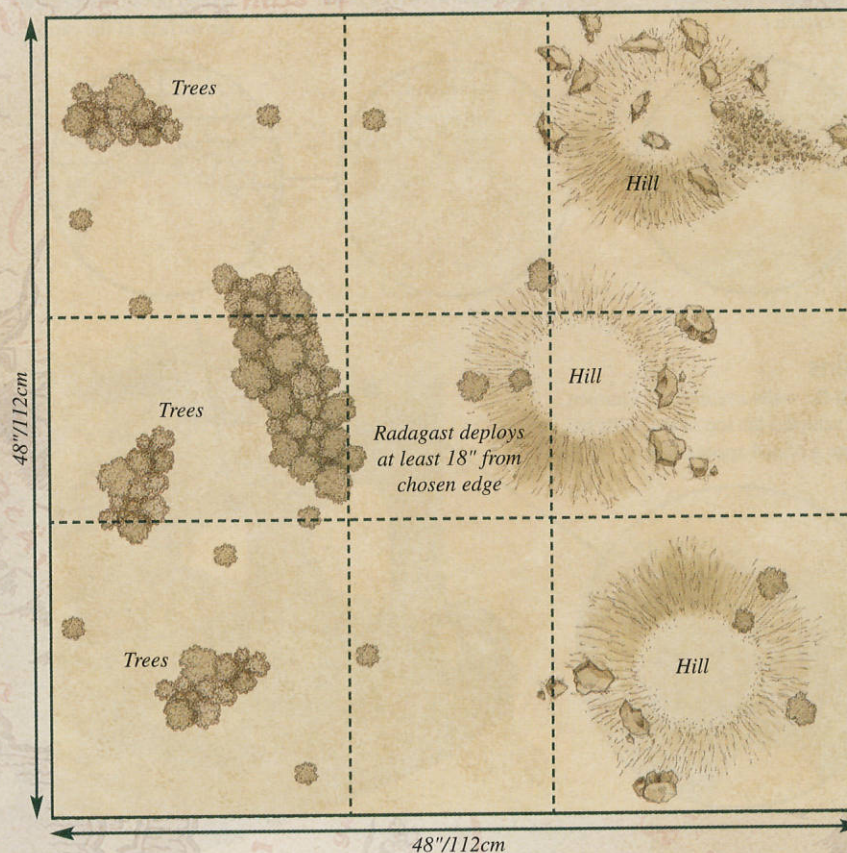
Radagast the Brown
Gwaihir
2 Giant Eagles

Evil

2 Goblin Captains
Goblin Shaman
Warg Chieftain
8 Wild Wargs
8 Goblins with shields
8 Goblins with spears
8 Goblins with Orc bows

Layout

This scenario is played on a 48"/112cm x 48"/112cm table, representing an area of Rhosgobel foothills. The western side of the board is quite heavily wooded, with a series of hills rising on the eastern board edge to represent the start of the mountains. There are three small woods (about three trees), a large wood (about five trees) and several individual trees scattered across the board.



Starting Positions

The Good player chooses a board edge and deploys Radagast at least 18"/42cm away from the chosen edge. The Evil player deploys his force up to 6"/14cm in from the opposite board edge. Gwaihir moves onto the board from a table edge of the Good player's choice at the start of the first turn. The other Eagles are kept in reserve and will be available later in the game.

Objectives

The game lasts ten turns, at which point the game ends. The Good player wins if he has achieved two out of the following three objectives:

- All Good models are still alive.
- The Goblin Captains have been slain.
- The Evil force has been reduced to 25% or less of its starting numbers.

If the Good player does not achieve this before the game ends, the Evil player wins.

Special Rules

The Eagles are Coming! Gwaihir's brother Eagles are somewhat behind him and are not

present when the battle begins. At the end of each Good Move phase the Good player may move any Giant Eagle that has not yet been deployed onto the board on the roll of a 4+. Each model enters play from a board edge chosen by the player with priority.

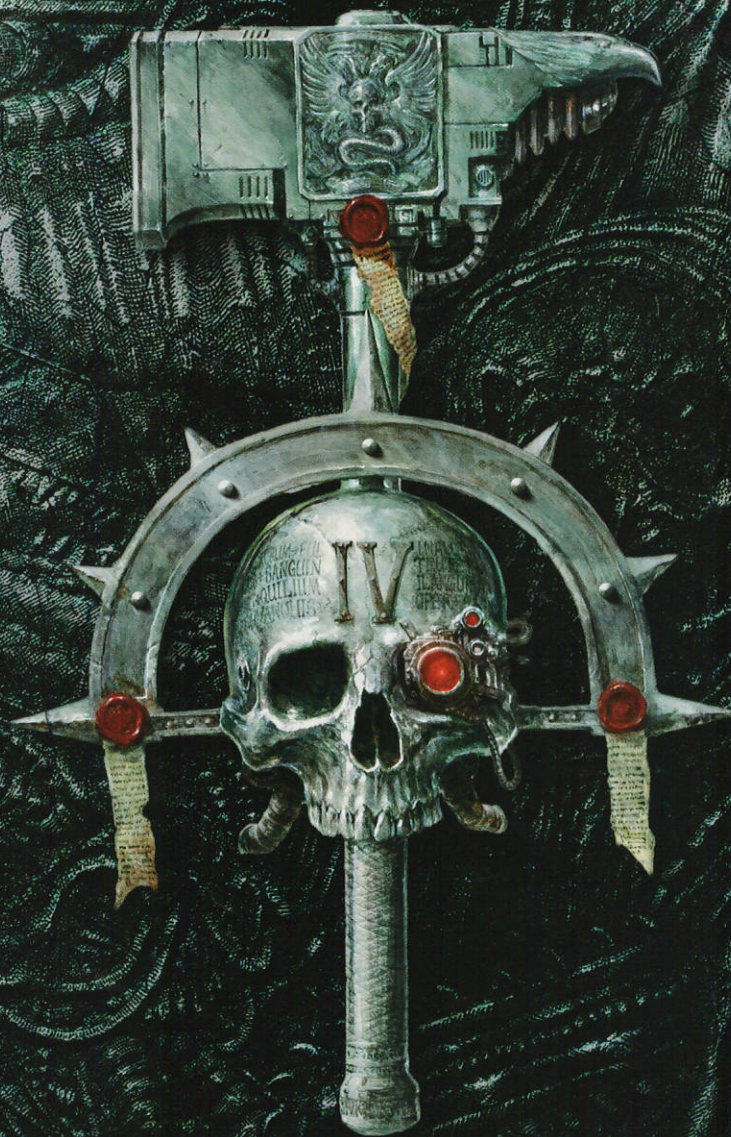
Master of Beasts. Radagast's inimitable powers put him at a distinct advantage when fighting Wargs and other beasts. Any Wild Wargs (including the Chieftain) that wish to charge Radagast must first pass a Courage test or not charge – this is in addition to any tests they may have to take for any *Terrifying Aura* that Radagast may have in place.

Points Match

If you want to play this game with other forces, choose a Good force of up to 500 points and an Evil force of equal value. Each side must include at least one Hero. Neither side may equip more than 33% of its models with bows or include any cavalry models.

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☠ **For the Emperor!**
Soon the Black Templars return. Here's a preview of the codex

☠ **The Faith and the Fury**
Two amazing models, painted by true masters of the brush

☠ **Waaagh! Grishnahk!**
The Grand Warlord adds another Warboss to his tribe

CRUSADERS OF



THE EMPEROR

CODEx: BLACK TEMPLARS SPECIAL PREVIEW

Soon The Black Templars will take the Emperor's light to the dark corners of the galaxy once more with a brand new codex. Graham McNeill dons his power armour and gives us a taste of what to expect in Codex: Black Templars.

The origins of the Black Templars lie amid the ashes of the Horus Heresy, when the Emperor's most trusted warrior, the Primarch Horus, turned upon the Master of Mankind and began his galactic-wide rebellion. Though Horus was eventually defeated, the Emperor was near death and his vision of a galaxy dominated and ruled from Terra lay in ruins. In the wake of this conflict, Roboute Guilliman, Primarch of the Ultramarines Legion, decreed in his Codex Astartes that each of the Space Marine Legions was to be broken up into Chapters of a thousand warriors. No longer would one man wield the power of an entire Space Marine Legion.

But not all the Primarchs would accept this, and Rogal Dorn of the Imperial Fists refused to have his Legion broken up when the Imperium sorely needed such warriors. Guilliman branded Dorn a rebel for refusing to obey the Codex, and in return, Dorn called Guilliman a coward, for his Legion had been far from Terra in the last days of the Heresy. Matters threatened to come to a head when an Imperial Fists vessel was fired upon and the Imperium seemed certain to plunge into another bloody war. But at the last, Dorn relented and agreed to have his Legion broken into three Chapters, one retained the Legion's name, the others being the Crimson Fists and the Black Templars. Dorn chose Sigismund, his most zealous champion, to lead the Black Templars and this mighty warrior swore upon Dorn's shattered sword that he would fulfil his Primarch's trust. Seeing the suspicion he and his brethren were held in, Sigismund determined that a supreme gesture of faith was required and swore a mighty oath that the entire Chapter would go forth on a Crusade to prove their loyalty. They would take no homeworld and would instead live, train and travel through the

stars in crusading fleets to smite the witch, the alien and the heretic with the Emperor's fiery vengeance. It is a Crusade that has lasted since that day.

CRUSADERS OF THE EMPEROR

Given their fleet-based nature, the Black Templars are rarely assembled as a Chapter, but are instead divided into a number of Crusades. The size of these Crusades can vary immensely, sometimes as few as 50 to a 100 warriors, sometimes the equivalent of several Companies from a Codex Chapter. Only the High Marshal of the Chapter has any idea how many Black Templars Space Marines there are, but it is obvious that they are far more numerous than most conventional Chapters, though dispersed over a much wider area. Each Crusade of the Black Templars continues the first mission of the Space Marines, seeking out the enemies of the Emperor and destroying them before moving onwards to find the next foe to be wiped out. They lust to crush the enemies of Mankind and show no tolerance for heretics, mutants, witches, aliens or other abominations against the Emperor.

FIGHTING COMPANIES

In battle, the Black Templars continue to fight in the style of their founder, Sigismund, preferring close combat to ranged warfare. Face-to-face with his enemy, a Black Templar can earn glory and respect and be sure that his foe is truly vanquished, fighting with righteous fury and the noblest ideals of honour. This is further emphasised by the fanaticism of Black Templars battle brothers, whose righteous anger makes them loathe to retreat before an enemy. They will drive towards the foe relentlessly, their own casualties only serving to spur them on faster, hungry for vengeance against the slayers of their brethren.

SERVANTS OF TERRA

The Black Templars have come a long way since their first appearance in Codex: Armageddon, with an all-new book giving you brand new rules for these stalwart warriors of the Emperor, as well as a whole heap of background. Until now, the Black

Black Templars Sword Brethren



Templars haven't had much depth to their history, with the bulk of it concerned with their recent actions on the war-torn world of Armageddon. Aside from a brief mention in the second edition Sisters of Battle codex, that was pretty much their lot – not too impressive for a Chapter that's been around as long as the Black Templars. But now, with this new book, that's all changed, as much more history and depth are added to the character of the Chapter.

In addition to a whole set of new rules and background, there's an impressive array of brand spanking new miniatures to go along with the codex. The bulk of a Black Templars army is made up of Crusader squads, and to

go along with the plastic frames of Space Marines, there's the new Crusade sprue (pictured right), which has everything you need to transform your Space Marines into Black Templars, with Templar-specific shoulder guards, Templar icons for Space Marines and vehicles, Templar arms with chain-wrapped weapon hands and many more pieces of wargear and crusader seals. The Crusade sprue, has everything you'll need to 'Templarise' your Space Marines.

SWORD BRETHREN & CHARACTERS

The veterans of the Black Templars are organised into the Sword Brethren, warriors who have proved their courage in the fires of battle time and time again. With access to some of the best weaponry in the armoury, these models are some of the best we've ever made and look fantastic on the battlefield (and they're not half bad in a fight either!). They typify all that is great and noble about Space Marines.

"They lust to crush the enemies of Mankind and show no tolerance for heretics, mutants, witches, aliens or other abominations against the Emperor"



The new Black Templars Crusader sprue and squad



As well as new Sword Brethren, there are also two new special characters included in the book, High Marshal Helbrecht and Chaplain Grimaldus – Hero of Helsreach. High Marshal Helbrecht is the Chapter Master of the Black Templars and epitomises the qualities of stubborn determination that are the hallmarks of the Chapter. Armed with the Sword of the High Marshals, a weapon that includes fragments of the Sword of Dorn itself, Helbrecht is a warrior beyond compare.

Chaplain Grimaldus is one of the Chapter's Reclusiarchs, a Chaplain of fearsome and unforgiving aspect. His unbending determination never to fall in battle keeps him fighting, even after suffering the most

grievous of wounds. Together with his retinue of servitors carrying the relics of a destroyed Imperial temple, he is symbolic of the fiery zeal of the Black Templars.

Next month finally sees the release of the Black Templars' richly deserved codex, bursting at the seams with righteous fury, mighty warriors and an impressive array of new wargear. Prepare to smite the enemies of Mankind!

Zealous Crusader squads assault mercenary Kroot during the Nimbosa Crusade



FAITH AND FURY

Two amazing Space Marine models, painted by experts

The Ultramarines are the most glorious of all the Emperor's Space Marine Chapters – their history is legend and their deeds immortal. At their head stands Marneus Calgar, a mighty hero to a thousand worlds. Dominic Murray talks to ex-'Eavy Metal painter David Rodriguez about how he built and painted the Chapter Master's Land Raider.

David: The very definition of a Codex Chapter the Ultramarines are the living embodiment of the spirit of Roboute Guilliman. 'Eavy Metal had already assembled and painted an Ultramarines army to feature in Codex: Space Marines and the How To Paint Space Marines book. To provide the army with a stunning centrepiece I was given the opportunity to convert a Land Raider for Marneus Calgar and his personal bodyguard.

After a chat with artist Neil Hodgson it became clear that the release of Codex: Space Marines inaugurated a more gothic style for the warriors of the Adeptus Astartes. I wanted to show that the Land Raider was a revered relic of the Chapter, a mobile temple for Marneus Calgar. The vehicle is a source of inspiration to the Ultramarines on the battlefield, and also reflects the glorious history of their Chapter Master. My main reference for this was the Codex: Space Marines cover art which depicts the Ultramarines in their full splendour with dark, gothic overtones.



Dominating and impressive, Marneus Calgar's shrine-like Land Raider inspires heroism in his warriors.

U THE TRIALS OF MARNEUS CALGAR U



THE GAUNTLETS OF ULTRAMAR

Amongst the most revered of the Ultramarines relics, the Gauntlets of Ultramar are ancient artefacts taken back from a fell Champion of the Ruinous Powers slain by Roboute Guilliman after the Gamalia Reclusiam Massacre.



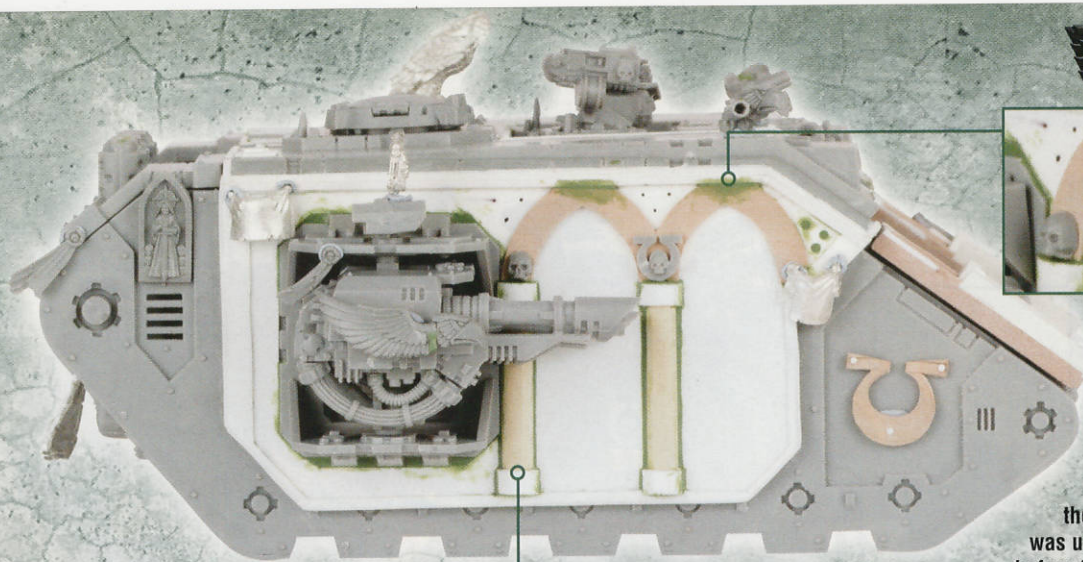
THE BATTLE OF MACRAGGE

Marneus Calgar commanded the Ultramarines fleet against the Tyranid Behemoth hive fleet. After a long and bloody struggle the Tyranids were defeated, but the entire Ultramarines 1st Company was wiped out.



THE BATTLE OF ICHAR IV

Calgar commanded the Imperial defenders – a combined force of Space Marines, Imperial Guard, local militia and alien Eldar forces – at Ichar IV, a hive world attacked by the Tyranids at the culmination of the invasion of Hive Fleet Kraken.



THE ARCHWAYS

To create a smooth surface, the sides of the Land Raider were built up using layers of plasticard. I cut out the shapes for the archways and glued these onto the side of the vehicle. Green Stuff was used to smooth out any gaps before final details such as plastic skulls and iconography were added.

THE PILLARS

Supporting the archways is a set of pillars. To make them, I cut short lengths of plastic rod and attached them to the sides of the Land Raider. A small amount of ready mix filler was used to fill gaps along the edges. The addition of icons from the Space Marine Commander sprue finished off the detailing on the pillars.

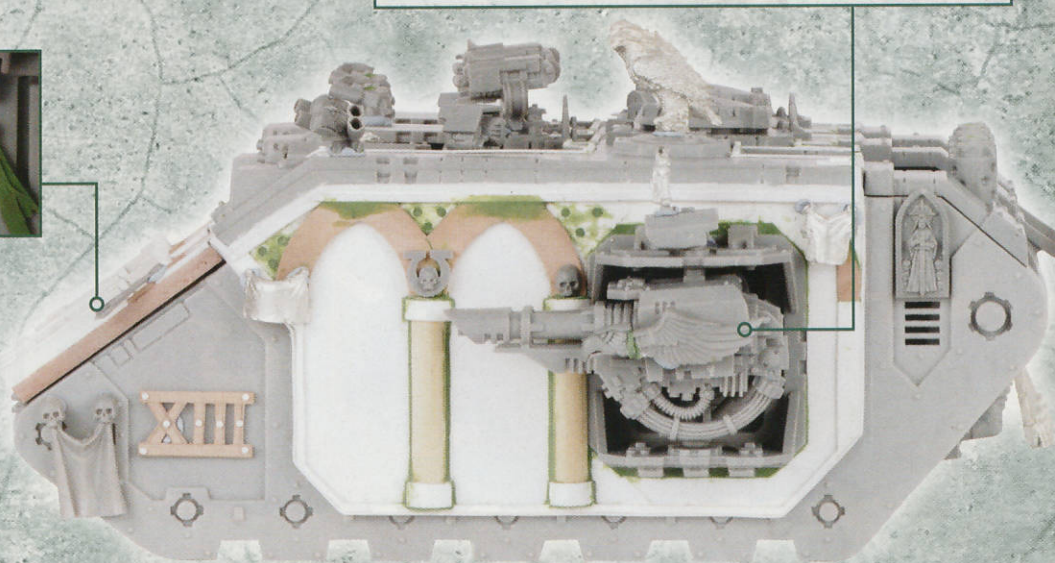
THE SPONSONS

The lascannon sponsons were decorated with an eagle motif that is simple to achieve. The wing was cut from a Sister of Battle laud hailer, while the head was taken from the plastic Space Marine Commander backpack. These were glued together and mounted on the side of the lascannon.



THE GAUNTLETS

The Gauntlets of Ultramar were sculpted out of Green Stuff and then glued onto the front of the tank. To finish off, a skull and the scroll from the Tank Accessory sprue were glued over the top.



As a shrine to the Chapter Master, the Land Raider depicts key events from the history of Marneus Calgar on its hull. These illustrations were originally hand drawn at a larger scale and reduced in size on a photocopier. The images were then photocopied onto printable transfer paper and applied to the tank.



RULER OF ULTRAMAR

As Chapter Master of the Ultramarines, Marneus Calgar is Lord Macragge, Ruler of Ultramar.



THE SIEGE OF TULWA

During the Siege of Tulwa Calgar led the infiltration force that destroyed the Iron Warriors' Fortress of Pain.



THE CORINTHIAN CRUSADE

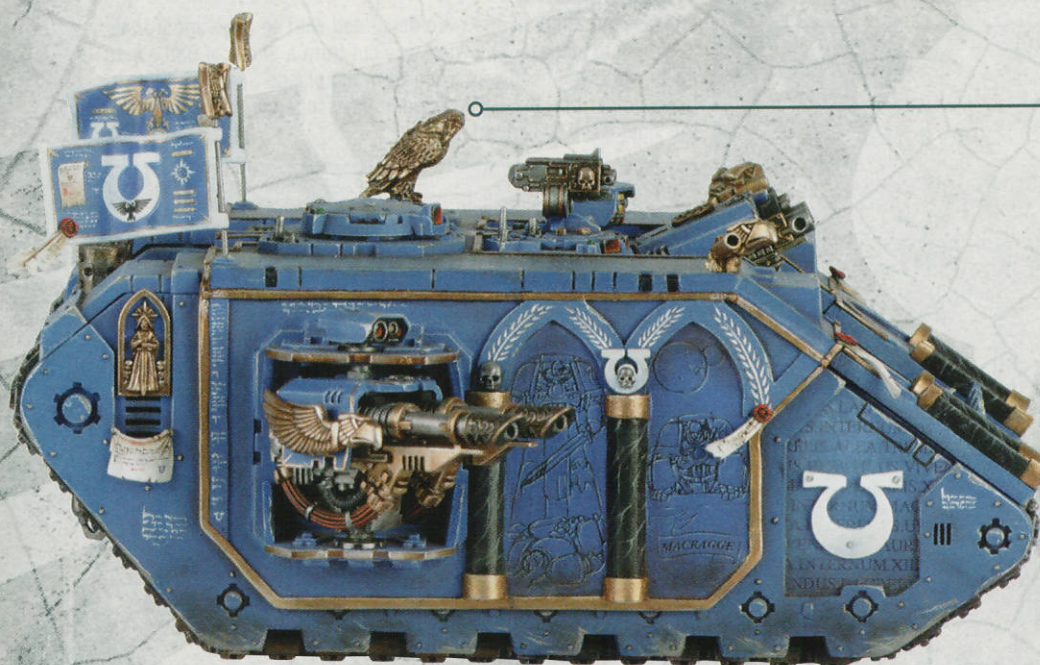
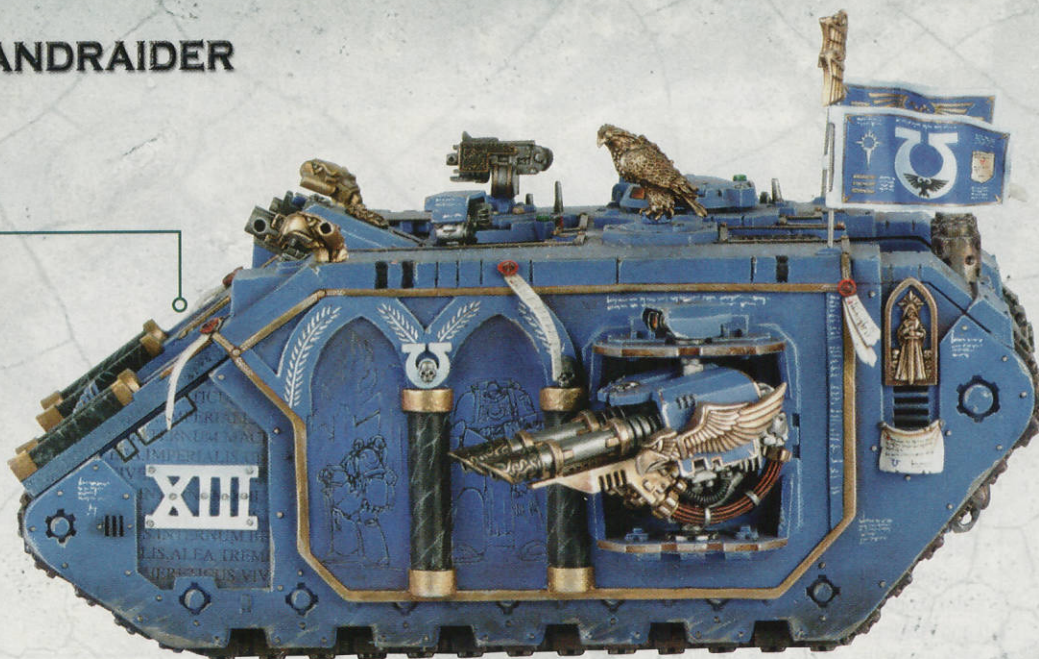
Calgar led a force of Space Marines into the Ork Empire of Charadon on a crusade that delayed the Waaagh! of Warlord Argluk by thirty years. Ancient Galatan, bearer of the Banner of Macragge, fell in the breach of Corinth and Calgar was among those who carried his body back to Macragge.

PAINTING THE LANDRAIDER



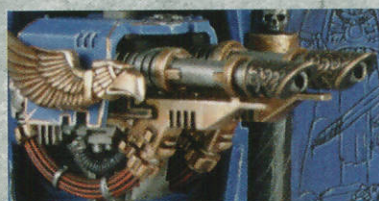
THE RECESSES

After the hull had been painted and highlighted blue I brushed brown chalk into the recesses to achieve a dark effect. It's an alternative to ink washing as it looks very natural. If you are going to try this technique on a gaming model, make sure you varnish it to stop the chalk from wearing off.



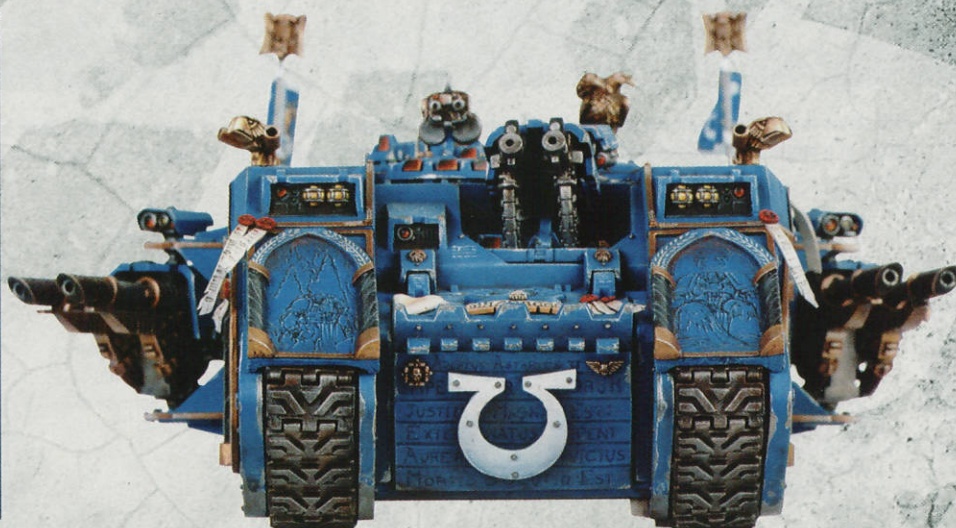
THE GOLD

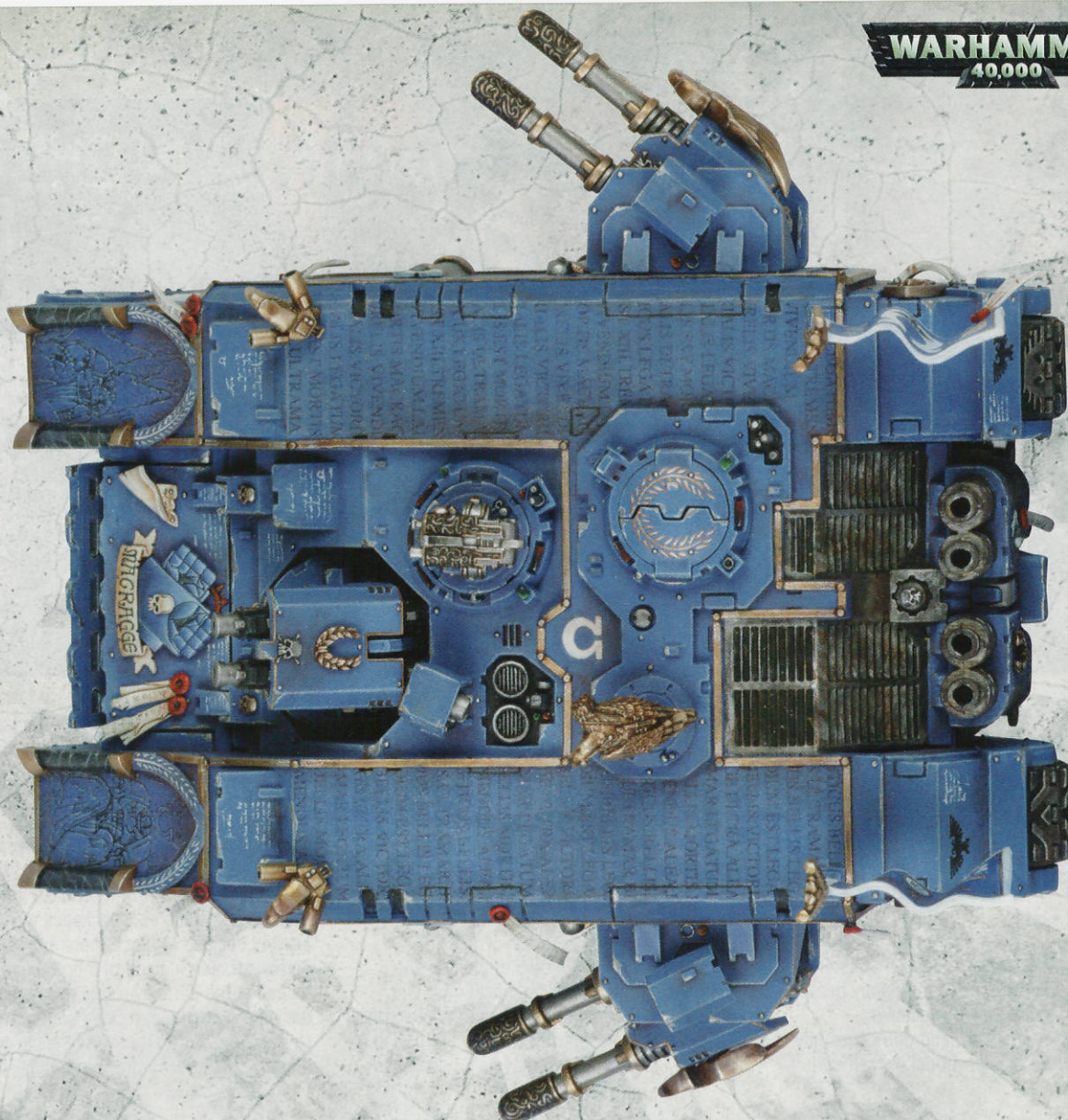
It was important to use a really striking gold colour on the Land Raider. To achieve this I started with a basecoat of Brazen Brass. Shining Gold was then layered over this, followed by a wash of Brown and Black inks. A highlight of Burnished Gold was added and finally a fine highlight of Mithril Silver was applied to the edges.



THE DECORATION

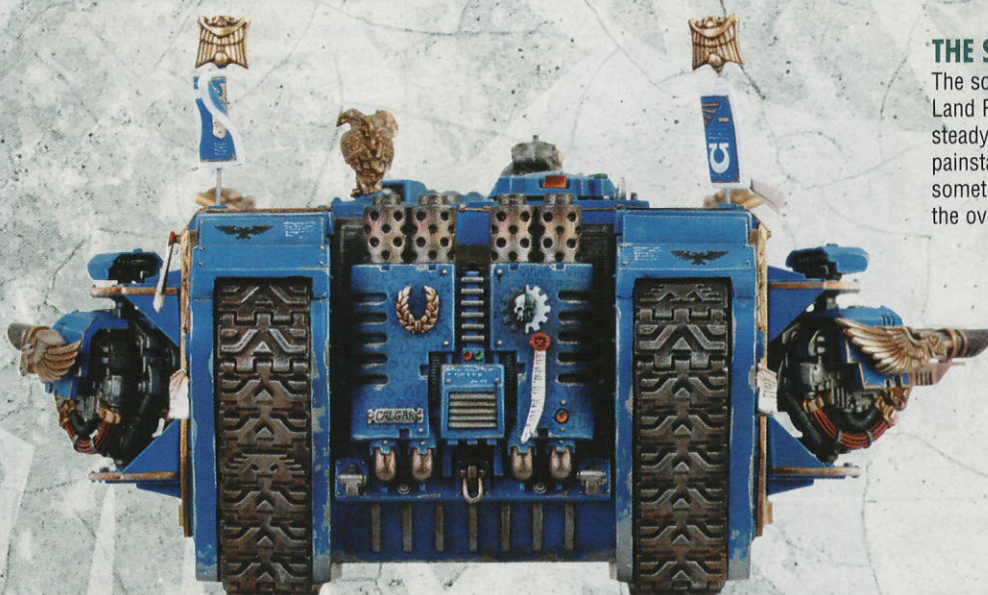
As this is such an important vehicle it made sense to detail all the gun barrels. The gun casings were painted Chaos Black. Shining Gold was then used to paint thin curls, which were highlighted with Burnished Gold before a final thin coat of Mithril Silver was applied.





THE SCRIPTURE

The script work on the front and back of the Land Raider required hand painting. With a steady hand and using a fine detail brush I painstakingly took to the task. This is something that takes time and patience but the overall result more than makes up for it.



PRINTABLE TRANSFER PAPER: If you want to create your own designs and put them onto your models you can use printable transfer paper. You can photocopy your design onto this and apply it to your models in the same way as if you were using water slide transfers. Printable transfer paper is available from all good hobby stores.



MASTER AND COMMANDER



The Master of a Space Marine Chapter is not only the supreme commander, he is a symbol of its history and achievements. Matt Parkes explains how he applied these ideas by designing and building a Chapter Master for the Crimson Fists.

I settled on the idea of making a Chapter Master for the Crimson Fists, mainly because they have a well-known, evocative background to draw on, and don't currently have a Chapter Master model of their own. I

was able to find an Index Astartes article (WD288), describing the Chapter's history to help inspire me.

I began by sketching out some ideas for the figure. To speed up the process a little, I cut out the picture of the Crimson Fist warrior featured in the article, and drew my ideas directly onto it.

Most of these ideas would end up on the model with only a few modifications. The design fresh in my mind, I began to assemble a selection of parts to work from. The Space Marine Commander sprue was an obvious

place to start, but I also included a Tactical Squad sprue, Command Squad sprue and even a frame of Bretonnian Knights.

I'd originally thought about building a banner from scratch, but decided to use the banner from the Command squad instead. I ended up cutting a section out of it to make it a bit more manageable as a backpack mount. I had already decided to use a more substantial combi-weapon instead of a bolt pistol. Having looked at the parts available to me, I also decided to change his close combat weapon to a power sword. That would leave me with a power fist to decorate the banner.

CONVERSION IDEAS

Using this piece of Crimson Fists artwork, Matt planned out what elements he wanted to add to the model.

- **Shoulder pads:** extra armour pieces on edges. Head protection – could be used to hang decorations from

- **Chest plate:** more decoration

- **Combi-weapon** with strap

- **More parchment:** purity seals around belt

- **Purity seals:** rows on outside leg look like buckles

- **Bretonnian sprue:** use for details



- **Banner:** showing fist icon.

Background showing the destruction of the fortress-monastery on Rynn's World. Battle-cry at the bottom "There is only the Emperor, He is our shield and our protection"

- **Open face:** helmet on belt

- **Fist:** power fist from sprue sanded down, highly decorated

- **More parchment:** made with metal foil

- **Knee pads:** replace with Bretonnian pauldrons.

- **Cloak from sprue:** split into three parts. Heavily patterned and with text (names of fallen brothers)

- **Increase height:** plastic spacers under feet and in waist

BUILDING THE MODEL

It was important that the model should appear large and imposing. The banner and pose would go some way towards making this happen, but I decided to use spacers made from plastic card to make him physically taller and broader than other Space Marines.



1 After selecting a suitable pair of legs from my bits box, I added plastic spacers to the feet and hip joint.



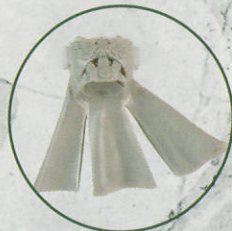
2 I wanted to create knee armour in the shape of shields like in the illustration. So first I carved away the existing knee pads.



3 I took two of the small shields from the Bretonnian Knight sprue and carved them to fit into the gap in the knees.



4 With the legs complete, I took the body with cloak and marked the places where I would need to cut in order to split the cloak into three parts.



5 I then cut the marked sections out of the cloak, attached the breastplate and added spacers to the shoulders.



6 Using a hairdryer to heat up the plastic, I was able to bend the flaps of the cloak without breaking them. I then added the arms to complete the body, and glued it to the legs.

MODELLING THE DETAILS

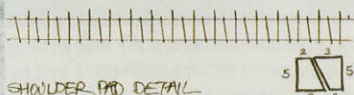
I decided to concentrate on the shoulder pads. I built up the rims with plastic rod then added pieces of plastic card and wire to represent the crenellations of the Crimson Fists' fortress-monastery. Once the model was assembled, I added the extra shoulder pad details.

I spent some time thinking about the design of the banner. Most of the Chapter's history I wanted to reference would be displayed here. In the end, I used the main body of the banner to display the Chapter badge and devotional text, the smaller parts would then be used to reference specific events in the Chapter's history.

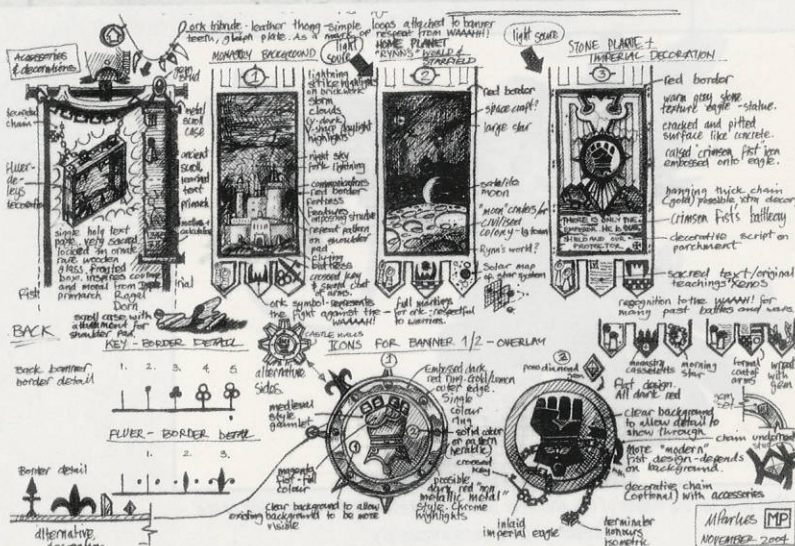
The same thinking employed for this model could be used to create a centerpiece for a gaming army. What makes a model like this work is capturing the spirit of the army in a model, whether that's through the pose and design or through the decoration and detail.



Plastic rod was used to add bulk and extra decoration to the shoulder pads.



The shoulder pad crenellations were made from pieces cut from a sheet of plastic card.



Before even picking up a paint brush Matt did extensive preparation for the banner design, researching the Crimson Fists background and making a number of annotated sketches to get the detail right.

CRIMSON FISTS CHAPTER MASTER



The way that Matt has re-sculpted the cloak creates a sense of movement, so that the model appears to be in the midst of action.



The back of the banner received as much attention as the front. It features the Imperial Fists emblem – the founding Chapter of the Crimson Fists – and is topped with a red power fist.



Matt built up the edges of the shoulder pads to represent the crenellations of the Crimson Fists fortress monastery.



Extra details such as chains, purity seals and a guitar string for cabling enhance the model. A wing taken from Azrael's Helmet Bearer adorns the shoulder pad.

DOK BUTCHA'S CONVERSHUN KLINIC

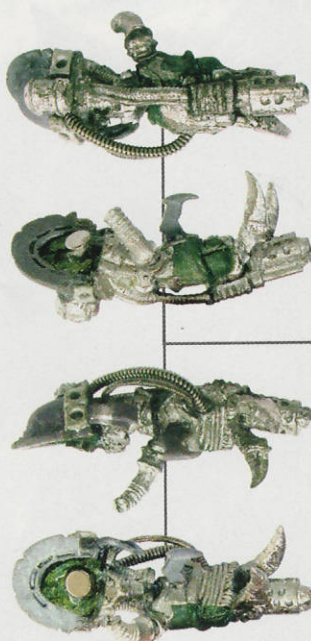
Dose Chaos boyz are tasty in a ruck. Dis tribe I worked for once 'ad a pop at some and dey got so badly clobbered dere wasn't even any bits left for eksperiments. Good fight, though.



HURON BLACKHEART

By John Shaffer

The only image of Huron I had as a guide was the cover of the novel *Into the Maelstrom*. Thus, I based my conversion loosely on that illustration. I used a combination of Imperial and Chaos Space Marine bits along with some components from the Warhammer range to complete the conversion. The Tyrant's Claw is the most complicated part of the model and took the longest time to complete. For flexibility and easier painting, I decided to try using magnets for the arm joints of the model. It helped during the painting process when I could remove parts and paint them individually. Plus, I can switch out his wargear and remove the Hamadrya on his shoulder. Using magnets takes time but is a neat technique for character models.



The Hamadrya is made from a Bretonnian helmet dragon and Wight helmet wings.



Chapter Approved



By Andy Hoare & Phil Kelly

WHAT IS CHAPTER APPROVED?

Each month, Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing new scenarios, weapons, rules and army list entries of all types. It also acts as a forum for dedicated players of Warhammer 40,000 who have produced inspired, well thought out and just plain brilliant additions to the game.

If you've got something good for Chapter Approved then write to us at the address below.

Note: Please don't include rules queries etc, with your letters, as the volume of mail means that in most cases we won't be able to send individual replies.

Chapter Approved
Games Workshop
Willow Road, Lenton
Nottingham
NG7 2WS, UK

KILL-TEAM NEMESIS

Greetings citizens and welcome to another exciting instalment of Chapter Approved! This month sees Scrivener Hoare and his Servo-fabricator Phil Kelly unveil a set of rules for including some really large and frightening bad guys in your Kill-team Brute squads.

Andy: What I personally like about Kill-team is the chance it offers to create all manner of unusual models, perhaps representing character types that aren't so appropriate fielded as entire armies. But that got me thinking about what conversion opportunities the player has available when the tables are turned and he's playing the Brute squad. The opportunities are certainly there, in the form of Bosses and indeed unusual Brutes, but I wondered whether this could be taken further. So, taking my cue from computer games, in which you meet a particularly nasty creature at the end of each level, I tried out a couple of conversions. They seemed to work and so the idea for this Chapter Approved came about. Hopefully then, Chapter Approved: Kill-team

Nemesis will appeal to mature and adventurous players on a number of levels. On the gaming side, you get to use some new rules. On the background side, these new rules have the flexibility to represent almost any aspect of the Warhammer 40,000 universe you care to imagine. And on the modelling side, you get to create as wild and extreme a conversion as you can invent. This 'total hobby' approach is what Kill-team is all about, and I hope players enjoy reading and using this Chapter Approved as much as I enjoyed writing it.

Andy H

"Taking my cue from computer games, in which you meet a particularly nasty creature at the end of each level, I tried out a couple of conversions."



USING A NEMESIS IN KILL-TEAM

Kill-team is all about the moment the heroes attain their objective – the instant of victory, or failure, that they have hacked their way through hordes of bad guys to attain. Sometimes, however, victory might be snatched from the reach of our heroes and dangled mockingly before them. This is the moment the Nemesis makes his appearance. It's the big fight, the final confrontation – there's only going to be one winner, and there certainly isn't going to be a sequel.

- The game is played as per the normal Kill-team rules, with the exception that the defender will have fewer Brute squads. In the Brute squad player's turn, after a Kill-team turn in which the Kill-team has achieved its objective, the Nemesis is placed on the table in cover if possible, and starts its turn between 6" and 12" of any member of the Kill-team.
- If the Kill-team's objective is to escape from a table edge, then the Nemesis is placed at the beginning of the Brute squad's turn

along that edge once the Kill-team is within 12" of its escape point. As before, the Nemesis is deployed within 6" and 12" of the Kill-team. Regardless of any other objectives attained, the Kill-team can only claim a victory once it has dispatched the bad guy.

- The Nemesis is automatically aware of the Kill-team.

The Twist

As you may have deduced from the above

deployment rules, the Brute squad player does not have to inform the Kill-team player what type of Nemesis he is using. The Kill-team player may wonder why it's so quiet (too quiet...) but he won't know for sure until the moment he reaches out to grab his objective. This means that the Brute squad player will have to keep his Nemesis tucked away until the moment comes to dramatically open his figure case and lovingly take out the miniature. An evil Vaudevillian cackle is perfectly appropriate at this moment.

Who, what and how?

Not all types of Nemesis are appropriate for use with all Brute squads. The Tau for example, don't believe in ghosts and so may not use an Apparition. The Space Marines aren't too keen on Daemons, so again, a Space Marine Brute squad does not have access to them. Which Nemesis may be used with which type of Brute squad is detailed in the chart left.

Cost of a Nemesis

Each of the races listed in the chart below sacrifices a number of its Brute squads in order to pay for the Nemesis.

	Warrior Construct	Mutant Monstrosity	Cybernetic Construct	Daemonhost	Unbound Daemon	Unsane	Apparition
Space Marines	×	×	✓	×	×	×	✓
Eldar	✓	×	×	×	×	×	✓
Orks	×	✓	✓	×	×	✓	×
Tau	✓	×	×	×	×	×	×
Imperial Guard	×	✓	✓	×	×	×	✓
Necrons	✓	×	✓	×	×	×	×
Witch Hunters	×	✓	✓	×	×	✓	✓
Daemonhunters	×	×	✓	✓	✓	×	✓
Chaos Space Marines	×	×	✓	✓	✓	×	×
Lost and the Damned	×	✓	✓	✓	×	✓	×
Dark Eldar	×	×	✓	✓	×	✓	×
Tyranids	×	✓	×	×	×	✓	×

Squad type Squads sacrificed

Space Marines 2

Chaos Space Marines 2

Eldar 3

Orks 3

Dark Eldar 3

Tyranids 4

Tau 3

Necrons 2

Imperial Guard 4 Guardsmen squads
or 2 Storm Trooper squads

Inquisition 2 Storm Trooper squads

NEMESIS TYPES

No matter which race they are used with, Nemesises conform to one of seven types. This keeps things simple (and the rules relatively short) while still providing a range of background, gaming and modelling opportunities.

The Brute squad player may choose one of these Nemesises,

WARRIOR CONSTRUCT

A Warrior Construct is a being of entirely artificial manufacture, driven by some manner of machine or spirit intelligence. Its body is strong and resilient, and it is able to withstand an enormous amount of damage. Its only major weakness is its comparatively slow speed, though this is rarely a major disadvantage.



◀ **Warrior Robot**
by Mark Bedford

Type	WS	BS	S	T	W	I	A	Ld	Sv
W. Construct	3	3	5	4	2	2	2	10	3+

Weapons and equipment: The Warrior Construct may select up to two heavy weapons or twin-linked small arms, or one of each. See the list overleaf for those available.

Special Rules

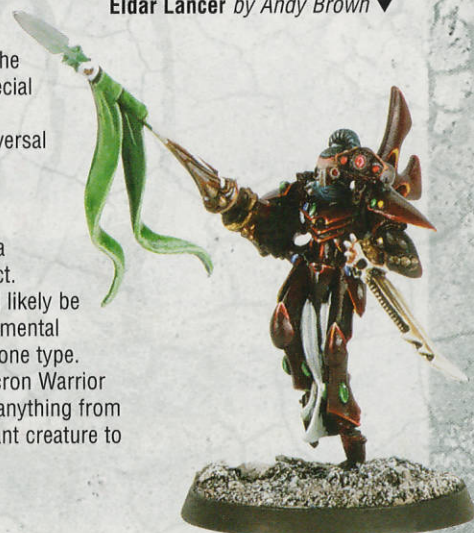
Fearless: Warrior Constructs are incapable of knowing doubt or fear – they single-mindedly fulfil the task for which they were created. They are Fearless, as described in the Warhammer 40,000 Universal Special Rules section.

Slow and Purposeful:

Warrior Constructs that are equipped with heavy weapons are subject to the Slow and Purposeful special rule, as detailed in the Warhammer 40,000 Universal Special Rules section.

- An Eldar Warrior Construct might be a Wraithbone construct.
- A Tau Warrior would likely be some form of experimental battlesuit, or new drone type.
- An example of a Necron Warrior Construct might be anything from a Tomb Spyder variant creature to a new type of Lord.

Eldar Lancer by Andy Brown ▼



MUTANT MONSTROSITY

Often the calamitous result of dabbling in the forbidden sciences, the Mutant Monstrosity is an affront to nature. It is a being that should not exist, yet does, living its short existence in a state of constant pain and resentment, punctuated by brief periods of extreme violence.

Type	WS	BS	S	T	W	I	A	Ld	Sv
Monstrosity	4	2	5	4	2	4	D6	8	5+

Weapons and equipment: The Mutant Monstrosity may select up to two normal close combat weapons, or two twin-linked small arms, or one of each. See the list overleaf for those available.

Special Rules

Random Attacks: To represent the frenzied flailing of the pain-fuelled mutant, its Attacks characteristic is randomly determined by rolling a D6 at the start of each Assault phase when it is fighting.



Insanely Stupid: Make a Leadership test for the Mutant at the start of the Brute squad player's turn. If the test is failed, the Mutant may not move that turn and may not Assault. If the Mutant is already engaged in an Assault, the test is not taken – they're not that stupid.

- An Ork Mutant Monstrosity might be a Doc or Painboy's experiment gone critical!
- The Imperial Guard might field a mighty Ogryn or other Abhuman bodyguard as a Mutant Monstrosity.
- A Witch Hunter's Monstrosity could represent a captured Mutant.
- The Lost and the Damned might field some hybrid of Big Mutant and Chaos Spawn.
- A Tyranid Mutant Monstrosity might be a bizarre hybrid of man and extra-galactic alien.

◀ **Mutant Thing** by Andy Hoare

CYBERNETIC CONSTRUCT

This is a blasphemous or just plain cruel amalgamation of living being and machine. The creature within the machine may be kept in a perpetual state of pain and bloodlust, or it may be allowed to sleep away the decades, even centuries, between short periods of war.

Type	WS	BS	S	T	W	I	A	Ld	Sv
C. Construct	4	3	5	4	2	3	3	9	4+

Weapons and equipment: The Cybernetic Construct may select up to two normal close combat weapons or two twin-linked small arms, or one of each. See the list overleaf for those available.

Special Rules

Stim Injectors: The few organic components that remain of the construct are saturated by a potent cocktail of stimulant drugs. The Cybernetic Construct is subject to the Feel No Pain special rule, as detailed in the Warhammer 40,000 Universal Special Rules section.

- A Space Marine Cybernetic Construct could be a wounded veteran trapped within a life support device.
- The Orks might use a Mek's demented creation.
- An Imperial Guard Cybernetic Construct could be a veteran in a unique combat rig, a power lifter type device or an H-Grade Combat Servitor.
- Chaos Space Marines might field a variation on the Obliterator or one of Fabius Bile's more unpleasant experiments.
- For the Lost and the Damned the Cybernetic Construct might represent the result of a tortuous experiment gone wrong.
- For the Dark Eldar the Construct may be the result of a tortuous experiment gone right...

Cybernetic Grot ▶
by Martin Wood



An H-Grade combat servitor
bars the way to victory...

DAEMONHOST

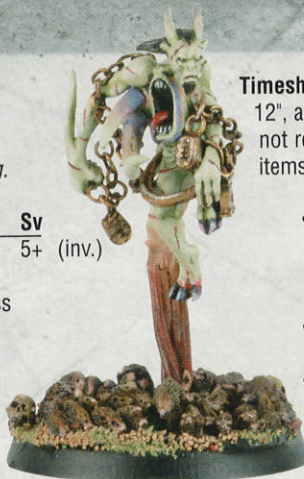
Bound to its human shell only by words and sigils, the beast within strives to escape, to be free of the weak flesh that imprisons it and to sate its bloodlust on the flesh of the living.

Type	WS	BS	S	T	W	I	A	Ld	Sv
Daemonhost	4	4	4	4	4	3	2(4)	8	5+ (inv.)

Weapons and equipment: Claws, pseudopods and other, less identifiable, appendages.

Special Rules

Fearless: Daemonhosts are Fearless, as described in the Warhammer 40,000 Universal Special Rules section.



Timeshift: The Daemonhost can move 12" and assault 12", and its Attacks are doubled to 4. This power does not require a Psychic test, but may be nullified by such items as a Librarian's psychic hood as normal.

- Daemonhunters are known to make use of Daemonhosts – this one could be an example of a different type of host – perhaps possessing an Ogryn!
- A Lost and the Damned Daemonhost would represent the work of a mad Chaos Sorcerer.
- A Dark Eldar Daemonhost could represent a doomed soul kept lingering long past the death of its physical body.

◀ **The Bound Daemon Skrrr'lthc** by Phil Kelly

UNBOUND DAEMON

Few bear the power to summon the Unbound Daemon to the material universe, and even fewer have the power to bend it to their will. The Sorcerers of the Traitor Legions are amongst those few with genuine skill, while the Radicals of the Daemon-hunting Inquisition often believe they have such power. Often the price of such folly is the soul of the summoner.

Type	WS	BS	S	T	W	I	A	Ld	Sv
Daemon	5	3	5	5	2	4	3	10	4+ (inv.)

Weapons and equipment: Vorpals claws and talons.

Special Rules

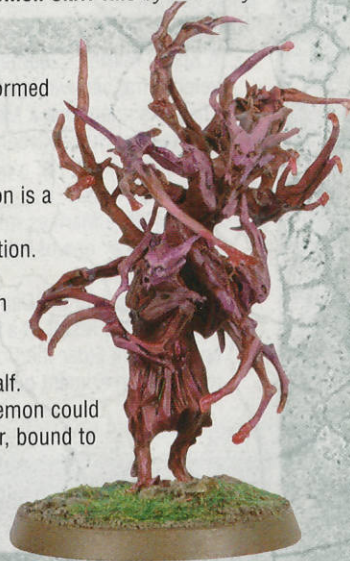
Fearless: Unbound Daemons are Fearless, as described in the Warhammer 40,000 Universal Special Rules section.

Daemonic Aura: The Daemon's skin is formed from the very stuff of Warp – its Save is Invulnerable.

Daemonic Stature: The Unbound Daemon is a Monstrous Creature, as detailed in the Warhammer 40,000 Unit Type Rules section.

- A Daemonhunters' Unbound Daemon might have been summoned by a heretical Radical Inquisitor to perform nefarious deeds on his behalf.
- A Chaos Space Marine Unbound Daemon could be a servant of a lesser Chaos power, bound to the will of the summoner.

Skarfor the Vile by Mat Ward ▶



NEMESIS WEAPON OPTIONS

The specific weapons available to Nemesis depends on their race. They are chosen from the list below, as detailed in each profile. For example, a Cybernetic Construct may select two 'normal close combat weapons or two twin-linked small arms, or one of each'.

Very Important Bit: These rules are intended to provide a reasonably wide range of modelling options for the defending player, whilst not making things impossible for the Kill-team. We could provide rules for head-mounted twin-tornado launchers, but, though the model might look incredible (or not...) the effect might be somewhat unfair. However, players are encouraged to explore whatever creative avenues they wish. So, if you want to create a creature from your opponent's worst nightmare, treat every use of a weapon not listed here as breaking a single Mutable Rule.

Taking two identical ranged weapons counts as twin-linking. If the model has two different weapons, it may choose which to fire, but may still only fire one. Twin-linked flamer weapons may re-roll to wound.

Space Marine weapons

Small arms: Boltgun, flamer, meltagun, plasma gun, power weapon.

Heavy weapons: Heavy bolter, las cannon, missile launcher, plasma cannon, assault cannon, power fist.

Chaos Space Marine weapons

Small arms: Boltgun, flamer, meltagun, plasma gun, power weapon.

Heavy weapons: Heavy bolter, las cannon, missile launcher, multi melta, power fist.

Eldar weapons

Small arms: Shuriken catapult, flamer, death spinner, fusion gun, power weapon.

Heavy weapons: Scatter laser, shuriken cannon, wraithcannon, Eldar missile launcher, star cannon, power fist.

Lost and the Damned weapons

Small arms: Lasgun, flamer, meltagun, grenade launcher, plasma gun, power weapon.

Heavy weapons: Heavy bolter, missile launcher, heavy flamer, autocannon, power fist.

Daemonhunter weapons

Small arms: Storm bolter, Incinerator, power weapon.

Heavy weapons: Psycannon, assault cannon, plasma cannon, eviscerator.

Ork weapons

Small arms: Skorcha, shoota, choppa.

Heavy weapons: Big shoota, rokkit launcher, power claw.

Necron weapons

Small arms: Gauss blaster, power weapon.

Heavy weapons: Gauss cannon, heavy gauss cannon.

Witch Hunter weapons

Small arms: Flamer, storm bolter, meltagun, power weapon.

Heavy weapons: Heavy bolter, heavy flamer, multi melta, eviscerator.

Dark Eldar weapons

Small arms: Splinter rifle, stinger, terrorfex, blaster, power weapon.

Heavy weapons: Destructor, shredder, agoniser.

Tau weapons

Small Arms: Flamer, fusion blaster, pulse carbine, pulse rifle.

Heavy weapons: Burst cannon, plasma rifle.

UNSANE

The Unsane are the weak, the oppressed – those whose physical bodies may plot to preclude them from war, but whose minds are so strong as to bind their ruined bodies past their death. The Warp whispers to such individuals, its denizens ever scratching at the shreds of their sanity, for they exist beyond the grace of the Emperor. To look into the eyes of such a being is to surrender one's sanity to a greater madness, from which death is but a temporary reprieve...

Type	WS	BS	S	T	W	I	A	Ld	Sv
Unsane	2	2	3	3	6	2	1	10	-

Weapons and equipment: Bloodied fists, broken nails and twisted fingers.

Special Rules

Aura of Unsanity: Any unit wishing to assault the Unsane must first make a Leadership test. If the test is passed, it may charge normally; if it is failed, the unit may not assault this turn.

Gaze of Damnation: The eyes of the Unsane are pits of **▲ Mad Psyker** by Alan Bligh

damnation, its gaze withering all who attempt to meet it. During the Unsane's Shooting phase, the flamer template is placed with the narrow end touching the Unsane. Every model under the template must roll equal to or lower than its Initiative (a 6 always fails) or receive a single, Strength 4, AP1 hit – survivors must immediately move back, up to 6" and end their move outside of the template – any that cannot do so are destroyed. The template is not removed once the attack is made. Instead, it is left there until the model moves, or is successfully assaulted, and any model that passes through it suffers the attack as detailed above.



- For the Witch Hunters, an Unsane could represent a captured and exploited Alpha Level psyker, or an avatar of Sebastian Thor (you decide!)
- The Lost and the Damned might field an unshielded psyker possessed by the Ruinous Powers.
- A Dark Eldar Unsane could be a captive psyker driven mad by a Haemonculus' attentions.
- For the Tyranids, the Unsane might be a human psyker driven mad by the Shadow in the Warp, or perhaps an alien diplomat or infiltrator given human form, his mission to sow discord and confusion amongst its prey.

APPARITION

The galaxy of the 41st millennium is one in which superstition holds sway. The masses of Humanity worship an array of saints and martyrs, and their faith in the God-Emperor is often the only factor the populations of any two worlds may have in common. At times of great portent, many have sworn to have witnessed the saints and martyrs returned to life to fight at the side of the living, lending their power once more to the eternal war against darkness.

Type	WS	BS	S	T	W	I	A	Ld	Sv
Apparition	10	3	4	6	1	4	5	10	-

Weapons and equipment: (Ghostly) close combat weapon.

Special Rules

Ghostly Attack: The Apparition's attacks allow no Armour Saves or Invulnerable Saves.

Insubstantial: The Apparition may move up to 12" instead of the normal 6". This move may pass through Impassable terrain, so long as it finishes outside of the feature, and through enemy models, so long as it does not end within 1" of the model.

Hit and Run: The Apparition is subject to the Hit and Run special rule, as detailed in the Warhammer 40,000 Universal Special Rules section.

- For the Space Marines, the Apparition might be the ghost of a former Chapter Master, drawn to defend his brethren one last time.
- An Eldar Apparition might be an ancestor spirit drawn from the Infinity Circuit.
- To the Imperial Guard, the Apparition may be the ghost of a martyr or a saint, or a founder of the regiment protecting the living.
- A Witch Hunters Apparition could be the ghost of a founding saint of the Adepta Sororitas – perhaps Saint Dominica herself.
- For the Daemonhunters, the Apparition may be the shade of a dead Grand Master, drawn to combat the Daemon once more.



▲ The ghost of Brother Laemodon
by Adam Troke



YOUR NEMESIS AWAITS

Here's a selection of some Kill-team Nemesis modelled by some of the most imaginative and skilled hobbyists we know. Hopefully, their conversions will inspire you to create all manner of end-of-level gribbliness...

Witch Hunters Cybernetic Construct
by Mark Bedford



Imperial Guard Cybernetic Construct
by Sebastien Paepke



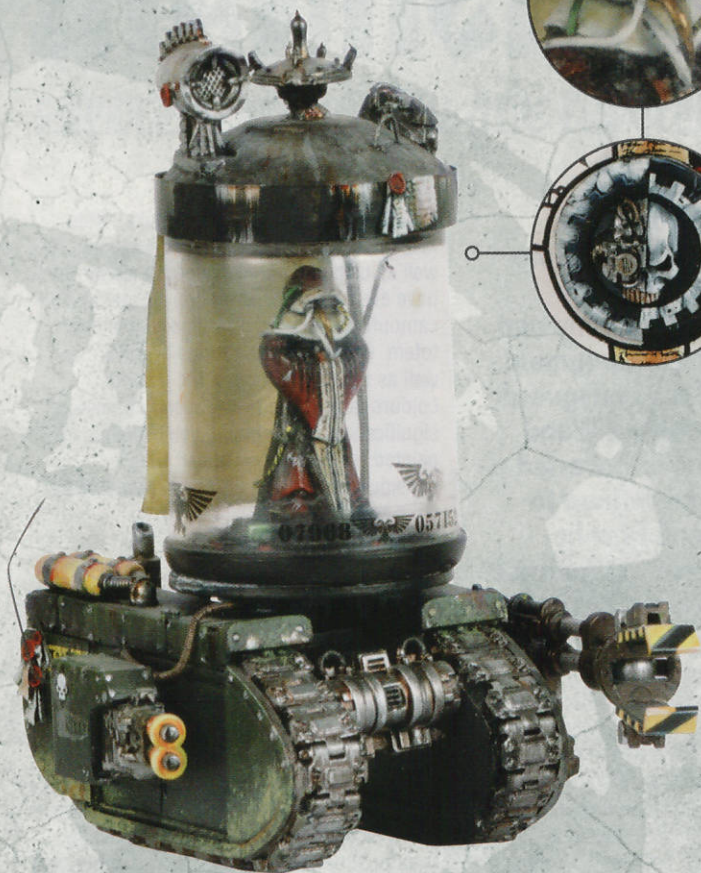
Witch Hunters Unsane
by Aly Morrison



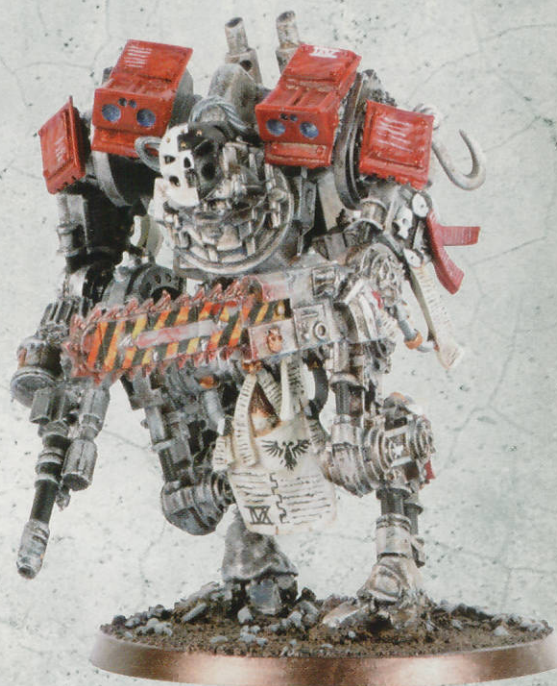
Ork Cybernetic Construct
by Adrian Wood



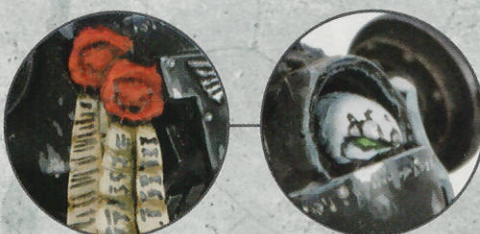
Adeptus Mechanicus Cybernetic Construct
by Andy Brown



Adeptus Mechanicus Warrior Construct
by Alan Bligh



Necron Warrior Construct
by Gav Thorpe



Space Marine Cybernetic Construct
by John Cadice



WAAAGH! GRISHNAK!

MODELLING AN ORK WARBOSS & RETINUE

An Ork Warboss rules his warband through sheer brute force. He embodies the characteristics of the army and hoards all the best equipment for himself and his bodyguard. Grand Warlord Adrian Wood describes how he's converted a new Warboss and retinue to lead his army, and how he used clan colours to emphasise the army's character.

Adi: When it comes to collecting an Ork army, Ork culture, and the cults that many Orks adhere to, are an excellent source of inspiration. Clans offer a great opportunity to apply a strong theme to a force, affecting colour, iconography and even the kinds of units you might choose. By applying a clan's glyphs, traits and colours you can add lots of character to your models.

Ork society is underpinned by a brutal and simple tenet – might is right and the strongest are in charge. An Ork belongs to a mob of Boyz with a larger Boss or Nob giving all the orders, usually “Charge!” or “Get ‘em ladz!” An army of Orks is called a warband and is full of different mobs under the command of a powerful chieftain called a Warboss. Warbands are part of a bigger formation called a tribe, which is in turn ruled over by a mighty Warlord, who keeps the Warbosses in line with a strong right hook.

These tribes and warbands normally exist in a permanent state of internal conflict, when they aren't raiding nearby planets and enslaving other races. Occasionally a Warlord of sufficient power and influence can rise to dominance and found a feudal empire, banding together all the tribes in one specific region of space. These empires will often go on a kind of holy crusade against non-Orks, called a Waaagh! – Waaagh! Ghazghkull and Waaagh! Nazdreg are good examples of recent Ork incursions.

ORK TRAITS

Looting is a vital part of keeping the warband functioning whilst on the move and enemy equipment is a ready source of materials.

Huge, noisy guns are most popular, often kustomized to be even more devastating. As well as using captured weaponry, some Orks have even been known to copy Imperial-style camouflage patterns as a kind of powerful totem. Orks are superstitious by nature as well as being slightly psychic – certain colours take on a special, even supernatural significance. For example, vehicles that are painted red actually go faster; blue is considered a lucky colour and is applied by Orks as warpaint.

BAD MOONS

My latest Ork army is based on the Bad Moons clan, as I really enjoy the contrast this clan's traits have with the armies I've collected in the past. From a painting point of view, they feature yellow iconography on a black background: dags, vivid flame patterns, as well as the characteristic Bad Moons glyph. As Bad Moon Orks are obsessed with wealth and owning the best gear, they have plenty of additional equipment, like deadly kustom shootas, grenades, 'eavy armour, and mega armour.

WAAAGH! GRISHNAK

Originally Waaagh! Grishnak had started life as a Goff army but I felt that the black colour scheme just made the army look too dark and unpainted. Then I made my Flash Gitz Kill-team, Gnashnakoff's Boyz. I spent some time thinking about colour of their skin and clothing. I settled on Snot Green highlighted with Goblin Green for the skin and a series of light brown colours to paint the tunics: Bubonic Brown, Desert Yellow, Vomit Brown, Elf Flesh, Kommando Khaki over a Snakebite Leather base colour. For the first time I had found a striking colour scheme that looked unified without being a uniform colour.

The finished effect fitted the Bad Moons theme, the clan I most associate with Flash Gitz and kustom shootas. I decided to paint the rest of my army in this style, repainting old mobs and creating new ones. The warband has plenty of Flash Gitz, Shoota Boyz and Dreadnoughts, plus lots of trucks, a throwback to my days of fighting with an Evil Sunz army. The latest mob I've added to the army are the Warboss and his Bodyguards, who embody the qualities of my Bad Moons army in one unit. They all have flashy gunz, with tons of equipment and trophies. Overall they look ostentatious and wealthy.

THE CLANS

Although Orks enjoy all aspects of Ork culture to the full, for some, these traits become polarised and a dominant part of their personality, driving them to seek out like-minded individuals and band together. These Ork cults, called the clans, have specific traits, glyphs and colours and view other clans with a certain amount of antipathy. The clans cut across the boundaries of tribe and warbands are more or less dominated by their ideals.

COFFS



Goffs believe there's only one way to fight an enemy – up close and personal. They prefer to wear no-nonsense black cloth and armour: decoration is limited to check patterns and red details.

BAD MOONS



Ostentatious and obsessed with wealth, Bad Moons wear lots of armour and use only the best, most expensive customized shootas decorated with yellow tooth icons, flame patterns and the Bad Moons glyph.

EVIL SUNZ



Obsessed with speed, the Evil Sunz only drive the fastest vehicles with the most tuned up engines and decorate them with bright red paint. After all, Red Wunz Go Faster.

DEATHSKULLS



The Deathskulls clan loot the battlefield of equipment, weapons and ammunition: Imperial kit is favourite, which they then use against their enemies. Deathskulls like to paint their skin with blue warpaint and wear clothing dyed the same colour.

SNAKEBITES



Distrustful of technology, Snakebites are nomadic, favouring simple, but effective, weaponry – the trusty choppa for example. They often wear primitive totems to ward away evil spirits, and trophies taken from past foes.

BLOOD AXES



Considered un-Orky by other Orks, Blood Axes have a low cunning that sees them don garish camouflage patterns and sneak about in the shadows. They also like to use Imperial equipment.

WARBOSS GRISHNAK GRIMJAW

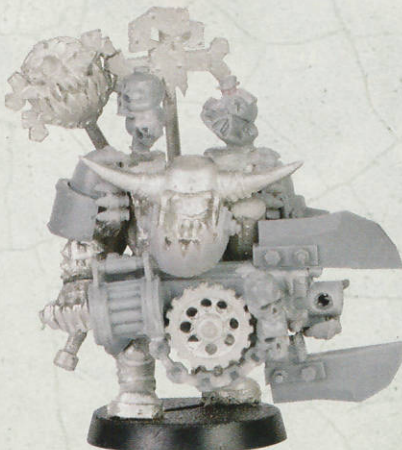
Older readers of White Dwarf will probably recognise Adi's tried and tested Warboss, enduring through all the previous incarnations of the Warhammer 40,000 rules and Ork Codex. Here, he is rendered anew to lead Adi's latest mob, his Bad Moons army.

Grishnak has been the name of my Warboss ever since I started to collect Orks in the early nineties. I decided to use a Nob model rather than a Warboss to represent him, so he'd fit in with the style of his bodyguard.

All Warbosses and Nobs are monstrous hand-to-hand fighters, even without any extra close combat weapons, so I prefer to equip them all with big shootas. The majority of the army have this weapon in abundance and it's great for pelting the enemy at a distance – even with an Ork's low Ballistic Skill. To get the guns to stand out from the rest of the army, I decided to use large looted Imperial weapons, all suitably kustomised.

My Warboss is weighed down by additional parts, quite fitting for the mighty leader of a warband. The basic Nob model has additional armour plates and Space Marine shoulder pads, as well as two banners and one trophy rack (the other off during painting but I chose not to replace it as the model looked better without it).

As well as the iron gob from which he derives his last name, he has the most impressive big shoota of all. Based on an Imperial Guard heavy bolter, it has an ammo pack attached to the outside, a large cog and skull trophies. The most striking feature is the two choppa blades mounted on the barrel, which increases the silhouette and menace of the gun considerably.



BAD MOON RISING

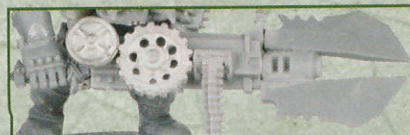
Although the theme of the army is Bad Moons and I emphasised the colours and glyphs associated with that clan, I consider all Ork iconography fair game to use on an army, even if it is normally associated with another clan – I just downplay it so it doesn't start dominating the overall look. After all, Bad Moons like fast vehicles, looted gear, close combat, and are superstitious, just like other Orks. They just like the most expensive vehicles and gear, get psyched up by their vivid yellow glyphs and flame patterns and prefer to soften up the enemy using big shootas before getting into close combat.

To help show how the different Ork traits and iconography appear, to a greater or lesser extent, on my Bad Moons, I've picked out areas on my Warboss and his Bodyguards. They are split down into two distinct areas: the weaponry the Ork carries and the trophies they wear from their vanquished foes.

☠ BIG SHOOTAS



Deathskulls and Blood Axes all use looted weapons



Kustom jobs on guns are associated with the Meks of the Bad Moons and Evil Sunz



Like all Orks, Bad Moons like choppas

☠ TROPHIES AND LUCK TOKENS



Snakebites like feral trophies



Goths use check patterns



Ultramarines shoulder pads, reminiscent of the Deathskulls



The bull's skull is a Goff motif



THE NOBZ

Slightly smaller than a metal Nob, but bigger than an Ork, the plastic Warhammer Orc champion was the perfect core model for my Nobs. I could add plenty of additional parts and easily attach the Imperial heavy weapons, which count as big shootas. Most of the Nobs have elaborate masks, jawbones and iron gobs to show their admiration for their Warboss.



▼ Grimfang's big shoota is particularly large and impressive. Like Grishnak's gun, it is based on an Imperial Guard heavy bolter and includes matching additional cogs and blades from Ork chopas. His characteristic iron gob is made from the face mask on the Warhammer Orc Command sprue.



▲ Sporting a big shoota made from the barrel of a lascannon, Gorfang has an ammo pack made from the Imperial Guard lascannon ammo box and the body of the weapon itself. He has a face mask from the Warhammer Orc Command sprue as well as loads of stikkbombz, including a stikkbomb chukka from a mega-armoured Nob.



▲ Razgob's big shoota is made from an Imperial Guard heavy bolter with an ammo magazine glued to the side. Decorations include a skull and chain from the Chaos Tank Accessory sprue, a stikkbomb and an iron gob from the Ork sprue. The drumsticks and the jawbones are from the Warhammer Orc Command sprue.



▲ Skullgob's head is made from a trimmed down Warhammer Orc banner with skulls and chains from the Chaos Tank Accessory sprue – bolts cut from a choppa were glued above the skulls. His big shoota is made from a heavy stubber with the barrel cut off and a chain-driven choppa glued underneath. An ammo pack and a wheel from the Ork Lobba sprue were added to bulk out the gun.



▲ Thuggrim appears quite superstitious, even by Ork standards, carrying plenty of trophies of favourite kills. These are made from skulls from various sources, including the Chaos Tank Accessory sprue. The head of a choppa has been added to the barrel of his cut-down heavy stubber. The details on his helmet have been cut away and his head angled to look down the barrel of the gun.

PAINTING THE MOB

I used exactly the same approach as for the rest of my army but added extra layers of paint, tweaking highlights and picking out details more exhaustively to make them stand out. I used Chestnut Ink on certain metal areas, then highlighted it with Shining Gold. I added more glyphs; spazzy check patterns on the big shootas as well as classic Bad Moons imagery, flame patterns and glyphs. Bleached Bone instead of yellow made the iconography stand out.

The overall look of the mob certainly shouts 'Bad Moons'. The next stage is to build a suitable vehicle to cart them around in, to close with the enemy faster. Is it going to be a truck, a looted Rhino or Chimera or a battlewagon?



The Nob below has been painted to a gaming standard, while the Nob above has added detail



C PAINTING BAD MOON GLYPHS



1 Start by painting a circle using Chaos Black paint.



2 Then paint another circle inside it with Bleached Bone.



3 With Chaos Black paint another circle, slightly off centre to create the characteristic moon shape.



4 To finish off the effect, paint a little of the original skin colour inside the black circle.

PAINTING FACES

PAINTING MASTERCLASS

A winner of several Golden Demon awards, Matt Parkes is a master of the painting craft. Here, he details some of the techniques he uses for one of the most difficult areas of model painting – the face.

When it comes to painting at the highest level of detail, the human face is one of the most challenging subjects to approach. This is partly because of its familiarity – any mistakes will be much more obvious, and partly because the face is often the focus of the model. In this Masterclass, Matt Parkes explains the insane amount of detail that he puts into painting human faces (10 stages!), providing hints and tips on different aspects of the subject, from skin and eyes, to scars and tattoos.

Matt: When painting figures for display or competition, I use more stages than I would normally use for basic troop figures. Mostly, this involves adding extra intermediate stages between each layer, gradually mixing more and more of the lighter colour to create a seamless blend. Something that makes this effect easier to achieve is the consistency of paint that I use. By watering it down until it has roughly the same consistency as milk, I'm more able to control the build up of colour, using several coats to create each layer.

SKIN



1 Basecoat I start with two parts Scorched Brown and one part Dark Flesh, and paint all of the face. As I intend to use the same mix in the next stage, I'll mix twice the amount of paint that's actually necessary.



2 Shade The next stage is a mix made from the basecoat and an equal amount of Dwarf Flesh, picking out the main areas of colour on the face. The shade colour under the eyes and around the mouth is left in the original basecoat.



6 First Highlight This stage involves painting thin lines of equal parts Elf Flesh and Bleached Bone (not as thin as the final highlight) on the highlight areas. These lines will then act as construction lines for the final highlights.



7 Final Highlight The tip of the nose, top of the cheeks, laughter lines, chin and eyelids are the main areas to highlight, using Dwarf Flesh mixed with Bleached Bone. Most of the highlights are painted on the front of the face, except the upper cheek lines. When painted, these give the face depth.

EYES

The eyes are the most important part of a face, as they are its focal points. Starting with a Chaos Black undercoat, I paint the position of where the eyes will be, making sure they sit level with each other. A Skull White almond shape goes over the top, keeping a thin border of black visible for the outline.

With the pupils, I normally use Chaos Black, as other colours tend not to stand out as much (unless you're using red for Chaos or

Ork eyes). Changing the position of the pupils can change the character of the face. Ben Jefferson gave me the idea by showing me two Halflings in his Mordheim gang, giving each other the 'evil eye' while standing to attention. It is these types of small details which really make figures stand out. For a more sinister or angry effect I paint the pupil in the top of the eye socket leaving a small gap of Skull White underneath.



The standard eye looking forwards



Looking sideways



Angry/evil looking



3 Main colour (dark) I then pick out details around the nose, forehead and cheeks with Dwarf Flesh.



4 Main colour (mid) At this stage, the preparations for later highlights begin. I use equal parts Dwarf Flesh and Elf Flesh for this. The main highlight line is painted from the forehead around the eye and down the laughter-line of the face.



5 Main colour (light) At this stage, a layer of Elf Flesh helps to smooth out the main colour of the face and to ensure there are no untidy areas.



8 Ink wash I always thin down my ink washes with clean water to the point where the palette can be seen underneath. I use a Flesh Wash as my standard colour (two for a tanned face). However, when it comes to angry or evil characters, I use Red or Purple ink washes. Getting the right mix to suit the model's character takes experimentation.



9 Second Ink wash The second ink wash of Red, Magenta or Purple ink is concentrated more around the eyes and the lower lip. This helps to bring out the details and add a little more character to the face.



10 Re-highlight After the ink is properly dry, the skin is a richer colour but needs to be re-highlighted. A final highlight of Bleached Bone helps to pick out the brow, nose and chin.

HAIR & BEARDS



There are two types of hair on miniatures: textured and flat. For textured hair, I lightly drybrush the first couple of stages to allow the paint to pick up the detail. I then finish the other stages as normal. Flat hair, as on the model above, needs a different approach. I've painted thin lines in one direction to add texture and gradually lightened the paint mix with appropriate colours.



1 Black hair The first stage is a Chaos Black basecoat, followed by equal parts Chaos Black and Codex Grey for the main area. I then painted the front and top of the hair with a Codex Grey highlight. A wash of Black Ink and re-highlight at the edges of the hairline with Codex Grey finishes off the hair nicely.



2 Dark brown Scorched Brown forms a good basecoat for dark brown hair, followed by Bestial Brown over most of the hair, with a small amount of Bubonic Brown for the highlight areas. The hair was then given a wash of Brown Ink and re-highlighted with Bubonic Brown.



3 Mid brown I chose Bestial Brown, followed by Snakebite Leather, for the main colour, with highlights of Bubonic Brown on the front and top of the hair. This was then given a wash of Chestnut Ink and re-highlighted with Bubonic Brown. The big difference between this and dark brown hair is the shading.



4 Light brown A Snakebite Leather basecoat was applied followed by Vermin Brown as the main colour. A small amount of Bleached Bone was added for the highlight. It was then given a wash with Chestnut Ink and re-highlighted with Bleached Bone.



5 Blonde After a Vomit Brown basecoat, I used a 2:1 mix of Golden Yellow to Bleached Bone for the main colour. I then used Bleached Bone on the hairline and edges for the highlights. This was then given a wash with a 1:2 parts mix of Yellow and Brown Ink, and then re-highlighted with Bleached Bone.



6 Ginger A Dark Flesh basecoat was painted followed by equal amounts of Bestial Brown and Fiery Orange for the main colour. I used small amounts of Bleached Bone to highlight the hair. This was then washed with Chestnut Ink and re-highlighted with Bleached Bone.



7 White I applied the basecoat of Codex Grey followed by a 1:1 mix of Codex Grey and Skull White for the main colour with highlights of pure Skull White.



8 Stubble Using thinned-down paint (ink tends to collect around the small areas), I applied the same colours as the hair in tiny blobs and lines, slowly building the texture up. A final wash of thin Bestial Brown adds a darker tone to the stubble for a rugged appearance.

TEETH

For basic troops, I normally paint the teeth on a model using a thin Skull White line inside the mouth. For a high quality finish I use my smallest brush and paint the individual teeth. This is delicate work which requires a little practice, but can improve the look of the model. You can always miss out a few teeth for that 'brawler' look.

For larger teeth I use Bubonic Brown for the basecoat, painting thin lines of Bleached Bone from the base of the tooth to the top. Adding a small amount of Skull White to the Bleached Bone, I then painted even thinner lines over the top, repeated up until pure Skull White for the final highlight.



Teeth painted with two thin white lines



Individual teeth picked out



Individual teeth picked out – some missing

TATTOOS & WARPAINT

Markings on the skin, from simple lines to complicated patterns, can be used to great effect. I don't highlight tattoos or warpaint as, unless they're very large, this sometimes changes the colour I'm trying to achieve. Although tattoos and warpaint can be painted in any colour, I prefer to use dark blues or dark reds. Highlighting the

skin around the tattoo works better than trying to highlight the tattoo itself.

For the warpaint I painted frayed edges on the design to simulate a rough application.



The dark blue numerals painted on



Highlighted skin around the design



Simple warpaint design

SCARS

With these scars, I painted the surrounding areas of the actual cut first, using Red Gore and Magenta Ink together in a thinned-down wash. This was applied in the same way as stubble, with tiny blobs and lines. I then added a small amount of Chaos Black paint to the dark red mix and painted two very thin dark lines in the middle of the reddened areas to form the actual wounds. I left the scarred eye completely white to create a malevolent appearance.



Surrounding areas to the scar are painted



The wound is painted inside the area



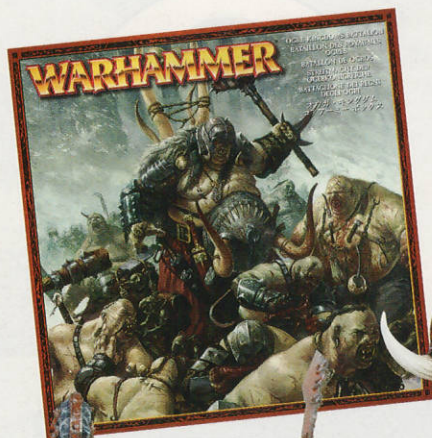
Matt Parkes

Matt's techniques have been refined over a lifetime of painting single figures to the highest possible level. He competes every year in the Golden Demon awards in the UK

and abroad and never misses taking home a trophy or two, winning three Slayer Swords. He has worked as part of the 'Eavy Metal team, has been featured in White Dwarf many times, and did the painting masterclass on King Louen Leoncoeur in WD 291. You can also see his Crimson Fists Chapter Master on page 56 this month.

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WARHAMMER 40,000 DAWN OF WAR: WINTER ASSAULT

The critically acclaimed PC strategy game Warhammer 40,000: Dawn of War is set to make a dramatic return. The new Winter Assault expansion pack takes the action to chillier climes, and turns up the heat on the battlefield. Andy Stewart comes in from the cold with news from the front lines.


The past 12 months have seen Warhammer 40,000 Dawn of War become a regular occupant of the games charts while being in contention for many prestigious games industry awards. It has even been selected by the World Cyber Games as one of only eight official games on its international tournament circuit, a testament to the multiplayer mode that has kept gamers hooked long after the single-player missions have been exhausted. As a result, an expansion pack to the PC strategy game was inevitable.

Dawn of War: Winter Assault transports the action to Lorn V, a snowbound Imperial planet in the grip of Chaos forces. This time around, the Cadian 412th regiment take

centre stage and set about wiping the daemonic scourge from this particular Emperor-forsaken rock. The single-player campaign offers 12 brand new missions, which developer Relic is promising to be bigger and better than those found in the first game.

After only a brief cameo in the original Dawn of War the Imperial Guard now take to the virtual battlefield as a playable army, and they're an awesome sight. However, despite the single player mode featuring five different armies, the Blood Ravens are nowhere to be seen – although their continuing adventures are chronicled in the forthcoming Black Library novel *Dawn of War: Ascension*. But don't fear, Space Marines make an

COLD WAR



appearance in the shape of some particularly powerful Ultramarines, with whom you'll ally in one mission. Of course, a multitude of Space Marine chapters are still available in the multiplayer mode as are an expanded selection of units, all of which you'll find in the single player mode.

Relic has taken the opportunity to play around with mission structure. One stand out mission sees the Imperial Guard trying to take a beachhead while coming under fire from Chaos gun emplacements. In a departure from the usual method of capturing acquisition points in order to call on new units, this mission only makes a specific units available when a certain amount of progress has been made in the

mission. The more emplacements that you've captured, for instance, the bigger and better the units that are deposited on the beach with each wave of reinforcements.

Winter Assault has a lot to offer fans of the original game looking for new toys. As an expansion pack you'll need the original game to play it and, if you have yet to wage war in the digitised 41st Millennium, then a new 'Game of the Year' edition of the first game will be coming out to coincide with the release of Winter Assault. The new missions, armies and units coupled with the fine-tuned graphics will keep veterans hooked and ensure Dawn of War's status as a leading strategy game.

THE IMPERIAL GUARD

The 412th Cadian Regiment isn't your typical Imperial Guard unit. Amongst the troops available to them are Vindicare Assassins, Priests and Sanctioned Pyskers. Fans of the Space Marines need not worry because the Imperial Guard will be joined by Ultramarines for some missions. They're more powerful than the Blood Ravens were in the first game but behave more like individual characters rather than a unit.

WINTER WONDERLAND

Although the winter environments don't present a problem to the forces in the game, they do show off how much detail has been added to it. Sleet and snow fall during the missions and the Guardsmen's breath is visible as it condenses in the cold air. They also leave slushy footprints in their wake and when heavy artillery like the Baneblade fires there is awesome recoil, and shock waves rush out across the snow.



BRING OUT THE BIG GUNS

The Imperial Guard get an impressive arsenal of heavy support including Baneblades (below), Hellhounds, Chimeras, Basilisks, Sentinels and Ogryns. Everyone gets something new for their army: Space Marine Chaplains enter the fray, the Eldar get Fire Dragons, Chaos fill out their ranks with Khorne Berserkers and Orks get Nobz in mega armour.





COLD-HEARTED KILLERS

Some of the coolest elements of the last Dawn of War game were the death moves, those awesome flourishes the onscreen characters performed as they delivered the final blow to their opponent. There are even more this time around – the most notable also being the most rare, arising from such awesome pairings as Avatars versus Bloodthirsters. It's worth engineering certain match-ups just for the sake of seeing an Avatar stab a Land Raider with its sword or a Terminator punch a Wartrak.



TITANIC STRUGGLE

As the campaigns unravel it soon becomes apparent what has brought all these armies to Lorn V. They're fighting for control of the crashed Emperor-class Titan Dominatus, each force seeking to plunder it for their own ends. But things really take a turn for the worse when a sixth army joins the fight and, unfortunately for all involved, these new combatants show no allegiances and no mercy...



ORDER OR DISORDER?

The 12 missions in Winter Assault are divided into two campaigns: Order and Disorder. If you choose the path of Order you'll begin playing as the Imperial Guard before getting the opportunity to play as the Eldar. Alternatively, if you choose the forces of Disorder you'll get to play as Chaos Space Marines and Orks. At the culmination of either campaign you have the choice of playing as one of the forces from that campaign, i.e. Orks or Chaos. Each force has its own ending, so there's a total of four to unlock and experience.

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RELEASED THIS SEPTEMBER

Winter Assault is an expansion pack and requires a copy of Warhammer 40,000: Dawn of War to run on a PC.

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WARHAMMER



The Gnoblar Horde
They're small, but
there's lots of them,
and they're vicious



Dust to Dust
The war goes on in
The Return of the
Lichemaster



**Warhammer
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THE GNOBLAR HORDE

A GNOBLAR ARMY LIST FOR WARHAMMER



Not content with their role as the diminutive slaves of their Ogre masters, Kevin J. Coleman presents rules with which to deploy a massed Gnoblar army.

Gnoblars are mischievous Greenskins that stand roughly a foot shorter than a Goblin and have large, broad noses and thin droopy ears. Their smaller stature compared to that of a Common Goblin means that they are not as strong as other Greenskins and are more cowardly. However, Gnoblars have absolutely no remorse, sympathy or compassion, even for the deaths of their other comrades. Gnoblars (quite rightly) see themselves so low on the world food chain that they actually expect the Gnoblars around them to die, whether it is in battle or by

way of a hungry Ogre. This often means that an enemy army is likely to get bogged down by overwhelming numbers of the little greenies, even after slaying entire mobs of them. These Gnoblar Fighters are generally accompanied into battle by their more independent brethren, the Trappers.

Gnoblars enjoy nothing more than capturing and torturing small animals. All Goblinoids find inflicting pain upon their captives delightful. These Gnoblar Trappers excel at catching small game – ground hogs, snufflers and barrow rats are regularly caught in vicious barbed traps or impaled by crude wooden stakes. The murderous stealth employed by the Trappers in catching small beasts makes them reliable scouts. When a large group of Fighters and Trappers band together, they tend to attract other elements of Gnoblar-kind, and sometimes these can be unified long enough under the auspices of a particularly stropy and vicious leader to form a ramshackle army of sorts.

While Gnoblar tribes have occasionally been seen in the Old World, the largest population lies within the Mountains of Mourn and its surrounding foothills in an area simply called Gnoblar Country. Originally the bulk of the Gnoblar communities dwelt the Dark Lands until they were driven east into the mountains by Chaos Dwarf slavers. Many Gnoblars escaped the predations of the evil Chaos Dwarfs, finding a kind of safety serving the various kingdoms of Ogres that reside within the Mountains of Mourn.

Even so, the Gnoblars are treated exceptionally badly by their Ogre masters, and Gnoblar tribes have been occasionally known to band together in a rebellious manner and flee the tribes of their oppressors.

Gnoblar Breeds

Like other Goblinoids, resilient creatures that evolve to cope with their surroundings, Gnoblars too have a number of different species. When a Gnoblar army bands together, many of these sub-sects may gather to bolster the ranks of their brethren and set out into the world in search of new victims, or just to seek safety in numbers.





THE UNWASHED MASSES

Gnoblar Army Special Rules

Lucky Little Gits

Gnoblar are superstitious creatures, often keeping small stones, coins or other trinkets as good luck charms. By some coincidence, or maybe even some bizarre evolutionary adaptation, a high proportion of Gnoblar exhibit a lucky streak. At least, some of the time... To represent this, at the beginning of the game the Gnoblar player gets D6 re-rolls that may be used at any time throughout the game. For each re-roll, the Gnoblar player may re-roll any one single D6 result at any time during the battle. Note that the second result always stands and you may never re-roll a failed re-roll.

Greenskins

As Goblinoids, Gnoblar are counted as Greenskins in all respects.

Largely Insignificant

No matter how many Gnoblar meet the endless variety of violent deaths promised to their ill-fated race, there always seems to be plenty more ready to take their place. As such, the general response to a fleeing Gnoblar is a high-pitched giggle – the Gnoblar actually get a real kick out of watching other

Gnoblar run away.

Gnoblar do not cause Panic if they are fleeing, if they break from combat or if they are destroyed, even amongst other Gnoblar.

Bicker

The constant bickering, bullying, biting and back-stabbing inherent in Gnoblar culture is such that even on the battlefield a group of Gnoblar will often grind to a halt. Whether it is by finding a creature smaller than them that they can hurt, getting bogged down in an argument over a lucky boot or just idly watching the fight whilst picking their noses, when the heat is on the Gnoblar have a tendency to do absolutely nothing.

Roll a D6 at the beginning of the turn for each unit of Gnoblar that is not in combat, fleeing or subject to any compulsory movement. If a unit rolls a 1 it may do nothing at all that turn.

Dogs of War

In a Gnoblar army, the only Dogs of War units allowed are those that are also Greenskins. This means that Dogs

of War regiments must be units of Orcs, Goblins, Hobgoblins, other Gnoblar or any other Dogs of War Greenskins variant. Dogs of War may be included as a Rare Unit choice.

In addition, Gnoblar armies may take units of Goblins (Common Goblins only) and Goblin Wolf Riders chosen from Warhammer Armies: Orcs & Goblins as Rare Unit choices. Note that if Goblins are taken in this manner, they will charge or shoot at the nearest Gnoblar unit that has the Bicker special rule if they fail an Animosity test and roll the 'Get 'em' result.

Sharp Stuff

Gnoblar generally carry around a number of small sharp projectiles ranging from irate bristlehogs to sharpened horseshoes for throwing at any enemies that get too close. For a Gnoblar, there's nothing quite like the satisfaction of hurling a jagged rock into an unprotected face...

Sharp Stuff
Special Rules

Range: 8" Strength:
2 x Multiple Shots,
Thrown Weapon.

THE BAD & THE UGLY

New breeds of gnoblar for the horde.

The Gnoblar horde is made up of those creatures who have eluded or rebelled against Ogre society, taking refuge in the Mountains of Mourn and the Dark Lands. These enormous swarms of Gnoblars go about pillaging

and plundering, looking for shiny things to take and prisoners to torture for their own satisfaction, overwhelming the hardest of foes by sheer weight of numbers alone.

Honchos & Head Honchos

Gnoblar leaders are informally known as Honchos, or Head Honchos in the case of the largest-nosed and most bellicose.

Honchos stir up trouble and insurrection within the Ogre Kingdoms and are usually hunted down and killed, either by their Ogre masters or by jealous followers who would usurp them. As a result most Gnoblar leaders are extremely paranoid and cautious.

Rhinoxen

Rhinoxen are huge, hairy cave-beasts with giant horns, used by Gnoblars to pull their trading caravans and chariots. Sometimes an especially pompous or foolhardy Head Honcho will keep a Rhinox as his personal pet and do his best to hang onto its back as he guides it into battle, often shortly before being trampled to death by it.

Special Rules

Cause Fear. Rhinoxen are great snorting monstrosities that cause Fear as detailed in the Warhammer rulebook.

Thick Hide. Rhinoxen have extremely thick hides that protect them as if wearing armour. Rhinoxen have an Armour Saving throw of 5+.

Bad Tempered. Rhinoxen are ill-tempered creatures that are extremely difficult to control, even for wilful Gnoblar Honchos.

If there is an enemy model that is an eligible target for a Head Honcho riding a Rhinox to charge during the Declare Charges part of the Movement phase, the Head Honcho must immediately pass a Ld test or declare a charge – if there is a choice of models to charge, the Gnoblar player may choose freely between them. Such is the Head Honcho's influence, and such is the tightness of the reins around the Rhinox's vulnerabilities, that the Gnoblar player may roll three dice and choose the lowest two dice for the Ld test.

Head Honchos mounted on Rhinoxen never have to make a Bicker test – the Rhinox doesn't talk much.

Manbiters

Being the biggest and baddest of their kind, Manbiters aspire to become better than other Gnoblars and this has led many Manbiters to embark upon wild, irrational expeditions across the continent. Sometimes a large mob of Manbiters will band together and travel together as mercenaries and sell-swords on short-lived quests to gain fame and steal good war stories.

Special Rules

Dogs of War. A unit of Manbiters may be hired as a Dogs of War unit in any Dogs of War, Orcs & Goblins or Chaos Dwarf army.



Lucky Gits

Those Gnoblars even luckier than other Luck-Gnoblars are known as Lucky Gits. A prospective Git will only join their ranks after some exceptional feat of fortune; the sole survivor of an avalanche, or making it through the digestive tract of a great mammoth alive. Lucky Gits garb themselves in all manner of blue things as they believe it attracts more good luck. Indeed, many Lucky Gits daub themselves in bright blue warpaint, from small tattoos to covering their entire bodies in woad.

Special Rules

Lucky. Lucky Gits may re-roll any dice roll they desire. Note that the second result always stands and you may not re-roll a failed re-roll. In addition, Lucky Gits have Magic Resistance (2) and a 6+ Ward Save. Very Lucky Gits have a 5+ Ward Save.





Pigback Riders

Gnoblars take part in many obscure and dangerous sports; among the most popular of these is 'pig jousting'. Two Gnoblars sit across from each other on the backs of pigs with large spears and charge at each other in an attempt to unseat their opponent.

When a Gnoblar horde goes to war, some Gnoblars will attempt to play 'pig jousting' with the enemy. Real pigs will not suffice in the intense circumstances of warfare so instead Gnoblars ride atop each other in a 'piggy-back' manner using their same 'pig-jousting' tactics to slay (or at least irritate) the enemy.

Special Rules

Piggy-Back. *Pigback Riders are two Gnoblars mounted on a single 20mm base, but with a single profile for both. Each Pigback Rider base counts as a single man-sized creature with a Unit Strength of 2. Pigback Riders get a +1 Armour Save bonus in the same way as cavalry models do, and they may use their spears in the same manner as both cavalry and infantry.*

This means they get +1 Strength bonus from their spears when they charge, and fight in two ranks when charged or in subsequent rounds of close combat.



Boglars

Also known as Marsh-Gnoblars or Swamp Goblins, Boglars are a breed of Gnoblars that live in marshes, bogs and swamps. Boglars look like any other Gnoblar though their skin is a greenish-grey and they have beady yellow eyes. They spend much of their time catching frogs, fish and other amphibious or reptilian critters, dissecting them with broken sticks and eating them alive.

Boglars are extremely sensitive to sunlight and bright light in general, only emerging from their swampy lairs at dusk. Although Boglars normally seem to affiliate only with other Boglars, Gnoblars and Goblins, a large tribe of Boglars in the Marshes in Madness have been rumoured to be in alliance with strange, cyclopean creatures.

Years ago there was much debate among scholars about the mythical Toad-Gnoblars, creatures said to multiply in number at the mere touch of water. Such bizarre theories have, of course, never been proven, nor has a Toad-Gnoblar ever been actually seen (or at least correctly identified). Yet several breeds of Gnoblars have been described with similar wondrous and mythical abilities to that of the Toad-Gnoblar.

Special Rules

Aquatic. *Boglars and Toad-Gnoblars can move over any water feature without penalty, and will benefit from soft cover when in such terrain.*

Skirmishers. *Boglars and Toad Gnoblars are Skirmishers, as described in the Warhammer rulebook.*

Waterbirth. *Toad-Gnoblars have a peculiar ability to multiply when immersed in water. Any Boglar unit that has been upgraded to Toad-Gnoblars and spends at least part of its turn in a water feature may add +D6 models to its unit at the end of that turn.*



Blood-Gnoblars

High up in the peaks of the Mountains of Mourn dwell the Blood-Gnoblars. They look like ordinary Gnoblars except their warty hides range from different hues of browns to dark reds. They also have a heightened sense of hearing, perhaps due to the high altitude of their mountain top lairs, making them exceptional Trappers. Many Blood-Gnoblars spend all of their time fortifying their lairs and setting traps for any curious interlopers.

In Gnoblar society it is the Blood-Gnoblars who were first responsible for teaching other Gnoblars the best techniques of trapping and scouting. As a result many Gnoblar Trappers will go to great lengths to look like a Blood-Gnoblar, achieved through a blood ritual in which a captive is drained of blood and once exsanguinated, the Gnoblars douse themselves in it.

Special Rules

Cunning Traps. *Although no one could accurately describe a Gnoblar as intelligent, Blood-Gnoblars are possessed of a certain cunning when it comes to hurting things.*

Any unit of five or more Blood-Gnoblars that spends its entire Movement phase within an otherwise unoccupied piece of difficult terrain, and does not shoot or fight that turn, may 'trap' that piece of terrain. All Blood Gnoblars in the unit must be inside the borders of the piece of terrain for this to occur. For the rest of the game, any models other than the Blood-Gnoblars who for any reason find themselves moving into that terrain feature each take a Strength 3 hit as the pits, mantraps, finger-snares and deadfalls prepared by the Blood-Gnoblars take their toll.

TRINKETS & TREASURES

Unique Gnoblar magic items scavenged from the battlefield and discovered in the wilderness.

Below is a list of magic items that may only be used by Gnoblar characters from this army list. Note that the rules governing magic items as described in the Warhammer rulebook apply to the magic items listed here.

Honcho Helm (Talisman)

45 pts

Gnoblar leaders like to wear large helms and hats, symbolising their status and authority, that are often covered with spikes, horns and tokens for good luck.

The bearer gains a Ward Save of 4+.

Funny Trinket (Enchanted Item)

30 pts

The Funny Trinket is a small coin or disc, often with the face of a Gnoblar Jester etched on both sides. Any Gnoblar in possession of the trinket seems to be amongst the luckiest of his kind.

The bearer of the trinket may re-roll any failed Armour and Ward Saves. Note, that the second result always stands and you may not re-roll a failed re-roll.

Rhinox Horn (Enchanted Item)

30 pts

When a Rhinox is slain in battle, its horns are sawn off from its dead carcass, hollowed out and kept as souvenirs.

The horn may be sounded once per battle at the beginning of any Gnoblar turn. Until the beginning of the Gnoblar player's next turn all Greenskins (Gnoblars, Goblins, Orcs, etc) on the battlefield gain +2 Leadership (up to a maximum of 10). One use only.

Red Stone (Talisman)

30 pts

Red Stones are extremely rare rocks that can be found in and along the Mountains of Mourn and Gnoblar Country. Occasionally a Gnoblar will be really lucky and not only find a red stone, but also manage to bang onto it without being mugged and killed.

The bearer gains a 5+ Ward Save and a Magic Resistance (1).

Grubbi's Dice Bag (Talisman)

25 pts

It's said that Grubbi won ten games of crook-dice in a row using these dice, and many Gnoblars claim he would have won several more if he wasn't torn apart by a mob of jealous comrades.

Kevin's Gnoblar army
in all its green glory.



When the bearer of the dice bag suffers a wound, roll a D6. On the result of a 2-6 the wound is ignored, as are all subsequent wounds that turn. On the result of a 1 the bearer is slain outright regardless of the number of wounds inflicted. One use only.

Ogre Tooth (Enchanted Item) 20 pts

Gnoblar like to collect stuff and finding a tooth or fingernail of an *Ogre* on the ground is indeed a sign of good luck. It is said that a *Gnoblar* that swallows an *Ogre* Tooth whole will gain the courage of his *Ogre* masters.

At the start of any of their turns, a Character bearing the *Ogre* tooth may choose to swallow the tooth. Roll a D6, on the result of a 1 the *Gnoblar* chokes and dies. On the result of a 2+, the character and any unit with a model within 6" becomes Immune to Psychology until the beginning of the next *Gnoblar* turn. One use only.

The Purple Rock (Talisman) 40 pts

The Purple Rock is a small shard of Amethyst stripped from the cache of a dead wizard.

The item may be used once in each enemy Magic phase. When the enemy casts a successful spell, instead of attempting to dispel it the *Gnoblar* player may activate the Purple Rock. Roll a D6, on the result of a 4+ the spell is dispelled and fails to work. On the result of a 1-3 the spell works as normal and the bearer of the Purple Rock suffers a S3 hit. Note that the Purple

Rock does not work against a spell cast with Irresistible Force.

Gnoblar Thiefstone (Talisman) 15 pts

Thiefstones attract magical power, and a quick pass of a thiefstone over a corpse will quickly stick any item of any importance firmly to the stone. *Gnoblar*s love playing with such devices, though if an *Ogre* spots a *Gnoblar* with one, the *Gnoblar* gets squished and the *Ogre* takes the thiefstone for himself.

Due to the magical flux generated by this item, the wearer and the unit he is with benefits from Magic Resistance (1). A character may take more than one Thiefstone (up to a maximum of three) at 15 points per stone, each additional Thiefstone adds +1 to his Magic Resistance. Unlike other magic items, multiple characters in the *Gnoblar* army may take a Thiefstone (and multiples of them).

Ogre-Head Standard (Magic Standard) 20 pts

*The most rebellious and vicious of Gnoblar*s will gang up on a lone *Ogre* in groups of fifty or more, slit his throat with crude, makeshift weapons and display his head as a trophy of victory.

When the bearer of the *Ogre-Head Standard* joins a unit of *Gnoblar*s (of any type), it no longer has to roll to see if it Bickers each turn. However, any unit of *Ogres* fighting against the bearer or the unit he is with will suffer from *hatred* as described in the Warhammer rulebook.



THE GNOBLAR ARMY LIST

The definitive list for making a Gnoblar army.



The following troops count as Lords, Heroes, Core, Special or Rare units in the Gnoblar army list:

Lords: Gnoblar Head Honcho
Heroes: Gnoblar Honcho
Core Units: Gnoblar Fighters, Flingers*, Manbiters*, Pigback Riders, Gnoblar Trappers*
**May not include more of this unit than the number of Gnoblar Fighter units in the army*

Special Units: Gnoblar Scraplauncher, Yhetee Pack, Lucky Gits, Blood-Gnoblars

Rare Units: Slavegiant, Boglars, Dogs of War (Only Greenskin Dogs of War may be taken, see Special Rules for details).

LORDS AND HEROES

Gnoblar Head Honcho

Points/model: 45

	M	WS	BS	S	T	W	I	A	Ld
Head Honcho	4	4	4	3	4	3	5	3	7
Rhinox	6	3	0	5	5	3	2	3	5

Weapons & Armour: Hand weapon and sharp stuff.

Options

- May choose either an additional hand weapon (+4 pts), a flail (+4 pts) or a spear if mounted (+2 pts).
- May carry a sling (+6 pts).
- May wear light armour (+2 pts) and/or carry a shield (+2 pts).
- May ride a Rhinox (+55 pts).
- May choose magic items from the Common and/or Gnoblar magic item lists, with a maximum total value of 100 pts.

Gnoblar Honcho*

Points/model: 20

	M	WS	BS	S	T	W	I	A	Ld
Gnoblar Honcho	4	3	4	3	3	2	4	3	6

(*1-2 Gnoblar Honchos count as only 1 Hero choice).

Weapons & Armour: Hand weapon and sharp stuff.

Options

- May choose either an additional hand weapon (+4 pts) or a flail (+4 pts).
- May carry a sling (+4 pts).
- May wear light armour (+2 pts) and/or carry a shield (+2 pts).
- May choose magic items from the Common and/or Gnoblar magic item lists, with a maximum total value of 50 pts.

- One Gnoblar Honcho in the army may carry the army Battle Standard for +25 pts.
- The Battle Standard Bearer may not be the army's General even if he has the highest Leadership value in the army.
- The Battle Standard Bearer may not choose any non-magical equipment except for light armour.
- The Battle Standard Bearer may have any magic banner (no points limit), but if he carries a magic banner he may not carry any other magic items.

CORE

Gnoblar Fighters

Points/model: 2

	M	WS	BS	S	T	W	I	A	Ld
Gnoblar	4	2	3	2	3	1	3	1	5
Groinbiter	4	2	3	2	3	1	3	2	5

Unit size: 20+

Weapons & Armour: Hand weapon and sharp stuff.

Options

- Any unit may either have shields at +1 pt per model or have additional hand weapons at +1 pt per model.
- Any unit may be equipped with light armour for +1 pt/model.
- Upgrade one Gnoblar Fighter to a Musician for +4 pts.
- Upgrade one Gnoblar Fighter to a Standard Bearer for +8 pts.
- Promote one Gnoblar Fighter to a Groinbiter for +4 pts.

Special Rules

Largely Insignificant; Bicker; Greenskins

Flingers

Points/model: 3

	M	WS	BS	S	T	W	I	A	Ld
Flinger	4	2	3	2	3	1	3	1	5
Skullflinger	4	2	4	2	3	1	3	1	5

Unit size: 10+

Weapons & Armour: Hand weapon and sling.

Options

- Upgrade one Flinger into a Skullflinger for +3 pts.

0-2 Manbiters

Points/model: 5

	M	WS	BS	S	T	W	I	A	Ld
Manbiter	4	2	3	3	3	1	3	1	6
Ogrebiter	4	2	3	3	3	1	3	2	6

Unit size: 20+

Weapons & Armour: Hand weapon, flail and light armour.

Options

- Upgrade one Manbiter to a Musician for +5 pts.
- Upgrade one Manbiter to an Ogrebiter at +5 pts.
- Upgrade one Manbiter to a Standard Bearer for +10 pts.
- May carry shields at +1 pt per model.
- May carry a magic banner worth up to 50 pts.

Special Rules

Dogs of War

Pigback Riders

Points/model: 4

	M	WS	BS	S	T	W	I	A	Ld
Pigback Rider	4	2	3	2	3	1	3	2	5
Pig Knight	4	2	3	2	3	1	3	3	5

Unit size: 10+

Weapons & Armour: Hand weapon and spear.

Options

- Upgrade one Pigback Rider to a Pig Knight for +4 pts.
- Upgrade one Pigback Rider to a Standard Bearer for +8 pts.
- Upgrade one Pigback Rider to a Musician for +4 pts.

Special Rules

Piggy-back

SPECIAL

Lucky Gits

Points/model: 5

	M	WS	BS	S	T	W	I	A	Ld
Lucky Git	4	2	3	2	3	1	3	1	5
Very Lucky Git	4	2	3	2	3	1	3	2	5

Unit size: 20+

Weapons & Armour: Hand weapon, light armour and sharp stuff.

Options

- Upgrade one Lucky Git to a Musician for +4 pts.
- Upgrade one Lucky Git to a Standard Bearer for +8 pts.
- Promote one Lucky Git to a Very Lucky Git for +8 pts.
- May carry shields at +1 pt per model.

Special Rules

Lucky

RARE

Boglar

Points/model: 3

	M	WS	BS	S	T	W	I	A	Ld
Boglar	4	2	3	2	3	1	3	1	5
Sludgesucker	4	2	3	2	3	1	3	2	5

Unit size: 10+

Weapons & Armour: Hand weapon and sharp stuff.

Options

- May upgrade all Boglars to Toad-Gnoblars at +2 pts per model.
- Promote one Boglar to a Sludgesucker for +5 pts.

Special Rules

Skirmishers

Blood-Gnoblars

Points/model: 6

	M	WS	BS	S	T	W	I	A	Ld
Blood-Gnoblar	4	2	4	2	3	1	3	1	5
Gorespittle	4	2	5	2	3	1	3	1	5

Unit size: 10+

Weapons & Armour: Hand weapon and sharp stuff.

Options

- Promote one Blood-Gnoblar to a Gorespittle for +6 pts.

Special Rules

Skirmishers, Cunning Traps



GNOBLAR CULTURE

AN INSIGHT INTO THE SOCIETY OF THE OGRES' SERVANTS.

Ogres generate enough rubbish, broken stuff and food remains for a sizeable band of Gnoblar to live like kings. Well, kings of broken stuff and rotting food anyway...

Gnoblar expert Jim Archer takes an in-depth look at the culture of the Gnoblar (or rather the lack of it) and how they scrape a living from the boots of their Ogre masters.

The Gnoblar of the Mountains of Mourn have developed a symbiotic relationship with the Ogre tribes, and most now live either in, or on, the fringes of Ogre settlements. Living so close to the Ogre camps also provides the Gnoblar with security from the many different creatures that would otherwise prey on them, the presence of the brutish Ogres a persuasive deterrent.

What do the Ogres get from this relationship? Well, pretty much anything they want, but Gnoblar have three things in their favour that makes them good servants. First a Gnoblar makes a poor meal; most of their bodies are stringy, tasteless meat and although a few turn up in the cookpot, this is mainly in stews. Most Ogres consider eating Gnoblar on its own a sign of desperation and low status (with the exception of the ears and nose, which are quite tasty).

Secondly, Gnoblar have blind enthusiasm in their favour. A normal slave would have to be watched all the time and killed if it tried to escape, but Gnoblar haven't the will power and long for the security of serving a powerful master. This goes some way to making up for their incredible incompetence and stupidity.

The last factor in the Gnoblar's favour is sheer numbers. No matter how many meet the large variety of violent and bloody deaths the Ogre Kingdoms have to offer, there are always more queuing up and bickering for a chance to serve a master. So close has the relationship between great and small become that Gnoblar customs and traditions have become entwined with the Ogre camps they inhabit and the Ogre masters they dutifully and blindly serve.

The Nature of the Gnoblar

Although small in stature most Gnoblar have a spiteful, ugly streak a mile long. Most Gnoblar are twisted little cowards whose animal cunning is bent on keeping them alive in a world where everything preys upon them and their own brethren view them as a threat to their position. Many go out of their way to lure animals and even other humanoid near the Ogres camps where they can drag the injured away to kill slowly. When they do have something at their mercy, it's not very pleasant at all.

Ogres sometimes torture prisoners to work up an appetite, but their great strength, hunger or plain boredom can often end the torment early for their victims. Gnoblar torture living things not only for the fun of it, but because of the sense of power it gives them is highly addictive. It's so rare for a Gnoblar to have an intelligent being at their mercy (other Gnoblar don't count), they drag out the process for as long as possible, often feeling betrayed by the poor victim when they finally expire and cheat them of their sport. Gnoblar whelps often gang together to torture small mammals like bristlehogs and rats, and occasionally even the smallest of their group if they think they can get away with it. The majority of Gnoblar 'sports' are simply ritualised methods of chasing, tormenting and torturing other creatures.

Gnoblar Society

Gnoblar society and status is a complex many-layered thing that changes constantly. There are two measures of a Gnoblar's status – physical appearance, and his place within society. As with their masters, the larger Gnoblar tend to rise to the top of the heap. Overall size, however, is seen as secondary to ear (and to a lesser extent, nose) size. Just as in some societies a long beard or old age is seen to signify wisdom, in Gnoblar society large floppy ears and a huge nose are seen to signify authority and importance.

A Gnoblar with large ears and nose will feel superior to all those around him and will naturally try and take charge at every opportunity. This can lead to endless bickering, as most Gnoblar have an over-inflated view of the size of

their own ears. The biggest, meanest Gnoblar are not always those with the largest ears and noses, but however large and tough a Gnoblar is he will always feel inadequate and lacking in authority if his ears aren't particularly big. Some even go mad with paranoia thinking everyone is snickering about their small ears behind their back (which, of course, they are).

Ear and nose size is also the subject of great competition between all Gnoblar, with even the lowliest scum carefully memorising the relative sizes of everyone in their neighbourhood and having nothing but contempt for those who compare unfavourably with him.

As with everything else, Gnoblar try to cheat with ear and nose size and no end of dubious schemes are hatched to stretch, grow or even fake them. This usually results in injury and ridicule, but occasionally something works and the lucky Gnoblar shoots up the social ladder. Some may even be bold or stupid enough to beg their tribe's Butcher for help. This is unwise, as though the Butchers often stick to their word and find ways of making the nose and ears swell, the Gnoblar concerned is very lucky if they live to regret it.

Settlements

When a migrating Ogre tribe moves to a new area food is plentiful for everyone. Half-eaten carrion and rubbish litters the camp and the Ogres are generally full and content. New camps are a boom time for Gnoblar; their population rises rapidly and even the weakest can find food. As the Ogres destroy the local habitat and eat or kill everything bigger than a rabbit (Gnoblar tend to wipe out anything smaller), hunting becomes poor and life becomes increasingly harder. A camp full of hungry Ogres is not a safe place to be – food scraps are rare and heavily fought over, and the more enterprising Gnoblar use the injured, the small and the stupid (well, more stupid) to keep the meat topped up. In the shanty town areas, survival often involves pushing a friend or relative into the cooking pot.

Shanty towns

A shanty town is any area where Gnoblar gather together and live

independently of their Ogre overlords. Most shanty towns resemble a cross between a scrapheap and an anthill, with Gnoblar dragging all available junk from their surrounding area to incorporate into their hovels. Gnoblar homes vary widely; the more advanced Gnoblar have tents made from animal hide stretched across poles, or build crude huts from random junk. The less intelligent simply pile up junk and soil and crawl into or burrow beneath it. Stealing building materials from the neighbours is considered the norm; a lone Gnoblar that leaves his house unguarded for any length of time can expect to come back to find nothing left, or in some case a completely new group of Gnoblar busily setting up home. Gnoblar do, however, have some sense of community spirit. In times of great hardship neighbours will often band together to kill and eat the smallest of their number. Elaborate deals for the division of body parts and shiny things are struck up, and the Gnoblar descend on their unfortunate victim in a bickering mob. Particularly smart Gnoblar have been known to turn the mob upon itself and hopefully take a bite out of a stray limb or two in the confusion.

The Ogre kingdoms are a dangerous place for a Gnoblar, and most Ogre camps represent a constant source of food, scrap materials and safety. Well, apart from the odd Gnoblar that gets sat on, playfully disembowelled,

House-baiting

The grand Gnoblar tradition of house-baiting was supposed to have been started by Oders Cleanfinger who, after being beaten senseless by the three biggest Gnoblar in his shanty town, managed to trick his oppressors into thinking the tyrant would let Gnoblar as distinguished as they put their hovels up next to his yurt. Not wasting any time, Oders rattled on them – the Tyrant is said to have thrown the squashed remains of the offending tents and Gnoblar over a hundred feet, clean out of the camp. Later that day, the story goes, Oders was captured and literally eaten alive by his cousins, who thought his warm brain would bestow great cunning on all who ate it. Even to this day, scrap merchants try and sell shrivelled up bits of badger or weasel brain as the remains of the great Cleanfinger.

accidentally crushed, kicked to death in an Ogre game, picked off by his fellows, or inadvertently offends an Ogre (a Gnoblar deliberately offending an Ogre is counted as suicide). As a result most Gnoblar like to live as near the Ogres as possible. Most shanty towns start in any available space within the Ogre camp and spread outwards. However, Ogres will not tolerate a gaggle of Gnoblar infesting their own living space. As a result, any empty areas the Ogres have no interest in are treated as prime land. Rubbish tips, rock piles, rubble pits and latrine areas quickly fill up with Gnoblar lodgers. If an Ogre feels a Gnoblar junkpile or tent is too close, he will smash it flat (hopefully with the Gnoblar still inside) and fling the remains away. The smarter Gnoblar have caught onto the potential inherent in this, and often try to trick their larger neighbours into pitching camp in a dangerous area. When all available space within the camps is taken and Gnoblar can pile junk no higher or

burrow no deeper, junkpiles start to appear on the far most fringes of Ogre camps. A careful observer (a careless one tends to get a club through the back of their skull or rusty mantrap through their legs) can judge the amount of Gnoblar in any given Ogre camp by how far the shanty town extends beyond the camp. Why anyone would care how many Gnoblar there are in any one Ogre camp is another question entirely.

It is common for an Ogre camp to use several Gnoblar tied back-to-back and hoisted up a tree or flagpole as a kind of early warning system – if a threat approaches the camp the Gnoblar facing the appropriate direction will cry out, raising the alarm. Given the notoriously short attention span and bickering nature of these Hill Goblins, this system sometimes fails completely. However Ogres go to great pains to ensure at least some of the Gnoblar remain vigilant most of the time.



A group of zealous Gnoblar try to impress their masters by taking the fight to the Skaven.

SCUM

"Scum make up the majority of the population. Those too weak, lazy, stupid or injured to make a name for themselves or follow an Ogre master eke out a living as best they can."



The foul-smelling rump of Gnoblar-kind, Scum make up the majority of the population. Those too weak, lazy, stupid or injured to make a name for themselves or follow an Ogre master eke out a living as best they can. Gnoblars have their own base economy supporting a confusing number of undesirable, dangerous and often seemingly pointless jobs. Bonestewer, beetlegrubber, stick collector, weasel baiter and manure taster are just some of the professions open to an aspiring young Gnoblar.

These Scum carry out most of the menial tasks of the Ogre camp while being bullied by those of higher status. For many of the smaller Scum, the only way out of their low social status is to wheedle their way into one of the clans serving the Ogres or, for the most ambitious, to become the pet Gnoblar of an Ogre. Competition is fierce, and the dreams of most Scum end in a

neighbour's cookpot or under the foot of a careless Ogre.

The practice of Not Wasting Stuff (or cannibalism for those fond of long words) is rife amongst the Scum, and when times are hard the weak and the injured have more to worry about than dying from cold or hunger. In most societies the rich can buy protection, but wealth offers little real comfort to the Scum. Being rich enough to hire guards will not help if they decide it's easier money to steal your stuff and sell you to the Ogre cookpots. After all, Gnoblars may be stupid, but that kind of thinking doesn't come hard even to the slowest of them. As a result all Scum claim to be pathetically poor and hide or bury their shiny things (anything shiny seems to fascinate them and is valued highest of all), only bringing such trinkets out to paw and gloat over when they think no one is around to see them.

FIGHTERS

"When the Ogres are out of earshot they are immensely proud of their independence, and some even boast no Ogre would dare tell them what to do."



Made up primarily of the larger and more independent Gnoblars, the Fighters are the bully-boys and bravos of Gnoblar kind. Most hang around in gangs or groups that support themselves through a mixture of hunting, bullying and fighting. When the Ogres are out of earshot they are immensely proud of their independence, and some even boast no Ogre would dare tell them what to do. Of course this bravado totally evaporates in the presence of an Ogre. They look down on the smaller Gnoblars that serve the Ogres directly, calling them 'bootlickers', 'codpiece shiners' and worse. They are particularly scornful of those Gnoblars who become earmarked as the personal pets of an Ogre, however they are too scared to do anything more than aim a half-hearted kick at them on the rare occasions they

stray too far from the protection of their Ogre masters.

Fighters often see themselves as great warriors, and in times of war band together to skulk around the battlefield and hopefully steal some loot or torture the wounded before the rest of the Gnoblars show up. Many gangs are made up almost exclusively of self-appointed leaders and so are plagued by bickering, often at the most inappropriate times. The Ogres tend to see them as cannon fodder, and the slaughter of a unit of Fighters is seen as an amusing interlude in the serious business of cracking skulls. Despite their claims to the contrary, the Fighters have cowardice running in their veins, and at the first sign of a setback mobs of screaming Gnoblars can usually be seen fleeing the battlefield.

Gogruk the Hungry

Gogruk the Hungry (a great hero among Ogres) couldn't stop eating anything he bit. He constantly tried to claim his own Gnoblar but once he bit he just could not stop biting. After his tragic tale became legend, eager and greedy Gnoblars desperate for the protection of a master regularly ended up in his gut. After failing to earmark

twenty Gnoblars in one sitting he had a revelation and saw his eating habit as a blessing from the Great Maw. Gogruk became a Butcher, and he ritually consumes at least twenty Gnoblars at feasts to honour his ravenous god. Naturally, no one recorded the Gnoblars' feelings on the matter.

Runtsprint

One of the more cruel Gnoblar sports is runsprint. It was originated by Ogres when Gnoblars first joined their camps, and is now a firm favourite with Gnoblars and Ogres alike. Runtsprint is usually run around a specific track, and sometimes even within the maw-pit itself. The only real requirements for a runsprint track are that plenty of spectators can watch at once without having to move

around, and that there are lots of dangerous obstacles. Originally the Ogres would round up the injured or weak Gnoblars and throw them on the track. All but the winner will be eaten so, with nothing to lose, the unfortunates are forced to run over dangerous obstacles as fast as they can. These days, the Gnoblars hunt their own injured down for the games.

TORCH-GNOBLARS

A small, scared and profoundly deaf group of Gnoblars serve the Leadbelchers. Some of these unfortunates are carried into battle on the shoulders of their masters as Torch-Gnoblars, lighting the black powder of the Leadbelcher cannon when the master commands so he can concentrate on holding it the right way round. Most bear the scars of at least one explosion and what clothes and possessions they have scavenged are often burned and blackened.

A Gnoblar's unique blend of curiosity and stupidity does not mix well with black powder. The Leadbelchers find this highly amusing and often have acceptance rituals for new Gnoblars involving black powder that leave all but the luckiest as a heap of smouldering

limbs. These initiation rituals eventually led to the game of 'Bang'. 'Bang' involves a small pitch and between six and ten Gnoblars (any more is waste of black powder unless it's a special occasion). Each Gnoblar has a small box of black powder with a fuse tied to their backs; they are then all given a burning torch and the fun begins. The less intelligent Gnoblars set to in a flurry of kicking and biting, with predictable and devastatingly loud results. Eventually, all the surviving Gnoblars will learn that black powder goes 'bang' when in contact with flames. Those that learnt this by making someone else go 'bang' will be accepted by the Leadbelchers as pet Gnoblars. Those that learn a fraction of a second after going 'bang' get to take part in the victory feast in a different way.

"A Gnoblar's unique blend of curiosity and stupidity does not mix well with black powder."



Gnoblar Hordes can field the powerful Scraplauncher, though its impact is as unpredictable as the Gnoblars themselves.

SCRAPPERS

"Gross incompetence, theft and constant bickering are just some of the factors stacked against budding Gnoblar inventors."



The Scrappers (or Magpies as they are also known) are the merchants and inventors of Gnoblar-kind. Perhaps due to the extreme poverty they live in, most Gnoblars have a miserly approach to possessions and carefully horde away anything shiny or crafted. The scrap and broken items other races throw away are the basis of the Gnoblar economy. As Ogres tend to loot many of their possessions from other races, Gnoblar tribes are the proud owners of detritus from across the world. The splintered remains of an Elven bow might rest against the a wagon spoke taken from the Ivory Road, both supporting the tattered remains of an Imperial banner

and all suffering the indignity of ending their days as a Gnoblar tent.

The Scrappers take this obsession to the extremes, hoarding everything they can scavenge, trade or steal. The richest move between the tribes in Rhinox-drawn caravans with a band of guards, trading with anyone they meet. Most travellers would be hard pressed to find anything more valuable than a rusted axe, a cracked helm or a broken belt buckle in these 'treasure' wagons, however, occasionally the Gnoblars will have something of genuine value. It is very rare for them to have something of obvious utility, however, as an Ogre will simply take anything they want from them. The Magpies also sell many 'artefacts' taken from the corpses of great heroes or looted from fabulous ruins. Most of these items are obviously faked and replaced after each sale, but the far-fetched stories behind them have normally been in the merchant's family for generations.

Some Scrappers, whilst pawing over broken items from across the world, become inspired to emulate the craftspeople of other races. Unfortunately gross incompetence, theft and constant bickering are just some of the factors stacked against budding Gnoblar inventors. However, Gnoblars make up for some of these deficiencies with blind enthusiasm and a light-hearted approach to safety, and although their designs are without exception inefficient and dangerous,

some are actually fairly effective. It was just such a design, 'inspired' by the wreckage of a Dwarf stonethrower, that led the famous Scrapper Bik the Nail to infamy with his creation of the Scraplauncher.

Often the most valuable thing in a Scrap Caravan is the Rhinox that pull it. Gnoblar-trained Rhinox are a rare, bad tempered and valuable commodity. In some shanty towns, individual Gnoblars will specialise in variety of diverse beast-handling skills, ranging from safe but grubby jobs like dung-beetle farming all the way up to Rhinox training. Most Rhinox are so bad-tempered and aggressive they are almost impossible to train to the level of domestication a human would consider safe and acceptable. However, the odd trampling or goring is considered a bonus to most Gnoblars, as it makes fine entertainment. New-born Rhinox are stolen or caught by Trappers, handed over to beast-trainers or Scrappers of the same tribe, and trained.

Most of this training consists of groups of Gnoblars standing along the back and flanks of the poor Rhinox with sharp sticks, however it has proven to be remarkably effective. Master beast-handlers often have rights of initiation where apprentices must sneak under a Rhinox and cut off a piece from its shaggy pelt with a sharp knife. Delicately put, sometimes the pieces they slice off greatly aid in the beast's domestication.

Gnoblar Bowl

Gnoblar Bowl is regular event on feast days and its place in both Ogre and Gnoblar culture is a testament to the relationship between the two races. Its roots lie in a traditional Ogre children's game called runt baiting. Young Ogres who are feeling bored sometimes amuse themselves by throwing bits of worn-out clothes and worthless coins in the middle of a pack of slaves of lesser species. This works particularly well with Gnoblars, and a violent brawl quickly ensues as they all pile on trying to bite and kick their way to the treasures and carry off the best. No adult Ogre ever really grows out of enjoying runt baiting and this innocent childhood game has grown in a very popular sport. Gnoblar Bowl is normally held on feast days and requires some kind of pit or arena. Somewhere between ten and forty Gnoblar volunteers wait eagerly at the edges of the gaming ground while Ogres arrive full and content from the feast and seat themselves with a drink around the arena. When the go ahead is given, (usually by a Tyrant, Bruiser or one of the Ironguts) some shiny and vaguely valuable items are thrown into the area, and the Gnoblars leap in after them. Any item a Gnoblar can drag or carry to the edge of the area they get to keep, including bits of injured

opponents. Betting on who will come away with what (or who will even survive) is popular and most Bulls will be bellowing drunkenly at someone they've bet on or against. Threats (such as "get the broken helmet you short-nosed piece of fangweasel dung..." or "I'll smash your parts to jelly, if you don't let Ripsturt have the helmet" or even "Ripsturt, drop dead now or I'll squash you myself, I have money on you dead" are all common calls) and obscene chants or songs are popular, however it is considered bad sportsmanship for an Ogre to physically intervene. Throwing bits of food or even Gnoblars into the area is usually tolerated, but sometimes a particularly drunk or angry Bull will stagger into the area and discipline a Gnoblar that has lost them money. This is fairly rare though, because as well as committing a social blunder, an Ogre that interferes with a game of Gnoblar Bowl is likely to upset the bets of other Ogres, and Ogres are notoriously direct at expressing their displeasure. Gnoblar Bowl is also highly popular with Gnoblars. A large percentage of the population will beg, steal or even work to get permission to watch. Its popularity is even starting to eclipse more traditional sports like nose ripping.



WOODBELLIES

"This group will only accept the most important looking or biggest Gnoblars."

The enforcers and self-appointed leaders of the shanty towns, this group will only accept the most important looking or biggest Gnoblars. This clan attracts the most strong willed and power-hungry of their kind. They are still totally subservient to their Irongut masters

who are the source of their power, but seem less susceptible to the extremes of master-worship that melds the personalities of most Gnoblars. At heart these Gnoblars are still weak-willed toadies, however, and even the toughest develop into obsessed sycophants eventually.

LORDS

"Gnoblars elevated to this lofty and protected position call themselves Lords and are able to strut around the camp bullying all but the largest of their kind."

Sometimes an Ogre will grow fond of a particular Gnoblar, and will bite it on the ear to permanently mark it as his property. This practice is known as Earmarking. An Ogre's bite-mark is unique, easily identifiable and the strongest statement of ownership an Ogre can make. The Gnoblar becomes a cross between a pet and head servant. Gnoblars elevated to this lofty and protected position call themselves Lords and are able to strut around the camp bullying all but the largest of their kind with impunity. When out of earshot other Gnoblars use many names for these 'lords', the most pleasant of which is 'bootlickers'.

Ogres are very selective when choosing Gnoblars to be their personal property. These Gnoblars understand well that their master is the source of their social status and protection. The more they enjoy abusing their power, the more paranoid they become about keeping master happy and protecting their privileged position.

When more than one Gnoblar is marked by the same master they become highly stressed and even more paranoid. Constant bickering and competing behind the master's back becomes the norm. Gnoblar lords live in constant fear of their master taking another pet.

Unfortunately, keeping a bull Ogre in the state he considers is his right requires a lot of work, so Gnoblar lords have no choice but to tolerate the other Gnoblars that seek safety by serving their master.

Gnoblars who lose their master are truly tragic. They still have earmarkings, so they try and maintain the masquerade, strutting around the camp and using the name of their master to bully food and

valuables from others. This rarely lasts, however, as news of a dead Ogre gets around quickly, and when it does a mob of the selfsame scum he bullied when he was protected will rapidly descend on the poor unfortunate. In these circumstances tradition demands the mob bite off the victim's nose and ears to signify his fall from grace. If he's lucky, and hunting has been good, he will then be beaten, robbed and left to crawl back to his hovel.

Despite all this, some Gnoblars try and bluff having a master for lengthy periods of time. Having the earmarks of an unknown, long-deceased or even currently alive and unaware Ogre are all popular frauds. All kinds of tricks to fake earmarks are used, from something as crude as a mantrap or knife to using old Ogre jaws or even the highly dangerous tactic of sneaking into an Ogre's tent at night and dangling an ear into his mouth when he snores.

An old Ogre skull or set of jaws is highly prized among Gnoblars, and the bite-

mark of more than one great Ogre hero has been seen around camp for many generations after his fall in battle.



Great-King-Lord Bezer

Great-King-Lord Bezer was the principle Gnoblar of Greasus Goldtooth. Blessed with huge floppy ears, a huge nose and unusual cunning he soon became the pet of the Overtyrant. This did not sit well at all with the gaggle of Gnoblars that had served the Overtyrant for years.

Bezer worked ceaselessly to fuel the infighting and suspicions of favouritism rife among the Overtyrant's servants. Events quickly got out of hand, culminating in a brawl in the Overtyrant's larder that delayed his third breakfast. Greasus erupted in fury and had all his Gnoblars crushed to death.

Only Bezer, who had been sat quietly shining a gold tooth, was spared.

Bezer used his formidable cunning to forge a grand Gnoblar empire of two and a half tribes. While the Ogres of subjected tribes tithed Greasus with caravans of gold and trade goods, their Gnoblars sent piles of shiny trinkets, almost-new clothes and other valuables to the Great-King-Lord Bezer. Tragically this empire was literally crushed overnight when Greasus staggered back drunk from a great feast and collapsed on his nightbowl, which Bezer was faithfully cleaning at the time.

BULLIES

"Their appearance varies greatly and depends largely on what they can scavenge or bully."

The majority of Gnoblar serving masters fall into this category. Most have big floppy ears and huge noses and bully anyone that's not too much bigger than them. Their arrogance diminishes somewhat when they are near particularly large Gnoblar or those that serve the other Ogre groups.

The appearance of these Gnoblar varies greatly and depends largely on what they can scavenge or bully. Many emulate the way their master dresses and acts. This is partly because the easiest stuff to scavenge is their master's cast-offs, but mainly stems from unabashed hero-worship. At this stage if they lose their master, most are unable to cope with the shock and refuse to believe he is gone.



Sprug No-Wits

Sprug No-Wits became so paranoid about other Gnoblar getting close to his master that he stole some vitals from the Butcher that allowed him to stay awake day and night, keeping watch over his master. Three endings to this sorry tale have been recorded. All agree he met a horrible end; either at the hands of jealous Gnoblar when he went alone to get water, at the hands (well, stomach) of his master who didn't like the feeling of being watched all the time, or most unpleasant of all, at the hands of the Butcher from whom he stole. In fact most of the latter story is devoted to what the Butcher did to him.



TOOTH-GNOBLARS

"The Tooth-Gnoblar are possibly the least envied of the Gnoblar that serve a master."

The Tooth-Gnoblar are possibly the least envied of the Gnoblar that serve a master. Butchers are often served by slaves from many races, and employ violence and torture as much for the simple joy of cruelty as to maintain order. Despite this, many Gnoblar are keen to serve the Butcher, keenly aware that this status grants them free access to the best food and opportunities to watch the practice of Gut Magic. This optimism rapidly disappears however. Although Gnoblar are not really slaves, most Butchers will not tolerate the incompetence, anarchy and petty theft that most other Ogres are too lazy to care about.

Gnoblar are a race hardened to brutality and death, cursed with a short

attention span and chronic ineptitude, so a Butcher must keep their Gnoblar in a constant state of abject terror to maintain this order. Those that survive often become sullen and miserable, and many would have simply faded away into the darker corners of the shanty town if it wasn't for the Butchers' uncanny ability to track them down and inflict horrific punishments that last many days. In practice this has more to do with treacherous relatives than mystic powers. The last and most compelling reason not to become a Tooth-Gnoblar is that in the heat of battle, a Butcher may decide an extra bit of crunch is necessary to spice up his Gut Magic, and he generally looks no further than his Tooth-Gnoblar for gastronomic assistance.



Pig Jousting

One of the most bizarre and chaotic games, pig jousting is a common and confusing sight in most camps. Groups of screaming Gnoblar charge around on squealing pigs, tussling with each other as they pass, and often continuing to run around screaming after they are unseated. However, among the more organised Gnoblar tribes a more advanced version has emerged, which Ogres sometimes watch. In this variation (which undoubtedly gave pig jousting its name), two Gnoblar face each other across a cleared pit, sat atop their pigs, dressed in a much protection as they can muster and armed with long pointy sticks. When the order to charge is given they both charge forward and try and unseat their opponents. These imitations of human knights rapidly descend into chaos as the pigs

run about wildly, the Gnoblar lose their poles, impatient 'knights' charge in to join battle early and angry Ogres start throwing anything that comes to hand at the useless competitors.



TRAPPERS

"They will often spend extended amounts of time away from the camp hunting small game – generally categorised as anything too small for the Ogres to bother with."

This highly independent group is an offshoot of the Fighters. While the Fighters spend time hunting small animals, they spend the majority of it in the camp bullying and arguing. Trappers, on the other hand, have become the specialist hunters of Gnoblar kind. They will often spend extended amounts of time away from the camp hunting small game – generally categorised as anything too small for the Ogres to bother with. Like all Gnoblars, they would rather trap something and poke it with sharp sticks when it is helpless, and so they have developed a solid, if warped, proficiency in trap building and laying. Not all are proficient at avoiding their own traps, but this

serves as a kind of natural selection and most Trappers will cheerfully torture their trapped erstwhile companion to death, adding their remains to the haul. Trappers practically idolise Ogre Hunters, and when these mountaineers are in camp the Trappers beg for a chance to hunt cave-beast at their side. This doesn't always go to plan, as many of the traps they construct only serve to enrage the larger cave-beasts, but nonetheless Hunters usually find Trappers very useful as bait if nothing else. Travellers in the Mountains of the Mourn should be wary of encounters with half-trapped or injured cave-beasts tearing into a group of yammering Gnoblars, because a Hunter is sure to be in the vicinity.

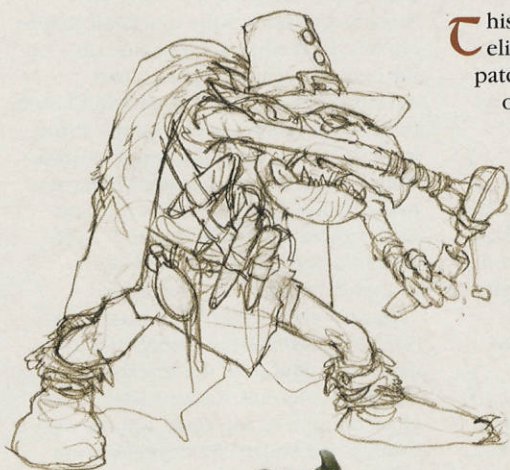


MANBITERS

"This small group considers themselves the elite of Gnoblar-kind."

This small band considers itself the elite of Gnoblar-kind. Dressed in patched together equipment of outlandish styles and raised on endless war stories from across the continent, they strut around the camps like all-conquering heroes returned from strange and savage lands. Constantly exposed to Maneater stories, they all aspire to be like their master.

Though few will ever leave the Ogre tribe, let alone return after years of mercenary work, they constantly re-tell the stories they hear as their own. Often they fail to understand a whole story and so their own tales are bizarre and improbable mixes of many misunderstood tales. Many smaller Gnoblars have caught onto their need for an audience and sit though their confused tales hoping to scavenge food or possibly even a cupful of Ogre beer.



Gnoblar Trappers will often attach themselves to a Hunter, not realising his main use for them is as bait.

RETURN OF THE LICHEMASTER

Part Two: Dust to Dust – Imperial year 2497

Mat Ward returns to Athel Loren to find Kemmler in the midst of raising an undead army, unaware that an alliance between the Forest Spirits and a Grail Knight is being forged.

Having made his way safely across Athel Loren, Kemmler has found the prize he seeks – an expansive barrow complex, bound and encircled with great power. In the shelter of the ancient tomb, the Lichemaster has ample time to plan the next step of his vile plan whilst, far above his head, autumn turns to midwinter and the forest becomes ever more dormant. After some weeks, Kemmler judges the time to be right and emerges from the barrow. Under a spell of concealment, he begins a timeless and terrible ritual as the Wight Lord Krell silently stands guard. Reaching into the void with stolen knowledge, he conjures dark spirits to aid him and summons forth

his undying minions from beneath Athel Loren. Everywhere in the barrow glade, tendrils of necromantic power suffuse the air and pierce the earth. For leagues around Kemmler's rite, the trees wither and die, as the very essence of life itself is stolen from them and rechannelled for the Lichemaster's dire ends.

All across Athel Loren the forest screams in pain. Forest Dragons roar in rage and take flight, Dryads and Tree Kin are abruptly revived from the somnolence of winter. In the heart of the Oak of Ages, the still-sleeping form of Ariel unconsciously perceives the events and weeps black tears, even as her mind reaches out to seek aid. The royal council of the Elves summons all kinbands to King's Glade, yet, with the forest writhing in agony, many pathways are closed to Elves and their army is slow to muster. Meanwhile, the Lichemaster's ritual reaches its height and the tombs begin to open, breached from within by cold and lifeless skeletal hands. With moss and lichen still caked upon their bones, the army beneath the barrows begins to stir into an awful parody of life. Driven wild by pain and anger, many spirits of the forest hurl themselves at Kemmler and his awakening army, all thoughts of caution abandoned. Slowed by the cold, the first Dryads and Tree Kin are easy prey for

the Necromancer, who turns his magics upon them and blasts them from existence without once sparing attention from his great work. Wave after wave of Dryads stream into the glade, only to meet the same fate and, with every moment that passes, the Lichemaster's army grows still stronger. Yet, as all seems lost, help arrives from two somewhat unlikely quarters.

A Bretonnian Grail Knight, Sir Amalric of Gaudaron, has been drawn ever closer to Athel Loren these past few days, guided by visions of the Lady. Even from the borders of the forest, Kemmler's handiwork is plain and, sensing a quest worthy of a Grail Knight, Amalric forces his steed to ride on through the screaming skies and writhing trees. Elsewhere in Athel Loren, the Branchwraith Drycha stands at the feet of the slumbering form of Durthu – even with the tumult around him, the Ancient slumbers as though nothing untoward is occurring. There is little love lost between the renegade Branchwraith and the venerable Treeman, yet she knows that only an Ancient can unite the disordered and desperate attacks of the forest spirits. Durthu is the only Ancient slumbering close enough to the ritual to intervene in time and so Drycha begins to sing him back to wakefulness...

KEMMLER AND KRELL

These miniatures are among the many classic models available through Games Workshop Direct and from the Games Workshop Online Store.

See page 124 for more information.



Krell £6

Banner Pole 9947020701702
Body 9947020701701



Heinrich Kemmler £6
947020701301



The forest of Athel Loren responds to Drycha's call as Durthu lumbers from sleep to remove the foul taint of the Undead

Overview

The defender has only a small force, but is raising more troops as the game continues. The attacker is attempting to end the flow of reinforcements by slaying the defender's general before the game ends.

Historical Armies

The Glorious Forces of Heinrich Kemmler

- Heinrich Kemmler, the Lichemaster
- Krell, King of Wights
- The Animated Ones (20 Skeleton Warriors with spears)
- The Reborn (20 Skeleton Warriors with spears)

The Fury of the Forest

- Drycha
- Durthu, Treeman Ancient
- Sir Amalric of Gaudaron
- Durthu's Handmaidens (12 Dryads, including a Branch Nymph)
- Drycha's Handmaidens (12 Dryads, including a Branch Nymph)
- Brocath's Handmaidens (12 Dryads, including a Branch Nymph)
- Dyserdd's Handmaidens (12 Dryads, including a Branch Nymph)
- The Awakened (3 Tree Kin, including a Tree Kin Elder)
- Heartwood Tree Kin (3 Tree Kin, including Tree Kin Elder)
- Brocath (Treeman)
- Dyserdd (Treeman)

Alternative Armies

The scenario is suitable for playing any game involving the summoning of supernatural allies, such as a Chaos Sorcerer calling forth daemons, or a Tomb Kings Hierophant raising forth followers from the scorching sands of Khemri. If playing the scenario with different forces, both armies are chosen from the relevant Warhammer army list as normal, though the attacker should have about 50% more points than the defender. If using alternative forces, each cairn can raise 2D6x10 points of a suitable troop type.

Battlefield

The table represents the barrow glade. No woods may be placed further than 6" from the edges of the board. A large barrow is placed in the centre of the table with a smaller burial mound within 6" of it. Six small cairns are then placed at least 9" away from any table edge.

Deployment

- The defender deploys his forces within 6" of the barrow.
- The attacker deploys his forces within 6" of a board edge of his choice.

Who goes first?

The attacker goes first.

Length of Game

Six turns, or until Kemmler is slain.

Victory Conditions

The Wood Elves are victorious if Heinrich Kemmler is slain before the game ends. Any other result is a victory for the Lichemaster.

Special Rules

Once per Magic phase, Kemmler can cast *Invocation of the Lichemaster* from each of the cairns (not the barrow or burial mound; these contain much more powerful beings that can only be summoned at the ritual's height). This is a Bound Spell with a Power Level of 2 and treated as a 7+ casting level of the Invocation with a range of 6" – it cannot be used to heal wounds. Once Kemmler starts taking wounds, his concentration will become disrupted and the speed at which he can raise minions from the cairns will slacken. For each wound Kemmler has taken, reduce the total of skeletons summoned by one. In addition, the creatures of Athel Loren are not at their best in winter, when the forest slumbers – all units with the *Forest Spirit* rule are subject to *stupidity*.



Of all the Grail Knights in the service of Bretonnia, few are so famed as Sir Amalric of Gaudaron Keep, scourge of the undying and blessed champion of the Lady of the Lake. As a young knight, Amalric passed his early years in the service of Baron Prithard of Carcassonne, one warrior amongst many in the Baron's service. Prithard, whilst a noble and just lord, needed the support of worthy knights if he were to defend his domains, for though well schooled in the courtly arts, the skills of diplomacy forever eluded him. As such, he often found himself at odds with his peers and could rely on little support from them. Though young, Amalric swiftly proved to have great skill at arms, and he was soon confirmed as a full Knight of the Realm and appointed master of Gaudaron Keep, an old but serviceable castle on the foothills of the Vaults.

It was shortly after the young knight was installed in his domains, that the accursed liche, Hardakh, rose from his crypt deep within the Vaults, and led an army of mouldering corpses into the southern Carcassonne territories. Amalric was one of many bold knights who met with Hardakh upon the field

of battle. It seemed that the blessing of the Lady flowed through Amalric with unprecedented vigour, for the Undead warriors could not stand before him. Wherever Amalric rode, the Necromancer's evil magics seemed to ebb and fade. Skeletal warriors collapsed into dust and spectral hosts dispersed in the wind at his coming. Even

Sir Amalric of Gaudaron

Points: 160

	M	WS	BS	S	T	W	I	A	Ld
Sir Amalric	4	6	3	4	4	2	5	3	8
Warhorse	8	3	0	3	3	1	3	1	5

Sir Amalric counts as a Hero choice. He must be fielded exactly as represented here, and may not be given additional equipment or magic items.

Weapons and armour. Amalric has a mace, heavy armour and shield and rides a barded Bretonnian warhorse. He also carries the Icon of the Lady.

Vows and Virtues. As a Grail Knight, Amalric has taken the Grail Vow (he is Immune to Psychology and his attacks are magical). He also has the Virtue of Stoicism (he and the unit he joins may re-roll failed Break tests).

Bane of the Undead. Amalric's presence is deadly to all manner of unliving creatures, dispelling the unholy magics that bind them together. Any Undead units in base contact with Amalric at the start of the Combat phase automatically suffer D6 wounds, with no Armour Save possible. These wounds are distributed as combat casualties and count towards combat resolution.

The Icon of the Lady. This holy relic protects Amalric from the gravest of harm, shielding him from the blows of his enemies. The Icon bestows a 5+ Ward Save upon Amalric and grants him Magic Resistance (1).

Mark Bedford's model of Sir Amalric uses pieces from the Knights of the Realm and men-at-arms sprues.



the vampiric echo of Sir Morten the Black, scourge upon the lands about Gaudaron for some two hundred years, aged and died even as he offered challenge to Amalric. With his army crumbling about him and the men of Bretonnia emboldened, Hardakh had no choice but to retreat from battle (though within a league, his undead form suffered a short but pointed encounter with Baron Prithard's favorite hippogryph, Dagonet). Recognising the instrumental role that Amalric had played in the victory, the Baron offered him rank and great wealth.

Such a reward would have brought a new age of comfort on Amalric's impoverished family yet, spurred on by visions and faith, the young knight chose instead to commit

himself to the path of the Lady.

To this day, ballads are still sung of the Quest of Sir Amalric – largely on the insistence of his family, who benefited greatly from his fame. Though some of the claims made of Amalric's travails are mythical – he did not engage in a game of riddles with one of the fey folk – or embellished – the Chaos Champion Karnak had merely three heads, not five – he performed many great deeds. On the slopes of the Grey Mountains, Amalric beheaded the ferocious Beastlord Shadeflench and scattered his followers. It was Almaric who single-handedly defended the Tower Perilous from Goblin raiders, and he who twice defeated and slew the Barrow King, Bracht the Eternal. Ultimately, with the blessing of the Lady as his guide and companion, Amalric's quest was a successful one. On the banks of the Brienne, Amalric supped from the Grail and truly became the chosen of the Lady of the Lake. Little was he to know that the greatest trial of his life was yet to await him for, shortly after, the Lady bade him ride deep into the fey and dangerous forest of Athel Loren where he would confront one of the most powerful Necromancers to ever walk the Old World.

Durthu – Treeman Ancient

Points: 450

	M	WS	BS	S	T	W	I	A	Ld
Durthu	5	6	0	6	6	6	1	5	8

Durthu counts as a Lord and two Hero choices. He must be fielded exactly as represented here, and may not be given additional spites.

Treeman Ancient. As an incredibly old and powerful Forest Spirit, Durthu has no need of weapons to crush his foes – though he is infested with an Unburden of Thieflings (see below). He follows all the normal rules for Forest Spirits (ie, has a 5+ Ward Save that is negated by magical attacks, is Immune to Psychology and may not join units). Durthu also causes *terror*.

Tough Hide. Durthu's 'skin' is gnarled and dense, even by the standards of Treemen – he has a Scaly Skin Save of 3+, Whenever Durthu is wounded, he treats the Armour Save modifier of the attack as being one less than it would normally be (ie, a Strength 5 attack would only confer a -1 Save modifier).

One Tree Short of a Forest. Durthu has seen incursion after incursion lay waste to his beloved groves. He is *stubborn* and may re-roll any missed rolls to hit in close combat. Unfortunately, his eagerness to exact revenge upon particularly vile forest-despoilers often leads Durthu to fixate upon one particular enemy who he judges to be the one most responsible. At the start of the game, the opposing player may nominate one of his own units as a group of ruthless, tree-killing individuals who have been guilty of earning Durthu's ire. At the start of each Wood Elf Compulsory Moves phase, Durthu must pass a Leadership test or move directly towards the chosen unit if it is visible, charging it if he can. If unable to charge the chosen unit he may charge a different enemy, providing that it brings him closer to the chosen unit.

Strangle Roots. Durthu can plunge his roots into the ground, only to have them re-emerge from the soil many feet away, clutching and tearing at the foe. The Treeman may use this ability during the Shooting phase. This attack may be used even if the Treeman marched. Pick one unit within 6" – the target does not have to be in the Treeman's line of sight though otherwise follows the normal targeting rules. That unit takes an Artillery dice worth of Strength 4 hits (Strength 5 if the target is at least partially within a wood). On a Misfire, nothing happens.

Tree Singing. Durthu may cast the spell *Tree Singing* twice each Magic phase. This is a Bound Spell with a Power Level of 3.

Unburden of Thieflings. Durthu is infested with spites possessed not only of seemingly inexhaustible malicious energy but also a kleptomaniac streak a league or so wide. When these spites swarm over the target they use their razor sharp claws to filch anything that takes their fancy (peculiarly, this tends to be all manner of clasps, buckles and pins, although it has been known for several to work together in acquiring a particularly shiny helmet). These spites act as a missile weapon with a range of 12" that always hits on a 4+ and inflict D6 Strength 2 hits (this may target a different unit to his Strangle Root attack). In close combat these spites give Durthu an additional D6 Strength 2 attacks. Any enemy units that suffer wounds from either of these attacks is counted as being subject to the effects of the spell *Transmutation of Lead* for the remainder of the game.

Tree Whack. Durthu is an unstoppable force, able to smash things that would be proof against other weapons with a single, well-chosen, strike. Rather than making his normal attacks, Durthu may choose to make a single Strength 10 attack that causes D6 wounds.



Amongst the eldest of all the Ancients of Athel Loren, Durthu can remember a time when the Elves dared not walk within the forest. Like others of his kin, he once longed for a time when the groves of Athel Loren did not suffer the presence of any outsiders. Over time, however, what was once a burning hatred has faded to the merest ghost of irritation – proof positive that even the oldest and most stubborn creatures can change if the span of time is sufficient. In truth, the Dwarfs must bear some responsibility for the softening of Durthu's attitudes towards the Elves. Shortly after the Elves began to live in Athel Loren, a band of Dwarfish explorers blundered into Durthu's groves, felling many trees and even taking an axe to the ancient himself, thinking him to be no more than a particularly large and flammable looking variety of oak.

The scars that Durthu took that day have never healed, though it is certain that he had the better of the encounter as not one of the luckless Dwarfs survived to tell the tale. It is certainly possible that Durthu began to feel more kindly towards the Elves from that day forth. This may have been because he realised that they were respectful of the forest (for mortals). More likely, it was the way that many of them came to spectate whilst the furious Treeman repaid the indignity of his situation upon the Dwarfs, interfering only to herd the frantic interlopers towards Durthu, letting out the occasional cheer when a Dwarf met a particularly entertaining death. Unfortunately, Durthu has never really been the same since, and whilst the other Ancients tend to sleep through the years, he stays awake and alert, just waiting for a foe to show itself.

WARHAMMER CHRONICLES:

Dark Places of the world

With the release of Warhammer Realms: Lustria, we thought it would be a good time to delve into some of the dark forests of the Warhammer world and show you how to use the ideas about jungle fighting and apply them to games of Warhammer set in other dangerous parts of the world. Graham McNeill ventures into some of these fearful places...

WHAT IS WARHAMMER CHRONICLES?

Warhammer Chronicles takes a look at the Warhammer Fantasy Battle game and its rules, introducing new scenarios, rules and army list entries of all types, frequently stolen from army books in progress here at the Studio, as well as providing occasional Question and Answer forums. It also acts as a forum for dedicated players of Warhammer Fantasy Battle who have produced inspired, well thought out and just plain brilliant additions to the game. If you've got something good for Warhammer Chronicles then write to us at the address given here.

Note: Please don't include rules queries etc, with your letters, as the volume of mail means that in most cases we won't be able to send individual replies.

Warhammer Chronicles
Games Workshop
Willow Road, Lenton
Nottingham
NG7 2WS, UK

By now you've hopefully played a couple of games set within a jungle environment and gotten a taste for the new challenges fighting there brings. But if you can't get all the way to Lustria then despair not, for there are plenty of other places where you can apply the rules given in Warhammer Realms: Lustria.

Over the next eight pages we'll show you how, with a little bit of imagination, you can fight battles in any number of dangerous, dark places. In order to fight battles in any of the forests described here, simply use the jungle fighting rules as described in Warhammer Realms: Lustria to represent your games in these strange places. To enhance your games further you can create your own Events and Encounters charts, we've included some examples to get you started.

FORESTS OF THE OLD WORLD The Forest of Shadows

Situated in the north-eastern region of the Empire, the Forest of Shadows encompasses most of the province of Ostland and lies to the north of the Middle Mountains. The road that links Middenheim and the Kislevite city of Erengard runs through this forest, though it is a dangerous road to take. Dark and forbidding, the forest is a fearful place of evil creatures and quiet shadows. The trees that grow here are quite unlike those of other forests, twisted into grotesque shapes that claw at the sky and are draped in hanging curtains of moss and lichen.

Strange, bloated fungi proliferate there in the form of huge, bilious puffballs and brightly coloured toadstools. Only the foolhardy would brave a night

within the gloomy depths, for bands of Beastmen, Goblins and other evil creatures lurk within its dark heart. Indeed, it is rumoured that there are bands of Chaos warriors and cultists who remain hidden and forgotten within the darkest depths of the forest. Many foolhardy adventurers have gone into the forest to explore the truth of these rumours, but few are ever heard of again.

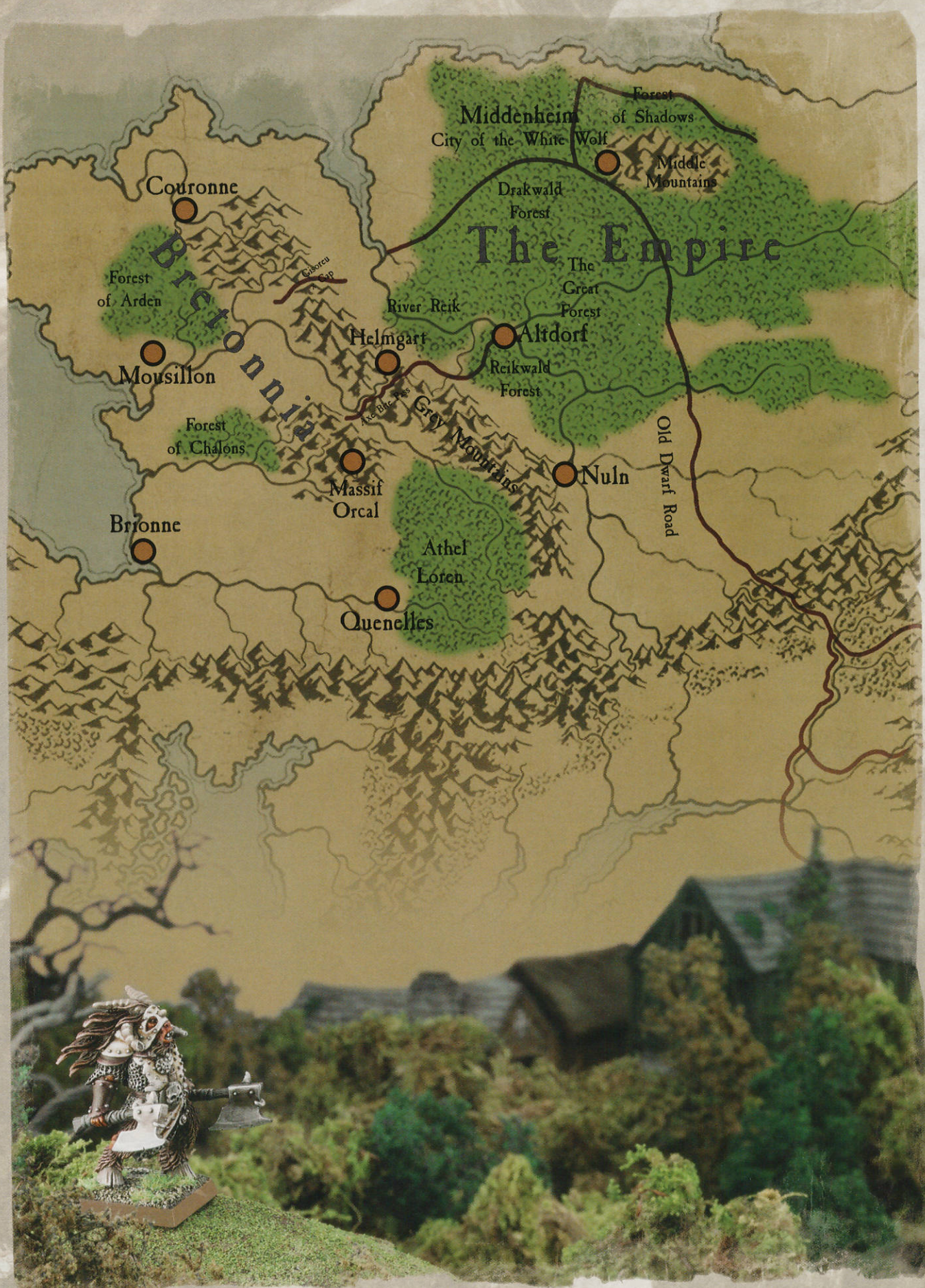
Occasionally, the Counts of Ostland have mounted expeditions into the forest in the wake of raids mounted by the dark creatures within. Such ventures are fraught with danger and any armies that set out into the forest return with many fewer warriors than when they started and a host of fearful tales of the monsters that dwell within the Forest of Shadows.

The Great Forest

Largest of the Empire's forests, the Great Forest encompasses the lands between the Middle Mountains in the north to Nuln in the south, and from Altdorf in the west to Kislev in the east. It is an ancient and vast forest of great size, with trees ranging from hoary old willows to majestic, towering oaks. The central regions of the Empire are a largely continuous block of uninterrupted forest, with areas cleared for towns and farming. Rugged hills occasionally rise from the forest, and there are many ruined towers and ancient castles atop such lonely peaks, some dating back as far as the Age of Three Emperors.

The Reikwald Forest

To the south of the Empire's capital of Altdorf, is the Reikwald forest; a haven for desperadoes, cut-throats, criminals and all manner of ne'er-do-wells. Lying



Events for the forests of the Old World

Events Chart: These function exactly as described in Warhammer Realms: Lustria. Roll a D6 to determine which player rolls first on the Events chart – the player that rolls the highest may choose whether to roll first or second. To use the chart roll 2D6 and apply the result immediately. (*Beasts of Chaos* armies reroll results marked with a *)

2D6 Event

2-4 Torrential Downpour. A heavy rain falls, drenching both armies. Weapons designated as black powder (see Warhammer Realms: Lustria) may only be fired each turn on the roll of a 4+. Roll for each unit firing such weapons.

5 Forest Mist. A light haze lingers over the battlefield, only slowly dispersing as the sun rises. Roll a D3 to determine how many game turns the mist lasts. All missile ranges (including magic missiles) are halved until the mist lifts.

6* Hopelessly Lost. After both sides have deployed, one enemy unit may be pushed back up to 8" from its original location (it may not be moved off the table, or into Impassable terrain). Its facing and formation remain unaffected. Note that 'Lost' and 'Local Guide' may not be used on the same unit.

7-9 All is well. This event has no effect, good or bad.

10-11* Local Guide. After both sides have deployed, one friendly Infantry unit may be repositioned up to 8" from its original location. Note that 'Lost' and 'Local Guide' may not be used on the same unit.

12 Forest Ambush. Part of your army is ambushed by scouts of the enemy and is dispersed into the forest, only to regroup later. Your opponent may choose one unit (not character) to have been ambushed. This unit will appear on a friendly table edge on turn two on the roll of a 4+, on turn three on a 3+ and turn four and beyond on a 2+.

between the River Reik and the Grey Mountains, it is through this forest that the main road that links Bretonnia and the Empire runs, and those who pass along it must bring plenty of protection for their every step will be dogged by bandits and brigands. The road crosses the Grey Mountains over Axe Bite Pass, and those who emerge from the forest are very often poorer than when they entered it.

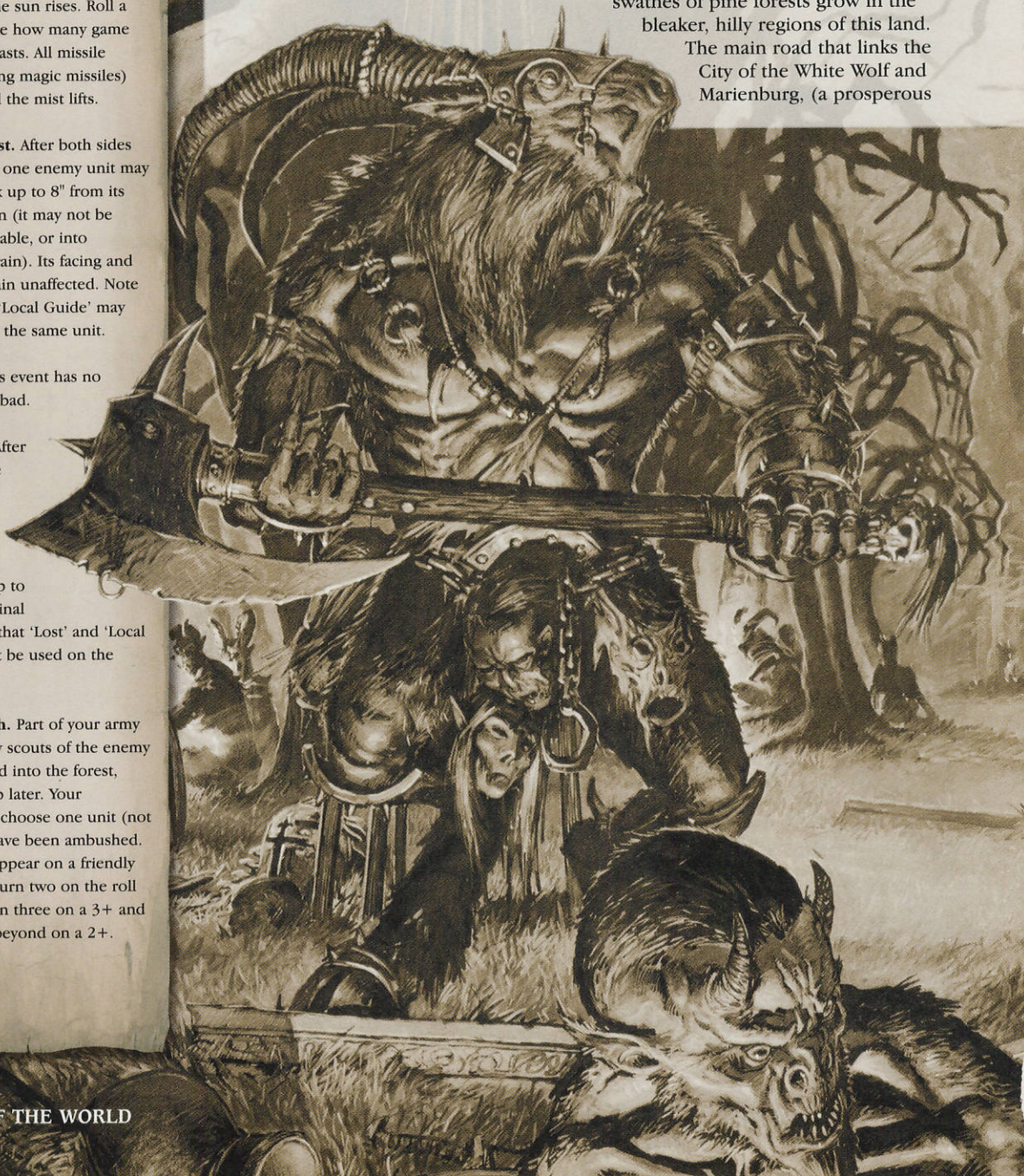
At the mouth of Axe Bite Pass is the Empire fortress of Helmgart, a massive tower that rises from the mountainside and whose battlements overlook the narrow path below. Invading armies favour Axe Bite Pass for crossing the Grey Mountains and this region of the Empire has seen many bitter battles as the armies of Reikland fight off their many enemies.

The Drakwald Forest

Situated in the north and west of the Empire, the Drakwald forest lies in the area around Middenheim. Taking its name from the now vanished province of Drakwald, it is a fairly sparse forest, mainly of birch trees on a light, sandy soil. The land around here is not particularly fertile, and, unlike many of the Empire's other forests, not much of the Drakwald has been cleared for cultivation. The depths of the forest are home to many Beastman warbands and the hag trees of the Drakwald are terrible sights to behold, nightmares of blackened growth and skeletal remains. They remain a grim warning to those who attempt to travel through these haunted woods.

In some northern reaches of the forest, the trees grow more thickly and swathes of pine forests grow in the bleaker, hilly regions of this land.

The main road that links the City of the White Wolf and Marienburg, (a prosperous



trading town on the western coast of the Empire that scandalously seceded from the rule of the Emperors nearly a hundred years ago), runs through this forest, and many a daring bandit chief has made his fortune from robbing travellers on this road.

The Forest of Chalons

An altogether different forest from the other vast forests of Bretonnia, being located in the highlands west of the rocky crags of the Massif Orcal, the great, weather-beaten crags of rock that dominate the heartland of Bretonnia. This forest extends over rocky ravines, and crags and knolls of weathered rock reach above the stunted, gnarled trees. It is a region honeycombed with caves and cut by streams that meander through the forest to become waterfalls and pleasant pools of sweet water. Vast boulders perch precariously on the edges of cliffs, towering above deep chasms covered in a green blanket of ferns and moss. Despite its pleasant appearance, the eastern parts of the

forest are home to numerous evil creatures who have come down from the Massif Orcal – enclaves of Orcs and other foul creatures are said to inhabit these dark crags. No matter how many are wiped out by the Knights of Bretonnia, there are always more...

The Forest of Arden

Spreading over the hinterland of Bretonnia, the Forest of Arden is a huge oak forest that extends up the slopes of the Grey Mountains. Because of this, it is often invaded by Orcs, Goblins and worse enemies descending from the higher peaks and passes into Bretonnia. In the depths of the forest they are able to hide and organise raids of the surrounding countryside. There are many marshes and lakes within the forest as well as dense thickets, making it difficult to track down the raiders when they are pursued.

Many vile creatures, huge monsters, dragons and other savage beasts linger and breed here and so the forest

Encounters for the forests of the Old World

Encounters Chart: These work exactly as described in Warhammer Realms: Lustria. Play your encounter as normal then roll 2D6 and consult the chart below. (*Beasts of Chaos* armies re-roll results marked with a *)

- | | |
|--------|--|
| 2D6 | Encounter |
| 2-3* | Entrance to mutant lair. The Champion of the affected unit must pass a Toughness test or be dragged beneath the ground and killed. Normal Armour and Ward saves may be taken to avoid this horrible fate. If there is no unit Champion then a normal warrior gets attacked instead. |
| 4-5 | Forest creatures. In the Encounters phase, each affected unit takes D6 Strength 2 hits, with no Armour Saves allowed. |
| 6* | Beastmen traps. Each affected unit must roll a D6 for each model in the unit. For every '1' rolled, the owning player must remove a single model from the unit, with no saves of any kind allowed. |
| 7-9 | All is well. Instead of playing an Encounter, you may spend a single Encounter point to remove an Encounter that is already in play from the terrain piece targeted, or two |
| | Encounter points to remove one from anywhere else. No other Encounters may be placed in the terrain feature from which the Encounter is removed this phase. |
| 10-11* | Beastmen totem. All units affected must take a Panic test. |
| 12 | Burial Cairn. In the Encounters phase, each affected unit counts as being affected by the Death Magic spell, <i>Drain Life</i> . This does not affect Undead and Daemons. |

Encounters for the forests of the Elves

Encounters Chart: These work exactly as described in Warhammer Realms: Lustria. Play your encounter as normal then roll 2D6 and consult the chart below. (*High/Wood Elves re-roll results marked with a **)

2D6 Encounter

- 2-3* Unseen attackers.** The Maiden Guard of the Everqueen (or Waywatchers of Ariel) attack affected units then vanish into the forest. Affected units are struck by D6 Strength 3 shooting attacks.
- 4-5 Enchanted Grove.** Affected units are immediately affected by the Lore of Light spell, *Guardian Light*.
- 6* Forest Sprites.** Guardian creatures of the forest swarm from the trees. Affected units suffer D6 Strength 2 hits with no Armour saves allowed.
- 7-9 All is well.** Instead of playing an Encounter, you may spend a single Encounter point to remove an Encounter that is already in play from the terrain piece targeted, or two Encounter points to remove one from anywhere else. No other Encounters may be placed in the terrain feature from which the Encounter is removed this phase.
- 10-11 Wellspring of Magic.** Affected units now count their attacks as magical for the rest of the game.
- 12 Glade of Power.** Wizards affected by this Encounter may add +2 to their Casting rolls when casting spells in addition to any other modifiers they may have while they remain within the radius of this Encounter's effect.



attracts Knights Errant and Questing Knights eager to hunt them down, slay them and thereby win honour. Most of these Knights never return, while the remains of others are sometimes found centuries later, their rusting armour and bones scattered around the lair of some hideous beast, or glimpsed through the waters of a misty mere. Here and there, the roots of a tree have grown through the visor of a great helm, while swords lie embedded to the hilt in the bark of great oaks that have grown around them.

FORESTS BEYOND THE OLD WORLD

Upon the northern coast of the Inner Sea of the land of Ulthuan, lies the great Forest of Avelorn, most ancient of all the Elf Realms. Upon its tangled groves ancient glammers lie and under its eaves creatures of legend still walk. Beneath the leafy bowers the golden subjects of the Everqueen dance and sing, her court moving from place to place like a great carnival, pitching silken pavilions of myriad colours wherever it halts. By day, silver laughter rings through the forest as the Elves make sport. By night, fey lights flicker in the darkness, illuminating the revels and feasting. With its perfect weather, bountiful forests and beautiful, near-immortal inhabitants,

Avelorn seems the idyllic paradise of which mortal men can only dream.

Athel Loren

The oldest of all the forests of the Old World, Athel Loren is a magical place greatly feared by all who dwell within its shadow. Elegant waystones mark the borders of this primeval forest, beyond which the giant trees of Athel Loren loom as if straining to escape these bindings. Roots twist and claw across the fern covered rocks and loam, while low mists coil and spread throughout the hollows and glades.

Athel Loren is an unsettling place, filled with movement glimpsed from the corner of the eye, strange noises and the feeling that one is being watched by hundreds of pairs of eyes. Forms move through the twisting branches and dense undergrowth, and tiny darting shapes flit between the trees. One gets the impression that Athel Loren itself is sentient, watchful and secretive, and perfectly willing to destroy those who seek to enter its boundaries. Only the insanely brave, mad or foolish dare to cross into Athel Loren, for the forest is a haunted place, filled with unquiet, malicious sprits of the forest, strange and magical creatures, and the mysterious and dangerous Wood Elves.

Events for the forests of the Elves

Events Chart: These function exactly as described in Warhammer Realms: Lustria. Roll a D6 to determine which player rolls first on the Events chart – the player that rolls the highest may choose whether to roll first or second. To use the chart roll 2D6 and apply the result immediately. (*High/Wood Elves re-roll results marked with a **)

2D6 Event

- 2-3 Winds of Magic.** The Winds of Magic wax strong and wielders of magic feel themselves swell with power. All wizards may use one extra Power dice than they would normally be allowed when casting spells and may add +1 to their casting roll in addition to any other modifiers they have.
- 4 Howling Gales.** High winds of unnatural origin howl across the battlefield. No model may make a Flying move and must use its ground-based movement at all times.
- 5* Befuddling Glammers.** After both sides have deployed, one enemy unit may be pushed back up to 8" from its original location (it may not be moved off the table, or into impassable terrain). Its facing and formation remain unaffected.
- 6-9 All is well.** This event has no effect, good or bad.
- 10-11 Magical ebb.** The Winds of Magic seep from the battlefield, draining magic of its power to harm. All magic weapons are drained of their power and count as hand weapons. No magic items may be used whatsoever and all Wizards (even High Elves) suffer -2 to their Casting rolls when casting spells.
- 12 Faerie Presence.** The aura of the Everqueen (or Ariel) spreads across the battlefield, soothing troubled hearts and calming angry souls. No unit may pursue an enemy that flees from close combat.







The Petrified Forest of Naggaroth

Blighted beyond imagination, the Petrified Forest consists of endless tracts of dead, grey, ashen trees set in a desolate, ash-blown wilderness. No breeze stirs the air and nothing clean or pure will grow in this region of utter desolation. Trees of eternal stone and chasms of echoing emptiness fill this hateful place, and none who are unfortunate enough to bear witness to this evil place can ever forget it. Just why the forest should exist in such a state is a mystery, though there are vague references within the archives of Hoeth to a battle between ancient powers, god-like in stature, at some time during the infancy of the Elvish race.

The Black Forests

Situated in north Naggaroth, the Black Forests cover the landscape with dark, forbidding trees of ill-favoured aspect. These forests sprawl with a mixture of towering pines, black trees and a bleak desolation that sears the soul with its unending vistas of emptiness. The ground is cloaked in shadows as chained gangs of slaves from the principal dockyards of the Witch King fell the massive timbers – dragging them back for dark uses in Clar Karond, the Tower of Doom. Strange monoliths and ancient ruins dot the few desolate clearings.

Events for the forests of Naggaroth

Events Chart: These function exactly as described in Warhammer Realms: Lustria. Roll a D6 to determine which player rolls first on the Events chart – the player that rolls the highest may choose whether to roll first or second. To use the chart roll 2D6 and apply the result immediately. (*Dark Elves re-roll results marked with a **)

- | 2D6 | Event |
|--------|---|
| 2-3 | Blizzard. All movement is counted as though through difficult ground, and all missile ranges (including magic missiles) are halved. Roll an Artillery dice at the beginning of each game turn; if a Hit is rolled, then the snows lift for that turn and allow missile fire to be resolved normally. |
| 4 | Dust Storm. Choking clouds of dust are blown into the air by powerful winds, irritating eyes and catching in warriors' throats. Each unit in your army must pass a Toughness test or suffer -1 Strength and -1 Ballistic Skill. |
| 5* | Hopelessly Lost. After both sides have deployed, one enemy unit may be pushed back up to 8" from its original location (it may not be moved off the table, or into Impassable terrain). Its facing and formation remain unaffected. |
| 6-9 | All is well. This event has no effect, good or bad. |
| 10-11* | Desertions. After both sides have deployed, take a Leadership test (using the General's Leadership if he is within 12") for every infantry and cavalry unit in your army. If a unit fails its Leadership test, it loses D6 members as they desert from the battleline. |
| 12 | Dread Presence. A presence of terrible power hangs on the air, casting a pall of fear across the battlefield and sapping the will to fight from the combatants. Every unit on the battlefield suffers a -2 modifier to its Leadership value. |

Encounters for the forests of Naggaroth

Encounters Chart: These work exactly as described in Warhammer Realms: Lustria. Play your encounter as normal then roll 2D6 and consult the chart below. (*Dark Elves re-roll results marked with a **)

2D6 Encounter

- 2-3 **Ancient magic.** Affected units are immediately struck by the Shadow Magic spell *Shades of Death*. If the unit already causes *fear*, it now causes *terror*.
- 4-5* **Cursed land.** Affected units must take an immediate Leadership test. If failed, they flee back to the nearest table edge. Even units normally Immune to Psychology or Unbreakable will flee if this test is failed.
- 6 **Spiketree.** Poisoned barbs shoot from these ancient trees. Affected units are hit by D6 Strength 5 spikes.
- 7-9 **All is well.** Instead of playing an Encounter, you may spend a single Encounter point to remove an Encounter that is already in play from the terrain piece targeted, or two Encounter points to remove one from anywhere else. No other Encounters may be placed in the terrain feature from which the Encounter is removed this phase.
- 10-11* **Slavers' traps.** Each affected unit must roll a D6 for each model in the unit. For every '1' rolled, the owning player must remove a single model from the unit, with no Saves of any kind allowed.
- 12 **Trapdoor beast.** Every model in each affected unit must take an Armour Save. For each Armour Save passed a model is removed as a casualty. Scaly Skin Saves are not counted towards this test, and models with no armour at all are nimble enough to avoid the claws of the beast as they snatch from the ground. Multiple Trapdoor beasts are not cumulative.

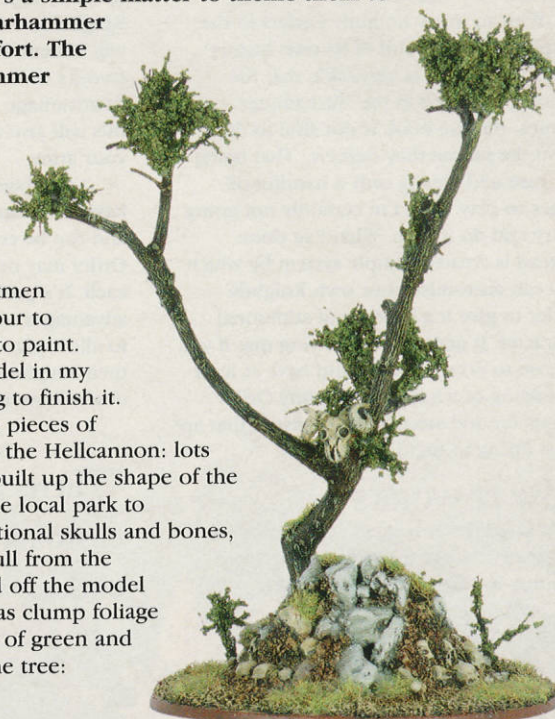


Graham: Now that you're ready to play games of Warhammer in the dangerous forests of the Warhammer world, how about some ideas to get you going? Games set in the forests present their own unique tactical challenges and, as suggested in Warhammer Realms: Lustria, it's a great idea to theme your games with appropriate narrative hooks. The sweeping sense of adventure and plot is what makes each game unique and so we've come up with a few ideas to get you going...

Battles fought in a forest could revolve around an Orc ambush of an Empire or Bretonnian convoy, a Dark Elf slave caravan or High Elf royal escort. They could involve the protection of somewhere sacred – a Beastman herdstone, a grove sacred to the Lady of the Lake, a chapel of Sigmar or an idol of Gork. The dark, brooding forests of the Old World are home to all manner of twisted beasts and mutant creatures, so you might want to try scenarios where the troops of an Elector Count venture into the jungle to root out a band of Orcs, bandits, mutants or terrifying beasts that have taken to preying upon the local villagers (see the movies *Brotherhood of the Wolf* or *The Ghost and the Darkness* for more ideas on this...) The scenarios given in Warhammer Realms: Lustria and Conquest of the New World are equally appropriate for use in the settings given here, and it's a simple matter to theme them to the other forests of the Warhammer world with only a little effort. The dark places of the Warhammer world await.

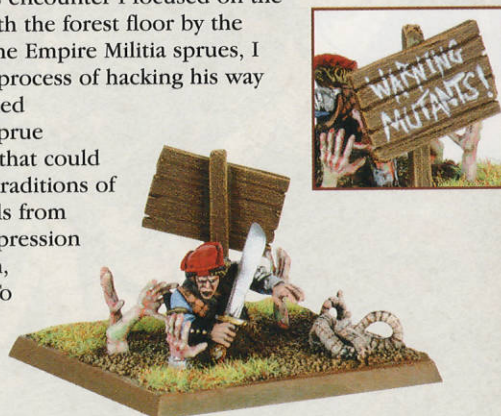
Beastman Cairn

Ally Morrison: Inspired by the new Forest Encounters charts, my Beastmen Cairn only took about an hour to make, followed by an hour to paint. Once I get an idea for a model in my head it doesn't take me long to finish it. The counter is based on the pieces of ammunition that come with the Hellcannon: lots of piles of skulls. Once I'd built up the shape of the cairn I added a twig from the local park to represent a tree. A few additional skulls and bones, specifically a Beastman's skull from the Skeleton boxed set, finished off the model ready for painting. As well as clump foliage for the leaves, I used plenty of green and grey tones for the bark of the tree: wood isn't brown after all.



Entrance to the Mutant Lair

Dominic Murray: To represent this encounter I focused on the idea of a hero being dragged beneath the forest floor by the grabbing hands of mutants. Using the Empire Militia sprues, I created a character who was in the process of hacking his way clear with a sword whilst being pulled underground. The plastic Zombie sprue provided me with a wealth of arms that could punch through the soil in the best traditions of cheesy horror movies. Using the tails from Skaven Gutter Runners gave the impression of tentacles rising through the earth, adding to the feeling of mutation. To finish off I placed a balsa wood sign deterring unwary travellers from the area... obviously this particular fellow hasn't learned to read.



K NIGHTLY ORDERS OF THE EMPIRE

Abandoning hope that the gods of chance will ever allow his Knights of the White Wolf to roll more than a '1' on their 'to hit' rolls, Mat Ward goes in search of other Empire knightly orders.

Though the Empire chiefly relies upon its state regiments and artillery to keep its lands safe, none can deny that the most glorious of all troops available to an Empire general are the zealous warriors of the Knightly Orders. Whether an Order is large and carries political weight, like the Knights Panther or White Wolves of Middenheim, or is of a more modest size and fills its ranks from local nobility, all are a force to be reckoned with on the battlefield.

With so many Knightly Orders in the Empire, each one full of its own history and traditions, it is inevitable that the profile presented in the Warhammer Armies: Empire book is not able to do them the justice they deserve. That being the case and having only a handful of pages to play with, I'm certainly not going to try and do it here. What I've done instead is create a simple system by which you can customise your own Knightly Order to give it a little bit of additional character. It goes without saying that if you choose to do so, you should have at least an inkling of what your Knightly Order stands for and select characteristics that are most fitting to them.

HOW IT WORKS

With Knightly Orders, as with any other group of intrepid individuals, there are positive and negative sides to their

individuality. A Knight who is fearless in battle, for example, may not take kindly to another's leadership, or perhaps some ages-old tradition forbids the carrying of shields. There are many possible upsides and downsides to the customs of Knightly Orders but, being a helpful sort, I've made it easy for you to choose your Order's own particular idiosyncrasies. Simply put, if you wish to create your own Order, select an advantage from the list (see opposite) – all Knightly units (including Inner Circle Knights and Grand Masters) in your army will benefit from this. However, such favours come at a price: you must select a disadvantage (also see opposite) as well – this will also affect all Knightly units in your army.

Advantages and disadvantages each have an assigned points cost (or refund) and can be combined as you wish, but an Order may never have more than one of each. It's probably worth noting that these advantages and disadvantages are provided to allow players to add a little flavour to their Knights, rather than bestow an overwhelming advantage...

Over the following pages there are several examples of Imperial Knightly Orders using this system. There are also a few Legendary Orders, which are truly unique. Legendary Orders often have an advantage over their brethren, such as having two advantages or, in rare cases, no disadvantage.

To represent their increased value on the battlefield, Legendary Orders may sometimes have an additional points premium – this applies to all Knightly models in the army. The Order of the Knights of the White Wolf as presented in the Warhammer Armies: Empire book are a Legendary Order – they have the advantage 'Signature Weapon: Cavalry Hammer' and no disadvantage. If you field your own Knightly Order you may not include any Knights of the White Wolf in your army.

These rules – as with all those not contained within the Warhammer rulebook or Warhammer Armies books – should only be used with your opponent's consent.

"There are many possible upsides and downsides to the customs of Knightly Orders, but it's easy for you to choose your Order's own particular idiosyncrasies"



KNIGHTLY ADVANTAGES

Blessed

Knights: 1 point/model **Characters:** 5 points/model
Many Knightly Orders have a patron deity to whom they hold allegiance and in whose name they fight. Some Orders, however, are more holy than others, the most devout of all being those through whom their deity's blessing pours most strongly. Attacks made by members of this Knightly Order count as magical.

Unquenchable Zeal

Knights: 2 points/model **Characters:** Free
Some Knights are so consumed with the passion of their calling that they seem to burn with endless energy and are undaunted by the number of foes that face them. With this advantage, your Knightly units are always assumed to have a higher Unit Strength than their foes and always receive the +1 bonus for Outnumbering and will never be automatically broken by *fear*-causing foes.

Exemplars of Sigmar

Knights: 2 points/model **Characters:** 10 points/model
Some Knightly Orders have come to represent the purity of the warrior-god, Sigmar. Such icons are held in awe by the common people and can spell the difference between victory and defeat in battle. Any friendly units within 6" of a member of this Knightly Order may re-roll any failed *fear*, *terror* or *panic* tests.

Wealthy

Knights: 1 point/model **Characters:** Free
Success upon the field can bring great wealth to a Order, particularly if their Grand Master is well versed in the lucrative skills of merchantry or ransoming. Such wealth often translates into larger armouries of better equipment. If you have chosen this advantage for your Order, up to half of your Knightly units (rounding up) may be upgraded to Inner Circle.

Resolute

Knights: 1 point/model **Characters:** 5 points/model
Even amongst their bold peers, these Knights are proud of heart and firm of purpose. They are Stubborn in the first round of every combat, but revert to their normal rules in subsequent rounds.

Fearless

Knights: 2 points/model **Characters:** 10 points/model
Whether through valourous deeds or the horrors of their daily lives, these Knights are immune to the icy touch of dismay. Any Order with this advantage is immune to *fear* and *terror*.

Signature Weapon

Most Knightly Orders use a lance as their main armament, turning to a sword once their charge has struck home. Some Orders, however, prefer to place their faith in more esoteric weaponry, such as the cavalry hammer employed by the Knights of the White Wolf. With this advantage, all Knights in your army must replace their lance with the chosen signature weapon. If the chosen weapon requires two hands, the Knights must also give up their shield.

Weapon	Rules	Knights/ Characters
Cavalry Hammer	Requires two hands; +2 Strength bonus on the charge; +1 Strength bonus at all other times	+3/+6
Pistol	See Warhammer Rulebook page 90 – does not replace lance	+2/+2
Morning Star	See Warhammer Rulebook page 90	Free
Flail	See Warhammer Rulebook page 90	+1/+3
Great Weapon	See Warhammer Rulebook page 90	+2/+6

KNIGHTLY DISADVANTAGES

Fractionous

Knights: -2 points/model **Characters:** -5 points/model
Though all Knights are brothers in arms, some take more delight in quarrelling with their family than they do in sparring with the foe. If you select this disadvantage for your Order, roll a D6 for each of your Knightly units at the start of each Empire turn. On the roll of a '1' some form of disagreement has broken out in the ranks (possibly over who took more than his fair share of plunder in a previous campaign) and the unit may not move that turn.

Jinxed

Knights: -2 points/model **Characters:** -10 points/model
Ill luck is something that all warriors court, though it affects some more prominently than others. If you select this disadvantage, your Order has somehow attracted the ill-fared vagaries of fate (probably by offending one of the many deities in the Warhammer world, or killing someone they shouldn't have). Once per game, your opponent can request each Knightly unit, or character, in your army to re-roll a single D6.

Recklessness

Knights: -2 points/model **Characters:** -10 points/model
Patience has been said to be the key ability of many a warrior, but it is a skill that has ever eluded those who are hungry for honour and glory. If this disadvantage is chosen each Knightly unit must pass a Leadership test at the start of each Empire turn or move at full rate towards the nearest enemy, charging it if possible.

Pariahs

Knights: -1 point/model **Characters:** -15 points/model
For some transgression of the past, this Knightly Order is no longer welcome in the circle of its peers. Their names are reviled

and their heritage abhorred. A Pariah Order may never use the Leadership of a character, nor may their Grand Master pass his Leadership onto non-Knightly units, even if he is the General of the army.

Pride

Knights: -2 points/model **Characters:** -10 points/model
To this Knightly Order defeat is an unthinkable event, brought on solely by the actions or inactions of others. As a result they are slow to flee a losing fight, and will never refuse a martial challenge. Members of this Order may not flee from a charge and no character may refuse an issued challenge. In addition, they flee 2D6", rather than 3D6".

Humility

Knights: -1 point/model **Characters:** Free
A few Orders do not seek to set themselves above their fellow men, instead seeking the insight and purity that a humble life can teach. They do not hoard wealth, nor do they have the same labyrinthine structure of rank as their Knightly compatriots. This Order may not field Inner Circle Knights or Grand Masters.

Disorderly

Knights: -2 points/model **Characters:** Free
When a regiment of Knights charges home it is as much their solid mass as their skill-at-arms that causes dismay to their enemies. As such, most Orders spend many hours practising manoeuvring in formation and fighting as a unit. Alas, these skills are not familiar to all and a Knightly Order with this disadvantage has probably spent more time honing its drinking skills than its teamwork. Units of Knights with this disadvantage never receive rank bonuses, nor do they negate the rank bonus of an enemy.

THE KNIGHTS PANTHER



The Knights Panther were established following the wars against Araby, when returning crusaders brought back magnificent leopards, tigers and panthers, as well as furs which adorned their clothing. The Knights still trim their clothes and crests with whatever exotic spotted or striped fur they can obtain. Their shields carry the emblem of their Order, the fabled spotted panther of Araby.

Though the crusades against Araby have long been over, the Knights Panther still carry their lances against the despotic lords of the south. Such fanaticism is not unusual in Knightly Orders, though most choose to battle a foe somewhat closer to home. In the past century, two separate Imperial Decrees have been issued, commanding the Knights Panther to desist, yet both times these commands were rescinded – the Imperial court



preferring to offend a distant foreign nation rather than alienating such a powerful martial force.

Unlike many Knightly Orders, their first loyalty is to the Empire itself and the protection of its people and lands. The

Colour Palette

Armour		
Basecoat	Chaos Black	●
First Highlight	Chainmail	●
Yellow Details		
Basecoat	Skull White	○
First Highlight	Golden Yellow + Blazing Orange	●
Second Highlight	Golden Yellow + Skull White	○
Blue Details		
Basecoat	Regal Blue	●
First Highlight	Regal Blue + Enchanted Blue	●
Second Highlight	Enchanted Blue	●

Knights Panther are based predominantly in the cities of Middenheim and Talabheim. These cities are traditionally major centres of Ulric worship and the Knights Panther have a fierce rivalry with the Knights of the White Wolf, each Order trying to outdo the other in battle.

Advantages and Disadvantages

The Knights Panther are a Legendary Order, having garnered fame and wealth over the years. They have the Wealthy advantage and have no disadvantage.

THE ORDER OF THE BLAZING SUN



Relatively small order, the Knights of the Blazing Sun are also known as the Templars of Myrmidia because of their devotion to this Estalian warrior deity. Largely unknown in the lands of the Empire, it was only through the strangest of chances that the Order's worship of her began at all.

During the wars against Araby, three-score Knights from the Empire lent their aid towards the recapturing of the temple of Myrmidia in Margritta, the southern seaport of Estalia. During the fierce fighting, a violent earth tremor dislodged the vast bronze statue of Myrmidia which was fixed at the temple's topmost steeple. The statue fell to the ground, smashing into a thousand fragments and flattening Emir Wazir the Cruel and his Black Scimitar guard. With their leader slain, the Arabian hordes fled, leaving the temple in the hands of the Knights. Whether this was actually divine intervention or not has been widely disputed,



but to those Knights who fought that day, it was unquestionably Myrmidia herself who intervened. Upon returning to the Empire, the veterans of that battle founded the Order of the Blazing Sun and built a shrine to

Colour Palette

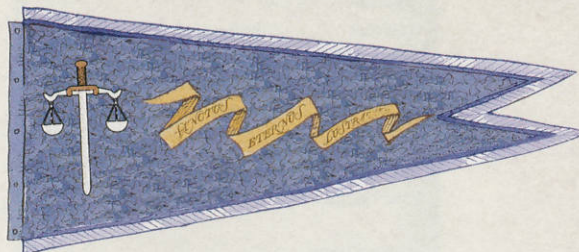
Armour		
Basecoat	Chaos Black	●
First Highlight	Codex Grey	●
Finish	'Ardcoat	○
Yellow Details		
Basecoat	Skull White	○
First Highlight	Sunburst Yellow	●
Second Highlight	Sunburst Yellow + Skull White	○
Gold Details		
Basecoat	Dwarf Bronze	●
First Highlight	Shining Gold	●
Second Highlight	Burnished Gold	●

Myrmidia in the heart of Talabheim. Though many folk mistrust them for their courting of strange foreign deities, the Knights of the Blazing Sun have unceasingly fought with distinction against the enemies of the Empire.

Advantages and Disadvantages

The Order of the Blazing Sun maintain many trading contacts in Estalia and provide protection to pilgrims travelling to the Margrittan temple of Myrmidia; accordingly, they have the Wealthy advantage. However, their adherence to the worship of a foreign deity often leads them to be shunned or mistrusted by their peers; as a result they have the Pariahs disadvantage.

THE TEMPLARS OF THE EVERLASTING LIGHT



The warrior code of this Order is founded squarely on the principles of justice and fairness. Naturally, as nobles, the Templar's opinion of justice contrasts markedly with that of the common folk, yet it cannot be argued that they often willingly fight for those who have no other upon whom to rely. It was Templars of the Everlasting Light who defended the plague-struck village of Hafbad when no other would, and it was members of their Order who gave their lives to defeat the mighty Shaggoth Brakorth in the Worlds Edge Mountains. Despite such deeds, the Order has passed into history for another, less glorious reason: the Templars of the Everlasting Light are cursed.

How they became so afflicted is kept locked within the Order records, but speculation has it that they offended some deity whilst on crusade in Araby. Whatever the cause, they find themselves thrown from their horses at unpropitious moments, swords break as a deathblow is delivered, and seemingly stable earth turns to marsh or quicksand once the hooves of their steeds touch it. Only a

member of this Order could be struck in the eye by a ricochet that was fired behind him (Kurt von Tzalza). Only a Grand Master of the Everlasting Light could be dumped unceremoniously into a cartload of manure during a victory parade in Altdorf, the only such cart for many miles around (Sigismund Drak). Only one chapterhouse, in the history of the Empire entire, has vanished into a

Colour Palette

Dark Blue Details

Basecoat	Regal Blue	●
First Highlight	Ultramarines Blue	●

Blue Details

Basecoat	Enchanted Blue	●
First Highlight	Enchanted Blue +	●
	Space Wolves Grey	●
Second Highlight	Space Wolves Grey	●

Gold Details

Basecoat	Dwarf Bronze	●
First Highlight	Shining Gold	●
Second Highlight	Burnished Gold	●

Wreath

Basecoat	Dark Angels Green	●
First Highlight	Snot Green	●
Second Highlight	Goblin Green	●

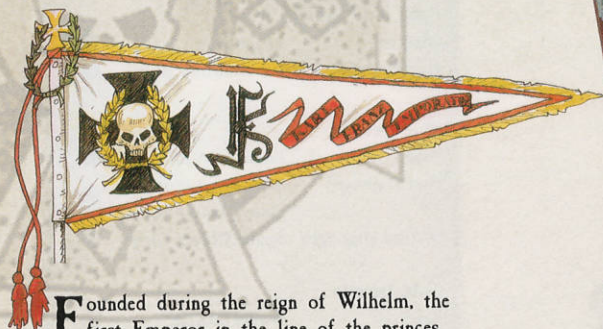
yawning chasm as the result of a freak earth tremor. There are many more varied accounts of this ill-fortune in the histories of the Empire, yet the Templars of the Everlasting Light never want for recruits. To a certain class of nobility it is better to belong to a famous Order, however unlucky they may be, than to one whose name is unknown beyond the walls of their Chapterhouse.

Advantages and Disadvantages

Templars of the Everlasting Light have the advantage Fearless. However, they are plagued by almost incomparable misfortune; they have the Jinxed disadvantage.



THE GRAND ORDER OF THE REIKSGUARD



Founded during the reign of Wilhelm, the first Emperor in the line of the princes of Altdorf, the Reiksguard is recruited from the oldest sons of the Empire's nobility. Unlike other Knightly Orders, the Reiksguard is divided into warriors who fight on foot and a mounted arm. Regardless of how they fight, the Knights' weapons are of the highest quality and their armour is highly polished to a mirror-like finish, topped with crests that carry the colours of the reigning Emperor, Karl Franz.

The Reiksguard Knights are the Emperor's best troops and, as such, form the core of his household guard. In this way, many masters of the Order have served as Imperial bodyguards, both on the field of battle as well as at other, more stately, functions. It is traditional also for the Grand Master of the Reiksguard to serve as the Reiksmarshal, second only in authority to the Emperor himself in matters of war.



In battle the Reiksguard favour fighting in large regiments, the better to cow the enemy with the full splendour of their mirrored armour and crimson plumes. Imperial history is full of references to great battles won by a decisive charge by the Reiksguard Knights, or

Colour Palette

Armour

Basecoat	Boltgun Metal	●
First Highlight	Chainmail	●
Second Highlight	Chainmail + Mithril Silver	●

Red Crests

Basecoat	Scab Red	●
First Highlight	Blood Red	●

White Crests

Basecoat	Codex Grey	●
First Highlight	Fortress Grey	●
Second Highlight	Skull White	●

Wreath

Basecoat	Dark Angels Green	●
First Highlight	Snot Green	●
Second Highlight	Goblin Green	●

a stalwart defence by the Reiksguard Foot. Despite the potential power and influence of such a reputation, the Reiksguard remains ever apolitical, loyal always to the reigning Emperor – a stance that has in the past set them at odds with more transient Orders.

Advantages and Disadvantages

The Reiksguard is a Legendary Order, possibly the most renowned of all such Orders. As such, they have the Exemplars of Sigmar and Resolute advantages and no disadvantage.

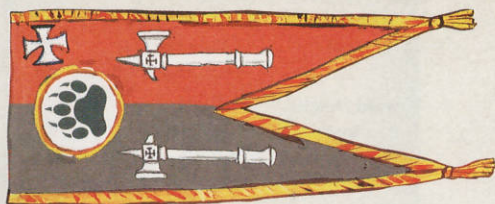
REIKSGUARD ON FOOT

If you wish the Knightly Order in your army to represent the Reiksguard, you may also field the dismounted arm of the Order. Reiksguard Foot use the same rules as Greatswords (and the 0-1 restriction), but carry shields rather than great weapons. They are not Stubborn, but are affected by the same advantages and disadvantages as their mounted brethren.



These classic Reiksguard foot models are available from the Online Store

THE ORDER OF THE BLACK BEAR



Easily the most boisterous of all the Knightly Orders within the Empire, the Knights of the Black Bear maintain a fortress on the borders of Averland as well as a chapterhouse in Averheim itself. Close as they are to the haunted land of Sylvania and the Orc-infested Worlds Edge Mountains, the Bears of Averland do not lack for opportunities to prove their martial valour. Even so, the Knights have often found themselves without a foe and have thus fashioned a series of martial tournaments to provide an outlet for their energies (they had previously engaged in the practice of Halfling coursing – outlawed in 2402). These tournaments test all facets of what the Black Bears perceive to be Knightly skills and so include such feats as swordplay, horsemanship and, of course, quaffing.

Where the name of the Order originates is a source of much debate. The official story, as put forward by the Bears themselves, speaks of a noble, yet impoverished Knight having to wrestle a great bear to save a lady of noble birth who had become lost in the wilderness. Recognising the nobility of his



deed and being possessed of great wealth, she presented her saviour with a gift of monies, which he used to found a chapterhouse in Averheim. In memory of this event, each of the Order's tournaments opens with the



Colour Palette

Armour

Basecoat	Chaos Black	●
First Highlight	Brazen Brass	●

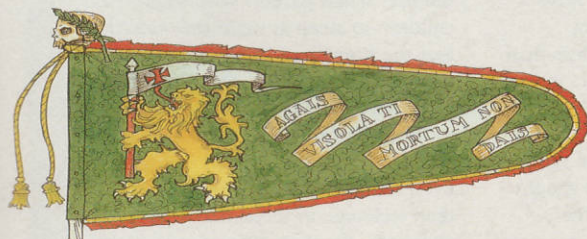
Cloth

Basecoat	Scab Red	●
First Highlight	Blood red	●

Advantages and Disadvantages

The enthusiastic and brazen nature of the Order means they pay no heed to the numbers that they face; they have the Unquenchable Zeal advantage. But, this can work against them, so they have the Fractious disadvantage.

THE ORDER OF THE GOLD LION



A secular Order, the Knights of the Gold Lion are unusual in that they were founded in Araby during the Crusades. A group of disenchanted Knights had fled to a backwater Arabian village after their army had suffered a crushing defeat and began to despair of ever returning home. One Knight, Erich von Strommer, took it upon himself to restore their resolve and to prove the truth of their cause, he set out into the savannah to take the head of a man-eating lion. He claimed that should he succeed in this impossible task it would be a sure sign of Sigmar's favour. Days passed and return he did, near delirious, bearing the head of a massive lion. The Knights were filled with courage and renaming themselves in honour of the feat, forged out into the desert, eventually meeting up with allies. Since then the Order of the Gold Lion has served the Empire as one of its most loyal Knightly Orders.

Advantages and Disadvantages

These Knights are implacable foes – they therefore have the Resolute advantage. However, they also dedicate themselves to ideals of equality, and keep little wealth; thus they have the Humility disadvantage.



Colour Palette

Armour

Basecoat	Boltgun Metal	●
First Highlight	Chainmail	●

Gold Details

Basecoat	Dwarf Bronze	●
First Highlight	Shining Gold	●
Second Highlight	Burnished Gold	●

THE KNIGHTS GRIFFON



The Knights Griffon are arguably the most drilled and militaristic Order in the modern Empire. Their daily rituals mostly consist of strict martial training. A veteran Knight Griffon is the epitome of discipline and soldiery, able and willing to hold his ground, attack, or retreat in good order as required. They were founded in the year 2305 by Emperor Magnus the Pious as part of his rebuilding of the Empire after the Great War against Chaos. Magnus requested one hundred of the most loyal and devout Knights Panther to join him at his court in Nuln, forming an Order of devout Templars directly responsible for the protection of the Temple to Sigmar in the Empire's then capital. The Knights



were deeply honoured by this selection and accepted the offer, and the Order of Knights Griffon was inception. When the crown passed to the Princes of Altdorf in 2429, they moved their chapterhouse to the Cathedral of

Colour Palette

Armour

Basecoat	Chaos Black +	●
	Dark Angels Green	●

Gold Details

Basecoat	Brazen Brass	●
First Highlight	Burnished Gold	●

Green Crest

Basecoat	Dark Angels Green	●
First Highlight	Goblin Green	●
Second Highlight	Chaos Black +	●
	Skull White	●

Beige Crest

Basecoat	Vomit Brown	●
First Highlight	Bubonic Brown	●

Sigmar in Altdorf to maintain their vow to protect the heart of Sigmar's realm. As a result, there is slight animosity between them and the Reiksguard, each of whom view the other as imposing on their traditional role.

Advantages and Disadvantages

The characteristic efficiency of the Knights Griffon is represented by the **Resolute** advantage. However, they also suffer from the **Pride** disadvantage.

RENOWNED KNIGHTLY ORDERS

The Sons of Mannan

The Sons of Mannan worship the Empire god of the sea. They are a widespread Order with many temples in the northern coastal towns, where the sea god is entreated to calm the infamously treacherous Sea of Claws. The Sons of Mannan are known particularly for the strength of their steeds, for they train them in the surf of the northern shores. When the Knights go to war they wear turquoise and white enamelled armour and are often accompanied by a Priest of Mannan who will bless the Knights shortly before they charge into battle.

The Knights of the Twin-Tailed Orb

Proudly proclaiming their worship of Sigmar with the emblem of the twin-tailed comet on their blue shields, the Knights of the Twin-tailed Orb are a highly religious Order located high in the Worlds Edge Mountains. Believing that Sigmar has become one with the comet and looks down upon the Empire searching for worthy warriors to join him in his celestial abode, the members of this Order fight with a terrible ferocity, giving little heed to the possibility of death.

The Knights of the Black Rose

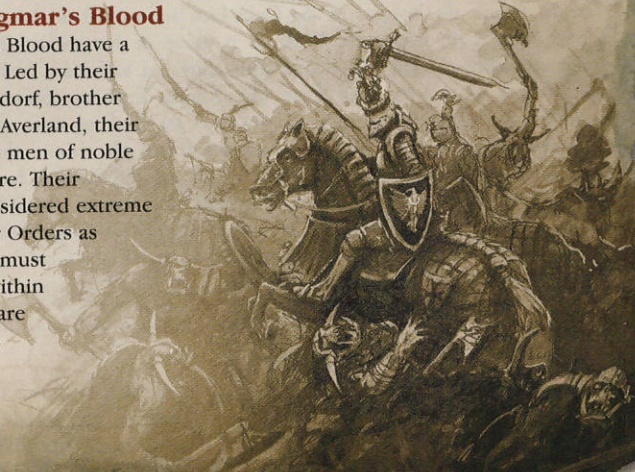
Originally founded during the time of the Three Emperors as the bodyguard of the would-be Emperor, the Elector Count of Stirland, the Knights of the Black Rose have a long and chequered history, famously changing allegiance no less than three times in the fragmented wars in which they were founded. Though they still carry the emblem of their progenitor, their loyalties are as shifting as the sand, for their Grand Masters have ever sought to cultivate political power from the military might at their command.

The Knights of Sigmar's Blood

The Knights of Sigmar's Blood have a long and proud history. Led by their Grand Master Hans Leitdorf, brother of the Elector Count of Averland, their ranks are filled with the men of noble houses across the Empire. Their selection process is considered extreme even amongst the other Orders as each Knight in training must spend a year in study within the church where they are judged by the priests as to their worthiness.

The Knights of Morr

Encased within black armour and deathly silent when on the battlefield, the Knights of Morr are the dark guardians of the Empire. When parents wish to get their children to sleep at night they tell them that the Knights of Morr will come for them unless they rest. The Knights of Morr are widely feared for their devotion to the god of the dead and dark tales abound regarding their initiation rites. Even so, their martial prowess is more than welcome to those they fight alongside, for their silent swordsmanship is amongst the best in the Empire.



THE ASTRONOMICAN

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Events Diary

Tournaments, and
campaigns!

Gaming Rooms

Grombrindal takes a
trip to Chester

Next Month

Beware the wrath of
the Black Templars

✧ THOUGHT FOR THE DAY: HEED NOT TO TALK OF DEFEAT, THOSE WORDS LEAD ONLY TO HERESY ✧

WARHAMMER WORLD



NEW MORDHEIM SCENERY!

Enter the City of the Damned with a brand new scenery set created by the talented Warhammer World team. This ruined townscape fills two 6'x4' tables with detailed, resin-cast buildings. Comprising of ruined town houses, coaching inns, stone tunnels, walkways and barricades it's perfect for games of Mordheim and Warhammer Skirmish. Come over to Warhammer World and get playing on it, right now!

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Email: warhammerworld@games-workshop.co.uk

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Phone: 0115 9168410

YOUR OWN EVENTS

Clubs and Gaming Groups from all over the country and beyond make use of our gaming hall. If you're interested in running your own event at Warhammer World, contact us on the phone number to the left or by email for more information.

Events@games-workshop.co.uk

COMING EVENTS

Here are just a few Warhammer World events. See over the page for more!

Warhammer 40,000 GT Heat 2
22nd-23rd October

Warhammer 40,000 GT Heat 3
12th-13th November

Warhammer GT Heat 3
19th-20th November

Dark Stars: Warhammer 40,000 Campaign Weekend
26th-27th November

The Games Workshop GAMING CENTRE

The Gaming Centre is now open!
Situated just off junction 34 of the M1, it is a five minute walk from the Meadowhall Hobby Centre.

- 20 6' x 4' gaming tables and 12 paint stations.
- Vending machines.
- A busy timetable of events, tournaments, campaign days, and more.
- Open 10am-10pm on Saturdays, 11am-5pm on Sundays and 4pm-10pm on Mondays during term time, and 10am-6pm on Tuesdays-Fridays during school holiday periods.

The Gaming Centre is a new place where you can come and play games, take part in pre-arranged battles or a league, or even hold your own events.

You will find some of the best tables from Games Day available for use, as well as 20 generic 6'x4' gaming tables to test your armies' might on.

There is also a gaming timetable planned right up to the end of December 2005. Masterclasses with the talented guys who made the Mûmak being attacked by the Army of the Dead (from WD301) are also available.

If you are interested in running an event – maybe you're a club searching for a venue or a store wanting to challenge another store or club – the Gaming Centre is available as a venue. Best of all, it's completely free to use, with free parking right on the doorstep. Contact us for more information.

Manager: Rob Bastow
Telephone: 0114 243 4633

COMING SOON

Some of our great events.

Warhammer 40,000 Team Tournament

Sunday 23rd October
Team up with your friends in our first team tournament. Use skill and judgement to win your battle and pit the right players against the right opponents. To take part you will need a 1,500 points standard mission force. Price: £50 per team of four including lunch.

Warhammer Doubles Tournament

Sunday 11th December
Pair up with a friend and battle against other gaming duos for Old World glory. Full details of the rules will be sent with the event pack when you buy your ticket. To take part you will need a partner and two Border Patrol forces of 500 points. Price: £15 including lunch.

Address:
Units 8/9,
Meadowhall Road
Industrial Estate
Amos Road
Sheffield

EVERYONE A WINNER!

22 School Clubs from all over the UK signed up to the National Schools League this year. Teams competed in the Regional finals and the top 10 teams in Warhammer 40,000 and The Lord of The Rings from each Region came over to Nottingham and took part in the National Finals, which were held at Warhammer World on July 6th.

The qualifying schools were:

**Abbotsholme
St Olaves
Herschel
Impington Village College
Brune Park
Gryphon School**

Everybody had a great time and the quality of the games, painting and sportsmanship were very high.

We also had some spectators from Lord William School in Thame who just wanted to come along and watch. An extra contingent from Abbotsholme spent the day making new terrain for their club under the expert tutelage of Rob Wyness.

However, only one team could win each tournament and the glorious winners were St Olaves Grammar School (Kent) for Warhammer 40,000 and Impington Village College (Cambridgeshire) for The Lord of The Rings.

The Community Team would like to congratulate and thank all the schools that took part in the League for their hard work and dedication this year.

Below are some comments from the participants and observers during the day.

"I really enjoyed the attitude of all the players, it was great to be able to go round the games and help sort out problems, they all dealt with situations in a remarkably mature way."

*Paul Cummins, Herschel School,
(assistant referee on the day)*

"Some great games played, can't wait for September to start gaming (at the School club) again and beat Hobby Manager Daren's 'Nids!"

Martin Churchman, Lord William School (spectating)

If you would like to find out how your School Club can get involved with the 2005/6 League, contact:
schools@games-workshop.co.uk

Or call 01159168380.



A packed Warhammer World was host to six school teams and other spectators



Terrain building with Abbotsholme school



Games Developer Adam Troke hands out the prizes to Impington Village College



Warhammer 40,000 winners from St Olaves Grammar School

Are you running an event? If you want to advertise it for free in this fine publication simply drop us an email at: nickk@games-workshop.co.uk

The closing dates for receiving details for publication in the following issues are:

1st September for WD312 (December)
1st October for WD313 (January)
1st November for WD314 (January)

Please note all dates and details are correct at the time of going to print but are subject to change.

Events diary abbreviation guide

WHWarhammer
 40KWarhammer 40,000
 BBBlood Bowl
 WABWarhammer Ancient Battles
 WPSWarhammer Players' Society
 WECWWarhammer English Civil War
 EpicEpic Armageddon
 LOTRThe Lord of The Rings
 GWGames Workshop
 GTGrand Tournament

OCTOBER

A CLASH OF WARLORDS

Date: 1st October, 2005

Venue: GW Shrewsbury

Details: Enter this Warhammer tournament – the first for the Shrewsbury Gaming Room. The competition will follow Conflict rules and gamers will each need a 1,500pts, fully painted army.

Contact:

GW Shrewsbury – 01743 362007 (ask for Guy)

Website:

www.games-workshop.co.uk/events

COUNTDOWN TO CATAclysm

Date: 1st October, 2005

Venue: GW Carlisle

Details: One year to the day it was meant to go off, the mysterious Warpstone Hemisphere beneath the streets of Middenheim has begun ticking once more. Discover what plots and intrigues are behind this. Will you be able to stop the timer before Clan Skryre's greatest invention puts paid to Middenheim for good?

A time-limit based Mordheim Campaign day. Contact the Carlisle Hobby Centre for details.

Contact:

GW Carlisle – 01228 598216

Web: www.games-workshop.co.uk

THE CONQUEST OF MORIA

Date: 1st October, 2005

Venue: GW Liverpool Gaming Room

Details: Durin has offered a serious reward to find out what has happened to Balin and his company of Dwarves. Bring along 100pts of unnamed Heroes and 100pts of Warriors to take part in

this The Lord of the Rings event.

Contact:

GW Liverpool – 01517 030963

Website:

www.games-workshop.co.uk/events

SPACE HULK

Date: 2nd October, 2005

Venue: GW Plaza

Details: With Hive Fleet Kraken seemingly defeated, several dangerous artefacts have been left behind on Ichar IV. This is an Inquisitor campaign running throughout October and November.

Contact:

GW Plaza – 0207 4360839 (ask for Ken)

Website:

www.games-workshop.co.uk/events

PIRATES OF SARATOSA

Date: 9th October, 2005

Venue: The Gaming and Events Centre

Details: Take part in this Mordheim tournament. Rumours abound of hidden treasure buried on the pirate island of Saratosa. Now copies of the treasure map have been sold that might actually be true. The maps point to a deserted city on the northern coast of the island and motley bunches of thugs and villains are now heading for the area. Brave the monsters, get the treasure and escape with your lives.

Contact:

See page 121

Website:

www.games-workshop.co.uk/events

STORM IN THE EAST II

Date: 15th October, 2005

Venue: Uplands Community Centre, Lowestoft, Suffolk

Details: A 2,000 points Warhammer

tournament. A chance to test your skills over three games in this friendly tournament. Runs from 10.15am-7.30pm. Entry is £8.

Contact: Mike –

mikefanta@netscape.net

Website:

www.games-workshop.co.uk/events

FANTASIA FANATIC IV

Date: 15th and 16th October, 2005

Venue: Dagonkolans Gymnastiksal, Umea, Sweden

Details: Fantasia is proud to present their annual Fanatic tournament. You will need 2,000pts of Warhammer, 1,700pts of Warhammer 40,000 or 500pts of LOTR. Tickets are 175kr. Last year over 100 competitors took part. Attending this year's competition is the winner of the Oslo GT, so come along and see if you and your army have what it takes to beat him. Check the website for more details.

Contact: Fantasia – 0046 90770360 or info@fantasiaweb.se

Website:

www.fantasiaweb.se

THE AWAKENING

Date: 22nd October, 2005

Venue: GW Liverpool Gaming Room

Details: A Necron C'tan is rumoured to have arisen and all races must deal with this apocalyptic threat. This is a BFG event. To take part you will need a 1,000pts starting fleet.

Only 20 places available.

Contact:

GW Liverpool – 01517 030963

Website:

www.games-workshop.co.uk/events

GW PRESENTS: WARHAMMER 40,000 GRAND TOURNAMENT HEAT TWO

Date: 22nd and 23rd October, 2005

Venue: Warhammer World, Nottingham

Age: 16+

Details: Compete for your place in this season's Grand Final. You will need a fully painted 1,500pts Warhammer 40,000 army. Play six games over the weekend, with the qualifiers given a place in the final.

Points are awarded for sportsmanship, gaming and painting. Tickets cost £50, and include lunch on both days and an evening meal on the Saturday night.

Contact:

Hobby Specialists – 0115 9140000

Website:

www.games-workshop.co.uk/events

DEAD WOOD

Date: 29th October, 2005

Venue: GW Liverpool Gaming Room

Details: Attacking the Wood Elves on All Hallow's Eve proves to be a bad idea as the dead rise again. Watch out for the Zombies! Bring 500pts of Warhammer with a maximum of one Hero and a minimum of one Core unit.

Contact:

GW Liverpool – 01517 030963

Website:

www.games-workshop.co.uk/events

WARHAMMER HISTORICAL GAMING WEEKEND

Date: 29th - 30th October, 2005

Venue: Warhammer World, Nottingham

Details: Continuing the success of our previous gaming weekends, Warhammer Historical are pleased to announce a new event on the weekend of 29th/30th October 2005. This awesome weekend will feature a whole range of action-packed campaigns including...

- The 3 Realms: The Art of War (Samurai and Chinese armies)
- Legends of the Old West
- Chariot Wars
- Punic Wars
- Warmaster Ancients
- English Civil War
- Byzantium
- Warhammer Ancient Battles beginner's sessions

Entry fee is £38 and includes a hot lunch on both days and an evening meal on Saturday. You may also enter as a combined Senior/Junior doubles team. Combined entry is £65.

Contact:

0115 9004141

Website:

historical@games-workshop.co.uk

GANG WAR

Date: 31st October, 2005

Venue: GW Glasgow Gaming Room

Details: The underhive is once again awash with death, destruction and mayhem as the rival houses battle it out for supremacy in Glasgow's annual Gang War. Does your gang have what it takes to come out on top?

Contact:

GW Glasgow – 0141 221 1673

Website:

www.games-workshop.co.uk/events

NOVEMBER

DESCENT INTO THE INFERNO

Date: 5th November, 2005.

Venue: GW Carlisle.

Details: Ichar IV may be threatened with destruction by the menace of the Tyranid threat, but others are also in danger. On Hive planet Reliiof Secunda, something is happening deep within the cities, and a new dark star shines in the sky tonight. Scenario driven campaign day for 40K. Contact the Carlisle Hobby Centre for Details.

Contact:

GW Carlisle – 01228 598216

Web: www.games-workshop.co.uk

GUNPOWDER, TREASON AND PLOT

Date: 5th November, 2005

Venue: GW Liverpool Gaming Room

Details: Using a small interception force, you will have to defend a vital station on Ichar IV by blowing up sensitive locations. A 40K event, played in a Necromunda style. Bring 100pts of any Troops unit (you can include upgrades and ignore minimums).

CONQUEST IRELAND: THE TRIAL OF CHAMPIONS

This year see the first ever all-Ireland tournament for Warhammer and Warhammer 40K. Running from June to November, there will be six regional heats in the cities listed below. Each heat takes the form of a one-day event where players will battle it out for a place in the all-Ireland finals, to be held early next year.

Galway 23rd October hosted by Model World – 091765655
 Waterford 20th November hosted by Hobby Shop – 051852227

This is the biggest gaming event Ireland has ever seen, with people from all over the country taking part in over 600 games to decide who truly are the best Warhammer 40,000 and Warhammer players.

Contact:
GW Liverpool – 01517 030963
Website:
www.games-workshop.co.uk/events

THE LORD OF THE RINGS - NECROMANCER OF DOL GULDER

Date: 6th November, 2005
Venue: Gaming and Events Centre
Details: Deep in the forest of Mirkwood lies the stronghold of the Necromancer. His power is growing and leaving a dark shadow over the realm of the Elves. Can the forces of good rid the woods of this evil menace or will the Necromancer's power continue to expand?
To take part in this The Lord of the Rings campaign you will need a 500pts themed force. Tickets cost £15, including lunch.

Contact:
See page 121
Website:
www.games-workshop.co.uk/events

GW PRESENTS: HONOUR GUARD: VETERAN HOBBY DAY

Date: 5th November, 2005
Venue: Warhammer World, Nottingham
Age: 16+
Details: A day of hobby activities for our veteran hobbyists, including numerous participation games, an Inquisitor painting competition and both gaming and product support from ForgeWorld. There will also be opportunities to pick the brains of some painting and modelling experts.
Tickets cost £10 and entry into the Inquisitor painting competition is free.

Contact:
Hobby Specialists – 0115 9140000
Website:
www.games-workshop.co.uk/events

RAIDERS FROM THE BLACK ARK

Date: 12th November, 2005
Venue: GW Liverpool Gaming Room
Details: Unite to overrun the Lizardmen city and help repulse the Black Ark 'Spiteful Heart' that has been sent to capture slaves and treasure by the Hag Queen. You will need a 750pts army to take part in this random doubles WH tournament. Only 20 places available.

Contact:
GW Liverpool – 01517 030963
Website:
www.games-workshop.co.uk/events

GW PRESENTS: WARHAMMER 40,000 GRAND TOURNAMENT HEAT THREE

Date: 12th and 13th November, 2005
Venue: Warhammer World, Nottingham
Age: 16+
Details: Compete for your place in this season's Grand Final. You will need a fully painted 1,500pts Warhammer 40,000 army. Play six games over the weekend, with the qualifiers given a place in the final.

Points are awarded for sportsmanship, gaming and painting. Tickets cost £50, and include lunch on both days and an evening meal on the Saturday night.

Contact:
Hobby Specialists – 0115 9140000

Website:
www.games-workshop.co.uk/events

GW PRESENTS: WARHAMMER GRAND TOURNAMENT HEAT THREE

Date: 19th and 20th November, 2005
Venue: Warhammer World, Nottingham
Age: 16+
Details: Compete for your place in this season's Grand Final. You will need a fully painted 2,000pts Warhammer army. Play six games with the qualifiers given a place in the final.
Points are awarded for sportsmanship, gaming and painting. Tickets cost £50, and include lunch on both days and an evening meal on the Saturday night.

Contact:
Hobby Specialists – 0115 9140000
Website:
www.games-workshop.co.uk/events

WPS WARHAMMER GT

Date: 19th and 20th November, 2005
Venue: Gateway Hotel, Nottingham
Details: The WPS is proud to announce its GT! See our website for details on this exciting Warhammer tournament.
Contact:
conrad.gonsalves@med.ge.com
Web: www.players-society.com

WARHAMMER TEAM TOURNAMENT

Date: 20th November, 2005
Venue: Gaming and Events Centre
Details: Team up with your friends to try out our first Warhammer team tournament.
You must use your skill and judgement not only to win your battle but to pit the right players in your team against the right opponents. Do you have what it takes?

To take part you will need a 2,000pts Warhammer army. Tickets cost £50 per team of four, including lunch on the day.

Contact:
See page 121

Website:
www.games-workshop.co.uk/events

THE DAMOCLES GULF CRUSADE

Date: 26th November, 2005
Venue: GW Liverpool Gaming Room
Details: Attempting to regain lost territory from the Tau, the Black Templars have discovered a sinister new opponent – Tyranids!
Join or oppose the Black Templars as they lead a new crusade into the dangerous territory of the Damocles Gulf. Turn up and play in with this 40K event.

Contact:
GW Liverpool – 01517 030963
Website:
www.games-workshop.co.uk/events

GW PRESENTS: DARK STARS: WARHAMMER 40,000 CAMPAIGN WEEKEND

Date: 26th and 27th November, 2005
Venue: Warhammer World, Nottingham
Age: 16+
Details: Warhammer 40,000 Campaign set during the historical Sabbat Crusades. You will need a fully painted 1,500pts army plus a 400pts Combat Patrol Force for Warhammer 40,000. Play five games over the weekend as part of a team, your games will help to determine the outcome of a planet in the Sabbat Warzone.

Tickets cost £45, and include lunch on both days and an evening meal on the Saturday night.

Contact:
Hobby Specialists – 0115 9140000
Website:
www.games-workshop.co.uk/events

DECEMBER

COGS 2005 SHOW (CHESTERFIELD OPEN GAMING SOCIETY)

Date: 4th December, 2005
Venue: The Winding Wheel, Chesterfield.

Details: The show runs from 9am-4.30pm

Contact:
Anthony Barnes – 01246 200120

BATTLEFLEET GOTHIC THE EYE OF TERROR CAMPAIGN

Date: 11th December, 2005
Venue: Gaming and Events Centre
Details: The 13th Black Crusade is over but the forces of Chaos have not been driven fully from the Imperium of Man. The Cadian sector is still under siege but Imperial reinforcements are on the way.

Along with Eldar pirates and Orky fleets, can the forces of Chaos be pushed back into the Eye of Terror?

To take part in this campaign you will need a 1,500pts fleet. Tickets cost £15, including lunch.

Contact:
See page 121
Website:
www.games-workshop.co.uk/events

JANUARY

GW PRESENTS: WARHAMMER 40,000 DOUBLES TOURNAMENT

Date: 14th and 15th January, 2006
Venue: Warhammer World, Nottingham
Age: 12+

Details: Compete in a fun tournament with a friend as an ally. You will need a fully painted 400pts Combat Patrol Force for Warhammer 40,000. Play seven games over the weekend, using a variety of fast play scenarios. Points are awarded for sportsmanship, gaming and painting.

Tickets cost £65 per two player alliance, and include lunch on both days and an evening meal on the Saturday night for both players.

Contact:
Hobby Specialists – 0115 9140000
Website:
www.games-workshop.co.uk/events

THE FIGHT CONTINUES...

With the summer over you may be thinking that the war is won. You would be wrong. New missions require you whether you're a seasoned campaigner or a fresh recruit joining the front lines for the first time. Contact your local Games Workshop to find out when each event takes place and for further details (see page 130 for a list of every Hobby Centre).

Warhammer 40,000: Search and Destroy – October half term – The city of Neomada is a vast metropolis overgrown with spawning pits and spore chimneys. Hordes of chittering creatures hunt for life to feed the hive mind. Imperial forces are being sent to reclaim the city.

The Lord of The Rings: The Rule of the King – October half term – Following the end of the War of the Ring™, pockets of Evil still exist. Help mop them up before they cause serious mayhem.

Warhammer: The Lords of War – October half term – After hard campaigning in the Lustria, many armies have returned to the Old World to find the townships and cities in disorder. Help return urbanity to civil rest, or induce anarchy and claim new lands.



ORDERING DIRECT

Games Workshop Direct is fast, accurate, but most of all, convenient. You can order any product from the comfort of your home (or office, when the boss isn't looking), secure in the knowledge that we'll have it in stock and it'll be in your hands a few days later. We aim to despatch all orders within three days, and most go faster than that, so order during the week and spend your weekend actually doing your hobby, not just buying your models.

Ordering Direct is the perfect service for hobbyists whose hobby time is precious.

Why waste valuable hobby time on the journey to and from your nearest supplier when you can order from GW Direct and have any Games Workshop product delivered to your door in a matter of days? You can also stay ahead of the game with our Advance Order service, which ensures you get the latest releases the day they come out without ever having to leave your house.

GAMES WORKSHOP DIRECT

WHITE DWARF SUBSCRIPTIONS

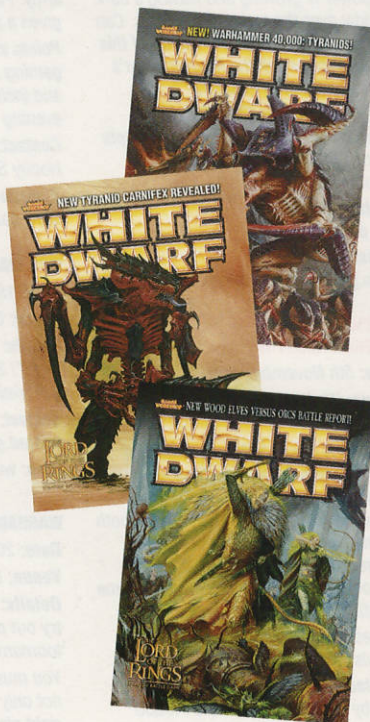
White Dwarf is an essential tool for all hobbyists and what's better than having it delivered directly to your door giving you more time to paint your miniatures?

With a subscription there is no risk missing out on your favourite magazine as you receive your issue every month, a week before it's out in the shops!

Being a subscriber has additional benefits such as special offers and subscribers can buy tickets for events such as Games Day a week before they go on sale to anyone else!

A White Dwarf subscription also saves you money. A two-year subscription for £36 saves you £12 off the cover price – effectively giving you three issues free!

A two-year subscription is even better! For the bargain price of £60 you save a massive £36 off the cost of the cover price effectively giving you a very impressive nine issues free!



GW DIRECT ALSO OFFERS THESE SERVICES

New releases • Subscriptions • Advice from Hobby Specialists • Component Parts • Classic and Collectors' Models • Advance Orders • Online Store

CONTACTING DIRECT

There are numerous ways of getting directly in touch with our crack squad of Hobby Specialists. Whether you want to order a new army or just chat about how to get the best out of your Necromunda gang, drop us a line.

- **ON THE INTERNET**

Visit our well-established store at: www.games-workshop.co.uk/store

- **IN-STORE**

Order from any Games Workshop Hobby Centre at the in-store order point.

- **BY PHONE**

Call the Hobby Specialists on: 0115 91 40000 (UK Opening Hours Mon–Sat 10am – 6pm, Sun 10am – 4pm), 0044 115 91 88506 (Denmark), 0044 115 91 68255 (Netherlands), 0044 115 91 88507 (Sweden)

- **BY FAX**

Fax your order on: 0115 916 8002 (UK) or 0044 115 916 8162 (NORTHERN EUROPE)

- **BY POST**

Or the traditional way: Games Workshop Direct Sales, Willow Road, Lenton, Nottingham, NG7 2WS

Call: 0115 91 40000

Website: www.games-workshop.co.uk/store

SHOP ONLINE

The Games Workshop secure Online Store is the best way to shop by GW Direct. It's safe, fast and there whenever you want it. So, if you've a yearning to order Orcs from the convenience of your own home at 3am in your jim-jams, go ahead. We won't tell anyone!

- FAST**

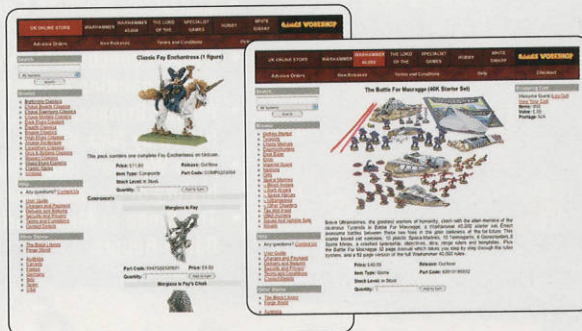
The Online Store has never been faster, making it even easier to use.

- SECURE**

We use secure servers for all of our systems, meaning that shopping with the Online Store and Direct sales is totally safe.

- STRAIGHT TO YOUR DOOR**

We try to get all of our orders out of the door within two working days, which means you can expect them to be delivered within five days.



DIRECT SALES EXCLUSIVES

Direct Sales has an ever-increasing range of models, exclusive to the Online Store and Direct Sales, the existing range is added to with each new release and below you will find the current and forthcoming models for this range (also includes Direct Sales only Techmarine – *not shown*).

The Wood Elf Wardancers will be available from October 22nd and the Eternal Guard will be available from October 8th.

All these models can be found at the address below.



OGRE MANEATER NINJA
99060213012 £10.00



OGRE MANEATER FEMALE
99060213013 £10.00



WARDANCER 1
9947020405907 £4.00



WARDANCER 2
9947020405908 £4.00



WARDANCER 4
9947020406904 £4.00

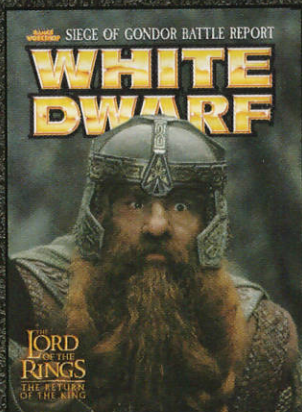


ETERNAL GUARD CHAMPION
9947020405507 £4.00

www.games-workshop.co.uk/directsalesexclusives

FROM THE ARCHIVES OF WHITE DWARF

Direct always carries a supply of recent back-issues of White Dwarf, so if you've missed a crucial issue, all may not be lost, simply contact Direct to see if the magazine is still in stock. Act quickly though as supplies are limited.



WHITE DWARF 291

Just some of the articles featured in this classic White Dwarf:

- Cult of the Machine God – An Index Astartes on Techmarines.
- Louen Leoncoeur Painting Masterclass – An expert painting guide by Matt Parkes.
- Plague Bringers – Original Warhammer 40,000 fiction by Nick Kyme.
- Olde Weirde's Incunabulum – An essay on the history of Sylvania and its peoples.
- The Siege of Minas Tirith – A Siege of Gondor Battle Report.

COLLECTORS' GUIDES

Collectors' Guides are an amazing resource for gamers and collectors alike. Each book focuses on the models for one Warhammer or Warhammer 40,000 race. Within its pages, you will find nearly every model we have ever produced for that particular range. Dozens of exciting models are gathered together in logical order so you can build the force you really want without scrabbling through a load of ancient catalogues.

Also included are fantastic examples of painted armies and individual models and, for the sake of completeness, ancient models that are no longer available anywhere.

Now available from your local Games Workshop Hobby Centre:

Collectors' Guides

- **NEW!** Tyranids
- Space Marines
- Orks
- Chaos Space Marines
- Empire
- Orcs and Goblins
- The Lord of the Rings
- Warhammer Chaos
- Undead
- Eldar and Dark Eldar
- Tau and Necrons
- Dwarfs
- Monsters and Mercenaries
- Skaven
- Bretonnians

Catalogues

- The Specialist Games Catalogue
- 2005 Catalogue

THIS MONTH'S CONVERSIONS

White Dwarf features a plethora of conversions every month to inspire you in all your hobby endeavours. In most cases we include an extensive list of components so that you can replicate these conversions yourself. Some, however, are more inspirational than practical. Such is their intricate nature they should only be attempted by skilled modellers. In this case, if you still want to have a go at them then simply contact GW Direct who'll provide advice and suggest components you might need.

For all the components and modelling details of the conversions featured in this month's White Dwarf, turn to the relevant articles given below.

ARTICLE	PAGE	GAME SYSTEM	TYPE OF MODEL
Gnoblar Hordes	88-89	Warhammer	Inspirational
Chapter Approved: Nemeses	64-71	Warhammer 40,000	Inspirational
Faith and Fury	56-62	Warhammer 40,000	Inspirational
Converting Captains	38-41	The Lord of the Rings	Full conversion



ADVANCE ORDERS

CAN'T WAIT TO GET YOUR HANDS ON THE LATEST RELEASES?

Then why not Advance Order it? You can place an Advance Order for any of the new releases, even before they appear in the pages of White Dwarf! You can get the latest products and models for your armies and be guaranteed of receiving them as soon as they are released.

DELIVERED DIRECT TO YOUR DOOR

You can place an Advance Order through the Online Store, by calling one of our Hobby Specialists or by contacting us by post. All you have to do then is wait for your order to be delivered to your door on the very day of release. All advance orders are sent out ahead of the time

they appear in the shops, so you get your order on the release date at the latest, guaranteed.

PAY LESS FOR POSTAGE

When you place an Advance Order for a model, as well as being fast and convenient, it also saves you money. Postage for Advance Orders is only £2* so you can afford to get more models for your money.

So why bother slogging to the shops on release day, when you could be at home assembling your newly delivered models or already reading the latest army book? There's no better way to get your hands on the latest models before anyone else.

*£2 postage only applies to Advance Order products being delivered to addresses in the UK or Ireland. Orders including Advance Order products will be held until the last available product is released.

THIS MONTH'S ADVANCE ORDERS...

ADVANCE ORDER FROM 17TH SEPTEMBER

(released 29th October)

- Orion King in the Wood

ADVANCE ORDER FROM 24TH SEPTEMBER

(released 5th November)

- Codex: Black Templars
- Black Templars Space Marine Battleforce
- Space Marine Terminator Close Combat Squad
- 'Eavy Metal Paint Brush Set
- Army Figure Case
- Gaming Hills
- Mega Paint Set
- Tank Figure Case

ADVANCE ORDER FROM 1ST OCTOBER

(released 12th November)

- Space Marine Chaplains
- Goblin Captains
- Black Templars Space Marines Command Squad
- Warhammer 40,000 Wargear

ADVANCE ORDER FROM 8TH OCTOBER

(released 19th November)

- Lurtz with bow
- Black Templars Space Marines Crusader Squad
- Black Templars Space Marines Assault Squad

ADVANCE ORDER FROM 15TH OCTOBER

(released 26th November)

- Black Templars High Marshall Helbrecht

ADVANCE ORDER FROM 22ND OCTOBER

(released 3rd December)

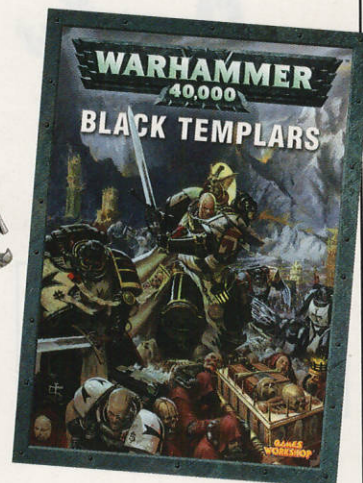
- Space Marine Scouts
- Space Marine Terminator Chaplain
- Balrog



BLACK TEMPLARS SPACE MARINES
ASSAULT SQUAD
99120101039 £15.00



BLACK TEMPLARS SPACE MARINES
CRUSADER SQUAD
99120101038 £18.00



CODEX: BLACK TEMPLARS
60030101007 £12.00



SPACE MARINE TERMINATOR CLOSE COMBAT SQUAD
99120101037 £20.00



YOU CAN ADVANCE ORDER ALL THESE NEW MODELS!

RECENT RELEASES

The sylvan inhabitants of Athel Loren dominate the pages of New Releases this month. Here you will find complete components for some of these great new models. Only a few of the Wood Elves released this month are featured on these pages. Look out for future issues in which additional components for the other models in the range will be added.

All of these components are available to order online, so if you've got a particular conversion in mind or you want to order that certain character model it couldn't be easier to get all the most up to date components you need.

THIS MONTH'S FEATURED MODELS:

Wood Warhawk Riders, Wood Elf Waywatcher Lord, Wood Elf Wardancer Lord, Wood Elf Wardancers, Wood Elf Wardancer Command, Wood Elf Wild Riders, Wood Elf Wild Riders Command.



WARHAWK 2
9947020406414 £3.00



WARHAWK 1
9947020406402 £3.00



WARHAWK WINGS 2
9947020406415 £5.00

Please note that Warhawk wings 1 will only fit Warhawk body 1 and Warhawk wings 2 will only fit Warhawk body 2.



WARHAWK RIDER D BODY
9947020406412 £1.50



WARHAWK RIDER SPRUE
9947020406416 £1.00



WARHAWK RIDER SPRUE D
9947020406413 £1.00



WARHAWK WINGS 1
9947020406303 £5.00



WARHAWK RIDER A
9947020406404 £2.50



WAYWATCHER LORD
99060204072 £6.00
(Only available in blister)



WILD RIDER TORSO 1
9947020405804 £2.00



WILD RIDER TORSO 3
9947020405806 £2.00



WILD RIDER TORSO 2
9947020405805 £2.00



WILD RIDER MUSICIAN
9947020405803 £2.50



WILD RIDER STANDARD BEARER
9947020405802 £2.50



WILD RIDER CHAMPION
9947020405801 £2.50



WILD RIDER HORSE HEAD 2
9947020405811 £1.00



WILD RIDER HORSE HEAD 1
9947020405810 £1.00



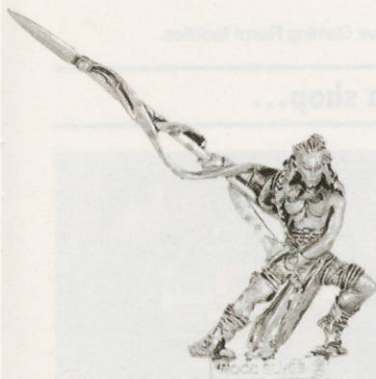
WILD RIDER LEGS 2
9947020405808 £1.50



WILD RIDER LEGS 3
9947020405809 £1.50



WILD RIDER LEGS 1
9947020405807 £1.50



WARDANCER CHAMPION
9947020406901 £3.00



WARDANCER CHAMPION 2
9947020406902 £3.00



WARDANCER MUSICIAN
9947020406903 £3.00



WARDANCER LORD
99060204071 £6.00
(Only available in blister)



WARDANCER 2
9947020405902 £2.50



WARDANCER 4
9947020405904 £2.50



WARDANCER 5
9947020405905 £2.50



WARDANCER 3
9947020405903 £2.50



WARDANCER 1
9947020405901 £2.50

STORE FINDER

++IMPORTANT NEWS++IMPORTANT NEWS++IMPORTANT NEWS++IMPORTANT NEWS++

NEW HOBBY CENTRE OPENING TIMES

- From the 5th of September, many of our Hobby Centres will be changing their opening hours.
- From Monday to Friday Games Workshop Hobby Centres will now be open from 12pm until 6pm. Saturday hours are 10am until 6pm and Sunday hours are 11am until 5pm.
- Stores in shopping centres will open and close according to shopping centre times.
- There will be one late night club which will run until later, dependent on store opening times.
- To find out what your local Hobby centre changes will be, pop in or give them a call to find out more details.

Please note that where possible during November and December stores will open at 10am in the run up to Christmas.



HOBBY CENTRES & INDEPENDENT STOCKISTS

Games Workshop products are sold by a large number of shops in 16 different countries across the world. What follows is a listing of all the stores that sell Games Workshop products across the UK, parts of Europe, South Africa and the Middle East. Most Games Workshops are open seven days a week and late for gaming evenings. Contact your local store for more details. You can find a list of all our retail outlets on our website at:

www.games-workshop.co.uk/storefinder

If you're still unsure as to where your nearest stockist is located, why not call Games Workshop Direct on **0115 916 40000**. Stores highlighted in yellow indicate new stores. Stores in **green** are elite Northern European stores; stores in **blue** are Northern European partnership stores. To be sure they will have exactly what you want in stock, we recommend you give them a quick phone call before visiting.

Hobby centres marked with a cross (x) have Gaming Room facilities.

A Games Workshop Hobby Centre is much more than just a shop...



FREE GAMING AND TACTICS ADVICE

All our staff are gaming veterans (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 PAINTING AND 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!



FULL RANGE OF PRODUCTS

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BEGINNERS

Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on **Sundays**, so whether you want to learn how to charge your knights into your opponent's battle line or lead a squad of Space Marines into battle, all you need to do is come along!



HOBBY ACTIVITIES

Games Workshop hobby centres provide support and expert advice on all aspects of the hobby. On **Sunday** evenings many stores run specific activities for those who have graduated from the Beginners' Programme, whilst one weekday night a week, there is a **Games Night** for players to indulge in even more hobby activity.

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WORKSOP, Model Base:
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BICESTER, Dentons:
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CARTERTON, Giles Sports:
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COWLEY, Dentons:
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DIDCOT, Dentons:
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DIDCOT, LJ Dickinson T/A Dentons:
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Tel: 0148 426 0325

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WITNEY, Romkrish:
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SHROPSHIRE

GW SHREWSBURY:
6 Market Street, Tel: 0174 336 2007

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TAUNTON, Knockers:
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SUDBURY, Toymaster Kingdom:
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SUNDERLAND, The Toy & Computer Shop:
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HALIFAX, Toymaster:
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HARROGATE, Toymaster:
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HUDDERSFIELD, Toymaster:
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HUDDERSFIELD, Something Wicked:
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VARDE, Bog & idé Varde
Vestervej 10, 8500, Tel: 7522 0040

EBELTOFT, Ebeltøft boghandel
Adelgade 48, 8400, Tel: 8634 3844

KJELLERUP, Ide & Hobby
Søndergade 12, 8650, Tel: 8688 1328

SORO, Legekæden Soro
Hørbø arkaden 11, 4180, Tel: 5783 3705

NYKØBING F, Høndehuset
Jernbanegade 33, 4800, Tel: 5486 0846

SABY, Bøger & Papir Saby
Grønvej 22, 5200, Tel: 6595 1844

HERNING, Færges Kælder
Småvej 12, 7400, Tel: 3510 1897

NÆSTVED, Arena Næstved
Ramshæret 17, 4700, Tel: 5554 6700

HELSINGE, Teaterbørn
Frederiksborgvej 10, 3200, Tel: 2092 2991

GW KOBENHAVN
Frederiksborggade 5KL, 1360, Tel: 33122217

FORSSA, Fun Stuff & Cards
Håmøntie 7 Torikkesvej, 30101, Tel: +358 34356585

HÅMÖNTIE, Levy ja kasetti
Palokunnankatu 11, 13100, Tel: +358 3 6823380

HANKO, Hobby Jobi
Vuorikatu 10, 10500, Tel: +358 9 2485498

HEINOLA, Talousuuvai ja lelu
Kaupunkikatu 19, 18100, Tel: +358 3 7153905

HELSINKI, Fantasiapeli Helsinki
Vilhoitokatu 4B, 00100, Tel: +358 9 6565083

HELSINKI, Fantasiapeli Varasto
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HELSINKI, Sinoopier Häkkeskus
Häkkeskus, 00900, Tel: +358 9 3431935

HYVINKÄÄ, Royal Toys
Vuorikatu 5, 05520, Tel: +358 9 439376

ISALMI, Talkatalo
Savonkatu 12, 74100, Tel: +358 17 826358

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Valtie 1, 42100, Tel: +358 14 7497215

JÄRVENPÄÄ, Bileto
Helsinginkatu 13, 04400, Tel: +358 50 413 47 60

JOENSUU, Fantasiapeli Joensuu
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JYVÄSKYLÄ, Fantasiapeli Jyväskylä
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JYVÄSKYLÄ, Sinoopier Jyväskylä
Vapaatietä Katu 49-51, 40100, Tel: +358 14 4499963

KERAVA, Antikvariaatti Kersa
Katu 38, Torikatu 1, 04201, Tel: +358 9 2944210

KARHULA, Eagle Card
Eteläisen Käräkkien 7, 49600, Tel: +358 5 214238

KOUVOLA, Muoviplex
Välskatu 3, 45100, Tel: +358 5 317955

KUOPIO, Kirja ja Lehtilinnä
Kunnankatu 23, 70100, Tel: +358 17 261795

KUUSANKOSKI, Kirja Sovinen
Kaupunkikatu 1, 45100, Tel: +358 5 3748271

LAHTI, Puolenkuun Pelti
Rautatiekatu 16, 15110, Tel: +358 3 7515151

LAPPEENRANTA, Sinoopier Lappeenranta
Brennerkatu 3, 50100, Tel: +358 5 5411444

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MAARHAMN, Dillen
Torggatan 7, 22100, +358 18 15578

MICKELI, Muppeli
Pöytäkatu 21, 50100, Tel: +358 15 361611

NUMMELA, Kimmon Peli & Lehti
Tusantien 1, 3100, +358 9 2226041

OULU, Fantasiapeli Oulu
Koulukatu 28, 90100, Tel: +358 8 3749095

PIETARSALMI, Pietersaaren Kirjakauppa
Isokatu 11, 06900, Tel: +358 6 7230899

PORI, Porin Pitkis
HerttuanTor 2.Krs, 28100, Tel: +358 2 633 2880

POVOVO, Askarteluitto/Hobbybøgen
Mäntymäentie 10, 00100, Tel: +358 9 5243775

RAAHE, Raahen Astartelu ja Paperi
Lahdeoksentie 32, 37130

RAUMA, Wanhon Rauman POP-peli
Normentorikatu 14, 26100, Tel: +358 2 8234840

RIIHIMÄKI, Babyroom
Kaupunkikatu 5-7, 11100, Tel: +358 9 753535

ROVANIEMI, Liigacentre Jassi
Rovakatu 28, 96200, Tel: +358 16 3506045

SALO, Salon Harraste
Vilhoitokatu 21, 24240, Tel: +358 16 3506045

SAVOLINNA, Savonmaan Antikvariaatti
Oivatiekatu 51, 57100, Tel: +358 15 534412

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SEINÄJOKI, Pitkäläkkö
Vankatiekatu katu 4, 60100, Tel: +358 6 4177880

TAMPERE, Fantasiapeli Tampere
Rongankatu 5, 33100, Tel: +358 3 2225200

TAMPERE, Info Koskikeskus
Koskikeskus, Iokent 28, 33100, Tel: +358 3 2251850

TURKU, Fantasiapeli Turku
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TURKU, Sinoopier Turku
Vilhoitokatu 5, 20320, Tel: +358 2 5141100

VAASA, Nirunaru
Rautatiekatu 19, 65100, Tel: +358 6 3127027

VALKEAKOSKI, Valkeakoskenkirja
Kaupunkikatu 3, 37600

VANTAA, Sinoopier Myrmyrmi
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VANTAA, Sinoopier Varisto
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KOKKOLA, Kotikatsomo
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GIBRALTAR

GIBRALTAR, Bon-Mau Hobbies
15 Parliament Lane, Tel: 00350 74415

GREECE
ATHENS, Fantasy Shop: Peristeri
Thessaloniki 10, 10500, Tel: 210 240193

ATHENS, Action Hobbies
Cholargos, 0030 210 6564515

ATHENS, Fantasy Shop
3 Septemvriou 65, Tel: 0030 210 8231072

ATHENS, Fantasy shop: Ag. Paraskevi
Agios Ioannis 24B, Tel: 0030 210 6005312

ATHENS, Fantasy Shop: Kifisia
Drosini & D. Kypriou 16, Tel: 0030 210 8016041

ATHENS, Fantasy Shop: Peiraios
Ypsilantiou 116, Tel: 0030 210 478757

ATHENS, Fantasy Shop: Exarcheia
Themistokleous 43-45, Tel: 0030 210 3828877

ATHENS, Kaissa Amorosiou
Kondili 7, Tel: 0030 210 6141675

ATHENS, Kaissa Chess & Games
Kallitronou 9 & Isoplaton 14-12, Tel: 0030 210 366488

ATHENS, Kaissa Glyfadas
Xonikon 4, Tel: 0030 210 8982 057

ATHENS, Kaissa Halandriou
Dousias Pikiatou, Tel: 0030 210 689485

ATHENS, Kaissa Monakera
278a Septemvriou, Tel: 0030 210 8813 990

ATHENS, Kaissa Pagratou
116 34, Pl. Messologiou 2-4, Pagrati, Tel: 00 30 210 7218 319

ATHENS, Kaissa Peiraios
Isotantou 174-176, Tel: 0030 210 4296 636

ATHENS, Kaissa Pigasos
Dilio 22, Tel: 0030 210 5786707

CRETE, Fantasy Shop: Herakleion
Ieromene 2, Tel: 0030 2813 311312

CRETE, Kaissa Hania
Kydonias 107, Tel: 0030 28210 88996

HALKIDA, CD Corner
Mitsou 24, Tel: 0030 2221 087315

LARISA, Kaissa Larissas
Kourmoudourou 22, 0030 2410 537337

PATRA, Fantasy Shop:Patra
Pantanasiss 75, Tel: 0030 2610 221014

THESSALONIKI, Fantasy Shop: Thessaloniki
Pl. Navarinou 2 & D. Sourani, Tel: 0030 2310 240193

VOLOS, Fantasy Shop
Gallias 48, Tel: 0030 24210 28782

PIREUS, Dragons Eye Store
Flamingi 42, Karaiskaki, Tel: 00302 106929169

PATRAS, Kaissa Patras
Gounari & Sissini 24, Tel: 0030 2610625632

CHANIA, Kaissa Chanion
Pantanasiss 170, 6211 PG, Tel: 0030 2821089996

PERISTERIOU, Kaissa Peristeriou
Dionysou 22, Tel: 0030 2102528738

MAROUSI, Banlie Bunker
Dionysou 9, Tel: 0030 2102528738

THESSALONIKI, Kaissa Thessalonikis
548 22, Sava 4, Tel: 00 30 2310 287 267

ATHENS, Fantasy Shop: Halandri
Kotakroni & Gini 6, Tel: 0030 210 687396

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SZOMBATHELY, Sarkanytuz
9700, Kossuth L. u. 20, Tel: 00 36 70 31 88815

SZEKESEHÉRVAR, Legendak Csarnoka
8000 Pilyer u. 42, Tel: 00 36 70 3857 926

SEGED, Calloteg
6722, Csapl u. 15, Tel: 00 36 30 36 37 501

MISKOLC, Deron
3525, Daryne u. 7, Tel: 00 36 46 411 528

BUDAPEST, Silverland
1038, Lipot u. 40, Tel: 00 36 1 25 041 57

BAGYOCSZVART, Warpsoph
9145, Kossuth L. u. 12, Tel: 00 36 2 03818134

GYOR, New Ork
9021, Arany J. u. 13 II em, Tel: 00 36 70 060 12310

VESEPREM, Sarkanytuz
8502, Kohn u. 104, Tel: 00 36 70 59 941 30

BUDAPEST, Trollbarlang
1061, Andrássy ut. 33, Tel: 3613213279

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REYKJAVIK, Nexus
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HERZLIA, Freack
Sokolov 29, Tel: 00972 99589077

RAMAT HASHARON, Tappuh
Osekron 33, Tel: 00972 35404713

RAMAT HASHARON, Tappuh Fantasy
Sokolov 30

HAIFA, Kitaro
Haifa grand mall, Tel: 00972 48503232

TEL-AVIV, Kitaro
Merkaz Usula Hamalacha 12a, Tel: 00972 36299320

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MALTA, Forbidden Power
83 Tng Mischel-Barnet, Msida, Tel: 00356 21 227999

MALTA, K Hobbies Ltd
Mischel Road, Fgura Pla 13, Tel: 00356 21 686423

NETHERLANDS
ALKMAAR, Bookers & Strippers
Solentstraat 19, 1811 HP, Tel: 0031 72 512 1213

ALMELO, Somborg Modelbouw
Grotestraat 136, 7607 CW, Tel: 0031 54 681 2981

ALMERE HAVEN, Fantasia
Kerkgracht 41, 1354 AE, Tel: 0031 36 531 8017

ALPHEN AAN DEN RIJN, Top 1 Toys Arle van Ponne
Hochstraat 66-68, 2406 GL, Tel: 0031 17 247 2254

AMERSFOORT, Spellenwinkel
Scherbierstraat 4-6, 3811 EA, Tel: 0031 33 470 0322

AMSTELVEEN, Het Ganzenbord
Pantenvoor 59, 1185 TS, Tel: 0031 20 641 2552

AMSTERDAM, Grote Beer Speelgoed
Linnaeusstraat 106, 1092 CR, Tel: 0031 20 463 8886

ARNHEM, Spelkwartier Arnhem
Nieuwstraat 34/36, 6811 BL, Tel: 0031 26 370 2028

ASSEN, Ploek
Stationstraat 1, 9401 KV, Tel: 0031 59 231 3292

BERGEN OP ZOOM, Big Boys Toys
Lievevrouwstraat 23, 4811 GA, Tel: 0031 16 425 0848

BERGEN OP ZOOM, Strippewinkel Gilles de Geus
Bosveld 4, 4811 GA, Tel: 0031 16 424 7462

BERGEYK, Wouters Technohobby
Pankenstraat 31, 5571 CP, Tel: 0031 49 755 0248

BRED, Modelbouw Blik
Bredstraat 22, 4811 GA, Tel: 0031 16 521 8596

BUSSUM, Bokx Modeltrainen
Laandweg 3, 1402 BA, Tel: 0031 35 691 8410

DELFT, Top 1 Toys Speldorado
Hippolytusbuurt 21-25, 2611 HM, Tel: 0031 15 213 4516

DEN BOSCH, Atomik Den Bosch
Hindemistraat 90, 5211 MS, Tel: 0031 73 614 5530

DEN HAAG, Intertoy's Theresiastraat
Theresiastraat 280-284, 2593 AX, Tel: 0031 70 347 3120

DEN HAAG, Spellenhuis
Zuidmarktstraat 84, 2517 GP, Tel: 0031 70 364 4782

DEVENTER, Knibbel Comics
Nieuwstraat 38, 7411 LM, Tel: 0031 57 061 6879

DORDRECHT, Hobby Modelbouw Dordrecht
Voortstraat 360, 3311 CX, Tel: 0031 78 631 2711

EDE, Tinnen Soldaat
Westerstraat 24, 0174 CS, Tel: 0031 31 865 3296

EINDHOVEN, Atomik Eindhoven
Nieuwstraat 7c, 5611 DA, Tel: 0031 40 296 3299

EINDHOVEN, Gamesworld
Willemsstraat 17, 5611 HP, Tel: 0031 40 245 4391

EMMEN, Intertoy's I. van Peer
Denksstraat 17, 7811 EK, Tel: 0031 59 161 5495

ENSCHDE, Pipelines
Pijpenstraat 34, 7511 GM, Tel: 0031 53 430 5727

DEN HELDER, Proton Modelbouw
Zuidstraat 28, 1781 ES, Tel: 0031 22 361 9068

GELEEN, Tacita
Anjelierstraat 3, 6163 CJ, Tel: 0031 46 474 3016

GOES, Fantasy Fantasy Store
Groene Veldje 10, 4461 JY, Tel: 0031 11 325 8174

GORINCHEK, Netten Modelbouw
Kwaketstraat 30, 4201 JV, Tel: 0031 18 363 6000

GOUDA, Intertoy's v/d Wal
Nieuwe Markt 70, 2601 GP, Tel: 0031 18 251 3525

GOUDA, The Movie Store
Lange Cromendael 114, 2601 LV, Tel: 0031 18 252 2550

GRONINGEN, Krikke's Hobbyshop
Nieuwe Weg 28, 9711 TE, Tel: 0031 50 312 9314

GRONINGEN, Wirwar
Oude Kijk 11, Jubbardst 40, 9712 EL, Tel: 0031 50 314 8424

HEERLEN, Atomik Heerlen
Gelenstraat 17, 6411 HP, Tel: 0031 45 574 0232

HOORN, Het Gelc Teken
Greve Oude 46, 1621 BH, Tel: 0031 22 921 8623

LEEUWARDEN, Brutlinga Speelgoed
St. Jacobsstraat 4, 8911 HT, Tel: 0031 58 212 5682

LEEUWARDEN, Spellekijn
Voorstreek 84, 8911 TH, Tel: 0031 58 213 1112

LEIDEN, Tolkienwinkel
Hope Nijveld 195, 2314 AD, Tel: 0031 71 541 2324

LEIDEN, Vliegershup
Turfmarkt 2, 2312 CD, Tel: 0031 71 513 2783

LELYSTAD, Trainenhoek
Botter 44-15, 8243 JE, Tel: 0031 32 025 3160

MAASTRICHT, Atomik Maastricht
Vlyckebergstraat 59, 6201 EB, Tel: 0031 93 326 1631

MAASTRICHT, Houtjeet
BurgemeesterCortens 18, 6226 GV, Tel: 0031 43 363 6776

MAASTRICHT, Vlieg-ar-uit
Brusselsestraat 70, 6211 PG, Tel: 0031 43 325 1653

NIJMEGEN, Schellens Speelgoed
Parkstraat 24, 5671 GQ, Tel: 0031 40 283 2864

NIJMEGEN, Moenen & Mariken
Van Weldenstraat 70, 6511 MP, Tel: 0031 24 323 6119

OEGSTGEEST, De Tombe Toys for Boys... and Men
De Tombe 27, 6241 GS, Tel: 0031 71 517 2977

ODE-BEIJERLAND, Moutils Model-Hobby
Cronenburgh 32, 3261 RG, Tel: 0031 18 662 1931

ROERMOND, Bloemboetiek Hermien
Roersloot 66, 6043 ED, Tel: 0031 47 532 1710

ROOSENDAAL, Jadin
Oude Markt 68, 4701 FM, Tel: 0031 16 555 7964

SCHIEDAM, B.TS
Groenelaan 49, 3114 CB, Tel: 0031 10 473 8755

SITTARD, Atomik Sittard
Stationstraat 19, 6131 AX, Tel: 0031 48 451 5074

SLUIS, Top 1 Toys E. v.d Vijver
Quis Veldstraat 2, 4324 CT, Tel: 0031 11 746 1393

SOEST, Top 1 Toys Soest
V Weestedraat 16, 3761 CE, Tel: 0031 35 629 0444

TILBURG, Labyrinth Tilburg/Breda
Langestraat 175, 5038 SH, Tel: 0031 13 544 3700

UDEN, Gøblin
Brantplein 16a, 5401 GS, Tel: 0031 41 327 0662

UTRECHT, Elf Fantasy Shop
Oude gracht 207, 3511 NH, Tel: 0031 30 281 7157

UTRECHT, Whoops
Sijpesteeg 1, 3511, Tel: 0031 30 230 4123

VENLO, Modelbouw Luthart
Oude Markt 74, 5911 NL, Tel: 0031 77 354 2688

WASSENAAAR, Top 1 Toys Kouwenhoven
Langstraat 79, 2242 KG, Tel: 0031 71 511 0211

WORMERVEER, Mini-Wonders
Aardvinderstraat 1, 1527 AT, Tel: 0031 75 640 1617

ZUTPHEN, Vreemde Zaak
Groene markt 2, 7201 HX, Tel: 0031 57 551 1566

ZWOLLE, Boekenhalfe
Arendsepoortstraat 103, 8012 DH, Tel: 0031 38 422 1077

ZWOLLE, Games-en-Shut
Diezerpoortentlas 38, 8011 VY, Tel: 0031 38 421 6385

HENGLO, Top 1 Toys Mickey van Wezel
Burg. Jansenplein 14-17, 7551 EC, Tel: 0031 74 291 2200

OPJINEN, Spelkelder
C. van Oortestraat 20, 4184 ES, Opjinen

SCHIJNDEL, Top 1 Toys Anniek
Hoofdstraat 133, 5481 AD, Tel: 0031 73 547 7758

WINTERSWIJK, Top 1 Toys Winterswijk
Mistertstraat 60, 7101 EX, Tel: 0031 5

KRISTIANSSAND, Outland Kristiansand
Markensgt. 24, N-4611, Tel: 38099420

KROKSTADELVA, Helmar Leker,
Bakstuvd Strømsenter, Saltegt. 24, N-3054, Tel: 32879910

LANGESUND, Ringo Tarangers Effi. Per
Torvet 4, N-3970, Tel: 3597362

LARVIK, Ringo Sokrates Lekeland
Torvet 8, N-3256, Tel: 33185437

LILLESAND, Ringo Govevagasinet
Strand Gata 5, N-4750, Tel: 37273225

MO I RANA, Ringo Lekarhjørnet Mo
Nordst. Gata 8, N-8622, Tel: 75151717

MOLDE, Yes vi leker Leke Jørnet
Torget 1 N6413, Tel: 71219363

MOSJØEN, Hobbysentret
C.M. Havnsgt. 10, N-8051, Tel: 75170170

MOSS, Ringo Trollstuen Leker Moss
Amfi Senteret Drønninggt 3, N-1530, 69240585

MOSS, Ringo Frisenfeldt
Drønningstgt. 10, N-1530, Tel: 69251290

MYSEN, Ringo Saker og Ting
Jernbanegaten 13, N-1562, Tel: 69960194

NARVIK, Brio Lek Center Narvik
Botagata 1 AmfiSenteret, N-8514, Tel: 76963472

NARVIK, Ringo Barnas Versiden
Kongensgt. 66-70, N-8514, Tel: 76946505

NESBU, Ringo Eventyrland
Vogstadveien 6, N-1330, Tel: 66779410

OSLO, Yes Nesodden Bokhandel
Tangen Centrum, Nesodden, Tel: 66911855

OSLO, EB Games
Jernbanetorget 8, 0154, Tel: 22177077

OSLO, Brio Notabene Lemberfister
Langelandsg. 5, N-1150, Tel: 22260531

OSLO, Avalon Oslos
Åkersgate 39 N0151, Tel: 22233308

OSLO, Outland
Jernbanetorget 1, N-0154, Tel: 22177010

OSLO, Outland Paleis
Karl Johans Gata 37-43, Tel: 22330410

OSLO, Ringo Thomas Leker
Bergensveien 4, N-0963, Tel: 22802250

OSLO, Ringo Vindieren Leker
Slemsteds. 7, N-0373, Tel: 22490640

OSLO, Brio CC Ver
Lille Akerveien 16, N-0383, Tel: 22731777

PORSGRUNN, EB Games
Storgt 70, 3902, Tel: 35512920

SANDNES, EB Games
Kvernst. Tel: 51631840

SANDNES, O Sealand
Langgata 44, N-4031, Tel: 51661509

SANDVIKA, Hobby Larsen
Sandvika Storsenter, N-1300, Tel: 67540107

SKI, EB Games
Jernbanestasjonen 6, 1400, Tel: 64867003

SKI, Brio Titi-Inn
Jernbanestasjonen 6, N-1401, Tel: 64857777

SKIEN, Gulset Leker AS
Nyhusvn. 14, N-3726, Tel: 35911120

SKJEN, Ringo Bjørns Leker
Lerfjordet N3717, Tel: 35855209

SOLA, Ringo Sola Gaver og Leker
Solakrossen, N-4050, Tel: 51651763

SONGDAL, Ringo Sogndal Glasmagasinet
Sogningens Storsenter, N-6851, Tel: 7871880

SORTLAND, Ringo Bamsse Leker
Skegveien 1, N-6401, Tel: 76113374

STAVANGER, Vasefikk
Skagten 12, N-4006, Tel: 51895232

STAVANGER, Outland Stavanger
Kirke gt 2, N-4006, 51938080

STOKMARKNES, Stokmarknes Aktietrykkeri
Markens. 12, N-8455, Tel: 76117750

STRÖMMEN, EB Games
Storsteinveien 5, 2010, Tel: 63815422

STRÖMMEN, Standard Hobby og Leker
Storsteinv. 5, N-2010, Tel: 63899520

SURNADAL, Ringo Presangen
AmfiSenteret cran. 4, N-6851, Tel: 71657485

SYKKILYVEN, Ringo Blindheim
Kyrkeveien, 6239, Sykkilyven, Tel: 70251029

TÖNSBERG, Gledeshuset
O. Langgata 47, N-3110, Tel: 92251707

TÖNSBERG, Mia
Farnæs Strødet, Jernbanegt 10, 3110, Tel: 32628190

TROMSÖ, Tromsö Bruktbokhandel
Kirkegt. 6, N-9008, Tel: 77686974

TRONDHEIM, Avalon Trondheim
Kongens gate 21, N-7012, Tel: 73512888

TRONDHEIM, Outland
Munkegaten 58, 7011, Trondheim, Tel: 73205455

TRONDHEIM, Tronderfirim
St Olavs Gt 11, N-7012, Tel: 73520040

TYNSET, Ringo Tynset Bokhandel
Brugt. 2A, N-2500, Tel: 62480038

VADSDÖ, Ringo Vadso
W. Andersengt. 4, N-9811, 76942229

VINJE, Ringo Vinje
Vinje Multishop, 3890, Vinje, Tel: 35071025

ÄLESTUND, Ringo Lekeland
Storveia N6018, Tel: 70155640

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Langveggen 124, Spjelkavik, N-6022, Tel: 70143770

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Grimmergata 1, 6001, Tel: 701 287 87

GW OSLO
Møllergata 7, 0179, Tel: 32332990

LIERSKOGEN, EB Games
Drømmerveien 201, 3420, Tel: 3265 36 40

OSLO, EB Games
Stranden 3, 2500, Tel: 228 357 00

KIELCE, Sklep RPG Gracz
25-300, Mala 12 (w bramie), Tel: 0048 507013387

KRAKOW, Bard Centrum Gier
31-130, Salwatorska 20/17, Tel: 0248 126320735

LODZ, 'Aik' Firma Ksiegarska
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LUBLIN, Krzys
20-009, Kasparynska 6, Tel: 48615322986

OPOLE, HMS II Computers
45-018, Krakowska 41a, Tel: 48774547413

NOWY SĄCZ, Hobbit
33-100, Jagiellońska 50a, Tel: 48604133612

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STOCKHOLM, Dragons Lair
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DEGERFORS, Buskul
Ågengatan 2, 693 30, Tel: 00 46 586 92 034

LIDKÖPING, Brio Lidköping
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Kronstorgsvägen 2, 232 37, Tel: 40433862

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Bergsgatstorg, Kalkugngatan 1, 612 30, Tel: 12214120

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Ölands Kåpstad, 386 31, Tel: 48534570

GISLAVED, Albe Leksaker
Södra Storgatan 10, 332 33, Tel: 37110733

GÄLLIVARE, Lekia
Metall Vågen 14, 982 38, Tel: 97066506

GÄVLE, Hobbysopen
Drötningsgatan 25, 80311, Tel: 26196299

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Gustavsvägen Centrum, 134 40, Tel: 857036800

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HALMSTAD, Brio-Halmstad
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HUDDIKSVALL, Albins Leksaker
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JÄRFÄLLA, Hobbex
Flygvärfarten, 17538, Tel: 859018091

JÄRFÄLLA, EB Games
Västtråket, 177 30, 858032300

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KALMAR, Kalmar Lek & Hobby
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Bergsmansg 17, 691 31, Tel: 58633333

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KUNGSBACKA, Lek & Hobby
S.Torgsgatan 6, 434 30, 30014136

KUNGSBACKA, EB Games Kungsbacka
Kungsmässen, 434 24, Tel: 30071240

KÖPING, MD Hobby
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Örmings Centrum, 132 00

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TROLLHÄTTAN, EB Games SÅS Huset
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TUMBA, Kom & Lek
Bryggväg. 5-7, 147 30, Tel: 853060011

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Valhallen 1F, 18752, Tel: 851050426

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Torp 1, 451 76, Tel: 52288550

UDEVALLA, Alfreds
Torp Kåpcentrum, 451 76, Tel: 52288899

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UMÄÅ, EB Games Umåå
Wasagallerian Kungsgatan 71-73, 903 26, Tel: 90701590

UMÄÅ, Fantasia
Storgatan 44, 903 26, Tel: 90770360

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VARBERG, Spelbutiken
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Södra Industrigatan 15, 598 40, Tel: 49231188

VISBY, Lekstugan
Hälsögratan 18, 821 57, Tel: 498215050

VÄSTERÅS, Zetterlunds
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VÄSTERVIK, Lekstugan
Hamm Gatan 38, 593 30, Tel: 49036171

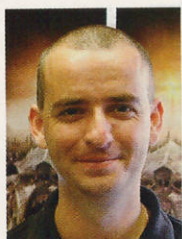
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GAMING ROOMS

GAMES WORKSHOP CHESTER

112 Foregate Street, Chester Tel: 01244 311967

MANAGER: Simon Cottral



Simon Cottral

"We work hard and play hard," says veteran Manager Simon Cottral. He's been around a while, playing wargames for 20 years, and has worked for Games Workshop for six. "I started working as a full timer right here," he tells us. Though during his career he has been at many different stores, coming back to Chester means he's gone full circle, and his love for the hobby still burns strong. "The best thing about my job is HELPING hobbyists," Simon explains. "It starts with small steps, getting that unit painted and having pride in your achievement." There's a frenzy of hobby activity wherever you look at Chester, doubtless influenced by the helpful and enthusiastic staff.

Callem Welsh, a regular, tells us about the Imperial Guard he is modelling to game with in the store. "I am making them camo cloaks out of Green Stuff," he says. "It's for the Vogen campaign that I am running here soon, I got the rules and map from the GW website."

There's plenty of gaming going on too. A comment of anguish nearby. "I can't believe you killed my bike squad with those autocannons," Anthony Clegg bemoans regular opponent Wayne Jones's accuracy.



Sam Rowlands painted this Lictor with a Tyrannid Warrior's head – a simple but effective conversion.



From left to right: John Gibson and Chris Clotton enjoy a game of Inquisitor, whilst Thomas Rolands, Callem Welsh and Mathew Poole work feverishly to paint their models.

"They're a good bunch here, always friendly and welcoming to new hobbyists."

Simon Cottral, Chester Gaming Room Manager

"They're a good bunch here, always friendly and welcoming to new hobbyists," says Simon of his regulars, but he's not content to let his gamers have all the fun. "I collect every army set that comes out," he says. "My latest is Beasts of Chaos, which I am painting to play my full timer, Chris Young." Meanwhile Chris is painting the Wood Elf army set to battle his boss, "I've only just got it. Even though some of the units are done, I am still busy assembling the rest."

SHOWCASE: GW CHESTER



Simon's fearsome Beastlord leads his hairy horde.



A grim-looking cityscape lies in ruins, the perfect battlefield for games of Warhammer 40,000, Necromunda and Inquisitor.



This bleak ice world has frozen bunkers and snow-filled trench terrain.

PAINTING THE ARMY OF THE DEAD QUICKLY



Simon painted his Army of the Dead for The Lord of the Rings rapidly by using the following technique:

- Start with a Chaos Black undercoat
- Basecoat the model Snot Green
- Use a 1:1 mix of Snot Green and Codex Grey to overbrush the model.
- Add Codex Grey to this mix, then Fortress Grey for the final highlight.

Travel Tip

Find the big gate with a gold clock on it (called the Eastgate Clock) right on the main shopping thoroughfare. Walk down Foregate and the Gaming Room is on the right!

Find your nearest Gaming Room on these pages
on our website: www.games-workshop.co.uk/storefinder
by calling us: 0115 91 40000



A PLACE FOR EXPERIENCED GAMERS

The age limit on Gaming Rooms gives older gamers a place to play games without distraction. All gamers who attend will have some degree of experience, so you should have no trouble finding a challenging opponent.



YEARS OF EXPERIENCE

When you grow weary of constant battle, you can head to the Gaming Room's special painting area where you can sit and paint while swapping modelling knowhow and old war stories with other hobbyists.



ALL GAMES CATERED FOR

Play the games of your choice. There are tables and scenery for Warhammer 40,000, Warhammer, The Lord of The Rings, Epic, Battlefleet Gothic, Blood Bowl, Inquisitor, Necromunda, Warmaster and Mordheim.



This conversion of Éowyn carrying Merry into battle, has no known owner, a mystery discovered in Chester's cabinets...

WINTER EVENTS AT GW CHESTER

There are loads of events going on at the Chester Gaming Room – here are just a few!

5th November

- *Magnificent Seven* – Take part in a battle where seven heroes unite to defend a village. All models provided.

12th November

- *The Dwarf Realms* – Learn how to build the tunnels and passages of the subterranean Dwarf kingdoms in Chester's terrain workshop.

10th December

- *Last Alliance* – Play linked scenarios which re-enact the mighty battles of the end of the Second Age.

Equipped with loads of tables and scenery, our well-appointed Gaming Rooms are the best places to go to play games and enjoy the hobby. You'll find everything you need to fight a great battle, paint, get advice and more.

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

During the week we have to restrict Gaming Room facilities to those over the age of 16, but at weekends the facilities are open to all hobbyists.

Gaming Room Features

- Varied scenery and table set ups for Warhammer, Warhammer 40,000, The Lord of The Rings and all the Specialist Games.
- Dedicated painting areas.
- Special events, battles and campaigns.
- Minimum age of 16 on weekdays.



All our Gaming Rooms run regular events including classes, campaigns and special games. Each one is different, so ring your local Gaming Room to find out what the staff have in store for you.

GAMING ROOMS ACROSS THE UNITED KINGDOM

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- GW Cambridge01223 313350
- GW Carlisle01228 598216
- GW Chester01244 311967
- GW Dumfries01387 249702
- GW Exeter01392 490305
- GW Glasgow01412 211673
- GW Harrogate01423 564310
- GW Ipswich01473 210031
- GW Liverpool01517 030963
- GW Macclesfield01625 619020
- GW Maidenhead01628 631747
- GW Middlesbrough01642 254091
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- GW Newport01633 256295
- GW Northampton01604 636687
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- GW Shrewsbury01743 362007
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FUEL FOR THE FURNACE

Deep in the vastness of the Worlds Edge mountains, far below the snowy peaks, the White Dwarf sits upon his throne within the hall of his secret hold, watching over his minions as they work upon this very publication. As he does so he reads your missives, sometimes guffawing at your bearding foolery, sometimes sinking deep into thought. Whatever Grombrindal thinks, we scribes thank you, for your letters provide us with the fuel for the furnace of our steam-powered printing machine.



GROMBRINDAL'S PICK OF THE MONTH

It has long been a dream of mine to have my Skaven army in White Dwarf and now I think I'm a good enough painter to show it off.

I still need to paint some units, but the mainstay of the force will be Clan Pestilens, with lot of conversions.

I've sent some images of some the models in my horde. I hope you like them, and will make my dream come true.

Niels Pedersen

Well, that's short and sweet! Unlike these models – they're horrible! In a good, nasty chaos ratman kind of way, I mean. Beautifully painted, but very disturbing. Especially the big rat ogre. Just goes to show what you can achieve with some paintbrushes, talent, and a twisted imagination.



Niels's gruesome rat ogre

Paint it Brown

Thanks for your tip about undercoating models with Scorched Brown. I have done my Lizardmen this way and they look great. I always found that black undercoats tended to let red paint run off them fairly often and Scorched Brown solves this problem. By the way, is the new Engine of the Gods for Lizardmen a conversion only model or will there be a version available in the shops?

Michael J

Glad you like the browning technique. However, a lot of people say I use Scorched Brown. Not so! Graveyard Earth is my poison, its mid brown tone shades down as well as highlights up very easily.

As for the Engine of the Gods, we have no plans to release a model, sadly. The fantastic conversion you see in Warhammer Realms: Lustria was made from a variety of bits, the body of the beast created from a heavily remodelled Forgeworld Kroot Great Knarloc – Guy

Feral Guard

Over the last couple of months I've been putting together a Kanak Skull Taker army based on the illustration in Codex: Imperial Guard. The basic troops are Chaos marauders with shaved down Catachan heads and laspistols from the Necromunda sprues. The Ogryns are made from Ogre bulls with Gorkamorka nob axes and Ripper Guns from the original Ogryns, and the Bone 'Ead has an Ork in mega armour big shoota for the bionic look.

Benjamin Smith

Now we like those! Benjamin's army looks like a part of the Imperial Guard we've often talked about in our rules and supplements, but never really explored. It just goes to show how much variety you can get out of one codex! Nice job – Guy



Quick and easy plastic cavalry

Elf Attack

Here are a couple of pictures from my converted plastic Dark Elf cavalry unit.

They are very simple, and use the following bits:

- 1 box of Silver Helms – horses, rider's legs, and arms for musician and champion
- 1 box of Dark Elf Warriors – bodies, shield arms, shields, standard bearer arm (for lances)
- 2 x sprues Dark Eldar – use the heads and plumes
- 1 Dark Elf Cold One Rider metal shield – for champion (optional)

Then put the bits together and paint as required!

Brendan Ellis

WHISPERS FROM THE CHAOS WASTES

Elliot Rogers... Well we're not perfect. **Craig McEvoy...** We'll see what we can do. **Richard Wilding...** In WD 303, perhaps? **Ben Collins...** Maybe. **Matthew Jones...** Now that's a big lizard. **Max Pierce and James Hadley...** That's scary. **Stephen Wall...** Make them up yourself! It's your hobby. **Bobby D...** They are made of thin polystyrene sheet cut into irregular circles, then stacked on top of each other. The spires have been textured with sand and glue, and are based on heavy card. **David Areskog...** Thanks. **Ralf Ptok...** **Dan Bradley...** **Richard Milton.** (i) We do. (ii) No, it'd take a week. (iii) Probably, but would they show up?(iv) And No! **Brad Bottomley...** You can use white polystyrene instead, you just have to cut more carefully. **MichaelJB...** Once more, I use Graveyard Earth. **Ollie...** Even Boydy doesn't know that. **Jack Pollard...** I think you're in a majority of one there. **Vaclav Kurik...** We'll be featuring a gamers Kislevite army soon. I don't think he has Baba Yaga in it though. **Thomas Allsup...** **Jon Hall...** Try the Black Library. **Christian Manninen...** I can't tell you that. **Shaun Smith...** I'm not sure Ogres and Elves would get on quite that well. **Joe Brown...** **Nick Lloyd...** **Dieter Behnse...** **Tom...** The Battle Companies rules can be found at www.thewarofthering.com

Fuel for the Furnace, White Dwarf UK, Games Workshop, Willow Road, Nottingham, NG7 2WS

email whitedwarf@games-workshop.co.uk

We reserve the right to edit all letters for space, content and style



Owen Rees

Owen: Hecklers from the back must surely be calling, "Why on earth is Owen on the White Dwarf team page now?" As Guy said in his Editorial, we've had some reorganisation in the way we produce White Dwarf and Games Workshop Online. The White Dwarf team now looks after the magazine and the website. A fairly logical step, considering the work we produce is closely aligned – hopefully we can exploit these links more in the future. From next month Guy will be handing the reins over to me as the new Editor.

I've been busy painting up some additional models to make a High



Burn the witch! Owen's Inquisitor and henchman scour the galaxy for heretics

Command squad (see WD308 p87) for my Tahnelian Drop Troops. I've painted this unit in two colour schemes; one is the regular green and the other in red and khaki. The idea is that when acting as a High Command squad, they can be used in my Witch Hunters army. I am not sure many readers (unless you were

at this year's Warhammer 40,000 Doubles Tournament) have seen my Witch Hunters before. I've got a full Combat Patrol and they are designed to fight alongside my Tahnelians as allies. Above, you can see my Inquisitor and Storm Trooper from this elite Ordo Hereticus force.



Nick Kyme

Nick: It's a case of howdy doody this month, as White Dwarf welcomes two new members to its illustrious team – Rik

Turner, previously of web fame and our soon-to-be new fearless leader, Owen Rees. Amidst this turbulent tumult of change, only one question remains... Has Owen been on TV?

Truthfully speaking, the above bout of wind-bagging is just because I've been a bit lacking on the hobby front this month. It's all the writing I'm doing you see. I'm full steam ahead on my Necromunda novel, Back from the Dead, which means my painting and modelling has taken a bit of a back seat. However, I've not been totally slack.

Continuing to focus on my doughty Dwarf army, the great clan of Karak Kyme, I've been painting up a unit of Miners, some more Thunderers and Shield Bearers for my Dwarf Lord. I often tackle my painting like this, doing several units at once. That way, if I get bogged down with one unit I can switch to another.



Christian Byrne

Christian: Well, I finally reached the end of the road as far as my Chaos Horde is concerned – it now weighs in at a hefty 2,500

points. Due to circumstances beyond my control, I wasn't able to take it to London Conflict. So what's next? Well, in between painting some single models for practice (like the fella below), I have continued to paint my Space Marines. They will soon reach 1,000 points, so I can play some games. See ya next month.



Rik Turner

Rik: "Forget the Web," they said. "Join White Dwarf," they said. After a recent reshuffle of the deck at Games Workshop, I

found myself sat at a new desk and part of a new team.

As the Web and White Dwarf teams become one, so I am granted with a small corner of holy parchment, blessed by non other than Grombrindal himself, to accompany my more than adequate corner of cyberspace.

For those of you who, like me, have no truck with this paper lark, you will be pleased to know that this is not the end of Games Workshop Online. The website continues to grow at an alarming rate and in the coming weeks, we will be unveiling more articles for the capricious Wood Elves and supporting material for the newly released The Lord of The Rings rulebook. All good stuff then!

On the hobby front, my legions of Blood Ravens continue to grow. As I write this, I have recently completed a squadron of tank-killing bikes, supported by an Attack Bike – all armed with melta weaponry.

Elsewhere on my not-so-cluttered desk, work has begun converting two Giant Eagles to support my Elves for The Lord of The Rings. Though not technically Elves, I hope to use these two mighty creatures as a flanking force to distract my opponent while the rest advance and hack their way through Mordor.

Well, that's it for me for now... all this paper is starting to give me a headache. See you on the Web!



A dynamic biker conversion for Rik's Ravens

Something else I've been working on this month is basing. As most readers will probably know, I have a predilection for the old school when it comes to my Dwarfs. Alas, their bases are no exception to this either. It means that

most of my models are on Goblin Green, flock-furred affairs, which, to be honest, look a bit duff. So, I've decided to make a change, refreshing my entire force with shiny new brown bases with sand, gravel and static grass – Woo hoo! You can see the effects of this brown revolution below (Arrghh, I've just realised, that makes me part of Haley's crazy brown cult).



Out with the green and in with the brown



Christian's brutish Beastlord

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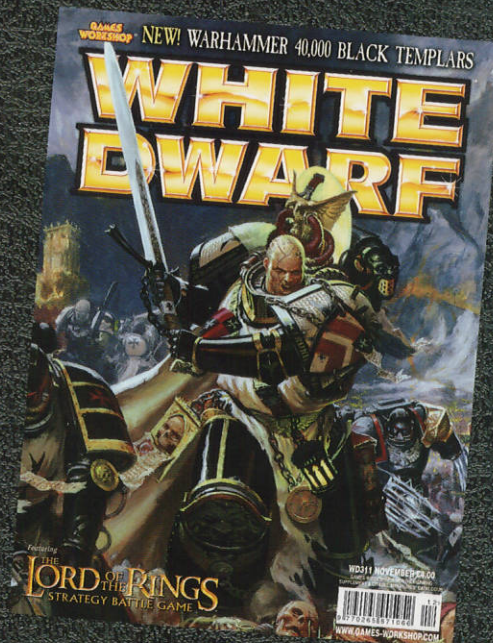
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WD309

Hail the Emperor!

Bold of spirit, brave and devout. These are the hallmarks of the Black Templars, men who stand amongst the most loyal of the Emperor's servants. The Black Templars have had a Codex specifically created for them, and we commemorate this event in grand style next month with numerous articles about these heroic warriors.

As usual, we've also plenty of articles for Warhammer and The Lord of the Rings, including updated Battle Company rules and a look at the Skaven of Clan Moulder. Join us next issue for another journey into three fantastical worlds of wargaming!



WARHAMMER 40,000

- For Honour, for the Emperor! – Learn the secrets of the Black Templars in these exhaustive designers notes!
- The Defence of Cephian IV – The Black Templars defend Imperial territory against the predations of the Dark Eldar and Chaos.
- PLUS Black Templars painting guide, modelling battle damage, and Index Xenos: Dark Eldar!



THE LORD OF THE RINGS

- Reconquering Khazad Dûm – Set out into the Mines of Moria.
- A Tale of Good and Evil: Amon Hen – Adi Wood and Steve Cumiskey pick up their paintbrushes once again.
- Battle Companies Redux – After a lot of feedback, Mat Ward presents an update to these perennially popular rules for The Lord of The Rings.



WARHAMMER

- The Return of the Lichemaster – The third and final part of Heinrich Kemmler's campaign against Athel Loren.
- The Wayfarer's Companion: Hell Pit – Welcome to the underworld home of Clan Moulder!
- Clan Moulder – Theming a Clan Moulder army, including many unpleasant beasts created by the lowest of verminous villainy.

All information correct at time of going to press.



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