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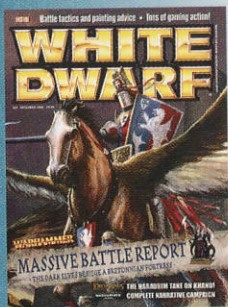
• THE DARK ELVES BESIEGE A BRETONNIAN FORTRESS •

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

WARHAMMER
40,000

THE HARADRIM TAKE ON KHAND!
COMPLETE NARRATIVE CAMPAIGN





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The White Dwarf: Grombrindal

Editor: Guy Haley

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Designers: Matt Hutson, Christian Byrne

Assistant Designer: Glenn More

UK WHITE DWARF TEAM

Editor: Owen Rees

Journalist: Rik Turner

Designer: Christian Byrne

CONTRIBUTORS

Dave Andrews, Alessio Cavatore, Dave Cross, Jes Goodwin, Andy Hoare, Neil Hodgson, Jervis Johnson, Mark Jones, Phil Kelly, Chad Mierzwia, Dominic Murray, Gavin Thorpe, Adam Troke, and Matthew Ward.

WHITE DWARF REPROGRAPHICS

Sean Cutler, Kris Jagers and Kris Shield.

ARTWORK

John Blanche, Alex Boyd, Paul Dainton, David Gallagher, Nuala Kinrade, Pete Borlace and Alan Davies.

CITADEL DESIGN TEAM

Tim Adcock, Mike Anderson, Dave Andrews, Juan Diaz, Martin Footitt, Colin Grayson, Jes Goodwin, Mark Harrison, Alex Hedström, Gary Morley, Aly Morrison, Trish Morrison, Brian Nelson, Seb Perbet, Alan Perry, Michael Perry, Steve Saleh and Dave Thomas.

'EAVY METAL TEAM

Fil Dunn, Pete Foley, Neil Green, Neil Langdown, Darren Latham, Keith Robertson, Anja Wettergren, and Kirsten Williams.

PHOTO ARTWORK

John Michelbach, Jon Cave, Nathan Winter and Sean Turtle.

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EDITORIAL



Christmas is upon us, and there is much rejoicing from the hobbyists who occupy my halls...

You Manlings call this season the most wonderful time of the year, and that it is! This month sees the launch of a range of hobby accessories, army cases and other stocking fillers to aid your seasonal gaming frenzies. Not only that, but in these pages all you players of Warhammer, Warhammer 40,000 and The Lord of the Rings will find more than enough gaming material to keep you going till the New Year.

First up, we have a Warhammer battle report with a twist (my favourite, even though there are no Dwarfs in it). In it, a valiant force of Bretonnians and Wood Elves must defend a castle from the besieging, 8000-point Dark Elf army. Whichever way you look at it, some Elves are going to get hurt, so I'm happy! Next up, we bring to you two complete campaigns, with scenarios and hobby tips galore. The first sees the Imperium facing off against the Eldar, while the second features Haradrim versus a Khandish host for The Lord of the Rings strategy battle game. And of course, we bring you all the usual hobby goodness – truly this is a magical time!

Grombrindal, The White Dwarf

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52 THE LORD OF THE RINGS STRATEGY BATTLE GAME

52 THE LORD OF THE RINGS: THE SERPENT STRIKES

Mat Ward presents a narrative campaign, charting a conflict between Khand and Harad.



**NEW
TO THE
HOBBY?**
TURN TO PAGE 16



ALSO IN THIS ISSUE

02 NEW RELEASES

The latest Citadel Miniatures, and more.

12 NEWS

Coming soon: The Ruin of Arnor

16 WELCOME TO WARGAMING

New to the Hobby? Start here!

65 STANDARD BEARER

Jervis presents Games Workshop year in review.

67 CITADEL TOOLBOX

Getting the most out of the new Hero Basing Kit.

68 MARK OF CHAOS

The latest computer game set in the Warhammer World hits the shelves.

72 GOLDEN DEMON

How to win the world's most prestigious miniatures competition.

82 WARHAMMER TACTICA

The art of deployment in Warhammer.

86 MODELLING WORKSHOP: ELДАР WALKERS

An in-depth look at the new Eldar Wraithlord and War Walker.

94 PAINTING WORKSHOP: FILM REFERENCE

Using photographs to achieve great results.

98 LEGIONS GATHER

The Lord of the Ring hobbyists prepare their armies for the Grand Tournament.

102 SURVIVORS OF THE STORM

Mr Hamilton's Campaign Weekend Empire army.

108 INSTORE THIS CHRISTMAS

Hobby Centre activities and shopping this Xmas.

112 FRONTLINE

UK specific news and events.

122 ORDERING DIRECT

Xmas in Direct and Empire advance orders!



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>>> SEE PAGE 88 FOR MORE INFORMATION ON WRAITHLORDS

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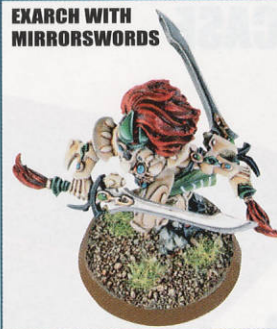
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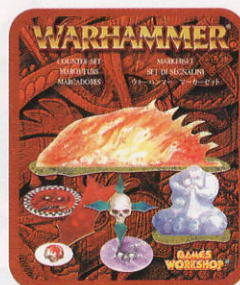
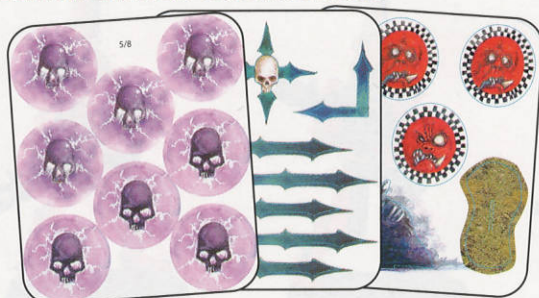
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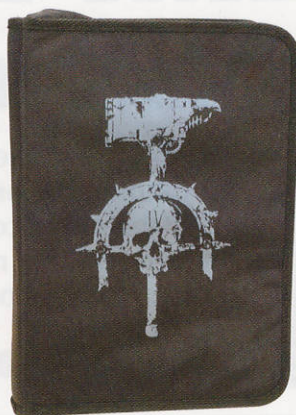
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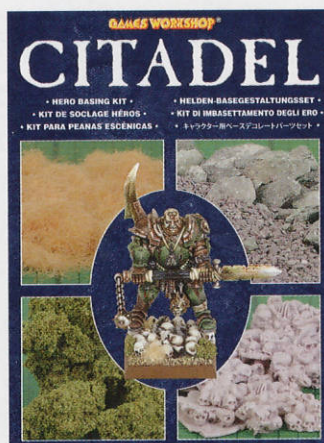
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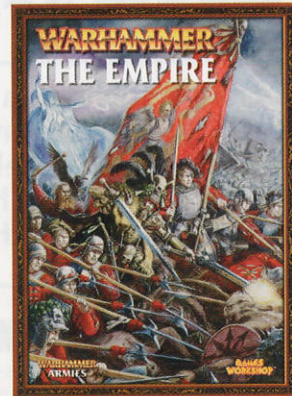
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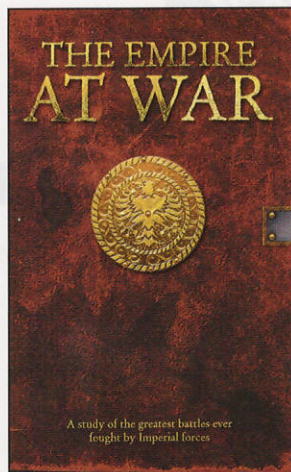
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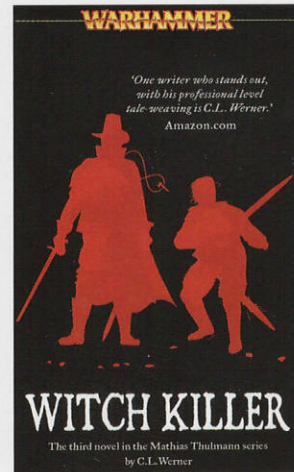
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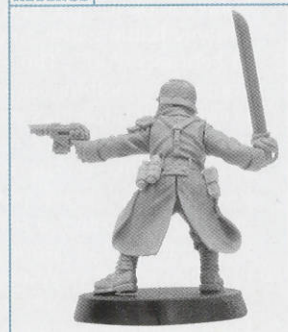


GUARDSMAN WITH FLAMER



DEATH KORPS SERGEANT

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The Ruin of Arnor is the latest Sourcebook for The Lord of the Rings strategy battle game, and is released in February 2007. The Sourcebook contains something for everyone. Points match fanatics will find several new army lists for the realm of Arnor while, just like in The Two Towers Journey Supplement, players will also get to play through a set of scenarios, tracing the fall of Arnor and the rise of Aragorn, son of Arathorn.

Speaking of Arathorn, this mighty Hero is one of many new miniatures to be released alongside this Sourcebook. Fans of the Free Peoples will also be able to field Arvedui, Last King of Arnor, and the legendary Rangers of Arnor. Players of a darker disposition will rejoice, too, as Gûlavhar, the mighty demon, and Bûrdhur, Troll Chieftain, join the war!



What's inside...

Within this 64-page Sourcebook you will find a definitive guide to the region of Arnor, a bestiary that includes all the new rules and profiles, several new army lists and scenarios, and loads of great hobby material.



New Miniatures

All of the new Heroes and Warriors are present in the Ruin of Arnor miniatures range. The fantastic new models will allow you to assemble your very own army of Arnor, Angmar or the Grey Company.



Bûrdhur, Troll Chieftain



Arathorn



Halbarad



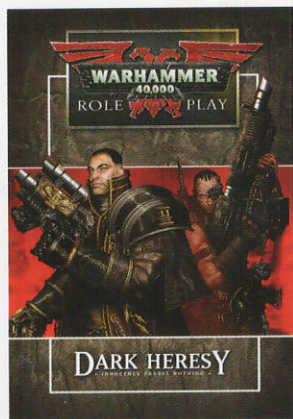
Rangers of Middle-earth



Warriors of Arnor

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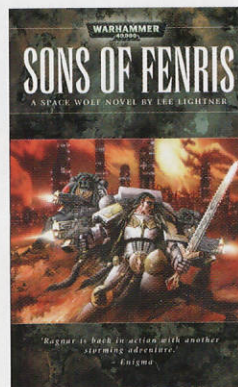


March 2007 will see the long awaited release of Dark Heresy – the Warhammer 40,000 Roleplay Game. This awesome new game will allow players to take on the role of an Inquisitor's retinue and explore the dark and gothic 41st millennium. But the really great news is that this is just the first in a series of three games!

The second game will debut around 18 months after Dark Heresy and players will take on the role of rogue traders and explorers and begin to explore more of the universe. The final game will be released 18 months after that, and experienced players will take on the role of the mighty Adeptus Astartes as they form kill-teams and face down the worst that the universe can throw at them.

In the meantime, check out www.blackindustries.com for more information. Remember – innocence proves nothing.

New Space Wolf



The Space Wolves storm back into action in January when Sons of Fenris hits the stores. Ragnar is back at the helm and this time he comes face to face with his Chapter's ancient rivals, the Dark Angels.

Talented author Lee Lightner takes up the reigns on this new novel and it promises to be a smasher!

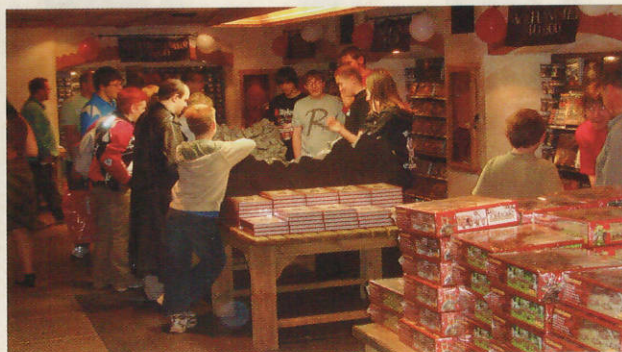
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WARHAMMER 09/09/06

Warhammer was launched on the 9th September 2006 and an amazing day was had!

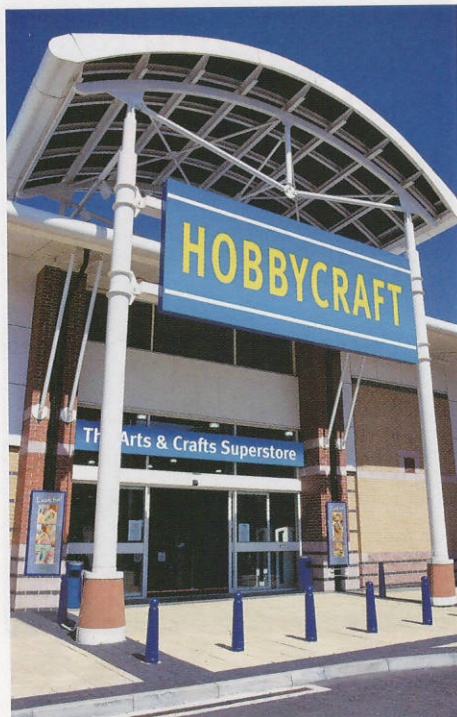
All across the country thousands of eager Warhammer hungry hobbyists got down to their local Games Workshop, or received their new copy of Battle for Skull Pass at home. All our Hobby Centres were bedecked with red and white bunting, special Warhammer balloons and stenciled hessian cloth – but most of all they were full to the gun whales with hobbyists!

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WARHAMMER 40,000

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Eldar Swooping Hawks	25/11/06	£18.00
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WARHAMMER

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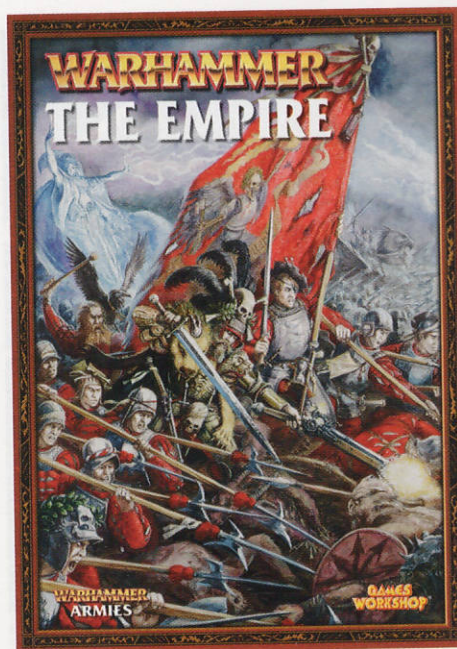
Empire Army Book	06/01/07	£12.00
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COMING NEXT MONTH

WARHAMMER®



Empire General

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- Games Workshop stores Page 116
- Good model shops Page 116
- GW Online store Page 122
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see page 122 for more details



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WARHAMMER
40,000

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Aspect Warriors are masters of the arts of war, and are the mightiest warriors in the Eldar army. Each Aspect Warrior is a highly specialised killing machine, representing an aspect of Khaine, the Bloody-handed God. Now all of the Eldar Aspect Warriors are available in handy squad box sets.



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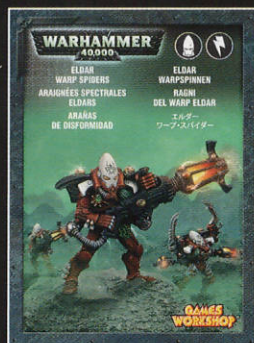
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WELCOME TO WARGAMING

It's Christmas, season of goodwill to all men, too much food and many presents! Perhaps you're reading this now because you've received White Dwarf in your stocking. Maybe you've never played a wargame before. If so, we'd like to take this opportunity to welcome you to the amazing world of the Games Workshop hobby.



A wargame is nothing less than a battle between entire model armies of mighty warriors. The battle is fought by two or more players, each controlling an army of Citadel miniatures complete with heroes, monsters and war machines! To play you need a collection of models to select your army from, and you will almost certainly want to paint your miniatures. These three things: collecting, painting and gaming, are the heart of the wargaming hobby.

Games Workshop

Games Workshop is the largest manufacturer of wargames and wargaming models in the world. There are other wargames, but the players of these tend to devote themselves to re-enacting historical conflicts. We, however, are concerned with

creating the best possible science-fiction and fantasy miniatures possible, and writing rules so you can game with them. We also make everything else you need to have a battle, from terrain to paints.

War!

We have three main games: Warhammer is the game of fantasy battles, set on a war-torn, magic-saturated world; Warhammer 40,000 describes a dark, dangerous future where the fate of humanity hangs by a thread; while The Lord of the Rings strategy battle game allows you to play games set in JRR Tolkien's Middle-earth. Over the next few pages we'll be taking a look at these game systems, some of the armies and miniatures that are associated with each of them and how the games differ from one another.

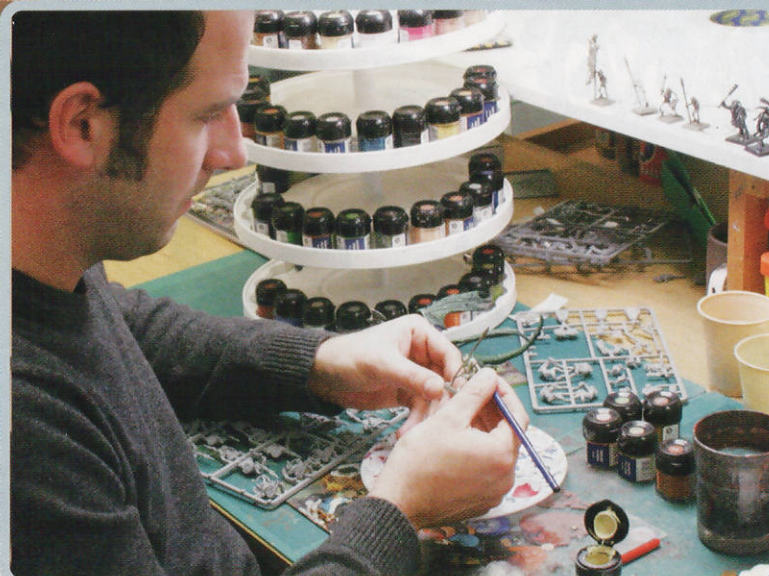


COLLECT

You can't fight a battle without troops, which, in our case, are represented by models about an inch (30mm) high. Model armies, just like real armies, contain different kinds of troops and are commanded by valiant generals.

Most players start by buying a few Citadel miniatures and painting them without worrying too much about the rules that govern how you select an army. By adding regiments, as well as war machines, heroes, monsters and other special models your army will soon grow.

The bigger your collection the more choice you'll have, and, of course you'll be able to fight bigger battles too!



PAINT

Painting Citadel miniatures is one of the most satisfying parts of the hobby – there's nothing quite like looking at a massive army you have painted yourself. Although it takes time to become as good as the 'Eavy Metal team, who paint most of the models in our books, it doesn't take much practice to be able to create an eye-catching army. We make a whole range of paints, brushes and tools to help you build your army. We also have a number of books to teach you how to paint. Who knows, maybe one day you will be one the lucky few to lift a Golden Demon Slayer Sword, the ultimate prize at our annual painting competition (see overleaf for more details of all our events).



GAME

Each of our games can be played in a number of ways, from small skirmishes of a dozen models that can be completed in an hour, to vast battles involving hundreds of troops on each side. Playing a wargame is a great way to spend time with your friends, and in no time at all you will have built up a repertoire of war-stories. You can also take part in tournaments and other competitions and events, testing your mettle against opponents from all over the world.

Victory requires careful army selection, tactical cunning, and not a little luck!

WARHAMMER®

• The game of Fantasy Battles •



Regiment of Knights

Cavalry are more powerful than infantry and they can move about the battlefield more quickly. Knights are capable of launching devastating charges to shatter the enemy's army. As with infantry, a regiment usually contains five or more models arranged into several ranks.

Regiment of Infantry

The most important part of an army is its infantry regiments. Each regiment is made up of five or more individual models of the same type. They are arranged into a line or "rank" of troops, or into a "formation" consisting of several ranks, one behind the other. As a regiment suffers casualties in battle, models are removed. Once all its component models are gone the regiment is destroyed.



The Warhammer world is a place wracked by almost constant war. A catastrophe in ancient times has left the world awash in magic, a powerful force that has created many of the creatures who struggle for dominance of the planet.

Warhammer allows you to create titanic struggles between armies of fantasy warriors supported by arcane machines, monsters, heroes and wizards. Manoeuvre lies at the heart of the game, as opposing generals try to outflank each other, positioning their armies to best deliver a crushing blow to the enemy.

Warhammer's mainstay is its regiments. These large blocks of troops can be cavalry or infantry, and represent everything from terrified peasants forced into war, to elite champions skilled in martial discipline. As you might expect, a unit of knights will find it very easy to defeat a gang of cowardly Goblins, and this is reflected in the way the rules work. Each army has its

own restrictions as well as its own benefits, and these are set down in our range of army books. Every army has so many units, it is unlikely you'll ever find an army exactly the same as yours.

Magic and monsters such as Dragons and Minotaurs are central to the experience. Although regiments form the bulk of your force in a game, the balance of a battle can be tipped by heroes wielding magical swords or wizards calling down the deadly energies of sorcery. Each army has different technological, military and magical assets.

Opposite is a list of all the armies available to a Warhammer general. As you can see, you have plenty of choice!

ARMY

An army can be almost any size, from a small force such as the one shown here to a massive horde with dozens of regiments. An army can contain almost any mix of troops: it can be mostly infantry or mostly cavalry, it might have lots of monsters or none at all. It's up to you what to include!

Army General

Every army is commanded by a General, who is the most important piece in the whole army. The General represents the player in person!



FOR MORE INFORMATION ON WARHAMMER, CHECK OUT:
WARHAMMER.GAMES-WORKSHOP.COM

Beasts of Chaos – Born from the magic that suffuses the Warhammer world, Beastmen are evil creatures whose ranks include many foul monsters.

Hordes of Chaos – Many are the men who have thrown in their lot with the Dark Gods of Chaos. Granted supernatural gifts by their dark masters, they strive to overthrow civilisation.

High Elves – Amongst the oldest of the races of the Warhammer world, High Elves are graceful warriors and expert users of magic. Though few in number, they are deadly in battle.

Dark Elves – The dark kin of the High Elves, the Dark Elves are notorious slavers who raid the coasts of the world for victims. They yearn for the day when they will crush their High Elf brothers.

Wood Elves – The Wood Elves fled war in times past, secluding

themselves in the magical forest of Loren. They have formed a bond with the forest, becoming a part of this strange realm.

Ogre Kingdoms – Big, brutal and perpetually hungry, Ogres can often be found in serving in the armies of others as mercenaries. When they march to war on their own, the very ground shakes.

Dwarfs – The Dwarfs are doughty, honourable warriors who dwell in the mountains. Though their once extensive mountain empire lies in ruins, they are still a force to be reckoned with.

The Empire – The largest and most powerful realm of men, the Empire is a technologically advanced society, whose armies are supported by guns as well as magic.

Brettonia – The land of chivalry lies to the west of the Empire. Its armies are full of noble knights, whose

peasant retainers march to war alongside their masters.

Skaven – The evil ratmen lurk underground, gnawing at the roots of the world, scheming for the destruction of mankind.

Orcs & Goblins – These greenskinned menaces are a scourge upon all other races, for they live to fight, and their raids are a constant source of woe to all.

Tomb Kings – Far to the south of the Empire lies Khemri, which was in ages past the largest and most powerful land of men. But it was destroyed by magic, and its population forever cursed with undeath by the the arch-necromancer Nagash.

Vampire Counts – Created in ancient Khemri, the vampires are immortal monsters who would subjugate the living with their armies of Zombies and Skeletons.

Games Workshop stores

All over the world you'll find Games Workshop Hobby Centres. Here you can buy all you need to participate in the Games Workshop hobby: models, glue, paints, rules, magazines and more. But a Games Workshop Hobby Centre is far more than a shop. Our friendly staff are all keen gamers themselves and will be perfectly happy to give you advice and help in building your collection.

Each Games Workshop Hobby Centre also runs a whole range of courses and events. There you can learn how to assemble and paint your army, how to play the games and the best way to select a force of miniatures. You can also take part in campaigns and battles. Why not pop into your nearest hobby centre and see what's going on?

Find your nearest Games Workshop Hobby Centre or model shop on page 116 or @

www.games-workshop.co.uk/storefinder

There are many clubs where you can take part in the hobby and meet like-minded gamers. Find these at:

www.games-workshop.co.uk/gamingclubs

The Online Store

At our Online Store you can order the full range of products available in our Hobby Centres and have them delivered to your door! You can also order individual components to help you customise or "convert" your miniatures. Here, too, are hundreds of archive models – the Citadel Miniatures range is so vast we couldn't possibly get it all into one shop! Find the Online Store at:

www.games-workshop.co.uk/store

White Dwarf and Online

White Dwarf comes out every month and is packed full of exciting battle reports, hobby tips and details of the latest Citadel miniatures. In fact, you can find that out for yourself by reading the rest of this issue! It is available from Games Workshop Hobby Centres, model shops, newsagents or, best of all, by subscription!

You'll also find loads of cool articles and information on all our armies on our website, Games Workshop Online, at:

www.games-workshop.co.uk

WARHAMMER 40,000

In the grim darkness of the far future there is only war



The models for all three of our games systems come in two varieties – metal and plastic. Our multi-part plastic kits allow you to create an individualised force quickly and easily. Metal is generally reserved for spectacular character pieces such as this mighty Eldar Farseer.



The main Warhammer 40,000 rules can be extended by our supplements. The first of which, *Cities of Death*, gives you the information to play games in urban centres, adding new challenges to your games. There are some fantastic Citadel Miniatures building kits available, so you can create a ruined cityscape quickly and easily. More supplements along the lines of *Cities of Death* are planned for the future.



It is the 41st Millennium, and mankind stands on the brink of extinction. Beset on all sides by merciless aliens and evil followers of the Chaos Gods, the ancient and vast Imperium of Man struggles to survive.

A science-fiction wargame set in the far future, Warhammer 40,000 allows you to command armies of brave Imperial Guardsmen, hosts of aliens, or the devout Space Marines. The 41st Millennium is a dangerous place, and much of the advanced science employed by the armies of humanity is poorly understood. Superstition is rife as humanity endures a new dark age.

Warhammer 40,000 is a squad-based game. Although there are similarities between the two games, unlike in Warhammer, units in Warhammer 40,000 do not move in tightly packed regiments but in loose formation. Warhammer 40,000 also makes great use of vehicles, including

heavy tanks whose guns can destroy entire units with one shot. Careful use of cover, well-thought out lines of fire and rapid counter attacks are the fields a general must master in order to defeat his enemies.

Like Warhammer, Warhammer 40,000 offers numerous armies to choose from. Armies for both Warhammer and Warhammer 40,000 are selected using "points values". A typical game is maybe 1500 points, meaning you have 1500 points to spend on different models, each costing a certain amount. Of course, both games can be played with fewer or many more points! The choice, like with so much else in the Games Workshop hobby, is entirely up to you.



Huge tanks, such as this Space Marine Land Raider, play a major role in the Warhammer 40,000 game. Each army has access to its own unique and powerful war machines.



A squad of valiant Space Marines. These plastic models come in a number of pieces, allowing you to customise and tailor your squads and regiments. They are glued together with polystyrene cement, the completed model is then glued to a slottabase, the model's black plastic stand.

FOR MORE INFORMATION ON WARHAMMER 40,000, CHECK OUT
MACRAGGE.GAMES-WORKSHOP.COM

Imperial Guard – The vast armies of the Imperium are made up in the main by the Imperial Guard. Their regiments are drawn from worlds all across the dominion of man, and comprise of everything from feral savages to tank regiments. Rules for many kinds of Imperial Guard regiment can be created using the Imperial Guard Codex's unique Doctrines System.

Eldar – The Eldar once ruled a star-spanning Empire to rival the Imperium, yet their own decadence led to their downfall and the creation of one of the Chaos Gods. The few survivors thus lead strictly disciplined lives, and dream of reclaiming their past glory.

Dark Eldar – Some Eldar escaped by fleeing into the webway, a network of extra-dimensional tunnels that connect the stars. Now, from their dark city, they launch raids into the galaxy, seeking victims.

Space Marines – The warriors of the Adeptus Astartes are the mightiest in the galaxy. They are genetically enhanced, superhumans who are equipped with the best wargear the Imperium has to offer. There are many different chapters of Space Marines, each containing around 1000 men. There are rules in the Space Marine Codex to represent these differences, but some of these vary so wildly from the norm that they have their own Codex.

Chaos Space Marines – Space Marines who renounced their loyalty to the Emperor 10,000 years ago, these traitors represent one of the greatest threats to the Imperium.

Tau Empire – A young, dynamic race, the Tau seek to unite the galaxy under the beneficent rule of the Ethereals, whose creed of the Greater Good promotes equality to all who will follow them. Those who resist are destroyed.

Necrons – The Necrons are the undying servants of the C'Tan, a terrible race of star-gods who hunger for the souls of the living. Tricked into everlasting servitude in bodies of cold metal, the Necrons have recently reawakened to harvest the galaxy for their gods once more.

Tyranids – A hive intelligence from another galaxy, the Tyranids have drifted for aeons across the intergalactic void. Now they are assaulting our galaxy, stripping worlds bare of all life to feed their frenetic pace of evolution, for all genetic code is evaluated by the Hive-mind, and utilised to make ever-more efficient organisms.

Orks – The Orks are a green skinned race, created long, long ago only to fight. They have outlived their mysterious makers, who died out in the forgotten past, and are now a scourge upon all the races of the galaxy.

Events

Games Workshop holds many events every year. These can take place in hobby centres, at Warhammer World in Nottingham, England, or at convention centres. Ask at your local hobby centre for details of local events.

Games Day

Games Days take place all over the world every year. At them you can take part in huge games, meet the people who design our miniatures and games, see unusual things such as ForgeWorld's giant, remote controlled Baneblade tank, and purchase Citadel miniatures before they go on general release. Each Games Day is a fantastic spectacle, where thousands of hobbyists gather. Contact your local Hobby Centre for details of the next Games Day in your region. Alternatively, go to:

www.games-workshop.co.uk/gamesday

Golden Demon

Games Workshop's painting competition is the largest of its kind in the world and is held at our Games Days. Hundreds of hopeful hobbyists enter their Citadel miniatures into the competition, hoping to garner a prestigious bronze, silver or gold Golden Demon award or, perhaps, win the Slayer Sword itself, awarded to the finest painted model in the competition.

You can find details for Golden Demon at:

www.games-workshop.co.uk/goldendemon

Grand Tournaments

These gaming events are to generalship what the Golden Demon is to painting. Anyone can enter a Grand Tournament, provided they have a fully painted, rules compliant army. There are three, one for each of the main gaming systems, and these also take place all round the world. Find out more at:

www.games-workshop.co.uk/tournaments

Global Campaigns

A Games Workshop Global campaign is an experience not to be missed. Each one pits gamers from all across the world against one another in a massive war as they try to win the campaign for their faction. Keep your eye on the website and White Dwarf for future campaigns. See past events at:

medusav.games-workshop.com
thewarofthering.games-workshop.com
stormofchaos.games-workshop.com

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

The game of adventure and battles in the world of Middle-earth



FOR MORE INFORMATION ON THE LORD OF THE RINGS STRATEGY BATTLE GAME, CHECK OUT MORIA.GAMES-WORKSHOP.COM



The Lord of the Rings Strategy Battle Game is set in JRR Tolkien's Middle-earth. It enables you to re-enact key events from the The Lord of the Rings films and books or pit armies of Middle-earth's denizens against one another in open battle.

The Lord of the Rings Strategy Battle Game is a flexible games system that allows players to experience tabletop war in a number of different ways, all in the setting of JRR Tolkien's meticulously detailed mythology.

The game plays a little differently to our other two main games systems. Unlike Warhammer or Warhammer 40,000, you are free to move each model in The Lord of the Rings Strategy Battle Game as you will. Heroes and mighty individuals also play a very large role. They possess three special characteristics that mere warriors do not – Might, Will and Fate. These come in the form of points that may be expended during the course of the game. They can

save your hero from certain death, modify dice scores so that their aim is truer, motivate the lesser mortals on the battlefield or be used to cast powerful spells. However, once these points are spent, then they are gone for the game. This poses a big tactical question to players of The Lord of the Rings; when to utilise a Hero's abilities, and when to save them.

There are exquisite Citadel miniatures available for many of the characters and creatures that appear in JRR Tolkien's masterwork. Like all Citadel miniatures, these appeal to equally to gamers and collectors alike, and make recreating Middle-earth in your tabletop games a real pleasure.

Journey supplements

These rules supplements give you all the information you need to recreate key moments from JRR Tolkien's story as they detail specific periods in Middle-earth's history. Each Journey contain a number of scenarios for you to play through, guides to painting the models that feature in the scenarios and step-by-stage modelling sections that teach you how to make the scenery and accessories that will truly bring your games to life.

Legions of Middle-earth

Legions of Middle-earth is an expansion that helps you to field themed armies. The expansion is split up into different realms, and each of these contains several army lists which play upon different themes within that realm. All the models that you can use in one of these themed armies are listed, along with points values for each model. Armies can also be allied with one another, enabling you to build a force that reflects Middle-earth's patchwork of shifting allegiances.

Sourcebooks

Sourcebooks contain detailed background information for a specific area of Middle-earth. Each also contains statlines for all the models released alongside that particular book. These work with Legions of Middle-earth, giving you all the information necessary to create armies for points match games. Sourcebooks also present several scenarios that follow the theme of the books, as well as scenery and painting guides.



AND THERE'S MORE...

Specialist Games

Our Specialist Games range has several games set in the Warhammer and Warhammer 40,000 universes that include 5mm warfare, spaceship combat and small-scale skirmishes. Check out the full range of their products at:

www.specialist-games.com

Forgeworld

Forgeworld make massive resin kits, accessories and scenery pieces for our games. Check out the Forgeworld website for a full listing of these expert-level models.

www.forgeworld.co.uk

Black Library

The Black Library publish background books and novels set within the dark worlds of Warhammer and Warhammer 40,000, many of which are available in numerous languages. Visit their website to see their ranges of books and other products.

www.blacklibrary.com

Black Industries

Live out a life of peril and adventure in the Warhammer world! Black Industries produce a complete roleplaying system set in the dark environs of Warhammer's Old World. This includes many supplements that offer a wealth of background information. They are also working on a Warhammer 40,000 RPG, to be released next year.

www.blackindustries.com

Sabertooth Games

Sabertooth make collectible card games set in the worlds of Warhammer and Warhammer 40,000. Go to their website for more:

www.sabertoothgames.com

Warhammer Historical

Warhammer Historical is part of the Black Library and makes historical wargames products. Its games include Warhammer Ancient Battles, Legends of the Old West, Warhammer Civil war, and Warmaster Ancients.

www.warhammer-historical.com

Digital Gaming

Keep an eye out also for our expanding range of Warhammer and Warhammer 40,000 computer games. Read White Dwarf for news on these and all our other games!



THE SIEGE OF L'ANGUILLE



Game Statistics

Scenario

Siege

Points

Special

Participants

Bretonnians (Phil Kelly)
Wood Elves (Mat Ward)
versus
Dark Elves (Adam Troke
and Matthew Hutson)

Referee

Mark Latham

Setting

L'Anguille, Bretonnia

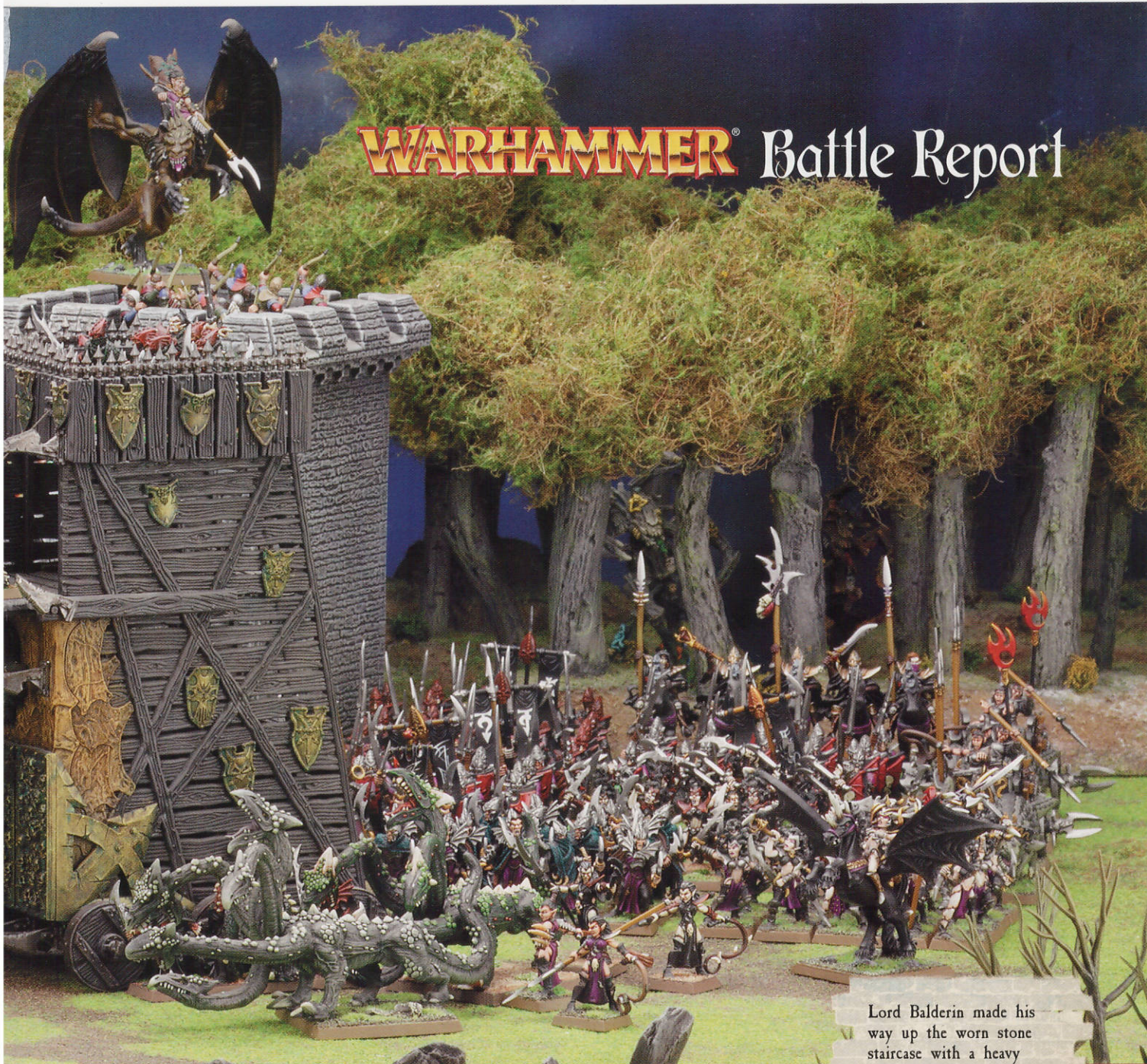
Every so often here at White Dwarf, we like to try something a little different with our battle reports. Here we decided to stage a siege. Not just any siege, but a castle-based battle of epic proportions... "But there are no rules", we hear you cry. Fear not, for in the true spirit of cooperation, our players have come up with a narrative scenario and a rough and ready set of siege rules to go with it. Dwarfier Mark Latham also got in on the action as special guest referee (and to keep an eye on Matt, of course), and the stage was set for an epic confrontation.

The Setting

A massive Dark Elf slave fleet has been terrorising the Bretonnian coastline for many weeks, razing villages to the ground, capturing slaves and sinking merchant vessels. So far their reign of terror has gone

unchecked, and they show no signs of slowing, for the slave pits of their ominous Black Arks are not nearly full. Growing in confidence, the Dark Elves strike further inland, and draw the attention of the Knights of the Realm. One Bretonnian Lord swears a solemn oath to protect the people of his land, for he is Lord Balderin Beastslayer, a powerful knight who has made his name as a protector of the meek. Luring the Dark Elves deeper into his domain, he goads them into besieging his keep, realising that it is the best chance Bretonnia has of breaking the vast Dark Elf horde. His men, horribly outnumbered, prepare for the worst. Then it happens – a green mist materialises from the woods outside the castle, and unfamiliar warhorns ring out in the distance. Could it be that the Fey Enchantress has answered Lord Balderin's prayers?

WARHAMMER® Battle Report



The Scenario

This game pits a Dark Elf army of 8000 points against a combined force of Bretonnians and Wood Elves of approximately 5,000 points.

The game is played on an 8' by 4' board, with one edge dominated by the walls of the Bretonnian castle. We used a Citadel Fortress, which took up an area 48" wide by 18" deep. The attacking army also has access to siege ladders and towers, available from Games Workshop Direct.

The Forces

Player 1 (Phil Kelly) has Lord Balderin Beastslayer (see later) and 2000 points of Bretonnians. The force may include one unit of Knights of the Realm, and one unit of Pegasus Knights, but no other knights. Lord Balderin counts as the Lord choice and the army General as normal.

Player 2 (Mat Ward) controls the Green Knight and the Wood Elf Relief Force. The Green Knight arrives according to his usual rules, while the Relief Force arrives later in the game and comprises Drycha, a unit of 12 Grail Knights, and 2000 points of Forest Spirits from the Wood Elf army list.

Players 3 and 4 (Matt Hutson and Adam Troke) control the Dark Elf attackers. They have 4000 points each. One of them must take Morathi, and the army may not include more than 1000 points' worth of flyers. All infantry units are assumed to have siege ladders, except for skirmishers, who have grappling hooks instead. The army may include up to three siege towers at 100 points each. Although there are two forces involved, the Dark Elves count as a single army, and may have only one General and one Battle Standard Bearer between them.

Lord Balderin made his way up the worn stone staircase with a heavy heart, the words of his impassioned speech like ashes in his mouth. He had sent for aid, but held little hope of its arrival. It was just a matter of time until they all lay dead or, worse still, captured.

From a small arrow slit, Balderin beheld the serried ranks of the foe arrayed before the castle. They seemed beyond counting. A horn sounded and, as one, the Dark Elves advanced.

Balderin gritted his teeth and stepped into the light of what could be his last day.

Special Scenario Rules

The Castle

A Warhammer Fortress comprises four distinct areas: Walls, Towers, a Gatehouse and a Courtyard. The battlements count as hard cover against enemy shooting. A unit on the battlements counts as occupying the entire section, in the same way as a building (Warhammer rule book, pg 97).

Though the castle itself is essentially inviolable, the gate is a potential weak point. The gate is hit automatically in close combat. Add the number of hits caused by any model that targets the gate to the attack's Strength. If the result is 10 or more, the gate takes a Wound. The gate has 3 Wounds in total; when it loses these it is considered destroyed.

Moving within the Castle

All units on a wall or tower count as skirmishers.

Defending the walls

When a section of the castle is charged, any defending models on that section may make a 2" move to block the progress of the attacking unit. If a model cannot reach an enemy unit, then the attacking models may simply move over onto the battlements in their next turn. Otherwise, the two must fight. Defending units count as occupying a building and fighting behind a defended obstacle, as described in the main Warhammer rules. A model defending a castle wall will only be hit on a roll of a 6 in close combat. In addition, they gain +1 combat resolution for occupying high ground until they lose a round of combat, though they do not gain rank or outnumbering bonuses.

The gatehouse

The gatehouse is generally treated like a wall, although the gate itself may be battered down, as described above. Additionally, whichever side controls the gate may freely open and close it during the Movement phase.

Siege Attackers

All infantry units – except for skirmishers – on the attackers' side are assumed to have siege ladders. Siege ladders enable attacking units to charge a wall section or gatehouse ramparts and fight the defenders in close combat. Siege ladders are not long enough to attack towers. When an attacking unit reaches combat with the defenders of a wall, the front rank may attack as normal. However, as the castle is so well defended, they require 6s to hit until they win a round of combat. Additionally, the attacking unit cannot

count its ranks or outnumbering bonuses while fighting over the walls.

Grappling hooks

Skirmishing units on the attackers' side are equipped with grapples. These work in exactly the same way as siege ladders, but allow the skirmishers to charge towers, too.

Siege towers

A siege tower is placed as part of an attacking infantry unit (see fig. 1). Skirmishers may not push siege towers. The siege tower is placed so that its front edge is in the middle of the unit's front rank. It replaces six ranks in the centre of the unit. Displaced models may be placed either at the back of the unit, or on top of the tower. Models may move up and down the siege tower during the unit's movement. The addition of a siege tower to a unit makes them a Large Target.

Moving the siege tower

A siege tower makes a free move after deployment but before the game begins. This move is 2D6", and the unit may perform manoeuvres as usual during this move. For the rest of the game, the siege towers move at the same rate as the unit. The unit controlling the siege tower may not march.

Fighting from the tower

Once a siege tower contacts a wall section, the access ramp is lowered and any models within or atop the tower may be ranked up to fight on the ramp. Models fighting from a tower follow all the usual combat rules, and negate the defended obstacle status of the battlements.



This siege tower is converted, but the basic model is available from Games Workshop Direct – 99120299001



fig. 1



The siege tower sits in the middle of this unit. The characters and command group are placed in the front rank, atop the tower. The rest of the unit pushes the tower.

Siege towers may be attacked and shot at. They have Toughness 7 and 4 Wounds. As it is such a large target, it or the unit may be targetted by the enemy. Template attacks, such as a Trebuchet shot, will affect whatever the template is touching.

The Bretonnian General

Lord Balderin Beastslayer

M	WS	BS	S	T	W	I	A	Ld
4	6	3	4	4	3	6	4	9

Bretonnian Lord with the Knight's Vow.

Weapons & armour: Heavy armour, shield and the Sword of Heroes.

Balderin has the Virtue of Empathy, and the Falcon-horn of Fredemund.



This model is available from Games Workshop Direct – COMP0203004

WARHAMMER® Battle Report

Defenders' deployment

24"

Attackers' deployment

Relief force
board edge

Deployment

The besiegers are deployed first. They may be deployed anywhere on the battlefield, but no closer than 24" to any part of the castle. The defending force is then deployed anywhere in the fortress. The defenders have the first turn.

Special Deployment

Any troops with special deployment rules, such as Dark Elf Shades, may not use them in this scenario.

Winning the Game

The Dark Elves must capture the fortress. The defenders must hold the fortress and repel the assault.

Each wall section and tower counts as a separate section. The courtyard is divided into three equal-sized sections. To control a section, a player must have an unbroken

unit of Unit Strength 5 or greater within it. Flying units cannot claim sections. If a section is contested, it cannot be claimed. The player who controls the most sections after seven full turns is the winner.

The Green Knight

This character follows all the rules from the Bretonnian army book. He is controlled by the relief force player, who may roll for the Green Knight's arrival from the first turn.

The Relief Force

At the start of the defenders' second turn, roll a dice – on a 4+ the relief force turns up, and units may enter play from either of the short table edges. Units may not charge on the turn they arrive. If the relief force does not turn up, roll again at the start of subsequent turns, adding +1 to the dice roll each time.

Citadel Siege Accessories

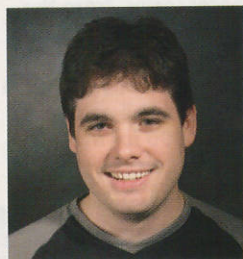
All of the siege accessories, from the castle to the ladders, are available from Games Workshop. Give Direct a call on 0115 91 40000 for more information.



The Grand Alliance



Phil Kelly took a break from writing Warhammer 40,000 rules to defend the flower of Bretonnian chivalry in this battle report. Apparently, he plays a mean game of Warhammer...



The Design Studio's resident The Lord of the Rings bod, Mat was also one half of the writing team for Warhammer Armies: Wood Elves.

Phil: Defend a castle against a kitted-out Dark Elf horde using only a bunch of grubby peasants and a couple of units of cavalry? Child's play! Hmm. On paper, this looks like a very tough game, but I've played a lot of sieges in my time and I know that even a peasant is enough to defend battlements where the enemy needs 6s to hit. With that in mind I took two units of Men-at-arms, intending to put their 4+ armour save to good use. A couple of units of bowmen would be good for thinning out the more lightly-armoured units, and some Stubborn Battle Pilgrims were just the thing for holding the castle walls. These WS2 wonders are the closest things I have to elite defending troops; after all the ramparts are no place for a horse. I'll just have to hope that good old peasant pluck and a copper coin each will be enough to keep the keep in my keeping.

Still, I have a few aces up my sleeve. Lord Balderin is one tough customer, and will bolster the line wherever the Dark Elf siege towers seem likely to breach my defences. A pair of Damsels will provide some solid magical defence, and my Trebuchets can smash apart a siege tower or two with ease – or bullseye a dragon if it comes to it. Not only that, but the conveniently ethereal Green Knight will be harassing the Dark Elf lines – the land of Bretonnia objects to the presence of the Druchii just as much as her native sons. Last but not least are my cavalry. My Knights of the Realm will sally forth and take on the largest Dark Elf unit they can find, and my Pegasus Knight unit will be ideal for stopping any large flying gribbles from ripping apart my poor peasant defenders. After all, all I have to do is hold out until the reinforcements arrive, right?

WARHAMMER®

Battle Report

The Bretonnians

Lord Balderin Beastslayer 203

Gileufe the Pureheart
Paladin Battle Standard
Bearer with shield, Banner
of the Lady and warhorse
176

Damsel Sandrille (Level 2)
with two dispel scrolls 155

Damsel Sirienne (Level 2)
with Chalice of Malfleur
and dispel scroll 150

20 Men-at-arms
with command group 127

19 Men-at-arms
with command group 122

20 Peasant Bowmen
with command group 140

20 Peasant Bowmen
with command group 140

11 Knights of the Realm
with command group 288

5 Pegasus Knights 275

**Grail Reliquae with
20 Battle Pilgrims** 244

Field Trebuchet 90

Field Trebuchet 90

The Relief Force

The Green Knight 275

12 Grail Knights
with command group 486

Drycha 355

Spellsinger Meygan (Level 2)
Glamourweave
Kindred, Divination Orb,
Dispel Scroll 195

Braddych, Wood Elf Noble – Wild Rider
Kindred, The Spear of
Dusk, Elven Steed,
Murder of Spites 177

3 x 8 Dryads
with Branchnymphs 324

10 Wild Riders of Kurnous with command group and the Banner of Dwindling 346

2 x Treeman 570

2 x 3 Tree Kin 390

Mat: Truth be told, I'm not much of a rescuer, I'm more of a "well, I came here to kill these folk anyway, but if you think I'm on your side, so much the better" kind of guy. While a similar ethos rests at the heart of the Wood Elf/Bretonnian "alliance" these days, there's one character above all who exemplifies it: Drycha. I haven't had the opportunity to put Drycha on the field since we were playtesting Wood Elves, and I was happy to be reunited with her. Drycha comes with a good chunk of special abilities, a killer profile and a solid core of magic offence and defence. She may limit my army to Forest Spirits only, but that still offers plenty of choice.

First I had to fill out my Core, which took all of the twenty-four painted Dryads available. Normally I'd like to have slightly larger units but, on the plus side, it left me with plenty of points to spend on my

Special and Rare choices. The first of these was to be a big unit of Wild Riders of Kurnous; swift, deadly and (handily) Forest Spirits – clearly Drycha has twisted their minds through their mutual connection with the forest. Just in case ten Wild Riders aren't devastating enough, I also forked out for Braddych, a Noble of the Wild Rider Kindred, to lead them.

No Forest Spirit army would be right without a couple of Treemen and bunch of Tree kin, so these were next on my list. Now, if Treemen have a disadvantage, it's that they are quite slow (by the standards of other monsters, at least). However, using Drycha's ability to awaken Forest Spirits from nearby woodlands, I can hopefully get them into position quite quickly. My last few points went on a Spellsinger, Meygan, to help me endure any vicious Dark Elf magic.

Black Ark Reavers



As a child Adam Troke was so hyperactive he denied his parents sleep. Now, his own baby daughter is enjoying restoring karmic balance to the universe.



Matt spells his name with two t's, because he doesn't want to be a door-mat. However, by this reasoning he should have a dull finish...

Adam: Selecting 4000 points of Dark Elves is surprisingly easy once you get started. Item one on my itinerary was Morathi. She's two things at once for me: A wonderful, evocative playing piece (beautifully sculpted and painted) and an incredibly powerful spell caster. I quickly moved on, adding another Sorceress, equipped with a Power Stone and the Soulstone. I picked a Dark Elf Highborn for his obvious close combat potential, and kitted him out accordingly with a halberd, the Seal of Ghroind and the Deathmask (Terror should be devastating against cowardly Bretonnian peasants). Lastly, I bought an Assassin to hide in one of my units.

Speaking of units, I was quite amazed by how many you can pack into a 4000 point army, and added two blocks of 20 Dark Elf spearmen, a further two blocks of 20 Dark Elf Warriors with repeater

crossbows, 20 Corsairs, 20 Witch Elves and... well, see for yourself.

The real "aces in the hole" for my force are going to be a Manticore-riding Beastmaster, and a War Hydra. While the Beastmaster and Morathi sweep the castle walls clear with aggressive strafing runs, the Hydra will storm the gates and act as a many-headed battering ram. The Hydra will then eat its way through the front door, while the bulk of my army advances on the walls. Matt and I have agreed that I will tackle the left flank, and with this in mind my Highborn will lead the infantry assault via the siege tower.

To guard against the inevitable flanking force, I plan to position the spearmen (with an Assassin), along with the Dark Riders and Cold One Chariots on the extreme left. They should be able to keep any tricky flankers at bay.



Matt: Although this game is a siege, the imminent arrival of a large flanking force means that I will need a conventional force to take on the late arrivers. The General of my force is Highborn Korhedron, who leads a unit of Cold One Knights (including a Battle Standard Bearer with the Hydra Banner). Added to this, I took two units of Dark Riders. Although completely useless at climbing castle walls, this small force should be perfect at holding my flank against any Wood Elves daring to come onto my board edge.

I couldn't call myself a proper Dark Elf player if I didn't take a few underhand and sneaky surprises, and with so many points to play with I could really indulge myself. Adam and I had already decided beforehand that War Hydras would be the Dark Elf equivalent of the battering ram, so I took one too. A Beastmaster riding a

Terror-causing Manticore to accompany Adam's will also prove useful in scaring away peasants. Dark Elf Assassins fall perfectly into both the "underhand" and "sneaky surprise" categories, so I took two of them (we originally thought about taking Shadowblade but thought this was probably a bit *too* underhand).

To make sure we had magical superiority I picked Corquerae, a level 4 Sorceress equipped with 2 Dispel Scrolls and 2 Power Stones.

The rest of my force comprised all my Corsairs, spearmen and Witch Elves, all in 20-strong blocks backed up by four Reaper Bolt Throwers, 20 crossbow-armed warriors and 10 Shades.

The plan was identical to Adam's – all the infantry would go up the centre, with the spearmen (and Assassin) protecting the flank along with all the cavalry.

Morathi	470
Highborn Korhedron with heavy armour, Sea Dragon cloak, Sword of Might, Shield of Ghrond, Black Amulet and Cold One	279
Highborn Kaleth with heavy armour, Sea Dragon cloak, Crimson Death and Seal of Ghrond	200
High Sorceress Corquerae (Level 4) with two Dispel Scrolls and two Power Stones	355
Beastmaster Furion with light armour, Sea Dragon cloak, lance and Manticore	242
Beastmaster Korraheyn with light armour, Sea Dragon cloak, Manticore and Web of Shadows	263
Noble Malius with heavy armour, Sea Dragon cloak, Cold One and Hydra Banner	186
Sorceress Amamayn (Level 2) with Power Stone and Soulstone	180
Assassin with two hand weapons, Rune of Khaine and Manbane	179
Assassin with two hand weapons, Rune of Khaine and Dark Venom	164
Assassin with two hand weapons, Hand of Khaine and Manbane	179
30 Corsairs with command group and Standard of Slaughter	360
30 Corsairs with command group and War Banner	350
3 x 20 Warriors with shields and command group	555
2 x 10 Warriors with repeater crossbows and command group	270
2 x 20 Warriors with repeater crossbows and command group	440
4 x 5 Dark Riders with repeater crossbows and command group	620
10 Shades with light armour and Bloodshade	162
5 Shades with light armour and Bloodshade	87
20 Witch Elves with command group and Rune of Khaine	315
20 Witch Elves with command group and Witchbrew	315
8 Cold One Knights with command group and Banner of Murder	322
2 x Cold One Chariots with repeater crossbows and spears	214
2 x War Hydras	440
6 x Reaper Bolt Throwers	600
2 x Siege Towers	200

Defend the realm

Turns 1-2

The Bretonnian force looked across the field of battle with fear in the eyes of every man. The Dark Elf host was massive, and all seemed lost. However, the small wood near to the Elven line seemed to come alive, then a mounted knight rode out from the trees towards the hated foe, and the Bretonnians let out a mighty cheer – the Green Knight had arrived.

Spell Selection

There were an impressive number of spells flying around in this game, and here's what the Wizards had at their disposal:

Morathi (Dark Magic):
Chill Wind; Doom Bolt;
Soul stealer; Black Horror.

High Sorceress Corquerae (Lore of Shadow):
Steed of Shadows;
Creeping Death; Shades
of Death; Unseen Lurker.

Sorceress Hagetha (Dark Magic):
Chill Wind; Word of Pain.

Damsel Sirienne (Lore of Life):
Mistress of the Marsh;
Master of the Wood.

Damsel Sandrille (Lore of Beasts):
The Bear's Anger;
The Oxen Stands.

Drycha (Lore of Athel Loren):
Ariel's Blessing;
Call of the Hunt.

Spellsinger Meygan (Lore of Athel Loren):
Ariel's Blessing;
Hidden Path.

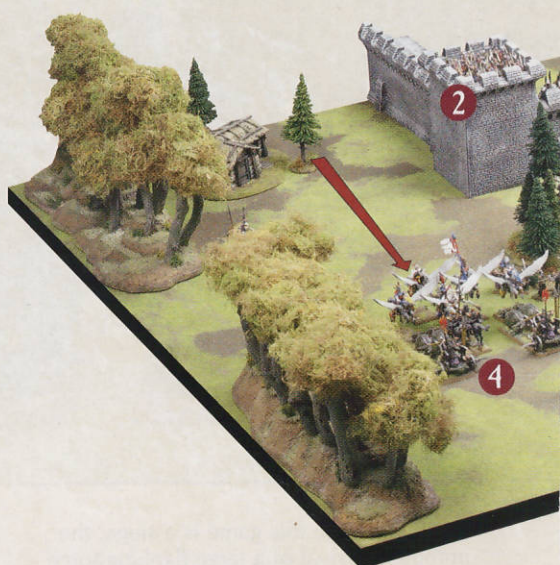
Turn 1

The early arrival of the Green Knight was a great relief for the defenders. Phil knew the spectral hero would buy him some time, and would allow him to be bold with his forces. Mat took control of the Green Knight and immediately moved him to threaten the enemy flank. Phil flew the Pegasus Knights out onto the west flank. In the Magic phase, the two Damsels could not muster much offence in the face of so many Dispel dice, but Sandrille managed to cast *The Bear's Anger* on herself, bolstering the fighting ability of the Men-at-arms she had joined. The Bretonnian Shooting phase, however, was quite spectacular, as the peasant Bowmen in the east tower caused a unit of Dark Riders to flee off the board. Panic swept through the Dark Elf lines, and Matt's General fled the field, along with his Cold One Knights! The Field Trebuchets, however, had a poor round, killing a single Dark Rider, and the Bretonnian turn ended.

The Dark Elves began their first turn unexpectedly on the back foot. The army surged forward as one, with Matt carefully positioning his models so that the Green Knight couldn't charge them next turn. The two Beastmasters on Manticores swept along the flanks, with the one to the west making a play towards the Pegasus Knights. One of Adam's chariots failed its Stupidity test, but the rest of the force behaved itself.

The Magic phase also went badly for the Dark Elves, with only Morathi managing to cast a spell. Her Chill Wind

claimed the lives of five Men-at-arms, but they passed their Panic test and held firm. The Shooting phase was also unspectacular, with the Bolt Throwers managing to kill only two Trebuchet crew between them. It was a stuttering start for the attackers, and the Bretonnians were now full of confidence.

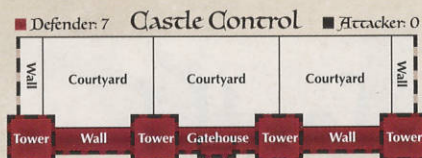


Bretonnians

- 1 20 Bowmen
- 2 20 Men-at-arms
- 3 Trebuchet
- 4 Grail Pilgrims
- 5 Knights of the Realm
- 6 Pegasus Knights
- 7 Green Knight

Dark Elves

- 1 5 Dark Riders
- 2 Beastmaster
- 3 Cold One Chariot
- 4 20 Spearman
- 5 5 Shades
- 6 10 Crossbows
- 7 Morathi
- 8 20 Corsairs
- 9 Bolt Thrower
- 10 20 Crossbows
- 11 20 Witch Elves
- 12 War Hydra
- 13 10 Shades
- 14 10 Cold One Knights

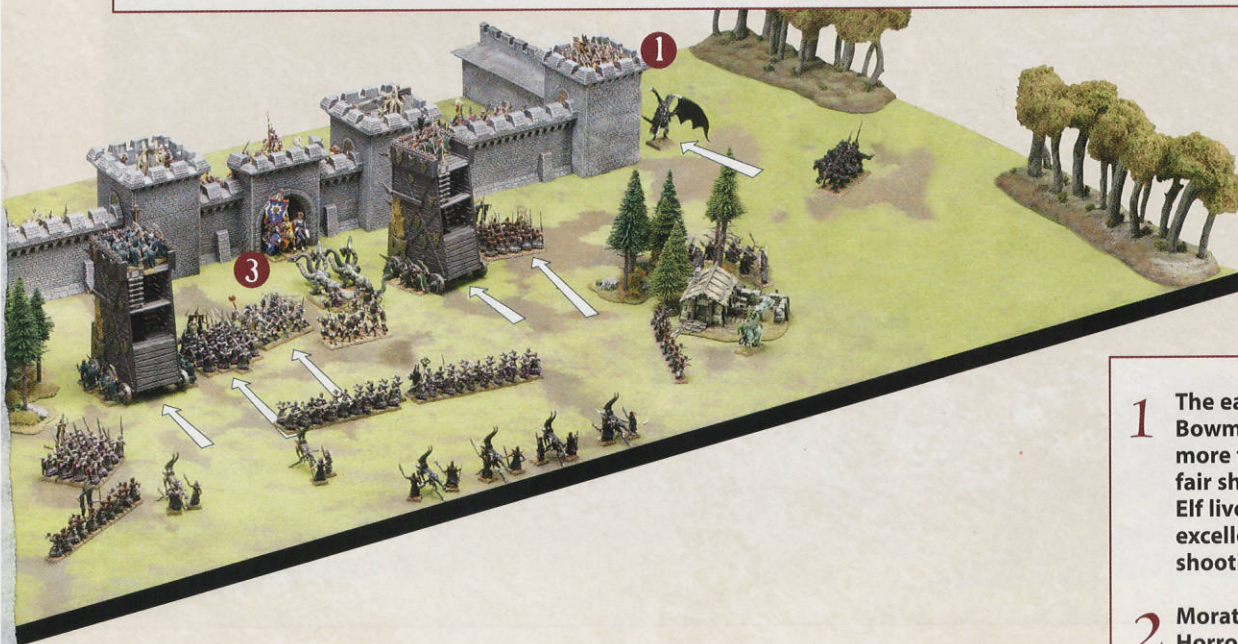


WARHAMMER® Battle Report



Deadly Accuracy

The peasant Bowmen in the east tower had obviously been practicing hard, as their archery saw off around 800 points' worth of the enemy in the first two turns! This illustrated how decisive Panic tests can be, especially early on in a game in the midst of so many mounted models. A Highborn, a large unit of Cold One Knights and a unit of Dark Riders fled the field. In the second turn, the same Bowmen claimed one of the Beastmasters, taking advantage of the Large Target modifiers.



Turn 2

Mat began by rolling for the arrival of the relief force, which failed to turn up. The Pegasus Knights charged the advancing Dark Riders, while the Green Knight moved round behind the Shades, hoping to terrorise the Dark Elf line. Finally, the Knights of the Realm opened the gate and moved forwards to meet the foe.

The Bretonnian Shooting phase was again impressive. The Bowmen who had done so well last turn now fired at the oncoming Manticore, killing the Beastmaster and wounding the monster twice. Not to be outdone, the Bowmen in the west tower targeted the second Beastmaster, killing both monster and rider outright. Finally, the Trebuchets fired at a siege tower apiece. One shot killed three Corsairs, while the second scattered fortuitously and crushed 10 Witch Elves!

Passing their Stupidity tests, both of Adam's chariots crashed into the Pegasus Knights, whose days looked numbered. The bulk of the Dark Elves again advanced steadily towards the gatehouse and walls, unperturbed by the appearance of the Knights of the Realm. Taking command of the Dark Elf army, Morathi flew into the woods to the west, ready to unleash her magic at the castle defenders.

Fearing the Dark Elf magic, the Bretonnians were forced to expend two Dispel Scrolls to prevent Chill Wind and Unseen Lurker. However, Morathi's *Black Horror* was cast, and the nearby Bowmen took five casualties and promptly fled from the west tower. The Dark Elves' poor shooting was made up for by the Hydras, whose flaming attacks slew five Knights of the Realm – Phil shook his head in dismay when so many dice came up with 1s!

- 1** The east tower Bowmen claim more than their fair share of Dark Elf lives with two excellent turns of shooting.
- 2** Morathi's *Black Horror* spell causes the west tower Bowmen to flee from their position.
- 3** The two Hydras by the gate unleash flaming death at the Knights of the Realm, killing five!
- 4** Despite losing most of their unit to the Chariots' impact hits, the Pegasus Knights hold when Phil rolls a lucky double 1 for their Break test.

Sally forth!

Turns 3-4

And though they were confronted by hideous monsters and a horde of evil, the valiant Knights of the Realm did charge from the castle. Suffering terrible losses, they stayed on a true course, for nothing was more important to them than the defence of Bretonnia.



Hidden Death

With three deadly Dark Elf Assassins in play, Phil was starting to be wary of all enemy infantry units!



Turn 3

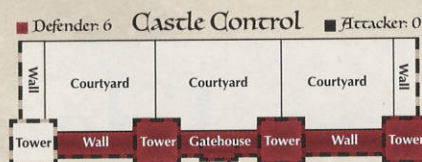
Again the Bretonnians looked to the ancient woods, but no one was yet coming to save them. The Bowmen of the west tower rallied and turned to face the threat. The Knights of the Realm sallied forth, charging into the nearest War Hydra. Elsewhere, the Green Knight charged a unit of Dark Elf crossbowmen, who fled in terror and were charged down. In the Magic phase, it seemed that the Lady had forsaken the defenders, as one of the Damsels miscast and lost a Wizard level. Even the shooting was disappointing, although the Bowmen in the east tower finally slew the remaining Manticore.

In the Combat phase, the Pegasus Knights miraculously defeated their opponents by wiping out the fragile Dark Riders, causing one of the Chariots to break and flee! The Knights of the Realm

were similarly successful, killing the War Hydra and overrunning into Matt's Corsairs and their siege tower.

In the Dark Elf turn, Adam's siege tower, his Witch Elves and Warriors all charged the walls. Matt's Witch Elves and spearmen did likewise, while the second Hydra charged the Knights of the Realm. To the south, Adam's Assassin left his unit and charged the Pegasus Knights.

In the Magic phase, the Dark Elf Sorceresses mauled the wall defenders with *Word of Pain*, *Chill Wind* and *Doom Bolt*. As the west wall peasants and their Damsel were now WS 1, Adam chose not to waste a Power Stone to dispel *The Bear's Anger*, which proved to be a costly error, as the Damsel was instrumental in holding off the Dark Elf Corsairs. Not a single Dark Elf managed to scale the walls, and the Bretonnians weathered the storm.



WARHAMMER® Battle Report



Bretonnians

- 1 20 Bowmen
- 2 20 Men-at-arms
- 3 Trebuchet
- 4 Grail Pilgrims
- 5 Knights of the Realm
- 6 Pegasus Knights
- 7 Green Knight

Dark Elves

- 1 5 Dark Riders
- 2 Beastmaster
- 3 Cold One Chariot
- 4 20 Spearmen
- 5 5 Shades
- 6 10 Crossbows
- 7 Morathi
- 8 20 Corsairs
- 9 Bolt Thrower
- 10 20 Crossbows
- 11 20 Witch Elves
- 12 War Hydra
- 13 10 Shades
- 14 10 Cold One Knights
- 15 Assassin

Turn 4

Mat began by rolling for the relief force, and they finally arrived! Moving on from separate table edges, the defenders' prospects suddenly looked brighter! Mat held back both of his Treemen in the hope that Drycha could awaken them within the woods, but neither of them turned up this turn. The Green Knight made the only charge, hurtling into the rear of a unit of Witch Elves. In the Remaining Moves phase, Drycha redeployed herself and the Tree Kin into the nearest wood. In the Magic phase, Phil cast *Mistress of the Marsh* on the second siege tower. Mat used Drycha's *Tree Singing* on the wood she was in twice, moving 4" in total. Elsewhere, the Spellsinger cast *Ariel's Blessing* on the beleaguered Men-at-arms on the west wall, and *Call of the Hunt* on the Wild Riders, which sent them charging into the nearby Dark Riders, who fled and were chased down, allowing the Wild Riders to overrun into the Shades.

The Combat phase was suitably dramatic. On the west wall, the Damsel – still under the influence of *The Bear's Anger* – accepted the challenge of a Dark Elf Noble, who cut her down only to see her Regenerate and wound him back. Her peasants won the fight overall, and the Noble and his Corsairs fled, getting cut down by the Tree Kin behind them. By the gatehouse, the Knights of the Realm were soundly beaten as Matt revealed an Assassin in the ranks of his Corsairs. However, Phil promptly scored his second double "1" of the game to stay in the fight.

In the Dark Elf turn, Morathi led the charge as she soared to the top of the west tower and smashed into the Bowmen. To the west of the board, the Cold One Chariot and the Assassin charged into the

flank of the Grail Knights. In the Magic phase, Matt's Sorceress cast *Steed of Shadows* on herself, and belatedly dispelled *The Bear's Anger*.

In the Close Combat phase, the Chariots, Assassin and Dark Riders killed 3 Grail Knights, broke them and ran them down. Matt's Assassin, meanwhile, was slain by the Bretonnian Battle Standard Bearer, but the Hydra tore into the Knights of the Realm and won the fight. True to current form, Phil failed his break test and the remaining knights were eaten by the Hydra, which overran into the castle gate. Morathi killed only two of the Bowmen on the walls, but it was enough to send them packing and she chased them down. The Wild Riders defeated the Shades and opted to restrain rather than chase the one remaining model. Lord Balderin and his Grail Pilgrims held Matt's Witch Elves to a draw, and the Green Knight rounded things off for the Bretonnians by defeating Adam's Witch Elves and chasing them down.

Played for, and got!

When Mat used a double-dose of *Tree Singing* to creep Drycha and her tree-kin a mere 4", Adam and Matt couldn't see the sense in this strangeness, and didn't bother to dispel it. However, Mat's sneaky *Tree Singing* had positioned Drycha directly behind Adam's Corsairs unit, and when the Dark Elves fled they were wiped out!



Endless tide of evil

Turn 5

Though the strength of the walls and the bravery of the Men of Bretonnia were without question, and though the forest itself had come to life to aid the defenders, it seemed as though the dark host was without number – a sea of evil sent to crash upon the walls of this proud fortress.

1 Adam charged the Dryads with a chariot and an Assassin, but these Forest Spirits proved too tough to crack!

2 Both Morathi and Corquerae cast *Chill Wind* at Drycha, causing 3 Wounds and slaying the Wood Elf hero outright.

3 Adam fired single shots at the Treeman, causing 3 Wounds. Likewise, Matt sent four solid shots at the Wild Riders, killing three of them.

4 Though the spearmen caused no wounds against the Tree Kin, their weight of numbers was sufficient to win the fight.

5 The Green Knight killed 5 Dark Elf crossbowmen for his efforts. Though he restrained, the Dark Elves fled through a friendly unit, causing them to flee, too!

6 The Corsairs and Witch Elves won the fight for the gatehouse and killed Balderin in the process. By controlling the gatehouse, they could simply open it for their forces next turn.

Turn 5

One of the Treemen arrived, lumbering out of the western woods towards the nearby Dark Riders. The remaining unengaged defenders charged into the fray – the Dryads to the west each charged a Chariot, while the Wild Riders smashed into Matt's spearmen. The Damsel Sirienne cast *The Bear's Anger* with Irresistible Force, and dispelled Word of Pain.

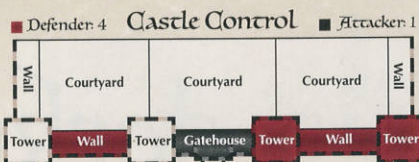
Matt revealed another Assassin in the ranks of his spearmen, but the Wild Riders still defeated the unit with the help of the peasants on the wall, and chased them down. The Witch Elves by the gate still could not make Lord Balderin flee. Finally, the Dryads performed abysmally, with one unit being chased down by a chariot, while the other could only draw.

In the Dark Elf turn, Matt and Adam set about spitefully assaulting the Wood Elves. A magical barrage from Morathi and Corquerae slew Drycha, while an Unseen Lurker sent the spearmen by the walls charging into the flank of the Tree Kin. A solid Shooting phase saw the Wild Riders take heavy casualties, and the Treeman wounded by the bolt throwers! The Dark Elf combats exceeded expectations, however. Though the Green Knight caused panic amidst the crossbowmen, the Spearmen broke the Tree Kin, while Matt's Witch Elves and Corsairs defeated the Grail Pilgrims. The last remaining Witch Elf pursued the Reliquary, destroying it and Lord Balderin in the process, while the Corsairs restrained. At the end of Turn 5, the Dark Elves held the gatehouse!

Tactical Note

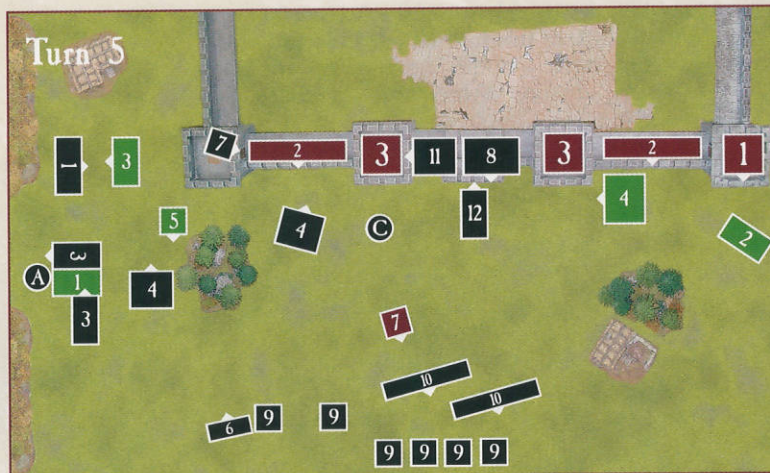
Warhammer can be an unpredictable game, and after a few turns of bad luck Adam and Matt had almost given up. However, just as they despaired, a lone Witch Elf tipped the balance back in their favour and chased down a unit of Grail Pilgrims and a Bretonnian Lord! This was only possible by sticking to the plan. Play the long game, and never say die.





WARHAMMER®

Battle Report



Brettonnians

- 1 20 Bowmen
- 2 20 Men-at-arms
- 3 Trebuchet
- 4 Grail Pilgrims

- 5 Knights of the Realm
- 6 Pegasus Knights
- 7 Green Knight

Wood Elves

- 1 8 Dryads
- 2 8 Dryads and Wizard
- 3 Tree Kin

- 4 10 Wild Riders
- 5 Treeman

Dark Elves

- 1 5 Dark Riders
- 2 Beastmaster
- 3 Cold One Chariot
- 4 20 Spearman
- 5 5 Shades
- 6 10 Crossbows
- 7 Morathi
- 8 20 Corsairs

- 9 Bolt Thrower
- 10 20 Crossbows
- 11 20 Witch Elves
- 12 War Hydra
- 13 10 Shades
- 14 10 Cold One Knights
- 15 Assassin
- 16 Corquere

Siege Towers

Matt's Corsairs and their siege tower had a tough time of it in this game. Being charged by the Knights of the Realm and their Paladin, and having *Mistress of the Marsh* cast upon them, it seemed they'd never reach the walls. However, when they arrived, the siege tower – combined with the sterling efforts of the Witch Elves – allowed them to almost casually walk onto the walls, showing the rest of the army how to do it in style.



All is darkness

Turn 6

With the loss of Lord Balderin, the confidence of the Bretonnians ebbed. Never before had the walls of this fortress felt the tread of the impure, and now even the fey warriors of the Enchantress were falling across the field. The defenders' situation seemed grave indeed.



1 The Green Knight's charge effectively takes two units of Crossbowmen out of the game, and almost caused the bolt throwers to panic.

2 The Dark Elves dominated the Magic phase, dispelling most of the defenders' spells, while successfully casting a barrage of their own.

3 The bolt throwers wiped out the Wild Riders. Mat had positioned his Wood Elves flank-on to the bolt throwers in order to charge the Hydra next turn, but his gamble certainly didn't pay off!

“We are the most civilised race in the world. We have more exquisite ways to kill than any other.”

— Lord Vraneth the Cruel, Master of Har Ganeth

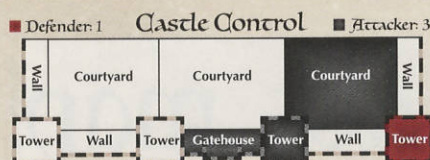
Turn 6

With nothing else in range, the Green Knight charged the fleeing crossbowmen, who escaped his wrath. However, the resulting panic caused a second unit to flee off the board. The Treeman charged Adam's spearmen. Braddydych left his unit, while the rest of the Wood Elf force manoeuvred into better positions. Damsel Sirienne recast The Bear's Anger on herself to make it harder to dispel. The only shooting came from the Trebuchet, which wounded Morathi's Dark Pegasus with a spectacular shot.

The defenders' Close Combat phase was short and deadly. The Dark Elf spearmen opted to use their hand weapons to increase their armour saves, and this tactic worked wonders as they saw off the Treeman! The only saving grace was that they failed to catch it.

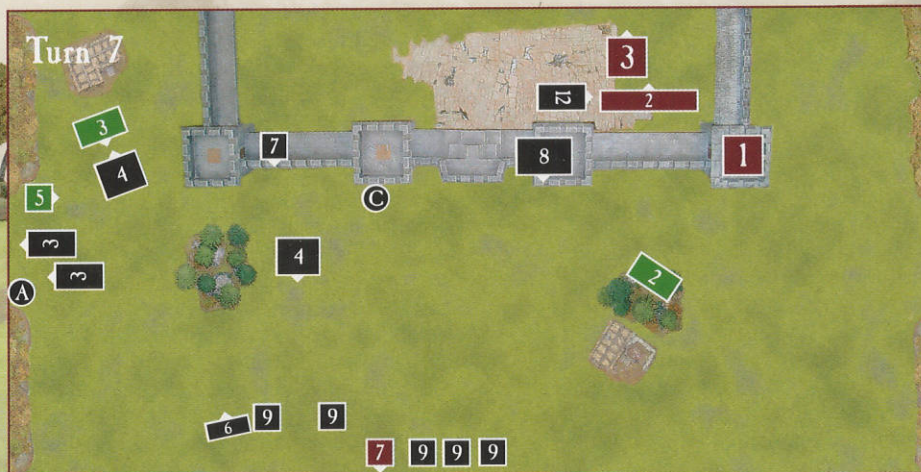
Buoyed by their last turn, the Dark Elves ran riot. The spearmen charged the fleeing Treeman and caught it, before overrunning into the flank of the Tree Kin. Matt's Witch Elf ran through the tower doors to confront Sirienne and her Men-at-arms, while the Corsairs opened the gate to let the Hydra into the courtyard. In the Magic phase, Hagetha cast Word of Pain on the Green Knight, while Morathi killed five Men-at-arms with Soul Stealer, boosting her own Wounds value to 6! The Shooting phase was similarly successful, as four Bolt Thrower shots wiped out the Wild Riders and wounded the Wood Elf Noble.

In close combat, the Dryads on the west flank were finally wiped out. The spearmen, again using hand weapons and shields, defeated the Tree-kin and chased them down. The defenders' forces were looking thin on the ground.



WARHAMMER®

Battle Report



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- 9 Bolt Thrower
- 10 20 Crossbows
- 11 20 Witch Elves
- 12 War Hydra
- 13 10 Shades
- 14 10 Cold One Knights
- 15 Assassin
- 16 Corquerae

The Tree-killers

After a very slow start to the game, Adam's Dark Elf Warriors with spears had come into their own in the last few turns. Fending off a Treeman, running it down, and beating a unit of Tree Kin, too, these lowliest of Dark Elves earned the title "Tree-killers", much to Mat and Phil's disgust!



Turn 7

The Bretonnian turn began with even more bad luck, as the proximity of the Hydra caused the Trebuchet crew to flee in Terror. However, the fleeing Tree Kin rallied, and the second Treeman finally arrived to threaten the Cold One Chariots. The Green Knight charged a Bolt Thrower's crew, while the Damsel Sirienne and her remaining Men-at-arms charged the lone Witch Elf. The Wood Elf Noble, Braddy, moved headlong towards the spearmen unit by the west woods. The Treeman made an immediate impact on the battle with its Strangleroots, which wiped out the nearby unit of Dark Riders.

The Green Knight easily slew the Bolt Thrower crew and overran off the board. There were no Victory Points in this battle, but Mat wanted to deny the Dark Elves a cheap kill in the next Magic phase. The

Damsel Sirienne easily hacked down the Witch Elf while under the influence of *The Bear's Anger*.

In the Dark Elf turn, the Assassin on the west flank unexpectedly fled from the Treeman. Despite this minor setback, Morathi turned to face the Men-at-arms on the west wall, while the Corsairs moved to occupy both the gatehouse and one of the towers. In the Magic phase, an *Unseen Lurker* sent Morathi charging into the peasants, while Hagetha killed Braddy with *Chill Wind*. The remaining Bolt Throwers killed just enough Men-at-arms on the east wall to cause a Panic test. The test was failed, causing the peasants to abandon the wall. In the only combat of the turn, Morathi cleaved into the peasants and chased them down, ending the threat of the upstart Sirienne once and for all. All that was now left was to count the cost...

The Result...

With the panicked screams of the Damsel Sirienne came the signal of a famous Dark Elf victory. The defenders had put up a valiant resistance, but the cruelty, number and tactical acumen of the Dark Elves had won the day. And what a dark day for Bretonnia it was!

Dark Elves
VICTORY

To the last man!

Hero of the Hour

Without doubt the men of the match were the Peasant Bowmen. In the very first turn of the game, they shot down an entire unit of Dark Riders, causing the Dark Elf General to flee the board along with his Battle Standard Bearer and a large unit of Cold One Knights. Around 800 points dealt with in one volley; and this is before they bagged the Manticore and his handler. Hurrah!



Phil: We may have technically lost but my lord did that ever feel like a win. During the first half of the game my peasants could do no wrong – everything the Bowmen shot at died, and right up to the last moment the Men-at-arms just would not budge an inch from those battlements. On the other hand, Matt and Adam had the most calamitous luck, with their units running off, failing Stupidity tests and generally acting like headless chickens. I must have passed about 80% of the 4+ saves I was called upon to make with my Men-at-arms, and even the Witch Elves couldn't slice and dice their way through the Battle Pilgrims in the gatehouse. When he eventually got stuck in, Lord Balderin happily slaughtered three or four Witch Elves a turn, and it was only when he had no more psychotic Elf chicks to kill that his unit finally buckled. Even the human ladies excelled themselves – I'll never forget the

Conversely, the knights pretty much disgraced themselves – it felt like every time I was called upon to make 2+ saves I ended up looking at snake eyes or worse. The "rescue" force ended up stymied when it eventually deigned to turn up (poor Mat was plagued by bad reserve rolls; we all know how that feels). This was mainly because the Dark Elf players had cleverly ensured that when the cavalry did arrive they were welcomed by Chariots, Assassins and spiky spearmen. My poor old Grail Knights didn't know what hit them, and though the Wild Riders made their mark on the other flank, their charge came one turn too late to stop the Corsairs from charging the gatehouse walls and ultimately winning the game for the Dark Elves. The rest of the Wood Elves had a lot of fun killing their dark cousins, but had little effect on the castle itself, which after all was the final arbiter of victory or defeat.

“It was only after he'd run out of psychotic Elf chicks to kill that Lord Balderin and his men finally buckled...”

damsel who had magically transformed into a regenerating bear (as you do) duelling the Dark Elf Lord to a standstill before seeing him head for the hills. I can just imagine her changing back into a comely maiden and dabbing the corners of her mouth with a lacy hankerchief.

Although a siege was never going to be a good place for the Knights of Bretonnia to strut their stuff (play on an open field and they absolutely rock) it's not the first time that the peasants have outshone their masters. I distinctly remember playing a campaign game where an army comprising six Giants attacked a conventional Bretonnian army – the peasants killed four Giants, whilst their "betters" fled in terror off the battlefield whenever a Giant so much as belched at them. After this siege game it's my considered opinion that the true flower of Bretonnia grows in the manure of the underclass rather than in the greenhouse of the nobility. Next time bring me more peasants, and we'll be toasting victory with turnip beer before teatime.



The way is closed

Best moment? Had to be the Damsel and her peasant bodyguard beating the snot out of a Dark Elf Lord and his retinue (alright, they only won by a single point, but it's results that count, right?). Of course, the Damsel would have been food for the crows if she hadn't the benefits of Ariel's Blessing.

Beg for mercy

WARHAMMER®
Battle Report

Adam: To say that Matt and I were surprised by the final result is putting it mildly. At several points in the game (normally where Leadership tests were required) we had watched our chances of winning shrink dramatically. The first volley of the game, wiping out well over 800 points' worth of Dark Elves was just the beginning. With the Green Knight running amok in our battle line, Dark Elves fleeing from battles with low-born peasants

Elves and two units of spearmen (and the Hydras) was what won it, and only one unit of Corsairs actually made it up. It all came down to slaying the cursed Bretonnian Lord, who was holding all the peasants in line – once he died, the grubby little Men-at-arms were all too easy to overwhelm.

Given another chance at the scenario, I'm not sure there's much we'd change. It may sound arrogant, but our plan was a

Dark Elf of the day

In the end it had to be the Black Ark Corsairs. They pretty much won the game for us. Of all our units, they had the hardest time getting to the walls. Not only did they have to push a siege tower all the way, they had to battle through the Knights of the Realm and then the Bretonnian Lord so that they could take two castle sections and open the gates for the War Hydra!



“I sure hope that castle has a lot of slaves worth taking, because there's not many Dark Elves returning to the Black Ark!”

and the insane (and frankly disheartening) accuracy of the Bretonnian archers who killed the Manticores, things were looking pretty bleak. I sure hope that castle had a lot of slaves worth taking, because there are not very many Dark Elves returning to the Black Ark this time.

Whinges about foul luck (bad on our part, and incredibly jammy on Phil's) aside, the battle was a close-fought and exciting contest. Matt and I desperately clung to our original strategy, and that's what brought us the win in the end. Critical to our chances of victory was maintaining the focus on capturing the walls. The massive push of two units of Corsairs, two units of Witch

pretty good one. The problems it ran into were all the work of the enemy. Perhaps if we could have stolen Phil's crazy good luck, things would have gone smoother – but overall, there's not a lot that we'd need to change. The attacker in a siege just has to accept the fact that a lot of his men are going to die...

To comment on the defenders' tactics, I'd have sallied out faster, while all our missile-troops were blocked off by the infantry units. I'm not sure it would have helped at all, but it certainly wouldn't have hurt their chances and it could have spared them a painful encounter with a pair of War Hydras.

Set me on fire

There's no contest for my favourite moment of the game. There are few stronger images of heroic chivalry than brave knights riding out against a vastly overwhelming enemy. There's fewer things still that embody Warhammer as much as two giant, five-headed monsters breathing fire on them! From a thematic point of view, it was cool, but what made it even better was the number of 1s Phil rolled for his armour saves.



IRON WILL, IRON BLOOD

In this campaign, exclusive to White Dwarf, the Saim-Hann Eldar attempt to wrest control of a maiden world from the Imperium.



The Black Templars maintain a Chapter keep on, and recruit extensively from, Lilia Mundi.

The world of Lilia Mundi is home to the feral tribes of the Iron Blood clans, an aggressive, unruly and primitive people who have provided many generations of recruits into the Black Templars of the Adeptus Astartes. Their culture is one of martial pride and a savage warrior code, and Iron Blood warriors are required by ancient tradition to undertake potentially fatal honour-trials so frequently that only the most accomplished survive to middle age.

At the turn of the eighth century of the 41st millennium, Lilia Mundi came under alien attack. An Eldar envoy from the Saim-Hann craftworld appeared as from nowhere at one of the Iron Bloods' yearly moots, where two clans had gathered to trade under the flag of peace. He marched straight into the centre of the Circle of Justice, the sacred place at the heart of every moot where warriors settled their

disputes through ritual combat, one of which was due to commence. As the crowd about the ring fell silent, the Eldar issued the assembled Iron Bloods with a terse ultimatum – the world belonged to the Eldar: leave it, or die. They would, he stated, receive no second warning.

The Iron Bloods' response was predictable, if ultimately fruitless. Old Ikaiku, hetman of the largest Iron Bloods clan, stepped up to the Eldar envoy and attempted to draw his blade. Before his sword was even out of its sheath, the Eldar had not only drawn his own sword, but swept it outwards in a glittering arc and returned it to its scabbard. As the blade slid home, Old Ikaiku's head thumped to the ground and rolled to the alien's feet, its eyes glazing over as they stared up at the invader. The Eldar repeated his ultimatum and left, leaving turmoil in his wake.

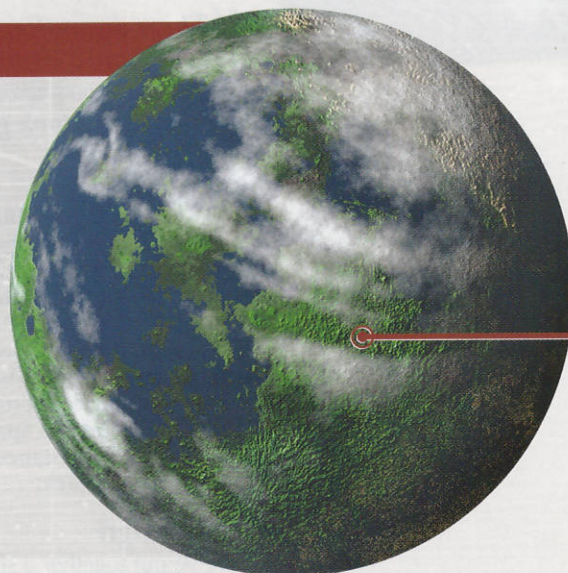
Old Ikaiku's son, Khemu, was unproven

WORLD STATISTICS

- > **PLANET NAME:** Lilia Mundi
- > **CLASS:** Δ^a ('Feral World')
- > **POPULATION:** approx. 4,500,000
- > **TITHE GRADE:** Solutio Tertius
- > **AESTIMARE:** D100

Comments:

Lilia Mundi was settled prior to the Age of the Imperium, its population regressing to a pre-blackpowder feral state during the Age of Strife. The planet was brought into the Imperium of Man during the Great Crusade, and after the breaking of the great Space Marine legions became a recruiting world for the newly created Black Templars. The population has remained in its feral state ever since, its warriors producing fine aspirants for the Black Templars when they are chosen once every generation. Although the clans have some stocks of basic Imperial weaponry and equipment, many of the savage warriors prefer to fight with their traditional blades and axes, maintaining the martial traditions that make them so valuable as recruits to the Adeptus Astartes.



VENGERIS KEEP

The Black Templars built one of their keeps on Lilia Mundi shortly after the second founding. The keep has been abandoned several times over the millennia, as Crusades have drifted away from the system, but the Black Templars have always returned.

The Keep lies within the mountains near the equator, far from the Iron Blood homeland. Towering, snow-capped peaks and sweltering, jungle-choked valleys hide a sizeable installation, with a small spaceport and facilities for the support of over 200 Battle Brothers, though most times but a skeleton staff man the station. At the time of the Lilia Mundi war, around 40

brethren were present there, and it was they who staged the initial attacks upon the Eldar, buying time until reinforcements could arrive.

Why the Eldar did not attack the chapter keep upon Lilia Mundi remains a mystery. It is possible that even the Eldar's psykers could not detect it, or that their forces were too weak to risk a frontal assault. But the Eldar are xenos and unknowable, and it is possible that one of their seers sought only to provoke the Black Templars into committing a substantial force to the planet by attacking the Iron Bloods, so diverting their attention from elsewhere in the galaxy.



in the eyes of the veteran warriors, but stepped forward nonetheless. The young man gathered the clan leaders and called for him to be allowed to avenge his father. He demanded war against the aliens. None, he preached, had a claim to their world. These interlopers had broken the peace of the moot and would be forced to pay. The warriors of the two clans were moved by the words of Ikaiku's son, and they were not the only ones. A huge figure stepped out from the shadows of the trees nearby, and the tribesmen fell to their knees, recognising him for a Sky Warrior of the immortal Emperor, one of those who would watch the honour trials from afar and take the most promising youths away to fight beyond the stars. In a voice like thunder, he told them that they would fight, that this world would be purged, and that their brothers would return from the sky to aid them in their hour of need.

“This world you call Lilia Mundi, but whose true name is Lelialthar, is not yours. It is a world of the Eldar people, seeded an age ago. It now calls that it is ready to feel the tread of Eldar feet. We come in answer to that call. You and all of your people will leave Lelialthar before the third moon rises, or your blood will feed the ground. The choice is yours.”

Triadhu Firesong, Autarch of Saim-Hann

PLAYING THE LILIA

“Three days after the coming of the xenos, many warriors had flocked to Khemu’s camp, each bearing vessels of alien blood to be spilled when the war was won. These they hung from the Sky Warriors’ banners. The Eldar took great offence, and were drawn to attack in haste.”

The Lay of Khemu

The Lilia Mundi IncurSION is an example of the type of small scale, human/alien conflict taking place across the galaxy all the time. Such conflicts rarely escalate to the level at which the Imperial Guard would be mobilised en masse. As Lilia Mundi was an Adeptus Astartes recruiting world, it was the Black Templars Space Marines who provided the resistance to the Eldar’s unprovoked attack.

Campaign

We’ve put together a short series of interlinked games, exclusive to White Dwarf, designed to represent the key battles of the Lilia Mundi IncurSION. This is a linear, narrative campaign, designed to retell a particular story, game by game.

The missions start small, as at first the Black Templars were fully occupied trying to pin down the swift Eldar raiders and stop their assaults on the local populace. As time went on, the small keep garrison was able to concentrate the Eldar and bring more of their strength to bear in one place on the xenos forces. The missions build up to a cataclysmic battle at the end as Black Templars drop troops rain down from the sky in true Adeptus Astartes style to purge the world of alien filth.

Victory for a particular side, in most cases, confers a minor advantage in the following battle.

Forces

Select your forces from Codex: Black Templars and Codex: Eldar.

Optional game

Game seven is an optional, Battlefleet Gothic engagement, representing the moment when a Black Templars Crusade arrived in the skies above Lilia Mundi. Here they had to fight the Saim-Hann fleet stationed in orbit before they could execute their combat drop and relieve their embattled brethren.

Victory provides extra troops to the Black Templars side in the final game of the campaign. Should you decide not to play this battle, move straight onto game eight from game six. Neither side gets any advantage in this case.

Winning the campaign

According to the Iron Bloods’ great saga, the Lay of Khemu, the Black Templars were victorious and drove the Eldar away from the maiden world. So impressed were they by the bravery of Khemu and some of the other young Iron Bloods that they took them away to serve the Star Emperor.

However, your games may tell a different story. The winner of the campaign is the one who claims the most victories. The final game – Angels of Vengeance – counts as two games for the purposes of determining the winner.

And so they gathered, and the Sky Warriors set out in search of vengeance, and Khemu went with them, for his hand would not be stayed. They had little time to wait for the slaughter, for the fire-red sky dragons of the Eldar were to be seen all around. The chief of them saw the small band and peeled off, swooping down to meet them in battle.

Though blooded against the wild vulgrats in the Rites of Fear, Khemu had yet to prove his worth as a warrior. His appetite for war was strong, he roared his anger, the young hetman, eager to face the invaders who had slain his father.

That day, Khemu became a man in the eyes of his kin, for he slew in combat many foes. Though the Sky Warriors band suffered its own dead, Khemu earned much honour, and they looked upon him and named him brother, and did mark him with the signs of the Star Emperor. And I know this, for I saw it with my own eyes.

The Lay of Khemu



MUNDI INCURSION

CAMPAIGN SCENARIOS

Mission 1: Kill Team

Honour trial

"...as the sun set on that first day, the Sky Warrior led Khemu, who was determined to spill Eldar blood, to prove his skill to his men and to earn their trust for all time."

Scenario: The first mission is a Kill-team game, as detailed in the Dark Millennium section of the Warhammer 40,000 rule book. Play Kill-team Mission 2 "Assassinate", with the target representing an individual within the Eldar force. Terrain should be largely wooded, with the Eldar force encamped in a central clearing. Opposing them is a Black Templars Kill-team.

Rewards: Whoever wins this game may take an extra 100 points of models in the next game.

Historical note: The first battle was fought by a group of Iron Bloods being led by the mysterious Sky Warrior and some of his companions. You can represent this using Black Templar Initiate and Neophyte miniatures. Alternatively, you can build your own models to represent Khemu and the other Iron Bloods.

Mission 2: Combat Patrol

The battle of the sky dragons

"...as the crimson sky dragons descended, the Chief Sky Warrior bellowed the warcry of his people. Soon blood stained the fertile ground, that of Man and Xenos both."

Scenario: The second game is a Combat Patrol scenario, as detailed in the Dark Millennium section of the Warhammer 40,000 rule book.

Rewards: Should the Black Templars win this battle, the Sky Warriors will take the blood of the foe and present it to Khemu, as is the tradition of the Iron Bloods. When the war is won and honour satisfied will he spill it upon the ground, but until then he will keep it in a vessel, as symbol of his ongoing quest. The vessel of blood counts as a Holy Relic (see Codex: Space Marines), which the Black Templars player may assign to one of his characters at no extra cost.

Should the Eldar win the battle, they may choose to attack at night in the next game, bringing the Night Fighting rules into effect.

Mission 3: Sabotage

Blood raid

"The sons of Kronenon, hetman of the Direhound Clan, did speak of how the Eldar had come in the night and slain their folk, and the Sky Warriors prepared for the same."

Scenario: The third battle is a Sabotage mission, as detailed in the Raid Missions section of the Warhammer 40,000 rule book. The Eldar are attacking, and forces should be between 500 and 1000 points in size.

Mission 4: Cleanse

The battle of Wikoli's Landing

"Having fought the aliens in a series of skirmishes for ten days, the Sky Warriors brought them to battle proper at Wikoli's Landing, a wide clearing in the verdant forests."

Scenario: The fourth game is a Cleanse mission. The winner of the previous game automatically goes first. Forces should be around 1000 points in size.

Mission 5: Recon

Breaking the line

"Gathering his army to him once more, the chief of the Sky Warriors addressed his companions. They must push on, and break the xenos lines. Even as he did so, the sound of sky dragons filled the air."

Scenario: The fifth game is a Recon mission. The winner of the previous game automatically goes first. Forces should be around 1000 to 1500 points in size.

Mission 6: Rearguard

The tide turns

"Beset upon all sides, the soldiers of the Star Emperor let out a great cry. Should they die, they would do so well."

Scenario: The sixth game is a Rearguard mission, as detailed in the Breakout Battles section of the Warhammer 40,000 rulebook. The winner of the previous game is the Attacker. Forces should be of around 1500 points.

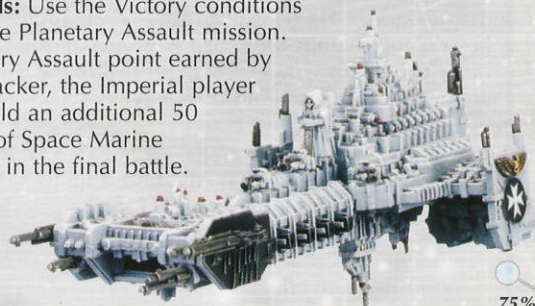
Mission 7: Battlefleet Gothic

Planetary Assault, Death From Above

"At the last, the Eldar believed they had their foe at bay. Until the skies opened. Now it was not the sky dragons that descended upon tails of fire, but the Angels of Death!"

Scenario: This game uses the Battlefleet Gothic system, and is a Planetary Assault. The Attacker is a Space Marine fleet, and the defender is an Eldar fleet.

Rewards: Use the Victory conditions from the Planetary Assault mission. For every Assault point earned by the Attacker, the Imperial player may field an additional 50 points of Space Marine models in the final battle.

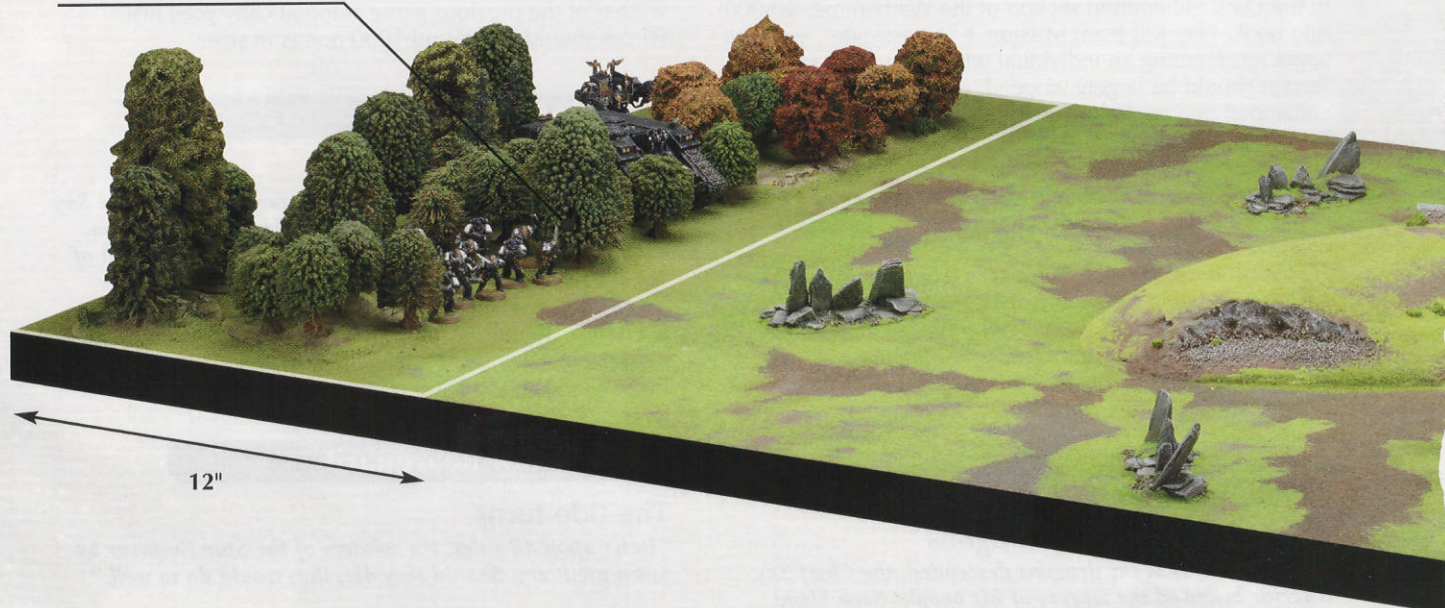




ANGELS OF VENGEANCE

As the Eldar closed in for the kill, the skies filled with drop pods. The Sky Warriors had returned, come to the aid of their kin.

Defenders' Deployment Area



Mission 8: Annihilation

Scenario

Allied forces in the area are outnumbered and surrounded. Your task is to rescue the beleaguered defenders, whatever the cost. The Eldar player is the Attacker. Forces should be at least 1500 points, but the more the better.

Mission Objectives

To win the battle the attacker must completely destroy the defenders. He wins if, at the end of any turn, all the key defensive units are slain or broken and unable to rally. The defender wins if, at the end of the game, there are any key defensive units in play.

Set-up

- 1) The defenders' deployment zone is up to 12" in from one of the short table edges. Only the key defensive units are placed – all other defenders are kept in reserve. The attackers deploy within 12" of the opposite table edge.

- 2) The attackers have the first turn.

Line of Retreat: Units that are forced to retreat will do so towards their deployment zone.

Scenario Special Rules:

Reserves, Deep Strike, Random Game Length.

Key Defensive Units: Up to 20% of the defending force may be nominated key defensive units. These are deployed in the defenders' deployment area.

Random Game Length: The game lasts for six turns, after which begin rolling for random game length.

Reserves: The bulk of the defenders are kept in reserve. When they are available to enter play they may do so, either by Deep Strike, or by entering from any table edge at a point chosen by the controlling player.

Battlefield Terrain

Lilia Mundi is a world not unlike ancient Terra, comprising numerous, overlapping environment zones. The Iron Bloods are mostly confined to a part of the northern continent, a temperate region of mixed lowland plain, mountains and forest, where they dwell in fortified hilltop villages. At the time of the Eldar attack, this area was undergoing the Lilian equivalent of autumn. The battle took place in a wide meadow on the massive Serpent River's floodplain. Low hills lay to the north, covered in thick woodland. The area the Black Templars had encamped themselves was near a hill which stood free of the main range towards the edge of the plain. A few copses of woodland and large boulders dotted the area.

Rules: To represent the battlefield, you will require a hill in the centre of the board, some rock piles or boulders and woods. Set up as detailed in the picture below.

ALL NEW EXCLUSIVE SCENARIO!

Expanding the Lilia Mundi Incursion

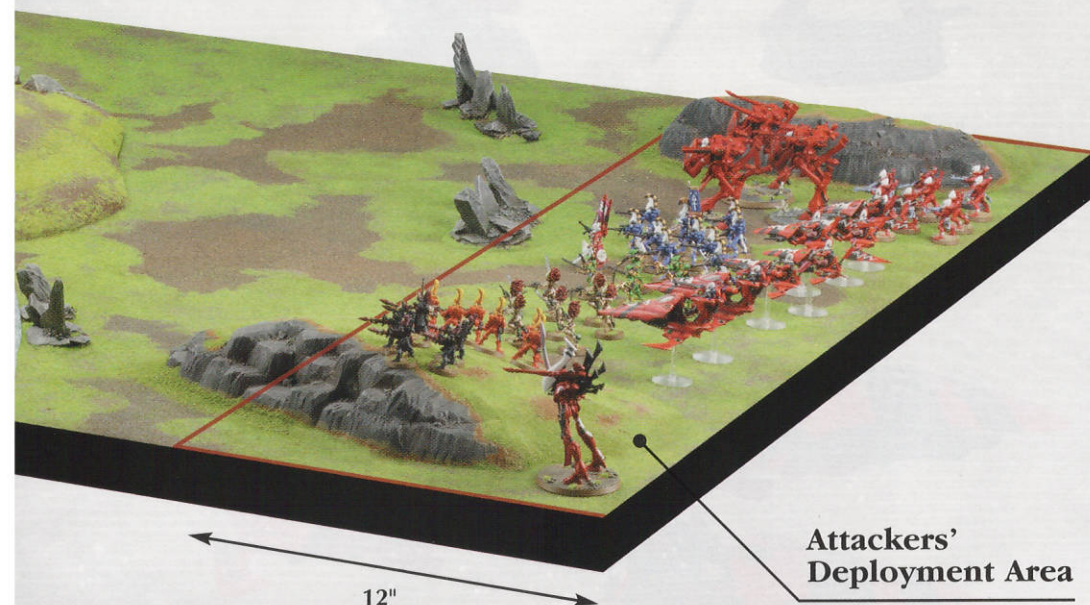
These battles have been linked in order to create a feeling of an ongoing story, with the most important and decisive battles being played out on the tabletop. The strategic significance of winning a game is deliberately limited to such things as determining who gets the first turn, or who is the Attacker in the next battle. If you would like to add more significance, then the Dark Millennium section of the Warhammer 40,000 rule book describes more ways of doing so.

Equally, feel free to add in more battles in between each of those presented here. The Warhammer 40,000 Standard Missions are a good place to start, but playing a series of linked games presents the perfect opportunity to play some of the Special Missions presented in the aforementioned Dark Millennium chapter of Warhammer 40,000.

Taking this point further, why limit your games to Warhammer 40,000? You could open the series with another Battlefleet Gothic game, pitting the Eldar attackers against an Imperial Navy force guarding the world.

At the other end of the scale is Kill-team, which is ideal for the size of the conflict described, fighting out the many small-scale actions of the campaign can add a wealth of memorable moments to the series. You could even create models to represent Iron Blood warriors and Khemu, and have them fight alongside the Black Templars in an allied force. You could use the Imperial Guard doctrines system as a starting point to create rules for them.

Alternatively, use this article as inspiration for your own tales of human-alien conflict. It's a big galaxy, after all.



Attackers' Deployment Area

...and the final battle came, and Khemu earned his place in the annals of the Iron Blood clans. At the last, Khemu and the Sky Warriors were surrounded by fast-moving xenos, their sky dragons screaming as they cut the air. They made sport as they darted in and then out, each time claiming the head of a bold warrior. Though the Sky Warriors fought like gods, they were outnumbered by the faster enemy.

But lo! From the skies death rained down. The brothers of the Black Templars appeared as Angels of Death from above. They surrounded the Eldar, pressing them towards the waiting blades of Khemu and his men.

The butcher's bill was heavy, and many brave men gave their lives that day. But honour and blood won out, the Black Templars coming to the aid of their kin.

The battle won, Khemu had one last act to perform. He took the vessel, containing the blood of the first Eldar he had killed, and turned its contents upon the ground. As the blood seeped into the earth, it is said that the winds sent up a cry of anguish and the skies darkened. No more would xenos threaten Lilia Mundi.

Then he departed in the company of the Sky Warriors, Iron Blood no more.

The Lay of Khemu



SAIM-HANN ELДАР AT



Triadhu Firesong
The leader of the Eldar on Lilia Mundi, Firesong behaved cruelly towards captured humans.



Oerlin Fargaze
This mysterious individual was spotted many times with Triadhu, and appeared to be an advisor.

Eldar Forces

According to the lore of the Xenologists of the Inquisition, the name "Saim-Hann" means "Quest for Enlightenment". Although the craftworld is not the most aggressively intent on conquest, on several occasions they have been recorded as attacking defenceless Imperial settlements without warning or provocation. Sometimes they have stated that the Eldar have prior rights to the worlds they have a assaulted, but in nearly all cases, once human life has been extinguished, they have departed, leaving the planet uninhabited.

The leader of the Lilia Mundi Incursion, Triadhu Firesong, escaped the final confrontation. He has since been named Xenos Damnatus by the Inquisition, though all attempts by Ordo Xenos kill-teams to find and destroy this vile alien have thus far failed.



Jetbikes
Skimmers such as these proved deadly to the Iron Bloods, who lacked the weaponry to down them.



Vyper
The skimmers on Lilia Mundi were equipped with anti-personnel weaponry, the better to slay the feral populace.

LILIA MUNDI



Dire Avengers

The bulk of the Eldar taking part in the incursion were of this type of warrior.



Striking Scorpions

Several villages of the Iron Bloods were lost to night-time attacks staged by Striking Scorpions.



Prince Valtun

Xenologists say the runes on this felled construct spell the name of an Eldar princeling. No pilot was found.



BLACK TEMPLARS AT



Emperor's Champion
The name of the Champion was Heraldalus. He was killed whilst destroying a Wraithlord.



Reclusiarch Veerstelt
Veerstelt was renowned for his hatred of the Eldar, and his sermons against them are legendary.

Black Templars

The Black Templars on Lilia Mundi were initially led by Castellan Morgrim. He was responsible for running the chapter's keep upon Lilia Mundi and securing a steady supply of aspirants to the chapter. When the Eldar attacked, the garrison housed an unusually high number of Neophytes and Initiates, but a good deal of these were wounded, recovering from the unsuccessful Milites Crusade against the K'nib of Do'ab. Nevertheless, the garrison managed to corral the Eldar, forcing their raiding parties to gather together, saving many Iron Blood lives. Two weeks into the war, the Black Templars were reinforced when the strike cruiser *Vigilant Might* slipped into the system. These additional forces, led by Reclusiarch Veerstelt, doubled the number of brethren overnight and allowed them to resist the Eldar until the Crusade of Marshall Albrantinus arrived. The Crusade immediately attacked the Eldar fleet before performing a combat drop, smashing the xenos force once and for all.



Neophytes
Of the 27 Neophytes on Lilia Mundi, only 14 survived the war. Five were made Initiates afterwards.



Initiates
The large number of Initiates on Lilia Mundi was largely due to an earlier, unsuccessful campaign.

LILIA MUNDI



Metos
A veteran of 400 years' service, Metos arrived with Veerstelt, and turned the tide at Wikoli's Landing.



Bikes
The bikes of the vengeful crusade were most useful in chasing down the surviving Eldar.



Emperor's Vow
By performing a risky jump from the back of a Thunderhawk, this squad saved Dreadnought Metos.



Venerable Barde
Barde had fought the Eldar many times before. His experience proved vital to the Black Templars' victory.



THE SERPENT



THE SERPENT STRIKES

STRIKES



THE LORD OF THE RINGS STRATEGY BATTLE GAME

This “What If” campaign for The Lord of the Rings strategy battle game sees Suladân, Serpent Lord of Harad, make his name fighting against Khandish invaders.

The Campaign

The Serpent Strikes is a complete campaign consisting of four scenarios. The campaign occurs some years before the events of The War of The Ring. It charts the progress of a Khandish invasion and Suladân's desperate defiance of, and ultimate victory over, the men of Khand.

Note that in the interests of clarity, Suladân and his followers are listed as being the “Good” side in this campaign. This doesn't mean they have had a change of allegiance, they are less Evil than the Khands pillaging their homeland!

Long before he led the Great Army of Harad to the Pelennor Fields, Suladân fell victim to the noisome political intrigues of Umbar. Having fallen out of favour, the Serpent Lord was exiled to a crumbling fortress on the border with Khand, a command seen to be unimportant and quite without the opportunity to win glory. This was proven to be a rash assumption. Shortly after Suladân's arrival at Pazghar, the Khands, always-troublesome neighbours, launched a massive invasion, reaching as far as the city of Abrakân before the Serpent Lord finally repelled them.

The Story

Though there is no comparable event within the story of The Lord of the Rings, the passage of events described is fully in keeping with what could have happened at some point in the story – they effectively present a sequence of “What If” scenarios based alongside historical events. These scenarios are:

1. The Siege of Pazghar
2. Moonlight Sortie
3. The Battle of Abrakân
4. The Retaking of Pazghar

CAMPAIGN SPECIAL

FORCES

Each scenario lists the recommended forces, which are chosen from the specified army lists from Legions of Middle-earth. This gives you some flexibility when choosing which models to use for each scenario.

SUGGESTED FORCES

These are prescribed force lists, representing those Heroes and Warriors from King Vangaris' campaign against Harad. The models you will need to recreate the campaign historically are shown to the right.

SCENERY

You will need plenty of rocks and hills, and some Khandish tents (see A Shadow in the East). We will also show you how to build a fortress of Gondor, which we have used to represent Pazghar, a former Gondor border fort now claimed by Suladân.

Khand

Led by King Vangaris, the Khandish host is hell-bent on conquering their old rivals, the Haradrim.



Vangaris, Khandish King

Vangaris, Khandish King on chariot



4 Khandish Chariots



8 Khandish Horsemen with bows

All models at 30%



10 Khandish Warriors with bow



20 Khandish Warriors



8 Khandish Horsemen

Campaign Special Rules

When playing through the campaign, you will use the forces suggested in each scenario. You will notice that some Heroes must be present in certain scenarios (notably Suladân and the Khandish King, Vangaris). If these Heroes are killed during a game, the continuity of the campaign could potentially be ruined.

Heroes are supposed to have enough time to rest and heal between one even and the next, so they always recover all Might, Will, Fate and Wounds they have lost in the previous scenario, as long as they survived. However, if a named Hero is killed during one game and is set to appear in a later game, roll on the Death of a Hero table to see what happens to them.

Death of a Hero

Dice Score	Result
1	The Hero is dead and can take no further part in the campaign. Replace him with an appropriate Captain from now on.
2-5	The Hero has been badly wounded but is still alive. He begins the next game with no Fate points. If the Hero had no Fate points to begin with, he begins the next game with 1 less Wound instead.
6	The Hero makes a full recovery and begins the next game as normal.

WINNING THE CAMPAIGN

The player who wins the most scenarios wins the campaign.

The final scenario, Retaking of Pazghar, counts as two victories for the purposes of determining the overall winner.

RULES

Harad

Though caught by surprise, the Haradrim Warriors under Suladân will not be found wanting.



12 Haradrim Raiders with bows



Mounted Suladân



Suladân



Javiitâkh,
Hâsharin



Harân, Haradrim
Chieftain



12 Haradrim Raiders with lances



12 Haradrim with bows



12 Haradrim with spears



► The Mûmakil of Harad is a powerful beast, and one of the most fearsome creatures in all Middle-earth. You will need two of these brutes to play the historical version of this campaign.

x2

All models at 40%

THE SIEGE OF PAZGHAR



Suladân's exile to the Khandish border has placed him directly in the path of invasion! 6000 Khandish warriors, led by Vangaris, King of Surâk-Khand, have crossed the border with conquest in mind. Only the crumbling walls of Pazghar – a fortress left over from Gondor's dominance of Harad – can offer Suladân any hope of survival.

Scenario Set-up

The game is played on a board 24"/56cm by 24"/56cm, representing the fortress of Pazghar – the fortress itself occupies much of the board (see later in this article for instructions on building the fortress).

Starting Positions

The Good player deploys his entire force anywhere within the fortress. The Evil force moves onto the board from any edge at the end of the first Evil move phase.

FORCES

GOOD

- Suladân.
- Up to 125 points of models chosen from the Serpent Horde army list. You may include up to one Hero. Up to 50% of these models may carry a bow.

EVIL

- Up to 300 points of models chosen from the Variags of Khand army list. You may include up to three Heroes. Up to 33% of these additional models may carry a bow. The Evil force may have up to six siege ladders and one battering ram.

SUGGESTED FORCES

GOOD

- Suladân.
- Harân, Haradrim Chieftain with spear and bow.
- 12 Haradrim Warriors; 6 with bow, 6 with spear.

EVIL

- Vangaris, Khandish King
- 30 Khandish Warriors; 10 with bow, 20 with two-handed axe.

Pazghar, the Haradrim Fortress



Special Rules

Without Number (Evil). The defenders of Pazghar are horrendously outnumbered – for every foe that is slain, another two take his place. At the end of the Evil player's Move phase, he or she must roll a D3 – this is the number of reinforcements that have arrived. These reinforcements can be chosen from any participants slain earlier in the game. Each of the reinforcements enters the board from a point on an edge chosen by the player with priority. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally.

OBJECTIVES

The game lasts for 20 turns. The Evil player wins if he has ten or more models in the fortress when the game ends. Any other result counts as a Good victory.

MOONLIGHT SORTIE



Although the first assault of Pazghar has been repelled, Suladân knows that it is only a matter of time before his garrison is overwhelmed, and resolves to escape the fortress. To buy time while the rest of the garrison breaks the siege, a bold chieftain named Harân leads a sortie into the Khandish camp – a dangerous mission from which none shall return.

Scenario Set-up

The game is played on a board 24"/56cm by 24"/56cm, representing a small part of the Khandish encampment. The board should be covered with several Khandish tents, as shown.

Khandish Tents



Starting Positions

The Evil player deploys half of his models anywhere on the board, but no model should be closer than 3"/8cm to another – any models that will not fit on the board enter following the Sound of Battle special rule, as described below. The Good force enters the board from any edge at the end of the first Good Move phase.

FORCES

GOOD

- Harân, Haradrim Chieftain with spear and bow
- Up to 75 points' worth of models chosen from the Serpent Horde army list. You may include up to one Hero. Up to 50% of these models may carry a bow.

EVIL

- Up to 300 points' worth of models chosen from the Variags of Khand army list. You may not include Heroes. Up to 50% of these models may carry a bow.

SUGGESTED FORCES

GOOD

- Harân, Haradrim Chieftain with spear and bow.
- 12 Haradrim Warriors; 6 with bow, 6 with spear.

EVIL

- 8 Khandish Horsemen.
- 30 Khandish Warriors; 10 with bow, 20 with two-handed axe.

Special Rules

Dead of Night. The night is dark, the moon is weak, and only a few campfires light the battlefield. Due to the reduced visibility, models may not shoot at targets more than 12"/28cm away. However, because it is harder to avoid a shot in the dark, all Shooting attacks receive a +1 bonus on the roll to wound.

The Sound of Battle (Evil). Once the battle begins, more and more Khandish Warriors are drawn to the fray, leaving Harân increasingly outnumbered. At the end of the Evil player's Move phase, he or she must roll a D3 – this is the number of reinforcements that have arrived. These reinforcements can be chosen from any models that have not yet entered play. Each of the reinforcements enters the board from a point on an edge chosen by the player with priority. Newly arrived models may not charge in the turn they arrive, but may otherwise act normally.

OBJECTIVES

The Good side wins if it manages to kill at least thirty models (cavalry count as two models) before being completely wiped out. Any other result is an Evil victory.



THE BATTLE OF A BRAKÂN



With the fortress of Pazghar in his hands, Vangaris turns his eye towards the merchant city of Abtrakân, whose defenders are ill-prepared for his assault. The battle goes against the Haradrim in moments, and their only hope now lies in a flank attack by Suladân's surviving forces.

FORCES

GOOD

- Suladân on horse.
- Javiitâkh, Hâsharin.
- Up to 250 points of models chosen from the Serpent Horde army list. You may include up to one Hero. These additional models must be mounted.
- Up to 150 points of models chosen from the Harad army list. You may not include other Heroes or mounted models. Up to 50% of these additional models may carry bows.

EVIL

- Vangaris, Khandish King with bow, on chariot.
- Up to 400 points of models chosen from the Variags of Khand army list. You may not include Heroes. Up to 33% of these models may carry a bow.

SUGGESTED FORCES

GOOD

- Suladân.
- Javiitâkh, Hâsharin.
- 20 Haradrim Raiders; 10 with lance, 10 with bow.
- 24 Haradrim Warriors; 12 with bow, 12 with spear.

EVIL

- Vangaris, Khandish King.
- 4 Khandish Charioteers.
- 8 Khandish Horsemen.
- 8 Khandish Horsemen with bows.
- 30 Khandish Warriors; 10 with bow, 10 with two-handed axe.

Scenario Set-up

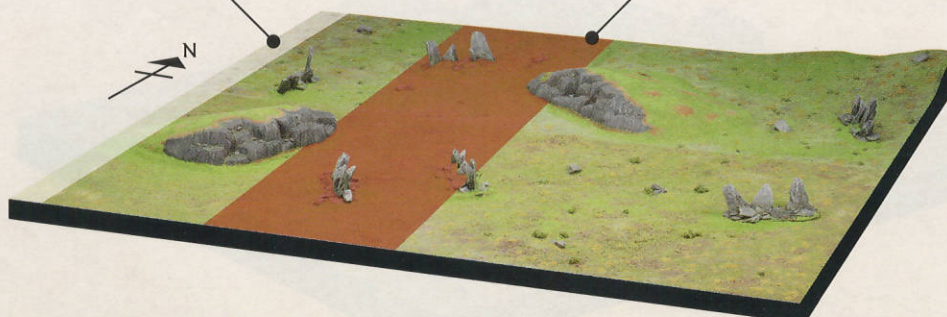
The game is played on a board 48"/112cm by 48"/112cm, representing the land beyond the eastern walls of Abtrakân. The playing area is covered with plenty of hills and rocky outcrops.

Starting Positions

The Good player deploys his infantry models and Javiitâkh within 6"/14cm of the western board edge. The Evil player then deploys his entire force between 12"/28cm and 24"/56cm from the western board edge. Suladân and the other mounted Haradrim are then deployed within 6"/14cm of the western board edge.

Good Deployment

Evil Deployment



Special Rules

Guided by Destiny. Vangaris aims to make a name for himself in this battle. He must always charge an enemy model if he is able to do so.

Desperate Heroism. Suladân knows that he must triumph here. He will always automatically pass Courage tests in this scenario.

OBJECTIVES

The Good side wins if Vangaris is slain. The Evil side wins if the Good force is reduced to 25% of its starting numbers. If both sides meet their objectives in the same turn, the game is a draw.



RETAKING OF PAZGHAR



Suladân's desperate intervention has paid off – the Khandish army fled with Vangaris' death and has now withdrawn to the border. Refusing to allow the invaders to retain even a foothold on Haradrim soil, Suladân vows to retake the fortress of Pazghar. Though his army is tired and diminished by war, Suladân does have a secret weapon...

Scenario Set-up

The game is played on a board 48"/112cm by 48"/112cm, representing Pazghar and the surrounding land. The fortress is in the northeast corner of the board.

Starting Positions

The Evil player deploys his entire force anywhere on the board, with at least half the army within the fortress. The Good force moves onto the board from either the south or west table edge at the end of the Good player's first Move phase.



Pazghar, now under Khandish control

FORCES

GOOD

- Suladân.
- 2 Mûmakil of Harad.
- Up to 150 points of models chosen from the Harad army list. You may not include additional Heroes or mounted models. However, if Javiitâkh survived the previous scenario, he may be present here.

EVIL

- Up to 400 points of models chosen from the Variags of Khand army list. You may include up to one Hero. Up to 33% of these additional models may carry a bow. If Vangaris survived the previous scenario you may include him in this one.

SUGGESTED FORCES

GOOD

- Suladân.
- 2 Mumakîl of Harad.
- 24 Haradrim Warriors; 12 with spear, 12 with bow.

EVIL

- 4 Khandish Charioteers
- 8 Khandish Horsemen
- 30 Khandish Warriors; 10 with bow, 20 with two-handed axe.

Special Rules

Suladân. Refusing to watch from further afield, Suladân has taken command of one of the Mumakîl. He replaces the Commander model of the chosen Mumakîl and all rules normally applying to the Commander now apply to him.

OBJECTIVES

The Good side wins if the Evil force is completely wiped out! The Evil side wins if Suladân is slain. If both players meet their objectives in the same turn, the game is a draw.

Alternative Themes

While this campaign is designed with Haradrim and the armies of Khand in mind, you might like to try it out with other forces, such as Elves or Dwarves. In these cases, you could either play the campaign as a series of straight points matches, or as a whole new theme with relevant scenery. This could represent Elves resisting Sauron's attempts to reclaim the Rings of Power, Dwarves of Erebor defending their borders against Easterlings, or even the Haradrim assailing Gondor's southern defences.

BUILDING PAZGHAR

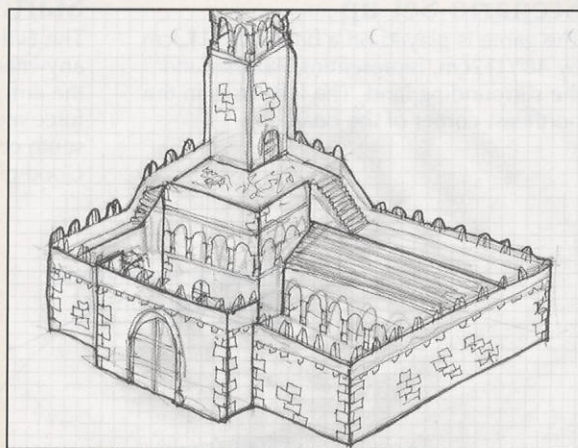
This former border fortress of Gondor, which we named Pazghar, is a key objective in our campaign, and provides a great opportunity to create a generic scenery piece – the current occupants are represented by banners that replace the proud Gondorian heraldry.

Materials and Tools

Hardboard
Textured wallpaper
Junior hacksaw
Foam card
Thin card
Thick card
Balsa wood
Masking tape
Hot wire cutter
Scissors
Clippers
Pencils and pens
Paintbrushes
Superglue
PVA glue
Plastic glue
Craft knife
Steel ruler
Paints as required

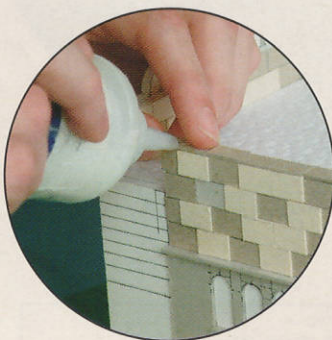
1 Main Building

Drawing on images of Gondorian architecture from Minas Tirith and Osgiliath from the Return of The King movie, we began by sketching out a plan of our fortress. Notice how the walls are incorporated into the building components. The model can be divided into several distinct sections: The main building with attached stables and tower, the gatehouse, the battlements with stairs, and the base. Much of the construction is made of foam board.



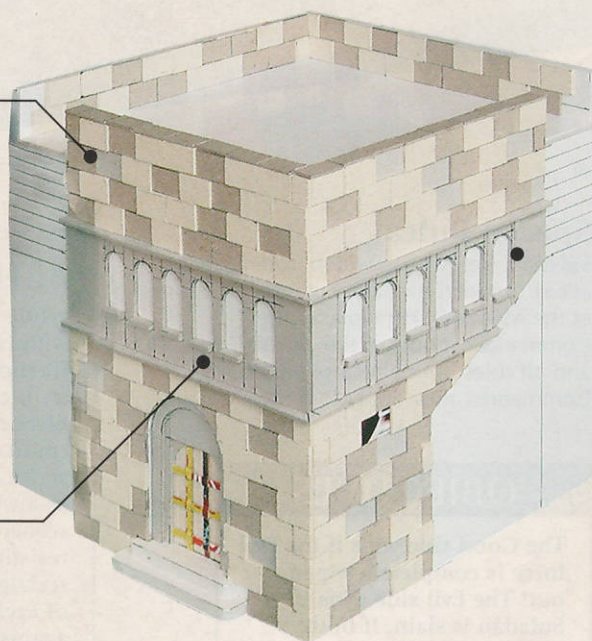
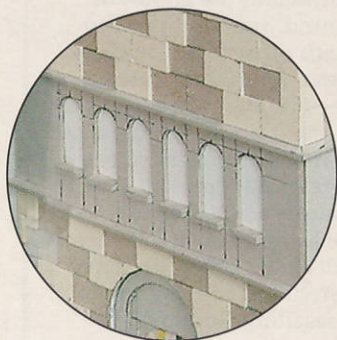
Bricks

The easiest way to create the bricks for this model is to take several sheets of card of varying thicknesses, and cut each brick separately from the sheets as you require them. By gluing the bricks in place individually, you'll create a realistic effect.



Windows

The windows on this model were created using a layered card technique. The arches were cut into one strip of card and stuck to the building. Along the top and bottom of this strip of card were added to create a lintel. More card strips were placed at the base of each window to create ledges.



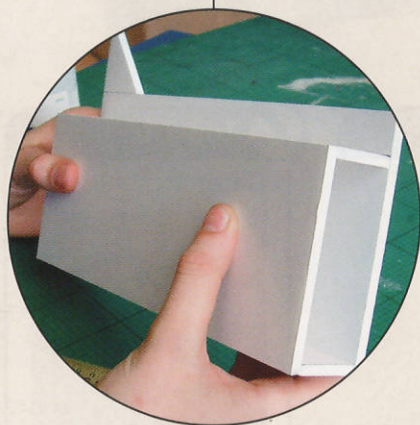
2 Main Building

The stable wall at the rear of the fort is made from a rectangular foam card box. The wall should be high enough to allow for the use of siege ladders during games. To allow for the stairs, add a triangular shape at the left-hand side so that it meets with the top of the main building. To make the front wall of the stables you need a piece of foam card about half the height of the main walls. Into this, cut a series of arches evenly along its length to represent the stalls. The roof is made by cutting a piece of card that is long and wide enough to fit across the top of the stable when it is assembled, with tiles cut from thin card.



Crenellations

The distinctive crenellations are made from strips of foam card, cut with a hobby knife. Glue these strips onto the outer edges of the walls. As an extra piece of detail, you can cut several small wedges from foam card and glue these under the crenellations as supports. Once these are all dry, the brick detail can be added as before.



Making Walls

The two side walls are made in the same way as the stable wall. Make sure that they are all the same height. Once the side walls have been created, all the walls can be glued to the main building.



Stairs

Once the stable wall has been constructed, you can add the stairs. These are made by layering separate pieces of foam card on top of each other until the required height is reached.

Top Tip

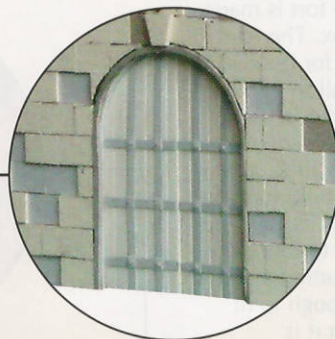
Texture



The tops of the wall walkways, tower and, later, the courtyard surface will all need to be textured. One way to do this is simply glue sand to the top surface, or paint it with textured masonry paint. However, we've found the best results come from gluing textured wallpaper or plastic card to these surfaces. Check out your local DIY or model shop.

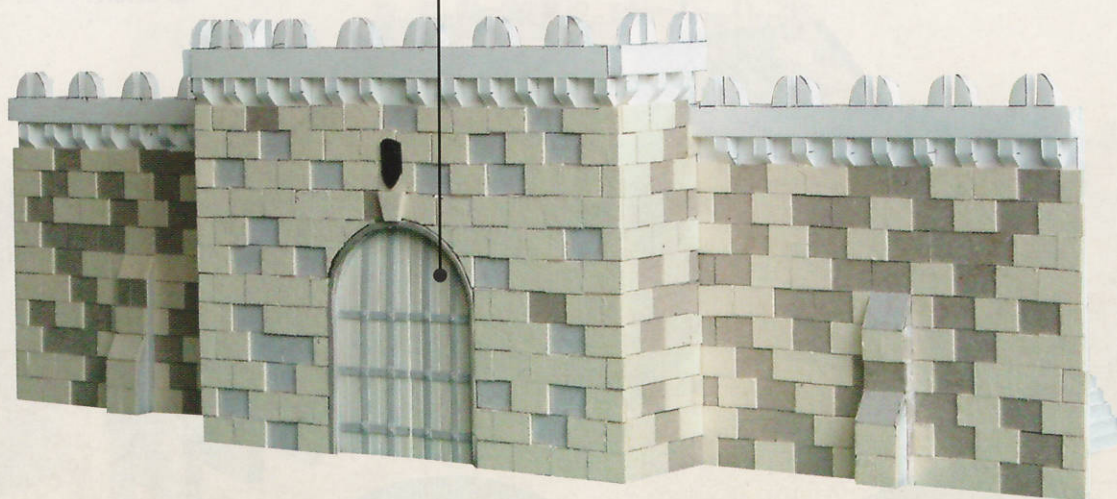
3 Gatehouse

For ease of construction, the gatehouse is built in three separate parts – a gateway and two short wall sections. The gateway is made first, and is simply a box with an archway through the middle. Make it slightly taller and wider than the rest of your walls. Once the gate has been attached, you can make the end walls and internal walls. The internal walls are made of thin card bent round to form the inside of the archway, while the foam board end walls complete the box shape. Cut a final piece of foam card to shape and place it on top, forming the roof of the gatehouse. The two short wall sections that go on either side of the gateway are made in the same way as the other walls.



Doors

The outer gate and the doorway on the main building have a reinforced, steel-banded look. Simply cut thin strips of card and stick these over the balsa wood door. The rivets at the intersections are made from tiny, flattened balls of modelling putty.



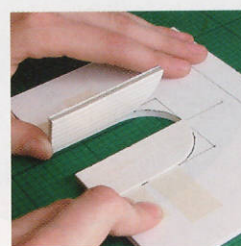
4 Watch Tower

Outpost garrisons watch the surrounding territories for enemy movements. Adding a watchtower to your garrison model emphasises this aspect of the fort. We decided not to stick the watchtower to the main garrison, giving us the choice of whether or not to use it in games (or even to use it separately as a free-standing piece of scenery). This is a simple foam card construction, with balsa wood dowel used as support pillars, and an empty yoghurt pot stuck on top to act as a decorated roof!



Top Tip

Gates



You can hinge your gates, so that they can open. The simplest way is to make the gates in two layers of balsa wood, and sandwich a piece of masking tape between them. The other end of this tape can then be attached to the back of the arch, where the internal wall will hold it in place.

5 Painting

Once assembled and stuck to a hardboard base, the entire model is given a coat of fine textured masonry paint and then undercoated black. The walls are drybrushed with successively lighter shades of grey. The doors are drybrushed Scorched Brown, then Graveyard Earth, then Kommando Khaki, before picking out the iron banding with Boltgun Metal. Paint and flock the areas of the base outside the fortress to match your own scenery set.

Finally, make a set of banners using the templates below, paint them, and temporarily affix them to the fortress as necessary.



Painting Walls



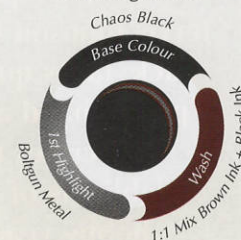
Painting Wood



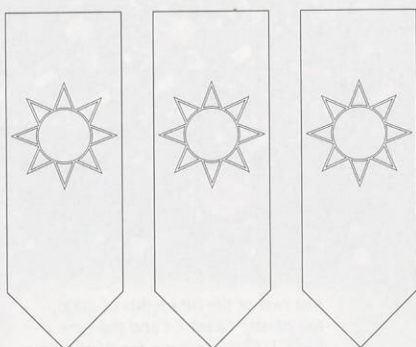
Painting Tiles



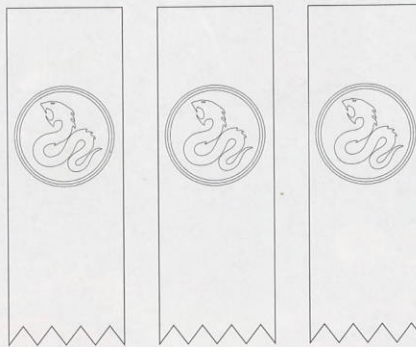
Painting Metal



Khandish Banners



Haradrim Banners



Banner templates are shown at 50%. Photocopy at 200% to produce banners at correct size.

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STANDARD BEARER

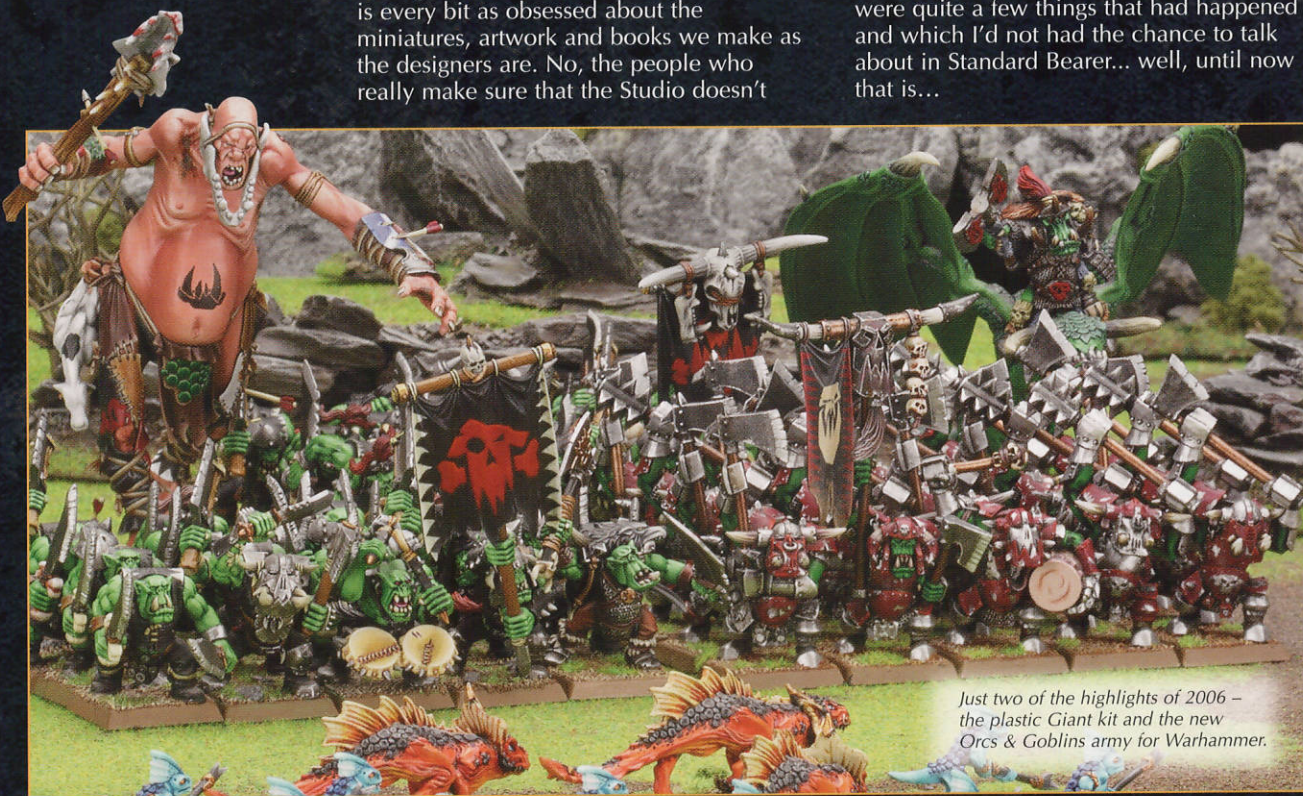
Sated with roasted, festive Cave Squig, Jervis Johnson sits back, takes quill-pen in hand and describes the highlights of his hobby year...

The Games Workshop Design Studio is a funny old place to work. It's inhabited by an eclectic bunch of very talented individuals, who spend their days designing amazing Citadel Miniatures, creating awesome artwork, and writing incredible games rules and stories. On the other hand, it's a bit like working in a rest home for absent-minded inventors, who spend their days with their heads in the clouds and saying things like "How am I meant to work under these conditions!" My wife's nickname for me is "the dotty professor", bless her heart. Even those few employees who start out being fairly sensible quickly succumb to the laid-back Studio lifestyle (*Except for the White Dwarf team, if they know what's good for them! – Grombrindal*).

Three people have the monumental task of trying to bring some form of order to this madness. These people are not, as you might have expected, the Studio's managers, as the Studio management team is every bit as obsessed about the miniatures, artwork and books we make as the designers are. No, the people who really make sure that the Studio doesn't

grind to a shambolic halt are Anne, Jacquie and Julie. While the rest of us rush around like a demented herd of cats, These three ladies make sure that we know things like where we're meant to be rushing to, and what we are rushing there for. They also keep us supplied with all of the things we need to work, like pens and paper, or Green Stuff and Superglue, and even (if you're Rick Priestley) a nice hot cup of tea and a bacon butty.

But why am I telling you all this, I hear you cry! Well, at around about this time of year it is Anne, Jacquie and Julie who are the only ones that actually notice that it's almost Christmas time, and undertake the rather forlorn task of trying to make the Studio look at least a little bit festive. It was these decorations that made me start thinking about the upcoming Christmas Holidays and, as one does when one thinks about these things, I soon started thinking over what had happened to me at work over the last year. I realised that there were quite a few things that had happened and which I'd not had the chance to talk about in Standard Bearer... well, until now that is...



Just two of the highlights of 2006 – the plastic Giant kit and the new Orcs & Goblins army for Warhammer.



Pushing the envelope

As I look back over the year there are a number of things we've made that I think have pushed the parameters of what the Studio is capable of designing. Three examples (chosen from many) that have really impressed me are the Warhammer Giant, Codex: Eldar and Cities Of Death.

The Warhammer Giant is a groundbreaking kit in a number of ways. I've talked before about the cutting edge computer technology used to help design it, but it was the good old-fashioned creative ability of the miniatures designers who used that technology that made it such an enjoyable model to make. It's all of the cool extra bits and pieces the designers included with the kit, like the different heads and weapons, and things like the cow and the prisoner in a cage, that make this one of the stand-out new Citadel miniatures released over the last year.

Our new Eldar range also includes a number of gob-smackingly wonderful new models, and these are matched by the writing and artwork included in Codex: Eldar. The more I use this Codex the more I like it. The lavish amounts of artwork and detailed background information included in the book really bring the Citadel miniatures we make to life, while the army lists and rules manage to be characterful without being at all difficult to use. It's a masterful piece of work, and in my opinion sets the benchmark for future Codexes and Army Books.

And then there's Cities of Death, which I think is one of the most important books to come out of the Studio for some time. The Cities of Death book elegantly provides players with a host of new gaming and modelling opportunities, but in a way that is really accessible and fun. Cities of Death is a game that just begs to be

played, and I know that many of you are doing just that! This in itself would be pretty amazing, but for me it's the plastic buildings our designers came up with that take Cities of Death to a whole new level. These buildings provide players with the perfect battleground for games of Warhammer 40,000, whether they are playing Cities of Death or using them in a standard game, and I am sure that they will have a profound and long-lasting impact on Warhammer 40,000 for years to come.

Cities of Death provided Warhammer 40,000 players with a whole new way of doing battle in the war-torn streets of the 41st Millennium, with a set of rules and some fantastic model buildings.

“Cities of Death is one of the most important books to come out of the Studio for some time.”

Making it real

But this is all starting to sound a bit too much like a TV awards ceremony (“And the nominee for ‘Best Citadel Miniature’ is...”). So, enough self-congratulation and gushing praise, and let's move on to a more personal highlight of my year, which was getting the chance to do some real gaming with my son Jack.

As a games designer in the Design Studio I do, of course, get to do quite a lot of gaming. Not as much as some of you may think or I might like, but I do get to play games at work from time to time. The problem with this type of gaming is that it's rather specialised; the sort of gaming I usually get to do is either play-testing new rules, or taking part in battle reports for White Dwarf magazine. While still lots of fun, neither of these things are really typical of a normal wargame.



Legions of Middle-earth changed the way we play *The Lord of the Rings* strategy battle game. Clear guidelines and army lists mean that themed forces with allied contingents are more viable than ever before.

However, when my son Jack decided to collect a Space Marine army of his own, this started to change. For a start I got the opportunity to see how Jack went about collecting an army, which turned out to be rather different to the rose-tinted view I had of how this might work. And then I got the chance to play games against Jack's army, and to hear about his experiences playing games against his peers in our Nottingham

probably go for Orcs & Goblins, which will mean that we can split the contents of our copy of *Battle for Skull Pass*. Then there's the Legions of Middle-earth expansion, which has got me itching to play a couple of battles of *The Lord of the Rings* strategy battle game, too...

However, my third resolution requires your help. You see, while Jack is an awesome opponent and has reminded me

“Drop me a letter if you're planning a visit to Warhammer World. We may even get to play a game.”

store. Sadly, Jack has quickly learnt that his peers were rather tougher opposition than his dear old dad, *sniff*.

But I digress. What I found (as opposed to what Jack found) was that these games were quicker and more savage and brutal, with far less emphasis on getting the game rules exactly right, and with more emphasis on getting your new models on the table (even if they weren't quite painted yet). Best of all, these games were plain old-fashioned fun, and they reminded me just what it was that had got me into this hobby in the first place.

Resolutions & Invitations

Which leads me neatly to my New Year resolutions for 2007 (well, the gaming ones at least; you can take more mundane things like eating less and exercising more as read). As you might have guessed, I want to play more “real” games against Jack. I've also decided that it's probably about time to start on a new Warhammer army to fight alongside the Tomb Kings army that I've been using since 4th edition; Jack has decided to collect Dwarfs, so I'll

what its like to start out in the hobby, the experience has also taught me that I can learn a lot by playing games against “real” players out there in the real world that lies beyond the ivory tower we call the Games Workshop Design Studio. Now, as it happens, the Studio is on the same site as the Warhammer World visitors centre in Nottingham, and I have noticed that quite a few real-life gamers from all over the world seem to visit the place.

I have therefore hatched a cunning plan. If you're planning a visit to Warhammer World, and you have some time to spare, why not drop me a letter at the address on the left of this page? Just let me know your address and when you plan to visit, and if I can I'll arrange to meet up with you at Warhammer World so that we can talk about the hobby, you can tell me what you think are the best Citadel miniatures and games we've brought out recently, and – who knows – we may even get to play a game if we have time.

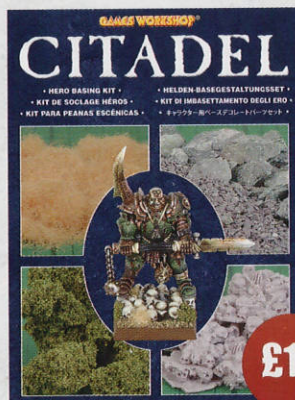
And that's all from me for now. Have a very merry Christmas, and an extremely happy New Year!

Write to Jervis at:

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

CITADEL TOOLBOX

Hero Basing Kit



Heroes are the most powerful models in an army, and are amongst our finest miniatures. They benefit not only from the best paint job you can give them, but also from a finely detailed base.



Dead grass

The tub of static grass that is included in the Hero Basing Kit represents dead grass. This can be applied all over a base – use either Superglue or Citadel PVA to stick it down. You can also add clumps of dead grass to a base covered in green static grass or flock to get the realistic effect of mixed vegetation. Static grass of all kinds can be made to stand on end by gently blowing on it.



Slate

Having your hero looking down upon his enemies from a vantage point upon a rock will make him stand out. Slate is really useful for modelling, as it has no scale, so a small piece of slate when painted can easily be made to look like a gigantic boulder. By adding the smaller pieces of slate around the base of the larger bits, you'll create a realistic rocky area.



Clump foliage

You can use clump foliage to create small bushes or shrubs, thereby making your bases look more real. It is made up of flock stuck together with a rubbery adhesive, so you can pull bits off to the size you want. Stick them to your base with Superglue. When using Superglue on areas you have already painted, use it sparingly, otherwise it can leave unsightly white marks.



Skulls, glorious skulls

What says more about your hero's prowess than having him stand upon the skulls of his enemies? The Hero basing kit contains around 12 resin skull piles. The skulls take up a large area, so test fit your model to the base before sticking it on. For the best possible pose, do this before you have glued the model together as this allows you to adjust both the model components and the base.

WARHAMMER[®] MARK OF CHAOS[™]

Mark of Chaos is the latest computer game set in the Warhammer world. Developed by Black Hole Entertainment and published by Bandai-Namco, this real-time strategy game brings the visceral, brooding world of Warhammer Fantasy Battle to life on your PC in epic fashion.

Chaos Warriors

Strong, tough, heavily armoured warriors – these troops are as deadly in Mark of Chaos as they are in Warhammer!

PLAYABLE RACES OF WARHAMMER: MARK OF CHAOS



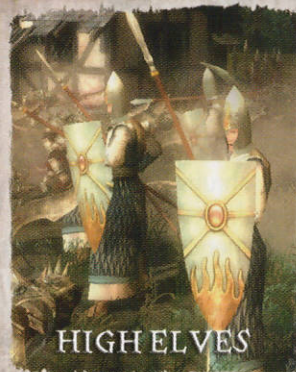
EMPIRE



CHAOS



SKAVEN



HIGH ELVES



Warrior Priest

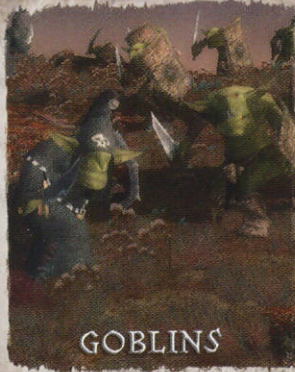
This devout warrior of the Empire is one of many Hero types in the game. Combining combat abilities with Prayers of Sigmar, he's one of the most versatile heroes the Empire can field.

State Troops

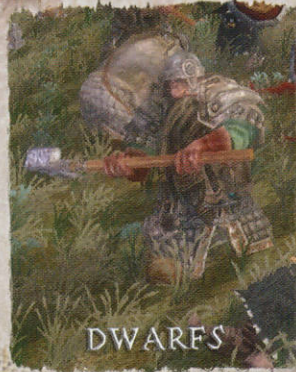
The basic Empire foot-soldiers are dependable troops, and you can kit them out with a variety of weapon options just like in the tabletop game.



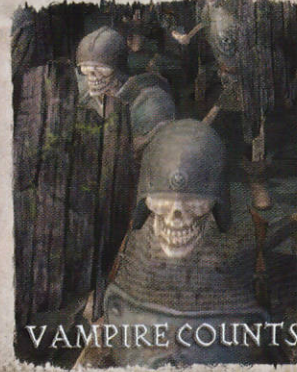
ORCS



GOBLINS



DWARFS



VAMPIRE COUNTS

BLACK HOLE
ENTERTAINMENT



High Elves

The High Elves have the best defensive infantry in the game and the best archers, too!

1

2

3

1

2

4

5

A game in progress. The Daemon Prince (1) leads his army to battle. The user interface (UI) at the foot of the screen contains everything you need to control your army at the click of a mouse button. Your regiments are shown in the centre of the UI, as well as on the field of battle. In this case, we have Chaos Marauders selected (2). The green bar next to them represents their current fighting strength, while the white bar represents their morale. The lower their morale, the less likely they are to obey orders. Your overall

view of the battlefield is limited by what you can see on the map (3), although you can also zoom the camera out to view the battlefield from a flying dragon's perspective! The menu on the right displays the properties of the unit currently selected, from their special abilities (4), to their formation options (5). The UI thus lets us see that our Chaos Marauders are at full strength, and that they have no particular special powers. If you wish, your Heroes can join units to bolster their combat abilities.

WARHAMMER MARK OF CHAOS

Night Goblins

Not the strongest infantry regiment in the game, but there are so many of them that they still make for a good fight!



Your Heroes grow more powerful as the campaigns progress, picking up magic items and skills. For example, the Chaos Champion aspires to become a Daemon Prince – here you can see his “Skill Tree”, which you use in the game to decide which abilities and spells he will learn next.



The game features an interactive army painter tool, which allows you to customise not just each unit, but every individual soldier in a unit! Everything from faces to colours is changeable. The less energetic amongst us can simply click the “Random” button, and have the computer generate it all instead.



In between games your Hero will move around on the tactical map. Here, you get to choose where your army goes to next. You can pick your fights, make camp, or investigate villages. Sometimes this will result in a random encounter, whereas at other times you will get the opportunity to replenish your forces.



The army selection screen is where you pick your forces for each engagement. The further you progress in the campaign, the more units and Heroes become unlocked. Between games, you can top up depleted units by spending the requisite amount of gold, recruit new units, and even hire mercenaries.



GOLDEN DEMON

2006

Golden Demon is the world's premiere miniatures painting competition. Over the next few pages we'll be looking at some of this year's Slayer Sword-winning entries, drawn from all over the world. But why do we host Golden Demon, and what does it take to win? We talk to Alan Merrett, the man behind the competition, for the answers.

Several times a year at Games Days all over the world, hopeful hobbyists queue by the hundred to enter their Citadel miniatures in Golden Demon. It is a source of great excitement and anxiety, for many hours of work will have gone into each of the models presented for show. But only so many prizes can be won, and only one supremely talented individual can carry away the coveted Slayer Sword.

"Golden Demon exists for two reasons: to showcase great looking Citadel miniatures, and to recognise and reward fantastic painters," says Alan Merrett. We're sat in one of the offices in Games Workshop's Tower of Power, where GW's top brass plan the future of our hobby. One of Alan's big jobs is looking after Golden Demon. He's been with GW for many years, being editor of White Dwarf, among other things, and in the miniature wargames hobby for even longer. He was instrumental in setting up Golden Demon, and that included choosing the categories, cogitating on how it should be judged, and what it should achieve. He is the man you go to when you want to ask questions about the competition.

"It's all about the hobbyists. It's not about Games Workshop or our staff, who have plenty of occasions where they can show off their abilities," he says. "It's about providing hobbyists with an opportunity to demonstrate their creativity. It's not our tournament, it's their tournament. These are people who really get inside the skin of what we do. They produce fabulous models, awesome bits of conversion and great painting. Somehow we have to be able to recognise that and say: 'Look at what these guys are doing with the hobby.' It is an achievement to produce amazing miniatures that just make you gasp. It's a fun thing to reward that achievement, and it's the right thing for us to do so."

Inspiration

Besides a big pat on the back for all those who wield their paintbrushes like a magic wand, Golden Demon fulfils a number of other functions, too. For a start, it keeps us on our toes. As the quality of Golden Demon entries have risen, so it has pushed our own 'Eavy Metal team. If you guys keep turning out amazing models, then it makes us try even harder. It is no accident that many 'Eavy Metal painters and sculptors were once noted Golden Demon competitors.

Golden Demon also acts as an inspiration to all hobbyists, providing a benchmark for us all to set our own painting achievements by.

"Golden demon is a wonderful thing in that it creates aspiration. Before Golden Demon that only existed in military modelling circles. It's a wonderful thing to have a competition where people can be rewarded just for being great painters. Winning is a wonderful payback for those who invest so much time and energy in that aspects of the hobby. It gives great painters something to aim for, and it inspires everybody to paint better models. Everybody can have a crack at painting miniatures, but look how far you can take it! Look how exciting it is, look how much variety and depth you can get from our worlds" says Alan of the Golden Demon entries. "It never fails to inspire me."

How to win

There are many rules for entering Golden Demon, and you can read about these on our website. But there are two things you should bear in mind when preparing an entry. The first is that it is a painting, not a modelling, competition.

"We look at the painting first," explains Alan. "If we have two models that are equally good, then it will go to the quality of the modelling."



GOLDEN DEMON 2006

Bad modelling work can let a brilliant paint job down. "It can be jarring if the quality of the work is not as good as that on the original miniature. It has to be seamless, so you have to ask yourself if you can match the skill of the Citadel team."

You also need to make sure that any modelling you do is in scale and keeping with the miniature and that all your work is finished to the same standard.

"Many miniatures get let down because only one side of a banner is painted, or because the banner is attached with a couple of tatty paper tabs, so if you are going to do a flag, paint both sides," advises Alan.

“A Cathayan model is not a Cathayan model, it’s just a Chinese model, and China is not part of the Warhammer world.”

The second thing is that Golden Demon is a competition about Citadel miniatures that depict the Warhammer, Warhammer 40,000 or The Lord of the Rings universes.

"I've seen dozens of entries that have references to films or comic book characters. I've even seen a Mad Hatter model, and an Eldar Dreadnought with top hat and tails. These entries are often breathtakingly painted, or funny, but they can't win, because it goes against the spirit of the competition. That might seem deeply unfair, but it's a Games Workshop tournament for Citadel miniatures depicting our worlds. However well-painted some of those things are, they fall outside of the purview of Golden Demon."

Golden Demon also does not encompass parts of our worlds that we have not yet explored.

"Araby, Cathay, Nippon. Not even we know what the characters from these places look like, so how can people create models from there that are in tune with our worlds? The guys in the Studio struggle to come up with great ideas, and they have to do it under the most terrifying scrutiny. There are so many checks and controls and arguments about what a particular aspect of our gaming worlds are like, and that's when we do the things that we've known about for 20 years, and then people come along and say 'Aha, Cathay, I've seen this place on a map, I've decided it looks like this.' Cathay is just a name at the moment, and will be for a long time. Just because we haven't revealed what these places are

like it does not mean that they could be anything. Speculation is not the same as derivation or evolution. A Cathayan model isn't a Cathayan model, it's just a Chinese model, and China is part of our world, not the Warhammer world."

Interpretation

However, the competition is not prescriptive, entries have to be true to the spirit of the world, but this spirit is broad, and there are many subjects to be explored. What fits our worlds is something Alan says hobbyists know instinctively.

"Our worlds are open to a degree of interpretation. That's part of the fun. For

example, Ogres have always veered between flesh and grey-ish. What defines an Ogre is that he is eight or nine foot tall, has a voracious appetite, a big fat belly, a big club and is about to whack you on the head. Grey skin, on the other hand is not a defining characteristic, it's a trait. So you can paint them flesh coloured. Goblins, on the other

hand," he continues, "they are green. There's flexibility in what shade of green it is, but green skin is part of what defines a Warhammer Goblin."

Another example is Space Marines. The Warhammer 40,000 background suggests that anything goes with regards to Space Marines heraldry and uniforms, but we all know that heraldry based on flowered patterns is not "Space Marine".

Creativity

Our judges, then, are looking for beautifully painted models, modelled perfectly which capture the soul of one of our gaming universes.

"Genuine creativity," explains Alan, "is taking something that we think we know, and then presenting it with a style and a quality that is so brilliant that it makes you look at the thing you think you know again. Golden Demon has dozens of entries every year that do just that. Great art in history comes through people doing unexpected, brilliant things with what's already there. Michaelangelo didn't invent statuary, but he mastered it and took it to a completely new level. Mozart didn't invent violins, flutes and cellos, but look what he was able to do with them. Reinvention, that's where real creativity lies."

Golden Demon season is over, but a fresh year lies ahead. Now is the time to wet your paintbrush, fine tune your ideas and get painting. Who knows, if you can impress us, it may be you who holds aloft the Slayer Sword at the next Games Day... There is no greater hobby honour.

Youngbloods and the Open Competition

These two competitions run side-by-side with Golden Demon.

Youngbloods allows young hobbyists a chance to compete against their peers – people who, like them, have only been in the hobby a while.

The Open is a little different. Golden Demon is really for you guys, but we still want a chance to show off too! (We are all hobbyists, after all), so we can enter the Open Competition.

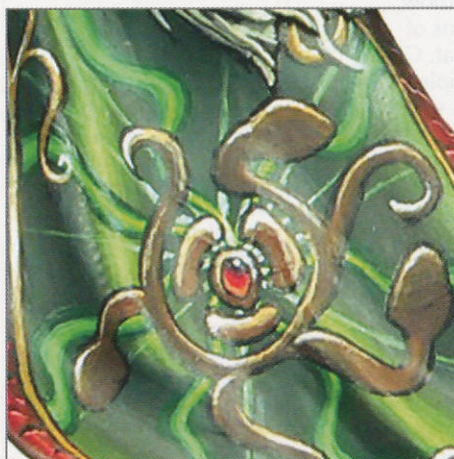
"It's also a catch-all for models that don't fit neatly into Golden Demon," says Alan. "It's a place for the best of the best to do some crazy, bespoke things that really wow people."

Anyone can enter the Open Competition, and with pretty much anything. But if you do, remember you might be competing against the 'Eavy Metal team!



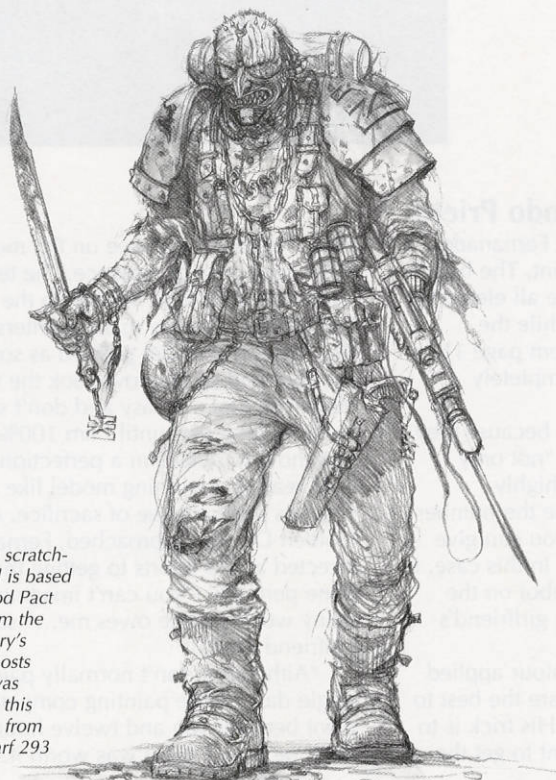
Germany

Orion
Stefan Rath





Blood Pact soldier
Alfonso Giraldes Bermejo



This 54mm scratch-built model is based on the Blood Pact soldiers from the Black Library's Gaunt's Ghosts novels. It was inspired by this illustration, from White Dwarf 293



GOLDEN DEMON 2006

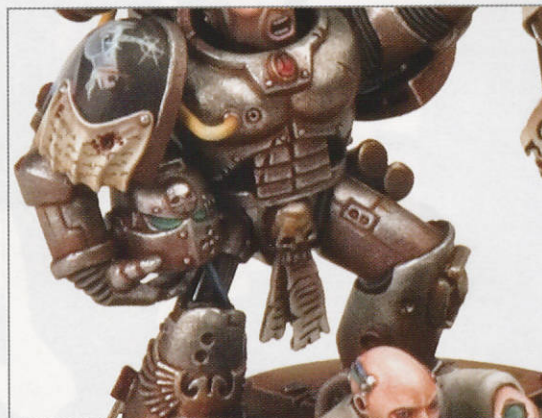


Spain

Converted Space Marine Hero
Fernando Prieto



Fernando made great use of our plastic Space Marine kits' modular construction in creating his winning entry.



Interview with Fernando Prieto

This Space Marine hero took Fernando 180 hours to convert and paint. The body, arms, face, and bionic leg are all elements that Fernando did himself, while the homunculus, based on art from page 11 in Codex: Space Marines, is completely scratch-built.

"I like the Space Marines because they are flexible," says Fernando, "not only because they are multi-part, highly poseable models, but because the number of different chapters means you can give them the look you like most. In this case, I chose the unicorn as the symbol on the shoulder pad because it's my girlfriend's favourite fantasy creature."

Fernando uses Citadel Colour applied with Citadel Brushes. "They are the best to paint models with," he says. His trick is to apply many thin coats of paint to get the

clean finish you can see on the model. "You need a lot of patience," he tells us. "My friends call me 'Fernando the methodical'. I know many painters who like to get the model painted as soon as possible and so they overlook the finish. However, I take it easy and don't stop working on a part until I am 100% satisfied with how it looks. I'm a perfectionist."

Creating a winning model like this requires some degree of sacrifice. As Golden Demon approached, Fernando directed all his efforts to getting the model done perfectly ("You can't imagine how many weekends he owes me..." says his girlfriend Marta).

"Although I don't normally paint every single day, before painting competitions I paint between ten and twelve hours per day," he says. "But it was worth it."



Italy

Inquisitor Eisenhorn
Andrea Ottolini



This Eisenhorn miniature is an unconverted 54mm model from our Inquisitor range. He features heavily in the game and also stars in a series of Black Library novels.



GOLDEN DEMON 2006





United States of America

Gamesday Chicago

The Fellowship of the Ring
Natalya Melnick



Interview with Natalya Melnik

Russian painter Natalya Melnik (pictured left) won this Slayer Sword at Games Day Chicago (The United States of America is so big that they hold four Games Days and Golden Demon competitions a year). It is but the latest award that Natalya has won, as she has picked up numerous statuettes from Golden Demon competitions in many countries, and is widely regarded as one of the planet's best miniatures painters.

"The Lord of the Rings is by far one of my favorite movies," explains Natalya of her choice of miniatures. "My intent was to depict the characters as realistically as possible, to match how they appear in the films. For that I had to use natural colours and tones to paint my figures. Without that, it would be impossible to attain the level of

realism on the miniatures that I wanted to."

Natalya's models exhibit an amazing degree of fine brush work, especially in the embroidery on Boromir's sleeves and Gimli's cloak, as well as in the character's expressions, an element of miniatures painting she is renowned for. She has, she insists, no special tricks.

"My only secret is a thin brush and a firm, confident artist's hand," she says.

As Natalya is such a big fan of The Lord of the Rings, we asked her if she has a favourite amongst The Fellowship.

"This is a difficult question to answer. I cannot pick a single character from the set. I like all of the Hobbits, but at the same time Aragorn and Gandalf are also special to me."

Gamesday Los Angeles

High Marshal Helbrecht and Chaplain Grimaldus
Tim Holly



GOLDEN DEMON 2006



Gamesday Atlanta

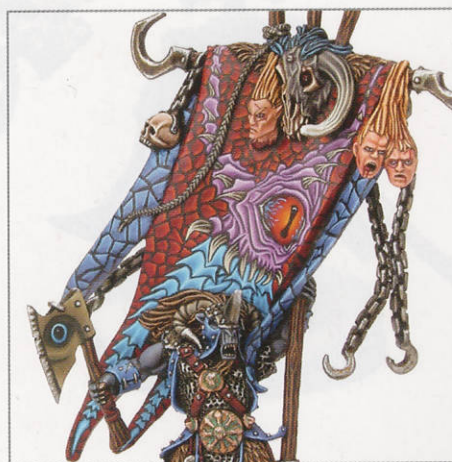
Wood Elf Lord
Jeff Wilson





United States of America

Gamesday Baltimore



Interview with Todd Swanson

Todd shared with us how he set about winning his Slayer Sword.

"Firstly, choose miniatures that you absolutely love. If you are passionate about what you are painting you will want to do a better job. Choose miniatures that you feel are the most superbly sculpted. I have always thought that the painting is limited by the sculpture of a miniature. I spent hours looking through the Games Workshop Catalogue and Hobby Reference choosing what I regard as the best Beastmen models to use for my Warherd.

"I also feel that conversion is very important as it makes the miniature unique. It is very important that you do a quality conversion so that the finished model looks like something that Games Workshop would produce. You don't want your conversion to look like a conversion! When converting a miniature I study it hard and think how I can work on the pose to make it as dramatic as possible.

"This is a painting competition after all,

so this is the most important. Quality is the paramount aspect of painting for me. This means there are absolutely no mistakes anywhere on the model. This is very time consuming but is well worth it if you are serious about winning a Demon statuette. Quality also means doing your best to have seamless color transitions when blending. Don't hesitate to repaint something if it does not turn out as planned. On many occasions I have repainted areas that I spent hours on because it did not come out right. Always look for a place to incorporate freehand designs on a miniature. This is where you can really make your model stand out and make it unique. Be as creative as you can with freehand and spend some time doing sketches before you apply your ideas.

"Lastly, remember that quality work takes time. I invested over 300 hours in my Beastmen Warband."

As you can see from these amazing models, it was time well spent.



United Kingdom

Orc Warlord

Albert Moretó Font



Interview with Albert Moretó Font

There are loud whoops of joy and not a small amount of tears from "Team Spain" (the contingent of Spanish painters that enter multiple Golden Demons every year) as Albert Moretó Font's name is announced as this year's UK Slayer Sword winner. We caught up with him as he left the stage and was engulfed by his overjoyed comrades.

"It was exhausting," explains Albert, when asked how long the model had taken to paint. "I started thinking about it in October last year, after being inspired by Adrian Smith's art in the (then current) Orcs & Goblins book. I actually started work on the model in February and then worked on it on and off until June. From then I did at least four hours a day right up until we flew over to Birmingham."

The model was painstakingly put together, with many scratch-built elements. Even though it is all equally well-crafted, he must have some favourite bits.

"There are loads," he proudly states.

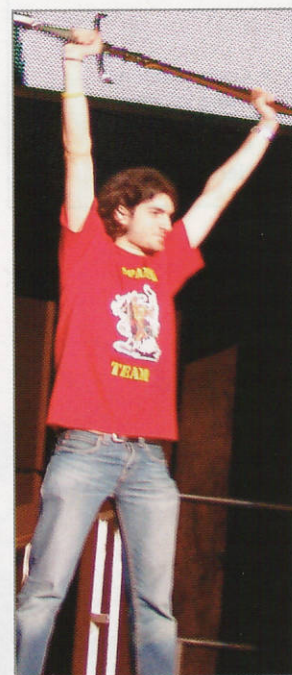
"But if I had to choose I would say the face – specifically the teeth – and the feet. They took the most time to finish."

Albert looks thoughtful as we ask if, with all the effort needed, there were times he wanted to throw the whole thing away.

"Yes, I came very close to binning the model on several occasions, but I'm very focussed. At the end of the day the standard for Golden Demon is so high that if you want to win then you have to commit to that level of dedication. I came second in my category last year and vowed I would take the Slayer Sword this year. That is what kept me going."

Will Albert be back to defend his title in 2007?

"You bet! I already have plans and ideas in mind for a model but I'm not going to tell you what that is," he says. He is once more piled on by his delighted countrymen, all dressed in their bright red "Team Spain" T-shirts.



GOLDEN DEMON 2006

WARHAMMER

Tactica



PART 2: DEPLOYMENT

Later in this series...

The Tactica series will cover a variety of topics from our three core games systems. Coming soon in this series you will find, among other topics, the following:

WARHAMMER

- Shooting
- Magic
- Psychology

WARHAMMER
40,000

- Choosing an army
- Vehicles
- Assaults
- Close combat
- Cityfighting

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

- Army selection
- Using infantry
- Spellcasters
- Monsters
- Heroes

Believe it or not, you can gain a potentially game-winning advantage in a Warhammer battle purely during the deployment phase. Veteran players and rules scriveners Phil Kelly and Ant Reynolds take us through the basics.

The first thing to learn about the deployment phase is that it really matters. It's always worth spending a bit of time thinking about your deployment plan rather than just plonking your units down in a big chorus line. Like a football manager, you should have a definite formation in mind that plays to the strengths and weaknesses of your troops before battle is joined. Here we'll be looking at some classic deployment strategies that most armies can employ. Later, we'll examine some special tactics for armies that don't quite fit these models, namely small, elite forces and the every unusual Vampire Counts.

Deploy cheaper units first

Most armies have some small and not-very-expensive units in their number. These are the ones you want to deploy first. By holding back your expensive and powerful units until later in the deployment phase, you force your enemy to reveal his hand. This enables you to react to your opponent's deployment, leaving his elite infantry with no-one to face off against, and you can avoid his shooty units altogether. Some armies even have several small units that work really well in enhancing the use of this tactic. For example, when playing Skaven

competitively take one two-man unit of globadiers, two five-man units of Night Runners, and two units of Skavenslaves – the enemy will have deployed six or seven of his units (usually the majority of his army) whilst you've placed a mere 150 points' worth of cheap sacrificial units. This complements a refused flank strategy very nicely (as described later).

First-turn bonus

Not all armies have access to numerous, cheap troops. If that's you, then try as hard as you can to get the +1 to the dice roll to see who gets first turn by finishing deployment first. Your opponent will get to react to your placement, but if your army is smaller, he would anyway, and that bonus +1 can make up for it. Though going first isn't as important as a solid deployment strategy, if your army is small but has decent ranged or magical abilities, it can tip the balance in your favour.

Deploy deeper

A sneaky tactic is deploying a little back from your deployment zone's limit. Deploying your units 10" on instead of 12" may keep you out of range of a first-turn volley from enemy missile units and spellcasters, or even confound your opponent's guess-range estimates.

Keep out of the cannon sights

You may be thinking "Well, duh," at this point, but placing your best units last will often enable you to interpose a nice big wood or building in between them and the opponent's guns. This is especially important for large targets such as Giants and Dragons – don't deploy them until you've seen where the opponent is putting his war machines. There's little more annoying than having a smoking hole blown through your best model before it's even off the starting line.

Deploy your characters wisely

Characters come last in deployment order and some players, once they have placed their General in a nice central position, see the placement of the others as an afterthought. This is folly! Firstly and most importantly, try to ensure that your characters are placed within units, even if you intend to move them out later in the game. Proximity to a unit is no longer enough to protect a character, so there are a lot of snipers out there. Secondly, place your Wizards in nice chunky units that you can move forward with impunity. Even if you are playing defensively, you will need

to move your Wizard's unit forward a few inches so that he can cast his magic missiles effectively (the vast majority of these have a 24" range). Thirdly, place your combat-oriented characters so that they can bolster your line where necessary, or within units that have low Leadership. Battle Standard Bearer should be placed in close proximity to your General, but beware deploying several characters in the same unit. Think eggs and baskets...

Get out of the way

When deployment space is tight, or you're trying to employ a particular strategy such as those discussed later, it can be tempting to bunch up your units. Where possible, try to avoid getting your units in each other's way. There's no point forking out for a huge unit of Black Orcs, for instance, if they get stuck behind your (squabbling) Gobbos for the first few turns.

Don't rush

Finally, don't be in a hurry to deploy. Every time your opponent puts down a unit he gives you a little more information to mull over – give it some time, and respond with a unit of your own when you are ready.



High and mighty

Hills are prime real estate in the Warhammer world. Not only can your shooty infantry deploy in two ranks and fire at full efficacy, but units in less lofty positions do not block your line of sight. They also give a handy +1 combat resolution bonus. Choose the deployment zone with the hill, even if only to stop your opponent from having it!

Scout's honour

Scouts are great nuisance troops but you need to give some thought to what you are trying to achieve with them. Deploying them in a hidden corner enables them to take on enemy artillery or magic users early in the game. Deploying them in a wood in your opponent's deployment zone allows you to restrict opponent's march moves while remaining safe. You can also put them behind a building or other scenery feature, ready to dance out in front of powerful enemy units to provoke unwise charges; from which, of course, your scouts can flee back into the safety of cover.



Classic

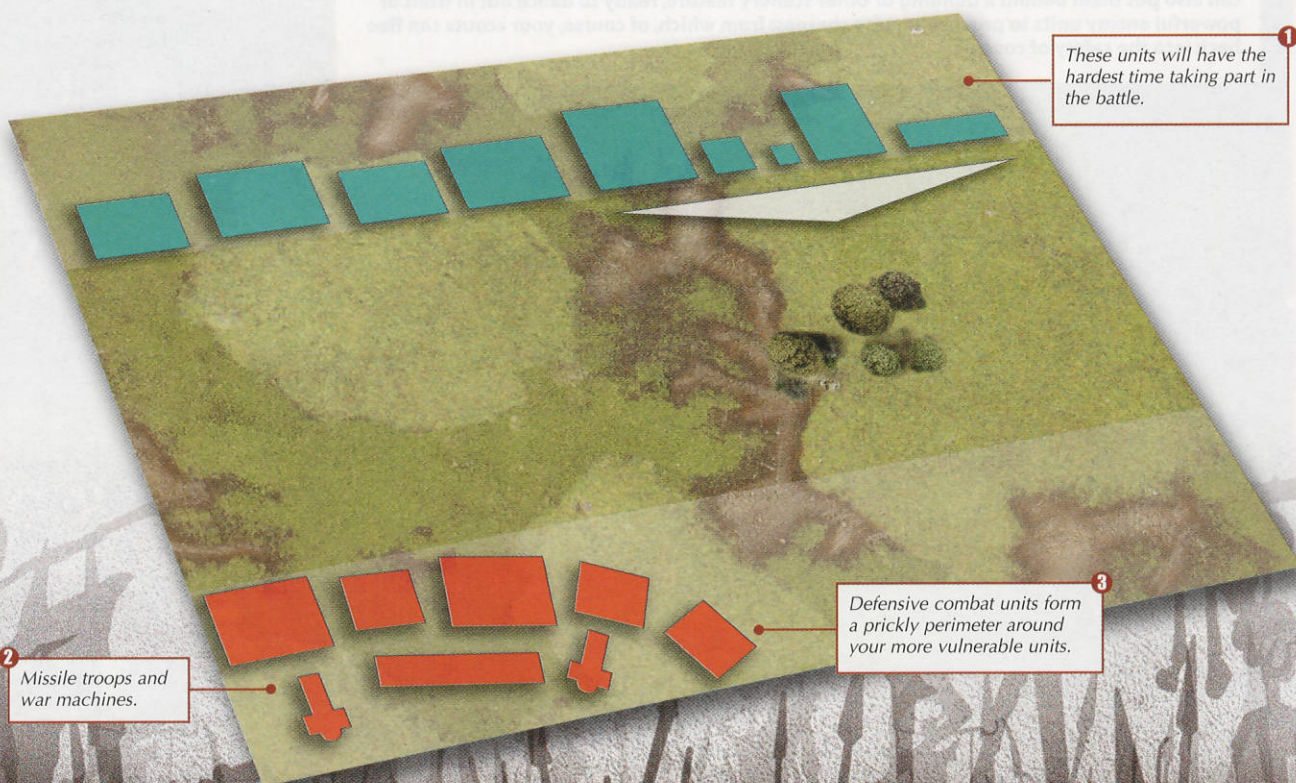
DEPLOYMENT

There are several classic deployment set-ups that most Warhammer players will have faced at some point in their gaming career. The reason that they are classic is that they work really well! Here's a brief overview.

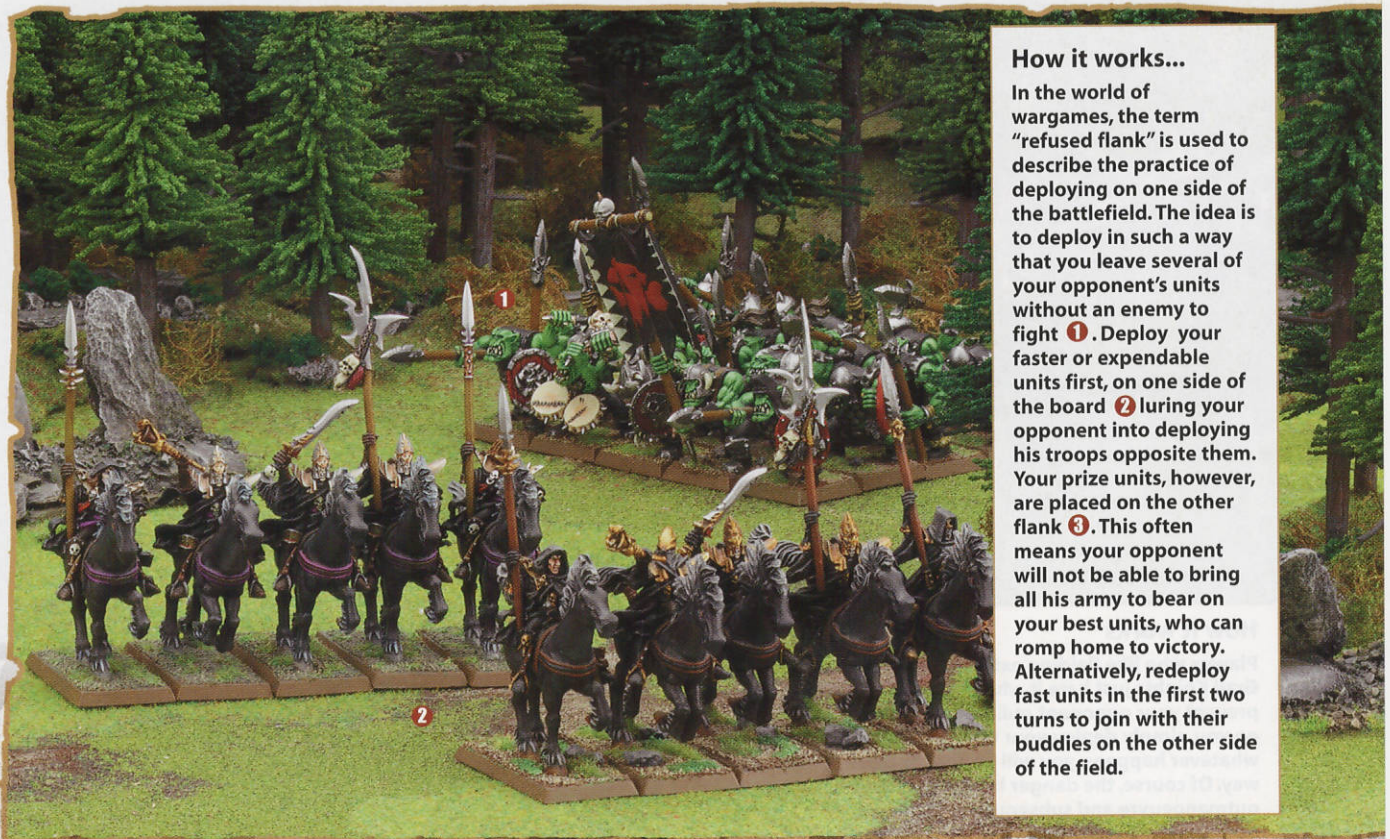
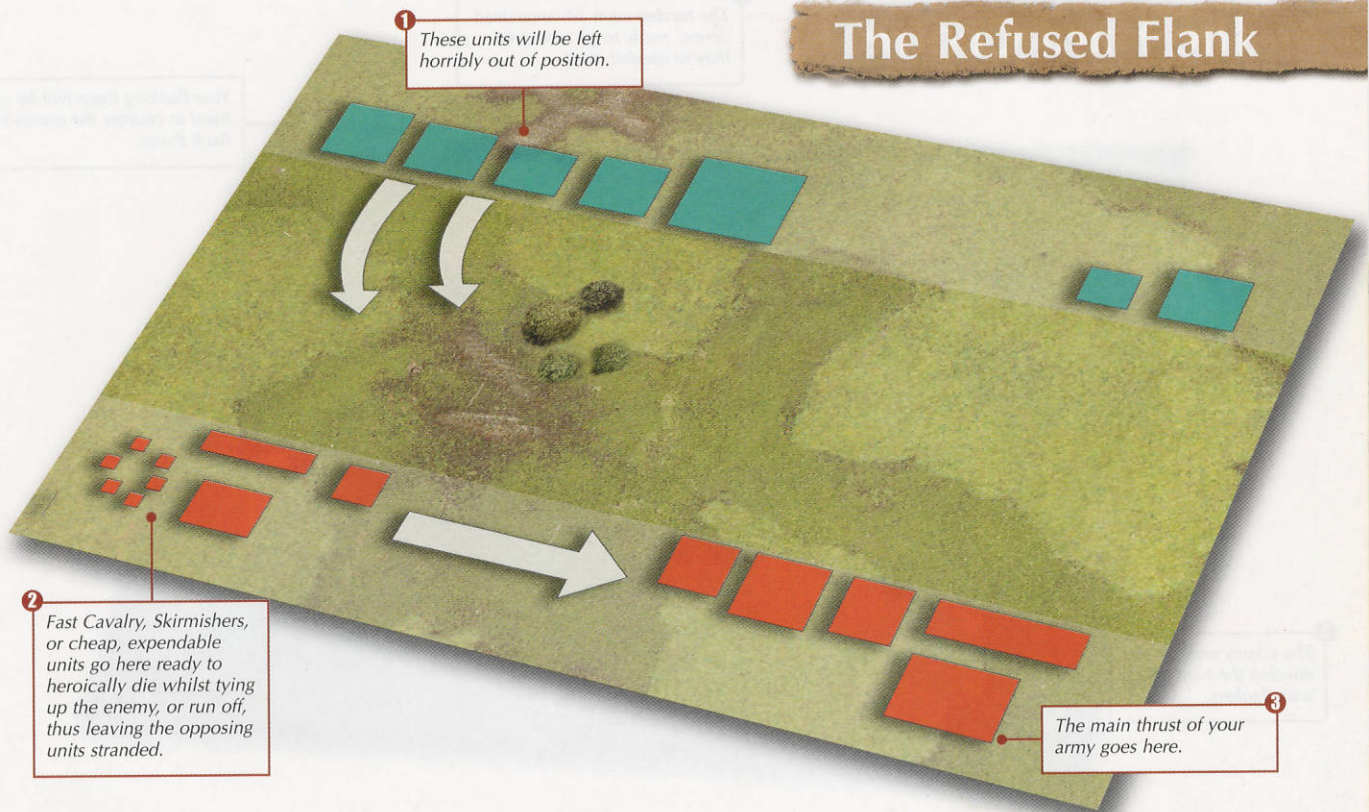
The Castle

How it works...

When drastically outnumbered, deploying your troops in one corner of the board is a great tactic, and is a special favourite of Dwarfs when fighting hordes of Skaven. The aim is to negate the enemy's numerical advantage by limiting how much of his army he can bring to bear against you **1**. Your enemy will have to deploy his force over a wide frontage, whereas you concentrate your force in a small area that bristles with guns **2** and blades **3**. Your flanks are anchored by board edges, and the enemy will only be able to match you unit for unit instead of being able to charge you with several of his at once. Under these conditions, your top-quality troops will really shine.



The Refused Flank



How it works...

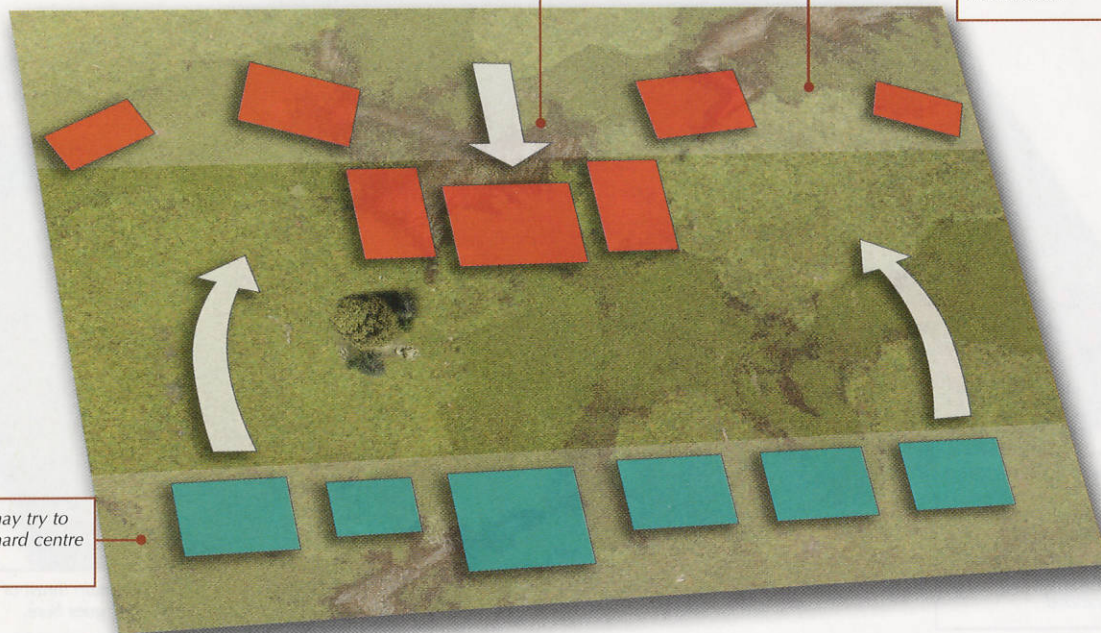
In the world of wargames, the term "refused flank" is used to describe the practice of deploying on one side of the battlefield. The idea is to deploy in such a way that you leave several of your opponent's units without an enemy to fight **1**. Deploy your faster or expendable units first, on one side of the board **2** luring your opponent into deploying his troops opposite them. Your prize units, however, are placed on the other flank **3**. This often means your opponent will not be able to bring all his army to bear on your best units, who can romp home to victory. Alternatively, redeploy fast units in the first two turns to join with their buddies on the other side of the field.

The Hard Centre

1 The hardest units advance dead centre, ready to go wherever they're needed most.

3 Your flanking force will be on hand to counter the enemy's flank threat.

2 The enemy may try to envelop the hard centre with flankers.



How it works

Players who like fielding extremely powerful units such as Grail Knights just hate it when they have no one to kill. To prevent your opponent pulling a refused flank manoeuvre on you, simply deploy your über-unit dead centre **1** – whatever happens, you will be able to crush some skulls this way. Of course, the danger here is that your opponent will outmanoeuvre and subsequently flank you **2** – prevent this by staggering your battle line and having flanking units **3** that can intervene if the enemy tries to encircle you.



Exceptions to the rule

Some armies, such as small, elite forces and the Undead, act unusually and hence must be deployed differently. Though you can adapt any of the strategies presented earlier, here are some more tips to getting the most out of them.

Causing chaos

Small forces, like Lizardmen or Ogres, need to be carefully placed and protected. The points below also apply to Chaos, but their armies are so diverse it's difficult to write a definitive tactics guide for them!

- Your expensive units will attract a lot of enemy shooting and magic. Deploying them behind a screen of troops can be vital. Screamerz make a great choice as a screening unit, as they are hard to hit (being a flying unit, and as such skirmishing), have good Toughness, 2 Wounds each, and their Daemonic ward save. Other good screening units are Furies, Skinks and Beastherds – in fact, any skirmishing or flying unit.
- You will most likely be outnumbered and outgunned by your foes – minimise the casualties you will take when advancing across the table by careful deployment – use the terrain to your advantage, and consider using a refused flank.
- Protect your flanks! Small, elite armies can be outflanked, spelling doom for your force. Use fast cavalry and skirmishers to threaten any units trying to get around the side of your powerful, expensive blocks of troops.

Deployment counts

Warhammer is a game that is won and lost in the Movement phase, and in a Vampire Counts army, only units that are within 12" of your Undead General are able to make march moves (characters, Ghouls and flyers excepted). As such, setting up any of your units further than 12" away from your General is generally a bad idea.

However, you have to set up your whole army before you set up your characters. Therefore, you need to know where you are going to be putting your General right from the outset. A unit of Zombies out on a flank moving 4" a turn is not going to take much part in the game!

As such, it is generally a good idea for a the bulk of a Vampire Counts army to start the game clumped around the unit that you intend to place the General within. Even if it means stacking your units up, one behind the other.

The trick to this is knowing where you intend to place your general, but not giving that away to your opponent. Fake a refused flank by placing units on one side of the board that really don't matter. Small units of Ghouls, Fell Bats and Dire Wolves are great for this, as they have the speed to be able to rapidly redeploy to where you have *really* set up your army (of course, your opponent may have read this article, so some very clever double-bluffing may be in order). Not that your opponent should know where that will be before he sees your best units hitting the table. Then, once you have thoroughly confused him and he has placed the mainstay of his own army in entirely the wrong place, you can place the heart of yours.



IF YOU GO DOWN TO THE WOODS TODAY...

A favourite tactic of mine is to place some skirmishers 2" into a wood, looking out in all directions. The enemy cannot usually charge the skirmishers because the wood slows them down, but the skirmishers can charge out in any direction they please without penalty. Furthermore, woods impose yet another -1 to enemy shooting due to being soft cover. Yay!

MODELLING WORKSHOP

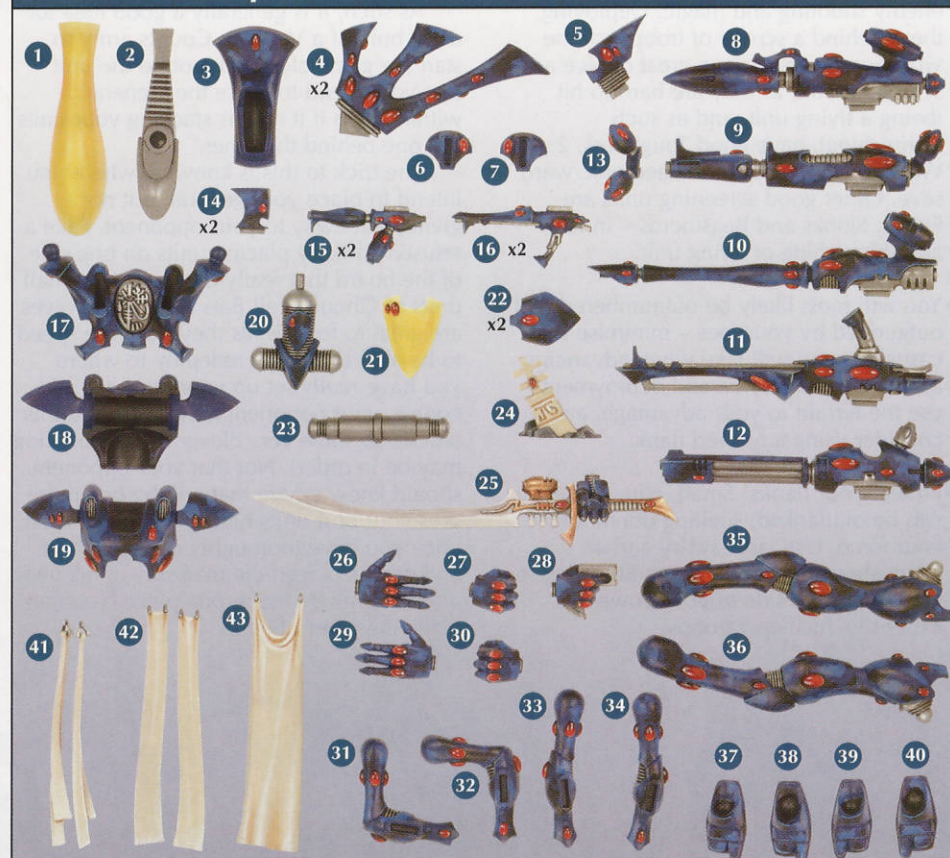
ELDAR WALKERS

WARHAMMER
40,000

In battle, the Eldar employ two types of Dreadnought-equivalent walker. The piloted weapons platform known as the War Walker, and the spirit-guided Wraithlord.



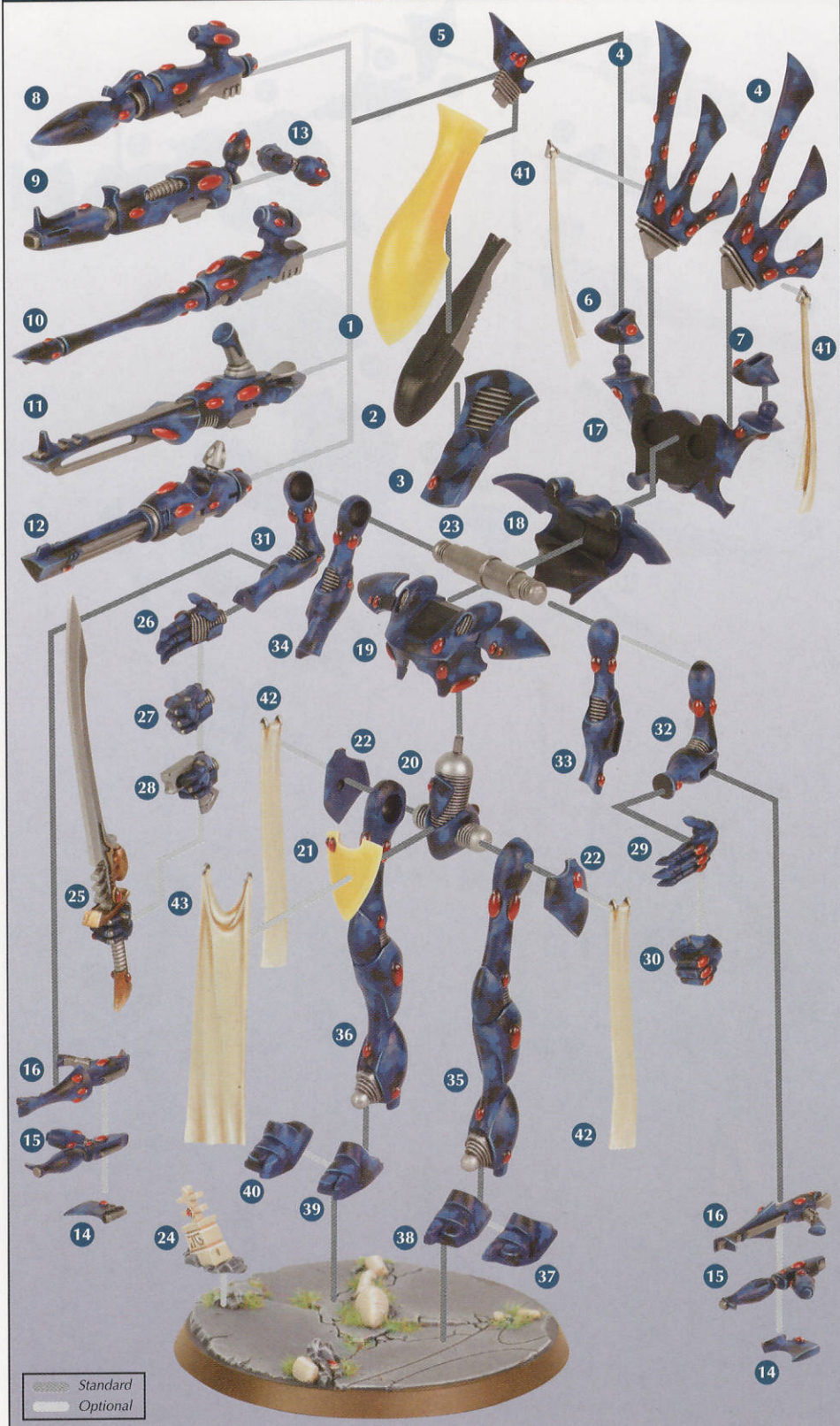
Wraithlord components



Basic Assembly

The Wraithlord plastic kit has an impressive 48 pieces, allowing you to personalise your model as well as choose the right weapons-fit for a particular enemy.

Wraithlord assembly



Key

- 1 Head top
- 2 Head bottom
- 3 Head base
- 4 Primary vanes
- 5 Head vane
- 6 Weapon mount 1
- 7 Weapon mount 2
- 8 Eldar missile launcher
- 9 Starcannon
- 10 Bright lance
- 11 Shuriken cannon
- 12 Scatter laser
- 13 Starcannon energy cells
- 14 Arm vane
- 15 Arm flamer
- 16 Shuriken catapult
- 17 Backpack
- 18 Rear body
- 19 Front body
- 20 Central axis
- 21 Front armour plate
- 22 Side armour plate
- 23 Axle
- 24 Scenic base piece
- 25 Wraith sword
- 26 Right hand 1
- 27 Right hand 2
- 28 Right hand 3
- 29 Left hand 1
- 30 Left hand 2
- 31 Right arm 1
- 32 Left arm 1
- 33 Left arm 2
- 34 Right arm 2
- 35 Left leg
- 36 Right leg
- 37 Left foot 1
- 38 Left foot 2
- 39 Right foot 1
- 40 Right foot 2
- 41 Small pennants
- 42 Medium pennants
- 43 Large pennant



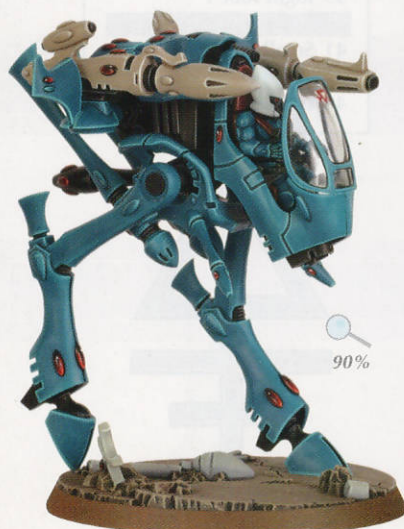
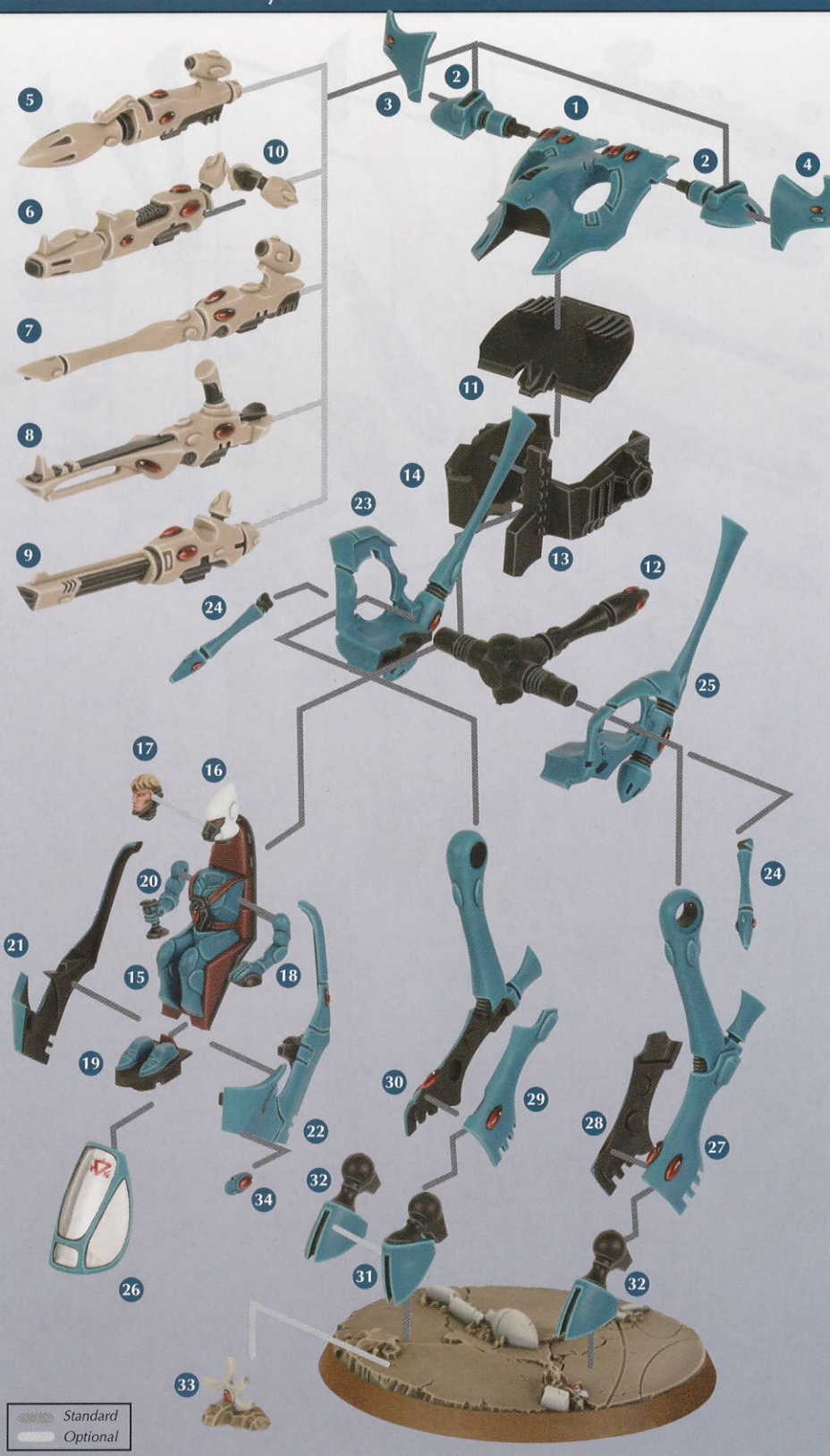
Basic Assembly

War Walkers are an ubiquitous Eldar vehicle. They are capable of carrying a huge range of powerful weaponry, making them feared the galaxy over.

Key

- 1 Chassis top
- 2 Weapon mounts
- 3 Sensor 1
- 4 Sensor 2
- 5 Eldar missile launcher
- 6 Starcannon
- 7 Bright lance
- 8 Shuriken cannon
- 9 Scatter laser
- 10 Starcannon energy cells
- 11 Vents
- 12 Axle
- 13 Right chassis
- 14 Left chassis
- 15 Pilot body
- 16 Pilot head 1
- 17 Pilot head 2
- 18 Pilot left arm
- 19 Pilot pedal
- 20 Pilot right arm
- 21 Cockpit left
- 22 Cockpit right
- 23 Right vane
- 24 Antennae
- 25 Left vane
- 26 Shield
- 27 Left leg piece 1
- 28 Left leg piece 2
- 29 Right leg piece 1
- 30 Right leg piece 2
- 31 Foot 1
- 32 Foot 2
- 33 Scenic base section
- 34 Spirit stone

War Walker assembly



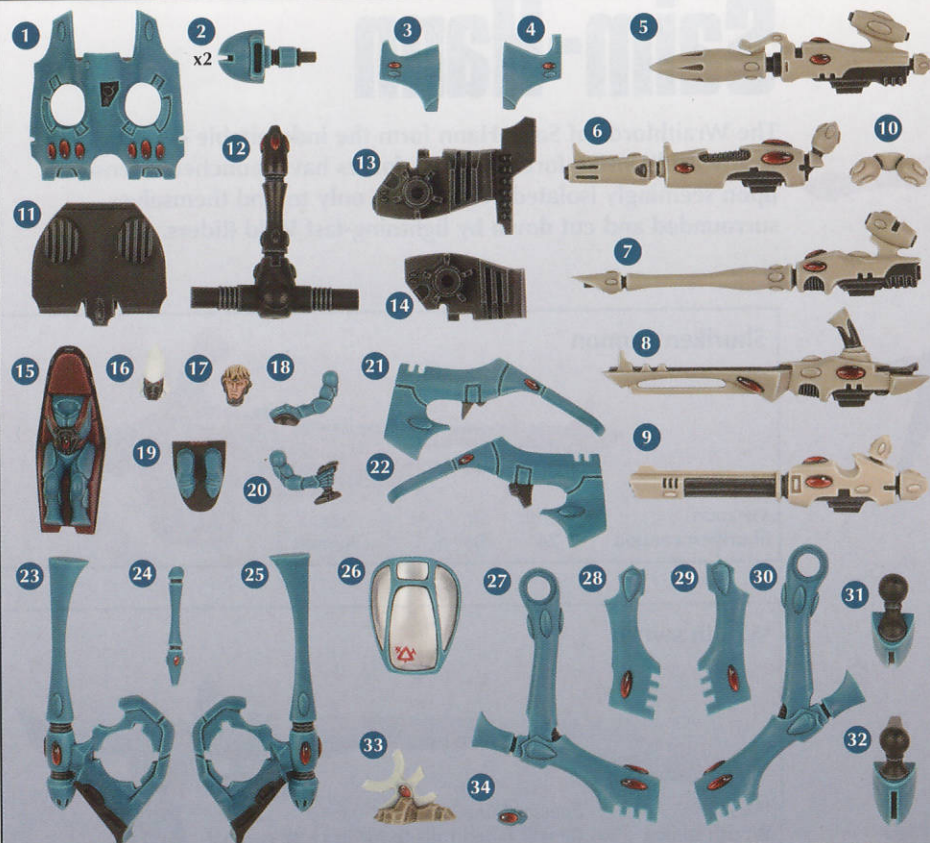


War Walkers often operate in squadrons of three, so that their firepower can be better orchestrated.

“To strike at will, swiftly and surely, and stride beneath the open sky – that is freedom.”

Autarch Shamai Miennan

War Walker components



Biel-Tan

The War Walkers of the Swordwind court have a fierce rivalry with the pilots of the Craftworld's battle tanks, and they constantly try to outdo each other on the battlefield. Each thorn on the flowing vines painted across their vehicles represents the death of a hated enemy.



Bright lance



Weapon	Range	Str	AP	Type
Bright lance	36"	8	2	Heavy 1, Lance

Starcannon



Weapon	Range	Str	AP	Type
Starcannon	36"	6	2	Heavy 2

Saim-Hann

The Wraithlords of Saim-Hann form the indomitable centre of their Craftworld's strike forces. Enemy forces have launched offensives upon seemingly isolated Wraithlords only to find themselves surrounded and cut down by lightning-fast Wild Riders.



Shuriken cannon



Weapon	Range	Str	AP	Type
Shuriken cannon	24"	6	5	Assault 3

Wraith sword

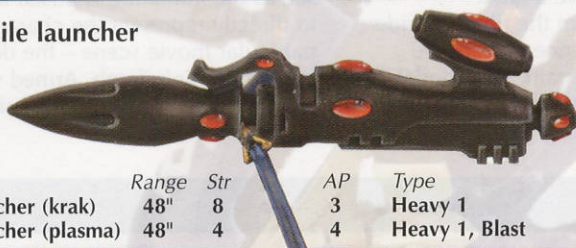


Weapon	Special Rules
Wraith sword	Re-roll failed rolls to hit in close combat

Iyanden

Of all the Craftworlds, Iyanden has the most wraith-constructs. They commonly use Wraithlords as long-range support and, having pioneered the most recent patterns of Wraithlord, are also investigating a pattern of Wraithguard optimised for close assault.

Eldar missile launcher



Weapon	Range	Str	AP	Type
Missile launcher (krak)	48"	8	3	Heavy 1
Missile launcher (plasma)	48"	4	4	Heavy 1, Blast

Shuriken catapult



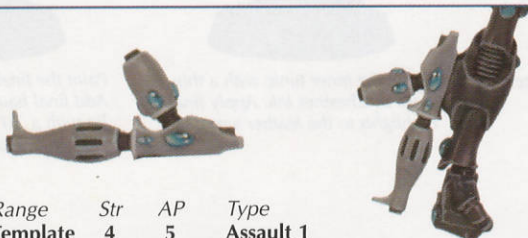
Weapon	Range	Str	AP	Type
Shuriken catapult	12"	4	5	Assault 2



Telennar

The War Walker pilots of Telennar are organised into a loose fraternity known as the Scythestorm. It is common practice for them to synchronise their targeting systems so that when they open fire the air itself ignites.

Flamer



Weapon	Range	Str	AP	Type
Flamer	Template	4	5	Assault 1

Scatter Laser



Weapon	Range	Str	AP	Type
Scatter laser	36"	6	6	Heavy 4



PAINTING WORKSHOP

FILM REFERENCE

Boromir is one of the most powerful Good Heroes in The Lord of The Rings strategy battle game. This month, we take a look at using film reference when painting this mighty warrior.

When painting characters from The Lord of The Rings movies we, as hobbyists, have a great advantage – images from the films provide us with definitive reference guides. We asked Neil Hodgson to paint us a model, using the films as reference, to illustrate what a valuable resource these images are.

He chose to paint the plastic Boromir miniature from the Mines of Moria box set, as the miniature is posed and sculpted to directly represent the character from a particular movie scene – the dramatic battle in Balin's Tomb. Armed with essential film reference, Neil shows us how it's done...

Stage by stage

Stage 1



Begin by painting all the flat basecoats. Neatness is the most important thing here.

Stage 2



Shade the hair and belt with Brown Ink, and the skin with a Flesh Wash. Apply dark grey highlights to the outer tunic.

Stage 3



Apply middle highlights to the skin and hair. Mix a tiny amount of Dwarf Flesh into Scab Red for the inner tunic highlights.

Stage 4



Highlight the leather belt, bracers and metal parts of the model.

Stage 5



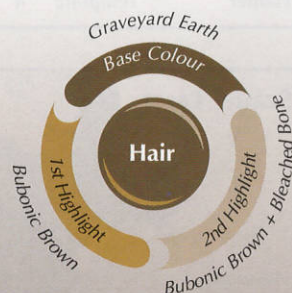
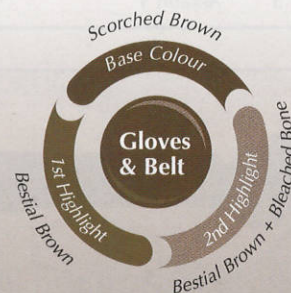
Shade the inner tunic with a thin wash of Chestnut Ink. Apply final highlights to the leather areas.

Stage 6



Paint the final details (see right). Add final hair highlight. Paint the lip with a 2:1 mix of Dwarf Flesh and Scab Red. Base (see boxout).

COLOUR GUIDE



THE LORD OF THE RINGS
STRATEGY BATTLE GAME™

Painting Workshop is your number one source of painting tips, techniques and expert 'Eavy Metal advice.

TOP TIP: Using picture reference to get details right



Sleeves

The pattern is painted onto the sleeves first with Bubonic Brown, then with a mix of Sunburst Yellow and Bubonic Brown.



Horn of Gondor

Beginning with Codex Grey, gradually work up to pure Skull White.



Robes

The weathering is stippled on to the lower portions of the tunic, using Graveyard Earth, Bubonic Brown and Bleached Bone.



Face

After a basecoat of Dwarf Flesh, shade with Flesh Wash. Add Fortress Grey and Skull White for the final highlights.



Bracers

The very edges of the bracers are highlighted first with Bestial Brown, then with a Bestial Brown and Bleached Bone mix.



Shield

Add increasing amounts of Dark Flesh to Scorched Brown for each layer. Mix in Bleached Bone for the dinks and scratches.

THE FELLOWSHIP OF THE RING

Boromir is just one of the Nine Companions to venture into Moria. You can apply the same principles of using movie reference to all the models from the set.



Basing

Neil has based the model to represent the ruinous caverns of Moria. Apply sand very sparingly to the base, then paint the whole thing Codex Grey. After a drybrush of Fortress Grey, carefully paint in the cracks with Chaos Black.

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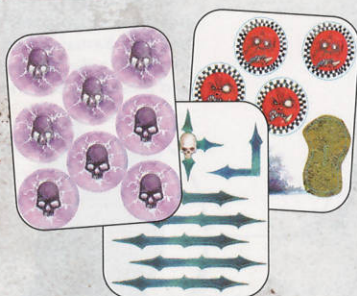


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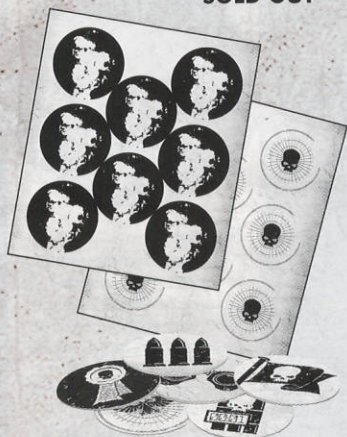


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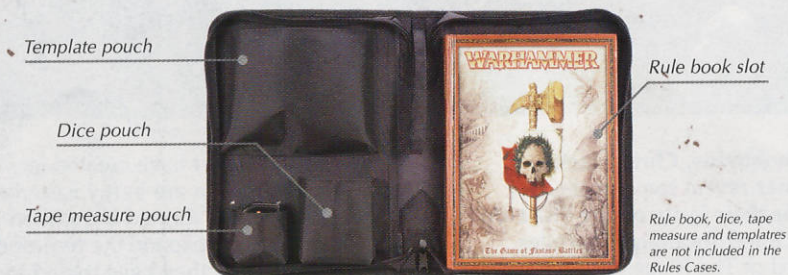


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LEGIONS GATHER

Tournament Armies for The Lord of The Rings



Using Éowyn as the basis of his army general, Chris performed a simple weapon-swap, changing the original sword blade for that of Sûladan's scimitar.

Veteran hobbyists, Chris Peach and Rik Turner reveal some of their plans for their forthcoming The Lord of The Rings Grand Tournament armies.

Chris: The Lord of The Rings story has always been an inspiration for me, but since seeing The Two Towers I have wanted to field an army of Easterlings. It's the look of their armour that really attracts me to them and the fact that they're 'the elite of the elite'.

With the arrival of the Legions of Middle-earth Expansion book and the changes to the size of the tournament armies, I have added five Kataphrakts to my army and will probably include a banner bearer too. A small contingent of Haradrim spearmen will also support my Easterlings. These will be employed to slow my opponents down with numbers while the Easterlings move in and mop up.

In the background I have created for the army, the Haradrim are in my Easterling force because the two formed a coalition during a campaign to expand the territories of Mordor. Ever since they have traded in weapons, armour, silks and slaves. Where the Easterlings have strength and protection the Haradrim bring speed, poisoned weaponry and Mûmakil.

My army should be able to deal with most of the forces found in Middle-earth. I'm also be fielding Khamûl the Easterling, a fantastic model and a character that has some awesome special rules, especially his ability to regenerate his Will points for every wound caused.

My main strategy is having two to three blocks of Infantry in the centre, supported by heroes, banners and cavalry at either side as a flanking force. Having Khamûl in the centre of the battlefield and supported



Chris Peach's army are led to war under the banner of Nikita the Cold-hearted, accompanied by Sauron's ever-present ambassador, Khamûl the Easterling.

HEROES

Khamûl the Easterling	120
Nikita the Cold-hearted (Easterling Captain)	
Armoured horse	65
Haradrim Chieftain	45

WARRIORS

1 Easterling Kataphrakt Banner Bearer	
Armoured horse	39
5 Easterling Kataphraks	
Swords, shields, armoured horses	70
1 Easterling Banner Bearer	
Banner	32

8 Easterling Spearmen	
Swords, shields, spears	80
8 Easterling Swordsmen	
Swords, shields	64
8 Easterling Bowmen	
Swords, bows	64
1 Haradrim Banner Bearer	
Banner	30
15 Haradrim Spearmen	
Spears	90
Total	699

by Easterling spearmen, he not only drains the courage of enemies around him but packs quite a punch once in combat. Having the ability to restore his Will, I have no worries about his spirit crumbling when he gets himself into any tight spots.

My force is led by a female captain

called Nikita the Cold-hearted, not a nice lass this one. It wasn't her abilities that made her leader, more the slitting of her commander's throat while he slept in his tent. I used the model of Éowyn to create my character, and swapped her sword for Suladân's scimitar – not a massive or complicated conversion but it is my favourite figure in the force.

“The Easterlings are among Sauron's most advanced warriors – The ‘elite of the elite’!”

I wanted my Easterlings to look different from the red and gold ones seen in the movies, so I went for black and orange robes with brass armour. The colours contrast well and give them a sinister but regal look. My Easterling force resides in the temple city of Tset-Hedren, the closest city to the lands of the Dwarfs, which strangely enough, is my second Grand Tournament force. I'm really looking forward to the GT. It's a great

opportunity to see loads of fantastic armies converted from the minds of gamers that are completely dedicated to the hobby and who, like me, just want to have a wicked day of death and destruction!

PAINTING EASTERLINGS

Robes

- Chaos Black
- Codex Grey
- Black Ink

Head Scarves & Sashes

- Vermin Brown
- Blazing Orange
- Fiery Orange

Armour

- Brazen Brass
- Chainmail
- Brown Ink
- Black Ink

Weapons

- Brazen Brass
- Chainmail
- Mithril Silver

Bases

- Graveyard Earth
- Bleached Bone

GRAND TOURNAMENT ARMY SHOWCASE



The rules for Elven Knights are not currently available, forcing Rik to leave his valuable cavalry out of his Grand Tournament army list. Unofficial rules for the Elnaith (Elven Cavalry) can be found on the UK website, however, you must get your opponent's permission before you can use them.



Rik's entire Elven host prepares for war – though not all will fight in the coming Grand Tournament.

PAINTING ELVES

Robes

- Regal Blue
- Ultramarines Blue
- Black Ink

Sashes

- Codex Grey
- Fortress Grey
- Black Ink

Armour

- Shining Gold
- Dark Green Ink
- Burnished Gold
- Mithril Silver

Weapons

- Boltgun Metal
- Blue Ink
- Mithril Silver

Bases

- Graveyard Earth
- Bleached Bone

HEROES

Gil-galad	
Heavy armour, Aeglos	140
Elrond	
Heavy armour, Elven blade, Vilya	170

WARRIORS

Banner Bearer	
Heavy armour, banner	44

12 Spearmen	
Heavy armour, shields	132
12 Swordsmen	
Heavy armour	120
8 Bowmen	
Heavy armour	88
Total	694

Rik: I've always loved the Elves of Middle-earth. From the moment they first appeared in the prologue of *The Fellowship of The Ring*, amassed for war at the foot of Mount Doom, I knew I would collect an army of them.

This year will be my first *The Lord of The Rings* Grand Tournament and now, with my army nearing completion and the arrival of the new *Legions of Middle-earth Expansion* book, there has never been a better time to step into the arena!

Pictured here is my entire Elven army – well over 1,000 points. For the Grand Tournament I plan to select heroes and warriors from my main army – the final composition has yet to be decided as I continue to play test ideas and tactics, right up until the last possible moment.

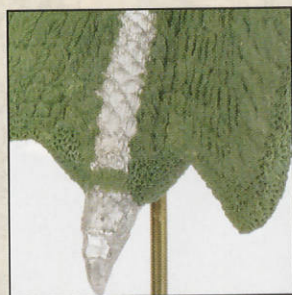
When I began the army I decided to paint similarly armed warriors in groups of 12. This seemed like a good number as it is easily divisible by 2, 3, 4, and 6, allowing me to field them in visually pleasing groups or units. When you're an Elf, looking good at what you do is almost as

important as doing that thing well!

I also tried to incorporate a suitable hero to accompany each of my units, selecting characters who were again, similarly armed. I chose Elrond to lead my swordsmen, while Gil-galad, High King of the Elves during the Last Alliance, would lead the spearmen. As Gil-galad was slain during the last battle of the Second Age, to include him would mean fielding an Elven army of Eregion, as laid out in the *Legions of Middle-earth Expansion* book.

To my delight, an army of Eregion also presented me the opportunity to convert a group of Elven Knights. However, since no official rules for these miniatures currently exist, I will have to leave these behind when I go to the Tournament.

As I like all things Elven from *The Lord of The Rings*, I eventually plan to expand the army and make it an army of the Grey Havens. The advantage of doing this is in the list of allies available to the Grey Havens; Rivendell (Elrond, Elladan & Elrohir, Erebor, Glorfindel and Arwen), Eregion (Gil-galad, Elf Chariots, Elf Knights,



"The Great Eagles provide an awesome air force for my Elves..."

Elf Rangers and Elf Catapults), and for that extra bit of kick, I can ally with Fangorn (Ents) and the Great Eagles!

EAGLES

I really love the Great Eagle kit and was eager to provide an air force for my Elves to combat the occasional Fell Beast. However, if you want to include more than one in an army, you have to put up with a bit of duplication – something I've never been a fan of.

I looked at reposing the wings, using different positions to imply gliding or swooping actions, but ultimately I wanted more diversity. Eventually I decided I would embark upon my most ambitious conversion to date and sculpt a whole new set of wings.

After a little research into the mechanics of actual eagle wings, I chose to create a dive-bombing pose, as though the

eagle were falling at great speed from high above to strike its target at the last moment. I began by sketching out the shape of the new wings on paper before transposing the shapes onto some 2mm thick plasticard, I then used a hobby knife to carefully cut the wings out.

Working on one surface of a wing at a time, I applied a liberal amount of Green Stuff and set to work with my sculpting tools and water, and began the painstaking task of sculpting each new feather, working in layers from wing tip towards the wing blade (or leading edge). I left each side to dry for 24 hours before I began to work on the reverse side.

With the wings textured, I glued them to the body and used more Green Stuff to fill in any gaps. I also took my clippers to the tail feathers on the body to create a more streamlined position. A little more Green Stuff to neaten up the edges and my new Great Eagle was ready for painting.

THE LORD OF THE RINGS

STRATEGY BATTLE GAME

GRAND TOURNAMENT



27th–28th January 2007
Warhammer World, Nottingham

What you will need to attend:

- Two 700 point armies, one Good: one Evil. Models must be painted and based, and the army must be constructed according to the rulespack and Legions of Middle-earth.
- You must be at least twelve years of age to enter. Players between the ages of twelve and fifteen years must be accompanied by an adult.

What does the ticket cover:

- Eight rounds of The Lord of The Rings over two days.
- Lunch on Saturday and Sunday and an evening meal on Saturday. It also includes tea and coffee in the morning on both days and doughnuts on Saturday to get you started.
- Access to Warhammer World facilities, including the Citadel Miniatures Hall.

Tickets cost £50,
for more information,
call 0115 916 40000,
or e-mail events@games-workshop.co.uk

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Survivors of the STORM



The name Gareth Hamilton will be familiar to regular readers of *White Dwarf*. He's been in its pages more times than most, and here he is again with something of a rag-tag Empire army which we first spied at last year's Rise of Kingdoms: Athel Loren Campaign Weekend. Survivors of the Storm of Chaos and an eclectic mix at that, *White Dwarf* got the low down on this Empire army.

Looking closely, there's one thing you'll notice about this army. It's comprised entirely of metal models. This method of collecting an army is anathema to the more economically minded hobbyist but it wasn't Gareth's original intention to field such a 'weighty' force.

"The idea behind the army at first was to see how much of it I could do entirely in plastic," says Gareth. "Of course, it's nothing like that, now." Talk about a U-turn; so why the dramatic transition?

Well, it all started when Gareth went looking for a General to lead his first 500 points of plastic... "I decided to use a Mordheim model, a Witch Hunter, and it got me thinking, if I can use one Mordheim model, what other model's can I use?"

Gareth proceeded to scan through the Online Store for the entire back catalogue of Games Workshop miniatures

in a quest to uncover the models he wanted for his army. From this online expedition, Gareth has yielded a whole range of different models from Bretonnians, to Dwarfs, to High Elves – all of which go some way to provide the rag-tag flavour to the army.

The vast amounts of infantry in the army offer a lot of scope for such unique and diverse units, and it's these footsloggers that Gareth most identifies with in this, and indeed all of his armies.

"I use Skaven, Dwarfs and Empire – they all have the same troop-based theme to them," Gareth tells us, who prefers this type of force to something like Bretonnians or Chaos, which tend to have a reliance on cavalry or monsters, respectively.

"With the Empire, in particular, I think it's the same thing that attracted me to Imperial Guard in Warhammer



Above: Gareth's Knights unit is made of the remnants of other cavalry, he has used everything from Bretonnian Knights to High Elf Dragon Princes to show this.



Left: This Free Company unit represents the rabble of the cursed city of Mordheim. Gareth painstakingly painted the artwork from the cover of the Mordheim rulebook onto the banner.

40,000 – ordinary humans against all manner of adversary, from the exotic to the horrific.”

PROVINCIAL ALLEGIANCE

In Gareth's background, the army hailed originally from Nordland, with some Marienburg influence, but you're unlikely to notice any provincial colours, as he's subsequently developed the narrative of the army to represent leftovers from the Storm of Chaos.

“They're the homeless, the orphaned, the people who've just lost everything and want to fight,” Gareth explains. Even the Knightly Order is a mix of different knights, including Elves and Bretonnians.

TACTICS

Gareth is well known for playing in tournaments, but how do you tactically prepare with such a disparate force?

“I don't tend to build models just for tactic's sake, I tend to collect models I like and then work out how to use them afterward.”

In saying that, Gareth has developed some ploys he uses in his games. An unusual combination, for example, is

his Elector Count with a Rod of Command, leading the Free Company.

“With them in the battleline, I have Stubborn Greatswords, Swordsmen with the Griffon Banner, then Flagellants – the tactic to have a wall of infantry the enemy would just crash against that I can then counter-charge with other units.”

A LONG ROAD

This force has been a long time in the making, two years to be precise.

“I didn't play with it the first year, I was collecting, building and painting.”

The army numbers 2,500 points now and Gareth has a unit of Spearmen and some more Cannons on his list, next. He still plays with it on a regular basis too, against tournament partner and fellow Empire general, Pete Delafield at his local club, Gobstys, where they always have a fairly evenly matched game.

“That's the good thing about playing at a club, there's enough people that you can usually find someone who plays at your level and your sort of game.”

Armed to the teeth



“Gareth scanned through the entire back catalogue of Games Workshop miniatures in a quest to uncover the models he wanted.”

- | | |
|-------------------------------|--------------------------------|
| 1 Wizard Lord on Pegasus | 9 Captain with Battle Standard |
| 2 Helblaster Volley Gun | 10 Battle Wizard |
| 3 Mortar | 11 20 Free Company |
| 4 Master Engineer | 12 15 Flagellants |
| 5 Great Cannon | 13 Baggage Coach |
| 6 Elector Countess on Griffon | 14 8 Halberdier Detachment |
| 7 Warrior Priest | 15 15 Great Swords |
| 8 16 Crossbowmen | 16 Steam Tank |

and ready for war!



- 17 Battle Wizard
- 18 9 Huntsmen
- 19 Captain
- 20 12 Handgunners
- 21 Battle Wizard
- 22 Captain on Pegasus
- 23 7 Knights with a Warrior Priest
- 24 Warrior Priest

- 25 20 Swordsmen
- 26 Battle Wizard
- 27 5 Pistoliers

Most of the models and components shown in the the army above can be found online at:

www.games-workshop.co.uk/store/empire

Alternatively The Empire Collectors' Guide has the complete range of current and classic models for The Empire as well as for Mordheim.



RISE OF KINGDOMS ARMY SHOWCASE

Rogues GALLERY

Here are a few samples of the range of models Gareth used for the rank and file, and for conversions. Also included are the component codes (where possible).

- 1 Empire Knight**
99380202003
- 2 Averlander 2**
9947110203202
- 3 Mordheim Warlock**
99061102019
- 4 Halfling Thief**
99061199023
- 5 Halfling Hotpot**
99060202028
(Complete)
- 6 Dwarf Treasure Hunter Lord**
9947110500201
(requires weapon and backpack accessory sprues, sold separately)
- 7 Greatsword**
999380202003
(uses Empire Knight sprue)
- 8 Teutogen Guard**
99060202200
(3 random models)
- 9 Kislevite Youngblood**
99061102036
(3 random model)



RISE OF KINGDOMS

WARHAMMER CAMPAIGN WEEKEND

THE RETURN TO KARAK EIGHT PEAKS

14th–15th April 2007

The Dwarven hold of Karak Eight Peaks has seen many years of conflict, bloodshed and indescribable horrors. The brave Dwarf defenders fight a constant battle for survival amongst the ruins of their once proud keep, ever watchful for the latest threat, or a chance to keep their never ending foes at bay for another day.

Those foes, whose numbers are legion, work feverishly in the dark, ever watchful for any sign of weakness which may aid their cause. Plots within plots abound, as the secrets held in darkness start to venture closer to the light, spelling doom for the noble defenders. What horrors lay waiting in the depths?



10



11



12



13



14



15



16



17



10 Imperial Confessor
99060108011

11 Pit Fighters
99111199010
(6 figure boxed set)

12 Kislevite Henchmen
99061102037
(3 random models)

13 Mordheim Witch
9947110700601

14 Steam Tank Engineer
9947020211723 (body)
9947020211724 (arms)

15 Witch Hunter War Hound 2
994711202702

16 Imperial Preacher 1
9947010802201

17 Maquand Volker & Ulli Letitold
99061102035 (complete)



REQUIREMENTS

- There are 2 parallel events run on the day; A Warhammer based Campaign and a Mordheim based Campaign running side by side.
- You will require a painted 2,000 point Warhammer army to take part in the Warhammer campaign. You will need a 500 gold crown warband to play in the Mordheim Campaign.
- You must bring any appropriate army books or rule books you will need to play.
- Ticket price £50, sale from 13th January 2007, by calling 0115 91 40000.

www.games-workshop.co.uk/campaignweekends

Hope is not lost. Ancient promises have been remembered, and old alliances have been re-forged. Plans are afoot to lend assistance to those in peril. But there is a cost. Layered beneath the good intentions of fellowship are the nefarious schemes of opportunists. Who could resist entering a Dwarf hold, in order to plunder the secrets that lay undisturbed in the dark?

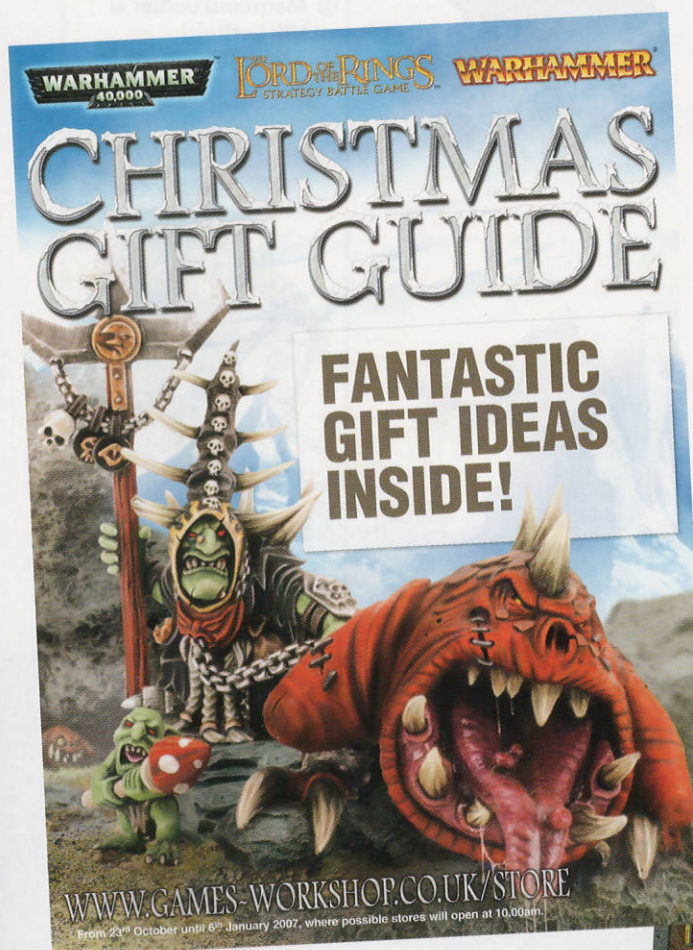
Across the Old World, plans are drawn, forces are gathered and oaths are sworn. The march to battle is only the start of the adventure... it is up to you to see how it will end.

You can see Gareth Hamilton's army
on display throughout December at:
The Citadel
Miniatures Hall



INSTORE THIS CHRISTMAS

Running around getting those last minute presents? Not sure what to buy for yourself or someone else this Christmas? Games Workshop Hobby Centres are a beacon of light in the drudgery that can be the Christmas shopping trip! Unlike other stores we help you find what you need, our staff, helpful as ever, are on hand to advise and help.



CHRISTMAS GIFT GUIDE

Available for free instore now, the Christmas Gift Guide is the indispensable guide to helping you get exactly what you want for Christmas! Each item has a handy tick box so you can compile exactly what you want for Christmas as an aid memoir or as a wish list for friends and family!

Within its invaluable pages it contains:

- Special Christmas Gift Sets (these are also on page 126 of this issue!)
- Unique Christmas Gift Items
- The Lord of The Rings Gift Ideas
- Warhammer 40,000 Gift Ideas
- Warhammer Gift Ideas
- Essential Hobby Supplies



FREE!

It's not too late to shop instore, you can pick up the Christmas Gift Guide free today.

INSTORE THIS CHRISTMAS

CHRISTMAS SHOPPING

Open From 10am

For your convenience throughout the festive period, our Hobby Centres will be opening earlier. From the 1st November to the 31st December 2006, where possible, Hobby Centres will open at 10.00am. Ring your local store for full details.

Let Us Do All The Hard Work!

Pop in and our helpful staff will pick your Christmas presents for you while you wait, or you can come back later and we'll have it all bagged up and ready to buy!

Expert Advice

If you're not sure about what to get, our knowledgeable staff can help advise you in making sure the family member or friend gets what they want on Christmas Day! We can also hold onto your presents until the end of the day – allowing you to continue shopping, hassle free.

Handy Wish List

Already know what you want? We've produced this handy Wish List below which you can photocopy, fill out and take into your local Games Workshop.

[illegible]

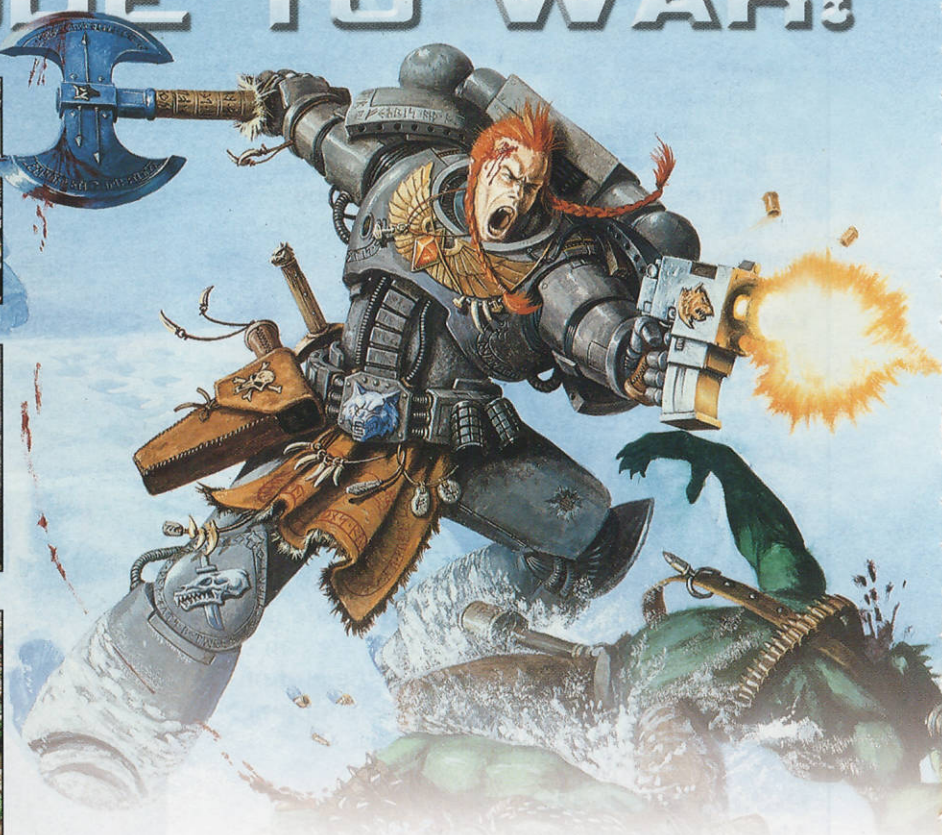
Permission granted to photocopy for personal use

The hobby doesn't end at Christmas, turn the page to find out!



INSTORE THIS CHRISTMAS

PRELUDE TO WAR!



WINTER WAR

The 2007 gaming season begins with Winter War! The perfect lead up to Conflict, Summer Campaigns, Campaign Weekends and the Grand Tournament season!

- There will be a League for each system – Warhammer, Warhammer 40,000 and The Lord of The Rings.
- Each league will have three divisions – Beginners, Hobby and Veteran.
- Winter War will finish on Sunday 4th February 2007.

Will you muster to the roll call and lead your troops to victory?

Sign up at a store near you now!

The build up to the 2007 gaming seasons begins in-store now with the Prelude to War! Throughout December all Games Workshop Hobby Centres will be helping hobbyists with their forces.

Army Building

Not sure whether you need to take a Helblaster Volley Gun or an Empire Steam Tank? Can't quite get what you want in your 1,500 point Space Marines army? Our staff can help.

Painting and Modelling

Get helpful and insightful tips on how you can develop and improve your painting and modelling skills.

Tactical Advice

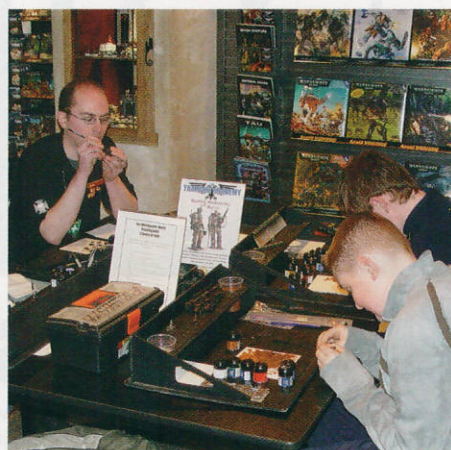
Need to best your friend's all conquering Hormagaunt horde army? Can't quite figure out a way to get round those Ratling Guns? Have a chat with our hobby experts!

Small Games

Test out your new army lists, painted models and strategies in the heat of battle using Combat Patrol, Border Patrol and War Party!

CONTACT YOUR STORE FOR DETAILS

INSTORE THIS CHRISTMAS



HOBBY ACADEMY!

Got your new models for Christmas, and want some help on what to do next? All Games Workshop Hobby Centres throughout the UK will be running special days to help you get the most from your new purchases. The Hobby Academy is the ideal place to start. Dedicated to beginners, each day will focus on how to paint and play with your new miniatures.

Each day will be set aside for a particular game system.

- Sunday 7th January – Warhammer
- Saturday 13th January – Warhammer 40,000
- Sunday 14th January – The Lord of The Rings
- Saturday 20th January – Warhammer
- Sunday 21st January – Warhammer 40,000
- Saturday 27th January – The Lord of The Rings

Hobby Overload

To finish we have the huge Hobby Overload on 28th January – a celebration for everyone who's taken one of the Hobby Academy days! This is one bash not to miss!



SIGN UP INSTORE TODAY!

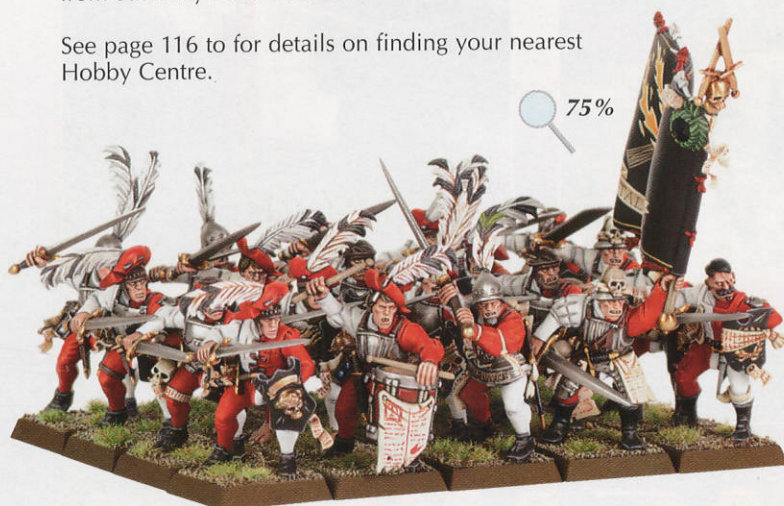
See page 116 for your local store

FRONTLINE UK

Empire on show!

Next month sees the release of the most powerful nation in the Old World – the Empire. Full to the brim with exciting new models, army list entries and old favourites; plus stuffed full of the most definitive background for the army yet – this is one book all Warhammer generals will be wanting. Can't wait? Well, the good news is that you can get a special preview of the book just by popping into your local Games Workshop Hobby Centre from Saturday 23rd December!

See page 116 to for details on finding your nearest Hobby Centre.



New Menu at Bugmans

Everyone's favourite Dwarven drinking hall, Bugmans, starting serving a new menu for all the hungry Beardlings and Longbeards recently. There's a selection of ciabatta sandwiches, salads, stir-fries, burgers, paninis, main courses and meals to share! In fact the menu is twice as long as it used to be, with selections to please the most particular of Troll Slayers. Grombrindal was particularly pleased with the meals to share, as even he nearly faltered when having one to himself! Give Bugmans a ring now on **0115 916 8377**, or better yet pop in and see the new menu for yourself.

Relocation, Relocation, Refit!

The Adeptus Mechanicus have been busy once again, with Games Workshops Doncaster and Swindon moving location to more convenient premises. This Christmas take a trip down to these stores if you're local, as they will have loads of great hobby activities going on for Prelude to War! Their new homes are:

GAMES WORKSHOP Doncaster

26 High Street
Doncaster, DN1 1HF
Phone: 01302 320535

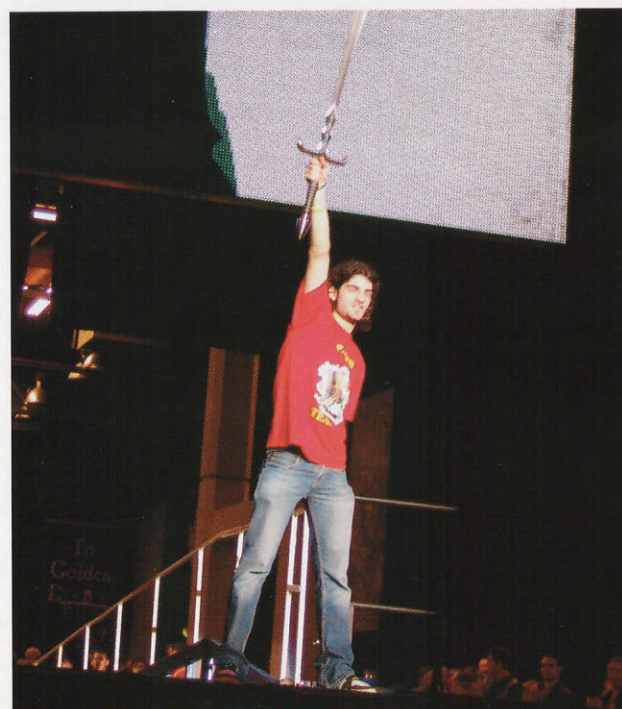
GAMES WORKSHOP Swindon

18 Brunel Centre
Swindon, Sw1 1LF
Phone: 01793 436036

Games Workshop Basingstoke has also had the attentions of the Adeptus turned to it this month too, with a complete store refit. Basingstoke also features some fantastic painters too, so be sure to pop down and check out the new store and some awesome hobby!

GAMES WORKSHOP Basingstoke

3 Potters Walk, Wote Street
Basingstoke, Hampshire, RG21 7GQ
Phone: 01256 466050



STOP PRESS!

GAMES DAY & GOLDEN DEMON 2006

Games Day 2006 has been and gone, and for all you nostalgically minded or naturally curious here's a quick selection of photographs we managed to squeeze into Dwarf just before it went off to the printers.

Don't miss White Dwarf 325 as we have a special full length report coming on the biggest hobby event of the year!



Check out this month's Store & Club finder as well as the Events Diary ►►

THE EVENTS DIARY

All the latest from the UK and Northern Europe events scene.

Upcoming Events

Are you a Hobby Centre, Independent Stockist, GCN or WPS club that's running an event? If you want to advertise it for free in this fine publication simply drop us an e-mail at:

whitedwarf@games-workshop.co.uk

The closing dates for receiving details for publication in the following issues are:

- 1st DecemberWD327 (March)
- 1st JanuaryWD328 (April)
- 1st FebruaryWD329 (May)

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
WPS.....Warhammer Players' Society
WECW Warhammer English Civil War
Epic.....Epic Armageddon
LOTRThe Lord of The Rings
GWGames Workshop
GTGrand Tournament

January 13th-14th 2007



JANUARY

GAMES WORKSHOP presents:

DOUBLES WARHAMMER 40,000 TOURNAMENT

Date: 13th and 14th January, 2007

Venue: Warhammer World, Nottingham

Age Limit: 12+

Details: Compete in a fun tournament with a friend as an ally. You will need a fully painted 500 points force for Warhammer 40,000. Play at least six games over the weekend, using a variety of fast play scenarios. Points are awarded for gaming and there is a special award for Best Painted Alliance. Tickets cost £70 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

Fanatic Maastricht 2007

Date: Sat. 13th and Sun. 14th Jan. 2007

Venue: Festi Village, Boschstraat 30a, Maastricht, Netherlands

Details: Fanatic Maastricht is back for two days of awesome Games Workshop fun. On Saturday the (in)famous Bearded Battle makes an eager return and on Sunday a Doubles Tournament for Warhammer and Warhammer 40,000 is available.

Contact: Vlieg-er-uit_info@vliegeruit.com

Website: www.vliegeruit.com

GAMES WORKSHOP presents:

GRAND TOURNAMENT THE LORD OF THE RINGS

Date: 27th and 28th January, 2007

Venue: Warhammer World, Nottingham

Age Limit: 12+

Details: To compete in this tournament you require a fully painted 700 points Good force and a fully painted 700 points Evil force for The Lord of The Rings Strategy Battle Game. Play eight games over the weekend, using a variety of scenarios. Points are awarded for gaming and there is a special award for the Best Painted Forces. Tickets cost £50 per player, 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

GAMES WORKSHOP presents:

Yorkshire Open Tournament Heat - Warhammer 40K

Date: Sunday 28th January

Venue: Games Workshop Wakefield

Details: The Yorkshire Open tournaments are now in their 7th year. Competition is fierce but if you think you have what it takes to be the best contact us now as tickets will go fast. You will need a 2,000 points Warhammer army to take part in this tournament. Tickets cost £10

Contact: GW Wakefield on 01924 369431 for more details.

FEBRUARY

GAMES WORKSHOP presents:

GRAND TOURNAMENT: Final WARHAMMER

Date: 3rd and 4th February, 2007

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Qualifiers from the heats compete for their 2007 ranking in the Grand Final. They need a fully painted 2,000 points Warhammer army and will play six games over the weekend, with the winner being recognised as Warhammer Grand Tournament Champion 2006.

Points are awarded for sportsmanship, gaming and painting. This event is open to qualifiers from the heats only, any players who have not qualified through the heats will not be allowed to play. Feel free to come and watch the qualifiers in action.

Contact: Hobby Specialists – 0115 9140000

Website: www.games-workshop.co.uk/events

WPS presents:

WPS Warhammer Ancient Battles Grand Tournament

Date: 17th-18th February 2007

Venue: Warhammer World Lenton

Details: Entry Form will be available from the WPS website.

Contact:

Conrad.Gonsalves@ge.com

Website: <http://www.player-society.com>



GAMES WORKSHOP presents:

Yorkshire Open Tournament Heat - Warhammer Fantasy

Date: Sunday 18th February

Venue: Games Workshop Wakefield

Details: The Yorkshire Open tournaments are now in their 7th year. Competition is fierce but if you think you have what it takes to be the best contact us now as tickets will go fast. You will need a 1,500 points standard mission force to take part in this tournament. Tickets cost £10

Contact: GW Wakefield on 01924 369431 for more details

Fanatic Tampere 2007

Date: February 2007 (TBC)

Venue: Sampola, Tampere, Finland

Details: Fanatic Tampere returns once again in 2007 and offers a Warhammer and Warhammer 40,000 tournament. But, you can also take your friends along who will be entertained with intro games and intro painting.

Contact: Fantasiapelit Tampere, tampere@fantasiapelit.com

Website: www.fantasiapelit.com

MARCH

GAMES WORKSHOP presents:

GRAND TOURNAMENT: Final WARHAMMER 40,000

Date: 3rd and 4th February, 2007

Venue: Warhammer World, Nottingham

Age Limit: 16+

Details: Qualifiers from the heats compete for their 2007 ranking in the Grand Final. They need a fully painted 1,500 points Warhammer 40,000 army and will play six games over the weekend, with the winner being recognised as Warhammer 40,000 Grand Tournament Champion 2006.

Points are awarded for sportsmanship, gaming and painting. This event is open to qualifiers from the heats only, any players who have not qualified through the heats will not be allowed to play. Feel free to come and watch the qualifiers in action.

Contact: Hobby Specialists - 0115 9140000

Website: www.games-workshop.co.uk/events

APRIL

GAMES WORKSHOP presents:

Blood Bowl Yorkshire Rosebowl IV

Date: Sunday 15th April

Venue: Games Workshop Wakefield

Details: The Yorkshire Rosebowl Championships are back. Have you got what

it takes to smash your opponents into the ground and lift the fabled Rosebowl? To join this Blood Bowl tournament you will need a 1 million gold crown starting team with no star players. Tickets cost £10

Contact: GW Wakefield on 01924 369431 for more details

Fanatic Turku 2007

Date: April 2007 (TBC)

Venue: Turku, Finland

Details: Fantasiapelit Turku host their annual Fanatic in April 2007 (TBC). You can partake in a Warhammer, Warhammer 40,000 or The Lord of The Rings tournament. For everybody who is interested in the hobby but not well versed enough yet to take part in these, there are intro games and painting classes.

Contact: Fantasiapelit Turku, turku@fantasiapelit.com

Website:

www.fantasiapelit.com

MAY

GAMES WORKSHOP presents:

40k Doubles Tournament

Date: Sunday 13th May

Venue: Games Workshop Wakefield

Details: Pair up with a friend to battle against others in this competition of deadly duos. To play you will need two Combat Patrol forces of 500 points and a friend to play with. Full details of the rules will be sent with the event pack. Tickets cost £15 per team.

Contact: GW Wakefield on 01924 369431 for more details.

GAMES WORKSHOP presents:

The Lord of The Rings Doubles Tournament

Date: Sunday 20th May

Venue: Games Workshop Wakefield

Details: Pair up with a friend to battle against others in this competition of deadly duos. To play you will need two warbands of 300 points using the Legions of Middle-earth and a friend to play with.

Tickets cost £15 per team.

Contact: GW Wakefield on 01924 369431 for more details.

WPS presents:

WPS CLUB CHALLENGE

Date: 26th and 27th May 2007

Venue: Warhammer World Lenton

Details: Entry Form will be available from the WPS web site. Multi system club based tournament - Warhammer, Warhammer 40,000, Warhammer Ancient Battles and Blood Bowl

Contact: Conrad.Gonsalves@ge.com

Website: http://www.players-society.com



CONFLICT 2007

Conflict Scotland4/3/07

Conflict South West ..11/3/07

Conflict North27/5/07

Conflict London3/6/07

prepare for war...



www.games-workshop.co.uk/events

STORE & CLUB FINDER

All the Games Workshop stores, independent stockists and GCN clubs, at your fingertips



Our Gaming Club allows you to find independent clubs that are a part of the Gaming Club Network. The clubs listed on page 119 all have:

- A committee of at least three members to run their affairs openly.
- Public liability insurance to protect the members against accident.
- A good standard of club rules and a club constitution.
- A child protection policy.
- A policy of submitting the committee for CRB Disclosure.

As part of our commitment to customer service and safety we do not promote any club outside of the Gaming Club Network.

look it up online at:
www.gcnm.org.uk

GAMES WORKSHOP® Hobby Centres

OPENING TIMES ▶
Monday - Friday: 10am – 6pm
Saturday: 10am – 6pm
Sunday: 11am – 5pm

Except for:

- Stores in shopping centres still open and close according to shopping centre times.
- Some stores are not open every day. Please ring the relevant store for details.



- **FULL RANGE OF PRODUCTS**
All our centres stock a full range of Warhammer 40,000, Warhammer and The Lord of The Rings games and models as well as all the hobby materials you need to collect, build and paint your armies.
- **IN-STORE ORDER POINT**
All of our stores have a Direct in-store order point which you can use to get your hands on all of our Specialist Games products, plus many exclusive miniatures, components and classic models with which to customise your Warhammer, Warhammer 40,000 and The Lord of The Rings forces.



- **FREE PAINTING & MODELLING ADVICE**
No matter what your level of painting or modelling skill, if you spend 30 minutes with one of our members of staff you will see those skills improved and might find out something you never knew!
- **FREE GAMING & TACTICS ADVICE**
All our staff are experienced gamers (after all it's what they do for a living!). They can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.
- **FREE BEGINNERS PROGRAMME**
Our special Beginners' programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on Sundays, but there is also one night during the week when you can indulge in more gaming too. All you need to do is come along!
- **GAMING ROOMS**
Like regular Hobby Centres, all Gaming Rooms provide the full range of Games Workshop services. However they are larger than a normal Hobby Centre and have many tables, which makes them perfect for meeting fellow hobbyists.



Locating stores & 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. Games Workshops are open seven days a week, with gaming into the evening on certain nights. Call your local Hobby Centre for more details.

You can find a full list of our UK retail outlets on our website:

www.games-workshop.co.uk/storefinder

If you're unsure where your nearest stockist is located, then call GW Direct on:

0115 91 40000

GW Store

(*) Indicates Gaming Room facilities.

UK Hobby Stockist

Offers a hobby gaming and painting service.

NE Elite Store

Stocks the complete Games Workshop range.

NE Partner Store

Stocks most of the Games Workshop range.*

SUTTON-IN-ASHFIELD, Basion Gaming
Trading Post Shopping Centre, Outram
Street NG17 4AX. Tel: 07814 157168

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

STOREFINDER KEY

Store directory

AVON

GW BRISTOL (CENTRAL):
13 Broadview, Tel: 0117 925 1533
GW BRISTOL (CIBBS CAUSEWAY):
Unit 129, The Mall, Tel: 0117 959 2520
BRISTOL, Area 51:
Tel: 0117 9244655

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, Tel: 0123 427 3663
LUTON, Final Fantasy
Tel: 01582 729001
LUTON, Ottakars:
Tel: 01582 486999

BERKSHIRE

*** GW MAIDENHEAD:**
Unit 2, 17 Market Street, Tel: 0162 863 1747
GW READING:
29 Oxford Road, Tel: 0118 959 8693
NEWBURY, Miniature Merchants:
Tel: 01635 528176
BRACKNELL, Ottakars:
Tel: 01344 488124
BRACKNELL, Toy Planet:
Tel: 01344 426262
SANDHURST, Toyworld:
Tel: 01252 873350
WINDSOR, WJ Daniels:
Tel: 01753 862106

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit L16, Bullring Link, Tel: 0121 633 7193
GW DUDLEY:
Unit 36, Merry Hill Centre, Tel: 0181 448 1818
GW SOLIHULL:
690 Warwick Road, Tel: 0121 705 7997
*** GW SUTTON COLDFIELD:**
45-47 Birmingham Road, Tel: 0121 354 3174
GW WOLVERHAMPTON:
9 King Street, Tel: 0190 231 0466
GW WALSHALL:
Unit 27, Old Square Shopping Centre,
Tel: 0192 272 5207
BIRMINGHAM, Console Games:
Tel: 0121 477 0022
GREAT BARR, Gaming Crypt:
Tel: 0121 460 5080
RUBERY, Roy's Hobbies & Toys:
Tel: 0121 453 3280
SUTTON COLDFIELD, Digital Dragons:
Tel: 07941 637793

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 29, The Octagon Centre, Tel: 0149 453 1494
GW MILTON KEYNES:
Unit 2 West End Extension, 502 Silbury
Boulevard, Shopping Centre, Tel: 0190 869 0477
AYLESBURY, Bear Necessities:
Tel: 01296 421098
BUCKINGHAM, Abacus Toys:
Tel: 01280 821915
GERARDS CROSS, Howard Marshall:
Tel: 01753 882952
PRINCES RISBOROUGH, Treats:
Tel: 01844 344354

CAMBRIDGESHIRE

*** GW CAMBRIDGE:**
54 Regent Street, Tel: 0122 331 3350
GW PETERBOROUGH:
3 Wentworth Street, Tel: 01733 890 052
ELY, City Cycle Centre:
Tel: 01353 663131
HUNTINGDON, Sports & Fashions:
Tel: 01480 454541
PETERBOROUGH, Westgate Department Store:
Tel: 01733 563151
ST NEOTS, First Computer Games:
Tel: 01480 386338
ST NEOTS, Westgate Department Store:
Tel: 01480 473242
WISBECH, Westgate Department Store:
Tel: 01536 203525
WISBECH, The Cluey Goblin:
Tel: 02910 402 328

CHANNEL ISLANDS

JERSEY, ST. HELIER, The Little Shop:
Tel: 01534 732187
GUERNSEY, ST. PETERS PORT, Carousel:
Tel: 01481 721721
ST. HELIER, Bambola Ltd:
Tel: 0604 29828

CHESHIRE

GW ALTRINCHAM:
Unit 1, 19 Crafon Street, Tel: 0161 929 9896

*** GW CHESTER:**
112 Foregate Street, Tel: 0124 431 1967
*** GW MACCLESFIELD:**
Unit 38, Chestergate Mall, Grosvenor Centre,
Tel: 0162 561 9020
GW STOCKPORT:
32 Mersey Square, Tel: 0161 474 1427
GW WARRINGTON:
Unit 20, Time Square, Tel: 0192 565 1984
ALTRINCHAM, The Gaming Crypt:
Tel: 0161 929 9919
CHEADLE, Fantasia:
Tel: 0161 491 1130
CONGLETON, Deans Toys & Cycles:
Tel: 0126 0273277
CREWE, ABC Model Sports:
Tel: 01270 505 048
CREWE, Potters Model World:
Tel: 01270 230 038
CREWE, Jac in a Box:
Tel: 01270 581 118
NANTWICH, Funfairs:
Tel: 01270 626 346
NESTON, Carousel:
Tel: 0151 336 621
NORTHWICH, Level 1:
Tel: 01606 45053
NORTHWICH, The Model Shop:
Tel: 01606 826 346
STALYBRIDGE, Hardcastles:
Tel: 0161 3038528
HYDE, Gossings Toymaster:
Tel: 0161 427 2091
WARRINGTON, Steve Webb Models & Hobbies:
Tel: 01928 735 225
WIDNES, The Hobby Shop:
Tel: 01514 241 947

CLEVELAND

*** GW MIDDLESBROUGH:**
Unit 33, 39 Dundas Street, Tel: 0164 225 4091
HARTLEPOOL, Illusions:
Tel: 01429 233 199
HARTLEPOOL, Westgate Department Store:
Tel: 01429 244 337

CORNWALL

GW TRURO:
Unit 1, Bridge House, New Bridge Street,
Tel: 0187 232 0047
BODMIN, Bricksell:
Tel: 01208 77088
BUDE, Nitro RC:
Tel: 01288 353 388
BUDE, More Value:
Tel: 01288 352 362
FALMOUTH, Wonderland:
Tel: 01326 312 571
HAYLE, Bleuets of Hayle:
Tel: 01736 753 012
HELSTON, Eddy & Son:
Tel: 01326 572 787
NEWQUAY, Planet Hobbyworld:
Tel: 01637 859 941
ST AUSTELL, Adeba Toys:
Tel: 01726 73125
ST AUSTELL, Mad for Miniatures:
Tel: 01726 72259
ST IVES, Dragon's Hoard:
Tel: 01736 79848
TRURO, Toymaster:
Tel: 01872 272 452

COUNTY DURHAM

*** GW DURHAM:**
64 North Road, Tel: 0191 374 1062
GW DARLINGTON:
78 Skinnergate, Tel: 0132 538 2463
BISHOP AUCKLAND, Windsock Models:
Tel: 01388 609 766
CONSETT, Kwikpart:
Consett, Tel: 01207 581 024
DARLINGTON, Lamb's:
Tel: 01325 466 042
SEAHAM, Games of War:
Tel: 01915 817 118
TEESDALE, Toy Shop:
Tel: 01833 637 396
CUMBRIA
*** GW CARLISLE:**
Unit 2, Earls Lane, Tel: 0122 859 8216
BARROW-IN-FURNESS, Heaths:
Tel: 01229 820 435
BOWNESS-ON-WINDERMERE,
Ernest Atkinson & Sons:
Tel: 01319 443 047
COCKERMOUTH, Playtimes:
Tel: 01900 829 299
COCKERMOUTH, The Toy Shop:
Tel: 01900 825 855

KESWICK, Lakeland Toys and Hobbies:

Tel: 01768 775 275
PENRITH, Harpers Cycles:
Tel: 01768 864 475
ULVERSTON, Sawdust 'n Stitches:
Tel: 01223 582 284
WIGTON, Jacksons Diecast Models:
Tel: 01697 342 557
DERBYSHIRE
GW DERBY:
42 Sadler Gate, Tel: 0133 237 1657
BELPER, Children's Choice:
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BUXTON, D&E Knowles & Sons:
Tel: 01246 224 666
CHESTERFIELD, Chesterfield Department Store:
Tel: 01246 220 500
CHESTERFIELD, Model Trader:
Tel: 07951 947736
CHESTERFIELD, Peak Bookstore:
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84 Cornwall Street, Tel: 0175 225 4121
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HONTON, Hontontoy Shop:
Tel: 01404 43741
KINGSBRIDGE, The Trading Post:
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PLYMOUTH, Model Shop:
Tel: 01752 221 851
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Tel: 01822 615 236
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Tel: 01626 778 260
TIVERTON, Fives 'N' Wheels:
Tel: 01884 242 819
TORRINGTON, Angling Pastimes:
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GW BOURNEMOUTH:
24 Post Office Road, Tel: 0120 231 9292
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BOURNEMOUTH, Roberts Toys & Games:
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DORCHESTER, Dorchester Toys:
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EASTBOURNE, Phantasia:
Tel: 01323 333 388
SHAFESBURY, Hardings:
Tel: 01747 852 156
SHERBOURNE, The Corner House:
Tel: 01935 815 615
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Tel: 01929 446 096
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Unit 4C, The Meadows Centre,
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GW COLCHESTER:
2 Short Wyre Street, Tel: 0120 676 7279
GW SOUTHEND:
12 Southchurch Road, Tel: 0170 246 1251
GW THURROCK:
Unit 415B, Level 3, Lakeside Shopping Centre,
Tel: 0170 886 7133
SAFFRON WALDEN, Game On:
30 High Street, Tel: 01799 506 070
BRENTWOOD, B&M Cycles:
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CHELMSFORD, Toymaster Kingdom:
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HOCKLEY, Hobbist:

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MALDON, Colin Bliss Models:
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RAYLEIGH, Toys N Tucks:
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GLOUCESTERSHIRE
GW CHELTENHAM:
16 Pittville Street, Tel: 0124 222 8419
GW GLOUCESTER:
35 Clarence Street, Tel: 0145 250 5033
CHELTENHAM, Toywizz:
Unit 1a Regent's Arcade, Tel: 01242 222 325
BOURTON ON THE WATER,
Bourton Model Railway:
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Tel: 01453 764 487
STROUD, Palsot Games:
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TENNESBURY, Toy Zone:
Tel: 01484 295 776

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23 East Street, Tel: 0238 033 1962
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6 St Georges Street, Tel: 0196 286 0199
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ALTON, Alton Model Centre:
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ANDOVER, Hoggonsaurus Toymaster:
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PETERSFIELD, Fun for All:
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ROMSEY, Roundabout:
Tel: 01794 512 145
SOUTHAMPTON, Hidden Fortress Ltd:
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SOUTHSEA, Southsea Models:
Tel: 02392 731 208
WATERLOOVILLE, Forever Toys Ltd:
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WATERLOOVILLE, Paul's Hobby Shop:
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HEREFORD, Hereford Model Shop:
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GW HEMEL HEMPSTEAD:
16 Bridge Street, Tel: 0144 224 9752
GW ST ALBANS:
18 Heritage Close, off High Street,
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Tel: 01442 864 642
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Tel: 01279 654 033
COCKFOSTERS, Murray & Brand:
Tel: 02084 490 827

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Tel: 01462 422 204
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Tel: 01707 391 319

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Tel: 01624 622 154

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NEWPORT, Toy & Models:
Tel: 01983 528 258
RYDE, The Sports & Model Shop:
Tel: 01983 862 454
RYDE, Fun, Fact and Fantasy:
Tel: 01983 617 323

KENT

GW BLUEWATER:
Unit 052B, Upper Thames Walk, Bluewater,
Greenhithe, Kent, Tel: 0132 242 7880
GW CANTERBURY:
Unit 5, Iron Bar Lane, Tel: 0122 745 2880
GW MAIDSTONE:
7c Pudding Lane, Tel: 0162 267 7435
GW TUNBRIDGE WELLS:
44 Camden Street, Tel: 0189 252 5783
ASHFORD, GZ Computers Ltd:
Tel: 01233 663996
BEXLEY HEATH, Kit Krazy:
Tel: 0208 298 7177
BROADSTAIRS, Time & Space:
Tel: 01443 860 006
CHATHAM, Maynes:
Tel: 01634 400 031
CRANBROOK, Whites:
Tel: 01380 713298
DOVER, Turners Models:
Tel: 01304 203 711
FAVERSHAM, Abacus Toys:
Tel: 01795 391 203
GRAVESEND, Steve's Collectables and Models:
Tel: 01474 564 465
GRAVESEND, The Stamp Centre:
Tel: 01474 534 166
HERNE BAY, Spearings:
Tel: 01227 374 049
MARGATE, Toymaster Kingdom:
Tel: 01843 225 400
ORPINGTON, JH Lorimer:
Tel: 01489 823193
SEVENOAKS, JH Lorimer:
Tel: 01732 452 840
SEVENOAKS, Manklows:
Tel: 01732 454 952
SITTINGBOURNE, AJ Blundell & Son:
Tel: 01795 424 371
TONBRIDGE, Kids Stuff:
Tel: 01732 353 186
WOODCHURCH, The Model Shop:
Tel: 01233 860 008

LANCASHIRE

GW BLACKPOOL:
8 Birley Street, Tel: 0125 375 2056
GW BOLTON:
Unit 27, 36 Acresfield Mall, Tel: 0120 436 2131
GW PRESTON:
15 Miller Arcade, Tel: 0177 282 1855
ASHTON UNDER LYNE, Roundabout Toys:
Tel: 01613 432 344
BLACKBURN, Balcaves:
Tel: 01254 667 488
BLACKBURN, Mercer & Sons:
Tel: 0125 458 700
BURNLEY, Arthur Benn:
Tel: 01282 422 546
BURY, Conways Toymaster:
Tel: 01617 616 209
CHORLEY, Hampsons Toys & Nursery World:
Tel: 01257 263 045
CLITHEROE, Cowgills of Clitheroe Ltd:
Tel: 01200 423 587
KIRKHAM, RK Boyes:
Tel: 01772 671 900
LANCASTER, Lawsons Toymaster:
Tel: 0152 464 518
LANCASTER, Micro Markets:
Tel: 01524 840 486

LEIGH, Toymaster:

Tel: 01942 671 116

MORECAMBE, Micro Markets:

Tel: 01524 416 106

OLDHAM, Ottakers:

Tel: 01616 205 543

ORMSKIRK, Taylors:

Tel: 01695 573516

POULTEN LE FYLDE, Aabas bookstore:

Tel: 01253 890 909

ROSSENDALE, Rossendale Models:

Tel: 01706 250 007

THORNTON-CLEVEYS, Toysave Collectables:

Tel: 01253 855 905

WIGAN, Wigan Model Centre:

Tel: 01942 245 683

LEICESTERSHIRE**GW LEICESTER:**

Unit 2, 16/20 Silver Street. Tel: 0116 253 0510

GW LOUGHBOROUGH:

23 Wiggin Street. Tel: 01509 923 8107

ASHBY-DE-LA-ZOUCH, Steve's Models:

Tel: 01530 416 827

COALVILLE, Geoff's Toymaster:

Tel: 01530 832 795

LINCOLNSHIRE AREA**GW GRIMSBY:**

9 West St Mary's Gate. Tel: 0147 234 7757

GW LINCOLN:

Unit SJA, Sallerton (on outside of Waterside Centre). Tel: 01552 254 8027

BOSTON, Models and Computers:

Tel: 01205 365 102

GRANTHAM, Arson & Watts:

Tel: 01664 855 030

GRANTHAM, Portprince Models and Hobbies Ltd:

Tel: 01476 592 001

LOUTH, Castaline:

Tel: 01507 602 149

MABLETHORPE, Belas Toymaster:

Tel: 01507 473 328

QUADRING, MS Surgess:

Tel: 01775 821 967

SCUNTHORPE, Shermans Model Shop:

Tel: 01724 842 439

SKEGNESS, The Model Shop:

Tel: 01754 763 429

SPALDING, Mason's Models:

Tel: 01775 722 456

LONDON**GW BRENT CROSS:**

Unit F9, Lower Mall (near Fenwicks). Brent Cross Shopping Centre. Tel: 0208 202 4979

GW BROMLEY:

Unit 24, The Mall, Bromley. Tel: 0208 466 0678

GW COVENT GARDEN:

Unit 33, The Market. Tel: 0207 240 5106

GW CROYDON:

Unit 15, Drummond Centre (outside the back of the centre), Keeley Road. Tel: 0208 680 4600

GW ENFIELD:

3/5 Genoin Road. Tel: 0208 363 3238

GW HAMMERSMITH:

Tel: King Street Tel: 0208 846 9744

GW HARBORW:

29c Station Street. Tel: 0208 861 2350

GW KENSINGTON:

Shop 7, Lancer Square, Kensington Church Street. Tel: 0207 937 7011

GW KINGSTON ON THAMES

33 Fife Road. Tel: 0208 549 5224

GW LONDON (OXFORD ST):

Unit F10, The Plaza Shopping Centre, 1st Floor, 116-128 Oxford Street. Tel: 0207 436 0839

GW RICHMOND:

Unit 8, Westminster House, Kew Road. Tel: 0208 948 6122

GW ROMFORD:

12 Quadrant Arcade. Tel: 01708 742 140

GW STAINES:

9 Clarence Street. Tel: 0178 446 0675

GW SUTTON:

Unit 26, Times Square Shopping Centre. Tel: 0208 770 9454

GW UXBRIDGE:

Unit 12, Chequers Mall, The Pavilions Shopping Centre. Tel: 0189 525 2800

GW WATFORD:

Unit Q, 1A Queen Street, Harlequin Centre. Tel: 0192 324 5388

BLACKHEATH, 2nd Impressions:

Tel: 0208 852 6192

BLOOMSBURY, Just Toys:

Tel: 0207 323 3080

CHINGFORD, Hobby Stop:

Tel: 0208 529 7377

CHINGFORD, Kossis of London:

Tel: 0208 529 1920

CLAPHAM, Russ:

Tel: 0207 228 6319

CLAPHAM JUNCTION, Toystop:

Tel: 0207 228 9079

DULWICH, The Art Stationers:

Tel: 0208 693 5938

FINCHLEY, Leisure Games:

Tel: 0208 346 2327

HAMPSTEAD, Happy Returns:

Tel: 0207 435 2431

HERNE HILL, Just Williams:

Tel: 0207 783 9953

KNIGHTSBRIDGE, Harrods:

Tel: 0207 730 1234

PUTNEY, Toystop:

Tel: 0208 785 9555

RUISLIP, John Sanders:

Tel: 01895 634 848

WIMBLEDON, Eys:

Tel: 0208 946 9191

WOOD GREEN SHOPPING CENTRE, Toy City:

Tel: 0208 881 0770

MANCHESTER AREA**GW MANCHESTER (central):**

Unit R35, Marsden Way South, Arndale Centre. Tel: 0161 834 6871

GW TRAFFORD CENTRE:

Unit 140c, Trafford Centre. Tel: 0161 755 0063

ECCLIS, Amazon Miniatures:

Tel: 0161 788 7650

MANCHESTER, Waterstones:

Tel: 0161 832 1992

MERSEYSIDE AREA**GW LIVERPOOL:**

13b Central Shopping Centre, Ranelagh. Tel: 0151 703 0963

GW SOUTHPORT:

Unit K2, Marble Place Shopping Centre. Tel: 0170 450 1255

ST HELENS, ID Gaming:

Tel: 01744 755 705

SOUTHPORT, Claymore Games:

Tel: 01704 345349

MIDDLESEX**EAST SHEEN, Play Inside Out:**

Tel: 02088 765 229

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Chladkova 3, Tel: 00420 605884082
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IMATRA, Kirja-Lähä Alex Ky
Mansikkakatu 2, 55120. Tel: 05 4319555
JÄMINKIPHOJA, Vanha Kaarti
Kiimakkiontie 205A, 23210. Tel: 03 4762886
JÄMSÄ, Jaakko Saari
Vallitie 1, 42100. Tel: 014 7497215
JÄRVENPÄÄ, Askertalustarvikke Taitaville
Helsingintie 13, 04400. Tel: 04056143 47 60
KERAVA, Antikvariaatti Kersa
Pl 38, Torunkatu 1, 04201. Tel: 09 2944210
KOTKA, Eagle Card
Keskuskatu 42, 48100. Tel: 05 214238
KOUVOLA, Muovipops
Valtakatu 3, 45100. Tel: 05 3117955
KUUSANKOSKI, Kirja Savinen
Kauppa-akia 1, 45700. Tel: 05 3748271
MAARHEIMIN, Dillen
Torgatort 2, 22100, 018 15578
MÄNTSÄLÄ, Papado
Lahdentie 50, 04600. Tel: 019 688 1911
MIKKELI, Muppela
Kouhunkatu 14, 50100. Tel: 015 361611
PORI, Porin Pitkis
Herttonkatu 2.Krs, 28100. Tel: 02 633 2880
PORI, Porin Askertelu
Yrjökatu 7, 28100. Tel: 02 632 6671
POHJOIS, Puolenkaup Pelit Porvo
Mannerheiminkatu 10 06100.
RAAHE, Raahen Astarielu ja Paperi
Lahtekorventie 32, 37130
RAUMA, Wanhan Rauman POP-peli
Näätäntie 14, 26100. Tel: 02 834840
ROVANIEMI, Liganter Center Jässi
Rovakatu 28, 96200. Tel: 016 3560545
SALO, Salon Harraste
Vilhonkatu 21, 24240. Tel: 016 3560545
SAVOLINNA, Savonlinnan Antikvariaatti
Oskariatu 31, 57100. Tel: 015 534412
SEINÄJOKI, Fantasiolina
Vapaudentie 51, 60100. Tel: 0405616338
SEINÄJOKI, Pitkäreki
Verkattehtaan katu 4, 60100. Tel: 06 4177880
TAMPERE, Camellie
Rautatiekatu 3, 33100. Tel: 03 2121244
VAASA, Niranur
Rauhankatu 19, 65100. Tel: 06 3127027
VALKEAKOSKI, Valkeakoskenkirja
Kauppakatu 3, 37600
VAMMALA, Info-Työsti Kirjakauppa
Manttilinkatu 18, Tel: 03 512 7133

GREECE
ATHENS, Fantasy Shop: Peristeri
Themistokleous 52 & Theokritou,
Tel: 0030 210 5774344
ATHENS, Action Hobbies
Chologras, Tel: 0030 210 6564515
ATHENS, Fantasy Shop: Halandri
Kolokotroni & Gini 6, Tel: 0030 210 6897396
ATHENS, Fantasy Shop
3 Septemvriou 65, Tel: 0030 210 8231072
ATHENS, Fantasy Shop: Ag. Paraskevi
Agiou Ioannu 248, Tel: 0030 210 6005312
ATHENS, Fantasy Shop: Kifisia
Drosini & D. Kriakou 16, Tel:
0030 210 8016041
ATHENS, Fantasy Shop: Peirais
Ypsilantou 116, Tel: 0030 210 4135757
ATHENS, Fantasy Shop: Exarcheia
Themistokleous 43-45, Tel: 0030 210 3828877
ATHENS, Kaissa Amaroisou
Kondili 7, Tel: 0030 210 6141675
ATHENS, Kaissa Chess & Games
Kallidromiou 8 & Ippokratous 114 72,
Tel: 0030 210 366498
ATHENS, Kaissa Glyfadas
Xorikon 4, Tel: 0030 210 8982 057

ATHENS, Kaissa Halandriou
Dousikas Pileantias, Tel: 0030 210 6898485
ATHENS, Kaissa Monokeros
Trois Septemvriou, Tel: 0030 210 8813 990
ATHENS, Kaissa Pragratou
116 34, Pl. Messologiou 2-4, Pagrati,
Tel: 00 30 210 7218 318
ATHENS, Kaissa Peirais
Ipsilantou 174-176, Tel: 0030 210 4296 636
ATHENS, Kaissa Pigasos
Dilou 22, Tel: 0030 210 5786707
CHANIA, Kaissa Chanion
73 100, 109 Kydonias St. Tel: 0030 2821088996
CRETE, Fantasy Shop: Heraklion
Idomenes 2, Tel: 0030 2810 301312
CRETE, Kaissa Hania
Mydonias 10, Tel: 0030 28210 88996
HALKIDIA, CD Corner
97-221 24, Tel: 0030 221 087315
KALITHEA, Fantasy Shop Kalithea
Irakleous 110a, Tel: 0030 29210 28782
LARISA, Kaissa Larisas
Koumoudourou 32, 0030 2410 537337
MAROUSI, Battle Bunker
Dionysiou 9, Tel: 0030 210528738
PATRA, Fantasy Shop-Patra
Panatassios 75, Tel: 0030 2610 221014
PATRAS, Kaissa Patras
Gounari & Saini 24, Tel: 0030 2610625632
PERISTERIOU, Kaissa Peristeriou
Kilougi

FRONTLINE

Assendorpstraat 103, 8012 DH, Tel: 077 354 2688

WORMERVEER, Mini-Wonders
Antillenstraat 1, 1521 AT, Tel: 079 640 1617

ZOETERMEER, RC-Pistol
"Dorpsstraat 179, 2712 AJ, Tel: 075 316 0560

ALMELO, Sombreg Modelbouw
Grotestraat 136, 7607 CV, Tel: 054 681 2981

ALPHEN AAN DEN RIJN, Top 1
Hoofdstraat 66-68, 2406 CL, Tel: 0172 47 2254

AMSTELVEEN, Het Ganzenbord
Parlevinkler 59, 1186 ZB, Tel: 020 641 2552

AMSTELVEEN, De Groot Toy Special Store
Rembrandthof 42, 1181 LZ, Tel: 020 347 3344

APELDOORN, Top 1 Toys - De Kinderkamer
Oranjestraat 138, 7311WV, Tel: 085-5761098

BERGEYK, Wouters Technohobby
Pankenstraat 31, 5571 CP, Tel: 049 755 0248

BLARICUM, RC-Fun
Te Molenveng, 1261 DD, Tel: 035 5230049

BREDA, Modelbouw Blik
Boeschstraat 23, 4811 GA, Tel: 076 521 8596

BREDA, De Dobbeltten
Boeschstraat 110, 4811 GK, Tel: 076 5284700

BUSSUM, Baks Modeltreinen
Laarderweg 3, 1402 BA, Tel: 035 691 8410

DELFT, Elf Fantasy Shop
Vouweneg 3, 2611 KC, Tel: 015 2130961

DELFT, Top 1 Toys Speldorado
Hippolytuslaan 21-25, Tel: 015 213 4516

DEN BOSCH, Gameforce Den Bosch
Vughtstraat 60, 5211 GK, Tel: 73 550883

DEN HAAG, Elf Fantasy Shop
Toordende 91, 2314 CD, Tel: 070 3561357

DEN HAAG, Intertoy Theresiastraat
Theresiastraat 280-284, Tel: 070 347 3120

DEVENTER, Knibbel Comics
Nieuwstraat 38, 7411 LM, Tel: 057 061 6879

DORDRECHT, Hobby Modelbouw Dordrecht
Voorslaan 360, 3311 CX, Tel: 078 631 2711

EDEN, Timen Soldaat
Weerdesteind 24, 6714 CS, Tel: 0318 65 3296

EINDHOVEN, Gameforce Eindhoven
Visserstraat 18a, 5612 BT, Tel: 040 2447030

EMMEN, SpiritHoes
Deerckstraat 154, 7811 AJ, Tel: 0591 645877

GELEN, Tactica
Anjelienstraat 3, 6163 CJ, Tel: 046 474 3016

GOES, Fantus Fantasy Store
Groene Weidje 16, 4461 JW, Tel: 011 325 8174

GORINCHEM, Netten Modelbouw
Kwekelstraat 30, 4201 JV, Tel: 018 363 6000

GOUDA, Intertoy's v/d Wal
Nieuwe Markt 70, 2801 GP, Tel: 018 251 3525

GOUDA, The Movie Store
Lange Groenendijk 14, Tel: 018 252 2550

GRONINGEN, Wirwar
Oude Kijk in 't Jatstraat 40, 9712 EL, Tel: 050 314 8424

HARDERWIJK, Top 1 Toys Volgens Spel Hobby
Hondegatstraat 4, 3841 CG, Tel: 0341 412985

HEERENVEEN, op 1 Toys Volgens Spel Hobby
Van Harenstraat 61, 9713 AG, Tel: 053 624961

HENGELO, Top 1 Toys Micky Van Wezel
Burg. Jansenplein 147, 71351 EC, Tel: 074 291 2200

HOORN, Het Gele Tekken
Grote Oost 35, 1621 BR, Tel: 022 921 8623

LEEUWARDEN, Brattlings Speelgoed
St. Jacobsstraat 4, 8911 HT, Tel: 058 212 5682

LEIDEN, Tolkienwink
Utrechtse Jaagpad 2, 2313 KW, Tel: 071 541 2324

LEYSTADT, Treinenhoek
Bitter 44-15, 8243 JE, Tel: 032 032 3160

MAASTRICHT, Houten
Burgemeester Corten 18, 6226 GV, Tel: 043 363 6778

NEUNEN, Schellens Speelgoed
Parkstraat 24, 5671 GJ, Tel: 040 283 2984

OEGSTGEEST, De Tombe Toys for Boys... and Meo
De Kempenaarsstraat 77, 2341 GS, Tel: 071 517 2977

OLD-BEIJERLAND, Mourits Model-Hobby
Cruenenburg 32, 3261 RG, Tel: 0186 62 1931

PANNINGEN, Top 1 Toys Marc Janssen
Markt 18, 4981 AN, Tel: 077-4634566

PAPENDRECHT, Modelbouw
Bredersloot 181/9, 3352 HD, Tel: 078 6411795

ROERMOND, Boekenboek Hermien
Nieuwstraat 66, 6406 ED, Tel: 047 532 1710

ROOSENDAAL, Jadin
Oude Markt 58, 4701 PM, Tel: 0165 35 7964

ROTTERDAM, Freetime Warrior
Jonker Fransstraat 122-A, Tel: 010 2709233

SCHIEDAM, BTS
Groenelaan 49, 3114 CB, Tel: 010 473 8755

SCHIJNDEL, Top 1 Toys Anniek
Hoofdstraat 133, 3481 AD, Tel: 073-5477758

SITTARD, Atomik
Stationstraat 19, 6131 AX, Tel: 046 4515074

SLUIS, Top 1 Toys E. v/d Vijver
Oude Kerkstraat 7, 4524 CT, Tel: 011 746 1393

SOEST, Top 1 Toys Soest
V. Weerdestraat 16, 3761 CE, Tel: 035 629 0444

SPIJKENISSE, Lord of Magic
Spuistraat 7, 3201 AR, Tel: 0181 619061

TIEL, Goblincave
Zonnebloemstraat 12, Tel: 0344 654 689

UDEN, Goblincave
Brabantplein 16a, 5401 GS, Tel: 043 327 0662

UTRECHT, Elf Fantasy Shop
Oude gracht 207, 3511 NH, Tel: 030 281 7157

UTRECHT, Subcultures
Oude gracht 194/VERK, Tel: 030 2311122

UTRECHT, Never Land (Wieder & Kugant)
Oude Gracht 202, 3511 NK, Tel: 030 233 2293

VELSERBROEK, Mol Plastic Modelbouw
Zadeldamkestraat 64, Tel: 023 5375392

WASSENAAAR, Top 1 Toys Kouwenhoven
Langstraat 79, 2242 KG, Tel: 070 511 0211

WINTERSWIJK, Top 1 Toys Winterswijk
Kloosterstraat 60, 7101 EX, Tel: 054 351 2827

ZUTHPEN, Vreemde Zaak
Groene markt 7, 2201 HX, Tel: 057 551 1566

ZWOLLE, Boekenhoek
Assendorpstraat 103, Tel: 038 422 1077

ZWOLLE, Top 1 Toys - De Wit
Dierzerstraat 97/99, 8011 RD, Tel: 038-4217176

NORWAY
GW OSLO

Nøllergata 7, 0179, Tel: 22332990

BERGEN, Here Be Games
Jonssvollgata 7, 5011, Tel: +47 5532 87 90

KRISTIANSTAD, Hobby Huset
Henrik Wergelandsgate, 26-36, N-4612, Tel: 38023010

ÅLESUND, Kremmerhuset
Langelands v24,Spjelkavik, N-6022, Tel: 70143770

ARENDAL, Hobby Huset Arendal
Torvet 10, N-4800, 37025454

ARENDAL, Norli Arenasenter
Torvet 10, N-4800, 37025454

ØRUM, Ringo Barums Verk Leker
Verthus veien 2, N-1317, Tel: 067133850

BERGEN, YES Vi Leker Oasen Leker
Oasen Storsenter, Tel: 055161280

BERGEN, Outland Bergen
Fortunen 4, 5013, Tel: 35061132

BERGEN, Ringo Lekkesolen
Østre Nesttunvei 16, N-5221, 35922650

BJØRKLANGE, FK Hobby
FK Hobby AS, Bjørkeveien 2,1940, Tel: 63811195

BODØ, Underholdningsmagneten
Laarderweg 3, 1402 BA, Tel: 035 691 8410

DOKKA, Yes vi leker Dokka
Bergloss sentret N2870, Tel: 61112090

EGERSUND, Brio Glasmagasinnet Ogry
Storgt. 33-36, N-4300, Tel: 51461900

FAUSKE, Ringo Smart
Storgt. 72, N-8200, Tel: 75646022

FLISA, Ringo Bamsefar
Flisa Stormarkt, N-2270, Tel: 62958290

FREDRIKSTAD, Leketorget
Brock Gat 7-11, Tel: 69315630

FORDE, Ringo Lekkesuset
Storehagen 9, N-3616, Tel: 32731161

GJØVIK, Ringo Leko-Olsen
Storgt. 10, N-2815, Tel: 61108210

HAMAR, Lekuhsuet Maxi
Aslak Botts gat, N-2316, Tel: 62533808

HARSTAD, Smått og Rått
Strand Gata, N-9400, Tel: 77065774

HITRA, Ringo Hitra
Jorten Kjøpsenter N7240, Tel: 72441245

HUSE, Yes Twins
Hitratorget 7240, Tel: 72441195

JESSEHIM, Brio Jessehim
Jessehim Storsenter, N-2050, Tel: 63973770

KONCSBERG, Ringo Rolf Liane AS
Kirkedagen 9, N-3616, Tel: 32731161

KONGSVINGER, Ringo Gågata Leker
Jernbanetgt, N-2211, Tel: 62817611

KRAGERØ, Brio Karis Hobby
Torvet 4, N-3770, Tel: 35980484

KRISTIANSTAD, Outland Kristiansand
Markensgt. 24, N-4611, Tel: 38099420

KROKSTADELVA, Helmax Leker
Buskerud Storsenter Sandtranda 24, N-3054, Tel: 32879910

LANGESUND, Ringo Tarangers Eftir. Per
Torvet 4, N-3970, Tel: 35973662

LARVIK, Ringo Sokrates
Tjølling Veien 38, 3262, Tel: 33185437

MO I RANA, Ringo Lekarhornt Mo
Nordahl Griegs Gt, N-8, N-8622, Tel: 75151717

MOLDE, Yes vi leker Leko Jørnet
Torget 1 N6413, Tel: 71219363

MOSJØEN, Hobbyentret
C.M. Håvilgset, N-8, N-8651, Tel: 75170170

MOSS, Brio Friisfeldt
Dronningensgt. 10, N-1330, Tel: 69251290

MYSEN, Brio Saker og Ting
Jernbane gaten 13, N-1850, Tel: 69890194

NARVIK, Brio Leker Center Narvik
Bologata 1 Amsfentret, N-8514, Tel: 76963472

NARVIK, Ringo Barnas Verden
Kongensgt. 66-70, N-8514, Tel: 76946505

NEBBULU, Ringo Eventyrland
Vegelund Veien 6, N1394, Tel: 66779410

OSLO, Yes Nesodden Bokhandel
Tangen Center, Nesodden, Tel: 66911855

LANGBØLGEN, Brio Notabene Lambertseter
Langbølgen 5, N-1150, Tel: 22280551

OSLO, Outland Jernbanen
Jernbanestasjonen, N-1054, Tel: 22177010

OSLO, Outland Palace
Carl Johans Gate 37-43, Tel: 22330410

OSLO, Brio CC Vest
Lille Akerveien 16, N-0383, Tel: 22731777

RANDABERG, Ringo Sito
Randeving veien 372 N4070, Tel: 53429100

SANDNES, Ø Saeland
Langgaten 44, N-4031, Tel: 51661509

SANDVIKA, Hobby Larsen
Sandviks Storsenter, N-1300, Tel: 67540107

SKI, Brio Tilt-Inn
Jernbanesvingen 6, N-1401, Tel: 64837777

SKIEN, Ringo Bjørns Leker
Liertorvet N3717, Tel: 35525209

SKIEN, Sokrates Hobby Gården
Skistredet 7, N-3707, 35528764

SOLA, Ringo Sola Gaver og Leker
Solakrossen, N-4050, Tel: 51637615

SONGDAL, Ringo Songdal Glasmagasin
Sognings Storsenter, N-6851, Tel: 57671880

SORTLAND, Ringo Bame Leker
Substasjonen, N-8400, Tel: 76113374

STAVANGER, Velefrisk
Skagen 12, N-4006, Tel: 51895232

STAVANGER, Outland Stavanger
Kirke gt 2, N-4006, 51938080

STOKMARKNES, Stokmarknes Aktietrykkeri
Markedsgt. 12, N-8455, Tel: 76117750

SYKKLEVEN, Ringo Blindheim
Kyrkeveien, 6239, Sykkleven, Tel: 70251029

TØNSBERG, Gledeshuset
Ø. Langgate 47, N-3110, Tel: 92251707

TROMSØ, Troms Bruktbokhandel
Kirkegt. 6, N-9000, Tel: 77686974

TRONDHEIM, Gotham
Kongens gate, 21, 7011, Trondheim, Tel: 73512888

TRONDHEIM, Outland Trondheim/Munkegaten
58, 7011, Trondheim, Tel: 73520545

TRONDHEIM, Trondferim
St Olavs Gt 11, N-7012, Tel: 73520840

TYNSET, Ringo Tynset Bokhandel
Brugt. 2A, N-2500, Tel: 62480038

VADSO, Brio Vadso
W. Andersenstet, 4, N-9811, 78942229

POLAND

BIALYSTOK, Departament Gier
ul. Legionowa 9/1, lok.153, 15-281 Tel: 0048 507 993 360

BIELSKO BIALA, Gnom
41-300, Szachna 15, Tel: 0048 338 124 686

GDANSK, Spider Games
ul. Dwyżizna 303 nr.2, 80-462, Tel: 0048 58 551 93 33

GDANSKI, Fenris
ul. Orkana 1, 83 000 Pruszcz Tel: 0048 600 980 005

GDYNIA, Futurux
81-572, Waleriana Szezi, 2D/88, Tel: 0048 507 811 180

GDANSK, Iskra
80-239, Mysłowickiego 16, Tel: 0048 585 201 952

GLIWICE, Game Station
ul. Boh. Cetta Wiatrowskiego 12, 44-100, Tel: 0048 504 255 194

JELENIA GÓRA, Avalon Galeria Karkonoska
ul. i Maja 27, 38500, Tel: 0048 76 25 35 00

KATOWICE, Bard Centrum Gier
40-049, Kościuszki 8, Tel: 0048 322 571 817

KIELCE, Sklep RPG Gracz
25-300, Mała 12 (w bramie), Tel: 0048 507 013 387

LODZ, Gameland
90-425, Piotrkowska 101, Tel: 0048 631 1161

LUBIN, Balrog
59-300, Grotgiera 9, 0048 602 714 813

LUBLIN, Krzys
20-009, Kapucynska 6, Tel: 0048 815 322 986

HITRA, Ringo Hitra
Jorten Kjøpsenter N7240, Tel: 72441245

HUSE, Yes Twins
Hitratorget 7240, Tel: 72441195

JESSEHIM, Brio Jessehim
Jessehim Storsenter, N-2050, Tel: 63973770

KONCSBERG, Ringo Rolf Liane AS
Kirkedagen 9, N-3616, Tel: 32731161

KONGSVINGER, Ringo Gågata Leker
Jernbanetgt, N-2211, Tel: 62817611

KRAGERØ, Brio Karis Hobby
Torvet 4, N-3770, Tel: 35980484

KRISTIANSTAD, Outland Kristiansand
Markensgt. 24, N-4611, Tel: 38099420

KROKSTADELVA, Helmax Leker
Buskerud Storsenter Sandtranda 24, N-3054, Tel: 32879910

LANGESUND, Ringo Tarangers Eftir. Per
Torvet 4, N-3970, Tel: 35973662

LARVIK, Ringo Sokrates
Tjølling Veien 38, 3262, Tel: 33185437

MO I RANA, Ringo Lekarhornt Mo
Nordahl Griegs Gt, N-8, N-8622, Tel: 75151717

MOLDE, Yes vi leker Leko Jørnet
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MOSS, Brio Friisfeldt
Dronningensgt. 10, N-1330, Tel: 69251290

MYSEN, Brio Saker og Ting
Jernbane gaten 13, N-1850, Tel: 69890194

NARVIK, Brio Leker Center Narvik
Bologata 1 Amsfentret, N-8514, Tel: 76963472

NARVIK, Ringo Barnas Verden
Kongensgt. 66-70, N-8514, Tel: 76946505

NEBBULU, Ringo Eventyrland
Vegelund Veien 6, N1394, Tel: 66779410

OSLO, Yes Nesodden Bokhandel
Tangen Center, Nesodden, Tel: 66911855

LANGBØLGEN, Brio Notabene Lambertseter
Langbølgen 5, N-1150, Tel: 22280551

OSLO, Outland Jernbanen
Jernbanestasjonen, N-1054, Tel: 22177010

OSLO, Outland Palace

UK club directory

More information on page 114



1st Company Veterans (Warhammer World)
Contact: Chris and Scott
E-mail: info@1stcompanyveterans.net

Aftermath (East Anglia)
Contact: Lee Lowe
Phone: 07921 859 581
E-mail: leelowe@btopenworld.com

Armageddon Inc. (Bucks)
Contact: James Schotfield
Phone: 01494 865 905

Battlenet (Norwich)
Contact: Richard Miller
Phone: 07710 702297
E-mail: Richard@battlenet.co.uk

Battlescar (Poole)
Contact: Paul Cleveland
Phone: 01202 385 632
E-mail: paul@battlescar.co.uk

Blackfish (North Walsham)
Contact: Guy Blashill
E-mail: guyblashill@yahoo.co.uk

Bracknell Forest Gamers
Contact: Daniel Currey
Phone: 07951 936 955
E-mail: chair@bfgc.org.uk

BRBBA (Bognor Regis)
Contact: Frank Hill
Phone: 07896 319683
E-mail: mfrfrankhill@yahoo.com

Bridgend YMCA Games Club
Contact: Matt Churchill
Phone: 01656 668298
E-mail: velvetfiend@yahoo.co.uk

Brighton Warlords
Contact: Peter Cooke
Phone: 0797 409 4240
E-mail: Peter.cooke423@ntlworld.com

Buckenham Bone Crushers
Contact: Paul Gilling
Website: www.banhnamandthebucks.co.uk/wargames

Cellar Dwellers (Huddersfield)
Contact: Richard Ambler
Website: 07984 113974
E-mail: UBERSQUACK@yahoo.co.uk

Chelmsford Bunker
Contact: David Chilvers
E-mail: bunkersecretary@yahoo.co.uk

Clapham Wargames Guild (London)
Contact: Thomas Petit
Phone: 07966 969 309
E-mail: info@claphamwargames.org.uk

Clayton Warlords (Hampshire)
Contact: Roger Smith
Phone: 07711 556 296
E-mail: Roger_gs_smith@hotmail.com

Coppull & Chorley Knights
Contact: Jonathan Taylor-Yorke
Website: http://cack-wargamesclub.net

Colchester Games Club
Contact: David Freeman
E-mail: info@colchestergamesclub.org.uk
Phone: 07859 775 572

Cross Swords Gaming Club
Contact: Anthony Cross
E-mail: enquiries@cross-swords.co.uk
Phone: 01752 837 133

Crypt Keepers (Beccles)
Contact: Christine Worster
Phone: 07913 606 549 (after 6pm)

Da Wot Notts (Nottingham)
Contact: Scott Miskin
Phone: 07815 449875
E-mail: Scott.Miskin@btopenworld.com

Dice and Dagger (Bude)
Contact: Kurt Baker
E-mail: celtolkenow@aol.com

Dudley Darklords
Contact: Paul Sheldon
Phone: 01384 288 360

Dursley Games Club
Contact: Dan Bishop
Phone: 01453 549 377

Dysartes
Contact: Nick Johnson
Phone: 07733 88081
E-mail: webmaster@dysartes.com

Edinburgh Pub Bowl League
Contact: Dave Avery
Phone: 07837 380713
E-mail: daveryedin@hotmail.com

Gambit Games UK
Contact: Gareth Wynn
E-mail: Gareth.wynn808@ntlworld.com

Gatekeepers Wargames Club (Shrewsbury)
Contact: James Sherry
E-mail: info@gatekeepers.me.uk

Gobstys (Lincoln)
Contact: Will Platten
Phone: 01522 803310
E-mail: info@gobstys.co.uk

Hammer N Ales
Contact: Daniel Few
Phone: 07816 889028
E-mail: sonofsm@hotmail.com

Hyde Clarendon Strategy Games Club
Contact: Paul Mather
E-mail: paul.mather@tameside.ac.uk

Jersey Privateers Gaming Club
Contact: Paul Noel
Phone: 01534 738192
E-mail: noelwarlock@aol.com

K.I.A. (Midlands)
Contact: Che Webster
E-mail: Blackfalcon@bruxx.net

Kirriemuir Wargames Club
Contact: Michael Anderson
Phone: 01382 454068
E-mail: www.kirriemuirwargamesclub.co.uk

Last Stand (East Anglia)
Contact: John White
Phone: 07861 136140
E-mail: whitewater0034@hotmail.com

Leeds Night Owls
Contact: Steve Nolan
Phone: 0113 225 0461

Liverpool Gaming Guild
Contact: Leon Lynch
Phone: 07929 638060
E-mail: Club.leon@ntlworld.co.uk

Maccwargames (Macclesfield)
Contact: Duncan Harradine
Phone: 01625 612 579
E-mail: Harradine2002@yahoo.co.uk

Madgamers (Maidenhead)
Contact: Denis Jackman
Phone: 01628 540934

Middlesborough Gamers Club
Contact: Shaun Atherton
Phone: 01642 272 021

Mitcham Marauders (Mitcham)
Contact: Jason Fowler
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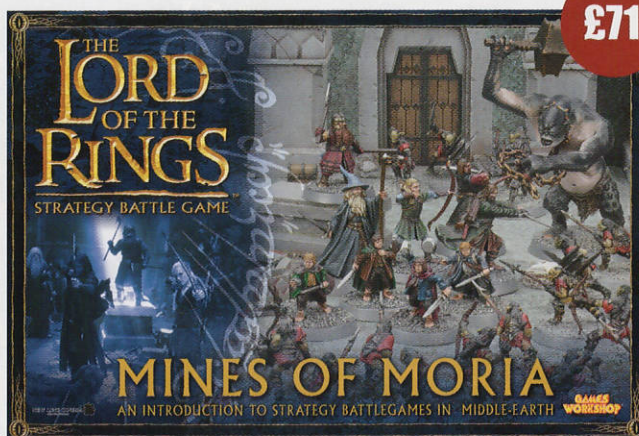
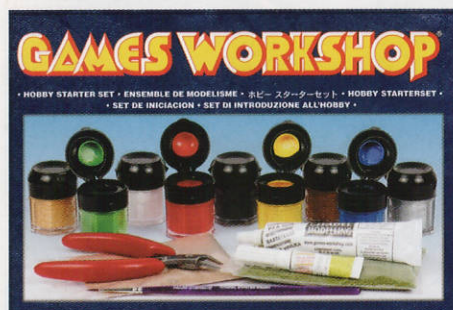
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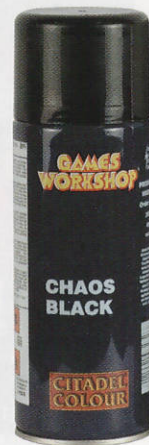
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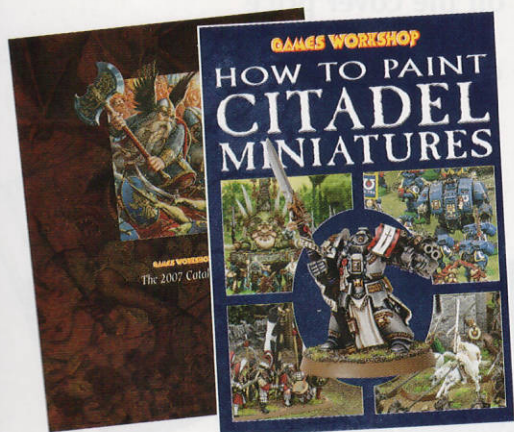
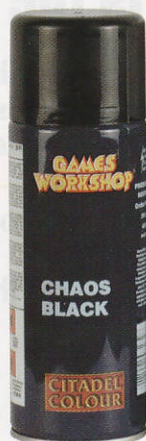
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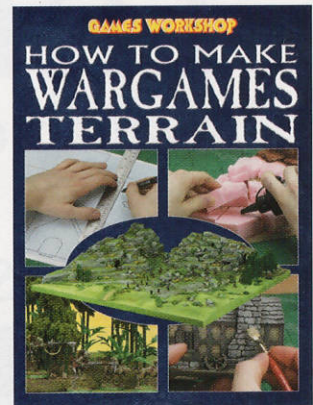
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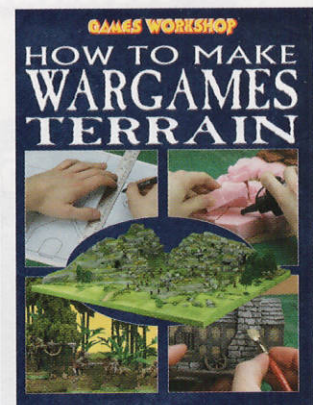
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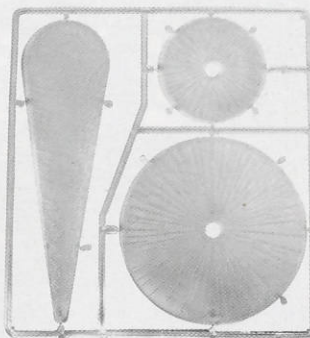
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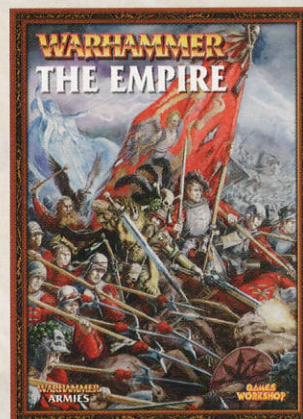
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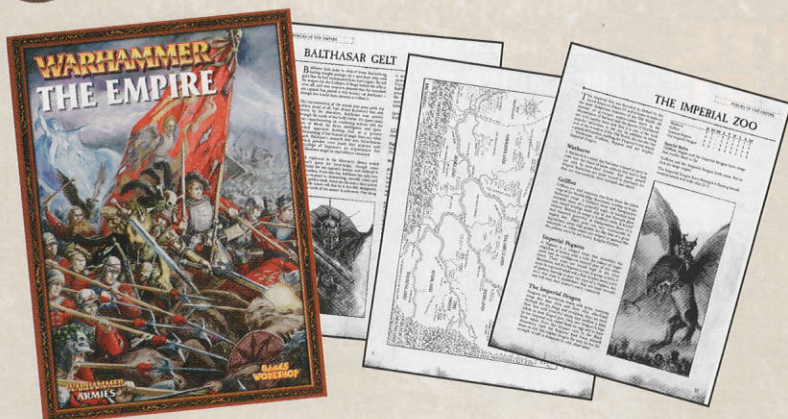
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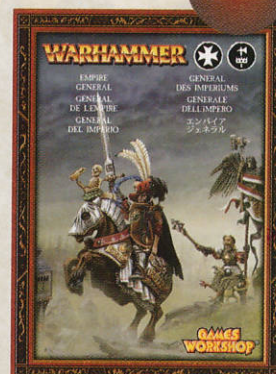
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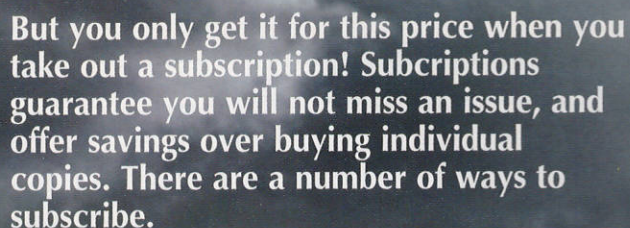
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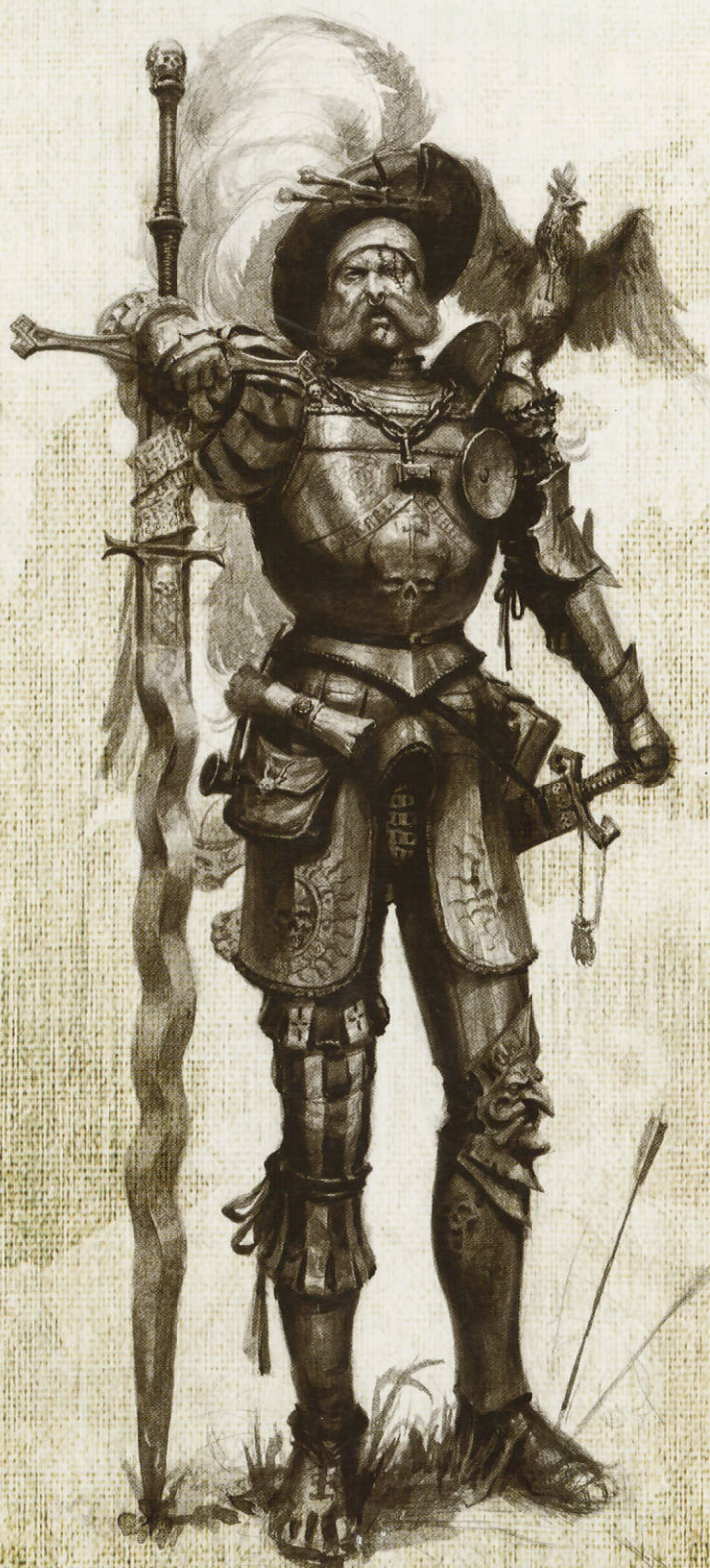
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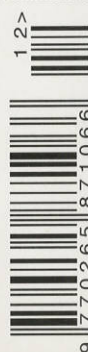


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