INSIDE New Warhammer Dwarf miniatures • Wargames terrain

GAMES WORKSHOP

WARHAMMER DWARF™

GAMES WORKSHOP'S MONTHLY MINIATURES MAGAZINE

WD330 JUNE 2007 £4.00

THIRTY YEARS OF 30 WHITE DWARF

WARHAMMER®

DWARF REINFORCEMENTS

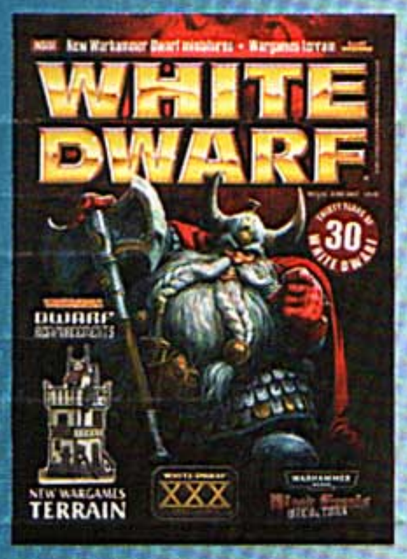


NEW WARGAMES TERRAIN

WHITE DWARF™ XXX 1977 - 2007

WARHAMMER® 40,000™

Blood Angels OFFICIAL CODEX



STUDIO WHITE DWARF TEAM

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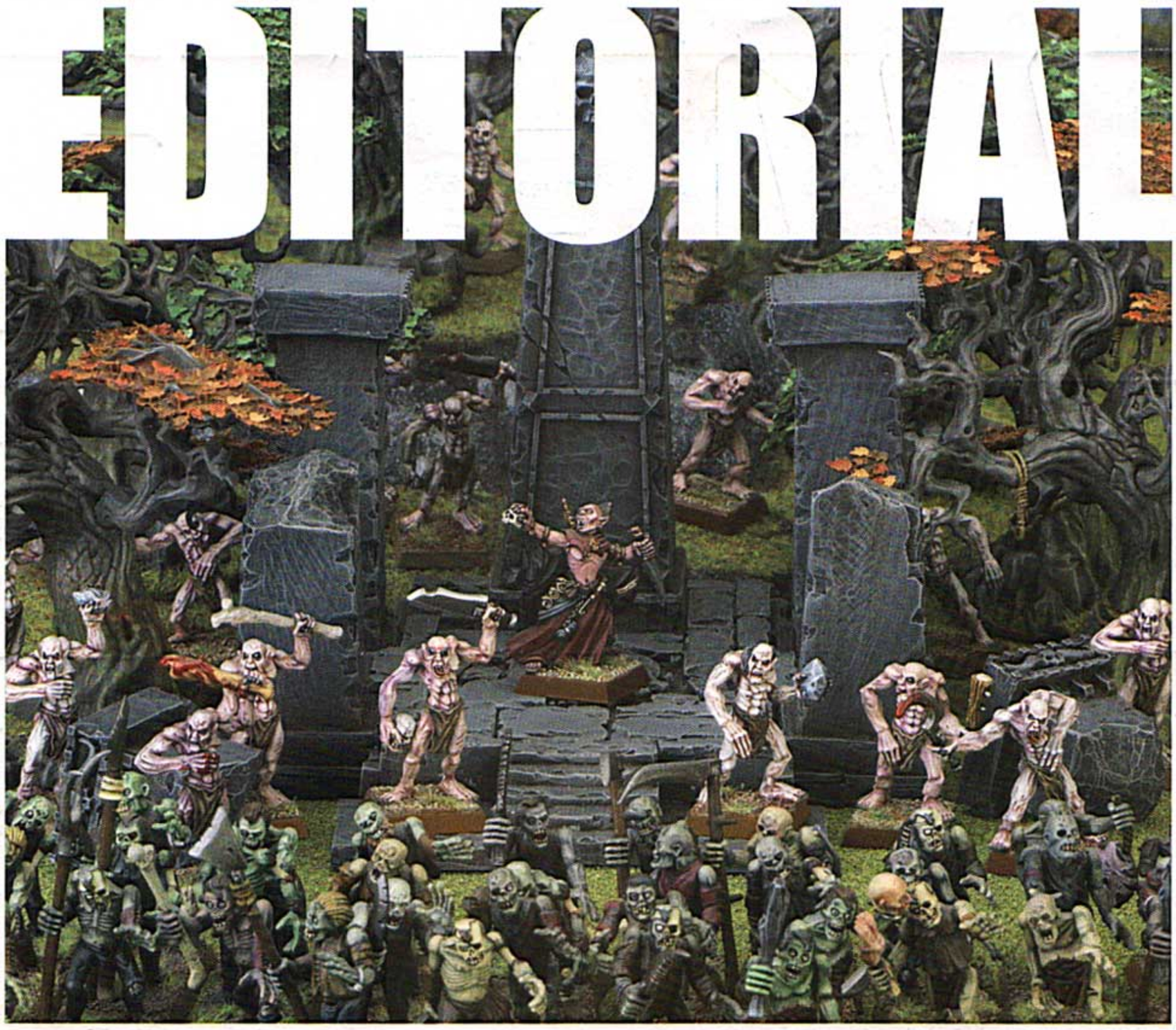
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EDITORIAL





Hills and forests resound to the clatter of arms in every hobbyist's home!

Available this month in all Games Workshop hobby centres is a whole range of new plastic terrain box sets that will help you get your battlefield looking better than ever before.

We've produced scenery for many years now, but this is the first time that you'll be able to get a full range of all-plastic terrain – enough to equip an entire gaming board. Although there is an emphasis on Warhammer here, with an excellent fortified manor house, you can use much of the new scenery for any of our games. This month we're going to take a look at how the scenery, especially the buildings, work in your games of Warhammer, but next month we'll take a look at how you can create a multi-purpose gaming board fit for all of our systems. This is simply done by adding Warhammer 40,000 ruins or following one or two of the scenery projects in The Lord of the Rings strategy battle game supplements to a battlefield.

Also out this month, and a great joy to my heart, are more amazing Dwarf models. The new miners and Dwarf heroes so perfectly capture the spirit of Dwarf-folk that, if I did not know better, I would swear their sculptor Aly Morrison to be a Dwarf himself!

Grombrindal, The White Dwarf

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23 CITADEL

WARGAMING TERRAIN

How you can use the new hills, trees, and buildings to make your games even more interesting!



36 WARHAMMER

UNDERGROUND ADVANCE

Dwarf Miners emerge from their tunnels to face their oldest enemies, the Orcs & Goblins.



68 WARHAMMER 40,000

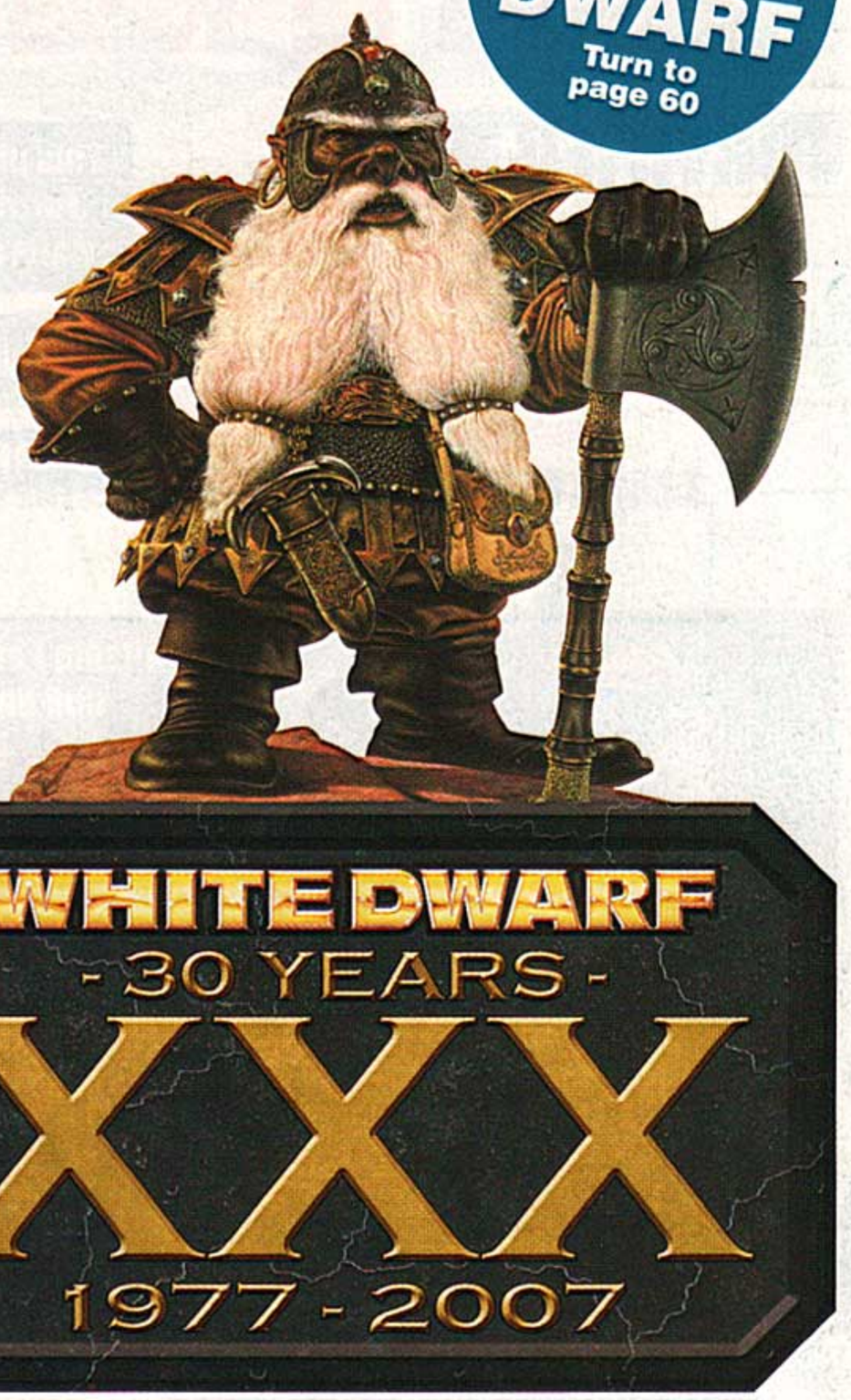
SONS OF SANGUINIUS

Presenting part one of the Blood Angels codex update, with the history and special rules of the Chapter.



HAPPY BIRTHDAY WHITE DWARF

Turn to page 60



ALSO IN THIS ISSUE...

02 NEW RELEASES
The latest models from our mighty games forges.

18 NEWS
New The Lord of the Rings supplements!

46 BATTLE REPORT: BATTLE FOR BLACKSKULL MANOR
Dwarfs and greenskins battle for supremacy.

59 CITADEL TOOLBOX
Getting the most from our new static grass.

81 STANDARD BEARER
Jervis talks Blood Angels.

84 TACTICA: LORDS OF LIGHT
Good generals for Good armies.

90 MODELLING WORKSHOP: WARHAMMER BUILDINGS
How to assemble the new terrain kit.

98 'EAVY METAL
Soldiers of Gondor.

102 GOLDEN DEMON
Category explanations for Golden Demon.

107 FRONTLINE
UK news, activities and events.

124 ORDERING DIRECT
Blood Angels available now!

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This plastic box set contains 1 Fortified Manor and 1 set of walls and fences (see below)

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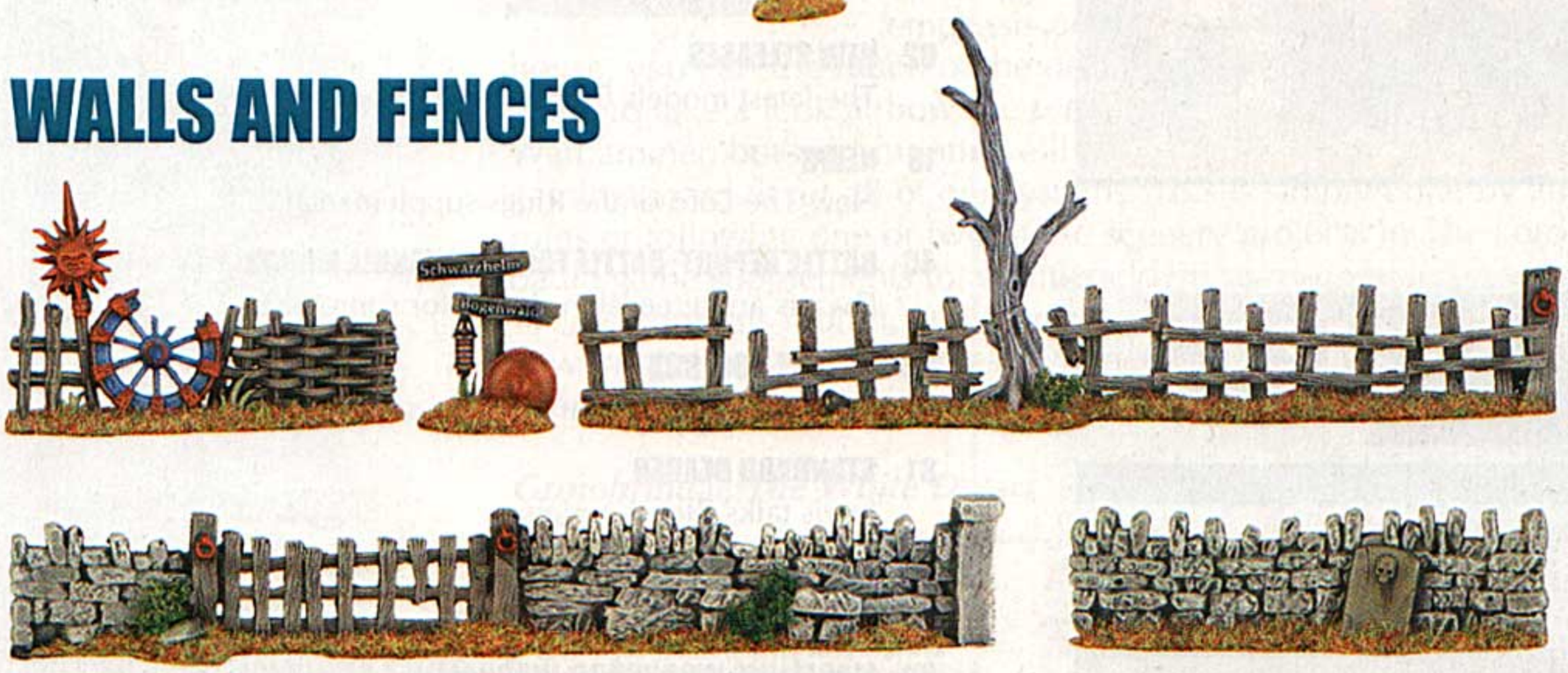


>>>TURN TO PAGE 90 FOR MODELLING INFORMATION ON THE NEW MANOR!



Fortified Manor shown at 30%

WALLS AND FENCES

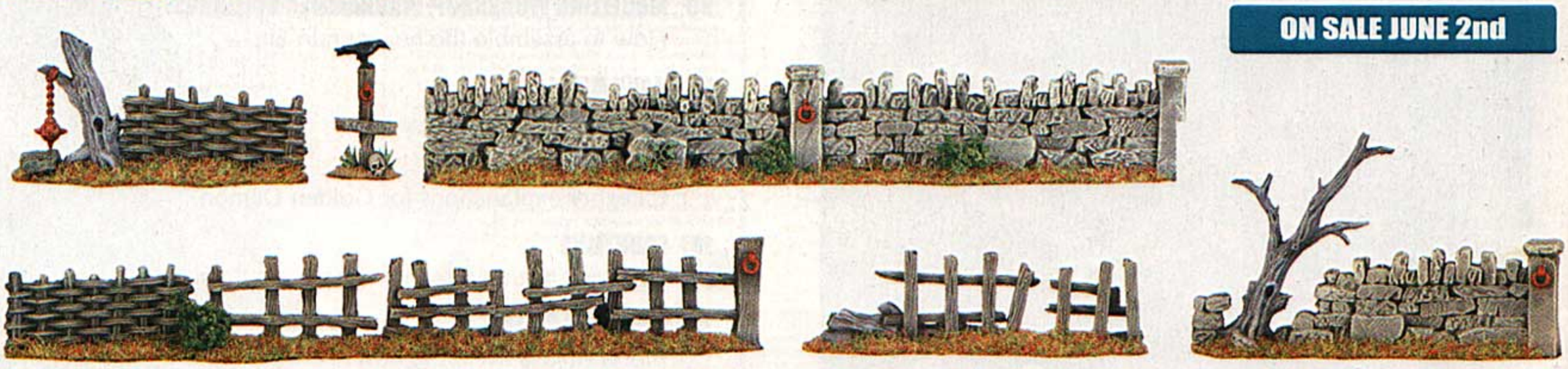




This plastic box set contains 4 long sections of linear obstacles, 5 short sections, and 2 signposts

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Contains 15g of Glade Grass

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Contains 15g of Scorched Grass

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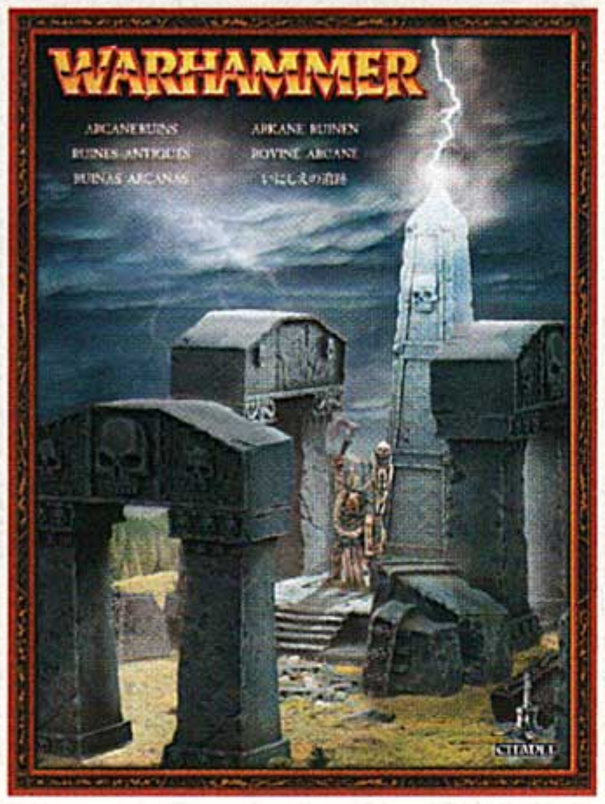
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This box contains 1 plastic Warhammer Arcane Ruins set

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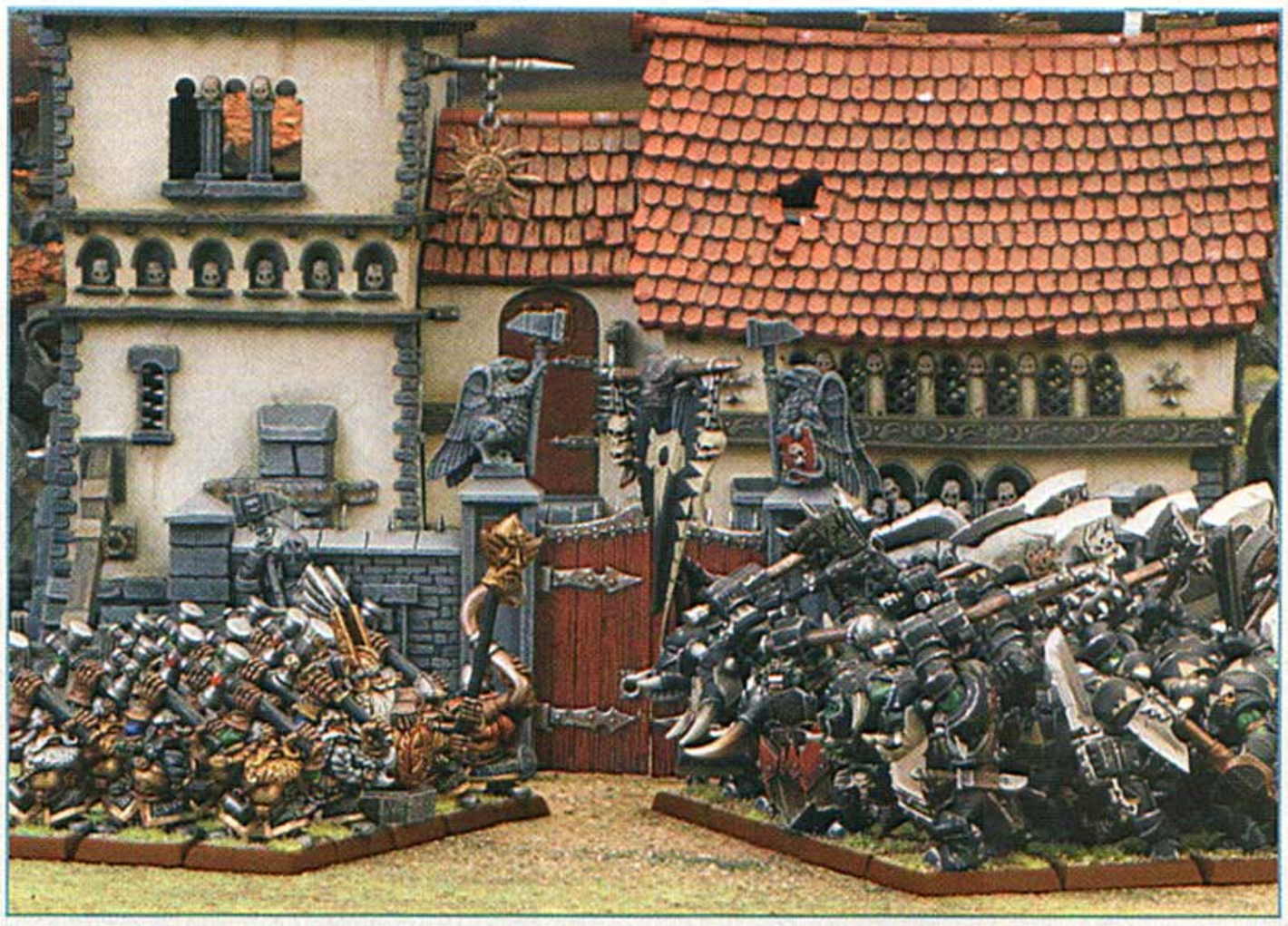
Arcane Ruins shown at 90%

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WARHAMMER BUILDINGS SET

The new Warhammer Buildings set is a massive plastic kit, which contains a complete Fortified Manor, plus an additional Watchtower and Chapel and three sets of Citadel Walls and Fences.

This box set contains an entire battlefield's worth of terrain for your games of Warhammer.



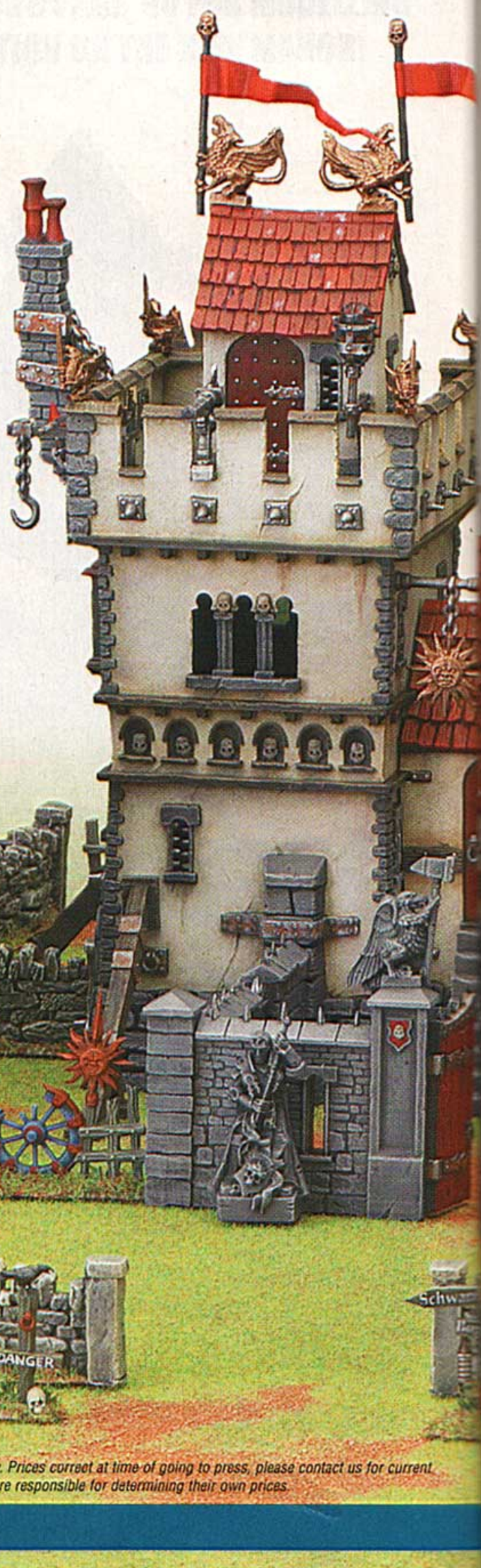
This plastic box set contains 1 Fortified Manor, 1 Watchtower, 1 Chapel and 3 sets of walls and fences

WARHAMMER BUILDINGS SET **£75**

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SAVE £22!*

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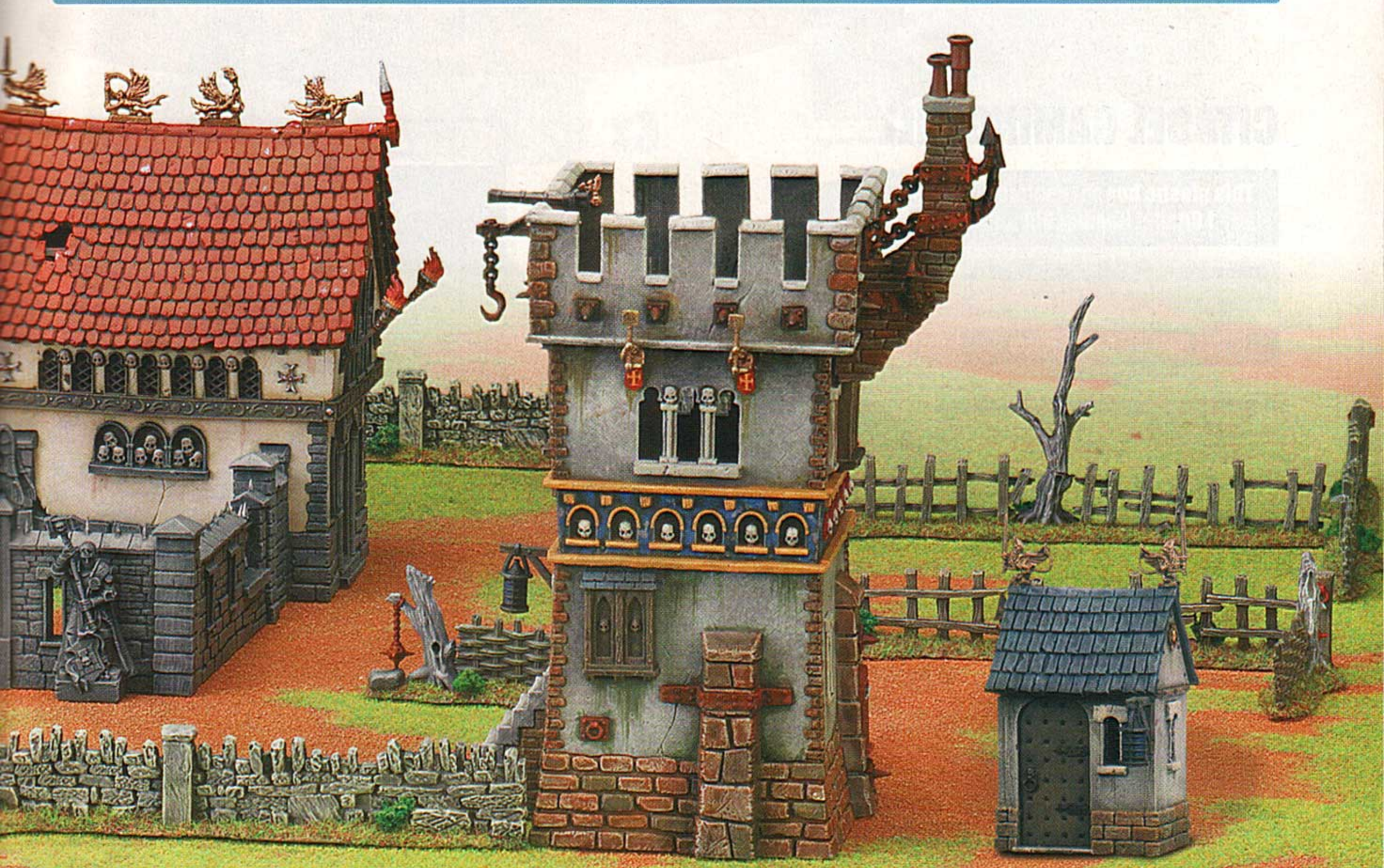
WARHAMMER CHAPEL



WARHAMMER WATCHTOWER



INCLUDES CHAPEL, WATCHTOWER, AND FORTIFIED MANOR SETS!



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CITADEL®

CITADEL MODULAR GAMING HILL

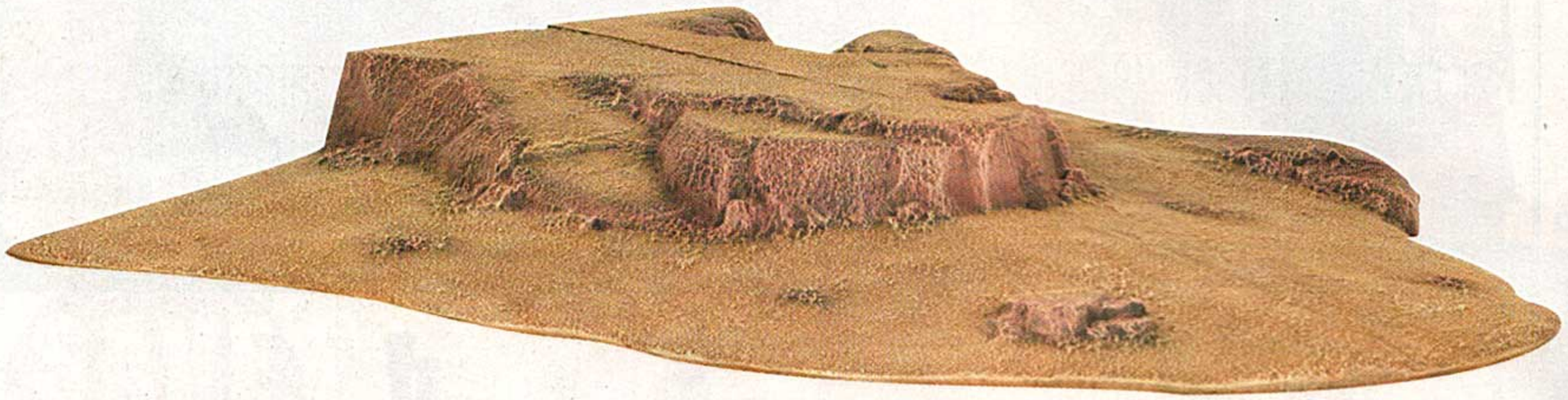
This plastic box set contains a 2-part Citadel Modular Gaming Hill

CITADEL MODULAR GAMING HILL £15
Product code: 99129999005
Sculpted by Dave Andrews

ON SALE JUNE 30th

The modular hills can be used separately, or combined in two different configurations to make one large hill for a table edge. By combining two box sets, you can make a large hill for the middle of your table.





CITADEL GAMING HILL

This plastic box set contains 1 Citadel Gaming Hill

CITADEL GAMING HILL £15
Product code: 99129999004

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>>>TURN TO PAGE 23 TO FIND OUT MORE ABOUT CITADEL TERRAIN

Hills shown at 40%

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CITADEL WOOD



Wood shown at 75%



This plastic box set contains 3 Citadel Trees and one base

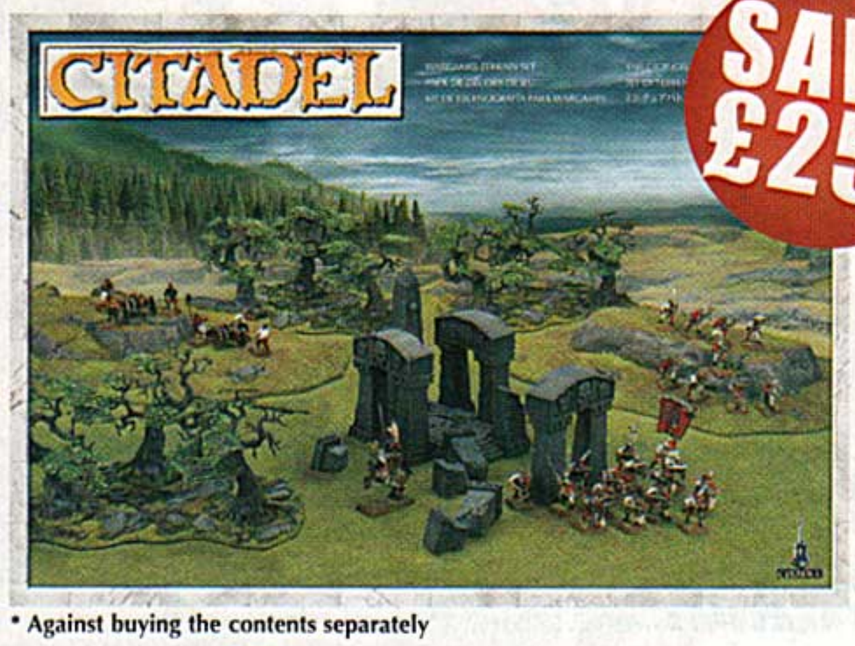
CITADEL WOOD £15
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CITADEL WARGAMES TERRAIN SET



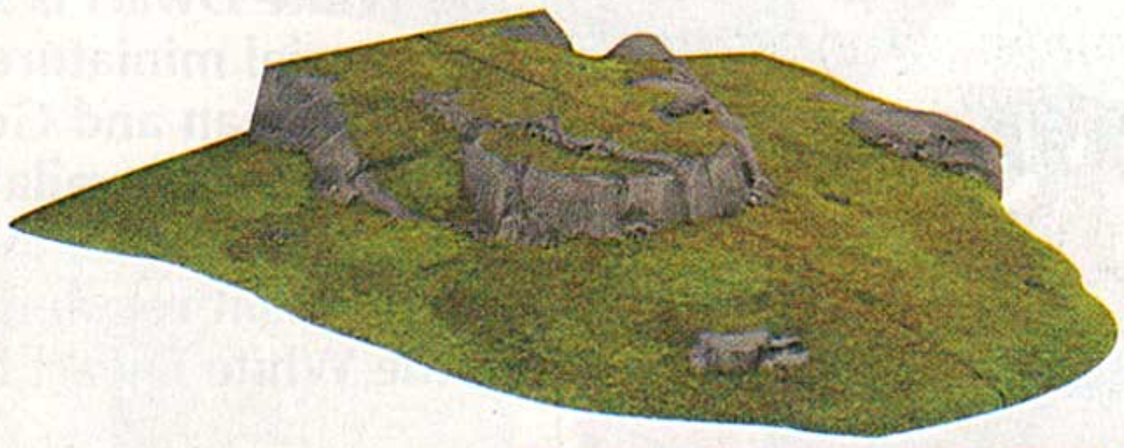
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This box set contains 3 Citadel Woods, 1 Citadel Modular Gaming Hill, 1 Citadel Gaming Hill, 1 Warhammer Arcane Ruins set, 1 tub of Glade Grass and 1 tub of 1 Scorched Grass

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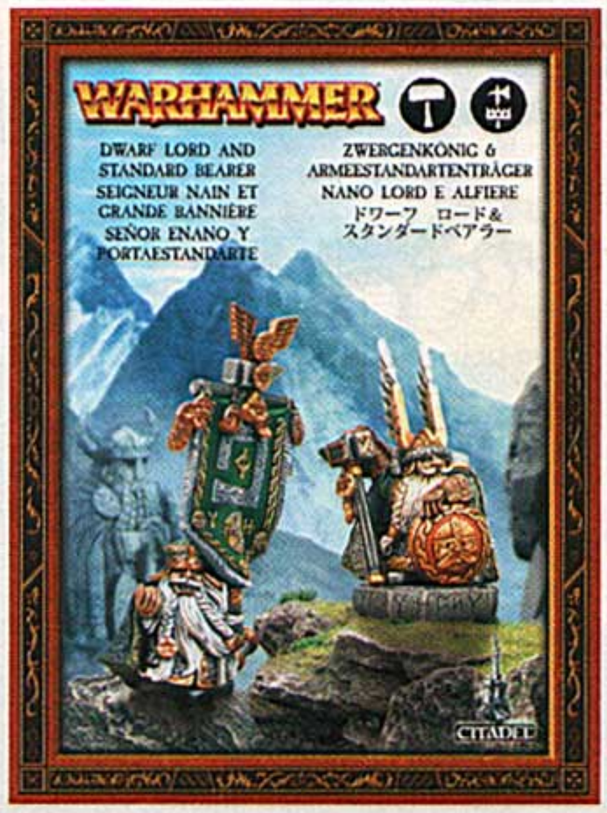
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DWARFS

DWARF LORD AND ARMY STANDARD BEARER



This metal box set contains 1 Dwarf Lord on Oath stone and 1 Dwarf Army Standard Bearer

DWARF LORD AND ARMY STANDARD BEARER £12

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DWARF LORD ON OATH STONE



DWARF ARMY STANDARD BEARER

DWARF CHAMPION



DIRECT ONLY

This metal blister pack contains 1 Dwarf Champion

DWARF CHAMPION £6

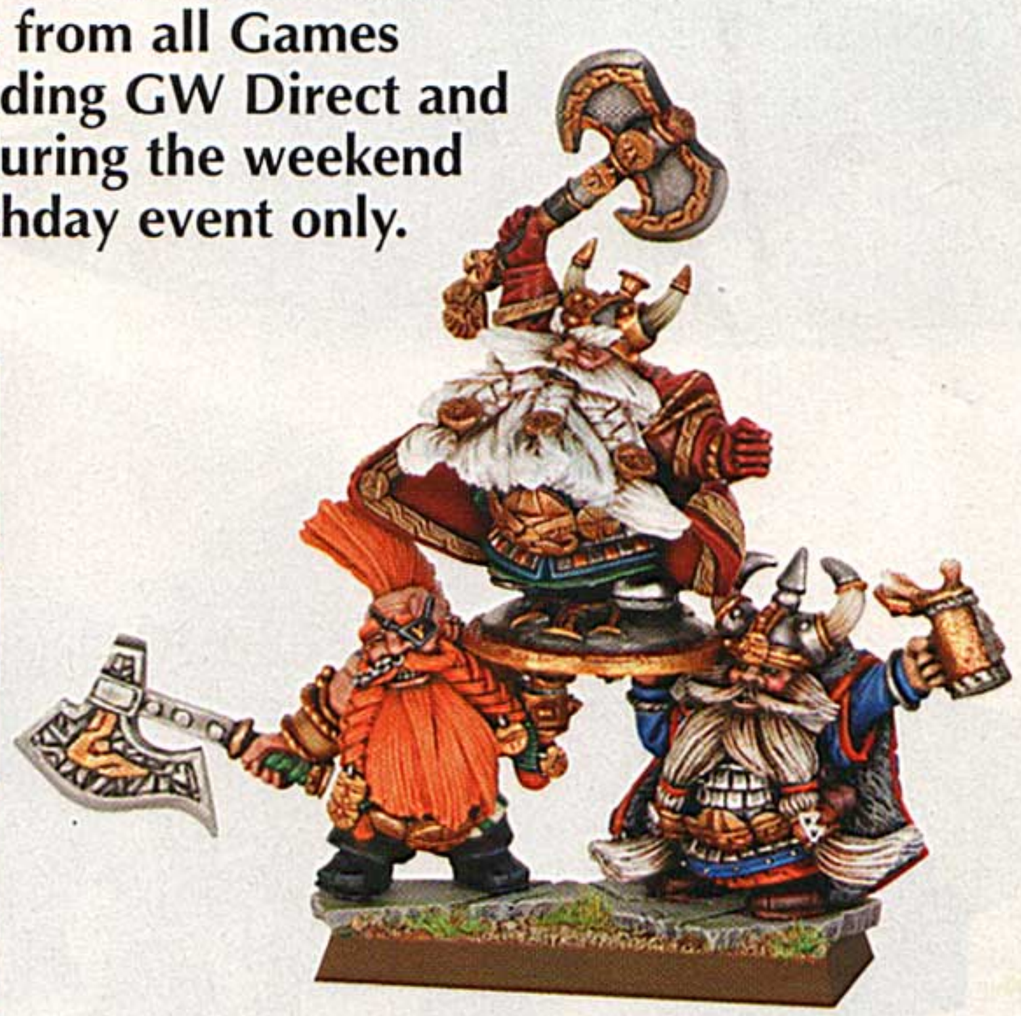
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WHITE DWARF 30TH ANNIVERSARY MODEL

The White Dwarf is 30 years old! To celebrate, we've made this special miniature of Grombrindal being borne aloft by Josef Bugman and Gotrek Gurnisson. This great model is available from all Games Workshop outlets, including GW Direct and independent retailers, during the weekend of the White Dwarf birthday event only.



STRICTLY LIMITED NUMBERS

This metal box set contains one limited edition White Dwarf miniature

WHITE DWARF 30TH ANNIVERSARY MODEL £15

Product code: 99110205132

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DWARF MINERS REGIMENT

WHILE STOCKS LAST!



PROSPECTOR



MINER



MINER

INCLUDES GRUDGE PONIES, MINE CARTS, STEAM DRILL AND MORE!



STANDARD BEARER





This multi-part plastic regiment set contains 20 Dwarf Miners including Musician, Standard Bearer and Prospector

DWARF MINERS REGIMENT **£20**

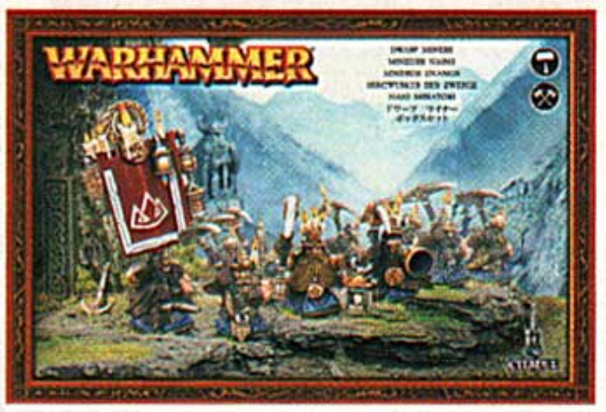
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Sculpted by Aly Morrison & Colin Grayson

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>>>FULL MINERS BOX CONTENTS ON PAGE 40!

DWARF MINERS





This multi-part plastic box set contains 10 Dwarf Miners including Musician, Standard Bearer and Prospector

DWARF MINERS **£12**

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NOW AVAILABLE IN FIVE-MAN SETS – A COMPLETE RANK IN A BOX

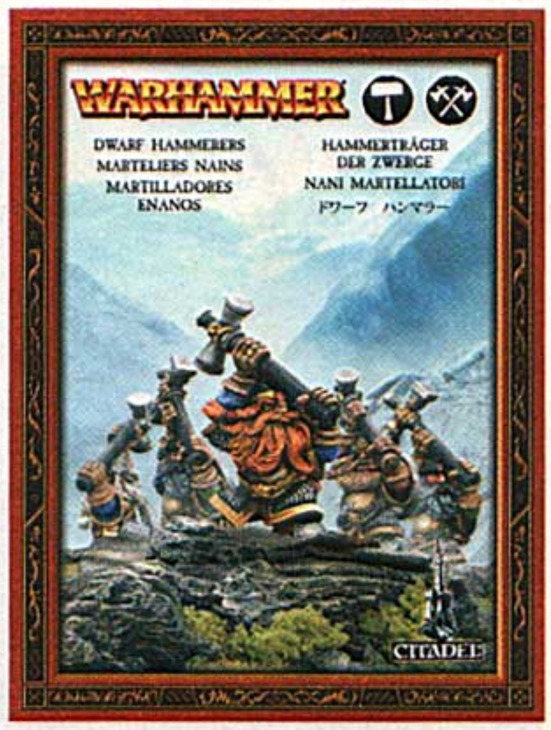
DWARF HAMMERERS

This metal box set contains 5 Dwarf Hammerers

DWARF HAMMERERS **£12**
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DWARF HAMMERERS COMMAND

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Product code: 99110205127
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DWARF IRONBREAKERS

This metal box set contains 5 Dwarf Ironbreakers

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Product code: 99110205124
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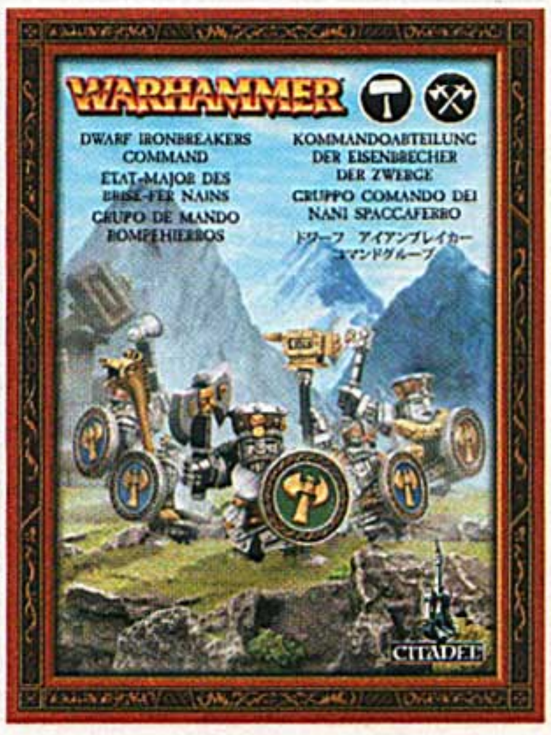
DWARF IRONBREAKERS COMMAND

This metal box set contains 5 Dwarf Ironbreakers including Musician, Standard Bearer and Ironbeard

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DWARF SLAYERS

This metal box set contains 5 Dwarf Slayers

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DWARF SLAYERS COMMAND

This metal box set contains 5 Dwarf Slayers including Musician, Standard Bearer and Giant Slayer

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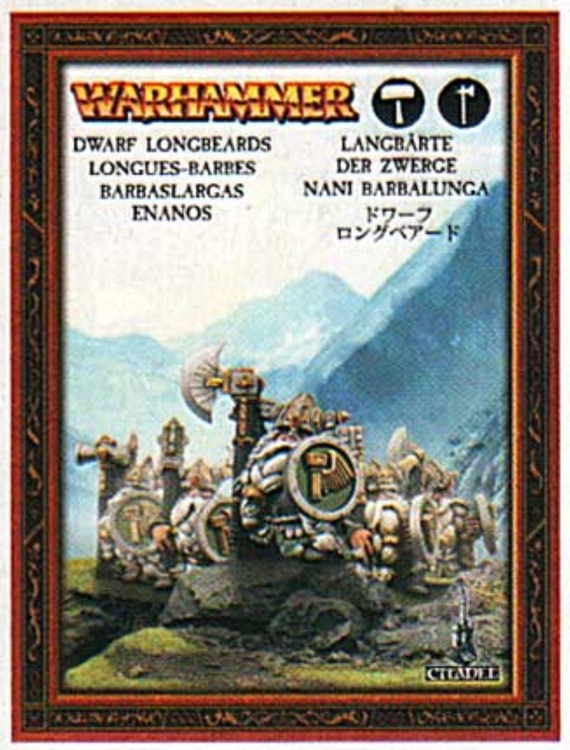
DWARF LONGBEARDS

This metal box set contains 5 Dwarf Longbeards

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Product code: 99110205130
Sculpted by Colin Dixon

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DWARF LONGBEARDS COMMAND

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EMPIRE

EMPIRE ARMY

This Empire army box set contains all the models you need to take to the field against the Emperor's foes. Made entirely from plastic, it is an ideal starting point for a new collection, or for swelling the ranks of an existing Empire army to a massive size!



*** Against buying the contents separately**



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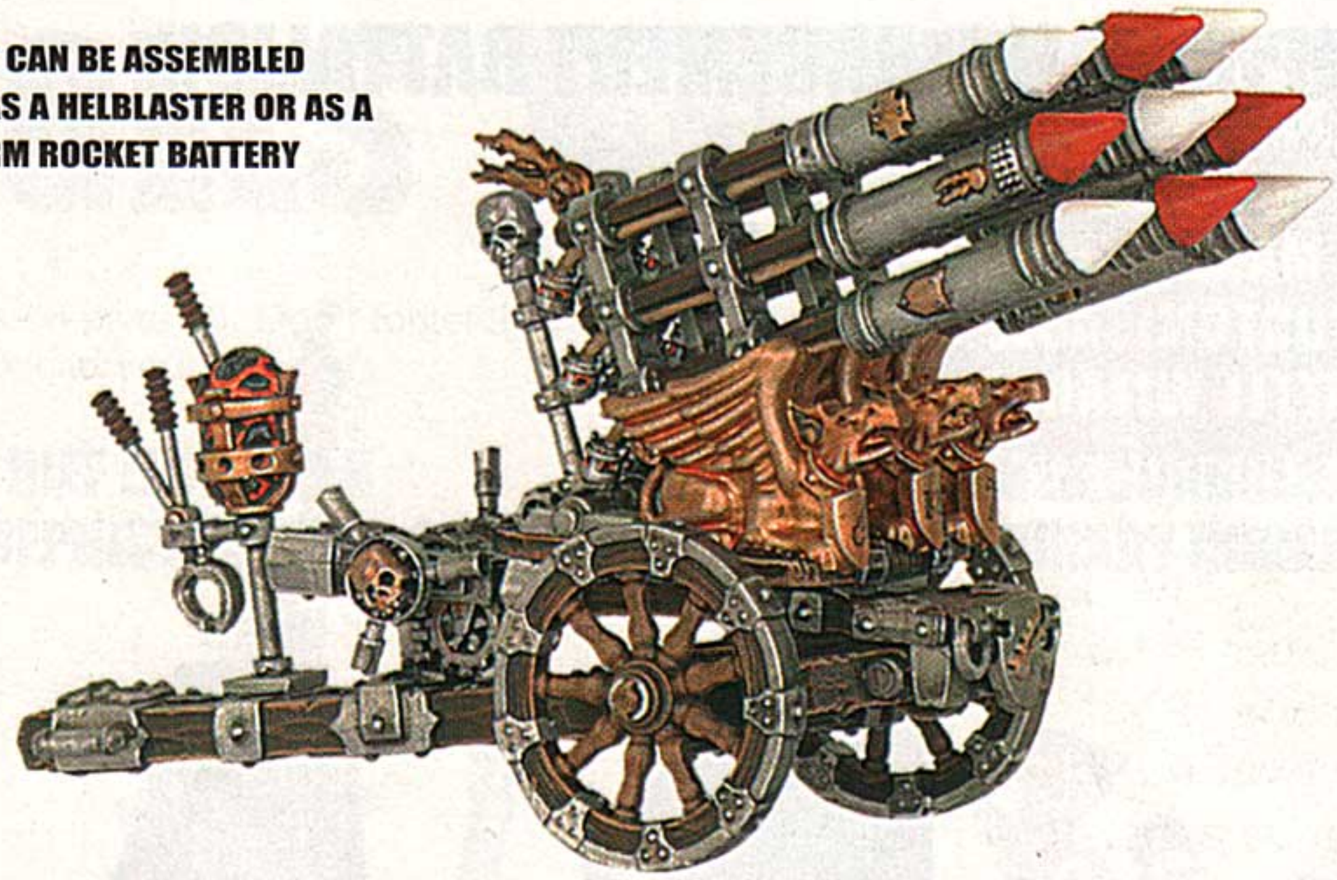
This multi-part plastic army set contains 1 Empire General, 1 Empire Army Standard Bearer, 10 Pistoliers/Outriders, 20 State Troopers, 20 State Missile Troops, 20 Flagellants, 8 Empire Knights and 1 Volley Gun/Rocket Battery

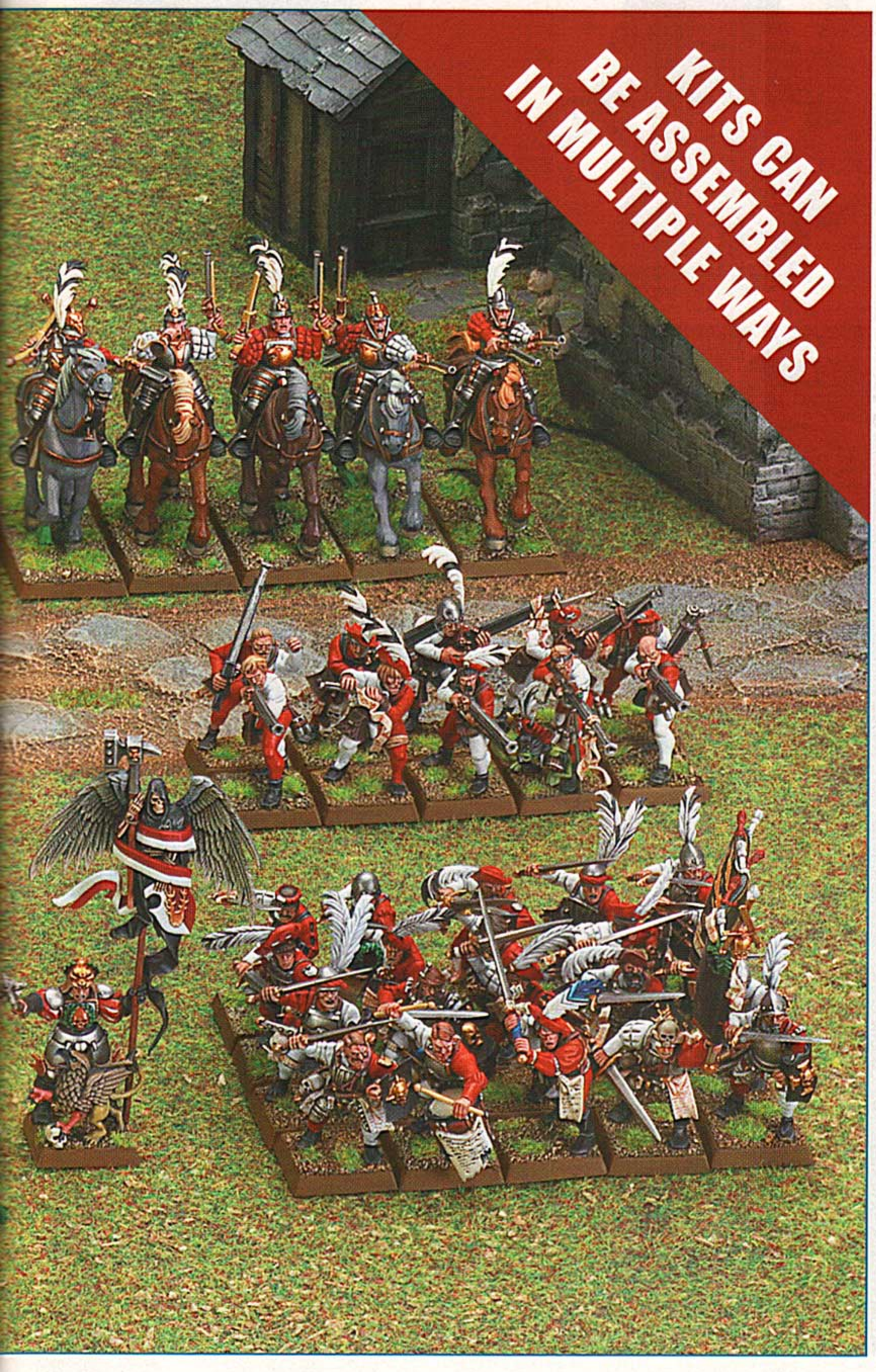
EMPIRE ARMY **£100**

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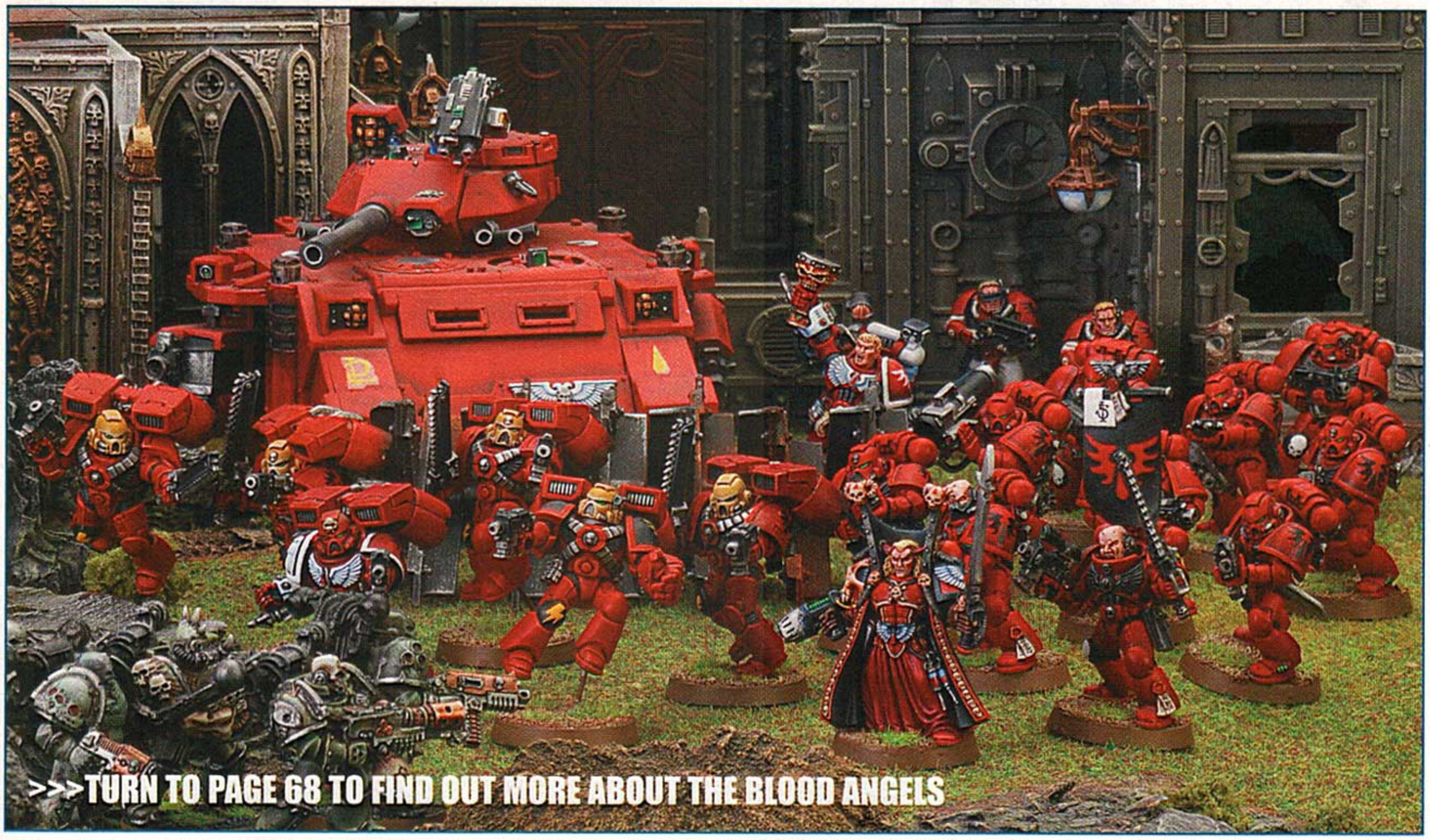


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>>>TURN TO PAGE 68 TO FIND OUT MORE ABOUT THE BLOOD ANGELS

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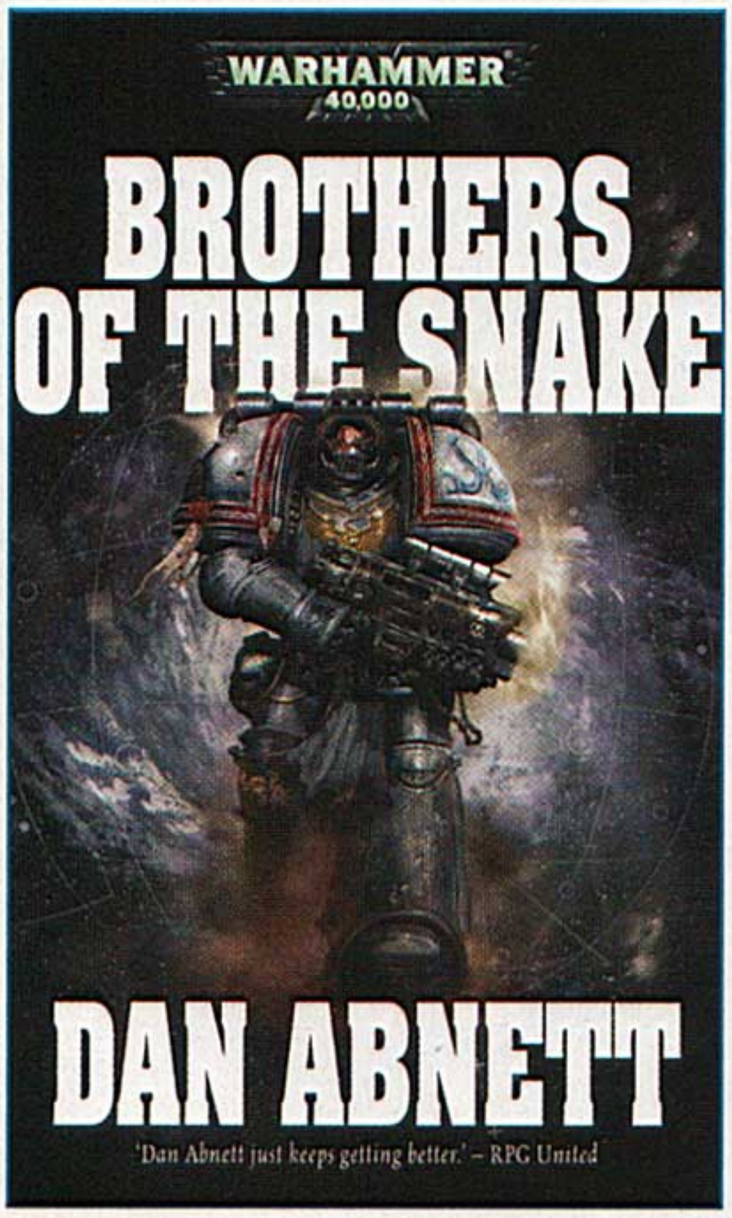
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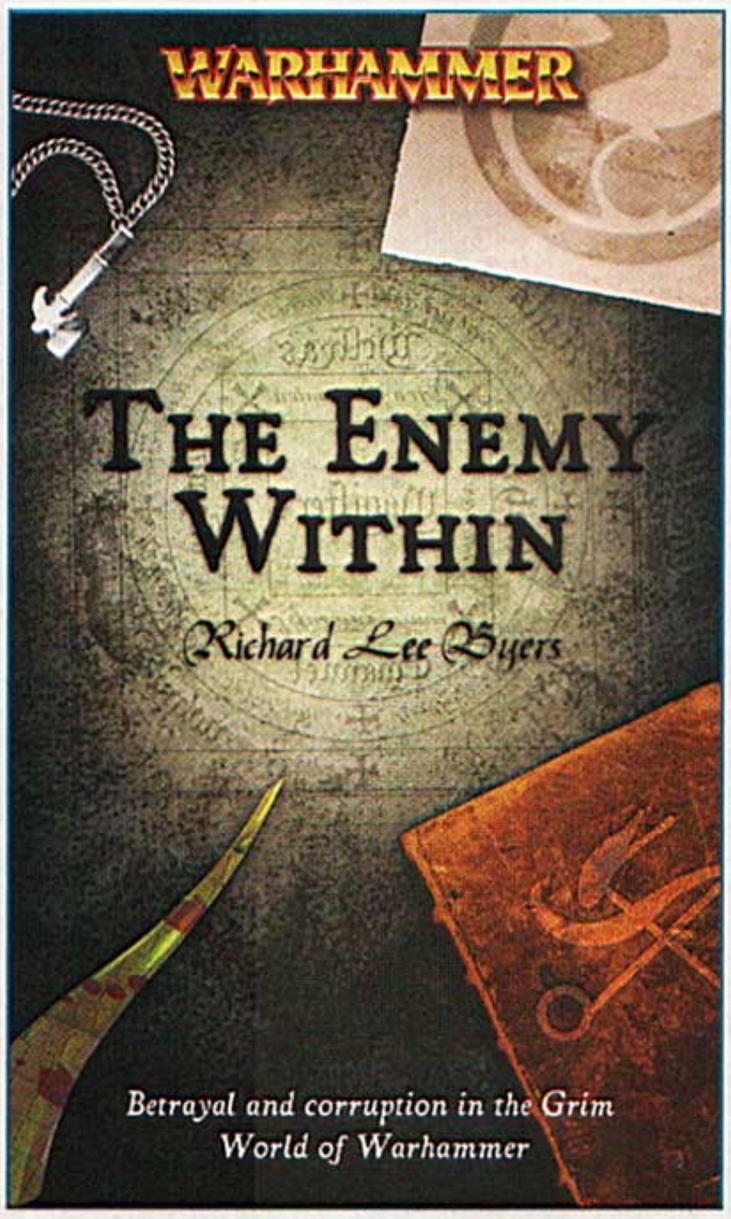


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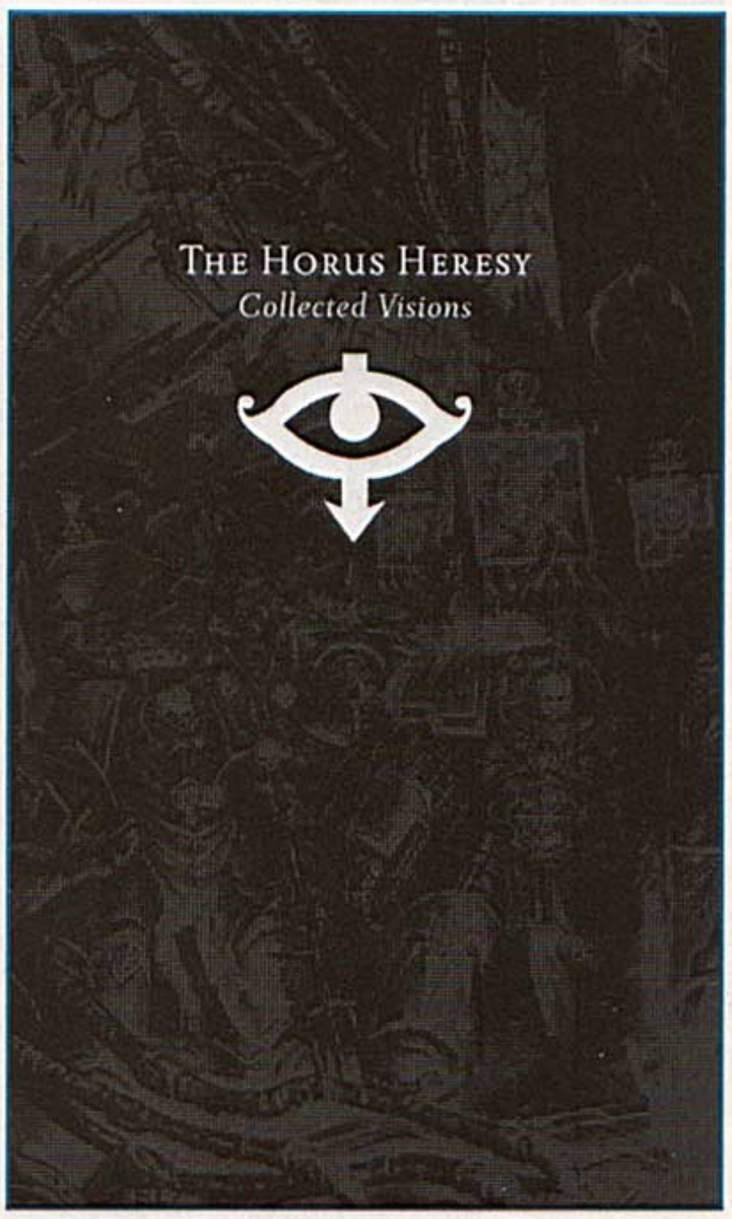


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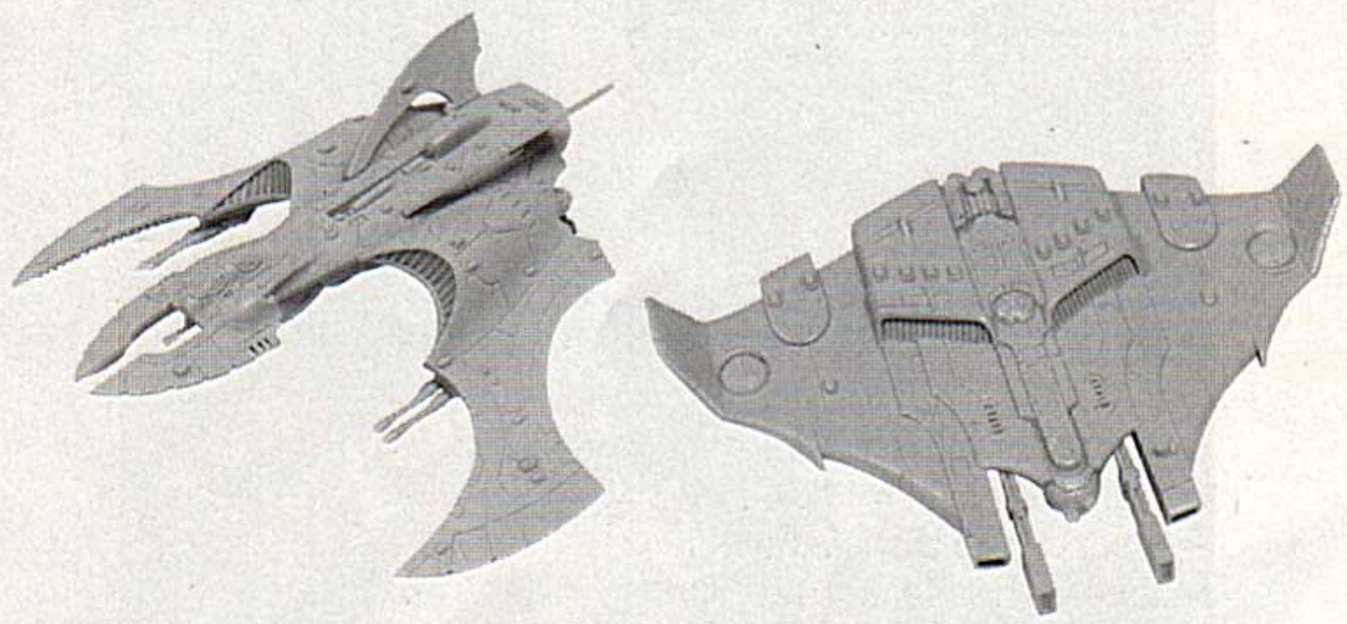


Forge World makes a huge range of resin kits and accessories. These include super-heavy Baneblade battle tanks, Titans, upgrades for Games Workshop's plastic kits, scenery pieces and busts of some of our most popular characters. These products are intended for experienced modellers and are only available directly from Forge World and Warhammer World.

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AERONAUTICA IMPERIALIS

More fantastic models swell the Aeronautica Imperialis range each month, such as the Eldar Vampire Raider and Tau Tigershark AX-1-0, right. Models designed by Will Hayes. Check out the website for more!

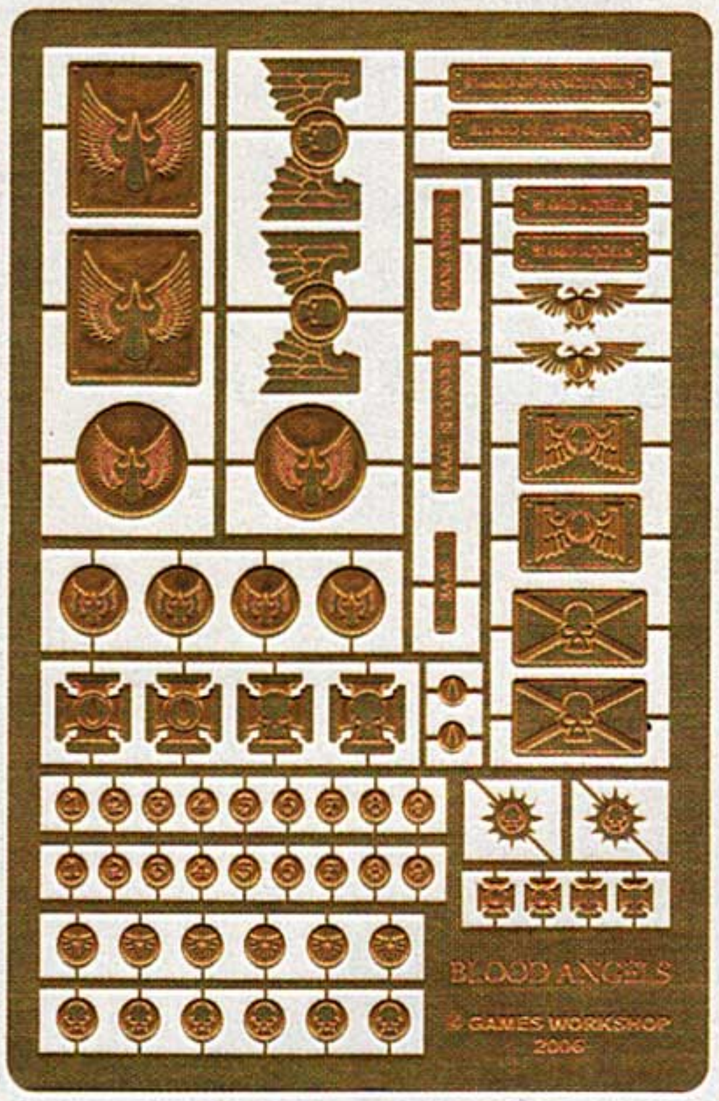


BLOOD ANGELS

With the Blood Angels Codex update featured in this very issue of White Dwarf, don't forget that Forge World offers a wide range of accessories to personalise your tanks and miniatures. From Rhino and Land Raider doors, to Terminator shoulder pads (all sculpted by Simon Egan), you'll find all you need at the Forge World website.



BLOOD ANGELS TERMINATOR SHOULDER PADS



BRASS ETCHED ICONS



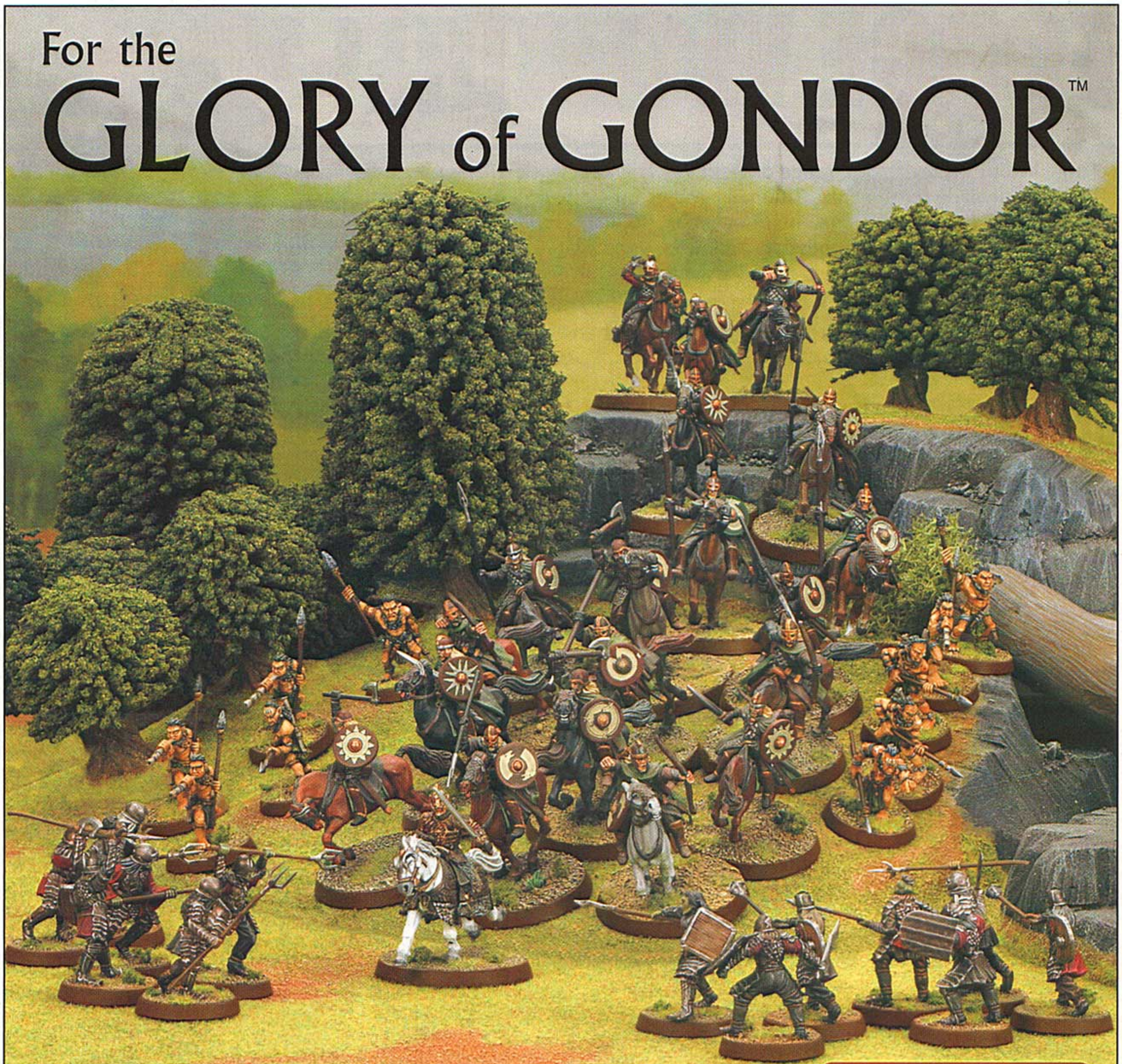
BLOOD ANGELS RHINO DOORS



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For the GLORY of GONDOR™



OUT THIS AUGUST

In two months' time, fans of The Lord of the Rings strategy battle game will be treated to not one, but two fantastic new supplements and a host of miniatures to accompany them.

First up we have The Return of the King Journey, which carries on from where The Two Towers left off. Through a series of scenarios, gamers can play all the key moments from the tale of the novel, leading up to the epic clash at the Pelennor fields outside the gates of Minas Tirith, where the very fate of Gondor and Middle-earth will be decided.

Speaking of Gondor, the greatest realm of Men in Middle-earth is represented by its very own sourcebook, Gondor in Flames. Every Gondor Hero and Warrior is detailed in this invaluable tome, along with background and army lists for Minas Tirith, the Tower of Ecthelion, the Fiefdoms, the Army of the High King, the Rangers of Ithilien and the Dead of Dunharrow. If that wasn't enough, the sourcebook also contains several brand new scenarios and tons of hobby advice for starting your own army of Men.

As you'd expect, these two releases are accompanied by some fantastic Citadel miniatures. The forces of the Free Peoples are truly swelled with the arrival of a new Boromir on horseback figure, plastic Knights of Minas Tirith, Swan Knights of Dol Amroth command miniatures and Men-at-arms of Dol Amroth with pikes, Riders of the Dead, Axemen of Lossarnach, Clansmen of Lamedon, and more! But the good guys don't get it all their own way, for in addition to some brand new Morannon Orcs, the Evil side gains some great new Haradrim miniatures, as the realm of the Serpent Lord is explored in even more depth. With Serpent Riders and new Hâsharii on the horizon, now is the time to dust off your Mûmakil and prepare to wage war upon the Free Peoples – the great battle of our time begins in White Dwarf 332!

THE LORD OF THE RINGS STRATEGY BATTLE GAME



Axemen of Lossarnach.



Clansmen of Lamedon.



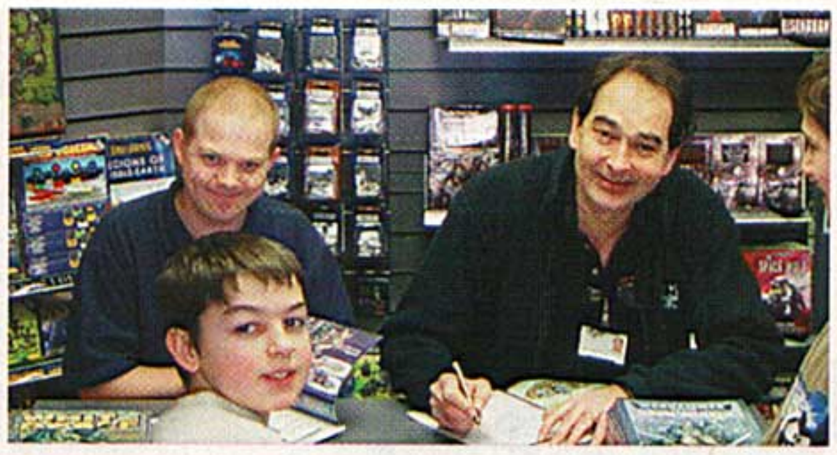
Harad Serpent Riders.



Riders of the Dead.







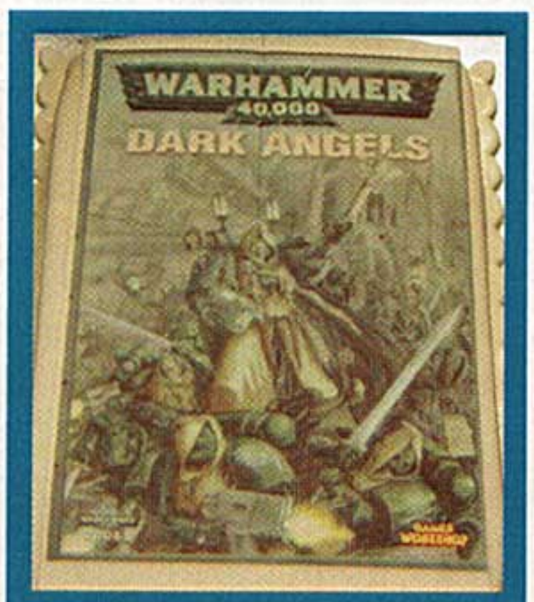






EPSOM CELEBRATES!

with Official Opening Party



EVERY PARTY NEEDS A CAKE
What party would be complete without a cake? The chaps at Epsom had summoned not one, but two mighty themed cakes for this very special hobby occasion. One cake, sporting Dark Angels artwork, was cut by Mr Johnson and the other, featuring Warhammer 40,000, sliced by Mr Abnett.

Saturday 3rd March 2007 heralded not only the release of the new incarnation of Codex: Dark Angels, but also a new dawn for the market town of Epsom in Surrey. Hordes of enthusiastic hobbyists descended on the newly founded store to meet the special guests and eat the cake. As always, White Dwarf was present to record the festivities and find out what all the fuss was about.

After months of planning and preparation, Epsom Manager, Tom Hughes proudly unveiled the latest Games Workshop Hobby Centre, throwing a party that will be remembered throughout the ages.

Journeying to Epsom to mark this momentous occasion were some very special guests whose dealings with the Dark Angels are well documented and stretch back into ages past. Jervis Johnson, co-author of the new Codex: Dark Angels, ventured forth from Nottingham together with Dark Angels playtester and White Dwarf Editor, Owen Rees. With them they brought many treasures including the 'Eavy Metal team's Dark Angels army, copies of the new Codex and the latest issue of White Dwarf, signed by the Design Studio and White Dwarf team respectively. Owen even brought some of his own Dark Angels models which have previously graced the pages of the magazine.

Their eagerness and enthusiasm drove Jervis and Owen to an early start on this crisp, sunny spring day – and they were not alone! The guests arrived at Epsom to find the Hobby Centre already open to the streaming masses – so many hobbyists were queuing outside that the staff had taken pity and decided to open the store early!

Greeted with a great cheer, the guests got to work signing Codexes and White

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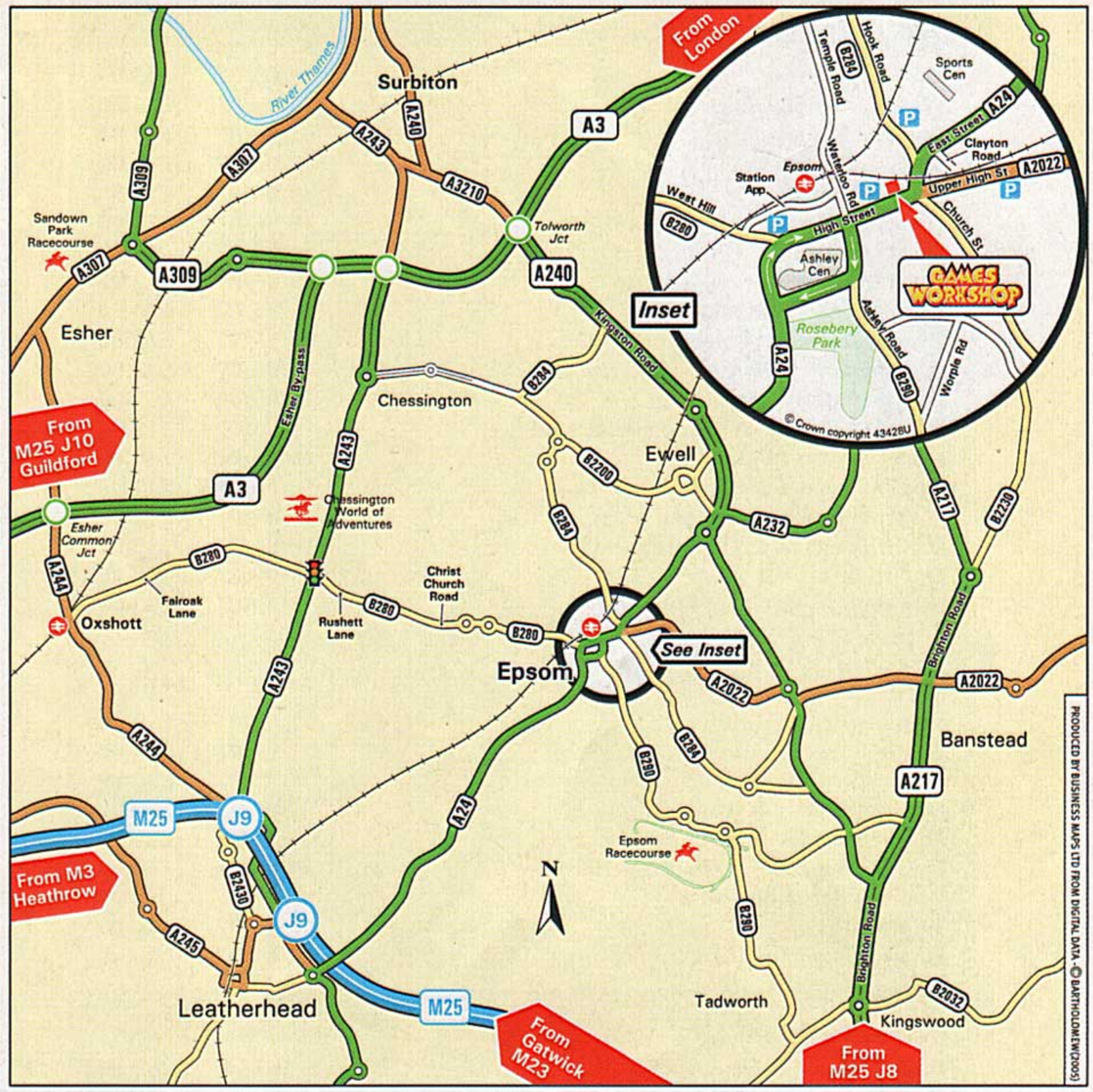
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- At the roundabout at the end of the slip road, take the first exit onto the (A243) Leatherhead By Pass Road.
- At the next roundabout take the first exit onto the A24 (Leatherhead Road).
- Pass over the M25 and continue on the A24 until the one way system in Epsom.
- Continue onto the High Street passing Waterloo Road on the left, and continue to just before the next junction.
- We are situated on the left hand side.

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- Follow directions above "From M25 Clockwise" - point 3.

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- Leave A3 at Tolworth Junction (signed A240 South).
- Follow the A240 into Epsom.

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Dwarfs, and chatting with everyone that had a question about the new army. One gentleman had even brought his copy of Warhammer 40,000 Rogue Trader (printed in 1989) for Jervis to sign.

Unsurprisingly, the 'Eavy Metal miniatures generated an enormous amount of interest, with many hobbyists working out how to transfer the paint schemes and modelling ideas to their own armies. For those hoping to own some of the new miniatures, speed was critical as the boxed sets flew from the shelves – so fast in fact, that the till, its machine spirit exhausted, had malfunctioned by 10.30!

As 2pm rolled around, another special guest arrived – Black Library author, Dan Abnett! The thunderous cheers from the queue of fans that ran out of the store and down the street could be heard across town, causing many passers by to stop in the street and see what all the excitement was about.

Much to her surprise and delight Mickie Green won the painting competition held on the day with her beautifully painted Forge World Eldar Avatar. Second place went to Colin Throne for his converted Imperial Guard sniper. Both won a copy of the new Codex: Dark Angels, signed by the entire Design Studio, and graciously presented by Dan.

At 3pm the store's mega-battle, 'Redemption' began, with more than 20 players and 20,000 points of miniatures caught up in the fighting. Despite early gains, the Deathwing were finally engulfed in a hugely entertaining climax by the sheer weight of numbers of the Tyranids.

By mid-afternoon the Hobby Centre was full to bursting, and Tom estimated that three to four hundred people had come to visit. No wonder Jervis described it as "a mini Games Day!"

The staff certainly have many more tales from the day that we couldn't fit in here. Why not pay them a visit and find out what other spectacular events they have planned for the future!



DEATHWING LAST STAND

Full Timer Ed Scullion ran more than 20 games of 'Last Stand of the Deathwing'. Over the course of five hours, 20 Deathwing Terminators, armed with only storm bolters and heavy flamers, battled a tide of Genestealers in a re-creation of the ending of the legendary short story by Black Library author, William King. The highest kill count achieved by the Deathwing, before being wiped out, was an impressive 62 Genestealers!

WARHAMMER

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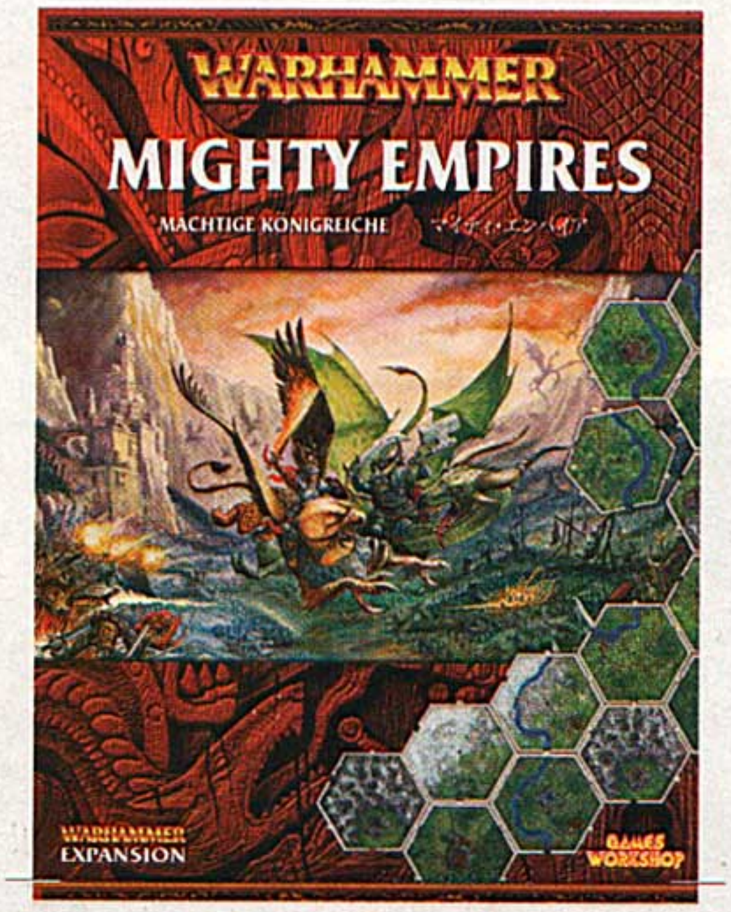
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Empire Wizards

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WARGAMES TERRAIN

NEW TERRAIN

Andy Hall takes a close look at the new terrain sets and their many uses in your games of Warhammer, and Colin Grayson talks about his design of the Manor.

TACTICS

The lay of the land has a large impact on how your games play. Gav Thorpe discusses how to get the best tactically out of terrain.

CITADEL

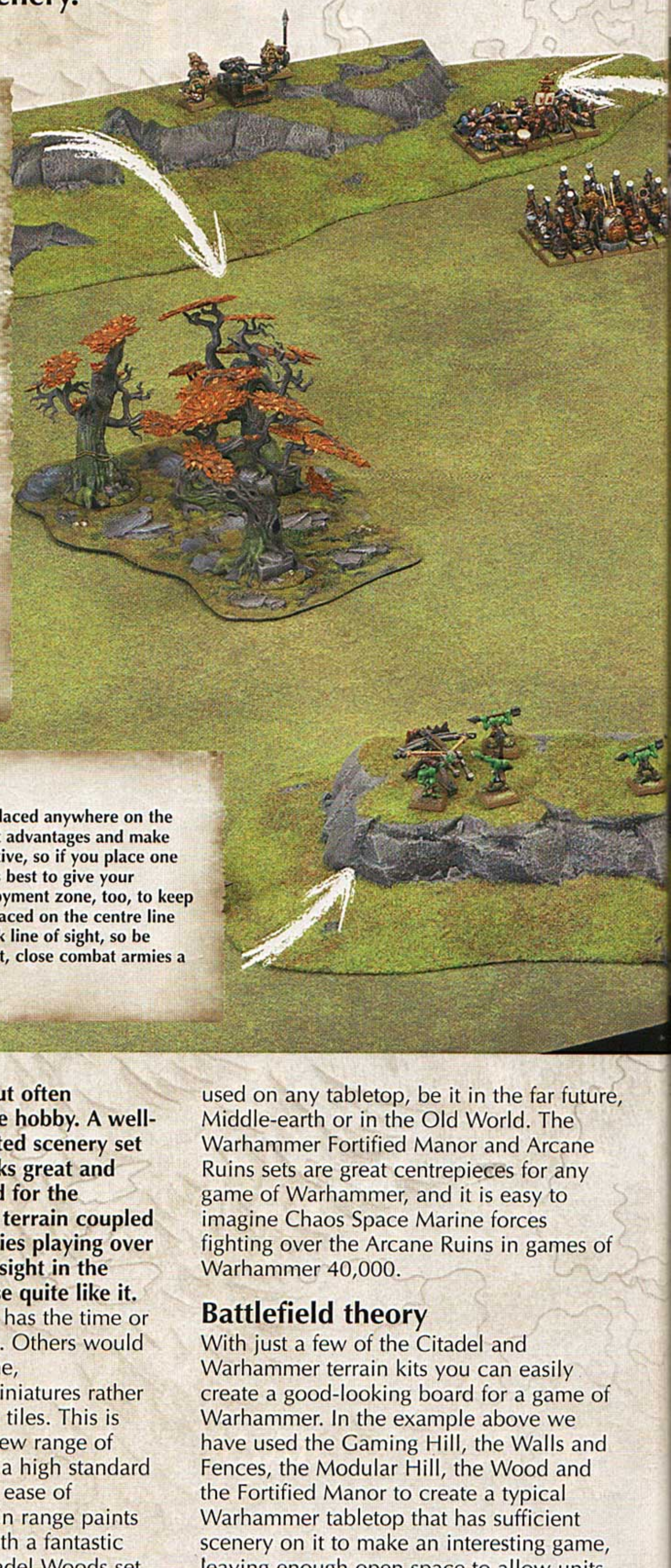
WARHAMMER®

As you can see from the battlefield below, the new Citadel and Warhammer terrain sets make it possible to deck out your battlefield with great-looking scenery.



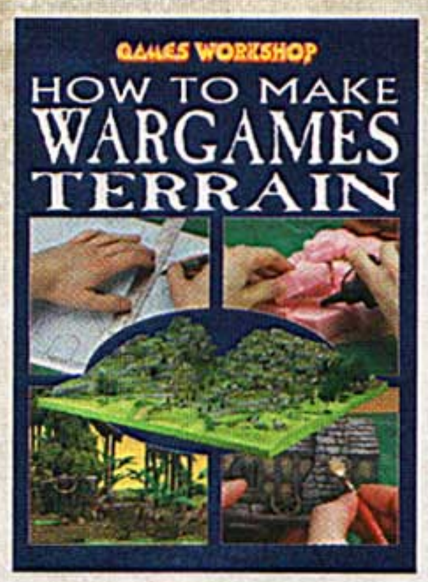
WOODS

Woods are useful for breaking up the battlefield and stopping cavalry and war machines on high ground from dominating the game. Armies with lots of skirmishers can use woods to their advantage as they can move freely through the dense terrain. Woods can happily sit anywhere on the board, although keep them away from far corners as this tends to make these areas of the battlefield redundant. Woods are often used to hide scouting units, so bear that in mind when placing them. These Citadel Woods have trees that can be temporarily detached from their bases, allowing for convenient positioning of units on movement trays.



GAMING HILL

The smaller hills can be placed anywhere on the tabletop. They give height advantages and make ranged troops more effective, so if you place one in a deployment zone it is best to give your opponent one in his deployment zone, too, to keep things fair. Hills can be placed on the centre line of the table but they block line of sight, so be aware that it may give fast, close combat armies a distinct advantage.



MAKING YOUR OWN

Making your own terrain is a very fulfilling part of the hobby. Projects vary from bridges, rivers, swamps and forests right up to creating your own centrepiece terrain themed around your army. *How to Make Wargames Terrain* is a useful book that contains ideas and techniques for loads of scenic items.

Terrain is a valuable but often overlooked part of the hobby. A well-constructed and painted scenery set placed on the tabletop looks great and really gets you in the mood for the upcoming battle. Fantastic terrain coupled with two fully painted armies playing over it is the most inspirational sight in the hobby – there's nothing else quite like it.

However, not everyone has the time or inclination to create terrain. Others would rather spend their spare time, understandably, painting miniatures rather than cutting up polystyrene tiles. This is why we have launched a new range of Citadel terrain. Sculpted to a high standard and made out of plastic for ease of construction, the new terrain range paints up easily to provide you with a fantastic looking battlefield. The Citadel Woods set and the two different sized hills can be used on any tabletop, be it in the far future, Middle-earth or in the Old World. The Warhammer Fortified Manor and Arcane Ruins sets are great centrepieces for any game of Warhammer, and it is easy to imagine Chaos Space Marine forces fighting over the Arcane Ruins in games of Warhammer 40,000.

Battlefield theory

With just a few of the Citadel and Warhammer terrain kits you can easily create a good-looking board for a game of Warhammer. In the example above we have used the Gaming Hill, the Walls and Fences, the Modular Hill, the Wood and the Fortified Manor to create a typical Warhammer tabletop that has sufficient scenery on it to make an interesting game, leaving enough open space to allow units to manoeuvre freely.

SEE THIS GAME BEING PLAYED ON PAGE 46

MODULAR HILL

This hill is made of two sections that can be configured either lengthways for a long rise that sits on a baseline, or can be connected with the shorter sides exposed to make a spur, which can be placed on the narrow sides of your battlefield to give some undulating terrain for flankers to move over. Two modular hill sets can be combined to create a very large hill, which is useful in massive games, or can even be placed on a large battlefield for an important Special Feature to sit upon.

CENTRE OF THE FIELD

When playing a standard game of Warhammer, no terrain can be placed within 12" of the centre of the board. This is to represent the fact that real-world generals, through the use of scouts, would try to choose a largely open space across which to fight. In game terms it focusses the action on the centre of the board. Of course, there are many situations both from a narrative and tactical point of view when having a key piece of terrain in the centre of the battlefield is perfectly acceptable; this can be arranged with your opponent beforehand in a mutually agreeable manner.

FORTIFIED MANOR

The manor makes an impressive centrepiece for your battlefield. Buildings give infantry a significant advantage once occupied, so expect a lot of the action to happen in and around the manor. Try to place the building centrally so that both players get an equal chance to reach it. However, you may wish to create a scenario in which one of the players is already in control of the manor. In these situations it is feasible for the manor to be placed in, or close to, the controlling player's deployment zone.

Setting up your terrain is an important part of preparing for a battle; the location of the scenery will have a large influence on how your game plays out, so a certain amount of thought should go into this. When setting up the terrain there are a few points to consider and some to avoid. "Terrain clumping" often happens when you use an "I go, you go" method of placing scenery. All the terrain features end up very close to each other in one or two piles whilst leaving the rest of the tabletop sparse. The effect on the game is to have dense, no-go areas of the tabletop that shrink your battlefield for no discernable tactical effect, and makes the battlefield look unnatural. Another common result of the "I go, you go" method is "mirroring", in which you end up with symmetrical table edges, i.e. each player has one hill on their left flank, a wall on the right flank, etc.

While perfectly playable, a mirrored battlefield detracts from the aesthetics of the game.

Terrain should be placed with both gaming and narrative principles in mind. A battlefield ought to have an internal logic – for instance, buildings of a similar theme can be placed reasonably close together to represent a village, rather than haphazardly spreading them across the entire tabletop. Walls and hedges are often set up on the battlefield with purely gaming reasons in mind – such as in deployment zones for ranged troops to stand against – with no thought as to why they would have been put there. Using walls and other such obstacles as boundaries for roads or in a grid pattern to represent fields and paddocks will still allow you the gaming effects of your terrain, but also gives the battlefield a logical, narrative setting.

FORGE WORLD

Forge World produce a range of resin scenery pieces for Warhammer, Warhammer 40,000 and The Lord of the Rings strategy battle game. These kits, designed for experienced hobbyists, make fantastic additions to any gaming table. Check out their complete range at:

www.forgeworld.co.uk

WARHAMMER SCENERY

▼ THE CHAPEL

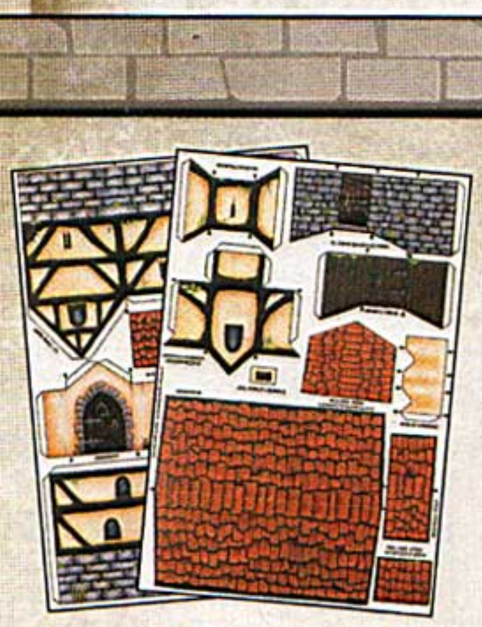
The chapel is adorned with lots of little details to place it firmly in the Warhammer World. For instance, hourglasses are sculpted by the feet of both statues to represent dedication to Morr. The statue on the right holds a stylised symbol of the twin-tailed comet heralding the eventual return of Sigmar. The entrance to the chapel is adorned with symbols of Ghal Maraz. There is even a comet icon on the cornice of the roof.

► THE TOWER

The Tower has a rickety appearance common to lots of Empire constructions. Wooden support beams on one side of the tower hold the lower storeys in place. Even the chimney is leaning outwards, held to the building with chains!







FLAT PACKED

For many years the staple Warhammer buildings that were found on tabletops across the world were card stock kits. Like the wargaming equivalent of convenience furniture, they came flat-packed, with cut-out (later push-out) card components.

Colin Grayson was the sculptor behind the Fortified Manor. After a year of development and countless hours behind the PC with the virtual sculpting tool, Colin has emerged as the pre-eminent Warhammer architect.

"On the face of it, the project was purely a straight line design," says Colin, referring to design work where the subject matter is a manufactured or non-natural piece. "But there was a surprising amount of organic sculpting that became part of the project once the basic shapes had been generated." To create the manor Colin used two pieces of software – the first gave Colin the virtual equivalent of plasticard and plastic rod (the real world materials that sculptors use for straight line work), to allow him to make basic geometric shapes. The second program was essentially virtual Green Stuff, which allowed Colin to turn the basic building into a proper piece of Warhammer terrain. "This is where the organic elements came in," adds Colin. "A brick may be a simple square or oblong, but each brick has a texture, and so do wooden panels and metalwork. All start off as basic shapes, but then textures are overlaid, shapes are warped and chinks, bumps and scratches are added. All are separate elements, but when viewed as a whole they give the building a very satisfying look."

The buildings that make up the manor all have a very Warhammer world flavour. "We never intended to make a generic fantasy building. The kit had to look like it was part of the Warhammer world." Colin has achieved this by the sheer amount of detail that adorns the model, from the sunken roof to the comet-decorated frieze that girts the chapel.

CITADEL WOODS

PAINTING TREES

Foundation Paints and Citadel Colour are perfect for painting your terrain.



AUTUMN TREES

Undercoat
Trunk: *Chaos Black*
Foliage: *Chaos Black*

Basecoat
Trunk: *Charadon Granite*
Foliage: *Dark Flesh*

Highlight
Foliage: *Bestial Brown, Blood Red or Vomit Brown*

Drybrush
Trunk: *50% Graveyard Earth 50% Codex Grey*
Foliage: *Fiery Orange*

When painting trees it is very tempting to paint the trunks in reddish browns, such as Bestial Brown. However, if you take a good look at real trees you'll notice that more natural colours for bark are greyish brown or grey. For these trees, the Studio Hobby team painted the trunks with a basecoat of Charadon Granite, then drybrushed them with Codex Grey. The winter trees were left in this state apart from the simple addition of a Camo Green drybrush around the branches to simulate moss. The foliage of both the autumnal and the summer trees was painted by randomly picking out individual leaves in different colours *(see colour guides above and below)*, leaving most of them the basecoat colour. The leaf canopies were then given a light drybrush to tie the shades together; Fiery Orange in the case of the autumn trees, Camo Green for the summer trees.



WINTER TREES

Undercoat
Chaos Black

Basecoat
Charadon Granite

Drybrush
50% Graveyard Earth
50% Codex Grey

FOREST BASES

The bases of the new Citadel woods are incredibly detailed, with various textures, rocks and skulls. These can be painted with layers of drybrushing, and finished off by adding patches of flock and static grass. Check out this month's Citadel Toolbox (pg 59) for details on how to achieve realistic basing effects with flock.



SUMMER TREES

Undercoat
Trunk: *Chaos Black*
Foliage: *Chaos Black*

Basecoat
Trunk: *Charadon Granite*
Foliage: *Catachan Green*

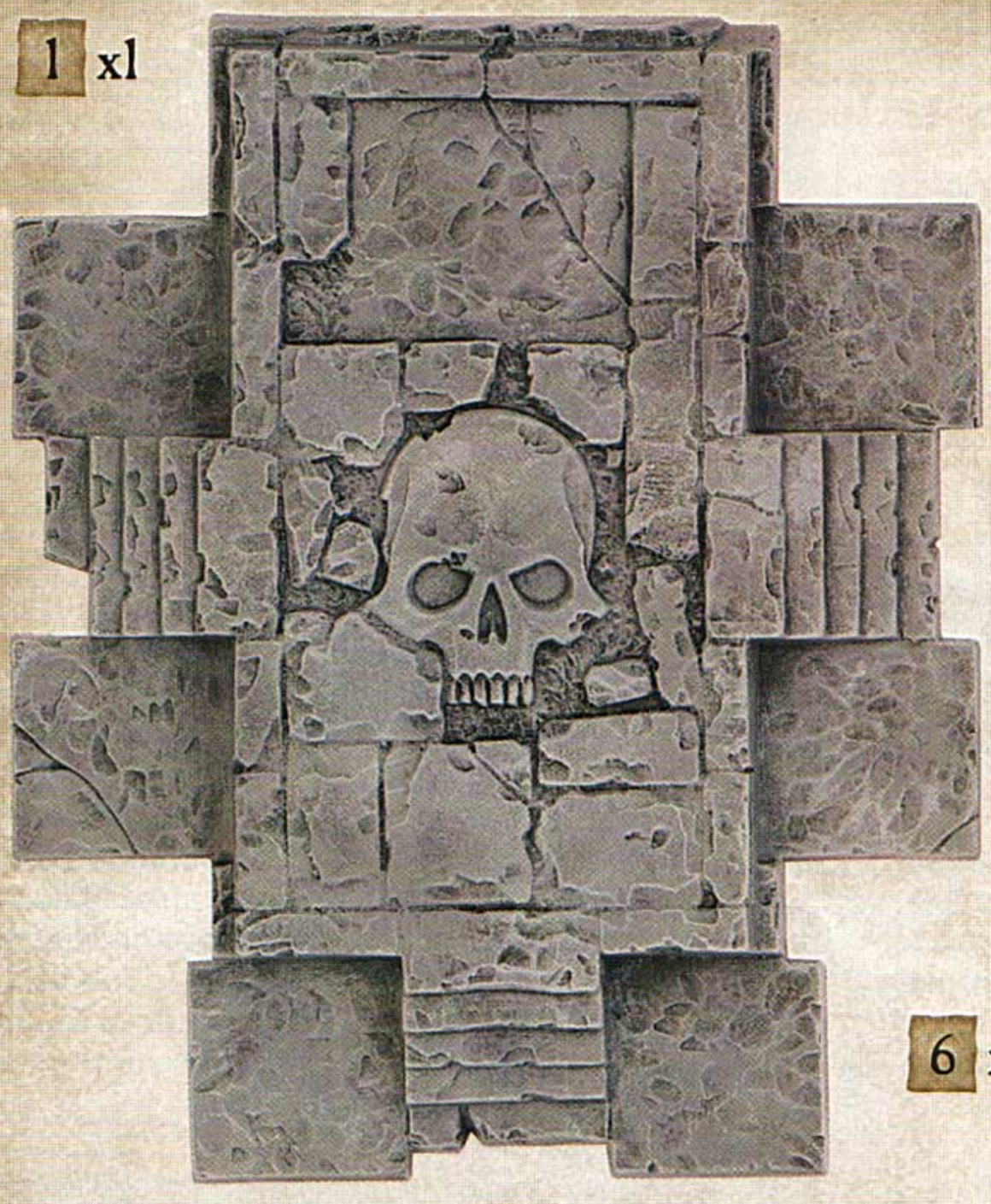
Highlight
Foliage: *Dark Angels Green, Snot Green or Goblin Green*

Drybrush
Trunk: *50% Graveyard Earth 50% Codex Grey*
Foliage: *Camo Green*



ARCANE RUINS

1 x1



2 x3



3 x3



4 x3



5 x3



6 x7



7 x7



8 x1



9 x7



10 x1



11 x1



12 x3



13 x3



14 x6



15 x6



FRAME PARTS

1 Temple floor
2 Lintel front
3 Lintel rear
4 Broken pillar front
5 Broken pillar rear
6 Skull decoration
7 Horned skull
8 Obelisk tip
9 Horned face
10 Obelisk rear
11 Obelisk front
12 Broken capital front
13 Broken capital rear
14 Pillar Front
15 Pillar rear

PAINTING THE ARCANE RUINS

The Arcane Ruins are highly versatile and can be painted in any number of colour schemes. Each ruin below was constructed from one kit.

Preparation is the key for such large components. Watch out for mould lines, make sure the joins are smooth and that any extraneous plastic is shaved off before you stick them together. Don't stick the whole ruin together – leave the Obelisk, pillars and plinths separate, then you can use the scenery in different ways.

We have painted the three examples shown on this page to look like they have been fashioned from different stone.



▲ *The Arcane Ruins can be set up in many different configurations, from a complete temple to a ruin-strewn area or lonely obelisk.*







GRANITE

- **Undercoat** *Chaos Black*
- **Basecoat** *Codex Grey*
- **Shade** *Bestial Brown*
- **Highlight** *Fortress Grey*

To paint your ruins to look like granite, spray them with Chaos Black. Once dry, use a large Citadel Flat Drybrush to basecoat the model Codex Grey. Then lightly drybrush the raised details and the edges in Fortress Grey. Finally, paint thinned-down Bestial Brown into the recesses to add some extra definition.



SANDSTONE

- **Undercoat** *Chaos Black*
- **Basecoat** *Graveyard Earth*
- **Drybrush 1** *Bubonic Brown*
- **Drybrush 2** *Bleached Bone*

These ruins had two successive highlights drybrushed over the basecoat. This is the most effective way of painting large structures made out of stone like this.





OBSIDIAN

- **Undercoat** *Chaos Black*
- **Basecoat** *Blood Red*
- **Drybrush 1** *50% Fortress Grey 50% Skull White*
- **Drybrush 2** *Codex Grey*

For the obsidian temple, we lightly dabbed watered-down Blood Red paint over the black undercoat with a sponge to get a marbled effect. Once it was dry, we repeated the process before drybrushing the model to complete it.



USING TERRAIN

WOODS

Woods halve movement rates and block line of sight. Skirmishers can ignore this movement penalty and often make use of this terrain. Here we see a unit of Night Goblin Squig Hoppers who have used the cover of the wood to move towards the manor, and are now close enough to threaten the Halberdiers.

OBSTACLES

Standing behind walls and hedges gives your units cover from enemy missiles and robs charging units of their advantages. In this game we see that the State Troops are about to be charged by the more powerful unit of Boarboyz. Normally the State Troops would struggle to win this combat, but because they are behind a defended obstacle their chances are greatly improved, as the Boarboyz will be striking in initiative order and will not be able to use their spears.



SPECIAL FEATURES

Choosing which special feature goes with which terrain is easy and can change from game-to-game if you so wish. For instance, this Orc idol from Battle for Skull Pass could count as an Ancient Idol or an Arcane Monolith.

Terrain in Warhammer

Terrain has a number of different effects depending on what the feature is and what the players agree before the game begins. You and your opponent should discuss what type of terrain each feature represents before you even deploy your armies. Open and Impassable terrain is generally very easy to agree on for obvious reasons – be it a sheer cliff face or a flat, rolling field. More thought needs to go into which terrain features are classed as Difficult and Very Difficult terrain. Such features can be anything from fords and streams, ruined buildings and rocky ground, or woods and forests. Difficult ground halves movement and Very Difficult ground reduces it to a quarter, so if you are unsure or can't agree it is often best to class terrain as Difficult ground to stop regiments becoming bogged down for the game.

Terrain such as hedges, fences and walls are classed as obstacles, which troops have to clamber over in order to cross. They halve a model's movement but, more importantly, they offer a couple of tactical advantages to units who shelter behind them. When your opponent is targeting you with his ranged troops, being behind the cover of a hedge confers a -1 penalty to hit your troops; harder cover, such as walls, makes your troops even more difficult to hit with a -2 penalty to the shooter's rolls. Being positioned behind a wall or hedge also gives you the defended obstacle bonus, which means that any unit that charges yours loses all of their usual charge bonuses. Placing walls around special features gives the defenders (or whoever reaches the walls first) an advantage, and often makes for tense and exciting combats.

HILL

The hill gives models on it elevation and is perfect for your ranged troops and war machines. Models on hills can see over intervening obstacles like walls, hedges and friendly troops and fire an additonal rank. Be aware though that enemy troops can also see your models on hills and will quite probably fire back at them!

CHAPEL

Like the tower, occupying the chapel gives the unit inside a clear tactical advantage. In this example we have also made the chapel a Historic Landmark Special Feature, which gives the army that controls it an extra 100 Victory Points at the end of the game. If you wanted to, you could nominate the entire manor, rather than just the chapel, as the Special Feature. Conversely, the chapel could quite easily be classed as another Special Feature such as an Acropolis of Heroes or a Monument of Glory.

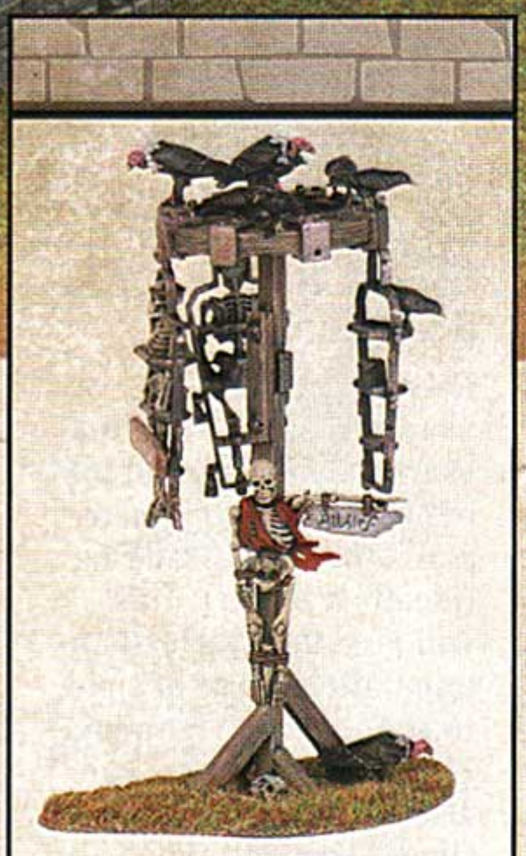
TOWER

In this game it has been decided that the tower has three storeys. The rules state that a number of models up to a unit strength of 5 may fire from each storey, allowing up to 15 shots per turn from these Empire Crossbowmen. Occupying the tower also means that the Crossbowmen can fire all around, and will be difficult to shift as they have the Defended Obstacle status.

COURTYARD

In this example we have decided to use the courtyard as a series of walled obstacles with an open gate, hence the unit of Empire Flagellants protecting the courtyard area stopping the enemy getting near the tower and chapel.

The courtyard has very high walls so it is entirely viable to count the area of the courtyard as a building and treat it just like the chapel or tower instead if you wish.



IMPROVISE

There is nothing stopping you thinking up your own Special Feature effects to tailor to your own scenery. For example, this gruesome piece of terrain could make the unit that controls it cause Fear.

Buildings

One of the big changes between the 6th and 7th editions of Warhammer is the use of buildings in your games. In this edition, the rules for playing in and around buildings are much more streamlined and easier to use, giving buildings a more central role and granting real tactical benefits to units that occupy them. Getting your ranged troops in buildings not only gives you a line of sight in all directions, they also gain a massive -3 to hit when being shot at. Assaulting buildings is a bloody business, but it's often the only effective tactic of taking a building that is already occupied. You can only assault buildings with an infantry unit, so cavalry-heavy armies like Bretonnians should make sure they include at least one unit of infantry if they are going to battle on a tabletop that includes buildings.

Special Features

Special Features are a new addition to Warhammer, and these rules are perfect for giving your lovingly painted terrain centrepiece a role in the battle.

A Special Feature is placed like any other piece of terrain. If you are playing a game based around a Special Feature you may wish to set this up first in a mutually agreeable manner before you begin placing the more mundane pieces of scenery in your usual setting-up process.

It is entirely permissible to use more than one special feature in a game and this works really well for a specific story driven scenario. However, in a standard game having more than one Special Feature may mean the battle becomes dominated by the struggle to control these terrain pieces, to the exclusion of other tactical elements in the game.

TERRAIN TACTICS

FIG. 1



The Pegasus Knights can charge the Orc Boyz, but the greenskins cannot charge the flyers due to the intervening terrain.



LIGHTNING STRIKES

One for you sneaky Skaven players. Attach a Warlock with a small unit of Gutter Runners then place them in a building (ideally a tower). This will give the Warlock an unparalleled line of sight to shoot Warp-Lightning. The Gutter Runners can also shoot with their slings. This unit will prove very difficult to remove from the building. A similar tactic can be employed by Vampire Counts players with Banshees, only then there's the added bonus of holding a building with an Ethereal creature.

FIG. 2



The Gutter Runners occupy the manor, and attack first with 2 Attacks each for a total of 20. The Spearmen can only get a maximum of 11 Attacks in return due to the unit size restrictions imposed when assaulting a building.

Terrain Tactics

The latest edition of Warhammer has unlocked some clever terrain tactics. We asked Gav Thorpe to reveal a few.

"In the past, buildings and woods have been something to ignore or move around," says Gav. "In fact they are excellent areas to place your 'march blockers'. A unit of Skirmishers deep in a wood or building will be difficult to shift and will stop enemy units within 8" from marching. If the enemy does ignore them, then your unit will be behind his lines – or he will try to flush your skirmishers out and have to expend time and resources doing so. Table quarters are also worth victory points, so a unit in a terrain feature will be able to claim a quarter, or at the very least deprive your opponent by contesting it."

Once a unit is inside a building it will prove very difficult to shift. "The thing to remember is that the restrictions for assaulting buildings are in unit strength, not Attacks," says Gav. "Because it is all about wounds inflicted – such things as standards and ranks have no effect – and the number of models that can fight is limited by a unit strength of 10, so a small but elite unit of skirmishers can easily see off a large block of infantry." *(See figure 2).*

Gav then adds a note of caution: "Be wary that any unit that can see the building counts as being able to see the unit in it, which means that Scouts can no longer deploy in buildings – they have to deploy outside it and out of sight, then move in at their earliest opportunity. This point isn't really a tactic, more like a reiteration of the game rules, but one well worth paying attention to. "

Some units can ignore terrain effects, which can make them extremely useful for



In this example Skirmishers are used to bait a more powerful unit into charging them. The Knights charge but the Skirmishers flee into the woods, dragging the Knights in as well. Even if the Knights fall short of the woods it will still take them at least two turns to reform and get back on course. This tactic works especially well against units that are subject to Frenzy.

PLACING SCENERY

There are many methods of setting up terrain. Taking it in turns is a very balanced way, and usually the most fair, giving you a battlefield that makes for a perfectly good game but not always the best looking. Using an impartial third party, or both setting up in a mutually agreeable manner to create an aesthetically pleasing battlefield with an internal narrative will give you a great looking table, but players will have to bear in mind that a tactical advantage may be conferred to one side or the other.

Another popular method is for one player to set up the terrain and the other to choose which table side he will deploy on, foregoing the usual dice roll to choose. This ensures an element of fairness while, hopefully, resulting in a nice looking battlefield.



making surprise charges. "Units like Spider Riders or Spirit Hosts, or some magic items like the Banner of Ellyrion, let you ignore Difficult terrain, so you could approach enemy regiments using the wood as cover and then, as long as at least one of your models can see the enemy unit, charge through the wood with no penalty, literally bursting through the cover into the surprised enemy."

"It's also worth remembering that, although it's often a bad idea, cavalry can go through woods – this can place your opponent on the back foot. He may discount your cavalry if they start the game placed behind a wood. Yes, they halve their movement but, because cavalry have a higher movement value to start with, chances are they'll be through it in one or two turns anyway. Once clear of the terrain you'll be in a position the enemy hadn't anticipated. Fast Cavalry are excellent at this kind of move."

If the enemy is using terrain to his advantage then there are ways to counteract this. "Don't forget about flying creatures," adds Gav. "They can obviously fly over all terrain, and can therefore charge over low-lying difficult ground such as strewn ruins, rubble and swamps, whereas the enemy can't charge you. Flyers also ignore the defended obstacle penalty, which is great for getting rid of those pesky missile units that are cowering behind a wall. *(See figure 1).*

"Finally, if you have access to Terror-causing flying creatures, then you can land them within 6" of an enemy-occupied building. Hopefully those inside will fail their Terror test and flee outside – a much better way of clearing a building than the hard slog of an assault!"



TREE SINGING

The Wood Elves are truly the masters of using woods to their advantage. The Tree Singing spell allows the Wood Elves to use the terrain as a mode of transport – moving units deep within the woods closer to the enemy. What's more, any enemy units that dare to enter the wood take D6 Strength 5 hits!

THE NEMESIS CROWN

WARHAMMER®

FIGHT FOR THE GREATEST PRIZE IN THE OLD WORLD'S HISTORY

In taverns, inns and meeting places throughout the Old World and beyond, rumours have spread that a great prize, an arcane artefact of untold power, has been unearthed deep in the Great Forest of the Empire. It is said that the relic – an ancient Dwarf heirloom – remains unclaimed, and now nations and races from all over the world are mustering their forces to enter the Great Forest south of the Middle Mountains.

It is now time to call your force to arms and ready yourself for an epic campaign where you will aid your faction in the search for the artefact, the fabled Nemesis Crown.

Signing up for the campaign couldn't be easier. Go online and log on to nemesis.games-workshop.com and follow our simple registration process. You will then be given a unique code that will activate your free account. Once you have an account you will be able to access special areas of the website and post your results to influence the campaign and help your faction win the ultimate prize.

Website Features

- Campaign background
- Interactive war-room and map
- Useful downloads
- Weekly hobby articles
- Details of local, in-store summer events
- Army storylines and results updated weekly
- Personal statistics and leaderboards



The campaign takes place deep in the Great Forest.

Special Events

All Games Workshop Hobby Centres and many independent stores will be running battles and other events over the duration of the campaign. Ask your local Hobby Centre staff for details.

New Releases

There are loads of brand new Citadel miniatures coming your way, including the fantastic new Dwarf Miners kit. *(See page 9).*

Timeline

16/05/07
Website goes live with ongoing weekly updates

25/06/07
Registration begins

27/06/07
Six weeks of frantic gaming commences

5/08/07
Campaign ends

10/08/07
Results posted

NEMESIS.GAMES-



WORKSHOP.COM

WARHAMMER

UNDERGROUND ADVANCE

The Dwarf throng just got bigger – this month sees the arrival of fantastic new plastic miners and metal heroes!

DWARF HEROES

The leaders of the Dwarf armies are veterans of countless battles, who carry powerful runic weapons to smite their foes.

DWARF CHAMPION ONLY AVAILABLE FROM DIRECT



Most units of Dwarf Warriors are led by hardened Veterans.





Often of royal blood, Dwarf Lords and Thanes are great leaders and powerful warriors.





Dwarf standards are powerful runic artefacts in their own right.

DWARF LONGBEARDS

To Dwarfs, wisdom and age go hand in hand. Those warriors with the longest beards command respect, and are the army's seasoned veterans.



This month we have several brilliant new models for Dwarf players. Perhaps the most exciting is the 62-piece Miners kit.

Many Dwarfs are miners, they have an insatiable thirst for gold, and construct deep shafts beneath the mountains in their quest for more of it. But gold is not the only thing that fuels their interest in mining. Gemstones and ores are also especially valued, many Dwarf crafts being dependent on a regular supply of both.

There are two new miners kits. One contains all you need to make a unit of ten of these hardy warrior-artisans, the other twenty. Both include enough pieces to assemble a unit with or without a command group, including a champion with steam drill, as well as tons of extras such as a tripod-mounted steam drill, mining cart and pony, blasting charges and more. These additional components can be used with the parts from Battle for Skull Pass to create scatter terrain to represent Dwarf Mine workings, or used as objectives. Combine either of these boxed sets with the miners from Battle for Skull Pass to create even bigger units.

Also out this month are two Dwarf heroes – a battle standard bearer and a Lord with Oath stone. Once a hero puts this piece of sacred rock on the floor, the Dwarfs aren't going anywhere! Dwarf Warrior units are also bolstered this month with the release of a metal champion model. Armed with a great axe and shield, this miniature gives Dwarf players even more choice when building their army.

Finally, the more astute amongst you will notice Longbeards, Slayers, and other Dwarf elites are back on the shelves this month in handy five-man box sets.

Oath stones

When a Dwarf goes to war he carries the honour of his clan and his hold with him. It is a matter of personal pride that he will do them credit or not return at all. To demonstrate his intent he will take an Oath stone with him. This is a carefully sculpted plinth on which the lineage and the deeds of the owner are carved.

In game terms, a Dwarf character who places an Oath stone cannot leave it for the entire battle – he may never voluntarily flee, nor be moved within his unit. The character must always issue challenges in close combat and accept any that the enemy issue – even if he's not in a fighting position. However, he gains Magic Resistance (1) and his unit is considered to have no flanks or rear for the purposes of combat.

PLAYING DWARFS

Gav has picked an army of doughty Dwarfs, and now he looks at how to get the most out of it...





Dwarf Army

1 **Thane**
with Great Weapon and Master Rune of Gromril.
94 points

2 **Runesmith**
with Rune of Spellbreaking.
95 points

3 **24 Warriors**
with shields and command group.
241 points

4 **16 Thunderers**
224 points

5 **20 Miners**
with command group.
245 points

6 **Cannon**
with Rune of Reloading.
100 points

Total: 999 points

When you begin collecting Dwarfs it is very tempting to get carried away with war machines, characters with lots of powerful rune items and specialist troop types. All of these are very exciting and have their place in the force, but they work best when used to support a foundation of solid Dwarf infantry regiments.

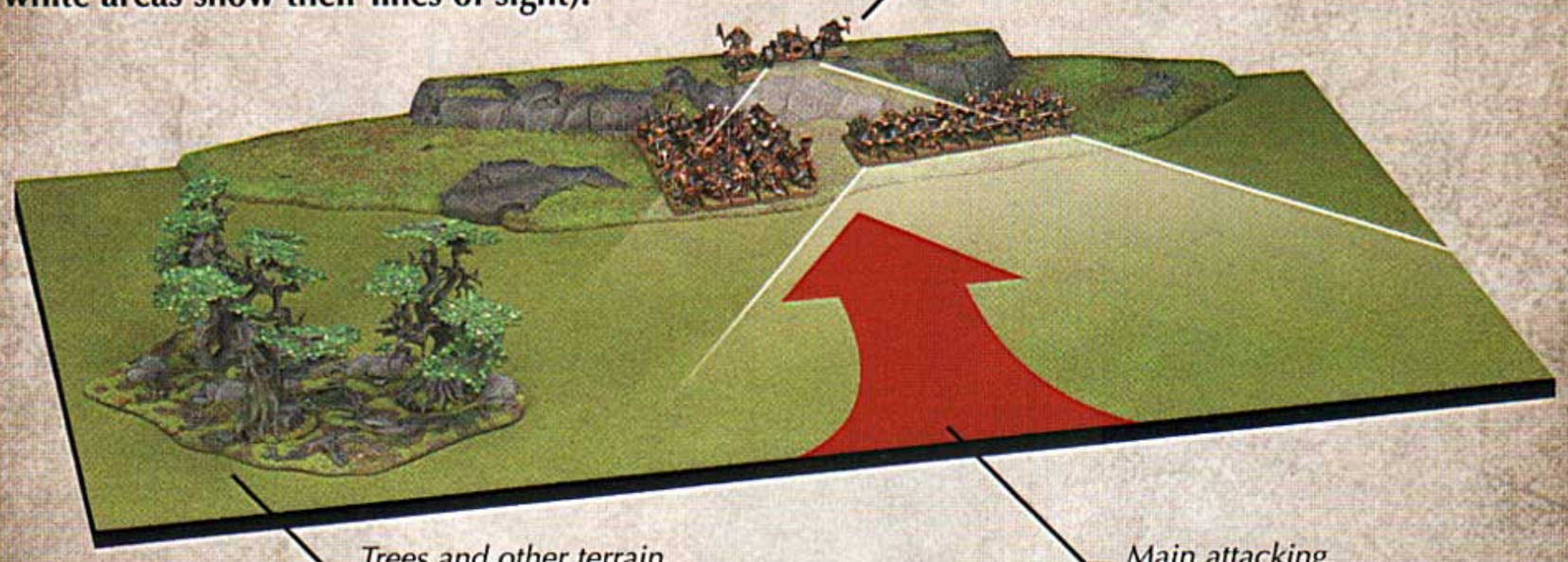
The army on these pages is based around three main units that will provide the bulk of your fighting line, supplemented by a couple of characters and a war machine. It is simple to collect as it is based on the Dwarf Battalion boxed set, with a unit of Miners and two character models added.

This force is based around a principle that is common in many players' Warhammer army choices – that of having units that exploit as many phases in a turn as possible. The special Underground Advance of the Miners can be used to influence the Movement Phase. The Thunderers are obviously going to do their thing in the Shooting phase, supported by the cannon. The large regiment of Warriors, bolstered by the Thane, is for close combat. Dwarfs don't get wizards so there's not much you can do in the Magic phase, but the presence of the Runesmith will limit what your opponent can achieve. When fielding the army, you need a plan that maximises these roles.

The fundamental Dwarf strategy is to use your ranged units to hammer the enemy while they attempt to close on your line, and then counter-attack with your close combat units. When deploying, you must endeavour to position your units where the Warriors can protect the cannon and Thunderers.

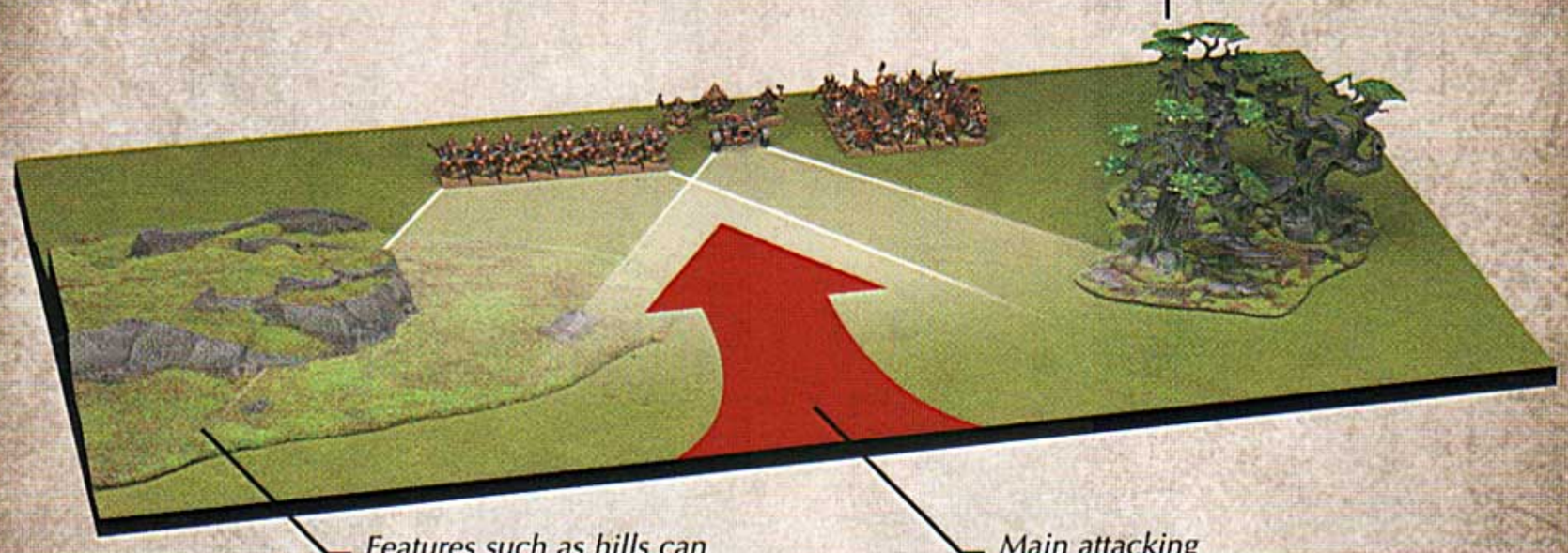
ELEVATED POSITION

The Thunderers are deployed in two ranks on the hill, with the Warriors beside them. The cannon is deployed on the highest part of the hill so that it can see over these units (the white areas show their lines of sight).



PROTECTED GUN LINE

The cannon is deployed between the Warriors and Thunderers. In order to attack the cannon, your enemy must advance into the Thunderers' fire or risk being charged by the Warriors.



Expanding the army

As many different forces are gathering to battle for the Nemesis Crown this summer, you'll need a versatile army to take on all manner of foes, from pesky Wood Elves to brutal greenskins. With a solid base to build on, this army can be taken in any number of directions. A good start would be another Thunderers regiment box. Split your missile troops into a 10-strong unit and two 11-strong units, allowing you to divide or concentrate their firepower as necessary. If you decide to increase the numbers of your missile troops in this way, you may want to give them some added protection against fast-moving adversaries with another close combat unit. Slayers are great for holding up an enemy attack, and a small unit can be used to disrupt your foes' advance while you continue to pound the rest of the enemy army. As you already have a unit of warriors, you could also now add a regiment of Longbeards, a versatile unit which suppresses Panic!

You also need to maximise the shooting of the Thunderers and give the cannon a good field of fire so that your own troops do not obscure its line of sight. The maps above provide a couple of examples. If you don't have a hill so that your Thunderers can shoot in two ranks, they need to be deployed in a wide formation to fire as many shots as possible. This can make them vulnerable to enemy attack, particularly because your short-legged Dwarf Warriors may not be able to charge an enemy unit threatening the far end of the Thunderers. If this is the case, use the Miners to protect the other flank, either by deploying them at the start, or using a short table edge to enter.

Since the Miners can arrive from any table edge and are not deployed at the start of the game, they can be very flexible. Against an enemy that is content to stand back and exchange shooting with you, the Miners can arrive near or behind their lines and attack their missile units. If the enemy army is one that is going to try to defeat you in close combat, Miners can be used to guard the flank. By deploying your army close to one short edge of the board, when the Miners arrive they can either get in the way of an enemy charge, stop the enemy Marching, or appear behind the advancing units and threaten them with a charge in the flank or rear.

"Use your ranged units to hammer the enemy, then counter-attack with your close combat units."

DWARF MINERS

Dwarfs have an insatiable thirst for gold, and construct deep shafts beneath the mountains in their quest for more of it.









Heroes of the Mining Clans

Your regiments of Miners no longer need to take to the field without a Hero to lead them. For just 20 points you can give one of your characters the Rune of Brotherhood, allowing them to accompany the Miners on their underground advance. A nasty surprise for any foe!

Dwarfs are ideally suited to be miners, their strength and endurance making them excellent wielders of pick and shovel. They have an instinct for stone, knowing where best to dig and when to pause to shore up a section of tunnel. Collapses and other accidents are rare. Steam-powered engines, fixed in position, haul chains which tow wagons out of the depths. Some clans may even use new-fangled boring machines developed by, young, ambitious Engineers. But, successful as these are, they can never replace the skill and experience of a Dwarf Miner.

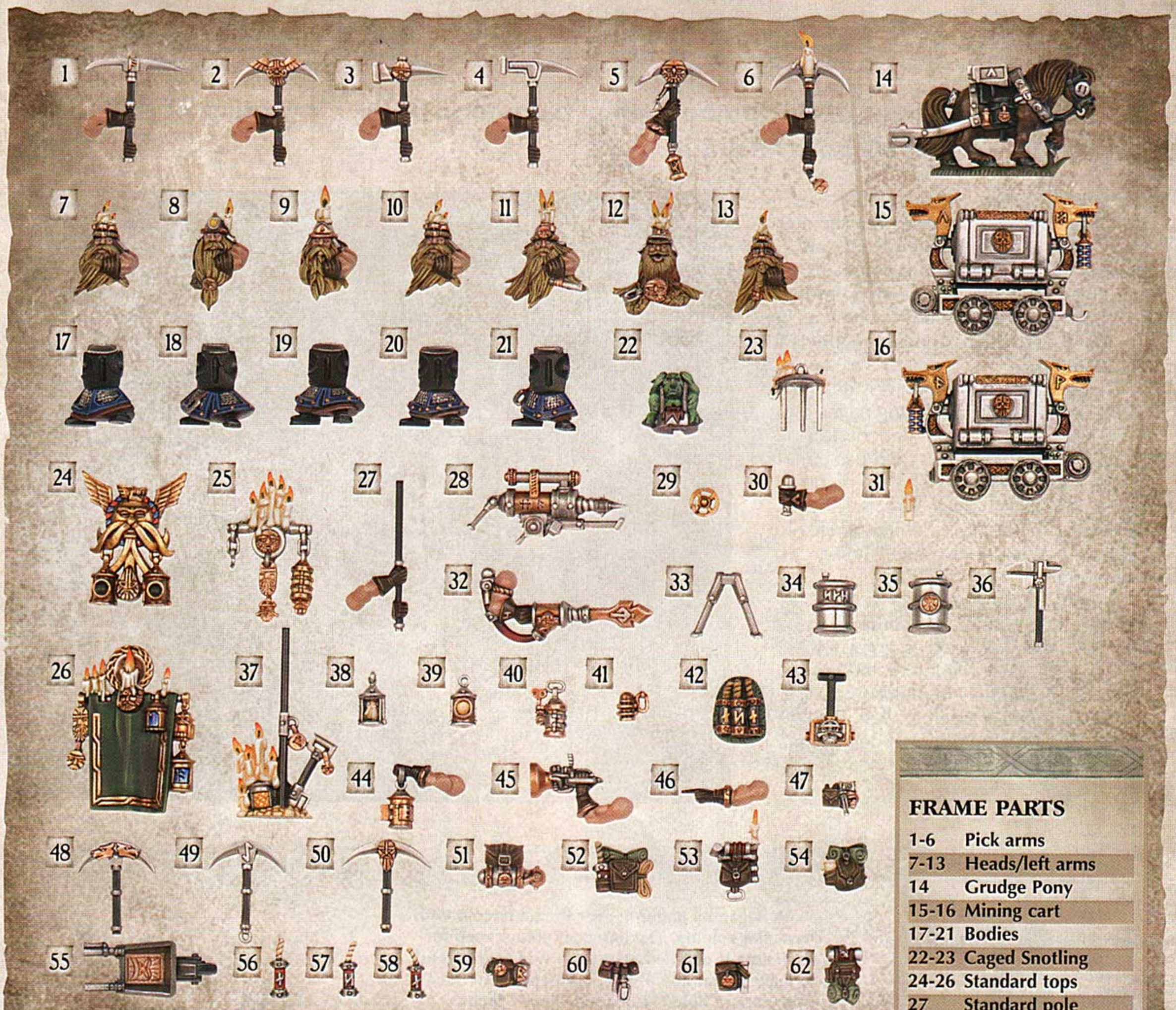
When a Dwarf hold goes to war, many mining clans will send their warriors to battle. As a gesture of pride in their profession, they will tend to carry picks rather than axes but such is their skill with them that this is no disadvantage. There are many benefits to having such troops in an army, notably they can use their skills to tunnel beneath the enemy and gain the advantage of surprise.

	M	WS	BS	S	T	W	I	A	Ld
Miner	3	4	3	3	4	1	2	1	9
Prospector	3	4	3	3	4	1	2	2	9

Special Rules

Underground Advance. Miners are famous for using their extensive knowledge of underground tunnels to make their way to the enemy's rear and turn up on the battlefield from an unexpected direction.

Miners do not have to be deployed on the table at the beginning of the battle. Instead, starting from turn two, at the beginning of every Dwarf turn roll a dice: on a 4+ the Miners will arrive. For every



Contents of a single Dwarf Miners frame shown here. The new Dwarf Miners box set contains two complete frames (10 models), while the Dwarf Regiment box set contains four frames (20 models).

FRAME PARTS

1-6	Pick arms
7-13	Heads/left arms
14	Grudge Pony
15-16	Mining cart
17-21	Bodies
22-23	Caged Snotling
24-26	Standard tops
27	Standard pole
28	Cart-mounted drill
29	Valve wheel
30	Steam drill arm
31	Candle
32	Steam drill
33	Drill support
34-35	Keg
36	Wrench
37	Cage base
38-40	Lanterns
41	Flask
42	Pile of charges
43	Detonator
44	Lantern arm
45	Musician arm
46	Pointing arm
47	Pouch 1
48-50	Picks
51	Steam drill pack
52-54	Backpacks
55	Wheelbarrow
56-58	Blasting charges
59-61	Pouches
62	Backpack

successive turn after the second, add a further +1 to the roll, so they arrive on a 3+ in turn three, and so on (but an unmodified roll of 1 is always a failure).

In the Movement phase of the turn when they arrive, Miners can enter the battlefield from any table edge and will be treated exactly like a unit that has pursued an enemy off the table in the previous turn. If the Miners fail to turn up for the entire game, they have obviously got lost in the tunnels, but their points are not awarded to your opponent.

Steam Drill. The steam drill is a piece of mining equipment that is also of use on the battlefield. A small steam engine, usually alcohol-powered, is used to drive the hammer with such force that it can punch through rock with ease. A Dwarf Miner unit using Underground Advance that is equipped with a steam drill may re-roll its arrival dice each turn until it arrives. This represents the Miners taking a shortcut straight through the rock! It is also a nasty weapon in close combat, requiring two hands to use, striking last and conferring +3 Strength to its wielder.

Blasting Charges. Miners are extremely skilled in the art of using black powder to blast their way to mineral deposits. Needless to say something this destructive can be useful in a tight spot during battles and sieges.

Miners equipped with blasting charges may use them as a thrown weapon when making Stand & Shoot responses. One enemy unit charging the Miners will take D6 Flaming Strength 6 hits allocated as shooting, with a nominal range of 4". Blasting charges are one use only.

PAINTING DWARF MINERS

We asked Mark Jones of the Studio Hobby team to paint us a regiment of the new Dwarf Miners. Here's how he did it.

Dwarf Miners are incredibly characterful models, and the new plastic kit is festooned with all manner of details and decoration. As such, painting a regiment may seem daunting, but Mark Jones is on hand to show us how to paint a unit of great-looking models for the tabletop.

The trick to painting units is neatness – you'll notice on the following pages that Mark has used very neat, flat coats of colour in the early stages, and has built up layered highlights on each area of the model from there. Once you have neat basecoats, the rest will fall into place. To help this neatness, he used a "lining" technique *(see steps 1 & 2)*.

Before painting his Dwarfs, Mark cleaned up all the plastic components with a hobby knife, and then assembled them using plastic glue. Mark took the time to assemble his models in ranks, to ensure that the unit fitted together well. Finally, he added his preferred optional details and gave all the models an undercoat of Chaos Black spray.



Tools and paints

Mark used the following:

Hobby knife
Clippers
Basecoat Brush
Standard Brush
Fine Detail Brush
Small Drybrush
Sand
PVA Glue
Static Grass
Plastic Glue

You will also need the following Citadel Colour and Foundation paints:

Necron Abyss
Boltgun Metal
Tallarn Flesh
Calthan Brown
Khemri Brown
Adeptus Battlegrey
Shining Gold
Iyanden Darksun
Chestnut Ink
Mithril Silver
Vomit Brown
Chaos Black
Fortress Grey
Chainmail
Elf Flesh

1 Flat Colours

Mark began by painting over the undercoat with neat, flat colours. The basecoat colour used for each area is detailed below. He was very careful to leave a thin line of black showing between each area of colour to help delineate them.



- **Candle Flame** *Iyanden Darksun*
- **Mailcoat Edges** *Necron Abyss*
- **Candles** *Khemri Brown*
- **Skin** *Tallarn Flesh*
- **Bedding Rolls** *Iyanden Darksun*
- **Steel** *Boltgun Metal*
- **Brown Beards** *Khemri Brown*
- **Pouches** *Calthan Brown*
- **Kilt** *Calthan Brown*
- **Standard** *Shining Gold*
- **Grey Beards** *Adeptus Battlegrey*
- **Gloves** *Calthan Brown*
- **Boots** *Calthan Brown*

2 Painting Skin







Highlight 1 *Dwarf Flesh*
Highlight 2 *Elf Flesh*
Eyes *Chaos Black*

After basecoating *(1)* The skin highlights were painted in layers, first using Dwarf Flesh, then Elf Flesh *(2)*. Mark then carefully "lined in" the eyes and mouths with Chaos Black *(3)*, using a Fine Detail brush.

3 Painting Beards







Basecoat *Khemri Brown*
Wash *Chestnut Ink*
Drybrush *Vomit Brown*

The brown beards were painted using the colours above, and a simple basecoat *(1)*, shading *(2)* and drybrush *(3)* process. The grey beards use the same techniques, but substitute the colours with Codex Grey, Black Ink and Fortress Grey.

4 Painting Gold











Basecoat *Shining Gold*

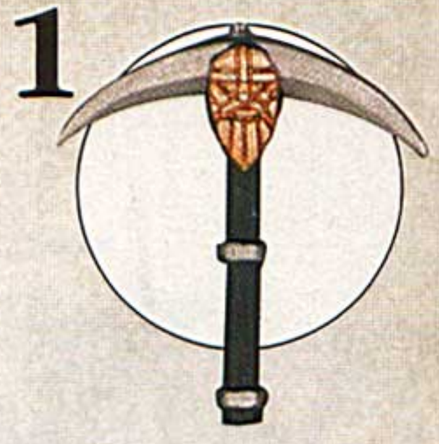
Wash *Chestnut Ink*

Highlight *Burnished Gold and Mithril Silver*

As you can see from the standard top, right, the gold areas were given a flat coat of Shining Gold *(1)* before being shaded with a wash of Chestnut Ink *(2)*. Mithril Silver was then added to Burnished Gold and painted onto the very edges *(3)*.

5 Painting Steel











Basecoat *Boltgun Metal*

Wash *Chaos Black*

Highlight *Chainmail*

All of the steel areas were painted with Boltgun Metal *(1)*, before being shaded with watered-down Chaos Black *(2)*. The chainmail areas were then drybrushed with Chainmail paint. The weapons look best when edged with Chainmail *(3)* rather than drybrushed.

6 Painting Leather





Basecoat
Calthan Brown

Highlight
Vomit Brown

The leather areas were painted in two-stages. The Basecoat *(1)* of Calthan Brown was highlighted with a layer of Vomit Brown *(2)*. If you wish, you can add a shading wash of Chestnut Ink to smooth out the highlights.



7 Final Details





Bases

Basecoat
Graveyard Earth

Drybrush
Bleached Bone

Static Grass
Apply using PVA glue

Candle Wick
Chaos Black

Candles
Bleached Bone

Bed Rolls
Chestnut Ink

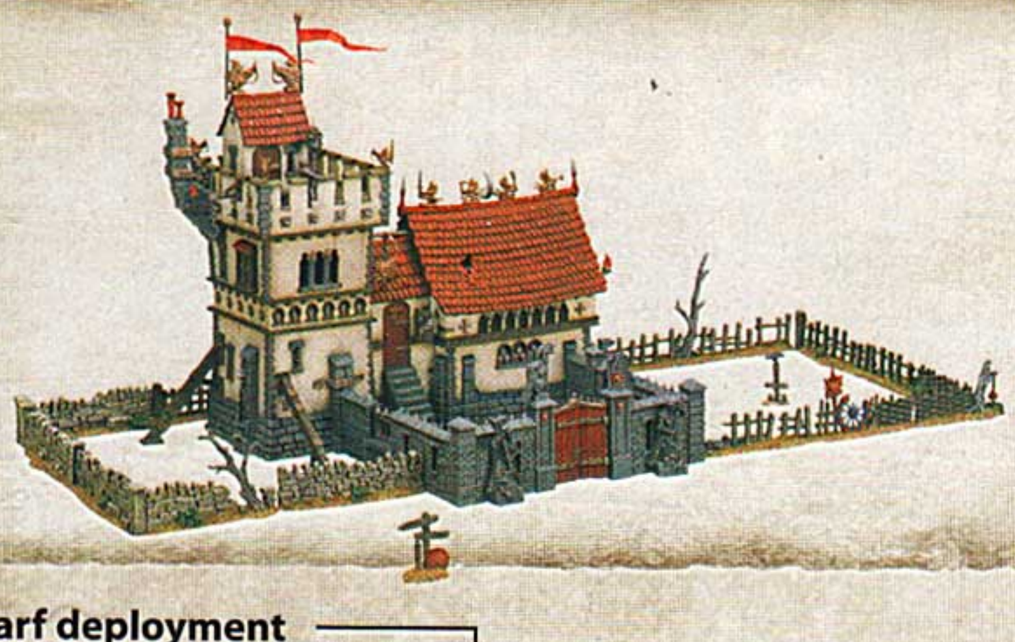
Mark went over the rest of the models, adding details such as fine black lines beneath the flames to represent candle wicks. Finally, he based the unit by drybrushing the sand with Bleached Bone, and adding small clumps of static grass.



THE BATTLE FOR BLACKSKULL MANOR

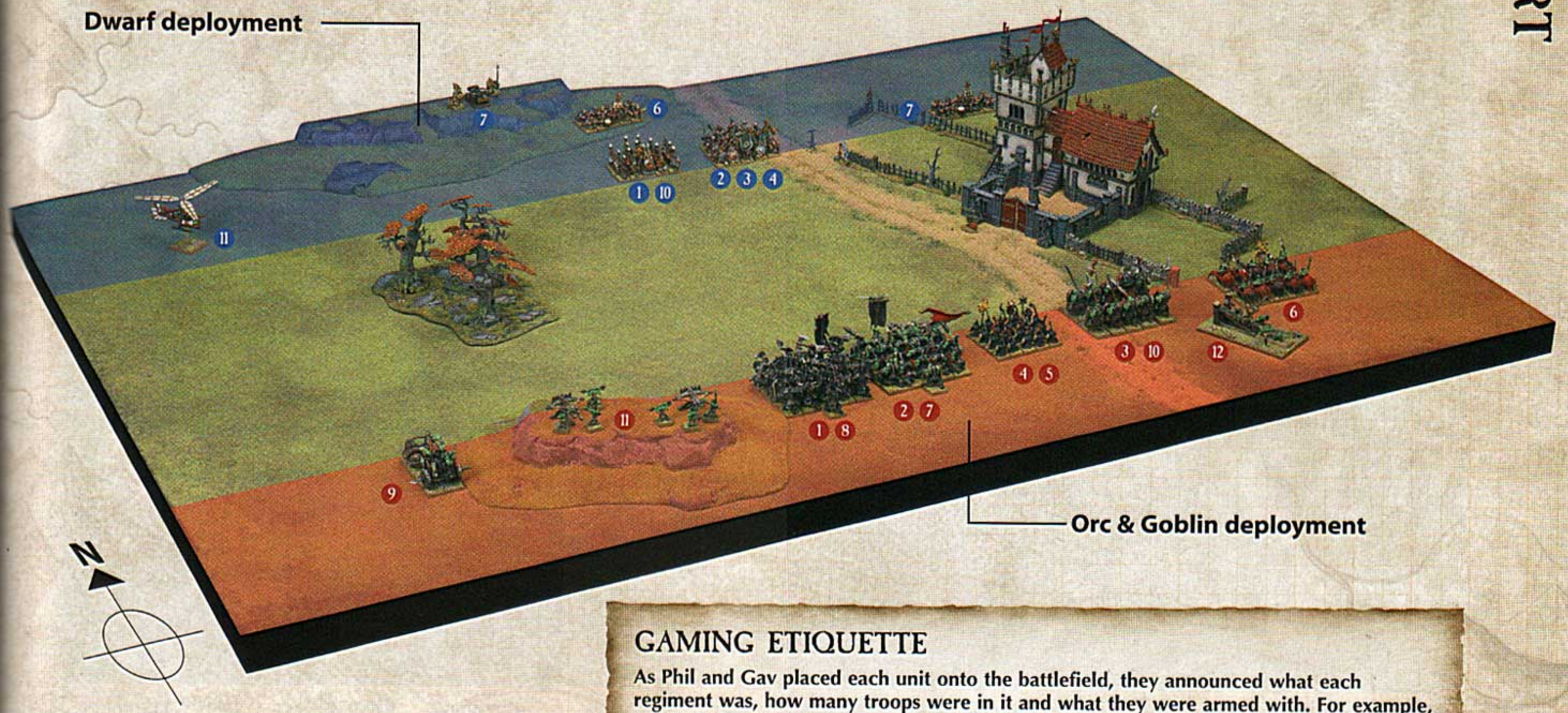
In recent times the Orcs and Dwarfs have waged war across the central lands of the Empire in search of a mysterious artefact. This battle report represents one such conflict, as these bitter foes clash within the grounds of the recently abandoned Blackskull Manor.

WARHAMMER® BATTLE REPORT



BLACKSKULL MANOR

There is no fixed way to use the Fortified Manor in your games of Warhammer. For this game we used it to represent Blackskull Manor, and made it a Historic Landmark Special Feature. This would give the side that controlled it at the end of the game an extra 100 Victory Points. The walls in and around the courtyard were normal obstacles, while the chapel and tower were separate buildings. The tower had three storeys in total.



GAMING ETIQUETTE

As Phil and Gav placed each unit onto the battlefield, they announced what each regiment was, how many troops were in it and what they were armed with. For example, as Phil placed his Night Goblins he told Gav that the unit contained 20 Night Goblins armed with hand weapons and shields. This is good gaming manners as it lets your opponent know what he is facing, eliminating any ambiguity that may occur later in the game. In most cases it was obvious what each player was placing (it's not difficult to recognise Spider Riders!). However, there are some occasions in Warhammer when this is not so clear. For instance, Phil's Big 'Uns could easily have been Orc Boyz, or Gav's Warriors could have been Longbeards. Note that in some units there are things you will not want to disclose to your opponent until later in the game. Magic items, special unit abilities or "hidden" models such as Fanatics and Assassins should remain secret!

Veteran Dwarf Lord Gav Thorpe was nominated to wield his rune-encrusted battle-axe against Phil Kelly's greenskins. With two such tactical geniuses participating, we took the opportunity to quiz them on some basic Warhammer 7th edition tactics that every gamer should know – more on this as the battle unfolds.

We played the battle using the standard Warhammer Scenario. The battlefield is the very same one you will have seen on page 24 – providing Gav the perfect opportunity to test his tactical acumen and put his money where his mouth is...

Deployment

Phil set up the Orcs & Goblins on the south side of the board. Two Goblin Bolt Throwers were placed on the hill on the southwest flank, with the Boar Chariot at the foot of the same hill. Phil placed his large infantry units – Black Orcs, Big 'Uns and Night Goblins – in the middle of the deployment zone. Next to the Night Goblins, threatening the right flank, were the Boarboyz and Spider Riders. Phil positioned his Doom Diver Catapult between these cavalry units.

Gav's army of Dwarfs was considerably smaller than the Orc & Goblin horde, and so was deployed in a more compact formation at the foot of the large hill in the centre of the Dwarf deployment zone. The only exceptions were a regiment of Thunderers on the northeast flank close to the manor tower, and the Gyrocopter, which was placed far out on the opposite flank. The two units of Miners were absent from the battlefield at the start of the battle. With both armies deployed, we were ready to begin.

GAME STATISTICS

Armies:
Dwarfs (Gav) vs.
Orcs & Goblins (Phil).

Size:
2000 points.

Location:
Blackskull Manor (Just south of the Drakwald).

Scenario:
Standard (Pitched Battle).

Notes:
The fortified manor counts as a Historic Landmark Special Feature.

MASTERS OF STONE

1996 points



1 Boldor Granitebeard 303 points
Dwarf Lord with shield, Master Rune of Gromril, Rune of Resistance, Rune of Snorri Spangelhelm, Rune of Fury, Master Rune of Challenge and Oath stone.

2 Snorri Snorrisson 122 points
Runesmith with shield, Master Rune of Dismay and Rune of Spellbreaking.

3 Gothri Ironhelm 145 points
Thane with army battle standard, Rune of Battle and Rune of Guarding.

4 20 Dwarf Warriors 205 points
Shields, musician, standard bearer and Veteran.

5 10 Thunderers 165 points
Musician, standard bearer and Veteran.

6 10 Thunderers 165 points
Musician, standard bearer and Veteran.

7 Bolt Thrower 60 points
Flakkson's Rune of Seeking.

8 20 Miners 300 points
Blasting charges, musician, standard bearer and Prospector with steam drill.

9 8 Miners 113 points
Musician, standard bearer and Prospector.

10 19 Hammerers 278 points
Musician, standard bearer, Rune of Determination and Gate Keeper.

11 Gyrocopter 140 points

Points Total: 1996 points



Gav Thorpe has fought many White Dwarf battle reports in his time. Whether Warhammer 40,000, The Lord of the Rings or Warhammer, Gav has proven that he can lose them all!

Gav: With the Dwarf Miners regiment release, and the new Dwarf Lord on Oath stone, an idea of a mobile force (the Miners) combined with a static, defensive line (the Dwarf Lord and his attendants) formed in my mind...

The best bodyguard for a Dwarf Lord is his regiment of Hammerers. They are Stubborn, when led by their Lord they become immune to Fear and Terror, and they are fine fighters in their own right. I need a good-sized unit, because Phil is bound to target them with war machines or other ranged attacks. As the Lord's stonebearers, this unit's job is to advance to an advantageous position and then hold at all costs. With his runic items, I was able to give him a 1+ Armour Save, which can be re-rolled. He has 5 Attacks that will hit almost everything in Phil's army on a 2+. With that said, once the stone is placed the stonebearers can be easily avoided. To counter this, I gave the Lord the Master Rune of Challenge, to force one of Phil's units to charge the general and his bodyguard, and ensure that Boldor Granitebeard is able to hit something. Just in case things do go hideously wrong, I gave them a Rune of Determination – by taking one of their break tests on a single D6, this would make it nearly impossible for them to break for that turn.

Two units of Thunderers will provide ample firepower to hold off whatever else Phil throws at me. And as a counter-punch against any unit held by the Hammerers, I'm taking in a big unit of Dwarf Warriors, in which I'll place a Battle Standard Bearer and a Runesmith for extra hitting power. I rounded this out with manoeuvrable units – two units of Miners and of course, some Dwarven technology.

WAAAGH! ZOG

1995 points



1 Zog da Black **254 points**
Black Orc Warboss with heavy armour, shield and Warboss Ironclaw's Waaagh! Cleava.

2 Lugnatz **122 points**
Orc Big Boss with light armour, army battle standard and Gork's Waaagh! Banner

3 Nabgratz **115 points**
Orc Big Boss with light armour, shield, Boar and Ulag's Akrit Axe.

4 Niglit **125 points**
Level 2 Night Goblin Shaman, Horn of Urgok.

5 20 Night Goblins **155 points**
Hand weapons, shields, musician, standard bearer and 3 Fanatics.

6 10 Spider Riders **160 points**
Musician, standard bearer and Boss.

7 20 Orc Big 'Uns **255 points**
Shields, musician, standard bearer with War Banner, and Boss.

8 20 Black Orcs **343 points**
Shields, musician, standard bearer with Nogg's Banner of Butchery, and Boss.

9 Orc Boar Chariot **80 points**

10 9 Boar Boyz **236 points**
Musician, standard bearer and Boss.

11 2 Goblin Spear Chukkas **70 points**

12 Goblin Doom Diver **80 points**

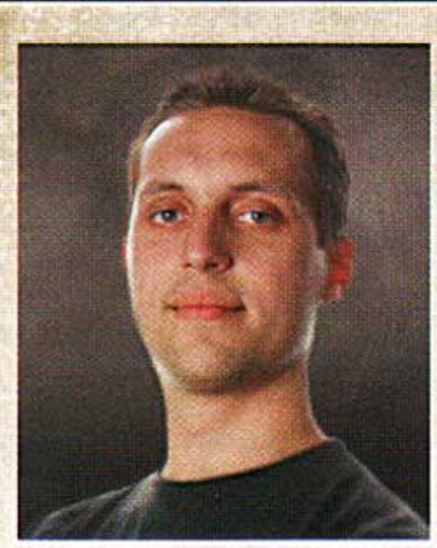
Total Points: **1995 points**

Phil: For this Beard vs Belligerence battle, my army selection process is twofold – pick out the basics and then spend the rest of the points on making them better at what they already do well. Using the new army set as a basis, I can be sure that the foundations are all in place – a big unit of Boyz, a big unit of Black Orcs, and a unit of Night Goblins for them to push around. Some fast-moving cavalry is always useful against Dwarf gun lines, so my Spider Riders will be backed up by a chunky unit of Boar boyz. That's the basics sorted; now to give my units some real hitting power.

I couldn't turn down the chance to upgrade my Orc Boyz unit to Big 'Uns, as that extra Strength makes all the difference. The Orc battle standard bearer carries Gork's Waaagh! banner which, combined with the extra move from the Waaagh! (guaranteed by the presence of my general), will hopefully see my unit sprinting an extra 2D6" across the table and plunging into combat a turn before Gav expects it.

The Black Orcs can look after themselves, being very capable can-openers. I gave the Black Orcs Nogg's Banner of Butchery, meaning they'll be able to unleash no less than 16 S5 attacks on the charge. Bosh! I'm confident my two Orc super-units will crash through anything that stands in their way.

Dwarf armies hate Night Goblin Fanatics, so naturally I had three of them in my unit, which was led by a Shaman. The Boar boyz are led by Nabgratz, a Big Boss. I also took a Doom Diver, as they can be surprisingly accurate. My final choice is a Boar Chariot, as impact hits are always useful against Dwarfs. Watch out beardies, the Orcs are comin' ta getcha…



Phil Kelly's last Warhammer book was the Ogre Kingdoms. Despite eating copious amounts, he's still working on getting a belly that a Maneater would be proud of.

CLAIM THE MANOR

Turns 1 & 2

Turn 1

The greenskins began the battle with some characteristic infighting, as both the Boar boyz and Big 'Uns spent the turn squabbling amongst themselves. The Night Goblins, Black Orcs and the Boar Chariot moved forward as fast as they could, eager to spill Dwarf blood. The Spider Riders scuttled towards the manor *(a)*.

The Orc & Goblin Magic phase was weak, as the Dwarfs easily dispelled the Foot of Gork, although the bound spell from the Horn of Urgok was cast *(b)*. The Shooting phase proved much more effective as a Goblin Doom Diver fell out of the sky and onto the Dwarf Hammerers, hitting five and killing four of them!

In the Dwarfs' first turn the Gyrocopter flew over the woods and into the centre of the battlefield, its steam cannon already building up pressure. The Thunderers on the east flank entered the tower of the manor; long barrelled rifles could be seen sticking through windows and between crenellations. The Hammerers and Warriors inched forward, but the Dwarf Warriors moved within 8" of the Night Goblins who immediately released their Fanatics. The crazed Goblins all fell short of the Warriors and so were left to move randomly in the following Orc Movement phase.

The Dwarf Shooting phase proved equally as effective as the Goblins'. The Thunderers on the hill killed six Night Goblins, causing a panic test, while the Dwarf Bolt Thrower claimed two of the tough Black Orcs. The steam gun on the Gyrocopter fired at a lone Fanatic, but failed to wound the crazed Goblin.

GUESSING RANGES

The art of guessing ranges in Warhammer comes with a certain amount of experience. However, there are a few pointers you can use to get your "guesstimation" within a few inches of your target.

1. **It's easy to remember that the no-man's land between deployment zones is 24" across. If one of your units is on the boundary of your deployment zone, and one of your opponent's units is on his boundary line, then they should start the game 24" apart. Beware, however, those canny opponents who place their battle line a few inches back just to confuse you.**

2. **If your opponent has his Shooting phase first, remember the distances he measured for his war machines, and use that as a basis for your own estimations.**

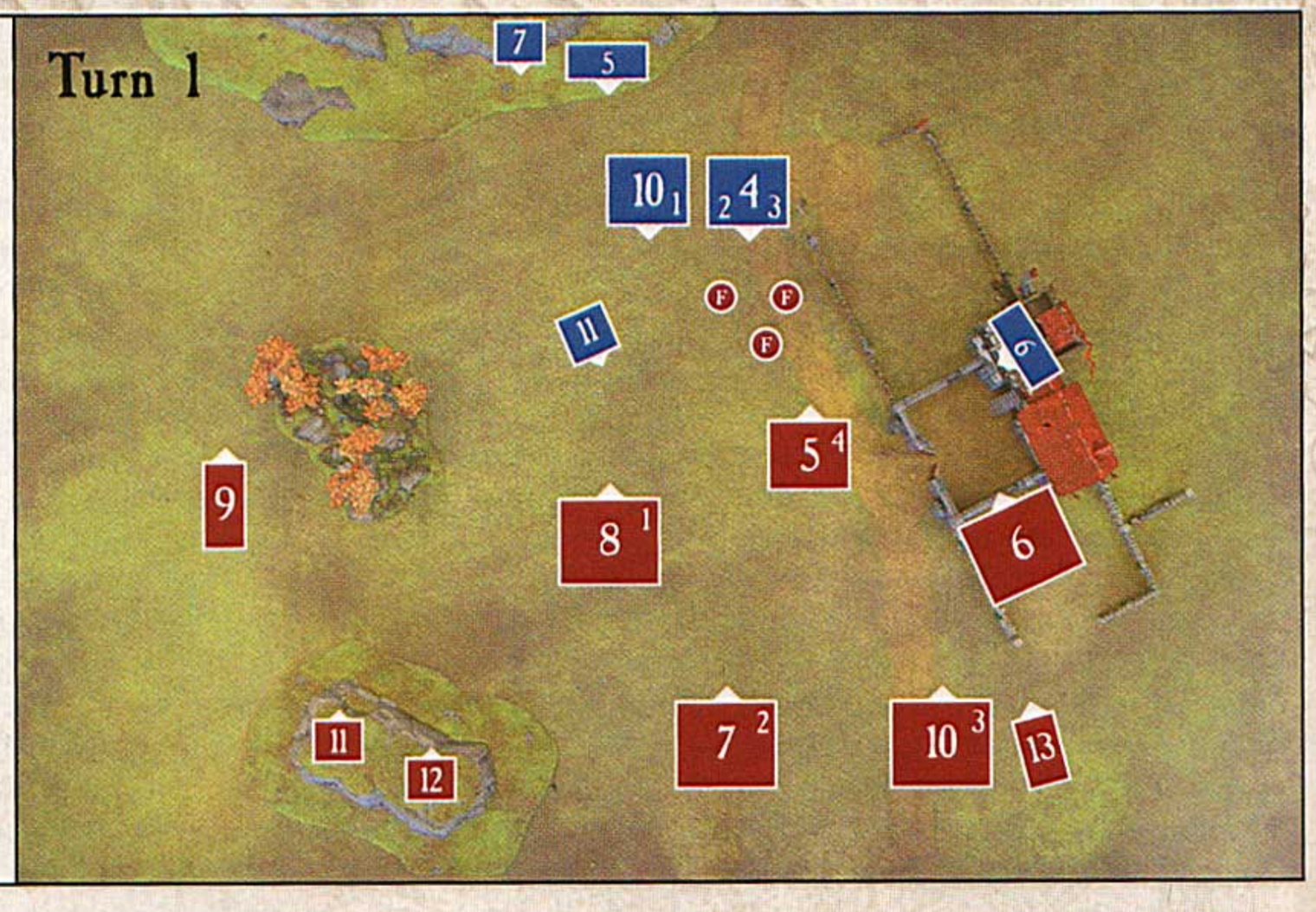
3. **It's worth noting that, when measured diagonally, a 6' by 4' table is actually 86" inches from corner to corner.**

4. **Firing into dense clusters of enemy units reduces the chance of missing – even when your shot scatters you'll still be likely to hit an enemy unit.**

More disreputable means that have been witnessed in the past include one cheeky chap measuring his own arm prior to the game to use as a sneaky ruler, and pre-measuring the widths of prominent terrain pieces, such as hills, from a deployment zone before the game began! *(Such behaviour is incredibly unsportsmanlike, not to mention against the rules, and is worthy only of a dirty Gobbo – Grombrindal).*

Dwarfs
1. Boldor Granitebeard
2. Snorri Snorrisson
3. Gothri Ironhelm
4. Dwarf Warriors
5. Thunderers
6. Thunderers
7. Bolt Thrower
8. Miners
9. Miners
10. Hammerers
11. Gyrocopter

Orcs & Goblins
1. Zog da Black
2. Lugnatz
3. Nabgratz
4. Niglit
5. Night Goblins
6. Spider Riders
7. Orc Big 'Uns
8. Black Orcs
9. Orc Boar Chariot
10. Boar Boyz
11. Goblin Spear Chukka
12. Goblin Spear Chukka
13. Goblin Doom Diver





GENERALS

Never underestimate the power of a General and Battle Standard Bearer within close proximity of each other. A General and Battle Standard are best kept central to the army formation, so as many units as possible can benefit from the General's superior Leadership. In Turn 2 of this battle, Phil's Black Orcs, Night Goblins and Spider Riders all had to take Leadership tests and used the Orc Warboss' Leadership value because he was within 12". A Battle Standard allows units to re-roll failed Break tests (not any Leadership test – just Break tests), which is invaluable when your units get stuck into the hack and slash of close combat.



Annotations

a Spider Riders ignore terrain, so fences and courtyard walls do not slow them down.

b When the Horn of Urgok is sounded all friendly units receive a +1 to their Leadership values, while all enemy units have their Leadership reduced by -1.

c One Night Goblin Fanatic collided with the wall of the manor and was removed from play. Another crashed into the Dwarf Warriors, killing two before spinning out of the rear of the unit. The final Fanatic span wildly back into its parent unit, killing one of his own greenskin chums! At the end of the chaos two Fanatics still remained.

Turn 2 - The Green Tide advances

Turn 2

The second turn began with the Fanatics causing Gav only a minor annoyance *(c)*. The Night Goblins rallied, thanks to the menacing glower of the nearby Warboss. The Boar Chariot started to circle around the woods and the Spider Riders moved into the manor courtyard. The Orc line moved forward, both the Black Orcs and Big 'Uns moved as fast as they could towards the Dwarfs. The Orc Warboss decided that he needed to knock some 'eads about in the Big 'Uns unit so left the Black Orcs and joined with the Big 'Uns in the Movement phase. The rallied Night Goblin Shaman mumbled a few half-baked cantrips but still could not manage to cast a single spell in Turn 2. In the Shooting phase the Doom Diver flew straight again and made another direct hit, this time killing four Dwarf Warriors. The Goblin Bolt Throwers continued to fire wide of the mark, not even getting close to the Hammerer regiment.

The Dwarfs barely moved in Turn 2, although a small unit of Miners tunnelled out of the ground close to the Doom Diver, they readied their axes, making no secret who their first target of the battle would be. The Shooting phase was more eventful, with the Thunderers in the tower killing two Spider Riders, while those on the hill slew three Black Orcs. The Gyrocopter spat steam and bullets over the closing Black Orcs but only scalded one – this casualty was enough to cause a panic test, which the Black Orcs passed. The Spider Riders also needed to test for panic and could now use the Warboss' superior Leadership as Phil had had the foresight to move his General in to a more central position in the previous movement phase.

OATHS OF THE DWARFS! Turn 3

Annotations

a The Night Goblins fled through the Fanatic, but remained largely unscathed.

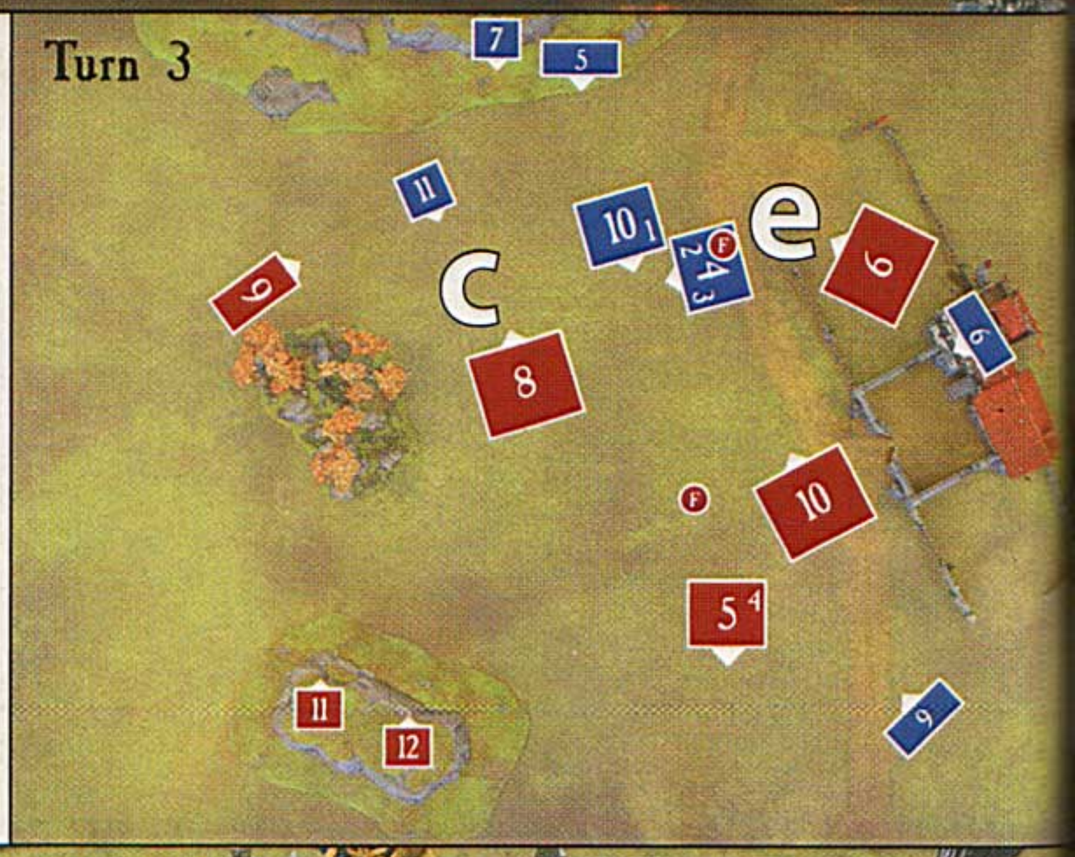
b Once per game an Orcs & Goblins player can call the Waaagh! This means that the General and his unit count as having rolled a 6 on the Animosity table (move forward an extra D6"), while all other units of Orcs get to add their rank bonus to their Animosity rolls.

c The Black Orcs caused a wound on the Gyrocopter. In return the pilot killed a Black Orc. The massed ranks of Orcs meant that the Gyrocopter fled the combat.

d The Black Orc Warboss wounded the Dwarf Lord twice, his Waaagh! Cleava making a mockery of the Lord's runic armour. In reply, Boldor hefted his axe and caused three wounds, killing the Warboss outright!

e If a unit ever finishes its move on a Fanatic, then the Fanatic causes 2D6 wounds before immediately dying of exhaustion.

Dwarfs	Orcs & Goblins
1 Boldor Granitebeard	1 Zog da Black
2 Snorri Snorrisson	2 Lugnatz
3 Gothri Ironhelm	3 Nabgratz
4 Dwarf Warriors	4 Niglit
5 Thunderers	5 Night Goblins
6 Thunderers	6 Spider Riders
7 Bolt Thrower	7 Orc Big 'Uns
8 Miners	8 Black Orcs
9 Miners	9 Orc Boar Chariot
10 Hammerers	10 Boar Boyz
11 Gyrocopter	11 Goblin Spear Chukka
	12 Goblin Spear Chukka
	B Goblin Doom Diver





Turn 3

The Orcs were in a position to charge, but before Phil could start declaring them Gav revealed his runic items. The Master Rune of Challenge wrought its magic on the Night Goblins, forcing them to either charge the Hammerers or flee, getting in the way of the Big 'Uns behind. The Night Goblins chose to flee, but ended up running through the Fanatic *(a)*. Gav then used the Master Rune of Dismay in an effort to stop the oncoming Big 'Uns, but Phil promptly passed their Leadership test.

Phil declared a Waaagh! *(b)*. The Black Orcs charged into the Gyrocopter and the Big 'Uns charged into the Hammerers, whose charge reaction was to plant their Lord's oath stone firmly into the ground. The Dwarf Lord stepped onto the stone and readied his axe. The Spider Riders clambered over the wall, trying to get out of sight of the Thunderers in the tower.

The Orc Shooting phase was not as successful as the previous two turns. Despite the Goblin Doom Diver correcting himself when he scattered off target and landing on the Dwarf Warriors, all hits failed to wound. The Goblin Bolt Throwers had yet to hit anything, and this turn was no different!

The Close Combat phase was as brutal as expected between such ancient foes. The Black Orcs chased off the Gyrocopter *(c)*, but all eyes were on the Big 'Uns and Hammerers, as the units contained the army generals. Phil's Warboss issued a challenge, which was accepted by the Dwarf Lord, leading to a dramatic face-off *(d)* while the Hammerers and Big 'Uns piled into the melee. The Orcs won the combat, but the Dwarfs refused to flee.

VICTORY POINTS	
Dwarfs	Orcs & Goblins
1283	152



In the Dwarf turn, Gav's large unit of 20 Dwarf Miners failed to show, no doubt still hacking their way through the Drakwald soil. The Miners at the other end of the battlefield charged the pesky Doom Diver. The Dwarf Warriors charged into the flank of the Big 'Uns, but in order to do so had to move through the spinning and gibbering Night Goblin Fanatic. They lost five of their number in the process, but still managed to make it to the fight *(e)*.

From the safety of the tower of Blackskull Manor, the Thunderers shot down three Boar Boyz. The second unit of Thunderers on the hill fired at the advancing Black Orcs but only cut down one. The Dwarf Bolt Thrower aimed at the Black Orcs but the bolt went wide and so failed to skewer any of the hulking greenskin brutes.

The Dwarf Warriors hit the Big 'Uns with unrestrained fury, with the Warriors alone slaying five of the Orcs. The Big 'Uns fought back, but failed to get one hit. The Big 'Uns couldn't stand against the flank charge and so fled. The presence of the Oath stone meant that the Hammerers could not pursue, but the Warriors did, wiping out the Orc elites.

The Miners fighting the Goblin Doom Diver set about their foe with relish. In one short round of combat the Doom Diver was destroyed leaving the unit of eight Miners free to march up-field towards the retreating unit of Night Goblins.

As Turn 3 came to an end the Dwarfs seemed to be gaining the upper hand. The Spider Riders had been mauled by gun fire and the Big 'Uns had fled. However, the Black Orcs were still ready to scrap...

DICE COUNTING

When working out combat resolutions after a close combat lots of numbers get thrown about, a good tip is to use dice (which are always close to hand when playing Warhammer!) to keep a record of the score. As you work out each bonus add a dice to a line with the correct amount of pips showing. When you have gone through all the combat resolutions, simply add together all the dice pips in the line.

GREEN IS MEAN

Annotations

a After rallying, the Night Goblin Shaman tried to cast Gaze of Mork but miscast. Rolling a nine on the dreaded Miscast table, the Shaman took a Strength 4 hit and was wounded.

b The Black Orcs' fearsome charge left five dead. The Dwarfs fought back, but only killed two of the hulking Orcs. The unit's Rune of Determination kept them stubbornly in the fight.

c The Boar Boyz killed six of the Dwarf Warriors with their charge. Despite their superior numbers the Dwarf Warriors fled and were caught by the rampaging Boar riders, who then overran into the beleaguered Hammerers. This meant the loss of Gav's Battle Standard Bearer.

d The Chariot's momentum carried it into the unit of Thunderers, and it killed five Dwarfs. The Thunderers failed their Break test and, to their shame, fled.

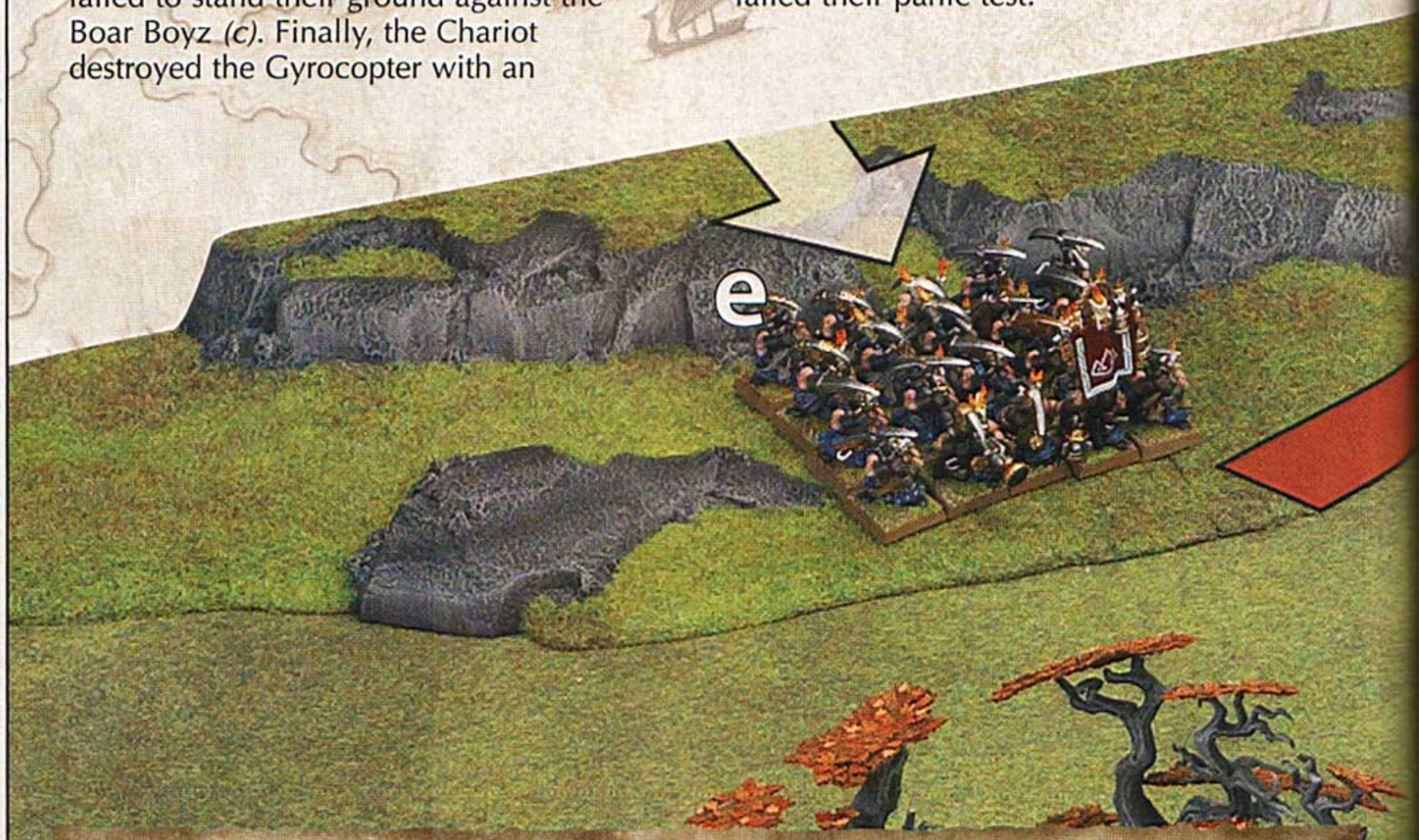
e Despite their steam drill, the larger unit of Miners didn't turn up until Turn 4.

Turn 4

The Spider Riders succumbed to squabbling once more and so did not move. The Black Orcs charged into the Hammerers while the Boar Boyz eagerly goaded their feral mounts into the Dwarf Warriors. The Boar Chariot that had spent the last few turns manoeuvring around the woods charged into the Gyrocopter.

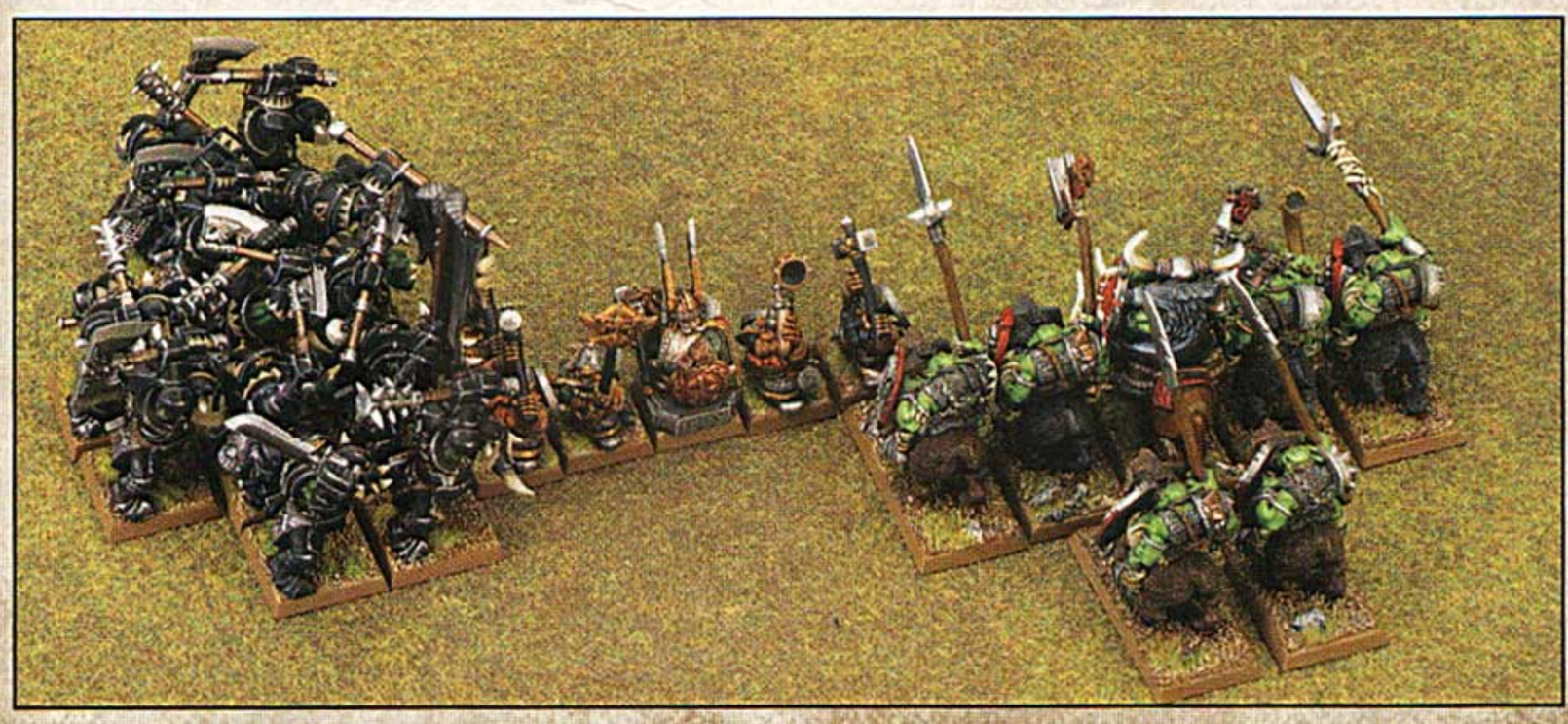
The Goblin Shaman tried but failed to cast Gaze of Mork *(a)*. In the Combat phase, the Black Orcs hit back at the Hammerers *(b)* while the Dwarf Warriors failed to stand their ground against the Boar Boyz *(c)*. Finally, the Chariot destroyed the Gyrocopter with an impressive seven impact hits, before overrunning into the Thunderers *(d)*.

In the Dwarfs' Turn 4, the large unit of Miners finally turned up *(e)*. The Thunderers shot at the Spider Riders again and killed six of them, leaving just the Forest Goblin Champion who turned tail and fled the battle. The other regiment of Thunderers was not so lucky – they lost their combat against the Chariot and ran off the board, closely followed by the nearby Dwarf Bolt Thrower crew who failed their panic test.



COMPLICATED COMBATS

Close Combats in Warhammer can get quite complex, with multiple charges and awkward alignments. In these situations, working out who hits and when is very important. It's often worth jotting down the order of combat on a scrap piece of paper, and then striking a line through as each unit takes its turn. Chargers strike first; if there are charging units on both sides due to overruns, they strike in Initiative order. All other models strike in strict Initiative order. Don't forget that characters in units will probably have a higher Initiative value, and so may strike before the unit they accompany. Also, remember the effect that weapons like flails and great weapons have on the order.



CHAMPIONS IN CHALLENGES

Even though a unit Champion is different from a normal character, they can issue and accept challenges as normal. If your unit includes a powerful character and you are challenged, it is sometimes worth letting the Champion accept on your Lord's behalf. This way, your tooled-up super-character will be free to wreak havoc on the opposing force's rank and file. Of course, your brave Champion will probably not survive, but at least he'll have his moment of glory!



VICTORY POINTS	
Dwarfs	Orcs & Goblins
1071	1524

Turn 4 - The Orcs & Goblins get their first whiff of a possible victory.



Dwarfs
1. Boldor Granitebeard
2. Snorri Snorrisson
3. Gothri Ironhelm
4. Dwarf Warriors
5. Thunderers
6. Thunderers
7. Bolt Thrower
8. Miners
9. 8 Miners
10. Hammerers
11. Gyrocopter

Orcs & Goblins
1. Zog da Black
2. Lugnatz
3. Nabgratz
4. Niglit
5. Night Goblins
6. Spider Riders
7. Orc Big 'Uns
8. Black Orcs
9. Orc Boar Chariot
10. Boar Boyz
11. Goblin Spear Chukka
12. Goblin Spear Chukka
13. Goblin Doom Diver

A GRUDGE IS BORN

Turns 5 & 6

As the game entered the final few turns the greenskins seemed to be overwhelming the stalwart Dwarfs. The Boar Chariot turned and prepared to charge into the newly arrived Dwarf Miners. The Night Goblin Shaman finally cast a spell at the smaller unit of Miners, killing four with the Foot of Gork. The Goblin Bolt Throwers also hit at last, killing a single Miner from the same regiment. The Black Orcs made short work of the remaining Hammerers, leaving just the unit Standard Bearer and the Dwarf Lord on his Oath stone to face the foe.

The remaining three Dwarf Miners charged the Night Goblins. The Thunderers in the manor shot at the Chariot but failed to wound it. In combat, the Dwarf Lord issued a challenge to the Black Orcs; their Boss stepped forward and was promptly cut down for his trouble. The Hammerer standard bearer was killed, leaving the Lord, who failed his Leadership test and was mercilessly run down by the Boar Boyz. The Miners killed four Night Goblins, who narrowly passed their Break test and stood their ground.

In the final turn of the game, the Black Orcs and Boar Chariot charged into the big unit of Miners. Despite the Dwarfs' blasting charges and staunch resistance, Phil's Chariot caused the maximum seven impact hits. Coupled with the Black Orcs' charge, the Miners' fate was sealed and they were run down.

The Night Goblins were a far larger unit than the three Dwarf Miners, but could not beat them in combat. The Goblins fled and were caught by the mattock-wielding Dwarfs. However, despite this final setback the day belonged to the Orcs. As the greenskins celebrated, another grudge was recorded.

VICTORY POINTS

DWARFS

1443

ORCS & GOBLINS

2375

SOLID VICTORY

HILL GRADIENTS

As well as providing units with a good field of fire, hills can also give the defending unit an advantage in combat. Archers are rarely very good in close combat (with a few notable exceptions), but with stand and shoot rules and the High Ground combat resolution bonus, their odds of surviving a round of combat are dramatically improved.

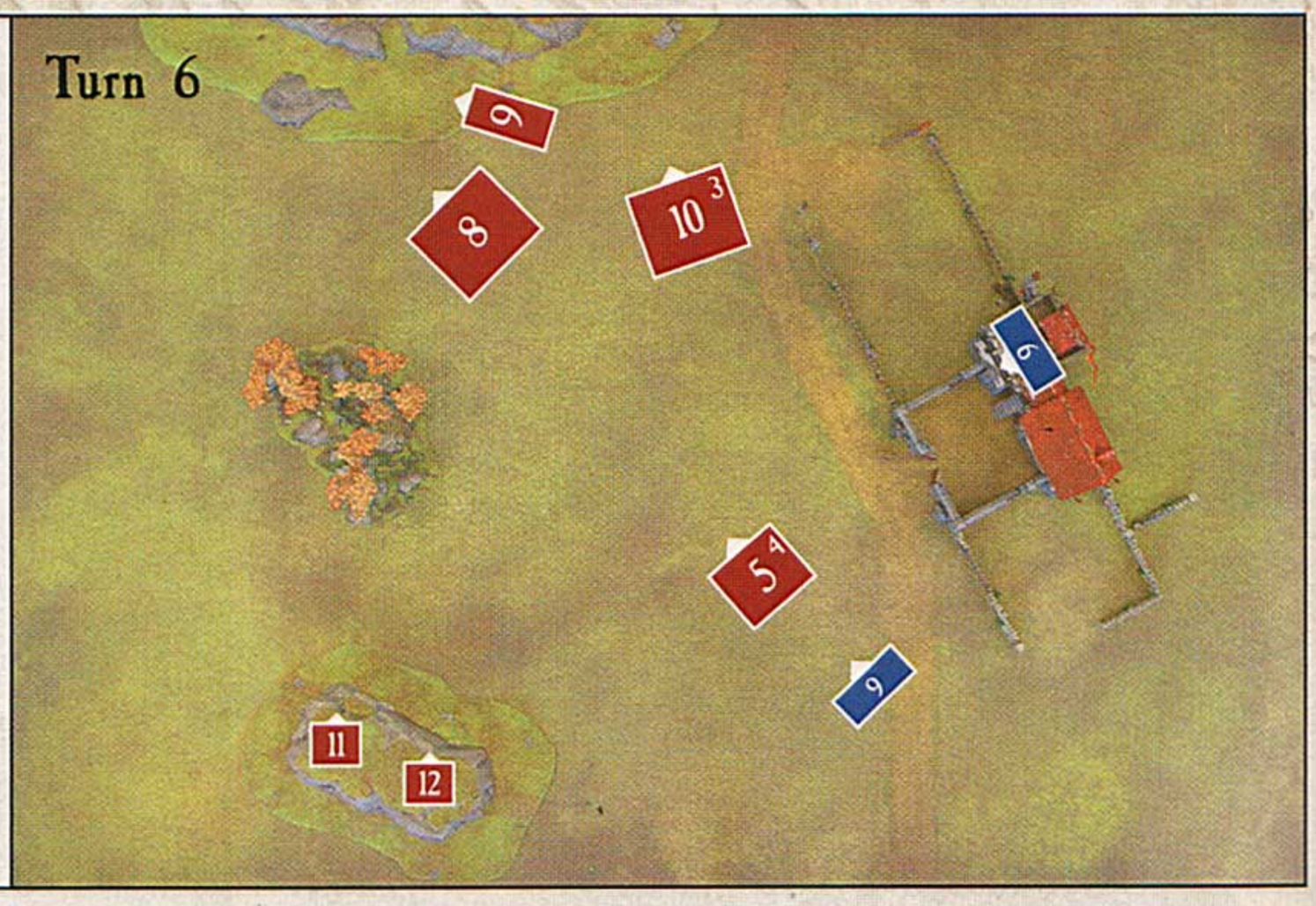


Dwarfs

1. Boldor Granitebeard
2. Snorri Snorrisson
3. Gothri Ironhelm
4. Dwarf Warriors
5. Thunderers
6. Thunderers
7. Bolt Thrower
8. Miners
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Orcs & Goblins

1. Zog da Black
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8. Black Orcs
9. Orc Boar Chariot
10. Boar Boyz
11. Goblin Spear Chukka
12. Goblin Spear Chukka
13. Goblin Doom Diver



ANOTHER DAY, ANOTHER GRUDGE

Gav: Well it's been quite some time since I participated in a Warhammer battle report, so it's strangely reassuring to discover that I haven't lost my ability to lose in print! I think I have just fallen foul of some obscure Miners Guild rules and regulations; perhaps some kind of mandatory tea-break or industrial action. Despite their re-roll to arrive (from their steam drill), the large unit of Miners not turning up until Turn 4 caused me serious problems. If they had been on the battlefield a turn earlier, they would have intercepted the Boar Chariot, and stemmed the attack on my right flank more effectively. Their dawdling left my Lord and Hammerers stranded and vulnerable. It was a credit to Lord Granitebeard and his bodyguard that they held as long as they did. On the other hand, the small unit of Miners that arrived behind the greenskins did admirably well for their points cost, taking out the worryingly accurate Doom Diver and the Gobbo Shaman.

The Thunderers who moved into the building also did exceptionally well, negating the threat of the Spider Riders and pouring fire into the enemy. They also scored me a bonus of 100 Victory Points, which contributed to the result being only a solid defeat rather than a massacre. With Phil unwilling to divert any of his infantry units to drive them out, they were immune to attack, unlike the unfortunate regiment on the hill.

All in all it was a fair result. I made a couple of mistakes, which I might have got away with if I'd not had such bad luck rolling for the Miners. Chalk up another victory to the dastardly greenskins.

CRASH, BANG, WALLOP...

Phil: Go the greenies! A solid victory, and won by good old force of arms. It wasn't all gravy, though. There were some seriously dodgy moments there when I felt like my speeding green war machine had slammed into a brick wall. Gav's army selection and tactics were pretty much beyond reproach, though his dice let him down (Gav is legendary for his ability to roll appallingly at critical moments). Never count out the Dwarfs, even when on the ropes – no race in the Warhammer world is nearly as good at playing the immovable object against an irresistible force.

The real action happened in the centre of the field, but there were some cool little dramas around the flanks. First and foremost was the wholesale butchery of the Spider Riders by the Dwarf Thunderers that Gav wisely holed up in the manor. That was painful. The arachnid cavalry were the perfect unit to scurry through the obstacles and fences outside the manor, but they were not infantry and so could not attack the unit inside. Instead they got blasted to pieces by the Thunderers with their fancy +1 to hit handguns.

The left flank saw little action for the first three turns as my chariot trundled its way around the woods, but that was a deciding factor, as Gav pretty much ignored it. This proved to be a mistake, as my excellent luck with impact hit rolls saw it take out that blasted Gyrocopter and the Thunderers holding the hill, and panic the bolt thrower. Ace!

The Black Orcs performed admirably, slaughtering their way through even the toughest of Dwarf units. So it's barbecued Dwarf for dinner, with a side of spider legs.

Regiment of the Game

The Black Orcs unit once again proved just how hard these Orc elites can be.

The Black Orcs had (a very large and gnarly) hand in slaying a Dwarf Lord, his attendant bodyguard of Hammerers, the Gyrocopter and a unit of 20 Miners. Over 900 points' worth of Dwarfs destroyed for a cost of 343 points. That's nearly a three-to-one return!



White Dwarf Says...

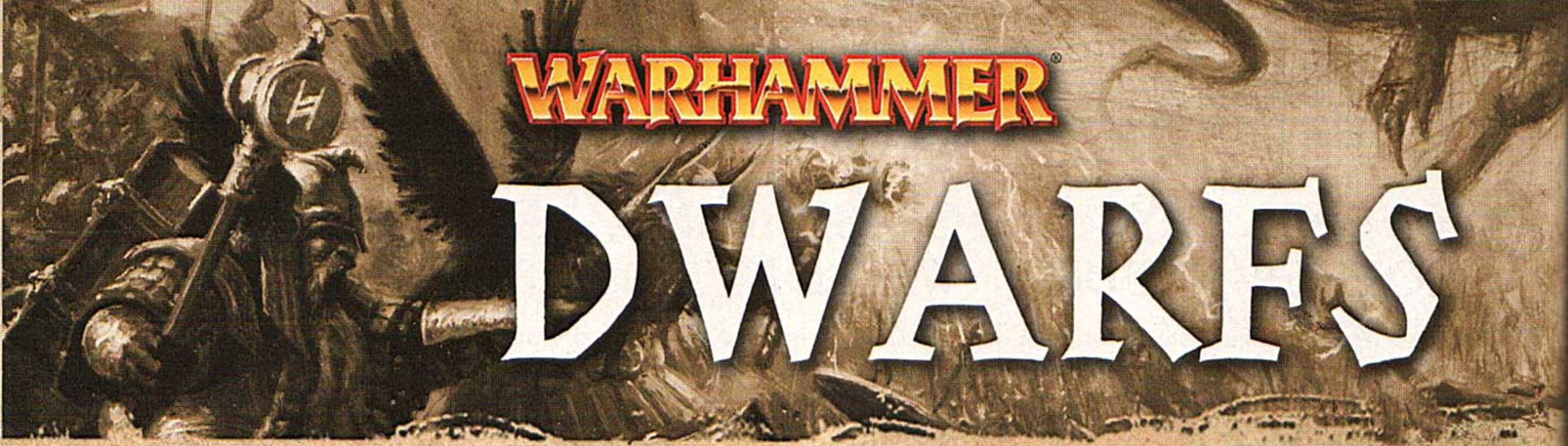
The Dwarfs started strongly by claiming the manor on Turn 1 and boldly moving the Hammerers and Warriors forward to take on the coming greenskins. Phil unwisely sent the Spider Riders – perhaps blinded by their ability to ignore obstacles – close to the manor. As they were not infantry they could do nothing as the Thunderers, with their +1 to hit, happily spent three turns popping spider abdomens.

Despite losing the Warboss early, the green tide began to turn as the Dwarfs started to lose more and more troops. Luck did play its part as the large unit of Dwarf Miners failed to turn up even with a steam drill, but Gav's greatest mistake was ignoring the Boar Chariot. This spent the early turns trundling around the woods but was left unscathed and in a great position in the crucial last couple of turns in the game. Gav could have used his Gyrocopter to hound and destroy the Boar Chariot in the first few turns, instead it ineffectively hovered around the Black Orcs, not achieving anything of note before being destroyed in a one-sided combat.

We should not be too harsh on Gav; as is often the way with Warhammer, if the Miners had turned up one or two turns earlier Gav would have had the needed support to cement the gains he had made by Turn 3.



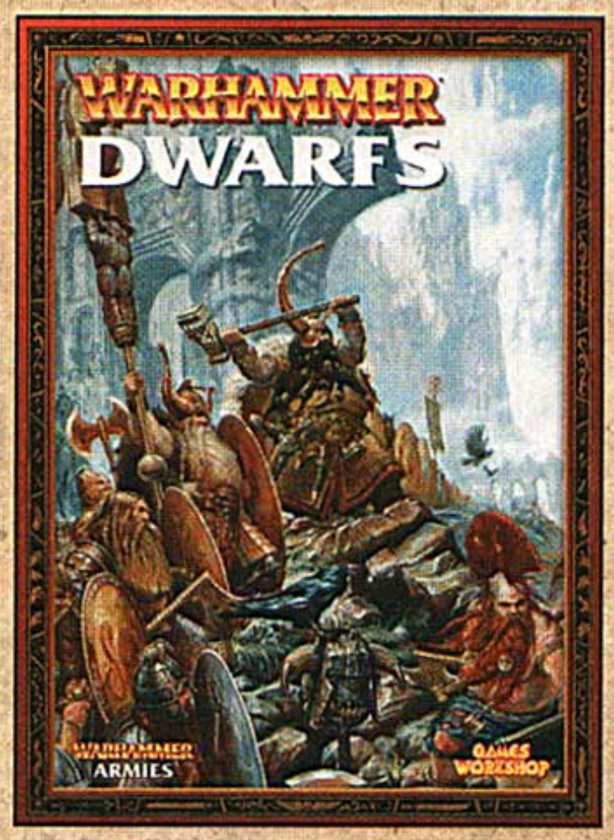




WARHAMMER®

DWARFS

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* Against buying the contents separately

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CITADEL® TOOLBOX

Static Grass

£5



Citadel static grass has been with us for a few years now. From this month you can get two new colours – Scorched Grass and Glade Grass. We're going to take a look at basing and how you can combine the different coloured grasses to get a great-looking finish.

Basing

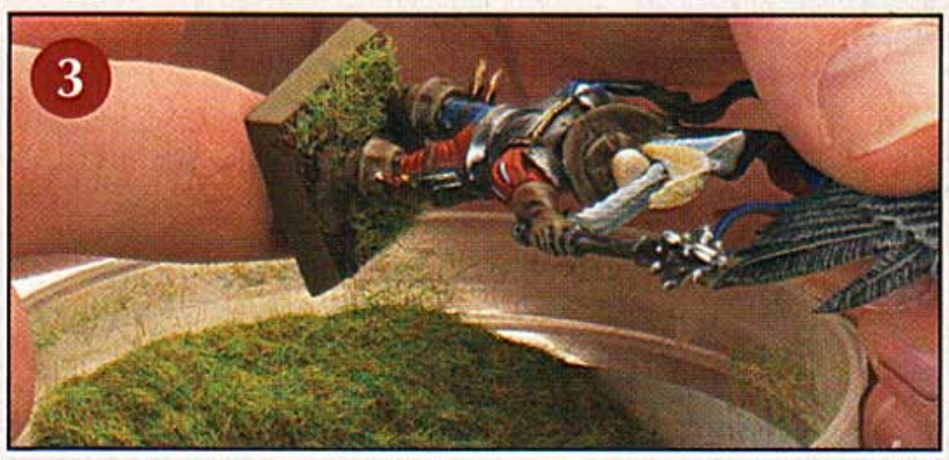
Just a few small patches of static grass on a base can give a miniature a satisfying look, especially when the model is ranked up with others based in the same way. "Less is more" is a good rule to remember when basing with static grass. Models look far more effective with a few small patches dotted around the base rather than a thick covering. The usual method is to use PVA glue, but for a quicker finish you can use superglue as the adhesive.



Dab a few blobs of superglue onto a base that has been covered in modelling sand and painted.



Dip the base into your pot of Static Grass. Do this quickly, as superglue dries much faster than PVA.



Bring the model out. Hold it horizontally above the pot and flick the bottom of the base sharply with your forefinger two or three times – this will remove the excess grass.

Flocking

Static grass can be used for flocking large areas. It is best to use at least two varieties, because large sections of one colour looks like astroturf rather than the natural ground we are trying to mimic! You need to apply patches of grass before sticking your predominant colour of flock to the model. In this example, we are using one of the new hills.



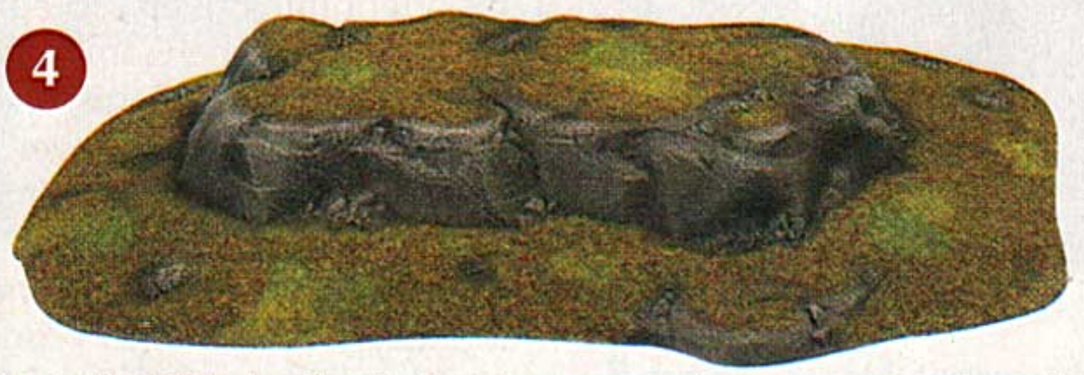
Undercoat and drybrush your hill. The areas to be flocked should be a muddy brown. Remember not to glue any grass to the rocky areas in the next two stages!



Paint random areas of the hill with PVA glue. Sprinkle the shade of static grass that will form your patches onto it from a height of 10-12". Remove the excess by tapping the hill over a sheet of paper.



Once you have "patched" your hill with one or two varieties of Static Grass, paint the remainder of the model with PVA and sprinkle your main colour all over it.



Leave the hill to dry, then tip the excess grass onto some paper and pour it back into a pot. A coat of Purity Seal can be sprayed onto the hill to help the grass adhere better, but this is not essential.







The changing face of Grombrindal, as realised by (top to bottom) Chris Beaumont, WD1; John Sibbick, WD90; Wayne England, WD200; Adrian Smith, WD300.



Happy Birthday Grombrindal! White Dwarf editor Guy Haley looks back on three decades of glorious gaming.

What seems like an impossible 30 years ago, issue one of White Dwarf was published. He was a modest beardling back then, and was yet to develop his prodigious belly, being a mere 24 black-and-white pages fat. There were no miniatures featured, for in those days Grombrindal concerned himself with the hobby of roleplaying, and his only colour was his bright yellow jacket.

Games Workshop itself was a tiny company run by its founders Ian Livingstone and Steve Jackson, and Citadel Miniatures was yet to come. Only 4000 copies of this first issue of WD were produced. Even this number was optimistic, for fantasy gaming was in its infancy. Nevertheless, they all sold; the saga of the White Dwarf had begun.

Fast-forward 329 issues and we hit the now. The world has changed massively in those 30 years. Computers and mobile phones are found in every home, global warming has replaced Cold War nuclear strikes as everyone's favourite doomsday scenario, and we share the planet with two billion extra people. But never mind all that! As far as we're concerned the most important thing is that roleplaying has been superseded by the Games Workshop tabletop hobby, and this is more massive than its forebear could ever hope to be. Seven editions of Warhammer, four of Warhammer 40,000, two of The Lord of the Rings strategy battle game, and countless other Games Workshop games have been created; Citadel Miniatures has come into being and flourished. Our stunty pal is old and wise and sports a luxurious beard. He's now a full colour 128-page, eye-candy feast, a magazine jam-packed with glorious pictures of the world's best science fiction and fantasy models. Now 250,000 people the world over wait eagerly for each new issue, and the bedrooms and studies of wargaming nuts in dozens of countries heave with Citadel Goblins, Space Marines, Skaven and endless other varieties of 28mm fantasy fun. Several generations of gamers have been born and come to maturity under White Dwarf's watchful gaze. Including mine. I was three years old when the very first White Dwarf came out, much too young for Goblins, but have been a loyal follower since WD 81.

White Dwarf has had a couple of incarnations over the years as new editors and trends have taken it in various directions. The last few years, for example, have seen different editions of White Dwarfs in several countries. But now, in 2007, the White Dwarf is back in the Design Studio, the heart of what is now truly an international hobby, where he belongs. We on the White Dwarf team strive at his forges daily to get you the best tips on how to paint and play, and to bring you great new gaming content, such as the Blood Angels Codex update you'll find later in this issue.

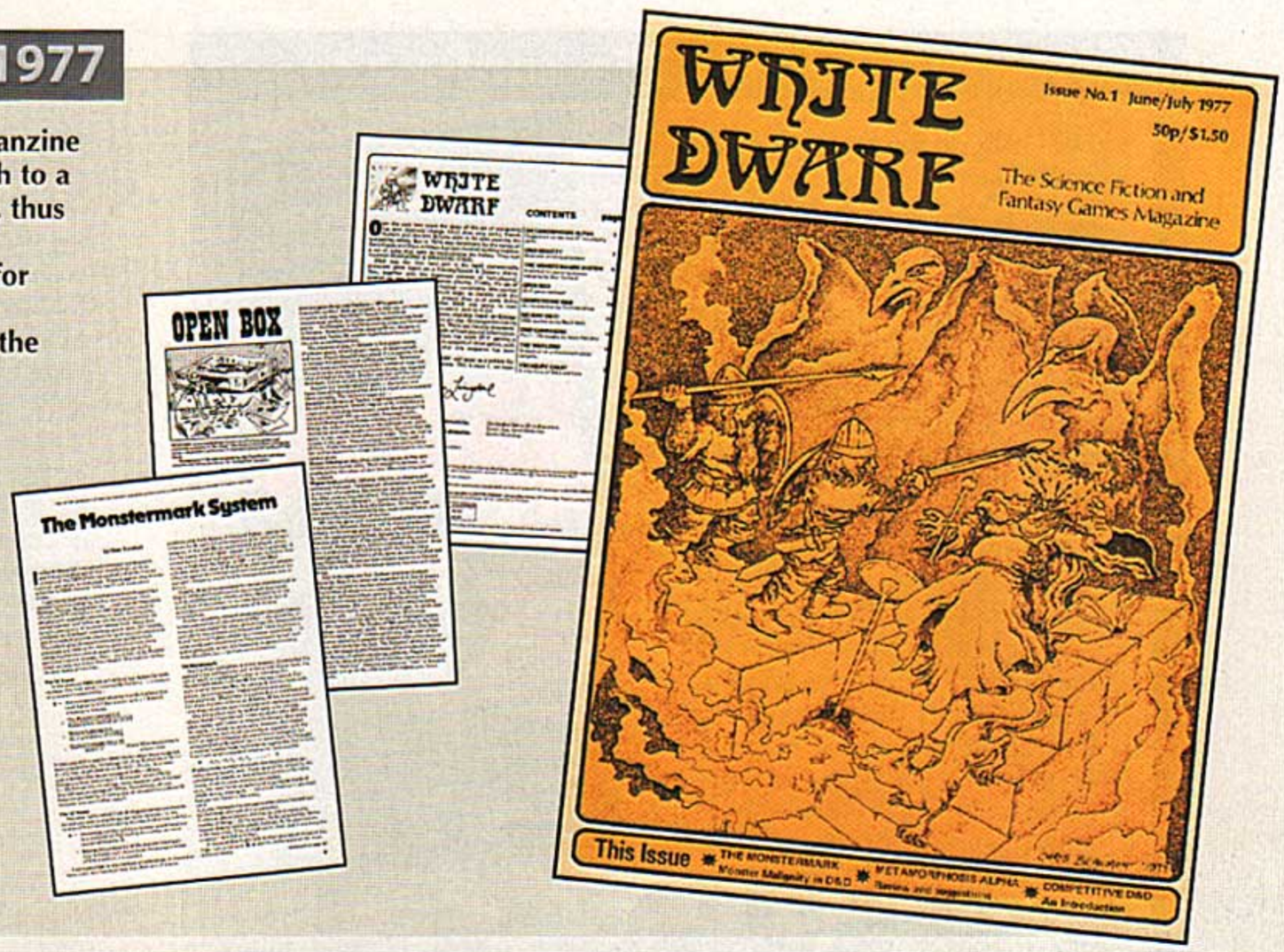
Other games magazines have withered and died, but the White Dwarf stands impassive, his head held high above the choppy seas of change. He might alter his way from time to time, games may come and go, but the White Dwarf is eternal, and under his steady gaze may we all play happily on. Here's to another 11,000 days of gaming!

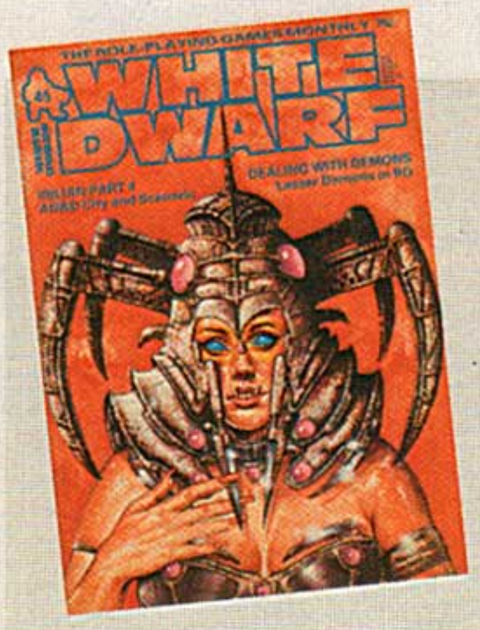
Issue number 1: June-July 1977

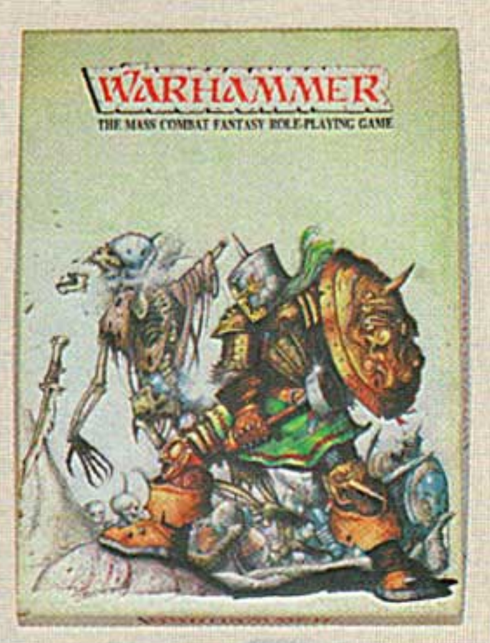
Issue 1 of White Dwarf is published, taking the place of its fanzine forebear, Owl & Weasel. The name is chosen as it refers both to a super-dense star, and a small fantasy character with a beard, thus referencing both science fiction and fantasy.

Black and white, 24 pages, bi-monthly, piles of adverts for obscure RPGS and play-by-mail games, and no miniatures – White Dwarf 1 couldn't, in fact, be any more different than the magazine of 2007. Co-founder of Games Workshop Ian Livingstone is the first editor, a position he was to hold until 1986. He begins the magazine's long run with an editorial strident in tone, a statement about the fantasy gaming hobby that almost seems like the manifesto of an all-conquering army. Which, in a certain sense, was borne out in later years.

Other highlights of the first issue include Open Box, a reviews column which was to run for over 10 years, puzzles, and an unforgettable character class for *Dungeons & Dragons*. In fact, D&D was the main focus of the magazine, and one of the largest articles therein was about a complicated series of equations that could be used to boil down the various statistics on a monster's profile into a single number. Maybe they taught maths better back then, but it made my brain hurt.









Issue number 45: September 1983

The very first Warhammer article is published in the guise of a scenario called "Thistlewood". The first edition of Warhammer had just been released, expanding on a set of rules that had originally appeared as a series of pamphlets.

Thistlewood pits the forces of King Amias against the evil coalition of Necromancer Vassago as both search for a stolen magical chalice. The Warhammer world setting is not present, and the scenario has a large RPG element to it, but the rules are recognisably the ancestors of the modern game. The article finishes with a list of suggested models to use for the armies, many of which are Citadel, but not all, for Citadel's catalogue of miniatures is nowhere near as vast as it is now.

Elsewhere in the issue D&D no longer dominates. Articles on *Runequest*, *Traveller* and *Call of Cthulhu* have begun to take up around half the page count. The book review page, "Critical Mass", and cartoons Thrud, Travellers (the first strips of which appeared here), and Gobbledigook – all long-running WD stalwarts – also feature in this issue.

◀ *The first edition of Warhammer, containing three books. Its classic cover, painted by John Blanche, can be found on the frontispiece of the latest, seventh edition of the game.*

Time Line

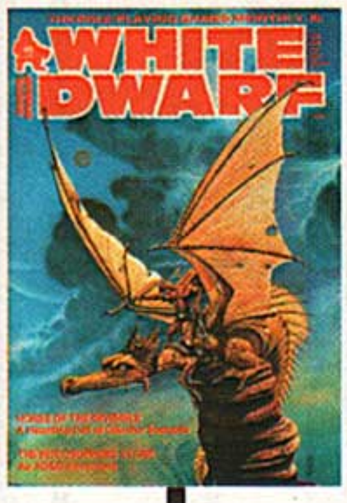
Issue 7: June 1977
John Blanche paints the first colour cover.



Issue 32: August 1982
White Dwarf changes to a monthly release.



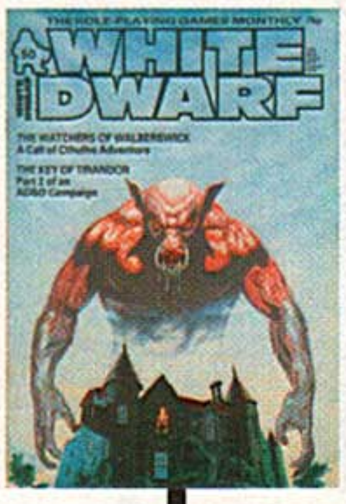
Issue 50: February 1984
Forces of Fantasy, the first Warhammer army list supplement, is released.





▲ *The first edition of the popular Talisman board game comes out.*

Issue 66: June 1985
Slottabases free miniatures design from the constraints of incorporating a metal stand.





▲ *Citadel produces a series of plastic models – the 60mm Fighting Fantasy range.*

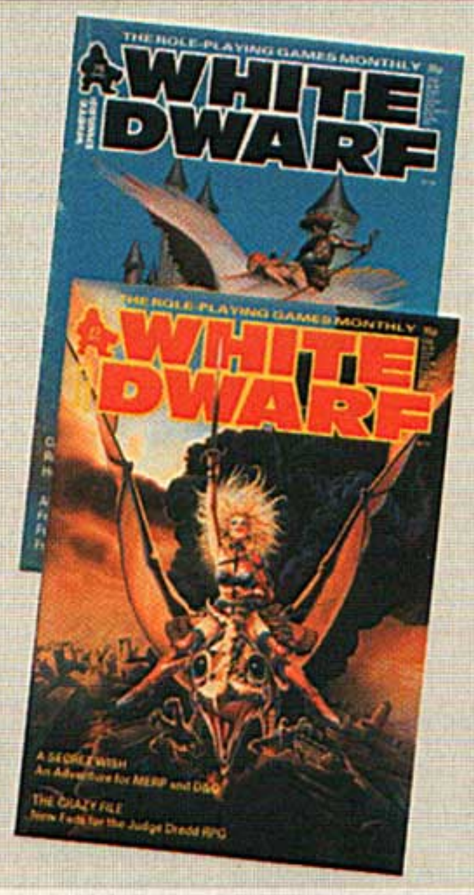
1977 1982 1983 1984 1985

Issue numbers 76-77: April-May 1986

Ian Livingstone steps down after eight years as editor. He and Steve Jackson had already relinquished the post of Managing Director to Citadel head, Bryan Ansell, the prior year to concentrate on their *Fighting Fantasy* game books.

Many Editors were to follow – Ian Marsh, Paul Cockburn, Mike Brunton, Sean Masterson, Phil Gallagher, Simon Forrest, Robin Dews, Jake Thornton, Paul Sawyer, and Andy Stewart among them. To date, no-one has beaten Ian Livingstone's run.

In May '86, White Dwarf moves from London to join the rest of Games Workshop, which has recently relocated to Nottingham. Editor Ian Marsh elects to remain in the capital, and Paul Cockburn takes over.

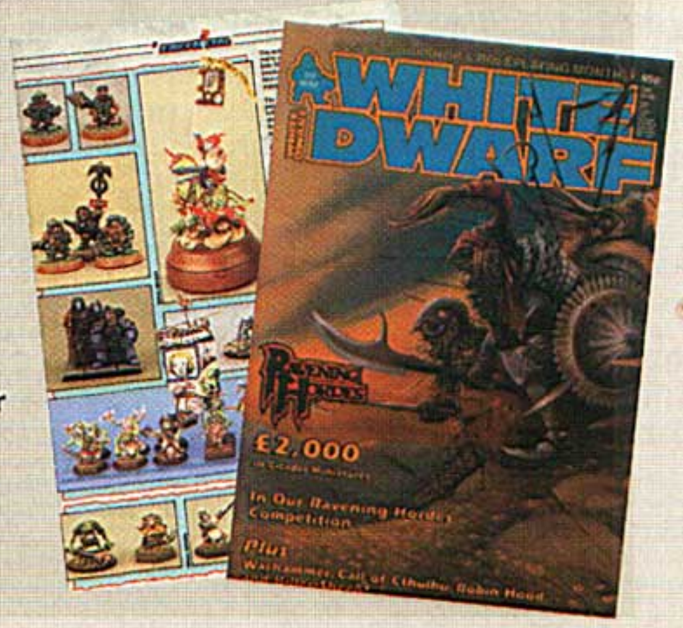


Issue number 89: May 1987

The last White Dwarf to be "saddle-stitched", which means bound by staples. Dwarfs that follow have a higher page count, and a square, glued binding known as "Perfect Bound." Don't say we never teach you anything.

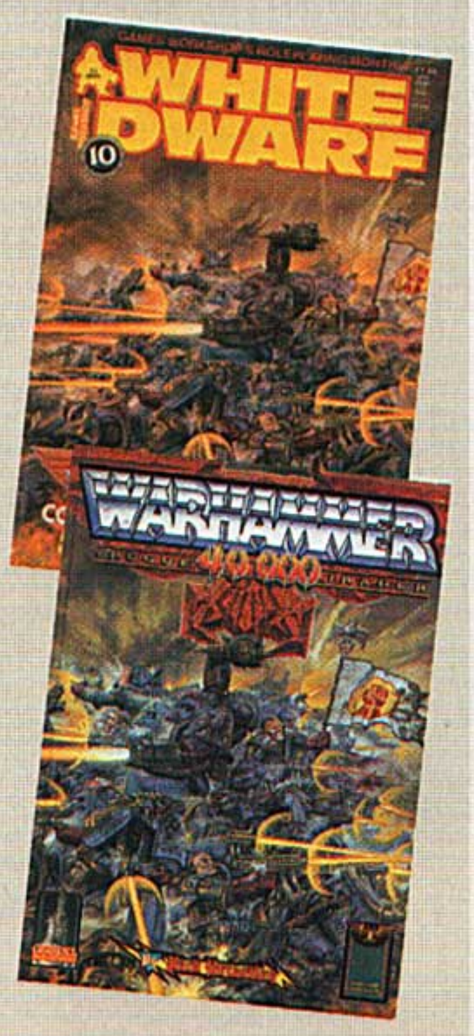
By issue 89, White Dwarf has begun to switch its focus to miniatures, though this process will take a few years to complete. WD's few precious full-colour pages are already reserved for fantastic shots of Citadel miniatures, and the 'Eavy Metal pages have become a firm favourite with readers, as they remain to this day.

The magazine features a massive competition for £2000 worth of Citadel models, a promotion for Ravening Hordes – the second set of army lists for Warhammer.



Issue number 93: September 1987

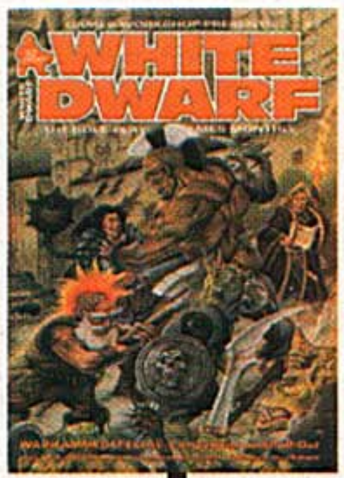
The first Warhammer 40,000 article, a general introduction to the system, is printed. As a measure of how far things have come, the artwork included features many pictures of Space Marines with slogans on their armour that would embarrass a gung-ho GI. Although Warhammer had proven immensely popular, Warhammer 40,000 catches the imagination of thousands of new hobbyists. GW undergoes a major growth spurt, and over the next few years the retail chain begins to expand at an exponential rate.





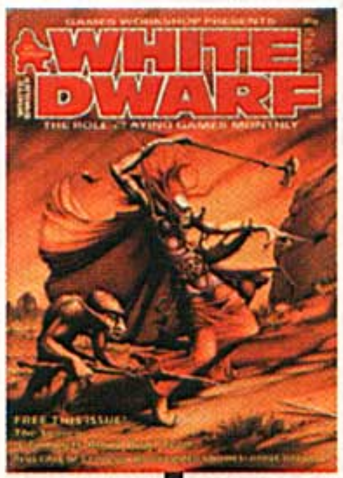
This issue also saw the release of the famed RTB01 Space Marines, which set the standard for multi-part models. Kits like this have since become a signature of Citadel Miniatures.

Issue 82: October 1986
The first edition of Warhammer Fantasy Roleplay is launched.





Issue 86: February 1987
Bloodbowl is released. This is entirely card, and features two teams.





▲ *A card Skaven team is given away free in the magazine.*

Issue 90: June 1987
WD is 10! Mike Brunton is at the helm.



Issue 92: August 1987
The first Golden Demon competition is held.



1986

1987

Issue number 100: April 1988

Issue 100 is introduced by editor Sean Masterson, who says that rather than having a big celebration, they'd thought hard about what made WD and GW great, and decided to do it even better. His conclusion, that it is the miniatures that make the gaming hobby what it is, has profound implications for the future. Non-GW material almost totally disappears from the magazine and a Games Workshop logo is added to the front cover.

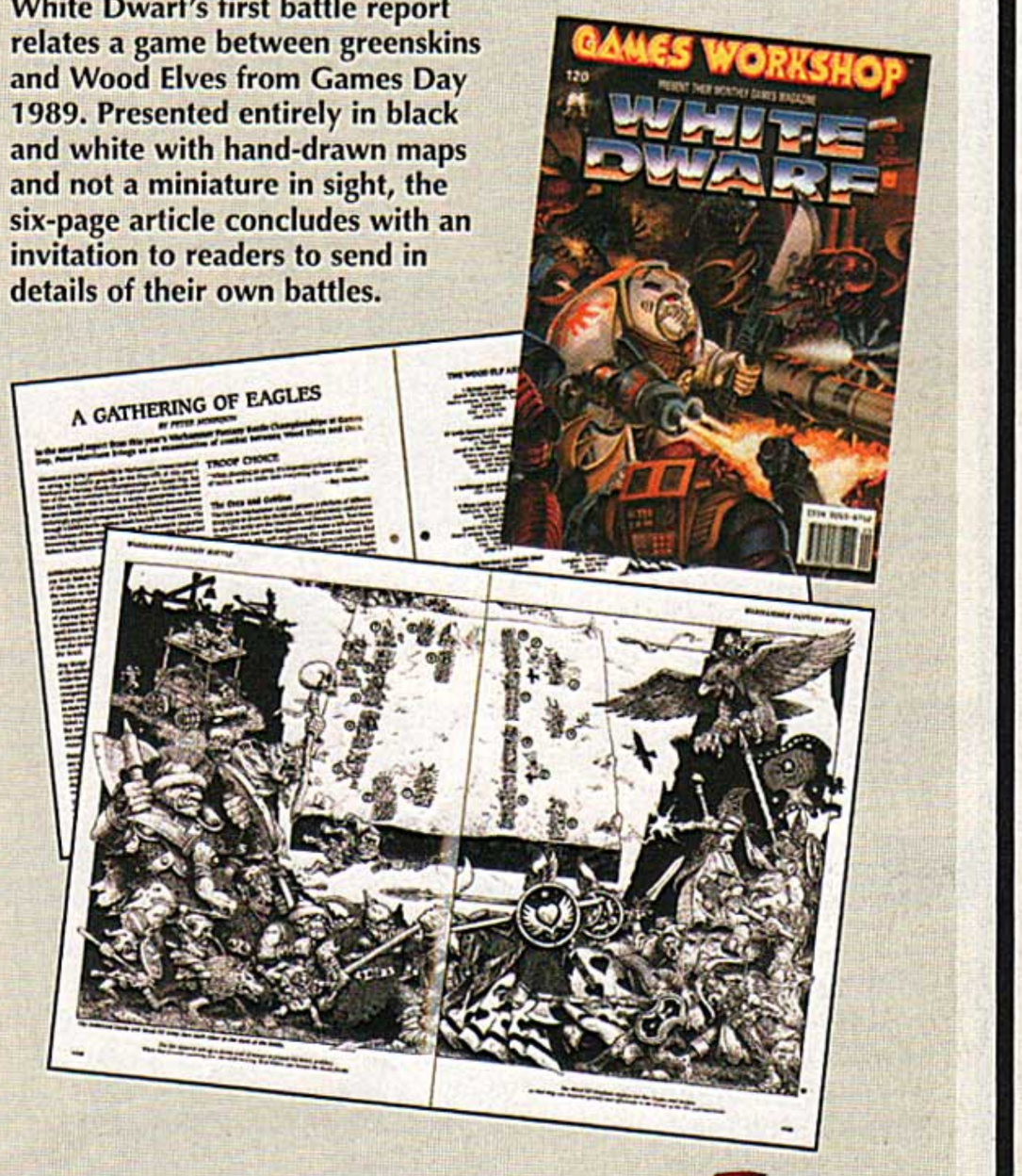
Colour pages abound, showcasing numerous models. You could consider this the birth of WD as it is now – an in-house publication full of GW hobby fun.



▸ *Before Wraithlords were called Wraithlords, they were Eldar Dreadnoughts. This kit changed little until it was replaced by the plastic Wraithlord last year. It is the model that has undergone the longest period of continual production (bar one or two Snotlings).*

Issue number 120: December 1989

White Dwarf's first battle report relates a game between greenskins and Wood Elves from Games Day 1989. Presented entirely in black and white with hand-drawn maps and not a miniature in sight, the six-page article concludes with an invitation to readers to send in details of their own battles.



Issue number 103: July 1988

Warhammer Armies is released. It will be several years before the Warhammer Army sourcebook format we are familiar with today becomes the norm. The majority of the articles are concerned with Warhammer and Warhammer 40,000. A number of these are chunks of forthcoming books.



▸ *Citadel's first ever plastic vehicle kit, in an early paint scheme. Land Raiders followed a month later.*



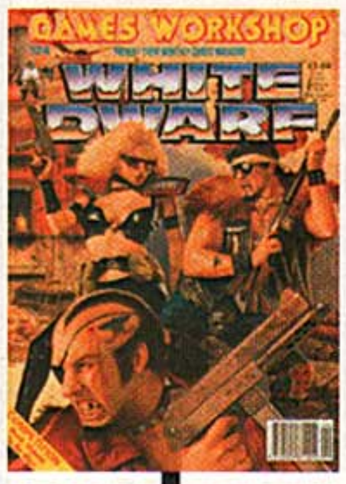
Issue113: May 1989
Space Hulk is out. The Colleges of Magic get their first mention. WD stops taking external advertising.



▲ *Containing 30 plastic models and a set of detailed card floorplans, Space Hulk quickly becomes popular.*



Issue 124: April 1990
Jes Goodwin's Eldar concepts inspire many hobbyists. An army list follows in WD 127.





▲ *Dark Future, the game of post-apocalyptic road combat, features heavily in issues during this period.*

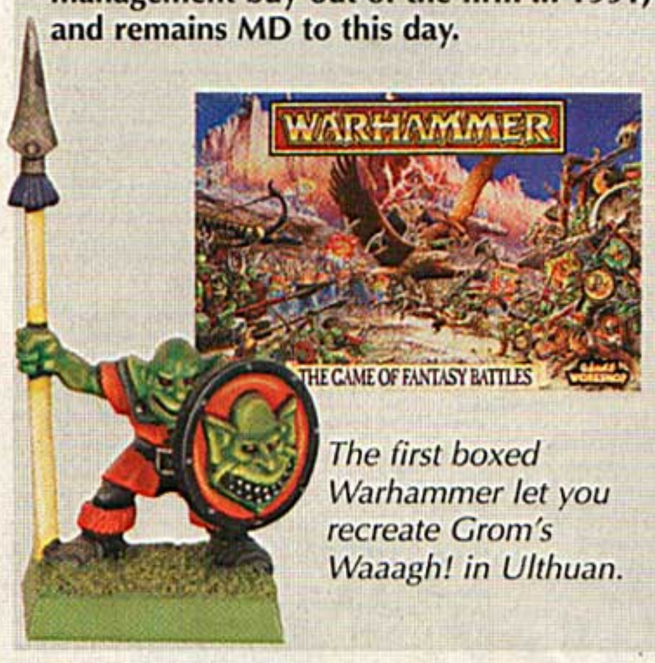
Issue 140: August 1991
Robin Dews becomes editor, staying until WD 189. He is the third longest-serving editor. Robin's tenure marks a big change in how White Dwarf is put together. He pulls the magazine's deadlines back, introduces a load of new computer technology to the process, and helps launch many editions of White Dwarf round the world.



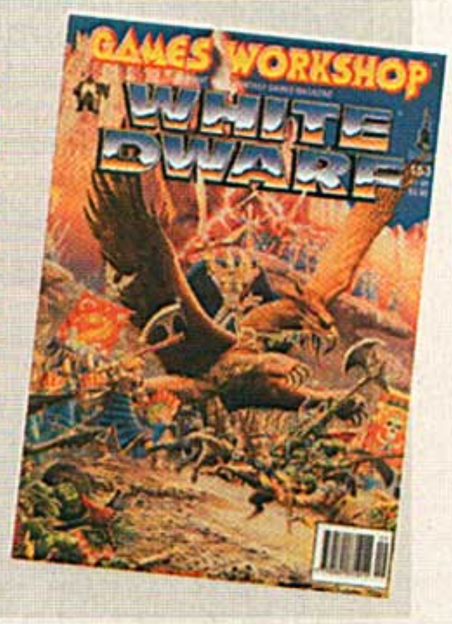
1988 1989 1990 1991

Issue number 153: September 1992

Warhammer fourth edition comes out. It is in a new format, partially pioneered by Adeptus Titanicus, with everything you need to play in one box, including two armies – High Elves and Goblins. This change is masterminded by Rick Priestley, John Stallard and the company's new Managing Director, Tom Kirby. Tom headed a management buy-out of the firm in 1991, and remains MD to this day.

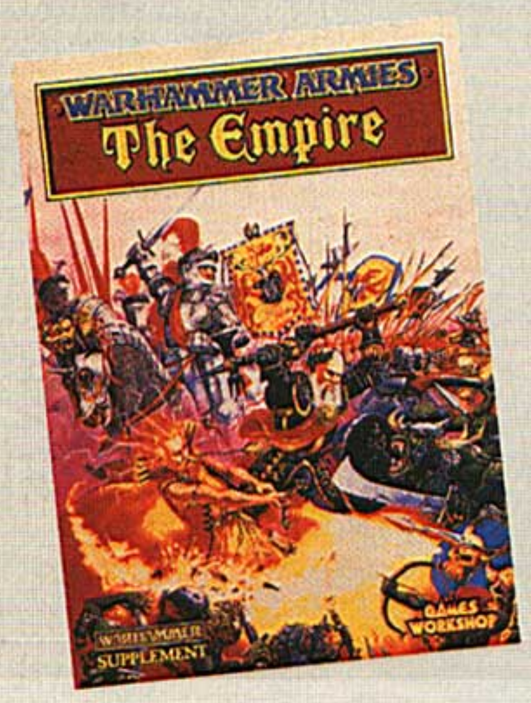


The first boxed Warhammer let you recreate Grom's Waaagh! in Ulthuan.



Issue number 158: February 1993

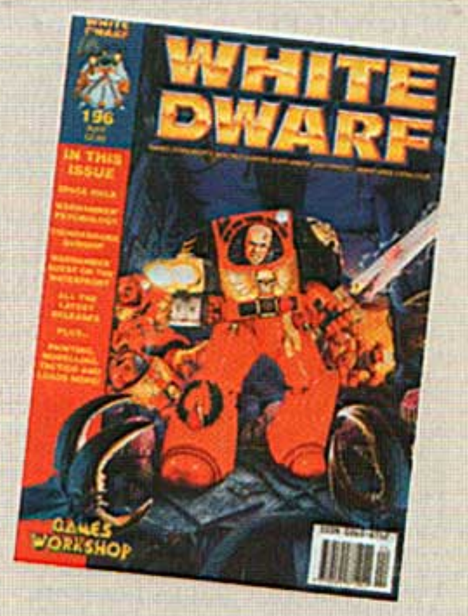
The Empire army book is the first of the format we know today. At the time, WD would trail the release of a new Army Book for several months before it launched, running sections of the book while Citadel released the associated miniatures bit by bit. At this point parts of the High Elves, Orcs & Goblins, and Space Wolves books are all running in the magazine simultaneously.





Issue number 196: April 1996

The entire Ultramarines Chapter had been assembled for Games Day the previous year. White Dwarf takes a look at the three Thunderhawk gunships – made of metal – created specifically for the display.



▼ *Each Thunderhawk weighed 5.6 kilograms!*



Issue number 200: August 1996

This milestone issue is the largest yet, comprising 144 pages and a four-page card section. The White Dwarf gets new Warhammer rules, and a new miniature. He gets a name – Grombrindal – and it is hinted that he was once King Snorri Whitebeard. This contrasts with his last incarnation, in which he was an artistic drunkard (WD 100). His very first rules were published in issue 50 (for D&D and *Runequest*), where they appeared alongside stats for Ian Livingstone himself!



Issue 166: October 1993
The first boxed version of Warhammer 40,000 is released. It featured heavily modified rules.

Issue 191: October 1995
White Dwarf becomes "Fat" Dwarf, the page count shooting up to 128 pages.

Issue 215: December 1997
Paul Sawyer becomes editor. He remains so for six years.

Issue 229: January 1999
The infamous Black Gobbo takes over for an issue.

▼ *The new Warhammer 40,000 included Goff Ork boyz and Space Marines.*







▲ *"Fat Dwarf" contains four pages of card components.*









US and French editions, December 1992



Spanish and German editions, December 1994



Italian edition, September 1997



Australian edition, July 1999

1992 1993 1995 1996 1997 1999

Issue number 262: October 2001



The Fellowship of The Ring game is the first incarnation of The Lord of the Rings strategy battle game. This marks something of a full circle for the hobby, as many older gamers were originally inspired to take up fantasy gaming by The Lord of the Rings books. Citadel produced a range of Middle-earth miniatures back in the late 1980s, but this is the first time that you can get a good variety of models, and pit them against one another in a games system specifically designed to capture the spirit of Middle-earth. There will be two more versions of the game, one for each film, over the next two years, before it is consolidated into one rule book and a box set. For several months, WD has two covers. To read the separate, upside-down The Lord of the Rings section, you need to flip White Dwarf over.

Another period of massive growth for GW begins, sparked by new hobbyists being brought in by The Lord of the Rings films.



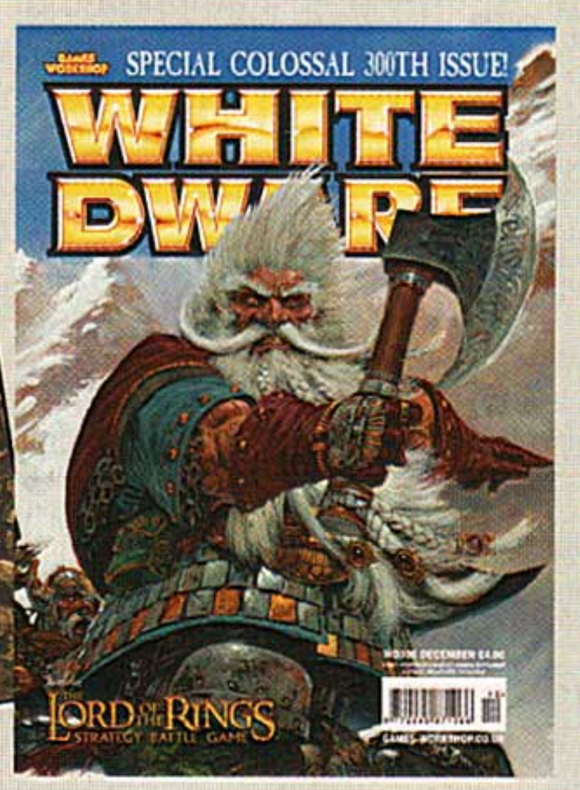
▼ *The Fellowship of The Ring included model Orcs, ruins and Men and Elves of the last alliance (pictured below).*

Issue number 300: December 2004



▲ *The White Dwarf as he appeared at his 300th issue in 2004. This was the third Citadel miniature to depict the warrior.*





Paul Sawyer steps down as editor of what had become the "UK White Dwarf". The previous few years had seen WD fragmented into multiple editions in several countries. Traditionally, White Dwarf had been based in the Design Studio, but this central team had become smaller and smaller as WD staff in a number of countries took over many of their duties. The result is that all the WD editions had different content, even different numbers. (NB For continuity's sake, we've used the UK covers and issue numbers here).

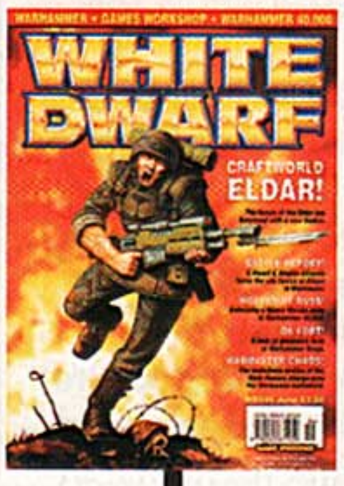
The UK WD team celebrate the 300th issue by revealing the White Dwarf's true identity. As intimated in issue 200, he was once King Snorri Whitebeard, greatest of all Dwarf kings. When he died he took an oath to defend Dwarf-kind for all time, and became immortal.

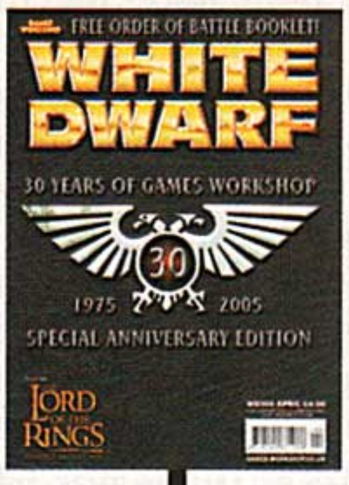
Issue 246: June 2000
GW celebrates 25 years of existence.

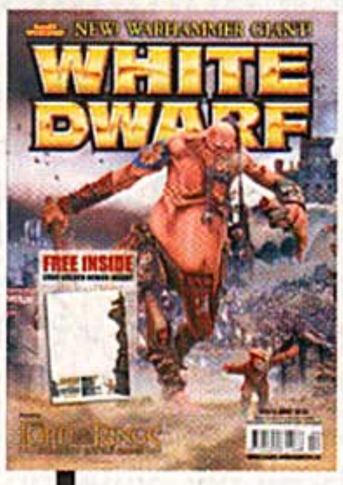
Issue 304: April 2005
Games Workshop is 30. Parties are duly held.

Issue 316: April 2006
White Dwarf begins to contain the same content worldwide again. A new team is assembled.

Issue 330: June 2007
White Dwarf is 30! Our timeline is done, but the story will continue...

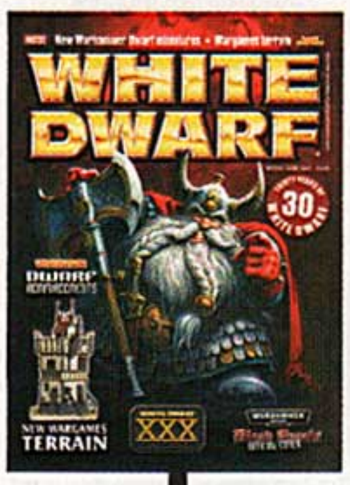








▲ *The plastic giant, GW's biggest monster kit, is released.*





▲ *Dwarf Lord released this issue.*



Canadian edition, September 2006



Northern European edition, May 2007

2000 *2001* *2004* *2005* *2006* *2007*



Legends of the

WHITE DWARF

The White Dwarf is a warrior king the likes of which the Old World has rarely seen. Adam Troke recounts the tale of one of this mysterious hero's most celebrated battles...

The events that caused Josef Bugman, Gotrek Gurnisson and the White Dwarf to cross paths has been committed to legend by the greatest Dwarf historians, and finds itself within the history books of several Dwarf Holds. This first fateful meeting took place at the Battle of Cragmere, near the sundered Dwarf hold of Karak Varn.

At the Battle of Cragmere a small Dwarf army of just a hundred or so Dwarfs, mostly inexperienced beardlings and weary old veterans, faced a numberless horde of Goblins, Orcs and foul Chaos Beastmen. It was a battle that the Dwarfs could never have won, and yet when hearts were at their lowest new hope was stirred, for a hero from legend arrived. Josef Bugman slipped stealthily through the enemy ranks to stand beside his kinsmen.

The arrival of Bugman rekindled a small flame of courage in the hearts of the Dwarfs who stood surrounded on all sides by mountains and monstrous foes. Even as the Goblin war drums beat out their steady rhythm, a new player entered the game. With steely eyes and hair as bright as flame, Gotrek Gurnisson, most renowned of all Dwarf Slayers, strode forth from the shadows, and vowed to die alongside his Dwarf brothers. Gotrek's axe glittered in the moonlight and his one good eye gleamed with malice.

All gathered knew of Gotrek's prowess and many whispered that while there could not be a victory for the Dwarfs – perhaps a heroic death was within their reach. Then even the most pessimistic Longbeard gained cause for celebration as moments later the last new participant was revealed. Casting off a dirty cloak, an ancient Dwarf with a beard as white as snow announced himself. It was Grombrindal, the White Dwarf himself, come not to die beside his fellows, but to fight and live!

The battle that followed was brief and bloody, and all three heroes steeped themselves in glory. The songs that tell of it say how Grombrindal slew five thousand Orcs, while Gotrek waded thigh-deep through black blood, the corpse of every last Beastman strewn around about him. They say how each Dwarf there fought like an ancestor god, and how not one was slain thanks to the restorative powers of Bugman's brew.

The truth of such events, of course, is unknowable, for such things are ripe targets for embellishments and the like. However, one grain of truth seems to remain. All who claim to have been at that fateful battle bear witness to two facts: that after there was feasting the like of which none had ever seen, and that Grombrindal, Bugman and Gotrek swore an oath of kinship that could never be broken. This oath they took upon the legendary Ancestor Shield of Karaz-a-Karak. Each of the three swore that should Dwarfkind ever need their aid, that they would come – breaking whatever bonds of death held them – to do battle for their kin. They would fight as one, and just as on that day at Cragmere they would triumph over evil!

Gaming for the unhinged

The rules presented here for the White Dwarf limited edition model are strictly just for fun. They represent what the alliance between these three most famous of Dwarfs could be like, were they ever roused to anger together. As you may imagine, they would be almost unstoppable, and that makes them slightly unbalanced...

Feel free to use the model in battles against your opponent, but you really ought to tell them you're going to play with the new White Dwarf before you start the game. That way your fellow gamer can bring his most powerful and deadly models for these three mighty Dwarfs to pit their skills against – Greater Daemons, Dragons and special characters are all fair game (in fact, anything less won't have much chance at all). That way you can both have a good laugh.

The White Dwarf as he is presented here is not intended for "normal use", so check with your opponent that he's got enough of a "beard" to take on the legendary Grombrindal. On a last note, these rules are certainly not suitable for use in tournaments, events, or pick-up games!

GROMBRINDAL, THE WHITE DWARF — Points: 1,000

The White Dwarf	M	WS	BS	S	T	W	I	A	LD
	3	7	4	4	5	4	4	4	10

The White Dwarf model consists of Grombrindal (the White Dwarf himself), carried by Gotrek and Bugman. In these rules "The White Dwarf" refers to the entire playing piece. It is one Lord choice, and has a unit strength of 3.

SPECIAL RULES
Ancestral Grudge.

Bugman and Gotrek
Grombrindal does battle where the fighting is most dire, and only the hardiest heroes could hope to bear him into battle and live. Josef Bugman, most renowned of Dwarf Brewers and Gotrek Gurnisson, the deadliest Dwarf Slayer of this age, are two such individuals.

Gotrek and Bugman each add their own attacks to those of the profile above. All the attacks made by the White Dwarf piece, whatever their source, are magical.

Bugman's attacks are resolved as 4 Strength 5 Attacks, with an Initiative of 4. Gotrek adds 4 Attacks at Initiative 5 that automatically wound any target, and allow no Armour saves. Wounds inflicted by Gotrek cause D3 Wounds. In the case of Daemons or Dragons, this increases to D6.

Grombrindal has no fear!
Grombrindal has faced such horrors that nothing daunts him, and Dwarfs draw courage from his example.

The White Dwarf is Unbreakable and Immune to Psychology. Unlike other Unbreakable characters the White Dwarf may join units without that special rule, and makes that unit Unbreakable while he remains with it.

Strong drinking and strong oaths...
The alliance between Grombrindal, Josef Bugman and Gotrek Gurnisson was first forged over a jug of Bugman's XXXXXX. Such is the case whenever such individuals meet (and drink!) that their strong personalities will sometimes cause a difference of opinion.

The controlling player must roll a D6 at the start of each of his Movement phases and consult the table below. If the unit is engaged in close combat they are too busy to argue, and there is no need to roll.

1-2 Beer! Josef Bugman decides that now is a jolly good time to avail himself of a tankard of beer. The White Dwarf may not move at all that turn, however any wounds suffered up to that point are restored.

3-4 Wisdom of Ages. Grombrindal's wisdom prevails. They act normally this turn.

5-6 By Grimnir's Beard! Overcome with rage that a heroic death has thus far evaded him, Gotrek hurls himself and the group at the enemy. This turn, the White Dwarf must move 12" towards the enemy unit with the greatest points value. If this move results in the White Dwarf making contact with an enemy unit, it counts as a charge.

MAGIC ITEMS
Rune Helm of Zhufbar
Grombrindal's helmet is imbued with powerful magic that fills Dwarf hearts with courage.



In the Rally Fleeing Troops part of the White Dwarf's turn, any fleeing Dwarf unit within 12" will automatically rally – even if it has been reduced to below 25% of its starting strength.

Armour of Glimril Scales
After the battle of Thraag, in which the White Dwarf slew 10,000 Warriors of Chaos, a single scale of armour was found clenched in the teeth of a Lord of Chaos. The Runesmiths were mystified and called it Glimril, believing that the Ancestor Gods themselves had forged it.

Grombrindal's Glimril armour gives the White Dwarf model a 1+ Armour Save and a 4+ Ward Save.

Rune Cloak of Valaya
The runes embroidered on the great cloak worn by the White Dwarf display without a doubt that it was woven by the Goddess Valaya. Sagas relate how Valaya fell in love with Grombrindal on account of his magnificent white beard and gave him the cloak as a token of her esteem.

The White Dwarf model has Magic Resistance (3).

The Rune Axe of Grombrindal
This axe has slain countless foes, and though the blade is pitted and scarred it remains as deadly as the day it was forged. None but the White Dwarf can answer the question of its origins, but it is said that its power rivals even the axe of Grimnir wielded by Thorgrim Grudgebearer.

Grombrindal's (but not Bugman or Gotrek's) hits are resolved at Strength 6. In addition, Grombrindal (but not Bugman or Gotrek) must re-roll all failed rolls to hit or to wound, and opponents wounded by him must re-roll any successful Armour saves.

The Ancestor Shield
The air around the shield throbs with power, as arrows, bolts and cannon shot are halted by its awesome influence.

The Strength of any ranged attacks targeted at the White Dwarf, including Magic Missiles, cannonballs, arrows and anything else which might be considered "ranged" and an attack, is halved.

Such is the magic of the Ancestor Shield, that nothing (not spells, magic items or anything else) can take away its powers. It also protects the Magic items that are carried by the White Dwarf – they will always work and that's that!

SONS OF SANGUINIUS



Chapter Approved

This official Codex for the Blood Angels, written by Jervis Johnson, will be presented in two parts, and completely replaces the published Codex: Blood Angels. You will need only these two issues of White Dwarf and the Warhammer 40,000 rulebook to field a Blood Angels army.

As one of the most celebrated First Founding chapters, the Blood Angels have fought the enemies of Mankind for ten long millennia. Their Primarch is revered across the Imperium, and legends of the Chapter's deeds have reached every corner of the galaxy. However, tales abound too of their bloodthirsty exploits and the dark flaw that mars them. Few know the whole truth, nor realise the inner pain and anguish that drives the Blood Angels into battle with a righteous fury that few others can match.

Each chapter of Space Marines owes much to the characteristics and powers of their Primarch. Just as the Space Wolves reflect the ferocity and impetuousness of Leman Russ, so do the Blood Angels share some of the blighted, tragic destiny of their Primarch, the noble Sanguinius.

Sanguinius distinguished himself during the siege of Terra, when he organised the final defence of the Emperor's palace and held the Ultimate Gate alone when all others had fled. When the Emperor teleported aboard Horus' battle-barge for his final confrontation with the rebel Warmaster, Sanguinius was there.

Battle raged through the daemon-infested spacecraft, and Sanguinius became separated from the Emperor. While he was alone he chanced upon Horus and immediately attacked the Warmaster. But Sanguinius was no match for Horus at the height of his daemon-gifted power, and was slain with contemptuous ease.

The psychic echo of this terrible death can still sometimes be heard by those of his gene-seed, causing a madness and a fury to come upon them, and tainting their souls with a dark vision of their own doom.

WARHAMMER 40,000™

Blood Angels
OFFICIAL CODEX

The Blood Angels is a proud chapter that can trace its heritage back to the First Founding. In this issue, we present the first part of the official Codex, detailing the unique units, heroes and abilities of these noble, doomed warriors.

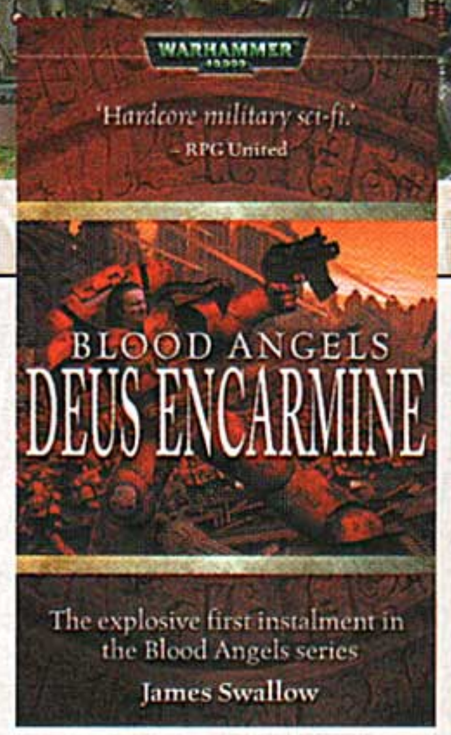


The Flaw

Although it is known to but a few, the Blood Angels are a dying chapter, for they suffer from a dreadful flaw. This chapter, once the most golden and blessed of all, now shuns the company of its fellows. Some Blood Angels, it is said, are driven by a death-seeking madness, brought on by visions of the death of their Primarch. Others are afflicted by the terrible Red Thirst, a craving for blood that may be the first signs of descent into Chaos. It is known that the Blood Angels spend much of their time seeking the cure for their condition, although many have resigned themselves to a slow and terrible decline.

Scholars claim that the flaw lies in the process that is used to create each new generation of Blood Angels, for the Blood Angels use a process known as Insanguination to activate their gene-seed. The process was originally triggered by injecting Aspirants with tiny samples of Sanguinius' own blood. This practise ended with the death of the Primarch, yet some of his blood was preserved in the Red Grail. The living blood could not be kept for long, and so it was injected into the veins of the Sanguinary Priests, who became living hosts to the power of Sanguinius. To this day, drinking the collected blood of the assembled Sanguinary Priests from the Red Grail is part of the ritual of creation for new members of this important order.

It is from these Priests that the blood is taken to begin the transformation of Aspirants into Space Marines. It is possible that over countless generations since the time of the Heresy these cells have mutated, slowly at first but more quickly in recent years, and the errors in replication have resulted in the flaw.



Don't forget that the Black Library publishes several Blood Angels-related titles, such as *Deus Encarmine*, *Deus Sanguinius* and the collected *Bloodquest* graphic novels. Check these out at:

www.theblacklibrary.com



"The Inquisition and the Administratum say we are weak because some of us have given in to the Black Rage – they are fools! The Black Rage makes us strong, because we must resist its temptations every day of our lives or be forever damned!"

Chaplain Argastes

The Black Rage

The Blood Angels are unique in that deeply engraved within their gene-seed is the memory of the final battle between Sanguinius and Horus. Sometimes an event or circumstance will trigger this race memory. This happens only rarely, often on the eve of battle, but it is likely to be a fatal experience for the battle-brother whose mind is wrenched into the distant past. What has become known as the Black Rage overcomes him, the memories and consciousness of Sanguinius intrude upon his mind, and dire events 10,000 years old flood into the present.

To others a Space Marine overcome by the Black Rage appears half mad with fury, he is unable to distinguish past from present and does not recognise his comrades. As well as Sanguinius' memories, the Space Marine is touched with a small portion of his unearthly power, boosting his strength and vitality to superhuman levels.

"The Red Thirst is the Blood Angels' darkest secret and greatest curse, but it is also their greatest salvation."

Blood Angels afflicted by the Black Rage are formed into special units called the Death Company. Suffused with the dying memories of their chapter's Primarch, these cursed warriors seek only death in battle fighting against the enemies of the Emperor. It is better this way, for those that survive almost always fall victim to the Red Thirst, turning into creatures no better than wild beasts craving flesh and blood. Better by far to die cleanly and quickly in battle than suffer such a fate.

The Red Thirst

The Red Thirst is the Blood Angels' darkest secret and greatest curse, but it is also their greatest salvation, for it brings with it a humility and understanding of their own failings which makes the Blood Angels the most truly noble of the Legiones Astartes. It is said that Sanguinius was cursed with the gift of prophesy, and knew he was to die at Horus' hand, but went anyway in the name of duty and honour. Many Blood Angels battle constantly against visions of death, and feel the anguish of their Primarch in his death throes. Some of these brethren voluntarily join the Death Company before the Black Rage takes them, because they know what lies in store for them should they live much longer.

The fate of those overtaken completely by the Red Thirst is a secret kept dutifully within the Chapter. There are tales of a secret chamber atop the Tower of Amareo on Baal, and of the howling cries that demand the blood of the living, but none are willing to say for certain what lies hidden in this haunted, desolate place.

The Chapter today

Physically the Blood Angels are amongst the longest lived of all Space Marines. One of the peculiarities of the Flaw is that it vastly increases the lifespan of those that survive, so it is not uncommon for Blood Angels to live for a thousand years. Indeed, the current Commander of the Chapter, Dante, was born nearly 1100 years ago. These vastly extended lifespans allow the Blood Angels to perfect their techniques in art as well as in war. They have centuries in which to perfect the disciplines to which they turn their minds, accounting for the fact that the Blood Angels' armour and banners are amongst the most ornate ever produced by Space Marine artificers.

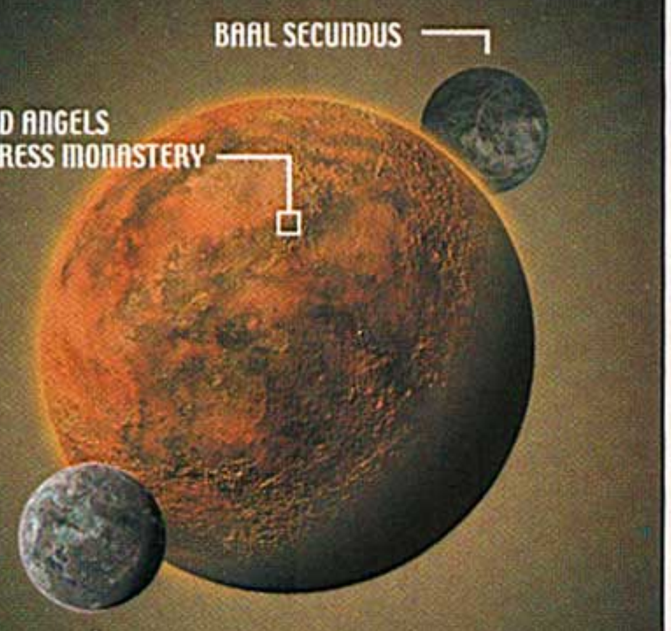
The outlook of Sanguinius has done much to shape his chapter. There is a mystical vein to many of the Blood Angels' doctrines, and also a strong belief that things can be changed for the better, for Sanguinius was a visionary who desired a new and better life for all Mankind. This belief can be seen in all things the Blood Angels do. They strive for perfection, and their martial disciplines are practised unceasingly. However, as the Flaw has become more evident this belief has turned into an altogether darker thing; they also see evidence of Mankind's capacity for folly and destruction, and the chapter's doctrines are permeated with a sense of mortality and the fallen greatness of Man.

++ BAAL ++

The homeworld of the Blood Angels is the devastated planet Baal. Millennia ago, before the founding of the Imperium, Baal and its moons – Baal Prime and Baal Secundus – were all but destroyed in a terrible war. Ancient weapons both viral and nuclear were unleashed, turning the idyllic worlds into a toxic wasteland. The survivors became scavengers, picking the bones of the once-great civilisation that had flourished on the planet's moons, shifting from place to place, warring to preserve the spoils they gathered.

It was on the devastated moon of Baal Secundus that Sanguinius grew to maturity. In his youth, Sanguinius was able to unite the warring tribes and lead them into a new age. Ever since the Blood Angels were first founded, their warriors have been drawn from the tribesmen of Baal's moons.

++ End Description ++



BAAL [δ-CLASS PLANET]
Orb. Dist. 3.4 AU
1.27G/Temp 12°C
Adeptus Astartes Homeworld
Tithe Grade: Adeptus Non
Aestimare: DO
Population: 122,000

FORCES OF THE BLOOD ANGELS

In this section, you will find details of the unique elements used by the Blood Angels – their weapons, units, and famous special characters. Each entry describes the unit and gives the rules to use them in your games.

Next issue, you'll get the complete army list, which will include all the units you can field.

Unique equipment

You will find that some items of equipment are unique to particular characters or units, while others are used by more than one unit. When an item is unique, it is detailed in the entry for its owner, and where an item is not unique, it is detailed in the wargear section. A good example is the Perdition pistol, which is a potent weapon carried only by Commander Dante. As such, its rules are detailed in Dante's entry.

Over-charged Engines

The Baal Predator and Blood Angels Rhinos are fitted with specially modified engines. These over-charged engines allow the vehicle to attempt to go faster, but at the risk of stalling the engines. You may declare that an eligible vehicle is going to use its over-charged engines in any Movement phase just before you move it.

Roll a D6: on the roll of 1 the engine stalls and the vehicle may not move at all this turn; on the roll of 2-3 the boosters fail to kick in and the vehicle moves normally; and on the roll of 4-6 the boosters work and the vehicle can move as if it were a fast vehicle this turn, but the maximum distance it can move is limited to 18".

Blood Angels Special Rules

The models in the Blood Angels army use a number of special rules that are common to more than one unit, detailed here.

And They Shall Know No Fear

Space Marines automatically pass tests to regroup, and can take such tests even if the squad has been reduced to less than 50% by casualties, though all other criteria apply. If Space Marines are caught by a sweeping advance, they are not destroyed and will instead continue to fight normally. If this happens then the unit is subject to the No Retreat! rule in this round of close combat and may therefore lose additional casualties if outnumbered. Usually troops that regroup may not move normally and always count as moving whether they do or not, but these restrictions do not apply to models with this special rule.

Remember that units which include Servitors are still subject to this rule as long as the squad contains at least one Space Marine. Space Marines are still subject to Last Man Standing tests. However, they will always pass the test to regroup after each Fall Back move.

Combat Squads

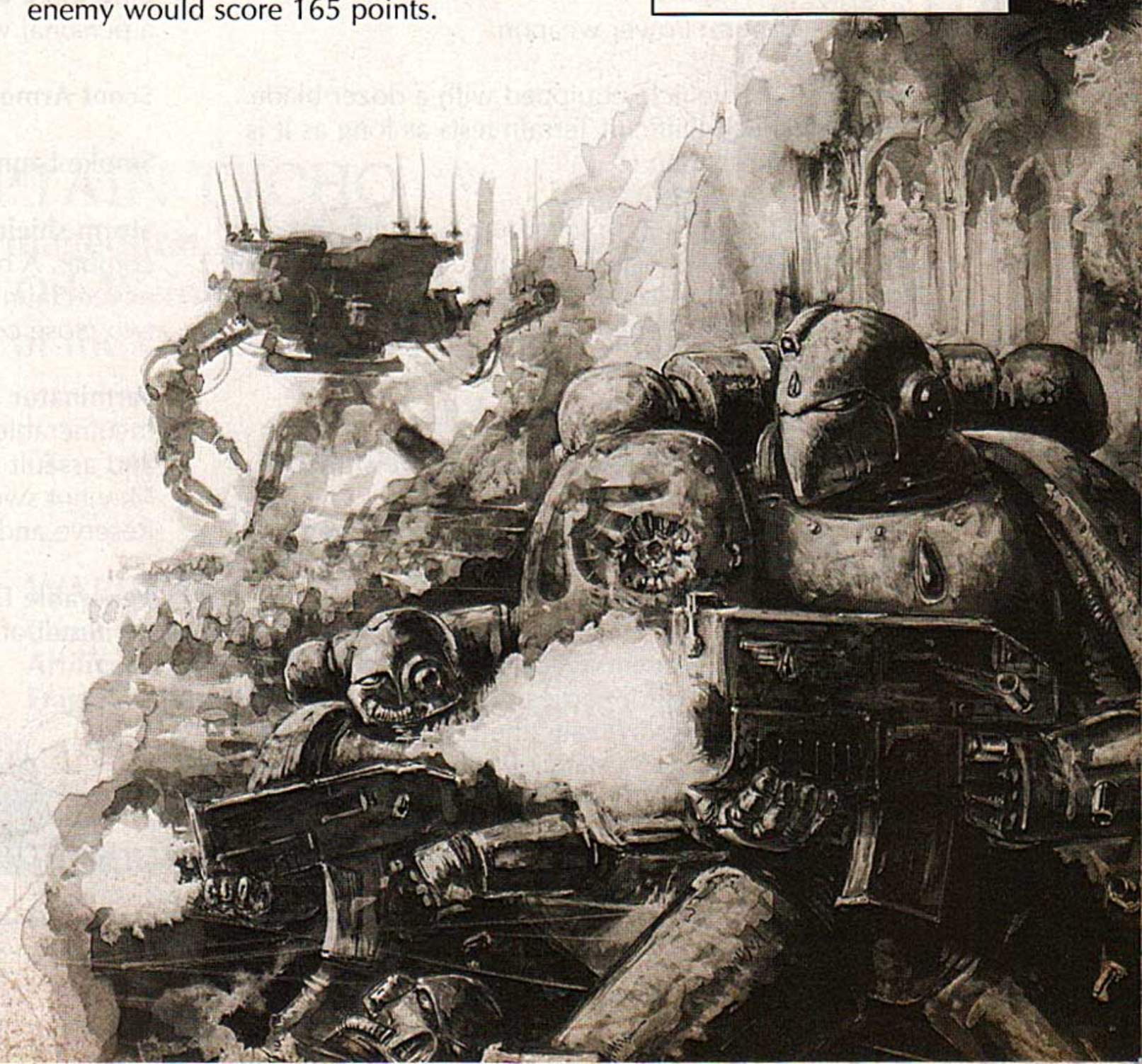
A number of ten-man units in a Blood Angels army have the option of breaking down into two five-man units, called Combat squads. This option is clearly specified in the unit's entry. For example, a ten-man Veteran Assault squad can either fight as a ten-man unit or break down into two five-man Combat squads.

The units that can be split into Combat squads are:

- Veteran Assault squads
- Scout squads
- Tactical squads
- Assault squads
- Devastator squads

The decision to split the unit into Combat squads, as well as which models go into each Combat squad, must be made when the unit is deployed. Both Combat squads are deployed at the same time, but may be deployed in separate locations. If you decide to break the unit down then each Combat squad is treated as a separate unit for all game purposes from that point, and counts as a scoring unit if it still has half or more of its starting models, etc. Units held in reserve cannot be split into combat squads.

For victory points purposes, each Combat squad is worth a number of victory points equal to half of the points value of the unit. For example, a ten man Tactical squad upgraded to include a lascannon and a meltagun is worth a total of 220 points. If the squad was to be broken down into Combat squads, each would be worth 110 victory points (regardless of which models were assigned to each Combat squad). If at the end of the game one Combat squad had been wiped out and the other was reduced to two models, the enemy would score 165 points.



Blood Angels Wargear and Upgrades

This section includes a summary of the rules for certain items of wargear or special abilities that can be used by members of the Blood Angels Chapter.

Artificer Armour: Provides 2+ Armour Save.

Assault Vehicle: Disembarking models may assault.

Blessing of the Omnissiah: The model may repair Immobilised or Weapon Destroyed results instead of moving. Techmarine must be in contact with vehicle. Roll a D6: a 6 is required to make the repair. Add +1 to the roll for each servitor equipped with a servo-arm in the Techmarine's unit. You may re-roll the dice if the Techmarine is equipped with a servo-harness.

Chainfist: A chainfist is treated exactly as a power fist, but rolls 2D6 for its Armour Penetration value.

Chainsword: Close combat weapon.

Combat Blade: Close combat weapon.

Combat Shield: The combat shield does not count towards the maximum number of weapons carried and confers a 5+ Invulnerable Save in close combat.

Combi-weapons: A bolter combined with either a plasma gun, flamer or meltagun. Choose which of the weapons to use in the Shooting phase. The bolter may be fired any number of times, but the other weapon may only be fired once per battle.

Company Standard: Friendly Blood Angels units within 12" of the Standard Bearer may re-roll failed Morale and Pinning tests.

Crozius Arcanum: Power weapon.

Dozer Blade: A vehicle equipped with a dozer blade may re-roll failed Difficult Terrain tests as long as it is not moving more than 6".

Exsanguinator: Once per player turn a friendly model within 6" of a model with an Exsanguinator may ignore a failed save as long as the bearer is not Falling Back, in close combat or Pinned. It may not be used against Instant Death or a close combat attack that ignores armour saves.

Extra Armour: Count Crew Stunned as Crew Shaken.

Frag Assault Launchers: Models using a transport vehicle with this upgrade count as having frag grenades in the turn they disembark.

Inertial Guidance System: Fitted to Drop Pods. The Drop Pod and the unit it carries may always be placed in reserve and enter play using the Deep Strike rules. May reduce the scatter distance by the minimum required to avoid landing in impassable terrain or on top of another model.

Iron Halo: Provides 4+ invulnerable save.

Master-crafted Weapon: May re-roll one failed roll to hit per player turn when using the weapon.

Power Armour: Provides 3+ armour save.

Power of the Machine Spirit: May still move straight ahead if Stunned. Vehicles moving 6" or less may shoot one extra weapon at a Ballistic Skill of 2, even if Stunned or Shaken.

Psychic Hood: Declare use after opponent uses a psychic power. Both players roll a D6 and add their model's Leadership to score. If the Librarian scores higher then the power may not be used.

Repair: Roll D6 in Shooting phase if immobilised instead of shooting; on a 6 no longer immobilised.

Rites of Battle: All other Blood Angels models in the same army may use this model's Leadership for Morale, Pinning and Leadership tests, but not Psychic tests.

Rosarius: Provides 4+ invulnerable save.

Searchlight: If this unit spots and fires on a target in a night fight, then any other unit can ignore the night fight rules when shooting at the same target unit.

Servo-arm: May make one additional close combat attack with an Initiative of 1 and Strength of 8, with no armour save allowed.

Servo-harness: Counts as a twin-linked plasma pistol, flamer, and two servo-arms in close combat. Wearer may shoot both weapons if desired, or one weapon and a personal weapon. Wearer may re-roll repair rolls.

Scout Armour: Provides 4+ Armour Save.

Smoke Launchers: See Warhammer 40,000 rulebook.

Storm shield: Provides a 4+ invulnerable save in close combat. A model equipped with a storm shield may never claim the +1 Attack bonus for being armed with two close combat weapons. Requires one hand to use.

Terminator Armour: Provides 2+ armour save and 5+ invulnerable save. May move and fire heavy weapons, and assault after shooting rapid fire or heavy weapons. May not sweeping advance. May always be kept in Reserve and deployed using the Deep Strike rules.

Venerable Dreadnought: May force opponent to re-roll the result of glancing or penetrating hits.



COMMANDER DANTE

Commander Dante is one of the most experienced and able Space Marine Chapter Masters, and has ruled over the Blood Angels for over a thousand years.

	WS	BS	S	T	W	I	A	Ld	Sv
Lord Dante	6	5	4	4	3	5	4	10	2+

SPECIAL RULES

Fearless, Independent Character, Rites of Battle.

Inspiring: Dante is renowned for personally leading formations of Blood Angels Assault Marines in unstoppable assaults. His presence inspires these troops to acts of valour that are extraordinary even for Space Marines. To represent this, if Dante is included in a Blood Angels army then any friendly unit of Blood Angels within 12" of him counts its opponents as a preferred enemy.

WARGEAR

Artificer Armour, Iron Halo, Jump Pack, Frag and Krak grenades.

Axe Mortalis: Dante is armed with The Axe Mortalis. This ancient weapon was crafted by revered Chapter Armourer Metriculus in the days following the Horus Heresy. It counts as a master-crafted power weapon.

Death Mask Of Sanguinius: Dante's Artificer Armour incorporates an incredibly lifelike golden mask, which is said to have been modelled upon the features of Sanguinius. In battle it almost appears to come to life, and a halo of golden energy plays about Dante's head, striking terror into the hearts of his enemies. For as long as an enemy model is within 6" of Dante, its WS and BS are each reduced by 1.

Perdition Pistol: The Perdition Pistol is a beautifully crafted and incredibly ancient weapon that dates back to the Dark Age of Technology. It uses similar principles to the meltagun to literally melt whatever it is fired at. It may be fired as if it were a meltagun. The Perdition pistol counts as a normal pistol in close combat.

Blood Angels Chapter Banner: If Lord Dante is included in the army, then any one Standard Bearer may carry the Blood Angels Chapter Banner in place of his normal standard, inspiring fierce devotion in any battle-brothers who look upon it. Blood Angels units within 12" of the Chapter Banner may re-roll failed Morale and Pinning tests. In addition, all models in the Standard Bearer's unit add +1 to their Attacks.



"For eleven hundred years I have fought and I have seen the darkness in our galaxy. I have seen the vileness of the alien, and the heresy of the mutant. I have witnessed the sin of Possession. I have seen all the evil that the galaxy harbours and I have slain all whose presence defiles the Emperor. I have seen what you will see, I have fought what you must fight and I have slain what you must slay..."

Commander Dante's address at the start of the Alchonis campaign

BROTHER-CAPTAIN TYCHO

During the second Battle For Armageddon, Tycho was the victim of a psychic attack by an Ork Weirdboy, which left him hideously disfigured. His hatred of the Orks knows no bounds.

	WS	BS	S	T	W	I	A	Ld	Sv
Brother-Captain Tycho	5	5	4	4	3	5	3	10	2+

SPECIAL RULES

Independent Character, Rites Of Battle, Preferred Enemy: Orks.

WARGEAR

Combi-weapon (bolter/meltagun), Artificer Armour, Bolt Pistol, Iron Halo, Frag and Krak grenades.



"Since his grievous wounding at the battle for Armageddon, Tycho has become increasingly violent of temperament and attitude... It is my strongest recommendation to assign Brother-Captain Tycho to active battle duty permanently."

Chaplain Vermento

THOUGHT FOR THE DAY

SUCCESS IS MEASURED IN BLOOD; YOURS OR YOUR ENEMY'S

CHIEF LIBRARIAN MEPHISTON



Brother Calistarius is the only warrior ever to overcome the Red Thirst. After an agonising ordeal, he was reborn as Mephiston, Lord of Death.

	WS	BS	S	T	W	I	A	Ld	Sv
Mephiston	6	5	5	5	3	6	4	10	2+

"...But he did not succumb to the Red Thirst, for a vision of beloved Sanguinius came to him and told him that he must resist, not just for himself but for us all, for then he would show us that the Red Thirst could be conquered."

From the Book of Mephiston, verse 23

SPECIAL RULES

Fearless, Independent Character, Feel No Pain.

Lord of Death: When Mephiston overcame the Red Thirst he released his full psychic potential. Because of this, Mephiston has all three Blood Angels Psychic Powers (see below), and can use each one of them and his Force Weapon once each player turn, rather than being limited as are other Librarians. He may not use the same power more than once per turn.

WARGEAR

Artificer Armour, Force Weapon, Plasma Pistol, Psychic Hood, Frag and Krak grenades.



Blood Angels Psychic Powers

Blood Angels Librarians can have one or more of the following psychic powers. A Librarian may only use one psychic power per turn, and must pass a Psychic test in the appropriate phase to do so. Remember that Mephiston may use any number of psychic powers each turn, as described above.

Might of Heroes

The deadly powers of the Immaterium flow into the Librarian, heightening his speed and strength to unimaginable levels to better smite the foes of the Emperor.

The power is used at the start of either player's Assault phase and, if successful, the Librarian (or any one other model in the same unit as the Librarian) gains +D3 attacks in that Assault phase.

Transfixing Gaze

The Librarian's eyes become blazing pits of despair, able to pierce the souls of those who meet his gaze.

This power is used in the Assault phase. If successful, then any enemy model in base contact with the Librarian must take a Leadership test. If the test is failed, the model may not attack in the Assault phase, and will be hit automatically by any close combat attacks that are directed against them. Enemy models without a Leadership value cannot be affected by this power.

Wings of Sanguinius

Two mighty wings of psychic energy spring from the Librarian's back, allowing him to fly effortlessly over the battlefield.

This power is used in the Movement phase and lasts for the rest of the turn. It allows the Librarian to move as if he had a Jump Pack. A Librarian wearing Terminator armour can use the Wings of Sanguinius. A Librarian riding a bike that uses the Wings of Sanguinius counts as riding a jet bike.



Like their battle-brothers, Blood Angels Librarians excel at close-quarter fighting. Their prodigious combat skills are augmented by their psychic abilities.

CORBULO, SANGUINARY HIGH PRIEST

In the Blood Angels Chapter the position of the Space Marine Apothecary carries the honorific title of Sanguinary Priest, guardians of the Red Grail.

	WS	BS	S	T	W	I	A	Ld	Sv
Brother Corbulo	5	5	4	4	3	5	3	10	3+

SPECIAL RULES
Independent Character.

WARGEAR
Power Armour, Bolt Pistol, Chainsword, Exsanguinator, The Red Grail, Frag and Krak grenades.

The Red Grail: The Red Grail is used to hold the blood of Sanguinary Priests during the induction rituals that are performed when a Blood Angel joins the Chapter. Its presence on the battlefield has a powerful effect on the Blood Angels, enhancing the physical and psychological aspects that are most closely linked to their Primarch. Any Blood Angel unit within 12" of Corbulo at the start of one of their own Assault Phases receives the Furious Charge ability for the rest of the turn. In addition it generates a powerful force field that provides the model holding the Grail with a 4+ invulnerable save.





"Most highly praised and mightiest amongst the Sanguinary Priests is Brother Corbulo; it is he who shares the Great Primarch's far-seeing eye and deep wisdom, and leads us in the ancient quest to halt the Flaw."

Lords of Baal, Chapter VI
"The Grail Bearers"

CHAPLAIN LEMARTES

Chaplain Lemartes is the most senior Chaplain in the Blood Angels Chapter, and is held in such reverence that he is granted the honour of wearing a Death Mask.

	WS	BS	S	T	W	I	A	Ld	Sv
Chaplain Lemartes	5	5	4	4	3	5	3	10	3+

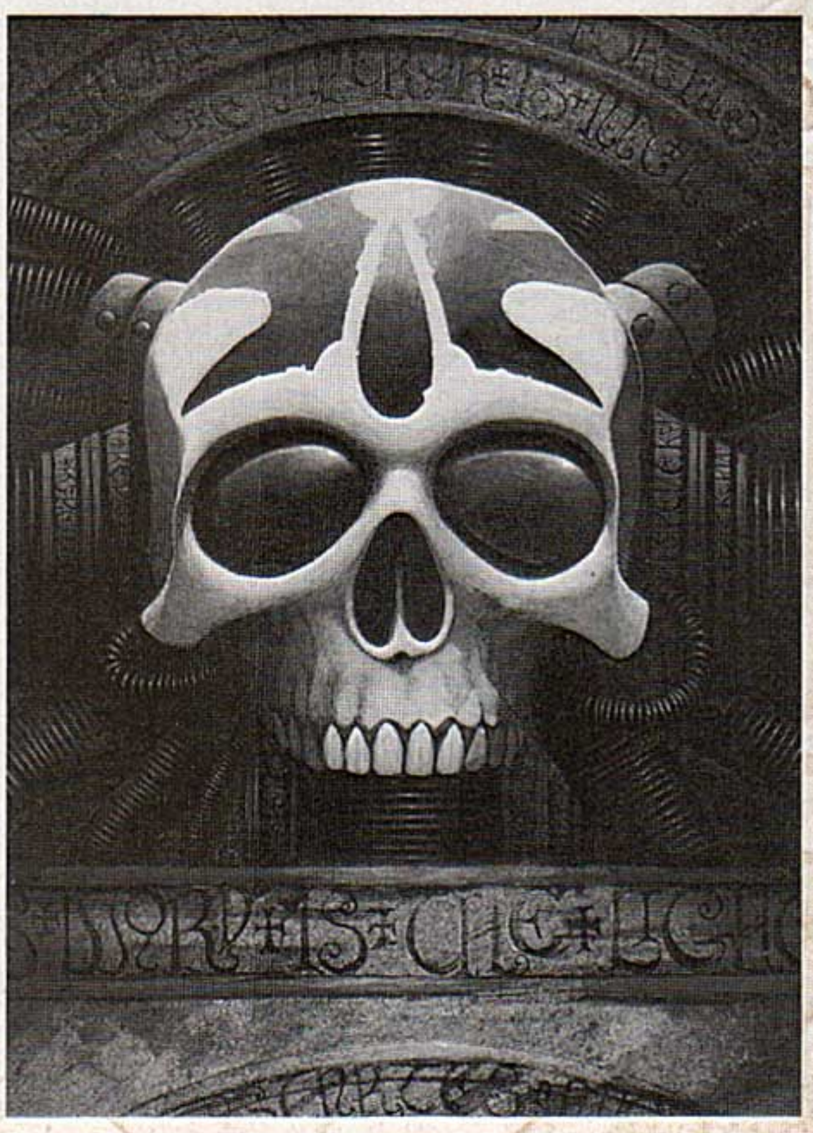
SPECIAL RULES
Independent Character

Honour of the Chapter: Like all Chaplains, Lemartes embodies the honour of the Chapter. He and any Blood Angels squad he has joined are Fearless.

Litanies of Hate: On a player turn in which he charges, Lemartes and all members of any Blood Angels squad he has joined may re-roll failed rolls to hit.

WARGEAR
Power Armour, Bolt Pistol, Crozius Arcanum, Rosarius, Frag and Krak grenades, Death Mask, Jump Pack.

Death Mask: Any enemy unit within 6" of a model wearing the Death Mask suffers a -1 modifier to its Leadership.





"Remember proud Sanguinius, young Acolytes, when you are faced with hardship, when the armour of your faith is buckled and torn, see in your mind that magnificent hero. Think upon his deeds and be humble, for his like will never walk the galaxy again."

Excerpt of Chaplain Lemartes' sermon to the Adeptus on the Cult of Sanguinius

THE DEATH COMPANY



Sometimes, upon the eve of battle, Blood Angels succumb to the Black Rage. When this happens, they become frenzied and fearless to the point of madness.

	WS	BS	S	T	W	I	A	Ld	Sv
Death Company	4	4	4	4	1	4	2	9	3+

"Say what you like, I will not fight alongside these madmen. The past proves nothing, except that the Blood Angels are cursed and but a single step from damnation."

Brother Captain Yuron of the Adeptus Astartes Patriarchs of Ulixis

SPECIAL RULES

Fearless, Feel No Pain, Furious Charge.

Black Rage: Death Company warriors are so blood-crazed that they will do almost anything to get to grips with the enemy, often tearing them limb from limb when they do so. All close combat attacks made by members of the Death Company count as being Rending. In addition, unless there is a Blood Angels Chaplain (or Brother Corbulo) within 6" of the unit at the start of the Movement phase, then the Death Company must move as far as it can towards the closest enemy unit.

WARGEAR

Power Armour, Bolt Pistol, Bolter or Chainsword, Frag and Krak grenades.

Blood Angels Chaplains are dedicated to guarding against the Black Rage. It is they who seek the first tell-tale signs of the coming madness and group the affected warriors into the fearsome Death Company.

BLOOD ANGELS HONOUR GUARD

The Command squads of the Blood Angels are trained in the use of jump packs, and are deadly close combat experts. They are the most fearsome of the Chapter's veterans.

	WS	BS	S	T	W	I	A	Ld	Sv
Honour Guard	4	4	4	4	1	4	2	9	3+

SPECIAL RULES
And They Shall Know No Fear.

WARGEAR
Power Armour, Bolt Pistol, Bolter or Chainsword, Frag and Krak grenades.



"For he today that sheds blood with me shall be my battle-brother eternal."

Last line of the Invocation
Initiate of the Flesh Tearers

VETERAN ASSAULT SQUAD

Veteran Assault Squads either ride into battle in specially adapted over-charged Rhinos or they are equipped with jump packs, to close with the enemy as quickly as possible.

	WS	BS	S	T	W	I	A	Ld	Sv
Veteran	4	4	4	4	1	4	2	9	3+

SPECIAL RULES
And They Shall Know No Fear, Combat squads.

WARGEAR
Power Armour, Bolt Pistol, Bolter or Chainsword, Frag and Krak grenades.



"Drink deep of victory and remember the fallen."

Inscription over the entrance
to the Sepulchre of Heroes



"Our enemies number untold billions and they will fight you with tooth and claw, with starships and guns, with vile sorceries and corrupt illusions. they are armed with all the strength that evil can muster. But you, brothers, have something more.

"You are armoured by the Emperor himself. Righteousness is your shield, faith your armour and hatred your weapon. So fear not and be proud, for we are the Sons of Sanguinius, the protectors of Mankind. Aye, we are indeed the Angels of Death."

Commander Dante

BAAL PREDATOR

The Baal Predator is armed with numerous weapons noted for their high rate of fire. It is designed to mow down enemy infantry and light vehicles with horrifying efficiency.

			Armour		
	Type	BS	F	S	R
Baal Predator	Tank	4	13	11	10

SPECIAL RULES

Over-charged Engine: The Baal Predator is fitted with an over-charged engine (see page 71).

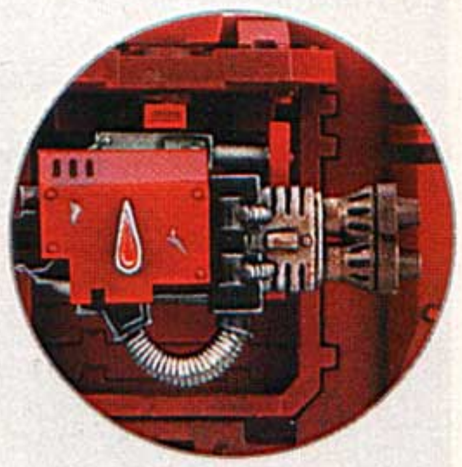
WARGEAR

Turret mounted twin-linked assault cannons, smoke launchers and a searchlight. Most are also fitted with a pair of sponson-mounted heavy bolters or heavy flamers.





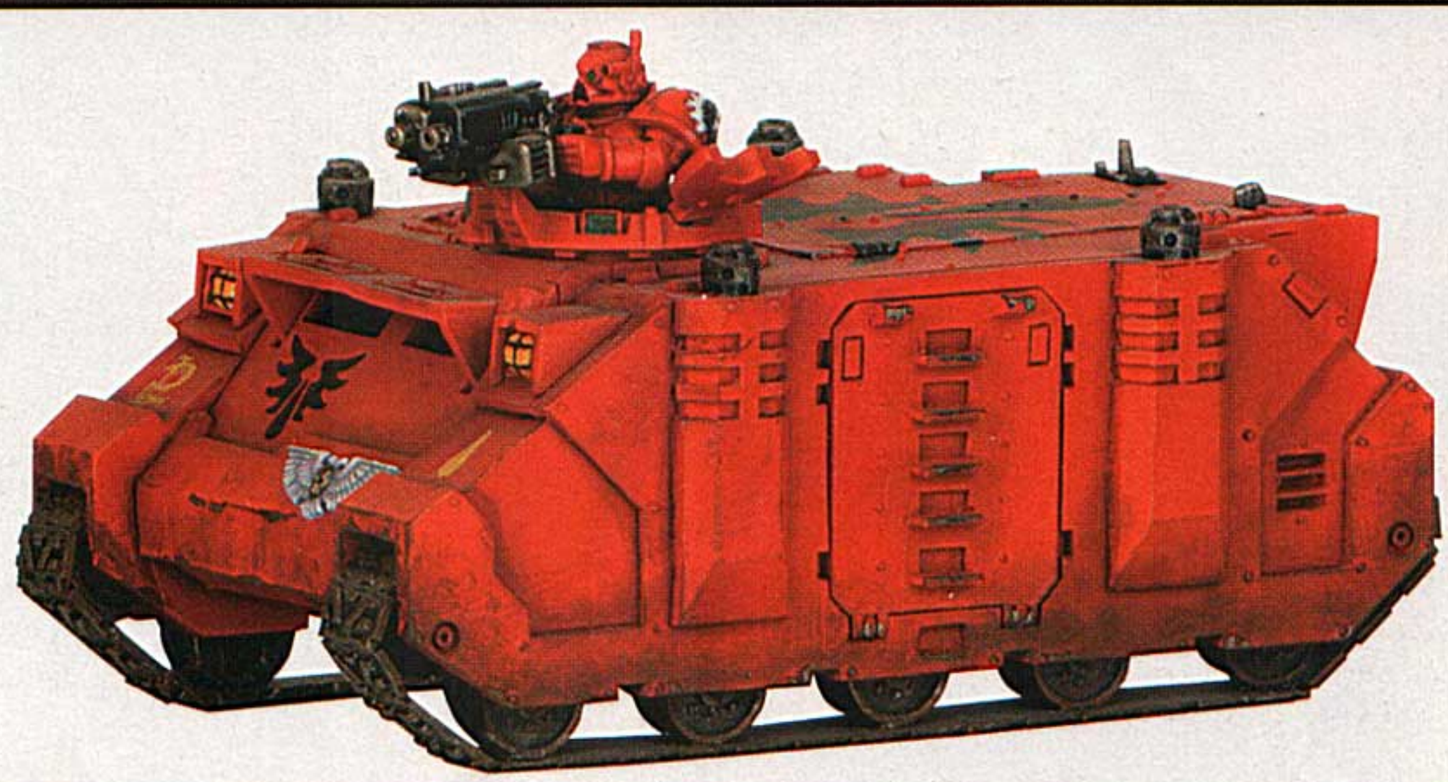
Adeptus Mechanicus markings.



Heavy flamer sponson.

Blood Angels Rhinos

The Rhinos used by the Blood Angels are fitted with specially modified over-charged engines (see page 71). A vehicle with an over-charged engine can attempt to go faster, although there is a risk of stalling the engines.



A Blood Angels Rhino of the 2nd Company.

FURIOSO DREADNOUGHT

Even when mortally wounded and incarcerated in the adamantium sarcophagus of a Dreadnought, a Blood Angel still lusts for battle and the chance to prove his honour.

	WS	BS	S	I	A	Armour F	Armour S	Armour R
Furioso Dreadnought	4	4	6(10)	4	2(3)	12	12	10

SPECIAL RULES

Death Company Dreadnought: Sometimes a badly wounded Blood Angels Space Marine will be overcome by the Black Rage. When this happens, their bodies are transferred into specially adapted Furioso Dreadnoughts, so they can fight alongside their battle brothers in the Death Company.

Unless there is a Chaplain or Sanguinary High Priest within 6" of the Dreadnought at the start of the Movement phase then it must move as far as it can towards the closest enemy unit in the Movement phase. In addition, a Death Company Dreadnought receives an extra D3 Attacks in close combat.

WARGEAR

Two Dreadnought close combat weapons, one fitted with a heavy flamer or storm bolter, and the other fitted with a meltagun. In addition, the Furioso is fitted with smoke launchers and a searchlight.



Meltagun.



Storm Bolter.



"It was upon the field of battle at Clamorga that the mighty Captain Moriar fell, defending the ridge against the despicable Eldar. Many were his wounds and the Sanguinary Priests were at a loss to heal him. And so it was that Moriar was interred in the sarcophagus of the Furioso Dreadnought built by Brother Morleo, as were Belaphon, Dario and Amaretto before him. Upon regaining his strength, Moriar was struck by visions of Sanguinius, his own near-death state triggering the Black Rage. Immortal now in his adamantium shell, Moriar survived the Black Rage, hungering for battle and death. The Red Thirst grips him, and the revered Brothers of the Armourium have modified his armoured suit so that he may partake of the vital liquid and be restrained when not in battle."



NEXT MONTH...

In the next issue of White Dwarf, we conclude our official Blood Angels Codex with the complete army list and designer's notes. You'll also find the rules for those units that are common to all Space Marine armies, such as Tactical, Devastator and Assault squads, and various Space Marine vehicles.

ANGELS OF DEATH

The Blood Angels have fought the enemies of Mankind for ten long millennia with a righteous fury that few others can match. But tales abound of other, more bloodthirsty exploits and a dark flaw that drives the Blood Angels to ever-greater heights of violence.



BLOOD ANGELS HONOUR GUARD

These ferocious warriors form the elite bodyguard of the Chapter's leaders.

Contains 5 Honour Guard

£18.00



SPACE MARINE COMMANDER

Skilled in battle, Blood Angels Commanders are excellent leaders.

Contains 1 Space Marine Commander

£10.00



FURIOSO DREADNOUGHT

These Dreadnoughts are as eager for combat as their battle-brothers.

Contains 1 Furioso Dreadnought

£30.00



SPACE MARINE COMMAND SQUAD

Command Squads provide support to Blood Angels officers.

Contains 1 Space Marine Command Squad

£18.00



BAAL PREDATOR

This Predator variant is specially designed to cover the Blood Angels' furious assault.

Contains 1 Baal Predator

£30.00

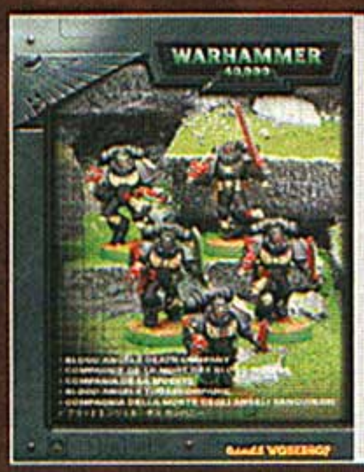


SPACE MARINE TACTICAL SQUAD

Tactical squads form the backbone of the Blood Angels army.

Contains 10 Tactical Space Marines

£18.00



BLOOD ANGELS DEATH COMPANY

The Death Company is made up of Blood Angels afflicted by the visions of the dying Sanguinius. They seek a clean death in battle before the Red Thirst takes them.

Contains 5 Death Company Space Marines

£12.00

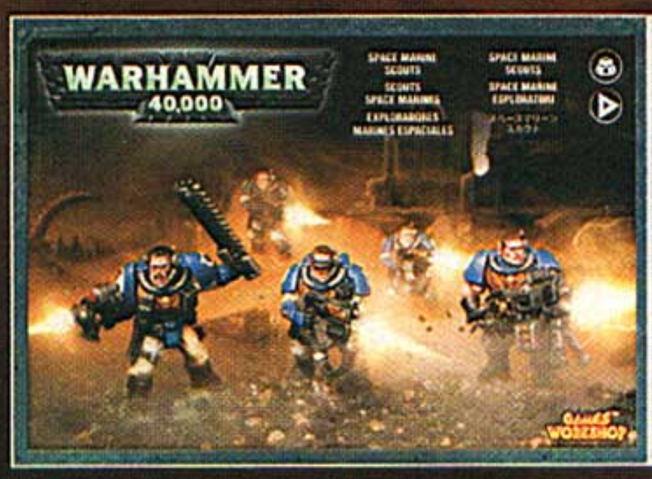


SPACE MARINE ASSAULT SQUAD

The Blood Angels field a high proportion of these deadly fighters.

Contains 5 Assault Space Marines

£15.00



SPACE MARINE SCOUT SQUAD

Blood Angels recruits must prove themselves as Scouts.

Contains 5 Space Marine Scouts

£12.00



SPACE MARINE DEVASTATORS

These heavy weapon specialists are the bane of enemy vehicles.

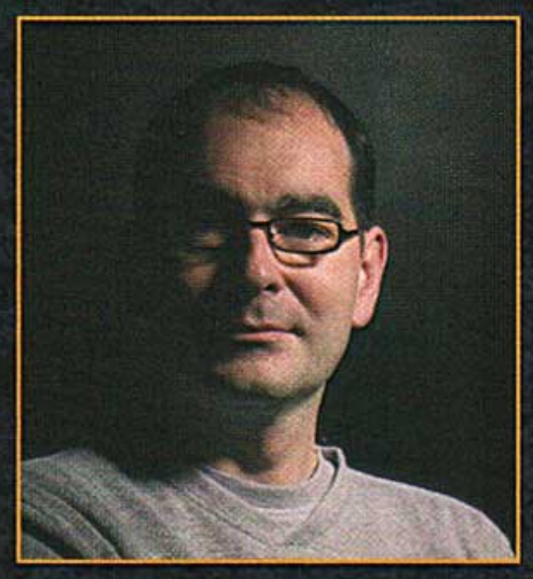
Contains 5 Space Marine Devastators

£20.00

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WARHAMMER 40,000™

STANDARD BEARER



This month we're doing something quite extraordinary in White Dwarf – we're publishing the first instalment of the Blood Angels army list. Part one looks at the background of the Blood Angels and the forces they field, and part two next month will have a full army list. I know, it's extraordinarily exciting isn't it?!

I honestly can't remember the last time we published a proper, full army list in White Dwarf. We used to, of course, way back in the days that Warhammer 40,000 was called Rogue Trader, but that was a long time ago (when I had rather more hair and rather less belly), and we haven't printed a full list like this for at least a decade. So why are we printing the Blood Angels list now? Well, as the author and one of the instigators of the aforementioned army list, I've been asked to explain...

Angels of Death

More years ago than I like to admit I had the privilege of working on *Codex: Angels of Death*. This Codex was for the 2nd edition of Warhammer 40,000, and it contained not one but two Space Marine army lists, one for the Dark Angels and one for the Blood Angels.

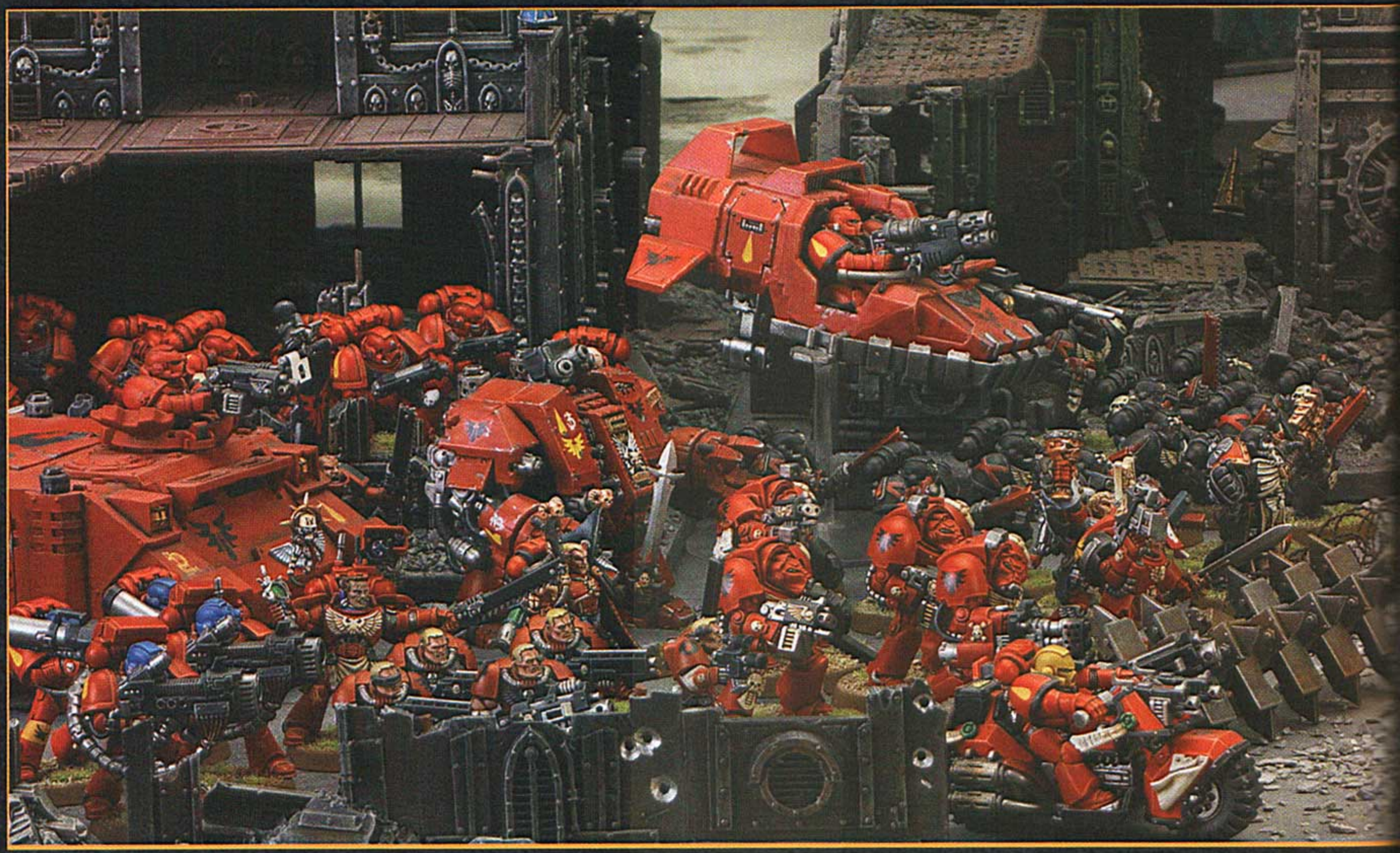
My job was to write the part of the book about the Dark Angels, while Rick Priestley wrote the part of the book about the Blood Angels. Although it might have been easier to write two separate Codexes, this would have delayed one or the other of the lists coming out, so we decided to go ahead and combine the two lists in one book. Anyway, because of this the Dark Angels and the Blood Angels have always been linked in my mind, something that is underlined by both Chapters having hidden secrets dating back to the dark days of the Horus Heresy (these being the Hunt for the Fallen for the Dark Angels, and the Black Rage for the Blood Angels).

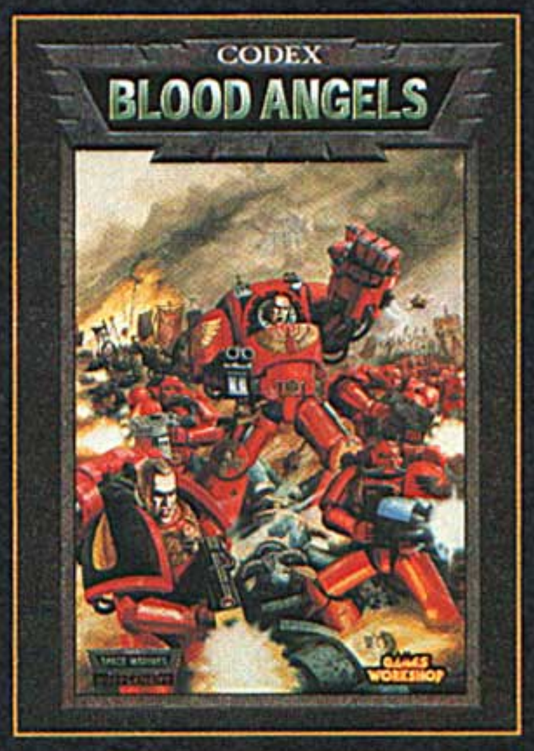
Fast forward to about twelve months ago, while I was talking to Rick about the new Dark Angels army list I had been working on. We started reminiscing about old times, and how much fun it had been working on the first Angels of Death Codex. "You know," said Rick, "It's a shame we can't do two army lists at the same time again..."

For Jervis, there is but one sound that brings him ultimate joy, and that is the hard clatter of dice upon the field of wanton slaughter...









▲ *The last edition of the Blood Angels Codex. In time, a full new version will be published. Until then the rules in this issue remain fully official.*

We got rather excited about the idea, and started talking about whether this – admittedly rather crazy – idea was possible to achieve. What we quickly realised was that, while we couldn't shoe-horn two army lists into a single Codex (as there wouldn't be room for all the material we wanted to include), what we might be able to do was publish one of the army lists in White Dwarf magazine. Thus was planted the seed that has led, less than a year on, to the army list you'll find in the pages of this very magazine.

An FAQ too far

However, just because Rick and I had got together and had what we considered to be a "Good Idea", didn't mean that everybody else would agree with us. After all, our rather feeble brains may just have been overloaded with too much tea and too many bacon butties that morning! Fortunately just about everybody else we talked to thought that the idea of publishing a Blood Angels army list in White Dwarf was a pretty good one, too.

One of the main reasons for this was the state of the Blood Angels FAQ on our website. The last version of *Codex: Blood Angels* was published back in 1998, before the current edition of the Warhammer 40,000 rules was published, and (more importantly) before the current version of Codex: Space Marines was written. It was only 24 pages long, and relied on the player already having *Codex: Space Marines* in order to use it. Unfortunately there had been a number of changes to the rules and *Codex: Space Marines,* which means that *Codex: Blood Angels* needs an FAQ almost as long as the book itself to make it work well with the latest rules...

This gave us something we could really get behind; what had started out very much as a vanity publishing project had turned into something that could really benefit players that had Blood Angels armies. After all, with the best will in the world, it would be years before we could publish a new edition of *Codex: Blood Angels* as a stand-alone book. By putting the list into White Dwarf we could address things much more quickly, and allow players with a Blood Angels army to field it in an easy and straightforward manner. The Blood Angels are a popular army to collect, and helping out all of those players was a very compelling argument.

By now some of you will be saying "Well that's all very well and good for Blood Angels players, but what about my army? I want a new army list too!" This is a very understandable sentiment, to which I can really only say that those of you who are waiting for a new Codex (and trust me, we know who you are!) won't have to wait nearly as long as Blood Angels players would have had to. What's more, the Blood Angels Codex is really the only one that requires an FAQ in order to use it.

Two for one

However, what turned a compelling argument to a slam-dunk was the



The new Codex update means that you can use your models with the fourth edition of Warhammer 40,000 with no headaches.

realisation that we could easily develop the Blood Angels army list alongside the Dark Angels list. This was because the two armies were in many ways very similar; both are basically "Codex" chapters that include a handful of unique units that have associated special rules. In the case of the Dark Angels these units are the Deathwing and the Ravenwing, while with the Blood Angels it's the Death Company, Veteran Assault Marines, the Baal Predator and the Furioso Dreadnought. What this meant was that a lot of the work that needed to be done on the Blood Angels army list had been covered off with the Dark Angels, allowing us to concentrate on getting the unique units in the Blood Angels army (like the Death Company) just right.

This was really the final piece of the jigsaw, and with it we knew that the project could go ahead. The length of time before we could make a new Codex, combined with the desirability of having an updated list and the ease with which we could develop the list alongside the Dark Angels, meant that when the opportunity to publish the Blood Angels list in White Dwarf came along we had to take it.

Just for the hell of it...

This said, it was still a pretty crazy thing to do. To be honest, though, I think that as soon as Rick suggested the idea we knew we were going to have to do it. As I mentioned at the start of this article, the Blood Angels were one of the first Space Marine chapters we worked on in any real depth, and because of this they are a very important, I might even say seminal, part of the Warhammer 40,000 game background.

To my mind, then, it would have been worth saying "Ah, the hell with it!" and to have gone ahead and published the army list just because it would give us a chance to talk about one of the most exciting parts of the background for Warhammer 40,000. And I think that, secretly, everyone else knew this too as soon as we mentioned the idea to them. Why, even my colleague Mark "Show Me The Numbers" Bairstow, renowned for his ability to deduce interesting things like a "Net Present Value" from a few numbers on a spreadsheet, was heard to say "Hmm, it does sound like rather an exciting idea." And this, I think, is the real reason we've published the Blood Angels army list: sometimes it's worth doing things just because they're crazy, and exciting, and, well, cool; anything else is the icing on the cake!

"Any intelligent fool can make things bigger, more complex, and more violent. It takes a touch of genius – and a lot of courage – to move in the opposite direction."

– EF Schumacher

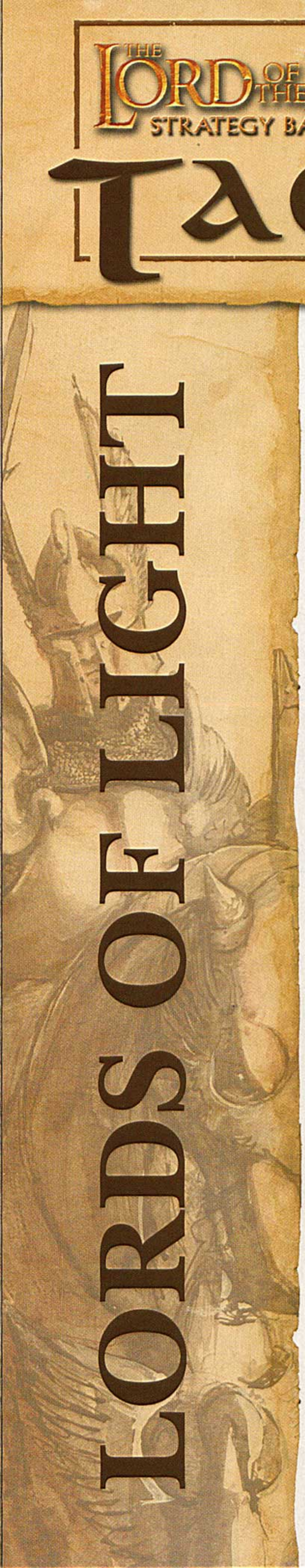
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The Lord of the Rings Strategy Battle Game

Tactica





Having waxed lyrical about the villainous Heroes of Evil a couple of months ago, Adam Troke now turns his hand towards the forces of Good.

It's hardly surprising, having chewed the ears off of the White Dwarf team with all manner of "cool tactics" for The Lord of the Rings, that they've finally relented and allowed me to put together another tactica.

This month I'm going to look at Good Heroes – a subject that I really enjoy. Like most fans of The Lord of the Rings, my fascination with the story started with the adventures of The Fellowship and how their actions shaped the War of The Ring. Like in the books and film, Heroes can make a massive difference to the outcome of any game that you play. Well used, Aragorn, Boromir and their like can almost assure victory. Their Might points can change the flow of a game entirely, while their awesome fighting abilities can hold back swarms of Moria Goblins or Uruk-hai. Other Heroes, like Gandalf or Arwen have a subtler (but no less influential) use on the battlefield that can determine the course of a battle just as surely as a strong sword arm. Now, there are loads of ways to get the best out of your Good Heroes when you play, and I've found a few that seem to work particularly well. So, prepare to be dazzled by wondrous tactics, a few cunning tricks and one really beardy ploy.

Just like the Heroes that fight for the forces of Evil, Good Heroes come in all shapes and sizes and it really is a case of there being "one for every occasion". Loosely grouped, Good Heroes tend to fall into a few categories, depending on what they're good at. The summary below lists these categories as I see them, and gives an indication of what each involves.

Veteran players will observe that some of the categories overlap a little, and that many Heroes can fit into more than one. That's a good thing, since the more categories a Hero fits into, the more you can rely on him to do, and the greater choice you get on the battlefield.

Hero Categories

The Jack of all Trades

Jack of all trades Heroes are those characters that can do everything. They can fight like the mightiest heroes of legend, they can lead by example, slay monsters and sometimes even shoot.

The Born Leader

Born Leaders are those Heroes who, whether by charisma, example or magic, can inspire the warriors around them to greater feats. Born Leaders allows the warriors to fight harder, resist breaking in the face of the enemy or any number of other (Courage related) advantages.

The Anvil

"Anvils" are Heroes who can stop a Mûmak dead in its tracks, hold the breach against a flood of Mordor Trolls or go the full five rounds against a Balrog. These Heroes by necessity have a great Defence value and can form the backbone of your strategy.

The Killing Machine

These gents are much like the "Mass Destruction" Heroes from my Evil tactica (White Dwarf 328), and are by far the easiest Heroes for a Good general to use. They kill stuff by the boat-load and that is that.

The Trickster

These Heroes have a quality that is hard to define, but which makes them completely indispensable on the battlefield. They are often overlooked, but when used right can be more destructive than any others (here lies shameful "beardiness").

THE JACK OF ALL TRADES

Tier one: Aragorn, Imrahil, Glorfindel, Elendil, Galadriel Lady of the Galadhrim.
Tier two: Legolas, Gimli, Haldir, Éomer, Eorl the Young, Arvedui, Théodred, Erestor.

Fellowships



Aragorn with Anduril, bow and Elven cloak
265 (Grey Company)

Halbarad
65 (Grey Company)

Legolas with Elven cloak
100 (The Fellowship)

Elladan and Elrohir, with armour and Elven cloaks
170 (Grey Company)

Gimli with Elven cloak
100 (The Fellowship)

Total Points: 700

Something I have experimented with recently is the idea of creating armies composed entirely of Heroes. Used wisely, these forces are deadly and can win games against far larger forces. The Hero forces I have found most effective consist entirely of One Man Band characters. Because the force is small, each model needs to be able to fend for itself, as well as function as part of a unit.

The force I'm currently playing with is a "Paths of the Dead" army – Aragorn, Legolas, Gimli, Elladan and Elrohir, and Halbarad. That's a nice mixture of three Heroes from each tier. The basic principle with the force is that I pair up the Heroes (Aragorn and Halbarad, Legolas and Gimli, and Elladan and Elrohir), and use each part autonomously. The whole force focuses on directing all of its aggression against a single portion of the enemy. It's proven quite effective in my games, and even helped me to a respectable 15th place at this year's Grand Tournament.

Jack of all trades heroes can literally do a little of everything. These are the Heroes around whom you can reliably build an entire army and expect a reasonable amount of success. I personally place these heroes into two distinctive tiers – levels of power by which we can effectively rate them.

The first tier, and the most tempting to select for your army, contains those Heroes who are just a cut above the ordinary. These are excellent warriors, with a high Fight value and solid leadership ability. The list at the top of the page includes some (but not all) examples of these. Consider Glorfindel, for example: with a Fight value of 7, he can take on almost any enemy Warrior or Hero on his own terms. Add to that a healthy store of Might and a Courage of 7 and you have a Hero that you can rely on against almost any odds.

The thing that really distinguishes this category of Heroes is their ability to turn their hand to almost anything. If you are unsure of the scenarios that you are going to be playing, or the style of army that your opponent prefers these are the best Heroes to use. I always try and include at least one "Tier One" hero in my Good armies.

The second tier is no less valuable, and are great for bulking out the rest of your line. Heroes of this level also have the advantage of being cheaper than their tier one counterparts. The likes of Éomer or Halbarad have dug me out of serious trouble many times. They typically have a good store of Might and their Fight value is better than the enemy's rank and file. Such Heroes can lead elements of your force, provide Heroic actions or (in a pinch) hunt down and kill dangerous elements in your opponent's army. As they're relatively cheap, you can take more than one.

Elendil, the High King of Gondor

I believe that, point-for-point, Elendil is the finest Hero available to the Good side. He is simply awesome, and here is why: With a Fight Value of 7, he can beat every Evil Warrior except a Mordor Troll in a fight (and he Draws against those). The only Evil Heroes with a better Fight Value cost twice as many points as him. He has a great Defence of 7, making him incredibly durable and a solid Courage of 6 for those sticky Stand Fast! rolls. Oh, and he's got Narsil, which is just fabulous!



Adam's favourite Hero, and the original Narsil-wielding king of Gondor, Elendil.



Gandalf the White

One of the finest Born Leaders in the game, Gandalf the White is hard for the enemy to get to grips with, and very hard to kill. Add to this his 12"/28cm Stand Fast!, a Courage value of 7, and a free Will point each turn and Gandalf is, in my opinion simply the best thing since Lembas.

THE BORN LEADER

Glorfindel, Gil-galad, Imrahil, Dain Ironfoot, Celeborn, Círdan, Gandalf (Grey and White), Radagast, Saruman the White.

Born leaders are the Heroes who will keep your force together and fighting, no matter what calamities befall you. The first, and most obvious, attribute for this category is a high Courage value, which can keep your models in the game once your force is broken. Those Heroes with a truly exceptional Courage value (7 or better, in my opinion) can get into this category on that merit alone. However, most require something more.

That is where Special Rules come in. Some Heroes, like Dain and Imrahil, have an increased Stand Fast! range. There aren't that many Heroes who can boast that ability, but it really can be a game-winning one. If it looks like the battle is going against you, do everything you can to protect your Born Leaders from harm, as you're going to need them when your army breaks. Likewise, try and save a Might point or two for a Heroic Move. A model can only call a Stand Fast! if it can move – so the last thing you want is to get charged and pinned down. Try assigning some Warriors with shields, or even a lesser Hero, to protect your Born Leaders.

There are other abilities that make Heroes good at leading the force and these tend to be some of the more esoteric Special Rules – it's surprising how easily overlooked they can be. Celeborn and Círdan, for example, both have the Aura of Command magical power; this enables all friendly models within range to automatically pass Courage tests, even other Heroes.

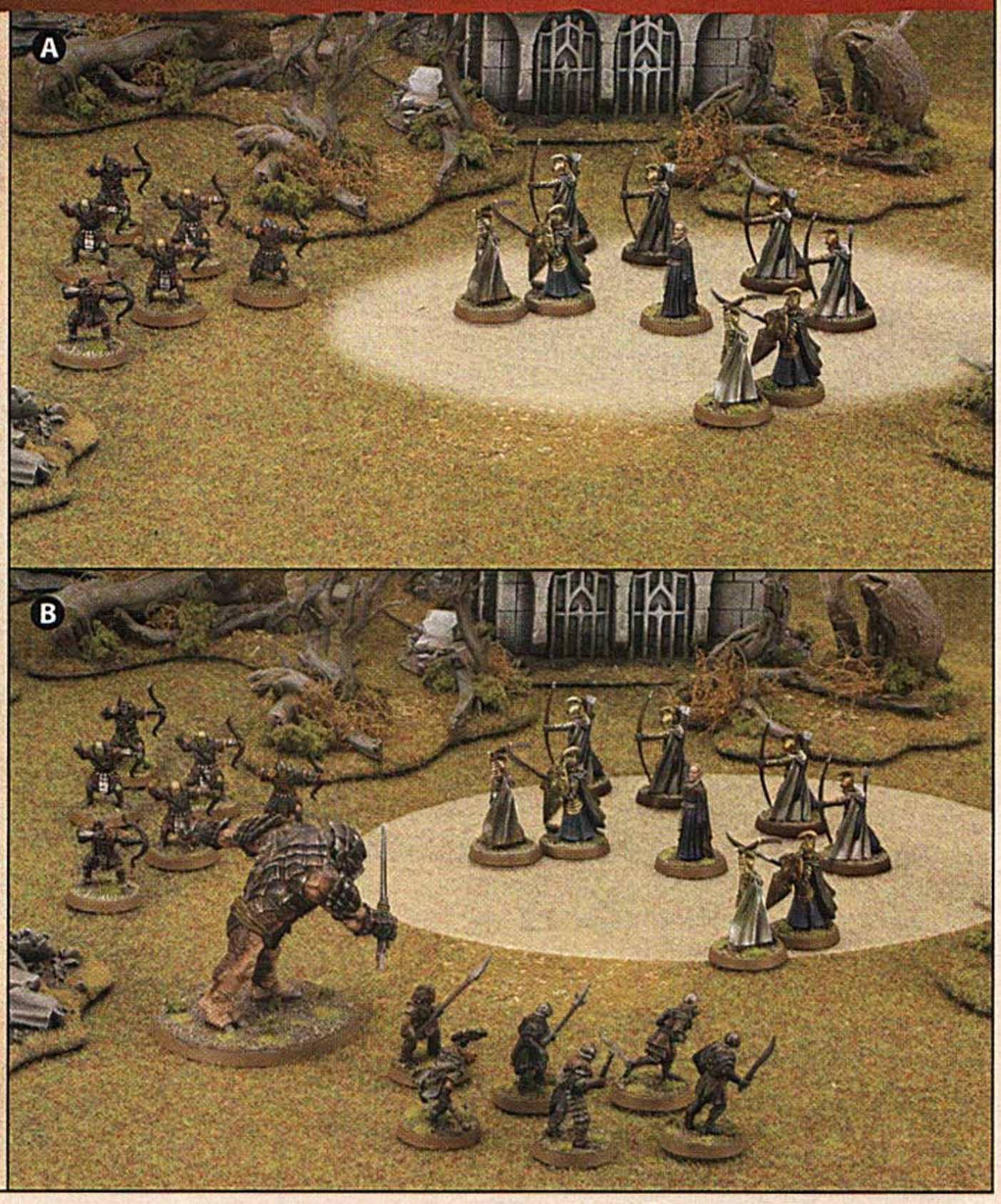
Círdan leads the way...

My relationship with Círdan got off to a rough start when I was playtesting the Fall of the Necromancer supplement. He's not very tough (in fact, he's *really* not tough) and it took me a fair while to get to grips with the best way to use him. This is it:

Círdan, in the first turn of the game should cast Blinding Light *(A)* – this gives protection against missile attacks to Círdan and all nearby friends. In the second turn, Círdan casts Aura of Command *(B)*, allowing all nearby models to pass Courage tests automatically. Note, they don't even need to be able to see Círdan for this spell to effect them, only be within 6"/14cm. This magical power even enables friendly models to charge Terror causing enemies without testing (just great for those models with Harbinger of Evil, or similar rules). For the rest of the game Círdan simply avoids trouble, close enough to the action to benefit his comrades.



There's more to this wizened Elf than meets the eye.



THE ANVIL

Dain, Durin, Gimli, Balin, Boromir (either version), Imrahil, Glorfindel Lord of the West, Gil-galad, Treebeard.

The Anvils are a category of Hero that I really enjoy using – there's a certain charm in having a Hero stop an offensive mid-charge just through sheer pig-headed stubbornness – and there are a surprising number to choose from. The main criteria of an "Anvil" is that they need to be able to soak up vast amounts of damage and stay on their feet. This supernatural endurance can come in the form of lots of Fate points, lots of Wounds, a very high Defence value or, even better, all three.

The first and most obvious way to use an Anvil is to throw him into the middle of the enemy's force and let him cause a big distraction. Sometimes, this is a really useful tactic (it's a simple way of throwing the enemy's plans into confusion), but unfortunately it doesn't get the most from your super-hard Hero.

The next technique is to tie up a particularly dangerous enemy Hero or Warrior (like Troll Chieftains). There's no great art to this tactic other than doggedly chasing after the enemy and trying to nibble away at them. What you're hoping to achieve here is wearing the enemy down before they kill you, so pick your fights carefully. Most of the Heroes named above could take out a Cave Troll, or even a Mordor Troll given time – but for the really big enemies, you've got to be really tough or lucky. I wouldn't recommend trying to take on a Balrog or Sauron one on one – numerical superiority is the only way to beat those guys. However, I've brought down just about every other Evil model this way at some point or another.

Another thing worth bearing in mind when it comes to Anvils is that there are ways to keep them in the fight for longer. Elrond and Radagast the Brown both have the Renew magical power (enabling them to heal wounds on friendly Heroes) – careful use of this power can keep an Anvil going much longer than normal. The real art to this tactic is not spending the Anvil's Fate points while his comrade is around to heal him – since we know Radagast can give Dain a Wound back in the following Move phase, for example, we only need to spend Dain's Fate if he's in serious danger of dying that turn.

Oh, and if an Anvil can have a shield, take it! Imrahil, for example, has 6 Attacks at Fight Value 6 if he shields. There's almost no chance of Orcs or Goblins getting through that.

Durin

For my money, there is only one "Lord of the Anvils" and that's Durin. Firstly, he causes Terror, thanks to the Horn of Zirak-zigil, which means it's very hard for the enemy to surround him properly. Then, if they do manage it, with a Defence value of 9 and the Crown of Kings (for a 6+ Fate roll against all wounds suffered) there's not much that can kill him without a real fight.

All that is on the assumption that anything can actually get a chance to strike at him – he has the advantage that he's got 3 Attacks, a Fight value of 6 and an axe so finely-crafted that he gets a re-roll to see who wins the fight. He's as close to an unstoppable waist-high, Mithril-clad juggernaut as you can get, and all for just 160 points.



Durin – irresistible force and immovable object in one Dwarf-sized package...

The Speed-bump



This tactic is perfect for stopping a Mûmak dead in its tracks. It also works just fine against powerful Evil Warriors and Heroes, although it requires a little more finesse in those cases.

❶ Select Durin or Dain (either is fine), and a wedge of Khazâd Guard to help him.

❷ Position them as shown in the picture above, and wait for the Mûmak to ram you and, hopefully, bounce off the mighty Dwarf Lord.

❸ Sweep in the flanks of your formation, and administer much choppy-death to the over-sized Oliphaunt.

THE KILLING MACHINE

Aragorn (especially with Anduril), Boromir (both types), Durin, Dain, Imrahil, Eorl the Young, Isildur, Elendil, Elrond, Glorfindel.



Boromir of the White Tower

There are loads of Killing Machines I could have chosen to focus on, but for sheer belligerent killiness, my pick of the bunch has to be Boromir of the White Tower.

A staggering 6 Might points, a horse and the Horn of Gondor mean that Boromir can run roughshod over entire enemy forces. Imrahil may be able to hit harder with his lance and Glorfindel may have a better Fight value, but that Might store and the chance to win any fight on the basis of an Evil Courage check can't be overrated.

Use his Might points to call Heroic Moves and Heroic Combats and you won't go far wrong!

The only word of caution I would give is to be careful not to let Boromir get shot too badly on the way into action. There's no point getting his horse killed if you can avoid it, besides we've all seen what happens when Boromir and arrows collide...

Killing Machines are the unsubtle bludgeoning instruments of death that the Good players can use to win battles. Simple in principle, but often a little more complicated in practice.

The first law (according to me) when using Killing Machines is to buy a horse if it's available. If you want maximum carnage for your points, a horse will help you get it. If you can get your grubby paws on a lance too, so much the better!

The second law is to target the places in the enemy force where your Hero will have the greatest impact – generally this involves crashing into exposed infantry formations, and picking on Warriors and weaker Heroes. If your Killing Machine is equal to the task (Heroes with a Fight value of 7, generally) of tackling Trolls and the like, then feel free to do so – only beware the risks of getting bogged down by such a foe. The Evil player is probably hoping his Troll will be an "Anvil" for him, so choose your fights carefully.

The third law when using Killing Machines is like unto the second. That is – don't stop, and never let yourself get bogged down. This usually means spending Might points to fight Heroic Combats, and declare Heroic Moves (something Aragorn, Elendil and Eorl the Young are especially good at). If your Hero is mounted this advice becomes especially important; mounted models only get the knockdown bonus when they are charging, so you want to be doing it often!

Line Breaker





This tactic is nice and straightforward, and I've used it more times than I can recall – the basic principle relies on a very popular tactic: The Battle Line. Most players choose to deploy their forces in a battle line, with Warriors armed with shields in the front, spears behind and a banner at the rear supporting the formation. It's a strong and sound tactic. Line breaking relies on using a Killing Machine to smash through the enemy battle line and do damage where the enemy are squishiest.

In this example, Gil-galad calls a Heroic combat, kills the shielding Orc (easily) and advances into his space, engaging the spear-armed Orc behind (and killing him too, most likely).

In the following turns, he heads straight for the banner bearer, and the Orcs with spears. This takes pressure off the Elves, who would have been fighting against the odds. Meanwhile, the High Elves stand firm, using Warriors with shields to prevent the Orc Heroes from achieving a similar breakthrough.

THE TRICKSTER

Gandalf (White or Grey), Radagast the Brown, Saruman the White, Elrond, Arwen, Legolas.

The Heroes I consider to be tricksters are those who have a single, really devious trick that they can perform. Those listed above are the ones that I consider to be the best examples of this – there are more, but none quite so brilliant as these, in my opinion.

Radagast has an awesome supply of Will, and the spell Aura of Dismay. Against low-Courage Evil models, it's incredibly effective. My favourite tactic with Radagast is to use the spell to allow my archers to fire uninterrupted. It works great both with Dwarves and Wood Elves. On a side note, Panic Steed is worth its weight in gold too; try panicking a Fell Beast to see my point!

Gandalf and Saruman both have Sorcerous Blast. It's probably the most disruptive and effective spell in the game, when it is used right. Target Warriors, preferably those who will be blown into their comrades (causing maximum damage). Try to avoid casting it against Heroes directly, as they can attempt to resist it with Will points.

Legolas, by contrast, uses no magical high jinks with his little trick, but raw talent. Three shots a turn is great, and not to be sniffed at, but what really takes the biscuit with him is his ability to always hit once each turn if he needs to. This special rule can allow him to target banner bearers and other prime targets with lethal accuracy. His stock of 3 Might points means that when he hits them, they die.

Whatever Trickster Hero you select, work out what their chief trick actually is, and use it as part of your plan. I've seen people who've had a very impressive battle plan all laid out throw the game away when they lose their nerve. Stay on target and you won't go far wrong.



Arwen Evenstar

Arwen costs just 60 points, and for that you get Nature's Wrath! This spell knocks all enemies within 6"/14cm to the ground – perfect for giving the advantage to your Elves of Rivendell.

Elves with Beards...

Elrond
170 (Rivendell)

Gandalf the Grey
170 (The Wizards)

5 Elves with heavy armour and Elven blades
50

5 Elves with heavy armour, spears and shields
55

5 Elves with heavy armour and Elf bows
55

Total Points 500



Okay, this is the promised beardy plan – a sure-fire way to leave your opponent reeling in shock. It requires a cool head, and a certain degree of patience, but it very seldom fails.

It requires Gandalf and Arwen or Elrond to be included in the force, that's a seriously costly investment in points, but it's well worth it; here's why. Use Gandalf to cast Blinding Light – protecting your Warriors from incoming fire – then position yourself to cast Nature's Wrath at the right moment. The trick is to cast it when you can get as many enemy Warriors (preferably not Heroes with Will points) in range as possible. Even if they are already locked in combat against your models they will be affected, so wait for just the right moment. Once you have successfully cast it (use at least two dice, and consider using all three), you give all your models involved in the combat a massively increased chance of killing their foes when they win their fights, and protect them from any harm suffered at all.

Here is the beardy bit: In the same turn that you cast Nature's Wrath, use Gandalf to cast Strengthen will on Elrond (or Arwen, if you've taken her). In the following turn, before using Elrond again, strengthen his Will again with Gandalf. This way you can once again cast Nature's Wrath with two dice. If you haven't won by this point, simply repeat...

MODELLING WORKSHOP

WARHAMMER BUILDINGS

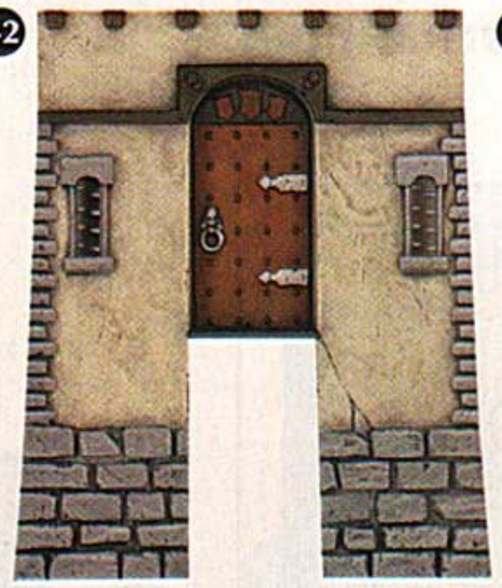
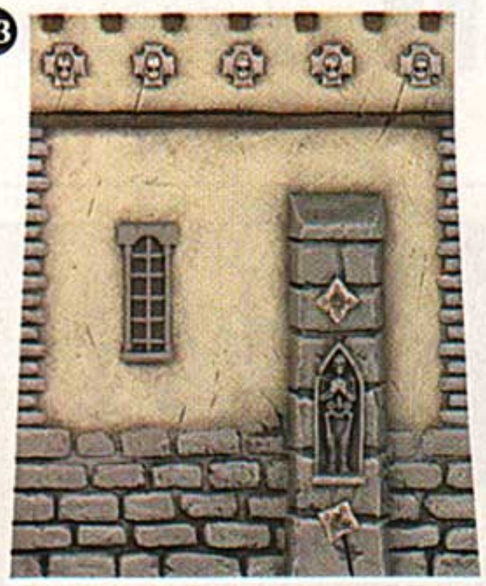
WARHAMMER

The new Warhammer buildings come in a variety of kits. Each contains many components that allow you to customise them in a number of different ways.

Fortified Manor Frames

Below is a full listing of the components for the Fortified Manor set. As you can see, it is absolutely crammed with extras, so that you can assemble the buildings to represent a number of different types of structure.

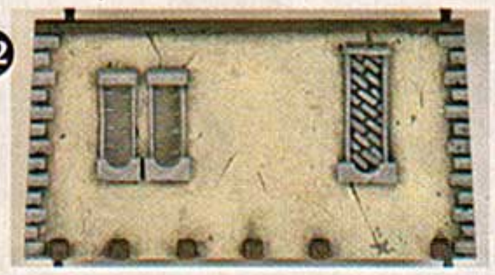


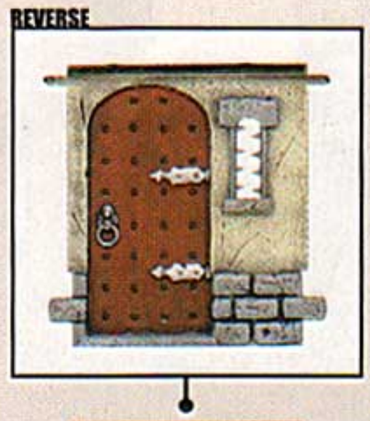








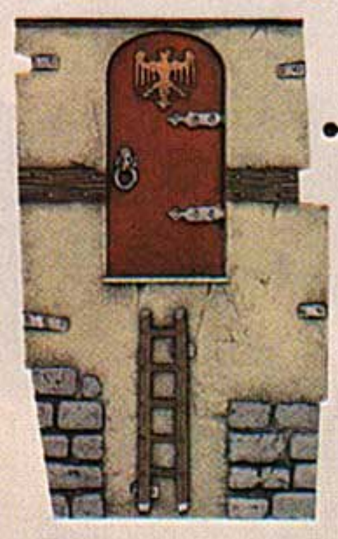
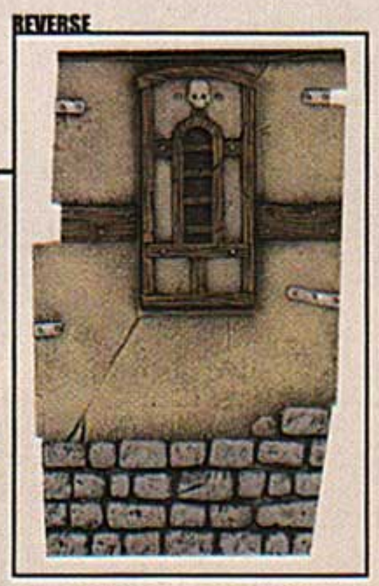
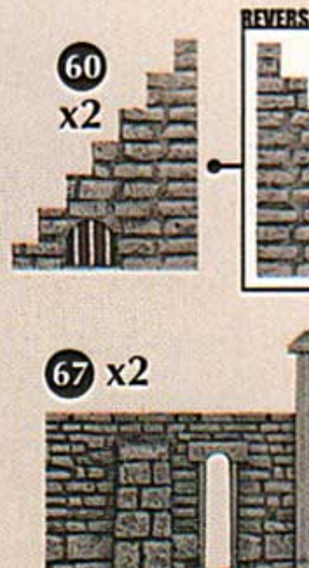
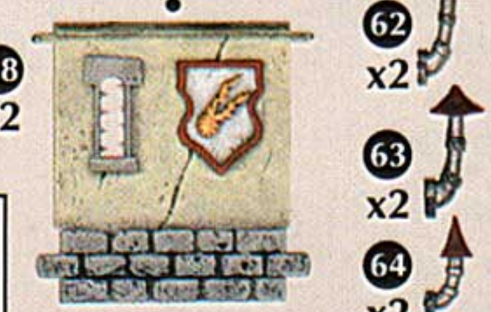




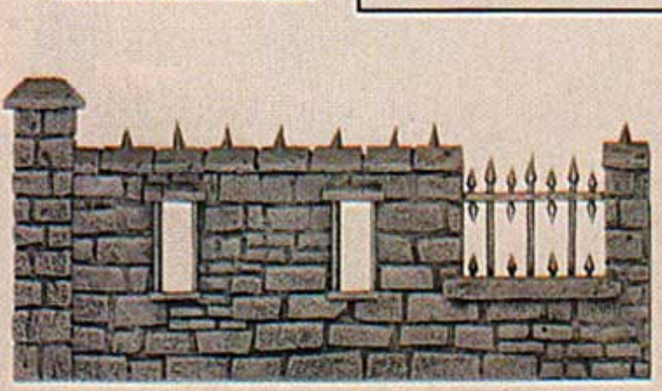
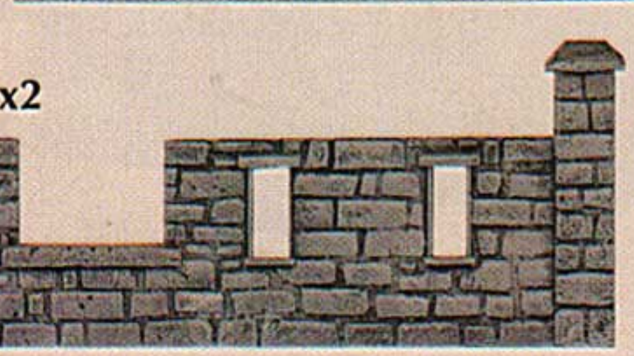
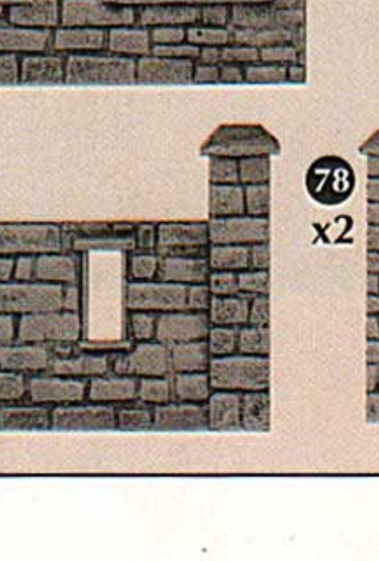
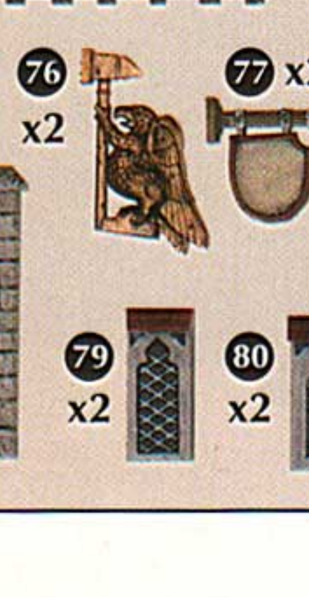
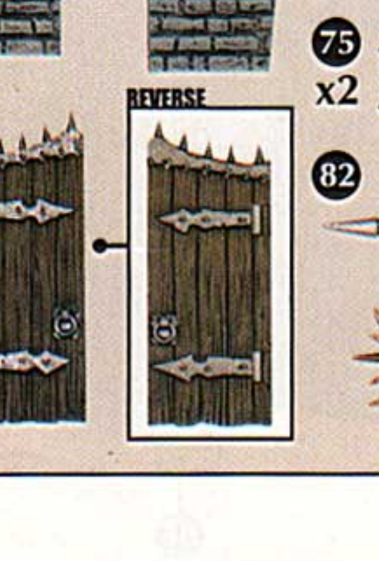









Key

1-2 Chapel roof
3-4 Gable ends
5 Wall medallion
6 Clock
7 Support beams
8-11 Chapel walls
12 Weapon rack
13 Hook
14 Brazier
15 Pennant pole
16-19 Chimney stacks
20-21 Dormer window
22 Swivel guns
23 Telescope
24 Trap door
25 Decorative spike
26 Ivy
27 Torch
28 Shields
29 Door
30-33 Statues
34 Crescent pole
35-41 Ornamental figures
42-44 Tower walls
45-46 Crenellations
47-49 Windows
50 Battlement floor
51-53 Upper jetty walls
54 Porch roof
55 Stairhead roof
56 Lean-to roof
57-58 Stairhead walls
59 Porch walls
60 Step sides
61 Lean-to supports
62-65 Stove Chimneys
66 Steps
67-70 Courtyard walls
71 Gallery windows
72-73 Wall supports
74-75 lanterns
76 Griffin statue
77 Inn sign
78 Wall post
79-80 Alcove exteriors
81 Courtyard gates
82 Sun icon

FORTIFIED MANOR

The Fortified Manor makes a fantastic centrepiece for your games of Warhammer.

The Fortified Manor kit comprises the Watchtower and Chapel sets (see overleaf), a connecting section, high walls to create a courtyard, and a set of the Warhammer Walls and Fences. Even bigger is the Warhammer Buildings Set, which contains all of the above plus a second Watchtower and Chapel and an extra two sets of the Walls and Fences!

Both of these kits *(the Fortified Manor is shown to the right)* can be used in a number of ways to create many different types of building that might be found scattered across the Empire. It can, of course, be constructed to represent the isolated, redoubt of some noble, as the model pictured here has been. But you could add the inn sign (piece 77) to create one of the fortified inns where travellers on the Empire's roads seek refuge from the dangerous night. Alternatively, it could be the abode of a mysterious wizard, or a monastery – the kit includes pieces suitable for customising the buildings in these ways if you so wish. Try using these as Special Features in your games.

To make the building really live in the landscape, in our battle report (pages 46-57) we sited it next to a road, made simply by scattering sand on the board. Alternatively, Forge World makes a highly detailed resin road.







There are many pieces that can be added to the building, wherever you wish, to customise it.

Signposts

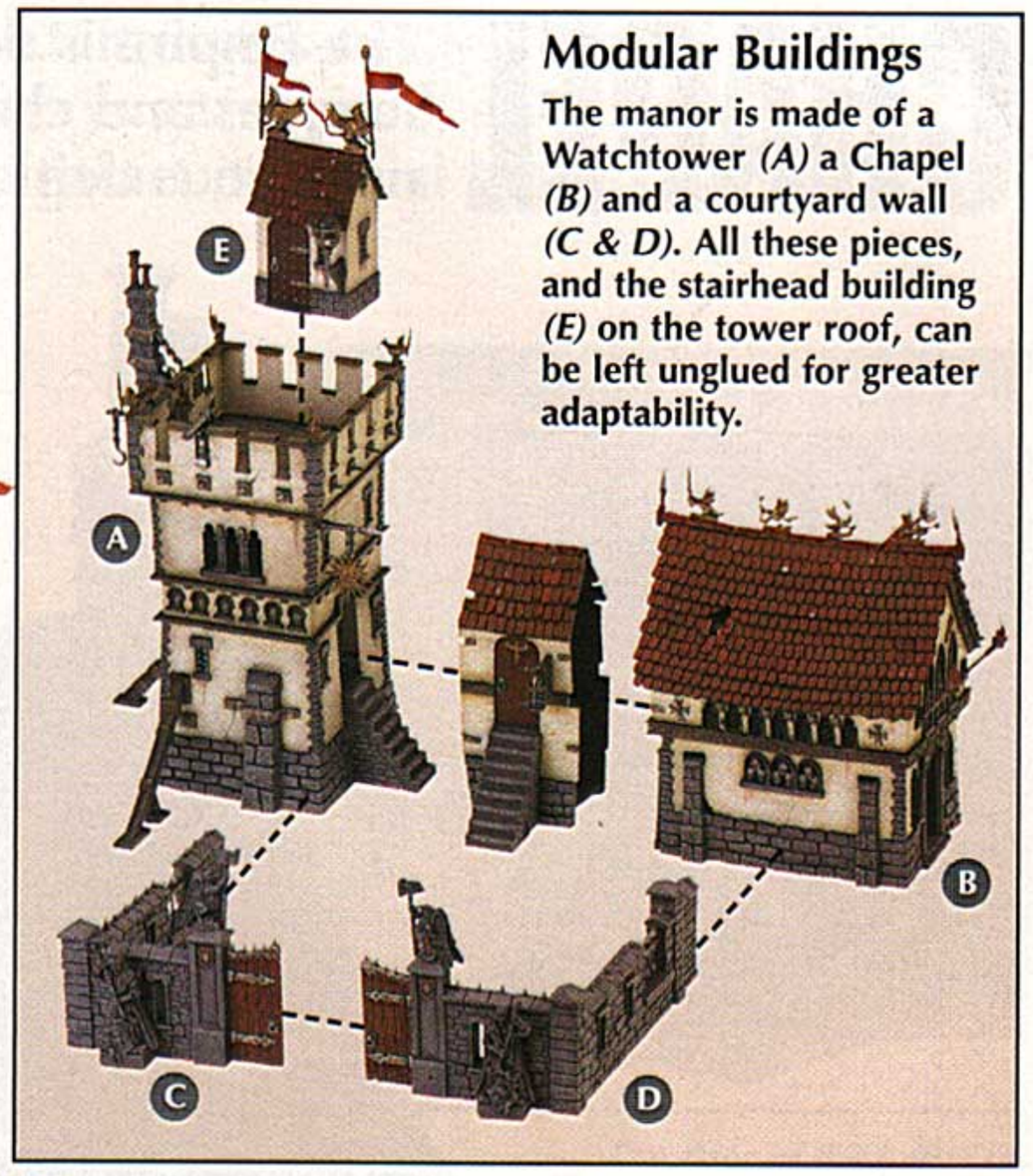
The Walls and Fences set includes these characterful signposts, which look great next to roads on a board. They don't have any game effect, but they make the battlefield look realistic.







See overleaf for Chapel and Watchtower construction examples.



Modular Buildings

The manor is made of a Watchtower *(A)* a Chapel *(B)* and a courtyard wall *(C & D)*. All these pieces, and the stairhead building *(E)* on the tower roof, can be left unglued for greater adaptability.



CHAPEL

The Empire is dotted with shrines, temples and chapels to the numerous deities of the realm.





The Chapel and Watchtower can again be customised as you like. The Chapel, for example, could be used to represent a merchant's house, while the watchtower can equally serve as a wizard's observatory.

These sets can be combined with other scenery elements to create truly unique pieces. Try placing the tower onto a large hill made of two modular hill sets, or, if you're of a mind to, even modelling it onto one. You could even get a few of these kits and use them, along with a Warhammer Fortress, to create the edge of a walled town and stage a siege...

Painting Techniques

Brickwork
After a grey basecoat, a wash of Matt Varnish, Graveyard Earth and Chaos Black was applied.

Tiles
Tiles were painted with a mix of Regal Blue and Codex Grey. Some tiles were picked out in a lighter tone.

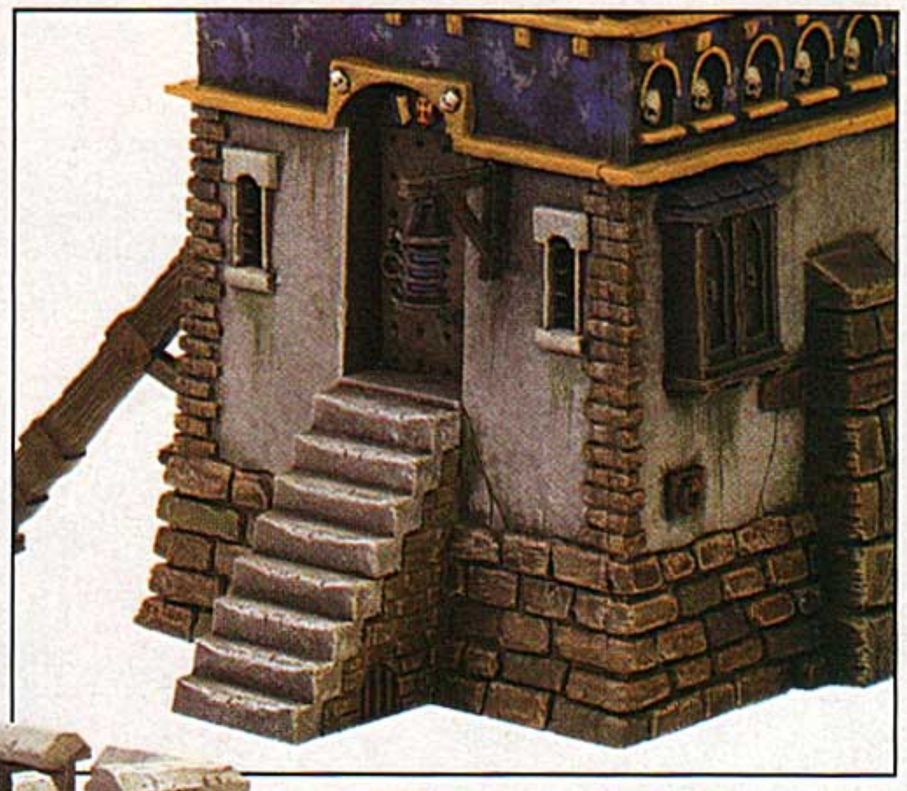
Walls
These walls were painted Codex Grey. They were then drybrushed up to Skull White.

Wood
The first coat was Graveyard Earth, followed by Bubonic Brown and then the same wash as used for the brickwork.

WATCHTOWER

The watchtowers of the Empire are always garrisoned, so as to warn against potential threats.





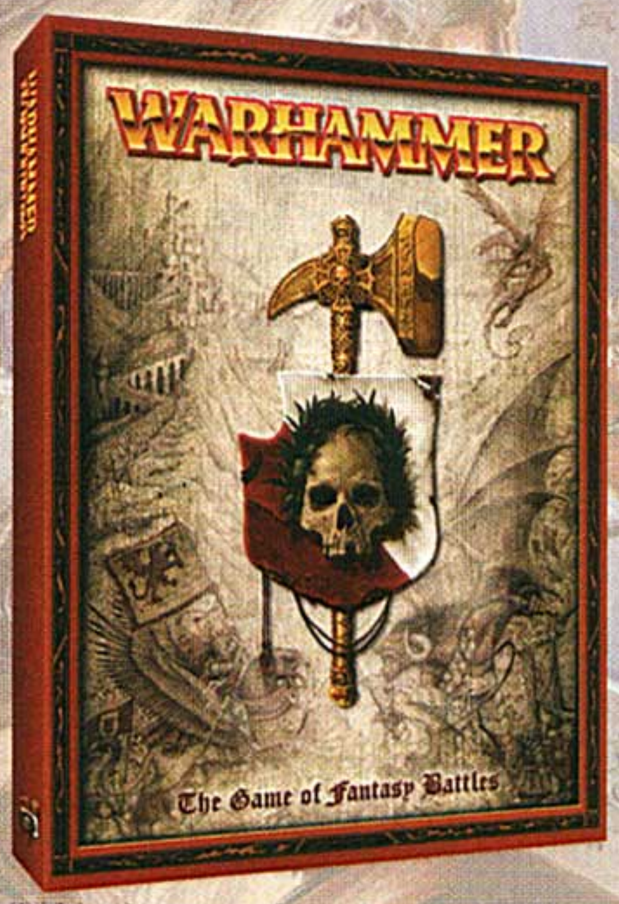
The door of the tower is stoutly reinforced, and can only be accessed by a set of narrow stairs, affording the occupants greater protection.



This part of the building can be left off if you like, creating a broader fighting platform for troops.

WARHAMMER

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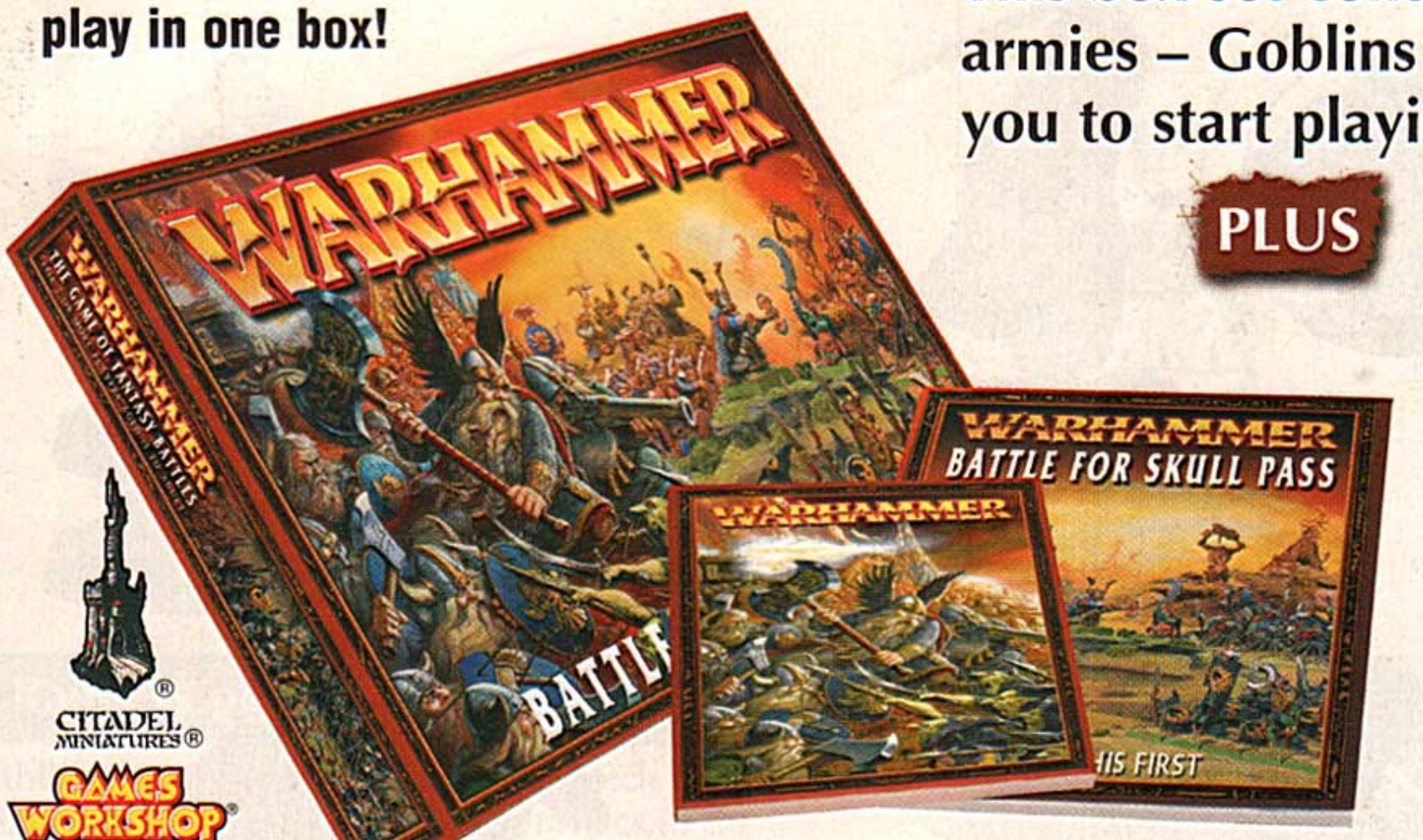
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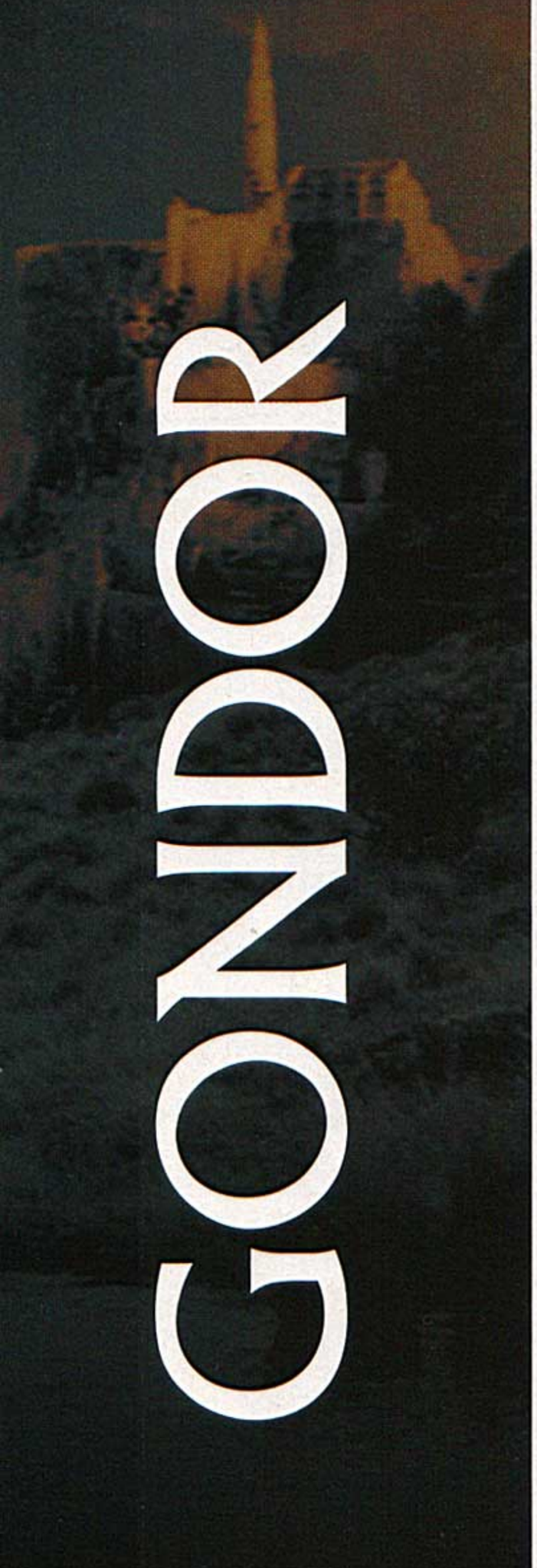


£40

Pictures for illustrative purposes only. Product contents may vary. Products sold unpainted and unassembled. Certain Citadel products may be dangerous if used incorrectly. Prices correct at time of going to press, please contact us for current availability and prices. Prices quoted are for products sold by Games Workshop through its own stores, catalogue or website. Independent retailers are responsible for determining their own prices.

'EAVY METAL®

GONDOR



THE LORD OF THE RINGS STRATEGY BATTLE GAME™

The 'Eavy Metal team are responsible for some of the most beautifully painted miniatures in the world. Here we take a look at their Heroes and Warriors of Gondor.

In the closing years of the Third Age, Gondor stood as the bulwark between Mordor and the rest of the free world. In this time the people of Gondor were a hardy, resilient folk who had known many years of war and suffered constant raids by Orcs, pirates and other foul servants of Sauron.

Even at its weakest, Gondor was a vast realm, stretching from the land of Ithilien, which lies close to Mordor, all the way across the Bay of Belfalas. Between the White Mountains and the coast of Belfalas stood Gondor's fiefdoms. These were lesser, self-governing regions with their own identity and traditions, yet acknowledged the rule of the king – or steward – of Gondor. Despite their relative distance from the dark lands of Mordor, the fiefdoms were still subject to raids from Sauron's forces. With the coming of Aragorn, King Elessar, and the subsequent defeat of Sauron, Gondor was able to look forward to peace at last.

Heroes of the Third Age

In the time known as the War of The Ring there were many heroes who came to the fore, whether it was to command the battle-weary Men of Gondor or to resist the lure of The One Ring.

King Elessar



Faramir



Beregond



Denethor



Boromir



Knights of Dol Amroth

The men of the ancient port city of Dol Amroth can trace their ancestry back to the nobles of Númenor. The tall, graceful Swan Knights are the elite of Gondor's forces. Led by Prince Imrahil, they are peerless on the field of battle and an echo of days long past.

Prince Imrahil





Knights of Dol Amroth









Rangers of Ithilien

Ithilien was a contested land for much of its history. At the end of the Third Age, its scattered inhabitants fight against Sauron's forces, using guerrilla tactics in the hope that it will be free of Mordor's curse once more.

Rangers





Madril



Faramir



Cirion





Damrod





Minas Tirith

The White City is the capital of Gondor, and maintains a standing force of well-trained, well-armed troops. The battle-hardened Warriors of Minas Tirith keep the city safe from the evil of Sauron.

Citadel Guard



Fountain Court Guard



Captains of Minas Tirith



Warriors of Minas Tirith



Knights of Minas Tirith



Lords of the Second Age

Elendil was the greatest Man of his age. It was his friendship with Gil-galad that led to the overthrow of Sauron at the battle of the Last Alliance. Following this cataclysmic conflict, The One Ring was taken from the Dark Lord's hand by Isildur, but was lost soon after.

Elendil



Isildur





Warriors of Gondor









The Army of the Dead

These spirits did not rest easy, for in ages past they failed to honour their oaths, and only the true King of Gondor could release them from their deathless state. King Elessar finally freed the Dead from their curse in exchange for their help in the battle against Sauron at the Pelennor Fields.

The King of the Dead



Warriors of the Dead















GAMES DAY & GOLDEN DEMON 2007

COMPETITION CATEGORIES

Golden Demon is Games Workshop's premier painting event. Every year thousands of entrants take part, all hoping to win a highly prized Golden Demon statuette. Only the very best succeed, and for the ultimate winner there is the coveted Slayer Sword, a uniquely forged trophy bestowed upon whoever is judged to have the best entry in the competiton. Fame and glory are but a paintbrush away. Full entry guidelines can be found in White Dwarf 329, they can also be found online along with entry forms at:

www.games-workshop.co.uk/goldendemon

Category 1 WARHAMMER 40,000 SINGLE MINIATURE

Any single human-sized Warhammer 40,000 miniature mounted on an appropriately sized gaming base. This category includes Terminators but other models supplied with 40mm and larger bases should be entered in the Warhammer 40,000 Monster category. Models on larger bases should be entered into another category. Note that bike-mounted character models must be entered in the Vehicle category. Single miniatures from Forge World's Imperial Armour may be entered in this category.



SILVER
Imperial Guard
Luis Gomez Pradal

10am to 4pm on Sunday 23rd September 2007.
Birmingham National Exhibition Centre (NEC).
Ticket price £25.

Tickets on sale for White Dwarf subscribers from 9th June 2007, and general release from 7th July 2007. Order yours by calling 0115 91 40000 (Golden Demon entry forms also available).

Category 2 — WARHAMMER 40,000 SQUAD

This category is for Warhammer 40,000 squads or squadrons of five or more models. This is also the category for Epic 40,000 detachments and includes gangs and mobs from Necromunda. All squads must be 'legal' in game terms. Judges will be looking for units that best exemplify the qualities and character of the army they represent.

This category DOES include squadrons of bike-mounted models provided they are organised into a unit of five or more models. Larger vehicle models should be entered into Category 3. All models should be mounted on an appropriately sized gaming base. Units or squads of models from Forge World's Imperial Armour may be entered in this category.

BRONZE

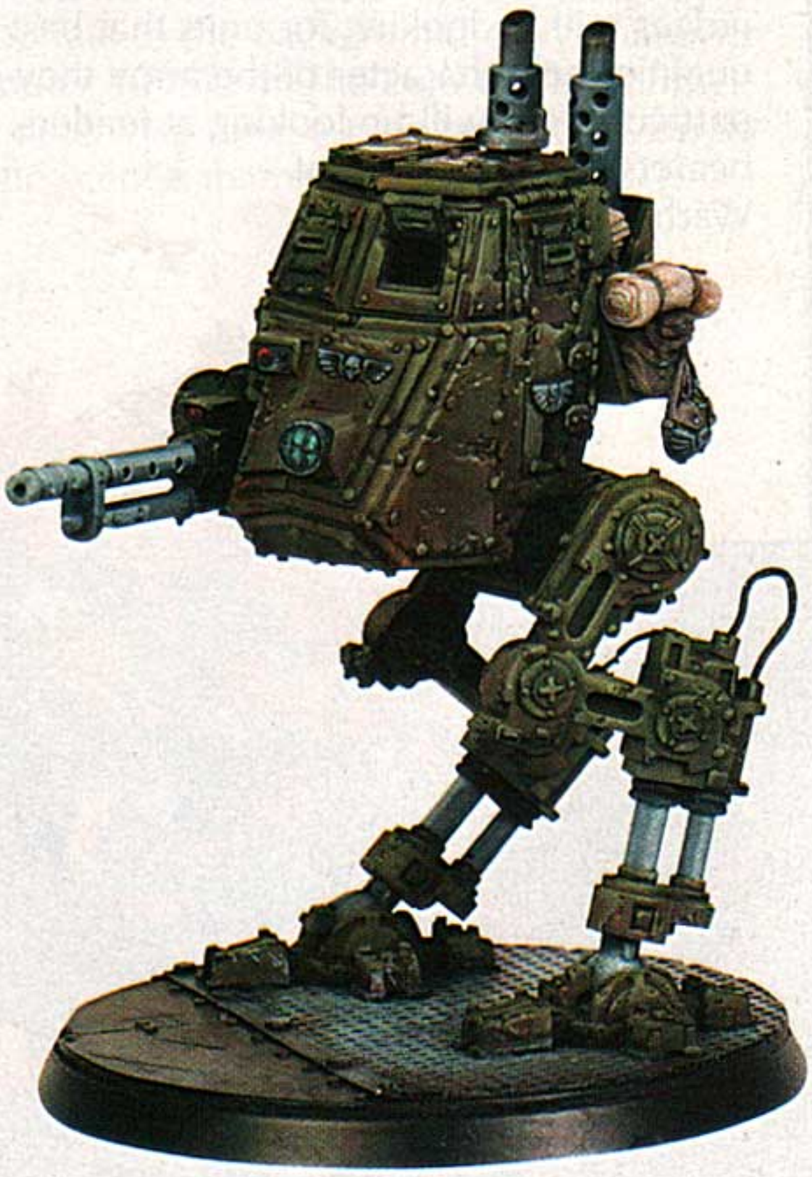
Ork Warboss Mob

Mark Lifton



Category 3 — WARHAMMER 40,000 VEHICLE

This category is open to single Warhammer 40,000 vehicles, Dreadnoughts and walker models. It also covers single bike-mounted characters if this is appropriate to the army in question (eg, a Space Marine Captain on a bike). Battlefleet Gothic spaceships can be entered into this category as well. Although most of these models tend not to be supplied with a base, it is quite acceptable for you to mount the vehicle on a modest base (no more than 20mm larger than the vehicle itself). Vehicles from Forge World's Imperial Armour may be entered in this category.



BRONZE

Cadian Sentinel

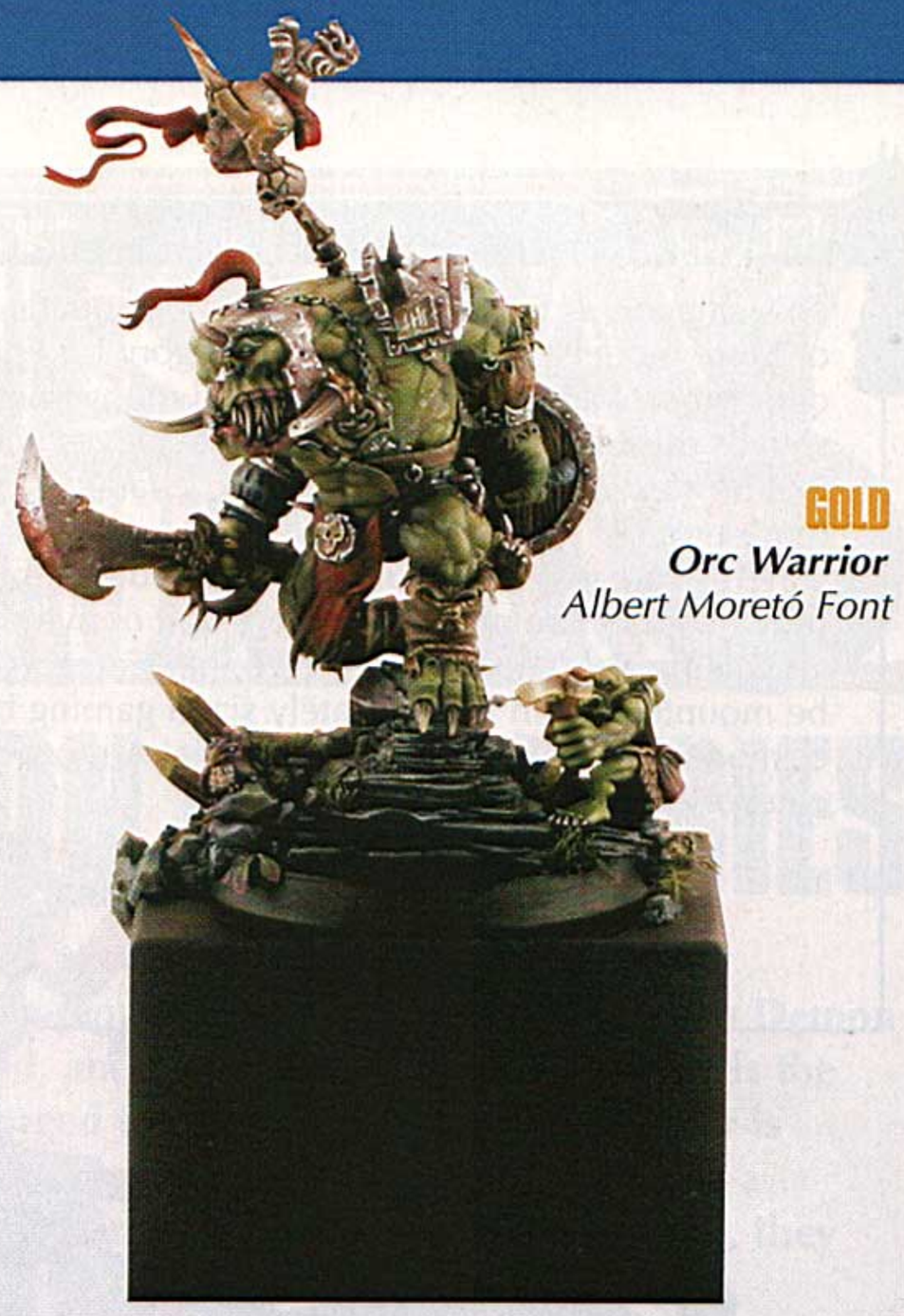
Ben Comets and Matt Cexwish

Category 4 — WARHAMMER 40,000 MONSTER

This category is for any single large Warhammer 40,000 model mounted on an appropriately sized gaming base. This covers models like the Avatar, Ogryns, large Tyranids, Ork Warbosses, etc. Monstrous creatures from Forge World's Imperial Armour may be entered in this category.



GOLD
Ogryn
Stuart Willis



GOLD
Orc Warrior
Albert Moretó Font

Category 5 — WARHAMMER SINGLE MINIATURE

This is open to any single fantasy miniature (Warhammer, Mordheim and Blood Bowl). This includes single models on horses, boars or wolves, but not those mounted on large monsters. All models must be presented on an appropriately sized gaming base. Generally these will be 20mm or 25mm square bases for foot figures and 25 x 50mm cavalry bases for mounted models, although appropriately sized circular bases may be used if preferred.

Category 6 — WARHAMMER REGIMENT

This is for Warhammer regiments, Mordheim warbands, Warmaster brigades and Blood Bowl teams. The entry must consist of a minimum of five models mounted on their standard gaming bases. Regiments must be legal units in game terms. The judges will be looking for units that best exemplify the qualities and character of the army they represent. In particular, we will be looking at leaders, standard bearers and musicians of Warhammer regiments.



BRONZE
Autumnal Dryads
David Olorenshaw



GOLD

Beastman vs Empire

Matthew Hooton

Category 7 — WARHAMMER MONSTER

This category is open to all Warhammer monsters on 40mm and 50mm square bases and the really large monster models that are not normally supplied with a base or are simply too big for one! This covers Dragons, chariots, war machines and all large ridden monsters (eg, an Orc Warlord on War Wyvern). Models should be mounted on an appropriately sized gaming base. Models on large scenic bases should be entered in the Diorama category instead.



BRONZE

Ogre

Jakob Rune Nielsen

Category 8 — DUEL

This category comprises two single models mounted on a single 40mm or 50mm Slottabase. The judges will be looking for a dynamic pairing of two well-matched opponents in some kind of combat or other dramatic situation. Models may be from the Warhammer, Warhammer 40,000 or The Lord of The Rings ranges.

Category 9 — DIORAMA

Entries for this category consist of a diorama based on the worlds of Warhammer, Warhammer 40,000 or The Lord of The Rings. The display must not be larger than 30cm x 30cm and the maximum permitted height is 30cm. The subject of the diorama should be appropriate to the background of Warhammer, Warhammer 40,000 or The Lord of The Rings, but otherwise there are no restrictions on the battle scene's theme or content.



BRONZE

Holding Back the Swarm

Paul Davies

Category 10 LARGE-SCALE MODEL

This is the category for large-scale gaming or display models. The entry should be a single model and it may be mounted on a plinth or display base. Scratch-built models may be entered in this category, as should Inquisitor models. Please note that due to the nature of our license, we cannot accept scratch-built models based upon The Lord of The Rings intellectual property. Forge World single miniatures, squads and/or units, vehicles and monstrous creatures should be entered in Categories 1, 2, 3 or 4 respectively.



GOLD
Sword Master
Fernando Prieto

Category 11 THE LORD OF THE RINGS SINGLE MINIATURE

This is open to any single miniature from The Lord of The Rings range of models. All models must be presented on their standard gaming base.



BRONZE
Frodo
Sven Jonsson

The Open Competition 2007

As always, the Open competition is your opportunity to let your imagination run riot. Anything goes! Your entry could be a single model, a sweeping diorama or whatever takes your fancy. Please note that we will not accept artefacts into this category. Golden Demon is a miniature painting competition and we would like your entries to reflect that.

Entries should be no larger than 60cm by 60cm.

We are looking for well-painted and brilliantly executed models that really capture the essence of our fictional worlds, but also the spirit of what fantasy and science fiction modelling can be at its best.

This is one of the hardest competitions to win, not least because we encourage Games Workshop employees to enter. Our staff are not permitted to enter any other categories, so this is their one chance for glory in the Golden Demon competition.



GOLD
Warlord Ghazghkull Thraka
Seb Perbet

The Young Bloods Competition 2007

The Young Bloods painting competition is open to any competitors aged 14 years or under. Your entry should consist of any single human-sized Citadel miniature either Warhammer, Warhammer 40,000, Mordheim, Necromunda, Blood Bowl or The Lord of The Rings, mounted on an appropriately sized gaming base.

Models must be single foot figures – no mounted models or groups. This category includes Terminators but other models supplied with 40mm and larger bases should be entered in another category. The judges will be looking for well-painted and well-presented models. Paint schemes should demonstrate originality, imagination and consistency with the spirit of the game worlds.

Store and Community news

FRONTLINE UK





Frontline

Find out how to get involved in this year's global campaign with in-store activities running nationwide!



Warhammer World

We take a look at a new Warhammer World exhibition featuring images of warfare and battle: *Visions of War*!



Direct

The Blood Angels have returned! Find out how to order these most fearsome of warriors and their supporting units!

LATEST NEWS! Check out this month's Store & Club finder as well as the Events Diary



• GW LEICESTER'S WHITE DWARF PARTY

Take part in themed games and activities taken from the pages of classic issues of White Dwarf, including Wizard Duels, Chariot Racing and Warhammer Tavern Brawls!

The White Dwarf birthday weekend is just the beginning. GW Leicester are running 30 days of events for gamers of all levels, all starting on Saturday 26th May!

• WARHAMMER WORLD'S WHITE DWARF PARTY

The White Dwarf himself takes on a horde of beastmen and other horrors in the ultimate Arena of Death!

Re-fight the fabled battle between Grombrindal, the White Dwarf and Ghrandukker, the father of all trolls.

SATURDAY 26th - SUNDAY 27th MAY
WHITE DWARF BIRTHDAY MEGA BASH!

- **CELEBRATE** 30 years of White Dwarf in-store! Every Games Workshop Hobby Centre will be throwing its very own mega party.
- **PLAY** in a whole host of events and activities! On this page are some examples of activities that Games Workshop Hobby Centres will be running.
- **WIN** an exclusive gold plated, plinth mounted version of the fantastic new White Dwarf miniature.
- **DON'T FORGET** the special edition White Dwarf miniature is only available from Games Workshop Hobby Centres, Independent Stockists and Direct on the White Dwarf birthday weekend.

Ring your local store now for party details!

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

THE NEMESIS CROWN GATHERING OF MIGHT

IN-STORE 26th MAY - 3rd JUNE
MUSTER YOUR NEMESIS ARMIES!

- **MUSTER YOUR ARMIES** during May half-term in <u>every</u> Games Workshop Hobby Centre.
- **COLLECT** your armies using the icons on the new Call to Arms army collecting cards.
- **WIN** a limited edition Nemesis Crown pin badge and certificate when you have completed the forces on your card!
- **TOTAL HOBBY!** Collect, paint and build your army in-store, and try out new army tactics against other hobbyists from your area.



Call to Arms cards available now in-store!

• GW NOTTINGHAM THIS HALF-TERM

Journey to the mysterious and mist-shrouded land of Albion in the GW Nottingham store campaign this May half-term! Set in the aftermath of the fondly remembered Dark Shadows campaign, games are played with 2,000 point Warhammer armies, and use a variety of special magic items and terrain rules!

• GW BIRMINGHAM THIS HALF-TERM

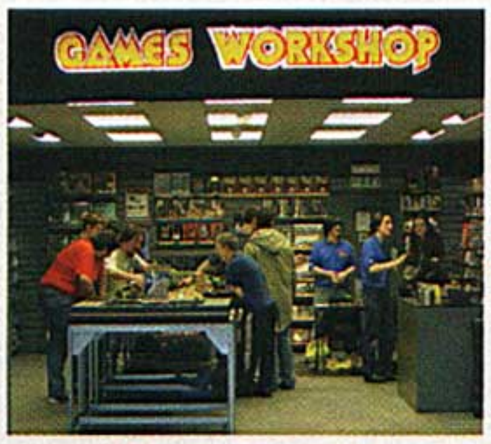
Learn how to use the new Foundation paint range to great effect and speedily gather your forces for the coming conflict in the summer!

Also this half-term, fight over the ruins of Tor Thana, still suffused with the powerful magic of ages past and stalked by the spirits of its former inhabitants.

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

STORE & CLUB FINDER

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











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Hobby Centres are Games Workshop's own retail outlets. Each store provides gaming and painting facilities and is staffed by expert hobbyists! Hobby Centres are marked in red in the store listings.

OPENING TIMES

Monday – Friday: 10am – 6pm
Saturday: 10am – 6pm
Sunday: 11am – 5pm

- Games Workshop Stores in shopping centres still open and close according to shopping centre times.
- Some stores are not open every day, or open at 12pm weekdays. Please ring the relevant store for details.
- Some of our Hobby Centres feature special Gaming Room facilities with increased gaming space and more tables, providing the ultimate gaming venue!

FREE!

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All Games Workshop stores offer free painting and modelling advice, from friendly staff with years of hobby experience!

FREE!

GAMING & TACTICS ADVICE
Our staff can give you sound tactical advice, help you build battle-winning armies and clear up most of your rules queries.

FREE!

BEGINNERS PROGRAMMES
Every Hobby Centre runs its own special Beginners' programme to help you start collecting, painting and gaming with armies of Citadel minitures.

CALL YOUR NEAREST HOBBY CENTRE FOR MORE INFORMATION!

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With over 500 locations in the UK there is never a local stockist far away, making them perfect for that quick resupply or hobby need.

MOST POPULAR STOCK LINES
Independent Stockists concentrate on stocking our most popular products, so you're more likely to find exactly what you're looking for!

USE THE STORE FINDER TO FIND YOUR NEAREST STOCKIST!

GCN Gaming Club Network GAMING CLUBS

Gaming clubs are groups of fellow gamers and hobbyists who meet regularly to enjoy the hobby together. Gaming clubs are marked in blue in the store listings.

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

THE GAMES WORKSHOP CONNECTION
GCN registered clubs work closely with Games Workshop on events like Games Day, Conflict events and Campaign Weekends, making them an integral part of the Games Workhop hobby! Use the club listing to find a GCN gaming club near you and get involved!

VISIT THE GCN ONLINE AT WWW.GCNM.ORG.UK

GCN membership guarantees the highest standard of customer service and safety. As part of our ongoing commitment to our customers, we do not promote any club outside of the Gaming Club Network.

GW Store Hobby Stockist

Locating stores, stockists & clubs ▸▸

Games Workshop products are sold 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.

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

www.games-workshop.co.uk/storefinder.

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

0115 91 40000

STORE FINDER KEY

GW Store — *(•) Indicates Gaming Room facilities.*

Hobby Stockist — *Offers a hobby gaming and painting service.*

Independent Stockist — *Official sellers of Games Workshop products.**

GCN Club — *Members of the Gaming Club Network.*

SUTTON-IN-ASHFIELD, Bastion Gaming
Tel: 07814 157168 — *New Store opening.*

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

The Directory

AVON

GW BRISTOL:
87 The Horsefair, BS1 3JR
Tel: 0117 925 1533

GW BRISTOL (CRIBBS CAUSEWAY):
Unit 129, The Mall, BS34 5UP
Tel: 0117 959 2520

BRISTOL, Area 51:
Tel: 0117 9244655

BRISTOL, Hobbycraft:
Tel: 0117 959 7100

GCN BRISTOL, Portbury Knights:
Contact: Alan Vowles
Tel: 07771 985488
E-mail: alanvowles@msn.com

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
Tel: 0123 427 3663

LUTON, Ottakers:
Tel: 01582 486999

CRANFIELD, Wargames Workshop:
Tel: 01234 757878

BERKSHIRE

• GW MAIDENHEAD:
Unit 2, 17 Market Street, SL6 8AA
Tel: 0162 863 1747

GW READING:
29 Oxford Road, RG1 7QG
Tel: 0118 959 8693

GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861087

BRACKNELL, Ottakers:
Tel: 01344 488124

BRACKNELL, Toy Planet:
Tel: 01344 426262

READING, Hobbycraft:
Tel: 0118 902 8600

SANDHURST, Toyworld:
Tel: 01252 873350

WINDSOR, WJ Daniels:
Tel: 01753 862106

GCN MAIDENHEAD, Madgamers:
Contact: Francis Jose
E-mail: fsjose@limey.plus.com

GCN READING, The Spikey Club:
Contact: David Cole
E-mail: spikeyclub@hotmail.com

BIRMINGHAM AREA

GW BIRMINGHAM:
Unit L16, Bullring Link, B5 4BS
Tel: 0121 633 7193

GW DUDLEY:
Unit 36, Merry Hill Centre, DY8 4UE
Tel: 0138 448 1818

GW SOLIHULL:
690 Warwick Road, B91 3DX
Tel: 0121 705 7997

• GW SUTTON COLDFIELD:
45-47 Birmingham Road, B72 1QF
Tel: 0121 354 3174

GW WALSALL:
Unit 27,
Old Square Shopping Centre, WS1 1QF
Tel: 0192 272 5207

GW WOLVERHAMPTON:
9 King Street, WV1 1ST
Tel: 0190 231 0466

BIRMINGHAM, Console Games:
Tel: 0121 477 0022

GREAT BARR, Gaming Crypt:
Tel: 0121 360 5080

SUTTON COLDFIELD, Digital Dragons:
Tel: 07941 637793

GCN DUDLEY, Dudley Darklords:
Contact: Paul Sheldon
Tel: 01384 288 360

GCN WOLVERHAMPTON, Da Boyz Club:
Contact: Paul Giles
Tel: 01902 339 033
E-mail: spacewolfdad@hotmail.co.uk

BUCKINGHAMSHIRE

GW HIGH WYCOMBE:
Unit 29, The Octagon Centre, HP11 2HT
Tel: 0149 453 1494

GW MILTON KEYNES:
504 Silbury Boulevard, MK9 2AD
Tel: 0190 869 0477

AYLESBURY, Bear Necessities:
Tel: 01296 421098

BUCKINGHAM, Abacus Toys:
Tel: 01280 821815

GERARDS CROSS, Howard Marshall:
Tel: 01753 882952

MILTON KEYNES, Hobbycraft:
Tel: 01908 308 330

PRINCES RISBOROUGH, Treats:
Tel: 01844 344354

GCN HIGH WYCOMBE, Armageddon Inc.:
Contact: James Schofield
Tel: 01494 865 905

CAMBRIDGESHIRE

• GW CAMBRIDGE:
54 Regent Street, CB2 1DP
Tel: 0122 331 3350

GW PETERBOROUGH:
3 Wentworth Street, PE1 1DH
Tel: 01733 890 052

ELY, City Cycle Centre:
Tel: 01353 663131

HUNTINGDON, Sports & Fashions:
Tel: 01480 454541

PETERBOROUGH, The Gluey Goblin:
Tel: 01945 588 808

PETERBOROUGH, Westgate Department Store:
Tel: 01733 563151

PETERBOROUGH, Your Story:
Tel: 01733 341007

ST NEOTS, First Computer Games:
Tel: 01480 386638

ST NEOTS, Westgate Department Store:
Tel: 01480 473242

WISBECH, Westgate Department Store:
Tel: 01536 203525

WISBECH, The Gluey Goblin:
Tel: 01945 588808

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

GCN BRELADES, Jersey Privateers Gaming Club:
Contact: Paul Noel
Tel: 01534 738192
E-mail: noelwarlock@aol.com

CHESHIRE

GW ALTRINCHAM:
Unit 1, 19 Grafton Street, WA14 1DU
Tel: 0161 929 9896

• GW CHESTER:
112 Foregate Street, CH1 1HB
Tel: 0124 431 1967

• GW MACCLESFIELD:
Unit 38, Chestergate Mall,
Grosvenor Centre, SK11 6AR
Tel: 0162 561 9020

GW STOCKPORT:
32 Mersey Square, SK1 1RA
Tel: 0161 474 1427

GW WARRINGTON:
Unit 19 Bank Street Time Square, WA1 2AP
Tel: 0192 565 1984

ALTRINCHAM, The Gaming Crypt:
Tel: 0161 929 9919

CHEADLE, Fantasia:
Tel: 0161 491 1130

CHESTER, Hobbycraft:
Tel: 01244 650 110

CONGLETON, Deans Toys & Cycles:
Tel: 0126 0273277

CREWE, ABC Model Sport:
Tel: 01270 505 048

CREWE, Potters Model World:
Tel: 01270 250 038

CREWE, Jac in a Box:
Tel: 01270 581 118

FRODSHAM, Steve Webb Models & Hobbies:
Tel: 01928 735 225

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

STOCKPORT, Hobbycraft:
Tel: 0161 429 5400

HYDE, Goslings Toymaster:
Tel: 0161 427 2099

WIDNES, The Hobby Shop:
Tel: 01514 241 947

GCN CHESTER, Royal Guild of Minted Boards:
Contact: Christopher Fry
Tel: 07976 878732
E-mail: chris_fry@fryupfilms.com

GCN MACCLESFIELD, Maccwargames:
Contact: Duncan Harradine
Tel: 01625 612 579
E-mail: harradine2002@yahoo.co.uk

CLEVELAND

• GW MIDDLESBROUGH:
Unit 33, 39 Dundas Street, TS1 1HR
Tel: 0164 225 4091

HARTLEPOOL, Illusions:
Tel: 01429 233 199

HARTLEPOOL, Westgate Department Store:
Tel: 01429 244 337

GCN MIDDLESBROUGH, Middlesbrough Gamers Club:
Contact: Colin Wilson
Tel: 0794627 27 37

GCN REDCAR, Redcar Ironbeards:
Contact: Ian Widdowson
Tel: 01642 503207

CORNWALL

GW TRURO:
Unit 1, Bridge House,
New Bridge Street, TR1 2AA
Tel: 0187 232 0047

BODMIN, Bricknells:
Tel: 01208 77088

BUDE, Nitro RC:
Tel: 01288 353 388

BUDE, More Value:
Tel: 01288 352 362

FALMOUTH, Wonderland:
Tel:01326 312 571

HAYLE, Blewetts of Hayle:
Tel: 01736 753 012

NEWQUAY, Planet Hobbywood:
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

GCN BUDE, Dice and Dagger:
Contact: Kurt Baker
E-mail: celtofkernow@aol.com

COUNTY DURHAM

• GW DURHAM:
64 North Road, DH1 4SQ
Tel: 0191 374 1062

GW DARLINGTON:
78 Skinnergate, DL3 7LX
Tel: 0132 538 2463

BARNARD CASTLE, Toy Shop:
Tel: 01833 637 396

BISHOP AUCKLAND, Windsock Models:
Tel: 01388 609 766

SEAHAM, Games of War:
Tel: 01915 817 118

STOCKTON ON TEES, Stockton Modeller:
Tel: 01642 616 680

CUMBRIA

• GW CARLISLE:
Unit 2, Earls Lane, CA1 1DP
Tel: 0122 859 8216

BARROW-IN-FURNESS, Heaths:
Tel: 01229 820 435

BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
Tel: 01539 443 047

COCKERMOUTH, The Toy Shop:
Tel: 01900 825855

KESWICK, Lakeland Toys and Hobbies:
Tel: 01768 775 275

PENRITH, Harpers Cycles:
Tel: 01768 864 475

ULVERSTON, Sawdust 'n Stitches:
Tel: 01229 582 284

WIGTON, Jacksons Diecast Models:
Tel: 01697 342 557

DERBYSHIRE

GW DERBY:
42 Sadler Gate, DE1 3NL
Tel: 0133 237 1657

ASHBOURNE, Lumbards Toys:
Tel: 01335 345115

BELPER, Children's Choice:
Tel: 01773 825865

BUXTON, Knowles Toys and Models
Tel: 0129 824 203

CHESTERFIELD, Chesterfield Department Store:
Tel: 01246 220 200

CHESTERFIELD, Peak Bookstore:
Tel: 01246 201 609

GLOSSOP, Wain Services:
Tel: 01457 853 548

ILKESTON, Ilkeston Co-op:
Tel: 01159 327 777

MATLOCK, Shawes:
Tel: 01629 582 482

DEVON

• GW EXETER:
31a Sidwell Street, EX4 6NN
Tel: 0139 249 0305

GW PLYMOUTH:
84 Cornwall Street, PL1 1LR
Tel: 0175 225 4121

GW TORQUAY:
12 Market Street, TQ1 1AQ
Tel: 0180 320 1036

BARNSTAPLE, The Battlezone:
Tel: 01271 321 344

DARTMOUTH, WG Pillar & Co:
Tel: 01803 832 139

EXMOUTH, Gamezone Models:
Tel: 01395 267 733

HONITON, Honiton Toy Shop:
Tel: 01404 43741

KINGSBRIDGE, The Trading Post:
Tel: 01548 852 923

NEWTON ABBOT, Austins:
Tel: 01626 333 444

PLYMOUTH, Model Shop:
Tel: 01752 221 851

TAVISTOCK, Kaleidoscope:
Tel: 01822 615 236

TEIGNMOUTH, Jackmans Toybox:
Tel: 01626 778 260

TIVERTON, Wings 'N' Wheels:
Tel: 01884 242 819

TORRINGTON, Angling Pastimes:
Tel: 01805 625 888

GCN PLYMOUTH, Plymouth Association of Wargamers:
Contact: Orlando Murrish
Tel: 0175 251 1402

DORSET

GW BOURNEMOUTH:
24 Post Office Road, BH1 1BA
Tel: 0120 231 9292

• GW POOLE:
Unit 12 Townsgate Centre, BH15 1ER
Tel: 0120 268 5634

BOURNEMOUTH, Hobbycraft:
Tel: 01202 582 444

BRIDPORT, Frosts Toymaster:
Tel: 01308 422 296

DORCHESTER, Dorchester Toys:
Tel: 01305 261 152

SHAFTESBURY, Hardings:
Tel: 01747 852 156

SHERBOURNE, The Corner House:
Tel: 01935 815 615

WEYMOUTH, Razzamataz:
Tel: 01305 780 601

GCN POOLE, Battlescar:
Contact: Paul Cleveland
Tel: 01202 385 632
E-mail: paul@battlescar.co.uk

ESSEX

GW CHELMSFORD:
Unit 4C, The Meadows Centre, CM2 6FB
Tel: 0124 549 0048

GW COLCHESTER:
2 Short Wyre Street, CO1 1LN
Tel: 0120 676 7279

GW SOUTHEND:
12 Southchurch Road, SS1 2NE
Tel: 0170 246 1251

GW THURROCK:
Unit 415B, Level 3,
Lakeside Shopping Centre, RM16 1ZJ
Tel: 0170 886 7133

SAFFRON WALDEN, Game On:
30 High Street, Tel: 01799 506 070

BASIDON, Hobbycraft:
Tel: 01268 240 100

BRENTWOOD, B&M Cycles:
Tel: 01277 214 342

CHELMSFORD, Toymaster Kingdom:
Tel: 01245 493 355

CLACTON ON SEA, Clacton Art & Craft Centre:
Tel: 01255 436 346

HARLOW, Marquee Models:
Tel: 01279 423 334

HOCKLEY, Hobbiton:
Tel: 01702 200 180

LEIGH-ON-SEA, Caliver Books:
Tel: 01702 473 986

MALDON, Colin Bliss Models:
Tel: 01621 851 327

RAYLEIGH, Toys N Tuck:
Tel: 01268 775 50

GCN CHELMSFORD, Chelmsford Bunker:
Contact: Gareth Williams
Tel: 01245 38542
E-mail: cdgareth@fsmail.net
Website: www.bunkerassault.co.uk

GCN COLCHESTER, Colchester Games Club:
Contact: Colin Wilson
E-mail: info@colchestergamesclub.org.uk

GCN SOUTHEND, Southend Toy Soldiers Club:
Contact: Paul Gayner
Tel: 07891 666 641
E-mail: clubenquiries@holttum.com

GCN SOUTHEND, Warzone: Southend:
Contact: Michael Ryan
Tel: 01269 694805
E-mail: swampy88@blueyonder.co.uk

GCN THURROCK (Lakeside Shopping Mall), Tempus Fugitives:
Contact: Stuart Mackaness
Tel: 07787 155668
Website: www.tempusfugitives.co.uk

GLOUCESTERSHIRE

GW CHELTENHAM:
16 Pittville Street, GL50 2LS
Tel: 0124 222 8419

GW GLOUCESTER:
35 Clarence Street, GL1 1EA
Tel: 0145 250 5033

BOURTON ON THE WATER, Bourton Model Railway:
Tel: 01451 820 686

GLOUCESTER, Battle Honours
Tel: 01386 45875

GLOUCESTER, Hobbycraft:
Tel: 01452 424 999

STROUD, Antics:
Tel: 01453 764 487

STROUD, Psisoft Games:
Tel: 0870 242 7428

TEWKESBURY, Toy Zone:
Tel: 01684 295 776

GCN DURSLEY, Dursley Games Club:
Contact: Dan Bishop
Tel: 01453 549 377

HAMPSHIRE

GW BASINGSTOKE:
3 Potters Walk, RG21 7GQ
Tel: 0125 646 6050

GW PORTSMOUTH:
34 Arundel Street, PO1 1NL
Tel: 0239 287 6266

GW SOUTHAMPTON:
23 East Street, SO14 1HG
Tel: 0238 033 1962

GW WINCHESTER:
35 Jewry Street, SO23 8RY
Tel: 0196 286 0199

ALDERSHOT, The Game Shop:
Tel: 01252 311 443

ALTON, Alton Model Centre:
Tel: 01420 542 244

ANDOVER, Hoggosaurus Toymaster:
Tel: 01264 352 263

FLEET, Fleet Toys:
Tel: 0125 261 3949

GOSPORT, JC Books:
Tel: 02392 580 931

MILFORD ON SEA, Milford Models and Hobbies:
Tel: 01590 642 112

NEW MILTON, Toys of New Milton:
Tel: 01425 617 805

PETERSFIELD, Folly Models:
Tel: 01730 267 932

PETERSFIELD, Fun for All:
Tel: 01730 267 271

PORTCHESTER, Wicor Models:
Tel: 02392 351 160

RINGWOOD, Toys of Ringwood:
Tel: 01425 479 444

ROMSEY, Roundabout:
Tel: 01794 512 145

SOUTHSEA, Southsea Models:
Tel: 02392 733 208

WATERLOOVILLE, Forever Toys Ltd:
Tel: 02392 266 253

WATERLOOVILLE, Paul's Hobby Shop:
Tel: 01705 259 186

GCN BASINGSTOKE, Sad Muppets Society:
Contact: David Offen-James
E-mail: david@sadmuppets.org

GCN PORTSMOUTH, Hammer N Ales:
Contact: Ivan Butler
Tel: 07752 533462
E-mail:
hammer_n_ales_portsmouth@hotmail.co.uk

GCN WATFORD, Watford Wargames Federation:
Contact: Robert Phipps
Tel: 0792 112 6094
E-mail: r-phipps@gotadsl

HEREFORDSHIRE

BARNET, Toys Toys Toys:
Tel: 0208 449 0966

HEREFORD, Hereford Model Shop:
Tel: 01432 352 809

LEOMINSTER, Martin's Models & Crafts:
Tel: 01568 613 782

ROSS ON WYE, Revolutions:
Tel: 01989 562 639

HERTFORDSHIRE

GW HEMEL HEMPSTEAD:
16 Bridge Street, HP1 1EF
Tel: 0144 224 9752

GW ST ALBANS:
18 Heritage Close, AL3 4EB
Tel: 0172 786 1193

BERKHAMSTED, Hamlins:
Tel: 01442 864 642

BISHOP'S STORTFORD, Boardmans:
Tel: 01279 654 033

COCKFOSTERS, Murray & Brand:
Tel: 02084 490 827

HARPENDEN, Felicitations:
Tel: 01582 767 811

HERTFORD, Marquee Models:
Tel: 01992 504718

HITCHIN, Mainly Models:
Tel: 01462 422 204

LETCHWORTH, Model Images:
Tel: 01462 684 859

ROYSTON, Toyshop:
Tel: 01763 243 270

ST ALBANS, E Rider and Son:
Tel: 01727 854 638

STEVENAGE, KS Models:
Tel: 01438 746 616

WELWYN GARDEN CITY, Toys Toys Toys:
Tel: 01707 391 319

ISLE OF MAN

DOUGLAS, Toymaster:
Tel: 01624 622 154

ISLE OF WIGHT

COWES, Chivertons Newsagents:
Tel: 01983 292 013

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, DA9 9SQ.
Tel: 0132 242 7880

GW CANTERBURY:
Unit 5, Iron Bar Lane, CT1 2HN
Tel: 0122 745 2880

GW MAIDSTONE:
7a Pudding Lane, ME14 1PA
Tel: 0162 267 7435

GW TUNBRIDGE WELLS:
4A Camden Street, TN1 2PU
Tel: 0189 252 5783

ASHFORD, GZ Computers Ltd:
Tel: 01233 663996

BEXLEY HEATH, Kit Krazy:
Tel: 0208 298 7177

BROADSTAIRS, Time & Space:
Tel: 01843 866 006

CHATHAM, Maynes:
Tel: 01634 400 031

CRANBROOK, Whites:
Tel: 01580 713298

CRAYFORD, Hobbycraft:
Tel: 01580 713298

DOVER, Turners Models:
Tel: 01304 203 711

FAVERSHAM, Abacus Toys:
Tel: 01795 591 203

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

MAIDSTONE, Hobbycraft:
Tel: 01622 623 750

MARGATE, Toymaster Kingdom:
Tel: 01843 225 400

ORPINGTON, JH Lorimer:
Tel: 01689 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
GCN ASHFORD, Stanhope Gaming Group:
Contact: Simon Cannon
Tel: 01233 663 996
E-mail: simon@cannon.kent.uk.net
GCN TUNBRIDGE WELLS, Tunbridge Wells Wargame Society:
Contact: Colin Stone
Tel: 0175 340 0211
E-mail: colin@castone.freeserve.co.uk

LANCASHIRE

GW BLACKPOOL:
8 Birley Street, FY1 1DU
Tel: 0125 375 2056
GW BOLTON:
Unit 27, 36 Acresfield Mall, BL1 1EA
Tel: 0120 436 2131
GW PRESTON:
15 Miller Arcade, PR1 2QA
Tel: 0177 282 1855
ASHTON UNDER LYNE, Roundabout Toys:
Tel: 01613 432 344
BLACKBURN, Batcave:
Tel: 01254 667 488
BLACKBURN, Mercer & Sons:
Tel: 0125 458 700
BOLTON, Hobbycraft:
Tel: 01204 374 300
BURNLEY, Compendium
Tel: 01282 457 060
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, Micro Markets:
Tel: 01524 840 486
LEIGH, Toymaster:
Tel: 01942 671 116
MORECAMBE, Micro Markets:
Tel: 01524 416 306
OLDHAM, Ottakers:
Tel: 01616 205 543
ORMSKIRK, Taylors:
Tel: 01695 573516
ROSSENDALE, Rossendale Models:
Tel: 01706 250 007
PRESTON, Hobbycraft:
Tel: 01772 661 200
THORNTON-CLEVELYS, Toy2save Collectables:
Tel: 01253 855 905
WIGAN, Wigan Model Centre:
Tel: 01942 245 683

LEICESTERSHIRE

GW LEICESTER:
Unit 2,16/20 Silver Street, LE1 5ET
Tel: 0116 253 0510
GW LOUGHBOROUGH:
22 Biggin Street, LE11 1VA
Tel: 0150 923 8107
ASHBY-DE-LA-ZOUCH, Steve's Models:
Tel: 01530 416 827
COALVILLE, Geoffs Toymaster:
Tel: 01530 832 795
HINCKLEY, Punctillio Model Spot:
Tel: 01455 230952

LINCOLNSHIRE AREA

GW GRIMSBY:
9 West St Mary's Gate, DN31 1LB
Tel: 0147 234 7757
GW LINCOLN:
Unit Sua, Saltergate
(on outside of Waterside Centre), LN2 1AP
Tel: 0152 254 8027
BOSTON, Models and Computers:
Tel: 01205 365 102
GRANTHAM, Arbon & 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
SCUNTHORPE, Shermans Model Shop:
Tel: 01724 842 439
SKEGNESS, The Model Shop:
Tel: 01754 763 429
SPALDING, Mason's Models:
Tel: 01775 722 456
GCN LINCOLN, Gobstyks:
Contact: Anna Delafield
Tel: 0124 643 1896
E-mail: adelafield@btopenworld.com

LONDON

GW BRENT CROSS:
Unit F9, Lower Mall (near Fenwicks),
Brent Cross Shopping Centre, NW4 3FE
Tel: 0208 202 4979
• **GW BROMLEY:**
Unit 24, The Mall, Bromley, BR1 1TS
Tel: 0208 466 0678
GW COVENT GARDEN:
Unit 33, The Market, WC2E 8RF
Tel: 0207 240 5106
GW CROYDON:
Unit 35, Drummond Centre,
Keeley Road, CR0 1TF
Tel: 0208 680 4600
GW HAMMERSMITH:
161 King Street, W6 9LR
Tel: 0208 846 9744
GW HARROW:
296 Station Street, HA1 2DX
Tel: 0208 861 2350
GW KENSINGTON:
Shop 7, Lancer Square,
Kensington Church Street, W8 4EH
Tel: 0207 937 7011
GW KINGSTON ON THAMES :
33 Fife Road, KT1 1SF
Tel: 0208 549 5224
GW LONDON (OXFORD ST):
Unit F10, The Plaza Shopping Centre,
1st Floor,116-128 Oxford Street, W1N 9DP
Tel: 0207 436 0839
GW RICHMOND:
Unit 8, Westminster House,
Kew Road, TW9 2ND
Tel: 0208 948 6122
GW ROMFORD:
12 Quadrant Arcade, RM1 3ED
Tel: 01708 742 140
GW STAINES:
8 Clarence Street
Tel: 0178 446 0675
GW SUTTON:
Unit 26,
Times Square Shopping Centre, SM1 1LF
Tel: 0208 770 9454
• **GW UXBRIDGE:**
Unit 32, Chequers Mall,
The Pavilions Shopping Centre, UB8 1LN
Tel: 0189 525 2800
GW WATFORD:
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WARHAMMER® WORLD

VISIONS OF WAR

Following the success of the "Warhammer – the Art of Games Workshop"exhibition held at Nottingham Castle, Warhammer World has featured many stunning displays showcasing original Games Workshop artwork. Now, with the Nemesis Crown campaign looming, we prepare for "Visions of War".

Over the last few months, the gaming arena at Warhammer World has become the venue for a series of exhibitions of original artwork and miniatures from the Games Workshop archive. In January this year we had our first display – "The Art of the Empire". This was then followed by an exhibition focussed upon the art and imagery of the Dark Angels and then in May we had a very special presentation of images personally selected by Games Workshop's Art Director and imagery guru John Blanche.

Much of the inspiration for mounting these displays came from the "Warhammer – the Art of Games Workshop" exhibition held at Nottingham Castle during the summer of 2006. Throughout the ten weeks of that show, more than 40,000 people travelled to Nottingham to look at over 90 original works of art and countless brilliantly painted miniatures from the Studio 'Eavy Metal team. We've also had huge amounts of feedback from visitors to Warhammer World asking to see lots more of the same! The creation of the Citadel Miniatures Hall at Warhammer World has enabled us to put much of the 'Eavy Metal collection on display, but in the absence of a permanent art gallery and exhibition space we decided to mount a series of temporary exhibits in the gaming arena.

With the 'Nemesis Crown' summer campaign just around the corner we decided to devote this latest exhibition to images of warfare and battle drawn exclusively from the Warhammer universe under the title of "Visions of War". With its focus on images of battle and conflict, the show will highlight paintings and drawings that really capture the full character of the races, armies, heroes and monsters of the Warhammer world, forever locked in unending war.

We're often asked about where the artists, sculptors and designers who work for Games Workshop get their inspiration and the simple answer is everywhere and anywhere, from ancient history and mediaeval woodcuts through to World War 2 and contemporary street fashion. From the outset, Games Workshop succeeded in establishing a very strong 'house' style, that has informed our artwork ever since. This style was inspired by the personal work and approach of painter and illustrator John Blanche who back in 1989 gave the following list of influences: "My favourite artists are many and varied; a full list would fill a page and I am still discovering more, but Grünewald, Durer, Albrecht Altdorfer, Shishkin, the pre-Raphaelites, Caspar Friedrich, Géricault and Gérôme immediately spring to mind."

It's this focus on Northern European mediaeval, romantic, neo-classical and heroic art that has allowed Games Workshop to develop its own distinctive

Bugman's

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Bugman's Bar is the place to sit and relax with a thirst-quenching drink after visiting the store, gaming hall, art exhibition, or the Citadel Miniatures Hall. It is custom-built to provide an appropriate finish to any visit to Warhammer World, with a great selection of drinks and mouth-watering meals.

It's also the only place to get exclusive Bugman's merchandise including a miniature of the Dwarf Master-brewer himself...



Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

style that John has come to call Games Workshop Gothic.

John again; "Gothic means lots of things. You have the architectural style from the Early Middle Ages which was then re-invented by the Victorians. They applied it to all sorts of stuff, and we now have modern gothic which is inspired by, but is none of these things. Its internal Games Workshop meaning is typified by the robust, bellicose, often archaic and bleak view of the fantasy and science fiction genres you can see in our artwork and images."

The aim of "Visions of War" is to capture this concept and give visitors to Warhammer World the opportunity to see and appreciate the care and attention to detail with which our artists explore this rich vein of the imagination.

Alongside original artworks, images and sketches, the show will also feature miniatures, models and dioramas, with a special section devoted to the Dwarfs and their love and lust for gold. "Visions of War" will be on display at Warhammer World from the 18th June until the 13th August and admission is completely free.



WARHAMMER WORLD

TICKET SALES DATES

This month, tickets go on sale for this season's Warhammer and Warhammer 40,000 Grand Tournament Heats.

Warhammer
Heat 1 ....6th October
Heat 2 ....3rd November
Heat 3 ....17th November

Warhammer 40,000
Heat 1 ....13th October
Heat 2 ....10th November
Heat 3 ....24th November

Tickets cost £55
Available 23rd June

Details for each of the heats can be found online or by calling Direct on:

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GRAND TOURNAMENT FINAL 2007



This February, more that 130 hopeful gamers descended upon Warhammer World, having battled their way through three gruelling heats to fight for their place in the Grand Final. But who would walk away as Overall Champion?

It all began way back in October 2006 with the first of the Warhammer Grand Tournament heats. Over the course of that autumn over 400 entrants were whittled down across three heats to just over a hundred gamers, representing the very best of the gaming community.

In the months that followed, armies were refined, generals enhanced and weapon combinations altered. Tactics and strategies were developed and honed, all in an effort to create a perfectly balanced army that would stand up to the stiff opposition of a Grand Tournament Final.

The Greatest Battle of Our Time

On the first day of the final, players from all across the UK, Europe and beyond assembled in quiet trepidation, all focussed on competing for the title of Overall Champion. The atmosphere, at first charged with anxiety, quickly relaxed once the gaming began, and successive rounds of conflict flew by, punctuated by the excited shouts of joy and despair filling the Great Hall in equal measure.

The standard of painting on display over the weekend was exceptional, with no less than six armies nominated for the Best Army award. Congratulations go to Best Army winner Ben Johnson for his amazing 'Tribe of the Severed Hand' Orcs & Goblins army. A selection of some of the very best miniatures that took part in the event can be seen on the following pages.

When the dust eventually settled at the end of the second day, the victor had emerged. Congratulations to Dimitrios Kasdovasilis, who having come all the way from Greece to take part, won all six of his games and ascended triumphantly to claim the ultimate prize.

GAMES WORKSHOP ONLINE

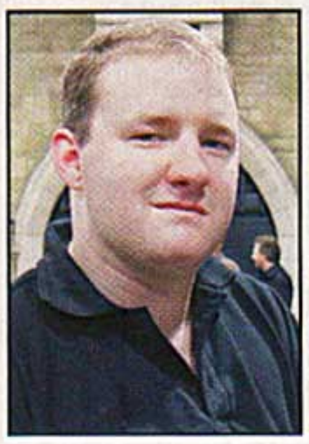
Visit Games Workshop online to see the full player listing, tournament results and more photos from the event!



www.games-workshop.co.uk /tournaments

KING OF THE OGRES

Following this year's hotly contested Warhammer Grand Tournament Final, we caught up with Phil Manwaring, long-time tournament veteran and Ogre Kingdoms player, and asked him how he got on.



Phil: I've been involved with Warhammer for the past seventeen years, and playing in tournaments for as long as I can remember. I usually play Lizardmen, Skaven and Vampire Counts, and often finish within the top ten.

A New Kingdom to Conquer

Back when the Ogre Kingdoms were released, I decided it was time for a change. I like to field armies that are both fun to play with and have a great sense of personality and character, which the Ogres have plenty of! They also offered me a new challenge as a gamer, renowned for being difficult to do consistently well with in a tournament environment.

This is my second Games Workshop Grand Tournament with the Ogre Kingdoms, but I've played with them in six or seven tournaments, both here in the UK and in Europe, so I've become well and truly familiar with my army.

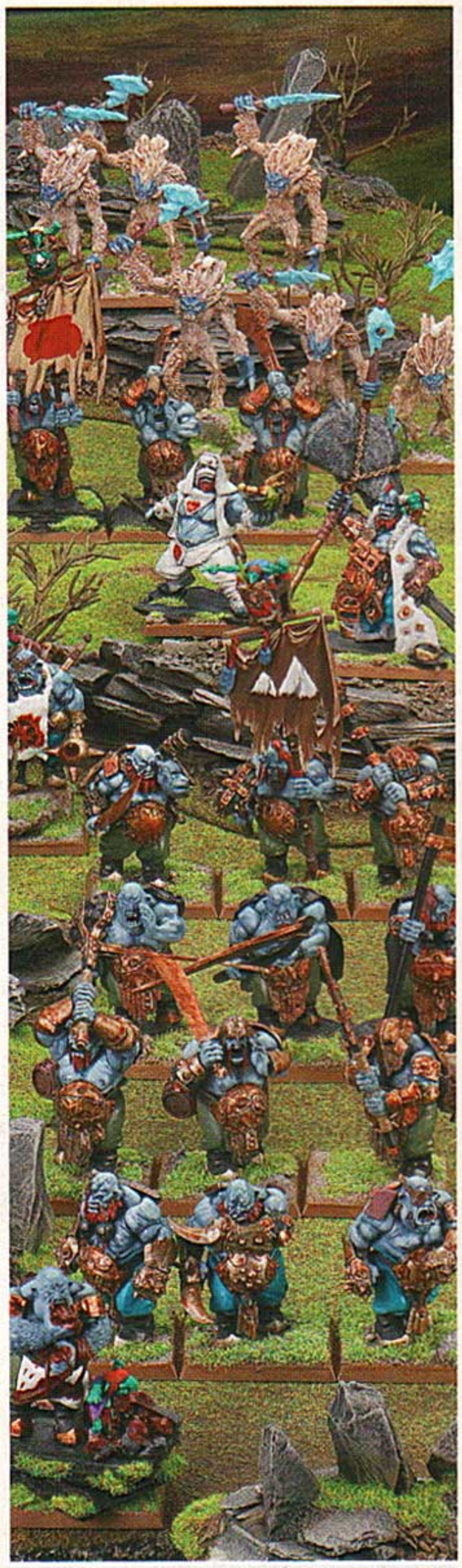
The Army List

The core of the army was based around three Butchers laden with dispel scrolls whose primary role was to counter the magical advances of any opponents. I chose an Ogre Tyrant to lead the army, armed with a Tenderiser. A fearsome creature, the Tyrant's main purpose was to serve as a delivery system for this most heinous of weapons, wreaking havoc on my opponents' special characters and heroes. Unlike many Ogre Kingdoms players, I decided not to include Gnoblars in my army as they are prone to Bickering which can easily lay waste to even the best laid plans, holding up advances or flanking manoeuvres and such. Instead, I packed the rest of the army out with as many units of Ironguts as possible. I prefer Ironguts to Bulls as, for an additional 13 points each they receive heavy armour and a great weapon, effectively increasing their Strength to an impressive 6, wounding most cavalry and infantry units on 2s or more. Finally, I included a couple of units of Yhetees.

The Plan

I have learnt over time that although they are big and ugly, Ogres don't fare any better or worse than other infantry units when it comes to receiving enemy charges. I therefore devised a strategy that would enable me to ensure I would always initiate a charge, taking full advantage of the Bull Charge special rule. Keeping my unit numbers relatively small (three Ironguts to a unit), I deployed the army in a long line across the table, advancing as a whole on the enemy. Where I was on the receiving end of a charge, my response was to flee with the unit, counting on the Ogres' high Leadership to rally them in subsequent turns. By deploying in one long line across the board, my fleeing units could not pass

continued on page 119





LORD OF WAR

Games Designer, Alessio Cavatore took part in this year's Warhammer Grand Tournament Final. We asked him how designing Games Workshop games compares with playing them.

Alessio: Taking part in GTs is always an interesting experience for me. While playing, I always have two voices in my head: the gamer and the designer.

The gamer wants to concentrate on the battle and try and outwit the opponent, finding that brilliant move that will win the game.

However, the game designer can't help looking at the GT as a good occasion for some more playtesting. My professional instincts keep analysing the balance of the armies and, particularly after a recent release (in the case of Warhammer), focus on the smoothness of the rules.

There were cases during the GT that had me diving into the rulebook in search of an answer. In a few cases where a rule wasn't as clear as it could have been (a bit of an understatement), I had to decide if the problem was serious and needed an FAQ, or if could wait until the next edition to be fixed...

As you can imagine, with this kind of stuff going through your head, your generalship is somewhat impaired and that clearly must be the reason why I'm not winning as much as I used to! It's not that I've grown soft in my old age...



CHAMPION OF CHAMPIONS

Having made his way through the heats, then stormed his way to victory in this year's Warhammer Grand Tournament Final, we met up with the newly crowned champion, Dimitrios Kasdovasilis to find out how he reached the top.

Congratulations on winning the Grand Tournament. How does it feel?
Totally amazing! I can't believe it!

So, how long have you been playing Warhammer?
Only about two and a half years; I started playing with some of my friends back home in Greece.

That's astonishing! Is this your first Grand Tournament?
No. I played in last year's GT as well, but I didn't do so well.

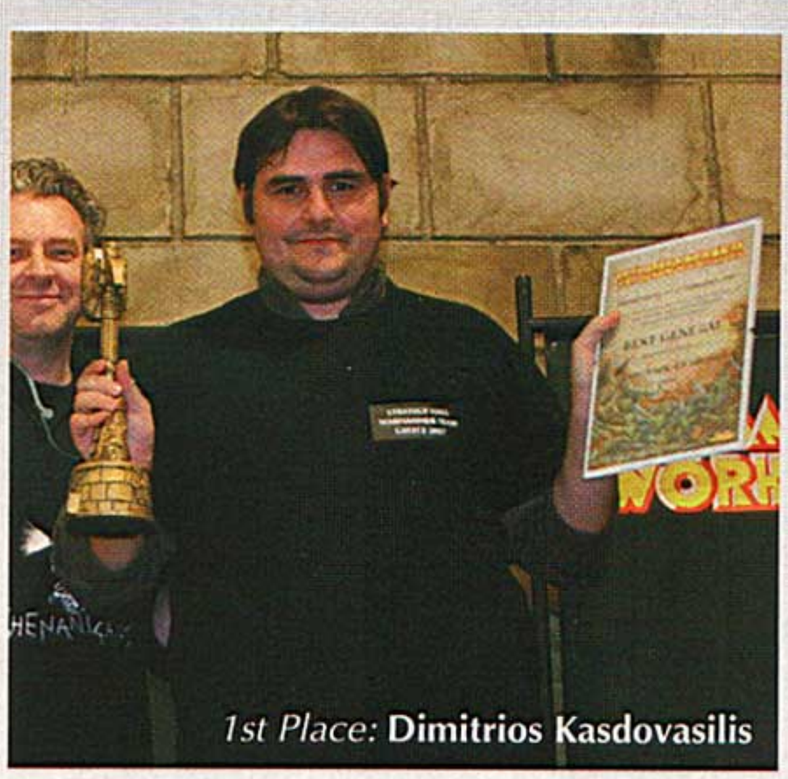
You've obviously had some practice at this then. Have you entered any other events or competitions?
I've played in loads. Next I'm playing in the European Championships in Gorsow, Poland. We're going to take the cup! (He shouts to his fellow Greeks).

You played with Lizardmen in the final. Did you use the same army in the heats?
Yes and no. I used my Lizardmen in the first heat, but didn't qualify as high as I would have liked (still, a very respectable thirtieth! – ed.). I made a few changes to the army list for the final. They seem to have worked...

Will you be back to play in next year's Warhammer GT?
Definitely! Now I have to defend my title.

Any ideas what army you'll bring to next year's competition?
I don't know. I'm kind of happy with my Lizardmen at the moment, but I might make one or two more changes for next year. You never know.

Well, congratulations again, and good luck for the European Championships.
Thank you.



1st Place: **Dimitrios Kasdovasilis**

TOURNAMENT SHOWCASE



through other friendly units and cause additional Panic tests. By fleeing the charge my opponents failed their charges, leaving them wide open for counter charges from my flanking units of Ironguts.

Death of an Ogre

My strategy paid off and saw me through the weekend of the Heat as I finished in third place. Most memorable from the event was my final game in which I played against another Ogre Kingdoms player whose army composition mirrored my own almost exactly. The only exception was the presence of Skrag the Slaughterer where I had a Tyrant. The game ended in true epic style as the two opposing warlords stood toe to toe, exchanging blows, until it was that my Tyrant's Tenderiser found its mark and slew the Prophet of the Great Maw.

Final Adjustments

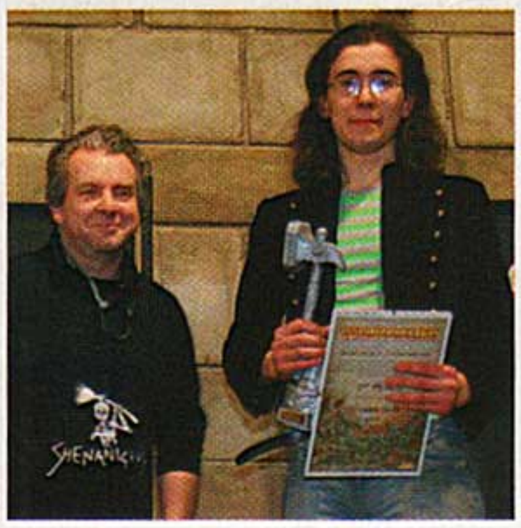
Having qualified as high as I did in the Heat, I decided to do very little tweaking of the army list for the Grand Final, content with swapping one or two of my Butchers' magic items here and there and including more Tooth-Gnoblars to help in the magic phase. My previous strategy had served me well and so, all out attack and aggression would continue to be the order of the day.

Battle of the Titans

My most memorable game of the weekend was with Dimitrios Kasdovasilis who would go on to win the tournament. He was using Lizardmen and despite chasing me around the battlefield the entire game, his Skinks were unable to kill my Tyrant who survived until the end, bringing down a unit of fearsome Kroxigors on the way, much to my delight and Dimitrios' displeasure.

The Future

I finished the tournament a more than satisfactory twelfth, which I was overjoyed with. I'll definitely be attending the Grand Tournament again next year to see if I can do any better, and I'll almost certainly be fielding my beloved Ogres again. There are one or two things I'd like to change and a few improvements to be made, but the most important thing will be to keep the fun and character of the army intact.



2nd Place: **Tristram Smith**



3rd Place: **Jacob Collins**



Best Army: **Ben Johnson**



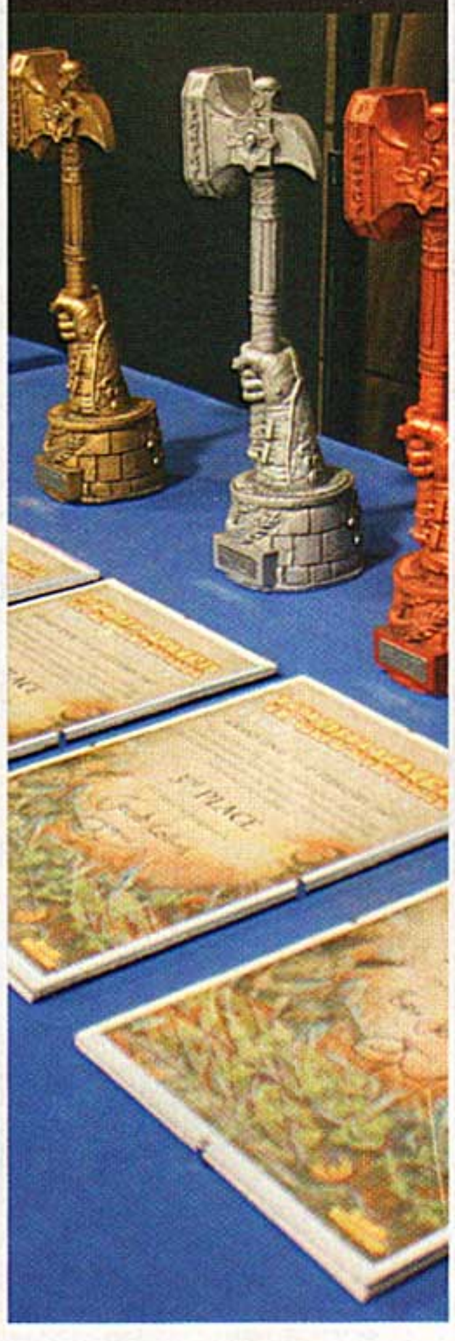
WHAT IS A GRAND TOURNAMENT?

Tournaments are an opportunity to play games for a weekend, meet other like-minded players and in the process gauge your ability in terms of gaming results, sportsmanship, painting and rules and background knowledge.

Grand Tournaments are the pinnacle of Games Workshop tournament play. Players from all over the UK (and beyond) come to Warhammer World to test their skills and compete for the top spots on the day.

Why not visit the tournaments page online to find out more about the Grand Tournaments and other events held at Warhammer World:

www.games-workshop.co.uk/tournaments



WARHAMMER

Prepare for war



WARHAMMER BATTLEFIELDS

4th-5th August 2007

Warhammer World, Nottingham.

This gaming event will test your ability to write army lists, paint great armies and play a variety of scenarios using all your strategic skill.

You will need the following to take part:

- A fully painted 3,000 points army for Warhammer.
- This army must then be broken down into smaller forces for some scenarios – the smaller forces *must* be legal in their own right.
- Specific details are supplied in the Warhammer Battlefields Rules pack, available online.

Tickets cost £50 per player and are available from 19th May through Direct on 0115 91 40000.

Each ticket entitles a single player to:

- Play six games over the weekend, using a variety of scenarios.
- Entry into the Army Painting Competition.
- An evening meal on Saturday, tea and coffee both mornings and doughnuts on Saturday to get you started, as well as vouchers towards the cost of lunches from the Bugman's Weekend Restaurant service.
- Access to Warhammer World, including the Citadel Miniatures Hall, the Warhammer Exhibition and Bugman's Bar.

Age limit: 18+

BATTLEFIELDS

on a new scale!



former Warboss of the Yellow Eyes tribe in a broken heap in a ditch. All that is

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THE EVENTS DIARY

All the latest from the UK 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 July — WD334 (Oct)
- 1st August — WD335 (Nov)
- 1st September — WD336 (Dec)

Please note all dates and details are correct at the time of going to print but are subject to change.

Events diary abbreviation guide

WH .....Warhammer
40K .....Warhammer 40,000
BB .....Blood Bowl
WAB ....Warhammer Ancient Battles
WPS....Warhammer Players' Society
WECW Warhammer English Civil War
Epic.....Epic Armageddon
LOTR .....The Lord of The Rings
GW.....Games Workshop
GT.....Grand Tournament



CONFLICT 2007

Conflict North 27/5/07
Conflict South.....3/6/07

prepare for war...

MAY

GAMES WORKSHOP **presents:**

DARK STARS: WHERE ANGELS LIE
WARHAMMER 40,000 CAMPAIGN WEEKEND

Date: 19th-20th May
Venue: Warhammer World, Nottingham
Details: A rogue Inquisitor has become consumed by his desire to expose the secret of the Dark Angels. His actions have drawn the attention of the Imperium as well as Eldar, Orks and Chaos. The Dark Angels must respond to this threat. To play, you need a legal 1,000 points force and a 500 point reserve which when added together make a legal 1,500 points force using the appropriate Force Organisation chart. You will also require a Combat Patrol force for your army that follows the regulations in the rules pack. Please Note! There are limited tickets for each faction. These include: Imperials (excluding Dark Angels), Eldar, Dark Eldar, Orks, Chaos Space Marines, and Dark Angels. Tickets cost £50, and include lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.



Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/events

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 and a friend will need two warbands of 300 points using the army lists provided in the Legions of Middle-earth. Tickets cost £15 per team.
Contact: GW Wakefield on 01924 369431

GAMES WORKSHOP **presents:**

WHITE DWARF
30th ANNIVERSARY BIRTHDAY WEEKEND

Date: 26th-27th May
Venue: Hobby Centres around the world
Details: Issue 330 marks the 30th anniversary of White Dwarf! To celebrate the Venerable One's birthday, we'll be throwing a huge party in Hobby Centres worldwide and we'll be releasing an exclusive White Dwarf model that you'll only be able to buy on this weekend! This fantastic miniature depicts the White Dwarf being borne aloft by two of the mightiest Dwarf heroes ever to walk the Warhammer World – Joseph Bugman and Gotrek!
Contact: Contact your local store for details.

GAMES WORKSHOP **presents:**

EPIC GRAND TOURNAMENT

Date: 19th-20th May
Venue: Warhammer World, Nottingham
Details: Compete for the title of 2007 Epic Grand Tournament Champion. Players need a fully painted 3000 points Epic army and will play six games over the course of the weekend. Points are awarded for gaming and there is a special award for the Best Painted Force on the day.
Tickets cost £50, and include lunch on both days, an evening meal on Saturday, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.
Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/events

WPS presents:

WPS CLUB CHALLENGE

Date: 26th-27th May 2007
Venue: Warhammer World Lenton
Details: This event is a multi system club based tournament. The weekend will include tournaments in all of the following systems: Warhammer, Warhammer 40,000, Epic, Warhammer Ancient Battles and Blood Bowl. Club Challenge entry forms are available from the WPS website.
Contact: conrad.gonsalves@ge.com
Website: http://www.players-society.com

Event information correct at time of going to press. Games Workshop is not responsible for events not run by Games Workshop.

GAMES WORKSHOP presents:

NEMESIS CROWN
GATHERING OF MIGHT

Date: 26th May-3rd June
Venue: Hobby Centres around the UK
Details: This May Half-term get a head start on the war to come by heading down to your local Hobby Centre to assemble and paint your Warhammer armies in preparation for the biggest summer global campaign ever: The Nemesis Crown.
Contact: Contact your local store for details.
Website: www.games-workshop.co.uk/storefinder

GAMES WORKSHOP presents:

CONFLICT NORTH

Date: 27th May
Venue: Royal Armouries Museum, Leeds
Details: This event includes a painting competition, terrain workshops, participation games, army workshops, as well as the latest releases and hobby supplies.
Tournament Tickets cost £40 (admits 2 people).
Open Pass costs £10 (admits 1 person).
Contact: Hobby Specialists – 0115 9140000
Website: www.games-workshop.co.uk/conflicts

JUNE

GAMES WORKSHOP presents:

CONFLICT SOUTH

Date: 3rd June
Venue: Alexandra Palace, London
Details: This event includes a painting competition, terrain workshops, participation games, army workshops, as well as the latest releases and hobby supplies.
Tournament Tickets cost £40 (admits 2 people).
Open Pass costs £10 (admits 1 person).
Contact: Hobby Specialists – 0115 9140000

GAMES WORKSHOP presents

WARHAMMER
DOUBLES TOURNAMENT

Date: 23rd-24th June
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 750 points force for Warhammer, which together with your gaming partner's force must make a legal 1500 point army. 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, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning for both players.
Contact: Hobby Specialists 0115 91 40000
Website: www.games-workshop.co.uk/tournaments

JULY

GCN presents:

RISE OF EMPIRES
WARHAMMER 40,000
DOUBLES TOURNAMENT

Date: 1st June
Venue: Hassocks Hotel, West Sussex
Details: Brighton and Clayton Warlords would like to present Rise of Empires; a Warhammer 40,000 Doubles tournament. Tickets cost £20 per team and includes lunch.
Contact: roger_gs_smith@hotmail.com
Website: www.brightonandclaytonwarlords.com

AUGUST

GAMES WORKSHOP presents

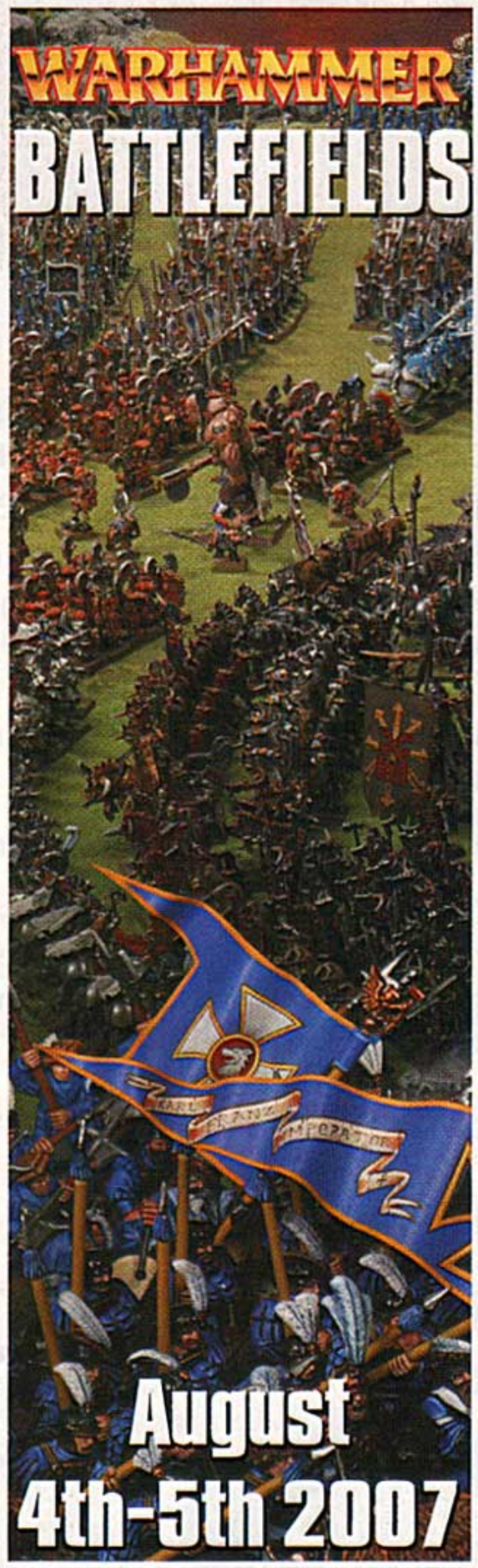
WARHAMMER BATTLEFIELDS

Date: 4th-5th August
Venue: Warhammer World, Nottingham
Age Limit: 18+
Details: Test your leadership skills to the limit in this new and unique Warhammer event! You will need a fully painted 3000 points Warhammer army, able to be broken down into smaller, legal forces for some scenarios. Play six games over the weekend, and tackle a range of new tactical challenges. There is also an army painting competition.
Tickets cost £55 per player, and include lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.
Contact: Hobby Specialists 0115 91 40000
Website: www.games-workshop.co.uk/events

GCN presents:

AQUILA 07

Date: 25th August
Venue: Harmons Water Community Centre, Ralphs Ride, Bracknell
Details: Bracknell Forest Gamers present Aquila 07, an Aeronautica Imperialis Tournament. Please visit the website for more details about this event.
Website: www.bfgclub.org.uk





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REINFORCEMENTS!

The Blood Angels use the majority of the existing Space Marines range, including the Terminators boxed set shown here.

As well as the extensive range of Space Marines boxed sets and blisters, there is a wide selection of Blood Angels shoulder pads you can use to customise your warriors of Baal.



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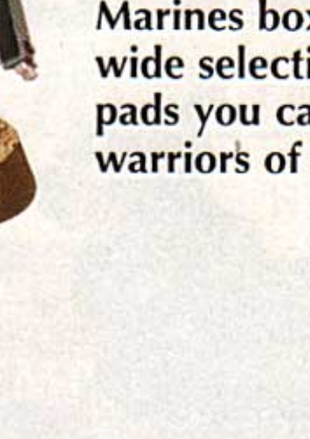
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Don't miss out on the other great postage deals available on the Online Store! Get free postage when you spend £100 with Freepost 100!

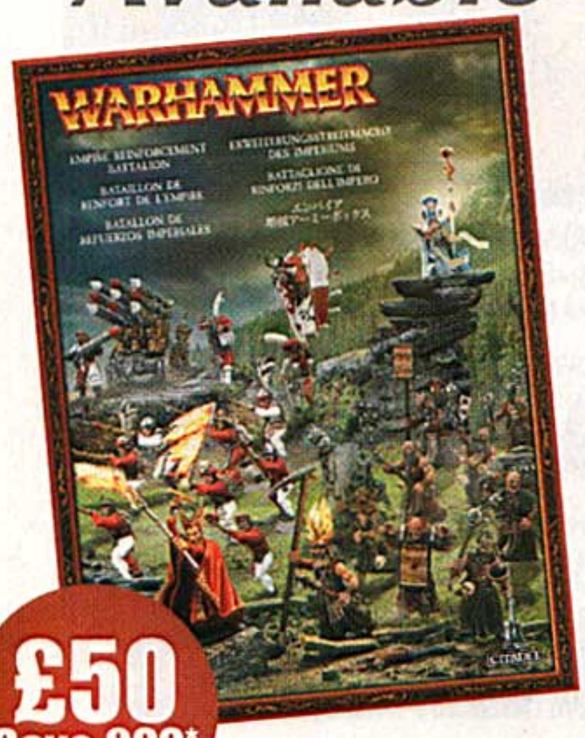
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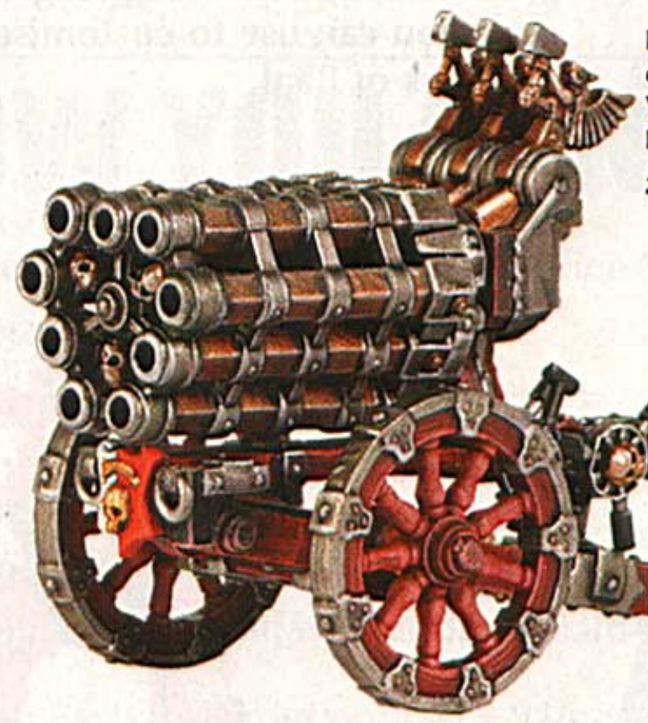
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Box set contains enough plastic components to assemble 1 Helblaster Volley Gun with crew or 1 Helstorm Rocket Battery with crew.
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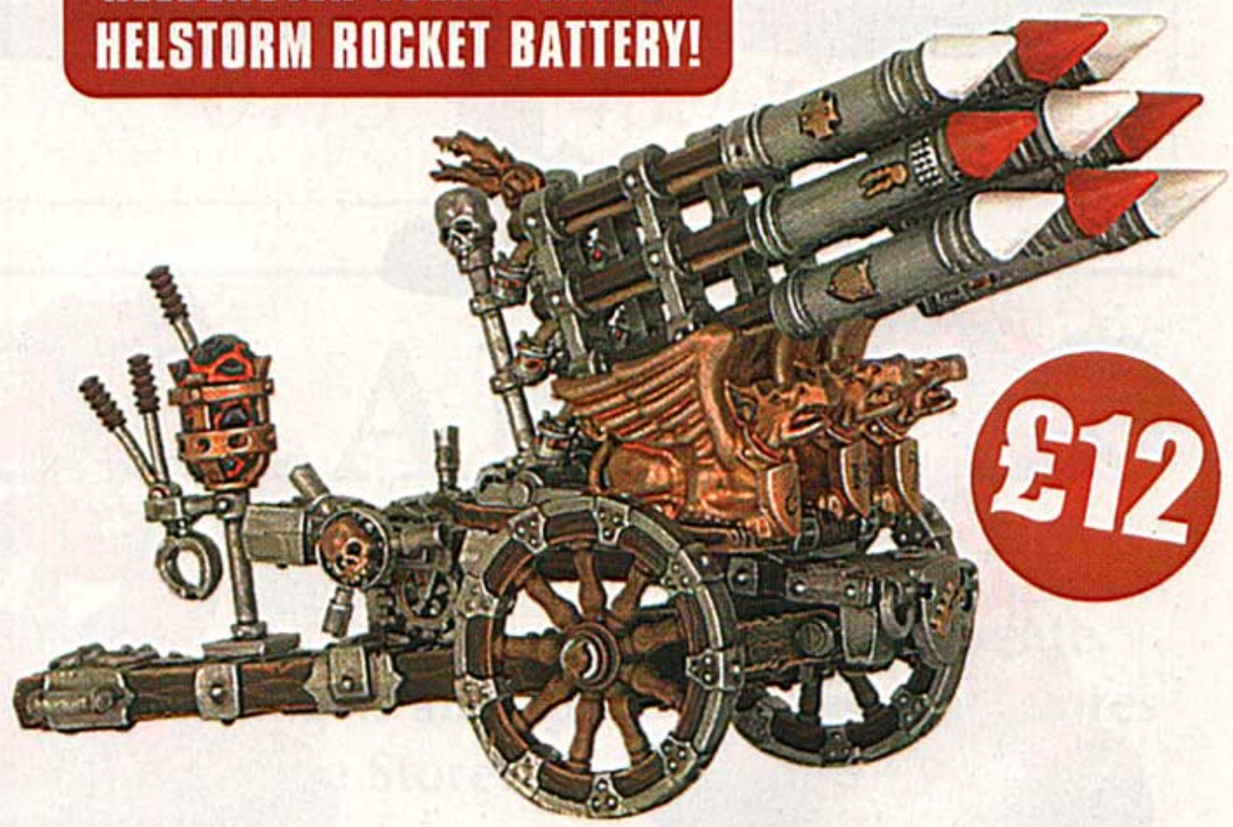
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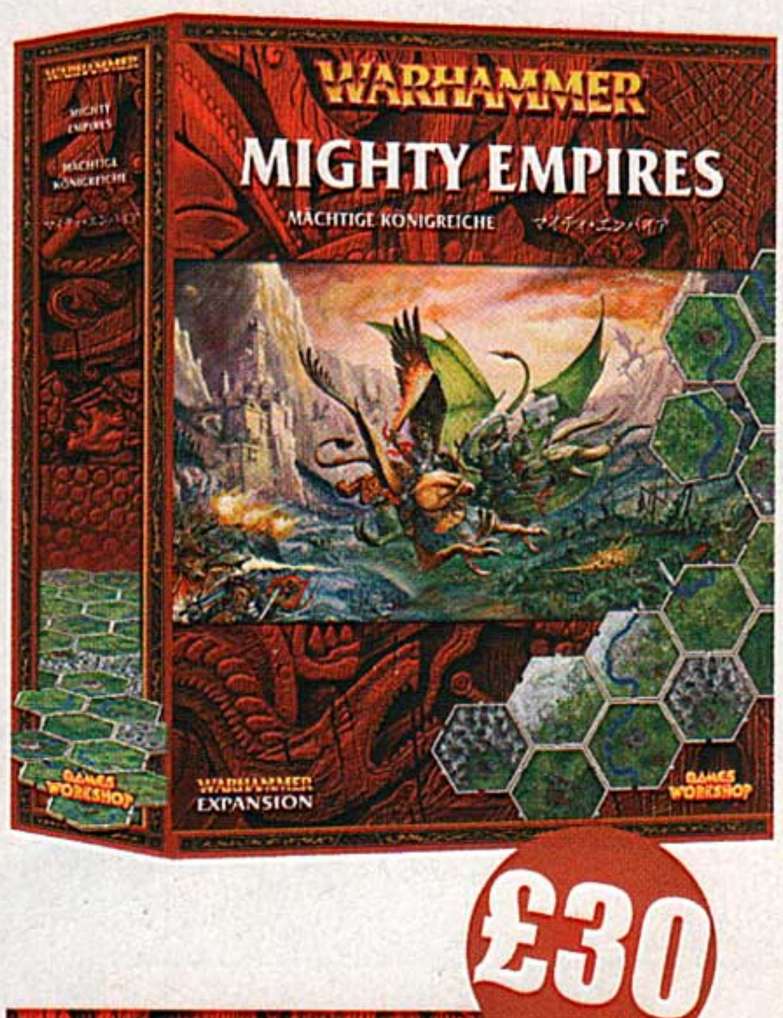


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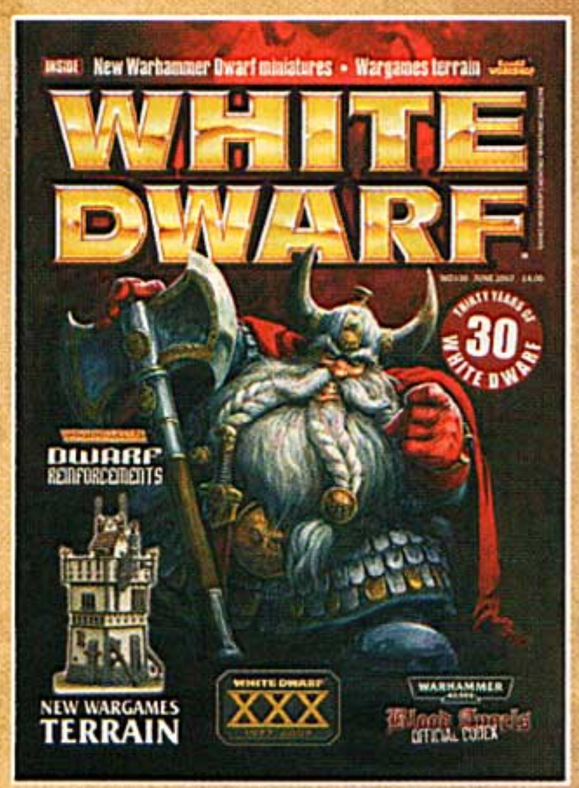
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