

INSIDE: THE ISLAND OF BLOOD MEGA BATTLE

**GAMES
WORKSHOP**

WHITE DWARF

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WD370 October 2010



WARHAMMER

HIGH ELVES

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The noble High Elves prepare to defend the shores of Ulthuan from their twisted kin.

EDITORIAL



The High Elves are one of Warhammer's most iconic races, heroes unflinching in the defence of civilisation from the onset of the Forces of Destruction. For much of the history of the Warhammer world the High Elves have been all that has stood in the path of the machinations of the Chaos Gods. So iconic are they that they've been the poster boys for a new edition of Warhammer not once but twice now – first back with the very first Warhammer boxed game and then again last month with The Island of Blood.

As I mentioned last month, High Elves were my first Warhammer army, and although I've played with other armies over the years, I've always taken a keen interest in every iteration of the Asur. So this month has really made me sit up and take notice. Three of their elite units are out in plastic, and we've thrown a new metal character and a set of High Magic cards into the mix too. We're keeping up the momentum started with Jervis' background for the Island of Blood article last month with a gigantic battle report, refighting the climactic conclusion of that epic conflict. If your heart isn't stirred at the sight of a flight of Dragons, a cacophony of Screaming Bells or a malfunction of Doomwheels (that's the collective noun, I'm fairly sure), then you must be a Dark Elf at heart.

Now, those of you who know me will know that I am something of a hobby butterfly, a term we use here in the Studio to describe hobbyists that flit between projects and armies. I started a new High Elf army on my very first day in the Studio just after the release of the current army book. Sadly, these High Elves were but the latest victims of my butterfly-esque antics, as before I could so much as finish my Dragon Mage the Warriors of Chaos were out and I had been distracted. Now, nearly three years on, 3000 points of Warriors of Chaos and a similar number of Tomb Kings later, I feel that I can return to my High Elves with a clear conscience. Now, where's my Skull White?

Andrew Kenrick, Editor

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WARHAMMER HIGH ELVES™

The High Elves are the staunch defenders of the Forces of Order, stoic warriors and peerless mages. This month the glittering hosts of Ulthuan are bolstered with reinforcements aplenty. Turn to page 14 to begin your journey to the isle of Ulthuan.



FEATURES

14 THE ARMIES OF ULTHUAN

Adam Troke delves into the military life of the citizen-soldiers of the High Elves, taking a look at how Ulthuan musters for war.

58 WAR IN THE MISTY MOUNTAINS

Alan Perry, Michael Perry and Mat Ward sit down with Adam to talk about the wars waged beneath the Misty Mountains, as the Dwarfs battle the Goblins in Moria.

64 WARHAMMER TACTICA: MONSTROUS MOUNTS

Mat Ward saddles up and rides to war, discussing the many breeds of mount available to your characters.

88 DAN ABNETT

This month sees the release of the first anthology of short stories set within the Sabbath Worlds, so who better than their creator, Dan Abnett, to introduce it?

HOBBY

72 'EAVY METAL: PRINCE ALTHRAN VERSUS SPINETAIL

Darren Latham and Joe Tomaszewski join forces for this month's Painting Masterclass, as Darren paints Prince Althran on foot and Joe paints Warlord Spinetail.

82 ARMY MASTERS: BATTALION CHALLENGE

To celebrate the launch of Warhammer, the whole Studio got involved in the Battalion Challenge. In this Army Masters special we take a look at the best armies and miniatures to emerge from the competition.

90 ARMY WORKSHOP: WORD BEARERS

Duncan Rhodes has been busy building a new Chaos Space Marine army – we followed his progress.

98 MODELLING WORKSHOP: CHAOS PLANETSTRIKE

To accompany Duncan's army, Chad Mierzwa has defiled a set of Planetstrike scenery. We show you how.

BATTLE REPORT

28 BATTLE FOR THE ISLAND OF BLOOD

This month we've pulled out all the stops to refight the climactic battle for the Island of Blood in this huge battle report. Can Prince Althran stop Ratchitt getting his hands on the Phoenix Stone before it's too late?



REGULARS

03 NEW RELEASES

The latest from the Citadel forges.

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Jervis talks about how to win games.

104 FRONTLINE

Hobby activities and news in your area.

WARHAMMER®

HIGH ELVES™

WHITE LIONS OF CHRACE

The White Lions are the heroic personal guard of the Phoenix King. They go to war armed with massive axes – capable of cutting any foe in twain – and covered in the pelt of their namesake, the fearsome White Lions of Chrace.



Standard bearer



Decorative masonry

This box set allows you to muster ten brave and strong White Lions to your cause. Taking its design cues from the crew of the White Lion Chariot, this kit makes ten White Lions all of which can be armed with a massive woodsman's axe. Alternatively, you can upgrade three White Lions into a command group, with one as a Guardian – a champion of the White Lions – one a musician with a horn and one with a standard. Mark Harrison sculpted the models with a strong sense of momentum, they look to be in mid-sweep or about to lop off a head, thus giving them a very dynamic posture.



**HIGH ELF
WHITE LIONS OF CHRACE**
Product code: 99120210016
Sculpted by Mark Harrison
£25, €32.50, 250dkr, 310skr/nkr

ON SALE OCTOBER 2ND



Guardian



Musician

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NEW RELEASES

DRAGON PRINCES OF CALEDOR



HIGH ELF
DRAGON PRINCES OF CALEDOR
 Product code: 99120210017
 Sculpted by Martin Footitt
 £18, €23.50, 180dkr, 230skr/nkr

ON SALE OCTOBER 2ND

**MULTI
 PART
 PLASTIC
 KIT**



The procession of High Elf releases continues with Martin Footitt's elegant elite cavalry regiment. The Dragon Princes of old went to war on fire-breathing drakes. Now they battle on barded Elven steeds, clad in fluted Dragon armour.

Dragon Princes are the finest High Elf cavalry; they stand aloof from the rest of the army, such is their disdain for those who cannot match their own battlecraft. The distinctive look of the Dragon Prince comes from their raiment. The elaborately-wrought armour not only helps to reinforce their cold, detached manner but, more importantly, emphasises that they are fearsome, elite cavalry. When designing the models, Martin has played to the strengths of making the models in plastic; there's a delicate sharpness to the flutes on the armour that would be difficult to achieve in metal. The other advantage of plastic is how the miniatures are assembled, with the legs already attached to the mount, freeing up space on the frame for even more parts including full command options.



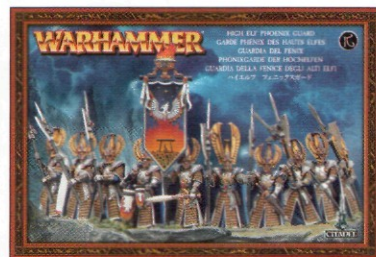
Drakemaster

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PHOENIX GUARD

The Phoenix Guard are the silent guardians of the Shrine of Asuryan, King of the Gods. They march across battlefields slaying with every swipe of their halberds, never once uttering a single war cry nor ever asking for any quarter.

MULTI
PART
PLASTIC
KIT



The box set gives you the option of two different banner top designs.

The dread Phoenix Guard are also released as a highly detailed plastic kit this month. For these silent and deadly Fear-causing warriors, Mike Anderson, Matt Holland and Neil Langdown used the evocative designs of previous miniatures as a starting point. The wings of the phoenix is a recurring image on all the models in this set. This is most obvious on their highly detailed helms but you can also see it referenced on the tassets hanging from their belts. The cloaks were another important element, as plastic they hang from the shoulder in a natural and more dynamic way. The kit also includes a fully embossed banner (and bearer) as well as the option for a drummer and a Keeper of the Flame.

HIGH ELF PHOENIX GUARD

Product code: 99120210015

Sculpted by Mike Anderson,

Matt Holland and

Neil Langdown

£25, €32.50, 250dkr, 310skr/nkr

ON SALE OCTOBER 2ND

“The wings of the phoenix is a recurring image on all the models in this set.”



Musician



Keeper of the Flame



Standard bearer

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NEW RELEASES

CLASSIC LOTHERN SEA GUARD COMMAND

These classic metal High Elf Sea Guard miniatures are re-released with new shields sculpted by Dave Thomas. The models are great for bolstering your plastic Sea Guard regiments, but we've also released a command pack should you wish to raise a unit from scratch.



Sea Master



Musician



Standard bearer



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

CLASSIC LOTHERN SEA GUARD



CLASSIC HIGH ELF LOTHERN SEA GUARD
Product code: 99110210134
£16, €21.50, 165dkr, 210skr/nkr

CLASSIC HIGH ELF LOTHERN SEA GUARD COMMAND
Product code: 99110210135
£15, €19.50, 150dkr, 190skr/nkr

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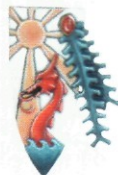


HIGH ELF LOTHERN SEA GUARD SHIELDS

Dave's new shields are perfect for adding to your High Elf Spearmen, creating a consistent look across your force or turning them into Lothorn Sea Guard. You get ten shields, two of each design, in every pack.

HIGH ELF LOTHERN SEA GUARD SHIELDS
Product code: 99060210137
Sculpted by Dave Thomas
£6.50, €8.45, 65dkr, 80skr/nkr

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To tie in with our mega-battle later in the issue, we're releasing two brand-new metal models. One represents the insidious Spinetail, rival of Verminkin for Clan Klaw's leadership, the other is the mighty Prince Althran on foot.

PRINCE ALTHRAN

This metal model depicts a dismounted Prince Althran with sword and shield in hand, ready to defend the Island of Blood with every swing of his blade. This version has Althran without his majestic helm, no doubt lost in the heat of battle, revealing the face of a determined hero.



PRINCE ALTHRAN
Product code: 99060210136
Sculpted by Dave Thomas
£8, €10.50, 80dkr, 100skr/nkr

ON SALE OCTOBER 23RD

WARLORD SPINETAIL

The exact opposite to the slender, handsome High Elf hero, is Spinetail. Dave has sculpted this corpulent, disgusting – but no less deadly – metal Skaven Warlord. His role on the Island of Blood is as pivotal as Verminkin's, for he is in contention for the leadership of Clan Klaw.



WARLORD SPINETAIL
Product code: 99060206092
Sculpted by Dave Thomas
£8, €10.50, 80dkr, 100skr/nkr

ON SALE OCTOBER 23RD

SEE PRINCE ALTHRAN DEFEND THE ISLAND OF BLOOD AGAINST SPINETAIL AND THE REST OF CLAN KLAU IN THE BATTLE REPORT ON PAGE 28.

WARHAMMER BATTLE MAGIC: HIGH ELVES

AVAILABLE WHILE STOCKS LAST



Lore of High Magic

The High Elves are masterful practitioners of magic, so it is only right that you can now have the Lore of High Magic at the Archmage's fingertips in card form. This new deck contains all seven High Magic spells, but you'd best be quick as they will only be available while stocks last.

WARHAMMER BATTLE MAGIC: HIGH ELVES
Product code: 60220210003
£3, €3.90, 30dkr, 40skr/nkr

ON SALE OCTOBER 2ND

THE LORD OF THE RINGS STRATEGY BATTLE GAME

WAR OF THE RING™

Alan Perry and Michael Perry have once again been spending time in Middle-earth fashioning Dwarfs, Goblins and even a hulking monster, which would no doubt find the other releases a delicious treat.

KING'S CHAMPION



Herald

King's Champion

Herald

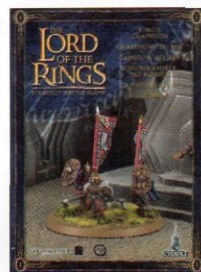
KINGS CHAMPION

Product code: 99111465029

Sculpted by Alan Perry

£20, €26, 200dkr, 250skr/nkr

ON SALE OCTOBER 16TH



The King's Champion is a formidable figure, especially when flanked by two heralds; one carries the King's banner, the other bears the standard of the Hold. Alan has designed these metal models to work as individual miniatures or as a stunning Rare formation placed on a large round base when used in a War of the Ring battle. The box set includes both types of bases pictured here.

GUNDABAD BLACKSHIELDS COMMAND



Goblin Shaman

Goblin Drum Bearer

Goblin Drummer

Blackshield Captain

It's not just Dwarfs that Alan has been busy sculpting, but their bitter enemies in the form of the Gundabad Blackshields. This blister pack contains four metal models: a Goblin Captain, a Goblin Shaman, a drummer and his attendant drum bearer.

GUNDABAD BLACKSHIELDS

The Gundabad Blackshields are an elite band of Goblins that are not only naturally tougher and stronger than their Goblin kin but are clad in heavy armour and armed with huge, thick shields, from which they have earned their name. This blister pack contains four metal models.



GUNDABAD BLACKSHIELD COMMAND

Product code: 99061462062

Sculpted by Alan Perry

£15, €19.50, 150dkr, 190skr/nkr

GUNDABAD BLACKSHIELDS

Product code: 99061462063

Sculpted by Alan Perry

£8, €10.50, 80dkr, 100skr/nkr

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FLÓI STONEHAND, LOREMASTER OF MORIA

It's unusual to see a Dwarf reading from a book instead of brandishing an axe, so this makes Alan's metal rendition of Flói Stonehand remarkable. Not a magic user as such, Flói is the Loremaster of Moria and so has limitless supply of knowledge which he puts to good use, countering the special rules of enemy formations.



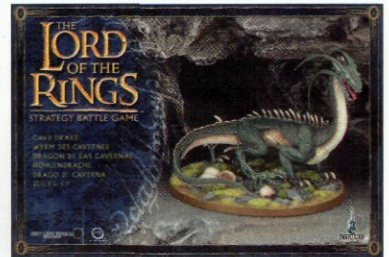
**FLÓI STONEHAND
LOREMASTER OF MORIA**
Product code: 99061465028
Sculpted by Alan Perry
£7.50, €9.75, 75dkr, 95skr/nkr

ON SALE OCTOBER 16TH

“It's unusual to see a Dwarf reading a book instead of brandishing an axe.”

CAVE DRAKE

This great metal beast is destined to become a Michael Perry classic. A Cave Drake is one of the fell creatures that can be found deep underground, even beyond the workings of the Dwarfs. Michael's wingless Dragon (there is no need for flight when you live underground, after all) is a ferocious creature that looks ready to defend her young, as you also get a clutch of eggs and a recently hatched Cave Drake with the kit. The adult Cave Drake is large but also has a sleek serpentine quality, which suggests a deft quickness. The rules for this ancient creature, and indeed all the models shown on these two pages, can be found in the War of the Ring rules manual. Or, if you wish to use them in the Strategy Battle Game, then full rules will be in next month's White Dwarf.



CAVE DRAKE
Product code: 99111466044
Sculpted by Michael Perry
£35, €45.50, 350dkr, 440skr/nkr

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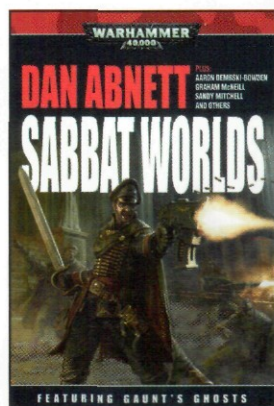
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SABBAT WORLDS



Across the Sabbat Worlds, a bitter conflict is fought. The innumerable forces of the Archenemy attack without mercy, and planet after planet burns with the flames of war. This anthology features new stories from our best-known authors including Dan Abnett and Graham McNeill.

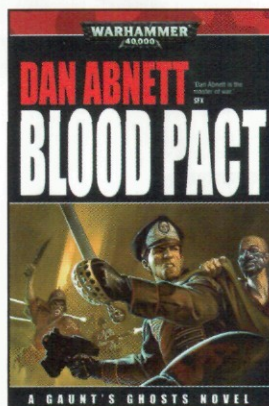
SABBAT WORLDS

By Dan Abnett

ISBN: 978-1-84970-009-2

£17.99, €25, 180dkr, 220skr/nkr

BLOOD PACT



The men of the Tanith First await news of their next deployment but when an enemy prisoner is brought in for interrogation, Gaunt is drawn into a murderous web of intrigue. What does the prisoner know that makes him so valuable? The fate of the Sabbat Worlds Crusade rests upon the answers.

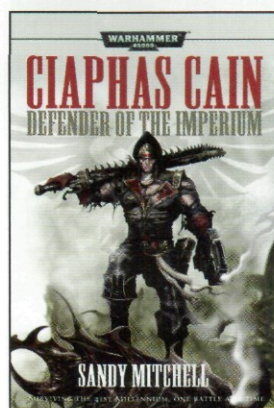
BLOOD PACT

By Dan Abnett

ISBN: 978-1-84416-822-4

£7.99, €10.50, 85dkr, 100skr/nkr

CIAPHAS CAIN, DEFENDER OF THE IMPERIUM



The legendary Commissar Ciaphas Cain finds himself thrust onto the battlefield again. Defender of the Imperium contains the novels Death or Glory, Duty Calls and Cain's Last Stand, plus the short story Traitor's Gambit and a new introduction from the author, Sandy Mitchell.

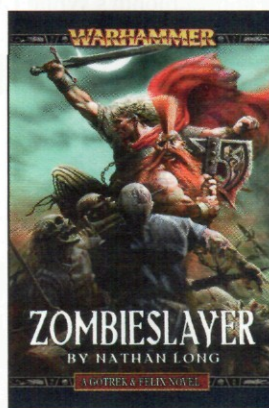
DEFENDER OF THE IMPERIUM

By Sandy Mitchell

ISBN: 978-1-84416-882-8

£10.99, €15, 115dkr, 140skr/nkr

ZOMBIESLAYER



Pursued by the dark forces of Heinrich Kemmler, Gotrek and Felix arrive at Castle Reikgard, where they must hold out against the Zombie hordes. Somehow Gotrek and Felix must unite the forces of the Empire against Kemmler's ever-growing legion until help arrives, or will the Slayer finally find his doom?

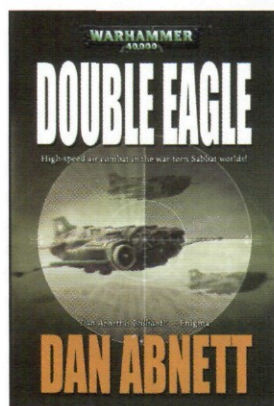
ZOMBIESLAYER

By Nathan Long

ISBN: 978-1-84416-880-4

£7.99, €10.50, 85dkr, 100skr/nkr

DOUBLE EAGLE



The forces of Chaos are closing in and their final push could well wipe out all human life. And so it falls to the brave men of the Phantine fighter corps, who must hold up the advance until reinforcements arrive.

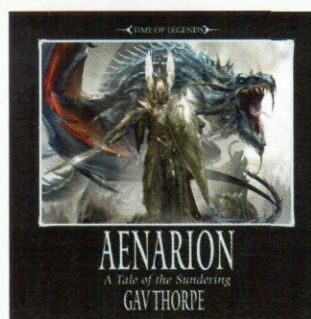
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DOUBLE EAGLE

By Dan Abnett

£13

AENARION



The Sword of Khaine resides upon the Blighted Isle. Despite the warnings, Aenarion rides out upon his Dragon to seek the prize in order to save his homeland of Ulthuan.

AENARION

An audio drama by Gav Thorpe

ISBN: 978-1-84416-852-1

£10, €15, 115dkr, 140skr/nkr

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THE LARGEST BATTLE IN THE WORLD!

The climactic events of the Island of Blood are played out in this very issue of White Dwarf but if you wish to be part of the epic conflict then all you need do is turn up to your local Games Workshop on Saturday 23rd of October, when the refight of this Warhammer battle will be taking place across the globe. Turn to page 56 for more information.

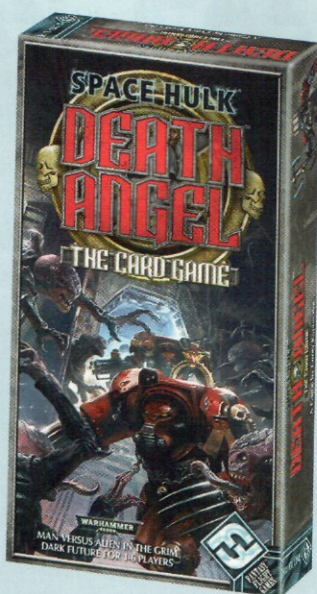


Space Hulk: Death Angel

Enter the Space Hulk *Sin of Damnation* and eliminate the xenos threat! Space Hulk: Death Angel – The Card Game lets 1-6 players take on the roles of the Blood Angels on a mission to eradicate an infestation of Genestealers. Death Angel is a cooperative card game of claustrophobic tension and close quarters combat.

In Death Angel, players will either succeed or fail together, as teamwork is essential. You must watch your brothers' backs if you hope to survive. Movement actions let you reposition your Space Marines, while attack actions let you fight back the growing swarms of Genestealers. The extermination begins soon. For more information head to:

fantasyflightgames.com



Let the Galaxy Burn

Here is proof that White Dwarf is so good it can stop anyone in their tracks. 23-year-old fire-fighter Matthew Tinker, is busy reading White Dwarf while a (controlled) forest fire blazes behind him in Adelaide, South Australia. Either that, or he has found the fiery entrance to the Realm of Chaos and is taking a sneak peak at the magazine before delivering it into the clutches of Khorne himself!



October Half Term

No sooner than the new school year begins does the first half term break come around, and to help you get the most from your time away from the classroom, we've got loads of fun and exciting events and activities planned for you at your local Games Workshop.

Whenever your half term break begins, there will be plenty to see and do at your local Hobby Centre including modelling and painting workshops, scenery building activities and opportunities to work on your hobby skills, army collecting tips and tactics and, of course, oodles of in-store gaming. You can even find out how to start preparing for this year's School League by having a chat with the guys in your Hobby Centre. Full details of what daily activities we have planned for you can be found on the Games Workshop website.

And don't worry if you've not been in for one of our events before – our friendly and helpful staff are always on hand to get you involved and offer advice and guidance. So, get in touch with the staff at your local Hobby Centre and find out what's on and how you can get stuck in!



Christmas Wish Lists



It's around this time of year that minds start to wander and thoughts turn towards what we hope to find waiting for us under the Christmas tree.

But how do you avoid those awkward moments of disappointment when you open up your presents, all lovingly wrapped, to reveal yet another woollen jumper? Obviously your loved ones were just a bit mis-informed and didn't realise that you actually wanted the new Warhammer boxed game and a High Elves Battalion. If only they had some guidance...

Well, never fear as the Games Workshop website can provide just that, through the mighty power of the Wish List. Simply log on to games-workshop.com and generate your own Wish List to share with your family and friends and ensure that you only get the presents you want.

You can create multiple Wish Lists, allowing you to

specify what you want for Christmas and birthdays separately, and you could even use multiple Wish Lists for different hobby projects, storing your Warriors of Chaos bitz in one and Necrons Warriors in another.

You can then send the details for accessing your Wish List to your nearest and dearest who will be able to get exactly what you're hoping for this year, either from games-workshop.com or from your local Hobby Centre.

If you need some advice in deciding what to ask for, or want a bit of help setting up your Wish List, just pop into your local Hobby Centre. The staff are a friendly bunch and will be more than happy to show you how to set one up and help you form your master plan for total domination.

So, log on to games-workshop.com and start your Wish List today.

ON THE WEB

Andy Hall: On the website this month we focus on the noble Asur – the sons and daughters of Asuryan that hail from the fair island of Ulthuan. Yes, it's all about the High Elves as we delve deep into the archives and talk to Jes Goodwin about their evolution. We also get down and dirty (although the High Elves won't actually get dirt on their pristine robes) with tactics, sample armies and painting guides.



THE MIGHT OF ULTHUAN

High Elf month continues on the Astronomican with a whole host of High Elf armies. We look at the different ways of using The Island of Blood High Elf contingent as a starting point for a mighty Elven host. But that's not all, as we talk to Jes Goodwin about how the design of the High Elves has evolved over the last few

years and take a peek at his legendary sketchbook to see concept sketches past and present. Of course, no coverage of the High Elves would be complete without a study of their greatest strengths – their mastery of the Winds of Magic. Apprentice High Elf Mages take note as we present a full-on High Magic Tactica.

All Hail the Astronomican

The Astronomican is the place to find all the latest articles that have been uploaded to the Games Workshop website. Whenever we upload a new feature, it'll appear there. In fact you'll find the last four months' worth of articles all free to view and easy to find on the nifty slide bars. If that's not enough then there is the White Dwarf Archive, free to view and packed full of great articles from past issues – all you need to do is register for free on the website.



Also on the Web...

If that won't sate your online appetite then keep coming back to see what other content we're offering, including:

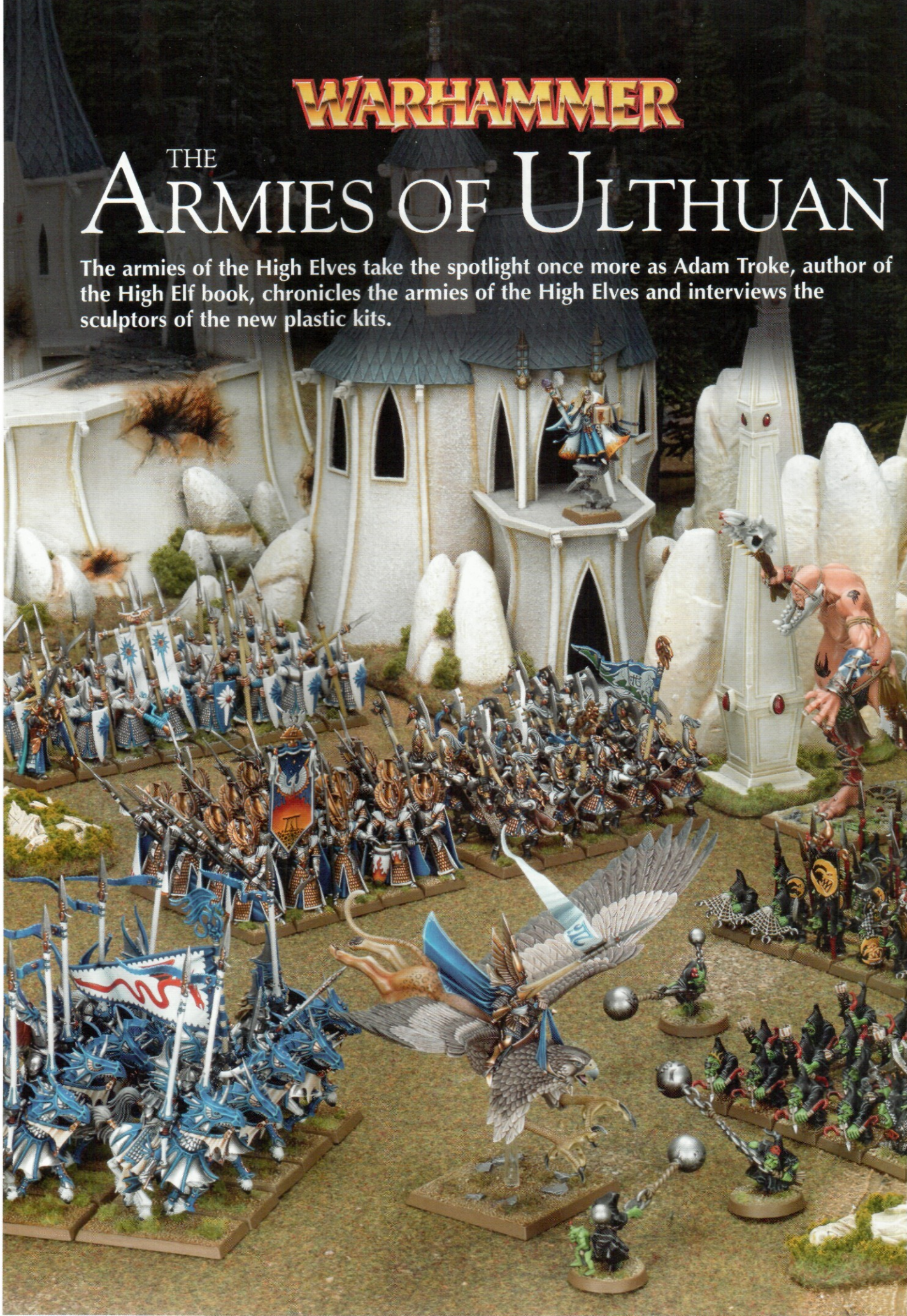
- A Tale of Four Gamers – The paint-a-thon continues, as the armies grow bigger.
- Colours of Ulthuan – Neil Hodgson provides us with loads of new High Elf shield designs.
- Painting Prince Althran – Nick Bayton loads his paintbrush and shows us how to paint this hero.

games-workshop.com

WARHAMMER

THE ARMIES OF ULTHUAN

The armies of the High Elves take the spotlight once more as Adam Troke, author of the High Elf book, chronicles the armies of the High Elves and interviews the sculptors of the new plastic kits.



The glittering hosts is perhaps the most appropriate moniker that can be used to describe the armies of the High Elves – but such an accolade serves only to conjure images of their glorious visage, and speaks not at all of their formidable martial prowess.

Upon the face of the whole Warhammer world there is no army that can rival the High Elves in terms of training, discipline and pure skill – indeed, it is fair to say that the armies of Ulthuan boast the most exemplary skill of all. Even the rank and file of the High Elves are incredibly elite warriors, citizen soldiers whose training and dedication make them supernal combatants.

The Citizen Soldiers

Every High Elf, from the grandest Prince to the lowest born artisan or labourer, owes service to the military of Ulthuan. Each city and settlement is responsible for training a cadre of Spearmen and Archers and ensuring that they will be able to fight alongside their comrades from all over Ulthuan. Some provinces and settlements fit this training around their typical daily life, while others will demand that, for a time, all other worldly concerns are cast aside. An Elf will first train as an Archer, perfecting archery with the longbow and personal defence with a sword or dagger. Usually years of such training will pass before the trainee warrior ever sets foot

upon the battlefield and even then their role is one of support, their first duty to learn the art of war, observing the flow of battle and supporting their comrades with flight after flight of white-fletched arrows.

Once an Elf has proven his pedigree upon the field of battle, he will be raised to the ranks of the Spearmen, where he will train to fight the enemy face to face. Further years of intense drill and training await as the High Elf learns the discipline and skill required to fight as part of a regiment of Spearmen, manoeuvring and fighting with one accord.

This training regimen was first introduced nearly fifteen hundred years ago during the reign of Morvael, and has served as the means by which Ulthuan, despite its dwindling populace, can continue to field a formidable military presence both at home and abroad.

The citizen soldiers of Ulthuan are not its finest warriors, such accolades belong to the likes of the Sword Masters of Hoeth or the Phoenix Guard, but they certainly form its mainstay, providing much-needed numbers against the masses of the enemy. Spearmen will be called upon to hold the battleline against the foe, but only in the direst circumstances will they be asked to spearhead an assault – such a privilege is given instead to the fighting elite.

Depending on where a regiment of High Elf warriors hails from, appearances can differ to a greater or lesser degree.

WARHAMMER ARMIES: HIGH ELVES

The definitive guide to the High Elves, this 104-page volume is bursting with history, background and artwork, as well as all the rules you'll need to use the High Elf army in games of Warhammer.

Whether you're planning on unleashing the might of Ulthuan on the tabletop, learning about the ancient history of the High Elves or swotting up on the armies of your foe, this is the book for you.



Eltharion the Grim, Warden of Tor Yvresse musters his warriors in the face of Grom's Waaagh!



The might of Caledor leads the High Elf charge against the Daemons of Chaos.



THE DRAGONS OF CALEDOR

In the millennia since Caledor Dragontamer forged the ancient alliance with the Dragons, the mighty creatures have saved the High Elves time and again. As rider and mount they fought together against Daemons, Dark Elves and more. Now, scholars note that the slumbering decline of the Dragons in many ways mirrors the waning High Elf civilisation.



Almost without exception they are clad in flowing white robes – a symbolic gesture that speaks of their unity. White is the colour associated with purity and death, and in wearing it they proclaim their willingness to fight together to the death if required. The white robes are often detailed with coloured borders, patterns or designs that denote the regiment's place of origin. Shields are painted or carved to reflect the character of their province or the traditions of their regiment, and banners are woven to reflect the common bond that unites the warriors.

Not all High Elves are regimented in the same ways, of course. Those from small settlements cannot hope to form the massed regiments of Archers or Spearmen from a large city such as Tor Elyr or Lothorn, but instead will answer the call from their Prince in small groups. When the herald rides into their settlement, announcing the Prince's need for additional warriors, they will leave their occupations in the care of friends or family and take up their war gear. From across the Prince's domain they will travel to the allotted place and there form larger regiments under the supervision of trusted veteran warriors or High Elf Nobles.

The Land of Dragons

Caledor is a mountainous realm with a sparse population, even by the standards of the Ulthuan. Despite this, Caledor is famed for its martial prowess, a reputation earned in the darkest days of the High Elves long history. During the terrible war against the Daemons, flights of Dragons held the rampaging legions of Chaos at bay and enabled the High Elves to survive against overwhelming odds. Although the Dragons now slumber and few can be awoken, Caledor's reputation is unsullied. Now, instead of riding massive Dragons into battle, Caledor's famed Dragon Princes ride into battle upon majestic Elven Steeds, clad in precious Dragon armour.

Amongst the nobility of Caledor there are still a few Princes and Mages who are able to call forth the Dragons to war once again – mighty and wise Elves whose blood yet sings with the glory of the elder days. Upon the field of battle these chosen few are the lords of war, the most destructive warriors that the Elves of Ulthuan possess, combining the bestial fury of a Dragon with incredible skill at arms or magical acumen. Where the Dragons soar, the hearts of all High Elves are steeled, buoyed up by a memory from their past.

DRAGON PRINCES OF CALEDOR

Martin Footitt made known his desire to sculpt the new Dragon Prince models almost as soon as whispers that the scions of Ulthuan were readying for war reached the sculptors' busy corner of the Studio.

'I chose the Dragon Princes,' Martin explains, 'because I've not had the chance to tackle Elven cavalry yet. In the past I have sculpted the High Elf Lord on Dragon, so I have a strong sense of attachment from that. With copies of Jes' original sketches in hand, I set off to bring something new and exciting to the premier cavalry unit in the High Elf army, while being sympathetic to their legacy.'

'The armour has sharper edges now than ever before, the chamfrons overhang in a realistic fashion, enabling the details beneath to be seen. The fluted armour is incredibly crisp. You see, the more components we make a model in, the more detail we can get on. Leaps in sculpting and moulding technology, and a lot of hard work honing our skills has enabled us to give our models an

uncompromising level of detail. When you pick up one of the Dragon Princes, it's amazing how realistic they are.'

Just take a look at the heads of the Dragon Princes' steeds to see the effect that Martin mentions: the armoured chamfron overhangs in a delightfully realistic way and the reins look incredibly convincing.

Many of the details on the models are also interchangeable from one Dragon Prince to another. Ornate breastplates (complete with intricate jousting plates), spectacular helms, lances, pendants, pennants and embossed shields are all interchangeable, enabling you to make myriad Dragon Princes whilst retaining the individuality and elite appearance.

'One of my favourite elements,' Martin adds, 'is the strong contrast between textures. The models have armour plates, flowing cloth, scale mail, smooth horse-flesh and swishing tails all in close proximity – not only does this make for a striking model, but for a fantastic painting experience.'



PRINCE IMRIK,
DRAGONLORD

The mightiest Dragon Prince is Imrik, the last of the line of Caledor Dragonrider. Upon the majestic Star Dragon Minaithnir, Imrik is the exemplar of the ancient ways of war, a bastion of strength and courage who strikes down the foe with his glittering Star Lance.



WHITE LIONS OF CHRACE

Mark Harrison is the mastermind behind the new White Lions, an accomplishment that he is remarkably casual about.

'It was made easy for me,' Mark says, 'because the whole of the sculpting department has been awash with High Elves. In this environment filled with part-sculpted models, mannequins, same-size components and general High Elf creativity and enthusiasm it was remarkably simple to get stuck in and sculpt the new White Lions. I certainly had plenty of inspiration around me.'

'The complexity of my task came in because I needed to make High Elves with a distinct twist – they needed to look like aggressive, powerful woodland fighters – you can see some of this in their pose, for example. Each of the White Lions is surging forwards, leaping into the fray with their lion pelt swirling about them. I've used dynamics such as the sense of direction of the tails on the pelts and the flow of the cloth and robes on the model to lend to this sense of

motion and activity – you can almost picture them storming through the woods of Chrace and crashing into the ranks of the enemy, axes swinging as they go.'

One of the things that Mark has clearly engaged with in this project has been detailing the models with plenty of of Chraccian motifs and iconography beyond the renowned axes and banners. Such details also include sculpted detail on the regimental banner and stylised helms, breastplates and shoulder armour.

'The shoulder armour was an element that came to me as I was considering the practicalities of fighting with a massive two-handed axe. Clearly there was going to be a point, even if only for a moment, when the White Lion would need to expose himself to a counter stroke. Since they can't carry shields (not with both hands on their axe) I thought of the idea of extra shoulder armour. This little addition gave me a chance to delve into their imagery, unify the unit even more and to address a theoretical point that played on my mind.'



KORHIL, CAPTAIN OF THE WHITE LIONS

Korhil has a well-earned reputation as one of the strongest, deadliest High Elf warriors. When the Phoenix King requires a personal envoy on the battlefield, he will despatch Korhil and a company of White Lions to see that his will is carried out.



The Pride of Chrace

Although Chrace is situated at the opposite end of Ulthuan to Caledor, it is similarly mountainous. That is where the resemblance ends, however, for the highlands of Chrace are heavily wooded, concealing hidden settlements that shelter the hardy people of that proud kingdom.

The mountain passes of Chrace are a common invasion route for the Dark Elves as they raid Ulthuan, and so they are constantly patrolled by hardy Chracian warriors, who are expert hunters and scouts. The regiments of Archers and Spearmen raised in Chrace are commonly considered amongst the best citizen soldiers to be found amongst the High Elves and once trained they are often called to arms in defence of Ulthuan.

Most famous of all Chracians are the White Lions, regiments of elite huntsmen who guard the passes in the densest forests and woodland. Armed with two-handed axes and clad in the furs of their namesakes, they are a fearsome corps of warriors, bound together through a mutual love of their kingdom. During the reign of Caledor the Conqueror, the third Phoenix King, a detachment of White Lions saved the King from a band of Dark Elf assassins. Since then companies of White Lions have served the Phoenix Kings as sworn protectors, earning a reputation as steadfast soldiers who will fight with unceasing ferocity to protect the ruler of Ulthuan.

In addition to the finely trained Spearmen, Archers and White Lion regiments that the Elves of Chrace contribute to the military of Ulthuan, are the feared Lion Chariots. As the name might suggest, these are drawn into battle by those same White Lions from whom the elite axemen of Chrace draw their name and reputation. Each lion is a wily and cunning predator, powerfully built and utterly lethal. When nurtured from infancy, they can be relied upon to tear through the ranks of the foe with savage ease, each swipe of their massive claws strong enough to break bones and shred armour.

When the Princes of Chrace send a contingent of warriors to join a larger High Elf army, the warriors of other provinces silently hope that a Lion Chariot or two will accompany the sturdy warriors of Chrace. Their brutal reputation and animalistic savagery is a welcome boon to the citizen soldiers from around Ulthuan.

Noble Birthright

Once their training amongst the Archer and Spearmen regiments is complete, the nobility of Ulthuan are expected to continue their service, a means by which they can repay society for their privileged positions. Many choose to join the skilful bands of High Elf knights known as Silver Helms. These exclusive regiments of cavalry exist in every province of Ulthuan and only those of noble birth are permitted

THE ISLAND OF BLOOD

The boxed game for Warhammer, *The Island of Blood* contains a veritable horde of exquisitely detailed plastic Citadel miniatures. Containing 27 High Elf models, including a Prince on Griffon and ten Sword Masters of Hoeth, it's an ideal starting point for a new army or to expand an existing force.



Korhil and his warriors, supported by Shadow Warriors, block the path of a Dark Elf invasion.





With a beachhead secured by the Sea Guard, the Silver Helms and Tiranoc Chariot engage the foe.

LOTHERN SEA GUARD

Expert warriors armed with both spears and bows, the Lothern Sea Guard are citizen soldiers from the kingdom of Eataine. When the High Elves go to war in other lands they are often the first to meet the enemy, leaping ashore with practiced precision to face the foe amidst the swirling sea foam.



to join their number. Clad in fine steel armour and mounted upon swift Elven steeds, the Silver Helms have a reputation for heroism and daring, which is easily understood when the nature of the Silver Helms is brought to light. The service of a High Elf noble as a Silver Helm is far more than merely the discharge of duty, it is also a rite of passage, for only those who have proven their courage and loyalty on the battlefield would ever be trusted to lead an army to war. Thus service as a Silver Helm is considered to be the means by which a noble can prove their valour and skill.

It is upon the shoulders of the nobles and princes of the High Elves that the burden of command is placed – the court of the Phoenix King will assign leadership of an army to a Prince or Noble, often placing the trust into the hands of a promising (or well connected) and aspiring talent. Military success brings with it wealth and influence, while failure has caused the downfall and shaming of many a noble house. Therefore, even the proudest and most self-interested leaders will bend their ear towards the council of veteran warriors and Mages that are joined to their force. A shared victory is better than the ignominy of defeat!

Wisdom and Might

While the leadership of a High Elf force almost always falls to a noble, this does not necessarily mean that the chosen general will be a warrior – indeed there have been a number of renowned Mages throughout the history of the High Elves who have successfully led armies to battle.

More commonly, one or more High Elf Mages will be invited to join the force, both in a capacity as an advisor and as a protection against the magic of the enemy. Many examples of this relationship working harmoniously exist and none better than the cooperation between Tyrion and Teclis – both of these renowned Elven heroes would make fine generals in their own right, however when together there is no doubt that Tyrion speaks with the voice of command. Likewise, any who have observed them notice that Tyrion leans carefully on his brother's counsel. Of course, few High Elves can hope to share a bond of brotherhood and cooperation so close as this pair. Outright antipathy is, thankfully, rarer still.

Other nobles, Mages and veteran warriors will be dispersed throughout the force to act as able lieutenants, helping to direct the flow of battle. Their function is

PHOENIX GUARD

The Phoenix Guard are the defenders of the most sacred site on Ulthuan, the Shrine of Asuryan. There burns the sacred fire, an eternal flame and upon the walls of the most secret antechambers is written both the past and the future.

The trio of Mike Anderson, Matt Holland and Neil Langdown sculpted the new Phoenix Guard models, and I spoke to Mike about how they went about it.

'The goal was to make models that exemplify the idea of sacred guardians,' Michael says, 'In a nod to the original Phoenix Guard models we've given them full-length armoured coats – not only does this resonate nicely with the original Phoenix Guard models and concept sketches by Jes Goodwin, but it also helps set them apart as heavy infantry, a very appropriate look for guards.'

'One of the things we're most pleased about is the way that we've used negative space between the chainmail and the cloaks. This was pioneered by Brian Nelson when he made the plastic

Empire Wizards and then later the Dark Elf Corsairs – by having empty areas it creates the appearance of flowing robes, giving the most realistic possible effect.'

'An aspect of the design we had to consider,' Michael continues, 'was that the Phoenix Guard have taken a vow of silence – so the unit has no shouting faces nor mouths barking orders. Instead the Phoenix Guard have a mixture of gritted teeth and grimly pursed lips. It's a small touch, granted, but it harks to one of the most powerful aspects of their background. They have a drum too, whereas all the other High Elf regiments have horns or trumpets.'

Perusing the frames there's an impressive number of options to play around with, from alternate banner tops to different arms for the unit command.

'Intricate details was our rule of thumb,' Michael adds. 'The Phoenix Guard are Asuryan's chosen, and they look like it, from the top of their sculpted banner to bottom of the flame pattern that details their robes.'



**CARADRYAN,
CAPTAIN OF THE
PHOENIX GUARD**

Not only is Caradryan a skilled warrior, but he is also the chosen servant of Asuryan, king of the Elven gods. This special status grants Caradryan incredible resilience, protection from enemy magic and the ability to smite any who mortally wound him.



ELLRYIAN REAVERS

The agile Reaver Knights are the outriders of the High Elf armies, able to sweep ahead of the advance. Armed with spear and bow they are a deadly menace to the foe but their main advantage is their agility, which they use to hamper the enemy by setting ambushes or picking off exposed parts of their army.



important, for typically one such will be called upon to carry the battle standard, and all must be ready to intercede and take control of the situation should the general fall in battle. The system of loyal service in place across Ulthuan ensures that there is no shortage of able commanders, skilled in both tactics and combat. These leaders are the future of Ulthuan, and their decisions will lead their people to glory or death.

The Gathering of Might

Because every citizen on Ulthuan is a trained warrior, the expectation is that the hardship and rigours of war will be shared equally by all. In practice this can never be completely so, but when the armies of Ulthuan are mustered it is required that every province will provide such aid as it can spare. Populous regions such as Eataine, Avelorn and Saphery are expected to provide more soldiers, while a region with many farms will perforce provide less warriors, but more in terms of victuals. The quantity of troops offered is also weighed carefully against the nature of the warriors – the promise of a company of Sword Masters, elite warrior ascetics from Hoeth, or Dragon Princes of Caledor far outweighs a pledge offering a similar number of citizen soldiers. Likewise, specialists combat units, while often quite small in size, such as the swift Tiranoc Chariots or

Eagle Claw Bolt Throwers, are greatly valued for the devastating power that they bring to the battlefield.

Often warriors from around Ulthuan join the throng by other means, however. Shadow Warrior bands are neither pledged by the Princes of Nagarythe nor demanded by the Phoenix King. Instead they will join an army if its cause shares their own, emerging from the haunted wilderness of Nagarythe to join the host. The famed Phoenix Guard will sally forth from the Shrine of Asuryan only if it is written upon the walls of the Chamber of Days.

An army, once gathered, will serve for the duration of a specific task, which can often have wildly variable lengths. The campaign to ravage the coastline of Norsca, led by Sea Lord Aislinn, has so far lasted three years and shows no sign of abatement. Prince Enrith's blood-soaked quest to recover the stolen waystone of Tor Iarae has spanned more than a decade, with his battered and weary warriors constantly on the heels of the ebullient Goblins of Waaagh! Grobnocker. Sometimes martial service is quickly discharged, however it is not uncommon for such duty to a very long time. It is a matter of some pride for the Elves garrisoning the Gates of Calith that they have thus far maintained more than ninety years of continuous service.



At the command of the Loremasters of Hoeth, the might of Saphery gathers for war.

COLOURS OF ULTHUAN

The image of a High Elf army at war presents a very distinctive and striking impression. Serried ranks of tall spears, silver-steel gleaming in the sunlight, white robes fluttering in the breeze. Across the length and breadth of Ulthuan, however, there is incredible variety amongst the different regiments of warriors. Some regiments will equip themselves with shields,

banners and robes that denote their allegiance to their homeland, while others will be armed and supplied by a noble benefactor such as a Prince or even the Phoenix King himself. Other bands of warriors will adopt shared heraldry that proclaims their joint service – perhaps proclaiming a famous battle, campaign or even a mighty leader they have fought alongside.



Rythian's Waveriders

Rythian Season was a famous Sea Master who lost his life fighting Dark Elf Corsairs on the shores of the Turtle Isles. Since then his former regiment has adopted his personal heraldry as their own, adding on Saurir the rune of unbending vengeance.



The Tor Elyr Redmanes

A famous regiment that marches from Tor Elyr, the Redmanes are named after Aelin Redmane, the Reaver Princess. Aelin's household boasts three such regiments of Spearmen, each set apart by the colour painted on the field of their kite shields.



The Silver Stars of Yvresse

A long-tailed star with a gem set into its centre is a commonly occurring motif within High Elf heraldry. Here it adorns the shields of the famed Silver Stars, one of the spear regiments that joined Eltharion and helped rout the army of Grom the Paunch.



Scarlet Company, Phoenix Guard

Formations of Phoenix Guard are told apart by the colours of their cloaks or some other affectation. Because they do not speak themselves, the Elves around them politely give each formation a respectful moniker for the duration of any given campaign.



The Dragonspine Tall Spears

The Tall Spears are a renowned regiment of Spearmen raised from the settlements around the foot of the Dragonspine Mountains. Each of the warriors in the regiment paints a unique Dragon design onto his shield, always in blue upon a white field.



Hoeth 4th Company

The Hoeth 4th Company of Spearmen are armed and equipped by Prince Aelon Silverfawn, a powerful Mage from Saphery. Three times they have been assigned to sentry duty to the Tower of Stars, far to the south-east of Ulthuan.



Athion Trueborn

Athion is a prince from Caledor who famously roused the Sun Dragon Ungraulan. Although the mighty Dragon was slain in battle against the Vampires of the Old World, Athion and his household warriors still proudly bear his likeness upon their shields.



Griffon Gate, 9th Company

Spearmen from Nagarythe, 9th Company have served many times in the defence of Griffon Gate. The symbol of the moon denotes their affinity with Lileath, goddess of the moon, while the stars set in a white band tell of battles and glories won.



2498 – The Breach of Unicorn Gate

MORE HIGH ELVES ONLINE

This month the High Elves get the full works online with a slew of new articles added to the Games Workshop website.

From sample army lists and galleries of High Elf uniforms and heraldry to stage-by-stage painting guides and an in-depth interview with the mastermind behind so much of the High Elf imagery and miniatures: Jes Goodwin.

For all this and more, make sure you check out the latest additions to the Astronomicon at:

games-workshop.com

In the midst of the winter of 2498 a brutal Dark Elf offensive led by Nihlesh of Naggaroth struck simultaneously at Griffon and Unicorn Gates. Although the gates held in both locations, Dark Elf Corsairs managed to scale the walls of Unicorn Gate. Fighting with incredible ferocity their raiding force was able to capture the east postern gate, if only for a few hours, the lethal form of Nihlesh scything down the Spearmen who sought to recapture it with his glittering longsword.

Although the Unicorn Gate garrison was able to recapture the postern gate after several hours of intense fighting, slaughtering the Corsairs and driving Nihlesh into retreat, they were not swift enough to prevent a sizeable force passing through and into Ellyrion. Several hundred Dark Elf Warriors, their advance heralded by swift Dark Riders and vicious Shades, quickly set upon the nearby villages, putting

all to the torch in a display of violence and cruelty that sent shockwaves throughout Ulthuan. With the garrisons of Eagle Gate and Griffon Gate still locked in battle and Prince Ulthrain of Avelorn unable to spare troops for fear of his own lands coming under attack, the court of the Phoenix King, Finubar the Seafarer, was swift to search out some other general upon whom to place the burden of hunting down the Naggarothi intruders within Ellyrion.

Prince Althran, known as the Stormrider for his previous exploits within the fleets of Ulthuan, was given the dubious honour for the task. No sooner had the instruction been given than Althran sent his chief retainer, Anthaen Silverbrow to his family estates in northern Eataine to gather the Silver Stars and the family battle standard and bring with them Morai's Harvest, an ancient and valued Repeater Bolt Thrower. As a sign of his own favour, Finubar



LORDS

Althran Stormrider

High Elf Prince with Armour of Fortune, lance and Griffon.

391 points

HEROES

Caladris

Level 2 High Elf Mage with Jewel of the Dusk.

150 points

Anthaen Silverbrow

High Elf Battle Standard Bearer with the Razor Standard, shield and Dragon armour.

163 points

Torian Doomblaze

Dragon Mage of Caledor with Silver Wand.

360 points

CORE

Temkor's Sea Dragons

20 Lothorn Sea Guard with shields, musician, standard bearer and Sea Master.

285 points

Unicorn Gate

3rd Company

16 Archers with musician, Standard Bearer and Hawkeye.

201 points

Sapphire Stars

32 Spearmen with musician, standard bearer and Sentinel.

313 points

SPECIAL

The Phoenix Guard

20 Phoenix Guard with, musician, standard bearer and Keeper of the Flame.

330 points

Kanedas' Honour

Company

20 White Lions of Chrace with musician, standard bearer with Lion Standard and Guardian.

355 points

The Drake Riders

10 Dragon Princes of Caledor with musician, standard bearer and Drakemaster.

350 points

RARE

Morai's Harvest

Repeater Bolt Thrower.

100 points

TOTAL

2998 points

assigned Kanedas, one of his personal heralds, and a company of White Lions to assist in the endeavour. Others at court quickly acted to support Althran's task. Admiral Albreth, an old ally and mentor of Althran, offered both a company of Sea Guard and an Eagle Ship to convey Althran's taskforce across the Inner Sea. Torian Doomblaze pledged the support of Caledor, departing quickly to gather further reinforcements from the fortresses that nestle amidst the Dragonspine Mountains.

Departing Lothorn with all haste Althran's commandeered Eagle Ship paused first to put ashore at the Shrine of Asuryan to take on board a company of Phoenix Guard. Days later it stopped again on the coast of Saphery to collect his old friend and ally Caladris before continuing to Ellyrion.

Within two weeks of the Dark Elf raiding force passing through from Nagarythe, Prince Althran brought them to battle. Marching at the head of his army,

Althran had only to follow the towering pillars of smoke that rose from the normally serene landscape of Ellyrion. The first encounter of the Stormrider's force was swift and decisive as Althran, atop Sharpclaw, brought a company of Dark Elf Spearmen to heel, purposely driving them into the jaws of a trap – Caladris and the rest of the army hiding in the lee of a hill until the Dark Elves were too close to escape. The butchery lasted scant minutes.

As the High Elves had hoped, the slaughter of some sixty Dark Elves drew the rest of their kind in like moths to a flame, hungry for revenge. Battle was joined upon the grassy slopes of the Emerald Hills, east of Tor Elyr and the Dark Elf invaders were utterly destroyed.

In the aftermath of the battle, the Dark Elf prisoners were executed without ceremony, the corpses of the slain piled high and burnt. Their duty done, the High Elves returned to their provinces to grieve the fallen.

DEFENDERS OF ULTHUAN

As well as the new High Elf kits released this month, the High Elf army is bursting with multi-part plastic models for you to include in your force.

MULTI
PART
PLASTIC
KIT



REPEATER BOLT THROWER

99120210006 £15, €20, 150dkr, 190skr/nkr
This set contains 1 multi-part plastic artillery piece and 2 multi-part plastic crew models.

MULTI
PART
PLASTIC
KIT



ARCHMAGE AND MAGE

99120210009 £13.50, €20, 140dkr, 270skr/nkr
This set contains 2 multi-part plastic models, which can be used to represent either an Archmage or Mage. One model is mounted on an Elven steed.



ARCHERS

99120210004
£18, €30, 225dkr, 270skr/nkr

This set contains 16 multi-part plastic models. Included are options for a Hawkeye, standard bearer and musician.



Lothorn Sea Guard



SPEARMEN

99120210003
£18, €30, 225dkr, 270skr/nkr

This set contains 16 multi-part plastic models which can assembled as Spearmen or Lothorn Sea Guard. Included are options for a Sentinel or Sea Master, standard bearer and musician.

WARHAMMER®

HIGH ELVES™

This set contains 8 multi-part plastic models. Included are options for a High Helm, standard bearer and musician.

MULTI
PART
PLASTIC
KIT



SILVER HELMS

99120210005 £18, €30, 225dkr, 270skr/nkr



This set contains 1 multi-part plastic model which can be assembled as either a Tiranoc Chariot or a Lion Chariot of Chrace.



TIRANOC CHARIOT/LION CHARIOT OF CHRACE

99120210010

£15, €22.50, 175dkr, 200skr/nkr

MULTI
PART
PLASTIC
KIT



This set contains 2 multi-part plastic models which can be used to represent either a Prince or Noble (including battle standard). One model is mounted on a barded Elven steed.



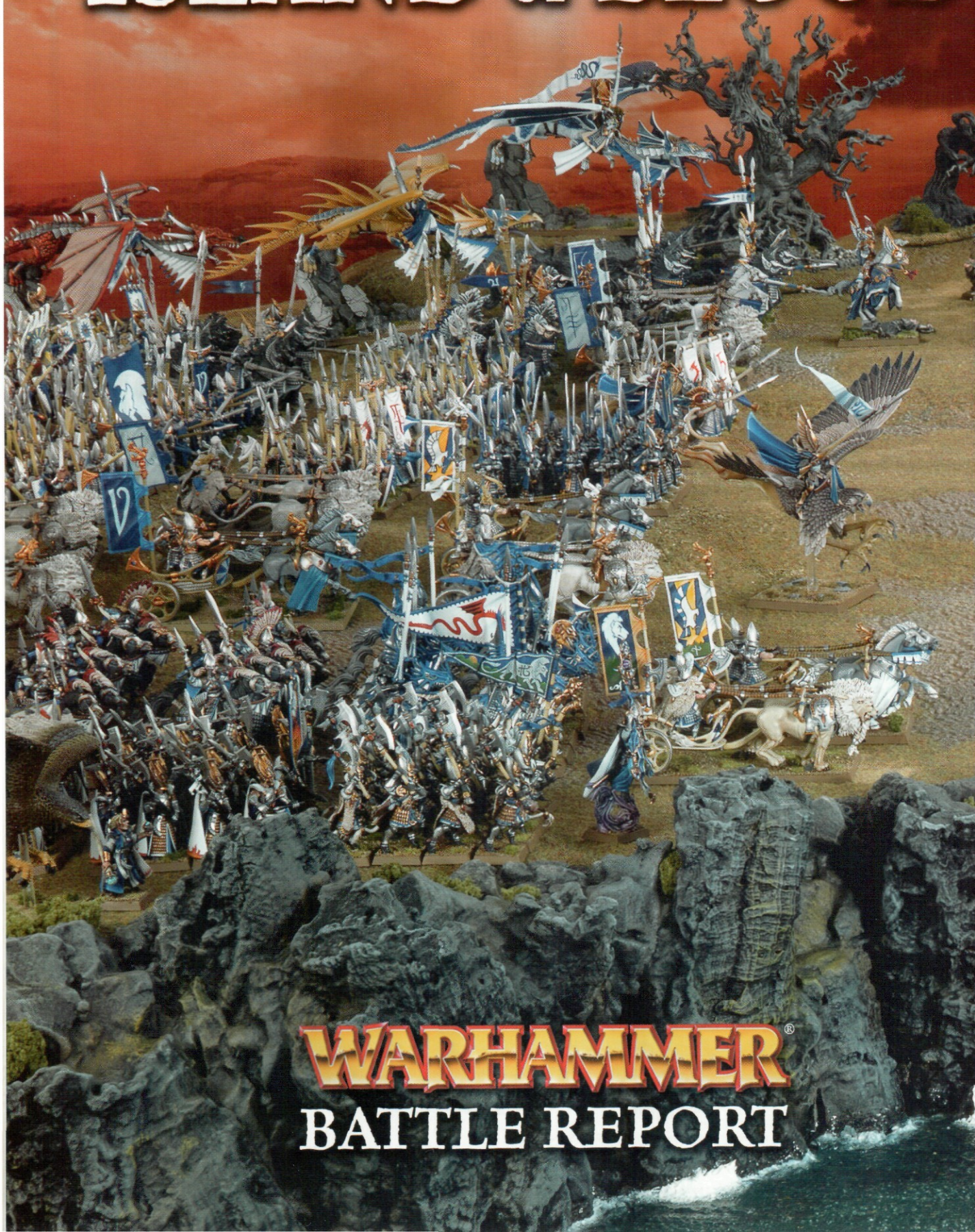
PRINCE AND NOBLE

99120210008 £13.50, €20, 140dkr, 170skr/nkr

You can view the entire High Elf range by heading to our online store:

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BATTLE FOR THE ISLAND OF BLOOD™



WARHAMMER®
BATTLE REPORT



Last month we told the epic tale of the Island of Blood and this issue we're actually going to re-fight it – this one is going to be a biggy! Andy Hall introduces proceedings.

Andy: There's nothing quite like a big game to really emphasise the sheer grandeur of the hobby. It takes a lot of effort to prepare for such a mammoth event but the spectacle alone is worth it. As well as the sense of occasion and the sheer thrill at throwing bucketloads of dice about, what you find is that there are many smaller stories unfolding within the grander tapestry – acts of derring-do and monstrous villainy that make the game so much fun to play (and to recount afterwards).

At the time of writing this introduction, the battle has wrapped but the players are still talking about this or that instance, what happened to their character, or strings of luck that are then seeded into the larger narrative. You

can read all about those over the coming pages, and hopefully they'll inspire you to have a go yourself or join in at your local Hobby Centre when they recreate the Battle for the Island of Blood – more on that later.

So then, on to the main attraction – if you read the last issue, you'll know the story and that the Studio terrain makers have created an impressive battlefield. All we needed to play it was over 10,000 points' worth of miniatures per side and a cool scenario. With the Studio collections of High Elves and Skaven plus contributions from personal armies (including my own nefarious ratmen) mustering the forces wasn't going to be a problem. So, let battle commence.

ELVES TO THE RESCUE

Adam: If ever you were to see a hotbed of dissent and backstabbing, you'd have to look no further than the quarrelsome quintet overleaf. Here on the High Elf side of things you will find a harmonious convergence of players.

Mark Raynor will be taking up the mantle of Tyrion as the nominal general of our army, with able lieutenants Matt Hutson (controlling Korhedron, a High Elf Prince on Star Dragon), Emma Parrington (controlling Ealain the Silver, an Elven Prince with the Blade of Leaping Gold) and Carl Dafforn (with Daeron the Bold, a Prince with the Dragonscale Shield). While I rally Prince Althran and his band of valiant defenders against the Skaven attack, the task for the other High Elf commanders is to assault up the beach as fast and as hard as possible. Our force will have a rock-hard infantry centre with Lion Chariots spearheading along the northern flank of our army while a cavalry contingent led by Dragon Princes will attack in the south. Tyrion and the Dragon Princes will intervene where they are needed most. Simple!



The High Elf Alliance (from left to right): Matt Hutson, Mark Raynor, Carl Dafforn, Emma Parrington and (a mad-looking) Adam Troke.





CLAN KLAW

Andy: The Phoenix Stone will be mine... er, I mean ours. Yes, it's an alliance between the leaders of Clan Klaw in which we'll be putting aside our differences and fighting the Elves for the common good. In no way will I try to trick or deceive my fellow players, for me the only thing that matters is to shatter the High Elf army and steal away the Phoenix Stone for the glory of the entire clan.

I don't want to burden my fellow generals with the responsibility of leadership so I shall be overseeing the bridge assault personally. Verminkin (Pete Foley), Ratchitt (Phil Kelly) and the other Warlords need not concern themselves with the temple, in fact I insist they focus on stalling the Elf-things on the beach. Don't worry, once I have the Phoenix Stone I'll share its secrets, honest.



The Council of Five (from left to right): Phil Kelly, Andy Hall, Nick Bayton, Chris Peach and Pete Foley.





Council of Misrule

The Skaven army is led by a motely selection of self-interested megalomaniacs.



Warlord Skreet Verminkin



Warlock Engineer Ratchitt



Warlord Spinetail

THE SCENARIO



The following scenario is the one that we used for our re-fight of the final, climactic battle in the Island of Blood campaign. We hope it serves as inspiration for your own recreation of the battle! Our game started just as the main High Elf army attacked the Skaven, in a desperate bid to break through to the tower and save the Phoenix Stone. At the tower itself a furious battle was already taking place on the bridge that connected it to the mainland. Our game would be a race against time: could the High Elves defeat the Skaven army before the ratmen forced their way across the bridge and captured the Phoenix Stone?

The Armies

We simply used every Skaven and High Elf model in the Studio's collection, and supplemented these with additional models drawn from the collections of our players. The result was two impressively large armies, with the advantage in terms of sheer 'combat power' going to the High Elves. This suited our purposes very well, as we wanted the High Elves to be strong enough to break through the Skaven army eventually, and because of this we used the armies without worrying too much about the specific points totals of the two sides.

Deployment

A screen is placed between the two armies, which are then deployed in the areas defined below. The High Elf Defenders of the Tower are set up after all the other models are deployed, once the screen is removed (see the special rules below).

High Elves Deployment Area: The High Elves deploy behind a line drawn from the point on the northern table edge 48" from the western table edge, to the point on the southern cliffs 30" from the statue on top of the rocky outcrop by the beach.

Skaven Deployment Area: The Skaven deploy behind a line drawn from the point on the northern table edge 36" from the edge of the mountains, to the foot of the steps on the outcrop that lies between the tower and the beach.

First Turn

Roll off to see which side has the first turn.

High Elf Reinforcements

Tyrion and all of the Dragons in the High Elf army are held back as reinforcements. In addition, High Elf units that have been destroyed during the game can be 'recycled' as reinforcements, entering play as described below.

The Dragons enter play on Turn 2, and Tyrion on Turn 3. High Elf units (apart from characters) that are destroyed or which flee the table are recycled and can be taken as reinforcements in the next High Elf turn.

All High Elf reinforcements are deployed either on the beach or anywhere on the 'stepped paths' that lead down to the beach, rather than on a table edge. In an exception to the normal rules, they are allowed to march or charge on the turn they arrive, to compensate for the large size of the table that we were playing on and to give them a better chance of getting stuck in before the battle was over.

Skaven Reinforcements

When we started to set up the Skaven army it quickly became clear that not all of the units would fit easily into their deployment area. We therefore decided to hold back half a dozen units as reinforcements. One of these units could enter play each Skaven turn, starting from Turn 2. The Skaven reinforcements are set up on the steps that lead to the entrance in the mountains on north-eastern corner of the battlefield. Like the High Elf reinforcements, the Skaven reinforcements are allowed to march or charge on the turn they arrived.

Victory Conditions

The Skaven win if they can destroy all of the High Elf units defending the tower (see the rules for the tower below for a more detailed description of how this works).

The High Elves, on the other hand, need to get 30 or more models from the main attacking army 6" or deeper into the Skaven deployment area (see the map). In addition, they can also win by clearing all the attackers away from the bridge, or successfully using the Phoenix Stone to cast *The Spell of Ultimate Destruction*, as described below.

The following special rules apply to the battle that takes place round the tower that contains the Phoenix Stone.

The Defenders

The Tower's High Elf Defenders consisted of four units:

- Prince Althran
- Caladris
- Kaeler & 9 Swordmasters
- 5 Ellyrian Reavers

After the main armies have deployed, one High Elf unit is set up defending the bridge that leads to the tower (about half way across), while the other defenders are set up at the foot of the tower itself.

Should the unit defending the bridge be destroyed, its place must be taken by another of the defending units at the end of the phase. If there are no defending units left to take over the defence then the Skaven win the game.

The Skaven are not allowed to make shooting attacks or cast spells at the defenders of the bridge, for fear of damaging the Phoenix Stone. In addition, they are not allowed to use movement spells to move them closer than 6" to the tower. These rules mean that they will have to fight their way across the bridge in order to win!











The Attackers

After the High Elves defending the tower have been set up, the Skaven were allowed to set up an attacking unit on the bridge. This could be any one infantry, monstrous infantry, swarm or lone character model that is within 8" of any part of the bridge. It (and any characters that were part of it) were placed on the bridge opposite the defending unit.










Should the attacking unit be destroyed, its place must be taken by a new attacking unit at the end of the phase. If there are no suitable attacking units within 8" of the bridge, then the High Elves win the game. This means that the Skaven players will need to keep several (preferably powerful) units and characters back near the bridge and away from the main battle.

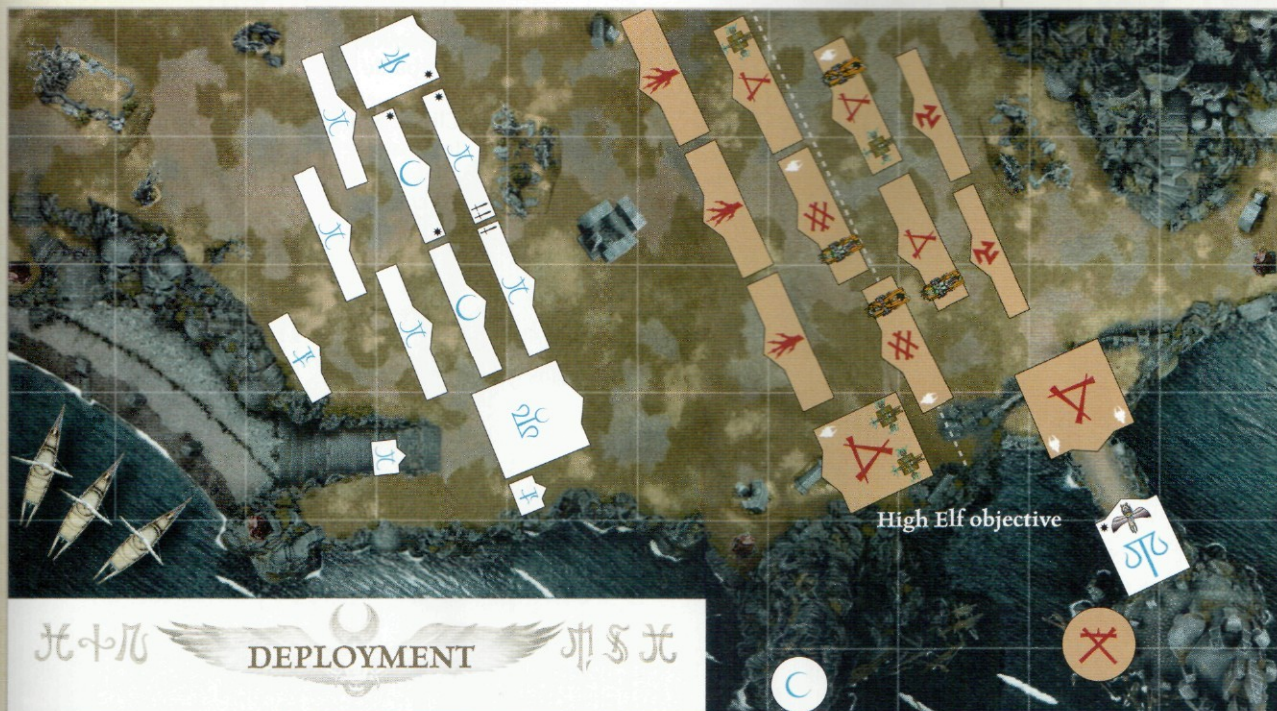
MAP KEY

High Elves Forces

-  Prince Althran
-  High Elf Mage
-  High Elf Noble
-  High Elf Defenders (on the Bridge)
-  High Elf Infantry
-  High Elf Archers
-  High Elf Chariots
-  High Elf Cavalry
-  Shadow Warriors
-  Repeater Bolt Throwers

Skaven Forces

-  Skaven Characters
-  Rats and Swarms
-  Clanrats and Stormvermin
-  Plague Monks
-  Gutter Runners
-  Jezzails and Warp Lightning Cannons
-  Plague Furnace
-  Screaming Bell
-  Doomwheel



The Muster of Light

Elven Nobles and Princes from across Ulthuan have answered the call to defend the Island of Blood.



Morael the Fair



Anthaen Silverbrow

Fighting on the Bridge

Combat between the attacking and defending units on the bridge is dealt with in exactly the same manner as an assault on a building, with the exceptions described below. Note that the deployment rules mean that the attackers and defenders of the bridge start the battle already fighting, and so neither will receive any charge bonuses.

Locked in Combat: The attacking and defending units remain locked in combat on the bridge until destroyed, and neither is allowed to fall back or flee (even if they wanted to!). In addition, both have the Unbreakable special rule, so great is their desperation to either capture or protect the Phoenix Stone.

Aaaaaaaaaaaaaa!: To represent the ever-present danger of falling off the sides of the bridge, both the attacking and defending units have the Unstable special rule, and so will suffer an extra wound for each point they lost the combat by – any casualties suffered in this way are assumed to be caused by the treacherous footing, doubtless falling screaming, to their doom over the side of the bridge!

Charge!: Normally charge bonuses can't be used when fighting in a building, but we decided to ignore this rule for the fight on the bridge. Thus whenever a new unit joined the combat on the bridge it counted as charging in the next Close Combat phase (though note that no charge reaction was allowed to the other unit).

Caladris

Caladris is one of the defenders of the bridge, and can be used in the same same manner as the other defenders. While outside the tower he can cast spells and join units, and he can even be used to defend the bridge, either on his own or alongside any unit he joins.

HIGH ELF DEPLOYMENT

In addition, Caladris is allowed to enter the tower in search of the Phoenix Stone. He can do this at the start of any High Elf turn, even if currently defending the bridge (in which case, if he is the sole defender, his place will immediately be taken by another unit).

When Caladris enters the tower, his model is removed from the board as he starts to search for the Phoenix Stone, starting in the current High Elf turn.

Caladris' search takes place at the end of each High Elf turn. Four dice are rolled by the High Elves, and each roll of 4+ is counted as a 'success'. The number of successes is noted down, and when this comes to a total of 7 or more, Caladris has found the Phoenix Stone. Immediately place him back outside the tower.

Caladris is allowed to cast *The Spell of Ultimate Destruction* at the end of the High Elf turn *after* he emerges from the tower, starting from Turn 4. No power dice are needed for this spell, and it cannot be stopped in any way. Its effect is determined by rolling on the following table. Note that in the interim Caladris can be used as a defending unit, and might even end up defending the bridge if required!

The Spell of Ultimate Destruction Table

D6 Result

1	The spell backfires. Caladris is killed.
2-3	The spell fails to work but Caladris can attempt it again at the end of the next High Elf turn.
4-6	The spell succeeds, annihilating the Skaven army. The High Elves win the battle!

Other Special Rules

The following special rules were used in our battle.

Cliff & Sea Terrain: The cliffs and sea are Impassable Terrain for all units. The only way to reach the tower is via the bridge.



The Statues: The statues are objects of veneration and inspiration to the High Elves. Any High Elf unit within 6" of one of the statues has the Stubborn special rule.

The Mountain Catacombs: The champions in Skaven units that enter the board as reinforcements are allowed to explore for treasure as they make their way to the battlefield through the ancient catacombs. If they do so a dice is rolled: on a roll of 1 the champion disappears and is removed as a casualty never to be seen again, on a roll of 2-4 they find nothing, and on a roll of 5-6 they find a treasure. Immediately select a magic item worth up to D6x10 points. The item doesn't count against any limits on magic items that normally apply to the champion.

The Wrecked Ship: There is a wrecked ship at the foot of the tower, infested with Giant Rats and Gutter Runners. To represent their efforts, the Skaven are allowed to roll a D6 in each Skaven Shooting phase. If the dice roll is less than the turn number, then they inflict D6 S3 hits on one randomly selected defending unit (which could be the unit defending the bridge, even if it is engaged in combat, but cannot be Caladris after he enters the tower). Once the attack has been made the Giant Rats and Gutter Runners are assumed to run off and hide in the wreck, and cannot attack again.

Ratchitt, Verminkin and Spinetail: In our battle Ratchitt, Verminkin and Spinetail were controlled by different players. Verminkin is the Army General, but Spinetail takes over if Verminkin is killed. Each other Skaven player is also assigned a character, and secretly writes down which of the three they wished to support along the road to glory.

To represent the fact that Ratchitt, Verminkin and Spinetail are deadly rivals, if the Skaven win, whichever of the three with the model closest to the tower gets to claim the Phoenix Stone and be the winner of the game! The other Skaven players will count as winners if the leader they supported wins the game, or if the Skaven win and none of the three leaders are still alive. Therefore there is a balance to be struck between getting in position to claim the credit for victory, but not getting killed in the process!

In addition, Skaven player characters are allowed to choose to cast spells, or make shooting or close combat attacks against any other Skaven player character, as if the other character is an enemy model. Such attacks are expected in Skaven society, and casualties thus inflicted do not cause Panic tests, count towards combat resolution and so on.

What's more, the rather disjointed command structure means that should different Skaven players want units in the Skaven army to do different things (attack the bridge, for example) then they will have to roll-off to see who gets to choose what the unit will do. A certain amount of common sense is needed to make this rule work, and because of this it is best suited to games that have a 'games master' to deal with any rules questions that may arise – but it should prove to be great fun, and really help to ensure that the Skaven spend as much time trying to do in their rivals as they do trying to beat the High Elves!



Caladris



Daeron the Bold

SKAVEN DEPLOYMENT



RATS ATTACK!

SKAVEN TURN 1

- (A) The Doomwheels unleash blasts of warp lightning into nearby units, electrifying rats aplenty and filling the air with the scent of scorched fur.
- (B) The Skaven army unleashes all manner of wonder weapons, bombarding the High Elves with everything from Poisoned Wind Mortar shells to bolts of warp lightning.
- (C) The Lion Chariots of Chrace lead the High Elf offensive, smashing into (and through) the Doomwheel and a massive swarm of rats.
- (D) The Silver Helms charge against the horde of Stormvermin pushing the Screaming Bell, only to be overwhelmed and defeated – they end up fleeing back through the High Elf lines.
- (E) A High Elf Mage unleashes *Chain Lightning* upon the Plague Furnace. The powerful spell then wracks the nearest Doomwheel too.
- (F) Shadow Warriors upon the slopes whittle away at the Skaven with flights of arrows.

Andy: Despite my protestations and reassurances, Ratchitt and Verminkin seemed determined to set up near Spinetail who I'd placed close to the bridge, in amongst the Rat Ogres. Behind him was Verminkin, in with a large unit of Clanrats, and close by, just outside the gate, Ratchitt had deposited himself inside a large unit of Stormvermin. Chris' Warlord, Scratchitt, seemed to be far more obedient and deployed with a horde Clanrats, close to the Plague Furnace in the west. Meanwhile Nick had placed his Warlord, Niknik, towards the rear of the northern flank. I didn't know it at the time, but both had elected to support Phil's Ratchitt, the traitorous curs!

The war started in earnest with the verminous battleline advancing towards the overly pretty High Elves. With the enemy able to claim victory if they got 30 or more models over the denoted line, it was no coincidence that the forward elements of our battleline consisted of Doomwheels and several hordes, two of which included a Screaming Bell and Plague Furnace. This line was screened by rat swarms that scuttled forward to hold up and confound the High Elf cavalry that stood ready to charge across the small ribbon of no-man's-land.

On the bridge I sent in my unit of 20 Stormvermin to challenge the Sword Masters. I didn't expect my ratmen to last long against the stoic Elves but of the road humps keeping Spinetail from the tower, this one was the largest – so any casualties against these would certainly help.

As it was early in the battle, the Screaming Bells had not built up enough resonance to chime significantly. In the rest of the Magic phase the Grey Seer on the battleline targeted the Silver Helms directly opposite. *Plague* was cast, its devastating ability to jump onto nearby units was obvious here. Matt, who had nominated himself custodian of the High Elf magic dice, attempted to dispel the power, which he did with no trouble – although the High Elves sensed this wouldn't be the last time that spell would come to the fore. The Grey Seer wasn't finished with the Silver Helms and incinerated two with his *Scorch* spell. Phil, in his guise as Ratchitt, thought about casting *Warp Lightning* on Verminkin in a 'friendly-fire' accident, but a warning glance from Pete stayed his outstretched hand, for now...

The Shooting phase mainly involved trying to prevent the Doomwheels from zapping our own troops, which we failed to do in typical Skaven fashion, arcs of eldritch lightning leaping onto nearby units. This resulted in the Rat Swarms in the centre of the battlefield becoming considerably smaller, having suffered seven wounds in total. The Plague Furnace lost three of its Plague Monk followers due to the same reasons. The Warp Lightning Cannons fired; one missed entirely but the one Nick took control of did manage to slay three Silver Helms – much to the chattering enjoyment of the Skaven players. Three silly Elves dead, but a few more casualties were needed before we could pronounce victory!

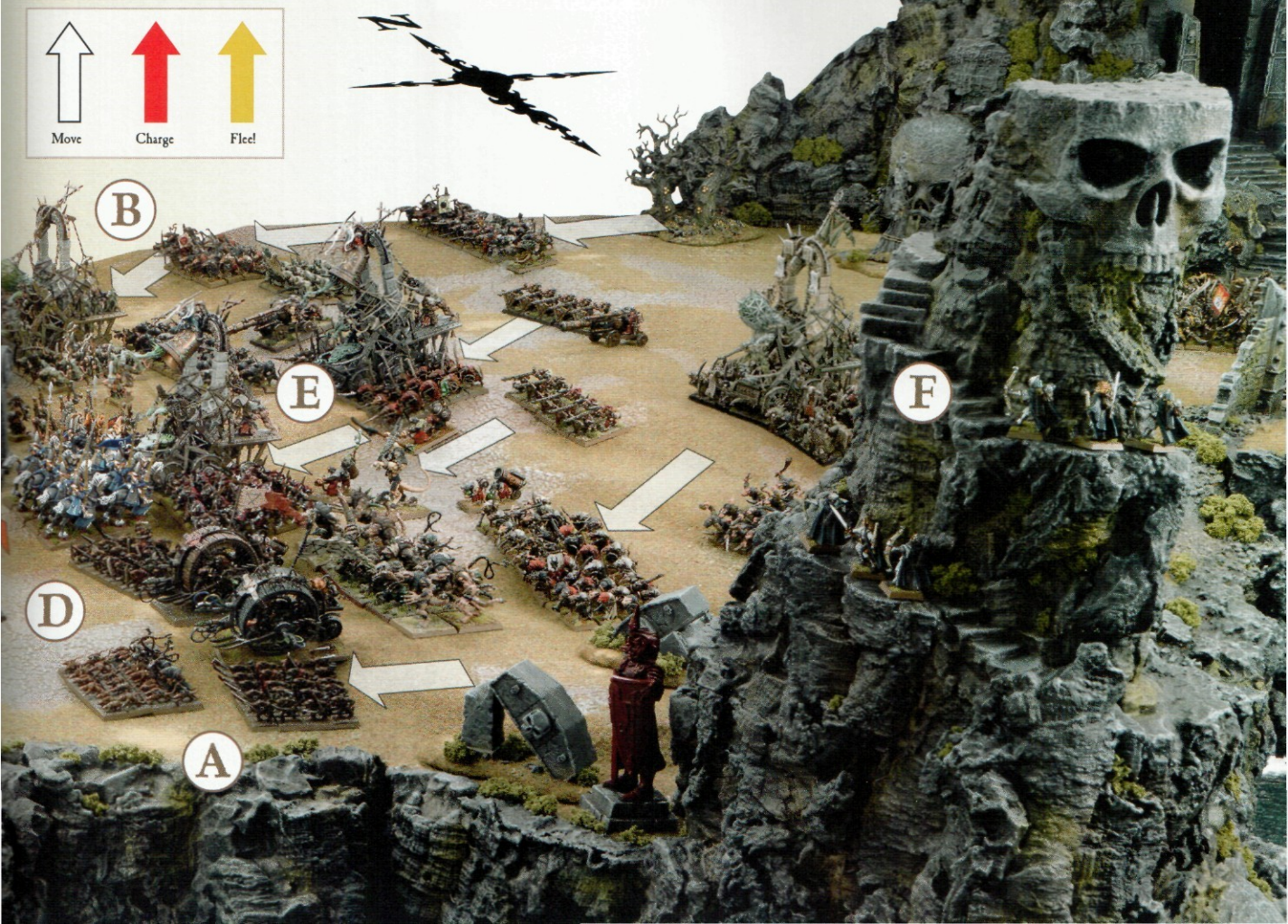
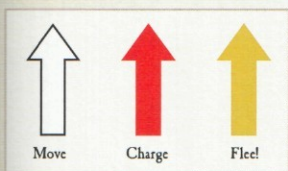
Beginning of High Elf Turn 1





Stormvermin vs. Sword Masters

Andy sent his Stormvermin to meet the Sword Masters on the apex of the bridge. Before the ratmen could even ready their weapons the Sword Masters had started slaying. The 21 attacks, with re-rolls from Always Strike First, wounding on a 2+ allowed Adam to send 18 Stormvermin to a watery grave below. The few survivors did manage to kill two in return, but they were then removed due to the unstable rule for fighting on the bridge. According to the scenario rules this unit had to be immediately replaced. There were two eligible units within 8" – the Plague Censer Bearers and the Rat Ogres, which included Spinetail. Andy wasn't ready to commit Spinetail onto the bridge yet, instead vouching for the Plague Censer Bearers. Phil and Pete, on the other hand, were happy to see Andy's character go against the Sword Masters. After a 'heated' discussion Jervis ordered a roll-off amongst the players, which Andy won, and so the Plague Censer Bearers moved onto the bridge, ready to engage the High Elf defenders.



CHARGE OF THE ASUR

HIGH ELF TURN I



The Search

Determined to rescue the Phoenix Stone, Caladris descended into the temple to commence his search. Adam scored three successes on the dice roll – well above average. With such a promising start, it looks as though Althran and his warriors might be able to hold out long enough after all.

Adam: The Skaven army winning first turn had been a real blow, the High Elf hosts had a long way to travel before they would win this battle. Unfazed, the alliance began by declaring a glut of charges. Mighty Lion Chariots hurled themselves forwards in the north, smashing into the Doomwheel and a Rat Swarm. Beside them the White Lions of Chrace also joined the fight, charging into another Rat Swarm. In the south the Silver Helms smashed into the Screaming Bell with its attendant horde of Stormvermin while a second, smaller unit levelled their lances against yet another Rat Swarm. Speaking of Rat Swarms, it was increasingly clear that the Skaven generals had struck upon a cunning plan – to get to the real meat of the Skaven hordes, the Elves would need to hack through massive swarms of Unbreakable rodents.

In the Magic phase Emma's High Elf Mage unleashed the Lore of Heavens, casting *Chain Lightning* on the nearby Plague Furnace. The bolts of lightning wracked the abominable machine, damaging it and wounding the Plague Priest before leaping to a nearby Doomwheel and damaging that too. The Skaven generals managed to cooperate enough to dispel our other spell attempts.

Despite hammering the Skaven with bolts from our many Eagle Claw Bolt

Throwers, we didn't really cause that much damage in the Shooting phase, but in close combat the High Elves excelled. In the north the scions of Chrace destroyed the Doomwheel and slaughtered Rat Swarms by the handful, cutting large chunks out of the Skaven front line. The Silver Helms in the south trampled more Rat Swarms underfoot, but those pitted against the Screaming Bell and Stormvermin were less fortunate. Despite killing several Stormvermin and damaging the bell itself, they lost two of their own number and were overwhelmed by the Skaven numbers, breaking and fleeing through their own ranks.

On the bridge Kaeler and the Sword Masters found themselves facing a band of lethal Plague Censer Bearers – their poisonous flails slew two Sword Masters before the preternaturally agile warriors could act. Their vengeance, however, was exacting as they scythed through all the Censer Bearers without pause.



SCHEMES WITHIN SCHEMES

As the battle got thoroughly underway, it became increasingly clear that the Skaven generals were all in it for themselves. What started in the first turn as a little gentle banter and the occasional veiled threat quickly turned into outright calumny and backstabbing as the head-rats of Clan Klaw began scheming in earnest.





Caladris' Search: ● ● ● ○ ○ ○ ○

Defenders remaining: 13 Elves over the line: 0



TURN 1

TURN 1

The Lion Chariots of Chrace spearhead the High Elf assault, tearing through the Doomwheel.



DIE-DIE ELF-THINGS!

SKAVEN TURN 2



Plague Lord

If there's one magical power guaranteed to drive High Elf players mad, it's *Plague* from the Lore of Plague. With a single casting, Nick Bayton's Plague Priest managed to kill 15 High Elf Spearmen, creating a gaping hole in one of the High Elves' most powerful units – just as it was about to go into combat.



Andy: With the slaughter of the Censer Bearers, Spinetail could no longer stall so I had no choice but to send him and the Rat Ogres onto the bridge. This was because the other generals had deliberately not come within the 8" range so, as the only eligible unit, the Rat Ogres had to be committed. It was a tactic I had used myself on Pete in the practice game a few days before. Bah! Not only had he remembered, but now he was using my own tactics against me. My fellow generals seemed to be putting their own self-interest ahead of the greater goal.

Meanwhile, the main thrust of the battle seemed to be going well. The Rat Swarms had worked in miring the High Elves and had effectively blunted what could have been a host of devastating charges with the power to cut through the heart of our army. Now the High Elves themselves were ripe to receive a charge, the cheese had been nibbled, it was time for the Skaven to spring the trap. First into

action was the Plague Furnace, pushed by the frenzied Plague Monks. Swaying and creaking as it rolled along, the Plague Furnace charged into the large regiment of White Lions, closely followed by a crackling, sparking Doomwheel.

Across the battlefield the Skaven generally advanced, plugging gaps in the rear line or moving forward to prevent the High Elves advancing in their next go. The only real exception was Niknik, who, along with his accompanying horde of Clanrats, suspiciously spun round and started to head towards the Skaven build up around the bridge. What was he up to?

The Screaming Bells both tolled, the ominous sound rolling across the battlefield like an invisible wave of power. The first had the effect of Emboldening the Skaven around it, while the other gave the nearby ratmen an extra attack with a Wall of Unholy Sound. To further the magical onslaught, *Plague* was cast upon a horde of Spearmen, slaying 15 High Elves.



Unfortunately the spell didn't jump to another unit this time. In the Shooting phase the Jezzails were now in range and fired a fusillade at the Silver Helms downing 3. However, both the Warp Lightning Cannons manage to hit and slay the Rat Swarms.

In combat the White Lions, as skilled as they are, could not hope to stand against the massed Impact Hits, Toughness tests and frenzied attacks arrayed against them by the Doomwheel and Plague Furnace. Although they chopped down swathes of Plague Monks, their own losses were too great and they fled, only to be run down by the chattering ratmen. Luckily for the rest of the High Elves, Korhil was in the smaller unit of White Lions and so escaped the disaster, although he was close enough to witness the massacre of his brothers.

Back on the bridge, the Rat Ogres lost three of their number to another blistering attack from the surviving Sword Masters, giant limbs lopped off left and right as the High Elf elite held their ground. Despite the heavy casualties, however, there were still three of the monsters left to fight back, plus two Pack Masters, a Master Moulder and of course the heroic Spinetail himself. The Skaven struck back, the frenzied Rat Ogres smashing through the last of the Sword Masters and hurling their broken bodies from the bridge. Even as the last Elf was despatched, though, the heroic Ellyrian Reavers urged their steeds into action and charged onto the isthmus. This only left Prince Althran and Caladris in reserve. Maybe Spinetail's much maligned advance onto the bridge had not been quite so foolhardy after all!



THE FLIGHT OF DRAGONS

HIGH ELF TURN 2

Caledor's Might

The mighty Dragon Princes of Caledor went a long way towards shattering the southern part of the Skaven battline when they charged the Stormvermin and the Screaming Bell, hurling furry bodies into the air with their impact.



Adam: The centre of the battlefield was quickly becoming a bloodbath, with Spearmen shrivelling and dying under the effects of *Plague* and the White Lions torn apart by the Plague Monks and their Plague Furnace. The nervous looks that had been shared by our High Elf coalition faded as Matt Hutson moved Prince Korhedron and his flight of Dragons onto the board. A Prince riding a Star Dragon, accompanied by a High Elf Archmage upon a Moon Dragon and a Dragon Mage did a lot to boost our confidence.

Prince Korhedron wasted no time piloting his Star Dragon into a nearby unit of Skavenslaves (who must have felt like the unluckiest rats in existence) and the Dragon Mage and his Sun Dragon smashed into the unit of Giant Rats who had been menacing the Repeater Bolt Throwers.

The Dragon Princes of Caledor charged at the Screaming Bell pushed along by the Stormvermin. In the north, the depleted regiment of Spearmen, joined by a Tiranoc Chariot hurled themselves into the Plague Furnace that had just slain the White Lions.

In the Magic phase Carl's High Elf Mage attempted to cast *Flesh to Stone* on the Spearmen (who would have benefited from +2 Toughness), but this was immediately dispelled by the Skaven generals. Next Carl tried to cast *Earthblood* on the same unit, but again was thwarted. Infuriated at the failure, the Archmage on Moon Dragon cast *Fate of Bjuna* on the Plague Furnace, inflicting two wounds.

Although there was plenty of shooting, the huge hordes of Skaven easily absorbed the worst of the damage. The clouds of white-fletched bolts and arrows akin to blowing against a gale.

The Close Combat phase saw much more success, started off by Korhedron upon his Star Dragon slaughtering Skavenslaves in droves and pursuing their broken regiment into the front of the large unit of Rat Ogres. The Dragon Mage routed the Giant Rats. For their part the Dragon Princes of Caledor showed their quality, as they were joined by the Silver Helms. Together they made slaughter upon the Screaming Bell and the Stormvermin. Chris Peach, commanding the unit, removed Skaven by the handful, but even then the ratmen held, the Screaming Bell making the unit Unbreakable.

In the north the Lion Chariots championed a ferocious breakthrough, carving their way through Rat Swarms and Giant Rats and beginning what appeared to be the collapse of the Skaven's northern flank. Korhil and his surviving regiment of White Lions stormed through a further unit of Giant Rats, their axes scything down the mutated creatures with practised ease.

In the large combat, Ealain the Silver (Emma's High Elf Prince) chopped down the Plague Priest atop the Plague Furnace and her warriors and the Tiranoc Chariot slaughtered rancid Plague Monks, but they too suffered greatly. The combat ended with seventeen wounds inflicted on each side; a bloody draw indeed.

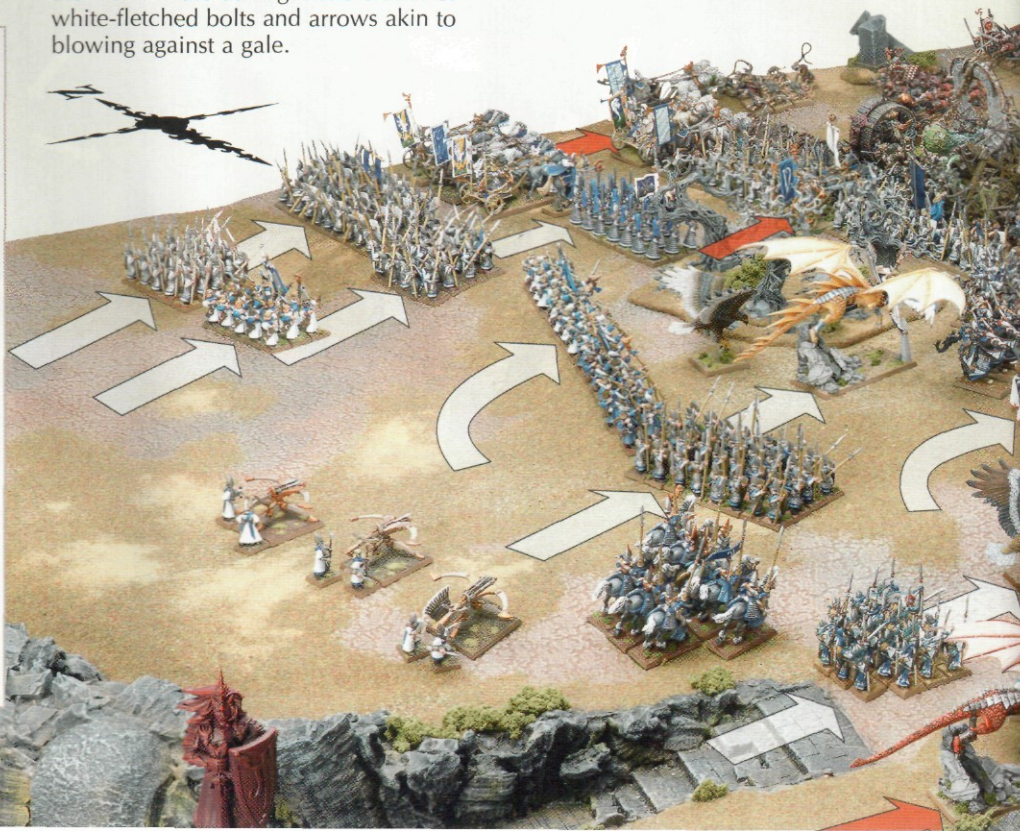
On the bridge the heroic Ellyrian Reavers charged into battle, but were quickly despatched. Sensing his destiny was calling, Althran whispered a word of encouragement to his trusty Griffon and spurred Sharpclaw into combat.

A The tolling of the Screaming Bells bolsters the Skaven battline and makes the surrounding ratmen even more dangerous.

B Korhedron leads the mighty flight of Dragons onto the battlefield, smashing dozens of Skaven aside in the turn that they arrive.

C The thunderous charge of the Dragon Princes and Silver Helms slaughters whole ranks of Stormvermin, who hold their ground in spite of the odds.

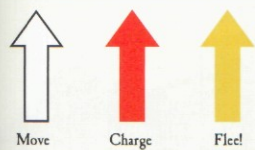
D A fleeing Doomwheel runs down a Poisoned Wind Mortar, smashes through the unit of Rat Ogres and mows down several Clanrats.





TIME OF THE DRAGONS

Not only did the Dragons make a timely arrival on Turn 2, but they could also charge in the same turn as they came into play. Matt Hutson used this to great effect, hurling the Star Dragon and Sun Dragon to where the fighting was thickest and sending the Moon Dragon (along with its Archmage) to help in the north. Their impact was massive, as both the Sun Dragon and Star Dragon easily tore their way through the units they charged, leaving themselves ready to wreak more carnage next turn.



Beginning of High Elf Turn 2



Caladris' Search: ● ● ● ● ● ○ ○

Defenders remaining: 2 Elves over the line: 0



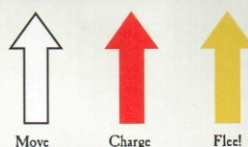


DIE, DIE DRAGON-THINGS

SKAVEN TURN 3

Tricksy Gutter Runners

The Gutter Runners scaling the rocky isthmus clambered to the top, in this turn. As the Prince was engaged with the Rat Ogres he didn't see one of the hooded ratmen plunge a knife into the proud chest of Sharpclaw, causing a wound. Before the injured Griffon could retaliate the Gutter Runners disappeared.



Andy: The two armies were now deeply engaged along the central battleline, with both sides wading through the bodies of the fallen. However, it was the flanks where the High Elves were beginning to gain a distinct advantage. Had Spinetail not been fighting for his life on the isthmus then he would no doubt have marshalled a better defence; but as it was, he had to rely on his treacherous underlings to make sure the High Elves didn't break through. In the south, the Vermin Lord strode through the gap, daring the High Elves to charge. In the east, Verminkin placed himself and his unit at the foot of the bridge and eagerly awaited the death of Spinetail so he could take his place and claim victory, but Ratchitt had other ideas...

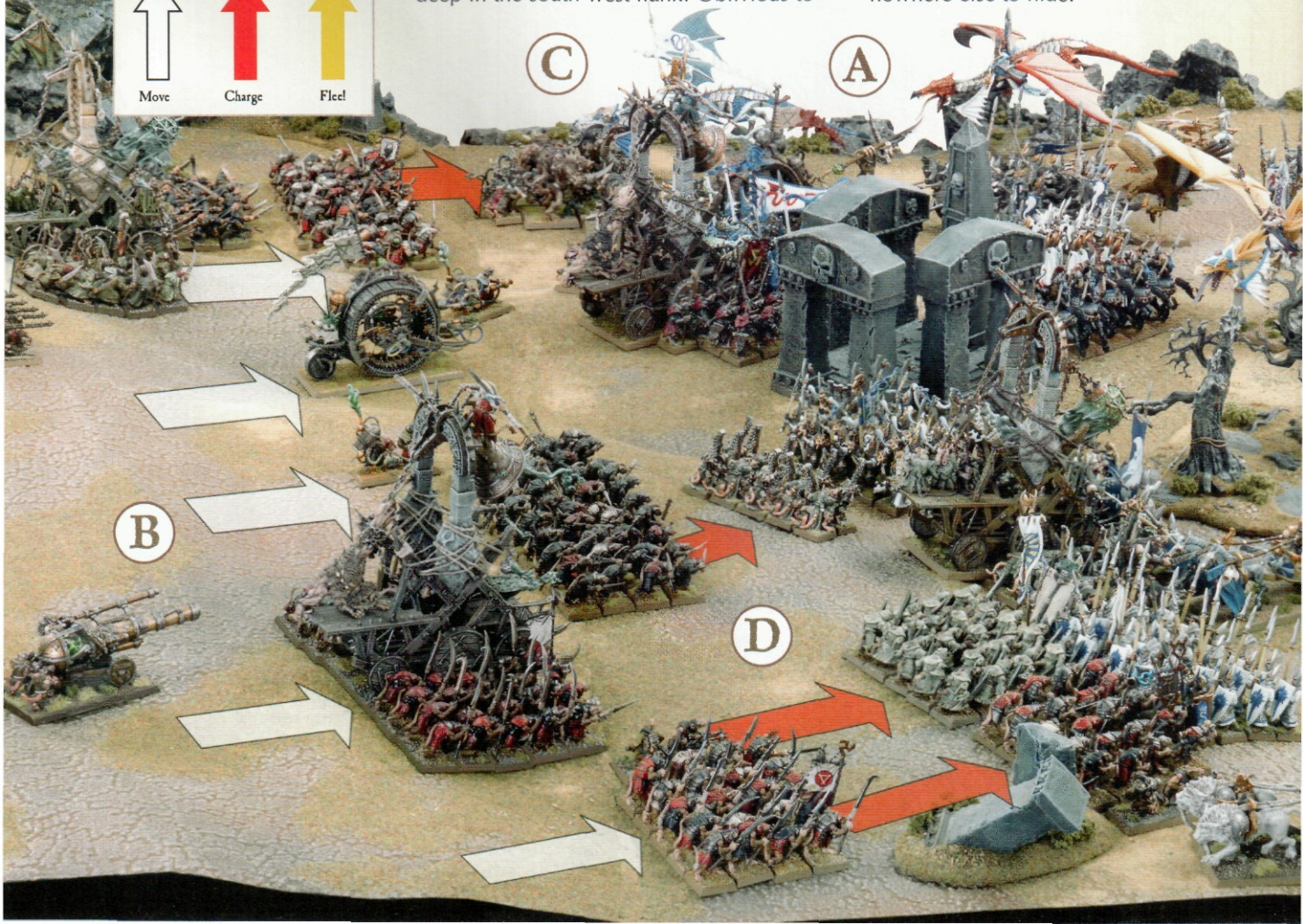
The Screaming Bells tolled their Deafening Peals, which caused D3 hits on all the Bolt Throwers on the battlefield, one was destroyed but the rest were all severely damaged. As the Magic phase began in earnest Phil cast *Skitterleap* on Pete's Verminkin (Pete was out of the room hunting down a coffee when this happened and none of the other Skaven players squeaked in protest). Unsurprisingly, the High Elves didn't try to dispel it, so Pete came back just in time to see Verminkin placed directly in front of a Sun Dragon oblivious to

the back-stabbing taking place around him, the Grey Seer in the centre cast *The Curse of the Horned Rat* on an approaching Spearmen unit, this time the High Elf Mages did dispel it.

In the Shooting phase Scratchitt's surviving Warfire Thrower misfired and ended up on fire, the crew running into the fleeing Doomwheel!

The Warp Lightning Cannons, however, were blessed by the Horned Rat himself. The first one fired, aiming at the Moon Dragon. Not only was it on target but it hit with Strength 10 and caused six wounds, slaying it (and its rider) outright. The second Warp Lightning Cannon targeted the Sun Dragon, but surely the same could not happen again? Six Strength 10 wounds were inflicted, slaying beast and rider and depriving the High Elves of two of their lauded reinforcements. The chittering of the Skaven was loud indeed.

While the bloodbath continued, Prince Althran had declared a challenge. Spinetail did the only honourable Skaven thing and pushed the Master Moulder in the way. The Prince cut down the Master Moulder and so with the Unstable rule in play the combat resolution meant the Rat Ogres and Pack Masters were wounded, only Spinetail was left. The Skaven Warlord had nowhere else to hide.





CLAWS OF THE LION

Although the High Elf casualties were mounting up and a massive regiment of White Lions had already been slain, Korhil and his own unit were keen to make a lasting impression upon the foe. The elite High Elf infantry proved more than a match for the rank-and-file of the Skaven hordes as they crashed through the forty-strong regiment of Clanrats with great axes swinging. Amidst the welter of blood and fur, the nerve of the Skaven broke and they fled, only to be chased down by the vengeful White Lions.



- (A) Verminkin makes an unexpected trip, Skitterleaping across the board and into the path of a rampaging Sun Dragon.
- (B) In the jammiest display of luck ever recorded (perhaps), both Warp Lightning Cannons hit and kill their targets, leaving two ominous Dragon-shaped holes in the High Elf army.
- (C) Prince Korhedron wreaks vengeance on the Skaven, slaughtering enough Rat Ogres to send them packing, before destroying one of the hated Warp Lightning Cannons.
- (D) The Skaven launch a powerful counter-attack along the northern flank, miring the High Elf advance. Dozens of models on both sides die in the bloody melee.



THE DEFENDER OF ULTHUAN!

HIGH ELF TURN 3

Unbreakable

The main problem the High Elves were having with breaking through the Skaven lines was that the huge units accompanying the Screaming Bells and Plague Furnaces were Unbreakable, soaking up vast casualties without wavering. By presenting a batteline centred on these behemoths, the Skaven generals had stymied the whole High Elf advance.



Adam: By Asuryan's silky robes, what on earth was happening? Two dead Dragons in as many shots and still our warriors were struggling to break through the enemy. Our regiment of Spearmen fighting the Plague Furnace was dead (it had already dealt with a large unit of White Lions earlier in the battle) and even Althran was starting to struggle a little on the bridge.

Fortunately hope was reborn in the High Elf army as Mark Raynor finally moved Tyrion into play, making a beeline straight for the towering form of the Great Horned Rat – that promised to be an epic confrontation. Spurred into action, Prince Korhedron charged at the nearest Warp Lightning Cannon, ready to wreak vengeance for the death of his brothers. The Lothorn Sea Guard charged at the panicking Verminkin (who must have thought he was in luck when the Dragon closing in on him suddenly exploded last turn) and the Phoenix Guard charged to the aid of the Dragon Princes fighting the Stormvermin and Screaming Bell.

Korhil and his White Lion regiment continued their inexorable advance straight into a horde of 40 Skaven Clanrats while Emma led her High Elf Mage (and accompanying block of Sword Masters) into battle against the Plague Monks, ready to avenge the slain Spearmen.

In the Magic phase Caladris finally found the Phoenix Stone – next turn he would be able to emerge from the Temple and attempt the almighty spell *The Spell of Ultimate Destruction* – assuming there was a next turn. A High Elf breakthrough was starting to appear possible.

In the Shooting phase every Archer and Bolt Thrower that could turned its firepower against the Screaming Bell in the north, showering it in bolts and arrows and inflicting four wounds. This was all a prelude to close combat, however, where the slaughter-making began in earnest.

Korhedron and his mighty mount butchered the Warp Lightning Cannon and rampaged onwards into a nearby Poisoned Wind Mortar while in the north the Sword Masters hacked the Plague Furnace to ribbons and routed the remaining monks, chasing them down as they fled. Korhil and the White Lions cut a bloody swathe through the Clanrat regiment, inflicting such losses that the nerve of the unit failed and they fled for their lives. In the south the Phoenix Guard and Dragon Princes together triumphed over the Stormvermin and their Screaming Bell, but in a recurring theme the Skaven were Unbreakable because of the vile war machine.

Meanwhile, Tyrion battled the Vermin Lord even as Althran faced Spinetail. Tyrion and the daemonic Vermin Lord hacked and stabbed at each other, both opening grievous wounds. Back on the narrow bridge, Althran fought Spinetail, causing two wounds in a blur of speed. Spinetail, brandishing his Blade of Corruption tore open Sharpclaw's belly, felling the noble mount. As Althran stumbled clear of his stricken mount he broke his ankle on the rocky ground (OK, so actually he suffered two more wounds, owing to the Unstable rule for the bridge). With one Wound each remaining, the duel between Althran and Spinetail was looking too close to call!

TYRION'S CHARGE

Few other living Elves could have hoped to stand in the path of a Vermin Lord and live, and yet Tyrion was fearless against the wrath of the towering Rat Daemon. In a combat that drew all eyes, Tyrion battered the Vermin Lord, causing three wounds, only to have the Vermin Lord stab him repeatedly with his Doom Glaive. Fortunately for the Defender of the Everqueen, his armour is the finest available and the Heart of Avelorn protects him from harm. Even so, he too suffered three wounds – both models hovered on the brink of death!



Caladris' Search: ● ● ● ● ● ● ● ●

Defenders remaining: 2

Elves over the line: 1



CHARGE OF THE DRAGONS

The Dragon Princes fought the Screaming Bell and its contingent of Stormvermin. Elite by Skaven standards they may be, but against the Princes of Caledor they didn't stand a rat in hell's chance! In fact the only thing that kept them in the fight was the infernal war machine making the accursed ratmen Unbreakable.



TURN 3

SPINETAIL'S LAMENT

SKAVEN TURN 4

A Verminkin, saved from death at the claws of a Dragon instead finds himself fighting the Lothern Sea Guard. He flees, only to find his fate at the hands of the Shadow Warriors.

B Korhedron's rampage takes him deep behind the Skaven battleline and into position to menace the ratmen waiting to storm across the bridge.

C Having triumphed over the Vermin Lord, Tyron smashes a path through the Night Runners!

D A trio of Tiranoc Chariots smash into the Screaming Bell, scything down more than a dozen Clanrats while the High Elf Prince and Battle Standard Bearer shatter the Screaming Bell's resilient carriage.

E A catastrophic miscast from a High Elf Mage blasts a massive hole in the regiment of Sword Masters, slaying three.

Andy: As carnage, warpfire and magic spilled across the battlefield Spinetail knew he was fighting for his life. He looked around and saw the unit of Clanrats that Verminkin had unwillingly abandoned in the previous turn. Spinetail furiously beckoned them onto the bridge to help out. Jervis, in his role as GM, intervened and said that Spinetail could have the unit join him if no other Skaven generals objected. But, of course, they all did. This meant that a roll-off was needed to see if I could exert Spinetail's influence and lure them across the isthmus. Alas, Niknik won the roll and prevented them from moving. Spinetail was on his own, with the other Skaven ready and waiting to storm across once their rival was dead.

But even this state of affairs wasn't enough for the power-hungry Niknik, who saw an opportunity for victory. Goading his horde on, he charged into the rear of Ratchitt's unit, the Warlord furiously seeking the Warlock Engineer. While these shenanigans were taking place in the east, the battleline holding the High Elves back was looking increasingly unsteady. The Lion Chariots had already broken through and the last surviving Dragon was creating havoc as the Rat Ogres fled over the edge of the cliff (having been routed by the noble creature in the previous turn). All it needed was a large unit of High Elves to

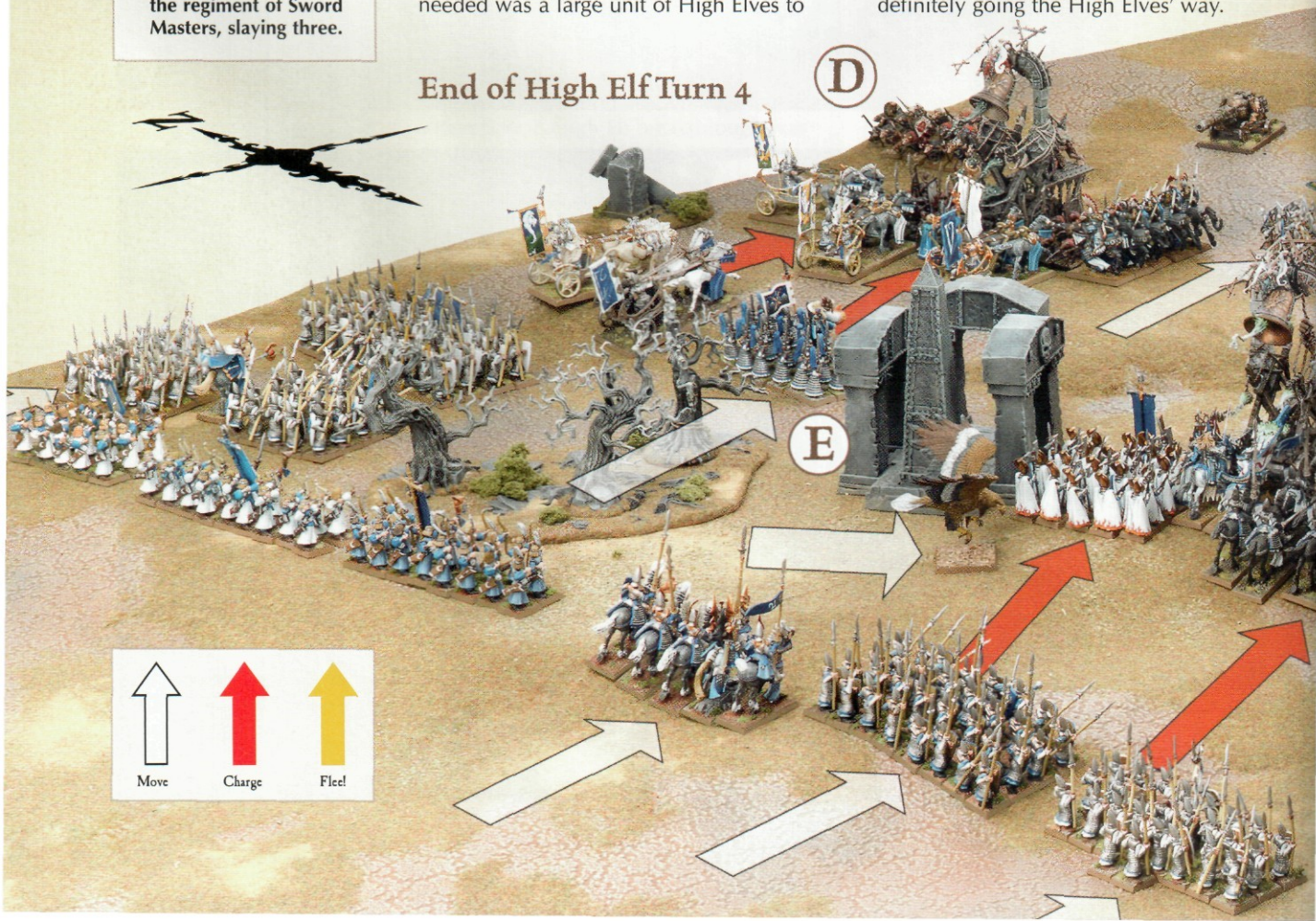
march through the gaping holes in the Skaven defence and claim victory.

In the Magic phase, Ratchitt attempted to *Skitterleap* Nick's Warlord away and no doubt into imminent danger. This time the High Elves took note and dispelled it, more than happy for the Skaven to carry on fighting amongst themselves. *The Dreaded Thirteenth Spell* was finally cast and slew a whopping 17 High Elf Spearmen, weakening the advance on the north flank.

It wasn't long before the Skaven were back to killing themselves. Chris overshot with a Warpfire Thrower that managed to burn seven White Lions and six Spearmen, before killing nine Clanrats as well. And then, in the Close Combat phase, not only did Niknik fluff his rolls to kill Ratchitt, but the Fellblade took his last wound.

But amidst the myriad close combats, there were only two that really mattered, Tyron versus the Vermin Lord and Spinetail versus Althran. As the Vermin Lord looked down upon the High Elf he was aghast at just how fast the legendary warrior was. Both had Initiative 10, but possessed by the Speed of Asuyran it was Tyron that went first. The High Elf Prince cut through the Vermin Lord's leg with a slash of his magical blade and, as it toppled to the ground, Tyron beheaded the Greater Daemon in one final strike – the battle was definitely going the High Elves' way.

End of High Elf Turn 4



Upon the Stone Bridge

With no support coming and a thousand curses called upon all of Clan Klaw, Spinetail turned to face the High Elf Prince alone, like a cornered rat, he knew he had to fight. But, if he could deal with one crippled High Elf, the Phoenix Stone was all but his, and then they would all pay. Prince Althran was unsteady on his feet, but he was still a mighty warrior, with blade held aloft, he plunged it deep into Spinetail's pustulent form. The Skaven Warlord gurgled and then silently plunged off the bridge into the cold sea. The Clanrats, who had been patiently waiting for their leader to die, stormed across, each imagining that they could grab this magical thing-thing and become the new ruler of the clan – or even the world!



ULTIMATE DESTRUCTION

HIGH ELF TURN 4



Adam: With the battle balancing on a knife-edge and Prince Althran wounded and ready to step into the afterworld, the High Elf generals gave one last concerted effort. Wherever possible they launched charges; chariots swarming forwards on the northern board edge while in the centre Korhil led the White Lions of Chrace further forwards. Tyrion, free of the Vermin Lord, charged into a large unit of Night Runners alongside a unit of Silver Helms. The Lothorn Sea Guard advanced behind the fleeing Verminkin and over by the bridge Korhedron charged into the back of Niknik's massive Skaven horde.

The Magic phase was short and somewhat awkward as Carl attempted to cast *Earthblood* with his High Elf Mage – the score was incredibly impressive but included three 6s. The resultant miscast

blasted three Sword Masters to pieces and put an end to our hopes of casting any more spells this turn.

In the Shooting phase, Emma, who had been using the unit of Shadow Warriors on the cliffs to fire into passing Skaven units, picked out the cowardly form of Verminkin. Unaware that he was even being targeted, the fleeing Warlord was struck by the precise shooting of the High Elf scouts and slain as he fled with the utmost ignominy!

As the Close Combat phase started, Tyrion and the Silver Helms smashed their way through the Night Runners with contemptuous ease, the elite Elven cavalry clearly emboldened by their mighty leader. In the north three Tiranoc Chariots careened into the Clanrats pushing the second Screaming Bell – their impact slew



The Clanrats butcher the last of the Spearmen. Only Prince Daeron and the Battle Standard Bearer survive.



TURN 4

thirteen Skaven while Carl's High Elf Prince and the Battle Standard Bearer battled for their lives, hacking chunks of wood from the Screaming Bell's frame.

Near the bridge Prince Korhedron proved the might of Ulthuan as he and his Star Dragon clove into the rear of Niknik's Clanrats. Skaven bodies were ravaged and hurled high into the air by the raging Dragon even as Korhedron speared rat after rat upon his lance. The carnage over, Nick Bayton took his Break test. The Skaven might have been utterly defeated, but were Steadfast, so their chances of holding their ground looked very good. Nick nonchalantly threw the dice for his Leadership test and gawked as he realised he had failed the roll. Niknik and his Clanrats turned to flee but the Star Dragon was there first and ravaged the survivors with ease.

Panicked by this state of affairs, Ratchitt and his own Clanrats instinctively fled. The front ranks tried to slow the rearmost Skaven even as they were pushed over the cliff edge, resembling something like a procession of crazed lemmings.

All that was left was to see if Althran could hold off the Clanrats. Wary, he slew a single Skaven, and then was battered by ten Clanrats in return. But his natural skill and formidable armour proved equal to the task and he was unharmed.

Taking his cue, Caladris stepped forwards and raised the Phoenix Stone. I rolled the dice for *The Spell of Ultimate Destruction*, which bounced and rattled across the board and plunged into the sea... coming up a 4. The High Elves had won the battle!



Caladris' Search: ● ● ● ● ● ● ● ●

Defenders remaining: 2

Elves over the line: 2



HIGH ELF VICTORY

VENGEANCE WILL BE MINE

BUT WHERE ARE THEY NOW?

Most of the Skaven 'leaders' died in the battle. But what were their fates?



Verminkin: Shot in the back by a Shadow Warrior band.



Ratchitt: Last seen leaping head first from the edge of a cliff.



Spinetail: Impaled upon Prince Althran's blade, before toppling from the bridge.



Scratchitt: Last seen marching into Skavenblight, proclaiming his near-victory.

Andy: Curses! Once again the Skaven were undone, not by the Elf-things, but by petty squabbling and power plays of over-ambitious Warlords. If we had fought as a unified whole we would have stood a much better chance. The irony is that the High Elves are political animals too, just like the Skaven, only they save their intrigue and machinations for court, rather than on the battlefield. Still, asking the Skaven to play nice is like asking water to run uphill – it ain't gonna happen!

Grumbling about defeat aside, there were many things that went the Skaven's way. The delight of all Skaven players was plain to see when not one, but two Dragons were slain by successive Strength 10, 6 wound results from the Warp Lighting Cannons.

The Rat Swarms were also a revelation, they're great charge blockers, perfect for halting the High Elf advance and allowing us to charge in with our hurty things. And let's not forget Spinetail's performance; he and the Rat Ogres ploughed through the Sword Masters, Reavers, and left Althran with but a single Wound. Should he have been killed then it would have been a simple matter of slaying the Mage and taking hold of the Phoenix Stone.

Considering the number of massive units we had on the table, we debated what type of horde was best on many an occasion. And the jury is still out on which is actually better: Clanrat hordes with spears or armed with hand weapon and shield. The horde armed with spears is 20 points more but you're getting 10 extra attacks. The hand weapon unit is not only cheaper but you get that all-important ward save of 6, which on its own is unspectacular but its value increases exponentially when you're making loads of saves in one go. I'm all for arming them with spears. But what do I know – I've now lost two battle reports as a Skaven player!

Maybe losing is too strong a word; I'd like to consider myself a victim of conspiring fates. In any case, that old Skaven proverb, 'keep your friends close, your enemies closer... and just plunge a knife into the back of your best mate to be sure' certainly applies here.

So, congratulations to Chris in the guise of Scratchitt, as the only surviving Skaven Warlord the remnants of Clan Klaw are his to command. I'm not bitter or spiteful, but all the same, I hope they backstab him!

Phil: So where did my best laid plan go awry? Well, the Horned Rat was clearly with me when Nick's Warlord charged into the rear of Ratchitt's unit and challenged me to a duel. I accepted purely because there was nowhere else to run, plus it had all pretty much gone to hell anyway. And what do you know, somehow it worked out! Nick's Warlord nicked Ratchitt with the Fellblade and then turned white and died immediately afterwards. Ha! Shame that Dragon drove my unit off the cliff like lemmings. Grrr. Maybe we should have fought against the Elves.

Pete: Well, the overseers of the Under-Empire can have no cause to complain about Verminkin. Not only did he lead the armies of the Skaven to a previously undiscovered island in search of a fantastic Elven treasure, but had it not been for the miserable failings of others, completely beyond his control I might add, he would have succeeded. Ready to lead his brave Stormvermin across the bridge he would have easily taken care of the Elven Prince guarding it much faster than the vastly inferior Spinetail, the Horned Rat curse his soul. Even after the incompetent magic casting of Ratchitt had backfired (or so Phil assures me, at least. I'm not so sure that it was an accident) and sent him halfway across the battlefield he still managed to hack down half a unit of spear-armed High Elves and was almost back to the bridge when some extremely lucky shooting managed, through no fault of Verminkin's, to temporarily incapacitate him, preventing him from returning to the bridge in time. Therefore it is clear to all who are clever and smart that Verminkin is clearly still the greatest Warlord of all!

Chris Peach: So, I'm the winner, right? My whole plan was to back Ratchitt on his path to victory, but when I saw that Niknik was likely to off him I realised that I could be the winner in my own right instead. All I needed to do was keep plenty of expendable Clanrats between my happy little Skaven Warlord and the nasty, spiteful High Elves. All I needed then was for the other Skaven rivals, err I mean comrades, to die – which they duly did, right on cue. So, the Greyseer Thanquol School of Combat and Survival has taught me the ways of victory well. I'd like to thank the academy, Bill King, my mum...

“Keep your friends close, your enemies closer... and just plunge a knife into the back of your best mate to be sure.”



BY THE SKIN OF OUR TEETH

Adam: We played a practise game before we fought this battle report – a great, tense game played out late after work one night (with plenty of drinks and pizza), and in that the reverse of what happened took place. Caladris couldn't roll a 4+ to find the Phoenix Stone, although his life most surely did depend upon it, but our army absolutely ravaged the Skaven.

I think the ratmen had learned a tough lesson or two from that game, because their defence was considerably more aggressive and effective this time around – they basically presented a wall of Screaming Bells, Plague Furnaces and Doomwheels behind a frustrating screen of Rat Swarms.

With all the slaughter on the battlefield, the intrigue and madness of the Skaven generals and the excitement on the bridge, I've got to confess that this was one of the most entertaining battles that I've ever played in. Emma, Carl, Matt and Mark all did a great job of taking the fight to the insidious ratmen – there were tactics aplenty, heroic stands and tragic defeats. Plus we managed to keep courtly intrigue off the battlefield, unlike the ratmen.

For me the moment of the match must be Althran cutting down Spinetail, while grievously wounded, only to hold back a whole regiment of Clanrats straight afterwards! That's the stuff great stories are made of.

Of course, each of us had other moments of pure heroism. Tyrion felling the Vermin Lord across two nail-biting rounds of close combat, Matt's flight of Dragons soaring into play, causing devastation and then being shot to ribbons (only for Korhedron to break through and make it all they way to the bridge).

Carl's Elven Prince died in a heroic action against the massed ranks of the Plague Monks, dying a glorious death, only for Emma's Sword Masters to come forward and avenge him.

Yep, it was a great game and even now you can see the people who played in it gathering to talk about 'that moment' or 'this thing that happened'. If you've never tried a game such as this, get to it! The effort will be well worth it, I assure you.

Anyway, the loathsome ratmen and their vile kin are all suitably vanquished. Back to Ulthuan for poetry and dancing.



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WAR OF THE RING

WAR IN THE MISTY MOUNTAINS



This month both sides in the endless battle between Durin's Folk and the Goblins of the Misty Mountains gain fresh reinforcements. Dwarf-friend Adam Troke investigates.

There's something very iconic about the struggle of the Dwarves and Goblins over the lost kingdom of Khazad-dûm.

The journey into the dark reveals a wondrous underground realm the likes of which my twelve-year-old mind had never even thought to imagine – J.R.R. Tolkien captured and captivated me with the tales of Khazad-dûm. Here was a marvellous kingdom beneath the ground filled with lost memories and shattered dreams. Gimli's haunting song showed just how badly the Dwarves yearned to return to their home, and then when Gandalf read the excerpts from the Book of Mazarbul we learned that grave terrors yet lurked beneath the earth.

Many years later, sat in the little cinema in Winchester my childhood adoration for Moria was rekindled as the Watcher in the Water brought the gates crashing down behind the stricken Fellowship.

Years on, and that passion continues unabated. Now Games Workshop has a fantastic range of Dwarves and Moria Goblins for The Lord of the Rings, ready and able protagonists in the battles for the

Misty Mountains – and this month both forces gain significant reinforcements. The driving force behind the new miniatures is resident Middle-earth obsessive Mat Ward. From behind the ramparts of his comically disorganised desk he has penned myriad books for The Lord of the Rings Strategy Battle Game and War of the Ring. He's long grown used to me hounding him for the scoop on The Lord of the Rings projects and developments, and so was willing to spill the beans on this month's new releases. I picked his brains, together with the formidable duo of Michael Perry and Alan Perry – the sculptors of much of our range of The Lord of the Rings miniatures.

'All of these new miniatures find their origins in the character of the world created by J.R.R. Tolkien,' Mat says. 'We've really enjoyed delving deep into the nature of the Dwarves and their enemies and mining the possibilities therein (*terrible puns, Mr Ward – Ed*), take Flói Stonehand, for example. Flói is named in the Book of Mazarbul, but beyond that we know very little. What we did know is that we wanted to create a new archetype for the Dwarves, a wise man so to speak. So we connected



A Brief History of Moria

Moria (or Khazad-dûm in the tongue of Dwarves) was once the mightiest of all Dwarven holds. It stood inviolate against the wars and calamities afflicting Middle-earth for generations, until the Dwarves' insatiable hunger for mithril drove them to mine ever deeper. In the middle years of the Third Age, far beneath the earth the Balrog was awoken.

The Balrog drove the Dwarves from their home, and so Khazad-dûm became the haunt of the foul creatures of the Misty Mountains, known thereafter simply as Moria: the Black Pit.

For the exiled Dwarves, the loss of their ancestral home was too much to bear – in the centuries since they were cast out, they have sought repeatedly to return. Always resulting in long and brutal wars.

Mere decades before Frodo came into possession of the Ring of Power, a grand expedition to Moria was assembled, led by the mighty Balin and accompanied by Flói Stonehand. With scores of warriors and high hopes of victory they journeyed to Moria to reclaim their long-lost birthright.

Years later, as the Fellowship journeyed towards Mordor, they braved the dark halls of Khazad-dûm, and there learned of Balin's terrible fate.



“We liked the idea that the wrath of the King’s Champion would be so great that he wouldn’t stop to defend himself – that’s where the two heralds with him come in.”

Flói to the idea of a Loremaster, a shrewd old Dwarf whose intricate knowledge of the enemy and wars of the past can give his kinsmen a real advantage in battle.’

Alan, who sculpted the model, pointed out a few of the design ideas. ‘Having discussed the concept for the model, we quickly came up with a rough idea for what we wanted,’ Alan explains. ‘My sketches at the time depicted an old Dwarf, with balding head and long flowing beard – but not a weakling. He’s still clad in Dwarvish armour and wearing a regal-looking cloak. Rather than an axe though, he has a raven-topped staff and in his other hand he bears a large book of records, perhaps some kind of annals about the enemies of the Dwarves.’

‘This is a complete contrast to the King’s Champion,’ Alan grins. ‘who is armed to the teeth and twice as well armoured. This fellow is the envoy of his King, when the King’s business needs solving through skill at arms; when an

insult is so great that terminal force is required. He has armour that’s second to none in the entire Dwarf army and two mean-looking axes. We liked the idea that the wrath of the King’s Champion would be so great that he wouldn’t stop to defend himself – that’s where the two heralds with him come in. Not only do they have paired banners (one for the King and one for the King’s hold) but they also have large shields with which to protect the Champion against incoming arrows as he closes on the foe.’

Looking at the new models, as the Perry twins and Mat talk about them it’s clear that they have been sympathetically designed using the same ideas and imagery as the rest of the Dwarf range. Flói shares a number of characteristics with other Dwarf Heroes, such as Balin or the Dwarf Captains – a characteristic that, as a Dwarf player with something close to two hundred painted Dwarves in my army, warms my heart.

THE KING’S CHAMPION

In times of peace a Dwarf king will dispatch an emissary to see his will done, a wise and even-minded scion who will act as his mouthpiece. In times of war he sends his Champion – a bloody-handed envoy whose skill at arms and endurance in battle is without equal. In battle the King’s Champion will seek out the mightiest enemies upon the field, showing stoic resolve and incredible endurance against any foe from Goblin Chieftain to towering Cave Troll – the sole objective of the King’s Champion is to butcher the foe and see the will of his patron achieved.

Beside the King’s Champion march the King’s Heralds, stalwart Dwarf warriors who carry both the royal banner and the standard of the Dwarven hold for all to see.



GUNDABAD BLACKSHIELDS



The Gundabad Blackshields are a formidable band of Moria Goblin fighters, frontline warriors in the many wars fought between the Dwarves and Goblins. More heavily armoured than ordinary Moria Goblins, the Blackshields are typified, perhaps unsurprisingly, by the large shields they carry, thick sheets of blackened iron, crudely finished but undeniably effective against the axes of the Dwarves. Behind these jagged shields hunch powerfully built Goblin warriors clad in the best armour

that the Moria Goblins can cobble together; coats of stolen Dwarven mail, spiked Goblin helmets and heavily armoured shins and forearms.

The source of greatest envy and awe to the other Moria Goblins, however, are the White Warg pelts that the Blackshields wear. Filthy, matted furs draped over shoulders, these pelts are a sign of their status as the fighting elite of the Moria, always at the spearhead of the assault, where violence and prestige are greatest.



Gundabad Shaman



Gundabad Blackshield



Gundabad Drummer



Gundabad Drum Bearer



Gundabad Blackshield

CAVE DRAKE

Lithe, swift and deadly, the Cave Drakes inhabit cool, dark hideaways from which they roam forth to prey on the unwary – a Cave Drake has a voracious appetite and will eat in a frenzy, guzzling down its victim in as few mouthfuls as possible.

Cave Drakes are perfectly suited to battle, and though powerful they are weak-willed and easily co-opted into the service of Sauron where their dagger-sized talons and teeth, and sharp spines can rend and tear at their victims.



The Cave Drake is designed to kill with a sleek, powerful body that boasts a multitude of lethal-looking spikes, along with sharp teeth and talons. The vibrissae protruding from the back of the Cave Drake's head hint at how the Drake is able to quickly traverse caverns and tunnels without hindrance.



FLÓI STONEHAND



A wizened old Dwarf, Flói Stonehand is the Loremaster of Moria. In battle his insight and wisdom concerning the many enemies of the Dwarves enables him to defend his allies from the special abilities of the foe. He's the perfect remedy for those cantankerous special rules that the enemy will use to befuddle and destroy your sturdy Dwarves.



The army of the Misty Mountain has an army dynamic unlike any other, with access to hordes of Goblins, swarms of bats, Wargs and spiders and a slew of monstrous brutes such as Cave Trolls and the dreaded Balrog.

The newest addition to this calvacade of Evil is the Cave Drake, a serpentine beast perfectly adapted to slaughtering the enemy. This towering monstrosity is the creation of Michael Perry, who relished the chance to finally get to grips with this monster for The Lord of the Rings.

'Mat and I first discussed the Cave Drake way back in 2005/2006 when we were working on the ideas for Legions of Middle-earth,' Michael says. 'Even back then I was excited and went away and did some sketches on what it could look like, but the idea got shelved for a few years, almost reappearing a few times but always managing to crawl back into its dark little cave. Given how excited we were about it, it was surprising that it's taken so long from then till now to see the finished model. My goal was to make a model that looked both sleek and deadly – I didn't want it to just look like a Dragon without wings, but like an agile underground killer. Way back when we designed the Vault Warden Tunnel Fighting Team for the Khazad-dûm supplement I knew that I wanted the Cave Drake to look great up against them, natural protagonists, so to speak.'

Speaking of natural enemies, Mat interjects with a comment about how the Cave Drake acts in the game. 'It's a dangerous model, sure enough, but it's really most dangerous against Heroes,' he says. It has the ability to gobble down Heroes with ease should it single them out in a Heroic Duel. Next month we'll put the rules for the skirmish game in White Dwarf, and you'll get to see what it can do in that too!

Our conversation is nearly over, but we've still not talked about the new Gundabad Blackshields.

'They're heavy infantry for the armies of the Misty Mountains,' Mat explains. 'The hardest, nastiest and best-equipped veterans of the constant wars between the Dwarves and the Evil creatures that seek to infest their homes.'

The Gundabad Blackshields are stronger than other Moria Goblins, and considerably better armoured too. Not only that, but they're braver as well – this adds up to a formation that can be relied upon as the combat elite of the Misty Mountains.

All these new models for the Dwarf Holds and Misty Mountains are starting to get me quite excited by now. My Dwarves are itching to include Flói and at least one King's Champion and I've got two Moria Goblin forces who would benefit from some Blackshields. Enough talk, it's time to gather troops – Baruk Khazâd!

THE WAR CONTINUES

Next month the fight for control of the Misty Mountains continues as we provide full rules for using all of the new Dwarf and Moria Goblin models (and the Cave Drake) for The Lord of the Rings Strategy Battle Game.

In December the action continues with an action-packed campaign detailing the battle for control of Khazad-dûm.



BACK IN THE SADDLE

Mat Ward takes a look at the pros and cons of the various steeds available to characters in Warhammer. He's going to do so from his own two feet though, thank you very much, as he'll get dizzy otherwise.



The author of many books, including *Warhammer* and *War of the Ring*, Mat Ward knows what it takes to make a cunning plan or two.

Characters, eh? They're a key part of any Warhammer army, and when you take into account the options for weapons, armour, spells, magic items and mounts, there's almost infinite variety in role and strategy. Now, clearly, the full topic of characters is far too long for a single tactics article, but our slave-driving editor (don't be fooled by the photo at the start of the magazine – beneath that mild-mannered face lurks the raging heart of a psychopath) has asked me to share my thoughts on one of the more important choices your character can make – namely, should he go to war on foot, or on a mount? And if he chooses a mount, what should he choose?

Well, that certainly is the question. Characters in Warhammer are replete with all manner of different beasts upon which they can ride to war, from proud Elven steeds and maddened war boars, to stranger mounts such as swarms of putrid Nurglings bearing the hero aloft or creaking War Altars from where the Arch Lector can administer prayers to the faithful. And of course there are creatures vastly more terrible, such as the raging Manticore or the ancient Dragon. With quite so much choice, it's easy to see why even the editor of *White Dwarf* might struggle to decide how best to be borne into battle. Without further ado, let's take a look at the various options available.

HAVE LEGS, WILL TRAVEL

Sometimes, a character's own two feet are his best mode of transport. While fighting as infantry might sometimes feel slow, and a little undramatic, it allows the character to get stuck in alongside the bulk of the army, offers him a good amount of protection and is, of course, free.

Not to say a character on foot isn't going to make an impact on the battle, but he should always aim to have an infantry unit to lurk in until the time comes to strike. These days, even infantry have a respectable striking distance, and should manage to reach close combat on Turn 3 at the latest. Even so, that's potentially three turns of the enemy hitting your character's unit with arrows, bullets, bolts, fireballs and probably other horrible things I won't sully this page with by mentioning. A character on his own will be lucky to survive these outrageous slings and arrows, but as soon as he's in a unit, the rank and file essentially become extra Wounds for the character in their midst. This may sound a little harsh, but it's war, and I'm reliably informed that war is hell...

Challenging Times

The other compelling reason to stash your character in a unit is to give him a measure of protection from enemy challenges. Wizards are all very well in their way, but most fighty characters in the other army will fillet them double quick, given the opportunity. That's why, when a challenge

is issued, your loyal unit champion steps up to take on the hardened killing machine who'd rather be gutting your Wizard. Of course, this normally spells curtains for the unit champion, but it buys you a turn in which you can try and bail your Wizard out of his predicament.

Quantity or Quality?

While you can turn your characters into fairly lethal combat monsters with a sprinkling of carefully chosen magic items, don't underestimate the value of quantity over quality. This is particularly true of 'horde' armies, such as Skaven, Orcs & Goblins and Empire, where the points cost of a Hero-level character is actually equal to or less than the number of points' worth of magic items each Hero can carry. Oftentimes, a mix of both types of Hero works: take a few bare-bones fighters to boost your units' close combat potential, and then a couple of tooled-up chaps to nobble the enemy characters or elite units.

If you do go for a character on foot, be careful you don't get carried away. It's easy to forget why you're including him to start with. When building an Empire army, a unit of State Troops led by a Warrior Priest is my first port of call. But then I start thinking that I've not got enough rank and file, so I make the unit bigger, and suddenly the Warrior Priest is no longer supporting a unit. Instead, my entire army's there to support the Warrior Priest!

Captain Ulbrecht of Talabheim



Captain of the Empire with pistol, Armour of Meteoric Iron, Potion of Strength and Luckstone.

106 points

This Captain's a great infantry mainstay, with a pistol for a little ranged (and stand and shoot) ability, a crushing 1+ armour save (with a one-use re-roll) and, of course, a Potion of Strength to ensure his moment of glory against that Chaos Lord doesn't go to waste.



Just because you're on foot, doesn't mean you're slow – just look at Malagor's wings!

CAVALRY

In many ways, a cavalry mount is the ideal purchase for a character who doesn't want to hoof it around on foot. At around 15 points for a Hero and 25 for a Lord, buying a cavalry mount doesn't place too great a burden on your army's points allowance, and still notably beefs up your character's usefulness. Granted, the mount's combat power isn't likely to make your enemy tremble – most have a single Strength 3 or 4 attack – but your character does benefit from a few inches of extra Movement, as well as either a +1 or +2 save, depending on whether or not the steed is barded, and how thick its skin is.

Normally, it's the extra Movement that's important. Often the main reason to buy a cavalry mount is because your character wants to hang around with one of your cavalry units, and that's not going to work out well if he's slowing them down. Make no mistake, cavalry units benefit greatly from the presence of one or more characters. Cavalry normally put out less attacks per inch of unit frontage than other troop types, and a character or two can help to redress this balance – as well as giving a Leadership boost that you'll be grateful for once the inevitable Fear and Panic tests start flying.

If you're still unconvinced as to the value of cavalry mounts, don't underestimate the value in saving a few points. Even the most expensive cavalry mount is a good 25 points cheaper than

the next cheapest alternative (normally a chariot or monstrous mount) and these are points you can spend boosting your character's combat potential. Lest we forget, there are plenty of magic swords available for 25 points or less...

Above the Masses

Although a character on a cavalry mount lends itself to leading a unit of cavalry, he's just as capable of leading a unit of infantry. If this is the case, you're really buying the steed to boost your character's armour save – he's not likely to see the benefit of the extra Movement whilst he's hanging around with the plods. Not only does this look great, it's a good way of boosting your character's chances in challenges: +1/+2 to an armour save goes a very long way.

This isn't to say that such an approach isn't without its downsides, but the only one you really need to worry about is the Look Out Sir! rule. As soon as your character gets on a mount, he's no longer infantry, so won't benefit from Look Out Sir! making him rather more vulnerable to unscrupulous foes firing iron shot at his winning smile. The common term for such behaviour is 'cannon sniping' and it's remarkably effective at splattering characters who hang around with troop types not their own. Bear this in mind when deploying your character – he's not going to help your unit much if he ends up trying to stop a cannonball with his face.



Urk da Grunter

Orc Big Boss
with spear, Enchanted
Shield, war boar and
light armour.

105 points

Point for point, Orcs make for some of the best cavalry Heroes in the game. With an extra Strength 5 attack on the charge from the Boar, and a tasty 2+ armour save this guy's a welcome reinforcement to any unit, infantry or cavalry.

CHARIOTS OF THE GODS

Nothing makes quite an impact like a character in a chariot. Not only do such models tend to look suitably heroic and warlike, few other units have quite the same psychological effect. In the rational bit of our brains, we know that the chariot's Impact Hits are only going to kill a couple or three of our models, but secretly we all know with crushing certainty that our opponent's going to roll a 6 for the number of Impact Hits, and by the time the character makes its attacks (probably with a really big magic sword) we'll be taking models off hand over fist. So, how do we react? By either staying as far as possible away from the chariot, or shooting at it with everything we can. This, more than anything, is why you should consider putting at least one of your characters in a chariot. Warhammer's as much about forcing your opponent to make bad decisions as it is about you making good ones.

The psychological aspect aside, chariots still have a lot to offer. First of all, they grant a pip of armour save and an increased Movement rate – although, as the chariot can't march, it's not quite in the same league as a cavalry mount. As I've already implied, the chariot's real advantages lie in it having a lot of Attacks for a modest points outlay – chiefly D6 (or D6+1) Impact

Hits plus three or four Attacks from the crew and steeds. That's more than enough to crush entire units of Fast Cavalry, Skirmishers, war machines and even to threaten 10-man elite units or small forces of heavy cavalry. In short, the addition of a chariot will enable a Hero-level character to smash through his points-value in the enemy often in a single, bone-crunching charge.

Magical Support

As usual, there's a whole raft of magic items you can use to boost or protect the character. However, where chariots are concerned, I've an alternative approach to suggest. It goes like this: rather than spending points on magic items, consider splashing out on a Level 1 Wizard, whose sole purpose is to cast augmentative spells on the chariot (the Lore of Beasts is best for this, but Metal or Fire will serve at a push). This is particularly effective due to the multipart nature of the chariot – a spell that adds to a unit's Strength will boost the power of the chariot's Impact Hits as well as the regular attacks of the crew, character and steeds. Trust me; I cast Wyssan's *Wildform* (+1 Strength/+1 Toughness) on a White Lion chariot a couple of weeks ago, and the mess it made had to be seen to be believed.

MONSTROUS MOUNTS

If you're looking to give a character a bit of an all-round boost, but without paying a huge amount of points, you can't go far wrong with an Eagle, Pegasus or other similar monstrous mount.

A monstrous mount can be best described as 'cavalry mount plus'. It normally has more Attacks and more special rules (notably Fly in most cases), but its real advantage lies in the fact that it has more Wounds. You see, on monstrous cavalry you use the highest number of Wounds on the profile, rather than simply those of the rider, which means a Hero mounted on an Eagle or Pegasus is considerably harder to kill than one riding a horse of some kind. It's this, more than anything else that makes the monstrous mount the ideal choice for Heroes or low-level Wizards.

Combat Heroes on Monstrous Mounts are one of the best answers you'll find to enemy Fast Cavalry and war machine units. The extra speed of the mount allows them to swiftly cross the battlefield and get to grips with the target, even while dancing rings around the enemy's blocking units. That said, unless you've several Heroes of this kind in your army, don't expect to be able to take on a ranked-up unit – the rank bonus alone will swiftly turn that combat against you.

It is as steeds for Wizards that the monstrous mount truly comes into its own. Many spells require the Wizard to have

line of sight to the target, and for the target to lie in the Wizard's front arc – something that can be quite difficult to arrange if the spellcaster is in the front rank of a unit. Not so if the Wizard has the freedom of a monstrous mount. Each Movement phase, you can get your Wizard into optimum position for the Magic phase to come. Admittedly, he's not as safe as he would be in a unit, but the extra flexibility is normally worth the trade off.

Ground Bound

Of course, it would be remiss of me not to discuss those monstrous mounts without wings – I've attached a lot of significance to the Fly special rule, and that might imply those beasties without wings are of no use. Nothing could be further from the truth – you just have to use them differently. Take the Juggernaut of Khorne as an example. For 50 points your Herald of Khorne gains 2 Strength 5 Attacks, +3 to his armour save, a Strength 5 Stomp attack and increased Movement. How much would you pay for that as a magic item? Quite a lot, I'll be bound. Even if your Herald is due to sit in the front rank of your Bloodletter unit, that's still quite an effective upgrade, and no mistake. Of course, you'll sometimes run afoul of cannon-sniping – as you would with a cavalry mount in such situations – but only a few armies have cannons for you to worry about, so don't be deterred.



Vilehelm Foesmasher

Exalted Hero of Chaos
with Daemoniac Mount,
Charmed Shield and
Sword of Anti-Heroes.

195 points

This lad's an assassin, first and foremost. OK, so not the kind that hides in bushes and leaps out at unsuspecting noblemen, and not even a light-footed killer who sneaks across rooftops, but he really is an assassin all the same. Hurl him at enemy characters and see his skill come to the fore – the more the merrier. Whilst the Exalted Hero's profile is enough to handle most situations, the Sword of Anti-Heroes turns him into a real brute with +1 Strength +1 Attack per enemy Hero in base contact.



MONSTERS

If points value is no limit, then you'd be crazy not to go for the biggest and baddest option available – a monster mount! Characters on ridden monsters are probably the most feared units in all of Warhammer, and for good reason – they combine the raw killing power of something very big and nasty (such as a Dragon, Wyvern or Griffon) and the combat prowess or magical nous of a powerful Lord or Hero.

By and large, monster mounts come in two sizes – Dragons, and everything else. Non-Dragon monsters tend to weigh in with a fairly vicious profile, with roughly four Strength 5 Attacks, a Toughness of 5 and 4 Wounds. From the extra Attacks that the monster brings alone, you've probably just made your character twice as effective in close combat, and few monsters stop there. Most monsters have the Fly special rule, making them even faster than the swiftest horse in the game, and most have a few extra special rules to further augment their abilities. Take the Wyvern, for example, with its Poisoned Attacks and Scaly Skin, or the Manticore with its Killing Blow. Monster mounts also invariably cause Terror as well, with all the benefits that brings (the only thing better than the ability to chomp through rank upon rank of the foe, is the ability not to have to). Last, but by no means least, most monster mounts have the Large Target special rule. This means that if your General or Battle Standard Bearer is fortunate enough to be riding such a beast, the range of his Inspiring Presence or Hold Your Ground special rule is increased to 18"! Oh, and lest I forget, being Monsters, they all have a healthy Thunderstomp attack as well...

Moving up a weight class, Dragons are, without doubt, the most impressive combatants in the game, with a slew of 6s across their profile, a thick Scaly Skin, Fly, Terror, Large Target and a Breath Weapon of some kind. Of course, this majesty has a price – Dragons tend to cost roughly half as much again as other monsters – but it's a price worth paying.

So, what are the downsides to fielding a monster then? Well, the first is that your character is quite vulnerable on a ridden monster, as he and his steed are treated separately, rather than operating off a joined profile. This means that unlike monstrous mounts, your character's defensive magic items, be they armour saves, ward saves or a smattering of Regeneration, won't help keep his Dragon or Griffon alive. A ridden monster also makes your character into a big target – one that even the most myopic gunner can't fail to miss if given enough time to aim. Worse, templates will hit both the

rider and mount, making it an all too tempting shot to attempt.

For this reason alone, I'd heartily recommend a ridden monster for characters who want to get stuck into close combat as quick as possible. Not only does this mean you're getting the most benefit from the monster's death-dealing abilities and Fly special rule, but it stops enemy cannon from taking too many pot shots at what is a considerable points investment.

Once in combat, it's imperative that you spend as little time in challenges as possible. Every time your Monster-riding character fights in a challenge, you're not only earning less combat result points (most challenges top out at around +8 combat result, and that's with overkill) but unless it's a unit champion, you're attacking a target that's more likely to survive the blows as well. Even an average Griffon-riding lord can cause a potential 14 Wounds each turn (4 Attacks from the Lord, 4 from the Griffon and D6 Stomps) and want to be crushing rank and file with that, if possible.

Prince Temakador the Dazzling

High Elf Prince

Heavy armour, Temakador's Gauntlets, lance and Griffon.

392 points

By the standards of High Elf monster-mounted Lords, this Prince is relatively cheap and cheerful. Be warned, he's not going to manage a 1-on-1 with a tooled-up enemy character, but his armour save (and ward save versus Strength 4 or more, thanks to Temakador's Gauntlets) makes him a good rank and file cruncher. If you're looking to spend a few more points, why not throw in a Healing Potion or exchange the lance for a Star Lance (+3 Strength on the charge, no armour saves allowed).



Magic Items and Ridden Monsters

As soon as your character gets on a ridden monster, he becomes a regular freight train o' death™ – and buying magic items can often serve to make him more formidable. There are definitely two schools of thought at work on the subject of Lords riding upon monsters. The first is that, since you're taking the risk of including a powerful, points-heavy model in your force you might as well protect that investment. A magical shield or suit of armour and a sparkling sword or two later and you've probably added the best part of 100 points to the cost of the unit. You'll have a deadly and durable model, but will it win you the battle?

Given that such a generous investment will have probably taken a sizable chunk out of your points allowance, I often think that it's worth considering a fairly modest

magic item load-out. Certainly I recommend that you let normal equipment carry the burden where you can – a great weapon (with +2 Strength for the rider) is far cheaper than a magical sword of death, and it's just as good in many cases. With that in mind, save your magic item points for covering the weaknesses in your character that the stats and normal equipment just can't help with. Elves, for example, should always look at bulking up on magic items that keep them alive – Toughness 3 is all too easy to knock off the back of a Dragon, as I've discovered to my cost on many occasions.

Whichever you go for, bear in mind that your monster-riding character is going to be the most sought after model on the battlefield – units will shy away from him in fear, and enemy war machines will fire at him. He'll be a regular attention grabber.

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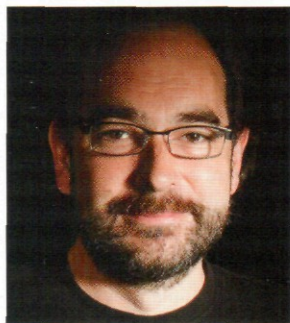
There are more tactics, sample army lists and getting started guides on our website – in fact the Astronomican, the one-stop portal to new hobby content is updated every day with new content. Whether you're looking for tactical advice, a painting guide for those Citadel miniatures you just picked up or an interesting read about your favourite army, the Games Workshop website is your first port of call.

games-workshop.com



A stunning mount helps elevate a character to truly iconic status, as Azhag the Slaughterer riding upon Skullmuncha proves.

STANDARD BEARER



There can be few generals who have taken to the field as often as Jervis, so who better than to offer tactical insights? And if they work for Jervis, they'll work for everybody!

Winning games of Warhammer requires you to use both large, ranked-up infantry blocks paired up with elite shock troops.



Chaos Marauder



Chaos Chosen

One of the things I rarely do is talk about the best ways to win games, even though I work at the Studio as a games developer and so play games quite a bit. The arrival of the new Warhammer rulebook made me question this state of affairs. You see, I've found that the new rules have a profound impact on the tactics that are used in the game.

This being the case, it occurred to me that a Standard Bearer article about Warhammer 'strategy and tactics' was in order. At the very least it offers me a chance to talk about just how tactically challenging Warhammer is. However, once I started, the article quickly grew into something of a magnum opus that would have filled all of this issue, and the next two or three issues beside. Much as I loved this idea, our beloved editor had some qualms, and so I have instead concentrated on two tactics that were very important under the last version of the rules – known as 'march blocking' and 'redirecting' – and why I think they have been replaced in importance by what I've called 'combined arms tactics' and 'the long game'.

Experienced Warhammer players will be used to a strategy that concentrates on landing shattering blows with powerful units, while stopping the enemy from launching similar attacks in return. This tactic makes fast-moving and powerful units that can inflict enough damage to break an opponent in a single round of combat, very effective. It's also why tactics such as march blocking and redirection became important, for reasons I will explain in a bit more detail below. What I've found is that, while such tactics don't go away with the new rules, they are harder to pull off. The overall effect is that a single powerful unit can no longer dominate the battlefield, which makes it more important to have a solid *battleline*. In order to explain why, I'll first describe what march blocking and redirecting are and why they are less effective, and then talk a bit about the tactics that I think have replaced them in importance.

I'll begin with march blocking, which is the tactic of getting one of your units within 8" of the enemy to stop them from marching. In Warhammer, marching allows a unit to double its move, so stopping the enemy from marching can really slow them down and makes it hard for them to react to changing battlefield situations. Flyers and Fast Cavalry are very effective at this tactic, being able to quickly close with the enemy to slow them down, while infantry are an especially vulnerable target as they don't move all that quickly to begin with! In the hands of an experienced player, march blocking can make it hard for an opponent to get out of their deployment

zone let alone launch an effective attack. However, things have changed with the new rules, and although the tactic is viable, it's less reliable now because a unit gets to make a Leadership test to march even if the foe is close by. This means that your best-laid plans aren't necessarily sent awry and your units can still get into the thick of the fighting. This doesn't mean it's not worth march blocking, just that it's not a sure way of slowing the enemy down.

Redirecting is the tactic of using your own troops to 'bait' the enemy into declaring a charge. Typically a unit of Fast Cavalry or Skirmishers will be placed in front of the enemy unit at an angle to the enemy line. If the enemy charge, the Fast Cavalry or Skirmishers will flee, which forces the charging unit to wheel round to face them before charging after the fleeing foe. This leaves the charging unit open to a flank charge in the enemy's turn, or at least leaves it facing the wrong way and out of position. If the unit doesn't take the bait, then it won't get to do anything useful for the turn, which is often just as good an outcome for the foe. Although redirecting may sound a bit complicated, in practice this tactic is quite easy to set up and use, and often had a profound impact on the outcome of a battle.

Or at least, that's what used to be the case – things are rather different with the new Warhammer rules. For a start, units that fail a charge now only move forward a few inches, and are much less likely to end up with a flank exposed. Of course, the charging unit may roll high enough to catch the unit that was attempting to redirect it, which will still pull it out of position. However, the fleeing unit will have been caught and wiped out, which allows the charging unit to take a Leadership test to reform facing in whatever direction is most desirable.

As with march blocking, this doesn't mean that redirecting can no longer be used, just that it is harder to pull off. The main problem is that you usually need the enemy to complete their charge, which means that the unit doing the redirecting really needs to hold rather than flee. It will probably lose the ensuing combat, but with luck the enemy will fail its Leadership test and either have to pursue or overrun, leaving it out of position. When this works it can swing a battle your way, but it's not reliable enough a tactic to build a whole strategy around. In my experience it's become another string to my bow, rather than the essence of my game plan.

Instead, I've found that I have come to rely on 'combined arms tactics' and playing for 'the long game' to help me win my battles. Combined arms tactics is the ability to use different types of unit to



deliver an effective attack *together*. A classic example of this is to attack an enemy unit from the front while simultaneously charging it in the flank. However, there are lots of variations on this theme, and to be a successful general you will need to learn them all. For example, if you are attacking an enemy from the front, try to attack with a powerful elite unit (that will win you the combat) and a core unit with plenty of ranks (to stop the enemy being steadfast). Alternatively, pair up a missile unit with a powerful attacking unit; use the missile troops to reduce the enemy's ranks, and then hit them with the attacking unit when they are no longer steadfast. And so on. The bottom line is that you now need to pair up several units in order to ensure a quick victory, rather than simply relying on one unit to do the job all on its own.

The fly in the ointment is that your opponent is rarely going to sit by as you set up your carefully prepared attack. In the new edition there are few ways to destroy enemy units quickly. Instead you are going to need to be able to spot situations where you will have an advantage *over the long term*. For example, say you have a regiment that is very similar to an enemy unit, but has one or two extra ranks. Although you can't count on winning the combat quickly, you can count on winning

the combat over the course of a few turns, and when you do, your unit will be free to add pressure somewhere else. Start to think about what that extra bit of pressure could be, and how you could use it to swing the battle in your favour – and then you're starting to plan 'for the long game'!

As you get more experience, you'll start to be able to figure out how long a combat will last. Returning to our previous example, if you know that your unit will inflict three or four casualties a round and the enemy unit has ten models, then you will know that you should destroy the enemy after three rounds of combat. You can use this information to plan out the most effective moves in the ensuing turns. It's also a great way of setting up combined arms attacks that are really difficult for an opponent to stop. Returning to our example, what if the 'pressure' your unit was going to apply was a flank charge into an enemy unit that was already engaged from the front? As you can see, by planning for the long game you have been able to set up a potentially game-winning attack.

And that's quite enough from me. Let me know if you've enjoyed this month's Standard Bearer. Is it the right place for tactics articles? What game-winning tactics have you devised? I can't always reply to the letters I receive, but I read them all and value the feedback that I receive.

By using your forces in concert, even the largest foe can be brought down a size or two.

Write to Jervis at:

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This issue's Masterclass is all about Prince Althran. Darren Latham readies his brush for painting duties on the latest High Elf model.

PRINCE ALTHRAN



A High Elf army is a thing of beauty – ranks of perfectly dressed, elegant soldiers in bright, crisp colours. Marching along with the rank and file are the charismatic leaders of the High Elves – the Nobles and Princes. Whilst the High Elf nobility will dabble in politics and intrigue at court, on the battlefield they lead from the front, using their preternatural speed and aim to slay the enemy in droves. For that's what they have to do, a High Elf must kill many times his own number as they are a dwindling race, and while highly skilled in craft and war they will be outnumbered on the battlefield.

When Darren, and indeed all of 'Eavy Metal, come to paint High Elves it's always with these traits in mind. The High Elves in the Studio collection, whether a Spearman, Silver Helm or Archmage, all follow the same principles. Their garments are painted white, with a secondary colour of blue. The blue complements the white, adding a defining tone to give the model depth and shape. Finally, red tends to be used as a third tone and spot colour. Mail,

armour and other details are painted in suitable colours, so you'll also see lots of bright silver and gold. This palette is used because they are the colours of Ulthuan, and helps give the whole collection a uniform look. But don't mistake a cohesive whole for looking monotonous or dull. The placement of the colours and the varying shades make each model different from the last. Elven characters are perfect examples of this; rich golds and reds are used for armour and jewels, while cloaks are painted with fine patterns to look bespoke and worthy of the character's stature.

In this Masterclass Darren paints Prince Althran on foot. What makes this Masterclass different is the subject represents a character that already exists in a different form – whilst rare in Warhammer, this is the normal state of affairs in *The Lord of the Rings*, where models are often painted both on foot and mounted. Needless to say, the methods described here can be applied to both, and it's often best to paint both at the same time to make sure they look similar.

Seeing Double

Darren took his painting cues from the mounted version of Prince Althran that he had already painted. But you can never stop a figure painter tinkering, so for this version of Prince Althran, Darren created an even more intricate pattern for the cloak lining and used the inclusion of the shield to incorporate more red onto the model. However, before we get onto that, let's take a look at Althran's proud mount, Sharpclaw, to provide you with information on how to paint both models.



Sharpclaw the Griffon

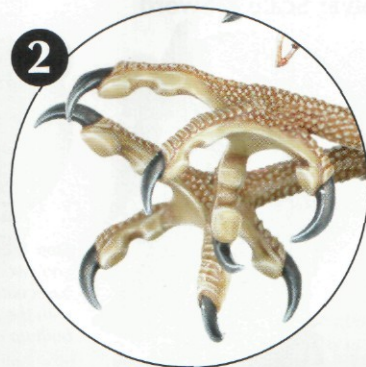
As the Griffon was based upon two real world animals, Darren used lots of reference; wildlife photography books and images from the Internet proved to be great resources in this respect.

1. Brian Nelson designed the front end of the Griffon to be a falcon so that's how Darren painted it. Using lots of reference, he noticed how the front of the beak is a dark blue-grey and the base is much lighter in colour. The eye is worthy of mention as it is a painstaking recreation of a real falcon's. Notice the bright blue iris that surrounds the whole cornea, and the large black pupil in the centre – perfect for spotting prey.

2. Figure painters tend to paint claws in light colours, often in the same style as the beak. But, looking at wildlife pictures you notice just how dark they actually are. With this in mind, the talons were painted brown with black claws.

3. The Griffon's plumage was painted in alternating light and dark brown colours, using photographs of falcons as reference. Quills and feather highlights were painted on with Bleached Bone and Skull White.

4. For the rear half of the creature, Darren immersed himself in pictures of big cats. The black tone of the creature's markings was half Chaos Black mixed with the main colour of the coat. This makes the markings look like part of the creature instead of just painted on top.



Painting the Armour

Armour Plates



Step 1. Darren began by basecoating the armour plates with a 1:1 mix of Shining Gold and Scorched Brown.



Step 2. He then applied a layer of pure Shining Gold to all but the most recessed parts of the Prince's armour.



Step 3. Next, a layer of Burnished Gold was added. Darren worked this layer up towards the raised areas.



Step 4. Three separate washes were then painted into the recesses, first Baal Red, then Devlan Mud, then Badab Black.



Step 5. The armour was then carefully highlighted with a 1:1 mix of Burnished Gold and Mithril Silver.



Step 6. Finally, pure Mithril Silver was used to edge around the armour plates.



When using metallics, Darren advises building one layer up over many thin coats. This will give you a streaky effect at first, but as you continue it will gradually form into a solid, vibrant layer. This is how he has painted all the stages on his armour. So, when the step calls for a layer of Burnished Gold, that hasn't been painted as one solid coat, but over lots of thin applications. Due to the pigment, gold takes longer to do than silver in this respect. However, persist, as you'll get a much better finish.

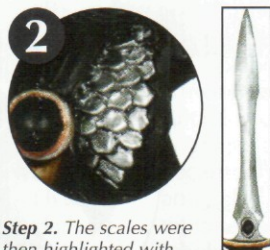
Silver Scale & Sword



Darren views silver in a similar way to white. It's a blank canvas, and so he uses the washes to add tone and character to the area. For Althran, Asumen Blue was used to give the mail and sword a clean, polished look. On the blade itself, Darren has actually employed a non-metallic metal technique but using metallic paints. Obviously, the properties of metallic paints mean you don't have to paint in a non-metallic style to get a shiny look, but using the mirrored effect here adds real depth to the blade, making it stand out.



Step 1. The scale mail and sword blade were basecoated with Boltgun Metal. As with the armour, the layer was built up over several thin coats.



Step 2. The scales were then highlighted with Chainmail. The sword blade was also given an initial highlight of Chainmail.



Step 3. A thin layer of Asumen Blue was then washed over the scale mail. On the blade, the wash was placed to create an alternating dark area on both sides of the sword.



Step 4. Darren then applied Badab Black between the segments of mail. The wash was also placed in the centre of the Asumen Blue patches on the blade.



Step 5. When dry, Darren re-highlighted the scales and blade with Chainmail.



Step 6. Finally, the scales were edge highlighted with Mithril Silver. For the blade, Darren created a Mithril Silver glaze and applied that over the whole area.

Painting the Cloth

The Cloak



Step 1. Darren basecoated the cloak with a 1:1 mix of Enchanted Blue and Regal Blue.



Step 2. To shade the area he then used a 1:1 mix of Regal Blue and Chaos Black, applying this into the recesses.



Step 3. Darren then used pure Enchanted Blue and layered it onto the raised areas over several thin coats.



To give the cloak a rich, silky look keep your paints thin and build the layers up, exactly as described for the metallic paints on the previous page. Highlight the cloak as if the light is coming directly from above. Resist the urge to over highlight the bottom ripples in the cloak, as this can confuse the eye as to the source of illumination and diminish the effect you're trying to achieve. The other point of interest is the use of Kommando Khaki in the highlight steps. This is used to improve the flow of the mix and reduce impurities as the pigment gets mixed.



Step 4. Next, the cloak was highlighted using a 1:1 mix of Enchanted Blue and Space Wolves Grey, with a touch of Kommando Khaki.



Step 5. A further highlight was then applied, using the mix from the previous step, only with more Space Wolves Grey and Kommando Khaki added.



Step 6. For the final, crucial highlight, Darren used pure Space Wolves Grey on the most prominent creases and folds of the cloak.

The Sash



The sash was painted in a pure, clean white, to reinforce the High Elf aesthetic, as opposed to the dirty or bloodstained white that you'll often see on other races when it is used as a colour rather than a highlight. To achieve this Darren used Foundation colours wherever he could, as the increased pigment means you can get a smoother coverage, reducing the amount of layers needed and giving you a solid white.



Step 1. A 1:1 mix of Astronomican Grey and Fenris Grey was used as a basecoat for the sash.



Step 2. Darren then applied a 1:1 mix of Fenris Grey and Chaos Black, directly into the depressions of the sash.



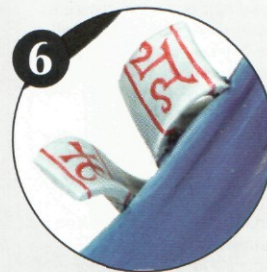
Step 3. He then layered on pure Astronomican Grey building up the raised areas.



Step 4. Next, Darren highlighted the raised areas with a 1:1 mix of Astronomican Grey and Skull White.



Step 5. As a final highlight, he used pure Skull White on the prominent parts of the sash.



Step 6. The freehand designs on the tassels were painted in Scab Red. For reference, Darren used the High Elf army book.

Painting the Head

The Face



Step 1. The face was first painted with a 1:1 mix of Tallarn Flesh and Dwarf Flesh.



Step 2. Darren then brushed on a liberal wash of Dark Flesh, followed by a further wash mix of Scorched Brown and Chaos Black around the eyes and nose.



Step 3. The 1:1 mix of Tallarn Flesh and Dwarf Flesh was then reapplied, layered onto the raised areas.



Step 4. Darren then started to highlight up, beginning with a coat of Elf Flesh.



Step 5. A highlight using a 1:1 mix of Elf Flesh and Skull White was then applied. A Scab Red and Regal Blue glaze was brushed around the eyes, nose and bottom lip.



Step 6. A final highlight of Skull White was used. The eyes and teeth were also painted in with Skull White.



Darren is a master at painting faces and you can read his advice in previous issues of *White Dwarf* over three informative *Painting Workshops*. If you haven't got those issues then you can find them as part of the *White Dwarf* Archive online. When painting Elven faces, the important points are to give the face definition – the high cheekbones and eye lines should be well-shaded, to give the face shape and reference. Light tones are needed but should not be at the expense of losing distinct facial features.

The Hair



High Elves are fair of aspect so blond hair is a good choice as it suits their complexion well. The key to blond hair is to not actually use bright yellow paint; you're aiming for a natural blond rather than a bleached blond style! Another reason why blond is suited to High Elves is that a dark skin tone with light hair looks unnatural, so the paler Elven shades work well in this respect. Finally, beware of black key lines separating the hair and face, especially with blond hair as this will make the paint work look artificial.



Step 1. Darren used Snakebite Leather as the basecoat.



Step 2. He then layered on Desert Yellow, following the hair strands with his brush.



Step 3. A 1:1 highlight of Desert Yellow and Bleached Bone was then applied.



Step 4. Gryphon Sepia was washed over the hair, followed by a wash of Devlan Mud directly into the recesses.



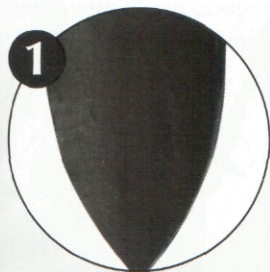
Step 5. The strands of hair were then all highlighted with Bleached Bone.



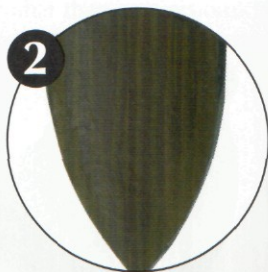
Step 6. A fine highlight of Skull White was then painted to the very ends, giving the hair a shine, to make it look clean and well kept.

Painting the Shield

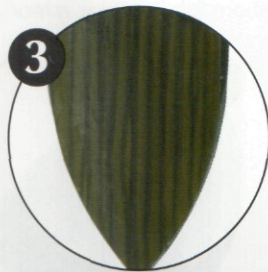
Shield Back



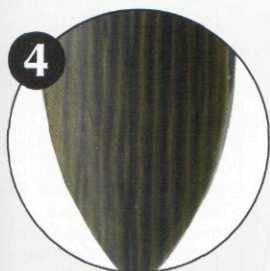
Step 1. Darren started by basecoating the area with Scorched Brown.



Step 2. He then applied lines using a 1:1 mix of Scorched Brown and Snakebite Leather, going from top to bottom.



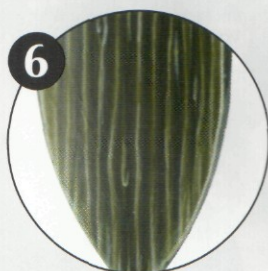
Step 3. Thinned down Chaos Black was painted between the lines, to add further definition.



Step 4. The lines and other details, like knots and ridges, were highlighted with pure Snakebite Leather.



Step 5. Darren then used a finer highlight of Bubonic Brown to the wood grain effect.



Step 6. To finish, he applied a very fine highlight of Bleached Bone, to the wood grain and edges of the shield.



Darren has created a wood grain effect for the back of the shield. The method described here can be used any time you need a wood effect. Darren went for a very neutral-coloured wood – a darkish oak, but the same method can be used with lighter colours for, say, beech, or used with even darker shades. When painting wood grain, draw the brush downwards, but don't be too regular in the thickness and straightness of the line – it can be wobbly! Incorporate knots and other details as you go, rather than adding them in at the end.

Shield Front



To balance out the colour of the figure, the shield was painted a purplish red. Darren painted the front of the shield to be stretched red leather over the wooden shield. To emphasise this he has incorporated scratches, scuffs, and other 'soft marks'. This not only helps reinforce the leather effect but also puts the model in context of a battle. Placing High Elves in such a context can be challenging, as this can undermine the clean-cut image. If you apply the damage to the equipment, rather than the garments, then you don't have to make them look grubby.



Step 1. A 1:1 mix of Scab Red and Warlock Purple was painted onto the front of the shield.



Step 2. Darren added a little Chaos Black and Regal Blue to the previous mix, watered it down into a wash and then applied it around the icon and bottom of the shield.



Step 3. He then prepared a fresh 1:1 mix of Scab Red and Warlock Purple, with a touch of Kommando Khaki added, and layered it on.



Step 4. Using the mix from Step 3, he added in some Space Wolf Grey and started to highlight the top and edges.



Step 5. More Space Wolves Grey was added into the previous mix and this was used as a finer highlight and to add scuffs and scratches.



Step 6. Pure Space Wolves Grey was the final highlight. The scratches were given definition with a 1:1 Scorched Brown and Chaos Black mix.

The Finishing Touches

Cloak Lining



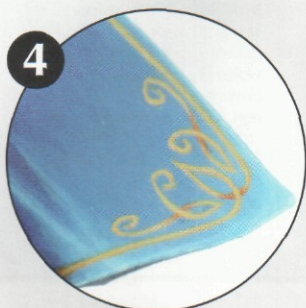
Step 1. Darren painted on his pre-designed pattern with thinned-down Vomit Brown, in a very thin line, wiping away mistakes.



Step 2. Once he was happy with how the design was plotted, he thickened up the line with more Vomit Brown.



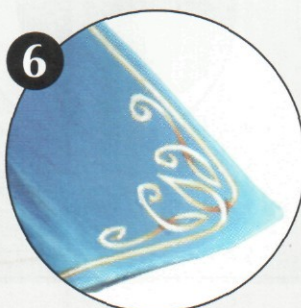
Step 3. He then shaded the line with Vermin Brown. The shade was applied to the depressions where the lines intersected.



Step 4. Darren then layered on Bubonic Brown over the design to add in some yellow and 'bridge' the intersecting lines.



Step 5. Bleached Bone was used as a highlight on the design itself and along the raised contours.



Step 6. To complete the freehand, Darren applied Skull White as the final highlight.



As with any freehand design, you must plan it out before tackling the model. Don't be tempted to wing it. On Althran, Darren drew a couple of designs, before picking the one he liked best. He then used watered-down Vomit Brown to plot out the design with a thin line. This way when he made a mistake he could quickly wipe it off, and continue on. Once he had the plotting line down, he thickened up the line with Vomit Brown. With the design in place, the highlight and shading were applied. And, using the sketch, Darren could work out where the design entwined and was the most intricate. Don't forget the cloak has contours, and this should also be taken into account for shading and highlights.

Gems

The gems are a prominent part of the model and are perfect areas to apply spot colour and so help the eye define the dynamic silhouette. Darren has aided this effect by using a deep red. He has also experimented with how he has painted these gems because they are

larger than normal, giving him more surface area to play around with. To that end he has added an extra line of shade at the bottom rather than keeping it to the traditional top part of the model. This gives the gems extra depth, making them look deeper and darker.



Step 1. He started by basecoating the gems with Scab Red.



Step 2. Thinned Chaos Black was used to shade the top of the gem and create a line two thirds of the way down its surface.



Step 3. A 1:1 mix of Scab Red and Blood Red was then layered on, avoiding the blackened areas.



Step 4. Darren then applied pure Blood Red as a highlight to the raised surface of the gem.



Step 5. A second highlight of Blazing Orange was then carefully painted on.



Step 6. A 1:1 mix of Skull White and Blazing Orange was then used, followed by pure Skull White placed as thin lines and dots for reflection.

A DUEL TO THE DEATH

Inspired by the events of the Island of Blood and our battle report, Darren teamed up with Joe Tomaszewski to create this diorama of the two protagonists locked in mortal combat. The interaction between the subjects has been created with clever positioning, rather than conversions. Dave Thomas sculpted the models with this in mind.



The shield icon was painted using the same method as for the sash. Darren painted the gem as described on the left and the gold rune was achieved using the armour plate method.



The models have been positioned to look as if Spinetail is striking and Althan is parrying his crooked blade away with his shield – it looks really effective from both angles.



The skull on the base was first painted Khemri Brown and then worked up to Bleached Bone and then fine Skull White highlights were applied.



Spinetail's tail does indeed have some spines running up and down its length. Joe has painted the tail a dark pink to contrast with the spikes and boils.

Spinetail

Joe has painted Spinetail using lots of Scorpion Green, a very vibrant colour that gives it an almost luminous appearance and allows it to contrast well against the clean blues of Althan.



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THE ISLAND OF BLOOD



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ARMY MASTERS

BATTALION CHALLENGE

This month's Army Masters article has a twist – instead of showcasing just one extraordinary collection of miniatures we're taking an in-depth look at some of the participants from the Studio's Battalion Challenge. Adam Troke leads the way.

The Studio is an interesting place to work in, really it is. One day we're all sitting busily at our desks working away (*Or pretending to, eh Adam? – Ed.*) when the merry tinkle of email hitting inbox augured the arrival of a new endeavour: The Battalion Challenge.

Issued by Matt Toone, whose stunning armies have graced the pages of White Dwarf as well as the new Warhammer rulebook, the challenge was simple, and said roughly the following.

'If you're 'ard enough, choose a Warhammer Battalion and paint it by the 31st of March. Successful completion gets you a pint in Bugman's Bar.'

OK, so I paraphrase, but the intent was about the same. Warhammer was almost complete, and the Studio was brimming with more enthusiasm for the Game of Fantasy Battles than a Nurgling staring through an open sewer grate. Matt had hit upon the perfect way to channel that (sometimes rabid) excitement – a hobby challenge! With just a few weeks to paint up a Warhammer Battalion, eighteen of the Studio's brightest sacrificed lunch breaks, sanity and sleep to take up the gauntlet.



SPIRIT OF WARHAMMER

The 'Eavy Metal team also ran a competition of their own at the same time. Titled the 'Spirit of Warhammer', their competition was an open challenge to all Studio members to see who could paint the best model in the spirit of Warhammer. Originality, skill, style and imagery that best evoked the spirit of the Warhammer world were the measures that the elite painters declared would decide the winner.

The overall winner of the competition was Martin Footitt, whose hulking Ogre Bruiser was agreed to be the strongest in each of the categories – and what's even more astonishing is that he managed to paint a Battalion to the same standard too!

A special mention must also go to Oliver Norman, whose Hedge Wizard is made solely from the scavenged parts of ten different kits, plundered from bitz boxes around the Studio.



The Battalion Challenge saw participants from across the Studio join in the painting extravaganza – from members of the renowned 'Eavy Metal team to sculptors, artists, the White Dwarf crew and more.

Here you can see a scattering of the models that were gathered into the board room on 'B-day'. Battalion Day, as it became known, saw all the challengers muster in The High Lords of Terra (one of our meeting rooms), ready for Matt's Warhammer Battalion muster.



Carl Dafforn's Vampire Counts Skeleton Warriors are advancing through a murky swamp, the lifeless legions undaunted by the watery depths before them.



Neil Langdown (formerly of 'Eavy Metal fame, now a miniatures designer) tackled a Wood Elf Battalion – these Glade Guard show the fruits of his labour.



Emma Parrington, who normally spends her time making our books look so good, also chose Wood Elves. Their wintery colour scheme even features glitter. 'Nuff said.



Christian Byrne painted this unit of Greatswords for the first month of our Tale of Four Gamers series on the web, which coincided with the challenge.

Martin's Ogre Kingdoms



Martin Footitt has been a mainstay around the Studio for well over a decade. A former 'Eavy Metal painter, Martin now plies his trade in the miniatures design area, where he wields sculpting tool and digital stylus, creating such models as the new plastic Dragon Princes out this month.

Martin Footitt has a reputation around these parts as a bit of a talent when it comes to the hobby. He also has more Golden Demon awards than any man has a right to! When he threw his proverbial hat into the ring we knew we were in for a treat. I've been badgering Martin about his Ogres for quite a while now – ever since he blagged the parts he needed to make his Ogre Bruiser from my own Ogre Kingdoms collection.

'I chose Ogres because they're faster to paint,' Martin says with a deadpan delivery. 'Seriously? I love the models and have since Brian Nelson first sculpted them. The plastic Bulls are, in my opinion, amongst the best miniatures to be had.'

In the Battalion you get 14 Ogre-sized models, which are normally made as four Ironguts, four Leadbelchers and a regiment of six Ogre Bulls. Martin swapped around models from these units (and nicked another of my Bulls) to build a larger regiment of Ogre Bulls.

'The Warhammer rules give some real advantages to larger units in the game, especially if they happen to be monstrous infantry,' he offers, explaining his decision, 'so it seemed like a good idea at the time to make two ranks of five. It certainly looks great on the tabletop.'

'Since this force was for my own enjoyment I've painted them using what I call the "John Blanche colour scheme": mainly black, red and metal. It appears in lots of John's artwork and always looks so vivid. It is the kind of colour scheme that's easy to associate with Warhammer and looks great on your miniatures.'

'Painting a large force, as opposed to single models that I normally paint, meant I had to change my technique to keep the quality of painting high across the army,' Martin says. 'I applied more details to the focal points of the miniature. Generally there are only one or two highlights across the model, with perhaps three on the major areas, such as faces.'



The Gnoblar Fighters were the fastest regiment in Martin's army to paint. His goal was to 'blast them out in a large batch', so that he could get on to the big boys!



Looking at Martin's Ogre Bull, the 'John Blanche' colours of red, black and metal are clear to see.



As well as a convincing flame effect on the Leadbelchers' firefighters, Martin has also blackened the cannon barrels.



You'll notice a lot of red hafts on the weapons in Martin's army. 'It was a nod to the old days,' he says. 'All the older models I painted had red hafts, so I went a little bit retro.'



'I probably put more effort into the banner for the Ogre Bulls than anything else in the army,' Martin says. 'That massive fanged maw is basically the centrepiece for the whole force.'

Mark's Vampire Counts



A sculptor who has worked in the Studio for more than 11 years, Mark Harrison's talents aren't limited to 'pushing putty'. He's also won Golden Demon trophies on two continents and his fantastically painted models often appear in painting contests around the Studio.

Mark Harrison's Vampire Counts are a really striking army, dominating the top shelf of the Battalion Challenge display cabinet. It doesn't take a Witch Hunter to see what first drew us towards his force – the whole Battalion looks splattered with sticky, glistening gore.

I spoke to Mark about his force, asking him why he'd chosen to delve into the sinister world of the Undead.

'Vampire Counts are actually my favourite Warhammer army,' Mark says, 'and probably always have been. I enjoy the dark and brooding aspects of traditional horror, and since sculpting the Von Carsteins and the Varghulf a few years back I've really started to like the idea of collecting a Vampire Counts army of my own. The Battalion challenge was the perfect opportunity to do that.'

'I started the project by getting all the models and assembling them all on my desk. Looking at the Battalion I realised there was loads of potential for kit-bashing

and conversion, so I had quite a lot of fun meddling with the Zombies – I used spares from the Skeleton Warriors and Corpse Cart frames to do head swaps (and limb swaps too for that matter). The end result is a distinctive regiment of walking dead.'

Probably the most eye-catching aspect of the army is the bright blood that has been liberally painted onto weapons, claws faces and teeth. 'It's a mix of Red Gore, Blood Red and Baal Red,' Mark explains with a grin. 'I was thinking about what the army must be like in battle and I could imagine the Zombies, Ghouls and Dire Wolves tearing into the flesh of the foe, ripping out gobbets of meat, dripping with blood. You'll notice that the unit of Skeleton Warriors have got less fresh gore on them – that's because they're not going to stop and eat.'

'The eyes are my favourite thing about the paint scheme' Mark adds. 'The glow makes me think of supernaturally animated creatures – with an evil inner light.'



The cadaverous flesh of the Varghulf was achieved with successive Citadel Washes over a Skull White undercoat.



As well as the liberal helping of gore, Mark used the blue light in the lanterns to tie the Corpse Cart into his force.



Mark saw plenty of bones as a kid, as his dad was an archaeologist – when painting these Skeletons, he tried to keep their bones dark and realistic-looking.



Vlad von Carstein, just one of the Vampire Counts models that Mark sculpted for the range.

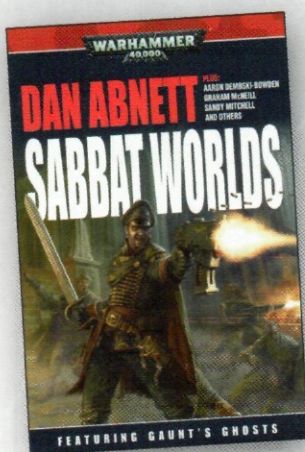


Mark's heavily converted Zombies. Like all the models in the force, they were painted with Citadel Washes over a Skull White undercoat and minimal basecoats.





THE SABBAT WORLDS CAMPAIGN



Above: *The Sabbath Worlds* is the first anthology set within Dan's corner of the 41st Millennium.

Far Right: *The Sabbath Crusade* is a massive undertaking, drawing in countless regiments of Imperial Guard for the battle against the archenemy. This poster map of the crusade was originally included in the *Sabbat Worlds Crusade* background book.

This month sees the release of a new Warhammer 40,000 anthology set within the Sabbath Worlds. Dan Abnett explains how the anthology – and the Sabbath Worlds – came to be.

The Sabbath Worlds campaign is a massive crusade to drive the forces of Chaos out of Imperial territory. It has already lasted decades and cost billions of lives. Entire worlds have been sundered and lost. The Imperial Guard, with Navy, Mechanicus and Adeptus Astartes support, has taken on a vast occupying host of the archenemy, dire forces devoted to Chaos that include the infamous Blood Pact.

Of course, when I got involved, I had no idea about any of that.

The second half of the 1990s had just begun, and I had been approached by Marc Gascoigne and Andy Jones at Games Workshop. They wanted to see if I might be available to write some stories for the Black Library, a new fiction publishing arm of Games Workshop that they were assembling. They were going to start with comics, which is why my name had come up in conversation.

When I say 'available', I also mean interested and able. Andy and Marc were very particular about the tone and style of the work; they wanted writers who could capture the particular flavour of

Warhammer and Warhammer 40,000. I seemed to have the right chops. I knew my way around a comic script, I liked combat SF, I'd been a keen roleplayer in my youth, and I'd read *White Dwarf* back in the early days. Though I wasn't, at the time, an expert in the Warhammer and Warhammer 40,000 universes, I had a strong feeling for what Games Workshop was about.

At least, I hoped I had. I started writing some comic strips and then Andy and Marc, liking my stuff, asked if I'd be at all interested in writing some short stories. This seemed like fun to me. I wrote a fantasy one, then switched to Warhammer 40,000, choosing the Imperial Guard because I 'got' humans more readily than I got Space Marines.

By this, I don't mean that I didn't like Space Marines, I just thought they'd be a tougher thing to write about because they'd be harder to individually personalise. I created a rag-tag mob of Imperial Guardsmen and put a Commissar in charge of them instead.

I called them Gaunt's Ghosts. Don't ask why because I can't give you an answer other than that the name just came to me

Anyway, I started writing stories about Gaunt and his Ghosts, and I wanted to inject a little 'local colour' into them, so they felt like they were taking place in a particular corner of the 40K universe. The term 'The Sabbat Worlds' came to me in just the same sort of 'turned up out of no where' way that the name Gaunt's Ghosts had, so that's what I called the campaign. It felt right. It had that hint of the mystical and the occult to it.

By the time of Honour Guard, the fourth Gaunt's Ghosts novel, the history and culture of the Sabbat Worlds became significant to the plot. We learned of Saint Sabbat, an Imperial 'Joan of Arc' figure who had first led the conquest of the worlds that bear her name. We learned that Gaunt's mentor, the old warmaster Slaydo, had considered the area sacred to the

The Gaunt's Ghosts series is now twelve books long, so there are fourteen Sabbat Worlds novels if you count Double Eagle and Titanicus, both set in the same campaign. The fiendish High Lords of the Black Library decided it might be a great idea to produce a book containing new stories set in the Sabbat Worlds, in which I and some of the Black Library's finest explore different aspects of the crusade.

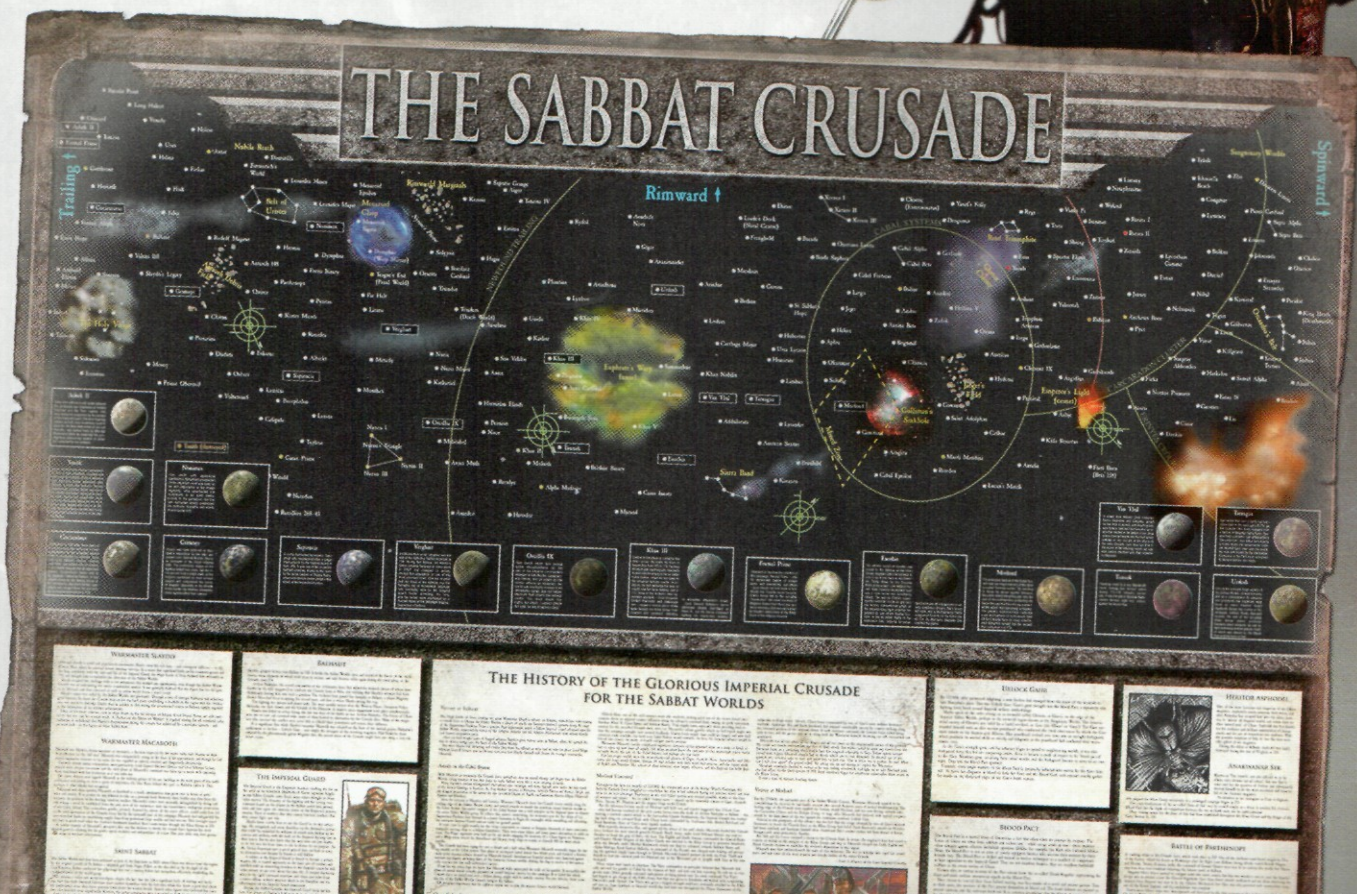
If you're a fan of Gaunt's Ghosts, the Imperial Guard or if you simply want to sample a slice of some of the best fiction the Black Library has to offer, then this anthology is a must!



BLACK LIBRARY



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WORD BEARERS

ARMY WORKSHOP

Duncan Rhodes



Mad as a March hare and twice as jumpy, Duncan is a paragon of hobby talent and rabid enthusiasm. His ability with paintbrush and Plastic Glue do not typically extend to the battlefield, however, earning him the dubious moniker 'Light Brigade'.

In a secluded corner of the Studio, Duncan Rhodes has been working on a heretical project. Adam Troke catches up with the latest recruit to the legions of the Dark Gods and finds out all about Duncan's new Word Bearers army.

The Word Bearers have earned themselves a vile reputation in the long millennia since the Horus Heresy. Ten thousand years of betrayal and butchery leave them ranked amongst the most hated and feared of all the enemies of the Imperium.

If you know Duncan Rhodes, seeing him painting a Word Bearers army might surprise you. You see, Duncan is the 'good guy'. He collects armies such as Space Marines or Imperial Guard, Bretonnians or Knights of Dol Amroth. My first question when I cornered him for a chat about his burgeoning Chaos Space Marine force was quite simply 'why'?

'I've been reading the Horus Heresy novels from Black Library,' he answers, by way of explanation. 'The Word Bearers are really dark and villainous in those books. They appear to lead a great many of the other Space Marine Legions astray. They're not hoodwinked or deceived, they simply turn from the Emperor and his laws and embrace a more sinister power. Reading

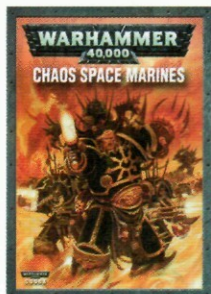
those books, I quickly realised that I wanted to bring a little of that villainy and evil to the tabletop – getting my paws on the plastic Daemon Prince for the first time was the final straw. The day of the Word Bearers had come!

'Whenever I build a new army I want it to offer me some new and exciting possibilities. I already own three Space Marine armies (Dark Angels, Blood Ravens and my own Chapter, the Void Hunters), so the chance to intermingle power-armoured warriors with gibbering Daemons was too much of an opportunity to resist – more models to explore and options to enjoy.

'I think it's fair to say that my reputation as a hobbyist has been built at the painting table and bitz box, and not on the battlefield (*Hardly a revelation when you consider the nickname Duncan has round these parts – Ed.*), so I have gone with my usual focus of concentrating on the models that I wanted to collect and paint, including a lot of small conversions and kit-bashes throughout the force.'

Chaos on the Web

The Games Workshop website is constantly updated with new hobby content. This month we're adding a Chaos Space Marines painting guide, a feature on Christian Byrne's award-winning army and new tactics.



games-workshop.com

Chaos Space Marines

Duncan: At the heart of every Space Marine army I've ever collected are the Tactical Squads. Knowing that Chaos Space Marines march to the beat of a different drum, I've still stuck true to this principle, including a couple of good-sized squads into my army as a good starting point.



The Infernal Host of Kor Megron

Duncan Rhodes' Chaos Space Marine Army - 1606 points

HQ

Kor Megron

Daemon Prince with *Doombolt*.

120 points

ELITES

The Horned Coven

5 Chaos Terminators with reaper autocannon and two power fists.

195 points

Horgan's Diresouls

10 Possessed Chaos Space Marines. Rhino with daemonic possession.

315 points

TROOPS

Rogahn's Bloodreavers

10 Chaos Space Marines with Aspiring Champion with power sword, Icon of Chaos Glory and meltagun.

200 points

The Words of Power

10 Chaos Space Marines with Aspiring Champion with power sword, Icon of Chaos Glory and flamer.

195 points

The Murdermakers

8 Summoned Lesser Daemons.

104 points

The Howling Throng

9 Summoned Lesser Daemons.

117 points

FAST ATTACK

The Sons of Glory

2 Chaos Spawn.

80 points

HEAVY SUPPORT

Eviscerator Prime

Chaos Predator with twin-linked lascannon, daemonic possession and dirge caster.

130 points

Scoranax

Chaos Defiler.

150 points



THE CHAOS SPACE MARINES

There's no denying that a large unit looks really impressive on the tabletop – Duncan has taken this to heart when planning out the core of his army. No small units of five Chaos Space Marines here, instead two healthy units of ten Word Bearers apiece form the centre of his disciplined army.

'Not only do large squads look impressive on the tabletop,' Duncan says, 'but they're handy in the game. Ten-man Tactical Squads are so valuable in my Space Marine armies, with enough firepower and staying power to see the fight through. When you need an objective claimed, having a durable unit is key.'

Looking across the squads it's clear that Duncan has made use of the versatility of the parts in the Chaos Space Marines range and taken a great deal of pride in posing the models in a dynamic way. The cunning inclusion of bits from the Possessed Space Marines kit is especially handy, since it helps to denote the Aspiring Champions within the squads.

'I've used lots of Possessed parts on the Aspiring Champions to show their increased favour with the Dark Gods,' Duncan adds. 'I reasoned that prominent Chaos Space Marines such as these will have been blessed more than their peers.'





Daemonic Allies

Duncan: The Word Bearers are renowned for their daemonic pacts, and I wanted to show this in my force. Bloodletters are the most ferocious of the daemonic footsoldiers, while the Pink Horrors still glitter with the sheen of 'gorgeous new toys', so I wanted to paint them! My goal in the future is to add more Daemons, until there is an equal showing from all of the Chaos Gods. Daemonettes will definitely be next up.



Painting the Horrors of Tzeentch

Prior to painting his Pink Horrors, Duncan scouted around for some ideas for an effective way to paint them. Fellow Studio hobby-meister Chad Mierzwa recommended the scheme that Duncan chose, which is demonstrated here:



Duncan undercoated the Horror with Chaos Black Spray. He then used the Citadel Spray Gun to basecoat the whole model with Dwarf Flesh. He then washed the model with Baal Red.



Next, Duncan layered the skin with a 4:1 mix of Dwarf Flesh and Red Gore. The gold was then painted with Shining Gold, the teeth and claws with Khemri Brown and the tongue with Liche Purple. The ball of flame was painted with Skull White and the eyes with Iyanden Darksun.



Duncan added a little Bleached Bone into the previous skin mix for a further highlight of the Pink Horror's flesh. He then washed the gold and the eyes with Devlan Mud, and the flame with Asurmen Blue. He then highlighted the tongue with Enchanted Blue.



Finally, the flame was highlighted with Skull White, the gold with Shining Gold followed by Mithril Silver and the claws with Dhenab Stone, followed by Skull White. Duncan washed the tongue with Leviathan Purple and added a dot of Sunburst Yellow to the eyes.

THE POSSESSED

The Possessed are the truly favoured members of Duncan's army. Over long years and blood-soaked campaigns they have earned the approbation of the Chaos Gods, bearing blessings openly in the form of bountiful mutations!

The Word Bearers are known for worshipping the myriad glories of Chaos (rather than slavishly following one particular Chaos God). Duncan wanted to convey this devotion in the army, and he decided the Possessed Space Marines were the best place to do that.

'I have kept the squad free of overt displays of allegiance to specific powers,

with only a little nod to the Chaos Gods. If you look at the bottom row on this page, for example, you can see there's a Possessed whose armour is beginning to turn a little brassier than his brethren... There's a hint of Slaanesh and Nurgle in that lineup too if you look for it. This sort of touch appeals to my personal sense of narrative, but as I am painting I feel the 'story' of the squad building up.

'I've left Tzeentch out of the unit. Not because I don't like his featheriness, rather that I plan to included a Sorcerer at some point, and don't want him gaining too much power in my army, do I?'





The gunner in the Rhino's top hatch has parts plundered from the Possessed kit, while the Rhino itself is festooned with spare bits from the Chaos Spawn set. Duncan always makes sure to save any spare parts for later use.



The most blessed and beloved of the Chaos Gods, the Chaos Spawn are important inclusions in the force. Not only do they look great (wholly embodying the warping power of Chaos and the possibility of mutation), but the kit also contains loads of wonderful extra parts that Duncan kept in store for use on other units – for instance, both tanks have horns and tentacles erupting from their hulls.

Painting the Possessed

The techniques that Duncan used while painting his Possessed are repeated across the army – the armour is universal amongst the Chaos Space Marines and the skin tone is also used on Kor Megron, the Daemon Prince.



Duncan basecoated the whole model with Mechrite Red. The metal banding was picked out with Chainmail and the skin (and claws) with watered-down Charadon Granite. The bony appendages were painted with Khemri Brown.



Duncan washed the whole model with a liberal coat of Badab Black. The bony appendages and spines were then painted with a layer of Dhenneb Stone.



Next the armour plates were layered with Red Gore and the skin with Charadon Granite. The metal was highlighted with Chainmail and the bone was highlighted with a 1:1 mix of Dhenneb Stone and Skull White.



The armour was highlighted with Kommando Khaki, then washed with Baal Red. The skin was finished with Kommando Khaki. The armour was highlighted with Mithril Silver and the bone with Skull White.

HEAVY SUPPORT

When it came to the armoured support for his army, Duncan had a particular vision in mind:

'I decided right at the start that I wanted all of the vehicles in my force to be daemonically possessed' Duncan says. 'Thousands of years fighting on behalf of the Dark Gods has warped and twisted their mortal frames beyond all reckoning.'

Looking at his selections it's clear Duncan has chosen to augment the long-range firepower of his force but there's a lot more to the vehicles than big guns. There's a lot of strange Chaotic happenings too.

'I like the idea that the whole vehicle and crew has become one organism, a disgusting amalgamation of fleshy beast and corrupted metal. From the tentacles erupting from rents in the doors to the daemoniac head on the Defiler, this really helps to tie them into the army nicely.'



Above: Duncan's Predator is crewed by an insane Possessed Space Marine. When he was building it, he started to wonder what the insides of a daemonically infested tank look like. Duncan reckoned it's probably full of pulsing, corpulent flesh that extends from the lower half of the Chaos Space Marine's body.

Left: Aiming for a sense of aggressive momentum, Duncan has posed his Defiler to look like it is scuttling forwards, poised to attack.



THE DARK MASTERS

The undeniable centrepiece of the army is the towering Daemon Prince, Kor Megron. This brooding form, clad in crimson armour, is incredibly striking.

'The Daemon Prince is the main reason I finally took the plunge into Chaos Space Marines,' Duncan explains. 'I put as many armour plates onto the model as possible, to make him look like a Warp-changed Chaos Space Marine. I then painted the skin tones to convey that some of these armour plates were actually melded with his flesh. I absolutely love the model, which exemplifies what any Word Bearer in my army is aspiring towards – a band of warriors striving towards eternal glory and immortality amongst the scions of the Dark Gods.'

'The Terminator Squad is the power behind the throne,' he continues. 'I've kept them simple and mutation free because I like the idea that they are subtly steering the actions of the army. Perhaps their ultimate goal is something deeper and darker, guided by their understanding of the ways of Chaos.'



Above: Kor Megron in all his glory. Duncan took care to paint the Daemon Prince so that he was unified with the rest of the army – note for example how the flesh is painted in the same fashion as the Possessed Space Marines. One really great detail is the way that the Daemon Prince's flesh appears to be melding with his armour – just take a look at his forehead.



Left: The Horned Coven, Duncan's elite squad of Chaos Terminators. From the onset Duncan had planned to build the Terminators without using any conversions or Bitz Packs. 'I like the idea that they stand aloof from the actions of many of their brethren. They want nothing more than to wage their long, bitter war.'



CHAOS TERRAIN IN PLANETSTRIKE



Planetstrike is an 80-page Warhammer 40,000 Expansion that enables you to play out a planetary assault. When playing Planetstrike, the terrain is an active element, as important to the battle as the army you field.

When the forces of the Dark Gods capture a planet, the warping influence of Chaos permeates the land itself, as Andy Hall found out when he talked to Chad Mierzwa.

For a professional terrain maker, our Chad is a bit of a vandal. In fact, only recently he was witnessed despoiling an Empire village on behalf of the Beastmen. He did such a good job we asked him to do it all again, this time we asked him to despoil something to adorn the battlefields of the 41st Millennium.

The perfect candidate for Chad's attention turned out to be Chaos terrain for use in games of Planetstrike. Inspired by Duncan's Word Bearers army (see page 90) Chad set to work creating some suitably Chaos-infested terrain that could be used by any of the Dark Gods' servants, be they Chaos Space Marines or those of a more daemonic nature.

At its basest form Chaos is the dark reflection of Mankind. And so, just as you can take a tank of the Adeptus Astartes and create a Chaos Predator, so too can you

twist and deface the grand statues, symbols and mighty defensive structures of the Imperium. This was Chad's starting point, so he assembled a bastion – using a Chaos Bastion kit, so he could get his hands on the extra spiky frame – an Honoured Imperium kit and Aegis Defence Line. With these kits in hand and ready to go, Chad then turned to the Games Workshop website, specifically to the Bitz Pack section of the online store. As well as getting hold of the more obvious frames, such as the Chaos Vehicle Accessory frame, Chad ordered more than a couple Gothic Scenery sets – he had a plan for all those candles and gargoyles. However, despoiling terrain is also about taking away as well as adding. Chad's skill as a model maker really shows in how he inflicts the damage onto the terrain. These are tips he's willing to share over the next few pages...

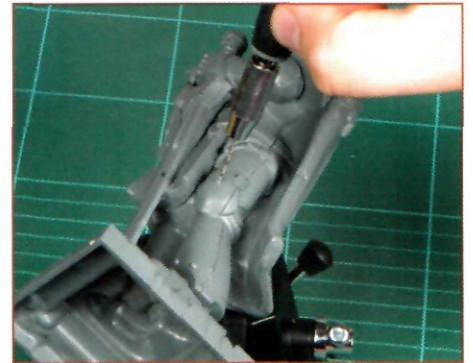
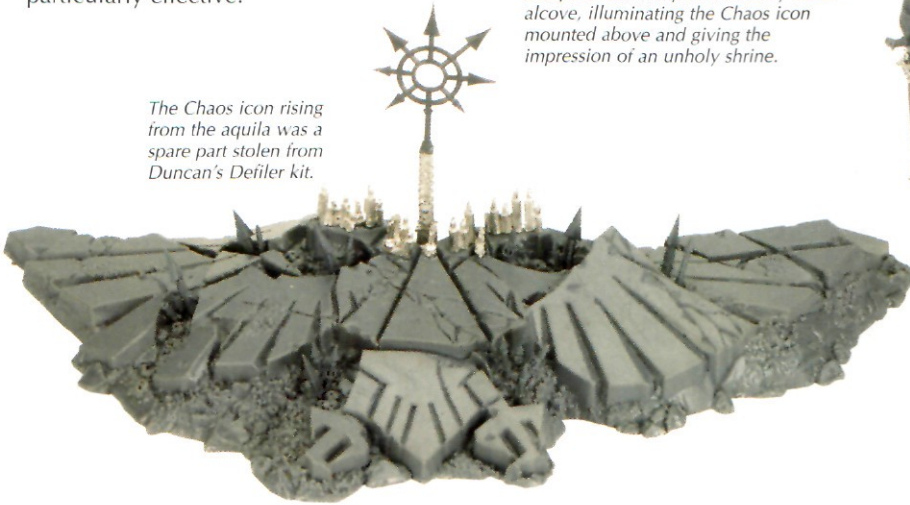
DESPOIL IN THEIR NAME

Tactical placement of the candles from the Gothic Scenery set on the bastion and upon the broken aquila gives the scenery an unsettling nature. It's a subtle addition that works well with the more bombastic elements Chad has placed on the terrain, such as the Chaos icons. The simple addition of more candles to the statue's base, and razorwire coiled around it, is particularly effective.

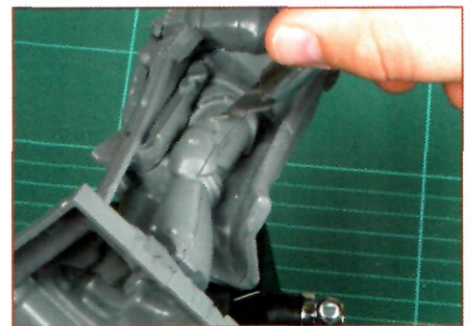


Candles were bunched close together and perched on top of the heavy bolter alcove, illuminating the Chaos icon mounted above and giving the impression of an unholy shrine.

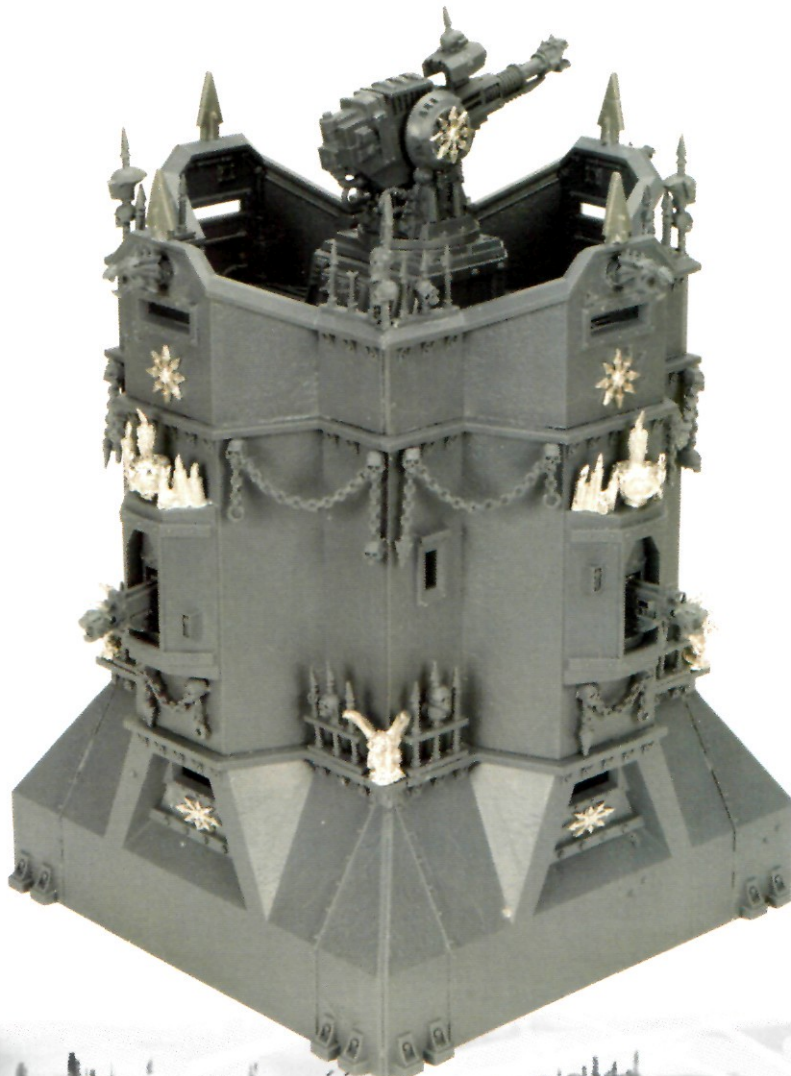
The Chaos icon rising from the aquila was a spare part stolen from Duncan's Defiler kit.



Chad used the Hobby Drill to increase the amount of battle damage upon the statue, as he could imagine Chaos Space Marines taking pot shots at the revered imagery of their hated enemies.



A Hobby Knife was used to open up the drilled holes and make them less uniformly round, as though chunks of masonry have been blown away. It's a great little tip to use whenever you want to add bullet or shell damage onto your models or terrain.



THE COLOURS OF CHAOS

Chad painted his Honoured Imperium scenery a white, chalky colour so as to give a stark, striking contrast to the damage and destruction reaped on the structures by the forces of Chaos. For instance, it makes the burn marks, candles and bloodstains particularly vibrant.

To get a white sandstone look, Chad basecoated the scenery with Bestial Brown. He then overbrushed the structures with Bubonic Brown. This was followed by a drybrush of Bleached Bone and finally a light drybrush and highlight of Skull White. The scorch marks are really effective against the alabaster and they were simply created by painting Bestial Brown in and around the damage and then filling the depression with Chaos Black.



The bloodstains offer a stark contrast against the white aquila. Chad used a mix of Red Gore, Blood Red and Bestial Brown to get a dark, dried look to the blood.



The Razor Wire was painted after it was twisted around the statue. Chad painted it silver first and then used Bestial Brown and Devlan Mud to rust it up.

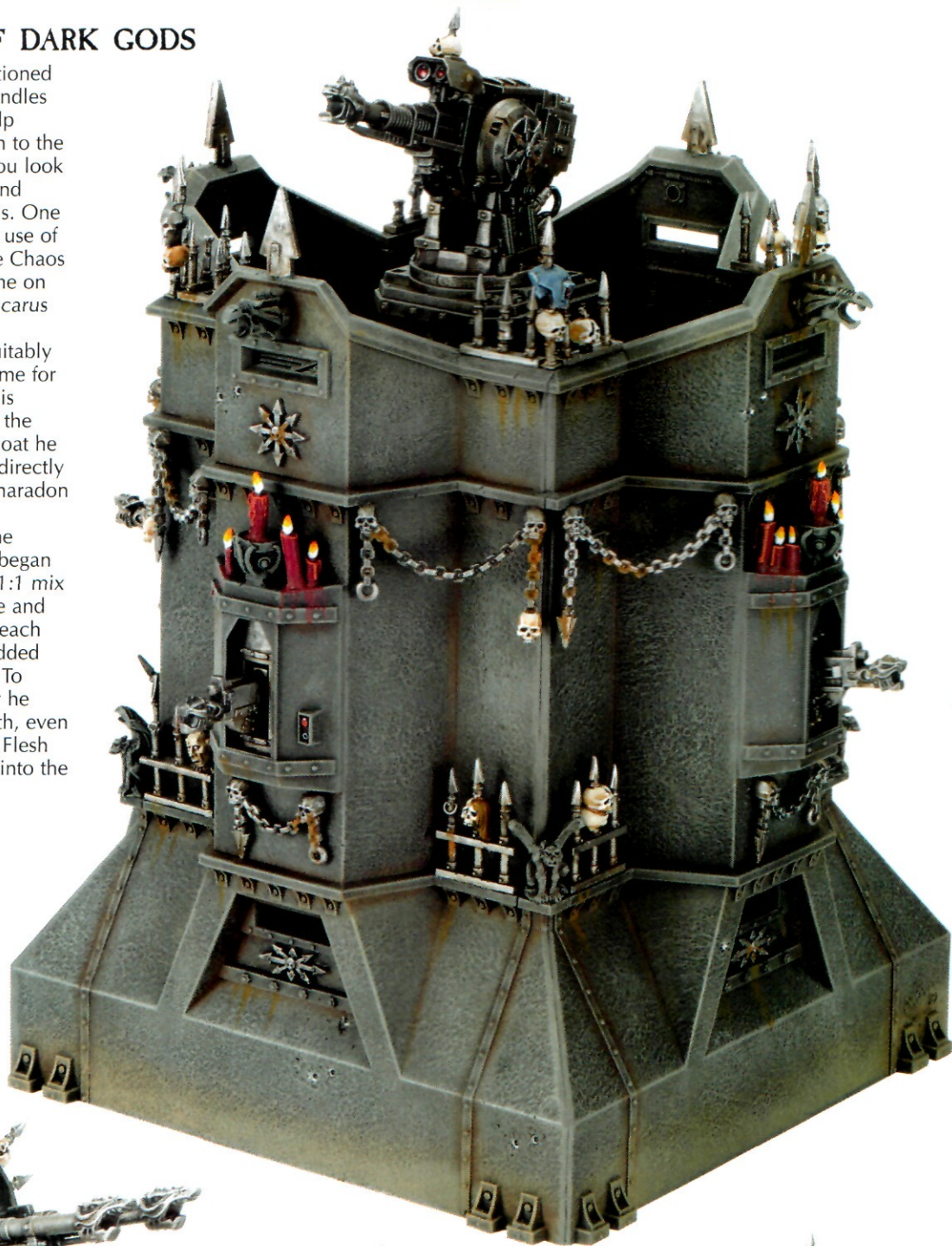


In a symbolic gesture that adds power to the piece, Chad wrapped some Razor Wire around the statue's head, blinding it and thereby blinding the Imperium.

BASTION OF DARK GODS

We've already mentioned the placement of candles and gargoyles to help dedicate this bastion to the Dark Gods, but if you look even closer you'll find loads of other details. One such addition is the use of gun barrels from the Chaos Tank Accessory frame on the quad-guns and Icarus pattern lascannon.

Chad chose a suitably sombre colour scheme for the bastion and Aegis defence lines. From the Chaos Black undercoat he painted Dark Flesh directly into the recesses. Charadon Granite was then overbrushed onto the structures. He then began highlighting with a 1:1 mix of Charadon Granite and Rotting Flesh. With each highlight layer he added more Rotting Flesh. To weather the scenery he used Graveyard Earth, even mixing it with Dark Flesh when painted back into the bastion's recesses.



The quad-gun has had its muzzles replaced with some Chaos-infested ones from the Chaos Vehicle frame. Spikes, also from the Chaos Vehicle frame have been placed on the Aegis lines, along with some Chaos Icons from the Bitz Pack range.

The Battle for UDULO'S SEAT

When Missionary Udulo took rest in a rocky ravine on the planet of Testament III he could not know that 6000 years later it would be the theatre of a full scale Ultramarine planetary invasion. Just 52 standard Terran years ago the Black Legion invaded, taking the planet and sacrificing the entire population of two billion souls to the Dark Powers. Now the Ultramarines have appeared over the scorched skies to re-take the planet and avenge the deaths of so many Imperial subjects. Udulo's Seat was the dropzone for the assault, once a revered site and now the location of a Black Legion defensive compound. Intelligence the Ultramarines had gathered correctly placed the Daemon Prince Marrovore the Black at this location and so elements of the Ultramarines First Company descended to attack without mercy.

In the 50 years of occupation, the original Imperial defensive networks had been corrupted and mutated beyond their original designs. The fortifications were now wholly possessed by Chaos, repelling the attackers with as much fervour as the Black Legion themselves.



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Store Information 112-117

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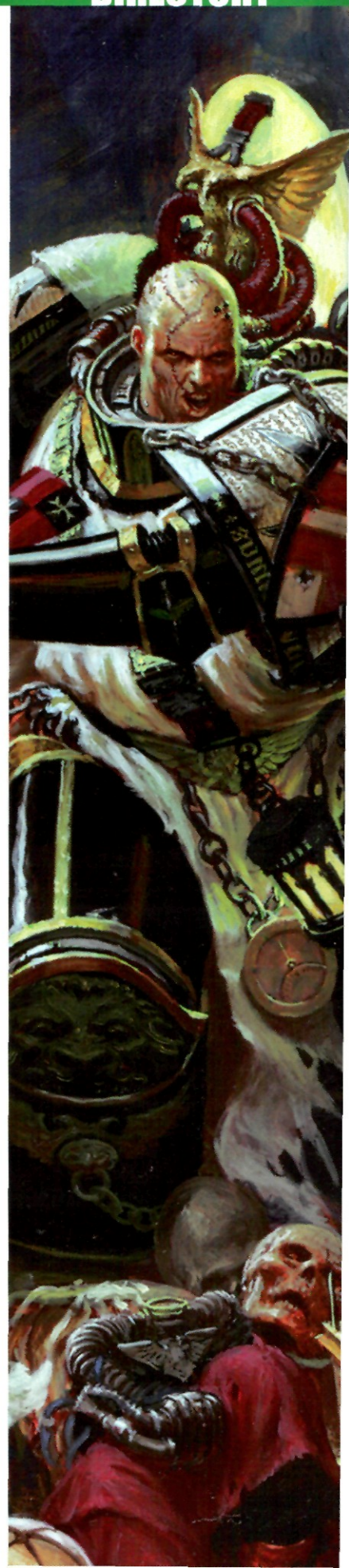
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The full range of Games Workshop products are available from GW Direct, our premier on-line and telephone ordering service.

● Available to Order

Not all of the miniatures in our range can be fitted into our Hobby Centres. Some models are far too rowdy, others too monstrous. But fear not, for the full range is available to order online or by phone.



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.

October 2010

October 2nd

CHALLENGE 5

Date: 2nd–3rd October, 2010

Venue: Chirolokaal 'De Nieuwe Deure', Izegemseardeweg, 8800 Beveren, Belgium

Details: Spellclub Roeselare in Belgium invite you to join them in two days of tournaments for Warhammer and Warhammer 40,000. Full details can be found on their website, below.

Tickets: €8 per player

Website: www.blackborder.be

October 9th

FANATIC LEIDEN

Date: 9th October, 2010

Venue: Piraat Plaza, Willem de Zwijgerlaan, The Netherlands

Details: Fanatic Leiden in cooperation with Ranking der Nederlanden would like to invite you to their annual Warhammer and Warhammer 40,000 tournaments.

Tickets: €12.50 per player

Contact: De Vliegershop
071 513 27 83

Website: www.fanaticleiden.nl

October 9th



WARHAMMER THRONE OF SKULLS AUTUMN GRAND TOURNAMENT

Date: 9th–10th October, 2010

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend two days fighting in five great battles, seeing wonderful looking armies, making new friends, and swapping war stories.

You will need a fully painted 2000 point Warhammer army and a desire to have a great time playing your favourite game.

Tickets: Tickets are available from www.games-workshop.com and cost £55 per player. Each ticket includes lunch on both days, an evening meal on Saturday, and access to all the Warhammer World facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

October 16th



ESCALATION 2010

Date: 16th October, 2010

Venue: St Pauls United Reform, Bracknell, England

Details: The Bracknell Forest Gamers invite you to take part in a tournament of total domination. Play in four games of Warhammer 40,000, starting with armies of 500 points of your finest troops, escalating up to 2000 points in the final game.

Tickets: £11 per player

Contact: chair@bfgclub.org.uk

Website: www.bfgclub.org.uk

October 16th



BUNKER BOWL

Date: 16th–17th October, 2010

Venue: Police HQ Sports and Social Club, Chelmsford, Essex, England

Details: Coach your team to victory in this, the first open tournament held by the Chelmsford Bunker gaming club. Select your team up to a value of 1.1 million Gold Crowns from any of the standard or NAF sanctioned teams, and play in six matches over the weekend. Check out the club's website for more details.

Tickets: Tickets cost £15 for NAF members and £20 for non-NAF players (but you can join on the day!). All tickets include lunch on both days.

Contact: enquiries@bunkerassault.co.uk

Website: www.bunkerassault.co.uk

October 23rd

WARHAMMER 40,000 DUTCH GRAND TOURNAMENT 10TH ANNIVERSARY

Date: 23rd–24th October, 2010

Venue: Sporthal University of Tilburg, The Netherlands

Age Limit: 16+

Details: This year the Dutch Warhammer 40,000 Grand Tournament celebrates 10 years! The tournament consists of five rounds played across two days with armies of 1700 points as gamers from all over Europe compete for the title of Dutch Grand Champion 2010.

Tickets: €55 per player. Includes lunch on both days and an evening meal on the Saturday.

Tickets available in-stores or from the webstore at: www.games-workshop.com.

Contact: For more information contact martina.jiricka@games-workshop.co.uk

Website: www.games-workshop.com



October 30th



IMMORTAL WAR III

Date: 30th October, 2010

Venue: All Saints Church, Belwell Lane, Sutton Coldfield, England

Details: Bring along a 2000 point army and compete in this one day Warhammer tournament to become the best of the best. For full details and an event pack, contact the club directly.

Tickets: Tickets cost £10 per person. Places are limited, so make sure you book your place quickly to avoid disappointment.

Contact: Sutton_Immortals@yahoo.com

September 13th



THE WORLD OF WARHAMMER® EXHIBITION

13th September–7th November, 2010

Original artwork, miniatures and archive items used to delve into a world of eternal war and fleeting glory – the world of Warhammer.

www.games-workshop.com



November 2010

November 13th



WAR OF THE RING THRONE OF SKULLS GRAND TOURNAMENT

Date: 13th–14th November, 2010

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend two days fighting in five great battles, seeing wonderful looking armies, making new friends, and swapping war stories.

You will need a fully painted 1500 point War of the Ring army and a desire to have a great time playing your favourite game.

Tickets: Tickets are available from www.games-workshop.com and cost £55 per player. Each ticket includes lunch on both days, an evening meal on Saturday, and access to all the Warhammer World facilities.

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

November 20th



WARHAMMER 40,000 THRONE OF SKULLS AUTUMN GRAND TOURNAMENT

Date: 20th–21st November, 2010

Venue: Warhammer World, Nottingham, England

Age Limit: 16+

Details: Spend two days fighting in five great battles, seeing wonderful looking armies, making new friends, and swapping war stories.

You will need a fully painted Warhammer 40,000 army and a desire to have a great time playing your favourite game.

Tickets: Sold out

Contact: Customer Services – 0115 91 40000

Website: www.games-workshop.com

Sold Out

November 28th

GAMES-N-STUFF FANATIC

Date: Sunday 28th November, 2010

Venue: Broerenkerk - Zwoile, The Netherlands

Details: The Games-N-Stuff Fanatic is described as a mini version of Games Day. Play in either the Warhammer Doubles or the Warhammer 40,000 Doubles tournament, take part in painting and terrain building workshops, and have a go at the many participation games.

Tickets: All tournaments are €27.50 per team. Visitors come in for free!

Contact: +31 (0)38-4216385 or info@games-n-us.com

Website: www.gamesnstuff.com

December 2010

December 11th

BRASSBOWL VIII

Date: 11th–12th December, 2010

Venue: Zaal Nieuwlandm Nieuwlandstraat 76, Oostende, Belgium

Details: Brassbowl is the mother of all Belgian Blood Bowl tournaments, and fun to boot. With lots of mayhem on and off the pitch, Brassbowl has become one of the tournaments to visit on the continent.

Join the carnage and play in five matches over two days.

Tickets: €7.50

Contact: brassbowl@thebrassman.org

Website: www.thebrassman.org/brassman/brassbowl.aspx

Club Profile: The Ripley Terra Troopers



GCN RIPLEY
Ripley Terra Troopers

Contact:
Judith Hawcroft

Email:
judith.hawcroft@
derbyshire.gov.uk

Tel: 01773 743 321

In November of 2006 the Ripley Public Library held its first Warhammer games night. Four years later the Ripley Terra Troopers gaming club has become a hub of excitement in the local community, frequented by gamers of all ages.

Judith: Our club started out life as the Ripley Library Games Club, on Thursday 23rd November 2006, and from a humble beginning our club has grown from strength to strength each year.

As a former secondary school teacher, when my colleague at Hucknall Library first introduced me to the idea of running a gaming club, I was unconvinced of the wisdom of having a large group of teenage boys meeting in the library to play war games. It seemed a recipe for disaster, but I could not have been more wrong.

A push in the right direction

It was with some trepidation on that first evening that I waited for the hoped-for club members to arrive, and thanks to a lot of help from Bek Hawkby at Games Workshop HQ, we had a few freebies and goodies for our new members to enjoy.

At 5:00 our first member arrived, by 5:30 we had six members and by the end of the evening we had ten – quite a respectable number for a first meeting. The lads were all great – very enthusiastic and good-natured.

Since that first evening our numbers have increased from club night to club night. Our members are aged between 11

and 18 years, of varying experience in gaming and come from six different schools in the local area.

Though the make-up of the group is very disparate in terms of age, background and ability, the members are highly cooperative and friendly, giving each other help and advice and swapping tips on painting and tactics. It is a far cry from the classroom setting of my past. Most play Warhammer 40,000, though we do have the occasional game of Warhammer and two of the club sometimes play Legends of the Old West and other table top games.

The Terra Troopers are born

The School League rules provide some much needed structure to our club and mean that games can be kept fair and enjoyable for all. We have a three weekly running programme of linked games using these rules and have bigger games on our fourth week. The club is hoping to compete in the School League this year and the members are practising hard with their armies and working feverishly to complete their painting!

Eventually, as a result of a competition the club came up with their own, more inspired name – The Ripley Terra Troopers.

Below. Under the watchful eye of fellow club member Seb, Nick and Andrew enjoy a game of Warhammer 40,000.





All club members are encouraged to take part in the upkeep of our club's scenery and contribute ideas for events and campaigns that they would like to see. Currently we're working on a huge scenery project to upgrade all our gaming boards and terrain, and we hope to run an enormous game of Spearhead for Warhammer 40,000 at Christmas. We're also looking at setting up our first tournament next year.

One of our young members, David Moore who has been with the club for four years, has just joined the Club Committee having recently turned eighteen. David has run loads of events in the club and last year ran a brilliant map-based campaign. In addition to the many other club activities, David plans to introduce regular painting competitions and hobby challenges to help the other members get

the most out of their club time.

There is such a great atmosphere on club nights – the library buzzes in the evenings, the public gets to see our young adults in a refreshingly positive light, but most of all it's great fun! We have a core group of 14 teenage boys who come along to every meeting, and others who come now and again. Many of them were not library members before the club began, or if they were, had not used their library card for years. The library now gets more people regularly borrowing books, and their families have been encouraged to make more use of the facilities too.

The rewards of running the club far outweigh the effort required to run it.

If you'd like to know more about this or would like to start a club in your library, get in touch with Bek. Her advice and information packs are invaluable.



Top Left. Ripley Library offers its members access to the internet, which keeps the Ripley Terra Troopers occupied as they plan their next orders.

Above. On another gaming table, Keanu and Gabe battle it out with their new Eldar and Ork armies. So eager were they to play, the paint on Gabe's Orks was still wet.

Summer Reading Challenge

Ripley Library runs events each summer in association with The Reading Agency, and in 2009 got involved in a pilot scheme with Games Workshop and The Reading Agency to run a parallel activity as part of the Summer Reading Challenge.

The Reading Agency is an independent charity that works closely with Local Governments and libraries to inspire people of all ages to read more. The hope is that over the summer each person will read six books and take part in activities organised by the library. Every year Ripley Library gets involved with this initiative, involving the gaming club and making the challenges relevant to the hobby!

Members of the Ripley Terra Troopers signed up to complete six challenges based around either Warhammer or Warhammer 40,000 (depending on what armies they played). The challenges all involved reading – to be able to play out scenarios, to build up their knowledge of the background and rules of their army, to write a short review of a novel, to complete the writing tasks about their army and about one of their battles.

Upon completion of all the challenges, each club member received a certificate and a prize, not to mention improved reading skills and a greater depth of knowledge surrounding their chosen game and army.

To find out more about The Reading Agency and the Summer Reading Challenge, check out their website: www.readingagency.org.uk

SETTING UP YOUR OWN GAMING CLUB

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

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

VISIT THE GCN ONLINE AT WWW.GAMINGCLUBNETWORK.ORG

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

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.

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

www.games-workshop.com

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

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

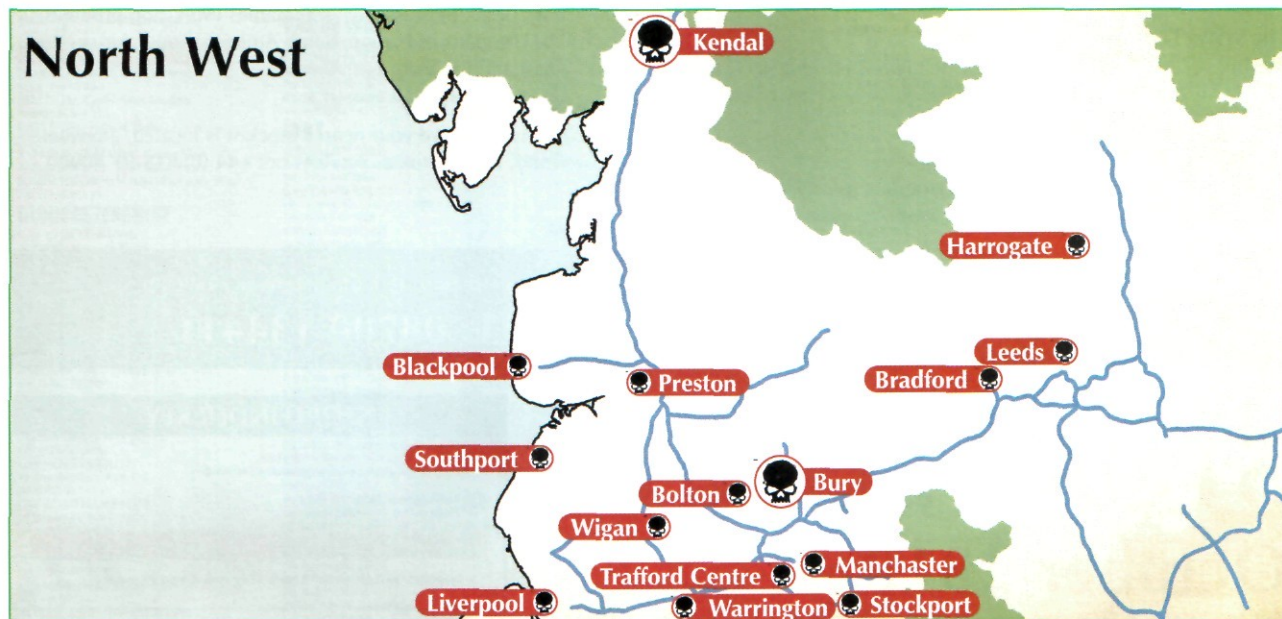
Our special Beginners programme teaches you how to play and helps you take your first steps into the Games Workshop hobby. All you need to do is come along!

Gaming Rooms

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

NEW HOBBY CENTRE

Every month we're opening more and more stores in locations near you.



Back in July we opened two brand new stores in the North West of England, in Kendal and Bury. If you live in either area, why not pop in and have a chat with Louis and Brian?



Games Workshop Kendal

Units 4 & 5 Blackhall Yard
Kendal
Cumbria
LA9 4LU
Great Britain

Tel: 01539 722211

Manager: Louis Liddle



Games Workshop Bury

16 Crompton Street
Bury
Lancashire
BL9 0AD
Great Britain

Tel: 0161 797 6540

Manager: Brian Purchase



Stockists in the North West

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Tel: 01613 432 344
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MOST POPULAR STOCK LINES

Independent Stockists stock our most popular products, so you're more likely to find exactly what you're looking for!

Games Workshop products are sold by a large number of shops in many different countries across the world.

IN THIS DIRECTORY

Full listings of all the stores that sell Games Workshop products across the UK, parts of Europe, South America, South Africa, the Middle East and Far East.

AROUND THE WORLD

If you're unsure where your nearest stockist is located, anywhere in the world, call Customer Services on: +44 (0) 115 91 40000

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

October 2010

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BRISTOL, Area 51:
Tel: 0117 9244655
BRISTOL, HobbyCraft:
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BEDFORDSHIRE

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BERKSHIRE

• **GW MAIDENHEAD:**
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29 Oxford Road, RG1 7QA
Tel: 0118 959 8693
• **GW WINDSOR:**
Unit 116, Bullring Link, SL4 1QP
Tel: 01753 360100
HENLEY ON THAMES, Henley Model Miniatures:
Tel: 01491 572484
NEWBURY, Toycraft:
Tel: 01635 380077
READING, HobbyCraft:
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Tel: 0121 354 3174
• **GW WALSALL:**
Unit 26, Old Square Shopping Centre, WS1 1OF
Tel: 0192 272 5207
• **GW WOLVERHAMPTON:**
9 King Street, WV1 1ST
Tel: 0190 231 0466
BIRMINGHAM, Console Games:
Tel: 0121 477 0022
DUDLEY, The Arcade Toy Shop:
Tel: 0121 38422600
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Tel: 01908 1332873
FENNY STRATFORD, Maple Models:
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Tel: 0208 1532872
MILTON KEYNES, HobbyCraft:
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MILTON KEYNES, Jays Crafts:
Tel: 01908 565578
MILTON KEYNES, Maple Models:
Tel: 01908 367588

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Tel: 01353 663131
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ST NEOTS, Gamers:
Tel: 01480 217 443
WISBECH, Prams & Toys:
Tel: 01945 584142

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Tel: 01481 731721

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Tel: 0161 474 1427
• **GW WARRINGTON:**
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STOCKTON ON TEES, Stockton Modeller:
Tel: 01642 616 680

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GAMES WORKSHOP HOBBY CENTRE

• These Hobby Centres are closed on Mondays and Tuesdays.



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Stocks most of the product range.*

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Indicates new stockists

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

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Tel: 01900 825855
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ASHBOURNE, Lumbards Toys:
Tel: 01335 345115
BUXTON, Knowles Toys and Models
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CHESTERFIELD, Chesterfield Department Store:
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GLOSSOP, Wain Services:
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MATLOCK, Shawes:
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Tel: 0139 249 0305
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Tel: 0175 225 4121
• **GW TORQUAY:**
12 Market Street, TQ1 3AQ
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Tel: 01237 424 807
BIDEFORD, The Tarka Model Company:
Tel: 01271 371616
BRIXHAM, The Brixham Model Centre:
Tel: 01803 382755
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Tel: 01884 819317
DARTMOUTH, WG Pillar & Co:
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TORRINGTON, Toyzone:
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TOTNES, Finishing Touches:
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GATESHEAD: HobbyCraft

Tel: 0191 482 7418

NORTH SHIELDS, SR Gladston & Son:

Tel: 01912 370 335

SUNDERLAND, Toy and Computer Store:

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GW COVENTRY:

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Shopping Centre, CV1 1TL

Tel: 0247 622 7311

GW LEAMINGTON SPA:

32 Regent Street, CV3 5EG

Tel: 01926 435777

GW NUNEATON:

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Tel: 02476 325754

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- Premium Stores are independent retailers who offer a wide range of Games Workshop products and are able to look after all new and established hobbyists.
- Should you find a specific miniature or boxed set is not available in the store, these stockists also offer a Mail Order service giving you access to the entire Games Workshop range.
- Their knowledgeable staff are on hand to offer help and advice on you army, from planning your next purchase to plotting killer tactics for your games. Please feel free to ask any hobby questions.
- In these stores you can expect painting lessons and other hobby activities such as conversion clinics – call your local Premium Store for details.
- Premium Stores also have a number of dedicated gaming tables in their stores which are used to run introductory games, hold in-store tournaments, bespoke mega battles or general open-play gaming where anyone can bring their armies along for a game.



Check out the list below to find your local stockist!



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