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Empire vs Chaos Campaign and Battle Reports

GAMES WORKSHOP

WARHAMMER DWARF

GAMES WORKSHOP'S
MONTHLY MAGAZINE

WD354
June 2009

WAR OF THE RING

The Galadhrim

WARHAMMER
40,000

Liber Apocalyptica:
Valkyrie

WARHAMMER

THE EMPIRE MUSTERS FOR WAR

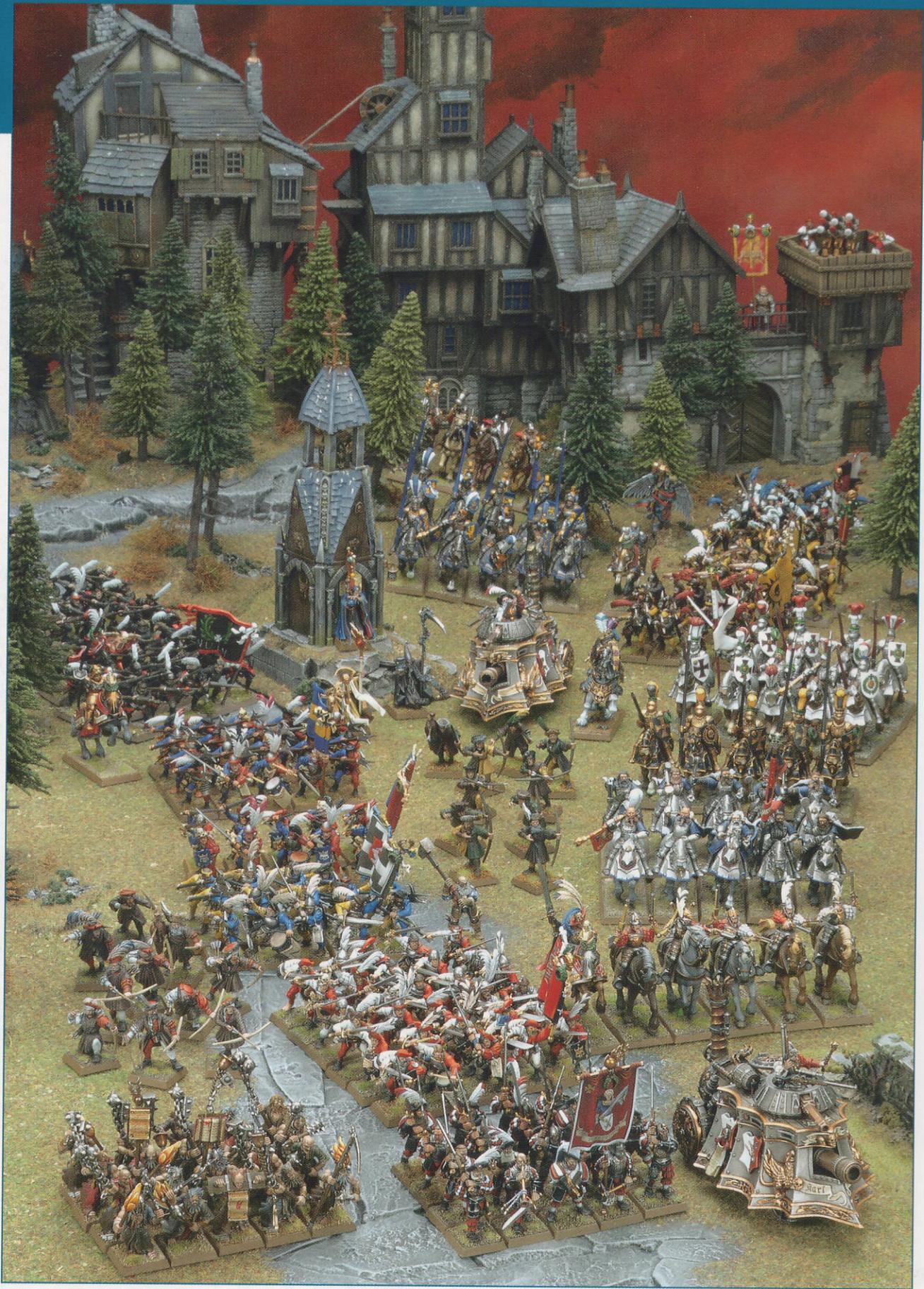
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WD354 JUNE 2009 WWW.GAMES-WORKSHOP.COM

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A grand muster of the provinces – the Empire gathers its troops and marches to war.

EDITORIAL



It's a joyous month of hobby for me, as my favourite Warhammer army is getting more new stuff to swell its ranks. Time for me to dust off my gaming hat and take the Empire to the field!

Just one snag – despite my New Year's resolution back in January, my Empire army isn't finished. Now, that's not such a problem for this month's battle report, where yours truly uses the awesome Studio army, but is a bit problematic for gaming in general.

Never one to be put down for long, I read Jervis' Standard Bearer, which inspired me to take a different tack. This month Jervis talks about using the older, more venerable models in your collection as part of your army. This made me think about my Vampire Counts army, which, with the exception of the Varghulf, is made entirely of old models, many of which can't even be bought any more. Now, I love my Vampire army, and it's quite large (about 4000 points), but I don't tend to use it much these days because some of the miniatures – not to mention my painting skills – are showing their age. However, Jervis made me realise that I shouldn't be embarrassed. Instead, I've embraced my classic army and started to add new models to it. I'm almost done with my unit of Blood Knights, and just need a Corpse Cart to make my army completely viable in the newest version of the rules, and almost 5000 points to boot! The only problem I've had is trying to paint them to match my army – I've forgotten how I did it, it's been so long. I've just started a game against White Dwarf's Andy Hall, whose own collection of Skaven models is probably even older than my Vampires (well, he is quite old).

On top of all the gaming excitement, the Dwarfers have been working round the clock to bring you the usual quality hobby articles. I have to admit that there's a considerable Empire presence in this issue – I'm not biased, honest!

Mark Latham, Editor

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WHITE DWARF 354 • APRIL 2009

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WARHAMMER®

THE EMPIRE

EMPIRE STEAM TANK



The Steam Tank is a terrifying, steam-powered war machine, embodying the ingenuity of the Imperial School of Engineering. This engine of destruction has been redesigned by Colin Grayson, and has many advantages over its old metal counterpart. There's a choice of cannons, chimneys and optional items to help personalise what will clearly be a centrepiece to any Empire force, as well as a characterful plastic Engineer and a fully detailed interior. It has never been easier to assemble one of these lumbering iron behemoths. Truly the enemies of the Empire will tremble in its wake!

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KIT**



A plan view of the mighty Steam Tank. Note the ornate details on the turret and steam engine.

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**TAKE A CLOSER LOOK AT
THIS DETAILED KIT
ON PAGE 23.**



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NEW RELEASES

EMPIRE GREATSWORDS



Clad in magnificent, gleaming suits of Dwarf-forged plate armour, only the bravest and most honourable soldiers are ever promoted to the ranks of the Greatswords. This new kit allows you to build ten elite Empire soldiers. The heads and arm pairs are completely interchangeable so you can make every model unique. The kit also comes with a host of optional accessories to further individualise your units, such as extra laurels, swords, scabbards, helmets and banner tops. Even better, the components are fully compatible with our other Empire plastic kits, allowing even more variation.

**MULTI
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EMPIRE GREATSWORDS
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ELECTOR COUNT MARIUS LEITDORF



Dave Thomas clearly has a knack for designing metal Empire special characters. This month we release Dave's brilliant take on legendary Empire character, Marius Leitdorf, the Mad Count of Averland.

Marius wields the Averland Runefang, one of the most powerful magic weapons in the Old World and a symbol of his office as an Elector Count. And Marius may be eccentric but, as a General of the Empire, he has the characteristics to be able to wield such a deadly weapon with proficiency.

MARIUS LEITDORF
Product code: 99110202230
Sculpted by Dave Thomas
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EMPIRE ARCHERS



Archers are amongst the most flexible of the infantry at an Empire General's disposal. They can move and fire, making them extremely mobile, and take to the field in skirmishing groups rather than regimented formations. The new plastic Archers by Michael and Alan Perry really emphasise this irregular feel. Within this ten-man kit are a variety of heads, arms and accessories – including a pheasant for the unit's cooking pot and a freshly slain Orc – so you can customise your hard-bitten band of Archers or Huntsmen to your heart's content.

**MULTI
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EMPIRE ARCHERS

Product code: 99120202026
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Euro €19.50 Swe/Nor 200skr/nkr

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EMPIRE CAPTAIN WITH SWORD AND SHIELD

Mike Anderson has created this metal figure of a stout Captain carrying a sword and shield, perfect for cutting down the foes of the Empire – he wouldn't look out of place leading a unit of Greatswords.

EMPIRE CAPTAIN

Product code: 99060202232
Sculpted by Mike Anderson
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Euro €10.50 Swe/Nor 110skr/nkr

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EMPIRE CAPTAIN WITH HAMMER AND PISTOL

Encased in full plate armour and wielding a mighty warhammer and pistol, this metal model by Martin Footitt represents a hard-bitten Captain or General of the Empire for your Warhammer battles.

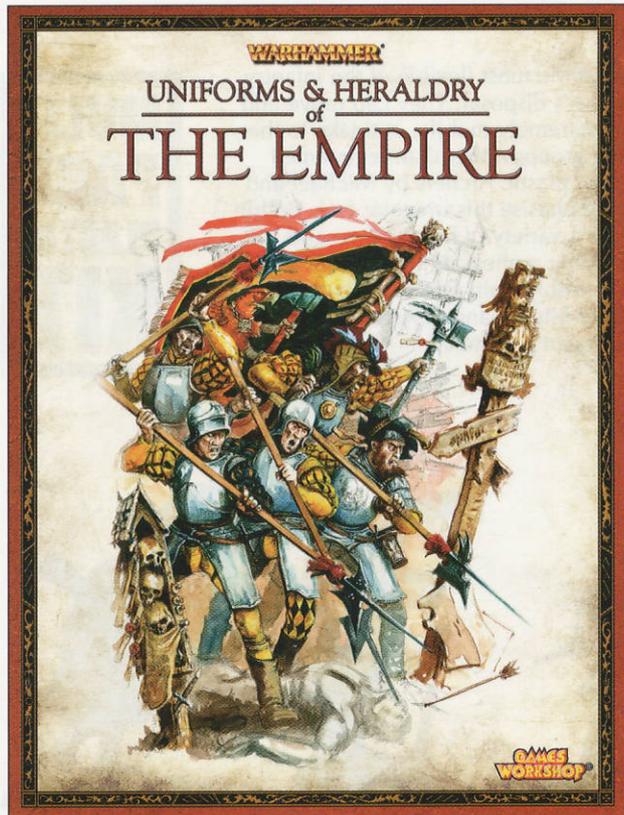
EMPIRE CAPTAIN

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NEW REFERENCE BOOK

This 72-page hardback book contains the colours, insignia and heraldic devices of the soldiers of the Empire. Inside this full-colour guide you'll find hundreds of examples of uniforms, shield designs, and banners for the most powerful realm in the Old World.



UNIFORMS AND HERALDRY OF THE EMPIRE
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 By Neil Hodgson and Jeremy Vetock
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**TURN TO PAGE
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 INFORMATION**

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EMPIRE BATTALION

Battalion sets are a great way to start a brand new army, containing plastic Core and Special troops that form the basis of your embryonic force, while seasoned generals find them really useful for adding reinforcements to an established army. The Empire Battalion is bursting with plastic soldiers. Included in this box set are eight Knights, 20 State Troops, 10 Greatswords and 10 Handgunners (or Crossbowmen).

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EMPIRE BATTALION
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TEMPLE OF SKULLS

The Temple of Skulls is a great new plastic scenery piece for your Warhammer battlefields. This ancient, ruined Chaos temple is a site of slaughter and magical power – perfect as a specific objective for a scenario or as a centrepiece for your terrain set.

Model measures 15" (L) x 9.5" (W) x 6.5" (H) approx. Miniatures shown for size comparison only, and are not included.

TEMPLE OF SKULLS

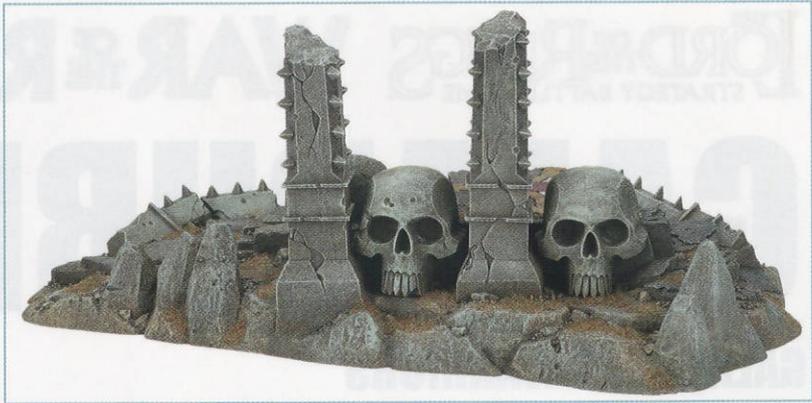
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BLOOD BOWL

THE MIGHTY ZUG (BLOOD BOWL XXVII)

Unlike his famous team-mate, Griff Oberwald, Zug is neither fast nor particularly good at catching the ball. What Zug *is* good at, however, is walloping the opposing players! So powerful is he that he's a crucial part of the Reikland Reavers' much-feared 'defence'.

Neil's new metal rendition of this classic Star Player depicts him as he appeared during the championship season at Blood Bowl XXVII. He's not the most agile human in Blood Bowl, but he's arguably the strongest.

'THE MIGHTY' ZUG (BLOOD BOWL XXVII)

Product code: 99060999209

Sculpted by Neil Langdown

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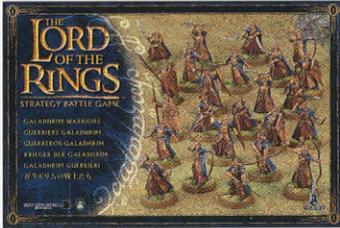


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THE LORD OF THE RINGS STRATEGY BATTLE GAME WAR OF THE RING™

GALADHRIM

GALADHRIM WARRIORS



This impressive box set is packed with 24 finely sculpted plastic Galadhrim Warriors from the talented Alan and Michael Perry. Models can be individualised with interchangeable heads and there are plenty of shields, but the Galadhrim can be assembled really quickly so they're ready for action in no time.

War of The Ring gamers will find this kit ideal, as the 24 models in each box will allow them to create three whole infantry companies.

GALADHRIM WARRIORS
 Product code: 99121463002
 Sculpted by Alan Perry and Michael Perry
 UK £20† Denmark 230dkr
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HALDIR

Alan Perry has designed this new metal version of Haldir, one of Galadriel's marchwardens. He makes an excellent leader for your Galadhrim forces.

HALDIR
 Product code: 99061463038
 Sculpted by Alan Perry
 UK £7† Denmark 80dkr
 Euro €9.10 Swe/Nor 95skr/nkr

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RÚMIL

This metal figure represents Rúmil, Haldir's brother and leader of the Guardians of Caras Galadhon. Needless to say, he is a powerful Elven hero.

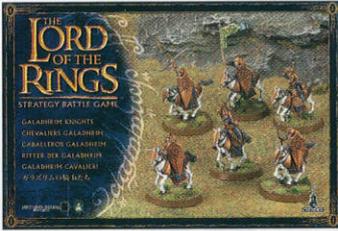
RÚMIL
 Product code: 99061463037
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GALADHRIM KNIGHTS



After centuries of training in mounted combat, the Galadhrim Knights are arguably the most potent cavalry in War of The Ring. Evil infantry will struggle to stand against charging Elven Knights.

Michael Perry has really gone to town on these plastic models, giving them interchangeable heads, optional shields and quivers. The kit includes a Banner Bearer, and War of The Ring players are well served as the six Knights can be formed into three cavalry companies.

GALADHRIM KNIGHTS

Product code: 99121463001

Sculpted by Michael Perry

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GUARDS OF THE GALADHRIM COURT

These metal models by Alan Perry represent the elite protectors of the Galadhrim Court. Seldom seen in the lands of Men, the pike-armed Elves are the bane of enemy cavalry.

When led by Rúmil in War of The Ring, these models can also double up as the Legendary Formation, the Guardians of Caras Galadhon.

GUARD OF THE GALADHRIM COURT

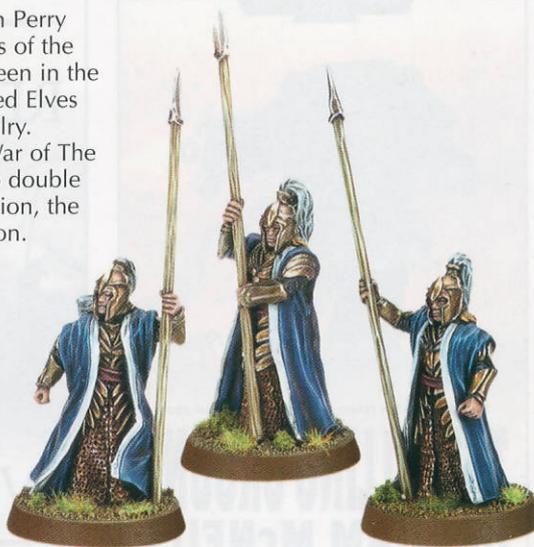
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GALADHRIM BANNER BEARER

GALADHRIM BANNER BEARER

Product code: 99061463025

Sculpted by Alan Perry

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Euro €7.80 Swe/Nor 80skr/nkr

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To accompany the new Galadhrim releases, this metal Banner Bearer has been made available via mail order. Turn to p119 to see how to order it.

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COURAGE AND HONOUR

by Graham McNeill
 ISBN: 978-1-84416-720-3
 UK £16.99 Denmark 200dkr
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THE KILLING GROUND

The fourth Ultramarines novel is now available in paperback. In the nightmare future of Warhammer 40,000, no servants of the Imperium are more dedicated than the Ultramarines, who follow the teachings of the legendary Codex Astartes to the letter. Having escaped from the Eye of Terror, Uriel Ventris and Pasanus now face a new, even more daring challenge – they must fight their way home to their Chapter, for safety and redemption.

THE KILLING GROUND

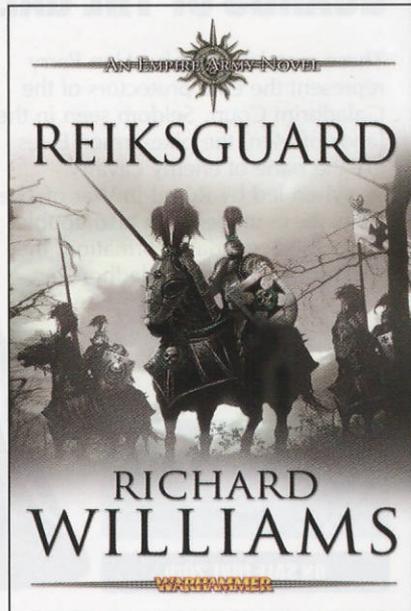
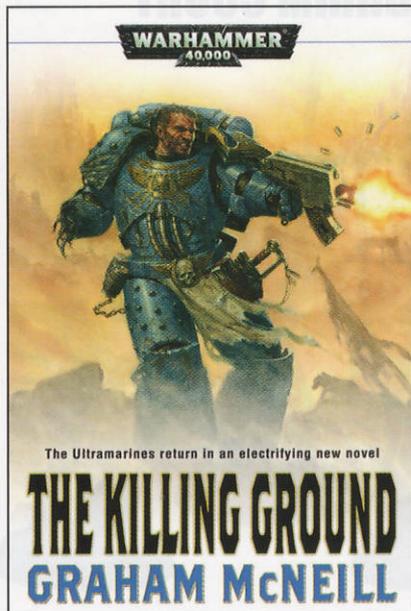
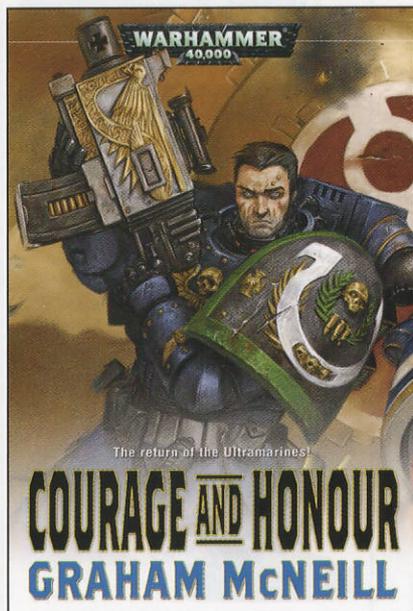
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The Reiksguard Knights are entrusted with the sacred duty of the Emperor's protection from foes within and without. Under the command of Marshal Kurt Helborg, the Reiksguard live and breathe their code of loyalty, courage, strength and honour. But in the midst of war, the young knight Delmar von Reinhardt discovers that his highly regarded order hides deadly secrets. *Reiksguard* is the first book in a new, exciting ongoing series.

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by Richard Williams
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www.forgeworld.co.uk



BRASS SCORPION

The Brass Scorpion is a Daemon Engine of Khorne featured in Imperial Armour Volume Seven – The Siege of Vraks Part Three.

This is a complete multi-part resin kit that can be assembled in a variety of poses, and features details such as bodies ensnared in its cabling, making this a brilliant centrepiece model for any Chaos Apocalypse army. Designed by Daren Parrwood.



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GALACTIC OVERLORDS



Lava tile



Crater tile



Space Port tile

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40,000

PLANETARY EMPIRES

Coming soon to a gaming table near you is the fourth Warhammer 40,000 Expansion – Planetary Empires. The three previous Expansions are variants on playing games of Warhammer 40,000, from urban firefights to assaults from the skies, and even massive battles with a cast of thousands. Planetary Empires is a bit different, because it's an intuitive plastic hex-based map system in the style of Mighty Empires. Playing in campaigns – a series of linked games, usually with a strong narrative – is one of the most rewarding parts of the hobby, allowing your forces to grow in stature or seek revenge for past wrongs committed in earlier battles. Planetary Empires is a tool to help you create these exciting campaigns. The innovative map system comprises 48 detailed plastic

tiles that include ruined settlements, roads and spaceports. There's even a special hive city tile available separately. As with Mighty Empires you're free to use the customisable map tiles as the basis for a campaign of your own devising, or you can play the brand new campaign system devised by Jervis Johnson, which has been designed to let you add as many layers of extra complexity and detail as you wish.

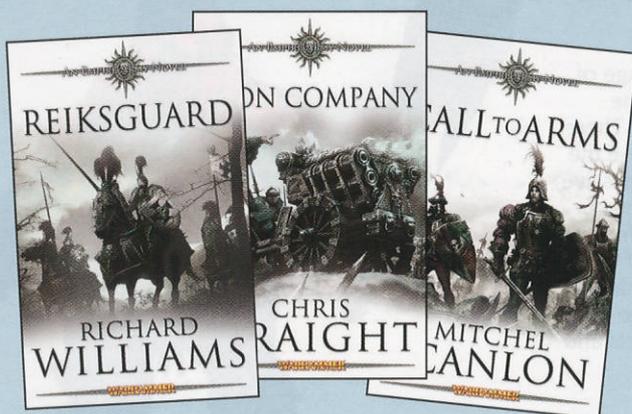
What Planetary Empires excels at is tying all the different types of 40K together into one narrative – from the standard missions to an Apocalypse battle – with the focus centred on a great-looking, three-dimensional map. More details will be revealed in just a few months' time.

Gripping New Series From the Black Library

This month sees the launch of a brand new line of novels from Black Library, the *Empire Army*. We asked BL editor Nick Kyme about these exciting new novels. 'The *Empire Army* series seeks to encapsulate the tabletop wargaming experience within a novel, so it's all about large-scale battles as seen from the perspective of a soldier, be they a Knight, Halberdier or Engineer.'

The first novel is *Reiksguard*, by Richard Williams, and out this month. Nick says: 'It's very much a grim war story following a group of young Knights training to earn their spurs and join the elite Knightly Order before getting their first taste of battle.' The series offers a unique perspective on the army of the Empire, giving fans an insight into the training, fighting techniques and battle tactics employed by its many units as well as lots of storming battles.

Reiksguard will be followed in November by *Iron Company*, which focuses on the Imperial Engineers, and then *Call to Arms*, which follows the exploits of a regiment of Swordsmen.



www.blacklibrary.com



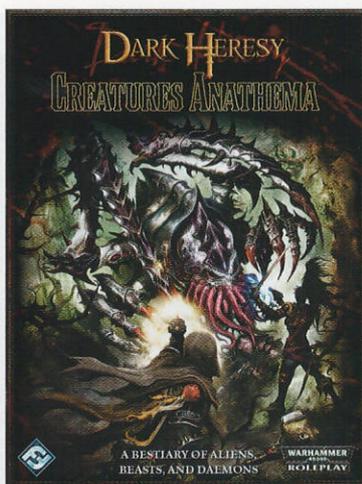
Dark Heresy

Fantasy Flight, the gatekeepers of Warhammer 40,000 Roleplay, are releasing three new books for the Dark Heresy range this month. They are:

Creatures Anathema – the enemies of Man are Legion, and the new bestiary, *Creatures Anathema*, presents more than 50 aliens, beasts, and Daemons of the Calixis Sector.

The Radical's Handbook – salvation demands sacrifice! *The Radical's Handbook* is a tome that exposes the methods and ideology of Radical Inquisitors in the Calixis Sector. New rules, player character options, and much more await.

Haarlock's Legacy Trilogy – the affairs of a notorious Rogue Trader chart a path through the darkest secrets of the Calixis Sector in this trilogy of adventures for Warhammer 40,000 Roleplay: Dark Heresy.



You can find more details at:
www.FantasyFlightGames.com



IN BRIEF

Fil Dunn, 'Eavy Metal's valiant leader, has broken ranks with his peers to spill the secret of what he plans to enter into the Open Category at the 2009 UK Golden Demon. It's a big Tau robot! Fil has converted the model in such a way as it looks like a transformed Hammerhead. If you're at this year's UK Games Day then take a look.

Recently we've heard howls of anguish from the games developers, and 'Eavy Metal have been ordering in a lot of grey paint. What could it all mean? Keep reading over the next few issues to find out.

Last month we promised to let you know how the web team's own Adam Troke got on at The Lord of The Rings Grand Tournament. He came a very respectable 39th out of 129 participants. However, Adam's disappointed, as it's his lowest standing in the seven consecutive years he's attended.

The Studio campaign we've been hinting at over the past couple of issues is now in full swing. The Rok of Ages is a large-scale Warhammer 40,000 campaign that's seen mass planetary assaults take place during the frenetic lunchtime gaming sessions. A giant Ork Rok is on a collision course with the world of Meridian. Can it be stopped? Well, games are being played even now to decide Meridian's fate.



Call to Arms

The epic battle for the Warhammer world rages on, and there is no end in sight to this bloody Age of Reckoning. Now, Mythic Entertainment is proud to present the first live expansion to Warhammer Online: Age of Reckoning.

Call to Arms has seen the great war between the forces of Order and Destruction take a deadly new turn. The Dwarf Slayer and Orc Choppa, bitter rivals whose enmity is fuelled by millennia of conflict, have joined the battle. A new scenario, the Twisting Tower, makes its debut in the maddening Chaos Wastes. These and many other features highlight the beginning of Call to Arms, but it is the expansion's culmination, and the deadly new adversaries it brings, that are sure to delight long-time fans of the Warhammer setting.

But that's not all – later this year the dread Tomb Kings will rise in Warhammer Online: Age of Reckoning. Players will soon be able to visit the cursed desert known as the Land of the Dead. There, an ancient and forbidding pyramid looms above the desolate sands. In game terms, this will be a massive new zone with new quests, lairs, tons of Realm vs. Realm action, and an epic new dungeon. Within can be found untold riches and arcane treasures of the ancient world, but a potent evil stirs deep inside the tomb. Only the mightiest adventurers can hope to survive the foul magicks, abominable constructs and lethal traps of the Tomb of the Vulture Lord.

You can find more details at:
www.warhammeronline.com

WARHAMMER ONLINE

CALL TO ARMS



On the Web

The Games Workshop website is packed with an ever-growing library of hobby lore. Online you'll find articles for both new releases and fresh material for all your favourite armies. Our intrepid web team of Jim Sowter and Adam Troke are constantly gathering articles from the deepest and darkest areas of the Studio for your viewing pleasure.

The website is regularly updated, so check the homepage to see what new and featured articles have been posted. Don't forget that all our article content is free to view and download.

Recently Published Articles:

- *Imperial Guard cityfighting stratagems, scenarios and tactics.*
- *The ultimate guide to painting horses.*
- *More Empire scenarios following on from this month's White Dwarf battle report.*
- *Highly detailed Steam Tank assembly and painting guide.*

www.games-workshop.com



GAMES WORKSHOP[®] SUMMER OF WAR

WARHAMMER
40,000

WARHAMMER

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

Over June, July and August Games Workshop stores are running a whole series of games, workshops and hobby activities to tie in to a Summer of War. Attend enough of the activities and you too can become a Lord of War!

These activities are keyed to the times of your local school holidays and are designed for you by your local store staff. Get down to your local store NOW and find out what they have planned and how you can become a Lord of War!

WAR OF THE RING

The War of The Ring rages on and, with the arrival of the immortal Galadhrim later this month, our stores are all braced to receive the charge of eager generals wanting to pit their skills against one another. Contact your local store to find out when they are running War of The Ring games and activities.



BECOME LEGENDARY

Recruitment Roadshows

We are always looking for great people to come and join our expanding business.

Our expert recruitment team are touring the countryside talking to people like YOU about joining our exceptional store manager training programme. If you want to find out if you have what it takes to run one of our stores, then come along and meet them at one of our Become Legendary roadshows. Check the Become Legendary website for dates, times and more details. Do you have what it takes to Become Legendary?

www.become-legendary.com

THRONE OF SKULLS

WARHAMMER
40,000 **WARHAMMER**

Tickets On Sale July 18th

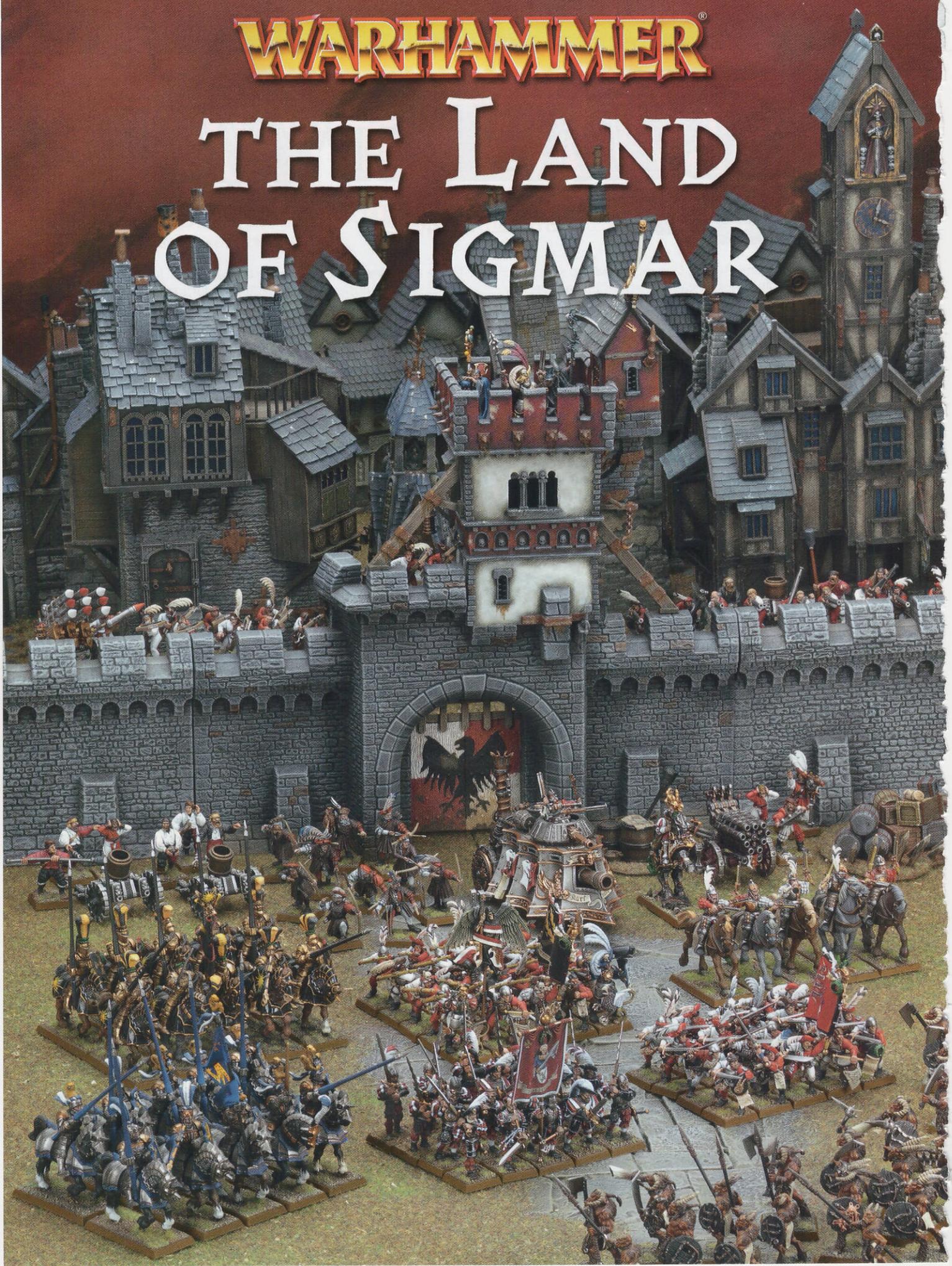
The Throne of Skulls Grand Tournaments are the highlights of our tournament calendar, and many players consider the Throne of Skulls itself to be the Holy Grail amongst prizes.

Tickets for this season's Warhammer and Warhammer 40,000 Throne of Skulls heats are released on July 18th. So, for a chance to become the champion of 2010, get planning your armies now!



WARHAMMER®

THE LAND OF SIGMAR



The Empire has been gifted some new kits this month, so it's the perfect opportunity to take a look at the land of Sigmar. Andy Hall talks to our resident gaming sages, Jeremy Vetock and Dave Andrews, about the glory of the Empire.

This is a bit of a generalisation, but it seems to me that the longer you've been a Warhammer general the more you gravitate towards the Empire. Maybe it's the thought of all those units of massed infantry in their colourful panoply, the Knights encased in shiny armour; or perhaps it's the weird and wonderful machines of destruction that flicks a hidden hobby switch in your brain after a certain amount of time.

While Jeremy and Dave are not so convinced by my theory – as they know of many hobbyists whose first choice has always been Sigmar's heirs – they understand why people get collecting pangs for the Empire.

'The army has such a rich background,' says Jeremy, 'and that really scratches an itch for a lot of hobbyists. The human nation of the Empire was one of the very first to develop in the game's early history, so they got a lot of attention from the architects of Warhammer.'

One of the aforementioned architects is Dave, who has spent years shaping the Warhammer world through miniatures, in books and, most famously, his outstanding

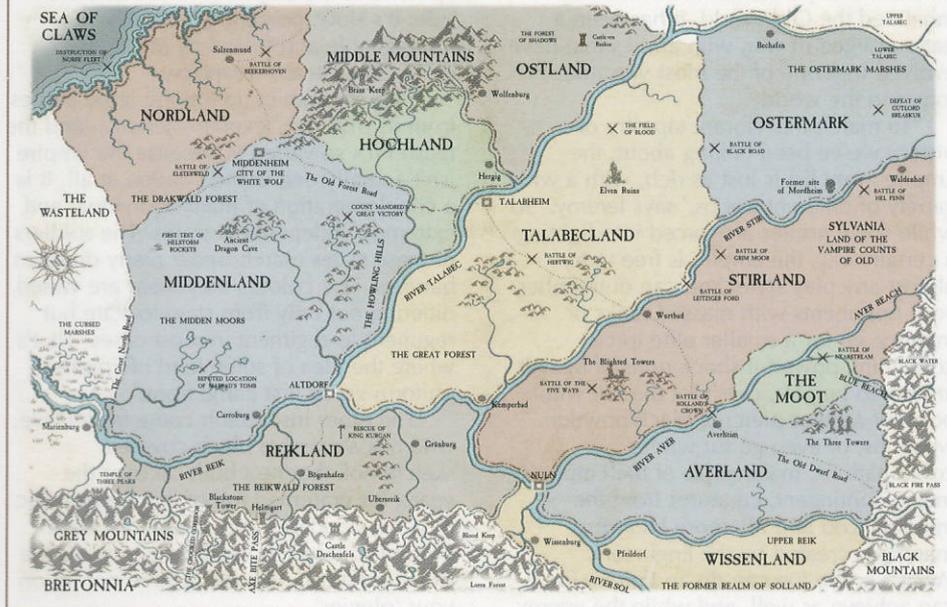
scenery. And while the whole of Warhammer has benefited from Dave's talents, it's the Empire he has a particularly strong affinity with. 'The Empire is at the centre of the Warhammer world, both figuratively and literally,' he says. 'Whenever we present information about Warhammer it's often from an Empire perspective – that's why it's always the Imperial calendar used in the timelines. And it's none other than Ghal Maraz – the Hammer of Sigmar – that adorns the rulebook cover. But, more importantly than that, geographically, the Empire is at the centre of the map. The Old World is made up of several countries and territories all of which satellite around the Empire. In effect they are the protagonists of the game, and as such provide our point of entry into the Warhammer world.'

'They are the greatest and most powerful nation,' agrees Jeremy. 'You shouldn't underestimate just how large the Empire is. You can't compare it to somewhere real, like mainland Europe, because it's much larger in scale. Even the rivers – the tributaries and lifeblood of the Empire – can be miles wide in places.'

The Empire

The Empire is a massive country located in the heart of the Old World. It covers the land from the Sea of Claws in the north to the Border Princes in the south.

On its eastern flank, the Empire is bordered by the Worlds Edge Mountains, while Bretonnia, erstwhile ally and occasional enemy, lies to the west.



The States

The Empire may be one nation under the rule of Karl Franz, but in reality it is a collection of independent provinces and city-states, linked by religion and a need for mutual protection rather than lofty ideals.

The borders of these states are based upon the ancient tribal homelands that originally formed the Empire under Sigmar. However, over the centuries the boundaries have changed, with new states emerging while some have disappeared due to war, famine and other such disasters.

Each province is rightly proud of its standards, colours and heraldry. And all have a storied history.



Nordland



Talabecland



Middenheim



Ostermark



Middenland



Stirland



Altdorf



Averland



Reikland



Nuln



Hochland



Wissenland



Ostland



Talabheim

Empire State Troops

The very foundation of any Empire army is its infantry – large blocks of State Troops, resplendent in their uniforms, ready to fight in the name of the Emperor.

Like the army as a whole, the plastic State Troops kit is very diverse, allowing you to arm your infantry as Spearmen for defensive blocks, Halberdiers for their hitting power, or Swordsmen for their skill with a blade.



Halberdier Regiment from Nordland



Ostland Swordsman



Wissenland Spearman

Empire Captains

Equally capable when leading the charge on a barded steed, taking to the air on an impressive winged mount, or leading State Troops on foot, a Captain of the Empire will do his duty and more besides.



Empire Captain

Such large swathes of territory haven't gone unnoticed. The Dwarfs and Elves look on enviously as their civilisations dwindle compared to the Empire's rise. Even the evil races acknowledge this, as they are bent on toppling this great nation, be it the Orcs from the Badlands, Marauders from the north or the ratmen from beneath.

As the enemies of mankind look on jealously and plot its downfall, the Empire guards its borders well. Ever since Sigmar united the disparate human tribes that inhabited the Old World, it has been a nation forged in war, with armies that have evolved into one of the most versatile forces in the world.

'To match this vibrant tapestry of history we've been talking about, the Empire army list is just as rich, with a wide variety of different troops,' says Jeremy. 'So while some armies are forced into fighting a certain way, the Empire is free to try almost any play style. You can outnumber your opponents with massed ranks of infantry, go for a smaller elite force containing powerful shock units of heavily armoured knights, outshoot the foe with bows or armour-piercing black powder weapons, or even go for wilder combinations, making use of the Empire's magic contingent, creatures from the Imperial Zoo and the more bizarre machines created by the Engineers. Whatever the foe can do an Empire force can achieve as well, and while the enemy

might be more specialised in that area, the armies of the Empire can counter by playing a combination specifically designed to thwart them.'

The new models out this month are perfect examples of this diversity. You have the fragile-but-cheap Archers, contrasting against the Greatswords – these elite combat masters are strong, heavily armed and loyal, so they won't budge in a fight. Then you have the Steam Tank, the epitome of the Empire's more eccentric side; it's slow, ponderous, but nigh on impregnable and feared by all for its devastating steam weaponry.

'The strength of an Empire army comes from its diversity,' explains Jeremy, 'and the reason it's so varied is because the Empire isn't actually one unified nation at all. It is a conglomeration of many individual and extremely independent states. The soldiers of these states march under many different banners. The colours they wear are varied, differing not only from state-to-state but regiment-to-regiment in most cases. That's where the idea of some kind of Empire uniform guide first came from.'

The other inspiration came from Dave, who has a massive black-covered sketchbook that he's built up over the years. It's crammed full of Empire heraldic designs, standards and shields, all born from his interest in vexillology – that's the study of flags if, like me, you're not up on your 'ologies'.

The Great and the Good

Empire characters are represented by two plastic kits, as well as some great metal figures. The Empire General kit allows you to build a General and a Battle Standard Bearer from the same box, while the Empire Wizard kit allows you to create two Battle Wizards with a variety of options from the different Colleges of Magic.



Gold Wizard



Light Wizard



Talabecland Captain



Altdorf Battle Standard Bearer

'Dave's Empire sketchbook has an almost legendary status within the Studio,' says Jeremy. 'It's crammed full of intricate details and heraldry that Empire players just love to pore over. We wanted a way of getting that information out to every hobbyist, and expand on it as well.'

Entitled *Uniforms and Heraldry of the Empire*, the new book contains literally hundreds of illustrations, but how you use this information is entirely up to you. A painting reference is an obvious application but Jeremy is quick to point out that the regalia as presented is not definitive. 'When you produce a book like this there is a danger that people will see the contents as prescriptive, that the only way to paint a Nordland state trooper is as illustrated in the book. That couldn't be further from the truth. The information we've collected is to inspire and inform – it's not a complete picture of how the Empire works, nor was it ever intended to be. The Empire is simply too large and too full of history to be entirely documented (although it'd be fun to try!). We want to leave places where the collector, painter and gamer can go themselves. There's plenty of room left for your own variations and creations. What we've done is go through all of the various provinces and city-states to give a flavour of that area and how they fit within the Empire's armies.'

One of the things Jeremy, Dave and Neil Hodgson – who spent countless hours

Uniforms & Heraldry



Ideas guru Dave Andrews takes Jeremy through his mysterious sketchbook packed full of Empire heraldry and imagery.

Ever wondered what the artillery crew of Ostland wear to battle? Probably not, but if such a thought does intrigue you then the new book is for you.

Not just for painters, nor wholly prescriptive, the aim of *Uniforms and Heraldry of the Empire* is to inform and inspire. It's a practical reference, packed with background information to add depth to your collection.



Empire Greatswords

The new plastic Greatswords box means that you can easily build large units of these elite warriors. Still cheap compared to other armies' elite infantry, they are Stubborn, have a 4+ save and wield great weapons with deadly skill.



Averland Greatsword

Ostland Greatsword



Greatswords from Talabheim.

Further Inspiration

As well as general and atypical provincial uniforms, the new book covers very specific and famous regiments, well-known throughout the Empire.

This regiment of Greatswords from Ostland is just such a regiment that has been created especially for the Drums of War campaign. They feature in the bonus scenarios online. Creating your own famous regiments by giving them a rich history, especially if based on their exploits in past games, really adds depth to your collection.



The Wolfenburg Twice-Bolds were founded by Baron von Grunbach. Seeking to form a formidable bodyguard, von Grunbach handpicked the strongest and most proven fighters from local regiments. They earned the moniker

Twice-Bolds when they alone held their ground against the charge of an attacking horse tribe, cut down the invader's vanguard and chopped their chieftain in twain. Veterans who have served the Twice-Bolds and survived a dozen battles are presented with a wolf cloak, a sign of honour and no small comfort during the harsh winters of Ostland.

Empire State Handgunners

This box is another versatile kit, which can make either ten handgun-armed soldiers or ten crossbowmen. The handguns use blackpowder for excellent armour penetration, while crossbows have superior range. Either combination can be deadly to an encroaching enemy.



Averland Crossbowman



Nuln Handgunners

designing and colouring in the illustrations – did as hint at how and why certain heraldic devices and colours are used. An example Neil uses to illustrate this is Hochland, who secured their province by building bastions where the great forest roads intersect to form crossroads, and so a lot of their shield motifs and standards carry crosses in the design, whether in the form of crossed swords, keys or other traditional heraldic devices.

Jeremy also has a favourite example; one of the stories in the Empire army book is how the Elector Counts of Talabecland and Stirland, never the best of friends, fought a duel in the rushing waters of the River Stir, over yet another petty border

dispute. The Stirland Count won by chopping off his foe's leg, and the injured Count was then swept down the river where he had to be rescued by his Greatswords at battle's end. The severed leg was recovered by Stirland troops and, despite repeated entreaties from Talabecland in the following years, the Stirlanders have never returned the leg; and so you'll find a leg motif on one of the Stirland shield designs. 'There are loads more tales and historical incidents embedded in the heraldry throughout the book. Some we've detailed, some we've hinted at. Others are left unexplained, ready for you to fill in the blanks. After all, why should we have all the fun?'



Count Marius Leitdorf

Marius Leitdorf is the Elector Count of Averland. Known as the Mad Count from his more hedonistic days when he notoriously led his forces on nonsensical campaigns, fighting imaginary foes and generally upsetting his neighbours. After receiving 'guidance' from Karl Franz through the medium of the uncompromising Ludwig Schwarzhelm, Marius' excesses were reined in. And so, when Averland was invaded by Orcs, his army rose to meet the threat. Marius led from the front, looking resplendent and wielding his Runefang to deadly effect.





Archers from Talabheim

Empire Archers

With the new Archers kit you can make ten bowmen. All can be posed in different ways allowing you to represent Archer levies typically seen in the militia, or the more specialised Huntsmen.



Aldorf Archer

Nordland Archer

Steam Tank

Steam Tanks are monstrous, smoke-belching creations that rumble towards the enemy firing cannonballs and goutts of red-hot steam. On the battlefield, a Steam Tank is a whirring, clanking mobile war machine covered in inches-thick steel armour, which rightly strikes fear in the heart of all who face it.

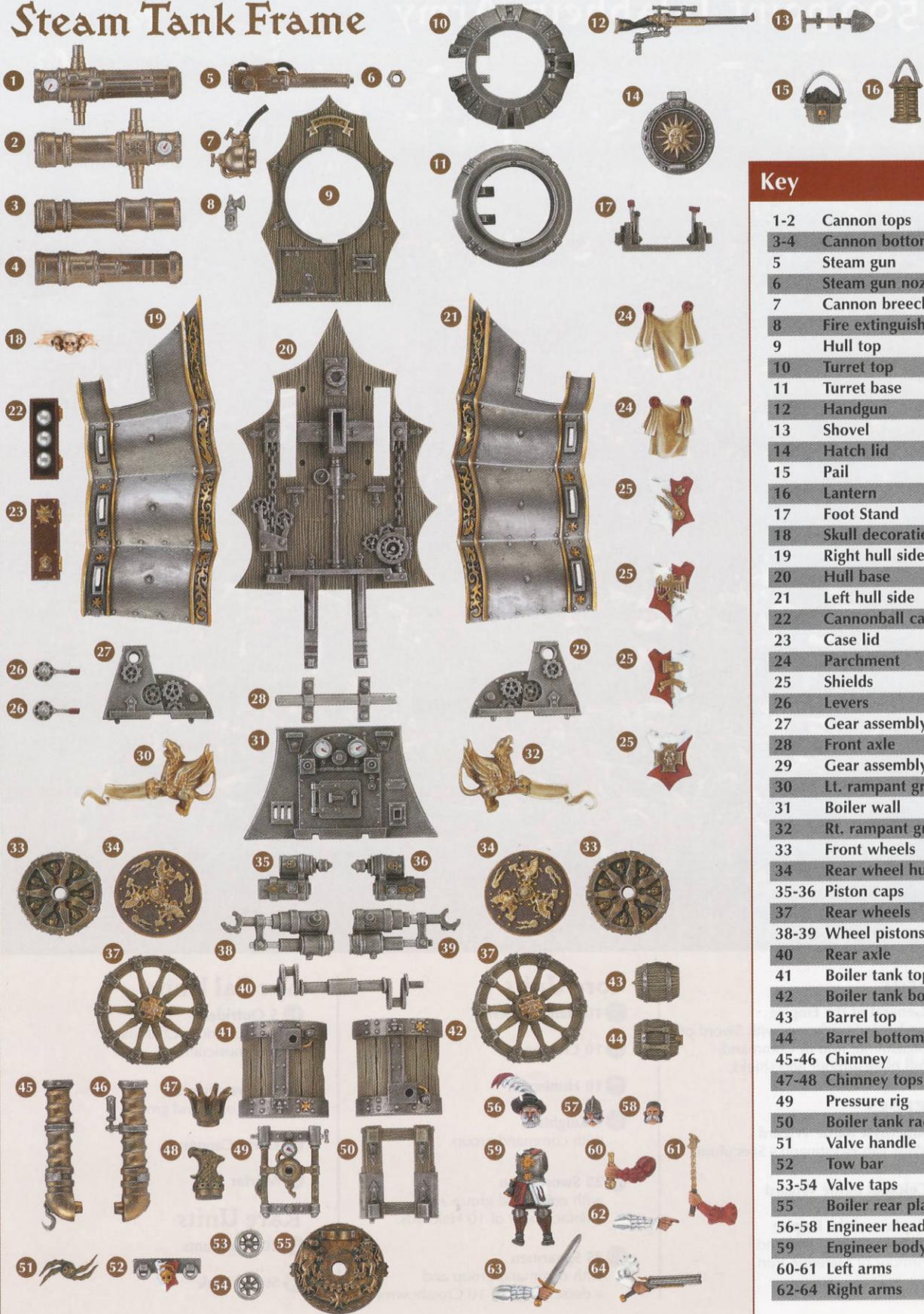
	M	WS	BS	S	T	W	I	A	Ld
Steam Tank	special	-	-	6	6	10	-	special	-
Engineer	-	-	4	-	-	-	-	-	10
Commander									

The Steam Tank moves and fires using Steam Points, which represent the water pressure as it builds up. You roll a D6 and add the number of SP nominated (between 0-5). If this exceeds the Steam Tank's current Wounds then something has gone awry; otherwise the Steam Tank will work within its normal parameters. Moving the tank costs 1 SP for every 3". Firing the main cannon, with its Strength of 8 and 18" range, costs 2 SP, and firing the Steam Gun mounted atop the turret costs 1 SP. This weapon has a low strength but there is no armour save from the scolding steam. In combat the Steam Tank doesn't fight in the normal sequence, but can generate D3 impact hits per Steam Point expended.

The new plastic kit allows you to create this iron behemoth, with even more options and extra components than its worthy predecessor.



Steam Tank Frame



Key

- 1-2 Cannon tops
- 3-4 Cannon bottoms
- 5 Steam gun
- 6 Steam gun nozzle
- 7 Cannon breech
- 8 Fire extinguisher
- 9 Hull top
- 10 Turret top
- 11 Turret base
- 12 Handgun
- 13 Shovel
- 14 Hatch lid
- 15 Pail
- 16 Lantern
- 17 Foot Stand
- 18 Skull decoration
- 19 Right hull side
- 20 Hull base
- 21 Left hull side
- 22 Cannonball case
- 23 Case lid
- 24 Parchment
- 25 Shields
- 26 Levers
- 27 Gear assembly
- 28 Front axle
- 29 Gear assembly
- 30 Lt. rampant griffon
- 31 Boiler wall
- 32 Rt. rampant griffon
- 33 Front wheels
- 34 Rear wheel hubs
- 35-36 Piston caps
- 37 Rear wheels
- 38-39 Wheel pistons
- 40 Rear axle
- 41 Boiler tank top
- 42 Boiler tank bottom
- 43 Barrel top
- 44 Barrel bottom
- 45-46 Chimney
- 47-48 Chimney tops
- 49 Pressure rig
- 50 Boiler tank rack
- 51 Valve handle
- 52 Tow bar
- 53-54 Valve taps
- 55 Boiler rear plate
- 56-58 Engineer heads
- 59 Engineer body
- 60-61 Left arms
- 62-64 Right arms

2500 point Talabheim Army



Lords

- 1 General of the Empire on barded warhorse, with Sword of Sigismund, Rod of Command, full plate armour and shield.

Heroes

- 2 Amethyst Battle Wizard With Van Horstmann's Speculum.
- 3 Celestial Battle Wizard
- 4 Captain of the Empire with Battle Standard and Armour of Meteoric Iron.

Core Units

- 5 10 Handgunners
- 6 10 Crossbows
- 7 10 Huntsmen
- 8 9 Knights with command group.
- 9 25 Swordsmen with command group and a detachment of 10 Halberds.
- 10 25 Spearmen with command group and a detachment of 10 Crossbowmen.

Special Units

- 11 5 Outriders with Outrider Champion and musician.
- 12 20 Greatswords with command group
- 13 Great Cannon
- 14 Mortar

Rare Units

- 15 20 Flagellants
- 16 Steam Tank

As one of the Studio's more able Warhammer generals, we asked Pete Foley for some game-winning Empire tactics.

'The Empire's strength lies in its diversity,' begins Pete. 'Whatever you're facing, you can design an army list that can counter the foe. Also, if you don't know what enemy you'll be facing, as in a tournament situation, then you can create a balanced army with many different facets that can deal with a multitude of threats.'

Pete's also a big fan of the oft-overlooked detachment system. 'Detachments are great and tactically very flexible,' says Pete. 'You can have a very defensive infantry block, such as Swordsmen, with a good save and striking capacity. If they're charged then having a smaller block of Halberdiers counter-charging the flank, or Handgunners standing and shooting, takes a cheap infantry formation and turns it into a very effective unit. The inherent weakness with detachments is having the detachments themselves being charged rather than the parent unit. This can be easily solved with good deployment and/or positioning. Keep your parent units slightly forward of the detachments to ensure they get charged and then you can countercharge with the satellites,' advises Pete.

'Wizards shouldn't be underestimated either,' he says. 'They may not be the most accomplished magic users in the Warhammer world but they have the greatest spell choice, being able to pick a specific Lore to cope with any enemy.'

Artillery

The Empire has access to some advanced war machines, ably supplied by two separate plastic kits. In the sample army to the left, the Flagellants could be

exchanged with a Helstorm Rocket Battery or a Helblaster Volley Gun – the answer to large formations of high Toughness troops.



Speaking of magic, Pete is keen on the magical heirlooms the Empire has at its disposal. 'You've got some good items that you can use to confound your opponent, such as Van Horstmann's Speculum – giving that to a Level 1 Wizard is always good for a laugh when he encounters a Chaos Lord. There's also a good selection of items that augment the Empire's natural abilities. The Rod of Command is great for keeping a unit locked in combat at the crux of a battle, while cheaper items such as the Icon of Magnus can make your Knights immune to Fear – very useful for charging monsters and the Undead.'



Knightly Orders

The Knights of the Empire are rightly feared as some of the best heavy shock cavalry in the game. What's more, as Core choices you can easily have an all-mounted Knight army if you so wish. While their Toughness is a very average 3, the 1+ armour save afforded to them by the full-plate armour means they'll be tough to take out. Upgrading a unit or two of Knights to Inner Circle status adds an extra point of Strength, ensuring they can break almost any foe when they charge.



WAGE WAR FOR SIGMAR!





For long years The Empire has stood as a bulwark against the forces of Chaos, Orcs and foul Undead. Now reinforcements are steaming and clattering into your local store to enable you to bolster the defenders of the lands of men and drive your fell opponents before you!

Throughout the month of June your local Games Workshop store will be running Empire and Warhammer themed activities, such as:

Greatsword Unit Painting

Getting these awesome models onto the table in short order!

Steam-Roller!

Steam Tank designs and modifications tested to destruction against various monsters and each other in the forge-workshops of Nuln.

Hunting Orc!

Orc captives are let loose in the Imperial hunting parks, where nobles and archers hunt them for training and sport!

Leonardo's Workbench

What mad designs, conversions and modifications can you contrive for your Steam Tank?

Get down to your local store this month and find out about the exciting Empire-themed events and activities they will be holding.



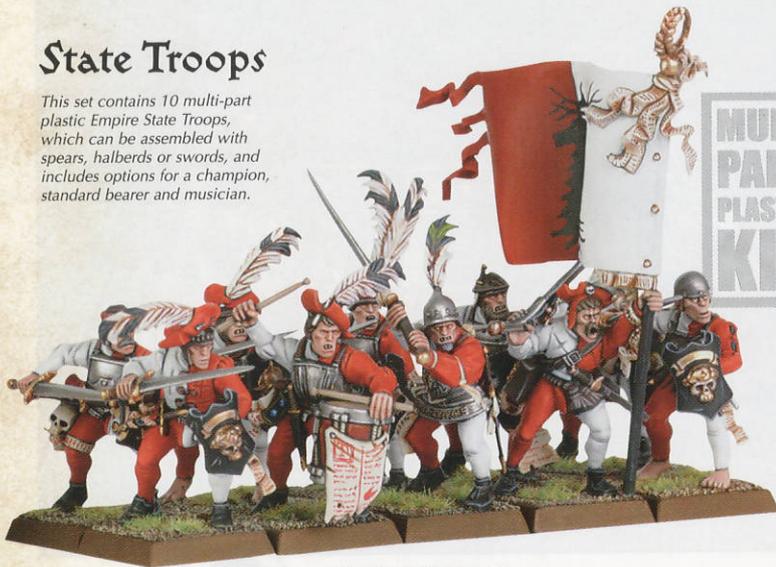
**RING YOUR LOCAL STORE
FOR DETAILS, OR LOG ONTO:
www.games-workshop.com**

The Empire Miniatures Range

The largest nation of the Old World needs mighty armies for its defence, and now you can build one with our range of plastic kits. Sigmar would be proud!

State Troops

This set contains 10 multi-part plastic Empire State Troops, which can be assembled with spears, halberds or swords, and includes options for a champion, standard bearer and musician.



EMPIRE STATE TROOPS

99120202013 £12†, €17.50, 140dkr, 160skr/nkr



Examples of Empire State Troops with spear and halberd.

State Handgunners/Crossbowmen

This set contains 10 multi-part plastic soldiers, including command group, which can either be assembled with crossbows or handguns.



EMPIRE STATE HANDGUNNERS / CROSSBOWMEN

99120202012 £12†, €17.50, 140dkr, 160skr/nkr



Example of a State Crossbowman.

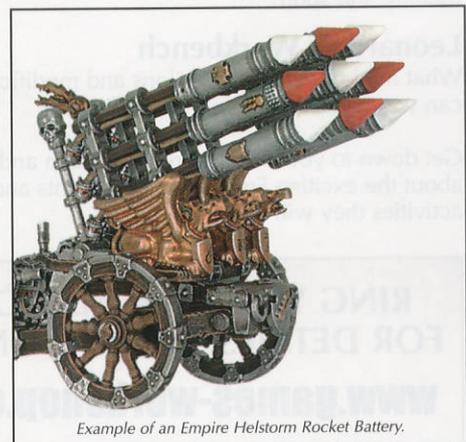
Helblaster Volley Gun/Helstorm Rocket Battery

This set contains 3 crew and 1 multi-part plastic artillery piece, which can be assembled as either a Helblaster Volley Gun or a Helstorm Rocket Battery.



EMPIRE HELBLASTER VOLLEY GUN / HELSTORM ROCKET BATTERY

99120202014 £12†, €20, 140dkr, 170skr/nkr



Example of an Empire Helstorm Rocket Battery.

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. UK prices marked † do not show the 2.5% VAT reduction implemented on 1st December 2008. The reduction will be applied to affected products by Games Workshop at the point of sale. 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.

Empire Wizards

This set enables you to make two Empire Wizards on foot and includes a variety of options for the different Colleges of Magic.

MULTI PART PLASTIC KIT



EMPIRE WIZARDS

99120202016 £12†, €15.50, 140dkr, 160skr/nkr

Empire General

This set enables you to make one mounted Empire General and one on foot, and includes a variety of weapons options and an army standard.

MULTI PART PLASTIC KIT



EMPIRE GENERAL

99120202011 £12†, €20, 140dkr, 170skr/nkr



Empire Flagellant Warband

This set contains 10 multi-part plastic Flagellants and includes an optional champion.

MULTI PART PLASTIC KIT



Example of a Prophet of Doom.



FLAGELLANT WARBAND

99120202017 £14†, €22, 150dkr, 170skr/nkr

Empire Pistoliers/Outriders

MULTI PART PLASTIC KIT



EMPIRE PISTOLIERS / OUTRIDERS

99120202019 £12†, €17.50, 140dkr, 160skr/nkr

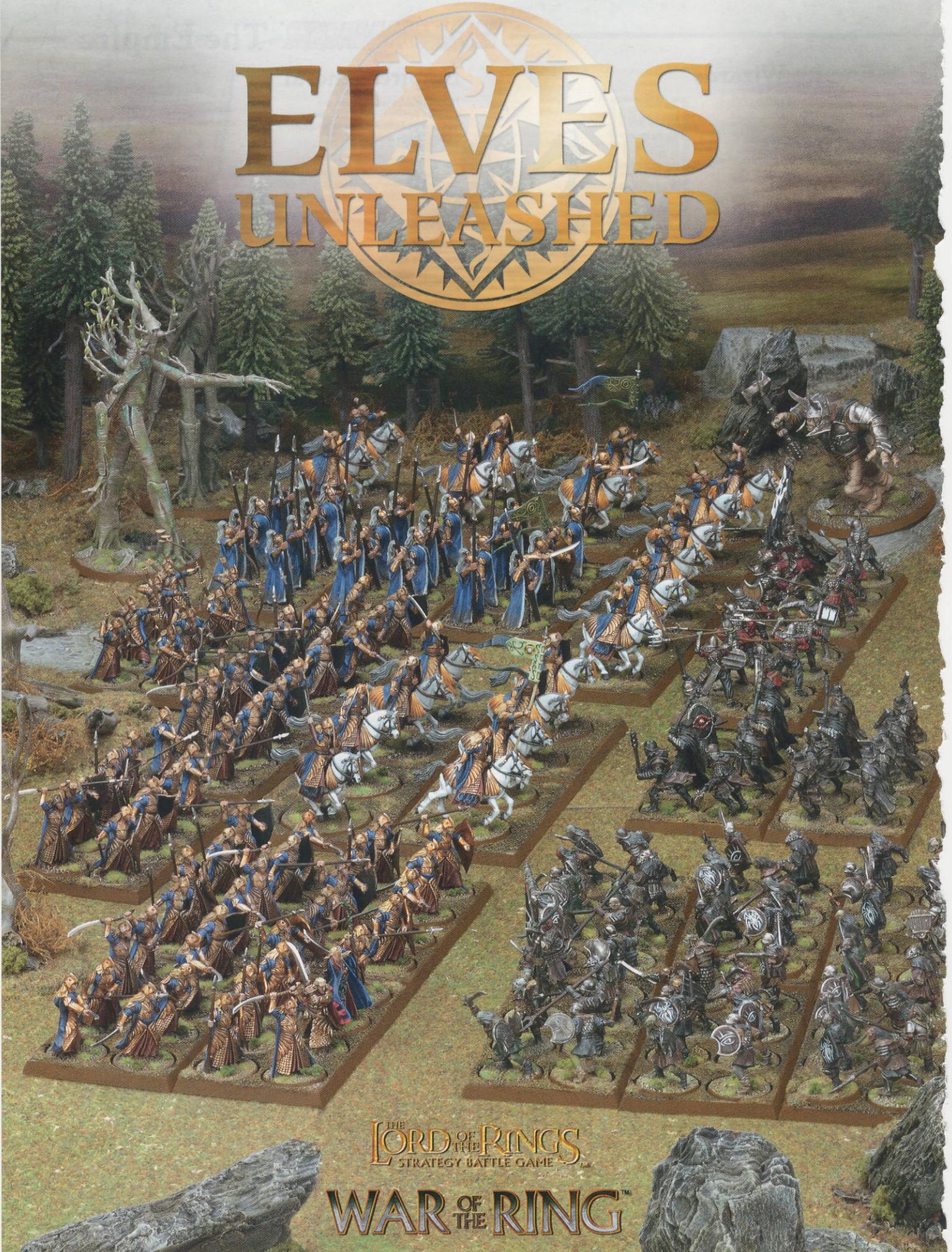


Example of an Empire Outrider.

This set contains 5 multi-part plastic Empire Pistoliers, which can also be assembled as Outriders and includes options for a champion.

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ELVES UNLEASHED



THE LORD OF THE RINGS
STRATEGY BATTLE GAME

WAR OF THE RING™



This month sees the release of the long-awaited plastic Galadhrim Warriors and Galadhrim Knights. We asked Matthew Ward to sneak into Lothlórien and report back on what he found...

By the time the story of *The Lord of The Rings* begins, Elvenkind has become splintered and fractured, the great Elven realms of old a shadow of their former glory. At the Grey Havens of Lindon, Círdan watches over the humbled realm once ruled by Gil-galad. In Mirkwood, the Wood Elves of Thranduill struggle to hold back the darkness of Dol Guldur. And from the secret haven of Rivendell, Elrond and his household preserve Eriador from Sauron's machinations. These realms are steeped in power and majesty, bastions of light in a land where the darkness grows ever deeper, yet there is one Elven Haven that outshines all the rest (well, in my opinion anyway). This is the land of Lothlórien, seat of the lady Galadriel and land of the noble Galadhrim.

When I first read *The Lord of The Rings* it was definitely the Elves that left the greatest impression. Twentyish years ago, it was mental images of Legolas shooting down a circling Fell Beast and Elrond summoning the Bruinen floodwaters that got me into playing wargames and, therefore, probably why I'm sat here writing this now instead of pursuing total world domination, or something. I wanted to recreate those moments, marshal the armies of Lothlórien and loose volleys of arrows against Sauron's evil Yrch (*That's 'Orcs' for those of us who don't speak Sindarin – Ed*). That Elves might occasionally have to fight Orcs in close combat never really occurred to me – surely the deadly archery of the firstborn meant that the Elves would never have to sully their hands with close-quarters work?

Of course, these days I've

learnt that even Elves can't rely on archery alone to keep their enemies at bay. But, on the other hand, I can now start collecting the Elf army I always wanted.

We've had Galadhrim Warriors in the Citadel range for ages, they just went under the name of 'Haldir's Elves'. With the arrival of the plastic models, I decided that calling them Haldir's Elves was simply not grand enough, hence a new name resplendent in gravitas, glory and possibly other things beginning with 'g' (Galadricness? Gonnakillanorcability?). Besides, surely they're not all Haldir's Elves? Certainly not after Helm's Deep anyway (Too soon? Poor Haldir).

War of The Ring gamers will, of course, already have figured this one out, as there was a bit of a sneak preview of the new models in the rulebook. In fact, if you're looking to recruit Galadhrim for War of The Ring, all the rules you'll need are already at your fingertips. Fear not, however. The Galadhrim and all their new troop types and weapons will soon be available to players of the skirmish game – check back here next month for full details.

Personally, I've been looking forward to the arrival of the Galadhrim for ages. Now, for the first time, a proper sylvan Elf army is truly possible. We've got line troops (Galadhrim Warriors), light troops (Wood Elf Warriors), and cavalry (Galadhrim Knights). Just to add a little more variety to the mix, we also have a fantastic new Haldir model, Rúmil (a brand new Hero) and the Guards of the Galadhrim Court (a new hard-as-mithril Elf elite troop type). That's a pretty wide range of troops, available in plastic (for easy collection of the bulk of your warriors) and metal (for your elites and Heroes). There are not many *The Lord of The Rings* armies that can boast such a range, and that's a fact!

So, them being beautiful models aside, why choose Galadhrim for your War of The Ring army? Well, as Elves, the Galadhrim have a bunch of advantages over the mortal races of Middle-earth...

The Models

A couple of Galadhrim Warriors boxes are a great starting point for either a skirmish force or War of The Ring army. Each set contains 24 Elves, whose armament is split equally between shields, glaives and spears. Even better, there are plenty of shields to go around for those Elven generals who like their troops to survive just that little bit longer.

The Galadhrim Knights box is, if anything, even more fun. First of all, the models inside are Elf Cavalry. I'll say it again: ELF CAVALRY. C'mon, how cool is that? If, like me, you've been waiting for these models for several years now, then you're probably not that mithered as to what they're armed with. It could be a sword, or a hedgehog – they'd still be ELF CAVALRY right? Nonetheless, I'm pleased to announce that the Galadhrim Knights are not armed with hedgehogs (and, of course, no hedgehogs were harmed in the production of these plastic models or, indeed, this article) but with glaives and longbows. There are once again plenty of shields to go around and, furthermore, enough bits in the kit to upgrade one of your knights to a Captain or Banner Bearer.



ELVEN GLORY

The new plastic Galadhrim Warriors and Galadhrim Knights box sets are a great place to start when building an Elven army for War of The Ring. Both box sets contain a variety of weapon options, providing great tactical flexibility.

● Galadhrim Warriors ●



Haldir

Haldir is a great leader for your Elven army if you're not looking to spend too many points, and a fantastic backup Hero if you've another in mind to be leader.



First up, Elves have the Pathfinders (Master) special rule, a most useful twiddle that allows your golden Galadhrim to pass through all manner of difficult terrain without the slightest impedance. Combined with the Galadhrim's massive Move 8 (12 for the Galadhrim Knights!) then there are some pretty lethal outflanks to be had. As you well know, freedom of movement often spells the difference between victory and defeat in War of The Ring, and the Galadhrim's ability to reach parts other warriors cannot is worth its weight in gold.

Terror is the second rule in the Galadhrim repertoire, and it's a biggie. Terror is your ace in the hole, your spanner in the enemy's works and the thing that will turn oh-my-goodness-I'm-horribly-outnumbered fights into battles you can win. Whenever your foe wants to charge your Galadhrim, he'll have to pass a Courage test or abandon the charge. That's not bad for starters. Conversely, if your Galadhrim charge the enemy and said foe fails a Courage test, then the enemy will be at Fight 0 for the remainder of the fight.

That's normally an extra two or three dice (at least) for each Galadhrim company fighting directly – not to be sniffed at in the least. Combined, the two Terror effects should grant a canny general the ability to pick away at the enemy line bit by bit, pouncing on one unit and annihilating it whilst other foes quake in fear.

Of course, special rules do not a victory make – to vanquish the foe, you'll need to rely on your troops' strong sword arms. Fortunately, the Galadhrim are not to be found wanting here either. 'Basic' Galadhrim, if indeed such a mundane term is even appropriate, are some of the most skilled warriors in Middle-earth. A baseline Fight 5 guarantees a substantial advantage over most foes, an advantage that only increases when the Galadhrim are equipped with glaives. Nor should the Galadhrim Archers be underestimated; not only do they share their close combat comrades' impressive Fight stat, their Shoot value of 3+ garners plenty of extra dice when shooting, and their longbows grant a massive 36" range. Not bad, huh?

Galadhrim Knights



Rúmil

Rúmil and his Guardians of Caras Galadhon can be relied upon to hold the battlefield against all comers, but particularly excel at thwarting enemy cavalry, largely due to the fact that they have high Fight values, which are enhanced by +1 due to their pikes. These also prevent enemy cavalry getting their usual bonus dice for charging.



Rúmil



Guardians of the Galadhrim Court

Of course, I'd be doing the Galadhrim a disservice if I didn't mention the brand new Guards of the Galadhrim Court. Representing as they do the utmost elite of Lothlórien's gallant warriors, you'd expect the Galadhrim Guard to be something special – and you'd be absolutely right! Not only are the Guards of the Galadhrim Court better trained and armoured than others of their ilk (for Fight 6 and Defence 5 respectively) they also wield cavalry-skewering pikes and have the Orcbane special rule. You don't want to be a Warg Rider around these chaps. If you're still not impressed by the Guards of the Galadhrim Court, it's perhaps worth considering the Legendary equivalent, the Guardians of Caras Galadhon. Led by Rúmil, brother to Haldir, the Guardians of Caras Galadhon have all the skills and bonuses of their (slightly) more commonplace fellows, but are also Stalwart as well, and so cannot be driven back by shooting. Rúmil himself brings a valuable 3 Might points to the fray, and you can always find uses for Might. Talking of Might, and therefore Heroes (he

said, in a slightly laboured but borderline-acceptable segue) let's take a quick look at suitable options for your Galadhrim army.

First up, there's Haldir, famous for having a rather larger role in the films than he does in the book (though one can probably argue that it's better to live forever in Lothlórien than die on the wall of Helm's Deep). Your Galadhrim army can field Haldir in two different ways – as the leader of Haldir's Elves, or as an Epic Hero in his own right. Either works perfectly well. In both cases, you get access to Haldir's 3 points of Might, as well as his Fight and Courage of 6. If anything, the Epic Hero version is slightly better (and more costly) as this allows access to an Epic Shot or two, as well as the flexibility that Epic status brings.

If Haldir's not enough, then there are plenty of other Elf Heroes to choose from: Galadriel (in spellcasting or combat form) or Celeborn – even Elrond or Glorfindel wouldn't be amiss. But anyway, I've wittered on long enough. 'Tis time for battle to commence.

Battle Report – Galadhrim versus Mordor

THE FIELD OF SWORDS

Adam Troke: Mat and I have quite the long-standing rivalry now and Mark Latham thought it would be good for us to bring this personal competition to the pages of White Dwarf using the new Galadhrim. Looking at the Studio collection Mat easily totted up a 3000-point Galadhrim army and challenged me to match it with the forces of Evil. Just looking at the array of Orcs, Trolls and other beasts in our collection, I knew this wouldn't be a problem. In fact, I went a bit over budget (with permission, of course).

We rolled Field of Swords as our scenario and Battle for the Pass for our setup. Field of Swords is won by scoring 'points', earned by killing enemy companies (1 point for every 3 companies destroyed), capturing banners (1 point each) and killing the opposing army's leader (4 points).

Game Statistics

- 3000-point battle, Field of Swords scenario.
- Mat Ward, War of The Ring designer, versus infamous Hobbit-friend Adam Troke.
- Elves have the highest Fight values in the game.
- Everything in the Elf army causes Terror.
- Adam's Mordor force boasts lots of cheap, expendable troops.
- Adam can call on some of the deadliest monsters in Middle-earth.





The Host of LOTHLÓRIEN



Army List

The Leader

- 1 Haldir, Guardian of Lórien 75 points

Epic Heroes

- 2 Elladan 35 points
- 3 Elrohir 35 points

Legendary Formations

- 4 Glorfindel, Lord of the West 250 points
- 5 The White Council (Allies) 500 points
- 6 Gildor's Household (3 companies) 280 points
- 7 Guardians of Caras Galadhon (3 companies) With Stormcaller. 435 points

Common Formations

- 8 Galadhrim Regiment (6 companies) Shields, Banner Bearer, Galadhrim Captain and Stormcaller. 485 points
- 9 Galadhrim Archers (3 companies) 150 points
- 10 Ent (Ally) 125 points
- 11 Ent (Ally) 125 points

Rare Formations

- 12 Galadhrim Knights (4 companies) Shields, Banner Bearer and Knight Captain. 285 points
- 13 Galadhrim Knights (3 companies) Longbows and Hornblower. 165 points

Fortunes

- The Blessing of Galadriel (Haldir) 50 points

TOTAL **2995 points**



Mat: This will be my second battle report for War of The Ring in as many months and, with just a bit of arm-twisting, I managed to persuade the involved parties that we should do something a little larger than the last

one (a 1500-point slugfest that you can read all about on our website, if you haven't done so already).

The army I chose works around a solid core of Galadhrim of various kinds, backed up by my favourite Heroes from The Lord of The Rings. So, it's the might of Lothlórien against the Necromancer, is it? Sounds like an excellent opportunity to bring the White Council out to play, giving

me Gandalf, Elrond, Saruman and Galadriel in one convenient package. I absolutely had to bring my three personal favourites, Glorfindel, Elladan and Elrohir into the mix, and I had no doubt at all that they'd do me proud.



Army List

The Leader

- 1 **The Necromancer**
300 points

Epic Heroes

- 2 **Drúzhag the Beastcaller**
100 points

Legendary Formations

- 3 **The Witch-king**
325 points

- 4 **Shagrat's Tower Guard (3 Companies)**
200 points

Common Formations

- 5 **Mordor Orc Warband (6 Companies)**
Shields, Captain, Banner Bearer and Task Master.
230 points

- 6 **Mordor Orc Warband (3 Companies)**
Two-handed weapons, Captain, Banner Bearer and Task Master.
170 points

- 7 **Mordor Orc Warband (3 Companies)**
Bows.
60 points

- 8 **Morannon Orc Warband (6 Companies)**
Shields, Captain and Banner Bearer.
235 points

- 9 **Warg Rider Warband (3 Companies)**
Shaman.
160 points

- 10 **Warg Rider Warband (3 Companies)**
Captain.
110 points

- 11 **Moria Goblins (7 Companies)**
Shields.
140 points

Rare Formations

- 12 **The Balrog**
500 points

- 13 **Mordor Trolls Chieftain**
200 points

- 14 **Mordor Troll Drummer**
150 points

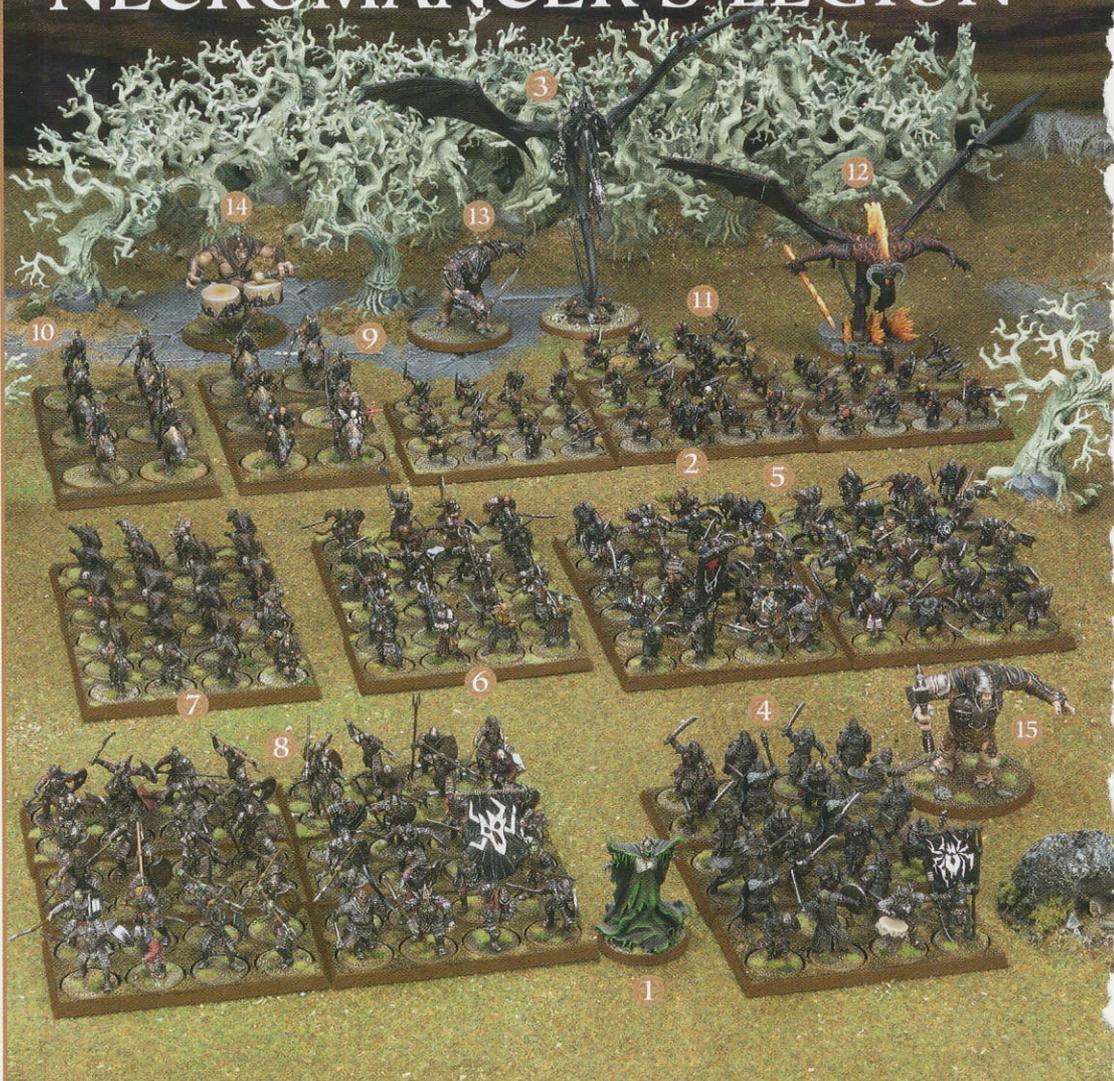
- 15 **Mordor Troll**
100 points

Fates

- Black-hearted Trees**
25 points

TOTAL 3005 points

The NECROMANCER'S LEGION



Adam: Since Mat would be using the new Galadhrim miniatures, I decided I'd take one of the Elves' classic enemies: Sauron in the guise of the Necromancer. To back up this mighty sorcerer

I chose to add the Witch-king and a lot of Orcs. Three Mordor Orc Warbands, a large formation of Morannon Orcs and two moderately sized formations of Warg Riders seemed like a good place to start. I included a smattering of Captains, Taskmasters and Shamans for good measure. I also took Shagrat's Tower Guard: the Uruks of Cirith Ungol are my favourite of Mordor's many denizens, and with any luck Shagrat might be able to bring down a couple of Elven Heroes.

I've seen Mordor Trolls cause carnage in games before, so I decided to include three in my army – a Troll Chieftain, a Troll Drummer and a regular Mordor Troll. My plan for these three behemoths is to drive forwards and use them like a hammer-blow to smash a hole in Mat's line.

The last portion of the army, has been included as nothing more than an indulgence – allies from the Misty Mountains in the form of a large block of Moria Goblins, Drúzhag the Beastcaller and a Balrog! I don't get to use the Balrog often enough, and he can be such a powerful foe in War of The Ring that I just had to include him.

My overall tactic is simple – use the Orcs (and Moria Goblins) to bog Mat's Galadhrim down, while the Witch-king on Fell Beast, Trolls and Balrog smash the Elves apart.



1 The Armies Engage

We asked Adam to write up the blow-by-blow account of this battle, giving us a great player's eye view of proceedings. Let's just hope he's not too biased...

In the first turn I won the roll for priority, and decided to give the initiative to Mat – there's very little advantage in moving first at the start of the game, and I wanted to be able to see where Mat moved. For his part, he made what can only be described as a leisurely advance, Rúmil's Guardians of Caras Galadhon taking up position in the ruins on the hill, while the rest of the force strolled forwards, clearly not in a hurry to get to grips with my Evil horde. The White Council cast *Guide Arrows* upon the large unit of Galadhrim Archers, who then advanced at half rate and raised their bows.

My own moves were a little more frenetic. I raced forwards with everything except the lone formation of Orcs with bows, who I kept back to deal with Mat's ambushers. The Witch-king enables Evil units to move At the Double!

“I also unleashed a tirade of magical powers unlike any I've ever used before.”

without taking a Courage test if he is behind them, so my advance really was quick! I also unleashed a tirade of magical powers unlike any I've ever used before, but at this range there wasn't much damage to be done – predominantly so I cast spells that reduce effectiveness and what I call 'irritant' powers. I did lure out a Might point or two from Mat as he resisted the worst of my magical

attacks, and the Witch-king was able to cast *Pall of Night* on Mat's Galadhrim Knights.

In the Shoot phase, Mat's Galadhrim Archers, bolstered by the *Guide Arrows* spell, killed two of my Warg

Riders, even though they were at long range. Since a whole company was slain, this drove the formation back D3" – the maximum distance of 3". Meanwhile, the Galadhrim Knights armed with bows failed to do any damage because of the *Pall of Night* I had cast on them.

There were no charges this turn, the two armies were just too far apart, but things were set to get close and personal next turn.

Mat's entire battleline advances slowly forwards as Adam's Wizards bombard the Elves with magic.



2

The Battlegrounds Clash

This turn Mat won priority and decided to act first. Before moving any of his other formations, he revealed Gildor's Household, which had used their Ambushers special rule to hide in one of the woods in my deployment area. Having a formation like this behind my lines had the potential to be devastating, especially if I let it disrupt my plans too much. With that in mind, I didn't really plan to do anything about it – my army had already stormed off across the board and I was doubtful Gildor's Household could catch up with me this turn, or do very much damage in the Shoot phase, so figured pressing on was my best bet.

The rest of Mat's moves were fairly bold. He advanced the White Council up the hill in the centre so that they could see the Witch-king and cast *Panic Steed* on him, driving him back 10". Next, they unleashed a salvo of spells that killed three Warg Riders and left me in no doubt as to the magical prowess of the White Council. The Guardians of Caras Galadhon broke cover from the ruins and advanced out to take on my Morannon Orcs, while the large unit of Galadhrim with shields prepared to face off against Shagrat's Tower Guard.

My own Move phase wasn't short of a bit of magic either, but once again Mat was able to soak up the worse of it with Might points and good old-fashioned durability. I did, however, manage to shatter the shields of the Galadhrim Regiment, and increase the Strength of Shagrat's Tower Guard by +2 with *Strength from Corruption* (although, it cost me a disappointing 6 casualties on my own formation to do so!). At least when the fight went off, I'd do some real damage now! The Necromancer also enfeebled the same formation, meaning they'd be fighting back at a paltry Strength 1. Perfect.

The Shoot phase was roughly even, with Gildor's Household killing five of Shagrat's Tower Guard from shooting, while my Orcs with bows managed a very reasonable four kills on Gildor's formation in return.

There were lots of charges this turn, and the combats promised to be very destructive indeed. Haldir and the Elven Archers charged my Orcs on the left flank, scoring a 6, and an unstoppable charge, as did the Galadhrim Regiment with shields, who stormed into the remaining Tower Guard. The White Council charged my depleted formation of Wargs while Glorfindel and the Galadhrim Knights on the right flank went crashing into the Goblins. In return, I hurled the Morannon Orcs into the Guardian's of Caras Galadhon, the Balrog into the Galadhrim Knights and the Witch-king bore down upon the White Council. It was going to be an explosive Fight phase.

In the first combat, Haldir declared both a Heroic Duel and a Heroic Combat. The duel went all Mat's way, and though Haldir narrowly failed to kill my Orc Captain, he did manage to slaughter three Orcs in the effort. The fight itself was even more one-sided, with the Elves killing seventeen of my Orcs to a mere seven in return – and since it was a Heroic Combat he was able to charge again immediately. Thankfully, I rolled a 6 on the Panic table and remained steadfast, enabling me to fight at full-strength. This time things were a little more even and I killed eight Elves for eleven casualties suffered in return.

Shagrat's Tower Guard were a strongpoint in my line and killed an impressive nine Elves, suffering a mere five hits in return from the enfeebled Elves. Nearby the Witch-king and Warg Riders won their combat, killing Saruman and Galadriel without suffering any hits in return.

My Morannon Orcs at the centre did well too, and butchered ten of Rúmil's pike-armed Elves, though they suffered a frightening sixteen casualties in return.

The Balrog and Goblins versus the Galadhrim Knights and Glorfindel was the combat that everyone wanted to see, however, and it didn't disappoint. The Balrog cut down three Elven Knights, who in turn killed eight Goblins. Glorfindel killed a further six Goblins, but such was the size of the formation that it could easily absorb such horrific casualties without worrying. The Goblins easily finished off the Elven Knights, leaving Glorfindel a little exposed on his own.

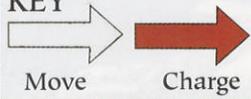
So far I had managed to resist Mat's greatest strength – the Terror that his whole army causes in mine – and I was inflicting casualties across his line in a very satisfactory manner. Where things were starting to work against me was where the Elves' superior Fight value was giving them a dramatic advantage each turn, and if I started failing Terror tests I would be in a lot of trouble.





Annotations

KEY



- A** Gildor's Household emerge from hiding in Adam's deployment area, opening fire on Shagrat's Tower Guard.
- B** The Tower Guard are boosted by *Strength from Corruption*, while the Galadhrim with shields are crippled by *Shatter Shields* and *Enfeeble*.
- C** A series of Heroic Duels see Mat's Elven Heroes kill three of Adam's Orc Heroes, with Shagrat only escaping the chop thanks to his three Might points.
- D** The Balrog, assisted by the Moria Goblins, cut through the Galadhrim Knights.
- E** The Witch-king slays Saruman the White and Galadriel in a devastating round of close combat.





Gandalf, the lone surviving member of the White Council, slays the Necromancer with magic. Meanwhile, the Witch-king narrowly escapes death at the hands of Haldir and a host of Elven Warriors and Knights.

3 The Elves Strike Back

By now the battle was really underway, and I was very pleased when I won priority again so that I could keep the pressure on the Elves. My plan was to push my formations up close, keeping the initiative against Mat's Elves and giving him as little room to manoeuvre as possible. The first thing I did was expend a Might point with Drûzhag to summon beasts, calling for a company of Wild Wargs to block off one of Mat's Ents from coming to rescue Glorfindel. Trying to pin Glorfindel into place, I then had the Balrog cast *Dark Fury* upon himself, before positioning him to keep Glorfindel cornered. At the centre, the Necromancer cast *Enfeeble* on the Galadhrim with shields again, before slaying Elrond with a *Bolt of Fire* aimed at the White Council. The Witch-king attempted to cast several spells on the White Council as well, but Mat resisted them, with the only one that went through his protections failing to have any effect. Mat then moved Haldir into the formation of Galadhrim with shields.

Mat's response to my aggressive Move phase was to reply in kind! After rallying his disordered Galadhrim

Regiment in the centre, Mat had the Stormcaller unleash *Nature's Wrath* and slew the remainder of Shagrat's Tower Guard. Even more shocking, Gandalf – the last survivor within the White Council – cast *Light of the Valar* on the Necromancer, followed by *Visions of Woe*. Perhaps seeing a vision of his own downfall, Sauron was destroyed! A real blow to my force, and four victory points to Mat!

The Shoot phase favoured Mat too, as despite my Orc archers killing four Galadhrim warriors, Gildor's Elves managed to kill six of my Orcs, while the Galadhrim Archers and Knights killed a further two a piece.

Glorfindel called a Heroic Charge in the Charge phase, hoping to get to grips with the Balrog as quickly as possible. I countered with a Heroic Charge of my own from Drûzhag and the Goblins in an attempt to cut him off, but the roll went in favour of the Elven noble and he hurled himself at the creature of shadow and flame, the Goblins charging in to support the fiery demon moments later. Haldir's Elves charged the Witch-king too, catching him before he could charge elsewhere. My own charges



failed where they were most important, and though I was able to charge the Ent with the newly summoned Wargs, and tackle the Elves on the left flank, the cowardice of my Orcs costing me dearly. The Witch-king in particular was hard pressed as the Galadhrim Knights also charged into him, and the Morannon Orcs blanched as the Guardians of Caras Galadhon lowered their pikes and charged.

If things were looking bad in the Charge phase, they went far worse when the fighting started. Glorfindel issued a Heroic Duel against the Balrog, who failed his Terror test and found himself at a sore disadvantage. Perhaps he was overwhelmed by the reputation of the mighty Elf Lord? Regardless, Glorfindel easily beat the Balrog, whose Fight was reduced to 1, and caused several telling hits on the mighty monster. In the swirling melee that followed Glorfindel finished off the Balrog, killing it outright, and though Drûzhag and his Goblins managed to kill

“The Elven noble... hurled himself at the creature of shadow and flame.”

Glorfindel in return, it was small consolation – I’d just lost my mightiest model!

As you might have guessed, the Elves had the advantage in the other fights too – Rúmil’s Guardians of Caras Galadhon declared a Heroic Fight and, supported by an Ent, battered the Morannon Orcs, killing eight between them and leaving them disordered. Both formations

immediately charged again and killed another eight Orcs leaving the enemy numbers dramatically reduced.

The Ent on the right flank easily killed both of the Wild Wargs it was fighting, and Gandalf had little trouble killing the Warg Riders he was fighting, too. The Witch-king held his own well enough in a Heroic Duel and subsequent combat against Haldir, the massive contingent of Galadhrim Warriors with shields, and the Elven Knights, and although all of my Warg Riders were slain, the Witch-king suffered no real harm, killing four Elves in return.

Glorfindel charges the Moria Goblins and is in turn charged by the Balrog. Glorfindel slays the foul monster but is overwhelmed and killed by the Goblins.



4 The Necromancer Thwarted

Again I won priority, and decided that I needed to try and recover some lost ground. I started by using the Witch-king's Swoop Attack ability to pick off a few Elves as he soared through their ranks. Sadly, his spells weren't as effective as I needed them to be, and he only managed to *Sunder Spirit* on Rúmil's Elves. Drúzhag tried to help matters by casting *Dark Fury* on his own formation but he failed his Focus roll, so couldn't cast another.

The rest of my army simply tried to get themselves into places where they wouldn't be outflanked – I'll confess, things were looking very grim by now!

Mat's movement was more effective, with Gandalf casting *Sunder Spirit* on the Morannon Orcs, before killing five of them with *Visions of Woe*. Gildor even managed to heal several of the casualties suffered by his formation, bringing them close to full strength once again. Elsewhere Mat's Elves closed in on my Orcs.

The Shoot phase brought a little ray of sunshine as the Orcs in the woods, realising their predicament, felled five Elves in a desperate volley, and Mat's return fire was lacklustre, leaving me cautiously optimistic for the forthcoming Charge phase.

Although the Witch-king failed to charge due to a failed Courage test, my other formations managed to summon the grit to go for it, and lined me up for a few interesting combats. The Troll Chieftain managed to kill the Ent he was fighting, while the Morannon Orcs held their own against Gandalf.

The Orcs with two-handed weapons were all slaughtered by the Galadhrim Knights and, because they were fighting against faster-striking cavalry, were unable to strike back before they died. The fight in the woods went badly for me too: although my Orc archers killed nine of Gildor's Household, the two Elf formations that charged the Orc archers easily killed them all, wresting control of the woods from me.

With the turn finished, and a quick look at the total scores so far, it quickly became apparent that Mat had won with a whopping 17 victory points compared to my own paltry 7 victory points... and while a game of War of The Ring can last for as long as eight turns, there's sometimes no need to drag out the inevitable. Besides, Mat and I both agreed that, if we played on, the likelihood was that his lead would only increase!



Haldir's formation and Gildor's formation drive the Orc Archers out of the woods, killing them all. The Orcs with two-handed weapons are ridden down by the Galadhrim Knights.

Get Out of my Forest!



Mat: Don't be fooled by the final score: that was a close 'un. As with most battle reports, we set up, played and packed away this game over the course of the day, and let me tell you, when we broke for lunch the game was all one-way traffic. Evil was pretty much in the ascendant all across the board. Adam had passed almost all his Terror tests to

that point, and I was starting to think that Haldir wasn't going to be alive for his appointment at Helm's Deep a few years later. Fortunately, the whimsical favour of the dice flipped back my way again – a couple of lucky combats and I got my second wind.

It's fair to say that without the timely deaths of the Balrog and the Necromancer, there's no way I could have pulled that off. However, had Adam been more aggressive with his Trolls earlier in the game, he could have upgraded those brutal spell-fuelled combats of Turn 2 from devastating blows to utter drubbings.

All that said, I did get at least one thing right. Normally, I run out of Might very quickly as I tend to get carried away with killing stuff rather than setting my troops up to kill. For a change I was able to hoard my precious resources until the time was right, enabling me to get off a few Heroic actions that really helped swing the battle. Note to self: take more Might, spend it less...

Hero of the Hour

Glorfindel all the way. Though you can argue it was Haldir who really kept the fight going, it was Glorfindel who cut down the Balrog. A battle-turning and strangely fitting feat, as I'm sure all the Tolkien aficionados out there will agree.



Back to the Shadows



Adam: It's funny how this one turned out really – I was strangely confident when the game started, and especially so after the first couple of turns. My forces were taking heavy casualties, but I was doing OK on a point-for-point basis. Part of the problem lay in the fact that my army was larger, and therefore could give away more victory points, but the reason for my defeat lies in something a little

deeper – against Elves failing to pass Courage tests (Terror tests specifically) can be a real game-breaker, and I botched more than my fair share of Terror tests, of which the Balrog was perhaps the most obvious example. Some of that came down to luck, of course, but mostly I failed to prepare adequately for what I knew would take place – and as someone wise once said 'When you fail to plan, you plan to fail'.

“As someone wise once said ‘When you fail to plan, you plan to fail’.”

Getting battered by the Elves like this hasn't put me off though – far from it, it's fired me up for revenge. I think my army was too diluted with big monsters and Heroes (I did spend more than 1000 points on the Balrog, Necromancer and Witch-king alone), and didn't rely on my real strength enough – pure numbers. I also didn't add enough Captains and Shamans into my force. Next time each of my formations will have at least a Captain.

Why did I lose? Because Elves are great, boasting such a fantastic combination of special rules, and I underestimated them. What will I do about it? Round up a lot more Orcs and Goblins and find some payback!

Villains of the Hour

Nobody ever expects a unit of Moria Goblins to amount to anything – they're so cheap they're almost free, they're about as capable in a fight as a hamstringed Hobbit and it's never a surprise when they die. That's why, when they saw off Glorfindel and the Galadhrim Knights (albeit with the help of the Balrog) I was absolutely delighted. I've got quite a lot of Goblins in my collection, and I think I'll be expanding them into a fully fledged army.



LIBER APOCALYPTICA

VALKYRIE

The elite of the Imperial Guard's airborne assault formations

Liber Apocalyptica is an irregular column that provides ideas and inspiration for your games of Apocalypse. This month Andy Hoare takes a look at the Valkyrie assault carriers of the Imperial Guard, including a famous ace and the elite formation he leads.

The Valkyrie is a twin-engined, armoured flyer used primarily by the Imperial Guard to launch massive air assaults upon the enemy. Entire infantry regiments can be embarked from their forward bases and transported for hundreds of leagues, the exact range limited only by the availability of refueling facilities. As the formations close on the target, the carriers swoop in low so as to attain maximum surprise. At the last moment, the Valkyries slow to a virtual stop, engaging their wing-mounted jets to hover over the target area so that the infantry may leap from the rear ramp or rappel from the side hatches.

Valkyries are also capable of atmospheric insertion, being launched from Imperial Navy carriers in low orbit. Such formations are at great risk from interception by enemy fighters during these operations, for the Valkyrie is much less manoeuvrable in space. As such, assault formations are often accompanied by Imperial Navy fighter squadrons in order to defend them against enemy fighters.

Organisationally, most Valkyrie formations are part of the Imperial Navy, and based on naval assault carriers. They are called on to transport infantry regiments, and rarely serve alongside a ground-based army beyond the scope of a single campaign. However, there are some Valkyrie formations that have proved particularly successful fighting alongside individual regiments and have therefore been assigned to them on a more permanent basis. In such cases, the Valkyrie crews and the infantry they carry become comrades-in-arms, experts in specialist combined operations.

One such combined unit is the Catachan 22nd Airborne Assault Group. The assault group consists of around 150 Valkyries formally of the 1139th Orbital Attack Group of the Imperial Navy's Ultima Segmentum command. The group was attached to the Catachan 22nd throughout

the course of the second, third and fifth pacifications of Joogunda Prime, a protracted series of wars that saw the Valkyrie crews and the Catachan infantry become proficient in combined assault missions. The conflict was concluded in disastrous fashion amidst the nucleonic fires of Joogunda's capital city, and the 22nd were one of the few Imperial Guard units to emerge relatively intact, thanks in no small part to their mobility and the skills of the pilots. In recognition of the unit's specialist skills, the aircrews were inducted into the regiment permanently and a number of the Jungle Fighters cross-trained as crew chiefs. A few, including the 22nd's commanding officer, Colonel Paseski, even trained as pilots, ensuring the two units were fully integrated and shared a common heritage. This was a great honour indeed, as Catachans are an insular lot and notoriously hard for outsiders to impress. The integration went so far that many pilots, whatever their background, wear the red bandana of the jungle fighters.

The newly restructured regiment went on to earn a plethora of battle honours under the leadership of its daring commander. These victories include the capture of the elusive rebel high command at the Battle of Groxtown, the evacuation of Lord High General Xa'chan, the destruction of the recidivists' orbital defence silo during the invasion of Alat, and the spearheading of Operation Scarlet Wasp. So successful was the regiment at airborne assaults that a number of similar units have been formed along the same lines – around a hundred of these are currently believed to be active in Ultima Segmentum alone.

Visit our Website

You can download additional datasheets for the Imperial Guard from our website, along with datasheets for other races too.

WARHAMMER
40,000
APOCALYPSE

“ Entire infantry regiments can be embarked from their forward bases and transported for hundreds of leagues. ”



'BELLEROPHON' PATTERN AIRBORNE ASSAULT GROUP

POINTS: 150 + MODELS

The Bellerophon pattern airborne assault group is the codename by which the formation first used by the Catachan 22nd has come to be known. The formation has yet to be widely utilised, due in no small part to the high level of coordination and cross-training required between the infantry and the aircrews. The nature of the Imperial Guard makes the training and logistical support of such units hard to maintain in all but the most exceptional of

circumstances. As a result, those assault groups that are in active service are composed of veteran units and their services are frequently requested by commanders needing to insert large numbers of troopers into an enemy held area. But, with the success of formations such as the Catachan 22nd, Cadian 172nd and the Valhallan Grey Devils airmobile assault groups, commanders are viewing such tactics with increasing interest.

Airborne Assault Group

COMMAND FLYER

Steel Eagle



Using Valkyries and Vendettas in Apocalypse

You'll notice that we've given the Valkyries here the Flyers and Hover Mode special rules. This is to represent their use in the larger battles represented using the Apocalypse scenario. If you plan on using Valkyries and Vendettas from Codex: Imperial Guard in your games of Apocalypse then counting them as flyers is entirely appropriate, and is the perfect role for these great models.

VALKYRIE ASSAULT SQUADRON

Squadron Commander



Squadron 2nd in Command



Squadron Number 3



FORMATION:

1 Command Flyer (Valkyrie or Vendetta, or Steel Eagle – see overleaf)

1+ Valkyrie Assault Carrier Squadrons (see Codex: Imperial Guard)

Any number of Vendetta Gunship Squadrons (see Codex: Imperial Guard)

SPECIAL RULES:

Airborne Deployment: All Valkyries and Vendettas in the formation are Flyers and have the Hover Mode special rule.

Strike Force: The airborne assault group is used to transport infantry units. Infantry units and carriers are assigned to one another before the game begins, and the group and all the units assigned to its carriers count as a single formation for

the purposes of reserve rolls, deployment and so on. All carriers in the formation must enter the table within 12" of the point entered by the command flyer.

Coordinated Insertion: The assault group's final approach on a target is often screened by a coordinated blind barrage. The formation grants the Blind Barrage strategic asset, the target point for which must be visible to the command flyer.

RED FLIGHT, CATACHAN 12TH AIRBORNE ASSAULT GROUP

Shown below is Red Flight of the Catachan 12th Airborne Assault Group, demonstrating the organisation of a typical Airborne Assault Group

Red Company HQ



Red Company Support



REGIMENTAL ATTACHMENTS:

- Scout (Vulture Gunship)
- Fire Support (Vendetta Gunship Squadron)
- Search and Rescue (Valkyrie)
- Navy Liason (Valkyrie)
- Supply Squadron (Valkyrie)

A Platoon Command



B Platoon Command



C Platoon Command



'STEEL EAGLE' COLONEL PASESKI'S COMMAND VALKYRIE

POINTS: 200

Colonel Paseski started his military career as a lieutenant of the 22nd Catachan Jungle Fighters, and by the time of the fifth pacification of Joogunda Prime had risen to command the regiment's Delta Company. It was following the death of the commanding officers of both the Catachan 22nd and the 1139th Orbital Assault Group, during the abortive evacuation of Joogunda Prime's capital that Paseski took command of both units. He soon demonstrated to sector command that a permanently combined force was not only viable, but could be highly successful in specialist mass airborne assault missions.

Over the next few years, Colonel Paseski and his staff perfected the formation's airborne tactics, which revolved

around the massed rapid deployment, support and extraction of airmobile infantry. Colonel Paseski has a reputation as a daring leader and is well respected by the officers and men under his command. Although a dedicated Imperial servant, the Colonel demonstrates the rare quality of giving a damn about his troopers, a trait that has earned him the enmity of his peers but the loyalty of those brave men who follow him into battle. He has gathered an elite aircrew, who accompany him on every mission. His crew always includes a pair of twins, Kade and Hauser Bruga, infamous as the regiment's champion marksmen. These two snipers continuously compete with one another, whether they are firing in the regimental trials or from the side doors of their Colonel's circling Valkyrie.



ARMOUR			
BS	FRONT	SIDE	REAR
5	12	12	10

UNIT: Steel Eagle

TYPE: Vehicle, Flyer

WEAPONS AND EQUIPMENT:

- 1 lascannon
- 2 multiple rocket pods
- Searchlight
- Extra armour

SPECIAL RULES:

Deep Strike, Scout, Grav Chute Insertion, Hover Mode.

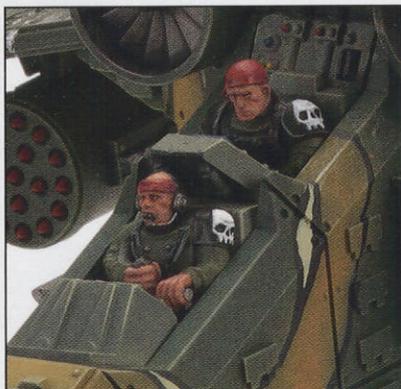
Command Valkyrie: All friendly Valkyries, Vendettas and Vultures within 24" of Steel Eagle may re-roll Immobilised results on the damage tables.

Sniper Cover: Instead of door gunners armed with heavy bolters, Colonel Paseski's crew includes a pair of master snipers. Each is armed with a sniper rifle, and one fires from each side door. The sniper rifles may always fire, even if not normally allowed to, and may engage any enemy unit they can see, not only ones fired at by Steel Eagle's other weapons. Once per game, you may declare a single, 'champion' shot to be fired by each sniper. This rolls to hit as normal, but is at Strength 10 and AP1, and rolls 2D6 armour penetration if fired at a vehicle. The snipers may be lost as a result of weapon destroyed results (one per result).

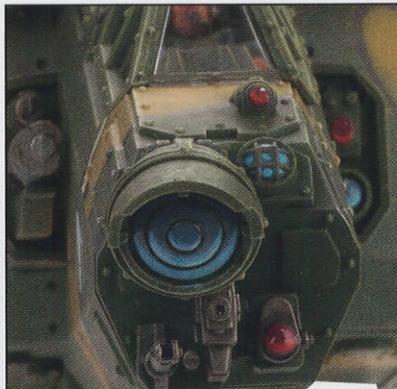
Regimental Headquarters: Steel Eagler is a Supreme Headquarters, as described in the Strategic Assets section of the Apocalypse rulebook.

MARKINGS OF STEEL EAGLE

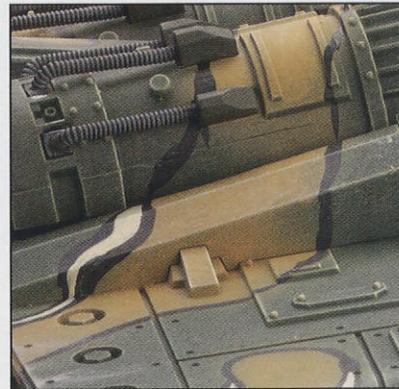
As a command Valkyrie, Steel Eagle has seen countless battles. Chad Mierzwa has converted a Valkyrie to represent this ace carrier.



Chad used spare heads from the Catachan Command frame instead of the normal pilot heads. The crew of Steel Eagle have either been inducted into the Catachan regiment, or are drawn from the death world itself.



Whilst Steel Eagle's searchlight could be represented by the sensors on the edge of the cockpit, Chad wanted to make it a feature of the Valkyrie. He added a searchlight from the tank accessory frame to the nose of the Valkyrie.



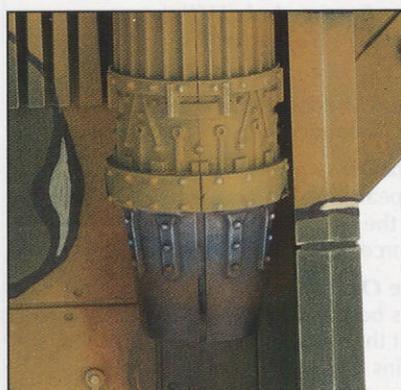
Chad used the Spray Gun to basecoat the Valkyrie Dark Angels Green, and then drybrushed it with Catachan Green. He masked off areas with adhesive putty and sprayed the camouflage pattern with Tausept Ochre.



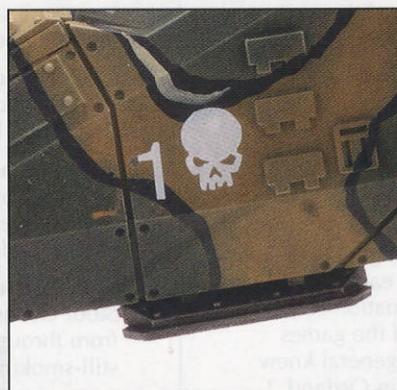
Instead of a pair of heavy bolters mounted in the side doors, Colonel Paseski employs a pair of champion sharpshooters to pick off targets of opportunity as Steel Eagle circles the battlefield. Chad left the heavy bolters and mounts off when assembling the kit, and instead added a couple of Catachans armed with sniper rifles taken from the Catachan Command Squad frame. To emphasise the fact that the snipers are twins, Chad assembled them both from identical components.



Chad added some directional weathering to the Valkyrie by drybrushing on Boltgun Metal. Chad also added claw marks onto the wings, representing a run in with a Catachan skyborne predator or a winged Tyranid beast.



Chad achieved the scorched effect on the exhausts by first applying a wash of Asurmen Blue over the Boltgun Metal. He then drybrushed the end with Bestial Brown, and overbrushed them with Chaos Black.



The squadron markings have been taken from the Imperial Guard tank transfer sheet. The skull denotes that the squadron is the command squadron, the number that Steel Eagle is the first vehicle in the squadron.



Similarly, the Catachan regimental name has been taken from the transfer sheet. For a Valkyrie to be adopted into a regiment is a great honour. The stripes have been painted on freehand, and denote that it belongs to the HQ flight.

The Drums of War



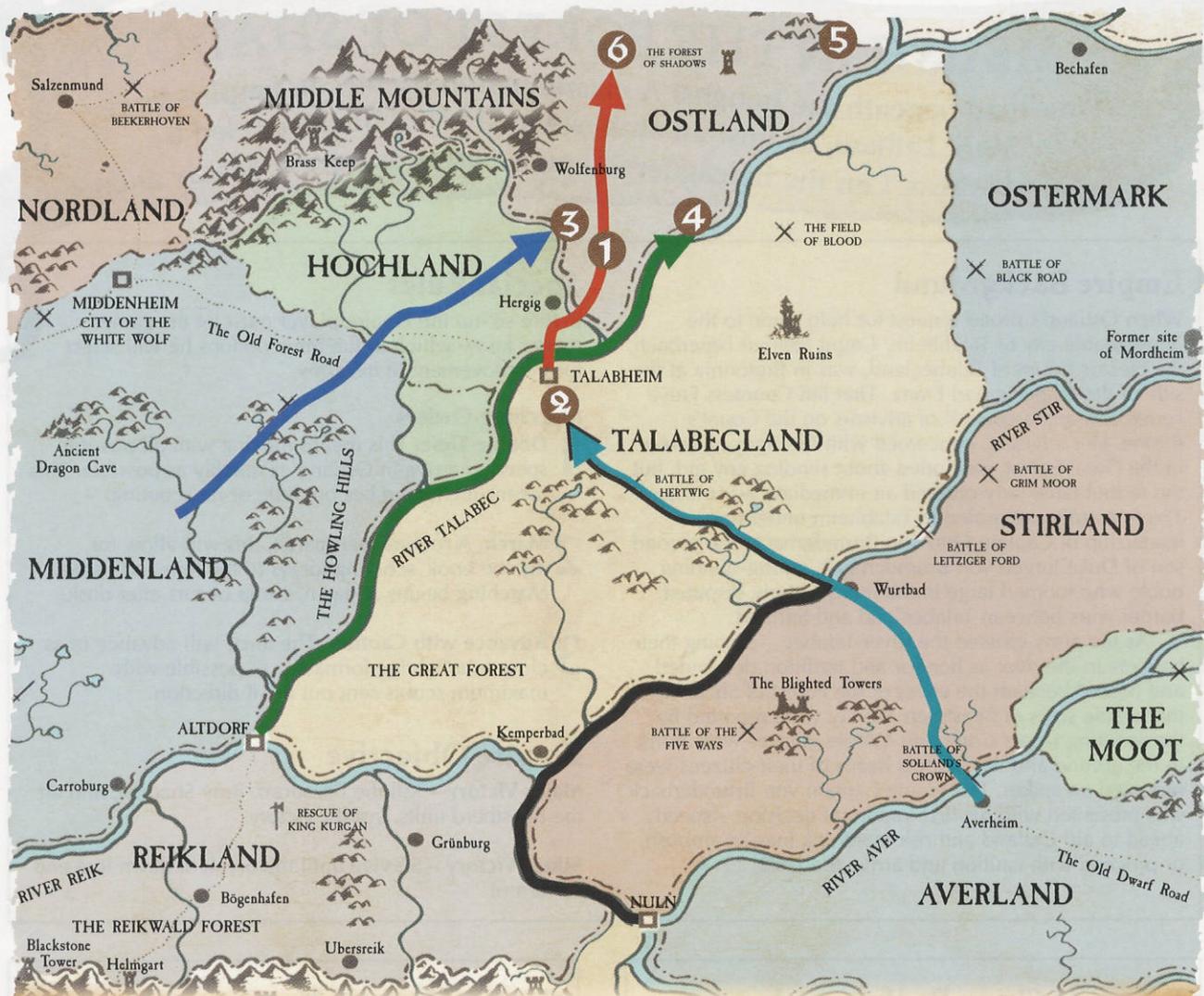
Jeremy Vetock: The background for the Empire is so rich and inspirational that designing scenarios for it is hard work – there are too many ideas to choose from! So, rather than picking one idea, we decided to play a series of linked games. This gave us a chance to play a variety of scenarios, involving a number of players and armies. It was also a good excuse to build a narrative – a story that linked the battles together to a climactic conclusion.

The premise was simple – many different armies have been mustered throughout the provinces of the Empire to stave off a Chaos invasion of Ostland. Each of the games represented the story of a single army's march north towards the final battle. For most armies, just reaching the final battlefield would be an epic journey. After all, the Empire is vast and, like all of the Warhammer world, a dangerous place where nothing can be taken for granted – especially when the Winds of Magic are blowing strong!

As I had a host of volunteer players I could both run games and play in the final battle. I wrote up some simple yet characterful scenarios that would challenge players and produce a spectrum of different games. For each game the army commander was only given the information relevant to his army, although we've presented all of the games master's notes here. Although each Empire general knew from his briefing that his army was needed in Ostland, I never specified that the regiments and heroes that survived their games would form the entirety of my army in the final battle. Whilst we played all six games, we've only got space to show three here – look online for more.

THE SIX BATTLES OF THE DRUMS OF WAR CAMPAIGN

- 1 Ambush in the Forest of Shadows**
On their northwards march a Talabheim army is ambushed by Beastmen.
- 2 Along Came a Traitor**
Bewitched by a sorcerer who is not all he seems, two armies of the Empire clash. Will they uncover the real enemy before it's too late?
- 3 Help Unlooked For**
A relief force from Middenland arrives upon the flanks of a large Marauder army.
- 4 The Ostland Frontier**
A Steam Tank spearheads an army from Reikland, but it is met on the borders of Ostland by a monster-filled force out of the northern wastes.
- 5 The Ruins of the Ostfort**
Stout Ostlanders bolstered by newly arrived troops from throughout the Empire make a stand in the still-smoking ruins of their frontier fort.
- 6 Battle for the Temple of Skulls.**
The desperate coalition from the Empire meets the Warriors of Chaos head-on.



HEED THE CALL TO WAR

The year is 2515 by the Imperial Calendar. The winter was long and harsh, but is now begrudgingly giving way to spring. Even as the snowline recedes, the northern provinces of the Empire are plunged into sudden and merciless war. The northmen have marched south, bringing flame and ruin in their wake.

Such border strife is not uncommon in Ostland, a grim province well used to brutal raids from Norsca and the northern wastes. What is unusual, however, is Ostland's fierce Elector Count, Valmir von Raukov, requesting aid from the Emperor Karl Franz. All know Raukov is a proud man with a martial disposition like his father of old. Indeed, many have accused Ostland's Elector Count of provoking the enemy, staging his own raids to destroy the camps and fell idols of the barbarians deep in their own lands. And yet, provoked or not, who could leave Ostland to be plundered by the worshippers of the Dark Gods?

The timing for Count Raukov's only request for aid to the Imperial Throne could hardly have been worse. The Emperor Karl Franz and his strong-arm Champion Ludwig Schwarzhelm have ridden, with a large contingent of fellow Elector Counts, to Bretonnia to discuss the latest border troubles. Several towns and forts along both sides of the

Grey Mountains have mysteriously disappeared, either sinking wholesale into the earth or razed so completely as to be nothing more than burnt embers and scorch marks on the ground. As a supreme show of strength, Karl Franz marched with many armies and a sizable portion of Reiksguard Knights led by Grand Master Kurt Helborg.

So when the news of troubles in the north began to travel rapidly across the lands, the remaining nobles looked to their already depleted garrisons. In small villages and sprawling cities, the drums of war beat loudly – the muster was on. Quickly a coalition was assembled to march north to the succour of Ostland. In Nuln, the call to arms was delivered by dispatch rider, and within hours a relief force was being assembled under Grand Marshal Ludwig Gutman. When the clockwork bird of prey delivered the message to Elector Count Marius Leitdorf, he sprang from his buttermilk and rosemary bath and called for his armour. He felt snubbed about not being asked to join the diplomatic mission to the high court of King Leoncouer. He had planned to sulk away the entire planting season, but now the growing catastrophe of the northern provinces gave him a singular and burning desire to distinguish himself through might of arms. Already individual units and whole armies were on the roads and riverways – for Ostland, for the Empire!

AMBUSH IN THE FOREST OF SHADOWS

Bloodshed beneath the boughs! A classic match-up pits an Empire force led by Mark Latham, against an ambushing army of Beastmen led by Chad Mierzwa. Can the beleaguered Empire army survive a deadly ambush?

Empire Background

When Ostland's proud request for help came to the impregnable city of Talabheim, Count Helmut Feuerbach, the Elector Count of Talabecland, was in Bretonnia at the side of the Emperor Karl Franz. That left Countess Freya Feuerbach and a council of advisors on the Count's throne. Her advisors, concerned with the signs of unrest in the Great Forest, cautioned about sending any aid, but the redoubtable lady ordered an immediate war muster. The first army assembled in Talabheim under the leadership of Captain Otto von Brumderhack, the second son of Duke Jurgen von Brumderhack, a long-standing noble who loomed large in the many bitterly disputed border wars between Talabecland and Stirlind.

As the army crossed the River Talabec – dipping their banners in the river as honour and tradition demanded – and passed beneath the eaves of the Forest of Shadow, the telltale signs of Beastmen activity were reported by the scouting Jaeger Company. Whole villages were burnt to the ground and the hapless heads of their citizens were mounted on spikes. The young Captain von Brumderhack was presented with his first important decision – speed ahead to aid Ostland and risk marching into an ambush, or proceed with caution and arrive too late?

Special Rules

Before set-up the Empire player must let the games master know which of the three options he will select for the movement of his army.

Marching Orders

- 1 Double Time.** This means moving with all possible speed to arrive in Ostland as quickly as possible. This means night marches but little or no scouting.
- 2 March.** A routine war march; this will allow for 'by the book' scouting forays to the fore and flanks. Marching begins at dawn, camp occurs after dusk.
- 3 Advance with Caution.** The force will advance in as close to a fighting formation as possible with maximum scouts sent out in all direction.

Empire Objective

Major Victory – Kill the Beastlord, Bray Shaman, and all the Beastherd units. Instant Victory.

Minor Victory – Survive until the break of dawn (the end of Turn 6)

Beasts of Chaos Background

The omens are everywhere – the tides of Chaos are rising, the flow of Dark Magic increases, and each night Morrslieb grows larger in the night sky. Bray Shaman Brakxx has read the entrails even while the sacrificial victims screamed. It was as if a voice inside the Bray Shaman's horned head was urging him onwards. Beastlord Braygox, too, had caught the scent of war on the winds. The time to attack the humans is now – their villages must burn.

Special Rules

At the start of each Beastmen turn except for the first, Beastlord Braygox can sound his Brayhorn. A unit of Beastmen (15 strong) will appear from Ambush. If the Ld test is made, they may enter anywhere. If it is not they must roll as per the normal Beastmen Ambush rules. This continues as long as Braygox lives.

Beasts of Chaos Objective

Major Victory – Wipe out the humans before daybreak.

Minor Victory – Destroy the hamlet of Stydorf or hold all the buildings at the end of Turn 6.

Games Master's Notes

The Empire player doesn't know that his Marching Orders determine his deployment for the scenario, and the arrival of the Talabheim army in the final battle.

Marching Orders

- 1 Double Time.** The Empire set-up zone is 2ft by 2ft. Any models that can't fit into this area are removed as casualties. The Empire player sets up first, but the Beastmen player gets the first turn.
- 2 March.** The Empire set-up zone is 2ft by 2ft, although the Pistoliers can set up anywhere on the road. Units are placed alternately before rolling to see who goes first; the Beastmen get +1 to the roll.
- 3 Advance with Caution.** Set up as a Meeting Engagement, as per the standard rules.

If any Empire troops survive the ambush, they can join the final battle – however, the speed at which they marched determines when they arrive. Double Time allows the survivors to join the final battle during the Empire deployment. A March selection means that the survivors arrive at the start of Empire Turn 2, and Advancing with Caution means that survivors can join at the start of Empire Turn 4.

BRUMDERHACK'S TALABHEIM RELIEF FORCE

CAPTAIN OTTO VON BRUMDERHACK

Young, ambitious, and out to prove he can handle important commands, Otto sees this venture as his greatest opportunity to earn fame and promotion. However, he is seasoned enough not to throw his soldiers' lives away needlessly.

Otto has brought along his brother Karl, the youngest von Brumderhack, to carry the army battle standard.

Special Rule: Either von Brumderhack brother will go into Frenzy if their counterpart is slain during the battle.



KARL VON BRUMDERHACK



Although only 20 years of age, the youngest of the noble family of von Brumderhack has already seen service and many battles during the bloody patrols in the Great Forest. The banner has been in service for seven generations.

THE SONS OF TAAL



Many of the younger sons of nobles join the Pistoliers as a way to establish their military careers. The Sons of Taal recruit from the noble houses within Talabheim.

SCARLET GUARD



The Scarlet Guard are the Elector Count of Talabcland's personal guard. The majority of the formation was in Bretonnia for the great council; however, in desperate need the last of the Talabheim garrison was emptied to march to the aid of Ostland.

VON BRUMDERHACK'S LINEBREAKERS



A regiment with over 70 years of sterling service to the house of von Brumderhack. The Sergeant, Hans Blecher, lost his family to marauding Beastmen and looks forward for a chance for revenge.

Special Rule: Champion Hans Blecher suffers Hatred against all Beastmen foes.

HAMMERSHIELDS OF BLACK TOWER



The Hammershields are part of the Taalbastion Guards - one of the units garrisoned in the towers and forts along the crater wall of Talabheim. Half of their regiment has remained on duty in the city-state, but the rest reported to Captain von Brumderhack and marched to meet their fate in the Forest of Shadows.

PROPHETS OF THE GREAT DOOM



This group of Flagellants is well known on the forest roads between Hochland and Ostland. They seek to spread their gloomy forecast to all who will listen. Their numbers are swollen with the few survivors of the savage Beastmen attacks.

VON BRUMDERHACK'S BLACKPOWDER BRIGADE



A detachment trained to fight alongside the Linebreakers - or windbreakers, as the Blackpowder Brigade refers to them, preferring to march in front - and upwind - of their parent unit.

JAEGER COMPANY



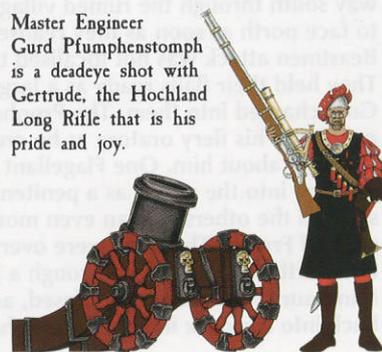
One of the many Talabheim patrols that range through the Great Forest, these rugged men are forest-savvy. They are often used to scout ahead of the main force or track down signs of approaching enemies.

Special Rule: The Jaeger Company may move and shoot without suffering the normal -1 penalty.

THE THREE THUNDERS

Known as the Three Thunders, these Great Mortars are Nuln-forged. The third gun has been left atop its mounts along the east walls of Talabheim.

Master Engineer Gurd Pfumphenstomph is a deadeye shot with Gertrude, the Hochland Long Rifle that is his pride and joy.



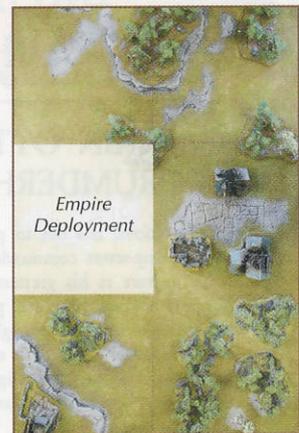
THE TRAP IS SPRUNG

Onward, For the Emperor!

Mark: All I had to go on here was an army list, picked by Jeremy, and an ambush theme. Looking at my list I was dismayed to see a pair of mortars and absolutely no Knightly Orders – not what I'd personally have chosen for an ambush scenario. However, the purpose of this opening game is to keep my units alive so I can send them north for the final battle – I assume therefore that those mortars will be really useful for my allies in the final game, which means the pressure is on to win. At the start of the game I was given the option of advancing quickly, steadily or cautiously through the forest – always one to gamble, I chose to move quickly, figuring that there'd probably be a downside to the decision, but that it just might help me get more units through the Beastman lines.

The Beasts Prepare

Chad: Despite the fact that I had the advantage of surprise, I had no idea what he would actually bring to the table, but I was well aware of some of the hard-hitting choices Mark could employ. Settled for an army that would rely mostly on fast moving units such as Chaos Warhounds and Centigors combined with the strength of two units of Minotaurs. Seeing Mark's set-up before I committed my forces, I decided to charge the Greatswords with the Minotaurs, hoping to tie them up until my Beastlord and his unit could charge their flank. I'm not so sure what to do about the Flagellants, so I'll go for the simple option and chuck the second unit of Minotaurs at them. My Chaos Warhounds will pounce on the Mortar crews, and the Centigors will go for the Pistoliers.



The deployment zone for the battle, based on Mark's choice of marching order. The Flagellants set-up in the ruins of the village.

Talabheim Relief Force Starting Forces

- Captain Otto von Brumderhack on steed.
- Karl von Brumderhack with army standard.
- Master Gunner Gurdy Pfumphenstomph with Hochland long rifle.
- 20 Halberdiers
- 20 Swordsmen
- 10 Handgunners
- 10 Archers
- 5 Pistoliers
- 20 Greatswords
- 2 Mortars

Beasts of Chaos Starting Forces

- Beastlord Braygox
- Bray Shaman Brakxx
- 3 Beast Herds (10 Gors & 5 Ungors)
- 1 Tuskgor Chariot
- 3 x 5 Chaos Warhounds
- 8 Centigors
- 2 x 3 Minotaurs



Prophets of the Great Doom

As the ambush began, the Flagellants were separated from the main battleline in the north. Speaking dread psalms they started to make their way south through the ruined village, but turned to face north as soon as they realised the Beastmen attack was not localised to the south. They held their flails ready as a large herd of Gors charged into them. The Prophet of Doom continued his fiery oratory as he crushed beast skulls all about him. One Flagellant cast himself forward into the melee as a penitent sacrifice that spurred the others into an even more frenetic state of Frenzy. The Gors were overwhelmed and fled northwards, straight through a herd of Minotaurs who became confused, and scattered back into the dark forest whence they came.



The Scarlet Guard

The Greatswords were unfazed by the ambush and immediately made their way towards the Minotaurs on the east flank. With a blood-curdling bellow, the Minotaurs charged straight into them. The Scarlet Guard remained resolute as the Minotaurs thrashed wildly at their plate armour. Not a single Greatsword fell from the hulking beasts' ferocious attacks. In return, one of three beasts was split in twain with nary a second glance. Seeing one of their brethren dispatched with such ease, the Minotaurs panicked and fled. The Greatswords pursued but could not catch the fleeing beasts.



- A** The Warhounds attempted to charge the closest Mortar crew, but the crewmen were panicked by the routing Pistoliers and fled, thus depriving the hounds of their target.
- B** Rather than be charged by the Centigors, the Pistoliers opted to flee. However, this put them into the path of the charging Warhounds on the east flank. The Pistoliers, now in absolute panic, ran again – this time through the Mortar crews. This unnerved one of the crews, who downed tools and ran from their machine.
- C** The Mortar in the west sent the closest unit of Warhounds fleeing thanks to a well-placed shell that slew two of the Chaos beasts. The hounds fled through a herd of Gors, causing them to break, robbing the Beastmen of any early advantage along the west flank.
- D** With the Pistoliers fleeing, the Centigors continued their charge into the Swordsmen. The beasts made short work of them, breaking them and running them down. The fleeing Mortar crew and Pistoliers also found themselves in the Centigors' path and were slain to a man.



Above: In revenge for the earlier devastation, the Linebreakers manage to charge the Centigors in the rear. Honest Empire steel proves too much for the Chaos beasts and they flee from the battle.

As the battle entered the latter half, the Empire forces were in disarray, but the Beastmen had failed to capitalise on the ambush attack by proving to be surprisingly skittish.

Having seen off the Minotaurs, the Scarlet Guard turned around and headed south towards the remainder of the Empire contingent. The Flagellants remained resolute in the centre of the village. Meanwhile, in the centre of the Empire's southern force, Captain von Brumderhack was trying to restore order, having only just seen off a Tuskgor Chariot charge himself. Refusing to be felled by the ramshackle construction and the beasts that pulled it, he had chased it deep into the woods, and had returned just in time to witness Sergeant Hans Blecher lead his Halberdiers into the rear of the marauding Centigors.

The Centigors brought down two of Blecher's men, but the Halberdiers were in the superior position and intent on avenging their fallen comrades. The Centigors lost the combat and fled from the battlefield. But any victory cries were short lived as the Halberdiers were charged by two herds of Gors. The Beastlord was present and ordered a rare coordinated charge in his guttural tongue, one on each

flank. Hans Blecher was slain along with several other brave soldiers but the Linebreakers were well-drilled men and they hit back, killing three Gors to even out the combat.

On the east flank Captain von Brumderhack spurred his horse into a gallop and collided into the Warhounds. He made short work of the cursed dogs and charged into the rear of the herd engaged with the Halberdiers on the left.

Despite being embroiled in the same melee, the Beastlord, Braygoxx, was too focused on slaying the Halberdiers to notice the Captain bearing down on him. It was a fierce fight but there was no decisive victory for either side and so the melee continued.

The Greatswords marched towards the combat as fast as they could but were intercepted by another herd of Gors. Again the Greatswords took the charge without losing a single man. The Beastmen, being clearly outclassed, lost their entire front rank to the Scarlet Guard's skilled use of their great weapons. The Gors fled in disarray, only to be caught and destroyed by the Empire elite. However this took them even further away from the central combat, where their involvement would have proved to be a hammer blow to the Beastlord and his Gor retainues. As the fight continued the Captain was charged by another pack of Warhounds, and the numbers of Beastmen began to overwhelm the disciplined troops. Finally the will to survive overtook order, and so the Linebreakers fled southwards. Otto von Brumderhack was last seen being pulled from his horse by the Warhounds. The Scarlet Guard, however, were unbowed and continued to carve their way through the herds even as the beasts withdrew.

The Chaos forces had caused great damage, but they had failed in their mission to eradicate the Empire contingent, so they fell back deep into the dark forest to lick their wounds. There would be few reinforcements from Talabheim.

A Bittersweet Victory

Mark: A win, but at what cost? As soon as Chad's deployment was revealed I knew I was up against it – I'd tried to cover all my bases, but felt woefully out of position. Chad's use of magic proved my undoing early on – the *Beast Covers* is an innocuous spell that proved highly effective here, freezing my Pistoliers in place and causing a 'traffic jam' of units, making it almost impossible for me to redeploy in the face of the enemy. In Chad's next turn, he charged the Pistoliers – it seemed that their best chance was to flee, but I rolled way too high for their movement, and they ended up bouncing around and panicking my Mortar crew. What an inglorious day for the young nobles of the Empire!

Having bemoaned my rotten luck, you'd be forgiven for thinking that I'd lost. But I didn't – so what went right? Firstly, try as he might, Chad couldn't take the village from the Flagellants. Secondly, the Greatswords were magnificent – Chad was really unlucky when he charged them with his Minotaurs. I kept them out of harm's way for the next few turns, but when they got back into the fighting they were immense. Finally, despite being defeated in the end, my general was a force to be reckoned with. His stand against the Beast Chariot really set the tone for my army's display. While I won't be sending as many troops north as I would have liked, the records will show that this day was won by true valour!

ALONG CAME A TRAITOR

The power of Chaos is not just in brutish invasion, but in insidious intrigue that pits would-be allies at each other's throats. Brother fights brother as Nick Bayton and Robin Cruddace's Empire armies clash.

Leitdorf's Coalition Background

As word of Ostland's desperate need spread across the lands, armies began the arduous march northwards. Marius Leitdorf, having set off straight from his bath onto the campaign trail, has amassed an army on the march – literally absorbing a regiment or two from each small town he passed. And so a growing coalition travelled up the Old Dwarf Road, hastening over the long distance to bring aid to their comrades in the north.

It was a surprise when the scouting party of Stirland Archers returned to the main army to report a blockade stretched across the walled town of Sudenheim. Sure that it was a petty burgomeister attempting to levy another road tariff or some other merchant-minded scheme, the outraged Marius Leitdorf urged his marching columns forward. But this was no mere picket line or toll-point; it was a formidable army from Nuln that was arrayed in line of battle. Warning shots rang out and reluctantly the Elector Count of Averland ordered a halt. Refusing accompaniment, Leitdorf, still smelling of buttermilk, personally rode out to demand the reason for the delay.

The Nuln General, the Grand Marshal Ludwig Gutman, ill for days, sent his top advisor, the Bright

Wizard Ludas Luddace to parley with the Elector Count. The council was brief, ending with the Mad Count of Averland drawing blades and attempting to slay the Bright Wizard. Ludas Luddace laughed mockingly as he slipped behind his bodyguard, leaving Marius Leitdorf no choice but to ride back to his encampment infuriated, to address his own battlelines.

'Men of the Empire, the Grand Marshal is being badly advised. I suspect treachery and the work of the great enemy. If we are to aid Ostland, we must fight through the blockade. Target their wizard, as surely he has bewitched the good men of Nuln!'

Quickly the patchwork army of many states assembled under the Elector Count's orders. If it was war they desired, thought Marius Leitdorf, then they will not be left wanting...

Leitdorf's Coalition Objectives

Objective One – If possible, seek out and slay the Bright Wizard, as Marius Leitdorf claims he is working for the foe.

Objective Two – Destroy the blockading army, allowing the Coalition of Averland to advance unimpeded.

Army of Nuln Background

It has been several weeks since Grand Marshal Ludwig Gutman led his army out of Nuln. The road to Ostland was long, and haste was needed, but delays plagued the army, like Gutman had never before seen. The artillery train regularly became stuck, wheels broke, bridges were out and long detours were needed to find crossable fords. Birds of ill omen flocked in the army's wake and the baggage train had vanished mysteriously – either the work of bandits or something more sinister. And now, Gutman's chief advisor, the Bright Wizard Ludas Luddace, had the worst news of all.

Coming hot on the heels of their army was an army of cutthroats and bandits, led by the Mad Count of Averland who had at last slipped fully into dementia. Plans were hastily made to about face and form a battleline protecting the town of Sudenheim, lest the raging madman sack it as well. The Wizard met the Elector Count in parley, but returned shaking his head and claiming the Count was stark mad, even attempting to duel with Ludas in a fit of rage. It was to be war – brother against brother.

Army of Nuln Objective

Objective – Hold the town for as long as possible against the aggressive attack of the Mad Count of Averland. Be wary; in guileful insanity, he may try to dissuade you from fighting. Do not rest until his army is broken or the Count lies dead.

Games Master's Notes

Bright Wizard Ludas Luddace is but a shell, having been taken over by the foul Daemon known as the Changeling. The Prankster has used the recent rents in the fabric of reality to once more visit the material world, seeding deceit and turning all to anarchy. Roll a D6 every time Ludas takes a Wound – on a roll of a 6 replace the model with a daemonic model representing the Changeling's mysterious form. The fighting will cease the instant that the Changeling is slain.

Set-up – This battlefield is laid out on an 8' by 4' table and both players deploy their armies using hidden set up. By spreading an impromptu screen (ours was expertly, but inexpensively, made out of a cardboard box by the talented Thomas Webster-Deakin) across the board both players can only see their half of the table. Each player set up his army to enact his own battle plan, not merely as a reaction to the deployment of his foe.

Why this game made me nervous – More so than any of the other scenarios, this one made me nervous. Both Robin and Nick suspected something was up with the mysterious 'free' Wizard on one side, and lots of people stopped by and asked why the Empire was fighting itself. How would the players react if a lucky cannon shot ended the battle in Turn 1? On the other hand, where would I be in the last battle if the Changeling lived and both sides wiped each other out?

LEITDORF'S COALITION

MARIUS LEITDORF



Moody and eccentric, Marius Leitdorf is more widely known as the Mad Count of Averland. While his taste for fine silks lead some to (quite wrongly) class him as an ineffectual fop, he is a keen swordsman, poet, painter, engineer and inventor.

Special Rules: The Elector Count has +1 WS, fights with two hand weapons, and has Frenzy.

BARON ZEIGFRIED



A Middenland Captain, Baron Zeigfried maintains a keep in the town of Untergard. He immediately answered Boris Todbringer's command to march to the aid of Ostland.

Special Rule: Stout Baron Zeigfried cannot use the Ld of his General, Marius Leitdorf. Zeigfried still bristles over the Count's comments on his waistline.

THE REIKSGUARD KNIGHTS



While the majority of the Knightly Order accompanied the Emperor Karl Franz to Bretonnia, a regiment garrisoned in Averland has remained to guard the notorious Mad Count.

WESTGATE HALBERDIERS



A regiment of Halberdiers hailing all the way from Altdorf, the Imperial capital. When the call of aid came, the Westgate Halberdiers gained passageway up the River Stir and joined the Averland army in Wurtbad.

THE AVERHEIM BLACK GUARD



A famous regiment out of Averheim, the Black Guard have never let their Black Sun standard fall.

Special Rule: Once per game the Black Guard can take a Break test on a single D6.

ZEIGFRIED'S SHARPSHOOTERS



This Middenland regiment has marched through the Great Forest to be here. They are not happy at being assigned to such an effeminate lord.

The unit cannot use Leitdorf's Ld.

ALTDORF BLACKBOLTS



This regiment takes its name from the jet-black bolts made from the heartwood of the Imperial Drakwald Oak. Leader Felix Rudolf is an expert shot.

Special Rules: The Marksman can re-roll failed to hit rolls.

THE AVERHEIM MATCHLOQUES



The Averheim Matchloques have been trained to fight as a detachment to the Averheim Black Guard. They are famed for both their deadly accuracy and their roguish reputation with the ladies.

GUARD OF THE GOLDEN CROSS



A regiment of Middenland Spearmen, grim men sent north as part of Baron Zeigfried's force. Their banner, a treasured heirloom of the formation, bears the Imperial cross outlined in gold.

FERRUS GOLDSCHLAGER



Hearing of the Chaos invasion, Ferrus left the Golden College and travelled alongside the regiments from Altdorf. The men respectfully keep their distance, although several have asked the mage for various mundane items to be turned to gold.

THE STIR WATCHERS



These battle-hardened Archers are experts at navigating the vast trackless wilderness of the Empire.

Special Rule: The Stir Watchers may be upgraded to Huntsmen for free if the player so wishes.

THE SEA-DEVILS



All the way from distant Nordland, this regiment was part of a coastal patrol, but was in Altdorf training the river wardens. They are well-used to fighting against Marauders from the north on both ship and shore.

ARTILLERY BATTERY

A Great Cannon, Mortar and Helblaster have accompanied Master Engineer Needermeyer. They are Taal's Fury, Taal's Wrath and Taal's Vengeance. Needermeyer has brought along his mechanical horse to aid deployment.



ARMY OF NULN

GRAND MARSHAL LUDWIG GUTMAN



One of the youngest and most energetic of the Nuln commanders, Grand Marshal Gutman's campaign has not proceeded with the customary Nuln efficiency. Camp rumours blame a broken affair with the Countess Emmanuelle, a Doppelganger, or bad portents from the Priests of Morr.

BRIGHT WIZARD LUDAS LUDDACE



Always a loner and a bit strange, even for a Bright Wizard, Ludas Luddace has not been himself for the past few weeks.

BLACK-REIK GUARDS



The Black-Reik Guards are one of the regiments responsible for the defence of the Nuln Bridge. That such a vital position has been partially stripped of its protectors is a sign of the seriousness of the threat from the north.

BLACK-REIK GUNS



The Black-Reik Guns are a small detachment formed to give protection to the Black-Reik Guards. They are more used to the defensive towers of the Great Bridge of Nuln than to traditional battle.

SCHWARZSPEARS



The regiment known as the Schwarzspears was founded in time of Magnus the Pious. In the years after the Great War against Chaos, Nuln became the capital of the Empire and many new regiments were formed. Currently, the Schwarzspears are led by Gunther Dirkwald, a bold warrior, eager for glory.

SWORDS OF NULN



The Swords of Nuln are a regiment under the direct control of Countess von Liebewitz. Although their Captain, Frederick Fronkenburg, and the greater part of the regiment have stayed in Nuln, a portion of the formation has been assigned to march north under the Grand Marshal.

LONG TOM

Proud to uphold the great tradition of Nuln gunners, the crew of Long Tom are especially proficient.

Special Rule: Long Tom may re-roll any misfire result if the cannon malfunctions.



GUNTHER'S SOOTMEN



A detachment to the Schwarzspears. The Sootmen are constantly engaged in a not-so-friendly rivalry with their comrades, the Zweishots.

THE MARSHAL'S RIFLES



Nicknamed 'the Hawkeyes', the Marshal's Rifles are a regiment recruited and paid for by the Grand Marshal. Champion Nathaniel Bumpo has the camp record for hitting the bullseye at the greatest distance, thanks to his Hochland long rifle.

WICKED LUCILE

Named after a particularly celebrated barmaid of Nuln, Lucile has served in many battles. During the sack of Nuln by Grom, the Paunch of Misty Mountain the mortar scored many hits.



THE ZWEISHOTS



A second detachment of Handgunners that fights alongside the Schwarzspears. The Zweishots are so named because they claim they can get two shots off for every one fired by other regiments.

ERWIN'S MARKSMEN



Franz Erwin and his Marksmen are a regiment that has served under Ludwig Gutman since long before his promotion to Grand Marshal.

Special Rule: The Marksmen always pass Panic tests so long as Ludwig is still alive.

STEAM TANK 'DELIVERANCE'

The Steam Tank Deliverance earned its name during the Great War Against Chaos.



BATTLE COMMENCES

Leitdorf's Coalition Introduction

Robin: I was quite pleased to be playing the part of Marius Leitdorf, Mad Count of Averland (although in hindsight, being likened to the insane, loony commander was perhaps not meant as a compliment). My opponent is Nick Bayton who I know to be both a gentleman and an expert Empire General. As such I'll need to come up with a foolproof plan. I've learned from bitter experience that the best way to lose with an Empire army is to leave troops to take Panic and Break tests on their own Leadership. I won't have a Battle Standard to aid me, so I will have to keep my General and his bodyguard of Inner Circle Knights central to my battleline.

Either side of Leitdorf will be regiments of Halberdiers, each with a detachment to protect their own flanks. My artillery will be positioned to my main force's right where they'll have the best field of fire. My left flank will be well protected by the river. My right flank will be guarded by Spearmen and Handgunners who will also have the responsibility of deterring any enemy regiments that get close enough to threaten my war machines.

Army of Nuln Introduction

Nick: I've had my Empire army ever since the Warhammer 25th celebrations, and so far it has performed admirably on the battlefield, vanquishing most opponents with heavy cannon and mortar fire. As my army is from Nuln, I usually take a lot of Handgunners, Mortars and Great Cannons, backed up by some big units of infantry. My plan is to meet the Count in battle upon the highest hill, where his forces will be able to witness his demise. Perhaps this will make them see sense and join under the banner of Nuln.

I'm joined by the mysterious Bright Wizard Lord, Ludas Luddace, who, even for a Wizard, seems to have a strange way about him. Normally, I wouldn't allow a fire mage anywhere near my gunpowder line, but who am I to turn down the offer of a free Wizard Lord from Jeremy?

I will take the charge of the Mad Count of Averland with the stoic pragmatism typical of the soldiers of Nuln, and scatter his forces to the hills with controlled gunfire; and even the most fanatical of troops led by the most charismatic of leaders will tremble before the armoured might of a Steam Tank...



Misfired

As soon as the Nuln Spearmen on the east flank came within range, the Volley Gun, christened Taal's Vengeance by the crew, exploded, destroying itself and instantly slaying the crew. The shots already loaded in the barrels fired out, hitting the Black-Reik Guards. Thirty shots of hot lead peppered the unit and the remaining survivors wisely broke ranks and fled northwards, away from the coalition lines.

Two Empire lines marched towards each other in disciplined battlelines, a grim countenance in all soldiers present; all except the Elector Count of Averland, that is, who seemed more intent on trying to locate someone or something as he eagerly scanned the approaching formations from Nuln.

The Averlanders were the first to fire, immediately negating any chance to bring the clash to a peaceful resolution. The black-clad army of Nuln had brought one of its rare Steam Tanks to battle, no doubt to cow Leitdorf's coalition into early submission. It chugged onto the battlefield from the east flank, passing under a fortified gate. But as soon as the Steam Tank came within range it was fired on by Taal's Fury. The cannonball hit the tank in the front arc, causing severe damage. Twenty Handgunners fighting for the Mad Count added their firepower to the target, the majority of pellets ricocheted off the thick armour but one got through, damaging it further.

The Nuln army retaliated by advancing with its infantry, eager to engage with Leitdorf's men. The famed Nuln fusillade failed to do anything worthy of note; a single Handgunner's lucky shot unhorsed a Knight in the Count's retinue. Their magic, however, was a different story, Ludas Luddace stepped forward and sent a massive fireball into the woods inhabited by the Stir Watchers, the fire had a distinctive pink tinge that only the Count seemed to notice. Three men were roasted and the others sent scattering from the woods in panic.

Despite the Huntsmen's retreat, the coalition forces continued to advance. In the west, the Westgate Halberdiers and the Sea-Devils moved closer to the Nuln forces. Supporting artillery proved highly effective as the Mortar scored a direct hit on the Schwarzspears. The shell detonated in the midst of the regiment, hitting 28 and maiming 13. In return, the Nuln artillery focused on the Count and his bodyguard. The combined fire killed two Knights.

Mad Count of Averland

Starting Forces

- Elector Count
Marius Leitdorf
- Gold Wizard
Ferrus Goldschlager
- 20 Averland Halberdiers
- 10 Averland Handgunners
- 10 Stirland Archers
- 20 Nordland Halberdiers
- 10 Reiksguard Knights
- Baron Zeigfried
- 20 Middenland Handgunners
- 20 Middenland Spearmen
- 25 Altdorf Halberdiers
- 10 Altdorf Swordsmen
- Talabheim Great Cannon
- Talabheim Mortar
- Talabheim Helblaster
Volley Gun

Army of Nuln

Starting Forces

- Grand Marshal
Ludwig Gutman
- Bright Wizard
Ludas Luddace
- 2 x 10 Handgunners
- 25 Swordsmen
- 25 Spearmen
- 5 Handgunners
- 50 Spearmen
- 2 x 5 Handgunners
- Great Cannon
- Mortar
- Steam Tank



Leitdorf, in one of his more lucid moments, sent the Reiksguard charging forward into the Zweishots attached to the 50 Schwarzspears, which were anchoring the Nuln lines. The Handgunners wisely elected to flee but could only stumble a few feet before being charged down by the Reiksguard. As the Knights' charge turned into a canter they found themselves out of momentum in front of the massive regiment of Spearmen.

Leitdorf's own Wizard was outclassed by Luddace who countered every incantation thrown at his army, almost as if he could read the Winds of Magic. At this stage of the battle even the coalition's artillery, which had been highly accurate earlier on, started to succumb to misfires and stray shots.

With Leitdorf faltering, the Nuln Spearmen charged forward into the Knights. The Bright Wizard, with a surprising burst of speed, charged into the Knights as well. The Spearmen struck out with their spears and unhorsed one Reiksguard. The Grand Marshal issued a challenge directly to Leitdorf, who accepted. Gutman fought bravely and injured the Count but his blade was no match for a Runefang – Mother's Ruin – and was cut down by a raving Leitdorf who kept shouting 'he has you fooled' as he severed Gutman's head from his body.

Maybe the Knights were unnerved by their Lord's eccentric behaviour, or it was simply the press of bodies but the Reiksguard fled from the combat. They made good their escape but ran through the Nordland Halberdiers – the Sea-Devils – and Huntsmen, who in turn joined them in the flight southwards.

The Reiksguard quickly brought their mounts under control again and rallied



Above: The Schwarzspears charge the Reiksguard, accompanied by Bright Wizard Ludas Luddace.

along with the Huntsmen, although the Sea-Devils kept running. In the west the coalition dominated the flank as the Marshal's Rifles were charged by the Averheim Black Guard. The Handgunners were wiped out to a man and the Black Guard, drunk on victory, temporarily lost discipline to run towards the west woods where a Nuln Mortar emplacement was cunningly hidden.

The east flank was a disaster for the Nuln forces as well. The Steam Tank was all but immobilised as steam hissed

Below: Rent and torn by the fire from the coalition artillery, the Steam Tank is all but immobilised.





through rents and holes in its pipe system, robbing it of any power. The Handgunners and Swordsmen sent to secure the flank had been driven away by massed firepower and an exploding Volley Gun.

However, the centre of the battlefield belonged to Nuln, thanks to a brave counter-attack by the solid block of Spearmen and the sacrifice of Grand Marshal Ludwig Gutman. The coalition was unfazed, and with the Knights rallied, supported by a strong central core of State Troops, Leitdorf spurred his battleline forward once more.

The Knights crashed into the unit of Spearmen. With lances down they cut a bloody swathe through the men of Nuln. Close by, just to the west flank of the main fight, the Halberdiers made contact with a smaller unit – the Schwarzspears. The Spearmen defeated the Halberdiers, but the Averheim Black Guard refused to flee.

Riding at the head of his Knights, Leitdorf looked more focused than he had been in recent memory. He spotted the Bright Wizard and, drawing his Runefang, called him out at once. The Wizard looked to be making his way from the combat but the prideful men of Nuln pushed and cajoled him forward to meet the Count in honourable single combat. A glowing blade materialised in the Wizard's arms, rippling with pink fire. But before he could put it to use, Leitdorf plunged the Runefang deep into the Wizard's chest. Instead of recoiling in agony the Wizard simply smiled, a look of triumph on his face. For the briefest second Ludas Luddace turned into a gaudy pink Daemon, swathed in shadows, before blinking out of existence with a cackle. Witnessed by all in the swirling melee, the fighting stopped immediately; all but Leitdorf had been fooled by Chaos.

Above: Embroiled amidst a swirling melee, Marius Leitdorf and Ludas Luddace do battle.

Leitdorf's Coalition Conclusion

Robin: My attention was immediately drawn to the lumbering Steam Tank. Not one to panic I kept cool for all of two minutes before I panicked and directed every weapon at it. Thankfully it paid off, and a direct hit from my Cannon all but destroyed the steel beast. My mortar had a spiffing time as it reaped a bloody harvest in Nuln's spearmen – clearly all those years of trigonometry have found a use! But, if it hadn't been for an awful lot of luck, I could have found myself on the receiving end of similar punishment. On the few occasions Nick's artillery didn't misfire, cannonballs fell half an inch short of their target and mortar shots scattered wildly – back to the Imperial Gunnery School for them, methinks.

Army of Nuln Conclusion

Nick: With the battle over and Ludas Luddace revealed to be the Changeling, I am somewhat relieved! I can honestly say I have never, in all my gaming career, been plagued by such hideous luck for an entire game – but at least I have a scapegoat! My cannon shot stopping but millimetres from the Mad Count in my first Shooting phase was the herald of my bad fortune, while losing half the Wounds off the Steam Tank early on set the tone for the rest of the battle. But it all seems so obvious now... all of it was caused by the trickery of the Changeling! With our differences resolved and the Mad Count sated, we march to war against Chaos under one banner, although Tzeentch has cost us many lives this day...

TEMPLE OF SKULLS

Amidst the shunned and forlorn ruins of an ancient temple in Ostland, Jeremy Vetock and Phil Kelly clash in the final battle of the campaign.



The Muster of the Empire

They came to grim Ostland from all corners of the Empire. An army from Middenland marched out from under the eaves of the Drakwald. All the way from their sun-drenched fields hastened an army of Averland. They heard the call in Stirland, and Nuln too was not found wanting. Answering the call were regiments steeped in history and others freshly formed. They marched along forest paths, ancient Dwarfen roadways, and through trackless wilderness. Upriver they came – by oar-powered galley or steam-driven paddle wheel. In the gathering hosts could be found the aristocracy of the Empire – dukes, barons, and an Elector Count. In those same armies marched finely uniformed regiments of foot, Knights of many orders, and hastily formed militia.

They left their homes because Ostland called for help. They left because to attack one province of the Empire is to attack them all. They left because there was only one way to meet the merciless marauders from the north – head-on, and with cold steel. So they left from small hamlets, villages, and the greatest cities of mankind. The Empire is vast, and many who left would not reach their destination and there was no guarantee any at all would return. Still, they sang as they marched: *'Heed the drums of war, boys, They're calling us to war, boys...'*

Sigvald's Revenge

A year ago to the day, Sigvald the Magnificent broke a nail upon a Warrior Priest's cuirass whilst leading his armies into Ostland. He has never forgiven the men of the Empire for this terrible disfigurement and intends to wreak his revenge accordingly – or so he has told his lieutenants, who are well used to Sigvald's capricious and cruel behaviour.

However, there lies more to Sigvald's invasion than meets the eye. The Geld-Prince has marshalled minions from all four of the Chaos powers in order to reclaim the fossilised skull of a Keeper of Secrets, currently lying under the Skullshrine just south of Ostland's border. With the Daemon-skull in his possession, Sigvald intends to learn foul and ancient secrets that ensure his beloved flesh can be transfigured to living marble, proof against all wounds and blemishes for the rest of time.



MUSTER OF THE EMPIRE

MARIUS LEITDORF



At least partially vindicated by being the only one to see through the sorcerous guise of the traitor, the Mad Count of Averland has relentlessly pushed his army northwards in search of Chaos opposition.

Special Rules: The Elector Count has +1 WS, fights with two hand weapons, and has Frenzy.

FERRUS GOLDSCHLAGER



Although normally mistrustful of strangers, Count Leitdorf has taken a liking to the Battle Wizard. Ferrus doesn't quite know what to make of the Mad Count, but has accepted his invite to visit Averheim after 'sorting out the north', as the Elector Count puts it.

SULPHUS NACHTMAN



An Imperial Battle Wizard, Sulphus has joined the Nordfort Guards, vowing to aid them in gaining revenge for their slaughtered garrison.

PROPHETS OF THE GREAT DOOM



After their heroic performance in battle, the Flagellants were tolerated for a time in the Empire camp. But, after a few more weeks of marching to the constant drone of gloom-ridden chants, the Imperial army is back to grumbling about their presence.

SCARLET GUARD



Stories have already spread about the Scarlet Guard's prowess, and all know the tale of the Minotaur that was hacked in two.

JAEGER COMPANY



The Talabheim Archers have continued to scout ahead of the main army and were welcome additions to the Count of Averland's growing army.

THE AVERHEIM BLACK GUARD



Accustomed to the civilised south, the Averlanders are unimpressed with the uncouth people of Ostland.

Special Rule: Once per game the Black Guard can take a Break test on a single D6.

THE AVERHEIM MATCHLOQUES



Greatly disappointed by the lack of taverns, free time, or female companionship of any kind, the Matchloques have instead taken to mocking the Stir Watchers instead.

KNIGHTS OF THE WHITE WOLF



Dispatched from Middenheim, the battle-hardened Knights met up with an army of Middenland under Captain Sterngrad. Although most of Sterngrad's force was decimated, it was only through the ferocity of the final White Wolf charge that any Middenlanders made it to the final battle at all.

THE STIR WATCHERS



The Archers were the first to make contact with the main force of Sigvald's mighty Chaos army.

Special Rule: The Stir Watchers may be upgraded to Huntsmen for free if the player so wishes.

ZEIGFRIED'S SHARPSHOOTERS



The Sharpshooters are still dour, grim, and full of complaints. However, they now feel a begrudging respect for the Elector Count of Averland.

The unit cannot use Leitdorf's Ld.

GUARD OF THE GOLDEN CROSS



Despite being far from their province of Middenland, the dense forests and small villages of Ostland feel familiar to the Guard. The more desolate barrens near the temple bear a remarkable resemblance to the Howling Hills.

CAPTAIN UBERST'S REGIMENT OF FOOT



Although dwindled to less than half of their starting number, including the loss of their Captain, the Swordsmen of Altdorf are willing to die in far off Ostland for the glory of the Empire.

SWORDS OF NULN



Although battered, wounded, and missing both their Grand Marshal and their Captain, the Swords of Nuln have vowed to see the job through to the bitter end.

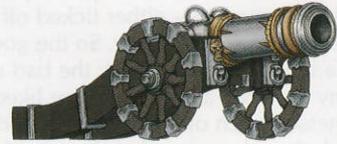
WESTGATE HALBERDIERS



Perhaps because they are from Altdorf, the home of the Emperor, Count Leitdorf takes every opportunity to make outrageously non-military requests of this regiment. They have recently been asked to scour the fields for wild rosemary.

TAAL'S FURY

The crew of Taal's Fury are still in an uproar after the request from the Elector Count of Averland to rename their weapon either Leitdorf's Fury or Lil' Marius.



KRUBNER'S FREEMEN



Upon hearing the call to arms, the local Militia of Middenmund met at the Lone Wolf pub to discuss what to do. After a night of drinking, the men marched north.

Special Rules: If they have their standard, they are Immune to Psychology.

ALTDORF BLACKBOLTS



The Blackbolts have fired so many shots already, felling many monstrous beasts, that the regiment is getting worried about running short of their signature bolts.

Special Rules: The Marksman can re-roll failed to hit rolls.

TAAL'S WRATH

In the upcoming battle it will be the job of Taal's Wrath to mercilessly shell any of the foul Chaos tribesmen that advance as far as the dark temple.



SCHWARZSPEARS



After the 'misunderstanding' of the Battle of Sudenheim, Marius Leitdorf visited the camp, talking to the men, stressing how important the Nuln contingent was to the battle in Ostland. Having never before been so close to an Elector Count, the Schwarzspears were impressed by his zeal.

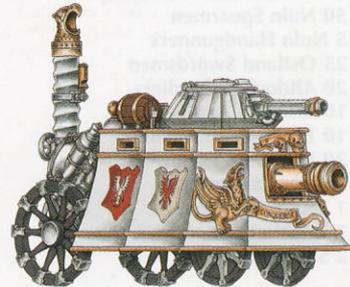
SARDELLO'S STICKERS



Luigi Sardoello and his regiment of Crossbowmen hail all the way from far off Tilea, but of late have been in the pay of Duke Grazmont of Averland. As Grazmont lost many wagers to Count Leitdorf, Sardoello and his men were dispatched to the north as forfeit.

STEAM TANK 'CONQUEROR'

Recently stationed in Altdorf, the Conqueror Engineer Commander has perfected a Steam Tank, allowing the Steam Tank to be transported along the vast riverways of the Empire, saving wear and tear on the revered boiler of the mighty tank.



GUNTHER'S SOOTMEN



Now that the Zweishots have been destroyed in battle, Gunther's Sootmen sorely miss their long-standing rivals. Well, except for Pietr. No one liked Pietr.

THE SEA-DEVILS



Pressed to join the march to the north, the Sea-Devils are beginning to wonder if they will live long enough to see Nordland ever again.

STEAM TANK 'DELIVERANCE'

The Steam Tank Deliverance once again found itself travelling north to face the Chaos menace. Albrecht Sturn, the Engineer Commander, is well aware that it was in the Great War against Chaos that the Deliverance first earned its glorious name, a source of great pride in Nuln even to this day.



NORDFORT GUARDS



A regiment of Swordsmen that helped garrison the now razed border fort. The Ostland Bull warhorn was recovered from the ruins.

Special Rule: Once per game the horn may be sounded, allowing all Empire troops within 12' to re-roll failed wounds in combat.

LONG TOM

Proud to uphold the great tradition of Nuln gunners, the crew of Long Tom are especially proficient.

Special Rule: Long Tom may re-roll any misfire results if their cannon malfunctions.



THE SLAUGHTER BEGINS

A Review of the Troops...

Jeremy: Before the battle I had six army lists from the previous battles. Each entry, every single hero or regiment had been marked – either ticked off as one-who-made-it or stricken out as a casualty. So the good news was I didn't have to make an army list; the bad news was that not as many survived as I would have liked. Although I set up and witnessed each of the earlier scenarios, I hadn't given much thought as to what the actual army would look like in the final game. The night before the battle I gathered all the models together and assembled it onto a tabletop. Wow! They looked impressive when arrayed for battle.

No tabletop General can resist lamenting what he doesn't have (why oh why couldn't a Volley Gun have survived?) but I was quite pleased with my troops. Even

more, I was grateful to field what I got. Whether it was Beastmen in the Forest of Shadows, or the mauling bands of Chaos Trolls roving in Ostland, I knew the story of each regiment – their fight just to reach this ultimate clash.

My force might be a bit battered and patchworked, and they might not all get to deploy at the start of the game, but I had everything I needed. I had lots of infantry, strong supporting troops armed with missile weapons, and a unit of Knights of the White Wolf. I had the incomparable (or is that incomprehensible?) Marius Leitdorf. I had three war machines and one Steam Tank (albeit already belching smoke and malfunctioning!) with another (this one undamaged) chugging its way onto the battlefield with my late-arriving reserves. Phil had better bring his 'A' game...

Empire Forces

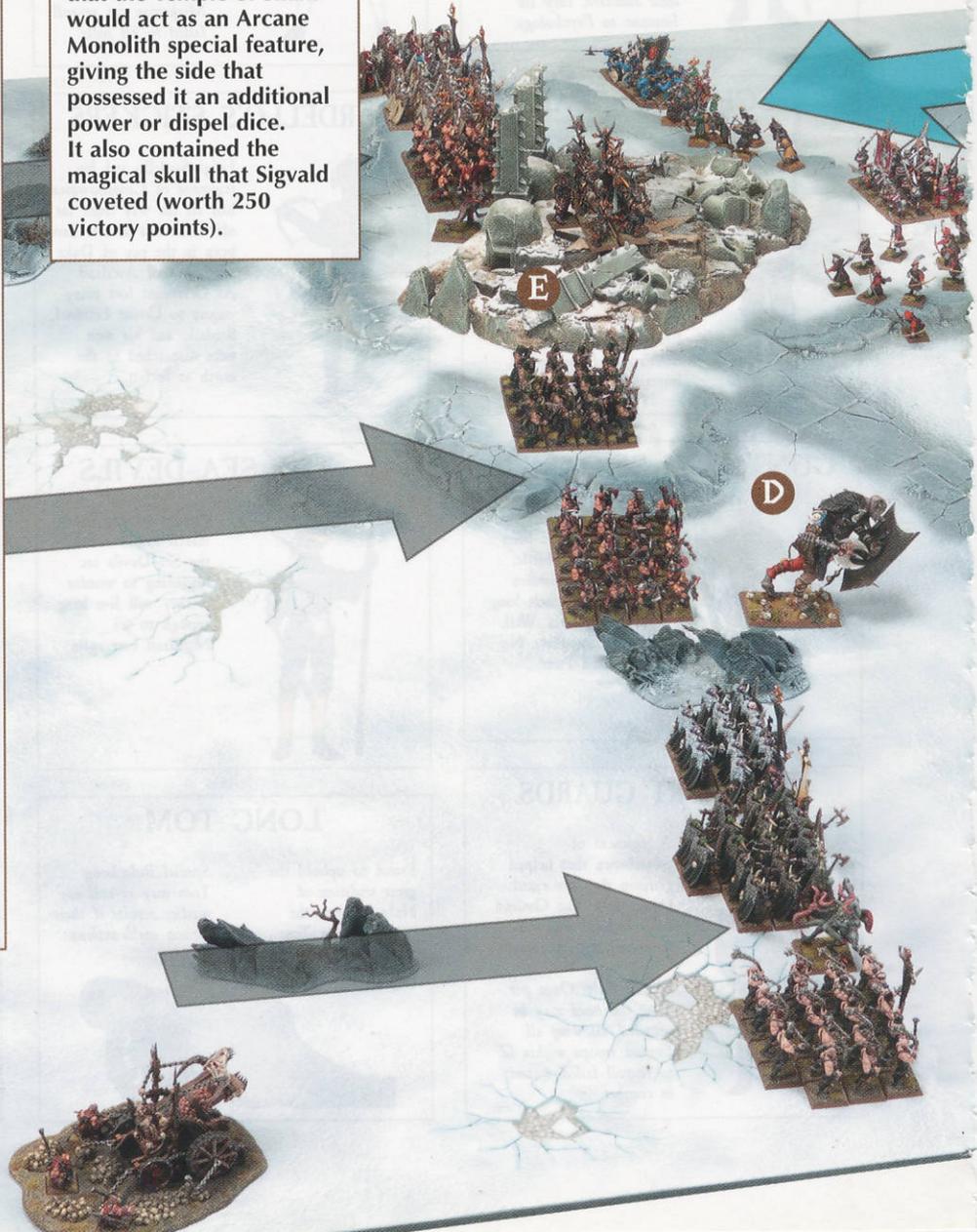
- Marius Leitdorf
- Gold Wizard Ferrus Goldschlager
- Bright Wizard Surphus Machtman
- 20 Flagellants
- 20 Greatswords
- 10 Talabheim Archers
- 20 Averland Halberdiers
- 20 Averland Handgunners
- 10 Knights of the White Wolf
- 10 Stirland Archers
- 20 Middenland Handgunners
- 20 Middenland Spearmen
- 10 Altdorf Swordsmen
- 20 Nuln Swordsmen
- 20 Middenland Free Company
- 50 Nuln Spearmen
- 5 Nuln Handgunners
- 25 Ostland Swordsmen
- 20 Altdorf Halberdiers
- 10 Altdorf Crossbowmen
- 10 Tilean Crossbowmen
- 20 Nordland Spearmen
- 1 Nuln Cannon
- 1 Talabheim Cannon
- 1 Talabheim Mortar
- 2 Steam Tanks

Warriors of Chaos

- Sigvald
- 10 Chosen of Chaos
- Champion of Khorne
- 15 Warriors of Khorne
- 20 Marauders of Khorne
- Sorcerer of Nurgle
- 15 Chaos Warriors of Nurgle
- 20 Marauders of Nurgle
- Sorcerer of Tzeentch
- 15 Chaos Warriors of Tzeentch
- 20 Marauders of Tzeentch
- Sorcerer of Slaanesh
- 15 Chaos Warriors of Slaanesh
- 20 Marauders of Slaanesh
- 1 Hellcannon

Temple of Skulls

Phil and Jeremy agreed that the Temple of Skulls would act as an Arcane Monolith special feature, giving the side that possessed it an additional power or dispel dice. It also contained the magical skull that Sigvald coveted (worth 250 victory points).



Horde Tactics

Phil: There's just something about a Chaos horde. Unit after unit of heavily-armed killers from the wastes of the north, marching southward with the sole intention of making a terrible mess of everything they see. I really like the model for Sigvald the Magnificent and enjoy the narratives that tend to build around him and his Chosen bodyguard, so I chose him to lead my horde, confident that he could give a mere Elector Count a drubbing in any challenge. I just have to hope that the 'young' prince focuses on butchering the enemy and not admiring his reflection – hopefully the prize under the Temple of Skulls will give Sigvald the incentive to take up his sword instead of his mirror. I know a lot of Chaos players swear by

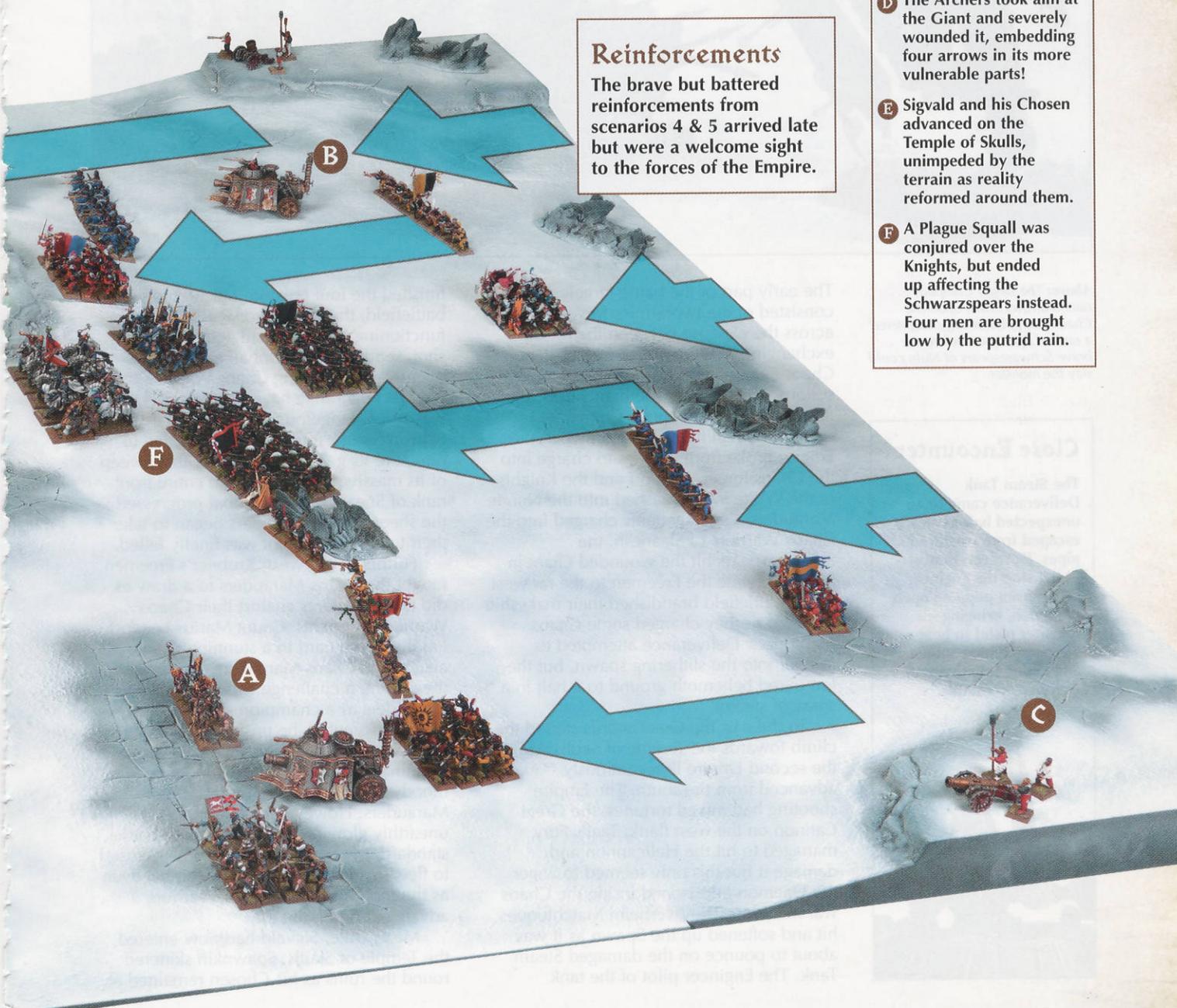
cavalry, monsters and the like, but I prefer a nice robust battleline for a big game. I therefore based my 3000-point army around a very simple idea – a unit of Chaos Warriors and a unit of Marauders dedicated to each of the Chaos powers. This gives me eight solid blocks of infantry as the core of my army, bolstered by some weird and wonderful elites – a Giant, a Hellcannon, a couple of Chaos Spawn and one Chaos Sorcerer for each lore.

I will be playing the bad guy in the final game of the campaign, so the forces of the Empire might well be bolstered by the survivors of previous battles in the Drums of War campaign. This matters little to a Chaos Lord – more weak fools to butcher in the name of the Chaos Gods!

Reinforcements

The brave but battered reinforcements from scenarios 4 & 5 arrived late but were a welcome sight to the forces of the Empire.

- A** The Flagellants took a direct hit from the possessed might of the Hellcannon. Ten of their number found rapture in death.
- B** Empire reinforcements, including a second Steam Tank, arrived to create a second battleline.
- C** A bad round of early shooting by the Empire artillery resulted in Long Tom exploding, a Mortar missing by hundreds of yards and a cannonball falling just short of the Hellcannon.
- D** The Archers took aim at the Giant and severely wounded it, embedding four arrows in its more vulnerable parts!
- E** Sigvald and his Chosen advanced on the Temple of Skulls, unimpeded by the terrain as reality reformed around them.
- F** A Plague Squall was conjured over the Knights, but ended up affecting the Schwarzspears instead. Four men are brought low by the putrid rain.



THE TEMPLE IS TAKEN



Above: The Jaeger Company rained arrows down upon the Chaos Giant, but it still slaughtered a rank of Spearmen before the brave Schwarzspears of Nuln could slay the monster.

Close Encounter

The Steam Tank Deliverance came to an unexpected halt as steam escaped from fractured pipes. However, that didn't stop the Engineer inside from popping open the hatch, bringing his repeater pistol to bear on the encroaching Spawn and killing it with a few well-placed rounds.



The early part of the battle largely consisted of the two armies traversing across the expanse between them, exchanging artillery fire and spells. The Chaos Giant was singled out, and took serious wounds from the highly accurate fire of the scouting Jaeger Company.

But the real fighting began when the Empire broke from its lines to charge into the Chaos forces. Leitdorf and the Knights of the White Wolf smashed into the Nurgle Marauders, the Flagellants charged into the Chaos Warriors of Slaanesh, the Schwarzspears hit the wounded Giant in its flank, while the Freemen to the far west of the battlefield brandished their makeshift standard as they charged some Chaos Marauders. Deliverance attempted to lumber into the slithering spawn, but the armoured behemoth ground to a halt in a spray of steam.

To the east the Greatswords started the climb towards the Temple of Skulls while the second Empire line cautiously advanced from the south. The Empire shooting had mixed fortunes, the Great Cannon on the west flank, Taal's Fury, managed to hit the Hellcannon and damage it but this only seemed to anger the Daemon imprisoned inside the Chaos war machine. The Averheim Matchlocks hit and softened up the Spawn as it was about to pounce on the damaged Steam Tank. The Engineer pilot of the tank

finished the foul creature off. Across the battlefield, the Conqueror was fully functioning but miscalculated its opening shot, sending a cannonball arcing high over the approaching Chaos Warriors.

The Giant may have been injured but it was still a dangerous opponent, as the Schwarzspears found out. They failed to puncture its gnarled hide but with a sweep of its massive club it slew the entire front rank of Spearmen. As combat progressed the sheer number of spears began to take their toll and the Giant was finally felled.

Further to the west, Krubner's Freemen fought the Chaos Marauders to a draw as did the Flagellants against their Chaos Warrior opponents. Count Marius Leitdorf led the Reiksguard in a stunning charge against the Chaos Marauders. But as is their wont, a challenge was issued from the Marauders as a champion stepped forth. Leitdorf accepted, he unsheathed his Runefang and made short work of the northman while his Knights bludgeoned a bloody swathe through the rest of the Marauders. However, bathed in the unearthly glow of the rune-covered battle standard, the Marauders stubbornly refused to flee, locking the Knights in combat even as the more powerful Chaos Warriors advanced to join the fray.

Meanwhile, Sigvald had now entered the Temple of Skulls. Spawnkin skittered round the ruins as his Chosen remained at



his side, but as the Scarlet Guard ascended the mount to confront him, Sigvald remained oblivious, preening in his mirrored shield.

While Sigvald struggled with his insanity, Leitdorf remained unusually coherent and brought death with every arcing sweep of Mother's Ruin. But the followers of Nurgle had done their job and held against the Knights long enough for an even larger unit of Marauders to hit the Knights in the flank. Two White Wolves fell against the fearsome onslaught. This was enough to give Chaos the edge in the melee, but Leitdorf refused to be cowed and fought on.

Back in the west, the Flagellants no longer had the momentum of the charge behind them and so started die all too readily upon the blades of Chaos. Even so, the survivors refused to flee and continued to throw themselves against the Chaos Warriors. The Free Company were not so zealous. Dropping their tavern-sign standard in the snow, they fled southwards with the Marauders in hot pursuit.

The Schwarzspears – fresh from their Giant-slaying adventure – clambered over its massive corpse and into the flank of the Chaos Marauders who had, in turn, hit the White Wolves in the side.

The battle was now anchored by the large swirling melee on the west flank and Sigvald's occupation of the Temple of

Skulls in the east. The Greatswords caught sight of the Chaos Spawn as it scuttled over the ruins, and charged the foul creature. Its tentacles lashed out but it proved no match for the Scarlet Guard, who despatched it without mercy. However, Sigvald had finally awakened from his reverie and, halting briefly to collect the ancient skull from its plinth, he charged down the southern slope and into combat with the Scarlet Guard. His Chosen bodyguard hefted their weapons with relish.

Above: Prince Sigvald and his unstoppable Chosen charge into the Scarlet Guard – a move that would leave the Greatswords in red ruin!

“ Before he could get his hands on the Count he was sliced from head to toe, his body dissolving into thousands of maggots. ”

Meanwhile, bolstered by the arrival of the Schwarzspears, Leitdorf continued to wield his Runefang to deadly effect. A Sorcerer of Nurgle stepped forward but before he could get his withering hands on the Count he was sliced from head to toe, his body dissolving into thousands of maggots. The Knights, the Captain and the Spearmen he commanded added their attacks to the onslaught, but still the Marauders refused to flee, because of the baleful influence of the magical banner.

BLOOD ON THE ICE

East of the temple, the Khorne Chaos Warriors stoically advanced southwards, towards the Steam Tank. The Marauders devoted to Khorne charged westwards to hit the Scarlet Guard in the flank just as Sigvald's Chosen crashed into their front.

In the west the Chaos Warriors of Nurgle wiped out the last of the Flagellants

“While Sigvald struggled against insanity, Leitdorf remained coherent and brought death with every sweep of his Runefang.”

and charged headlong into Deliverance but couldn't breach its iron hull. Nearby, the Warriors of Tzeentch traversed around the hill to hit the Schwarzspears in the flank enlarging an already massive combat, involving five units. The Battle Standard Bearer that had kept the Marauders in the combat stepped forward and issued a challenge. Once again Leitdorf proved eager to answer the summons. The Count had held his own against Champions and Chaos Sorcerers, but the Chaos Hero was a tougher prospect. The Exalted Champion rained down blows on the Elector Count but could not pierce his armour. Leitdorf's

own blade had no such problems and the Battle Standard Bearer was scythed down, ending the arcane hold it had over the surrounding Chaos units. All the Empire troops had to do now was win the combat, which would not be as easy now that the Chaos Warriors had joined the fray. The black-clad spearmen died at the hands of the Chaos Warriors and another White Wolf was toppled from his horse; the Knights could not do any serious damage in return, even with their cavalry hammers. The ranks of Spearmen fared better, and the grand melee ended in a draw.

Back in the east the Greatswords struggled, having been assailed by both the Chosen and the Marauders. The Scarlet Guard were finally overwhelmed and broke from the slopes of the hill. The Chaos Marauders pursued the Greatswords but Sigvald held his bodyguard back. He had what he wanted and so marched eastwards, although there remained a fully operational Steam Tank between him and a clean escape.

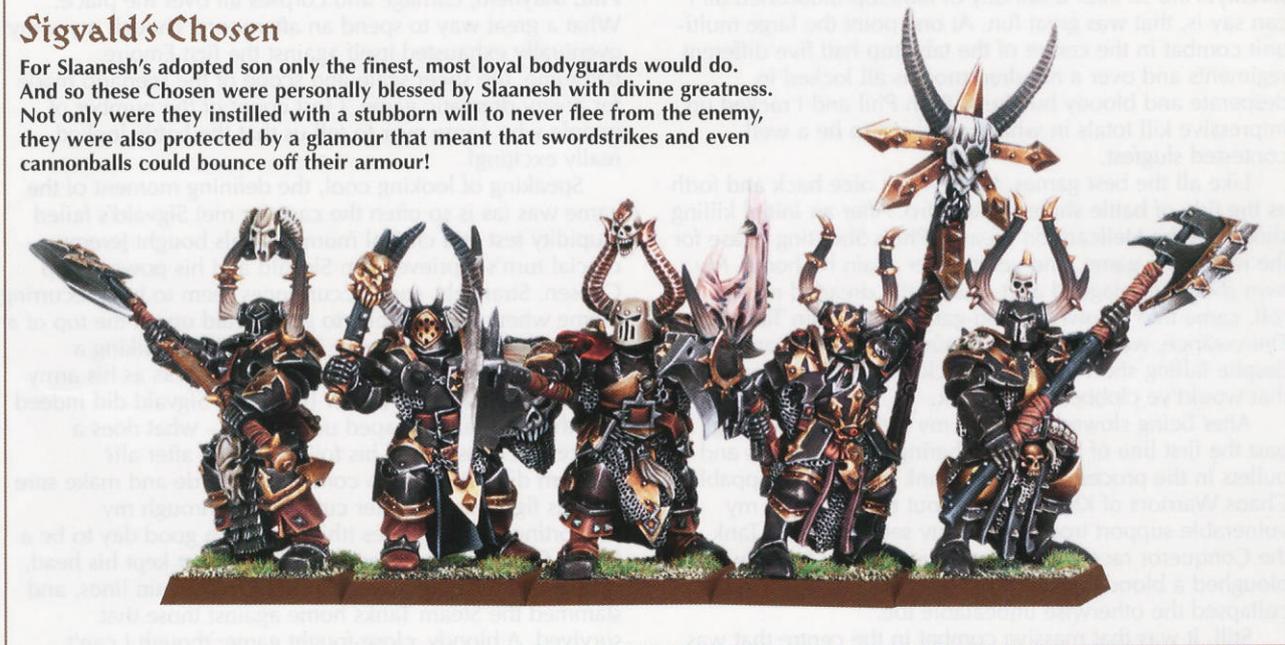
The Conqueror channelled all its mounting steam pressure into movement and the wheels turned with surprising speed, sending the iron behemoth crashing into the Chaos Warriors of Khorne. The Chaos armour of the Khornate warriors counted for nought against the might of the Steam Tank. Six warriors were slain

Below: While the stoic Knights of the White Wolf and the flamboyant Elector Count of Averland make a striking contrast, in battle they united to exact a butcher's bill on the forces of Chaos.



Sigvald's Chosen

For Slaanesh's adopted son only the finest, most loyal bodyguards would do. And so these Chosen were personally blessed by Slaanesh with divine greatness. Not only were they instilled with a stubborn will to never flee from the enemy, they were also protected by a glamour that meant that swordstrikes and even cannonballs could bounce off their armour!



outright while the tank itself sustained little damage. To the shame of the god of war his champions fled in terror from the wheezing contraption. They ran a great distance but managed to rally just in time to have the metal beast ram into them once more, spattering the snow with blood!

Sigvald, now finding the way clear, made for the outskirts of the battlefield. He was targeted by massed fire from the Jaeger Company and Zeigfried's Sharpshooters close by, who made their mark by killing two of his Chosen bodyguard. Sigvald was unperturbed and charged through the Archers and into a regiment of Nordfort Guards, with neither unit offering much by way of resistance. With a final look at his reflection to ensure that he looked suitably

dashing in triumph, he continued to slaughter his way off the battlefield.

Meanwhile the massive combat reached its dramatic climax. With Leitdorf unbound by challenges he rent his way through the Marauders in front of him. The Chaos Warriors mauled the Spearmen badly but the spears' long reach ensured the men behind could weigh in, bringing down several of the heavily armoured foes. The White Wolves and their mighty warhorses contributed to the butcher's tally. The Marauders fought back but it was clear that the Empire had finally won the combat and, with no magical battle standard to hold the Chaos units in check, they broke and fled. The men of the Empire gave chase, running the northmen down.

Below: Although the Conqueror arrived late to the battle, it was in the nick of time to save the Empire's right flank. It crashed into the enemy lines and taught the Warriors of Chaos the true meaning of steel-clad might!



Drenched in Gore

Jeremy: And so after a full day of tabletop bloodshed all I can say is, that was great fun. At one point the large multi-unit combat in the centre of the tabletop had five different regiments and over a hundred models all locked in desperate and bloody butchery. Both Phil and I racked up impressive kill totals in what turned out to be a well-contested slugfest.

Like all the best games, there was a nice back and forth as the tide of battle shifted to and fro. After an initial killing shot from the Hellcannon I feared Phil's Shooting phase for the rest of the game, and yet it never again hit home. My own shooting, plagued as it was by the dreaded misfire roll, came into its own by mid-game. My Steam Tank, the Deliverance, was frustrating, frequently losing steam. Yet despite falling short of glory, it locked up a dangerous unit that would've clobbered my flank.

After being slowed down by my scouts and pushing past the first line of battle, weathering a hail of bolts and bullets in the process, Phil's left flank of nigh-unstoppable Chaos Warriors of Khorne was about to close with my vulnerable support troops when my second Steam Tank, the Conqueror raced in from reserves. Under full power it ploughed a bloody furrow into the iron-clad warriors and collapsed the otherwise unbeatable foe.

Still, it was that massive combat in the centre that was the highlight for me. Eventually Marius Leitdorf emerged victorious, but it could have gone either way.

A Feast For the Crows

Phil: Mayhem, carnage and corpses all over the place. What a great way to spend an afternoon! Though my army eventually exhausted itself against the first Empire battleline, the sheer scale and scope of the scenario made for a very dramatic game. I lost count of the number of people who came over to tell us that the battle looked really exciting!

Speaking of looking cool, the defining moment of the game was (as is so often the case for me) Sigvald's failed Stupidity test at a critical moment. This bought Jeremy a crucial turn's reprieve from Sigvald and his powered-up Chosen. Strangely, such occurrences seem to be a recurring theme whenever I happen to get Sigvald up on the top of a Temple of Skulls. My theory is that he likes striking a dramatic pose, wind ruffling his golden locks as his army does all the real work below him! Still, Sigvald did indeed find the prize and escaped unscathed – what does a Prince of Chaos care if his followers die, after all?

Jerm did very well to contain my horde and make sure that his fightiest character cut his way through my supporting cast of heroes (this was not a good day to be a Chaos Champion). My esteemed opponent kept his head, whittled away at my hardest units with his gun lines, and slammed the Steam Tanks home against those that survived. A bloody, close-fought game; though I can't shake the suspicion that all this death and bloodshed was purely because Sigvald fancied some new bling...

WHO WON?

After all that gaming, who won the battle and the campaign? Both Phil and I looked over the carnage after the sixth and final turn and felt that, even with the Chaos bonus for retrieving the artefact, the Empire had won by a slight margin. The victory points told the same tale – a narrow defeat for Chaos. Naturally I'm inclined to say the Empire won the campaign. The first five scenarios provided troops for the final battle and in the end there were enough (barely) to stem the invasion. True, Prince Sigvald did retrieve his coveted fossilised skull, but in the end the Empire held the battlefield. So was there a conclusive ending? Of course not. After all, the story (and the battle) goes on...

(MAD)MAN OF THE MATCH

He might be impetuous, he might be moody, he might even be a raving loony, but Marius Leitdorf was beyond a doubt the man of the match. Equipped with a deadly Runefang, an additional hand weapon, and a bad attitude, the Elector Count of Averland carved a bloody swathe through all comers. In the ridiculously large and swirling melee in the middle of the battlefield Marius won three successive challenges, kept the Knights of the White Wolf from routing, and in the end was the difference between success and failure. Marius might have achieved even more if it wasn't for that magic banner making Phil's units Stubborn (until Marius cut him down too). Even Leitdorf's horse was lucky, helping to trample Chaos Champions and Marauders alike! So what if he chooses to bathe in buttermilk, do rude impersonations of the Reiksmarshal Kurt Helborg, and break into bawdy songs about rotund maidens?

The splendid new model, sculpted by Dave Thomas and expertly painted by Anja Wettergren, captures the glory of the Mad Count. To capture the spirit of the eccentric leader I think you need to consult your horse (named Daisy) over tactics ('Should I advance, Daisy?'), nonchalantly insult the foe ('You there, in the spiky armour, I shall slay you next') and throw in the occasional arrogant aristocratic comment ('I say, one of you peasants down there smells of radishes!').



Learn more about Marius Leitdorf at:
www.games-workshop.com

MAKING YOUR OWN HISTORY

Jeremy: As any old campaigner can tell you, the phrase 'you only get out what you put in' is completely true. A little extra time was taken in establishing the narrative of the campaign, naming the troops, adding a few extra special rules here and there, and creating unique scenarios. All of this went a long way to make the games even more interesting and dynamic. Was it worth it? Hell yes!

Although I've played quite a few linked game campaigns in my time, I've never done one quite like this one. For me, what was unusual about the Drums of War campaign was that each scenario was played by different opponents. In essence, we all 'played our part' in the overarching story. On the Empire side each tabletop commander had a job to march his army to the north to provide reinforcements for Ostland. It was classic 'good guy' stuff, uniting to aid a beleaguered comrade. Each foe, on the other hand, had his own more single-minded motivation, whether it was plundering the ruins of an Empire fort, seeding discord amongst the foe, or recovering a long-lost fossilised skull. When the different strands were woven together it produced a flowing narrative, but really each scenario was an enjoyable stand-alone game.

And, speaking of games, one of the aspects that really gave the battles personality was naming all the regiments. In some cases I had, as games master, produced a few 'extra' rules – Champions that Hated Beastmen, or troops that despised their General and therefore refused to use his Leadership. These extras did not have such a major impact

on the battle, but they helped add character and grit to the story. Who lived and died is always important to the game, but when they're named heroes it becomes important to your story as well.

Linked campaigns really give you an excuse to try your hand at making your version of some classic battles. For instance, in the first battle I really wanted to see what would happen if an Empire army was surrounded by Beastmen. The special rule that allowed more Beastmen to arrive each turn was only balanced in that the Empire player would win the game by merely surviving for six turns. The battle was well fought by both players, but the game essentially turned out to be a slaughter in the woods. You could tell Empire General Mark felt trapped but was determined not to succumb. It was how he fought his way out that mattered and made the battle so interesting. In the end, Mark was quite successful to have three units escape. Frankly I'm quite lucky they did, as all three (the Scarlet Guard, Prophets of Doom, and the Jaeger Company) played a substantial role in the final battle. Although now that I think about it, all three units fell (valiantly) in combat. Hmmmm, I guess no one will march back to Talabheim then. Still, I don't think I could've won the final battle without them. Anyway, with the good excuse of the linked campaign it is a lot easier to try such lopsided and different scenarios. Not every battle has to be balanced, but you still want both sides to enjoy themselves. In the end, the only thing I'm sorry about is that it's all over!

Wiping a lock of matted hair from his brow, Marius Leitdorf surveyed the battlefield. Cloven shields and crumpled bodies were strewn everywhere. The skull-shaped rocks surrounding the cursed valley leered down at the grim harvest. Great flocks of carrion birds had already descended, their harsh croaks mingling with the groans of the dying. Much of the battle's tale could be reviewed by viewing the scattered remains. There lay a cluster of black-uniformed men of Nuln, in death their faces frozen in pain. On the slope leading to the cursed temple were piled bodies bearing the red and blue of Altdorf, but there was no glory left in their finery – rent as it was and covered in gore and mud. A countryman from the green rolling hills of Averland lay next to a skin-clad Knight from the grey city of Middenheim. Tribesmen of the north lay, in death betrayed as human after all. Imperial soldiers were starting to heap corpses and shivered shields into a pyre. The massive armoured Warriors of Chaos were another matter. Whether they were corpses or empty armoured shells, none could say, for none dared touch them.

'There let them lie,' mused Marius Leitdorf. As usual, after the battle his black fury dissipated to melancholy. 'If this be victory, then it is a cheerless one.' Marius said to

no one, unless it was to Daisy, his warhorse. The grey beast twitched its ears – it was well accustomed to being addressed in such a manner. Shaking his head and, at least momentarily, seeming to clear it of despair, the Count took stock of his attire. His armour was dented, his body caked with mud and spattered with dried blood. Like nothing else Marius craved a bath. Did the baggage train still have his bathing basin? And, more importantly, did they have any rosemary and buttermilk?



STANDARD BEARER



Jervis has been all wistful and teary eyed for the last few days. No, we haven't run out of tea – he's been getting nostalgic again in the Citadel archives. This month, Jervis tells how inspiration can strike from the most unlikely of sources.

I've been playing quite a few games with my Vampire Counts army recently. I've grown to really like the army, helped no doubt by the fact that I've even managed to win some of the games I've played! I first mentioned this army a few months ago in *Standard Bearer*, and since then it has been slowly expanding and growing in size. Now, collecting an army is a very personal thing, and there is no right or wrong way to go about it.

Some people pick an army after careful study of the army lists, with the aim of making it the most deadly fighting force possible; others are more interested in the background and will create an army that really captures the spirit and nature of the race it represents; and others will start an army because they can't resist collecting a new range of Citadel miniatures that has just been released. However, the inspiration for my Vampire Counts army was the fourth, rather less well-travelled route, one I thought I'd write about in this month's *Standard Bearer*.

You see, with my Vampire Counts, it wasn't the new army book or a new model that inspired me to collect the army; it was a very old model that had been in my collection for over a decade. The model

comes from our old *Warhammer Quest* range, and represents a human Witch Hunter. The model is armed with a sword and pistol and wears a slouch hat and a large cloak. I really liked the model, but while painting him, and for reasons now lost in the mists of time, I decided to make him a Vampire. This was simply done – I just gave him very pale skin and painted red dribbles of blood at the corner of his mouth – but although the paint job was basic by most people's standards, I was very pleased with the result, so much so that I've hung on to the model over the years. Unfortunately I'd never really had a

chance to use my lapsed Witch Hunter... until, that is, one fateful rainy afternoon when I was idly looking through the Vampire Counts army book.

As I read, my eye was attracted to the new *Vampiric Powers* included in the book. As I'm sure most of you know, you are allowed to select one or more of

“The inspiration for my Vampire Counts army was the fourth, rather less well-travelled route.”

these powers for each of the Vampires in your army, and they give them special abilities. The one that attracted my eye was *Avatar of Death*, which allowed a Vampire to carry two hand weapons. 'Hmmm', I thought, 'that's a bit like that old Witch Hunter model in my collection – he's a Vampire and has two close combat weapons...' The problem was that one of them was a pistol, a weapon that Vampires aren't allowed to take. Momentarily stymied, I read on, and then I noticed that one of the magic items available to Vampires was the *Rod of Flaming Death*. To quote the army book: 'This rod contains a spell of fiery destruction that takes the shape of a shrieking skull as it hurtles incandescently towards the enemy.' What, I thought with considerable excitement, if my Vampire had a magic pistol that fired flaming skulls? Not only was it a great image, but at last I could use my model in a *Warhammer* battle!

And that was the start of my new army. Of course I needed more than just a general for my army, and so I started to add more units using the new models that had been released when the Vampire Counts army book came out. Not that this was much of a problem of course – in fact, to be honest, it was just the excuse I needed to add the wonderful new *Skeleton Warriors*, *Blood Knights*, a *Corpse Cart* and a *Varghulf* to the *Skeleton* infantry and cavalry I already had in my collection. Then, while rummaging around in my den, I came across some *Tomb Kings* infantry I



Jervis contemplates the inspiration for his Vampire Counts army – an old Warhammer Quest Witch Hunter he found languishing in his collection.



Rick has been adding to his Orc & Goblin army for a long time now. Such a long time in fact that his painting and basing style has evolved along with the design of the miniatures.

had never got around to assembling. By mixing some of the parts from that set with bits I had left over from the new Vampire Counts plastic skellies, I was able to add another new regiment of Skeleton Warriors to my army.

So, the starting point for my 'new' Vampire Counts army was a very old miniature, and the final result includes models that range from the early nineties right through to 2009! I was talking about this with my colleagues Alan Merrett and Rick Priestley the other day, following a big multiplayer game of Warhammer we'd played after work one day. As we discussed the matter we realised that all of the armies we'd be using included some classic 'historic' models that dated back to the earliest days of Games Workshop. Rick was using his venerable old Orc & Goblin army, which he has been collecting pretty much since he first wrote Warhammer, and which includes some models that first hit the gaming table while Margaret Thatcher was still in power! Alan's Daemon army, on the other hand, is of a much newer pedigree – he only started collecting it after the new Daemons of Chaos army book was released – but it includes several of the original Blue Horrors of Tzeentch models we made 'way back in the day', and which Alan still had in his collection. His new Daemon army finally gave Alan the excuse he needed to get the models painted up and on the gaming table.

All of which goes to show that you really don't ever have to retire or (worse) get rid of any of the models in your collection – it really is up to you which Citadel miniatures you use for your games and nobody else. I know that some players worry about this kind of thing, especially for models that aren't directly covered in the latest versions of our army lists, but



trust me, it really isn't as much of an issue as you may think. Just explain things to your opponent and use the closest troop type you can find in the army list you're using. As long as you're reasonable about this I can pretty much guarantee that your opponent not only won't mind, but will be genuinely delighted to be able to see such rare models 'in the flesh'.

More than that, it can be great fun tracking down old models and adding them to your collection. I know several players who live for this kind of thing, most notably Richard Hale – who has, along

Alan started collecting a Daemons of Chaos army recently, but it includes many older models that have been in his collection for much longer. For example, the Plaguebearers and Nurglings contain several different generations of model, which only adds to the eclectic look of his army.



The first plastic Space Marine box set released for Warhammer 40,000: Rogue Trader. For some this is the holy grail of 'historic miniatures' and is fondly remembered by many veteran hobbyists.



with a dedicated group of accomplices, made it his life's work to track down one of every Citadel miniature ever made! Although few players will go to quite such extremes, I think there are very few of us

who can completely resist the charms of what Rick calls the 'historic' models from Citadel's past. These are the Citadel miniatures that hold a special place in our hearts, either because they were significant in terms of their design (the first Space Marine miniatures, for example), or because they have a quirky charm (such as Alan's Daemons), or just because they are mementos that evoke

“It can be great fun tracking down old models and adding them to your collection.”

happy memories of our time in the hobby (like the Witch Hunter that inspired my Vampire Counts army). True, some of these early designs are, erm, rather quaint, to put it kindly. And, true, very few historic miniatures can match more modern pieces in terms of either their design or stature (which is to say that they are quite short and a bit odd looking – rather like some of the staff in the Studio, as it happens). Nonetheless these miniatures are an important part of the hobby, and in many cases remain to this day fantastic examples of the miniature designers' art.

So, don't leave those old models to gather dust – use them! Or, if you want to peruse the Citadel archive for yourself, why not download the Collectors Guide from our website and check out the historic Citadel Miniatures section. You never know, you may find inspiration for a whole new army, just as I did.

And that's quite enough from me for another month. All that remains is for me to pass on a request from the guys who put

together the Citadel Collectors Guide, which is to write in and let us know if there are any historic miniatures you think we should include in the next Collectors Guide (such as my old Witch Hunter, for example). Just write to me at the address included in the

sidebar, and I'll pass your requests on to the appropriate people. You never know, your own favourite historic miniature could appear in the next catalogue!

Write to Jervis at:

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United Kingdom

Collectors Guide

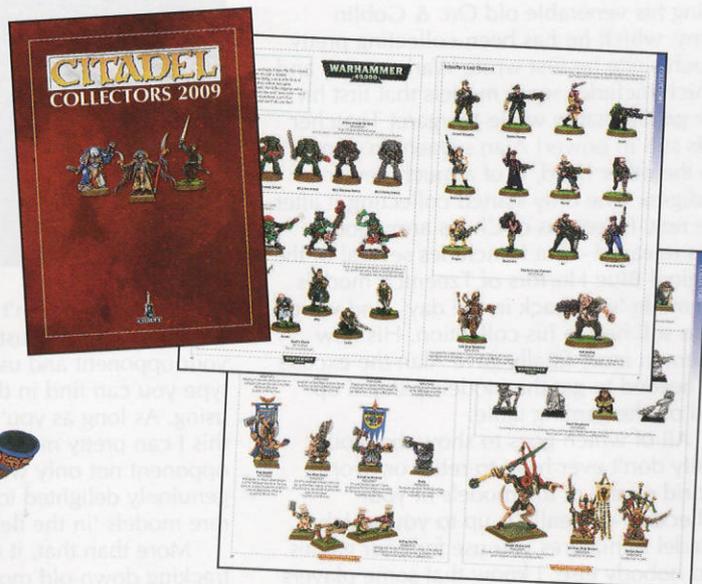
A selection of historic Citadel Miniatures are included in the Citadel Miniatures Collectors Guide. This full-colour catalogue can be downloaded free of charge from the Games Workshop website.



Mk 4 Maximus Armour



Dwarf King Kazador

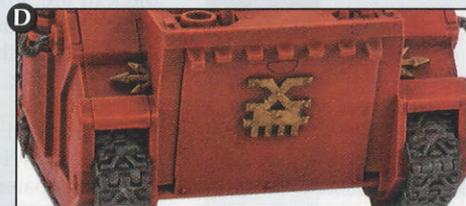


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We gave Mark Jones the Chaos Icons, Khorne Symbols and Skulls Bitz Packs and asked him to put them to good use. Here's what he came up with.

Chaos Rhino

If you've ever thought that just having one icon of your favoured deity on a vehicle wasn't enough, then you'll be pleased to see how Mark has used the Khorne Icon pack. The indented side panels are the perfect place for just such decorations, as the icons fit snugly between the raised sides (A). The icon on the front of the tank was also nestled in the recessed armour plate, although a little bit of trimming was needed to get it to fit (B). Where Mark has been particularly clever is with the icon placed on the top hatch. He's combined this symbol with some carefully clipped-out skulls from the Skulls Bitz Pack, placing them in a small stepped formation atop which sits the Khorne icon (C). Mark has also thought about the placement of the Chaos icons. Rather than just place them on the tank as is, he's cut them in half, placing one part at the front of the Rhino, flush against an armour plate. The other half of the star has been stuck to the rear of the Rhino in the same way (D).



Mark used bitz from the Chaos Icons, Khorne Symbols and Skulls Bitz Packs for his conversions. Turn to page 119 to see how you can order these.

Objectives

Mark's not one for wastage and set to work with the bitz he didn't employ on his Khorne Chaos Rhino. He made a scenario counter for Warhammer with the large pile of skulls. The indentations in the pile were covered with some Orc skulls that also came from the same Bitz Pack. He then added spikes to the mound from the Chaos vehicle frame, having plenty of those left over from the Rhino kit.

The Warhammer 40,000 objective was a very easy conversion. Mark stuck the small skulls pile onto a round base. He then cut off the eight prongs from a Chaos icon and stuck them around the circumference of the base.



PAINTING MASTERS

KEITH ROBERTSON

Once again we focus on an expert painter, shedding light on their journey from hobbyist to becoming one of the world's best miniature painters.



Keith Robertson is one of the longest-serving members of the 'Eavy Metal team having been a professional miniatures painter for over a decade. Here we find out what makes this painting veteran tick and take a look at some of his favourite painted miniatures.

Keith joined the 'Eavy Metal team on 7th October 1998, and has been a stalwart member of the team for well over a decade. He was recruited through GW Dundee, having painted for their display cabinets as one of the regular customers. The store manager suggested he visit the Studio and have a chat with the 'Eavy Metal team leaders. A few weeks later he was moving south, from Scotland to Nottingham, to join the Studio as a figure painter. But while his painting skills were excellent he found the difference between being good and the world-class standard of 'Eavy Metal to be quite a leap. 'This was quite a few years ago,' says Keith. 'So you would learn how to paint models in isolation, getting a few hints and tips from an occasional issue of White Dwarf, or a Hobby Centre if you were lucky enough to have one close by. One of the great things in recent years has been the advent of a popular figure-painting scene on the Internet, where painters can share tips and advice and coach young or new painters. Back in the 90s the Internet was still in its infancy so the many painting websites and forums around now just didn't exist. Compared to then, feedback is now a lot easier to find, and I think

that is the key to becoming a great painter – seek out feedback wherever possible.'

Even without the aid of the Internet, upon joining 'Eavy Metal Keith found himself surrounded by painting legends, such as Dave Thomas, Martin Footitt and Neil Green. 'I went from being self-taught to learning from some of the best painters in the world. You can't help but improve in such surroundings. 'Eavy Metal is very self-sustaining in that respect. You constantly aspire to push the envelope because everybody else in the team is, too. You then share what you've learnt or developed and so the entire team just keeps getting better and better.'

Away from the rigours of his day job, Keith is still a prolific painter, and he's very much a gamer too, having an Ogre army for Warhammer, and Tyrannids and Space

Marines in 40K. As you'll see on the following pages Keith is also a dab hand at painting more personal projects for display and competitions. But does his style change when working on 'Eavy Metal to his personal models? 'Not consciously,' answers Keith, 'I generally have a natural style, keep my paint schemes muted and I don't go for extreme or exaggerated highlights. But saying that, one of the reasons I paint up personal projects is to push myself to try new things and develop techniques I want to improve.'

Keith's display projects are an eclectic mix, because he'll often choose random models that appeal to him, or that he thinks would suit a particular technique that he wants to try out. 'What I try to do with my personal pieces is extend the narrative that I imagine is happening around them; I figure it's like painting the foreground and background of a canvas, with the model itself the subject of the piece. That's why you have to be careful

with scenic bases – they should be there to complement the model, not to overpower it,' he says. All Keith's projects are placed on these scenic bases rather than the standard slotta-bases. 'That's because, as I've said, you want to set a scene but it's also a deliberate separation from the game. I think a display model has a very

different purpose from a miniature in a gamer's army. A figure on a 25mm base is constrained by the rules of the system, whereas a display model is trying to achieve a narrative.'

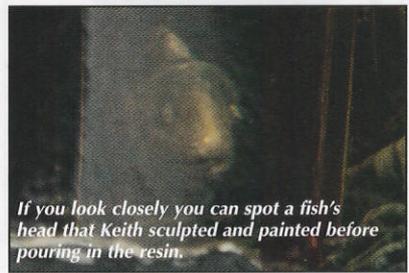
Another thing to notice with Keith's models is that they are rarely converted. Sure, the bases are radically altered but the models themselves are as cast. 'That's deliberate,' says Keith. 'Unless you're radically changing the model to a wholly different role or purpose then I generally don't see the point. The sculptor of the model has carefully thought about the design; from the posture, to the direction it's facing and all manner of other details. So I'm really careful when it comes to converting.' And it's this approach that you'll see over the following pages, as you pore over Keith's fantastic models.

“That is the key to becoming a great painter – seek out feedback wherever possible.”

Gollum

This diorama was a labour-intensive project – Keith wanted to recreate a subtle scene from *The Two Towers*, and simply augment the vision that Brian Nelson had when he first sculpted the model. The water inside the base was made from a clear resin. Once Keith had created a design for the base he then painstakingly painted in all the detail before pouring the resin into a purpose-built

mould made from a plastic bottle. The first attempt didn't work, as the resin dried with thousands of tiny bubbles in it that clouded up the effect he was after. So Keith tried again, once more painting up a base. This time, once the clear resin had been poured, he drew out the air using a vacuum chamber, so all the air bubbles were drawn to the surface and burst, leaving the water effect nice and clear.



If you look closely you can spot a fish's head that Keith sculpted and painted before pouring in the resin.

Skink Chieftain

Keith chose the Skink Chieftain just because he liked the model, and he wanted to try out some non-metallic metal techniques. He created a small scenic base to

make the model more imposing without overshadowing it. Keith entered it into the 2008 UK Golden Demon Open category where it made it to the final round.



Harlequin

When the Harlequins were released, each 'Eavy Metal painter was given a model and tasked to come up with their most audacious and vibrant paint scheme. Keith used this as an

exercise in contrasting and complementary colours, going with black, yellow and purple. He implemented this with a diamond-checked design, synonymous with the Harlequins.



The Mighty Zug

Keith has always been a fan of Blood Bowl, and couldn't wait to paint Neil Langdown's new Mighty Zug model. He painted the figure in traditional Reikland Reaver colours. He emphasised the muscle mass and bulk of Zug with

some deep shading and, in a break with tradition, painted the model with close-shaved hair rather than being completely bald. This, coupled with work on the scar, make Zug look meaner than ever.



Ork

This is a plastic Ork Nob from the Assault on Black Reach boxed game. Keith really likes Seb Perbet's Orks, and wanted to do a simple paint job well to really showcase

the figure. He painted the Ork in Bad Moon colours, for no other reason than it's his favourite of all the Ork clans, and really went to town on the chipped paintwork effect.



Sons of Orar Space Marine

The Sons of Orar make their canonical debut in the latest Space Marine Codex but are in fact Keith's own Chapter. While the rest of his Space Marine forces are painted for the battlefield, Keith wanted to take one battle-brother and paint him to the highest standard.

It's a deceptively simple paint scheme, using Blood Red over a black undercoat, with white shoulder pads. This one has a MK VI helmet, to stress the Chapter's background of only having limited access to the newer marks of power armour.



Ratling Sniper

As soon as Dave Thomas had made the first batch of Ratling test models, Keith knew he had to paint one. Typical of Keith's work, he's taken the existing miniature and added a narrative around it rather than convert it. Astute readers may notice that this Ratling isn't wearing his cap; that's because the model was part of Dave's first castings and the headgear was sculpted on later.

Keith has modelled the base to really set a scene: he's added a few subtle details, such as the Imperial Guard flask, and lengthened the concrete post the Ratling is leaning against. Note how the reinforcing wire sticking out the top of the post is bent the same way as the Ratling's gun to keep the flow of the model going in the same direction.



Genestealer Hybrid

Keith has always had a fondness for this model, and decided to update a classic miniature with a great contemporary paint job. The model is painted in reds,

pale blues and muted purples. The base has been modelled to resemble the deck of a spaceship – a wry nod to the classic game, Space Hulk.



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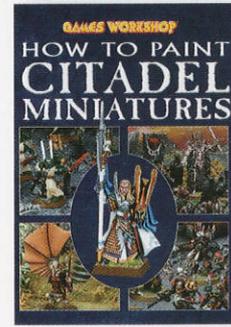
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MODELLING WORKSHOP

EMPIRE



With the new releases out this month, the Empire has more plastic components at its disposal than ever before. If you're a modeller – and let's face it, if you're a hobbyist then odds on you are – then the Empire army is a dream come true for converting and customising your models.

The Empire has never been just 'the human army' in Warhammer. The mixture of tradition, technology and magic make the lands and armies of this nation as bizarre and peculiar as any of the other races. This is what makes them exciting both from a background and modelling point of view. The Uniform & Heraldry book distils and captures some of this madness but, as the book's authors have already explained elsewhere, it would be an impossible task to describe every eccentricity and oddity in the Empire.

What the book does is provide inspiration, both for the painter and, especially, the modeller. The background passages, drawings, and heraldic symbols on display can be transferred to your army to personalise your collection. The wealth of plastic frames makes this job even easier, as well as a joy to do.

In this article we've let some well-known modellers with an affinity for the Empire go a bit crazy; their only brief was to use bits from the Empire plastic range. Here's what they've come up with.

When planning your conversions, the illustrations in Uniforms & Heraldry of the Empire are a great source of inspiration.



WARHAMMER

For this month's Modelling Workshop we take a look at the many Empire plastic kits now available. We handed loads of plastic frames to the Studio's best modellers, and told them to go kit-bash crazy!

Lords and Heroes

You can really go to town with your characters, but don't feel constrained to just using the Empire General kit, as there are plenty of options across the entire range.



Dom Murray's Handgunner Marksman has the body, legs, head and hat (hanging from his belt) from the new Greatsword kit.



Another of Dom's models, this Captain was made largely from the Pistolier kit. The legs are taken from the Militia kit.



The head of this model is from the Empire Wizard kit, with the beard clipped off. The body and legs are taken from the Greatswords set.



The last of Dom's models is made up entirely from Greatsword parts. The banner is made from paper, the design taken from the new book.



The head of this Talabheim Captain, by Neil Hodgson, is taken from the State Troopers kit and makes this hero look like a seasoned veteran. The sword and arm with helmet are bits from the Knightly Orders kit.



The body of Nick Bayton's Hochland Captain is taken from the Empire General kit. The right arm and stock is from a Handgunner, with the barrel of a long rifle spliced on.



This officious-looking chap was based on a body from the Archer kit. The parchment is a Flagellant component and the head is from the Greatswords frame.



For this Talabheim General, Neil Hodgson replaced the horse's crest with a banner top from the Knightly Orders kit. The cloak is taken from an Outrider, and adds a little extra volume to the model. The two shields from the State Troopers frame have been added to the steed and tie the model's heraldry more closely to the province of Talabheim.



Mark Jones' Middenheim General has a greatsword, made from the Empire General's plastic sword, with some extra work done around the hilt. The wolf cloak is taken from the Knights of the White Wolf frame.



Regiments

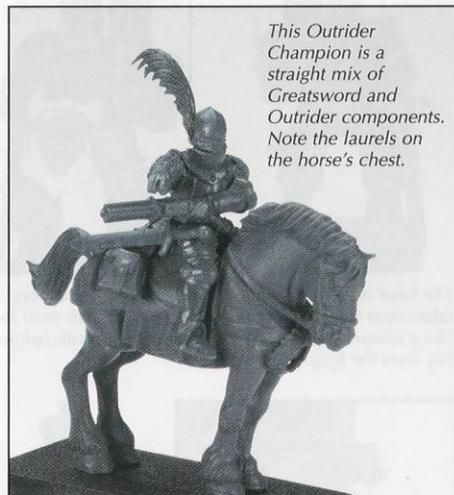
You don't have to stop at converting character models; the kits offer enough scope to customise every model in your army.



The Wolfenburg Twice-Bolds were made by Chad Mierzwa, mainly using parts from the Greatswords and Archer kits. The bodies and arms are from the Greatsword frame. The heads are a mix of White Wolf parts from the Knightly Orders kit, and the new Archers. The cloaks also come from the White Wolf frame.



This is a very simple conversion by Chris Peach. Nearly every component is taken from the Pistolier frame, the only exception being the head, which is from the Greatsword Champion. Chris has painted up the model as a Bögenhafen Pistolier. Bögenhafeners are famous for their wealth, so the long plume on the hat gives the model a lavish, effete look.



This Outrider Champion is a straight mix of Greatsword and Outrider components. Note the laurels on the horse's chest.



This Nordland Free Company was created using a mix of parts from the Archer, Greatsword and Flagellant kits. As Nordland is a coastal state, Chris wanted to give them a slightly nautical feel; hence the inclusion of eye patches, anchor tattoos and even a sea chart pinned to the back of one model.



This Marksman was made entirely from the Archer frame. Levelling the bow at a horizontal angle differentiates the unit champion from the rest of the Archers. The sheathed sword hanging from his belt also adds extra detail.



Nick Bayton's Reikland Crossbowmen were created by combining Greatsword bodies with Crossbowmen arms. For the heads a mixture of Archer, Greatsword and State Trooper parts were used.



These Hochland Handgunners were painted by Mark Jones. They use Archer heads and bodies. The right arms and weapons come from the Handgunners kit, while the shield arms from the State Troops complete the figure.



Pete Riordan built this Middenland champion using a body from a State Trooper, a Flagellant head and the arms from the White Wolf frame.



In the army list Knights can be armed with a great weapon instead of a lance. Here Nick has represented this by simply replacing the Knight's torso for a Greatsword body, head and weapon.



Chris Peach has been busy, this time building these Halberdiers and painting them in the colours of Ostermark. He used Greatsword bodies, halberds from the State Troops kit, and Pistolier heads to give them a very distinctive look.



DAVE ANDREWS

Dave really is an exemplar when it comes to Empire modelling. Here are just a few examples of his work.



This model, built using components from the Empire General and other kits, represents the missing Elector Count of Talabecland, Helmut Feuerbach. He is depicted here as he was when he rode out to battle the forces of Chaos – a battle from which he has not yet returned.



The body is taken from the Knightly Orders kit.



The shield is scratch-built from plasticard to provide a flat surface for painting.



The crest is made from a State Troops banner top, with extra feathers added.



Dave decided to show Helmut charging with a lance, and thus scratch-built a sheathed Runefang.

Dave's Halberdiers hail from Talabecland. They carry a very striking banner depicting an hourglass, painted in freehand by Dave. The hourglass is a very pertinent icon that's often seen as a heraldic device in banners, on shields and as charms dangling from belts throughout the Empire. As a symbol it's generally seen to represent change or even death.



The command group really is a mix of components formed together to create a bespoke rank of soldiers. Legs from an Empire artillery crew have largely been used with bodies from the Empire Militia kits, and some even older plastic bits that have been unearthed from Dave's towering plastic frame pile (see opposite).



The streamers flowing from the Knight's helmet were made with thin plasticard.



Dave used a tiny bit of Green Stuff to seamlessly blend the beast pelt onto the back of this Knight's shoulders.



The Knight's standard pole was made from plasticard rod cut to fit.



These knights have been built mainly from the Pistoliers and Knightly Orders frames. There are a few other details worthy of note. The crests on their helmets are all banner tops from the State Troops frames and the griffon shield is actually a piece of ornamental detail from the Warhammer Fortified Manor House.

Dave has painted the knights to ride together as one unit, his thinking is that they are not all from the same order but a group of disparate and dispossessed knights and noble's sons, who have found solace riding together.



Frame Mountain

Dave is a master modeller with a particular talent for creating and painting Empire soldiers. As you can see from this photo, his work area is just a mound of frames from which he takes components and combines them into the great-looking models, of which just a few are shown here. Dave doesn't tend to work with a plan or certain aim in mind – he simply combs through his large plastics pile, taking bits from frames he likes and coming up with the models as he goes.

For more Empire conversions check out our website

MIKE ANDERSON

Mike has a real passion for creating elegant, converted single Empire miniatures and then painting them up. Recently, he's started to convert models for a whole army, each one worthy of a place in one of his single figure dioramas.



This grizzled veteran is seeking his fortune in the City of the Damned. This is a fairly simple conversion with a scenic base. The model is brought to life by the details, such as the signpost and the hidden wyrdstone.



This brilliantly painted Greatsword is an almost straight build from the kit. There are three very subtle conversions: the pennant from the sword is taken from another component on the Greatsword frame; the large feather has been culled from the champion's hat; while the eye patch was made from Green Stuff.



Mike envisaged this unit as a group of surly, war-weary soldiers. To emphasise this he's mixed State Troops parts with Greatswords to turn them into hardened veterans. There are also a few Archer heads in there, too.



Militia Warband

Mike based this warband around the character of a Stirland Vampire Hunter. His favourite model is the Warrior Priest, which was built from a Flagellant, with a Greatsword's arm and breastplate, and a high collar from the Battle Wizard frame. The rest are mostly made from Archers with Greatsword heads. The Sergeant's head is from a Wizard, with a Greatsword's helm.



Knights Panther on foot



Scout



Captain



Warrior Priest



Sergeant



Vampire Hunter



The Vampire Hunter's Followers



Empire Wizards

When kit-bashing, you don't have to stick to frames from your own army. These Battle Wizards are great examples, using bitz taken from Wood Elves and even Vampire Counts. These models were converted especially for our Battle Wizard painting contest next month, which promises to be a bit special! Stay tuned.

See these fully painted in next month's White Dwarf



Keith Robertson's Amber Wizard



Neil Green's Grey Wizard



Mike Anderson's Jade Wizard



CITADEL® HALL OF FAME

The Citadel Hall of Fame is a collection of the best miniatures in the world, nominated by the people who know best: the artists, figure-painters and designers themselves.



You may remember Neil from last year's Tale of Four Gamers series. But when he's not painting Space Marines, Neil can be found in the art department, and has just finished illustrating the hundreds of Empire soldiers in the new uniform guide. Neil is also an alumnus of 'Eavy Metal, so knows a thing or two about what makes a good miniature.

NEIL'S FAVOURITE MINIATURE

Neil: Army painting aside, when I choose a model to paint I'm after a figure that has the right mix of detail and flat areas. You need the detail to give a model texture and depth, but as a painter you also look for flat areas that can be used as a canvas to showcase your skills with a paintbrush.

Jes' Eldar Shadowseer is the epitome of just such a model. It's a beautiful, almost fragile, miniature full of intricate details such as the necklace, the studded sleeve on the left arm, and the belt and pouch around its lithe waist. There are also swathes of flat area: the hood, the legs, and the streaming ribbons of cloth that flow around the model all give you plenty of scope to really go to town with freehand painting. This is one of Jes' many skills as a figure designer, to have the confidence to do areas of little to no detail without feeling the need to sculpt on some kind of

texture. It shows a trust in the painter and a hope that they will take the baton and run with it.

While we're talking about the painting, then mention should be made of the excellent work done by Darren Latham on the Shadowseer in the Studio collection. Darren's version is a great example of what I've been talking about. The striking blue and red diamond scheme along the right side of the body is stunning, as is the diamond fade pattern on the hood. Even on the *creidann* grenade launcher Darren has added a faded diamond pattern that meshes seamlessly with the metallic look.

This is why it's my favourite model; because of the possibilities it allows the painter. I have a confession that I've yet to start painting my own Shadowseer, but the model is sat on my desk ready to go and I can't wait to get started.



A facemask hangs from the Shadowseer's waist, in contrast to the blank, expressionless mask he usually wears.



The sun and moon medallions that hang from his hood are symbolic of night and day, darkness and light.



Shadowseer



The Shadowseer model has plenty of flat areas, like the right leg, giving the painter plenty of opportunity to put their skills to good use.



The model is still packed with details such as the various accoutrements that hang from the Shadowseer's belt.



JES GOODWIN HARLEQUIN SHOWCASE



Harlequin with Harlequin's kiss



Troupe Master



Death Jester



Harlequin with fusion pistol



Harlequin with Harlequin's kiss



The original Shadowseer concept from Jes' fabled Eldar sketchbook.

DESIGNER'S RESPONSE



Jes: The Harlequins have always been painters' models. The bright, gaudy and daring colour schemes are rightly synonymous with the Harlequins. And when I redesigned them I really wanted the figure painters to be able to flex their creative talents. So I was very conscious that there needed to be areas on the model you could create a freehand design on. For a sculptor that's quite a scary thing to do, as your natural tendency is to make sure every surface has some kind of detail on it. It's very flattering to have the Shadowseer nominated, as I wanted this model to stand apart because their role is significantly different to the rest of the troupe. He's not as active or dynamic as the others but in a more serene, mysterious posture. To tie him to the rest of the Harlequin range he's purposely not in direct contact with the base, a common element with all the other members of the troupe.

With the Harlequins I've played on the theme of duality, especially on the Shadowseer, hence the double-sided staff top, the sun and moon symbols dangling from the end of his hood and even the addition of a second mask – that's also there to allow the painter to still have a go at a face, even though the Shadowseer himself doesn't have one.

PAINTING WORKSHOP

GALADHRIM



An Elven army is a tempting prospect for any gamer – all those glittering ranks of expert archers, sword-wielding warriors and deadly knights mounted on noble steeds. The new Galadhrim kits allow you to get an army together really quickly, whether you're playing in the full splendour of a War of the Ring battle or a scenario from the Strategy Battle Game (Check out next month's *White Dwarf* for the rules – Ed).

Once you have your force of Elves gathered, the next step is to paint them! That's where this month's Painting Workshop comes in, as it focuses on the Elves of Lothlórien. Over the following pages we cover a range of techniques and subjects, from general troop-painting tips and effective army painting, to getting an 'Eavy Metal finish on Haldir.

The good thing about painting Elves, or, indeed, many of the models in The

Lord of The Rings range is that there is plenty of reference material for their garb and armour. We've largely gone with the colours featured in the movies, but have given suggestions for alternatives later on. There's no reason why you shouldn't come up with your own colour palette; the Elves of Middle-earth seem to favour earthy colours with rich blue and gold for contrast, although as you'll see, we've tried out a couple of variants that actually tip this convention on its head.

So, with paintbrush at the ready, we'll make a start. Starting on page 98, 'Eavy Metal's Joe Tomaszewski presents a step-by-step guide and how to get your Elven warriors up to an excellent standard in just four stages. But first we'll be taking a brief look at how army painters can get companies of Elves together quickly and effectively, with Chris Peach's batch painting tips.

WAR OF THE RING
THE LORD OF THE RINGS
STRATEGY BATTLE GAME

Over time, the Painting Workshop series builds into an invaluable resource of techniques, tips and tutorials covering every aspect of the painting hobby.

You Will Need

The paints listed here form the palette used by 'Eavy Metal in the Galadhrim tutorials on the following pages.

W Wash
F Foundation

- | | | |
|-------------------|-------------------|-------------------|
| Chaos Black Spray | Mithril Silver | Shadow Grey |
| Bestial Brown | Regal Blue | Vomit Brown |
| Bleached Bone | Shining Gold | Astronomican Grey |
| Chaos Black | Space Wolves Grey | Tallarn Flesh |
| Codex Grey | Scab Red | Badab Black |
| Dark Flesh | Skull White | Devlan Mud |
| Fortress Grey | Scorched Brown | Gryphon Sepia |

GALADHRIM ARMY PAINTING

Chris Peach was tasked with painting an army of Elves to a high standard in a very short space of time. As one of the Studio's army painters this is what he does best and so he set about the Galadhrim with gusto. He started by undercoating the models black, before spraying them all

with a basecoat of gold using Shining Gold and the Citadel Spray Gun. Next, he gave each model a generous wash of Devlan Mud, again with the Spray Gun, to tone down the gold and prepare the other areas ready for the following coats of paint.



Galadhrim Warriors

The blue areas were first blocked out with Mordian Blue. A single highlight layer using Ultramarines Blue was then applied to the edges of the cloth and the raised areas. The brown cloth was basecoated with Dark Flesh. The highlight was a 1:1 mix of Dark Flesh and Bleached Bone.

Galadhrim Knights

The Knights were painted in the same manner as the warriors, above. However, the horses were kept separate from their riders, and were undercoated Skull White instead of black. A wash of watered-down Fortress Grey was applied all over the horses, before highlighting the raised areas with Skull White. The saddles and the gold areas were painted in the same way as the brown cloth and gold armour on the Warriors.



Guards of the Galadhrim Court

The pike-armed Galadhrim were largely painted using the techniques already described. The white plumes and fur lining of the cloaks were painted with a 1:1 mix of Astronomican Grey and Skull White, overlaid with a Skull White drybrush. The bottom of the cloaks were weathered with a light drybrush of Khemri Brown to suggest mud (*Dirty Elves? That must be a first! – Ed*).

'EAVY METAL' GALADHRIM WARRIORS

For a more measured approach than Chris's super-fast method, 'Eavy Metal have developed a four-stage tutorial for rank-and-file Elves. Following this method may not win you a Golden Demon statuette, but it is a highly effective way of getting a very well-painted Galadhrim Elf force on the tabletop.

Once you've painted a few companies of Elves you can then unleash your raw painting skills on your heroes – we've showcased Haldir as just such an example on page 101. Most experienced painters like to work this way, painting a large block of troops and then rewarding themselves with a 'treat' such as a character model.

1



The Elf's skin was first given a coat of Tallarn Flesh.



The hair was painted Vomit Brown.



The fletching was painted with Bleached Bone, and the arrow shafts with Scorched Brown.

After the Chaos Black undercoat the first stage is basecoating – simply block in the required area with the correct colour. It is best to build up the coat over several thin layers rather than a thick, gloopy one.



The armour was painted with a smooth, even coat of Shining Gold.



The tunic was basecoated with Dark Flesh.



The cloak was painted with a 1:1 basecoat mix of Regal Blue and Chaos Black.

2



The skin had a thin wash of Devlan Mud applied to it.



The hair was also washed with Devlan Mud.



Devlan Mud was used as a wash on the fletching of the arrows. The bow and arrow shafts were left alone for this stage.

The next stage mainly used washes and darker colours to add shade to the recessed areas. The exception is the cloak, which is already very dark and therefore required the first highlight stage instead.



Gryphonne Sepia was applied to the armour.



The tunic was highlighted with Scab Red.



A highlight of pure Regal Blue was applied to the raised folds and creases of the cloak.

3



Tallarn Flesh was re-applied to the raised areas of the Elf's face, neck and hands.



The hair was carefully highlighted with a 2:1 mix of Vomit Brown and Skull White.



Dark Flesh was painted onto the bow and the arrow shafts, while Bleached Bone was used to bring the fletching back to a mid-tone.

Stage 3 is about refining the shaded areas. This could mean bringing some back to a mid-tone, whilst other areas are highlighted further. The only mixing involved are simple two-colour blends.



The armour was given a wash of Devlan Mud.



Like the armour, the tunic was also given a wash of Devlan Mud.



The cloak was given a further highlight, this time a 2:1 mix of Space Wolves Grey and Regal Blue.

4



The face and hands were given a final highlight with a 2:1 mix of Bleached Bone and Tallarn Flesh.



A 2:1 mix of Skull White and Vomit Brown was used as the final highlight for the hair.



The arrow shafts were highlighted with a 2:1 mix of Bleached Bone and Scorched Brown. The fletching was painted with a 1:1 mix of Bleached Bone and Skull White.

At this stage you need to apply the final highlights, and finesse the paint job by neatening up each area. Of course, you can take this even further if you want to, adding more highlights and subtler blending to further enhance the miniature.



A 1:1 mix of Shining Gold and Mithril Silver was applied to the edges of the armour.



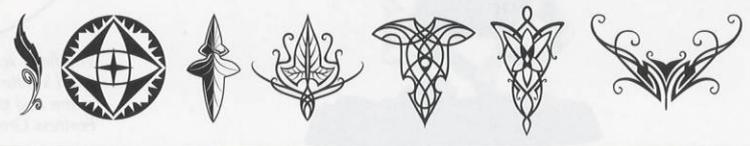
The tunic was highlighted with a 1:1 mix of Scab Red and Vomit Brown, followed by a final highlight of pure Vomit Brown.



A 1:1 mix of Space Wolves Grey and Regal Blue was applied to the most prominent areas of the cloak.

Galadhrim Iconography

Here are some Elven icons, perfect for banners or to be copied onto your model in freehand if you so wish. It's always a good idea to practise your chosen design on paper before trying it out on your precious model.



'EAVY METAL™ GALADHRIM HORSES

While the Galadhrim Knights were painted using the exact same methods described on the previous two pages, the horses needed a different approach. Nevertheless the

actual techniques used were largely the same: a block colour first, followed by shading, then resetting the mid-tone before finishing with a highlight.

1



The flesh was painted Astronomican Grey while the mane and tail were painted with Codex Grey.



The saddle blanket was painted Dark Flesh. The top layer of cloth used the same mix as the cloak, and Astronomican Grey was used on the decorative seams.

2

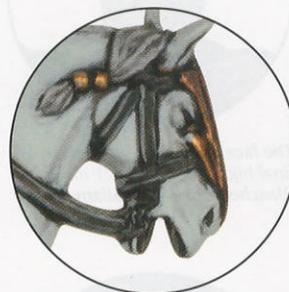


The horse's flesh, mane and tail were given a wash of Badab Black.



The two cloth areas on the saddle blankets were highlighted with Regal Blue and Scab Red respectively.

3



The mane and tail were highlighted with Fortress Grey. The flesh was painted Astronomican Grey, followed by a 1:1 mix of Astronomican Grey and Skull White.



The saddle blankets were washed with Devlan Mud. The blue cloth was then highlighted with a 2:1 mix of Space Wolves Grey and Regal Blue.

4



The flesh was highlighted with Skull White. The final layer on the mane and tail used a 1:1 mix of Fortress Grey and Skull White.



The red blanket was highlighted with a 1:1 mix of Scab Red and Vomit Brown, and the blue cloth with a 1:1 mix of Space Wolves Grey and Regal Blue.

GALADHRIM COLOUR SUGGESTIONS

The gold, blue and grey colours inspired by the movies is by no means the only way to paint your Galadhrim. Below

Nick Bayton and Chris Peach have come up with a few suggestions; why not invent your own Elven warhost!



Nick used light colours, white and metallics with a high sheen on this Elf. For the armour he used a basecoat of Chainmail followed by a thin wash of Devlan Mud before highlighting up with Mithril Silver.



The armour plates and helmet on this Elf was painted up as a red lacquer. A basecoat of Scab Red was first highlighted with Blood Red and then Baal Red on the edges. Blazing Orange was used as a final, extreme highlight.



The greens on this model are there to evoke a woodland theme; after all Lothlórien is a forested realm! The tunic was painted Dark Angels Green, with a Scorched Brown shade and a Bleached Bone highlight. The cloak had a Catachan Green basecoat highlighted with Fortress Grey.



Muted greys were used on this figure's armour rather than bright metallics. Gold was used only as a spot colour. The armour basecoat was painted Boltgun Metal followed by a heavy Badab Black wash and highlighted again with Boltgun Metal.

'EAVY METAL' Showcase

To lead your brave Elves to battle, you'll need a hero, and Haldir is just one such Elf character available in the Citadel range. Keith Robertson gave it the full 'Eavy Metal treatment, and we asked him for a few key pointers.



Chainmail

For the chainmail, a basecoat mix of Shining Gold and Scorched Brown was used. This was worked up to pure Shining Gold over a series of thin layers. Shining Gold and Mithril were mixed and used as the highlight, blended upwards until pure Mithril Silver was used. The chainmail was then washed with Gryphon Sepia, followed by a wash of Ogryn Flesh.



Hair

For Haldir's distinctive blond locks, a basecoat of Khemri Brown was first applied. Gryphon Sepia was then washed over the hair. Once dry, a highlight of Desert Yellow was applied, followed by a final highlight of Bleached Bone.



Armour

The armour was painted using the same method as for the chainmail, excluding the washes. A wash of Thraka Green was used and when this was dry it was followed by a wash of Devlan Mud. The green in the armour works as a great contrast to the red cloak. To make sure the green wasn't too strong, it was toned down with a thin wash of Devlan Mud.



Cloak

The cloak started with a basecoat of Mechrite Red, followed by a Badab Black wash. The cloak was then highlighted with Mechrite Red, which was gradually blended with Vomit Brown until pure Vomit Brown was used for the final layer.

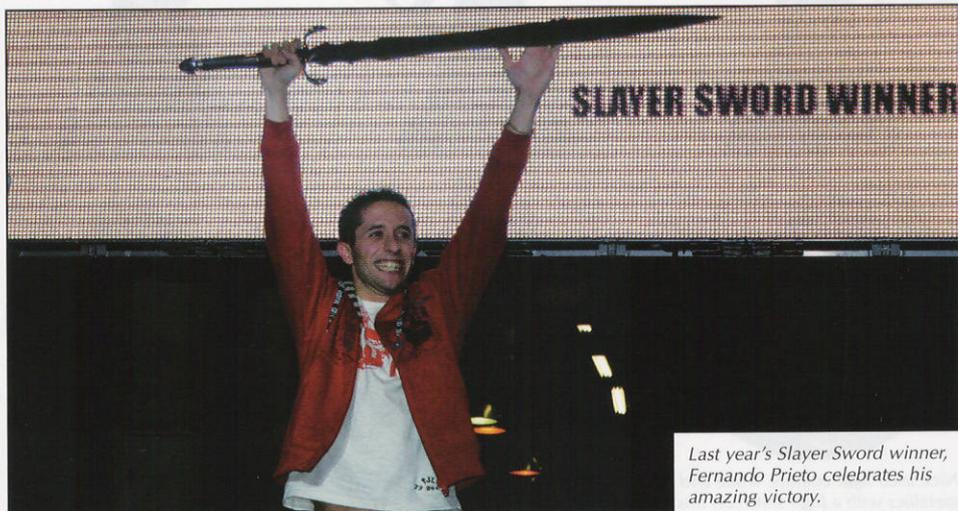
**PREMIER
EVENT**

GOLDEN DEMON CATEGORIES

**GAMESDAY
& GOLDEN DEMON 2009**

Games Day & Golden Demon is Games Workshop's premier event in the world, designed to highlight the size, splendour and excitement that is our hobby.

GAMESDAY & GOLDEN DEMON 2009



Last year's Slayer Sword winner, Fernando Prieto celebrates his amazing victory.

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.



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.

GOLD
Space Marine
Fernando Prieto



10am to 4pm on Sunday 27th September 2009.
Birmingham National Exhibition Centre (NEC).
Tickets £30 and includes Games Day Miniature.

Tickets on sale for White Dwarf subscribers from 2nd May 2009, and general release from 30th May 2009. 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.

SILVER

Ork Big Mek and Nobz
Matt Kennedy



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.

GOLD

Macharius Vanquisher
Ben Jarvis



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

Daemon Prince
Vladd Junger



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.

GOLD

Undead Zombie
Dave Neild



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

Goblin Wolf Riders
Bill Doran



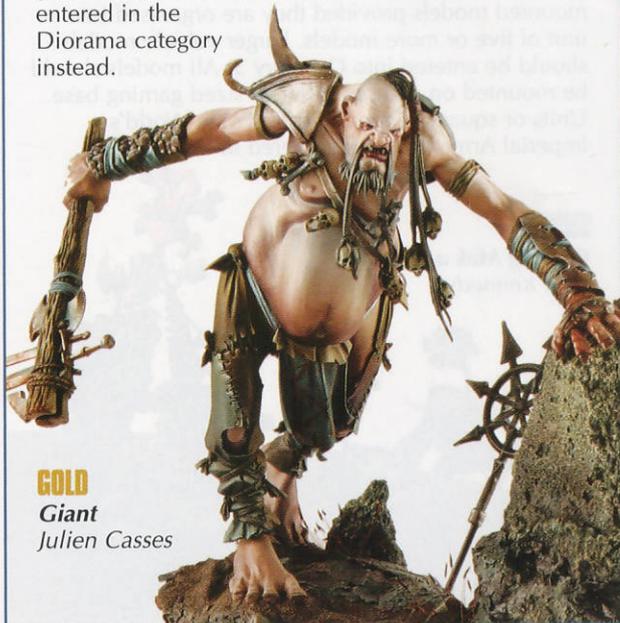
Category 7

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.

GOLD

Giant
Julien Casses



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.

GOLD

Dark Angel & Raptor
Rob Cardiss



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.

SILVER

Wood Elf Dryads
Julian Bayliss



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.

SILVER

Logan Grimnar
Adrian Bay



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

Boromir
Anna Shestakova



The Young Bloods 2009

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.

BRONZE

Imperial Pilot
Ari Nielsson



The Open Competition 2009

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

Marneus Calgar
Joe Tomaszewski



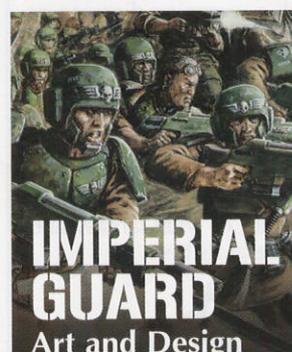
Event Calendar

What's on, when and where:
All the events for the next
few months are listed here.



**WARHAMMER
40,000
BATTLEFIELDS**

**13th–14th
June 2009**



**IMPERIAL
GUARD**

**Art and Design
Exhibition**

25th May–13th July

An exhibition paying
Humanity's defenders
the respect they are
due. Featuring iconic
images and new art
from the Archives and
miniatures. Open daily;
display may be limited
during large events.

**WARHAMMER
WORLD**

June

13th Warhammer 40,000 Battlefields

Date: 13th–14th June, 2009

Venue: Warhammer World, Nottingham

Age Limit: 12+ Players between the ages of 12 and 15 must be accompanied by an adult.

Details: Test your leadership skills to the limit in this unique Warhammer 40,000 event.

Aimed at the more experienced general, this two-day event will test your abilities as a leader and master tactician as you do battle to claim honour and glory.

Tickets: Tickets cost £55 per player and includes 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: Mail Order – 0115 91 40000

Website: www.warhammerworld.org

14th The Pennine Pillage

Date: 14th June, 2009

Venue: Belgrave Social Club, Halifax

Details: The Pennine Raiders invite you to take part in their annual Warhammer pillage of Thursdale. The campaign consists of four linked scenarios and a separate magic duel. If you are insane enough to take part, you will need a 1200 point Warhammer army and an extra wizard.

Tickets: Tickets cost £10 and includes four games, a hot lunch, as well as prizes and certificates for the winners.

Contact: For further details and a rulespack, contact either:

Peter – 01422369834

hardpin@tiscali.co.uk

Greg – 07702849368

greg_richardson@hotmail.com

27th Dutch Warhammer Grand Tournament

Date: 27th–28th June, 2009

Venue: Sporthal University of Tilburg, Academielaan 5, Tilburg, The Netherlands

Age Limit: 16+

Details: Compete in this year's Dutch Warhammer Grand Tournament to become the greatest general of the realm. Players will need a 2200 point Warhammer army and play in five rounds over two days.

Tickets: Tickets cost €55 per player and includes lunch on both days, an evening meal on the Saturday night.

Tickets available from the online store or Dutch Hobby Centres.

Contact: martina.jiricka@games-workshop.co.uk

Website: www.games-workshop.com

27th Fields of Blood

Date: 27th–28th June, 2009

Venue: Queen's University, Belfast, Ireland

Details: Fields of Blood is Games Workshop's annual tournament held once again during Belfast's Q-Con gaming convention. This year we will be running a Warhammer 40,000 tournament on Saturday 27th June and a Warhammer tournament on Sunday 28th June. Each tournament will consist of three games over one day.

You will need a fully painted 1750 point army for Warhammer 40,000 and/or a 2000 point army for Warhammer to compete.

Tickets: Entry to one tournament costs £25.

Entry to both tournaments costs £30. Both tickets include Q-Con ticket. Tickets available from Games Workshop Belfast.

Contact: GW Belfast – (0044) 028 90 233 684



THRONE OF SKULLS

TOURNAMENTS

WARHAMMER 40,000 COMING SOON **WARHAMMER**

July

**11th The Lord of The Rings
Doubles Tournament****Date:** 11th–12th July, 2009**Venue:** Warhammer World, Nottingham**Age Limit:** 12+ Players between the ages of 12 and 15 must be accompanied by an adult.**Details:** Compete in this relaxed tournament with a friend as your ally. Designed to challenge players' abilities to work together to defeat all comers, who will emerge as this year's The Lord of The Rings Doubles Champions?

Each team will need two fully painted forces: one Good, one Evil, selected from the Legions of Middle-earth supplement. Each force must be made of two 350 point contingents.

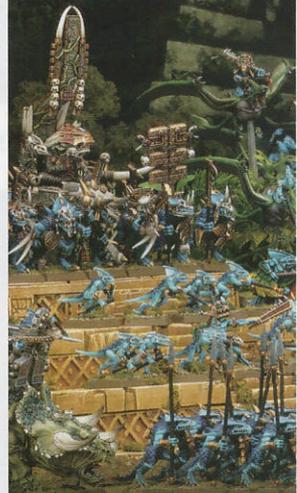
Tickets: Tickets cost £85 per two-player team and includes lunch on both days, an evening meal on the Saturday night, tea and coffee at the start of both days and doughnuts to get you started on Saturday morning.

Contact: Mail Order – 0115 91 40000**Website:** www.warhammerworld.org**18th Tactica 2009****Date:** 18th–19th July, 2009**Venue:** Warhammer World, Nottingham

Details: The fortress world of Lenton has been besieged by aliens and heretics for as long as anyone can remember. While the enemies of the Imperium still march on this cursed rock, there can be only war!

Fight for your own glory, and that of your club in the face of the most complete tactical challenge. Compete in all nine scenario variations from the Warhammer 40,000 rulebook over two days of fanatical fun! Each player will need a fully painted 1000 point Warhammer 40,000 army.

Tickets: Tickets cost £40 per player and includes lunch on both days, and tea and coffee at the start of both days.

Contact: events@gamingclubnetwork.org**Website:** <http://tactica.gamingclubnetwork.org>**WARHAMMER
BATTLEFIELDS****15th–16th
August
2009****Summer Hobby Camps**

Want to try something different during the School Holidays? Fancy assembling, painting and gaming with a brand new Warhammer or Warhammer 40,000 army? Then the Warhammer World Hobby Camps might just be the thing for you!

At each camp a group of gamers get together with like-minded hobbyists and spend the week assembling, painting and gaming with a brand new Warhammer or Warhammer 40,000 army.

Our goal is for hobbyists to learn a variety of skills and techniques that they can apply to their future modelling, gaming or painting projects. To help learn these skills we provide Hobby Camp Coaches, who advise and coach on all these areas.

The Warhammer World Hobby Camps currently cost £186.00, and includes a Large Army Carry Case, a

Dates Game Systems Ages

27th–31st July	Warhammer & Warhammer 40,000	12–16*
3rd–7th August	Warhammer & Warhammer 40,000	16+
10th–14th August	Warhammer & Warhammer 40,000	12–16*
17th–21st August	Warhammer & Warhammer 40,000	12–16*
24th–28th August	Warhammer & Warhammer 40,000	12–16*

**Parents may attend with their children*

Battalion or Battleforce of your choice and a cooked lunch with a dessert and a drink each day. We'll also provide the tools, paints, brushes and materials you need to create a battle-ready army.

For more details and to make a booking, contact Matt Lincoln on:

matthew.lincoln@games-workshop.co.uk

To find more exciting events and activities near you, go to:
www.games-workshop.com

STORE FINDER

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



GAMES WORKSHOP® Hobby Centres

OPENING TIMES

Mon-Fri: 10am – 6pm
Saturday: 10am – 6pm
Sunday: 11am – 5pm

The majority of our stores adhere to the above opening times.

However, as a number of stores' opening times may vary, we recommend you contact the relevant store for opening times before visiting.

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

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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.

Range of products

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

However, if ever you're looking for something not on the shelves, all our stores also have a webstore order point through which you can choose from our entire range of Citadel miniatures, including the Specialist Games and Collectors ranges and the ever-expanding range of Bitz Packs which allow you to customise your armies.

What's more, have your order sent to the store, and we'll send it POST FREE!

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Gaming Rooms are exactly the same as our other Hobby Centres. However, as well as offering our complete range of products, they also have additional gaming tables and space making them the perfect place to play your games.

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

Free gaming & tactics advice

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

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TAMBOV, Hobby and Igrushki:
Tel: 0075 2728811

SERBIA-MONTENEGRO

BELGRADE, ANET Hobbystore:
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BELGRADE, ANET Hobbystore:
Tel: 00 381 11 2652236

BELGRADE, EXIT Hobby store:
Tel: 00381 11 62 78 27

BELGRADE, White Dragon:
Tel: 00 381 63812722

NOVI SAD, Dragon:
Tel: 00 381 11 636 24038

NOVI SAD, Valhala:
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PODGORICA, Neutron Podgorica:
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ZREJANIN, Takeda:
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SINGAPORE

SINGAPORE, Comics Mart PTE Ltd:
Tel: 6883 2724

SINGAPORE, Comics Mart PTE Ltd:
Tel: 6836 9089

SINGAPORE, Comics Mart PTE Ltd:
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SINGAPORE, Forgeworks Hobbies:
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SOUTH AFRICA

BELVILLE, The Boys and Mens Hobby Shop:
Tel: 0027 21 914 8688

BLOEMFONTEIN, The Games Dungeon:
Tel: 0027 72 851 9970

CAPETOWN, Pastimes Retail:
Tel: 0027 21 421 1191

CAPETOWN, Wizards Books and Games:
Tel: 0027 21 683 0360

CAPETOWN, World of Wargames:
Tel: 0027 21 701 4649

DORINGKLOOF, Battle Planet:
Tel: 00 27 8245 9383

DURBAN, The Hobby Specialists:
Tel: 0027 31 566 4806

EAST LONDON, Slaters Toy Magic:
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JOHANNESBURG, Esswex Retail:
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JOHANNESBURG, Outer Limits Johannesburg:
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JOHANNESBURG, Wizards Book and Games:
Tel: 0027 11 890 9253

JOHANNESBURG, Warfair:
Tel: 0027 82 431 2242

JOHANNESBURG SOUTH, Dragons Den:
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GW STOCKHOLM:
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KARLSTAD, Spel och Fantasi:
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NORRRÖPING, Lekhuset:
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UMEA, Fantasia:
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GÖTEBORG, Wizard Games:
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KRISTIANSTAD, Spel på Vallgatan:
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STORE FINDER KEY

GAMES WORKSHOP HOBBY CENTRE

(*) Indicates Gaming Room facilities.

HOBBY STOCKIST

Offers a hobby gaming and painting service.

NE ELITE STORE

Stocks the complete Games Workshop range and offers introductory gaming and painting lessons.

NE PARTNER STORE

Stocks most of the Games Workshop range.

INDEPENDENT STOCKIST

Official sellers of Games Workshop products.*

NEW STORE OPENING

Indicates new stores and stockists.

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



Club Directory



Gaming clubs are groups of fellow gamers and hobbyists who meet regularly to enjoy the hobby together.

THE GAMES WORKSHOP CONNECTION

The Gaming Club Network (GCN) is a volunteer organisation which was started in 1999 to bring together like-minded clubs for lots of gaming fun.

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 Workshop hobby. Use the club listing to find a GCN gaming club near you and get involved.

The GCN strives to meet the following objectives:

- Promote good communications between Gaming Clubs and Games Workshop.
- Assist in the running of local gaming events.
- Support other clubs' activities.
- Assist in the running of games at the national level.
- Provide a forum for Gaming Clubs.
- To facilitate club development and growth.
- To create a safe environment for people to play in.

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.

SETTING UP YOUR OWN GAMING CLUB

If you would like to set up your own Gaming Club please contact Bek Hawkbby, our Community Coordinator on 0115 900 4821, who will give you advice on the basics of setting up and running a club. This includes providing packs for schools, libraries, independent clubs and information on the GCN.

Please note, if you are want to set up a gaming club in a school we will need to speak to a teacher or member of staff before we can register your club.

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.

AVON

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COGS:
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Cross Swords Gaming Club:
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E-mail: enquiries@cross-swords.co.uk

GCN PLYMOUTH,
Plymouth Association of Wargamers:
Website: www.plymouthwargames.org.uk

DORSET

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

AVAILABLE TO ORDER

As befits the largest nation of the Old World, the Empire has one of the largest and most diverse range of miniatures in the Citadel vaults. Here are just some of the models available.

You can buy our products from the following sources

- Games Workshop stores Page 108
- GW Online store Page 119
www.games-workshop.com
- Games Workshop Direct Page 119
- Independent Stockists Page 108

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Example of an Empire Great Cannon.



EMPIRE ARTILLERY
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Example of an Empire Mortar.

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This set contains 8 multi-part plastic Empire Knights, which can be assembled as Reiksguard, Knights of the Blazing Sun, Knights Panther or Knights of the White Wolf, including options for a champion, standard bearer and musician.



Example of a Knight of the White Wolf

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9912020202 £18†, €30, 225dkr, 270skr/nkr

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Examples of Icons used on Chaos Space Marines as Personal Icons, which guide deep striking squads and allow Lesser Daemons to be summoned to battle.

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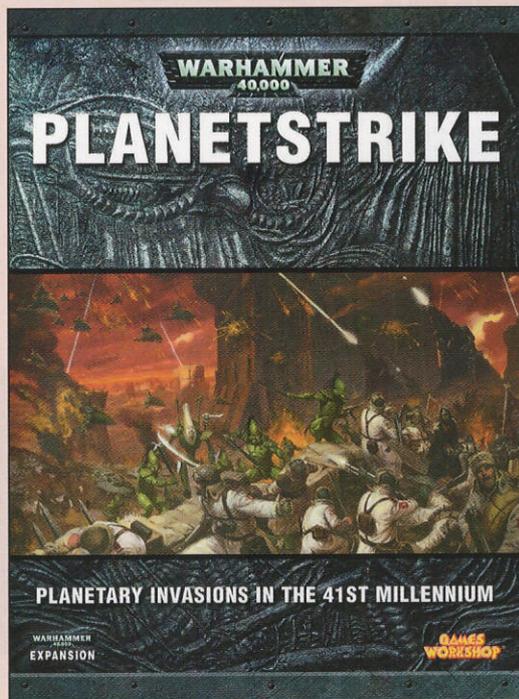
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- Skyshield Landing Pad
- Shrine of the Aquila

Released 18th of July

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2

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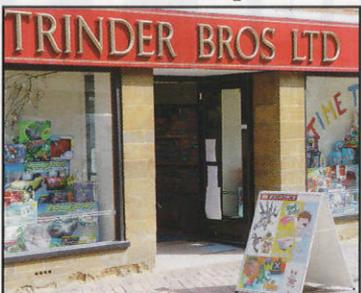
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4

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