

INSIDE: RULES AND BACKGROUND FOR NEW ELDAR NIGHT SPINNER

**GAMES
WORKSHOP**

WHITE DWARF

GAMES WORKSHOP'S MONTHLY MAGAZINE

WD366 June 2010

WARHAMMER
40,000

SPEARHEAD

In this issue: an exclusive new Expansion for fighting tank battles.

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A Saim-Hann Fire Prism spearheads an Eldar armoured assault against the Ultramarines.

EDITORIAL



Well, as Mark explained last month, I'm Andrew and I'll be your new editor. I think I've lucked out here, as it's a cracking issue to start with, packed full of all manner of rumbling tanks and fast skimmers, as well as an exclusive sneak peek of things to come.

Models-wise, there are a host of tanks out this month, and to accompany the new Eldar kit we've got the bestiary entry and rules for the Night Spinner penned by Robin Cruddace. As well as this, Robin has written us some new Apocalypse datasheets. Mat Ward has also been busy, writing the rules for the new miniatures released for The Lord of the Rings Strategy Battle Game last month, including the Dwimmerlaik. But perhaps most exciting of all is the fact that we've got a brand-new Expansion that we're giving exclusively to you, our loyal readers. Spearhead brings exciting tank battles in the 41st Millennium to your tabletop, allowing you to fight sweeping advances with daring Fire Prisms or valiant assaults with Leman Russ squadrons. Or, for that matter, throw your Baneblade into the meat grinder to chew up the enemy force.

This issue exemplifies one of the things that I've always loved about White Dwarf: that I revisit the articles again and again. Whether it was the reports of the Warhammer 40,000 Piscina campaign way back in issue 199, or the Apocalypse battle report in issue 351 featuring all those Stompas, all the way up to more recent articles like 'Eavy Metal's excellent Painting Faces series, which sits on my painting desk for easy reference to this very day. I've always gone back to the issues of White Dwarf in my collection. Issue 132 was my first issue of White Dwarf and I've still got it at home. It had Dark Elves on the cover and a guide to building your own Baneblade out of cardboard inside (I tried it myself and it wasn't terribly successful). Who'd have thought twenty years later I'd be editing that very same magazine, and be able to use a plastic Baneblade in my games of Warhammer 40,000, rather than my ropy old cardboard one?

Andrew Kenrick, Editor

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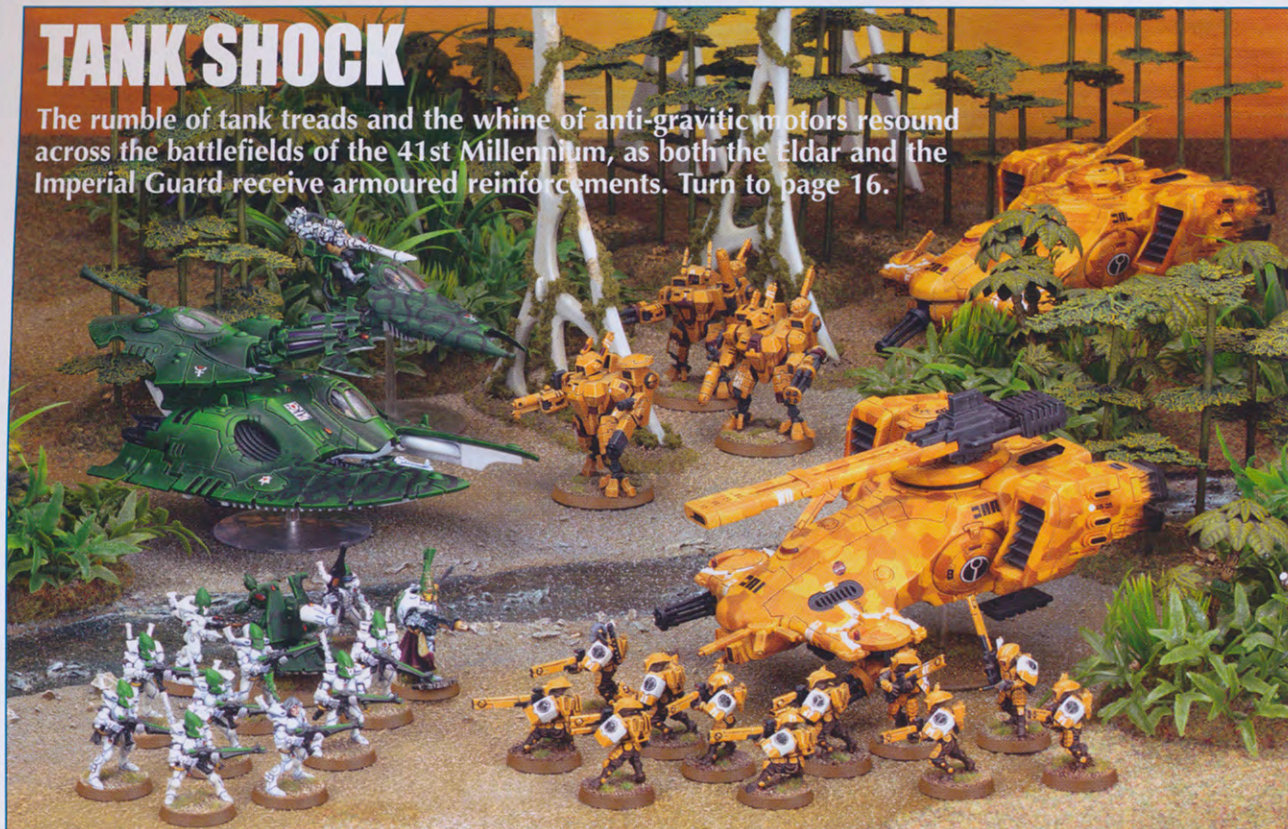
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TANK SHOCK

The rumble of tank treads and the whine of anti-gravitic motors resound across the battlefields of the 41st Millennium, as both the Eldar and the Imperial Guard receive armoured reinforcements. Turn to page 16.



FEATURES

16 TANK SHOCK

Adam Troke talks to Jes Goodwin, Dave Andrews and a host of other designers about the iconic tanks of 40K. We also present rules for the Eldar Night Spinner.

30 SPEARHEAD

Jervis introduces Spearhead, a new Warhammer 40,000 Expansion all about fighting huge tank battles, sweeping advances and armoured assaults.

40 LORD OF THE RINGS: REINFORCEMENTS

Mat Ward presents rules for using the Dwimmerlaik, Faramir, Mauhúr and Duinhir in the skirmish game.

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Andy Hall investigates rumours of something big coming out of the Studio next month.

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Son of Sanguinius Mat Ward offers a masterclass on winged assaults, furious charges and surgical strikes.

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The War on Dellerax saw some of the bloodiest tank battles the galaxy has ever seen, as the Eldar clashed with the Imperial Guard. Robin Cruddace tells all.

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Duncan Rhodes has been busy assembling Boar Boyz and Trolls all month. We take a look at what he's come up with so far.

90 MODELLING WORKSHOP: SPEARHEAD

With the release of Spearhead, we explore some of the many different ways to model and paint tank squadrons in your own armoured company.

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Graham Davey and Robin Cruddace go head-to-head in a huge Spearhead tank battle, pitting the grav-tanks of Saim-Hann against the heavy artillery of Knight Commander Pask.



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IMPERIAL GUARD

WARHAMMER 40,000

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The Leman Russ Battle Tank is the mainstay of the Imperial Guard. A steel-clad behemoth with a staggering arsenal, the Leman Russ exists only to destroy the enemies of Mankind.

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Product code: 99120105048
Designed by Tom Walton.

ON SALE JUNE 5TH



Full-colour frame
diagrams of this kit can
be found on page 19.

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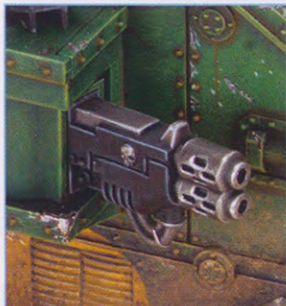
Eradicator nova cannon.



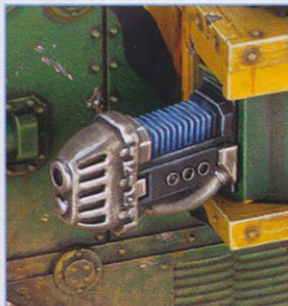
Vanquisher battle cannon.



Exterminator autocannon.



The sponson weapons are all push-fit and can be swapped between games.



This impressive weapon-filled kit contains all the parts you need to make a Leman Russ. The kit has all the options for hull and sponson-mounted weapons, giving you unfettered choice to build a tank that will best suit your games. The sponson weapons are also push-fit options, so you can paint them all and swap them out for other weapons on a game-by-game basis.

As well as the fearsome battle cannon, a formidable weapon capable of pulping infantry and vehicles alike, the kit also includes the Exterminator autocannon for tackling light vehicles and multiple targets, the Vanquisher battle cannon (a lethal anti-tank weapon) and the Eradicator nova cannon, against which cover offers no protection at all!

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NEW RELEASES

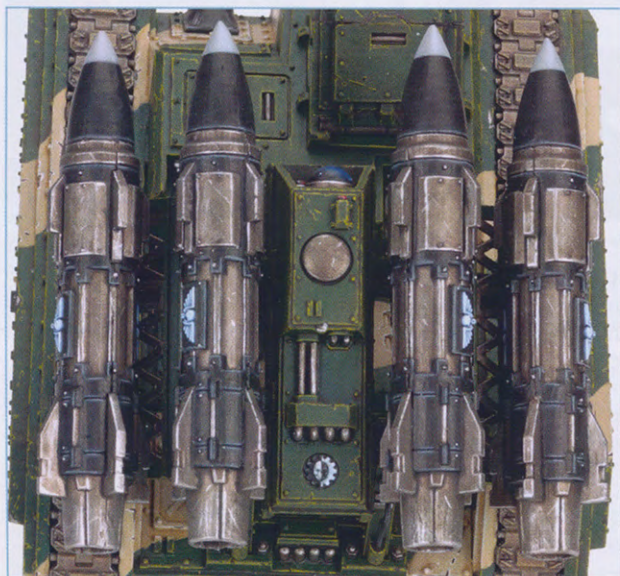
IMPERIAL GUARD MANTICORE/DEATHSTRIKE

Bringing the biggest, deadliest missile ever to the Warhammer 40,000 tabletop, the Manticore/Deathstrike kit is an artilleryist's delight. If pounding the enemy into oblivion before you launch your assault suits you, look no further.

MANTICORE ROCKET LAUNCHER



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Four Storm Eagle rockets, fully loaded and ready to launch.

The next step in long-range artillery, the Imperial Guard Manticore/Deathstrike kit contains a complete Manticore Rocket Launcher or Deathstrike Missile Launcher. The Manticore boasts four utterly lethal Storm Eagle rockets that deliver multiple explosive warheads onto the terrified heads of the enemy. The Deathstrike Missile Launcher fires the eponymous Deathstrike, a massive ballistic missile with staggering range and destructive might.

Cunning use of components by Dale Stringer means that either one of these earth-shatteringly powerful units can be built from the same multi-part plastic kit, giving two impressive and distinct options in one box set. Additionally the kit contains a heavily armoured crew compartment that can be sealed tight (to stop the crewman being burned alive as the rockets launch) and a choice of two Imperial Guard crew (including one with a bionic eye). Whether you're a hardened artilleryist or not, one thing is for sure: nobody can resist making whooshing noises when they're readying their Deathstrike missile to fire. You can find guides for painting Imperial Guard tanks on our website.

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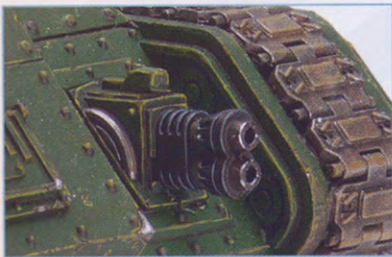
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“Either one of these earth-shatteringly powerful units can be built from the same multi-part plastic kit.”

IMPERIAL GUARD
MANTICORE/DEATHSTRIKE
Product code: 99120105049
Designed by Dale Stringer.

ON SALE JUNE 5TH

DEATHSTRIKE MISSILE LAUNCHER



Hull-mounted heavy flamer.



Imperial Guard crewman.

KNIGHT COMMANDER PASK



Knight Commander Pask is a hero of the Imperial Guard and a master of armoured warfare. This new miniature fits neatly into the cupola of any Lemman Russ tank, giving you plenty of choice as to which of your vehicles will benefit from his prodigious skills.

KNIGHT
COMMANDER PASK
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Designed by Matt Holland.

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ELDAR

ELDAR FIRE PRISM

Eldar players delight, the Fire Prism is back and badder than ever, with a gorgeous plastic kit that makes either the super-slinky new Fire Prism tank or the all-new Night Spinner with its deadly pair of doomweavers.



The kit includes crisply detailed clear plastic crystals.

FIRE PRISM

MULTI
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PLASTIC
KIT



The Fire Prism sacrifices transport space for high-powered energy cells.



The crystal modifies a small laser beam into a mighty blast.

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NIGHT SPINNER

Rules for the Night Spinner can be found on page 25.



It's not every month that we do something quite as exciting as release a kit that contains a new unit for an army. That's exactly what the Fire Prism kit does though. Not only does it enable Eldar collectors to build the Fire Prism, one of the foremost battle tanks, but it also contains the Night Spinner, available for the first time as an army list entry. The result of collaborative efforts between renowned Eldar designer (and sculpting legend) Jes Goodwin and the talented Tom Walton, the kit enables you to choose between these two striking tanks.

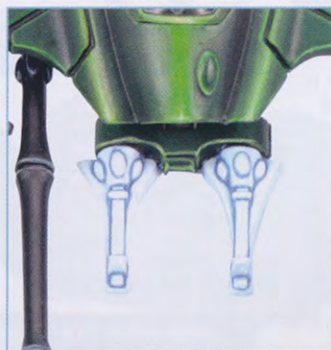
The Fire Prism is an iconic battle tank, armed with the super-powerful prism cannon, capable of devastating infantry formations and blasting holes through enemy vehicles. The sleek turret, sharp clear plastic crystals and long, deadly-looking prism cannon give a menacing appearance to the familiar silhouette of an Eldar grav tank.

In contrast to the direct brutality of the Fire Prism, the Night Spinner possesses a subtle lethality. This mobile artillery piece is armed with twin-linked doomweaver cannons, which fire a web of monofilament mesh high into the air to float down on its victims where its razor-sharp strands sever limbs and shear weapons from vehicles. You can find painting guides for Eldar vehicles on our website:

www.games-workshop.com



The doomweaver cannons hurl a web of lethal monofilament wire.



Twin-linked shuriken catapults.

ELDAR FIRE PRISM

Product code: 99120104029
Designed by Jes Goodwin and Tom Walton.

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NEW RELEASES

ELDAR SUPPORT WEAPON

Continuing the theme of long-range Eldar firepower, the new Eldar Support Weapon kit gives the foot-sloggers some very welcome fire support. Enemies of the Craftworlds beware.



**MULTI
PART
PLASTIC
KIT**

ELDAR SUPPORT WEAPON
Product code: 99120104028
Designed by Colin Grayson
and Dale Stringer.

ON SALE JUNE 5TH

The Eldar Support Weapon kit brings some serious firepower to the ranks of the Eldar army. A formidable artillery piece that can be fielded alone or in batteries of up to three, the Support Weapon mounts one of three powerful weapons.

The D-cannon tears a hole in the fabric of reality to rip its target apart while the shadow weaver casts a mesh of razor-sharp wire onto its foes, slaughtering the unwary in a cloud of monofilament wire. The vibro cannon unleashes a resonant wave that uses ultra-sonic force to destroy its target.

The kit includes a support weapon and two Eldar Guardian crew. One of the great innovations of this new kit is that all three of the weapons have a clever push fit connection, so they can be swapped out to give you maximum choice for your games.



D-cannon.



Shadow weaver.



Vibro cannon.

SQUADRON COMMAND FRAME

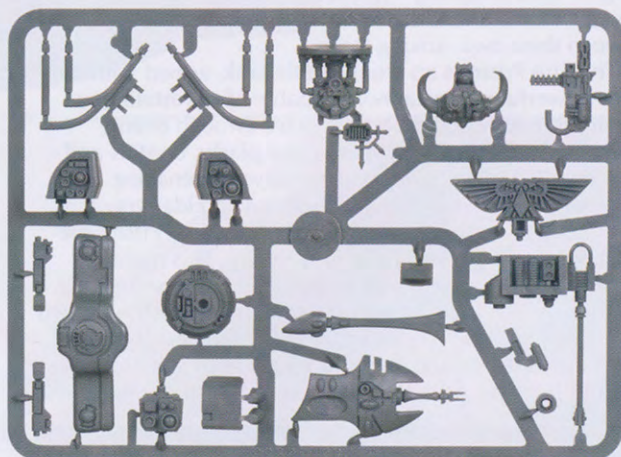
Packed with handy accessories to detail your vehicles for Warhammer 40,000 – the Squadron Command Frame is perfect for helping mark out tanks in your force as squadron leaders or tank aces. Whether you're building a specific formation for Apocalypse, looking to denote the members of a spearhead or just add an extra touch to your favourite tank, the kit is full of useful bits and bobs to help you out.



Wherever you see this symbol, that product is only available to order. See page 118 for details.

**SQUADRON
COMMAND FRAME**
Product code: 99080199005
Designed by the
Citadel Design Team.

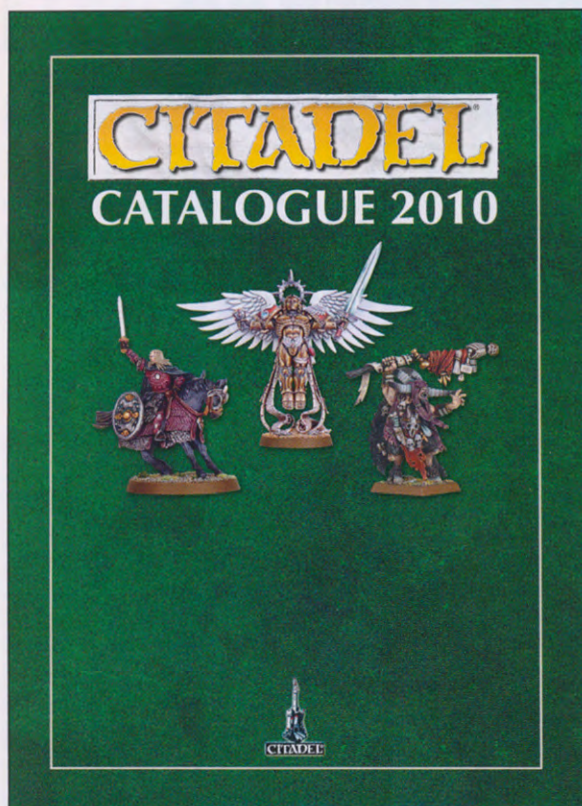
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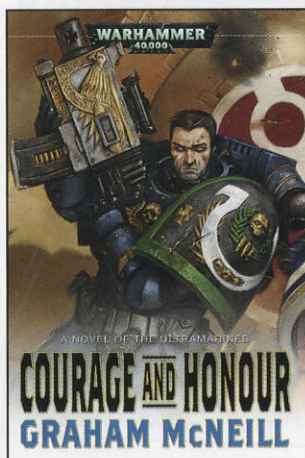
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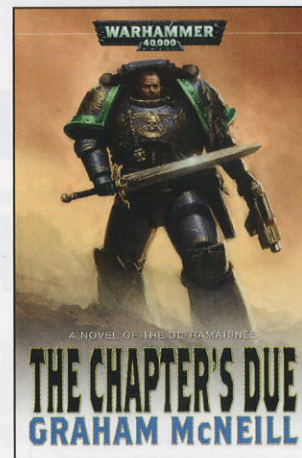
COURAGE AND HONOUR

By Graham McNeill

ISBN: 978-1-84416-722-7

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CHAPTER'S DUE



Having defeated the forces of the Tau on the planet of Pavonis, Captain Uriel Ventris and his warriors return to Macragge. War is unending in the life of a Space Marine, however, and soon Ventris finds himself thrust back into battle once more. But this time, the Ultramarines are fighting against their nemesis – the Iron Warriors, led by renegade Warsmith Honsou.

THE CHAPTER'S DUE

By Graham McNeill

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£17.99, €25, 180dkr, 220skr/nkr

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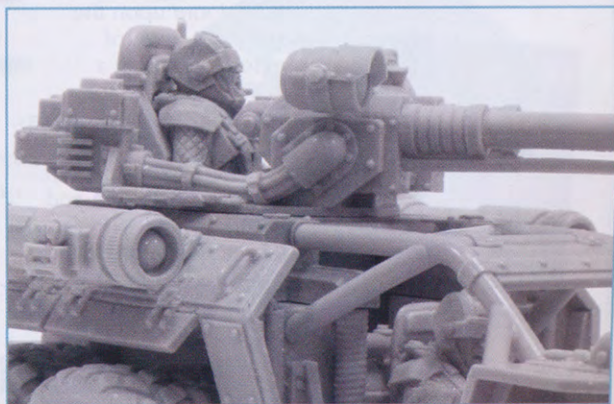
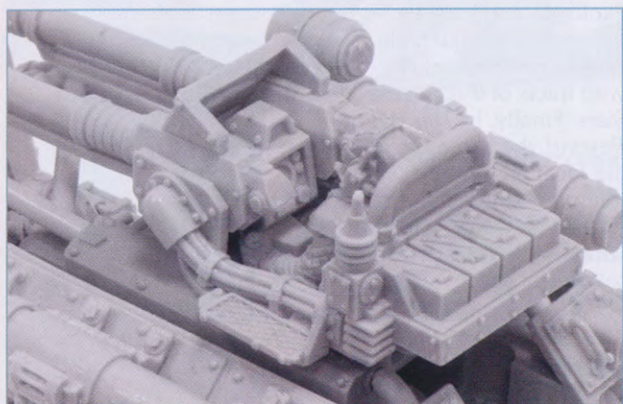
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ELYSIAN TAUROS VENATOR

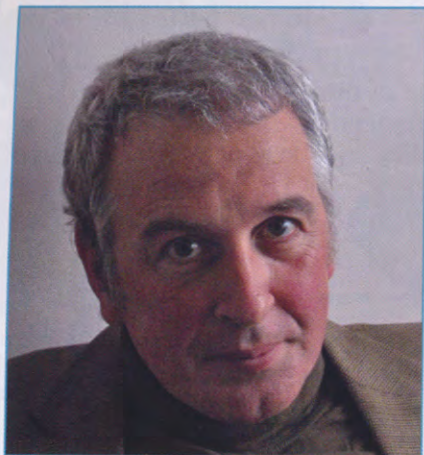
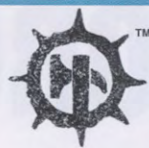
The Tauros Venator is a fast reconnaissance vehicle for Elysian Drop Troops. The vehicle comes with the option of turret-armed lascannons or multilasers and can mount up to two hunter-killer missiles.

This model was designed by Will Hayes, crew by Simon Egan.



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LONG LIVE THE KING



WARHAMMER

Black Library are delighted to announce the return of best-selling fantasy writer William King.

News like this doesn't come all that often – and when it does it's normally heralded by a peal of thunder or the clarion call of a thousand trumpets. Here in the White Dwarf bunker, it was declared by an excited Adam Troke running around shouting for joy.

William King, renowned author of the *Gotrek and Felix* novels, as well as the *Ragnar Blackmane Space Wolves* novels, is returning to the hallowed halls of the Black Library, this time to write a trilogy based on the two most famous of all High Elves – Tyrion and Teclis.

For us in White Dwarf, this is amazingly exciting news! Many fans will remember the first time they read the fantastic stories in one of our army books or codexes by Mr King, so we're rightly thrilled to see exactly what the future holds for Tyrion and Teclis.

For more details, visit the Black Library website:

www.blacklibrary.com

Invaders from Afar

The tournaments that we hold here in Warhammer World have always attracted enthusiastic hobbyists from around the UK, and occasionally further afield.

In January Warhammer World played host to the Grand Tournament for The Lord of the Rings Strategy Battle Game. Amongst the competitors were not just White Dwarf's own Adam Troke and Christian Byrne – but also a host of gamers from around the globe. Determined to document such dedication in the service of gaming, Adam gathered the players who had travelled the furthest to the tournament for a mugshot.



Adam stands among the furthest-travelled players. Left to right: Hörður Bardal Bjarnason (Iceland), Adam Troke, Wojciech Filipowicz (Poland), Mikolaj Bakalarz (Poland) and Tim Hixon (USA).

WFRP: The Gathering Storm

In *The Gathering Storm*, an exciting new campaign for Warhammer Fantasy Roleplay, the heroes find themselves caught up in a furious storm of events while visiting a backwater town in the middle of the Reikland.

Ancient secrets threaten to stir a long dormant evil and rain doom upon the unsuspecting town of Stromdorf. Featuring a complete campaign for Warhammer Fantasy Roleplay, this box set includes handouts, new cards, a full colour campaign book and much more besides. In fact, it has all the adventure your players will be able to handle.



Rogue Trader: Lure of the Expanse

Lure of the Expanse is a supplement for *Rogue Trader*, set amongst the unexplored stars beyond the Imperium.

In *The Eye of the Needle*, your Explorers will travel to the perilous port of Footfall to learn of a dark prophecy of long-lost riches. In *The Heathen Trail*, the Explorers find themselves on the path of uncountable riches... but they must cross the wild tracts of the Heathen Stars. Finally, in *The World Beyond*, the Explorers discover the location of the legendary treasure world. Glory awaits those with the courage to venture into the farthest reaches of space!



www.fantasyflightgames.com

NEW STORES OPENING

Continuing the great work of last year, we're opening even more Hobby Centres in places near you, as we strive to make the hobby more accessible.

Back in White Dwarf 364 we proudly showcased the ten new stores that opened in 2009. Well, as promised, we're doing it all over again in 2010 starting with the brand new Angel Islington Hobby Centre, which opened in London in April amid a fanfare of balloons, streamers and cake (it's become tradition!).

GW Angel Islington is but the first of many new stores that we'll be opening across the UK in the coming year, with at least another two Hobby Centres planned for the London area alone.

For all the latest news and information about the new Hobby Centres, together with full details of your local Games Workshop store, check out the online Store Finder.

www.games-workshop.com



GAMES WORKSHOP SUMMER OF WAR

WARHAMMER
40,000

WARHAMMER

THE
LORD OF THE RINGS
STRATEGY BATTLE GAME

As the cold of winter fades into memory and the hot weather returns, it's time to turn your attention to the summer months and the aptly named Summer of War.

Throughout June, July and August all Games Workshop stores will be running games, masterclasses workshops, and hobby activities as part of this year's Summer of War. Attend enough of these activities and you too can become a Lord of War.

All the activities on offer will be keyed to the times of your local school holidays and designed for you by the staff of your local Games Workshop. So, get down to your local store now and find out what they have planned and how you can become a Lord of War!



SCHOOL LEAGUE NATIONAL FINAL

Congratulations to all of you who competed in the School League Regional Finals back in March and made it through to the National Final. As you read this there are but a few short weeks until the big day in which to play practise games and make any last-minute roster changes.

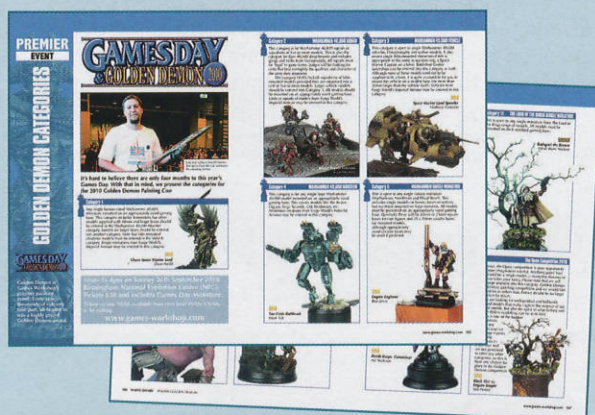
Don't forget, the very best place to get as much help and advice with your armies as possible is your local Hobby Centre, so be sure to pop in before you make your way to Warhammer World on 30th June.



GAMESDAY & GOLDEN DEMON 2010

Golden Demon Categories for 2010

Games Day draws ever closer and with it, the greatest miniatures painting competition in the world. To give you as much time as possible, this issue of White Dwarf contains the Golden Demon category information for the 2010 competition – turn to page 104 for all the details.



THRONE OF SKULLS

WARHAMMER
40,000

WARHAMMER

WAR OF THE RING

A New Year, A New Throne

The Throne of Skulls Grand Tournaments are one of the highlights of the gaming calendar, offering an unrivalled opportunity to play your favourite game, meet up with fellow enthusiasts, and generally immerse yourself in the hobby for a few days.

This year's tournaments have a brand-new format that focuses on playing enjoyable games with a wide range of different armies. Developed with the assistance of Design Studio veteran Jervis Johnson, the forthcoming tournament season promises to be one to remember!

Tickets for this year's Throne of Skulls Grand Tournaments go on sale on 12th July. They are likely to sell out very quickly, and we recommend you book your place in the gaming events of the year as soon as tickets become available.

For more information visit the Games Workshop website.

www.games-workshop.com



WEB LORE

Adam Troke: There's so much great content to be added to our website this month that it's hard to know where to start! We're uploading PDFs with more rules for Spearhead and codexes for Witch Hunters and Daemonhunters, as well as great painting and assembly articles for the new releases. Of course, that's not all – in fact there's far more than this little box allows. Just look below for a taster of what else you can expect.

The Spearhead Arrives

All the rules for the different spearhead formations are online to download this month, containing twelve different spearheads such as the Armoured Spearhead and Crusher Spearhead. Combined with this month's White Dwarf, you'll have everything you need for endless hours of armoured warfare.



Forces of the Imperium rejoice!

Go and register on the Games Workshop website to access the archive of PDF articles, including two massive downloads in the form of Codex: Daemonhunters and Codex: Witch Hunters. The downloads contain full rules for using the Daemonhunters and Witch Hunters armies in your games of Warhammer 40,000. Registration is quick, easy and entirely free.



Also on the Web...

The tech-adepts downstairs reliably inform us that the internet is unlimited and doesn't run out of space. Not that such wisdom stops us from trying. This month there are plenty of new articles for you to sink your teeth into:

- New Apocalypse datasheets.
- Eldar Fire Prism/Night Spinner assembly.
- Imperial Guard tank painting.
- Spearhead Getting Started guide.
- Eldar Support Weapon painting guide.

Astronomican

The Astronomican is the place to find all the latest articles that have been uploaded on the Games Workshop website. Whenever we stick up a new feature, you'll find it there. This month you'll find a swathe of Spearhead-related articles as well as painting guides, tactics and more. So, next time you're online, make sure you click the link to the Astronomican and immerse yourself in some hobby joy!



Tankbusting Bonanza

With all the tank-oriented madness taking place this month, we thought it might be a good idea to look at what's good at taking down the armoured behemoths on the battlefields. Expect dirty tactics, useful tips and all the anti-armour wisdom we can provide in this essential tank hunting article.



www.games-workshop.com

WARHAMMER
40,000

TANK SHOCK



This month the White Dwarf bunker is abuzz with the armoured madness of the 41st Millennium. We hurl tank ace Adam Troke into the breach to bring us the full details.

Tanks are an integral part of Warhammer 40,000 – they're an iconic part of the background and they play a crucial role upon the tabletop. Over the years the tanks in our range have become as instantly recognisable as their infantry counterparts. So, with a raftload of kits out this month and Spearhead gracing the pages of White Dwarf, this feature is dedicated to the armoured behemoths of the 41st Millennium, focusing on the new Eldar and Imperial Guard tanks.

Now, the Studio is literally filled with designers, artists, writers and sculptors who have helped to forge the shape and imagery of the Warhammer 40,000 universe, so I set off around the Studio with my trusty black book and a handful of scribbling sticks, intent on plundering some of these fertile minds. My first port of call (as it often is for the gathering of hobby-related knowledge) was Dave Andrews. Dave has done it all here in the Studio: he's been a miniatures designer, written rules and background and helped to drive forwards our miniatures, imagery and ideas for well over two decades. There are few better people to speak to when you're looking to understand our universes.

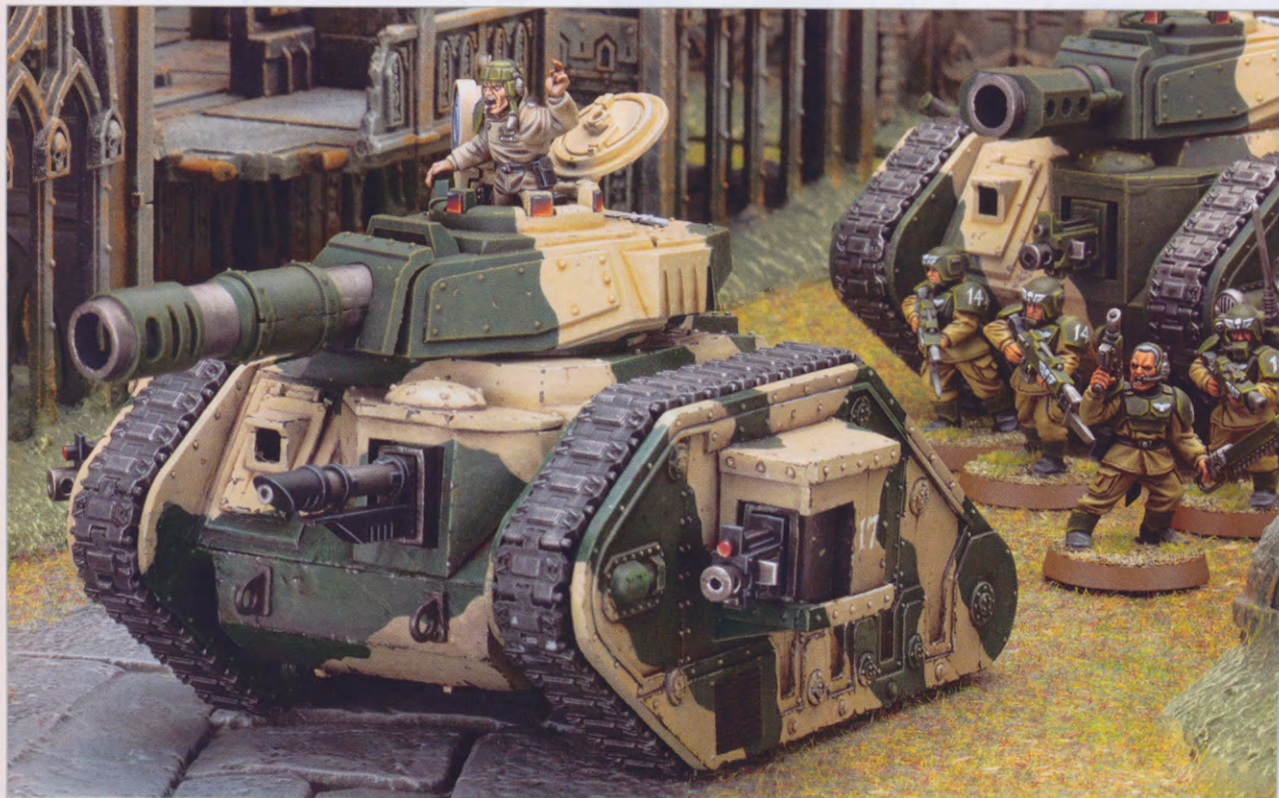
'What's interesting about the tanks of the 41st Millennium,' Dave says, leaning back in his chair and pointing to a nearby

Leman Russ, 'is that they're science fiction vehicles, but unlike any you'll see elsewhere. Take the Imperial Guard tanks. In truth they share more in common with a tank from the interwar period of the 20th Century than they do a modern battle tank or anything "futuristic". They have curiously misshapen hulls, riveted armour plates and absolutely no aesthetic concession to the technological advances we have nowadays. Imperial Guard tanks don't even have proper, sloped armour, and that's quite deliberate. Their design spawns from the thought process of what a fundamentally "backwards" tank would look like 38,000 years in the future in a place where technological understanding has collapsed and innovation is outlawed. The Imperium is archaic and backwards, clinging to the remnants of incredible technologies such as plasma cannons and las-weapons. The image is so exciting and unusual because these misunderstood innovations are embedded in fighting vehicles that make a modern tank look like a technical marvel.'

Dave's insight into the mindset of the tanks of the Imperial Guard naturally led

“I have to admit I ended up feeling a bit like a tech-magos.”

continued on page 22...



The LEMAN RUSS



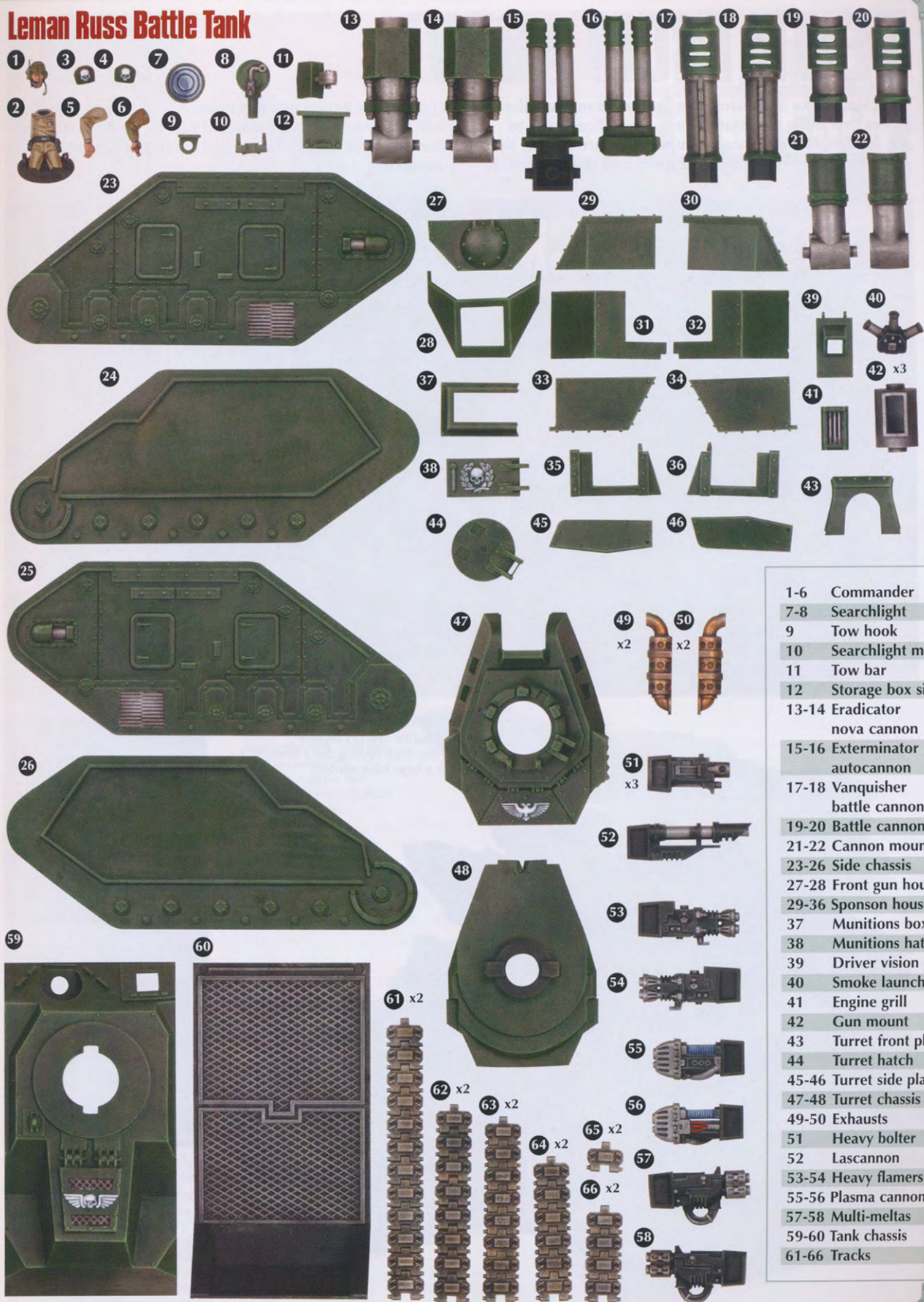
The Leman Russ is perhaps the best-known and most widely used fighting vehicle in the 41st Millennium – the mainstay of the Imperial Guard armies and the benchmark for heavily armed and armoured tanks across the whole galaxy. So durable is the Leman Russ hull that it has been put to use as the chassis for a huge

number of variants that serve in regiments of the Imperial Guard – from the Exterminator with its fearsome anti-infantry weaponry to the Vanquisher and its long-range tank-killing cannon. What all Leman Russ variants have in common is an extraordinary firepower and steadfast durability.

While the Leman Russ Battle Tank can be seen as standard, or even ubiquitous, there's nothing 'average' about it. Front armour 14, a range 72" (Strength 8) battle cannon and ferocious hull and sponson armament... It's a true king of the battlefield.



Leman Russ Battle Tank



- 1-6 Commander
- 7-8 Searchlight
- 9 Tow hook
- 10 Searchlight mount
- 11 Tow bar
- 12 Storage box side
- 13-14 Eradicator nova cannon
- 15-16 Exterminator autocannon
- 17-18 Vanquisher battle cannon
- 19-20 Battle cannon
- 21-22 Cannon mount
- 23-26 Side chassis
- 27-28 Front gun housing
- 29-36 Sponson housing
- 37 Munitions box
- 38 Munitions hatch
- 39 Driver vision port
- 40 Smoke launcher
- 41 Engine grill
- 42 Gun mount
- 43 Turret front plate
- 44 Turret hatch
- 45-46 Turret side plates
- 47-48 Turret chassis
- 49-50 Exhausts
- 51 Heavy bolter
- 52 Lascannon
- 53-54 Heavy flamers
- 55-56 Plasma cannons
- 57-58 Multi-meltas
- 59-60 Tank chassis
- 61-66 Tracks

DEATH FROM ABOVE

The Deathstrike and Manticore are long-range artillery pieces that bring devastating long-range firepower to any battlefield. To the eager Imperial Guard player, they present unequalled destructive force and the delightful

opportunity to fire massive missiles and rockets right into the heart of your opponent's force. To their foe, they offer a must-kill target and a nagging sense of impending doom.

MANTICORE ROCKET LAUNCHER



The Manticore fires Storm Eagle rockets. These separate into D3 smaller projectiles, each dealing out a Strength 9 hit with a large blast marker.



The Manticore Rocket Launcher is armed with a formidable battery of Storm Eagle rockets and serves as a deadly long-range artillery piece. As it howls towards its target, each Storm Eagle disperses into a number of smaller projectiles, effectively blanket bombing the target with a cluster of high explosive warheads.

DEATHSTRIKE MISSILE LAUNCHER



The Deathstrike missile is the deadliest weapon in the Imperial Guard Codex (by a long way). When it hits it inflicts a blast that is D3+3" in radius! At Strength 10 and AP 1, it's utterly (insanely) destructive. Oh, and any vehicles under the template suffer a full-strength hit, not just those under the centre.



Boasting the largest missile you're likely to unleash on your enemies, the Deathstrike Missile Launcher is a stunningly dangerous vehicle. Because of the inescapable complications involved in firing such a colossal missile, and the size of the projectile in question, the Deathstrike missile is not a rapid-reaction weapon. This is more than compensated for by the likelihood that anything caught in the colossal blast of a Deathstrike missile is likely to perish as the explosion tears through armour, flesh and cover alike.



ICONIC TANKS TAU EMPIRE

The undeniable efficacy of tanks used by the Tau Empire have garnered them an even balance of fear and respect amongst enemy commanders across the whole of the Eastern Fringe. With advanced anti-gravity engines their vehicles float effortlessly across the battlefield, supporting the advance of the Fire Warriors.

The three key armoured vehicles in the Tau army are the Hammerhead, Devilfish and Skyray and each fulfils a distinct combat role. The Hammerhead is the main battle tank, capable of devastating any target, while the Skyray operates in a long-range support role and the Devilfish serves as the principal troop transport.



COMMANDER PASK

Few Imperial Guard tank commanders have gained the reputation and renown of Knight Commander Pask. Schooled amongst the expert tank corps of Cadia, Pask possesses an undeniable flair for mechanised warfare. His accolades include destroying the Traitor Titan *Damnation Eternus*, claiming the life of Bethidas of the Bloodmind and driving back the Eldar assault on Dellerax. There is little that Knight Commander Pask cannot achieve when at the controls of a Leman Russ Battle Tank.



...continued from page 17

me to the talented folks who have produced the new Leman Russ, Manticore and Deathstrike kits – Tom Walton and Dale Stringer.

'Designing the new Leman Russ kit was an exercise in re-engineering,' Tom explains. 'We wanted to add to the Leman Russ kit and give it additional weapon options; not just for the Leman Russ Battle Tank, but also for the other variants, the Vanquisher, Eradicator and Exterminator.'

'I have to admit I ended up feeling a bit like a tech-magos,' Tom says with a grin. 'For several weeks my life became all about interchangeability as I fiddled around making sure every piece fitted perfectly and that the design of these variants was totally consistent with the Leman Russ Demolisher kit.'

While the new Leman Russ is a refresh of a well-known and loved kit, the Manticore/Deathstrike kit is something completely new.

'Right back when we were doing the initial designs for a Manticore, we knew we wanted to include the Deathstrike too,' Dale Stringer, designer of the new kit explains. 'So I had to fight a two-sided battle, making sure that the parts fitted onto the frames and that the mobile missile launchers looked quintessentially 40K.' The result is a kit that definitely looks the part,

with loads of bits on the frames that produce a vehicle that has a very distinct appearance from the standard Chimera chassis. 'Oh, and the missile rack is poseable,' Dale adds. 'Build it right and your vehicle will be crying out for "missile launch in five, four" style countdowns. Booming voice not included.'

Alongside the new Imperial Guard tanks this month ghosts the slinky new Eldar Fire Prism kit. A radical remodelling of the original plastic Eldar Fire Prism, the new model is the handiwork of miniatures designer Tom Walton – clearly Tom has had a busy few months lately, what with doing the lion's share of the work on the Leman Russ kit too. I quizzed Tom as to what he had altered and added to the Fire Prism, and why.

'Well, it's a fully fledged redesign,' Tom says, picking up the Fire Prism on his desk and pointing at the prism cannon with his stylus. 'The Fire Prism is still built upon the sturdy and reliable chassis of the Falcon in the same way as the Eldar Wave Serpent and, just like the Wave Serpent kit, it adds a host of new options. The Fire Prism looks longer and sleeker than its cousins – in essence the new elements that I've added transform the iconic shape of the Falcon grav-tank into something totally new. The most obvious innovation to the Fire Prism

ICONIC TANKS ORKS

For any Ork Warboss a Battlewagon is a much-envied prestige symbol. An Ork Battlewagon is a vast brute of a tank, an armour-clad war engine capable of ploughing straight through enemy positions to deliver a mob of

howling Boyz right into the heart of the action. Of course, it's not without a significant arsenal either, boasting enough guns to blow serious chunks out of the enemy as you zoom into attack position.



is the main gun itself – the prism cannon. It's much longer to start with, and advances in what we can do with clear plastic have enabled us to make the crystal component sharper and more dangerous-looking than ever. Jes Goodwin and I conspired to make sure we were changing a long-established image for something new, but that still looked and felt right.'

Of course no investigation into the vehicles of the Eldar craftworlds could be complete without speaking to the mastermind behind so much of the Eldar imagery and miniatures range. Thankfully, Jes was more than forthcoming when we sat down in the Studio's 'comfy area' to discuss the new vehicles.

'The shape and appearance of the Eldar tanks was established years ago,' Jes points out, flipping through a folder filled with carefully organised illustrations and pointing out sketches that help to demonstrate his point. 'Our first Eldar vehicles for Warhammer 40,000 were the Jetbike and Vyper, and the design principles that you can see within the Eldar range now were conceived right back in the mid-1990s. Way back then, we established that original identity based on ergonomic designs and complex curves.

You can see these shapes and themes in all Eldar vehicles, from the War Walkers and the new Support Weapons through to the super-heavy Scorpion made by Forge World and the Eldar tanks for Epic 40,000. Hoary veterans might recall that the original grav-tanks in Space Marine (the predecessor to Epic 40,000 and Epic Armageddon) were wedge shaped; well all that changed when the Jetbikes, Vyper and Falcon emerged. The distinctive hulls of these three vehicles and the sleek, graceful aesthetic has defined what has followed.'

Jes' explanation of this genesis certainly strikes a chord with me – I recall seeing all the new miniatures emerging each month in White Dwarf and the excitement it generated amongst my own fledgling gaming group at the time. Seeing how carefully planned and coordinated it all was is quite illuminating.

'Although I pioneered the imagery and designs for all of those Eldar vehicles, what's happened since has been a very collaborative process,' Jes adds. 'I may have done the initial sketch or made a mock-up, but one of the other miniatures designers, like Tom, will pick up that ball and run with it. Then we'll end up poring over the design as it evolves, deciding just

continued on page 27...



THE SWORDWIND

The grav-tanks of the Eldar Craftworlds are graceful and deadly skimmers, a far cry from the lumbering and clumsy technologies of the Imperium and other races. Powered by arcane technologies that reveal the crude anti-grav generators found in Imperial vehicles, Eldar vehicles are capable of an agility and precision that other races can only dream of.

The sweeping hulls of the Eldar vehicles also conceal an astonishingly resilience to damage. As durable as metal armour many times thicker, the wraithbone hull of an Eldar vehicle is nonetheless considerably lighter. Onto these robust frames, the Eldar attach their most ferocious armaments, producing battle tanks that can humble the lesser races.

Fire Prism



Toting the powerful prism cannon, the Eldar Fire Prism is a battle tank capable of tackling both infantry and armoured targets. The prism cannon can be fired as either a tightly focused beam or a dispersed shot capable of slaying whole squads. For maximum effect, Fire Prisms can channel their firepower through the prismatic lens of another vehicle, combining the force of their shots to make a single, ultra-destructive shot.



OFFICIAL

NIGHT SPINNER

The doomweaver's monofilament mesh can shear through any substance, drawn inexorably earthward by gravity. Models hit suffer a Strength 6 hit (with AP-). Perhaps the deadliest aspect, however, is that the attack is also Rending, posing a deadly risk to both infantry and vehicles alike!



The Night Spinner is unique amongst artillery vehicles. It does not fire crude explosive shells like the guns of lesser races, but instead utilises a far more subtle and elegant means of delivering death from afar. The Night Spinner grav-tank mounts a doomweaver atop its sleek chassis, a weapon that spins threads of monofilament wire into a lethal web that is launched high into the air. This substance is incredibly thin, and yet so strong that nothing can stop its inexorable descent towards its victims. Indeed, the threads are known amongst the Eldar as the Chain of Vault, named after the unbreakable bonds of legend.

Anyone or anything unfortunate enough to lie under a Night Spinner's ghostly web will be shredded by the simple action of gravity drawing the cords downwards. The strands can even cut through steel, so vehicles caught by the web are likely to be snared and damaged, if not destroyed. It is not uncommon for the monofilament threads to shear clean through turrets and weapon barrels; after a while, a Night Spinner's web will settle down into a solid blanket that can be safely traversed but, until it does so, it acts as a deadly barrier that can dissect anyone attempting to move through it.

Armour

| | BS | Front | Side | Rear | Type |
|---------------|----|-------|------|------|---------------------|
| Night Spinner | 3 | 12 | 12 | 10 | Tank, Fast, Skimmer |

WARGEAR

Doomweaver: A doomweaver projects a web of monofilament wire over a wide area. Each volley will contain hundreds, if not thousands of miles of the deadly threads, and as the wire-net falls earthwards it effortlessly slices through any victims caught beneath it. A doomweaver has the following profile:

| Range | Strength | AP | Type |
|--------|----------|----|---|
| 12-72" | 6 | - | Heavy 1, Barrage, Large Blast, Rending, Monofilament Web* |

*After firing a doomweaver, place a coin or other suitable marker next to any unit hit. The next time these units move (for whatever reason) they count as being in both difficult and dangerous terrain. Remove the marker from a unit after it has completed its movement.

HEAVY SUPPORT

NIGHT SPINNER 115 POINTS

Unit Type:

- Vehicle
(Tank, Fast, Skimmer)

Wargear:

- Twin-linked doomweaver
- Twin-linked shuriken catapults.

OPTIONS:

- May upgrade twin-linked shuriken catapults to:
- Shuriken cannon 10 points
- May take any of the following:
- Vectored engines 20 points
- Star engines 15 points
- Holo-fields 35 points
- Spirit stones 10 points

ICONIC TANKS SPACE MARINES

As a force that must move fast and strike hard, the Space Marines rely on tanks and armoured fighting vehicles to give them an essential combat edge in their defence of the Imperium. Although the Adeptus Astartes have many vehicles at their disposal, from the sturdy Vindicator siege tank to the versatile Predator battle tank, the Land Raider is probably the best known and most instantly recognisable vehicle in the entire galaxy – a lethal fighting machine, a high-impervious troop transporter and a powerful

symbol of the might of the Adeptus Astartes. Capable of surviving the hard vacuum of space, weather a storm of enemy firepower and triumph against any weapon the foe might possess, Land Raiders are the vehicle of choice for Space Marine commanders and other important Imperial agents across the length of the Imperium. Indeed, even Marneus Calgar, Chapter Master of the Ultramarines, rides to battle within *Maximus*, an ornately decorated Land Raider with a long and honourable history.



ICONIC TANKS The Baneblade

The imposing bulk of the Baneblade super-heavy tank has reduced many an enemy general to a quivering wreck. With a gobsmacking array of weapons, ranging from a lowly heavy stubber to six heavy bolters, two lascannons, a demolisher cannon and a Baneblade cannon (with co-axial autocannon) it's as destructive as a heavy weapons platoon. Add to this three structure points and a seriously intimidating armour value and you've got one heck of a tough customer – realistically, few tanks are as good as *one third* of a Baneblade.



continued from page 23...

how we can improve it. It's all about getting everyone who is working on the project together, sharing the best ideas and producing something that makes us stop and say wow. Having these talented designers who can use state-of-the-art technology to improve our miniatures is excellent. We can sit and look at a 90% complete vehicle and make a tweak to it without completely destroying weeks of work if it looks awful. It frees us up to be more specific with our designs and to challenge our concepts. Take the Fire Prism's main gun, for example; the Fire Prism is a main battle tank, halfway between the Falcon and the Scorpion, and I wanted to revisit our original design with a longer-barrelled cannon that is synonymous with battle tanks. Tom cooked up some ideas digitally, and I drew all over them. We then sat down and refined the ideas until we were both completely satisfied, adding a reshaped turret, extra hull pieces and a new targetting array. The finished tank is really quite special.'

Of course, the new Fire Prism is only half the story, after all the kit also contains the parts to make a Night Spinner artillery tank. In terms of the strength of the imagery

of the 41st Millennium, the Night Spinner is an utterly brilliant concept, something that is quintessentially Eldar and very, very alien. Amidst the firestorm of tank shells, laser lances and the smouldering wrecks of vehicles the Night Spinner hurls a soft and silent cloud of monofilament into the enemy. Practically invisible but incredibly strong, the gossamer strands fired by the Night Spinner descend on their victims, slicing apart the unwary and entrapping any survivors in a strong and deadly web.

The shape of the doomweaver cannons is a deliberate nod to the Warp Spiders' deathspinners. 'They operate in a similar way in the game,' Tom Walton points out, 'so we made sure that they shared similar qualities. That seems like the Eldar way after all. The shuriken pistol, catapult and cannon all resemble one another, so we applied the same considerations.'

The inclusion of the Night Spinner within the Fire Prism box set is quite a coup that's causing a great deal of excitement in the Studio. It's a vehicle that doesn't reside within a Codex, so we get to include the rules here in White Dwarf – and that opens up a world of possibility for releases in the future.

Sergeant Chronus

Brother-Sergeant Chronus is the Spear of Macragge, the foremost practitioner of armoured warfare amongst the Ultramarines. A master of mechanised combat, Chronus has a long and distinguished service record that includes hundreds of confirmed kills against all manner of tank-class targets.



MECHANISED FURY



SPEARHEAD IN-STORE THIS MONTH

With the rumble of steel tank treads and the hum of gravitic engines, Spearhead, the latest expansion for Warhammer 40,000 strikes deep into your local store. Accompanied by a deluge of deadly new tanks, your games of 40K will never be the same as entire tank columns join battle...

The forge factories go into overdrive

There is no shortage of tanks in the 41st millennium. For loads of great expert advice on how to assemble your engines of war and how to convert stunning command vehicles, just pop into your local store.

Marked for greatness

From camouflage and squadron designations to tribal markings and alien runic patterns, our staff can show you how to make your tanks look awesome!

Tank Ace academy

Any new expansion brings with it a host of battlefield tactics and strategies to be exploited. Have a chat with the guys in your store to find out how you can get the upper hand in your games of Spearhead.

Start your engines!

With your columns of tanks primed and ready, all that remains is to gun those engines! Join us in store as we set tank against tank in a series of cataclysmic battles.

RING YOUR LOCAL STORE FOR DETAILS!

www.games-workshop.com



WARHAMMER
40,000

OFFICIAL

SPEARHEAD

WARHAMMER
40,000
EXPANSION

Prepare yourself, for no other style of warfare in the 41st Millennium can compare to the brutal devastation of a full-scale armoured assault. Jervis Johnson presents a new Expansion for Warhammer 40,000, exclusive to White Dwarf.



This month we've got something quite special – an exclusive new Expansion for Warhammer 40,000. Spearhead allows you to fight huge tank battles of the 41st Millennium, bringing the devastation wrought when two armoured companies clash to your tabletop. Spearhead has it all, from daring flank attacks to brave armoured assaults into the heart of the enemy battleline.

Armoured Onslaught

When opposing armoured columns clash, the battles are devastating and bloody. Such encounters are marked by squadrons of tanks, thunderous artillery support and sleek schools of skimmers. Elite tank formations are deployed to spearhead the attack. Waves of armoured vehicles unleash hell upon one another. In the midst of this mechanised madness, troops dash for cover, although it offers scant protection against such an array of prodigious firepower.

To an infantryman this is not a battlefield; it is a slaughtering ground, little more than a killing field. They soon learn to fear the grinding clank of metal tracks, the deep thrumming of massed grav-tanks, or the high-pitched whine of straining jetbike engines.

Spearhead Formations

In a Spearhead battle both players are allowed to include special spearhead formations in their army. These represent additional assets that are made available to lead the attack. Sometimes they will be specially trained units drawn from the armoury, or the most elite units handpicked to form a formidable new regiment.

On occasion, even a battle-dominating super-heavy tank is released from reserve to front the offensive. These spearheads must lead your army's armoured assault through the seething cauldron of blazing wrecks.

There are a wide range of spearheads to choose from and every army can take advantage of such formations in a different way. An altered Force Organisation Chart allows players to concentrate on units that suit their objectives – tank armies, wedges of monstrous creatures or a force built around a Baneblade or Stompa. There are endless combinations that you can include.

New Battles to Fight

Spearhead also uses a new set of missions. What will strike most players straight off is that Spearhead battles are fought down the length of the table, with opposing sides starting some distance apart. This is very different to the purposefully claustrophobic standard missions in the Warhammer 40,000 rulebook, where the two sides start fairly close together. The set-up used in Spearhead ensures a different confrontation, one that favours long-ranged firepower and heavily armoured troops and vehicles.

How this Expansion Works

Spearhead is a completely new Expansion for Warhammer 40,000. You'll find the rules and scenarios for Spearhead on the following pages of White Dwarf magazine, and we've also included a battle report to show you what a Spearhead battle looks like on the tabletop. All of the other material that you will need to play is available to download for free from the Games Workshop website.

You can fight a Spearhead battle using your existing Warhammer 40,000 army – all you need to do is study the rules, read the battle report and download the spearheads you want to use from our website, and you're ready to play. So fire up your engines, unleash your armoured

spearheads, and prepare yourself for the sheer carnage and ruin that you will see unfold!

Spearheads

Spearhead battles can include all manner of additional spearhead formations; from veteran tank crews who have honed their skills hunting enemy armour in countless battles to daring pilots using dangerously experimental weaponry to devastating effect.

When you fight a Spearhead battle, each player is allowed to include one spearhead of each type in his army. Simply download the Spearhead Formation rules from the website and choose ones you will use. There are 12 different spearhead types, although each of these can be composed in many different ways, leaving countless tactical possibilities. Picking the right spearhead formations to use, and deciding which models to build them with, is important and worth careful thought. If you favour aggressive units, then you may want to consider formations like an Armoured Spearhead or a Super-heavy Spearhead. If, on the other hand, you prefer to out-maneuvre an enemy, then the Mechanised Assault Spearhead may be more your cup of tea. No matter your tactical preferences, there will be a spearhead to suit.

The Spearhead Formation rules describe how to pick and use the units in a spearhead, as well as rules for using them in the game, but an example spearhead is shown below to give you a taste of what to expect. Go to our website to download the Spearhead formations:

www.games-workshop.com

TANK HUNTER SPEARHEAD

Tank Hunter Spearheads are made up of tanks crewed by proven veterans who know how to destroy the armoured fighting vehicles of their enemy. They can be relied upon to carry out their mission with cold efficiency and deadly skill. Before the battle begins the tank crews will memorise the details of every terrain feature and ambush site on the battlefield, as well as the weak points on the enemy vehicles they are likely to meet. Honed to perfection, ready to meet any threat and ideally suited to the task in hand, Tank Hunter Spearheads often display their prowess through kill-rings, enemy-slain tallies, or even the crude displays of past victims.

POINTS: 60 + UNITS



SPEARHEAD

Up to three Tank or Walker units.

SPECIAL RULES

Tank Hunter Crews: The tank crews that make up this spearhead are hardened veterans. Each vehicle counts as having the following universal special rule: Tank Hunters.

ORGANISING A BATTLE

The following rules will take you through the steps you need to follow in order to set up a Spearhead game. In addition it describes the special rules that apply in Spearhead battles, and notes on how to set up the terrain and scenery for the game.

SPEARHEAD SET-UP

1. Agree points limit & choose forces
2. Prepare the battlefield
3. Select a mission
4. Deploy forces
5. Fight the battle!

1. Agree Points Limit and Choose Forces

In a Spearhead battle you agree points limits and choose forces in a slightly different way than you would when fighting one of the missions described in the Warhammer 40,000 rulebook. We recommend that you set the points value for your games rather higher than normal, at least 500-1000 points more, simply because all those extra vehicles can soak up a lot of points very quickly.

The Force Organisation Chart used for Spearhead is slightly different to a standard mission from the Warhammer 40,000 rulebook. As you'll see in the chart below, there are no minimum requirements, and you are allowed to include a spearhead formation of each type in your army. This opens up many new possibilities to create formidable combinations.

Spearheads

Any number of spearhead formations may be included in each player's army. A spearhead can be a single unit, or several units grouped together to form a devastating attack group. A spearhead represents powerful, specially trained, or veteran units that have been made available for the battle. How these units are selected is explained in more

detail in the Spearhead Formation rules that can be downloaded from the website.

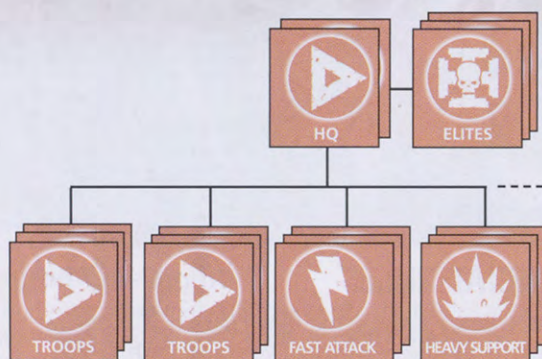
Each spearhead provides the extra rules, background and additional points value for the formation. Spearheads can be used by any army, but not every force will be able to field every type of spearhead. Most units in a spearhead are chosen from a Codex, but sometimes they are super-heavy units, and in such cases the information needed to field the super-heavy unit can be found in Apocalypse. Suffice it to say that the addition of a spearhead unit or two allows you to create an army that you couldn't field in a standard game or a normal tournament battle, and the extra rules of these formations will add to your enjoyment of the challenging new scenarios.



"To feel the thunder of munitions like the fury of the gods as the ground tears apart around you, that is to know true glory. Mark it well."

— Logan Grimnar, the Great Wolf

SPEARHEAD FORCE ORGANISATION CHART



0-2 HQ
0-3 Elite
0-6 Troops

0-3 Fast Attack
0-3 Heavy Support
Any number of spearheads

Up to one
spearhead
formation of
each type.

This means that your army could include:

- Your usual Warhammer 40,000 army.
- Your usual Warhammer 40,000 army, plus one or more spearheads!
- Nothing but spearheads!

2. Prepare the Battlefield

Once your armies have been selected, the battlefield should be set up using the guidelines found in the 'Organising a Battle' section of the Warhammer 40,000 rulebook. The rules that follow assume that the battle will be fought on a 6' by 4' gaming table, although larger or smaller surfaces can be used too if very large or very small armies are being used. The only thing to watch out for is that the gaming area is at least 5' long, as otherwise there may not be enough room to deploy the two armies.

Also, note that the table is divided in half along its width, rather than its length, and that therefore the player's table edges – that is the edge that new units enter from and units retreat towards – are the narrow table edges in a Spearhead battle. Outflanking units will arrive on the long table edges rather than the narrow ones.

How much Terrain?

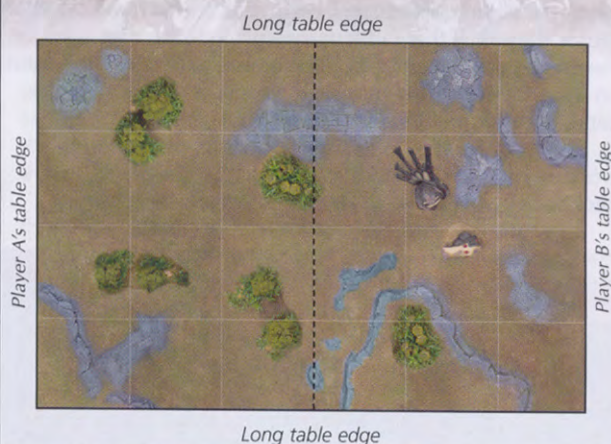
Some of the most famous tank battles of the 41st Millennium have been fought across barren deathzones where there is little natural cover. Conversely, many armoured assaults have been tasked with battling through ruined cities, heavily cratered no-man's-land, and every type of terrain known. Armour battles can occur anywhere and there are no additional rules about how much terrain you should use.

This said, we've found that Spearhead battles benefit from using slightly less terrain than usual. After all, you want to leave enough room for your tanks to manoeuvre through! Try 'grouping' or clustering terrain so there is a gap of at least 12" and up to 24" between terrain features, as this allows both cover and killing zones for games featuring large numbers of vehicles. As the game progresses, the chassis of wrecked tanks will provide additional cover. After you've fought a few battles, try a relatively barren battlefield or a very densely packed one for a new challenge.

INFANTRY? IN A TANK BATTLE?

Astute army builders will notice two things about the Spearhead Force Organisation Chart. First off, some will have recognised you can use your standard army if you wish. This means it is possible to fight Spearhead battles straight away with your standard Warhammer 40,000 army. Secondly, players will notice that infantry are still allowed in games of Spearhead. Tanks, armoured vehicles, and mechanised infantry are at an advantage, however you can take as much infantry as you like. You may well find that some units of infantry are helpful in supporting an armoured column, countercharging enemy units or bringing their own anti-tank weapons to bear. Effective support units can mean the difference between victory and defeat.

THE BATTLEFIELD



A Blood Angels armoured assault encounters heavy resistant from the Tyranids.

3. Select a Mission

When you are fighting a Spearhead battle you use the following missions rather than those found in the Warhammer 40,000 rulebook. There are three Spearhead missions, and you and your opponent can either agree on the mission you will play, or roll a D6 and consult the chart below.

| D6 Roll | Mission: |
|---------|---------------|
| 1-2 | Breakthrough |
| 3-4 | Lightning War |
| 5-6 | Vital Ground |

Ending the Game

A Spearhead battle lasts a random number of turns, using the same method as for a standard mission. At the end of game turn five, one of the players rolls a dice. On a 1-2 the game ends immediately, but on a roll of 3 or more another turn is played. If the game carries on, roll the dice again at the end of game turn six. This time the game will continue on a roll of 4 or more, and will end on a roll of 1-3. The game ends automatically at the end of game turn seven.

As normal, as soon as the game ends and before working out victory conditions, all units that are falling back are removed and count as destroyed.

The full armoured might of the Tau Empire is unleashed upon the foe.



Scoring Units

Unlike a standard Warhammer 40,000 mission, where only Troops count as scoring units, in a Spearhead battle the following units are scoring units:

- Any units from an army's Troops allowance. A unit of Troops embarked in a transport can control objectives (measure the distance to their vehicle's hull).
- Any Tank or Walker units, no matter which section they were selected from. Even damaged or immobilised Tanks or Walkers count as scoring units (although obviously destroyed ones do not!).
- All spearhead units.

There are a few exceptions, where units that would otherwise qualify do not count as scoring units:

- If they have the Swarm special rule.
- If they have a special rule specifying that they never count as scoring units.

Wipeout!

Regardless of the victory conditions, if you destroy every single unit in the enemy army before the end of the game, then you win the game!

BREAKTHROUGH

After months of bloody fighting, the build up of reserves is finally in place. Tanks and support vehicles have been rushed to the front; commanders and officers have made their plans and delivered stirring speeches to their troops. The time has finally come to smash the enemy aside and drive into the open ground beyond! You must create a hole through the enemy's lines to open a corridor that the rest of the army will pour through. But beware, for the enemy is not ignorant of your gathering forces and stands ready to repulse you.

Victory Conditions

At the end of the game, each player scores 1 victory point for each scoring unit that is at least partially within the enemy's half of the table.

The player that has the highest total of victory points at the end of the game wins. If the players have the same total, the game is a tactical draw.



LIGHTNING WAR

Nothing short of an all-out attack will break the enemy's lines! Now is the time to strike hard and strike fast. Whoever makes the opening move and executes this action with a decisive and paralysing blow will gain the advantage. To enact this you must contain the foe's forces, while your own troops surge forwards and overrun the enemy positions. Steal a march on the enemy for victory!

Victory Conditions

Before setting up their forces, the players must set up three objectives. The winner of a roll-off places the first objective, marking it with a counter, nominating a terrain feature detail, or any other method that is equally clear. Players take it in turn placing the next two objectives. Objectives must be placed at ground level and not in impassable terrain, or within 24" of another objective. In addition, one objective must be placed within 18" of each table edge, and one objective must be placed within 18" of the table's centre. After placing the objectives, deployment of the forces begins, as described in the next section.

Your super-heavy vehicles that are wrecked during the game become an objective for your opponent.

At the end of the game you control an objective if there is at least one of your scoring units, and no enemy unit (of any type, scoring or not), within 3" of it. As objectives may vary in size and shape it is important to agree at the beginning of the battle exactly where this distance will be measured from.

The player controlling the most objectives at the end of the game wins. If the players control the same number of objectives, the game is a tactical draw.

VITAL GROUND

Controlling the battlefield is important, but a particularly vital area, such as a supply dump or a fuel depot, is the primary objective. Whoever gains control of this vital target will almost certainly win the battle. You must claim the vital objective and deny the enemy all other tactical points on the battlefield to secure victory. Only once the area is fully in your control can the next stage of the campaign begin.

Victory Conditions

Before setting up their forces, the players must set up the objectives. These are split into two types: a single vital objective and 3 minor objectives. The winner of a roll-off picks the vital objective, choosing a position in one half of the table, marking it with a counter, nominating a terrain feature detail, or any other method that is equally clear. The other player then picks 3 minor objectives in the other half of the table. All objectives must be at ground level and none of the objectives may be in impassable terrain, within 12" of another objective, or within 6" of any table edge. After positioning the objectives, deployment of the forces begins, as described next.

Your super-heavy vehicles that are wrecked during the game become an objective for your opponent.

At the end of the game you control an objective if there is at least one of your scoring units, and no enemy unit (of any type, scoring or not), within 3" of it. As objectives may vary in size and shape it is important to agree at the beginning of the battle exactly where this distance will be measured from. A vital objective is worth 3 points, and the minor objectives and wrecked super-heavy vehicles 1 point each. The player controlling the most points' worth of objectives wins. If the players have the same total, then game is a tactical draw – with no force gaining the upper hand.



4. Deploy Forces

With your armies selected, terrain set-up and the mission decided, it is time to deploy the armies taking part in the battle. Spearhead battles are always fought down the length of the table, although exactly how you deploy will depend on the type of battle being fought. You can either agree with your opponent what type of deployment to use, or roll a D6 and consult the following chart.

| D6 Roll | Deployment type |
|---------|-----------------|
| 1-2 | Counter-attack |
| 3-4 | Cauldron |
| 5-6 | Escalation |

A Note on Secrecy

To keep things fair you should always make clear to your opponent which squads are embarked in which transport vehicle. In addition, before starting to deploy their armies, it is a good idea for the players to agree whether or not they can read each other's force rosters before or during the game, or only after the battle is finished. Some players prefer full disclosure (which is the norm in tournaments, for example), as they want to concentrate on outplaying their opponent rather than winning by springing a secret trump card on them. Others prefer to keep things secret, as bluffing can add an enjoyable element to the game. Just make sure you agree before the game.

Infiltrators and Scouts

In all three types of deployment, the sequence is the same. First the players deploy their forces, apart from units left in reserve or that choose to use their Infiltrate special rule. Then they deploy their infiltrators, as described in the Warhammer 40,000 special rules. Finally they move units with the 'Scouts' special rule. Units that enter play by outflank do so by one of the long table edges.

Multiple Unit Choices

Note that occasionally a Codex will allow a player to include several units in his army at the cost of a single force organisation slot (such as dedicated transports). Apart from counting as a single choice when selected, these units operate and count as separate units in all other respects.

Seize the Initiative!

The defender (i.e. the player moving second) may try to seize the initiative in a Spearhead battle in the same manner as in a standard mission. In order to do so, just before the attacker (i.e. the player moving first) begins his first turn, the defender may roll a dice. On a roll of a 6, the defender will go first instead, immediately beginning his first turn (and no, the attacker cannot then try to seize the initiative back again!).

In this case the enemy has obviously stolen a march on the attacker; after all, vehicles in the 41st Millennium can be unreliable and cantankerous if you don't apply the correct rites of ignition!

COUNTER-ATTACK

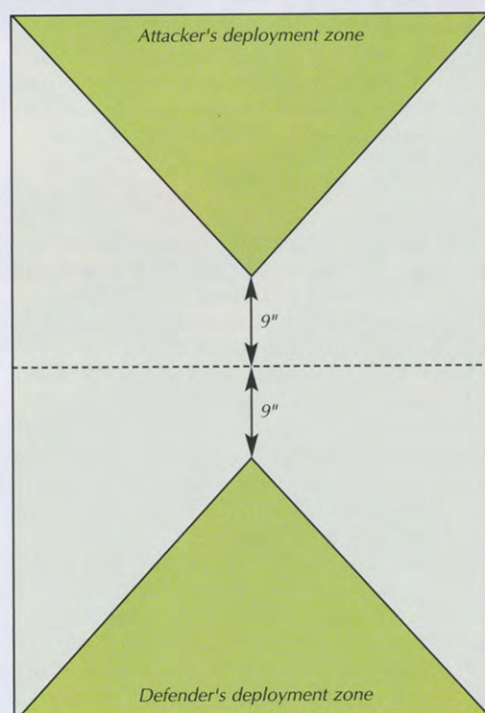
One army has committed its forces to an all-out attack. As they advance, they are spotted by the enemy, who immediately launches a counter-attack.

The table is divided into two halves, by drawing an imaginary line through the middle of the long table edges. The players roll-off to decide who will be the attacker and who will be the defender.

Both players may choose to place units that can Deep Strike and any units transported in them in reserve. Up to half of any remaining units (rounding up) may also be placed in reserve if desired. All other units must be deployed on the battlefield.

The attacker then chooses one of the short table edges to be his own table edge. He deploys his army in a wedge-shaped area, as shown on the map to the right – the tip of the wedge should be 9" away from the centre point of the table (this is his deployment zone). The defender then deploys in the opposite half of the table, as shown.

If players have the Infiltrate or Scout special rule, they may deploy and/or move after other units have deployed. Once deployment is finished, the attacker starts game turn 1 with his first player turn.



CAULDRON

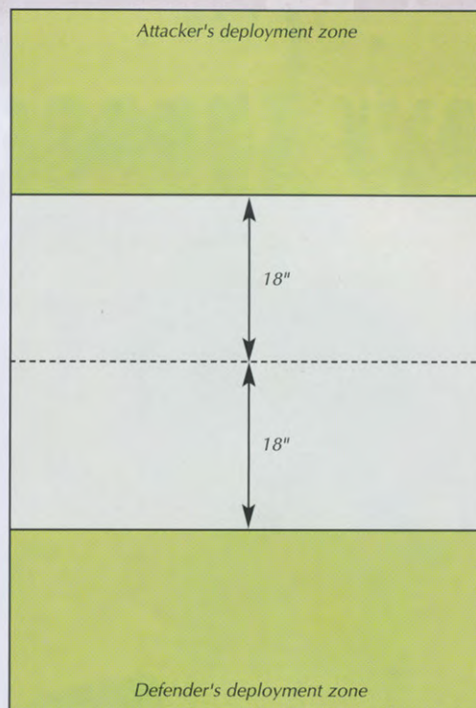
Both sides have committed their forces to battle at the same time. The two armies crash into each other, turning the battlefield into a swirling and extremely deadly cauldron of destruction.

The table is divided into two halves, by drawing an imaginary line through the middle of the long table edges. For example, a 6' by 4' table would have two 4' by 3' halves.

Both players may choose to place units that can Deep Strike and any units transported in them in reserve. Up to half of any remaining units (rounding up) may be placed in reserve if desired. All other units must be deployed on the battlefield.

The players roll-off to decide who will be the attacker and who will be the defender. The attacker then chooses one of the short table edges to be his own table edge. He deploys his army in his half of the table, more than 18" away from the table's middle line (this is his deployment zone). The defender then deploys in the opposite half of the table.

If players have the Infiltrate or Scout special rule, they may deploy and/or move after other units have deployed. Once deployment is finished, the attacker starts game turn 1 with his first player turn.



ESCALATION

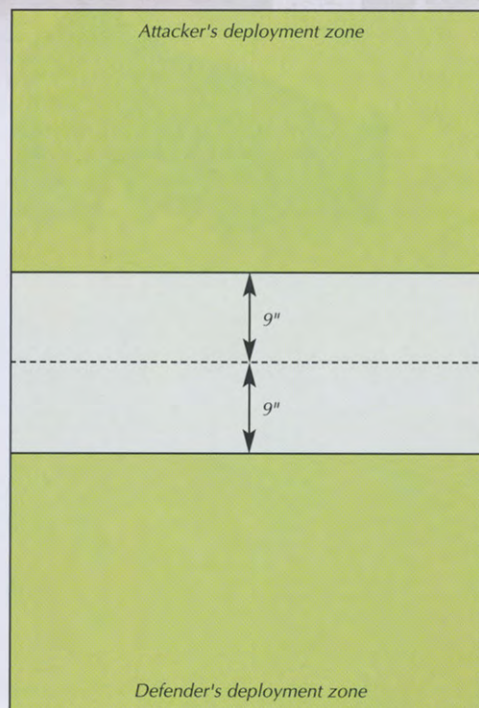
What starts out as a small local fight between frontline troops quickly escalates into a full-scale onslaught as both sides feed more and more reserves into the battle.

The table is divided into two halves, by drawing a line through the middle of the long table edges.

The players roll-off to decide who will be the attacker and who will be the defender. The attacker then chooses one of the short table edges to be his own table edge. He deploys his army in his half of the table, more than 9" away from the table's middle line (this is his deployment zone). The defender then deploys in the opposite half of the table in a similar manner.

Both players must deploy either one spearhead or three non-spearhead units on the battlefield. All remaining units must be placed in reserve. If for any reason a player does not have enough units, then he must deploy as many units as he has available. Units that can infiltrate, can do so, as long as at the end of deployment the player still has a maximum of one spearhead or three non-spearhead units.

Once deployment is finished, the attacker starts game turn 1 with his first player turn.



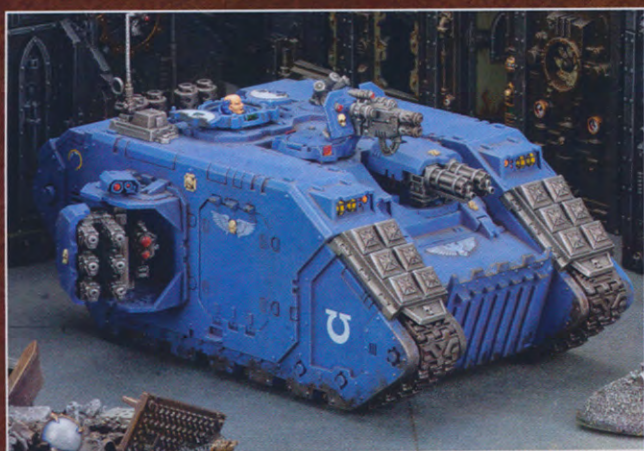
TURN TO THE BATTLE REPORT ON PAGE 62 TO SEE SPEARHEAD IN ACTION.

WARHAMMER 40,000

HEAVY SUPPORT

In the 41st Millennium, tanks are the lords of battle – war machines that boast devastating armaments and unparalleled protection from damage. On this page you can see a selection of the tanks available for Warhammer 40,000. There are even more online at:

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A dedicated siege breaker, the Vindicator is as capable of shattering flesh and bone as ceramite and plasteel.

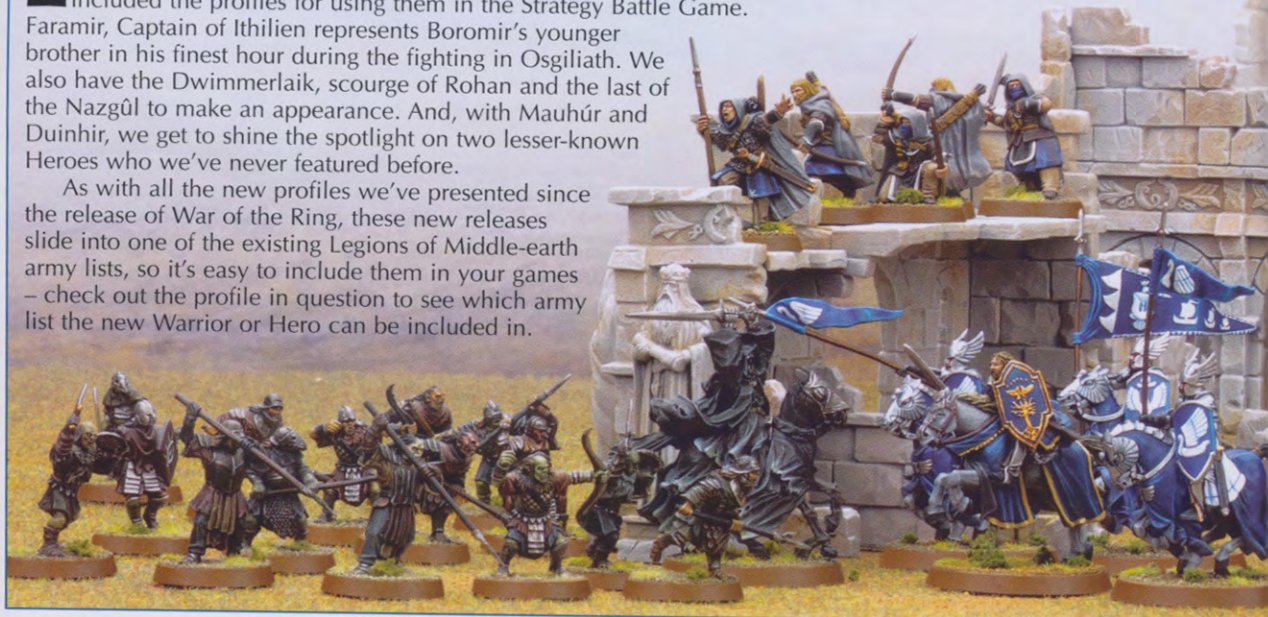
CHAOS SPACE MARINE VINDICATOR
product code: 99120102025

REINFORCEMENTS

This month sees additional Warriors and Heroes to enlist in your Strategy Battle Game armies. From courageous Captains to nefarious Nazgûl, Mat Ward presents new profiles for all the combatants.

Last month we released models for War of the Ring, the rules for which are included in the rules manual. This month we've included the profiles for using them in the Strategy Battle Game. Faramir, Captain of Ithilien represents Boromir's younger brother in his finest hour during the fighting in Osgiliath. We also have the Dwimmerlaik, scourge of Rohan and the last of the Nazgûl to make an appearance. And, with Mauhûr and Duinhir, we get to shine the spotlight on two lesser-known Heroes who we've never featured before.

As with all the new profiles we've presented since the release of War of the Ring, these new releases slide into one of the existing Legions of Middle-earth army lists, so it's easy to include them in your games – check out the profile in question to see which army list the new Warrior or Hero can be included in.



Faramir, Captain of Ithilien (Man)

150 points



Faramir is Denethor's younger son, and a more loved and respected leader of men would be hard to find. In the defence of Ithilien and the Anduin he can always be found where the fighting is thickest, rallying his comrades to fresh valour in the face of terrible odds. Alas, Denethor does not share Gondor's pride in his second son, so Faramir's final fate in the War of the Ring is to fall wounded in battle following a doomed charge on occupied Osgiliath.

| F | S | D | W | A | C | M / W / F |
|------|---|---|---|---|---|-----------|
| 5/3+ | 4 | 7 | 3 | 3 | 6 | 3 / 3 / 2 |

Legions of Middle-earth

Faramir, Captain of Ithilien can be fielded as part of a Tower of Ecthelion or Rangers of Ithilien army.

Wargear

Faramir wears heavy armour. He carries a sword and a shield and rides an armoured horse.

Special Rules

To Me, Men of Gondor! The range of Faramir's Stand Fast! is 12"/28cm rather than 6"/14cm. Additionally, Rangers of Gondor, Knights of Minas Tirith, Warriors of Minas Tirith and Citadel Guard within 12"/28cm of Faramir count as being in range of a banner.



Duinhir of Blackroot Vale (Man)

70 points



Duinhir is lord of Morthond, the Blackroot Vale that lies under the shadow of the White Mountains. Bedevilled by near-constant raids carried out by Orcs of the White Mountains and the Corsairs of Umbar, Duinhir and his folk have had plenty of opportunity to hone their archery to the point where their skill surpasses that of most other Men, and has even come to rival that of the Elves.

| F | S | D | W | A | C | M / W / F |
|------|---|---|---|---|---|-----------|
| 5/3+ | 4 | 5 | 2 | 2 | 3 | 2 / 1 / 1 |

Legions of Middle-earth

Duinhir can be fielded as part of a Fiefdoms army.

Wargear

Duinhir of Blackroot Vale wears armour. He carries a bow, a sword and a spear.

Special Rules

Pathfinder. Duinhir moves through boulders, scree and other similar areas of difficult terrain without penalty.

Go for the Eyes! When shooting, Duinhir can re-roll failed to wound rolls against Trolls, Fell Beasts, Mûmakil, the Balrog, Dragons, Giants, Cave Drakes, the Spider Queen, Shelob and Gûlavhar the Terror of Arnor.

Critical Strike. Duinhir's shooting attacks cause D3 wounds, rather than 1, on Trolls, Fell Beasts, Mûmakil, the Balrog, Dragons, Cave Drakes, Giants, the Spider Queen, Shelob and Gûlavhar the Terror of Arnor. Fate rolls can be taken against each wound individually as normal.

Blackroot Vale Archer (Man)

8 points



The marksmen of the Blackroot Vale are ranked amongst the finest shots in Middle-earth, able to find the weakest point in any creature's hide.

| F | S | D | W | A | C |
|------|---|---|---|---|---|
| 3/3+ | 3 | 4 | 1 | 1 | 2 |

Legions of Middle-earth

Blackroot Vale Archers can be fielded as part of a Fiefdoms army.

Wargear

A Blackroot Vale Archer wears armour. He carries a bow and a sword. Any warrior can be given additional items at the following cost:

| | |
|----------------|-----------|
| War horn | 20 points |
| Banner | 25 points |

War horn. Whilst you have at least one Hornblower on the battlefield, all of your models have a +1 bonus to Courage.

Special Rules

Go for the Eyes! When shooting, Blackroot Vale Archers can re-roll failed to wound rolls against Trolls, Fell Beasts, Mûmakil, the Balrog, Dragons, Cave Drakes, Giants, the Spider Queen, Shelob and Gûlavhar the Terror of Arnor.



The Dwimmerlaik (Spirit)

120 points



The Dwimmerlaik is possibly the most mysterious of all the Nazgûl, for scant record of his past deeds exist in the tomes of the Wise. Yet in Rohan, this particular Ringwraith is feared beyond all others, for he has been a blight upon that realm for centuries untold, directing the Dark Lord's minions against the Sons of Eorl. There, at least, he has passed into legend as a being both hated and feared, so much so that the title bestowed upon him by the Rohirrim has become a byword for evil in all the lands between the Anduin and the Misty Mountains.

| F | S | D | W | A | C | M / W / F |
|-----|---|---|---|---|---|------------|
| 5/- | 4 | 8 | 1 | 1 | 6 | 0 / 16 / 2 |

Legions of Middle-earth

The Dwimmerlaik can be fielded as part of a Nazgûl army.

Wargear

The Dwimmerlaik carries a wicked dagger (hand weapon) and an ensorcelled greatsword (two-handed sword). He may ride the following at an additional cost:

| | |
|---------------------|-----------|
| Dark Steed (horse) | 10 points |
| Armoured horse | 15 points |
| Fell Beast | 50 points |
| Armoured Fell Beast | 70 points |
| Horned Fell Beast | 75 points |

Special Rules

Terror, The Will of Evil, Harbinger of Evil. See the main rules manual.

Sap Fortitude. Whenever an enemy Hero spends a point of Might, Will or Fate within 12" of the Dwimmerlaik, roll a D6. On a 4 or more, an extra point (of the same type) must be spent, or the deed is cancelled and does not take effect, and Might, Will or Fate already committed to it is lost.

Magical Powers

- Black Dart.** Range 12"/28cm. Dice score to use: 5+.
- Compel.** Range 12"/28cm. Dice score to use: 4+.
- Drain Courage.** Range 12"/28cm. Dice score to use: 2+.
- Sap Will.** Range 12"/28cm. Dice score to use: 3+.
- Transfix.** Range 12"/28cm. Dice score to use 3+.

Mauhûr (Uruk-hai)

60 points



Mauhûr is one of Saruman's foremost Uruk-hai Captains, an instinctive and relentless hunter. Mauhûr and his warband of Marauders are almost completely tireless, able to cover great distances at speed – once the prey is in their sights, there can be no hope of escape, only of victory in a final, desperate battle.

| F | S | D | W | A | C | M / W / F |
|-----|---|---|---|---|---|-----------|
| 5/- | 5 | 5 | 2 | 3 | 4 | 2 / 1 / 1 |

Legions of Middle-earth

Mauhûr can be fielded as part of an Isengard Raiders army.

Wargear

Mauhûr wears armour and carries a pair of Uruk-hai swords (hand weapon).

Special Rules

Relentless Pursuit. Mauhûr has a Move of 7, rather than 6, and moves through woods, forests and other similar areas of difficult terrain without penalty.

Mauhûr's Marauders

If your army includes Mauhûr, any number of Uruk-hai Scouts can be upgraded to be Mauhûr's Marauders at a cost of +1 point per model. Marauders have a Move of 7, rather than Move 6, and move through woods, forests and other similar areas of difficult terrain without penalty.

AMBUSH IN THE WHITE MOUNTAINS

Gondor has ever been at war with Mordor, its lands beset by foul Orc and Warg. Yet in the days foreshadowing the War of the Ring, the frequency of attacks becomes ever swifter, as Sauron tests the defences and resolve of Isildur's hated descendents. One such blow falls as Faramir returns to Minas Tirith from Dol Amroth. The Orcs of the White Mountains have been riled to wakefulness by the dread Dwimmerlaik and are commanded to slay the young captain of Gondor. If Sauron's ambush succeeds, the coming war will swing greatly in his favour, for though Faramir knows it not, he will have an important part to play. Can Faramir's bodyguard hold out long enough for help to arrive?

PARTICIPANTS

Gondor

- Faramir
- Duinhir of Blackroot Vale
- Up to 100 points of Warriors of Minas Tirith, Knights of Minas Tirith or Citadel Guard.
- Up to 200 points of Warriors chosen from the Fiefdoms army list.

Mordor

- The Dwimmerlaik
- 2 Mordor Trolls
- Up to 100 points of Mordor Uruk-hai Warriors.
- Up to 200 points of Mordor Orc Warriors.

LAYOUT

This battle is fought among the foothills of the White Mountains on a board 4' x 4'. The battlefield is hilly, and heavily forested – make sure you use plenty of trees.

STARTING POSITIONS

Faramir and his bodyguard (the Warriors of Minas Tirith, Knights of Minas Tirith and Citadel Guard) are set up first. Faramir is placed in the centre of the board, with his

bodyguard placed within 6"/14cm of him. The remaining Gondor forces are held back as reinforcements and will enter the battle from a table edge of the Gondor player's choice at the start of the fourth turn.

With this done, the Mordor player splits his forces into two numerically equal groups. Choosing one group, he deploys it within 6"/14cm of a board edge of his choice. He then deploys the second group within 6"/14cm of the opposite board edge.

OBJECTIVES

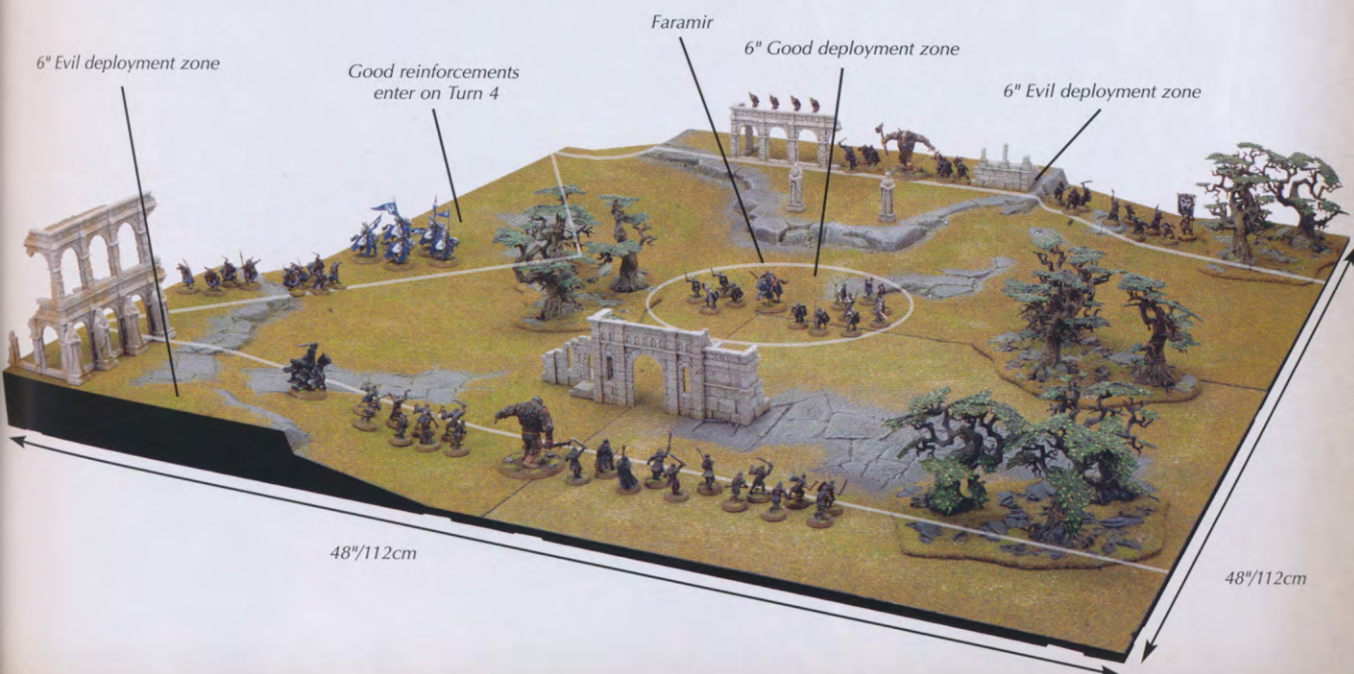
The game ends once one side is wiped out or one side concedes. At that point, the side with the most victory points wins the game. Victory points are scored for the following achievements:

Faramir has Fallen. If Faramir is slain, Sauron will have struck a weighty blow against the forces of Minas Tirith. Should Faramir be removed as a casualty, the Mordor side scores 5 victory points.

Trollbane. The Trolls accompanying the Dwimmerlaik's attack are notorious beasts, having wrought much ruin in the farmsteads and villages of Morthond and Lamedon. Their deaths will do much to lift the spirits of Gondor's fiefdoms. For each Troll removed as a casualty, the Gondor side scores 1 victory point.

Death to the Dwimmerlaik. As a Nazgûl, the Dwimmerlaik cannot be slain by conventional means. However, he can be banished and doomed to a bodiless existence for a time, which will be extremely inconvenient for his dark master's plans. Should the Dwimmerlaik be removed as a casualty, the Gondor side scores 3 victory points.

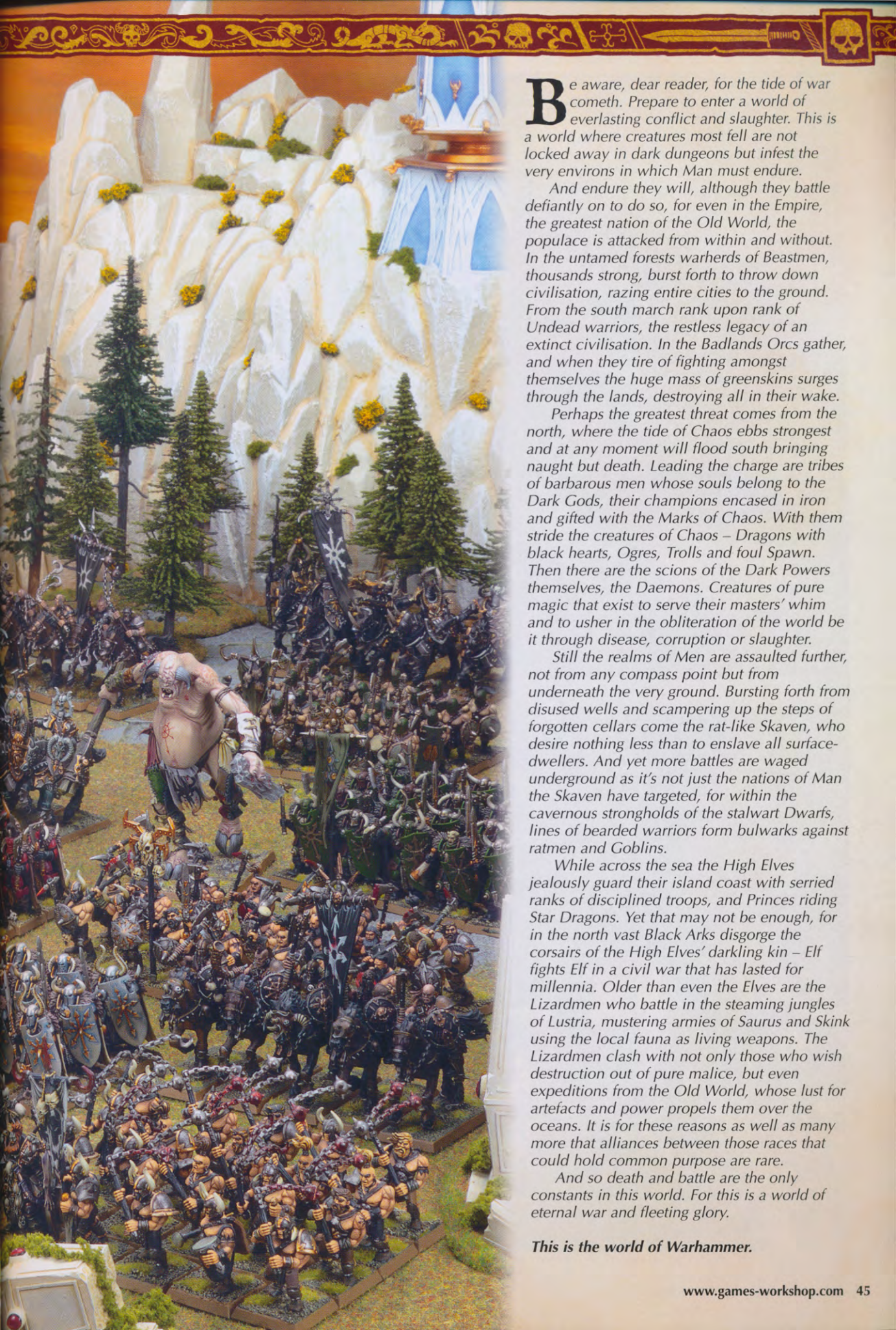
Shattered Resolve. In a battle such as this, victory depends on momentum and morale as much as it does blood and valour. The side that breaks the enemy force first scores 1 victory point.



WARHAMMER®

WAR IS COMING





Be aware, dear reader, for the tide of war cometh. Prepare to enter a world of everlasting conflict and slaughter. This is a world where creatures most fell are not locked away in dark dungeons but infest the very environs in which Man must endure.

And endure they will, although they battle defiantly on to do so, for even in the Empire, the greatest nation of the Old World, the populace is attacked from within and without. In the untamed forests warherds of Beastmen, thousands strong, burst forth to throw down civilisation, razing entire cities to the ground. From the south march rank upon rank of Undead warriors, the restless legacy of an extinct civilisation. In the Badlands Orcs gather, and when they tire of fighting amongst themselves the huge mass of greenskins surges through the lands, destroying all in their wake.

Perhaps the greatest threat comes from the north, where the tide of Chaos ebbs strongest and at any moment will flood south bringing naught but death. Leading the charge are tribes of barbarous men whose souls belong to the Dark Gods, their champions encased in iron and gifted with the Marks of Chaos. With them stride the creatures of Chaos – Dragons with black hearts, Ogres, Trolls and foul Spawn. Then there are the scions of the Dark Powers themselves, the Daemons. Creatures of pure magic that exist to serve their masters' whim and to usher in the obliteration of the world be it through disease, corruption or slaughter.

Still the realms of Men are assaulted further, not from any compass point but from underneath the very ground. Bursting forth from disused wells and scampering up the steps of forgotten cellars come the rat-like Skaven, who desire nothing less than to enslave all surface-dwellers. And yet more battles are waged underground as it's not just the nations of Man the Skaven have targeted, for within the cavernous strongholds of the stalwart Dwarfs, lines of bearded warriors form bulwarks against ratmen and Goblins.

While across the sea the High Elves jealously guard their island coast with serried ranks of disciplined troops, and Princes riding Star Dragons. Yet that may not be enough, for in the north vast Black Arks disgorge the corsairs of the High Elves' darkling kin – Elf fights Elf in a civil war that has lasted for millennia. Older than even the Elves are the Lizardmen who battle in the steaming jungles of Lustria, mustering armies of Saurus and Skink using the local fauna as living weapons. The Lizardmen clash with not only those who wish destruction out of pure malice, but even expeditions from the Old World, whose lust for artefacts and power propels them over the oceans. It is for these reasons as well as many more that alliances between those races that could hold common purpose are rare.

And so death and battle are the only constants in this world. For this is a world of eternal war and fleeting glory.

This is the world of Warhammer.



There has been something big brewing here in Nottingham for some time and it is about to be released on the world. Quite simply war is coming – an unending war and one like no other witnessed before.

For decades hobbyists around the world have been collecting armies of Citadel miniatures and commandeering tabletops to fight over. From these battles stories of mighty heroes and iniquitous villains have emerged, tales of armies beating the odds to prove victorious, or how legendary monsters have swooped in to maul the enemy's knights before a lance could even be dipped in anger. It is these tales that make Warhammer so special and your armies of Citadel miniatures that bring the stories to life. From July these legends will continue to be told... but writ grander than ever before.

The latest edition of Warhammer is nearly here and, quite frankly, we can't wait. For Warhammer will not only equal, but surpass your imagination. Armies will fight in massive hordes or enormous blocks of disciplined troops. Monsters tower above storied buildings and plough into regiments, causing obscene amounts of damage. Brigades of cavalry charge down hilly slopes to smash into phalanxes ten ranks deep. Wizards, mages and sorcerers wield destructive powers on an unprecedented scale. This is truly the Game of Fantasy Battles.





The book that the game is presented in defies all expectations. Like everything to do with Warhammer it's big – a monstrous tome that will dominate any bookcase it sits on. In its pages you'll find that we've gone further and delved deeper into the background than ever before, awe-inspiring art shows the Warhammer world in all its disturbing glory, the rules make the images come alive on the tabletop and the many photographs of literally thousands of Citadel miniatures arrayed for battle have to be seen to be believed.

As well as the artists, writers, figure painters and photographers that have worked tirelessly on the book, the sculptors have also been busy creating miniatures that will bring the world of Warhammer to life in ways you have never thought possible. But that is even further down the road; the Runes of Secrecy that have bound our lips for so long have weakened enough to let us tell you that Warhammer is coming, but to discover more you'll have to join us next issue...



The Warhammer rulebook is by far the largest rules tome we have ever produced. At 528 full colour pages and with a spine thicker than an encyclopaedia, shelves will be groaning under the weight of the new book, and you'll need your own scroll-familiar to carry it to your gaming venue! Within its finely illustrated covers there are soon-to-be unveiled secrets that will blow the minds of Warhammer players everywhere – whether you're an ardent old hand or discovering the Game of Fantasy Battles for the first time.





WARHAMMER

Next Month

The hobby will never be the same again as Warhammer is unleashed upon the world. Grandier armies, legendary battles, new ways to play – Warhammer has evolved and we'll be here to cover the event as it unfolds. So join us in the July issue of White Dwarf to find out more.

ON WINGS OF BLOOD

The Blood Angels' Flaw has conspired to make them one of the most feared close combat armies in the galaxy – but what's the best way to forge an army around the tragic trait? Mat Ward thinks he's got some of the answers...



Mat Ward is your congenial host for this tactical tour of the Blood Angels. As he also authored the Codex then rest assured you're in good hands.

The scions of Sanguinius, the Sons of Baal; call them what you will, the Blood Angels have acquired a fearsome reputation as an assault army, and it's well deserved. Leaving aside the effects of the Red Thirst special rule – a 1 in 6 chance of a unit gaining the Fearless and Furious Assault special rules can make a pretty scary close combat unit out of anything in the army – there are loads of dedicated assault units from which a close combat-gearred army can choose. But how best to assemble your troops? That's the question. There's a lot of choice to be had in the Blood Angels army, and it can seem a little daunting at first. Over the course of this article I'll be talking about how I go about putting a Blood Angels army together, and hopefully illuminating a few helpful hints along the way.

The Lost Brethren

Selection of a Blood Angels army should always begin in the Troops section with the (in)famous Death Company. With Weapon Skill 5, 2 Attacks each and the Furious Charge rule, even a small Death Company can be an intimidating foe for your opponent (though you'll need to take care that the unit's Black Rage doesn't disrupt your battle plans). Therefore, don't be too surprised if your Death Company catch every bullet that's going in the initial turns of the game. Don't worry too much either. Death Company are incredibly hardy (thanks to the Feel No Pain rule) and can weather a storm of incoming shots far better than almost anything else in your army. If they don't survive your opponent's massed firepower, then you can take comfort from the knowledge that their



SANGUINARY GUARD

These bad boys are assault elites par excellence. With jump packs, (master-crafted) power weapons, 2+ armour saves and souped-up boltguns, the Sanguinary Guard are perhaps best described as 'flying Terminators'.

Sure, they may not be quite as durable, but they'll cleave through heavily armoured enemies like a hot knife through butter. If their mere 15 Attacks on the charge isn't enough for you, consider adding a Chapter Banner to the squad – this'll give them (and any friendly unit within 6") +1 Attack per model. As with

Assault Squads, the Sanguinary Guard also benefit greatly from having a Sanguinary Priest nearby – Feel No Pain makes them pretty much immune to anything smaller than a krak missile.

Another option is a squad of Assault Terminators. Whether you choose to equip them all with lightning claws, thunder hammers or a mix, Terminators can be relied upon to get the job done. In a Blood Angels army, I'd always lean towards lightning claws, because they benefit most if the squad succumbs to the Red Thirst.

sacrifice has preserved other Blood Angels from the same fate. Of course, what you really want is for your Death Company to crash into the enemy lines like a black and red thunderbolt, so make sure you've invested in a few additional bits and pieces to give your Death Company a little added impact. Against poorly-armoured hordes, such as Orks or Tyranids, always consider giving boltguns to your Death Company. Being Relentless, they can fire as they advance and thin the enemy down. If you're likely to be up against something a bit more durable – Renegade Space Marines, say – then you're going to need some special close combat weaponry. Power weapons, power fists and thunder hammers are all good for this, of course.

Regardless of the Death Company's specific armament, to ensure your foe goes away from the game with a wholly suitable fear of the Blood Angels, make sure that your Death Company is led by a Chaplain or Reclusiarch (or better still, Lemartes). Adding a Chaplain of some kind to your Death Company doubles their hitting power at a stroke. Not only will your Death Company get to re-roll misses on the turn they assault (just as would other units under the Chaplain's influence) but they'll also get to re-roll failed to wound rolls as well. Given that the Death Company are Strength 5 on the charge, and that the squad should be packing at least one power weapon (you did remember to equip them with a power weapon, didn't you?) then all these things combined are bound to make a real mess. A mere 5-strong Death Company, led by a Chaplain, can eliminate (or at least knock the wind out of) pretty much any enemy infantry unit that stands in their way.

The only thing left to consider for your Death Company is how they're going to reach the enemy lines. Are they going to hoof it all that way on foot, or are you going to splash out on a transport vehicle, or even some jump packs? Leaving them on foot is, of course, the cheapest option – and this can sometimes mean it's the best. Personally, I favour a nice efficient Rhino – with its fast Lucifer-pattern engines it's a great way to get into the fight and doesn't cost many points. Of course, if points are no object and you're wanting your Death Company to arrive swiftly, you can't beat a Land Raider or a set of jump packs.

Reinforcing the Assault

The Death Company only have one real disadvantage, but it's a biggie. Unlike other Troops units, they can't claim objectives, so you're going to have to look elsewhere for your 'land grab' squads (technically, the Black Rage special rule is a disadvantage too, but surely you want the Death Company to run towards the enemy?). Happily for the assault-oriented Blood



LEMARTES, GUARDIAN OF THE LOST

If your Death Company is the kind that takes to the skies on the wings of a jump pack, then why not give a thought to Lemartes? Not only does he have a slightly punchier profile than a normal Chaplain (Initiative 6!) and a master-crafted Crozius Arcanum, he also benefits from the Fury Unbound special rule, which boosts his Strength and Attacks to 5 once he takes a wound (making him Strength 6 on the charge, for those of you who're interested). Accordingly, Lemartes is a great way of putting your opponent in a sticky quandary: he wants to shoot your Death Company, but is afraid of wounding Lemartes (remember that you can allocate a wound to Lemartes if you wish). The very worst case for your opposite number is that the Death Company emerge unscathed, all save for Lemartes, who's suffered a wound, and is now very angry indeed...

Angels player, your Assault Squads are Troops units and can easily fill this role.

Assault Squads are good utility troops – they're manoeuvrable, great in a fight and can select from a fairly broad array of weapons to enhance their battlefield role. Most of these weapon options take the form of upgrades for the squad Sergeant (I'd never advise an Assault Squad to set off from Baal unless its Sergeant totes at least a power sword) but the unit can also take one or two ranged special weapons (or special pistol weapons) depending on its size. While Assault Squads are by no means as fearsome in close quarters as the Death Company, they are a lot cheaper to field (an Assault Marine with a jump pack costs about the same as a Death Company without). This is no bad thing – Space Marines often fight outnumbered, but there's no reason to make things worse unless you a) have no choice, or b) have a cunning plan of some kind.

I'll move on to talking about HQ choices and support units in a moment, but first of all there's a couple more assault units that are worthy of discussion.

If you want a really intimidating unit in your assault force, I'd heartily recommend a Furioso Dreadnought or a Death Company Dreadnought. Of the two, the Death Company Dreadnought is both the



Sanguinary Priests

Thanks to the peculiar psychic influence of a Blood Chalice, all Blood Angels units within 6" of a Sanguinary Priest gain the Furious Charge and Feel No Pain special rules. In the case of an Assault Squad, this is a huge boost that brings the unit's close combat power levels much closer to those of the Death Company all for a relatively meagre points outlay.



Vanguard Veterans

Vanguard Veteran Squads can assault on the turn they arrive from Deep Strike. That's pretty good all by itself, but in a Blood Angels army, where the Descent of Angels special rule reduces scatter to D6", it more or less guarantees that your Vanguard Veterans can arrive where you need them and get stuck in right away.



most unsubtle and the most straightforward – it runs and flees towards the enemy as fast as possible and, well, you get the idea. Most of the time, you'll want to consider a pair of blood talons – with good dice rolls, these'll generate a lot of attacks and, with the Initiative bonus from Furious Charge, the Dreadnought can normally wade through an enemy squad before they've even had a chance to strike back. The Furioso is the Blood Angels equivalent of a Venerable Dreadnought. It has better armour and more flexibility in weaponry than the Death Company version, and can even be upgraded to be a Librarian. Both types of Dreadnought can be outfitted with a magna-grapple – a powerful harpoon and winch system that can be used to snare vehicles and drag them towards the Dreadnought. It's always worth considering a magna-grapple – not only does it greatly increase the Dreadnought's firepower (albeit at close range) it can pull an enemy vehicle out of position, and even create situations where the Dreadnought can charge it a turn earlier than would otherwise be possible.

Archangels

So, your army's now got an intimidating Death Company, as well as a few Assault Squads to grab objectives and perhaps even some veteran assault units to add more punch. You'll also be needing a suitably heroic HQ unit to lead your army to victory, glory and all that other good stuff. Now, you might have already chosen a Reclusiarch to give your Death

Company a bit more punch – in which case you don't need (but might like) to include another HQ unit. Let's take a look at what your options are.

First up, we have the Captain. He's a good all-round character with plenty of options for those of you who want to fine-tune his weapons and wargear. If you want an HQ choice that can just get stuck in with a minimum of fuss, then the Captain is a good choice for you. Another nice all-round option is the Librarian. Blood Angels Librarians tend towards powerful short-ranged and close combat-based psychic powers, rather than long-ranged zaps. However, as your army's looking to fight the foe eye-to-eye, that shouldn't be a problem, should it? My personal favourite is to take a Librarian with the *Wings of Sanguinius* and *Blood Lance* powers. The former allows the Librarian to scoot around the battlefield as if he had a jump pack, whilst the latter can make a mess of heavily armoured troop clusters or vehicles squadrons – the *Blood Lance* travels 4D6" in a straight line away from the Librarian, inflicting a Strength 8, AP 1 lance hit on enemy units.

'But what of the special characters?' I hear you cry. Most of the Blood Angels special characters are, appropriately, specialists – you pay a lot of points for them but, used properly, they'll almost always return your investment. Just remember, the more special characters your army includes, the smaller it'll get.

So, who is the deadliest of the special characters? There's some debate on this issue. The Sanguinor is clearly a strong

contender. In the most vulgar of gaming terms, he's an assassin, able to re-roll failed to hit and to wound rolls against an enemy HQ unit of your choice. Simply choose the enemy HQ unit you want dead and sic the Sanguinor on him – even the likes of Abaddon and Skarbrand would do well to stay out of the Sanguinor's way. This, combined with the ability to boost a friendly Sergeant's profile to the level of a minor hero, makes the Sanguinor a tempting option for any army. One word of warning though – once the Sanguinor hath smote his chosen prey, his combat abilities tail off a little. If your opponent has only fielded a cheap HQ unit (a bare bones Ork Warboss, perhaps) then the Sanguinor will struggle to repay his hefty points cost.

Commander Dante may not have the raw hitting power of the Sanguinor, but he more than makes up for it with the abilities he bestows upon his unit. Adding Dante to a squad gives not only the Hit and Run special rule (something that works rather nicely indeed with Furious Charge) but if the squad has jump packs also prevents them from scattering when they Deep Strike. On top of this Dante's no slouch in combat himself, with a profile and wargear loadout worthy of his rank.

On the other end of the spectrum, Mephiston brings no benefit to your rank-and-file troops, but is a nigh-unstoppable killing machine. A quick glance at Mephiston's profile, and you'll see why – Initiative 7, Strength 6 and 4 Attacks will make a mess of most characters or monstrous creatures, whilst Toughness 6 and a 2+ armour save means that even a horde of Orks are going to struggle to bring him down. Mephiston's only real weaknesses are the lack of an invulnerable save and the fact that he can't join units. In theory, this makes him vulnerable to enemy heavy weapons fire. In practice, however, Mephiston's Fleet special rule and knowledge of the *Wings of Sanguinius* psychic power mean that you can get him where he shines – knee deep in the dismembered corpses of the enemy – very quickly indeed.

Last of what it pleases me to call the Big Four™ is Astorath the Grim, High Chaplain of the Blood Angels. Stat-line wise, Astorath is the weakest of the four – but remember that in this hallowed company, that means 'only a touch better than a Space Marine Captain' which is still nothing to be sniffed at. Astorath's real utility comes from the effect he has on your army. First of all, he removes the 0-1 limitation on the Death Company. What's going to scare your opponent more than one Death Company? That's right, two Death Companies (or even more than two). Furthermore, Astorath's inclusion in an army increases the likelihood that the Red Thirst will take effect, from a 1 in 6 per

unit to a 1 in 2. That's right, with Astorath, a full half of your units will be Strength and Initiative 5 on the charge!

Before we move away from HQ choices, I have to make mention of Captain Tycho. You see, he's the exception that proves the rule of 'the special characters are specialists'. In his days before joining the Death Company, Tycho's an exemplar Space Marine Captain – he can do a bit of everything, and do it very well indeed. Not only does he grant Leadership 10 to every friendly unit, Tycho's got Blood Song (a combi-melta packed full of special issue ammunition) and the Dead Man's Hand (a power weapon with built in digital weapons). He also has the Preferred Enemy: Orks special rule, making him a must if you're going up against greenskins. On the other hand, if you want a more close combat oriented Tycho, then you can opt to field him after his induction into the Death Company. This version of Tycho (or psycho Tycho, in



Mephiston

Mephiston is not known as the Lord of Death for nothing. On the battlefield he is the embodiment of death and slaughter!



LIGHT THE FIRE

When picking special weapons for your squads, it's worth remembering that many Blood Angels squads have access to two unique weapons: the infernus pistol and the hand flamer. The former is a short-ranged melta gun, with all the red-hot microwave fury that you'd expect. The latter, as the name implies, is a compact flamer. Whilst it's true that neither weapon is quite as potent as their larger brethren, they do have a crucial advantage – they're pistols, so a Blood Angel doesn't sacrifice a close combat attack if equipped with one. They're a great way to increase a squad's firepower, without diminishing its potency in assault.



Brother-Captain Tycho

Tycho, after he succumbed to the Black Rage and joined the Death Company, lost his awe-inspiring leadership abilities but gained a bloodthirsty edge. With his black-armoured brethren Tycho now seeks to die in battle.

the unsanctioned vernacular) trades his leadership abilities for a bulked up close combat profile, Feel No Pain, Furious Charge, Fleet and, of course, Black Rage. He's also not an Independent Character (fellow Blood Angels aren't really comfortable in his presence any more).

So, those are your HQ options. Which one is best for your army really depends on your playing style. Personally, I tend to gravitate towards the Sanguinor (if I'm feeling generous with my points) or an iteration of Tycho if I'm not.

Supporting Fire

Of course, even with an assault-heavy army like the Blood Angels, you're going to want units to lay down a little supporting fire. As a Codex Chapter at heart, the Blood Angels have plenty of options in this regard. Regardless of which supporting fire units you choose, you'll want to make sure that the weapon loadout compensates for any weaknesses in the rest of your army. In the case of a Blood Angels assault army,

this will normally mean bringing missile launchers or lascannons to destroy (or at least suppress) enemy tanks – you can destroy vehicles with power fists and the like, but an anti-tank gun can do so right from the first turn, probably saving the lives of many Battle-Brothers. That said, if your army is shaping up to be small, spare a thought to a touch more anti-horde firepower – your Blood Angels are tough, but you don't want to get overwhelmed.

If you're wanting more infantry in your army, you've essentially got the choice of Scouts, Tactical Squads, Devastator Squads, Sternguard Veterans, and Terminators. If you want massed firepower, a combination of Devastator and Tactical Squads probably makes the most sense; whereas if you want a small number of models with a proportionally greater firepower, go for Sternguard Veterans or Terminators. Tactical Squads and Scouts have a further advantage, of course – they can claim objectives, so they're often a good choice if you want a static firebase or a second



'security' wave that goes in behind your assault troops to secure the objectives they've cleared of enemies. If this is what you want to achieve, consider a Rhino, Razorback or Drop Pod for your Tactical Squads – not only do they make it easier to get your troops to where they need to go, but they can be used to block or obscure enemy lines of sight, and therefore create some much-needed cover as you advance upon the objectives.

As a completely different alternative, you can avail yourself of the Blood Angels' generous fleet of vehicles. Star of the show here is clearly the Baal Predator. A dedicated anti-infantry tank, the Baal can be outfitted with burst fire weapons, such as the assault cannon and heavy bolter, or template weapons such as the flamestorm cannon and heavy flamer. Because the Baal Predator is a Fast vehicle, it can easily keep pace with your assault advance, so try pairing one with an Assault Squad – you can use the Baal's weaponry to thin the ranks of the Assault Squad's intended victim, or shred a potential enemy countercharge. Similar tricks can be played with a normal Predator, a Whirlwind or the Vindicator – they all share the Baal Predator's Fast characteristic, so can advance, guns blazing, or redeploy at a moment's notice.

Somewhere in between these supporting fire options lie the Scout Bikers, Bike Squads and Land Speeders. These are relatively cheap ways of getting some serious firepower in your army, and though their weapons are normally quite short-ranged, their high movement rates help them get into range. Of the two, I tend to prefer Bike Squads, as I find them to be a whisker more durable than Land Speeders; and, more importantly, can be subject to the Red Thirst – potentially giving me another close combat unit if I need it.

If you've the points to spare, it's hard to find a better support unit than a Land Raider. There are three types to choose from, depending on just how close to the enemy you want the tank to get. As the Blood Angels field their Land Raiders as dedicated transports, rather than separate tanks, you'll need an infantry squad for every Land Raider you want to field. This never proves a burden, however, as the Land Raider's assault vehicle special rule makes it ideal for getting your Death Company, a Terminator Squad or even a Tactical Squad right into the thick of the fighting. It's worth remembering that, while a Land Raider can't keep up with the Chapter's other tanks, you can elect to Deep Strike it into the battle. A particularly nasty trick is to fill a Land Raider Crusader (with its nice high transport capacity) full of Death Company. Come turn two or three, you'll be able to drop it on the enemy lines, giving your opponent only a single



DREADNOUGHTS

If you're the type of commander who likes his supporting fire to pitch in during close combat, then I can do no better than recommend a Dreadnought or two. The 'basic' Dreadnought is a versatile warrior – invulnerable to most close combat attacks and wielding one or two heavy weapons. While it can't keep up with your assault force, the Dreadnought can fire on the advance, so it's a good choice if you want neither a static firebase nor tracked vehicles.

turn to neutralise it before the Death Company boil out into his lines – and a Land Raider takes some neutralising.

And Finally...

We've looked at the various elements of the Blood Angels army and some of the tactics they can employ, but before I go, there's one final piece of advice to impart. It can be very easy to get caught up in trying to squeeze all the elite units into your army, at the cost of flexibility. That's not to say there's anything wrong with this, provided you've got a plan, but it can make your life more difficult when the battle begins. If you've got less than forty models in your army at 1500 points, you've probably fallen into this trap – go back and check you've got enough Battle-Brothers to fulfil your strategy. With a Blood Angels army, a little elite goes a long way – use units like Sanguinary Guard, Terminators, Land Raiders, Dreadnoughts and Vanguard Veterans to add muscle to your Assault Squads, rather than the other way round.

Anyway, that's quite enough out of me for now. Now get out there, and remind the galaxy why they fear the Blood Angels!



Supporting Fire

It's not all the cut and thrust of assault in a Blood Angels army; as a Codex Chapter they can call upon a whole array of Heavy Support from Devastator Squads, Whirlwinds, Predators and Stormraven Gunships. And let's not forget that Blood Angels have more Land Raiders in their arsenal than many other Chapters can field.

TANK WARS

Apocalyptic Warfare in the 41st Millennium

Armoured warfare in the 41st Millennium is brutal and uncompromising, especially when fought on an apocalyptic scale. Robin Cruddace describes one such tank battle.

The Battle of the Iron Storm was the culmination of an armoured campaign on the remote planet of Dellerax, a battlefield that saw the steel fist of Cadia smash into the wraithbone serpent of Saim-Hann. The Cadian forces were commanded by Knight Commander Pask, whilst the Craftworld's host was led by the legendary Chieftain Fell Winter. The Imperial Guard held the advantage in brute force but the Eldar were faster and more manoeuvrable. Throughout the two-year campaign both commanders tasted the sweetness of victory and the bitter ashes of defeat. The War on Dellerax saw every aspect of armoured warfare, but all of this was but a prelude to the titanic Battle of the Iron Storm.

The Eldar host had been concentrating their forces in the Iron Storm Desert; so named for the way the grains of sand reflected the light and gleamed like polished metal. Pask was sure that the Eldar were protecting the mysterious tower at the heart of the desert, as sure as he knew its destruction held the key to victory. So it was that Pask threw his entire force into the desert for one decisive blow. But Fell Winter's forces were ready.

Over eighteen thousand tanks clashed during the Battle of the Iron Storm. The combination of fierce desert winds and the movement of so many tracked vehicles had churned up the dunes, throwing up clouds of metallic dust so high that they threw the planet into a murky twilight. Searchlights, muzzle flashes, explosions and flaming wreckage illuminated the battlefield, eerily reflected by the swirling clouds of metal hanging in the sky. The poor visibility placed the upper hand firmly with Fell Winter's force, whose sophisticated targeting arrays pierced the gloom, leaving the Imperial Guard to stumble in the dark.

As the Imperial Guard advanced on their target, the Eldar launched a devastating attack. Cloaked by the raging sandstorm, the red-hulled vehicles of Saim-Hann fell upon their prey. Jetbikes and Falcons swarmed over the Cadians with speed and ferocity. Fire Prisms crested the dunes and carved through Leman Russ squadrons seconds before Vyper Jetbikes burst through the gap and launched

devastating fusillades into the tanks' weaker armour. Sentinels and War Walkers duelled across the plains as Baneblade companies traded fire with Scorpion grav-tanks. Pask was taxed to the limit marshalling his forces, but without his leadership and tactical acumen the Cadian defence would have quickly crumbled.

Fell Winter then unleashed a mighty Warlock Titan known as *Fuer'hanth*, the *Heart of Fire*. Pulsar lances scythed through Leman Russ squadrons and under this new onslaught the Cadians teetered on the brink of defeat. Pask ordered the Shadowword *Fury of Mars* to fire at the Eldar Titan, but the volcano cannon shot passed harmlessly through its holo-fields. The Warlock Titan deftly closed the distance and pulverized *Fury of Mars* with a single blow of its fist. As the Shadowword's reactor exploded the Warlock Titan was momentarily silhouetted against the blast. Pask snatched his opportunity and took the controls of his tank, firing directly at the towering walker. The shot hit home and the Warlock Titan's holo-fields blew out in a shower of sparks. As the riot of shapes and colour resolved into a single target, Pask gave the order to fire. *Fuer'hanth* was pummeled by the combined fire of thirty-five tanks.

As the Eldar were sent reeling by the psychic death knell, Pask unveiled his own secret weapon – a Deathstrike Vortex Missile. As soon as the doomsday weapon powered up, the Eldar became aware of the danger. Despite a final desperate thrust by Fell Winter's own Wind Rider Host, the Eldar were unable to break through Pask's rearguard in time. As the vortex missile streaked towards its target the Eldar could only look on in despair. The tower was torn apart by the vortex and with its destruction the winds that had plagued the Iron Storm Desert abated. When the dust settled the Eldar had vanished. The Battle of the Iron Storm was over.

You can find extra datasheets for the Eldar and the Imperial Guard on our website, along with datasheets for other races.

www.games-workshop.com

“The Battle of the Iron Storm saw the steel fist of Cadia smashed into the wraithbone serpent of Saim-Hann.”

WARHAMMER
40,000
APOCALYPSE



'EMPEROR'S DELIVERANCE' ROCKET BATTERY 50 POINTS + MODELS

A Manticore Rocket Launcher is an extremely devastating, yet demanding and temperamental artillery piece. To fire at full effect each requires the constant attentions of a Techpriest Enginseer as well as a massive stockpile of rockets. As a result, it is rare to see more than a handful of Manticores in anything other than dedicated artillery companies, formations that are slow and unwieldy to deploy, even by the standards of the Imperial Guard. 'Emperor's Deliverance' Rocket Batteries strike the ideal balance between tactical mobility and brute firepower.

'Emperor's Deliverance' formations are not intended for long drawn out artillery wars, but rather to deliver a decisive hammer-blow. They are therefore configured to

launch an Alpha Strike – every Manticore firing its entire payload of rockets in a fiery orgy of destruction. The rocket battery may only get a single shot, but by the Emperor, they make it count.

Rocket Batteries are invariably supported by Enginseers whose role it is to appease the Manticores' unpredictable machine spirits. Without the proper ministrations the launchers' weapons can easily malfunction and no rockets may launch at all. As the Techpriest attends to his duties his accompanying Servitors heft the rockets and attempt to reload the Manticores mid-battle – a time-consuming and tricky operation under the best of conditions, and one that presents significant challenges under fire.

MANTICORE
COMMAND TANK

Eagle's Lament



TECHPRIEST
ENGINSEER

Enginseer Vectoris-XIIb



MANTICORE

Storm of Steel



MANTICORE

Iron Rain



FORMATION

- 3 Manticore Rocket Launchers*
 - 1+ Techpriest Enginseer**
- *One Manticore must be designated as the Battery Command Vehicle
 - **Each Techpriest Enginseer must be accompanied by four Servitors

SPECIAL RULES

Strike Force: All units in the formation must be deployed within 6" of the Battery Command Vehicle, or, if coming on from reserve, they must enter the table within 6" of the point entered by the Battery Command Vehicle.

Rocket Reload: Instead of using the Blessings of the Omnissiah special ability, a Techpriest may assist in the reloading of a Manticore.

If a Manticore Rocket Launcher does not move in its Movement phase you may attempt to reload a rocket. You can attempt to reload several Manticores in the same turn if you wish. Roll a D6 for each Manticore you choose to reload and apply the following modifiers, adding +1 to the result if there are at least two models with servo-arms within 6". If the result is a 6 or more a single rocket has been successfully reloaded onto that Manticore. However, if the result is ever a 1 the vehicle isn't reloaded and the Manticore will be unable to fire in the Shooting phase.

Alpha Strike: Instead of firing normally you can declare that the 'Emperor's Deliverance' Rocket Battery will launch an Alpha Strike. If you choose to do so, each Manticore fires D6-2 rockets (roll separately for each Manticore). If a dice roll is greater than the number of rockets the Manticore currently has remaining then that Manticore fires all of its remaining rockets, but no more. If the result is a 0 or less then that Manticore fires no rockets this turn and does not contribute to the Alpha Strike. After determining the number of rockets fired, use the following profile:

| RANGE | STRENGTH | AP | TYPE |
|---------|----------|----|--------------------------|
| 24-120" | 10 | 4 | Apocalyptic Barrage (X*) |

*The number in the brackets is equal to twice the number of rockets fired in the Alpha Strike.

'MAILED FIST' TANK COMMAND

150 POINTS + MODELS

Knight Commander Pask is Cadia's most accomplished tank commander. There is no aspect of armoured warfare that Pask has not mastered, from lone tank operations to campaigns involving dozens of Leman Russ companies. Such is his talent that Cadian high command has granted Knight Commander Pask special dispensation to take command of all tank assets when Cadian forces are facing heavily armoured opposition. Under these circumstances, Pask adapts the formation known as the 'Mailed Fist'.

The Mailed Fist, named after Pask's original company, comprises a handpicked group of elite Leman Russ crews requisitioned personally by the Knight Commander. Proven

on dozens of battlefields, these battle-hardened crews and veteran tank aces serve as Pask's bodyguard, allowing the Knight Commander to focus his attention on the battlefield as a whole. So protected, Pask can concentrate on ordering the tank companies under his command; devising company-wide manoeuvres, prioritising targets and directing the full strength of Cadia's armoured might.

There is no formal disposition of the types of Leman Russ that make up this formation. This mixture is one of its greatest strengths, for the variety of weapons grants Pask the ability to overcome any battlefield obstacle, ensuring that Pask always has the right tool for the job.

LEMAN RUSS COMMAND TANK

Hand of Steel



LEMAN RUSS SQUADRON

Dominator Victrix



LEMAN RUSS SQUADRON

Fury of Cadia



FORMATION:

- 3 Leman Russ Squadrons of 3 tanks each (chosen from Codex: Imperial Guard)*
- *One Leman Russ in the formation must take Knight Commander Pask as an upgrade.

SPECIAL RULES:

Veteran Tank Crews: All Leman Russ tanks in this formation have a BS of 4.

Strike Force: All tanks in the formation must be deployed within 24" of Knight Commander Pask, or, if coming on from reserve, they must enter the table within 24" of the point entered by Knight Commander Pask.

Tank Officer: Knight Commander Pask can issue orders. These are issued before any other Imperial Guard orders and can only be issued to Leman Russ tank squadrons, including his own (tanks are assumed to have a Leadership of 10 for the purposes of these orders) but otherwise they are subject to all the normal rules for issuing orders in the Imperial Guard Codex. Knight Commander Pask can issue up to two orders each turn. He has a command radius of 24".

Right Down Their Throats! Pask orders his units to gun their engines to maximum and close in for the kill. If the order is

successfully issued to a mobile unit then it immediately moves D6 + 6" instead of shooting. The unit treats this exactly as a normal move and counts as having moved at cruising speed, regardless of how fast it moved in its Movement phase.

Pour it On! With the enemy firmly in his sights, Knight Commander Pask orders his crews to divert all power to the weapons and 'give 'em everything they've got'. If the order is successfully issued and the ordered unit remained stationary in its Movement phase, then it can fire its turret weapons twice in the Shooting phase so long as it fires at the same target.

Take aim, FIRE! Knight Commander Pask reminds his subordinates that the biggest guns are nothing without accuracy. If the order is successfully issued, the ordered unit immediately shoots at any visible target. The ordered unit's weapons count as twin linked for this turn.

DEATHWEAVER SQUADRON

75 POINTS + MODELS

Deathweaver Squadrons are used to destroy entire infantry formations. They primarily consist of a battery of Night Spinners who combine their fire to spin a single, ghostly blanket of death – one far larger and denser than any could weave individually. However, these formations rely upon the skills of Rangers to be most effective. Rangers act as the Night Spinners' eyes, scouting the battlefield in search of prey. Upon sighting the foe, the Rangers will track their target and relay its coordinates, taking pains to remain hidden until their target is in the perfect position. The Night Spinners lie in wait, hidden out of harm's way, awaiting the Rangers' signals to attack.

Deathweaver Squadrons were deployed to lethal effect when the Eldar of Saim-Hann fought the Imperial Guard in the equatorial jungles of Dellerax. When a suitable target

was sighted the Rangers would snipe at the approaching troops, trusting that their foes' instincts would be to dive for cover. The Guardsmen, so focused on the threat of a sniper's bullet, utterly failed to notice the wraithlike webs descending upon them, fired from Night Spinners moments before. The Rangers kept their suppressive fire up until the silvery strands were a few inches above their quarry. Knowing that the Guardsmen would be unable to evade the Night Spinner's attack, the Rangers suddenly ceased their fire and melted back into the undergrowth, leaving their bewildered foes to their doom. As the confused Imperial Guardsmen raised their heads to see why the attack mysteriously stopped they met the descending wire-strands – flesh parted without a sound and the hopelessly ensnared soldiers were slaughtered without ever truly realising the danger they were in.

NIGHT SPINNER
COMMAND TANK

Chieftain Fell Winter



NIGHT SPINNER

Karathlien, the Windrage



RANGERS

The Striders of Twilight



NIGHT SPINNER

Aelasin, Vengeance of Khaine



FORMATION

- 3 Night Spinners*
- 1+ unit of Rangers

*One Night Spinner must be designated as the Squadron Command Tank.

SPECIAL RULES:

Strike Force: With the exception of Rangers, all units in the Deathweaver Squadron must be deployed within 6" of the command tank, or, if coming on from reserve, they must enter the table within 6" of the point entered by the command tank.

Ranger Sight: When firing at a target within 36" and line of sight of any Rangers, the Night Spinners in the Deathweaver Squadron have an unlimited range and they can use the Rangers' BS to adjust any scatter.

Pinned and Helpless: If the Deathweaver Squadron hits any units that have gone to ground you may re-roll any failed to wound dice.

Combined Fire: If three or more Night Spinners in the Deathweaver Squadron fire at the same target, resolve the shots using the following profile:

| RANGE | STRENGTH | AP | TYPE |
|-------|----------|----|---|
| 72" | 6 | - | Apocalypse Barrage (*), Rending**, Monofilament Web |

*The number in the brackets is equal to the number of Night Spinners contributing to the shot.

** Such is the density of monofilament wire that against enemy infantry, any to wound rolls of 5 or 6 will benefit from the Rending special rule, not just rolls of a 6.

LIBERATION OF CAULDRON

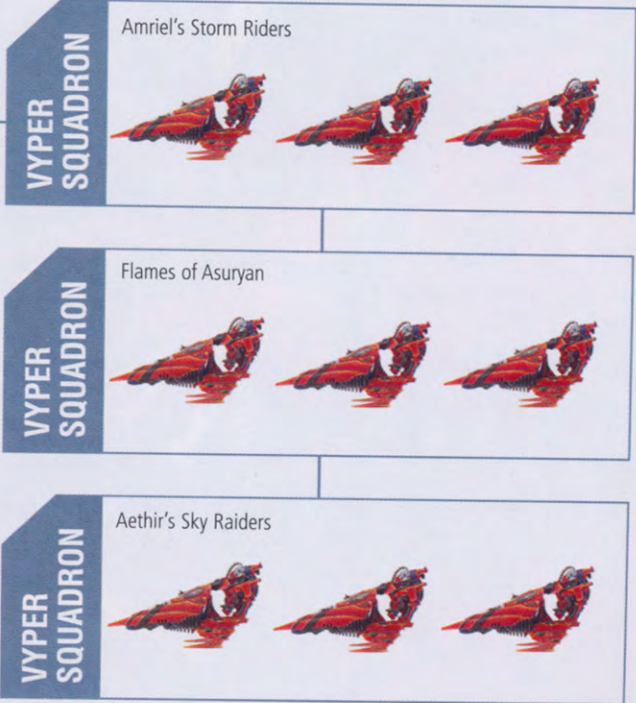
SAIM-HANN DOOM SERPENT SQUADRON100 POINTS + MODELS

A Doom Serpent Squadron is a specialised Fire Prism formation developed by the Eldar of Saim-Hann to combat enemy super-heavy battle tanks and Titan-class war engines. They are used in favour of Sunstorm Squadrons when battlefield conditions favour deceit and guile over raw firepower.

At the heart of each Doom Serpent Squadron is a pair of Fire Prisms. They are the twin fangs of the snake, lying ready to sink their fangs deep into their prey's steel flesh. The Fire Prisms are veiled from the eyes of the enemy thanks to heavily converted holo-emitters that blend their silhouettes into the surroundings. These holo-emitters draw enormous amounts of power, to the extent that all the grav-tanks' power must be diverted to maintaining the shimmering cloak. The Fire Prisms are not without support

though, for a host of Vyper Jetbikes, canopies draped in chameleonic cloth, lies hidden besides them, awaiting the time to strike.

When the squadron's quarry is in range, the Vypers take off like a swarm of angry bloodwasps. Their role is two-fold: they must buy the Fire Prisms the time needed to overcharge their prism cannons, and they must strip away the Titan's void shields for the Fire Prisms to deliver the killing blow. Darting towards their target, the Vypers rely upon manoeuvrability to keep them safe as bright lance and missile fire overload shield generator after shield generator. The instant the last shield fails, the Titan's doom is sealed as a single incandescent beam lances through steel, ceramite and adamantium, piercing the war machine's reactor and destroying it in a fiery blast.



FORMATION

- 2 Fire Prisms*
 - 3 Vyper Jetbike Squadrons
- *One Fire Prism must be designated as the Squadron Command Tank.

SPECIAL RULES:

- Strike Force:** All units in the formation must be deployed within 6" of the Fire Prism command tank, or, if coming on from reserve, they must enter the table within 6" of the point entered by the Fire Prism command vehicle.

Deathstalkers: All units in the formation have the Infiltrate special rule. In addition, units in this formation have the Camouflage strategic asset.

Titan-Hunters: All Saim-Hann Doom Serpent units within 6" of the Fire Prism command tank add +1 to any vehicle penetration rolls.

The Killing Strike: Provided both Fire Prisms remained stationary in the Movement phase and both have a line of sight to each other, you can choose to combine their prism cannon fire to shoot a single, pin-point attack. This shot can be fired from either Fire Prism and uses the following profile:

| RANGE | STRENGTH | AP | TYPE |
|-------|----------|----|----------------------|
| 72" | D | 1 | Heavy 1, Twin-linked |

WARHAMMER
40,000

THE BATTLE OF PHANTOMFALL



We've got tracks on the brain this month, so what else could we do for our battle report but fight a huge tank battle between the armoured forces of the Eldar and Imperial Guard? Andrew Kenrick introduces the proceedings.

The inclusion of the Spearhead Expansion in this issue, along with the release of a whole armoury's worth of tanks for the Imperial Guard and the Eldar, was all the excuse we needed to fight a really big tank battle. The tanks of the Imperial Guard and the Eldar are both iconic images of Warhammer 40,000, yet they couldn't be more different. The tanks of the Imperial Guard are like a mailed fist, brutal and heavily armoured. The agile grav-tanks of the Eldar are more akin to a deft rapier-stroke, with a deadly array of weaponry and unrivalled speed. So pitching such radically different, yet equally vehicle-tastic forces, against one another seemed like the obvious choice.

So with that image in mind we tasked our resident hobby monsters, Duncan Rhodes and Chad Mierzwa, with painting up some new spearheads to accompany our existing Studio armies, guaranteeing that the battlefield would soon be abuzz with grav-tanks and battle tanks.

For this issue's Liber Apocalyptica, Robin Cruddace has written an extensive background for the War on Dellerax. This was inspiration aplenty, and we decided

that it would be a great idea to fight one of the many tank battles that he described – the Battle of Phantomfall, wherein Knight Commander Pask attempts to break through the Eldar lines following the destruction of a Phantom Titan. This battle between two tank-heavy armies has the potential for sweeping advances, armoured thrusts into the centre of the battlelines, desperate last stands in the face of heavy armour and daring strikes into the heart of the enemy lines. In short, everything a Spearhead game should contain!

So, with the background established and a board set-up courtesy of Dave Andrews, we turned to our players. Robin Cruddace might be better known for his work on the Imperial Guard Codex, but he also wrote the rules for the Night Spinner, so he volunteered to take the new Fire Prism and Night Spinner kits out for a test drive. Graham Davey is a tread-head of some renown in these parts, his own Vostroyan spearhead sitting proudly on his desk, so he stepped up to command the Imperial Guard forces.

Without further ado... Gentlemen, start your engines!

BATTLE REPORT

BATTLE FACTS

Spearhead Mission
Vital Ground.

Deployment
Counter-attack.

Forces
Eldar vs.
Imperial Guard.

Size
3000 points.

Players
Robin Cruddace vs.
Graham Davey.

Scrivener
Andrew Kenrick.

The War on Dellerax raged for over two years and saw countless vicious battles. The Battle of Phantomfall was but one engagement in a much larger war that led to the destruction of hundreds of tanks on both sides:

121859.M41 Fierce storms engulf the Iron Storm Desert. Imperial Recon troops discover an alien structure at the eye of the storm, unearthed by the shifting sands. All contact is lost with the team mere moments after they report their findings.

355859.M41 Eldar forces launch an unprovoked attack and make planetfall on Dellerax. The entire Imperial bastion complex is crushed with the arrival of the Saim-Hann Avatar.

498859.M41 The 57th Imperial Fleet, transporting several Cadian regiments, alters course and answers the call from Dellerax requesting reinforcements. With fierce storms still raging on across the Iron Storm Desert, the Cadians are forced to make landfall on the far side of the planet's thin equatorial jungle belt.

550859.M41 Fell Winter launches a pre-emptive, spearheading a host of Falcons in an attempt to destroy the grounded transport ships before the Imperial Guard can finish disembarking. Knight Commander Pask assumes nominal command and, with the Cadian 452nd Heavy Armour, drives off the Saim-Hann attack, establishing a beachhead.

730859.M41 The Cadian 323rd Infantry are ambushed by Deathweaver Squadrons as they cross the planet's jungles. There are no survivors. Pask orders 60 Hellhounds to burn the jungle to the ground.

050860.M41 The Battle of Striding Sands. Sentinels clash with War Walkers across the windswept dunes at the edged of the storm. Imperial forces are routed with the arrival of two Revenant Titans.

200860.M41 With the deployment of Titans, the war escalates. Pask successfully petitions the aid of Legio Metalica. Fell Winter is forced to spread his Fire Prisms thinly to counter the threat, reforming them into Doom Serpent Squadrons.

343860.M41 The Warhound Titan Venator Rex is the first victim of the Saim-Hann Doom Serpent Squadrons. Over the next few weeks all four of the Legio Metalica's battle Titans are either crippled or destroyed.

672860.M41 The Battle of Phantomfall. A Manticore Rocket Battery demolishes what is believed to be the last Phantom Titan on Dellerax. The Cadians attempt to press their advantage but did not count upon the presence of Fell Winter's Wild Rider Host.

329861.M41 The Battle of the Iron Storm. Pask and Fell Winter clash for the final time in the plains of the Iron Storm Desert.

SPEAR OF FURY





As author of Codex: Imperial Guard, will Robin's own work prove to be his undoing? At least he has a chance of victory as he's not fighting his usual nemesis, Phil Kelly...

Robin: After several crushing defeats in recent battle reports I was in desperate need of salvaging a little pride. Time will tell if this would be the beginning of a new chapter in my White Dwarf battle-record, or if I was simply a glutton for punishment... I'll be playing Spearhead, but instead of fielding my beloved Imperial Guard, I shall be going up against them with the sleek grav-tanks of the Eldar.

I started my force by picking a couple of shiny new spearhead formations. The first that struck me as an absolute must-have was the Tank Hunters Spearhead. This will be the leading thrust of my army and will take the shape of not one but three Fire Prisms. By combining the firepower of just two of these powerful battle tanks I'll be able to unleash a shot that will (thanks to Tank Hunters) have an effective Strength of 11 and an AP of 1 – what could be better in a tank battle? With the amount of attention (and more to the point, the volume of firepower) I was expecting these vehicles to attract, all of them will be upgraded with holo-fields.

The second spearhead on my shopping list is an Outrider Spearhead, consisting of a Wave Serpent and two Falcons – the perfect device for delivering Fuegan and a squad of Fire Dragons right into the heart of battle (if these guys can't turn a tank into molten slag it's just not meant to be). Normally I'd have to rely upon a combination of speed and the Wave

Serpent's energy field to protect the 'Fire Dragon squad-of-doom' from harm, but in an Outrider Spearhead I can choose to intercept incoming fire with one of the Falcons. This means that Fuegan is far more likely to survive to destroy, his target.

Finally I've added an Archeotech Spearhead made up of War Walkers, which gives them +1 Strength to their weapons. There is a downside, and that is that they have the potential to overheat, but it's a risk I'm prepared to take for the bonus.

With my spearheads chosen it was onto the rest of the army. A Swooping Hawk squad with Skyleap will be tasked with bounding across the board and blowing apart any artillery waiting there with their haywire grenades. I also took one of the new Night Spinners, confident that its monofilament webs will cut through swathes of Imperial Guard squads. Finally, as my force represented part of a Saim-Hann Wild Rider Host, it seemed remiss of me not to field plenty of jetbikes. Two large units of Guardian Jetbikes, an Autarch and some Shining Spears provided me with some fast-moving squads able to zoom up the flanks and pounce on any nearby objectives (and isolated tanks) that might happen to lie in their path.

With my army selected I gave some thought on how to best my opponent. Now I know a thing or two about the Imperial Guard, and I'm fairly certain that the Eldar won't last long in a straight-up, head-to-head clash. Firstly, the Imperial Guard tanks' superior armour and sheer weight of firepower would just prove too telling. Secondly, in Spearhead missions you fight across the length of the board, and this means that I'm likely to be outranged. I'll need to close the distance swiftly and strike decisively if I'm going to win the day and, if I can find a way to negate that tough armour, you'd better believe that I'm going to take it.

TANK HUNTER SPEARHEAD

The one thing you can be sure of in a game of Spearhead is that there will be plenty of tanks to hunt. Fire Prisms are ideal in this capacity, as their ability to combine their fire makes them doubly potent, but so too are units of Falcons armed with bright lances. Robin chose three as part of a Tank Hunter Spearhead, meaning that they gain the Tank Hunters special rule, giving them +1 armour penetration.



HQ

Fuegan, the Burning Lance
205 points

Autarch Yrannae
with laser lance and jetbike.
120 points

ELITES

Fire Dragons Squad
9 Fire Dragons including Exarch with firepike and Crack Shot.
169 points

Striking Scorpions Squad
5 Striking Scorpions including Exarch with scorpion's claw.
107 points

TROOPS

Dire Avengers Squad
6 Dire Avengers including Exarch with two shuriken catapults.
89 points

Guardian Jetbike Squadron
11 Guardian Jetbikes.
242 points

Guardian Jetbike Squadron
10 Guardian Jetbikes.
220 points

FAST ATTACK

Shining Spears Squadron
5 Shining Spears including Exarch with star lance.
202 points

Swooping Hawks Squad
6 Swooping Hawks including Exarch with hawk's talon, Skyleap and Intercept.
168 points

HEAVY SUPPORT

Fell Winter's Night Spinner
115 points

D-cannon Support Weapon
50 points

Wraithlord
with bright lance and wraithsword.
140 points

SPEARHEADS

Outrider Spearhead
Wave Serpent with shuriken cannon and twin-linked bright lances, two Falcons with scatter lasers.
445 points

Tank Hunter Spearhead
Three Fire Prisms with shuriken cannons and holo-fields.
540 points

Archeotech Spearhead
2 War Walkers armed with two bright lances, missile launcher and scatter laser.
155 points

TOTAL 2997 points

THE MAILED FIST





Graham Davey is one of the Studio's editors, brave men who go into battle armed with only a red pen and a dictionary. But has he edited in a clause or loop-hole to help him out against Robin?

Graham: A Spearhead game is the perfect environment for a vehicle-heavy Imperial Guard army. I can think of few better opportunities for fielding an entire army of tanks. Playing down the length of the table means that for once all those enormous ranges on your big guns come into play (the enemy's bright lances suddenly feel embarrassingly short-ranged!). Now of course there's considerably further to go to claim objectives (not usually a strong point of those lumbering tanks and footslogging Guardsmen) but once again the Expansion helps out; any vehicle chosen as part of one of the special Spearhead formations gets to fire an extra weapon even if it moved at cruising speed (up to 12"). This means you can bomb about the table at full whack, firing all of the many weapons that a typical Imperial Guard tank comes armed with. I can't wait.

With all this in mind, and a 3000-point battle in the offing, I have one thing in mind for my army list. Tanks. Lots of tanks.

For starters I am making use of the altered Force Organisation Chart to forgo the traditional Imperial Guard higher ranks of a Company Command Squad. Instead, Knight Commander Pask has been assigned direct command of the force. He does a great job of making a Leman Russ even more killy, and his Crack Shot rule is just

what I need to take down Eldar grav-tanks. I have placed him in an Ambush Spearhead, so he and his wingman can get into a good position right from the start and receive a measure of protection against the Eldar army's own firepower.

Forming my first line of attack will be a mighty Tank Hunters Spearhead – three battle tanks all set to roll down the battlefield, blasting enemy skimmers out of the air. So far that's five Leman Russ, with a range of main guns to allow flexibility in my targeting. In particular I am expecting the Exterminators' twin-linked Heavy 4 autocannons to be perfect against the lightly armoured Eldar tanks.

Next: the big guns. The Manticore Rocket Launcher puts out D3 large blast templates every time it fires. What could be better than that? Three Manticore Rocket Launchers, that's what. I've put them into an Armoured Spearhead to weather the inevitable counter fire. Rob's army won't know what's hit it!

And next? The biggest gun of all (Titans apart). The Deathstrike Missile Launcher is potentially game-winning, but it could take all game to fire. Consequently, I've assigned two Sentinels as Outriders (another Spearhead formation), to selflessly take the incoming hits and keep the Deathstrike alive long enough to launch!

With my Spearheads chosen, I've added an infantry platoon to guard my artillery, plus a Chimera-mounted platoon and a Valkyrie, forming a fast-moving reserve to be kept off-table.

So there you have it. Twelve tanks. Fifteen vehicles in total. The might of the Imperium can never be stopped! But hold on. What's this? A hundred-odd points to spare. Now, what could I spend those on? Where's that Hellhound?

AMBUSH SPEARHEAD

Graham included no less than four spearheads in his army, seeking to maximise the number of tanks he could include (as a spearhead does not take up a Force Organisation slot). One of these was the Ambush Spearhead, which gives it Infiltrate and Stealth, which allowed Graham to deploy it outside of the usual deployment zone.



TROOPS

Infantry Platoon Command Squad
with flamer, heavy bolter, medi-pack and Commissar.

3x Infantry Squad
with grenade launchers.

Heavy Weapons Squad
with 3 missile launchers.

365 points

Infantry Platoon Command Squad
with grenade launcher, heavy bolter, medi-pack and Chimera.

2 x Infantry Squad
with flamers and Chimeras.

350 points

FAST ATTACK Hellhound

130 points

Valkyrie Assault Carrier
with lascannon.

115 points

SPEARHEADS

Ambush Spearhead
Leman Russ Exterminator with Knight Commander Pask, sponson heavy bolters and lascannon; Leman Russ Eradicator with sponson heavy bolters.

490 points

Tank Hunter Spearhead
Leman Russ Vanquisher with sponson multi-meltas and lascannon, Leman Russ Exterminator with sponson heavy bolters and lascannon, Leman Russ Executioner with sponson plasma cannons and lascannon.

680 points

Outrider Spearhead
Deathstrike Missile Launcher and two Armoured Sentinels.

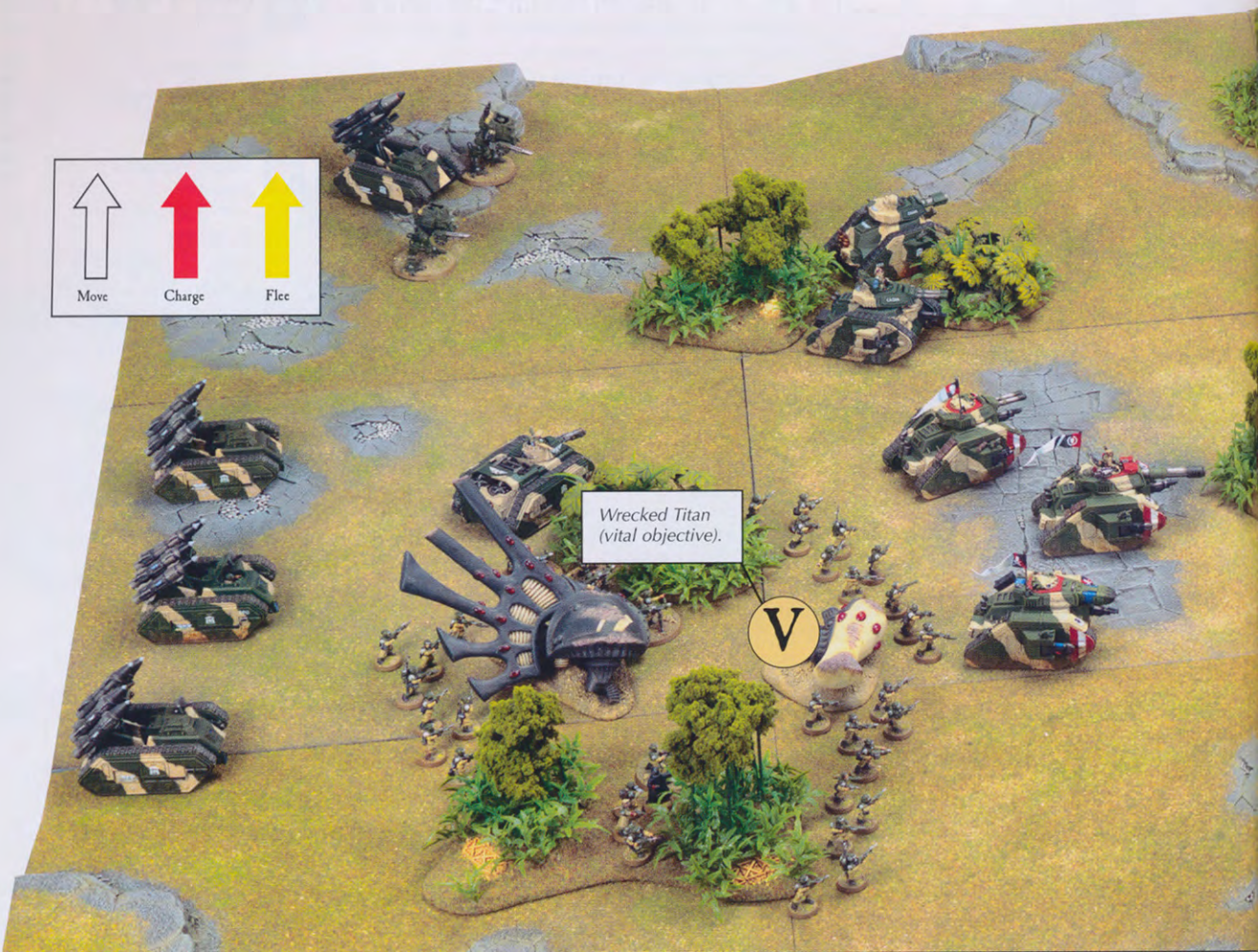
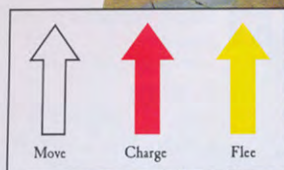
330 points

Armoured Spearhead
Three Manticore Rocket launchers.

540 points

TOTAL 3000 points

THE MISSION



THE BATTLE OF PHANTOMFALL

The dust was still settling from the shattered form of the Phantom Titan as the Imperial Guard forces began their counter-attack, hoping to seize the initiative and capitalise on the chaos sown by the psychic shockwave caused by the giant walker's demise. But Fell Winter, Spear of a Hundred Bloody Slaughters and Chieftain of the Saim-Hann defence of the world of Dellerax, was prepared, his forces lying in wait deep in the jungles surrounding the Titan's final resting place. As Knight Commander Pask led his armoured company into position, the forces of Fell Winter zoomed over the horizon from their ambush positions, skimming over the tops of the jungle canopy. Pask's objective was simple – lay claim to the jungle surrounding the Eldar power generators, disabling the enemy's shields in readiness for a final decisive artillery strike against the main Eldar forces gathering in the Iron Storm Desert. If the shields could be disabled, then the Imperial Guard artillery could pound the Saim-Hann forces from afar. Fell Winter, however, was determined to prevent this; not only was the war in the balance, but pride was at stake too. The Imperial Guard would pay for the destruction of the Titan and be driven from its resting place, their artillery destroyed and their blood spilled in the jungle.

DEPLOYMENT

The mission that we decided to play was the Vital Ground scenario. On the face of it, the Vital Ground scenario might seem very similar to Seize Ground, but there's a subtle difference at work here. There are four objectives, one of which is the vital objective. Whereas the other three objectives are worth one point each, the vital objective is worth three. In the first turn it's easy for both sides to end up with three points apiece, leading to a draw unless they push forwards to claim another objective, or contest one of their opponent's. This forces both sides to sweep forwards, forcing them into their foe's deployment zone in order to score a victory.

The deployment was the Counter-attack set-up, which takes the form of opposing wedges. The units deployed at the tip of the wedge will be the first into the fray, so both Robin and Graham deployed their most resilient spearheads here – the Eldar Outrider Spearhead and the Imperial Guard Tank Hunter Spearhead. Graham used his Ambush Spearhead to deploy in cover on the flanks, outside the deployment zone, affording both a clear line of sight to the Eldar and affording the Leman Russ Battle Tanks cover saves. Graham also left several units in reserve: the Valkyrie and a mechanised Infantry Platoon were left off the board to act as a counter-attack.

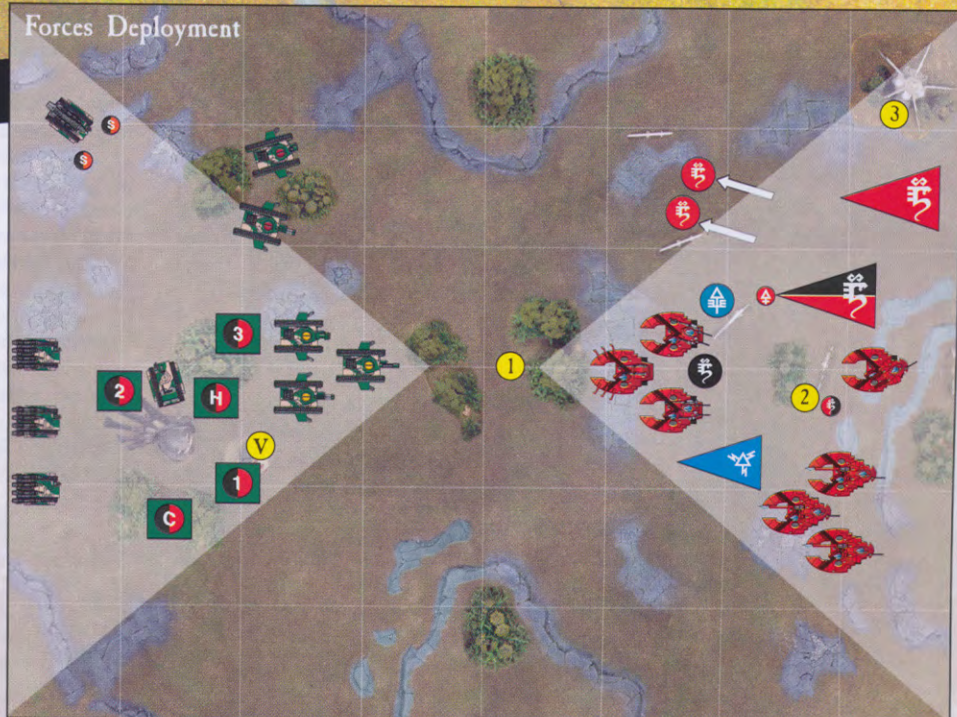


OBJECTIVES

Graham won the roll-off, so got to place the vital objective (V) in his deployment zone. He designated the wrecked Titan as his vital objective (V). Robin then placed the remaining three objectives in his half of the table, placing one in the jungle in the middle of the table (the Sensor Jammer, 1), one in the foliage close to his own board edge (the Comms-Relay, 2) and one next to the Eldar tower (the Shield Generator, 3).

V 1 2 3

Forces Deployment



INCOMING!

TURN 1



The Manticore Rocket Launchers rained a constant storm of rockets on the Eldar grav-tanks.



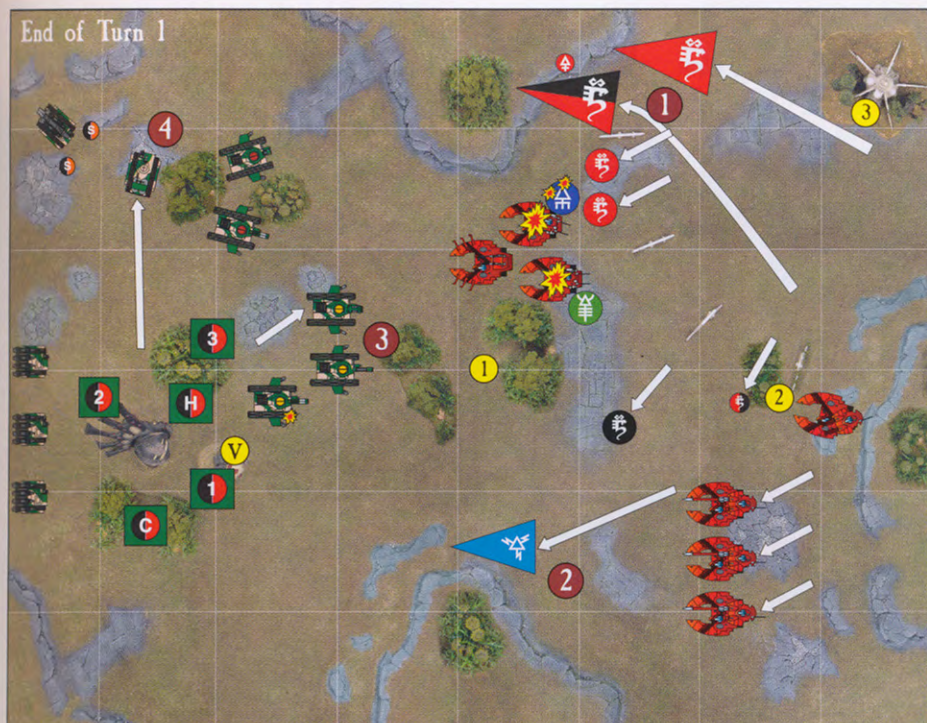
No sooner had their targets rumbled into view than the Saim-Hann forces struck. The Eldar swordpoint deployment fluidly transformed into a trident, its prongs made from the swarms of jetbikes and tanks moving faster than the Imperial Guard auspexes could track. The Shining Spears struck to the left, turbo-boosting towards the Imperial Guard infantry hastily dug in around the vital objective, followed by a spearhead of Fire Prisms. The Guardian Jetbikes swooped to the right, led by Fell Winter's second in command, Autarch Yrannae, the Sword of Wind. The rest of the Eldar army advanced towards the centre, the Outrider Spearhead boldly emerging from the jungle in front of the Imperial Guard's guns.

Behind the Wild Rider Host sat the Night Spinner command tank of Fell Winter himself, the runes dancing on his tactical display as he carefully orchestrated the attack. As the Imperial Guard readied their guns, Fell Winter gave the order to

attack, his Night Spinner targeting the Infantry Squad guarding the fallen Titan. The monofilament strands were blown away from the squad, but caught on the Leman Russ Executioner. The webbing could have destroyed the Leman Russ with a lucky hit, but the tank was spared.

The Tank Hunter Spearhead of Fire Prisms took aim at the Leman Russ spearhead that formed the centre of the Imperial Guard line. Although the Fire Prisms had moved, because they remained within 4" of another unit from the spearhead, they could fire one more weapon than normally allowed. Two of the Fire Prisms combined their fire, ruby beams of energy dancing in mid air before blasting the Leman Russ Exterminator. Despite the power of the shot and the accuracy of the tank hunters, the beam dispersed harmlessly over the hull of the Leman Russ. The lead tank from the spearhead fired a separate shot at the tank, immobilising it.

End of Turn 1



MAP ANNOTATIONS:

- 1 The two squadrons of Guardian Jetbikes swoop around the right flank, their sights set on the Deathstrike Missile Launcher.
- 2 The Shining Spears turbo-boost around the flank, heading for the Leman Russ Tank Hunter Spearhead in the centre.
- 3 The Leman Russ Battle Tanks open fire at the Outrider Spearhead, desperate to stop them deploying their cargo. Both Falcons are wrecked, but the Wave Serpent survives intact and unharmed.
- 4 The Hellhound zooms for cover, lying in wait for the incoming swarms of jetbikes.

The War Walkers fired at the Leman Russ Eradicator, but their overcharged weapons failing to penetrate. The Wraithlord hit the Exterminator, but the tank made its cover save.

As the Wild Rider Host swept towards the Imperial Guard lines, Pask ordered his own tanks to commence their assault. The Manticore battery was the first to speak, the salvo of rockets leaving trails of fire as they arced towards the Wave Serpent. Two of the Manticores missed, their missiles setting fire to great tracts of jungle. The third hit home with two blasts, penetrating the Wave Serpent once. However, because the target was part of an Outrider Spearhead, Robin allocated the hit to a Falcon instead, causing it to explode and kill two of the Dire Avengers within.

Desperate to stop the Wave Serpent and its deadly cargo, Pask and his squadron unleashed their weaponry at it. Pask's Exterminator, *Hand of Steel*, fired a hail of autocannon shots, which added an extra +1 to penetrate because of Pask's Crack Shot ability, scoring three glancing hits. Once again Robin was canny, transferring the hits to the surviving Falcon, immobilising it and destroying one of its weapons. Not willing to leave it there, the second Leman Russ spearhead opened fire as well, the Vanquisher destroying the Falcon but the Wave Serpent escaping.

Elsewhere the Imperial Guard turned their attention to the Shining Spears, the missile launcher teams unleashing a salvo at the jetbikes. One of the jetbikes would have been blasted apart, were it not for the Aspect Warrior jinking hard left to avoid the missile at the last minute.



SPEARHEAD ASSAULTS

Apart from the unique abilities provided by each spearhead, simply being a part of such a formation provides innate benefits. Foremost of these is the 'Spearhead rule', which allows a spearhead unit to fire an extra weapon, so long as it is within 4" of another member of the spearhead – it can even fire at a different target. The rule encourages those sweeping advances that Robin favoured this turn, compromising neither speed nor firepower as his tanks raced into position.



Battle Tracker

3-1



FURY OF THE DRAGON

TURN 2



End of Eldar Shooting Phase

SWOOPING HAWKS

Armed with haywire grenades, Swooping Hawks make for excellent vehicle killers, as they can glance a tank on a 2+ regardless of its armour.



The second turn started with the squad of Swooping Hawks returning after skyleaping last turn, deploying to threaten the Imperial Guard flanks. As they descended they dropped grenades, killing three Guardsmen and sending the unit fleeing. They then opened fire on the Command Squad with a burst from their lasblasters, slaying both the Junior Officer and the Commissar and decapitating the platoon's command. The trident formation then split up as individual elements locked on to their targets. The Imperial Guard, unable to destroy the Wave Serpent, could only watch in horror as the grav-tank swooped down in front of their lines and a unit of Fire Dragons led by mighty Fuegan himself disembarked.

The Fire Prism spearhead continued to fly forwards, safe in the knowledge that they could continue to blaze away so long as they remained near each other. Two of them combined their fire once again, unleashing their fury at the Leman Russ Vanquisher, *Dominator*. The shot missed,

but struck the Executioner instead, blasting apart its track unit in a brilliant flash. The third Fire Prism also fired at the Vanquisher and its shot was true, scything clean through the hull of the tank and slaying the driver instantly. Commander Kane escaped, scrambling from the wrecked turret into the relative safety of the jungle, dragging the unconscious form of the gunner with him.

Of the disembarking Aspect Warriors, Fuegan was the first to fire, the white-hot lance of flame from his firepike spitting the Leman Russ Executioner and igniting the fuel tanks. The blast rolled over the nearby units of Fire Dragons, but the flames did not injure them.

The Shining Spears circled the Exterminator and, failing to penetrate it at range, charged in to attack it. The unit pierced the hull three times, his star lance shattering the turret and detonating the ammunition. The resultant explosion caught both the Shining Spears and the nearby Infantry Squad, killing two Eldar and five Guardsmen.

MAP ANNOTATIONS:

- 1 The Swooping Hawks return to the board, dropping grenades on the Imperial Guard and raking the Command Squad with their lasblasters.
- 2 The Fire Prisms of the Tank Hunter Spearhead swoop forwards, safe in the knowledge that they can do so and still fire because of the Spearhead rule.
- 3 The Eldar decimate the Leman Russ Battle Tanks in the centre of the battlefield, Fuegan destroying the Executioner, the Fire Prism wrecking the Vanquisher and the Shining Spears detonating the ammunition magazines of the Exterminator.
- 4 The Night Spinner fires at the Infantry Squad, slaying three Imperial Guardsmen.



The Fire Prism spearhead combine their fire to deadly effect against the Leman Russ Battle Tanks.

COUNTDOWN

TURN 2 CONTINUED...

OUTRIDERS

The Outrider Spearhead allows you to protect a key tank with more expendable units. In this case Graham assigned two Sentinels to guard his Deathstrike Launcher.



The Deathstrike prepares to fire its deadly payload into the heart of the Eldar army.

As the fireball from the hapless hulk of the Leman Russ Executioner receded, the Imperial Guard mechanised platoon rolled out of the jungle and into the battlezone. Two of the Chimeras arrived in the north, ready to intercept the jetbike squadrons zooming towards the Deathstrike. The third Chimera rolled into position in the far south, training its guns on the Swooping Hawks that had landed scant seconds before.

The Deathstrike Missile Launcher is a potent weapon, but preparing it to fire can be a lengthy and nerve-wracking process, typically seeing the missile fire in the final crucial stages of the game. However, that was not to be the case in this game. Catching both players completely unawares, the Deathstrike Missile Launcher completed its complex launch procedure and, with a resounding klaxon blast and the sound of igniting rockets, blasted its payload high into the air. The trajectory

took it diagonally across the length of the battlefield, landing amidst the Fire Prism spearhead. The missile exploded with a 6" radius blast, catching all three of the grav-tanks in its roiling fireball. The vehicles of any other race would undoubtedly have been smashed to pieces, but the cunning Eldar general had equipped his prize weapons with holo-fields. Graham was infuriated as he rolled two dice for each on the damage table and had to pick the lowest result. Although he scored wrecked results on all three, he also scored lower results, resulting in the weapons being destroyed on two of the Fire Prisms and the third tank being immobilised, but none destroyed outright.

The rest of the Imperial Guard, reacting to the sudden appearance of the Swooping Hawks in their midst, opened fire. The remains of the Command Squad were particularly accurate, slaying four of the Aspect Warriors, whilst the Infantry Squad



disembarking the Chimera slew the last of the winged Eldar. Only the Swooping Hawk Exarch, Yrn-fae the Lightning Bolt from a Summer Sky, remained standing, until the Chimera's multilaser raked him with a burst of lasbolts, and sent his shattered body tumbling to the ground.

Seeing the destruction wrought by the Fire Dragons, the commander of the Leman Russ Exarch, Yrn-fae the Lightning Bolt from a Summer Sky, remained standing, until the Chimera's multilaser raked him with a burst of lasbolts, and sent his shattered body tumbling to the ground.

Seeing the destruction wrought by the Fire Dragons, the commander of the Leman Russ Exarch, Yrn-fae the Lightning Bolt from a Summer Sky, remained standing, until the Chimera's multilaser raked him with a burst of lasbolts, and sent his shattered body tumbling to the ground.

The Manticore Rocket Launcher battery unleashed another deafening salvo of rockets at an array of targets across the battlefield. The first rocket missed the D-cannon support weapon that was guarding the three Eldar objectives; the second struck the immobilised Fire Prism, preventing it from shooting in its next turn; and the third stunned one of the War Walkers, but it shrugged it off as it was part of a squadron.

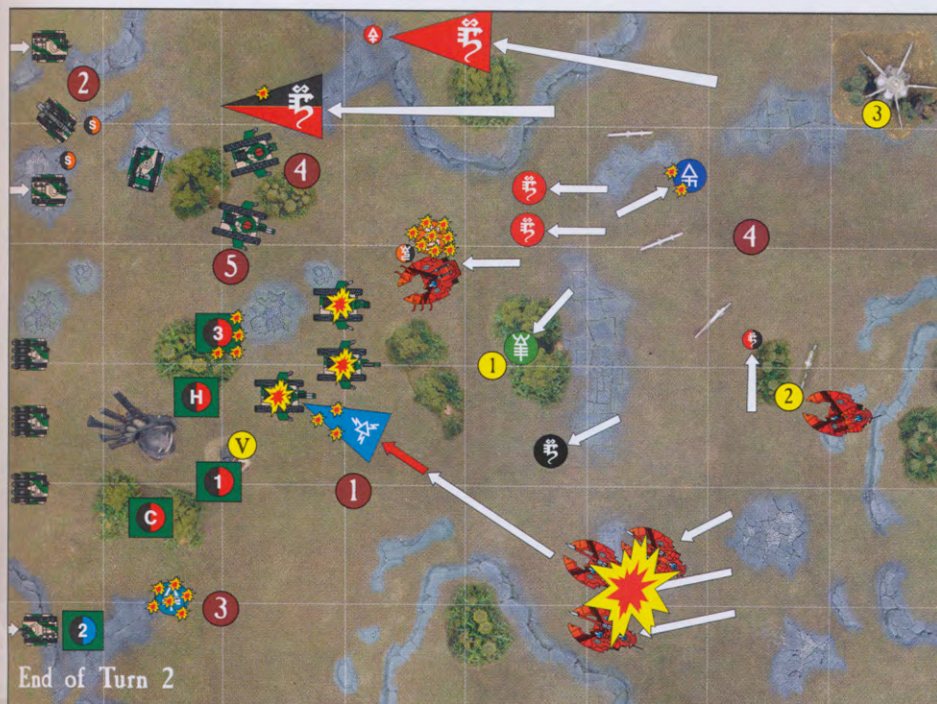
Finally Knight Commander Pask seized the controls of *Hand of Steel*, turning the Exterminator autocannons on the Wave Serpent, stunning it. He then ordered the rest of the crew to fire at Fuegan, causing a wound; a firing solution only made possible because the Leman Russ was part of a spearhead formation.



Battle Tracker 3-2



Pask directs the Imperial Guard counter-attack from the turret of his Leman Russ Exterminator.



MAP ANNOTATIONS:

- 1 The Shining Spears charge the Leman Russ Exterminator, the damage causing it to explode and kill three of the Eldar jetbikes.
- 2 The Deathstrik Missile Launcher fires, landing right on top of the Fire Prisms with a 6" blast. The holo-fields save the tanks from destruction.
- 3 Imperial Guard infantry slay all of the Swooping Hawks.
- 4 The Leman Russ Exarch destroys the unit of Fire Dragons – only Fuegan and the Exarch emerge unscathed.
- 5 Pask shoots at Fuegan, wounding him.

End of Turn 2

THE BURNING LANCE

TURN 3

FUEGAN

With so many high-armour targets around, melta weapons come in very handy in Spearhead. No one exemplifies this style of close-up warfare quite so much as Fuegan and his Fire Dragons.



Throttling their jetbikes and zooming away from the flaming ruin of the Exterminator, the Shining Spears set their sights on the Heavy Weapons Squad hunkered down amidst the ruins of the Titan. They raked the Imperial Guardsmen with their laser lances, instantly killing one team outright.

Fuegan and Exarch Valansar remained unperturbed by the onslaught of bullets and shells detonating all around them, splitting up to hunt their steel-hulled prey alone. Valansar turned his firepike on the Eradicator, his Crack Shot allowing him to ignore the cover afforded by the Ambush Spearhead and stun it. Spying the Knight Commander poking his head out of the turret, Fuegan turned his own firepike on *Hand of Steel*, causing the barrels of its autocannons to buckle and melt and Pask to hurriedly duck back down again. Pressing his advantage, the Phoenix Lord strode forwards towards the Exterminator, cleaving it apart in a blaze of white hot fury with a single stroke of his Fire Axe.

Perhaps the stand-out shot of the turn was from the Chieftain himself, as Fell

Winter's sights came to rest on the Infantry Squad that slew the Swooping Hawks. Meticulously adjusting for wind direction and distance, the Night Spinner fired a single accurate shot from its weapons. Six of the Guardsmen died to the near-invisible threads that descended on them, screaming in panic at the sudden danger. The shot also struck the squad's Chimera, and a length of monofilament rent straight through the fuel tanks, a lone spark detonating it and killing another Guardsman. The squad turned and fled, successfully escaping the web.

Their guard duty successfully accomplished, the two Sentinel outriders left the side of the Deathstrike Missile Launcher to engage the Guardian Jetbikes swooping their way. Too late did the Eldar riders realise the Sentinels' intentions as the walkers kept on advancing, charging into melee and attempting to down the fragile jetbikes with kicks of their sturdy legs. Both jetbike squadrons found themselves trapped in melee, Autarch Yrannae the one chance that they had to damage the Imperial Guard Sentinels.





Battle Tracker 3-2

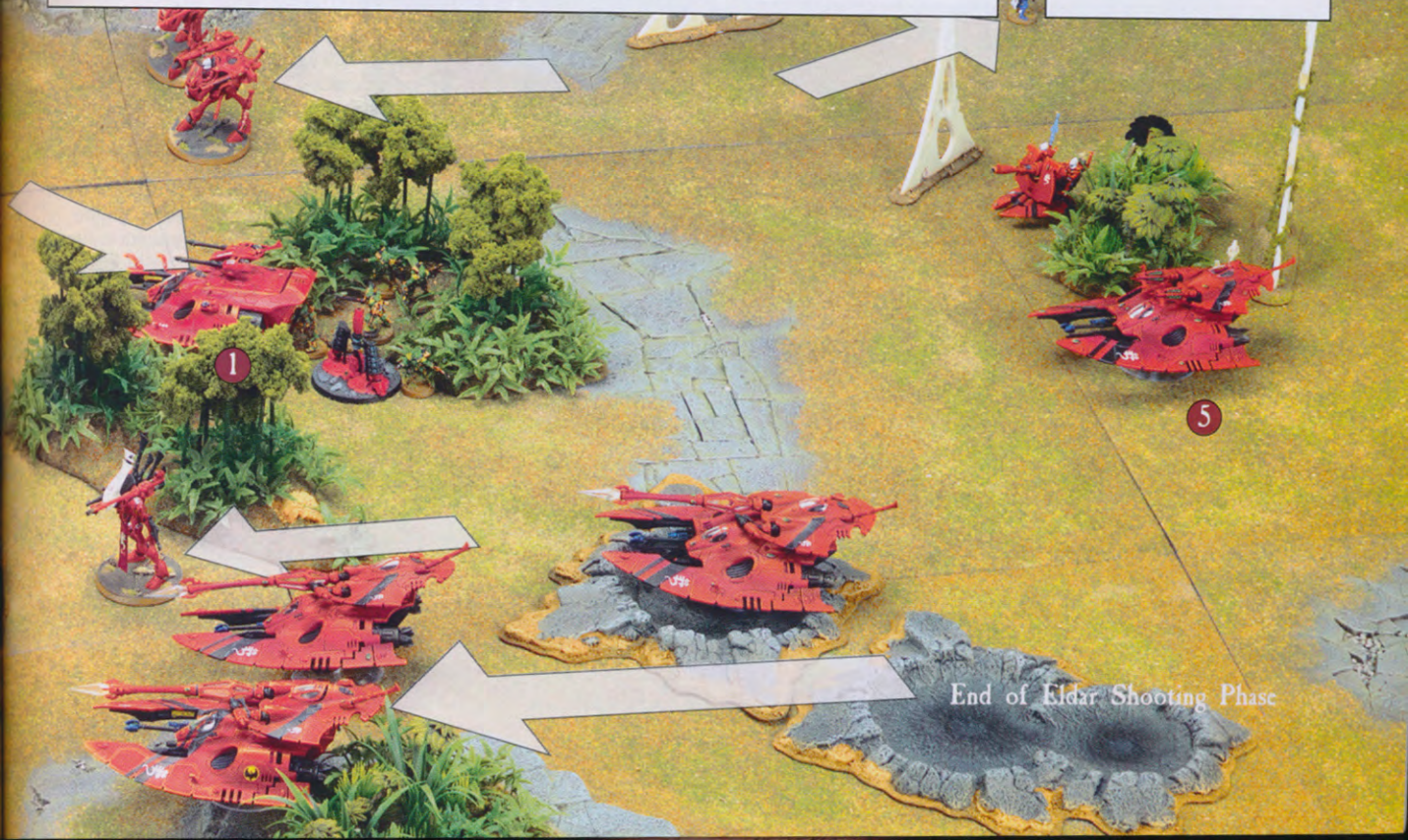


ENSNARED

The Night Spinner is at its most deadly against units of infantry, a single shot able to slay handfuls of heavily armoured warriors and pin them in place. It is also potentially devastating to even the most heavily armoured tanks, as a rending S6 hit can penetrate even an armour 14 vehicle. This turn Robin provided a perfect demonstration, killing six Imperial Guard and detonating their Chimera transport.

MAP ANNOTATIONS:

- 1 Having deployed the Fire Dragons, the shaken Wave Serpent guns its engines and retreats to the cover of the thick jungles in the middle of the battlefield, seizing one of the objectives as it does so.
- 2 The Eldar vehicles send more Imperial Guardsmen running from the battlefield, the Fire Prisms gunning down Guardsmen with their shuriken cannons and the War Walkers pouring dazzlingly lasfire into the other Infantry Squad.
- 3 Seeing the swarms of jetbikes hurtling his way, the driver of the Hellhound puts the pedal to the metal and tries to tank shock them. The agile Eldar riders simply part in the path of the clunky Imperial Guard tank.
- 4 The Chimera fires at the Shining Spears, slaying the Exarch.
- 5 The Manticores unleash a salvo of rockets, immobilising the Night Spinner and destroying the doomweaver array.



End of Eldar Shooting Phase

FLAME AND FURY

TURN 4



With their commander missing in action following the destruction of his command tank, much of their infantry units retreating into the jungles and their most powerful weapon spent, things were looking grave for the Imperial Guard. All was not lost, however, for the Eldar forces were heavily depleted, their anti-tank units all but destroyed. The Imperial Guard mechanised platoon was rolling in to reinforce the vital objective and the Hellhound was pushing further and further towards the Eldar's own objectives. There was also the Valkyrie, yet to arrive on the battlefield, which could make a last-minute dive to deny the Eldar an objective or two.

Deciding to leave the Leman Russ Eradicator to Fuegan, Valansar sprinted off in pursuit of the Hellhound. With a great leap he grasped the back of the tank, struggling to cling on as he fumbled with a meltabomb. The Burning Lance had no such trouble, reducing the Eradicator's turret to smouldering ruin with a blast from his firepike before ripping it apart in combat, sending molten slag flying about.

The lone surviving Shining Spear banked hard to the left, levelling his laser lance at one of the Manticores and blasting away at it as he charged in. Although the laser lance did little but score the paintwork, the Aspect Warrior charged in anyway, shaking the crew and stopping the punishing salvo for a turn at least.

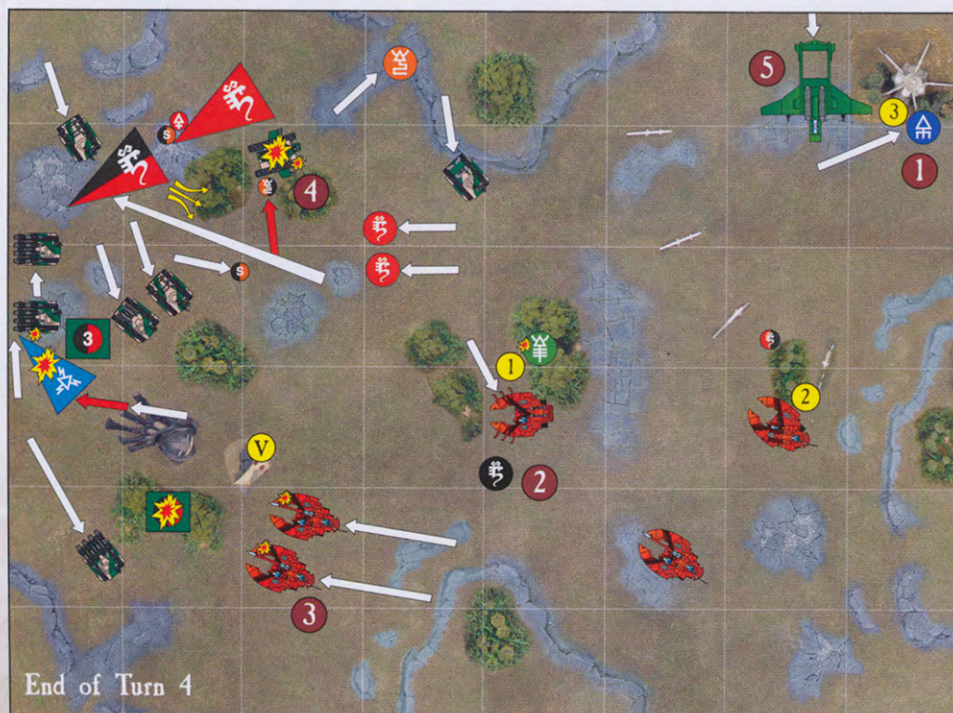
Also intent on ending the deadly rain of the Manticore's Storm Eagle rockets, the

War Walkers locked their weapons onto another Manticore, scoring a penetrating hit. However, the Manticore was a part of an Armoured Spearhead, affording it a 5+ invulnerable save, which Graham duly made. The only operational Fire Prism fired at the same target, but once again the extra armour upgrades protected it.

In the swirling melee close to the Imperial Guard lines, Autarch Yrnnae failed to place a haywire grenade on the Sentinel, locking the jetbikes in combat for another turn. The second Sentinel, however, managed to batter one of the Eldar bikes out of the air, crushing the rider underfoot as he struggled to get up. The Guardian Jetbikes broke from combat, the Sentinel lurching after them.

As fires raged and smoke billowed all around, the Valkyrie *Steel Mistress* zoomed low overhead, its turbines whining as it slowed to a hover over the tower. As it did so its gunner tracked multiple moving targets on the ground, before his reticle came to rest on the D-cannon guarding Fell Winter's Night Spinner. A bolt of crimson flared out of the lascannon, but the drifting smoke obscured the target at the last minute. The crew blanched as they realised that the D-cannon's crew were taking aim right back at them...

The Hellhound continued to rev its overcharged engines, ignoring the Fire Dragon clinging on to the back and headed towards the jungle objective in the centre of the battlefield. With a squirt of



MAP ANNOTATIONS:

- 1 The Dire Avengers scramble into the cover surrounding the objective as Storm Eagle rockets detonate all about them.
- 2 Befuddled by all the fire and smoke around it, the Wraithlord succumbs to its wraithsight and stands inert for the turn.
- 3 The two damaged Fire Prisms circle the vital objective, raking the Command Squad with shurikens and sending them fleeing.
- 4 Fuegan destroys the Eradicator.
- 5 The Valkyrie outflanks, arriving next to the Shield Generator objective.



The Hellhound moves in to cleanse the Sensor Jammer objective of Striking Scorpions.

the trigger, the gunner sent great gouts of flames jetting from the inferno cannon, killing one of the Striking Scorpions and setting the jungle ablaze. Further to the west, the fleeing Imperial Guardsmen unleashed their flamer at the last of the Shining Spears, consuming the wraithbone frame of the jetbike with great gouts of burning promethium.

Two of the Manticores let loose with their final salvo, the last of the precious reserve of Storm Eagle rockets arcing high into the sky before clusters of smaller missiles burst forth to detonate amidst the Fire Prisms occupying the vital objective. Both of the grav-tanks were shaken, but remained intact.

As the Guardian Jetbikes had escaped its grasp, the Sentinel turned and took aim at the two War Walkers instead. Its multilaser spat out a fusillade of lasblasts, but the nimble War Walkers escaped harm. The other Sentinel continued to infuriate the Autarch, who hit the walker three times but couldn't find a weak point for his lance to penetrate.

With the loss of the vital objective to Fell Winter's Saim-Hann forces, the prospects of an Imperial Guard victory suddenly looked very bleak indeed.



The D-cannon guards the Eldar objective, dissuading the foe from approaching.



Battle Tracker
0-3



THE SMOKE CLEARS

TURN 5

MAP ANNOTATIONS:

- 1 The Guardian Jetbikes remain locked in stalemate in combat with the Sentinel.
- 2 The Wraithlord destroys the Hellhound with a single shot.
- 3 The Imperial Guard run to contest the vital objective, but the Eldar Fire Prisms block their path.
- 4 The Valkyrie fires its lascannon at the D-cannon once more, this time hitting but only killing a single Eldar crewman.
- 5 The Chimera takes a shot at the pair of War Walkers, destroying one with its multilaser.



Victory was now within the Eldar's grasp, so long as they could deny the vital objective to the mechanised Imperial Guard racing towards them. Attempting to stall them, the pilots of the Fire Prisms slid forwards, blocking the path of the Chimeras.

Narrowly missed by a shot from the *Steel Mistress*, the crew of the support weapon prepared to return fire. The weapon pulsed, the D-cannon's blast collapsing the barriers between worlds. Unfortunately the Valkyrie jinked to one side, avoiding the dimensional rift.

Awakened from its fugue by the gouts of flame from the Hellhound, the Wraithlord took aim with its bright lance, before splitting the tank apart with an incandescent beam.

Fuegan stepped in front of the Sentinel, blasting the cockpit apart before continuing on to intercept the Chimeras. The War Walker pilots moved forwards too, raking the side armour of the foremost Chimera, detonating its bolter magazines. Six of the Guardsmen within were slain in the blast.

One of the Manticores still had a rocket left, but as it fired the machine spirits took umbrage at the hurried nature of the launch procedure. The rocket veered off course and struck the other Manticore, but the Emperor spared it from harm.

As the flames began to gutter and die, it became clear to the scattered Imperial Guard that the day was lost. All that was left was to shrink back into the jungles.



The Eldar Fire Prisms capture the vital objective, denying the Imperial Guard victory.



Battle Tracker
0-5



VICTORY

Robin: That was brutal. During the first couple of turns I thought I was in big trouble. Graham did an excellent job of blasting my grav-tanks out of the sky and those Manticores were terrifying. Then, just when I thought I couldn't survive another round of shooting like that, he went and launched his Deathstrike missile! If it hadn't been for the Fire Prisms' holo-fields that single shot alone would have reduced all three to smoking wrecks and the game would have turned out very differently. The game really swung around for the Eldar. There was no doubting that on Turn 3 the dice gods were on my side. The Night Spinner's shot was spectacular, and without that stroke of luck I'm not sure I'd have been able to stop Graham from reinforcing the vital objective. To add insult to injury, Graham continued to help when he insisted on failing each and every Morale check he was required to make.

Looking back on the game my two spearheads were nothing short of brilliant. The Fire Prisms racked up a respectable tally of kills, the Spearhead rule allowing them to cross the battlefield without sacrificing any firepower.

DEFEAT

Graham: Ah. As it turns out, the might of the Imperium can indeed be stopped. Commander Pask is being evacuated to the nearest field medicae facility, and my steel wall of battle tanks lies in molten ruins.

It started out promisingly, as my firepower blew away Fuegan's outriding Falcons. The massed guns of my heavy artillery and Leman Russ tanks were looking fearsome. Unfortunately, those were the only grav-tanks I managed to destroy for the rest of the game! I stunned crews. I blew off main guns. I even immobilised a few, but they just refused to die. Meanwhile, my tanks were steadily picked off by the Fire Prisms, not to mention Fuegan and his posse. I thought it was the Eldar who were supposed to be fragile, and the Imperial Guard who stubbornly grind on in a war of attrition? Clearly the dice weren't aware of this fact.

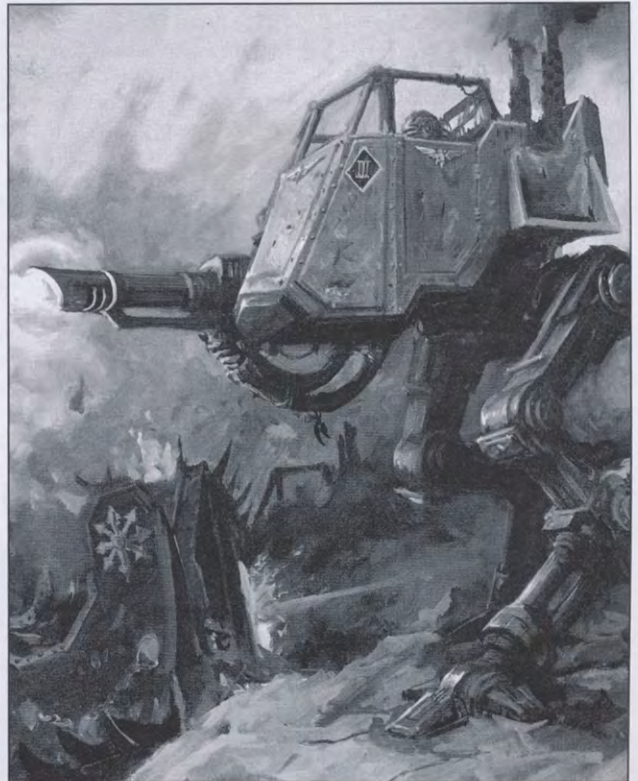
Apparently my Guardsmen weren't too clear on the plan either. While they were accurate with their lasgun fire, the moment anybody shot back, they legged it. Assailed by the web from the Night Spinner and a smattering of shurikens, squad after squad abandoned their post.

Talking of artillery, my Manticores were brilliant. Launching an average of six (and a maximum of nine) large template rockets between them every time they shot, their destructive potential was obvious. I could see Robin go visibly pale every time I came to fire them.

In retrospect, I think the turning point of the game was early on, in the second turn. My hopes lifted when I rolled enough to launch the Deathstrike missile on my first attempt. They lifted still further when it was on target and penetrated all three Fire Prisms. My hopes were scaled down as Rob revealed all three grav-tanks had holo-fields, and I promptly failed to destroy any of them. Cursed pixie tricks! In any other game this would still have been a great result – one tank immobilised and two with their main guns destroyed. However, in Spearhead, tanks are scoring units and these two Fire Prisms went on to claim the vital objective. That objective my Guardsmen were supposed to be guarding. The clue's in the name, you cowards!

The Outrider Spearhead likewise did its job brilliantly, although not quite in the way I imagined they would. I made a mistake by not moving the spearhead flat out on Turn 1. I should have headed straight towards the vital objective, but instead I got greedy and was tempted into firing at the Leman Russ spearhead. With hindsight, this was dumb as I knew when picking my army list that getting into a shooting match with those battle tanks was going to end in tears. Thankfully, the Falcons' sacrifices saw the Wave Serpent survive to deliver the Fire Dragons and, between them, the Shining Spears and the Fire Prisms, I managed to avenge my dead and blunt the Imperial Guard.

However, attacking directly cost me, leaving the Fire Dragons in the open. The Eradicator obliterated the squad, leaving only the Exarch and Fuegan standing. I can just imagine the scene now, the Phoenix Lord striding through the flames without pause to avenge the deaths of his followers, and avenge them he did! Fuegan was unstoppable. Given enough time I've no doubt that he could have taken on the entire Cadian army single handed.



SPEARHEAD OF THE MATCH

The Outrider Spearhead was the star of my army for unexpected reasons. As it turned out, the Armoured Sentinels didn't have to throw themselves in the way of any shots aimed at the Deathstrike. But they did dive in front of two big squads of Eldar jetbikes that were attempting to sweep in to the primary objective. Now I knew the jetbikes would have a little chance of hurting my walkers, but it was a big surprise when I started winning the combats, and actually managed to chase one of the squads off down the table.

STANDARD BEARER



The Joy of Tanks

Like most gamers, I love tanks. In fact, part of the reason I started wargaming in the first place was that I already had a collection of model tank kits. Of course this was well before Games Workshop existed, so I had to make do with rather less-detailed kits based on WW2 tanks but there was still something about those ironclad behemoths that I found alluring.

However, even though I have been collecting tank models for more than forty years, I find it difficult to pin down exactly what their appeal is. There are the obvious things, of course, such as their sheer power and armoured might of a tank, or the shiveringly exciting thought of being able to unleash all of its weaponry. But if that was all they had going for them, then surely I'd find things like battleships or intercontinental ballistic missiles equally exciting – and I don't. No, for all of a tank's great power, it is as much their battered and worn appearance after months in the field – the way they are often caked in mud, or festooned with all kinds of gear, and bearing the marks of combat – that really draws me to them. Somehow this put the tanks on a more human scale, making it easier for me to identify with the men inside, and making it easier for me to imagine myself driving or commanding such a vehicle. I can remember making sure that each of my tanks was different in some way; I'd add

aerials to my command tanks, for example, or convert models to stick out of the hatches, and add dents and scratches to the model. I think it was this combination of power, personal identification and modelling opportunity that was at the heart of my obsession with armoured vehicles. Well, that and the fact that they look cool!

I've been lucky enough to be able to explore this fascination over the years. One of the very first games I designed was *Adeptus Titanicus*, about combat between the giant armoured fighting machines we all now know and love as Titans. It was followed closely by *Space Marine*, which added armoured vehicles like the Land Raider and Predator. Back then we couldn't really afford to do large plastic kits, so both games were in what we called 'Epic Scale', with the Titans only two or three inches from head to toe, and the tanks less than half an inch long! Although the models were small and couldn't be used alongside 'normal-sized' Citadel miniatures, the games firmly established that both the Imperium and its foes made use of a wide range of armoured vehicles, ranging in size from a Predator to a mighty Warlord Titan.

In the years since then Games Workshop has come a long way, and we're now able to make a growing range of armoured vehicles that are actually in the same scale as our other miniatures. For an old tread-head like me this is a dream

Were anyone else to ask us what the sound of a moving tank 'looks' like, we'd have declared them insane. With Jervis, however, it's just a sign that he's writing the latest Standard Bearer. This month, the topic is skimmers and walkers and tanks (oh my).



The Golden Demon competition is always crowded with vehicles that are painted and converted to the highest possible standards. One of the delights of the competition is seeing how talented hobbyists turn a vehicle into a striking diorama that tells an exciting story all of its own.



Forge World produce a fabulous range of tank upgrade kits. Although they can be used as gaming pieces, they are foremost super-detailed kits intended for the expert modeller.

come true. What's more, the release of Apocalypse allowed us to incorporate the largest of these into our games, so that now Baneblades, Thunderhawks and even Titans are a regular feature in 40K.

All of which explains why I'm rather excited about the Spearhead Expansion included in this month's White Dwarf. Spearhead is designed specifically to allow you to fight battles that focus on armoured vehicles. If you've dreamed of fighting huge tank battles, or wondered what it would be like to include a Baneblade in a game of Warhammer 40,000, then Spearhead is the game for you.

But I digress. For however excited I am about Spearhead, that's not what I wanted to talk about. There's a whole article about Spearhead and a battle report too, so you hardly need me wittering on about it as well. Instead, I wanted to talk a bit more about the enjoyment to be had just from assembling and painting model tank kits. I find there is something deeply satisfying about assembling tanks, especially that moment when it magically transforms from a collection of plastic bits into something that looks like an armoured vehicle. I also find it equally satisfying the first time I get to rotate the turret or swivel the guns in a sponson, lining them up on an imaginary target. I still have a habit of making 'ka-boom' noises at such moments, and also making engine sounds as I move my vehicles, much to the annoyance of opponents who take our games rather more

(or should I say rather *too*) seriously. However, putting together a tank kit is only half the story – my favourite step is the final step, where I get to add all those little details, just like I did when I was young.

Sadly, even though I've been doing this kind of thing for years, I'm an average modeller at best, which is why I'm always in awe of the vehicle models some of my colleagues can produce, and of the tanks I see entered into Golden Demon.

“I still have a habit of making ‘ka-boom’ noises and engine sounds as I move my vehicles.”

It's very easy to get caught up on the gaming side of things – especially if you're a games designer like me – and forget that there is a whole side to our hobby that is purely about painting and modelling. And within this sub-set of the hobby, there is a lifetime of enjoyment to be had just making, painting and converting the tank kits in the Citadel range. I have a funny feeling that if I hadn't got side-tracked into writing game rules, then my passion would be making and converting the tank kits in the Citadel and Forge World ranges.

And on that bombshell I will batten down the hatches and rumble off into the distance. As ever, please write to me with any comments or feedback you have about this month's Standard Bearer.

Write to Jervis at:

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Nottingham NG7 2WS,
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WARHAMMER

TUSK AND GORE

In this article Andy Hall talks to our man Duncan Rhodes who took the two new Orc & Goblin kits to task, creating more variant poses than you can shake a Snotling at.



If your allegiance lies firmly with the Orc gods, Gork and Mork, then you'll be as happy as a boar in droppings at last month's releases. Resident hobby hero Duncan Rhodes had some frames of each kit delivered into his rapidly clutching hands with a remit to go a bit crazy and come up with as many different variant models as he could.

As you'll see on the following pages, Duncan became a bit of a Troll-making machine, assembling an assortment of differently posed monsters, a couple of which are quite unpleasant (it's the plastic vomit that does it – could this become the most used plastic component in Games Workshop's history? The jury's still out...).

Duncan has also put more than a few of the new Boar Boyz together. Taking a closer look at these models you can see how characterful they are. The miniatures

really play up to their background as anything but disciplined mounted warriors. They are instead brutish thugs clinging to the backs of the fearsome boars, hoping the beasts will somehow clatter into the enemy. As Duncan shows on the next page it's very easy to assemble the miniatures to highlight this aspect, mainly thanks to Brian Nelson's eye for design. A great example is how the Orcs are actually sat on the boars. They are not mounted in an upright position, nor do they look in control of their beasts as they are gripping the creature with their whole bodies.

Whether bad-tempered war boar or slime-covered River Troll, Duncan prepared all his models using the same method, clipping them from the frame with Citadel Plastic Cutters and cleaning off any mould lines with a Hobby Knife. So, let's see what's he's come up with.

DA BOAR BOYZ

For his Boar Boyz Duncan wanted to accentuate the unruly nature of both rider and beast. He did this by not only having some wield their weapons (or instruments) high, as if poised to strike, but by having a few hunkered down, so they looked to be barrelling towards the enemy. The kit allows you to do both types of posture, or even mixing it up in the same unit to give the impression that the Boar Boyz are merely a few yards from the opposing enemy battleline.



This Boar Boy has been modelled with axe held as if about to strike the foe.



Duncan has denoted his Orc Boss by giving him lots of armour, including a big metal jaw.



The Boar Boy musician looks far more intent on reaching the enemy than trumpeting his horn. Note the he's still armed with a choppa, placed on his back.



Unlike the Boar Boy at the top of the page, these mounted warriors look to be in a full charge. This is achieved by having their weapons levelled, exaggerating the hunkered down look.



DA SQUABBLE

This little diorama perfectly sums up what the Boar Boyz, and indeed, Orcs in general, are all about. The two riders look to be racing each other to see who can get to the enemy first.



Compared to the standard bearer shown overleaf, this banner is being held in a much higher position using the Boss arm.

'EAVY METAL™

'Eavy Metal's Tom Winstone and Kornel Kozak had the pleasure of painting up the Studio's Boar Boyz. The green of the Orc flesh works well as a contrast with the brown fur of the war boars. A spot colour of red was also incorporated onto the shields and the banner and/or icon, tying this unit together.

When painting the boars, Tom and Kornel were keen to create a focal point so chose light, complementary colours in warm tones for the beasts' faces. The pale tones helps the eye immediately define the head of the model and then quickly make out the overall shape. A face that matched the fur would make this more difficult to do.



The Orc Boss has been assembled using the armoured helm on both the rider and mount. Like any Orc armour, these have been weathered to emphasise heavy usage.



To raise or lower the spear? These two models have their spears in each pose. Although in different stances they can still work in the same unit, insinuating the weapons are in the process of being lowered, ready for the impact.



The icon has been positioned so the tail of skulls looks like they are flying out directly behind, really helping create the illusion of speed.



The freehand icon and the red background of the banner helps tie the whole unit together, the red background works as a unifying colour.

RIVER TROLLS

The River Troll kit is full of components, allowing you to assemble the monsters in all manner of poses and variations. For this showcase Duncan wanted each to be a mini-diorama; for example the Troll on the right is holding his fish and vomiting on an unseen foe, perhaps defending his prized possession. A good tip is to tilt the head slightly, this 'grounds' the model as if the creature is reacting to something or considering it's next move (which may take a while as they are incredibly stupid!).



This Troll has his weapon held high, ready to bring the spiked club down on some unfortunate's head.



As predicted earlier, the vomit component has had plenty of use as seen on the Troll directly above.



With this Troll Duncan wanted to suggest that it was reaching out to grab a foe and impale them on its metal prong.

PAINTING TROLLS

Duncan went about painting his Trolls using various methods, giving each a very distinctive look. One thing that all three of Duncan's Trolls use is Mithril Silver in the highlight. He used this on the Troll scales and the fish, to add a gleam that you'll often see when looking at aquatic creatures.



Duncan sprayed this Troll with Gretchin Green then picked out the details. The fish has a fine edge highlight of Mithril Silver around the gills.



This River Troll was basecoated with a 1:1 foundation mix using Knarloc Green and Adeptus Battlegrey.



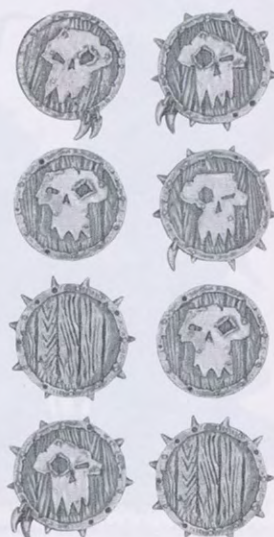
This Troll was painted with a basecoat of Snot Green that was highlighted up, until he was using cream colours for the belly.



BITZ PACKS

When you're building an army of battle-hungry greenskins, then don't forget that you can personalise your force with the help of the Bitz Packs. The Orcs in particular are well served with various shield designs

from plastic shield frames to metal shield packs. The Black Orcs below have been given some metal shields. The inclusion of arrows (from the Giant kit) adds a narrative element to the base, as if it is under fire.



'EAVY METAL™

The skin of a River Troll may be green, but it does not have to be the same shade as Orcs and Goblins. What the 'Eavy Metal team have done is let the behaviour and habitat of the River Trolls influence the palette. In line with Seb's design, these creatures look as if they live their lives on river banks or dredging through the river beds, before being lured to battle.

The three Trolls on the bottom half of the page have been painted with a murky, yellowy-green palette with the two variants being a lighter and darker version of this. For painting and assembly guides for both the River Trolls and Boar Boyz, go to:

www.games-workshop.com



Anja Wettergren painted this River Troll using light green, complemented with a darker pattern for the scales on the back and legs. Ruddy red and brown tones were used as contrasting colours on the beast's hair, fins and on its nose.

Neil Green chose to paint this River Troll with a dark green palette, giving the creature a very sinister edge. This is perpetuated even further by the yellow eye, which draws you in to the model. The grey and stark white tones on the scales and barnacle-like protuberances also add to the contrast and overall effect.



Emphasising the eyes is important as onlookers are naturally drawn to that area of the model. In this case Darren has used a band of light blue just under the eye socket to act as a focus.



Darren Latham painted the River Troll above, and the two below, using a largely two-tone scheme. The darker green was used for the 'harder' parts of the model such as the scales and the back, while the yellowish-green was painted on the 'softer' areas, such as the belly and throat.



This Troll features a bioluminescent stalk as seen on many deep-sea anglerfish. The stalk has been painted in a similar way to the scales, with the bulb painted yellow and highlighted white.



SPEARHEAD

ARMoured ASSAULTS



Spearhead games feature squadrons of tanks and vehicles, designed specifically to crack open the enemy's lines. Here we look at a selection of vehicles from around the Studio and present ideas on how you can make your own spearhead formations unique.

When you are preparing to play a game of Spearhead, one of the first decisions that you are called upon to make is which spearheads to include in your army. The rules for Spearhead dramatically alter the way the Force Organisation Chart is arranged, providing some serious opportunity to add all manner of tanks and assorted armoured vehicles to your army. Some spearheads favour ruthless firepower and the relentless pounding of long-range weapons while others utilise speed, agility or stealth to secure the advantage. The special rules that formations of spearheads provide, and the tactics they enable, are certainly useful on the field of battle, but that's only part of it all.

The other way that Spearhead can enrich your Warhammer 40,000 experience is the wonderful hobby

applications that painting and modelling vehicles in your collection to represent elements of a spearhead can provide. It's one thing to select three Leman Russ tanks and stick counters beside them (an admittedly unattractive option); it's quite another to detail them with extra accessories, decals or even free-hand iconography. I think we all know which is going to look better on the battlefield!

So, this article is a brief look into what you can do with your Spearhead formations – we'll present myriad examples of vehicles all painted and modelled to represent spearheads, along with tips and advice on how they were achieved. We'll also look at some of the fantastic graphics drawn by Studio illustrator Neil Hodgson. Neil has pulled out all the stops working on graphics for the races of the 41st Millennium, detailing squadron markings, camo schemes and more. Frankly they're so cool they could inspire anyone to greater feats of hobby endeavour!

So, if you're interested in delving further into the Spearhead experience and revelling in full-on tank-joy, read on.

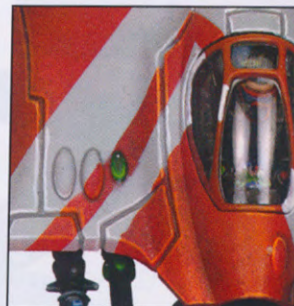
WARHAMMER
40,000

In this month's Modelling Workshop Adam Troke presents ideas on how to include spearhead formations in your armies, from adding extra details to hull iconography.

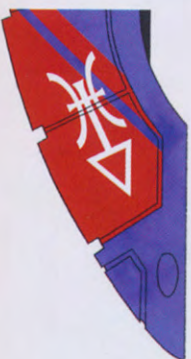
ELDAR

The fluid and fast-moving style of warfare conducted by the Eldar involves the use of a great many vehicles, from troop transports to deliver Aspect Warriors into battle to battle tanks such as the Fire Prism and even the highly mobile artillery of the Night Spinner. These vehicles are

formed into elite squadrons with the typically descriptive names favoured by the Eldar. Thus Cloudstrike Squadrons, Skyguard Patrols and Windwrath Batteries operate in closely organised groups, coordinating their offensive in the seamless fashion that only the Eldar can manage.



Unlike the vehicles of other races, Eldar tanks never have raised iconography. Instead, any details are painted directly onto their smooth hulls.



Among the many spearheads of the Saim-Hann Craftworld, the Storm Weavers have a peerless reputation.

These hulls belong to the Wind Wraiths, a Tank Hunter Spearhead from the Alaitoc Craftworld.



SQUADRON COMMAND FRAME

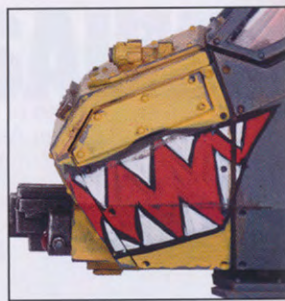
The upgrades on the Squadion Command Frame include components designed for Chaos Space Marines, Eldar, Space Marines, Tau Empire and Imperial Guard. These accessories enable you to mark out your vehicles with distinctive upgrades, perfect for giving your spearhead formations a cohesive look or designating a squadron leader or tank ace.

Skyfall Spearhead

Studio hobbyist Chris Peach built a Skyfall Spearhead containing a Valkyrie and a converted Vendetta – here you can see the Valkyrie. Note the striking yellow nose and wing markings that give a cohesive look to the formation.



The scythed circle on the hull of the Vendetta and Valkyrie show the vehicles' army badge, while the skull within the circle designates their specific company.



Chris painted a fanged and snarling face onto the nose of the vehicle, a characterful touch which helps to convey the vehicle's veteran status. If you look below, you can see that the converted Vendetta also in the spearhead has the same bared fangs on its nose.



Iron Saint

Any Super-heavy Spearhead has the potential to be a spectacular centrepiece model in its own right, as Studio hobbyist Nick Bayton's *Iron Saint* aptly demonstrates. This Shadowword has been lovingly detailed with banners and festooned with decals from the Baneblade and Lemn Russ transfer sheets. It's also benefited from having been painted beautifully for an overall effect that is simply stunning.



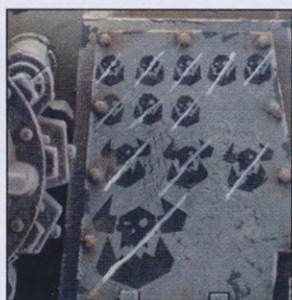
Iron Saint is commanded by renowned tank ace Pious Korren. Nick made this model by converting a Steel Legion officer with spares from his bitz box.



Nick used the large skull that comes as standard on the transfer sheet. To make it look damaged, he painted in from the edges, creating a hard-worn effect.



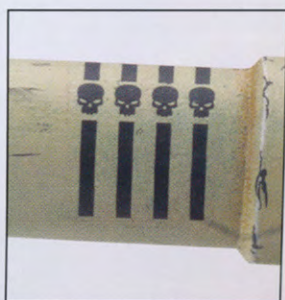
The Shadowword comes with a transfer sheet. Nick plundered the Iron Duke decal to spell out Korren, in honour of the famous tank commander.



A tally of kill-markings emblazoned on the hull of the tank shows the pedigree of Iron Saint. Nick plundered these from an old Ork transfer sheet.



Iron Saint is the name Nick chose for his impressive Shadowword. The lettering was pillaged from the Baneblade transfer sheet.



The markings on the barrel of the Shadowword's volcano cannon show that the Iron Saint is part of the regiment's 'D' Company.

SPACE MARINES

The Adeptus Astartes specialise in fast-moving, hard-hitting offensives, focusing as they do in devastating precision strikes. A Space Marine spearhead presents an all-but unstoppable onslaught of heavily armoured tanks, armed with the best weapons and crewed by the finest warriors.

Tank Hunter Spearhead

For collectors of Space Marine forces, from Ultramarines to Blood Angels or Space Wolves, building a spearhead is an exciting hobby opportunity to explore the heraldry and iconography of your favourite Chapter and create a formation that looks stunning on the tabletop.

Chris Peach also built the Swords of Macragge, a Tank Hunter Spearhead specifically intended to accompany Maximus, Marneus Calgar's personal Land Raider. The gold trim around gun housings, vision slits and so on alludes to their status as Maximus's escort, while their lack of hull decoration and battle-damaged appearance implies a lifetime of hard-fought combat experience.



All the details and iconography on the Swords of Macragge tell of their heritage and history. Chris chose the lightning bolt transfer from the Space Marines vehicle transfer sheet since it looks fearsome and implies a lightning assault. Each of the banners on the Swords of Macragge is slightly different, pennants that infer the individual status of the tank commanders within. Finally, you can't help but notice severe battle damage and worn paintwork – Chris made sure that all this is to the fore – the Swords of Macragge never retreat and never flee from their foes!

The Swords of Macragge – Tank Hunter Spearhead



Land Raider *Maximus*

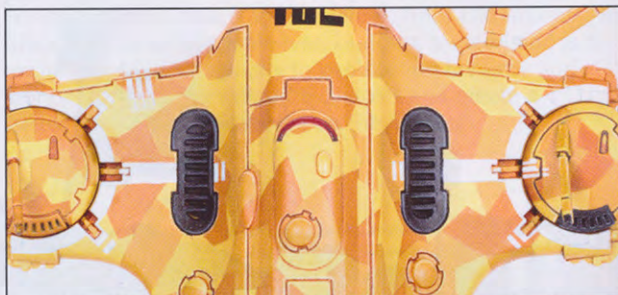


Maximus is Marneus Calgar's personal Land Raider – a heavily customised and ornately detailed tank with a long and illustrious service history.



TAU EMPIRE

The Tau Empire are well served with mechanised assault squadrons and highly-trained tank crews. While all Tau vehicles bear the simple geometric designs that signify their Sept world, specialised formations within a cadre are marked out with further details. Typically such details can be seen across the prow of their vehicles and often adorning the infantry units that serve alongside them. Experts agree, however, that Tau technology is so advanced that these markings are purely decorative or motivational, since friend/foe recognition apparatus is built into even the most rudimentary Tau technology.



Elaborate designs mark out elite crews within a Fire Caste Cadre.

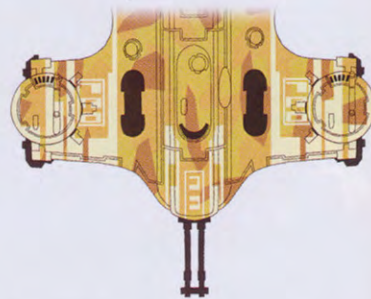
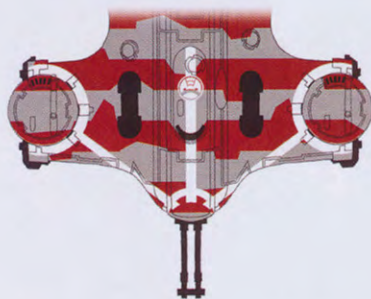
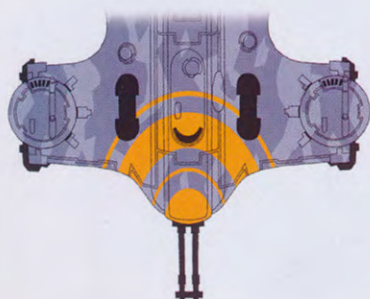


SQUADRON COMMAND FRAME

You can see the complex elements of a Tau scanner suite on the hull of this Skyray. A simple addition taken from the Squadron Command Frame, an upgrade such as this is the perfect way to set apart a formation on the table top, or perhaps a squadron leader within a specific unit.

Mechanised Assault Spearhead

This Devilfish and Tau Fire Warrior squad have been painted as part of a Mechanised Assault Spearhead. 'Eavy Metal's Kornel Kozak painted the shoulder pads of the Fire Warriors with white details to reflect the designs he added to the prow of the Devilfish.



Sept markings are often simple patterns, many elite squadrons bear more elaborate designs.

ORKS

Although the Orks are seldom credited with the wit or intellect to organise themselves into formal fighting groups, their mob mentality makes them naturally inclined to fight alongside like-minded greenskins. Many examples exist of notable Ork warbands, such as Bludgit's Trukkas,

Wartfinga's Whakkas and the Red Axe Rammers. Each warband quickly develops a style of warfare that is distinctive to itself such as specialising at the rapid deployment of Boyz right into the thick of the fighting, ramming through enemy positions or hunting down tanks.

Crusher Spearhead



Chris Peach painted the Red Axe Rammers, a Crusher Spearhead that is perfectly equipped for smashing into (and hopefully through) the enemy. Only a lunatic would willingly get within ramming distance of such a unit.



Red Axe Rammers – Crusher Spearhead



IMPERIAL GUARD

Few forces in the 41st Millennium personify the concept of armoured spearheads and mechanised devastation as wholly as the Imperial Guard. Their armies are typified by ranks of numberless soldiers and the brutal destructive power of their armoured assaults. Because of the diverse

nature of Imperial Guard regiments, they're also a rich and fertile ground for keen hobbyists to work within. With a million worlds and the Emperor alone knows how many campaigns going on, there's unlimited scope for making your own spearheads something a little bit special.

Tank Hunter Spearhead



A simple paper banner, carefully painted and glued to a command aerial (and decorated with spare decals) helps to give the formation a unified appearance and makes it instantly identifiable on the table.

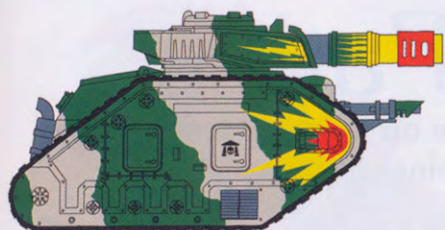


A spare Warhammer Empire shield, decorated with transfers from the Baneblade transfer sheet, give Dominator's squadron its insignia.

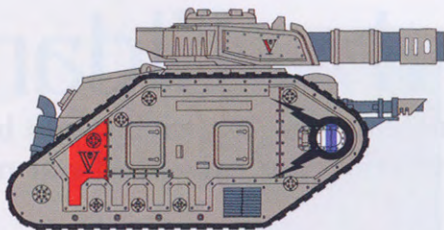
Dominator is the lead tank in a spearhead squadron assembled by Duncan Rhodes, one of the talented hobbyists here in the Studio. Cunning use of spare parts from his bitz box and a really impressive paint job featuring contrast colours such as red, white and black, have created a formation any gamer would be proud to bring to battle.

Tank Hunter Spearhead

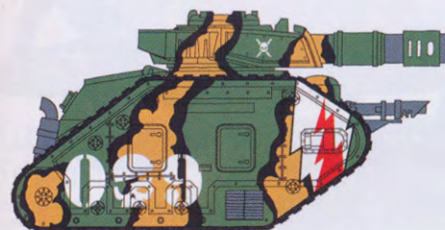




Note the highly stylised company markings on the battle cannon and hull of this tank belonging to the 127th Cadian Tank Regiment.



During the Thraxas campaign tanks were sent straight into battle in their grey factory undercoat and hastily added company and squadron markings.



Elite crews are granted some latitude by their superiors in personalising their vehicles, such as the 'modified' company marking stripes shown here.



Command vehicle of Squadron Commander Glofski, Sable Knights Regiment – dubbed 'da Black Deff' by the Orks of Bork.



SQUADRON COMMAND FRAME

The Imperial Guard vox-caster upgrade is ideal for marking out a lead vehicle within a spearhead formation, whether it's the lead tank in a squadron of Leman Russ Battle Tanks, or the command vehicle in a Mechanised Spearhead.



Follow the Eldar Path

The remnants of an ancient starfaring civilisation battle on for their very survival with the most skilled warriors and advanced war machines in the galaxy.

ELDAR DIRE AVENGERS

The Dire Avengers are first among the Aspect Warriors of the Eldar. Famed for being as deadly on the attack as in defence, they are tactically flexible and use their shuriken catapults to create a storm of monomolecular blades. No Eldar force should be without them.



MULTI
PART
PLASTIC
KIT



ELDAR DIRE AVENGERS
99120104011



ELDAR GUARDIANS

Armed with shuriken catapults and heavy weapon platforms, Eldar Guardians can unleash a deadly hail of fire as they seize objectives.



MULTI
PART
PLASTIC
KIT

ELDAR GUARDIANS
99120104018



ELDAR WAR WALKER

Manoeuvrable and armed with powerful weapons, the War Walker is a graceful bipedal vehicle well suited to its role as a scout.



MULTI
PART
PLASTIC
KIT

ELDAR WAR WALKER
99120104012



ELDAR SUPPORT WEAPON

The sophisticated Support Weapon platforms are large, mobile fire bases and can be armed with all manner of advanced weaponry.



MULTI
PART
PLASTIC
KIT

ELDAR SUPPORT WEAPON
99120104028



ELDAR WRAITHLORD

The statuesque appearance of the Wraithlord belies the devastation it can wield, be it from a shoulder-mounted starcannon or wraithblade.



MULTI
PART
PLASTIC
KIT

ELDAR WRAITHLORD
99120104013



MULTI
PART
PLASTIC
KIT



ELDAR FIRE PRISM
99120104029

ELDAR FIRE PRISM

The Fire Prism is the bane of heavy battle tanks piloted by the cruder races. Its prism cannon can punch through armour or even wipe out squads of infantry when fired in a dispersed shot. Another tank the Eldar can bring to bear is the dreaded Night Spinner. This tank mounts a doomweaver atop its streamlined hull. When fired, anyone or anything unfortunate enough to be under its ghostly web will be eviscerated.

Note that this kit makes either a Fire Prism or a Night Spinner.

ELDAR WAVE SERPENT

The Wave Serpent is the main troop carrier of a craftworld's army. Protected inside its sleek hull, strike forces of Aspect Warriors and Guardians can be quickly transported to any area of the battlefield. To further protect its passengers the Wave Serpent emits a rippling energy field that disrupts incoming fire.



ELDAR WAVE SERPENT
99120104023

MULTI
PART
PLASTIC
KIT



MULTI
PART
PLASTIC
KIT



ELDAR FALCON
99120104024

ELDAR FALCON

The Falcon is a sleek and extremely swift battle tank that serves a dual role on the battlefield. As well as bringing devastating heavy weaponry to bear, including a pulse laser and the option of a bright lance or missile launcher, the Falcon also plays a pivotal role in reinforcing the battlelines. It has the ability to carry small squads of infantry into the fray making it a truly flexible component of the Eldar force.



ELDAR JETBIKE

MULTI
PART
PLASTIC
KIT



ELDAR JETBIKE
99120104002

Jetbikes are sleek and elegant craft piloted by daring Guardians. Jetbike riders operate as fast response strike squadrons, speeding across the battlefield in a blur.



ELDAR VYPER JETBIKE

MULTI
PART
PLASTIC
KIT



ELDAR VYPER JETBIKE
99120104015

Vypers are large but still fast-flying skimmers able to carry a deadly Eldar heavy weapon system, allowing them to swoop in and destroy their prey.

ALSO AVAILABLE

HQ

- THE AVATAR OF KHAINE
99060104074
- ELDAR FARSEER WITH SPEAR
99060104121
- ELDAR AUTARCH WITH POWER SWORD
99060104098

ELITES

- ELDAR STRIKING SCORPIONS
99110104095
- ELDAR FIRE DRAGONS
99110104108
- ELDAR HOWLING BANSHEES
99110104102
- ELDAR HARLEQUIN TROUPE
99110104113

TROOPS

- ELDAR RANGERS
99110104091
- FAST ATTACK
- ELDAR SWOOPING HAWKS
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- ELDAR WARP SPIDERS
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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.



Seb Perbet is this issue's chosen nominator for the Citadel Hall of Fame. Seb himself has only recently designed some fantastic models, such as the Skaven Stormvermin, Doomwheel and Screaming Bell (along with Colin Grayson), and the new River Trolls seen in this very issue.

SEB'S FAVOURITE MINIATURE

Seb: When The Lord of the Rings miniatures range was first released back in 2001, in time for The Fellowship of the Ring movie, I was still over a year away from joining Games Workshop. So I first saw the models in White Dwarf and, like everybody else, was blown away by them. The miniatures were so different in look and style that they immediately grabbed my attention. That's why, even compared to the expansive range we have today, those initial Fellowship models remain my favourites because they were unlike anything Citadel had produced before.

Now that I have a few years' worth of modelling under my belt I appreciate them even more. Sculpting a convincing face with Green Stuff is difficult – it's best achieved with a single mix, meaning you've got about two hours until it dries out. When you consider that it can't be any face but the likeness of an actual actor, compounded by the fact that you're working on an area that's about 4mm high with a very short time limit you realise just how amazing the finished effect is.

While I think all of those first Fellowship models sculpted by Brian Nelson are worthy of a place in the Citadel Hall of Fame in their own right, I've actually chosen a Hobbit figure that wasn't part of the Fellowship at all – Brian's version of Bilbo Baggins. That's because the Bilbo model, more than any other, exemplifies the points that I've mentioned. Despite having a face 3mm in diameter, it is quite clearly modelled on Ian Holm, who portrayed Bilbo in The Lord of the Rings movies.

I also like how naturally the model is posed, delicately cupping the Ring in his right hand. It's another great way of hinting at the character's personality; that he cares more for this solid gold band than anything else. Then there are the clothes that Bilbo is wearing; the details on the frock coat, the neckerchief and the buttons are all brilliantly modelled on to what is a very small figure. As a sculptor myself I look at this model as a masterclass in adding subtle characterisation to a miniature, so that's why I'm nominating it.



Bilbo's face is tiny, no more than 3mm in diameter, but Brian has still captured the likeness of Ian Holm.



This version of Bilbo Baggins was painted by our very first Painting Master, Neil Langdown, who is also a big fan of the figure.



Bilbo carefully cups 'his precious' the One Ring. Note in the overhead view that despite being so small it's clearly recognisable as the Ring.



The model has been sculpted wearing the same frock coat and garments as he is seen wearing in the film, shortly before his memorable disappearance from the Shire. He is also carrying his journal, the first draft of the Red Book.



Aragorn



Legolas



Gimli



Gandalf the Grey



Boromir



Sam Gamgee



Frodo Baggins



Pippin



Merry



Celeborn and Galadriel stand by her enchanted mirror.



Another version of Brian's Gandalf, from the Bridge at Khazad-dûm box set.



Looking at the faces of the Fellowship you can clearly see the uncanny likeness of the characters from the movies. The faces are not exacting portraits but then they are not meant to be, as the models need to work as gaming miniatures first and foremost. All the actors approved their respective miniatures and were even given a fully painted version of themselves at the time of the movie's release.



Brian: There's no doubt that sculpting the early models for The Lord of the Rings was challenging. You not only had the pressure of starting a brand-new range from scratch, but the actors, whose likenesses you were portraying, had to give full approval. Getting the faces right took many attempts, which meant I had the laborious process of carefully cutting away the hardened Green Stuff from the head before I could have another go.

There was also the problem of scale. Even with The Lord of the Rings, you can't simply shrink exact body proportions down to 25mm, everything would look too slight – the Hobbits would have little-to-no presence at all and so exaggeration is needed to bulk out figures or to lengthen weapons, for example. Getting the balance between this and the realism of the model's movie counterparts was really important.

Of those early releases, Bilbo is an interesting choice for the Hall of Fame because he is not a martial character, with no weapons in hand, so I had him staring at the Ring instead, which is, ironically, the most powerful weapon of all.

**PREMIER
EVENT**

GOLDEN DEMON CATEGORIES

**GAMESDAY
& GOLDEN DEMON 2010**

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 award.

GAMESDAY & GOLDEN DEMON 2010™



Last year's Slayer Sword winner, Ben Jarvis from the UK celebrates his amazing victory.

It's hard to believe there are only four months to this year's Games Day. With that in mind, we present the categories for the 2010 Golden Demon Painting Competition.

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

*Chaos Space Marine Lord
Dave Neild*

10am to 4pm on Sunday 26th September 2010.
Birmingham National Exhibition Centre (NEC).
Tickets £30 and includes Games Day Miniature.

Tickets on sale NOW, available from your local Hobby Centre,
or by visiting:

www.games-workshop.com

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.



Blood Angels Veterans
Scott Hockley

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

Tau Crisis Battlesuit
Mark Tait

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

Space Marine Land Speeder
Mathiew Fontaine



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

Empire Engineer
Ben Jarvis



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.

SILVER

Empire Greatswords
Mohamed Ait-nehdi



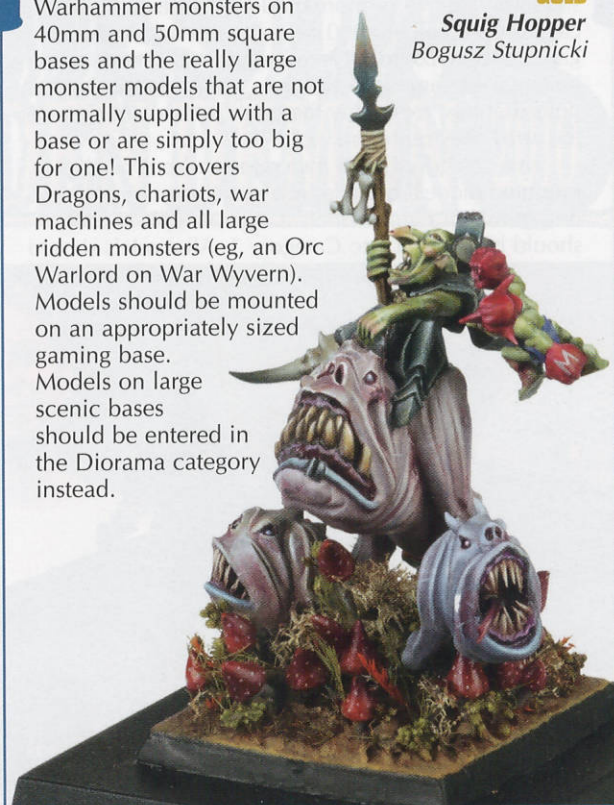
Category 7

WARHAMMER MONSTER

GOLD

Squig Hopper
Bogusz Stupnicki

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.



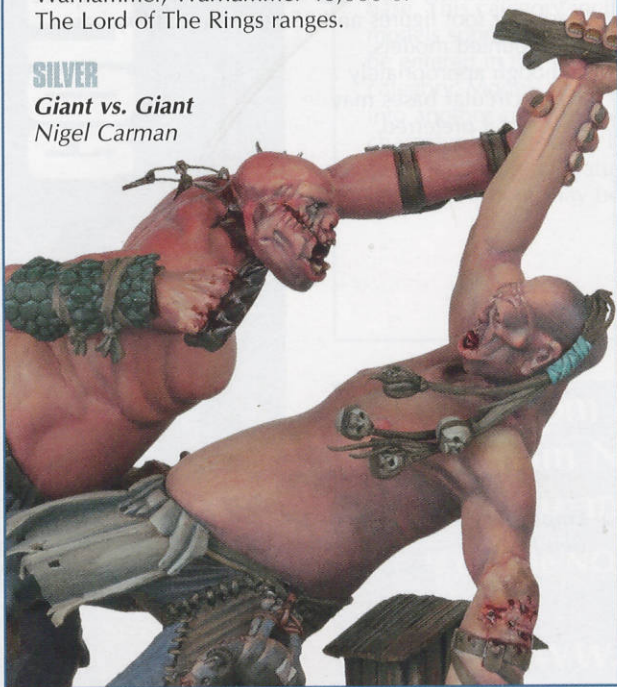
Category 8

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.

SILVER

Giant vs. Giant
Nigel Carman



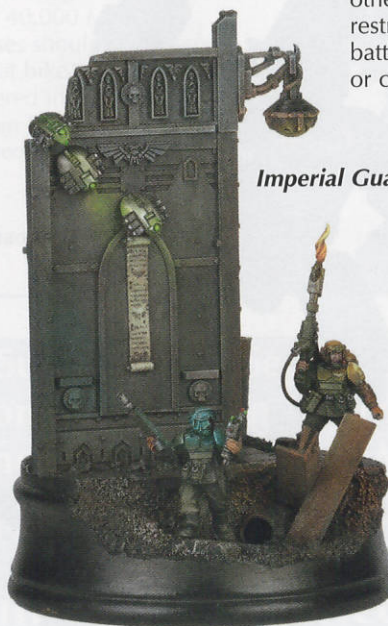
Category 9

DIORAMA

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

BRONZE

Imperial Guardsmen on Patrol
Jeff Wilhelm



Category 10

LARGE-SCALE MODEL

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

GOLD

*Witch Hunter
Inquisitor
Chris Clayton*

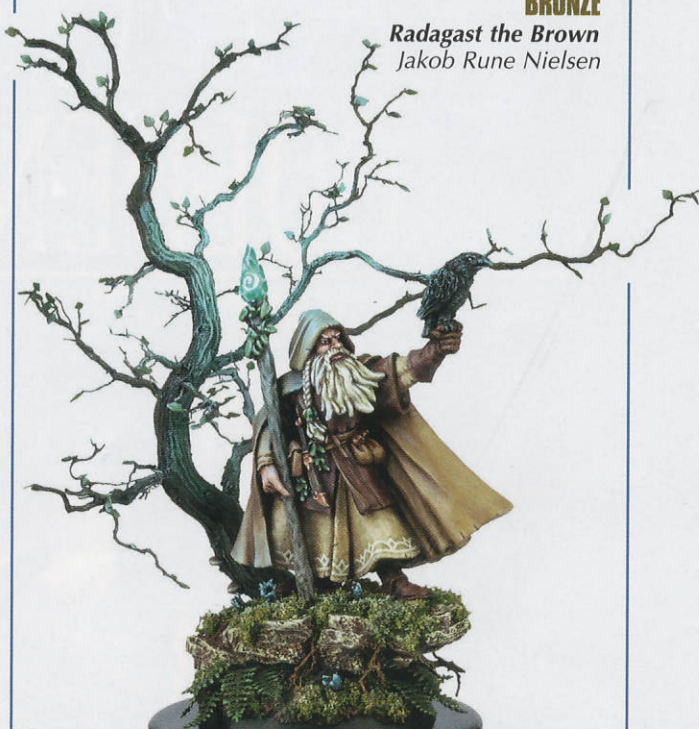


Category 11 THE LORD OF THE RINGS SINGLE MINIATURE

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

*Radagast the Brown
Jakob Rune Nielsen*



The Young Bloods 2010

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.

GOLD

*Death Korps. Commissar
Ari Nielsson*



The Open Competition 2010

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

*Black Orc vs.
Empire Knight
Seb Perbet*





GAMESDAY & GOLDEN DEMON 2010



COMING SOON
TO THE BIRMINGHAM NEC

10am to 4pm on Sunday 26th September 2010.
Tickets £30 and includes Games Day Miniature.

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CALL 0115 91 40000 FOR DETAILS

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GAMES WORKSHOP

DIRECTORY

A directory of everything you need to get involved in the Games Workshop hobby community, from events and activities in your local gaming club to what's going on at Warhammer World and in your GW Hobby Centre.

The Events Diary

110-111

- **Events Calendar**

Find out what's happening when and where in the Games Workshop hobby community with this comprehensive list of unmissable dates; tournaments, campaigns and more.

- **Club Information**

Find regular opponents, play campaigns, and get involved in a host of other hobby activities with like-minded gamers at your local club.

Store Information

112-117

- **Games Workshop Hobby Centres**

Get everything you need to build your forces, and then take them into battle! GW Hobby Centres are the place to learn and practice the intricacies of the hobby.

- **Store Listings**

All the Games Workshop stockists in your territory listed, so wherever you are, you can always find a Games Workshop and Citadel Miniatures retailer.

- **Club Listings**

The Games Workshop club community is a great forum to make new friends and play lots of games! Find out where your nearest organised gaming groups are.

Available to Order

118-119

- **Games Workshop Direct**

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- **Available to Order**

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EVENTS DIARY

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

June 2010

June 5th



WARHAMMER 40,000 BATTLEFIELDS

Date: 5th–6th June, 2010

Venue: Warhammer World, Nottingham, England

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.

Contact: Customer Services – 0115 91 40000

Website: www.warhammerworld.org

June 20th



PENNINE PILLAGE

Date: 20th June, 2010

Venue: Belgrave Social Club, Halifax

Details: The Pennine Raiders invite you to battle your way through the principality of Thursdale in four linked scenarios. you will need a 1200 point army.

Tickets: Tickets cost £10 and includes trophies, prizes and certificates for the winners, and a meal.

Contact: For a rules pack contact Peter Plinston on 01422 369834 or email hardplin@tiscali.co.uk

June 19th



THE LORD OF THE RINGS DOUBLES TOURNAMENT

Date: 19th–20th June, 2010

Venue: Warhammer World, Nottingham, England

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: Customer Services – 0115 91 40000

Website: www.warhammerworld.org

June 26th



FIELDS OF BLOOD

Date: 26th–27th June, 2010

Venue: Queen's University, Belfast, Northern Ireland

Details: Fields of Blood is our annual Northern Irish tournament held once again during Belfast's huge Q-CON gaming convention. This year we will be hosting a Warhammer 40,000 Doubles Tournament consisting of six games played over two days.

You will each need a fully painted 1000 point army for Warhammer 40,000 to take part.

Tickets: A team ticket costs £40 and covers entry to the tournament for two players for the weekend.

Tickets available from Games Workshop Belfast, Dublin and Blanchardstown (Weekend entry ticket to Q-CON must be purchased separately at door).

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

SPACE WOLVES



EXHIBITION

17th May–2nd July

The Space Wolves are the most savage and barbaric of all the Space Marine Chapters, whose red-hot battle-lust is channelled through boltgun and frost axe.

This May take a trip to Warhammer World in Nottingham, England, and find out more about these warriors of myth, whose noble deeds give rise to legends.

www.warhammerworld.org



July 2010

July 31st

WARHAMMER BATTLEFIELDS

Date: 31st July–1st August, 2010

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Test your leadership skills to the limit in this unique Warhammer 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 are available from the Games Workshop website and cost £55 per player. Each ticket 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: Customer Services – 0115 91 40000

Website: www.games-workshop.com



August 2010

August 28th



NORTHUMBRIAN ADVENTURER'S GUILD TOURNAMENT

Date: 28th–29th August, 2010

Venue: St Cuthberts Church Hall, Blythe, Northumberland

Details: To celebrate their 25th anniversary, the Northumbrian Adventurer's Guild gaming club invite you to their two-day Warhammer 40,000 tournament. You will need to be a member of a GCN gaming club to enter, and will need a 1500 point army to play in six games over the course of the weekend. Places are extremely limited and can be reserved on a first come, first served basis. Tournament packs can be downloaded from the club website.

Tickets: Tickets cost £15 per player and include a free buffet on both days.

Contact: Steven 'Patch' Patchett – patch303030@yahoo.co.uk

Website: <http://anythingbutaone.com>



STORE FINDER



OPENING TIMES

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

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

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www.games-workshop.com

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Full range of products

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

In-store order point

All our stores 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, if you have your order sent to the store, we'll send it POST FREE!

Free painting & modelling advice

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

Free gaming & tactics advice

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

Free Beginners programme

Our special Beginners programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. The programme runs on Sundays, but there is also one night during the week when you can indulge in more gaming too. All you need to do is come along!

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Like regular Hobby Centres, all Gaming Rooms provide the full range of Games Workshop services. However they are larger than a normal Hobby Centre and have many tables, which makes them perfect for meeting fellow hobbyists.

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GAMES WORKSHOP

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Games Workshop Premium Stores are a select group of independent retailers located across the UK and Europe that offer a 'complete hobby experience', more akin to a GW Hobby Centre than a traditional independent stockist.

- Premium Stores offer a wide range of GW products.
- They also offer a Mail Order service giving you access to the entire Games Workshop range.
- The knowledgeable staff of these stores offer painting and modelling lessons and can help devise killer tactics for your armies.
- Premium Stores also have a number of gaming tables to hold in-store tournaments, bespoke mega battles or general open-play gaming

Check out the list below to find your local stockist!

If you are an independent retailer and you think you could be our next Premium Store, then why not give us a call?

FOR MORE INFORMATION, CALL: 08700 134411

STORE LISTING

June 2010

STOREFINDER KEY

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(*) Indicates Gaming Room facilities.

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Stocks most of the product range.*

NEW STORE OPENING
Indicates new accounts

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

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BRISTOL, Area 51:
Tel: 0117 9244655
BRISTOL, HobbyCraft:
Tel: 0117 959 7100

BEDFORDSHIRE

GW BEDFORD:
10 Greyfriars, MK40 1HP
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CRANFIELD, Wargames Workshop:
Tel: 01234 751 570

LUTON, Fantasy Wargames:
Tel: 01582 729 001
LUTON, Ottakers:
Tel: 01582 486999

BERKSHIRE

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Tel: 01635 540 348

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

GW WINDSOR:
Unit 3, 6 George V Place, SL4 1QP
Tel: 01753 861007

HENLEY ON THAMES, Henley Model Miniatures:
Tel: 01491 572684

NEWBURY, Toycraft:
Tel: 01635 38077
READING, HobbyCraft:
Tel: 0118 902 8600

WINDSOR, WJ Daniels:
Tel: 01753 862106

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GW DUDLEY:
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Tel: 0138 448 1818
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690 Warwick Road, B91 3DX
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Tel: 0121 354 3174

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Unit 26, Old Square Shopping Centre, WS1 1QF
Tel: 0192 272 5207

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

BIRMINGHAM, Console Games:
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DUDLEY, The Arcade Toy Shop:
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KIDDERMINSTER, TJ Models:
Tel: 01562 747002

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Tel: 01733 341007

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Tel: 0161 474 1427

GW WARRINGTON:
Unit 20, Bank Street, Time Square, WA1 2AP
Tel: 0192 565 1984

ALTRINCHAM, The Gaming Crypt:
Tel: 0161 929 9919
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Tel: 01244 650 110

MARPLE, Marauder Games:
Tel: 0161 4274949

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• **GW DURHAM:**
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GW DARLINGTON:
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BARNARD CASTLE, Toy Shop:
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BISHOP AUCKLAND, Windsock Models:
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CONSETT, Kwikpart:
Tel: 01207 581024

SEAHAM, Games of War:
Tel: 01915 817 118

STOCKTON ON TEES, HobbyCraft:
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STOCKTON ON TEES, Stockton Modellers:
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BARROW-IN-FURNESS, Heaths:
Tel: 01229 820 433

BOWNESS-ON-WINDERMERE, Ernest Atkinson & Sons:
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COCKERMOUTH, The Toy Shop:
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KENDAL, Airys of Kendal:
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PENRITH, Harpers Cycles:
Tel: 01768 864 475
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Tel: 01229 584697

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WORKINGTON, Toy Town:
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42 Sadler Gate, DE1 3NR
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BUXTON, Knowles Toys and Models:
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Tel: 01246 220 200
GLOSSOP, Wain Services:
Tel: 01457 853 548
ILKESTON, Ilkeston Co-op:
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MATLOCK, Shawes:
Tel: 01629 582 482
RIPLEY, Chimera Leisure:
Tel: 01773 747849

DEVON

GW BARNSTAPLE:
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GW PLYMOUTH:
84 Cornwall Street, PL1 1LR
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BRIDPORT, Frosts Toymaster:
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CHRISTCHURCH, Simple Miniature Games:
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DORCHESTER, Merlyn's Vault:
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Tel: 01935 815 040
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Lakeside Shopping Centre, RM20 2ZJ
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BASILDON, HobbyCraft:
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BILLERICAY, Toys N Tuck:
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BRAINTREE, IKLM Direct:
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GOSPORT, NT Books and Wargames:
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ROMSEY, Roundabout:
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GW MAIDSTONE:
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GW TUNBRIDGE WELLS:
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GRAVESEND, The Stamp Centre:
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Tel: 01227 374 049
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MAIDSTONE, HobbyCraft:
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Tel: 01689 823193
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Tel: 01732 452 840
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Tel: 01732 454 952

LANCASHIRE

GW BLACKPOOL:
8 Birkley Street, FY1 1DU
Tel: 0125 375 2056
GW BOLTON:
Unit 14 (1st floor), Crompton Place, BL1 1DF
Tel: 0120 436 2131
GW PRESTON:
15 Miller Arcade, PR1 2QY
Tel: 0177 282 1855
GW WIGAN:
12 Crompton Street, WN1 1YP
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• **LANCASTER, Micro Markets:**
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LEICESTERSHIRE

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(outside of Waterside Centre), LN2 1AP
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Unit 35, Centrale Shopping Centre, Keeley Road, CR0 1TF
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GW KENSINGTON:
Shop 7, Lancer Square, Kensington Church Street, W8 4EH
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GW KINGSTON ON THAMES:
33 File Road, KT1 1SF
Tel: 0208 549 5224
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Tel: 01603 765 595
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Tel: 0603 621959
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SHERINGHAM, Starlings Toymaster:
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NORTHAMPTONSHIRE

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Tel: 01536 411114
• **GW NORTHAMPTON:**
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DAVENTRY, The Games Vault:
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NORTHAMPTON, HobbyCraft:
Tel: 01604 591 800
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Tel: 01604 639966
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BESTON, Chimera Leisure:
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MANSFIELD, Maelstrom Games:
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NEWARK, Access Models:
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NOTTINGHAM, Goblins Lair:
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SUTTON IN ASHFIELD, Model World
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WORKSOP, Model Base:
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CARTERTON, Giles Sports:
Tel: 01993 842 396
OXFORD, Boswells Toymaster:
Tel: 01865 241 244
OXON, Kev's Toyshop:
Tel: 01491 825136
WITNEY, Dentons:
Tel: 01993 704 979

PEMBROKESHIRE

HAVERFORDWEST, Emry's:
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OAKHAM, Rutland County Museum:
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STREET, Insane Games:
Tel: 01458 481443
TAUNTON, Krackers:
Tel: 01823 335 057
TAUNTON, Hatcher & Sons:
Tel: 01823 272 277
WELLS, Insane Games:
Tel: 01245 679911
WESTON SUPER MARE, The Games Bunker:
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WESTON SUPER MARE, Lloyds Toys:
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YEovil, Yeovil Collectors Centre:
Tel: 01935 433 739

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GW STOKES:
27 Stafford St, ST1 1JU
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STOKE-ON-TRENT, Toytown:
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TAMWORTH, Hobbycraft:
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SUFFOLK

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BURY ST. EDMUNDS, Runik Games:
Tel: 01284 719 607

BURY ST. EDMUNDS, Starlings Toymaster:
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FELIXSTOWE, Wizards Workshop:
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IPSWICH, Toyworld Ipswich:
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STOWMARKET, D J Collectables:
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STOWMARKET, Simpson & Sons:
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WOODBRIDGE, Toytown:
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SURREY

GW GUILDFORD:
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GW WOKING:
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DORKING, Dorking Models:
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REDHILL, Gamers Guild:
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REIGATE, The Toy Shop:
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RICHMOND, Toy Station:
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WOKING, Hobbycraft:
Tel: 0845 051 6556

SUSSEX AREA

GW BRIGHTON:
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Tel: 01273 320 3333

GW CRAWLEY:
11 Broadway, RH10 1DX
Tel: 0129 355 2072

GW EASTBOURNE:
33 Cornfield Road, BN21 4QG
Tel: 0132 364 1423

GW WORTHING:
2 Bath Place, Worthing, BN11 3BA
Tel: 01903 213 930

BOGNOR REGIS, Trains Models and Hobbies:
Tel: 01243 864 727

BRIGHTON, Wargames Heaven:
Tel: 01273 205091

BURGESS HILL, Kid's Stuff:
Tel: 01444 257 724

CHICHESTER, Chichester Toys:
Tel: 01243 788 055

CRAWLEY, Hobbycraft:
Tel: 0845 051 6552

EAST GRINSTEAD, Martells of Sutton
Tel: 01342 321393

EAST GRINSTEAD, Ready To Run Models
Tel: 01342 300 917

EASTBOURNE, Rainbow Toys:
Tel: 01323 739592

HASTINGS, Hastings Hobbies:
Tel: 01424 200021

HAYWARD'S HEATH, Clarke's:
Tel: 01444 457551

HORSHAM, Battlequest Games:
Tel: 01463 242003

HOVE, Kids Dreams:
Tel: 01273 420 666

HURSTPIERPOINT, Heltter Skelter:
Tel: 01273 835333

ST LEONARDS ON SEA, Silverhill Models and Toys:
Tel: 01424 431 133

STEYNING, The Dollhouse Shop:
Tel: 01903 816812

UCKFIELD, Kid's Stuff:
Tel: 01825 768 398

TYNE AND WEAR AREA

• **GW NEWCASTLE (Central):**
Unit 6, Newgate Shopping Centre, NE1 5PY
Tel: 0191 232 2418

GW METRO (Metro Centre):
Unit 2, First Floor, The Arcade
(near the Mediterranean Village), NE11 9YL
Tel: 0191 461 0950

GW SUNDERLAND:
2538 High Street, Sunderland, SR1 3DH
Tel: 01915 100 434

GATESHEAD, The Gamers Outpost:
Tel: 0191 491 6000

GATESHEAD: HobbyCraft
Tel: 0191 402 7410

NORTH SHIELDS, SR Gladston & Son:
Tel: 01912 370 335

SUNDERLAND, Toy and Computer Store:
Tel: 0191 565 5196

WARWICKSHIRE

GW COVENTRY:
Unit 39, Upper Level, Cathedral Lanes
Shopping Centre, CV1 1LL
Tel: 0247 622 7311

GW LEAMINGTON SPA:
32 Regent Street, CV32 5EG
Tel: 01926 435771

GW NUNEATON:
3 Bridge Street, CV11 4DZ
Tel: 02476 325754

GW STRATFORD:
Unit 1, 27 Windsor Street, CV37 6NL
Tel: 01789 297 265

BEDWORTH, Railway & Modellers Junction:
Tel: 02476 316 285

COVENTRY, Hobbycraft:
Tel: 02476 234 520

KENILWORTH, Abacraft Arts & Pictures:
Tel: 01926 511 294

NUNEATON, Heart of England Co-op:
Tel: 02476 382 331

RUGBY, Joto Railways & Models:
Tel: 01788 562 372

STRATFORD-UPON-AVON, Much about toys:
Tel: 01789 295 850

WARWICK, Castle Trains:
Tel: 01926 497 905

WILTSHIRE

GW SALISBURY:
18 Winchester Street, SP1 1HB
Tel: 01723 233 0955

GW SWINDON:
18 Brunel Plaza, SN1 1LF
Tel: 0179 343 6036

CHIPPENHAM, Thorntons at Signature:
Tel: 01249 463100

DEVIZES, Hoggosaurus Toymaster:
Tel: 01308 723 641

MELKSHAM, The Toyshop:
Tel: 01225 768 415

SALISBURY, Salisbury Model Centre:
Tel: 01722 334757

SHAFESBURY, Harding's:
Tel: 01747 858295

SWINDON, HobbyCraft:
Tel: 0845 051 6551

TROWBRIDGE, The Toy Shop:
Tel: 01223 768 415

WESTBURY, The Gas Cupboard:
Tel: 01373 825 825

WORCESTERSHIRE

• **GW WORCESTER:**
23 Lychgate Mall, Cathedral Plaza, WR1 2QS
Tel: 0190 561 6707

DROITWICH, HobbyCraft:
Tel: 0845 051 6548

DROITWICH, Look-rite Ltd T/A Toyworld:
Tel: 01905 772 403

REDDITCH, Hobby Hut:
Tel: 01527 540 840

STOURBRIDGE, Invasion Games:
Tel: 01384 373536

YORKSHIRE

GW BRADFORD:
4 Piccadilly, Bradford, BD1 3LW
Tel: 01274 9430

GW DONCASTER:
26 High Street, Doncaster, DN1 1DW
Tel: 0130 232 0535

GW HARROGATE:
53 Station Parade, HG1 1TT
Tel: 0142 356 4310

GW HULL:
30 Paragon Street, HU1 3ND
Tel: 0148 258 9576

GW LEEDS:
38A Lands Lane, LS1 6LB
Tel: 0113 242 0834

GW SHEFFIELD (Central):
16 Fitzwilliam Gate, S1 4JH
Tel: 0114 275 0114

GW SHEFFIELD (Meadowhall Centre):
Unit 91B, High Street, Upper Mall
(next to entrance near Boots), S9 1EN
Tel: 0114 256 9836

• **GW WAKEFIELD:**
96 Kirkgate, The Ridings Centre, WF1 1TB
Tel: 0192 436 9431

GW YORK:
13A Lendal, YO1 8AQ
Tel: 0190 462 8014

• **SHEFFIELD, Wargames Emporium:**
Tel: 01142 754 826

BARNESLEY, Janco Toys:
Tel: 01226 208654

BEVERLEY, Game Invader:
Tel: 01482 881961

BRIDLINGTON, Icy Tea Ltd:
Tel: 01629 403 059

DONCASTER, Zone Out:
Tel: 01302 810285

GOOLE, Hall's Music:
Tel: 01405 764191

GUISBOROUGH, Stokelds Toy Centre:
Tel: 01438 642 935

HALIFAX, Conways Toymaster:
Tel: 01342 353 986

HALIFAX, Halifax Modellers World:
Tel: 01422 349 157

HUDDERSFIELD, Something Wicked:
Tel: 01484 359 226

HULL, Archon Games Workshop:
Tel: 01482 221011

KEIGHLEY, Conways Toymaster
Tel: 01535 604045

LEEDS, 360 Games:
Tel: 0113 2605222

LEEDS, Hobbycraft:
Tel: 0113 389 3020

MALTON, World Wide Shopping Mall:
Tel: 01653 602880

NORTH HUMBERSIDE, Game Invader:
Tel: 01482 881961

NORTHALLERTON, T & M Grover Ltd:
Tel: 01609 773 334

PICKERING, Puffers of Pickering:
Tel: 01751 472 762

POCKLINGTON, Chylds Play:
Tel: 01759 306 041

PONTERFAC, Goddards Models & Toys:
Tel: 07832 456421

RIPON, The Knowledge Magnet:
Tel: 01765 690118

ROTHERHAM, Wellgate Arts & Crafts:
Tel: 01708 543610

SCARBOROUGH, Games Centre 2:
Tel: 01723 369444

SCARBOROUGH, Space, Myth and Magic:
Tel: 08456 441 113

SELBY, A1 Sports and Toys:
Tel: 01757 705 115

SHEFFIELD, HobbyCraft:
Tel: 0845 051 6536

SHEFFIELD, Imp Miniatures:
Tel: 07773 029388

SKIPTON, Craven Model Centre:
Tel: 01756 797414

THIRSK, Think Art Store:
Tel: 01845 574457

WHITBY, John Anderson - Toymaster:
Tel: 01947 602 213

NORTHERN IRELAND

GW BELFAST:
20A Castle Court, BT1 1DD (towards the back
of the centre) Tel: 0289 0233684

ARMAGH, Kidzone Toymaster:
Tel: 028-3088 8808

ARMAGH, Rennicks Model Tune:
Tel: 028 3830555

BALLYMENA, Camerons:
Tel: 028-2564802

BANBRIDGE, Toymaster Banbridge:
Tel: 028-4062225

BANGOR, Replay Games:
Tel: 028-9136 3678

BELFAST, The Basement:
Tel: 028-9046 0484

BELFAST, Serenity Games:
Tel: 028 9024 9578

CARRICKFERGUS, The Basement:
Tel: 028-9136 3678

ENNISKENN, Hannas Toyworld Toymaster:
Tel: 028-6632367

ENNISKILLEN, Modellers Corner:
Tel: 028-6632367

LISBURN, Frontline Models:
Tel: 028 9267 7844

NEWRY, Murphy's World of Wonder:
Tel: 028-30264978

NEWRY, Murphy's World of Wonder:
Tel: 028-30264978

NEWTOWNABBEY, The Basement:
Tel: 028-9077288

LARNE, The Basement:
Tel: 028-2827 6461

OMAGH, White's Toymaster:
Tel: 028-2422427

SCOTLAND

• **GW ABERDEEN:**
Unit 1, 12-14 Union Kirkgate, AB10 1BA
Tel: 0122 646 9779

GW AYR:
Unit 2, Lorne Arcade, 115 High Street, KA7 1SB
Tel: 01292 285 650

GW DUNDEE:
110 Commercial Street, DD1 2AJ
Tel: 0138 220 2382

GW EDINBURGH:
136 High Street, EH1 1QS
Tel: 0131 220 6540

GW FALKIRK:
12 Cow Wynd, FK1 1PL
Tel: 0132 462 4553

• **GW GLASGOW:**
81 Union Street, G1 3TA
Tel: 0141 221 1673

GW LIVINGSTON:
16 Almondbank Centre, EH54 6NB
Tel: 01506 443256

GW STIRLING:
45 Bannock Street, FK8 1HF
Tel: 01786 459009

ABERFELDY, Feeders Books:
Tel: 01887 829 519

ARBROATH, Haags:
Tel: 01241 827195

ARGYL, Alba:
Tel: 01631 563645

AYR, Toy Town:
Tel: 01392 282945

BANCHORY, Toy and Gift Shop:
Tel: 01330 825 586

BATHGATE, W F Davidson:
Tel: 01506 652226

BRECHIN, Gardiners:
Tel: 01356 522 265

DINGWALL, Sports and Model Shop:
Tel: 01349 862 346

DUNFERMLINE, Abbey Models:
Tel: 01383 731 116

DUNFERMLINE, Fire Councill Libraries:
Tel: 01383 602 208

DUMFRIES, Toytown:
Tel: 01387 264884

EDINBURGH, Marionville Models:
Tel: 01313 177 010

EDINBURGH, Ministry of Gaming:
Tel: 0131 228 345

EDINBURGH, Toys Galore:
Tel: 0131 447 1006

STOREFINDER KEY

GAMES WORKSHOP HOBBY CENTRE
(+) Indicates Gaming Room facilities.

PREMIUM STORE
Stocks most of the product range.*

NEW STORE OPENING
Indicates new accounts

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

ELGIN, Junner's Toymaster:
Tel: 01343 542 492

FORT WILLIAM, The Granite House:
Tel: 01397 703 651

GALASHIELDS, Books Plus:
Tel: 01696 752841

GLASGOW, HobbyCraft:
Tel: 0845 051 6555

GLASGOW, Static Games:
Tel: 0141 552 9785

HADDINGTON, Mike's Models:
Tel: 01830 825 931

HAMILTON, Ink Spot:
Tel: 01698 203131

INVERCLYDE, Arts Crafts & Hobbies:
Tel: 01475 785 204

INVERNESS, Junners Toymaster:
Tel: 01463 233 234

KINROSS, The Hope Chest:
Tel: 01577 862 516

KIRKCALDY, The Hope Chest:
Tel: 01592 260 116

KIRKCALDY, Kingdom of Adventure:
Tel: 01592 328121

KIRKCUDBRIGHT, Solway Books:
Tel: 01557 330635

LANARKSHIRE, Figures in Comfort:
Tel: 01236 870 740

LARGS, Bus Stop Toy Shop Ltd:
Tel: 01475 689892

MUSSELBURGH, Art Matters:
Tel: 0131 6654078

ORKNEY, Cycle Orkney:
Tel: 01856 875777

PAISLEY, Paisley Model Shop:
Tel: 0141 889 4221

PERTH, Millars Models:
Tel: 0173 856 1835

PERTH AND KINROSS, Crossfire Hobby:
Tel: 01887 829 519

PETERHEAD, George Donald Ltd:
Tel: 01779 474 731

PETERHEAD, Peterhead Puffers:
Tel: 01779 481021

SHETLAND, Harries Dept Store:
Tel: 01595 693 097

STONEHAVEN, Toymaster Toyland:
Tel: 01569 766333

STRANRAER, Discover:
Tel: 01776 700069

THURSO, Durrans:
Tel: 01847 893 169

TURRIFF, E Rae and Son:
Tel: 01880 562 610

WALES

GW CARDIFF:
31 High Street, CF10 1PU
Tel: 0292 064 4917

GW CWMBRAN:
30 The Parade, Cwmbran, Gwent, NP44 1PT
Tel: 01633 874 070

• **GW NEWPORT:**
25 Skinner Street, NP20 1HB
Tel: 0163 325 6295

GW SWANSEA:
53 Kingsway, SA1 5HF
Tel: 0179 246 3969

ABERGAVENNY, Richards of Abergavenny:
Tel: 01783 852 466

ABERYSTWYTH, Albatross:
Tel: 01970 617 836

BANGOR, Acme Games:
Tel: 01248 354798

BRECON, J Clark Toys & Gifts:
Tel: 01874 622 865

CAERPHILLY, Jet Models and Hobbies:
Tel: 02920 880600

CARDIFF, Firestorm Games:
Tel: 02920 227117

CARDIFF, HobbyCraft:
Tel: 0845 051 6558

CARDIFF, Otakuzoku:
Tel: 07891638960

CARMARTHEN, Good News:
Tel: 01267 237 789

CARMARTHEN, Hardings:
Tel: 01267 237 774

CHEPSTOW, Artists Corner:
Tel: 01291 627 393

COLWYN BAY, Hippo Toys:
Tel: 01492 534 169

COLWYN BAY, Clay Corner:
Tel: 01492 545415

CONWAY, Hippo Toys:
Tel: 01492 534 169

DOLGELLAU, Waterloo:
Tel: 01341 423 407

LLANTWIT MAJOR, Rainbow Plaza:
Tel: 01446 794 118

NEATH, Fish N Things:
Tel: 01792 812 199

NEWPORT, HobbyCraft:
Tel: 0845 051 6540

NEWTOWN, Crafts and Co:
Tel: 01686627800

PEMBROKE, Dragon Alley:
Tel: 01646 621 456

PONTYPRIDD, Sugar and Spice:
Tel: 07879 221 379

PORTRHCRAWL, Game Ltd:
Tel: 01636 784 428

PORTHMADOG, Porthmadog Models:
Tel: 01766 830269

RHYL, Lightfoot Models:
Tel: 01465 331 364

SWANSEA, Comix Shoppe:
Tel: 01792 642 097

WREXHAM, Brite Ideas Toymaster:
Tel: 01978 261 244

INTERNATIONAL ACCOUNTS

LISTED ALPHABETICALLY

BELGIUM

GW ANTWERP:
Vleminckstraat 10, Antwerp, Antwerpen2000
Tel: 0032 3485 8627

• **BRUGGE, Fair Play:**
Tel: 050 38 51 83

• **HASSEL, Oberon:**
Tel: 011 351 358

• **MECHELEN, De Spelfanaat:**
Tel: 015 34 59 07

• **AALST, Hermelijn:**
Tel: 053 41 48 65

• **AALST, Highborn:**
Tel: 0485 26 64 47

• **AARSCHOT, Ingelberts:**
Tel: +32 16 56 62 23

ANTWERPEN, Celtic Cross:
Tel: 03 296 59 82

BEVEREN, EP-Fun
Tel: 025 23 84 73

BRUSSEL, Intertoys Anderlecht:
Tel: 025 23 84 73

DENDERMONDE, Utopia Games:
Tel: 025 32 31 99

DEURNE, The Gamemore:
Tel: 033 25 55 35

GENK, Bloomsies:
Tel: 0476 30 05 30

GENT, Betty Boop:
Tel: 091 222 08 33

HALLE, Mishra's Playground:
Tel: 023 61 58 53

HALLE, Top 1 Toys:
Tel: 023 56 04 03

HEIST-OP-DEN-BERG, RC Vulture:
Tel: +32 473 82 54 62

IXELLES, InterToys Ixelles:
Tel: 025 14 17 03

KOKSIJDE, Penel Tronix:
Tel: 58 51 30 14

KORTRIJK, Albion:
Tel: 056 32 43 07

LEUVEN, Metalzone Leuven:
Tel: 0477 77 82 12

MERKSE, The Movie Zone:
Tel: 03 293 56 89

NEERPELT, 't Spellenhuis:
Tel: 011 74 49 79

OVERSIE, Intertoys Overijse:
Tel: 026 87 42 53

OOSTENDE, King Arthur:
Tel: 059 51 57 56

ROSELAIRE, Black Border:
Tel: 051 20 82 50

RONSE, Modelbouw Dekeyser:
Tel: 055 45 79 60

SINT NIKLAAS, Collecta:
Tel: 03 765 06 00

TURNHOUT, 't Bazark:
Tel: 014 41 19 36

SOFIA, Black Citadel:
Tel: +32 021 251 20 05

WESTKERKE, What Ever:
Tel: +32 (0473) 77 16 41

BRAZIL

BRASILIA, Hobbyart:
Tel: 16 3443 8329

CAMPINAS, Legends do Brasil:
Tel: 19 3234 3343

CURITIBA, Iltan Comics Shop:
Tel: 41 3232 5367

JUIZ DE FORA, Magazine Taberna do Dragão:
Tel: 32 3234 5757

PIRACICABA, Nobel Livraria:
Tel: 91 3403 2727

PORTO ALEGRE, Jambô:
Tel: 51 3226 1426

SÃO JOSÉ DOS CAMPOS, Hobby Depot:
Tel: 12 394

BEIJING, Tong Yun Card Game:
Tel: 0086 13801324686

BEIJING, Beijing Warhammer Club:
Tel: 0086 10 64032750

BEIJING, Warhammer Elite Club:
Tel: 0086 10 51671363

BEIJING, Warhammer Games Shop (Kidan):
Tel: 0086 15811202672

BEIJING, Tianjin Waaah! Gaming Club:
Tel: 0086 1348219961

SHANGHAI, Zark:
Tel: 0086 (21) 57631665

SHANGHAI, Zhanchui Store:
Tel: 0086 21 52360900

SHANTOU, Miniature Kingdom:
Tel: 0754 88010918

WUHAN, Stormcastle Warhammer Club:
Tel: 0086 13476097121

WUHAN, Zhi-Li Model:
Tel: 0086 27 82818761

CROATIA

OSIJEK, Land of Magic:
Tel: 385 31 275 794

OSIJEK, Land of Magic:
Tel: 385 31 368 412

RIJEKA, Land of Magic:
Tel: 385 31 371 308

SAMOBOR, Land of Magic:
Tel: 385 1 3323 241

SPLIT, Land of Magic:
Tel: 385 21482249

VARAZDIN, Land of Magic:
Tel: 385 42200161

ZADAR, Land of Magic:
Tel: 385 23 253 839

ZAGREB, Land of Magic:
Tel: 385 14870077

ZAGREB, Land of Magic:
Tel: 385 14923917

CYPRUS

NICOSIA, Megaland:
Tel: 00 35 7224 56622

KATO PAPHOS, Cyprus Crusade:
Tel: +357 976 49072

CZECH-REPUBLIC

BRNO, Cerny Rytir:
Tel: +420541214860

ČESKÉ BUĎEJOVICE, Chaotit:
Tel: +420602489158

HARADČ KRÁLOV, Knihapectví Váhalha:
Tel: +420495522009

KOPRIVNICE, Magic:
Tel: +420495522009

KOSTELEČ, Certuv Pekelný Kotlík:
Tel: +420605584448

LIBEREC, Battle Games-Obchodní Pavilon:
Tel: +42077526154

OSTRAVA, Matrix (knihapectví):
Tel: +420774 404 024

PRAHA, Ogri Doupe:
Tel: +420224934811

PRAHA, Cerny Rytir:
Tel: +42022212461

PRAHA, Cerny Rytir:
Tel: +420222312461

VSETÍN, Atlantis:
Tel: +420571411697

DENMARK

GW KØBENHAVN:
Frederiksborggade SKL, 1360,
Tel: 0045 33 12 22 17

AALBORG, Dragons Lair:
Tel: 98 12 16 18

ÅRHUS C, Dragons Lair:
Tel: 86 19 00 63

KØBENHAVN K, Faraos Cigarer:
Tel: 33 32 22 11

ODENSE C, Dragons Lair:
Tel: 65 91 97 01

ROSkilde, Fanatic Roskilde:
Tel: 46 36 35 48

LYNGBY, Faros Cigarer:
Tel: 32 10 23 23

AALBORG, Aalborg Hobby Service:
Tel: 98 12 13 15

AALBORG, Gunzone:
Tel: 35 12 45 45

AARS, Ting og sager:
Tel: 98 62 45 52

ASNÆS, Bog & Ide Asnæs:
Tel: 59 65 00 14

BORNHOLM, Dorthes Hobbystue:
Tel: 56 95 94 49

ESBJERG, Adventure Corner:
Tel: 35 11 11 56

ESBJERG, Arnold Busck:
Tel: 75 12 11 77

ESPERG-ERDE, Arnold Busck:
Tel: 49 13 19 46

FREDERIKSVÆRK, Legekaeden:
Tel: 47 72 16 93

HELINGE, Arnold Busck Helsing:
Tel: 48 79 40 01

HELINGØR, Hobby og Fritid:
Tel: 49 21 45 42

HELINGØR, Arnold Busck:
Tel: 49 21 56 00

HERNING, Færges Kælder:
Tel: 35 10 10 97

HILLERØD, Hobby & Fritid:
Tel: 48 25 26 16

HILLERØD, Legekaeden Hillerød:
Tel: 48 24 61 61

HJØRRING, Arnold Busck:
Tel: 98 92 80 40

HOBØ, Østerskov Efterskole:
Tel: 61 69 95 93

HOBÆK, Hack 'n' Slash:
Tel: 61 66 29 12

HØRSNÆS, Legekaeden:
Tel: 75 61 60 11

HØRSNØL, Bog & Ide:
Tel: 45 86 04 08

HUNDIGE, Arnold Busck:
Tel: 43 90 6 08

KØBENHAVN K, Fantask:
Tel: 33 93 85 38

KØGE, SEMA:
Tel: 56 63 07 04

KOLDING, Arnold Busck:
Tel: 75 50 38 34

KOLDING, Goodgames:
Tel: 75 50 03 04

LYNGBY, Arnold Busck:
Tel: 45 87 04 45

MARIBO, Guldborgsund Hobby:
Tel: 54 60 17 58

NÆSTVED, Legekaeden:
Tel: 51 20 97 13

ODDER, Legekaeden Odder:
Tel: 85 42 42 76

RANDERS, Byrge Sørensen Hobby:
Tel: 86 42 58 14

RANDERS, Randers Hobby Import:
Tel: 86 43 39 23

RØDOVRE, Arnold Busck:
Tel: 36 41 04 85

ROSENGÅRDSCENTRET, Arnold Busck:
Tel: 66 15 59 28

SILKEBORG, Asgaard Games:
Tel: 28 55 94 68

SILKEBORG, Bog & Ide:
Tel: 86 02 02 87

SKIVE, Jydske Boghandel:
Tel: 97 51 25 99

SLAGELSE, Lottotenn:
Tel: 58 53 50 35

ST HEDDINGE, Hobbystalden:
Tel: 36 50 50 10

STENLØSE, HH Hobby:
Tel: 23 46 39 61

SVENDBORG, Farve & Hobby Hjørnet:
Tel: 62 21 31 31

TAASTRUP, Genbrugsbøger:
Tel: 43 71 61 15

VEJLE, Arnold Busck:
Tel: 75 82 05 44

VIBORG, Bog & Ide:
Tel: 86 62 68 68

FALKLANDS

STANLEY, Falkland Collectibles:
Tel: 00500021174

FINLAND

GW HELSINKI:
Simonskatu 9, 00100,
Tel: 09 75 15 45 25

ESPOO, Puolenkuunpelti:
Tel: 09 412 9941

HELSINKI, Fantasiapeli Helsinki:
Tel: 09 65800

JOENSUU, Fantasiapeli Joensuu:
Tel: 013 1284 314

JYVÄSKYLÄ, Fantasiapeli Jyväskylä:
Tel: 014 21 6629

KUOPIO, Fantasiapeli Kuopio:
Tel: 017 361 1148

LAHTI, Puolenkuunpelti:
Tel: 03 751511

LAPPEENRANTA, Fantasiapeli Lappeenranta:
Tel: 013 284314

OULU, Fantasiapeli Oulu:
Tel: 08 374 906

PORVOO, Puolenkuunpelti:
Tel: 0 19 5348377

TAMPERE, Fantasiapeli Tampere:
Tel: 03 222 5200

TURKU, Fantasiapeli Turku:
Tel: 02 232 8413

AHTÄRI, Honkaniemen Kirjakauppa:
Tel: 06 553 0027

ALAND, Dillen AB:
Tel: 01815578

EKENÄS, Kungsbokhandeln AB:
Tel: 0192461028

HÄMEENLINNA, Lelushoppi:
Tel: 036823950

HEINOLA, Talousuuvii ja Ielu:
Tel: 03 715 3905

HELSINKI, Puolenkuunpelti:
Tel: 09 69800 30

HYVINKÄÄ, Royal Toys:
Tel: 019 439376

IMATRA, Kirja-Lahja Alex Ky:
Tel: 0543 19555

JÄRVENPÄÄ, Askartelutarvikeliike Taitaville:
Tel: 09 2794 0120

KARIS, Blå Lådan KD:
Tel: 019 234 94

KERAVA, Antikvariaatti Kersa:
Tel: 00358 44 965 7775

KOTKA, Eagle Card OY:
Tel: 00358 5 214238

KOUVOLA, Muovipeox KY:
Tel: 053117955

KOUVOLA, Puolenkuunpelti:
Tel: 00358 440 878 919

LAPPEENRANTA, Antikvariaatti Suma:
Tel: 05 4117761

MIKKELI, Lastentarvike Muppela:
Tel: 015361611

ORIVES, Silver Seed:
Tel: 041775166

PORI, Askartely-Pori:
Tel: 02 6326671

RAAHE, Raahen Astartelu ja Paperi:
Tel: 082356825

SAVONLINNA, Savonlinnan Antikvariaatti:
Tel: 015 534412

SEINÄJOKI, Fantasiapeli:
Tel: 040 5616338

SEINÄJOKI, Pelikeidas:
Tel: 00358 6 4177680

TAMPERE, Pelimaa OY:
Tel: 050 5538313

TAMPERE, Kirja Karkkainen:
Tel: 03 2251850

VAASA, Pelimies OY:
Tel: 06 312 5111

VANTAA, VPD Finland OY:
Tel: 0400 679610

GIBRALTAR

GIBRALTAR, K&M Hobby Centre:
Tel: 350 28070037

GREECE

ATHENS, Avalon Games:
Tel: 0030 210 8016041

ATHENS, Fantasy Shop:
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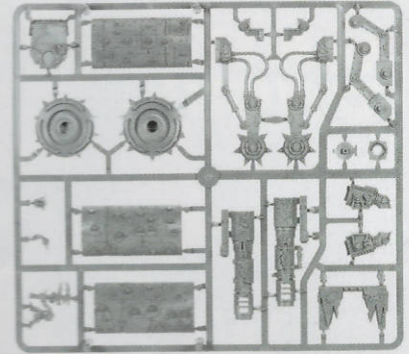
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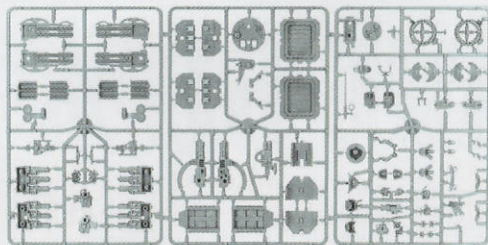
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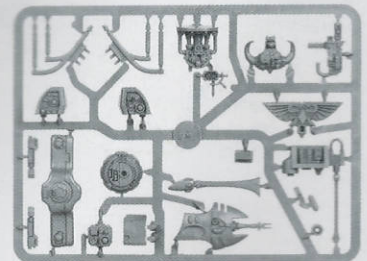
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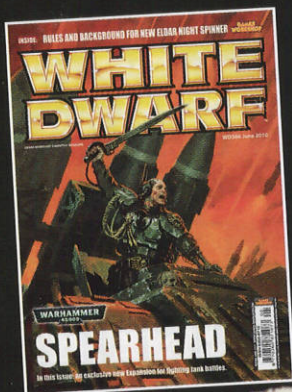
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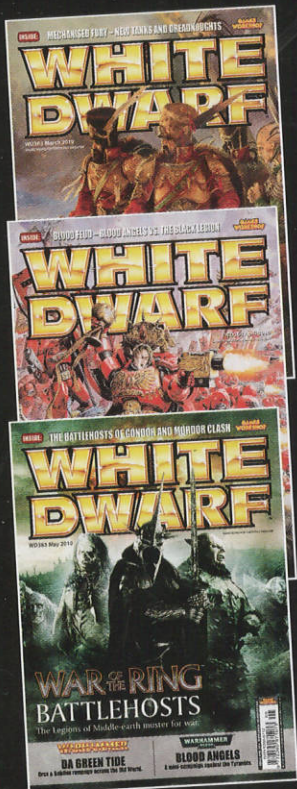
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