

INSIDE: DARK ELДАР VS. IMPERIAL GUARD BATTLE REPORT

GAMES WORKSHOP

WHITE DWARF

WD371 November 2010

GAMES WORKSHOP'S MONTHLY MAGAZINE

WARHAMMER
40,000

DARK ELДАР

AN ARMY OF TERROR INVADES REALSPACE

WARHAMMER

WITCHFATE TOR & DREADSTONE BLIGHT

THE LORD OF THE RINGS
STRATEGY BATTLE GAME

THE DWARF HOLDS & MORIA

WD371 November 2010 WWW.GAMES-WORKSHOP.COM

ISSN 0265-8712



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DARK ELДАР

Cruellest of their kind, the Dark Eldar are raiders, slavers and warriors beyond compare. When unnatural night descends on a world and the sleek craft of the Dark Eldar slip into realspace, war and bloodshed will surely follow. Turn to page 22 to enter the Dark City of Commorragh.



FEATURES

22 FROM THE LABYRINTH DIMENSION

Andy Hall braves the lair of the designer of the Dark Eldar, Jes Goodwin, to find out all about the creation of the new miniatures.

30 A DARK GENESIS

Phil Kelly, the author of the new Codex, sits down to talk with Adam Troke about the Fall, Commorragh and the sinister agenda of the Dark Eldar.

40 THE LORD OF THE RINGS: REINFORCEMENTS

All the rules for using the King's Champion, Flói Stonehand, the Gundabad Blackshields and the Cave Drake in The Lord of the Rings Strategy Battle Game.

52 OLD WAR STORIES

Jeremy Vetock returns with more tales of war, this time sharing some of his Warhammer hobby plans.

HOBBY

60 MODELLING WORKSHOP: ARCAN E ARCHITECTURE

Dave Andrews talks about his two new pieces of Warhammer terrain: Witchfate Tor and Dreadstone Blight.

68 'EAVY METAL MASTERCLASS: DARK ELДАР

The 'Eavy Metal team are on hand to offer tips, techniques and advice for painting the Dark Eldar in this month's special Masterclass.

96 MODELLING WORKSHOP: DARK ELДАР

The Dark Eldar are a fast-moving, dynamic force. Jes Goodwin and Juan Diaz show us how to capture that movement when assembling your miniatures.

BATTLE REPORT

58 THE SOUL HARVEST

Archon Valossian Sythrac leads the Kabal of the Black Heart in bloody slaughter as he seeks to claim Colonel Straken's head in this month's battle report.



REGULARS

02 NEW RELEASES

The latest releases from the depths of the Dark City.

18 NEWS

All the news from the Games Workshop hobby around the world.

78 STANDARD BEARER

Choices, choices... Which army should you collect? Jervis offers advice on collecting.

104 FRONTLINE

Hobby activities and news in your area.

NEW RELEASES

WARHAMMER
40,000

This month's new releases are dominated by the Kabals of Commorragh as we launch the new range of Dark Eldar upon the unsuspecting world.

DARK ELDAR



ALSO OUT THIS MONTH

WARHAMMER

• Witchfang Tor, Tower of Sorcery • Dreadstone Blight

DARK ELDAR KABALITE WARRIORS

The Kabalite Warriors are at the heart of every Dark Eldar army and form the bedrock for the new range. You'll find the design prompts and cues that veteran Citadel designer Jes Goodwin sculpted into this kit repeated throughout the rest of the new range (you can read his designer's notes from p22).

The kit is extremely comprehensive and versatile, allowing you to assemble ten Kabalite Warriors, including a Sybarite to lead your squad on a realspace raid. There are 15 heads, 10 of which are helmeted. Every weapon option available in the army list can be found on the frame, so you'll find a shredder, a blaster, a splinter cannon, a dark lance and even more exotic armaments for your Sybarite.



Sybarite with splinter pistol and agoniser



MULTI
PART
PLASTIC
KIT



Kabalite Warrior with shredder



Kabalite Warriors with splinter rifles

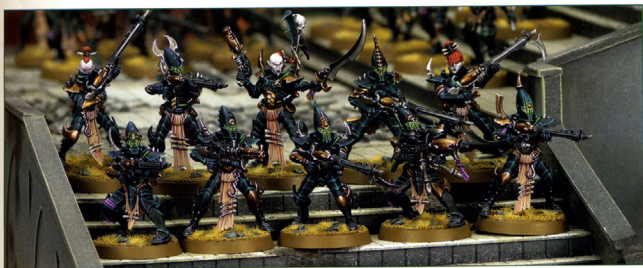


Kabalite Warriors with splinter rifles

Kabalite Warrior with splinter cannon

**DARK ELDAR
KABALITE WARRIORS** £15
Product code: 99120112007
Sculpted by Jes Goodwin
£19.50, 150die, 190sketch, 75af

ON SALE NOVEMBER 6TH



TURN TO PAGE 98 TO DISCOVER ALL THE OPTIONS IN THIS BOX SET.

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NEW RELEASES

DARK ELDAR WYCHES



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PART
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KIT



Wych with splinter pistol and punch dagger



Wych with sharnet and impaler



Wych with splinter pistol and wych knife



Wych with splinter pistol and wych knife



Wych with hydra gauntlets



Wych with splinter pistol and wych knife



Wych with splinter pistol and wych knife



Hekatrix with blast pistol and agoniser



Wych with razorflail



Wych with splinter pistol and wych knife

The new Wyches box set contains a packed frame filled with deadly assault troops and a whole array of devious and lethal close combat weaponry. The kit includes a huge array of blades and weapons to ensure your sprinting and acrobatic Wyches will devastate the enemy once they are in melee. You can make ten Wyches, including a Hekatrix, with all manner of options available and can further increase this pool of parts by swapping bits with other Dark Eldar kits.



DARK ELDAR WYCHES £15
Product code: 9912011/2008
Sculpted by Jen Goodwin
£19.50, 150k, 190k, 25k

ON SALE NOVEMBER 6TH

TURN TO PAGE 99 TO DISCOVER ALL THE OPTIONS IN THIS BOX SET.

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DARK ELДАР REAVERS

One of the two Fast Attack elements of the Dark Eldar army out this month are the Reavers. Speed and customisation were the watchwords for the design of this kit, the idea being that every Reaver modifies their ride with the aim of getting the perfect, fastest kill. The kit contains three Reaver jetbike models with the option of using the different canopies on the fairings, extra blades or adding a cluster caltrop pod, blaster or heat lance.



DARK ELДАР REAVERS £21
 Product code: 991201/2010
 Sculpted by Jes Goodwin,
 Tom Walton and
 Alex Hesketh
 £27.25, 21006, 26004046, 10521

ON SALE NOVEMBER 6TH



**MULTI
PART
PLASTIC
KIT**

“Speed and customisation were the watchwords for the design of this kit.”

Find Out More

To see the Reavers in action and for tips on how devastating their bladevanes and cluster caltrops can be, then go read the Soul Harvest, this month's exciting battle report starting on page 58.



Three of the four jetbike canopy designs that come in the kit.



Jetbike with heat lance



Jetbike with blaster

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DARK ELDAR HELLIONS

Amazingly, this is Juan Diaz's first plastic kit since 2003. Such a long sabbatical between plastic projects has not dented his formidable talent as the Hellions have an instant impact. The five models exude speed and dynamism, with the skyboards looking as though they are reacting to the movements of their riders. The key to this is the positioning of the Hellions that can be accentuated using the new ball joint arrangement on the flying stand beneath.



DARK ELDAR HELLIONS £15

Product code: 99120112009

Sculpted by Juan Diaz,

Jes Goodwin and Tom Walton

£19.50, 1500g, 190+parts, 75+

ON SALE NOVEMBER 20TH

Find Out More

To see even more ways to pose your Hellion models, complete with advice from Juan, turn to page 103.



Hellion with hellglave



Hellion with splinter pistol and agoniser



Hellion with hellglave



Hellion with hellglave



Hellion with hellglave

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DARK ELДАР MANDRAKES

The Mandrakes are the terror troops of the Dark Eldar army, emerging from the shadows to feed on the life force of their prey. Jes' brand-new designs really capture the sinister feel of these supernatural creatures, complete with icy balefire shooting from their arms. Their weapons even have a very deliberate surgical look to them, to suggest a preternatural sharpness. The box set contains five metal Mandrake miniatures.

DARK ELДАР MANDRAKES £18

Product code: 99110112060
Sculpted by Jes Goodwin
£23.50, 180pts, 230sknks, 90st

ON SALE NOVEMBER 20TH



DARK ELДАР INCUBI

The dreaded elite infantry of the Dark Eldar are the Incubi. The box set contains five metal miniatures, each armed with a massive two-handed power sword that gives the wielder +1 to Strength, making already formidable warriors even more deadly. Suggesting a fearsome reputation, Jes has really used the helms and horns to give these warriors a monstrous appearance. The behorned helmets and jagged, spiked fins on the back all add to this effect.

DARK ELДАР INCUBI £18

Product code: 99110112059
Sculpted by Jes Goodwin
£23.50, 180pts, 230sknks, 90st

ON SALE NOVEMBER 6TH



TURN TO PAGE 28 TO FIND OUT MORE ABOUT THESE DESIGNS FROM JES GOODWIN.

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DARK ELDAR RAIDER

The Dark Eldar are a fast, airborne strikeforce, and the Raider is the lynchpin of this strategy. This open-topped transport ferries the Kabalite Warriors and Wyches into the heart of enemy formations before an effective defence can be organised.

The Raider kit not only contains the essential components to make the craft, but is packed full of options and extras. You can place crew and passengers on the deck, holding wicked-looking polearms and even model Warriors clinging onto the side of the hull. For the armament, there is a choice of dark lance or disintegrator cannon. You also have two ram options, two aethersail configurations and numerous chains, flails and blades that can all be added to make your transport highly individualised.

MULTI
PART
PLASTIC
KIT

DARK ELDAR RAIDER £20
Product code: 99120112012
Sculpted by Jes Goodwin,
Oliver Norman and
Aly Morrison
£26, 2000hr, 2500hr, 1000r

ON SALE NOVEMBER 6TH



Find Out More

You can find stage-by-stage guides for painting and assembling Dark Eldar vehicles on our website, along with plenty of other great Dark Eldar content.

games-workshop.com



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DARK ELDAR RAVAGER

The Ravager is similar to a Raider but sacrifices transport capacity for a formidable array of three heavy weapons in the form of dark lances or disintegrator cannons. This Ravager kit uses the Raider parts with an extra frame that holds all the additional heavy weapons you'll need, along with the weapon mounts and shields, more crew – including the gunners – two new aethersail configurations and two more prow designs. These extra parts, coupled with the plethora of bits already on the Raider, allow you to create a whole armada of distinctive vehicles for your force.



DARK ELDAR RAVAGER E30
 Product code: 99120112011
 Sculpted by Jes Goodwin,
 Oliver Norman, and
 Aly Morrison
 €39, 300dk, 380achsk, 130d

ON SALE NOVEMBER 20TH



**PLASTIC
 PART
 KIT**



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URIEN RAKARTH



This disturbing metal rendition of Urien Rakarth was sculpted by Juan Diaz based upon artwork by Jes Goodwin. Urien is a depraved Master Haemonculus, a fleshcrafter who experiments on his own tortured body, as his three spines and six arms testify.

DARK ELДАР **URIEN RAKARTH** **EB**
 Product code: 99060112058
 Sculpted by Juan Diaz
 £12.50, 100dk; 115skhkr, 40st

ON SALE NOVEMBER 20TH

ARCHON



The Archon is a metal model designed by Jes as a worthy and dangerous commander of your Kabals. The miniature comes armed with a soul-trap, huskblade and two head options.

DARK ELДАР **ARCHON** **EB**
 Product code: 99060112056
 Sculpted by Jes Goodwin
 £12.50, 100dk; 115skhkr, 40st

ON SALE NOVEMBER 6TH

LELITH HESPERAX



Lelith Hesperax is the ultimate champion of the gladiatorial arenas. Juan's metal model – from Jes' designs – can be armed with two wych knives or an impaler in the left hand.

DARK ELДАР **LELITH HESPERAX** **EB**
 Product code: 99060112057
 Sculpted by Juan Diaz
 £12.50, 100dk; 115skhkr, 40st

ON SALE NOVEMBER 6TH

TURN TO PAGE 71 TO SEE LELITH AND THE ARCHON IN BATTLE.

DARK ELДАР WEBWAY PORTAL

The webway portal is taken as a piece of wargear by an Archon. It can be placed on the battlefield during the Shooting phase, and from then on you can bring your reserves into play from it. It's a very effective bit of kit, and you can see it in action in the battle report. The portal itself is made from a lightweight metal with an evocative design printed on its outer surface. If you want one, then act quickly because they are only available while stocks last.

DARK ELДАР **WEBWAY PORTAL** **EB**
 Product code: 99220112001
 £7.80, 40dk; 75skhkr, 30st

ON SALE NOVEMBER 20TH

AVAILABLE WHILE STOCKS LAST



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CODEX: DARK ELДАР

From Commoragh – the canker at the heart of the Labyrinth Dimension – they come. A race of evil murderers, the Dark Eldar ensure their continued survival by inflicting pain and suffering on others. Their lightning-fast terror attacks are legendary, as the very act of waging war gives them sustenance and prolongs their wretched lives. Only through raiding realspace can they hope to protect themselves from the deprivations of She-Who-Thirsts.

Codex: Dark Eldar is a brand-new 96-page codex that goes deeper into the history, background, culture and secrets of the Dark Eldar than ever before. Phil Kelly is our guide through the Dark City of Commoragh and beyond as we learn of the martial Incubi, the terrifying Mandrakes, the Wych Cults, Haemonculi Covens and the powerful Kabals. Within the covers there are tips and tactics for collecting a Dark Eldar force, a strategy guide and the army list itself.

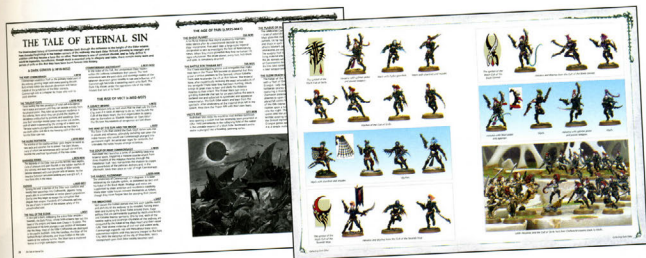
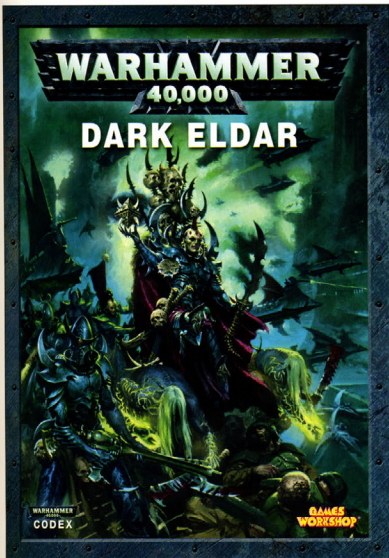
CODEX: DARK ELДАР £17.50

Product code: 60030112002

Written by Phil Kelly

£22.75, 175dk; 220kensk; 87.50at

ON SALE NOVEMBER 6TH



CODEX AUTHOR, PHIL KELLY, TALKS ABOUT THE DARK ELДАР FROM PAGE 30.

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WARHAMMER

This month the battlefields of the Warhammer world are adorned with towering arcane architecture and crumbling monuments with the release of two new kits. Dreadstone Blight and Witchfate Tor form impressive centrepieces for your games.

DREADSTONE BLIGHT

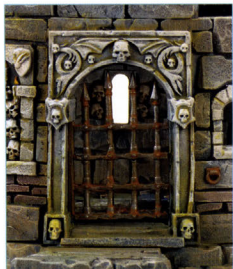
The ruined tower of Dreadstone Blight will give any Warhammer battlefield a suitably arcane look. Within the base you can see the Wheel of Magic replete with a clockwork pointer that fathoms which of the eight winds blows strongest. From the base, you can build up the wall sections into numerous configurations, of which just one example is shown here.

The floor is also part of Dave Andrews' ingenious design. It comes in three sections that can be assembled as a whole floor, covering one level, or fractured to be placed on different levels to add to the dilapidated look.

Find Out More

Turn to page 80 for even more practical information as we explore the ways that you can use these two kits in your games of Warhammer. You can also find a stunning 360° video of both kits.

games-workshop.com



DREADSTONE BLIGHT £18
Product code: 99120299018
Sculpted by Dave Andrews
£23.50, 1800k, 2300k, 3000k

COMING SOON



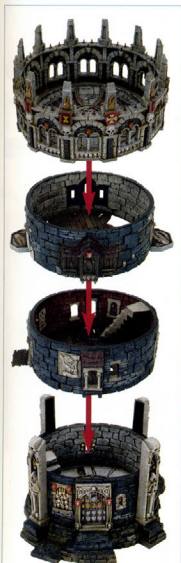
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WITCHFATE TOR, TOWER OF SORCERY

Unlike the crumbling remains of Dreadstone Blight, the Witchfate Tor kit allows you to build an impressive Tower of Sorcery in all its arcane majesty. The box set contains more than enough parts to build a tower up to four levels high, but due to its modular nature, more levels can be added to make the tower even taller. Each level has a fully detailed interior packed with great elements, from a secret door in the lower levels to comet-adorned battlements. Every floor has a ledge as well, with room to place a model – perhaps the Wizard himself – as a visual cue for which unit inhabits the building. Although space certainly isn't an issue as there's plenty of room to place most units – movement tray and all!

WITCHFATE TOR,
TOWER OF SORCERY
Product code: 99120299019
Sculpted by Dave Andrews
£52, 4000k, 3000k, 200k

COMING SOON



The different levels fit securely on top of one another. We suggest not gluing them in place, allowing you to access the lower levels.



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CITADEL

LARGE MONSTER FIGURE CASE

The new monster case is the deepest carry case we have ever made – you can quite comfortably fit a Stompa within its foam confines, but its uses are more wide ranging than just for Stompa owners. It's great for large vehicles, or lots of smaller ones, so Space Marine players can get their Drop Pods to and from games in safety. The case contains two layers of egg crate foam and two layers of tank foam.



AVAILABLE WHILE STOCKS LAST

MONSTER FIGURE CASE £50
Product code: 99239999054
#65, 500dk, 630skhsk, 250ut

COMING SOON

CITADEL PAINT STATION

The brand-new all-plastic Paint Station is the ultimate hobby area. It's made from a tough, lightweight and durable material that won't be melted by Plastic Glue and allows paint spillages to be washed away. The recesses in and around the paint station have been designed to securely hold water pots and any type of paint pot from the Citadel range. The most important feature of the new Paint Station is that the underside has been ergonomically designed to fit on your lap, so you can paint anywhere! It even has detachable rubber feet to prevent it from slipping, should you wish to place it on a firm surface.



PAINT STATION £20
Product code: 99239999056
#26, 200dk, 250skhsk, 100ut

ON SALE OCTOBER 30TH

Paints, miniatures and accessories not included.

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MEGA PAINT SET

AVAILABLE WHILE STOCKS LAST

The Mega Paint Set is back and better than ever before. The set contains all 47 Citadel Colour Paints, 18 Foundation Paints and 8 Washes. It also includes all ten Citadel Brushes, PVA Glue, a pot of Modelling Sand, Static Grass, Glade Grass and Scorched Grass, all of which are contained in a Citadel Figure Case, packed in custom cut foam layers. This year, all the Citadel Colour Paints are in new translucent pots, which means you can see what colour you need at a glance, no matter which angle you're searching from!



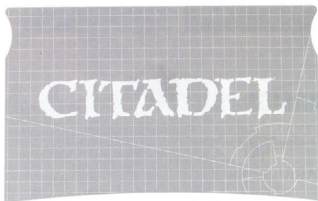
MEGA PAINT SET £150
Product code: 9917999011
£195, 1500ml, 1000ml, 750ml

ON SALE NOW!



CITADEL CUTTING MAT

The Citadel Cutting Mat is perfect for appeasing wives, partners and mothers who fear for the safety of their dining room table. It is a 'self-healing' cutting mat, meaning any cuts will close up afterwards, and either side can be used. What's more, it has been designed to fit snugly and securely onto the new Paint Station to extend the life of that as well.



CUTTING MAT £6
Product code: 9923999055
£7.80, 600ml, 750ml, 30d

ON SALE OCTOBER 30TH

These Citadel products, and all the miniatures and kits featured in this month's new releases, are available to buy or Advance Order from the Games Workshop website. Simply go online to:

games-workshop.com

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BLACK LIBRARY

Black Library publishes a range of novels and sourcebooks that delve deep into the worlds of Warhammer and Warhammer 40,000. These are available in many of our stores worldwide, as well as in bookshops in certain countries. However, if you are finding it difficult to get hold of any of these publications then go to the Black Library website, where books may be purchased directly.

www.blacklibrary.com



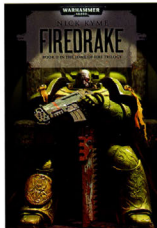
THE FIRST HERETIC



Amidst the galaxy-wide war of the Great Crusade, the Emperor castigates the Word Bearers for their worship. Distraught at this judgement, Lorgar and his Legion seek another path. Their search for a new purpose leads them to the edge of the material universe, where they meet ancient forces far more powerful than they could have imagined.

THE FIRST HERETIC £7.99
by Aaron Dembski-Bowden
ISBN: 978-1-84416-884-2
£10.50, 85dk, 100bk/nrk, 39.95uf

FIREDRAKE



When Chaplain Elysium of the Salamanders is taken captive by Dark Eldar, he faces a fight for survival at the hands of these cruel aliens. The Firedrakes of 1st Company attempt a daring rescue mission, but much more is at stake than the Chaplain's life. He holds the key to secrets buried beneath Mount Deathfire; secrets that could reveal their damnation.

FIREDRAKE £7.99
by Nick Kyme
ISBN: 978-1-84970-004-7
£10.50, 85dk, 100bk/nrk, 39.95uf

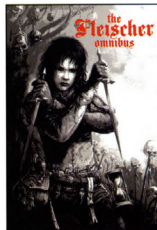
WARRIOR PRIEST



Warrior Priests are the holy crusaders of the Empire, banishing Daemons, witches and heretics alike with righteous fury. Jakob Wolff is one such warrior, and sets out to track down his brother, whose soul has been tainted by the Ruinous Powers. Family must be put to one side as he battles to prevent the Empire from sinking into Chaos.

WARRIOR PRIEST £7.99
by Darius Hinks
ISBN: 978-1-84970-002-3
£10.50, 85dk, 100bk/nrk, 39.95uf

THE FLEISCHER OMNIBUS



After the fury and thunder of battle, the arenas of war lay silent. Enter Angelika Fleischer, battlefield looter, making her grisly living among the dead and dying. But these nefarious activities will draw her into dangerous webs of deceit.

This book is available to order as a P.O.D. through www.blacklibrary.com

THE FLEISCHER OMNIBUS £20
by Robin D. Laws

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Forge World™

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

www.forgeworld.com



NECRON TOMB STALKER

The Tomb Stalker, sculpted by Will Hayes, is a war construct intended to guard the tombs of the slumbering Necrons from those who would foolishly dare to desecrate them. They are fast and brutally powerful war machines that use phase-field projectors to pass through solid matter to reach their targets, no matter where they might try to hide.



CHOCKS AWAY!

This month sees the release of the latest **White Dwarf Sub-in-a-Box**, which not only comes with a 12 month subscription to everyone's favourite magazine, but also an exclusive Grombrindal miniature – the perfect Christmas stocking filler.



Could 2011 really be around the corner already? I didn't believe it either until this year's sub-in-a-box model landed on my desk. Yes, Grombrindal's been on his travels again, and this time he's helping out in the Great War. Fighter pilot 'Ancestor One' is reporting for duty and will be available to buy along with a year's subscription to White Dwarf for the next year only. Yes, that means the White Dwarf in Space model is about to be retired, the moulds cut up, never to be spun again. So, if you want that version of Grombrindal visit the website now!

If, however, you want the new propeller-carrying Grombrindal, designed by Mike Anderson, then you can buy the boxed subscription from any Games Workshop Hobby Centre. All you need do is take the box to the counter and our helpful staff will do the rest, leaving you

with this exclusive miniature and to await delivery of the next issue of White Dwarf right to your door. If you can't get to a Hobby Centre then don't worry, you can order it off the website from November and even if you already have a White Dwarf subscription (*And why wouldn't you? – Ed*) you can still purchase the model separately.

Don't forget that this exclusive White Dwarf model is only available for the next 12 months, after which we'll see what the sculptors come up with next.

The outgoing model – Grombrindal in a spacesuit.



The White Dwarf in detail



Goggles down, flaps up and all that! Note, the well-groomed 'tash – a requirement for fighter pilots everywhere.



A bomb is nestled by the White Dwarf's foot, wisely inscribed with a Rune of Accuracy.



A Master Rune of Dragon Slaying is emblazoned upon the scarf, perfect for dogfights against flying wyms.



The rear view of our hero, those leggings go right up to the, err... top of his legs!



Now is it me or does that propeller look too small for a Gyrocopter...

SIGMAR WINS GEMMELL



Popular Black Library author and chronicler of Sigmar, Graham McNeill, has won a coveted David Gemmell Legend Award for Best Fantasy novel with his book, *Empire*.

We asked Graham what it was like to win

such a prestigious award: 'It was one of the most thrilling moments in my career, as David Gemmell has been, and remains, one of the biggest influences on my writing. His books made me want to be a writer in the first place and his themes of heroism and courage still resonate throughout my own work.'

Empire and the other books in Graham's acclaimed Legend of Sigmar series are available from the Black Library website:

www.blacklibrary.com



A battle-frenzied Graham McNeill wields mighty Snaga. Nobody tell Druss.

Christmas Gift Guide and Wish Lists

Christmas is just a few short weeks away and we're here to help make your Christmas shopping as enjoyable as possible with our expert advice, Christmas Gift Guide and Online Wish List service.

Expert advice

If you are not sure what to buy, our friendly and knowledgeable staff can help advise you on what to get to make your family member or friend's Christmas day!

Gift Guide and Wish List

As in previous years, your local Hobby Centre will have plenty of copies of the full colour Christmas Gift Guide for you to pick up and flick through, packed with all those essential 'must have' Christmas presents.

Once you've decided what you want for Christmas (or what you're getting as a present for someone else) you can either pick it up in store or add it to your Online Wish List using your Hobby Centre's Order Point. The Online Wish List is great as you can share it with your friends and family and be sure that you only get what you ask for. Similarly, why not look up your friend's Wish Lists and choose something for them while you're there? This is great as you can be sure that anything you buy is exactly what your loved one wants for Christmas!

Let us do the hard work

If you need a break from your Christmas shopping, the staff at your local Hobby Centre can pick your list for you while you wait. Alternatively, if you want to do some other shopping, they will pick your list and have it all bagged up and ready to purchase on your return.



Final Postage Dates

On the subject of making sure you get what you want for Christmas, it's worth making a note of this year's final postage dates.

- | | |
|--------------------|---------------|
| • Special Delivery | 23rd December |
| • First Class | 21st December |
| • Second Class | 17th December |

Please note our Customer Services support team will be closed on Christmas Day, Boxing Day and New Year's Day.

CHRISTMAS ACTIVITIES AT YOUR LOCAL HOBBY CENTRE

We always have a wide and varied selection of events and activities for you throughout the year at your local Hobby Centre, and Christmas is no exception! In the run up to 25th December there will be a dizzying array of activities going on at your local store.

Across the Old World, armies set sail for the Island of Blood. Be the first to plunder its secrets and possess its ultimate power. In the lands of Middle-earth, Sauron's armies have risen up to enslave the Free Peoples. Join the alliances of old to defeat the Dark Lord or join his legions of Evil. And in the 41st millennium war comes on all fronts. Bring your armies into your local Hobby Centre and take part in battles of all shapes and sizes, from Apocalypse and Cities of Death to Planetstrike and Spearhead.

Right now our Hobby Centre Managers are busily bringing their plans to fruition for activities throughout the Christmas break and the New Year. If you want to find out more, or even want to sign up right away, get down to your local Hobby Centre and have a chat with the staff. But hurry; places may be limited for some activities and you don't want to miss out.



January Beginners

If you're new to the hobby, welcome! Hopefully you'll be receiving a brand new boxed game and Battalion or Battleforce for Christmas in order to get your fledgling force up and running. However, if all of this seems a little daunting, fear not!

Throughout January, your local Hobby Centre will be hosting a number of beginners events and activities to help you get your models assembled, painted and, most importantly, ready for your first few games. To round the month off you'll then be invited to join in the grand finale where you can try out your newfound skills and field your brand new army in a series of thrilling scenarios.

- | | |
|---------------------|---|
| • 8th-9th January | Warhammer |
| • 15th-16th January | Warhammer 40,000 |
| • 22nd-23rd January | War of the Ring / The Lord of the Rings |
| • 29th-30th January | Grand Finale |

To find out how to sign up and take part, get down to your local Hobby Centre today!

WARHAMMER

WARHAMMER 40,000

WAR OF THE RING

CITADEL

Winter Crusade Returns

The fun and activities continue beyond Christmas and well into the New Year. Once you've unwrapped all your presents and taken stock of the new units, regiments and armies you've received, get down to your local Hobby Centre and sign up to the Winter Crusade.

Throughout winter your local Hobby Centre will be running daily events and activities to help you get the most from your new miniatures and get your armies assembled, painted and ready for battle.

There will be loads of games and scenarios of all shapes and sizes for you to play, modelling and Green Stuff clinics, painting masterclasses, terrain building sessions and much more. To find out how you can join the Winter Crusade, get down to your local Hobby Centre today.



ON THE WEB

Andy Hall: Flicking through the pages of White Dwarf you may have noticed those fiends from Commorragh have raided through realspace to take over great swathes of the issue. But it's no better online as the Dark Eldar hold the Games Workshop website in their icy grasp: you can learn how to paint Dark Eldar colour schemes, how to model pain tokens and how the project came together with our designers' commentary.



Dark Eldar Designers' Commentary

The cameras are rolling as we get the grand architects of Commorragh – Jes Goodwin and Phil Kelly – to talk Kabals, Wych Cults, Hellions and all things Dark Eldar. Jes and Phil will discuss their insights into bringing a dormant range back to the heart of the battlefields of the 41st Millennium.

We'll also discover how they went about developing the Dark Eldar archetypes, what new units you can now field and the ethos behind the look of the miniatures. And it that wasn't enough to keep you amused we've even managed to take a peek at Jes' legendary sketchbook – look if you dare!

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 easy to find thanks to the nifty slide bars. 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 Website...

Every month we try and fill the Internet up with lots of free to view articles, including:

- Creating Pain Tokens – Nick Bayton gives tips on how to represent pain tokens in your battles.
- Ravager Assembly Guide – Comprehensive instructions and tips for building this model.
- A Tale of Four Gamers – A centrepiece miniature is added to the armies for the final instalment.
- Tower of Sorcery – 360° view of the new kit.

Go to games-workshop.com

WARHAMMER
40,000

FROM THE LABYRINTH DIMENSION



As the realspace raids begin in earnest and all of the galaxy recoils from the might of the soul-thirsty Kabals, Andy Hall talks to Jes Goodwin on why the Dark Eldar are no longer the forgotten race.

For those of you who have recently joined the hobby, allow me to introduce Jes Goodwin, a veteran sculptor and artist who has been at the heart of the Studio for decades. His name is synonymous with many things we take for granted in our gaming worlds: Space Marines, Eldar and Skaven are just a few of the projects he has had a defining influence on over the years. But it's the Eldar we're interested in today, specifically the Dark Eldar. I stole Jes away from his corner of the Studio with the promise that he'd be back sculpting before the Green Stuff could dry; my sole aim to interrogate him about the genesis of the new range.

Andy: The Dark Eldar first appeared way back in 1998 and ever since the same models and Codex have done an admirable job of serving those that would fight for Commoragh. Now, twelve years on, we're about to release a new range of models and kits onto the world. So how was this different to other releases and did the prolonged gap between codexes have an effect?

Jes: It was very different. This was more than just an update or the addition of new troop types. The length of time between Codex editions gave us an opportunity to look at the Dark Eldar from the very foundations of the army up. It was a task given to me and Phil Kelly and one that was very exciting simply because of the depth we were going into. We were given the nod that if we had wanted to we could have started from scratch, giving the race a complete overhaul, generating new background and using different archetypes.

Andy: Given that you had such an opportunity it's perhaps surprising that the Dark Eldar do share common elements with the look of the models from the past.

Jes: Well, there was always something there. Phil and I went through every troop type in the original Codex and found there was a strong archetype we could use (*Turn to page 30 for Phil's insights and take on the army - Ed*). The previous Codex was written at a time when the books were much smaller and so they often contained these seeds of ideas that weren't



The new Dark Eldar Codex is 96 pages of in-depth background and history of the Dark Eldar race and the dread city of Commoragh. Plus there are full rules for all the different troop types and a new army list allowing you to field your Citadel miniatures in battle and a full-colour 'Eavy Metal showcase of the range.

CONCEPT TO MINIATURE

Just a few Jes' concept sketches as he started to flesh out the new miniature range.



DARK ELDER WARRIOR 1

- NEW COLOURS - 4-5 COLOURS TO MAKE
- SKIN COLOUR - 2 COLOURS TO MAKE



DARK ELDER - WYCHES (DEATH)

- NEW COLOURS - 4-5 COLOURS TO MAKE
- SKIN COLOUR - 2 COLOURS TO MAKE
- ARMOR & WEAPONS - 4-5 COLOURS TO MAKE

Archons

Archons are at the top of the treacherous and ever-violent power structure of Kabalite society. They are ancient, powerful and cruel. They will lead the raids into realspace not just for glory but because they are stone-cold killers and warriors with an appetite for spilling blood. They enjoy reaping the life force from the unfortunate victims that they encounter.



Archon with huskblade and soul-trap



Dark Eldar Kabalite Warriors

necessarily expanded upon. With the new Codex and models, we had the time and space to allow these concepts to gestate. So, for example, the Dark Eldar still hail from Commorragh but rather than just being a sinister name, we've fleshed out what this realm actually is, giving context to Dark Eldar armies and all the different troop types.

Andy: You mention that ideas had time to develop. Just how long have you been working on the project?

Yes: A long time. In fact I did my first drawings back in 2004 so that's six years on the project, although I've been working on and off Dark Eldar throughout that time, as other projects and deadlines interceded. However, Phil and I have been talking about it and knocking ideas back and forth since way before the release of the last Eldar Codex.

Andy: Speaking of the Eldar, and I suppose we should distinguish them as Craftworld Eldar in this case, what is the relationship between them and the Dark Eldar?

Yes: It's an interesting one, and something we wanted to pin down early on as this relationship would inform the design of the range. Dark Eldar have a very different survival strategy to their Craftworld cousins. Both live in fear of Slaanesh; the Eldar use spirit stones, infinity circuits and their psychic abilities to keep their souls safe. The Dark Eldar simply don't intend on dying – they skulk in their pocket dimensions, away from Slaanesh's prying eyes, and will use the life force of others to try to live forever.

Andy: So although there is a similarity and a shared heritage, the two races have branched off both technologically and culturally in the millennia since the Fall of the Eldar?

Yes: Absolutely – the keyword that you just mentioned is 'branched', because if you follow the lineage of both the Dark Eldar and the Craftworld Eldar back far enough you'll find the same source: the Ancient Eldar. It was the Ancient Eldar that ruled the galaxy while Mankind had yet to leave Earth and in the wake of the Eldar Empire's destruction, as the race splintered, they all lost something. The Craftworld Eldar became more restrained, forcing themselves to display control. While they have those dedicated to following a martial path, those on the Craftworlds are not the warriors that the Dark Eldar are. However, the Dark Eldar lost something else – their psychic gifts have atrophied and dwindled in the intervening millennia. That is why the Ancient Eldar were so powerful – they had the numbers, the martial might and psychic power to quench suns.

Andy: Living in the shadows of past glories does seem a common theme for all of the Eldar.

Yes: And, indeed, all of 40K. Everything is crumbling, dark and gritty, in that way the Dark Eldar fit perfectly. Both strands of the Eldar are dying; one you could arguably say is doing so with dignity, while the Dark Eldar are refusing to accept their fate. That's what the art, words and the design of the miniatures is trying to get across. We didn't want to just do a 'dark reflection' – they are not Craftworld Eldar with spikes on. They are their own thing.

Andy: So, if you were avoiding just 'spiking up' Eldar Guardians, what design path did you take?

Yes: Kabalite Warriors are the most typical example of a Dark Eldar, so let's start with them. I wanted a segmented, serrated, baroque look to the models. We're not talking about a uniformed army here; I didn't want all the armour to look exactly the same. They're piratical raiders and so it was important they should all look distinct, even if they were all armed the same.

Andy: Is the Dark Eldar Warrior still armed with a trusty splinter rifle?

Yes: Yes, we've updated the design with common Eldar themes and to suggest an ancestry in the technology. The look is deliberately quite close to a shuriken catapult, however, there are major differences in the manufacture. Craftworld Eldar use psychoplastics to fashion their equipment, where the Dark Eldar will physically machine their weapons.

Andy: Looking at the Warrior frame it's interesting to note that the Dark Eldar are an equal opportunities employer.

Yes: You can accuse the Dark Eldar of many things but you can't accuse them of gender discrimination! It isn't an issue in their society and we wanted to reflect that on the models. We've quite deliberately broken it down so there is a 60/40 split between male and female in the Kabalite Warrior kit while there is a 40/60 split the other way on the Wych frame. Another interesting point is that all the parts on both kits are interchangeable. So there is nothing stopping you putting Wych heads on a Warrior or vice versa. That way you can create squads of one gender should you so wish or even mix up weapons.

Andy: The Wyches, of course, are a whole different aspect to a Dark Eldar force.

Yes: The way I think of it, there are three pillars to a Dark Eldar army. You have the Kabals, the Wych Cults and the Haemonculi Covens. This month we've kick-started the range off with Kabals and Wych Cults. It was also important that the army looked visually dynamic and fast.

Kabalite Warriors

A raid into realspace is led by the Kabals and as such it will be the Kabalite Warriors who make the bulk of the force. They travel upon Raiders, carrying a wide array of fiendish and strange weapons. A Kabalite Warrior will have earned his place by being not only a competent killer, but a merciless, cruel and rapacious monster, as eager for blood and souls as his Archon masters.

Ravagers

Ravagers displace the transport capacity of a Raider in favour of three powerful heavy weapons. In battle they fulfil the role of heavy support but that doesn't mean a Ravager is as slow or ponderous as the vehicles of other races. Like all Dark Eldar vehicles, it is fast, agile and deadly.

Raiders

Lightweight and extremely manoeuvrable, Raiders epitomise the Dark Eldar belief that velocity triumphs over durability. They are primarily a transport, delivering Wyches and Kabalite Warriors into the heart of the foe, before the enemy is even aware of the attack. Even after this task a Raider can make its mark, as it is fitted with sword-sharp fins and jagged keels and a tank-slating dark lance.



Lelith Hesperax

Lelith is the undisputed champion of the gladiatorial arenas. In a society that's steeped in violence, Lelith is seen as a true artist. Even her many, many victims look on in awe as they are cut to ribbons.



Phil's designed the army list so you can start nearly all of your models in the air with most of it can be mounted on airborne transport; even the Beastmasters are on skyboards. Another element we were adamant about was that the army didn't have any lumbering tanks – instead they have aircraft. It's an important statement about the look of the force and how it plays.

Andy: And to keep all these Warriors and Wyches mobile there is the new Raider...

Jes: The Raiders were an interesting challenge. All the transports are open topped so I wanted a way of showing passengers are on board without literally having to balance the models on the Raider, or accommodating wide platforms for holding slottha-based models that would disrupt the silhouette of the vehicle. What we've done is include optional Kabalite Warriors that hang off the hull. The idea being that you can place them on the Raider when your squad is on board as a visual cue, and then remove them when they have disembarked. Of course, you can permanently glue the 'hangers-on' in

place if you wish, or just omit them altogether. When the Venom (another light and fast Dark Eldar transport) is eventually made I plan to have Wyches hanging from that, and they'll be interchangeable with the Raider allowing you to swap clinging passengers between the two vehicles.

Andy: The practicalities aside, it's an impressive model.

Jes: There are quite a few different influences in there; you have a strong Eldar aesthetic crossed with a Greek trireme and Arabian dhow. You'll even find some Elizabethan galleon elements in there as well from the look of the railing that surrounds the vehicle to the tiller and rudder array at the rear. The aethersails help to distinguish the model further as you get the choice of two different configurations in the kit and even more with the Ravager as a further way to distinguish your vehicles – all are obviously interchangeable. The different ram options that you'll find in both sets will also change the silhouette distinguishing your vehicles further, as well as giving various in-game effects.

Wyches

It is in the arenas of the Commoragh where the Wyches perform their deadly dance. Gladiatorial fighters and warriors without equal, the Wyches will clash with all manner of exotic and devious weapons designed to shred nerve endings and prolong death, the more the victim howls in pain the more the blood thirsty crowd will respond in admiration and jealous respect. However, a Wych needs none of this evil arsenal to kill; with but a simple knife she can reap death on a scale unimagined by the so-called warriors of the inferior races.



Andy: Let's bring the conversation back to the Wyches because, as you say, they are one of the triumvirate pillars of the force.

Jes: All the Wyches are very deliberately in a running pose, I wanted them caught in the act of assault to give them a very aggressive dynamic. The Wyches' bodysuits were kept tight to their frames, to suggest speed and an acrobatic edge. And, like all of the new kits in the range, the Wych frame is very comprehensive. It's full of weapon options in line with the army list. You'll find options for hydra gauntlets, a shardnet and impaler, and razorflails. There are also weapon options for the Hekatrix and a selection of exotic close combat blades, from punch daggers to flails. I've even included a nod to the crescent daggers so prevalent on the old metal Wych models. What I really like though is that you can arm every model on that frame with a simple knife. It's a statement – Wyches are so good in close combat that all they need is a blade, and with just that they can kill a Space Marine in power armour. I like the arrogance of it, but it is an assumption they can match with skill.

“What I really like though is that you can arm every model on that frame with a simple knife. It's a statement – Wyches are so good in close combat that all they need is a blade.”

Andy: And they're not the only troops released this month that revel in the speed and style of the kill.

Jes: Yeah, there are the Reavers. It's true they are comparable to Wyches in that respect, they take pride in not only killing but how it is achieved. Reaver Jetbikes are equipped with splinter rifles, but for the rider, it's far more satisfying to get a decapitation with the under-slung blade jutting out of the hull. These guys are the true speedster gangs of 40K, and that's what I've tried to get across. You can imagine each rider obsessing over his

Hellions

Hellion gangs haunt the lower rungs of Commorrite society; they are outcasts, miscreants or those yet to be taken into a Kabal. However, that's not to say they don't have their uses. In battle, Hellion gangs will swoop into the midst of the foe, swinging their hellglaives, a double-bladed polearm perfect for lopping off heads and limbs with each pass of their skyboards. So good are they at this, that it becomes a game where they will bet which body part they will sever next.

Reavers

Reavers are obsessed with speed and the deadly instruments they use to attain it. The Reavers are so attuned to their jetbikes that in battle they use them as extensions of their own bodies. Though the Reaver jetbike typically houses a splinter rifle, the craft itself is the rider's favoured killing tool. They are experts at flying their machine not over the enemy but through them. Heads are decapitated by the razor-sharp fins and cluster caltrops explode in their wake.



jetbike, always customising it, to make it faster and more efficient at killing. There are gaps, slits and holes in the carapaces to represent how each rider would want their craft to have it's own unique whine as air passed over and through the jetbike at untold speed.

“They have clothing made from flesh, surgical weapons, lank hair and only semi-formed faces with balefire upon their arms.”

Andy: If the Reavers are the speed merchants of the Dark Eldar, where do the Hellions fit?

Jes: We have repositioned the Hellions somewhat. They're not so much found in the arenas now but are unpredictable and wild gangs that haunt the lower levels of Commorragh. Their skyboards are status symbols that are personalised with grisly

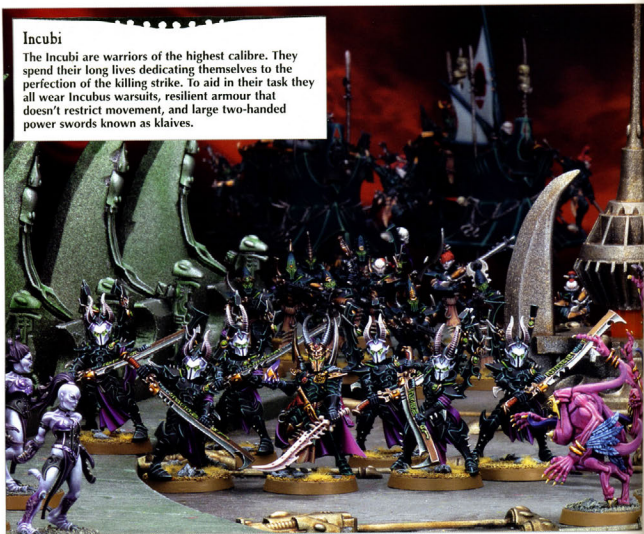
trophies. When designing the models the key image of the glaive and skyboard was a powerful silhouette, so I kept the hellglaives with the Hellions and limited the use of polearms in the army to them. This included the Incubi as I didn't want to repeat the motif.

Andy: Presumably, you gave the Incubi something just as deadly instead?

Jes: Well, they are now armed with massive power swords called klaives. I put extra grips along the back of the sword to imply that the Incubi are well versed in many fighting styles with the weapon. As the closest the Dark Eldar come to an organised martial order, I really wanted them to look sinister. The models had to look imperious – to exude a menace, presence and a confidence that gave you no doubt they could defeat anything that stood against them. The armour had to look heavy and powerful, but not impede movement, so the segmented look helped in this respect. I gave them horns to give them a really evil appearance and reinforce the sinister look.

Incubi

The Incubi are warriors of the highest calibre. They spend their long lives dedicating themselves to the perfection of the killing strike. To aid in their task they all wear Incubus warsuits, resilient armour that doesn't restrict movement, and large two-handed power swords known as klaives.



Mandrakes

Once they were Eldar, maybe, but whatever happened in their past, Mandrakes are now creatures of pure terror. They emerge from the shadows of their quarry, the only hint of their arrival is when a thin sheet of ice coats weapons and armour. But by then it will be too late, for the Mandrakes will strike, hateful runes swirling on their coal-black skin, slaying the foe with bursts of balefire and slicing strikes with their keen blades.



Andy: I suppose you can use sinister to describe all manner of Dark Eldar, and for me, the Mandrakes definitely fall into that category. Not only do they look frightening but the fact that they come out of your own shadow is, well, scary.

Jes: Yeah, they are the ultimate terror troops. And that's the question we started with: what kind of creatures would come out of your own shadow in the 41st Millennium? We shied away from the fetish look of the original models, instead going for something altogether more monstrous. So they have clothing made from flesh, surgical weapons, lank hair and semi-formed faces, with balefire burning upon their arms. Of all the Dark Eldar it's the most radical of the redesigns and, hopefully, these will stand the test of time.

Andy: The Incubi and Mandrakes are different to the other troop types we've discussed because they are metal models rather than plastic kits. Did that have an effect on their design?

Jes: The integrity of the look and design of the models always comes first. You obviously go about the creation of the model differently but they all still work as one coherent range. For example, the

Archon, another metal miniature, has been designed so it can use the plastic weapons on the Warrior and Wych kits.

Andy: So, the denizens of the Dark City are now ready to reap their way through realspace. Looking back at the project, what are you most proud of?

Jes: It's the sheer amount of stuff we've created. This is no less than a brand-new range of plastic and metal miniatures to make the Dark Eldar a deadly and viable army in 40K. And I say 'we've' because I haven't worked in isolation. Juan Diaz has shared the physical sculpting on the character models while fellow sculptors Tom Walton, Dale Stringer, Aly Morrison and Oliver Norman were invaluable on the plastic kits. Then, of course, there's Phil, who wrote the Codex.

Andy: Speaking of whom, readers can turn the page and discover what he has to say on the Dark Eldar, but before they do, Jes, can you tease us with what's coming next?

Jes: Well, this month's releases allow you to get your Kabals battle-ready, but we haven't touched on the Haemonculi covens yet and there's even more Wych Cult stuff to come...

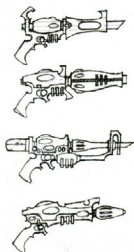
Urien Rakarth

Of all the Haemonculi in Commorragh, there is none so twisted as Urien Rakarth. His skill as a flesh-carver is legendary, a torturer without equal even in a city full of them.



A DARK GENESIS

The Dark Eldar are a race of murderous killers, whose very existence depends on the pain and suffering that they unleash on the galaxy. White Dwarf's Adam Troke braves the sinister mind of Codex: Dark Eldar's author, Phil Kelly, to learn more.



Jes Goodwin's sketchbook is replete with all manner of curious Dark Eldar concept sketches. This book became the birthplace of the Dark Eldar race.

The passion and attention to detail that has gone into the creation of the new Dark Eldar Codex is clear for all to see – Phil Kelly is the author of the book, and as I sit down with him to talk about the background of the Dark Eldar, his excitement is tangible.

That passion comes across as Phil opens the pages of Codex: Dark Eldar and begins to explain the nature of these villainous aliens to me, offering an insight into the whys and wherefores of what is perhaps the most sinister and cruel of all the alien races to be found amongst the stars in Warhammer 40,000.

Until now there's never really been a great deal of knowledge about the evil cousins of the Craftworld Eldar. We've known a little about their vile nature, as seen in their propensity for malice and the cruelty of their raids, but not a lot more. What currently fires Phil's boundless enthusiasm is the chance to delve into their unknown lore. Over the past year or so

Phil has, along with the high lord of all that is Eldar, Jes Goodwin, drawn back the veil of ignorance and confusion.

'A lot of careful thought and attention has gone into this project,' Phil says, waving his hands expressively. 'A lot of big thinking. The task at hand was to give more detail to the Dark Eldar than ever before. To flesh out the character and history of their race while ensuring that at all times they remained true to the tapestry of Warhammer 40,000. Some of the major events of the 40K universe were spurred by the Dark Eldar and their actions, especially those that centre around the Fall – not everyone will have drawn out the connections in their own minds yet, but they're waiting to be found.'

'At the heart of the Dark Eldar's character lies one of the most tumultuous upheavals in the history of Warhammer 40,000 – the Fall of the Eldar. This Fall is a tragic moment in their past (depending on how you measure these things, I suppose),





A Galaxy of Suffering

A realspace raid is a staggeringly bloody affair usually conducted by the Dark Eldar Kabals. This is no mere errand to plunder a few heads of cattle, nor even an attack with the intention to round up a few score slaves for the pit-arenas of Commorragh. A realspace raid is a massive onslaught, a full scale military operation that sees hundreds, if not thousands of Dark Eldar Warriors attack with sudden and devastating force.

Planned to precision, these raids give the Kabalite Warriors a chance to indulge in the orgy of bloodletting and devastation unleashed upon the denizens of realspace. The Dark Eldar delight in proving their superiority to the foe, becoming revitalised by the slaughter, pain and suffering they wreak. And all Commorragh benefits from the victims who are brought screaming by their tens of thousands to the Dark City.

and when it happened it forever defined the Eldar race. All elements of the Eldar race and culture were affected, everything they had, everything they were changed forever. Until the Fall, there were no "Craftworld Eldar" and "Dark Eldar", they were all one people – the almighty children of the most powerful and advanced empire ever to tread the stars. But oh, how that was about to change.

Some of the Eldar had embarked on a quest of ultimate indulgence and unfettered excess, a metaphorical nosedive into the abyss of debauchery that plunged the entire race into calamity. These are the ones who would later become known as the Dark Eldar. This scramble towards self-indulgence and avarice was their undoing, but don't for a moment think that they did this unwillingly, Phil adds with a wry smile. 'All areas of Eldar society were involved to a greater or lesser degree, dabbling with the forbidden and indulging their basest desires. They were warned of the consequences too. The Exodite Eldar, seeing the way the wind was blowing, packed up and left in their droves. Once they realised that the Dark Eldar were simply never going to stop, the Eldar who

would be known as the Craftworld Eldar commenced the construction of the enormous star craft that they hoped would carry them to safety. Any and all warnings to the Dark Eldar fell on deaf ears. They were far too busy shattering moral codes to listen, and frankly they didn't care.'

The events that Phil is talking about took place some time around M31, that's about the same time that the Emperor united Terra and prepared his Legions for the Great Crusade. In a single sin-soaked instant the Eldar race catapulted itself into eternal infamy as their collective corruption reached a crescendo and Slaanesh, the fourth Chaos God, was birthed screaming into the universe. The culmination of millennia of debauchery shattered the greatest empire ever to grace the stars, killing Eldar by the billion. Even the fleeing Craftworlds were ravaged, the lucky few escaping the worst of the cataclysm while the Dark Eldar, those responsible for the calamity sheltered within their secret domains and jealously guarded sanctums within the webway. The centre of this twilight realm has an infamy all of its own in the 41st Millennium, the Dark City of Commorragh.

“ They’ve come for your souls, I’ve seen it. They’ve come to feed on your souls...” ”

Oelle Blackwinter,
Primaris Psyker



Dark Eldar weapons inflict pain and misery as readily as death.



The Rise of the Dark Eldar

MJ8 The Port Commoragh
Commoragh is established as a mighty webway port.

M18-M20 The Twilight Cults
The obsession with decadence and self-indulgence spreads. Commoragh becomes the epicentre of this infatuation with debauchery.

M30-31 The Exodus
Those Eldar who heed the warnings against the pursuit of excess flee the Eldar empire, seeking to escape the corrupting influence centred on Commoragh.

M31 The Fall
Slaanesh is birthed into existence by the untrammelled perversion of the Eldar. Billions die. Inside Commoragh, the Noble Houses consolidate their power, indifferent to the suffering of their kin.

M32 The Black Heart
Asdrubael Vect, a slave from the lowest rungs of Commoragh vows to rule the Dark City. He establishes the Kabal of the Black Heart – the first group to openly call themselves Dark Eldar.

M35 The Coup
Asdrubael Vect and his Kabalites make a desperate play for power, shaking the foundations of Dark Eldar society to their roots.

M36 Kabals Ascendant
The aristocracy of Commoragh is ousted. Vect's Kabalite regime supercedes the old ways. Ambition and ability replace prestige and privilege as the source of power in the Dark City.

'A Dark Eldar within the webway is almost completely immune to the passage of time, except that their souls wither with age. This, understandably, causes a great sense of desperation for the only way they can refill the void that grows in their souls is to steep themselves in extreme sensation and terrible evil. Quite literally the agony and suffering of others replenishes them, granting an unholy vitality and vigour.

'This sinister immortality gives the Dark Eldar a duality of appearance,' Phil adds. 'On the outside, Dark Eldar appear pale skinned and fine of form, beautiful even. But if you looked at their souls with spirit sight you'd see them for what they truly are – twisted hideous things.

'This unending thirst is the catalyst that throws them into the vast slave-taking missions that we've mentioned; undertakings known as realspace raids. For the warriors of the Dark Eldar Kabals it is a position of incredible prestige, for only the most skilled and disciplined fighters are permitted to take part. In the slaughter and agony of violence the Dark Eldar find themselves reinvigorated, strengthened by every injury they inflict. So strengthened, a

Dark Eldar warrior can shrug off terrible wounds and move with quicksilver speed.

'For those back at Commoragh, it is the spoils of war that they crave. As the Kabalites return triumphant with slaves by the hundred the power of the Kabal ascends. Slaves, and the opportunity to inflict pain that they bring, are the currency of Commoragh. Revitalisation and life unending are brought with the suffering of these souls.'

'This element of drawing power from pain carries over into the rules, and the way that the Dark Eldar play on the tabletop,' Phil adds. 'The Dark Eldar become more formidable the more carnage they unleash. Unlike most armies, who experience a gradual drop-off in combat efficiency as the attrition of battle wears them down, the Dark Eldar find that they're at their most effective after a few bloody encounters. Soon the force possesses a core of blood-soaked maniacs that can really start cutting a swathe through the enemy.'

Seeing the background seep onto the tabletop like this is very gratifying, and really helps the player get into the feel of



The Kabals of Commoragh

The Kabals are the source of most of the Dark Eldar's military power. In essence a Kabal is a powerful band akin to a criminal fraternity only far more complex. Seeing strength in numbers (which, considering the murderous nature of the Dark City, is quite wise) Kabalites rally behind a powerful

Archon, lending their prowess to his schemes. They are in turn rewarded with power and prestige and the opportunity to join realspace raids.

Only the best fighters are accepted into the ranks of a Kabal, and in return for their loyalty a skilled warrior earns a place of privilege in Dark Eldar society.

what it is to be the Dark Eldar. Swift and sudden violence pays off with them. It lends a gratifying roleplay element to the way that you use your Dark Eldar army on the battlefield.

'Battles in realspace are an urgent affair, and this too is borne out in the way that the Dark Eldar play on the tabletop,' Phil says. 'Just like the Dark Eldar, you'll want to strike fast and hard, before the enemy can mount a counter-attack. They can dish out the damage, but they're not resilient in the same way as other armies. This need to hit and run resonates so strongly with the 'dark fairy tale' aspect of their background. They need to slake their hideous thirst and escape away to their dark haven before reprisal – back to their lairs before daybreak, so to speak.

The Dark Eldar might have found a way to cheat death, but their power is not unlimited – if they can't inflict enough pain and suffering the Kabalites won't be rejuvenated. If they can't bring back enough slaves, then their power as a Kabal will wane. At the slightest scent of weakness their allies will withdraw and their enemies will circle like vultures. Of course, if a raid goes really badly, the souls of the Dark Eldar might actually fall into Slaanesh's clutches...

'All this brings the Dark Eldar to a place where they resonate very strongly with plenty of traditional horror archetypes. They embody the worst aspects of Dracula, in their relentless need to feed upon the life force of others, while the macabre labours of the Haemonculi make Doctor Frankenstein seem pleasant and natural. Their scheming betrayals and murderous intrigues leave the Borgias or Machiavelli standing.'

'At the heart of this spider web of intrigue are the Archons, who are the leaders of the Dark Eldar Kabals and the Succubi who command the Wych Cults. The status quo in Commorragh can be politely referred to as organised anarchy, with the most powerful Archons ruling those beneath them by dint of martial prowess and incredible cunning – the least sign of weakness will invariably trigger any rivals to attempt to seize power.

To survive, the Kabals must be strong both within the Dark City and when on realspace raids. Careful alliances with lesser Kabals, Wych Cults and even the Covens of the Haemonculi or Hellion gangs can strengthen their position, but in the end a Kabal will stand or fall based solely upon the cunning of its Archon and the skill of its Kabalite Warriors.



Asdrubael Vect

The most cunning of all Dark Eldar, Asdrubael Vect now rules the Dark City. It was Vect who overthrew the ancient system of noble houses and instituted the Kabals, with his own Kabal of the Black Heart paramount. A peerless tactician and schemer, Vect has ruled Commorragh for more than five thousand years, crushing any and all rivals to his power.



The Power of the Wych Cults

The Wych Cults co-exist alongside the power of the Kabals, the Hellion gangs and the Reavers – an essential aspect of Dark Eldar society. Their primary function is to provide the spectacle of the gladiatorial arenas around Commorragh. Without the life-giving violence of these displays the mass of Dark Eldar society would revert to self-destruction, slaughtering one another in pursuit of the pain that will rejuvenate them.

The Wyches themselves are sublime athletes and warriors, who hone their skills in relentless practice until they have transcended the abilities of even the Dark Eldar Kabalites. Such dedication makes them faster and more deadly than almost any warriors in the galaxy.

Greatest of all the Succubi is Lelith Hesperax, whose reputation is legendary. Her skill is a thing of beauty, her deadly grace inspiration to all Dark Eldar who behold it.

“When the Fall sundered the Eldar race, those safely hidden within Commorragh were protected from the raw power of Chaos.”



Commorragh is a monstrous nest of scum and villainy,’ Phil says, when I ask him about the home of the Dark Eldar. ‘Millennia ago, long before even the Fall of the Eldar, it was a nodal port – a grand nexus within the labyrinthine dimensions of the webway. Nestled far away from the scrutiny of prying eyes, Commorragh became renowned, in the right circles, for housing those who wished privacy. As the cults of excess and self-indulgence grew and prospered, so too did the Dark City. When the Fall sundered the Eldar race, those safely hidden within Commorragh were protected from the raw power of Chaos that plunged a vast swathe of space into the Warp; shielded from the psychic backlash that ravaged the galaxy.

‘Commorragh is invaluable to the Dark Eldar,’ Phil explains when we talk about their incredible city-realm. ‘The Dark City shares some of the strongest post-apocalyptic references. It was once a secret place where the Dark Eldar could indulge themselves as much as they wish, away from the scrutiny of their peers. It

began as a retreat for the Dark Eldar to carry out their desires in secret. Now, however, it is their only refuge away from their greatest threat and fear – Slaanesh. There’s a certain irony there, the debauchery of the Dark Eldar gave birth to Slaanesh, but it is Slaanesh who now waits to claim their souls. Fear of their destiny drives them into their cruel acts, ensuring that others suffer in their stead.’

Commorragh itself is a massive place and the description of it spans several pages in Codex: Dark Eldar. In introducing Commorragh, Phil describes what a traveller would find in the bounds of the city, giving an identity to a place that heretofore was synonymous with evil, but relatively undetailed. From the towers of High Commorragh to the slum districts beneath the Sprawls, the Dark City is a sinister realm that defies the imagination.

‘It’s far bigger than even the greatest Imperial hive city,’ Phil says, gesturing expansively. ‘Utterly massive. Entire raider fleets can enter it through the arcane portals that give access to realspace and to



Bewildering Technology

Dark Eldar technology is so advanced that to lesser races it seems as though it incorporates some kind of sorcery. Even the simplest Dark Eldar weapons, such as the splinter rifle, reveal a technological understanding that humbles that of the Imperium.

‘It’s so advanced that it might as well be magic,’ Phil explains, ‘and to their victims that is just how it must seem. There’s no true magic at work though,’ Phil assures me, ‘it’s just higher technology, built by legions of slaves in the bowels of Commorragh.’

the thousands of ports at the edges of the Dark City. It's a place where life is cheap and murder and duplicity are the stock in trade of the Dark Eldar. Anything and anyone with enough cunning and skill can survive and even prosper in Commorragh.'

The ruling elite of Commorragh are the Archons of the Kabals, powerful leaders who control vast resources and the loyalties of the Kabalite warriors. Wych Cults co-exist alongside the Kabals, their ultraviolet displays serving to stave off the worst of the soul hunger, slaking the thirst of the masses to prevent a complete collapse of society. Deep below, in the underside of Commorragh, are the Haemonculi, foul flesh-crafters whose covens ensure that the Dark Eldar need never truly taste death, for they are the custodians of the Eternal Cycle. Infernal pacts forged between the warriors who embark on realspace raids and the Haemonculi ensure that they can cheat death over and again. When a Dark Eldar is slain, their soul lingers on in their body and their body can be regenerated should it be returned to the Haemonculi in time. Following a realspace attack, an Archon will return the corpses of his strongest warriors to the Haemonculi as quickly as possible. Thus, in the deepest, vilest parts of the Dark City, sarcophagi house the fleshy, mewling forms of Dark Eldar who are in the process of regeneration. All this is only a fraction of the Dark City's secrets.



Terrors of the Sky

Not all Dark Eldar that participate in the realspace raids are warriors of the Kabals – the Hellion gangs who wage constant warfare across the bruised skies of Commorragh and the ultra-fast Reavers are easily lured into joining a raid with the promise of shared plunder and new victims for their sadistic acts. Natural enemies who typically wage bitter wars against one another, they will set aside their enmity to join the power of the Kabals.



THE DARK ART

Alongside the renaissance of the Dark Eldar's background, the artwork of the Eldar's fallen kin was also the subject of a great deal of attention. The artists here in the Studio are a curious kindred, a quiet and introspective band who work amidst a peculiar selection of easels, teetering piles of badly closed jars of paint and small mountains made from thick tomes of esoteric artwork. That's where I found Kevin Chin, who is the newest member of the Studio's merry band of artists. Having worked on projects such as Warhammer and the Spearhead Expansion, he's really found his feet since joining us back in 2009 and his input to the Dark Eldar project was huge. I asked him where the direction for the new Dark Eldar artwork came from, and what inspired it.

'Phil Kelly and Jes Goodwin are the key to the illustrations and artwork you see in the book,' Kevin answers immediately. 'We had a series of meetings where they brought all the concept work, prototype miniatures and written background with them and we began to flesh out what it was we could show with our art.'

'The goal was to fill in the area between the miniatures and the written words – to bring to life their actions on the battlefield and to convey something that you don't necessarily see in the miniatures or imagine from the stories.'

Kevin is clearly excited as you engage him about the Dark Eldar, he reaches for a well-thumbed copy of the Codex to explain what he means.

'John Blanche explained it to me that the whole process is a bit like making a movie. The Citadel miniatures are our cast of players, and the history and background are the script. We're drawing and painting the story board, giving a fuller picture as to how they fight. Take the picture of the Grotesques and Wracks of the Haemonculi Covens fighting the Tau Empire, for example. In that our cast are portraying a relentless, terrifying way of war – Tau are being torn apart by the hideous flesh beasts of the Dark Eldar. Pictures like this help portray the different ways they fight – Hellions and Reavers are all about the speed of a sudden attack, all precision and slashing blades, while the Haemonculi like to wage war slowly, tortuously.'

Looking at the pieces throughout the book, it's clear that they've each been chosen to show a different aspect of the Dark Eldar race. John Blanche's own image of Commorragh is so packed with intricate details, so busy with blades and barbs that it can't help but reveal something of the nature of the Dark City.



'Each piece is supposed to tell us something,' Kevin agrees. 'My illustration of the Wyches is a good example of that. Phil's text talks about their incredible agility and when I spoke to Jes, we discussed how they move, how they fight and the way their bodies would contort in the midst of battle.'

'I portrayed this with long, sweeping limbs and a sleek, speeding posture. Her hair trails behind her, conveying momentum and her slender arms are lashing around her with her razor flail.'

'Out of my own pieces, my favourite is the Dark Eldar Incubi,' Kevin says. 'He perfectly embodies how you can use art to explain something to the observer. An Incubi is a warrior whose deadliness is beyond question and his place in Dark Eldar society is almost as high as it can be.'

Above: The Dark City, drawn by Games Workshop luminary John Blanche. The incredible intricacy of this piece helps to convey the cluttered, bewildering nature of Commorragh, a city as sinister and degraded as it is spectacular.

The Web Spreads

For more design notes, interviews, artwork and background check out the Games Workshop website, which is regularly updated throughout the month.

games-workshop.com

This makes them incredibly self-assured and arrogant. I wanted him to look proud and haughty – with a puffed out chest. But he also needed to look deadly, as if his violence was simmering under the surface. That's a massive contrast to the urgent swiftness of the Wyches or the slow murderous advance of the Wracks and Grotesques. The Incubi is standing there, casually defiant of the foe, sure in his knowledge that he's a stone-cold killer and nothing the enemy has is worthy of fear.

'All the things that we illustrated for the book came from a very different place,' Kevin adds. 'The Dark Eldar army is very diverse and the art reflects that. From the shadowy horror of the Mandrakes to the lumbering monstrosities of the Grotesques there's a host of variety. Sleek and agile skimmers complement nimble, graceful Wyches and all these pieces are united by pervading nature of the sinister, most definitely evil nature of the Dark Eldar.'

Right: Kevin Chin's Dark Eldar Incubus. Note the haughty posture and the uncharacteristically static pose. This reflects the calm, almost casual attitude that the Incubi have towards warfare, their disdain for all around them evident in their body language, as well as the cold, methodical blows meted out with their fearsome klaives.

Below: This sinister battle scene was also painted by Kevin – it depicts a battle between the hideous flesh fiends of the Haemonculi and the Fire Caste of the Tau Empire. Within Codex: Dark Eldar there is a grim tale of the War of Dark Revelations, a cautionary tale for any who might consider the wisdom of making a pact with the scions of the Dark City.



SHOW NO MERCY



DARK ELДАР IN-STORE THIS MONTH

Feared throughout the galaxy, the Dark Eldar return. To mark this nightmarish occasion, all this month your local Hobby Centre is holding an abundance of Kabalite-themed events and activities for you to take part in.

Born unto darkness

With six brand new plastic kits and a host of new metal miniatures to choose from, there's an enormous variety of modelling possibilities for your Dark Eldar army. Have a chat with the staff at your local Hobby Centre about how to begin your own Kabal.

The colours of Commorragh

Shrouded in darkness and mystery, the Dark Eldar favour darker, insidious shades and tones, punctuated by eerie highlights and luminescent colours – techniques that you can learn and work on with the help of the staff at your local Hobby Centre.

Pain and torment

The brand new Dark Eldar codex offers plenty of tactical options. From knife-wielding Wyches to killer Kabalite Warriors, the staff at your local Hobby Centre will soon have you set up as the Archon of your very own Kabal.

Raids into realspace

With your warriors assembled, painted and ready for battle, the time has come to launch your raids into realspace. Bring your armies into your local Hobby Centre and prepare to defend yourselves from the might of the Dark Eldar or join their ranks and spread fear throughout the galaxy!

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WARHAMMER
40,000

REINFORCEMENTS

Last month the Goblins of the Misty Mountains and the Dwarves of Durin's line received an influx of reinforcements. Adam Troke delves into the tomes of the loremasters to present rules for The Lord of the Rings Strategy Battle Game.

Gundabad Blackshield Captain (Goblin)

45 points



Every Blackshield warband is led by a Captain, the most hardened fighter of the horde. Such a leader will have slain Dwarves and Elves by the score and proven himself as a bloody-handed killer – this violent disposition makes him a popular role model amongst his peers.

F	S	D	A	W	C	M	W	F
3/5+	5	6	2	2	4	2	1	1

Legions of Middle-earth

A Gundabad Blackshield Captain can be fielded as part of a Moria or Dwellers Below army.

Wargear

The Gundabad Blackshield Captain wears crude heavy armour and carries a two-handed weapon.

Special Rules

Ancient Enemies. Gundabad Blackshields re-roll scores of 1 when attempting to wound Elves or Dwarves.

Cave Dwellers. See main rules manual for details.

Gundabad Blackshield Shaman (Goblin)

50 points



The Shamans that accompany the Gundabad Blackshield regiments are hunched and wizened creatures with malicious temperament. Their grasp of magical powers is quite unlike other Goblin Shamans. Rather than increasing the ferocity of the Goblins around them and beguiling or transfixing the enemy, the Blackshield Shamans cause the earth to tremble and crack and for the weapons of the foe to crumble apart. To the horror of the foe, swords lose their edge, axe handles wither and wilt, and bows break.

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

Legions of Middle-earth

A Gundabad Blackshield Shaman can be fielded as part of a Moria or Dwellers Below army.

Wargear

A Blackshield Shaman carries a staff (hand weapon).

Special Rules

Cave Dwellers. See main rules manual for details.

Magical Powers

Tremor. Range: Special. Dice score to use: 5+. Draw a straight line that extends 2D6" (double the score if playing in cm) from the Shaman. All models touched are knocked to the ground and suffer a Strength 6 hit. One model affected can attempt to resist this power in the usual manner.

Shatter. Range 12"/28cm. Dice score to use: 3+. Pick an enemy model within sight of the Shaman. The victim has all of its weapons destroyed, and is considered to be unarmed for the remainder of the game.

Gundabad Blackshields (Goblin)

7 points



Gundabad Blackshields are fearsome Goblin warriors, veterans of the many wars fought against the Dwarves and Elves. Only the strongest and bravest Goblins are accepted into the brutal ranks of the Blackshields – a quality that is measured primarily by the ability to fight unhindered in the heavy wargear and the possession of a White Warg pelt. Imposters are quickly rooted out...

F	S	D	A	W	C
2/5+	4	6	1	1	3

Legions of Middle-earth

Gundabad Blackshields can be fielded as part of a Moria or Dwellers Below army.

Wargear

A Gundabad Blackshield wears crude heavy armour and carries the large shield from which he takes his name. He is also armed with a hand weapon. A Gundabad Blackshield may carry a spear for an additional cost.

Spear 1 point

Special Rules

Ancient Enemies. Gundabad Blackshields re-roll scores of 1 when attempting to wound Elves or Dwarves.

Cave Dwellers. See main rules manual for details.

Gundabad Blackshield Drummers (Goblin)

70 points



The warbands of the Gundabad Blackshields are heralded by the booming of ominous drums – a monotonous din that echoes through valleys and reverberates through caves and tunnels. Emboldened by this cacophony Goblins take heart and fight with redoubled efforts, while the hearts of the foe are stricken with fear.

Note: The Gundabad Blackshield Drummers are chosen as a pair of models. For 70 points you get one Drummer and one Drum Bearer.

	F	S	D	A	W	C
Blackshield Drummer	2/5+	4	5	1	1	3

	F	S	D	A	W	C
Blackshield Drum Bearer	2/5+	4	5	1	1	3

Legions of Middle-earth

Gundabad Blackshield Drummers can be fielded as part of a Moria or Dwellers Below army.

Wargear

Both the Blackshield Drummer and Drum Bearer wear heavy armour. The Drum Bearer is considered unarmed, while the Drummer is equipped with two hefty bone drumsticks (hand weapon).

Special Rules

Ancient Enemies. See Gundabad Blackshield Captain.

Cave Dwellers. See main rules manual for details.

Run and Drum. Unlike the drums of the Moria Goblins, those brought to war by the Gundabad Blackshield are carried upon the back of one Goblin while another beats upon it. The drum is considered to be 'playing' as long as the Drummer and Bearer are in base contact together.

Doom, Doom! While the Gundabad Blackshield drum is playing the following effects take place:

- In all fights within 18"/42cm of the Drum Bearer which include at least one Goblin, the Evil player can re-roll any one of the dice he rolled in the same way as if there was a banner nearby – see the main rules manual for further details.
- All Goblins on the battlefield (including Heroes) add +1 to their Courage value and all Good models suffer a -1 penalty to their Courage value (note that this is not cumulative with other rules that confer a similar penalty).

Take up the Drum. Should the Gundabad Blackshield Drummer or Drum Bearer be slain, other Gundabad Blackshields nearby will act quickly to take up the equipment in their stead.

If either model in the drum team is killed, the controlling player may choose to 'pass on' their wargear to any other Gundabad Blackshield within 1"/2cm – immediately replace the model with the slain drummer/bearer.

Models that are already engaged in close combat cannot take up the wargear (they're too busy fighting for their lives). If there are no models available, the equipment is lost in the maelstrom of combat.

Cave Drakes are subterranean predators who inhabit the cool, dark places deep within the bowels of the earth. Though natural enemies of the Dwarves, whose persistent delving often intrudes on their domains, Cave Drakes are quick to anger when their territory is threatened by interlopers of any ilk. With powerful jaws they crush and tear at their foes, and with dagger-sharp claws they can slice through even the finest armour.

Possessed of a voracious appetite, Cave Drakes have been known to consume warriors in the midst of battle, gulping down their unfortunate victim before continuing their rampage.



F	S	D	A	W	C
6/5+	7	7	3	6	4

Legions of Middle-earth

A Cave Drake can be fielded as part of a Monsters of Middle-earth army.

Wargear

A Cave Drake is protected by a tough, scaly hide and armed with sharp claws and fangs.

Special Rules

Resistant to Magic; Terror. See rules manual for details.

A Cornered Beast. Cave Drakes are accustomed to fighting within narrow, dark caverns and passageways, and when cornered they will flail about them with their lash-like tail and spined limbs.

If a Cave Drake is defeated in a fight, check to see if it is trapped (and so cannot back away a full 1"/2cm). If this is the case, all models (both friend and foe) within 1"/2cm of the Cave Drake suffer a Strength 4 hit.

Draconic Charge. Cave Drakes move 8"/20cm. If a Cave Drake charges into combat it will knock enemy models to the ground in the same way as a monstrous mount (see the rules manual for further details).

Swift and Lithe. The Cave Drake is incredibly agile, able to weave through rock-strewn caves and tunnels with unnerving ease, using the vibrissae extending from its head to guide the bulk of its body. A Cave Drake can move through difficult terrain of any sort without penalty.

Gaping Maw. Cave Drakes are almost continuously hungry and won't hesitate to consume a morsel of flesh in the midst of a battle. Using its powerful jaws, a Cave Drake can crunch armour and bone, choking down a man-sized victim in a matter of moments.

If you win a fight with your Cave Drake, you can either strike as normal or attempt to swallow a single man-sized (or smaller) model in the same fight. In which case, make a single roll to wound against your target – if successful, the victim is gobbled up and very dead.

Fate rolls can be made against this special attack as normal. If the Fate roll is passed, the target survives and is unharmed. If the Fate roll is failed, the target model loses any remaining wounds and is removed as a casualty.



Flói Stonehand, Loremaster of Moria (Dwarf)

70 points



Flói Stonehand is the Loremaster of Moria, a prestigious position that is given only to the wisest and most experienced of Dwarves. The duty of the Loremaster is to record the battles of the Dwarves, ensuring that precious knowledge of their foes, and how to defeat them, is preserved to be used again and again.

Designer's Note: Flói is intended to be able to neutralise the abilities of the enemy. Sometimes this might seem to create a strange situation – at times like these it's best to imagine that centuries of experience and learning give him insight far greater than our own.

F	S	D	A	W	C	M / W / F
4/4+	4	6	2	2	5	1 / 3 / 1

Legions of Middle-earth

Flói can be fielded as part of a Khazad-dûm army.

Wargear

Flói wears Dwarf armour and carries a tall staff (counts as a hand weapon).

Special Rules

Loremaster. At the start of his Move phase, Flói can spend a Will point to negate an enemy special rule for the remainder of the turn. There is no range to this ability – as long as Flói can see the foe, and has a Will point to spend, it works.

For example, this could make prevent an enemy from causing Terror, remove the Pall of Darkness from the Shadow Lord or stop Gothmog's Master of Battle.

The Living Lore. As the Dwarves triumph over the enemy, Flói's knowledge of the foe increases. Each time the Dwarves kill an enemy Hero or multi-Wound model he receives an additional Will point – this can take him above his initial starting level.

The King's Champion (Dwarf)

135 points



The title of King's Champion is an honour bestowed upon only the most skilled and loyal Dwarf fighters – such a warrior is chosen from among the kinbands for his tireless devotion and proven strength of arms. When the King's will must be enforced, it is to his Champion that this duty falls.

Clad in the finest mail and armed with axes, he will march upon the foe, ready to defend the honour of both his King and his hold. At all times he is accompanied by a pair of Heralds, tough and sturdy Dwarves who bear proud banners proclaiming the kingship of their liege and the power of their hold.

The King's Champion is never a messenger of peace. He is a harbinger of war, despatched to avenge his master and uphold the honour of his kinsmen.

Note: The King's Champion is unusual. For 135 points you get one King's Champion and two Heralds.

The King's Champion

F	S	D	A	W	C	M / W / F
6/3+	5	7	3	2	5	2 / 1 / 1

Herald

F	S	D	A	W	C	M / W / F
4/4+	4	7	1	1	4	0 / 1 / 2

Legions of Middle-earth

A King's Champion can be fielded as part of a Khazad-dûm, Erebor or Durin's Folk army.

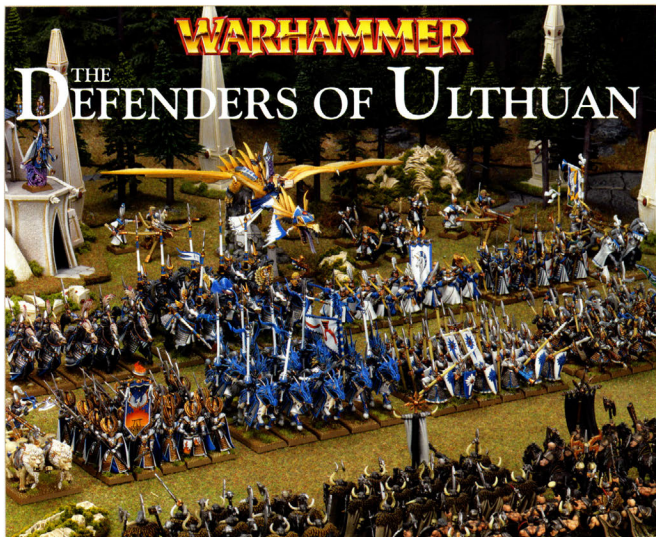
Wargear

The King's Champion is clad in Dwarf heavy armour and carries paired axes (hand weapons). The King's Heralds wear Dwarf armour and each carry an axe (hand weapons), shield and banner.

Special Rules

The Herald's Duty. The Heralds and King's Champion work together seamlessly, the Heralds protecting the Champion from incoming missiles and blows in combat. When two of these models are in base contact they receive +1 Defence. If three are in base contact they receive +2.

The Life Guard. If the King's Champion is wounded, either Herald may expend his own Fate points on the Champion's behalf as long as they are in base contact. Note, they may not actually suffer wounds on his behalf – only expend Fate points.



Adam Troke is a name that has become synonymous with the High Elves. In this article he dispenses wisdom on how to get the best from the Children of Asuryan on the battlefield.



Within the pages of Warhammer Armies: High Elves you'll find background, artwork and rules. For High Elf generals, the army book is an indispensable tool. You can also find more advice on our website, including a High Magic tactical and stage-by-stage painting guides.

games-workshop.com

The High Elves are a force to be reckoned with. They are fragile, they are expensive in points and yet, in spite of all that, they are incredibly dangerous and never to be underestimated.

I've played a lot of games with them over the years, and I'd like to think I've won more than I've lost. That winning comes from understanding the limitations of the warriors at my disposal, and having a firm plan in mind about how I might use them. That, I suppose, is the benefit of practice. So, my intention throughout this article is to share a brief overview of the High Elf army, highlight what I consider to be their strengths and weaknesses, and then present a few solid tactics that I know to be effective on the battlefield.

My own history with the High Elves is a speckled thing. When I first started playing Warhammer my main rival was a High Elf

player, and I learned hard lessons trying to take them on in a careless fashion. Even back in my youth, the High Elves had the same traits – elite, expensive warriors who are curiously easy to kill off.

When I came to write the High Elf army book years later, I realised what an exciting dynamic they present on the tabletop. To win with the High Elves, you need to do two things above all others:

1. Float like a butterfly, sting like a Star Dragon (bad pun, true principle).
2. Stay cool under pressure.

The first principle is best observed by not being rooted in one spot. Be fluid, move your models when you want to; seize premium positions and hold on to them, but flit away if your enemy brings unreasonable force to bear. Most important of all, have a really, really good counter-punch in store.



THE HEROES OF LEGEND

Even the 'basic' High Elf warrior is a fearsome prospect on the battlefield – with a statline and wargear to be reckoned with. Not only does he benefit from the Always Strike First special rule, but since his Initiative is so high, he's likely to get re-rolls to hit! Their Spearmen even fight in an additional bonus rank (meaning four ranks can fight). That means that every model in the regiment can play a part.

On the opposite side of the fence, however, consider their low Toughness (a distinctly average Toughness 3) and generally feeble armour saves. Yes, they will go first, yes they are accurate – but if you end up taking any damage in return, things have the habit of getting very sticky!

As for staying cool under pressure, don't let your enemy flap you. If you start acting in reaction to his plans, you give him control of the game. Make a plan (see later) and stick to it. Your warriors are good, great in fact, so you don't need to worry about that – just make a good plan at the start of the battle and use it!

Here are the three golden tactical principles that a High Elf general can rely upon to smash the opposition.

A. Taking the Charge

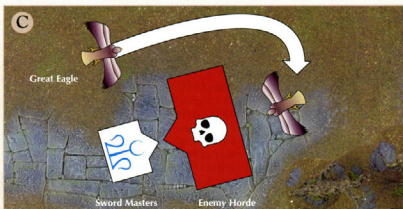
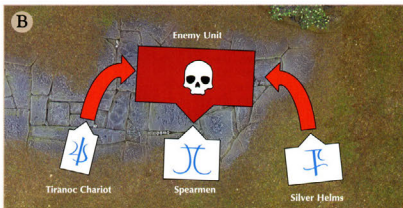
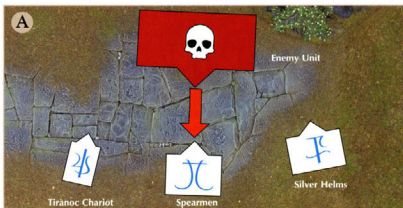
High Elves are equally well set in defence as offence, so feel free to hold your ground and take the enemy charge if that best suits you. Remember, the only advantages that come with charging are +1 combat resolution and any bonuses such as lances and so on. With your mainline infantry, you are often best off passing up the charging bonus in exchange for choosing where you make your stand – especially if that leads to a good counter-attack...

B. Counter-attacking

While your infantry hold the enemy rooted in position, you can line up a devastating counter offensive that will wipe them off the face of the Warhammer world. This is where your Tiranoc Chariots and Silver Helms come in – hammer into the flanks of the foe once they are engaged. Making this work is all about playing in depth and positioning your models carefully. Look at the diagram.

C. Combining Arms

This is the real strength of the High Elves – the whole of the army is far greater than the sum of its parts. A charge of Sea Guard is far more brutal when joined by a Lion Chariot. Giant Eagles, soaring over units that are likely to break, can inflict serious casualties against enemies that flee through them, often more than the Eagles would were they involved in the fight. Pair units to ensure that you combine the strengths of the army, and negate the weaknesses.



THE HOST OF ULTHUAN

The High Elf army is positively brimming with different units. Here I'll take a whistle-stop tour through them, pointing out their strengths.



Spearmen

Spearmen are the lynchpin of the High Elf army – they have a respectable statline with high spots in the Move, Initiative and Leadership areas, but best of all they are able to utterly overwhelm the rank-and-file infantry of most other armies. Empire State Troops, Goblins, Skaven, Chaos Marauders and more are wheat before the Spearmen's metaphorical scythe. Deploy in force (a minimum of 20 models) fight deep and grind the enemy's basic infantry to dust!



Archers

High Elf Archers are the most basic warriors in the High Elf army, but they're still very good. Use them in a fire support capacity to rain arrows down on the enemy. Even though they will Always Strike First, they're not actually much good in close combat, and they are so lightly armoured that they haven't got much of a chance in a fight.



Shadow Warriors

OK, so the Shadow Warriors are the coolest thing on Ulthuan, but there are more reasons to take them in your force than that. Firstly, they're good shots with a longbow – that's not to be sniffed at, especially when you combine it with their manoeuvrability (they're Skirmishers, after all) and the ability to scout ahead of the main force. Use them to kill the crew of war machines and whittle away ranks.



Ellyrian Reavers

Fast Cavalry is always useful, able to screen your force, harry the flanks of the enemy and harass enemy units. Ellyrian Reavers are especially great, because they're well equipped and highly skilled. With super-swift Elven Steeds, bows and spears, they can run rings around the foe and still deliver a lethal charge against exposed enemies or to fire arrows into premium targets – lone characters, war machines or Weapon Teams, all beware!

Lothorn Sea Guard

I'm quite open about the Lothorn Sea Guard being my favourite combat unit (only the Shadow Warriors compete with them for me) in the High Elf, or any other, army. They have all the advantages of the Spearmen, plus they carry bows. My own force regularly features several regiments who can fire a withering hail of arrows, stand and shoot and then fight in four ranks (five if they're a horde).



White Lions of Chrace

It's hard to imagine Strength 6 warriors that Always Strike First, but that's these stalwart protectors to a tee. Use them to lurk around wooded areas, where your opponent might be afraid to tread, and then come barrelling out of cover into combat. The other nice thing about the White Lions is that they're Stubborn. If the enemy has a brutal combat unit that you have to slow down for a turn or two, these fill that sacrificial role aptly.

Lion Chariot of Chrace

Capable of unleashing a terrifying amount of damage, the Lion Chariot's only flaw is its limited Toughness and armour save. Counteract this by lurking out of sight until it's charge time! I've found the Lion Chariot can take on almost any quality of foe, but it's usually numbers that undo them (15 Skaven attacks may well cause you irreparable damage, even if you win the fight). Use the Lion Chariot as a support unit, rather than a suicide weapon.





Sword Masters of Hoeth

The finest infantry warriors in Warhammer, the Sword Masters are utterly lethal. In close combat they chop lumps out of any foe, but there are two areas of concern: more so than any other High Elf unit, these will be the target of your opponents missile troops and magic. Try and keep them safe from incoming fire, because your opponent certainly won't want to fight them up close.



Dragon Princes

Ranking amongst the most elite heavy cavalry of the Warhammer world, the Dragon Princes are staggeringly hard hitting! Use them to charge into the enemy where their two Strength 5 Attacks will chop the enemy to ribbons. They are expensive in points, however, so make sure you screen them carefully with cover or units such as Ellyrian Reavers and only deploy them into fights they can win – a stray cannonball or a misplaced charge can leave your premier combat unit high and dry.

Repeater Bolt Throwers

These lethally precise war machines have been the death of many a poor soul in the Warhammer world – Repeater Bolt Throwers are the first and last word in gruesome long-range death. Large, multi-Wound targets need to fear the solid bolts that cause D3 Wounds, while regiments of infantry and cavalry can be hit up to six times by each Repeater Bolt Thrower. In a word: terrifying.



Great Eagles

The Elves are lucky that they have so many animal allies, and few are handier (or cheaper in points) than the Great Eagles. Their best use is to flit around amidst the enemy army, making a general nuisance of themselves by forcing the foe to take Leadership tests before they can march and looking for opportunities to swoop after any easy kills such as lone Wizards.

Tiranoc Chariot

If the Lion Chariot is a brutal ramming machine, the Tiranoc Chariot is a precise tool. Fundamentally, the Tiranoc Chariot is intended to sweep into smaller units and send them packing (I mean you, evil Skirmishers), and to lend some hitting power to a High Elf charge (it's the perfect unit to complement a regiment of Silver Helms). The extra speed and lower cost, when compared to the Lion Chariot, make the swift Tiranoc option very tempting indeed.



Silver Helms

Fast-moving cavalry, Silver Helms are swift enough to bring hard-hitting power to the places on the battlefield where it is most needed. The advantage to a unit of Silver Helms is that they can be fielded in greater numbers than Dragon Princes, and so are far better able to absorb casualties. As such, they are the perfect unit for taking the enemy's flank and thereby cancelling the foe's rank bonus.

Phoenix Guard

In an army that is fragile in the extreme, the Phoenix Guard are a bastion of resilience. With heavy armour and a 4+ ward save they are hard to kill, and by adding in Caradryan (their natural leader) they gain Magic Resistance 3. Their ward save effectively halves any incoming damage, so that's a durability that can't be sniffed at. They also cause Fear, which can have a shocking effect on enemy units that botch their Fear tests (and has the converse effect of making them immune to Fear in their own right).



THE MIGHT OF ULTHUAN

If the soldiery of Ulthuan can be called elite, then their heroes must be considered amongst the finest to be found anywhere. Princes and Nobles are incredibly skilled warriors, with high Weapon Skill and Leadership values – combine this with the Always Strikes First rule and you have a hero that can often chop down the foe before they can respond. When you're choosing a fighting character, opt for one that is maximised towards a specific function (I tend to think in terms of anti-personnel or anti-hero). Against hordes of enemy infantry, weapons that enable you to get extra attacks or strike from range, such as the Reaver Bow are a good bet. If you want to tackle characters, consider something like the Blade of Sea Gold.

While the fighter-heroes are worthy of praise, in many ways it's the Mages and Archmages of Ulthuan that set the High Elves apart. Able to choose from any of the eight Lores of Magic found in the Warhammer book, as well as their own Lore of High Magic, the High Elves have almost unequalled access to spells. On top of that, all High Elf Mages get an additional +1 on their rolls to dispel, a little bonus that can often make the crucial difference between protecting your precious Elves and having them burst into flames/die of the pox.



If you're going to take a Mage, make sure you give them the tools for the job – the Book of Hoeth can give you a real edge in terms of casting spells.

Mount Up

If High Elf characters have a weakness, it is their inability to weather damage in return. They can dish it out well enough, but oh, do they suffer from a severe case of 'glass jaw'. At Toughness 3, they're easy to wound, and with very few exceptions, their armour leaves much to be desired. Thankfully, they can ride on powerful, resilient mounts! The Griffon is a fantastic addition to a High Elf Prince that makes him even more deadly, while the Dragon must be considered the king of all mounts!

While mounted, your character gains a significant measure of protection from his mount, and is even better in close combat. Of course, with the Fly special rule you'll also be able to get where you need to be with ease – so even High Elf Mages benefit from a Dragon of their own. A word of advice though: if you buy a Dragon or Griffon, don't mess around standing off from the foe. Instead, get stuck into the enemy straight away, where your highly expensive monster will really earn its pay.



There are oodles of great magic item combos out there, but the simple addition of an Enchanted Shield can be invaluable.



I swear by the Reaver Bow, which unleashes three Strength 5 shots every turn.



Placing your Lord on a monster mount catapults your mightiest characters into the realms of the ultra-deadly – well worth the points.

WOULD YOU BET YOUR GRIFFON ON THAT?

All this talk about what to use and how to use it only goes so far though, doesn't it? Here's a High Elf army that I've played with in the past. It's a vicious and compact force, capable of fighting numerically superior foes with ease. The trick is not to try to match the enemy along his whole line. Instead, bring the entire army to bear against a portion of the enemy force at a time.

Only one Wizard can be an issue, but I've found that by taking the Lore of High Magic I'm able to hamper the enemy's own Magic phase enough to make up for it (good ol' *Drain Magic*).

The army has no Lords in it, instead operating on a quantity system where Caradryan and Korhil lead the force. There are not many characters they can't defeat – Korhil is especially good at offing man-sized foes, and Caradryan eats multi-Wound creatures for breakfast.

Here's the breakdown of duties that I assign to my units prior to battle beginning:

Sweepers. The Ellyrian Reavers slink ahead of the main army. As long as they draw a unit or two out of position, their inevitable sacrifice needn't be in vain.

Firebase. The Repeater Bolt Throwers are tasked with hammering better armoured and tougher enemies first, while the Archers and Sea Guard can nibble away at the ranks of the enemy as best they can.

Elite Infantry. The Phoenix Guard and White Lions are intended to rampage through the foe in concert. Use the Phoenix Guard to take on the enemy's heavy hitters and the White Lions to smash through the best armoured. Back them up with the Spearmen and Sea Guard who can kill anything that threatens their flanks.

Sucker Punch. When the enemy are close enough, hurl the Dragon Princes into them with reckless abandon, all those Strength 5 attacks will quickly take their toll.

HEROES

Caradryan 175 points

Korhil 140 points

Melthaen Mornweaver
Level 2 High Elf Mage
with Silver Wand. 145 points

CORE

The White Spears
20 Spearmen with musician, standard bearer and Sentinel. 205 points

The Foamriders
20 Lothorn Sea Guard with shields, musician, standard bearer and Sea Master. 285 points

Unicorn Company
16 Archers with musician, standard bearer and Hawkeye. 201 points

SPECIAL

The Dragon Lords
10 Dragon Princes of Caledor with musician, standard bearer and Drakemaster. 350 points

Asuryan's Hand
20 Phoenix Guard with musician, standard bearer with Gleaming Pennant, and Keeper of the Flame. 335 points

Korhil's Guard
20 White Lions with musician, standard bearer with Lichebone Pennant, and Guardian with Ironcurse Icon. 350 points

Alkemith's Knights
5 Ellyrian Reavers with bows and Harbinger. 112 points

RARE

The Bitter Scythes
2 Repeater Bolt Throwers. 200 points

TOTAL 2498 points

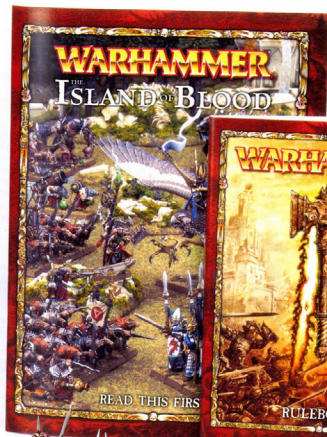


THE ISLAND OF BLOOD™



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• **High Elves**

- 1 Prince on Griffon
- 1 Mage
- 10 Sword Masters of Hoeth
- 10 Lothern Sea Guard
- 5 Ellyrian Reavers

• **Skaven**

- 1 Warlord
- 1 Warlock Engineer
- 20 Clanrats with hand weapons and shields
- 20 Clanrats with spears and shields
- 1 Warfire Thrower Weapon Team
- 1 Poisoned Wind Mortar Weapon Team
- 2 Rat Ogres
- 1 Master Moulder

• **Full-colour rulebook**

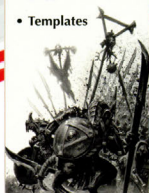
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~~DAVE~~ AND JERM'S

OLD WAR STORIES

A TALE OF OLD CAMPAIGNERS INSPired TO SOLDIER ON...

In this overdue instalment of their semi-regular column, Jerm has been suitably inspired by all the recent releases for Warhammer, prompting him to wax lyrical on inspiration and hobby opportunities. As it turns out, there is plenty to explore...

Jeremy: Dave and I are occasionally unchained from other responsibilities and allowed room in White Dwarf to write about our latest hobby offerings. In addition to providing a textbook example for the oft-quoted 'letting the lunatics run the asylum' proverb, our articles give us the chance to talk about our battles, our passion for different types of scenarios. In general, a soapbox from which we can espouse what we find most exciting and motivating about the grand hobby of wargaming. For those familiar with our (somewhat rambling) history of articles, you'll recall that Dave and I have been reporting on our ongoing Warhammer campaign and that we are also in a competition about who is the better games master; that is, who can set up and run the best battle. This article is about neither of those – although Dave still promises that he's going to run a bulkhead-melting, rip-roaring Warhammer 40,000 boarding action scenario in the near future. So, what have we been doing instead?

A big chunk of our energies has also been poured into helping make the wonderfully large new Warhammer book. And the tome is packed with lots of examples of just the sort of things that Dave and I enjoy most – different types of battles, strange background details that you can extrapolate onto the gaming table, interesting and evocative terrain, fantastically painted models and armies and absolute tonnes of Warhammer madness. As is common with such a large project with so many people involved, it is all too easy to get caught up in the details of your own involvement and not see the whole forest for the trees. So it was great to see the completed book come in and we still find ourselves, despite having recently spent so much time working and living in the Warhammer world, even further inspired by the book and eager to do even more. It has sparked a great many new ideas and projects, both large and small, that we hope to show you more of in future issues.

DAVE'S NOT HERE...

Normally Dave, the sultan of scenery and hobby guru of gaming adds his words of wisdom here, dispensing the kind of tips and advice only an aged wargaming veteran (i.e. mad old coot) can offer. However, Dave could not contribute his usual swathe of painted and converted models or hoarded piles of mastercrafted terrain, because he is:

- Behind on his Games Master Challenge Scenario (building a 40K boarding action scenario and painted up all the accompanying models – or so he says...)
- B) Still recovering from all the terrain making he did for the Warhammer rulebook (it is rumoured Dave dreams of static grass).
- C) Working on further Warhammer madness at the very moment (something so secret he won't even tell us what it is).
- D) A big girl's blouse who is clearly afraid of losing against Jeremy's razor-sharp tactical mind...



Dave and Jerm masterminded the Siege of Volganor from the Warhammer rulebook.

Large units offer great opportunities for cool unit fillers and multi-bases, as can be seen with these examples from around the Studio. Clockwise from below: Jeremy has adorned the bases of his Forest Goblin Spider Riders with gnarled trees taken from the Citadel Wood kit, Nick Baynton added this Chaos Spawn and handlers to his unit of Chosen; Nick has also added this regiment base for his unit of Goblins, showing them wracked with animosity.



HORDES

Sometimes it's a game mechanic or rule that can make you look at a unit or army afresh. There are several rules in Warhammer that really make large formations as hard as nails. My armies have always been built around large units – my Dwarf army is packed with Dwarf Warriors, my greenskins have masses of Orcs and Night Goblins, and I've always thought a Skaven army without lots of Clanrats was like calling two pieces of bread a sandwich. Big units fulfil my vision of how these armies should operate and besides, large units interspersed with a few war machines or monsters makes for a great-looking and effective battleforce. It is also what I find most rewarding to paint and collect – I get a real sense of achievement as I line up 'another rank' for a large formation and watching a few figures grow into a full-blooded regiment is especially pleasing to me.

The fact that there are rules that make large formations particularly effective on the battlefield has given me yet further encouragement! The Steadfast rule means that a defeated unit with more ranks than its foes can

make an unmodified Leadership test. So you might beat my large mob of Night Goblins, but as I'll probably have more ranks, I won't be making that heavily penalised Break test where my only hope was Insane Courage. There is a good chance you'll have to wade through and kill a significant amount of those pesky gobbos before they'll break (especially if I can position a Battle Standard Bearer and my Warboss nearby). Meanwhile, as my large 'anvil' unit holds up your units, my greenimps will be stabbing away and inflicting casualties of their own. This allows me time to bring up a harder-hitting 'hammer' unit to strike while you're pinned in place. The Horde rule means extra Attacks, so even my lowly Night Goblins will slay a few of their foes. What's not to like?

What really gets me most excited about hordes aren't the gaming rules, however, but rather the modelling opportunities that they present. Large régiments really encourage multi-basing, unit-fillers and other more diorama-esque modelling solutions. We're talking about Undead rising out of graves, Animosity overcoming mobs of greenskins, Skaven Clanrats

scrambling over ruins and more. The versatility and poseability of plastic models make it possible to achieve truly dynamic effects – a standing second rank of handgunners firing over a kneeling front rank, a wounded comrade being given aid, or anything fitting you can work in. For some great examples see above and check out Chad, Nick and Duncan's excellent Vampire Counts army (featured in White Dwarf 367).

I've messed about with multi-basing before, but as a mechanism for convenience rather than for aesthetic reasons. However, now that I'm horde-obsessed, I find myself inspired to create extra poses, add more theme and challenge my modelling skills. Rather than begrudgingly painting up extra ranks to expand my régiments, I have been eager to do more of these little vignettes. I've pulled the legs off plastic spiders and positioning them atop trees from the Citadel Wood for some really creepy-crawly effects. I've added enormous Squig-infested mushrooms to flesh out my Night Goblins, added an idol to my Boyz mob and am working on my Savage Orc cannibal cooking pot.



Not only is a Battle Standard Bearer great in the game, but it offers the opportunity to really go to town on creating a centrepiece model.

RAISE YOUR STANDARDS!

In Warhammer the Battle Standard Bearer is a character that carries the standard representing either the General's personal heraldry or the totem signifying the army as a whole (which are often the same thing). This has always been a great modelling and painting option as all banners stand out, and this one is the daddy of them all. Whether it is an Empire Captain proudly bearing his provincial or city-state's emblems or a Skaven Chieftain hoisting the degenerative markings of his foul clan, the Battle Standard Bearer is deserving of all the time and attention you can lavish upon such a model.

While all the above is true, in the past I have found myself tempted by other options in my army list, or found myself too short of hero slots to enable me to always field a Battle Standard Bearer. Warhammer's army selection system (up to 25% of your points total can be spent on Hero selections) and a few key rules ensure that including one is now an even wiser decision than ever.

The battle standard allows a unit within 12" to re-roll a failed Leadership test of any kind it is and in

addition to giving me another shot at making a Break Test, it also means I get two chances at my lunk-headed Trolls not going Stupid and two shots at my knock-kneed, trickle-legged Night Goblins passing their Fear and Terror tests!

Of course fielding a Battle Standard Bearer and keeping him alive are two different things. At first I was placing him in a horde unit, however, I found that he was targeted by challenges or the dedicated blows from enemy troopers. This made sense, as my foe realised that a Steadfast horde with two chances to make any Break tests was probably not going to go away. So I tried him on his own behind the centre of my battlelines, cunningly within 12" of many of my deeply ranked units. This worked but now made him a target of spells, flying beasts or fast cavalry. Lately I have placed the Battle Standard Bearer behind my fighting blocks, but now leading a small unit - often Goblin archers. While not especially formidable, the ranks are more than capable of withstanding some missile or magic hits or the sneaky fast things that were assailing the lone character.



THE WARHAMMER WORLD COMES ALIVE!

Nothing makes me want to play a game like a well-modelled tabletop battlefield. Warhammer has always conjured rich visions of fantastical imagery for me, whether that is Dwarfs battling their age-old foes against a backdrop of mine workings and mountain passes, or the dead rising up from the sands of the Khemri deserts. I picture worshippers of the Chaos Gods fighting over fell idols, and desperate battles within the dark and monster-filled woods that cover the Empire. But as evocative as this background is, playing with terrain representing such places has previously required players to slow the game to a crawl or make up their own house rules. Frankly the terrain got in the way more than it added enjoyment to a game. Well, no longer. The Warhammer rulebook provides a swathe of interesting rules for scenery, all of which are fast playing, tactically interesting and full of weird and wonderful possibilities. There are Blood Forests, Abyssal Woods, Rivers of Blood and Khemrian Quicksand, and that's just the start!

All of this is exciting on a number of fronts. The terrain rules are very fast and playable but also add tactical choices. Forests, for example, don't slow infantry down, although they can make cavalry, monstrous cavalry or chariot models take Dangerous Terrain tests, making for entertaining choices as you debate the risks of charging through. Even better, the rules for forests don't end there. A unit with the majority of its models fighting in a forest can never be Steadfast, meaning large ranked up units are much more vulnerable in the woods. Conversely, Skirmishers (and lone character models) are always Stubborn when ensconced in the woods – the more lightly armoured units being more able to take advantage of the bramble and undergrowth. So the forests are ideal ambush sites, where monsters and small teams of Skirmishers can beat superior numbers. That's great and sounds proper; I've imagined many a unit of halberdiers has been swallowed by the darksome forests of the Empire, but there is even more...

Many standard terrain features, like hills or forests, have further options to turn them from mundane

land features into living, breathing and interactive (if not downright deadly) bits of the Warhammer world. Skull-laden temples might reside atop a hill, or a forest could be an animated Wildwood, likely to strike out and injure any who dare to enter. The Woods are mysterious terrain – that is, you aren't quite sure what you'll find until you enter them. Upon moving into the feature a dice roll determines if it is the vampiric (and likely to wander) Blood Forest or the fear-inducing Abyssal Wood, or any of the other options. Will you risk entering those mysterious woods in order to outflank your foe? Will the screen of archers in the Venom Thicket be able to ward off a strong assault? Players who wish to do so can even model the different options or add a custom paint job to create something spectacular. As a Night Goblin player, I personally want to construct at least a few Fungus Forests and really what fan of Nurgle and his foul ways wouldn't want to own his own river of Necrotic Ooze? All the terrain is just further encouragement to make Warhammer battlefields as varied and imaginative as the armies that fight on them!



The brave defenders of Ostland prepare to fight in the Gnasher Hills.

Making Up New Terrain

The list of terrain in the rulebook has many great options, but is by no means exhaustive of what can be found in the wilds of the Warhammer world. Recently I have fought a battle in the Gnasher Hills, a game in which the hills could literally come alive, suddenly growing great fanged maws eager to gnaw at units that dared trespass upon them. Who knows what causes such things – perhaps the hills have become animated by the strange magics that leak out of the Realm of Chaos or they were ancient sites that witnessed too many gory rituals as the Ogres worshipped their ravenous god, the Great Maw?

I used the following rules for the Gnasher Hills. In the Start of Turn sub-phase a dice was rolled for each hill that had any models on it. On a D6 roll of a 1, the terrain turned carnivorous and each unit touching any part of the hill suffered D6 Strength 4 hits as a rock-fanged pit opened up to bite them. A roll of 2-6 meant the hill remained inanimate... at least for now. It was a great game and the climactic battle took place atop the hill in the centre of the battlefield. Naturally it was then that the terrain became animated and ate a few chunks out of both sides!

NO SHORTAGE OF BATTLES!

It's no secret that I really like different scenarios, including games-mastered battles and a wide variety of competitive play. This range of different kinds of games is something that we really tried to put in the Warhammer rulebook. In the loose gaming group of my friends outside of work there is a clear dividing line between the players who unflinchingly prefer a basic line-up-and-fight battle and those that like trying out a wider range of new scenarios, special rules and terrain. The slew of scenarios in Warhammer caters to both factions. First off, there is a great D6 chart for Pitched Battles, allowing for a variety of relatively straightforward battles, but with a few clear-cut special rules or differing victory conditions thrown in to liven it up and really test your generalship. These games satisfy my friends who want to show up, pull out their armies, and fight without a lot of extra bells and whistles. The Battles section explores a range of other Warhammer games, starting with a few simple additions to the Pitched Battle format and ramping up all the way through far more crazed examples, some of which require special terrain and the inclusion of a host of additional rules. These are good fun to try out, but should also serve as inspiration for players

looking to invent their own such games. With my mad scenario-minded friends, I never play the same game twice, and rarely play a game in which we don't 'make up' additional rules, coming up with ideas on the spot, or creating rules to cover new models or terrain. There is plenty of material in the Warhammer book that begs for you to create more detail – after all, once you've made a Dwarf Brewhouse (or any of the other Arcane Architecture buildings listed in the book, it is fun to design a special battle to showcase your new terrain. The Last Defence of Ol' Bitter or the Bloody Battle of Suds Hollow just sound like snippets from the Warhammer background! Dwarf players, what are you waiting for?

Another thing about having a ready batch of scenarios at your disposal is the ability to use them (or alter them) as best fits your gaming group. I have a penchant for linked games – that is, a short series of battles played successively, with each game having some sort of knock-on effect to the next. It is easy to do this by taking any two scenarios and making them to fit together. An easy one that comes to mind is playing the River of Death scenario to represent two armies clashing over a natural barrier. The winner of the scenario gains an additional 100 points to use towards his army in the second battle. Furthermore, he can choose whether

to be the attacker or defender in Game 2, the Raze and Ruin scenario; a game that represents an invading army coming to destroy an enemy settlement. Thus you have the start of a great story – perhaps greenskin invaders attempt to push across a river and into the Empire. If successful at their crossing, the Orcs & Goblins can smash (and presumably eat) the local village. If the greenskins are thwarted at the river, the Empire player can choose to launch his own counter-attack and take the fight to the Orc encampment, or he could choose to retire and defend his own village. With the choice going to the winner of Game 1 there is real thought and dilemma in working out which option will best give you a better advantage.

This classic storyline can, with a little adjustment, work for any army.

BATTLE FOR THE FOREST OF SHADOWS

It is also possible to make up your own scenarios (there is a brief section in the book with hints and tips for doing so) and between your own devisings and the published scenarios there is unlimited scope. In the boxout below I've sketched out some ideas as to how you might take a scenario from the rulebook and link it with a new battle to create a two-game series to test any commander.

Game 1

Each side chooses an army to an agreed points value (say 2000 points, for example) and fights the Watchtower Pitched Battle from the Warhammer rulebook. This represents two armies clashing to control a watchtower that guards an area of the Forest of Shadows.

Game 2

Each side takes the same army type but can choose an entirely new list if they so wish. Both players choose to an agreed points value that is 25% higher than Game 1 (so 2,500 points using our first example). The winner of Game 1, if there is one, may take an additional 100 points. The Scenario for Game 2 is the Battle Beneath the Eaves and the winner of Game 1 is automatically the player that gains the special Woodcraft Advantage rule.



The Empire battle the Beastmen beneath the eaves of the Forest of Shadows.

BATTLE BENEATH THE EAVES

The Forest of Shadows is a foreboding and dangerous place, where even full armies tread with trepidation. This scenario represents a battle beneath the eaves of the forest, where one side has a decided advantage.

THE BATTLEFIELD

Set up terrain as described on page 142 with the exception that every piece of scenery will be a Mysterious Forest. After setting up the battlefield roll off with the high roller gaining the Woodcraft Advantage special rule and deployment options. Note, if playing as linked battles, the winner of Game 1 is automatically considered the winner of the Woodcraft Advantage dice off.

DEPLOYMENT

For set-up, the player with the Woodcraft Advantage picks the half of the table he will deploy his army in and his opponent must deploy his entire army (not including Scouts) first in the opposite half. Next the player with the Woodcraft Advantage must set up his entire army (not including Scouts). No models from either side may be deployed within 12" of the centre line.

FIRST TURN

Roll off after deployment to see which player receives the first turn.

GAME LENGTH

The battle will last six game turns, or until a time limit agreed by both of the players is reached, whichever comes first.

VICTORY CONDITIONS

Use victory conditions to determine the winner of the battle, as described on page 143 of the Warhammer rulebook. Additionally, for each piece of forest controlled a player is awarded 100 victory points. Forests are controlled if a friendly unit is within 6" of a wood and there are no enemy models within 6" of the same forest. A unit cannot control more than one forest; if two are eligible, the owner player can decide which to lay claim to. It is possible for a unit to contest more than a single forest. In this battle, a margin of 100 victory points is enough to declare one side the winner.

SPECIAL RULES

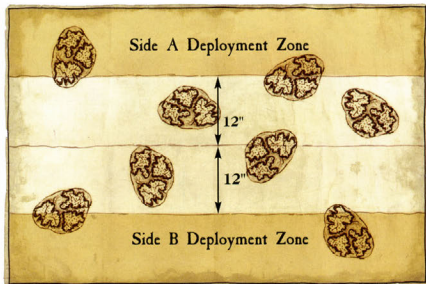
Woodcraft Advantage: The player with the Woodcraft Advantage has done extensive reconnoitring and has great knowledge of the surrounding forests and its perils. Instead of rolling for each Mysterious Forest as normal, the player with the Woodcraft Advantage must secretly nominate what each forest really is before the battle begins (but after set-up, including scouts), so that it can be remembered when a unit enters. A battlefield map that notes what each forest is or a small note facedown that labels each forest work well for this. As soon as any models (friend or foe) enter the woods, the note and forest

type are revealed. Once written down, the player with Woodcraft Advantage must abide by his own decision – he cannot alter his choice later in the battle!

Designer's Note: Being able to decide what each forest type is can be a great advantage. A player can ensure the most dangerous woods are where they can do the most harm to the enemy, and he will be better poised to take advantage of any positive effects. Choosing the forest type is a worthy prize for winning the first battle. Being able to deploy your own archers in a Venom Thicket at the start of a game gains the advantage of Poisoned Attacks, but because you don't have to move your own troops first, you won't incur any casualties. Try placing a Wildwood where it can guard your flanks, or ensure that your skirmishers are defending an Abyssal Wood, where they can be quite hard to drive out. Naturally Goblin players will find themselves defending a Fungus Forest! It is a subtle advantage, but well worth winning.

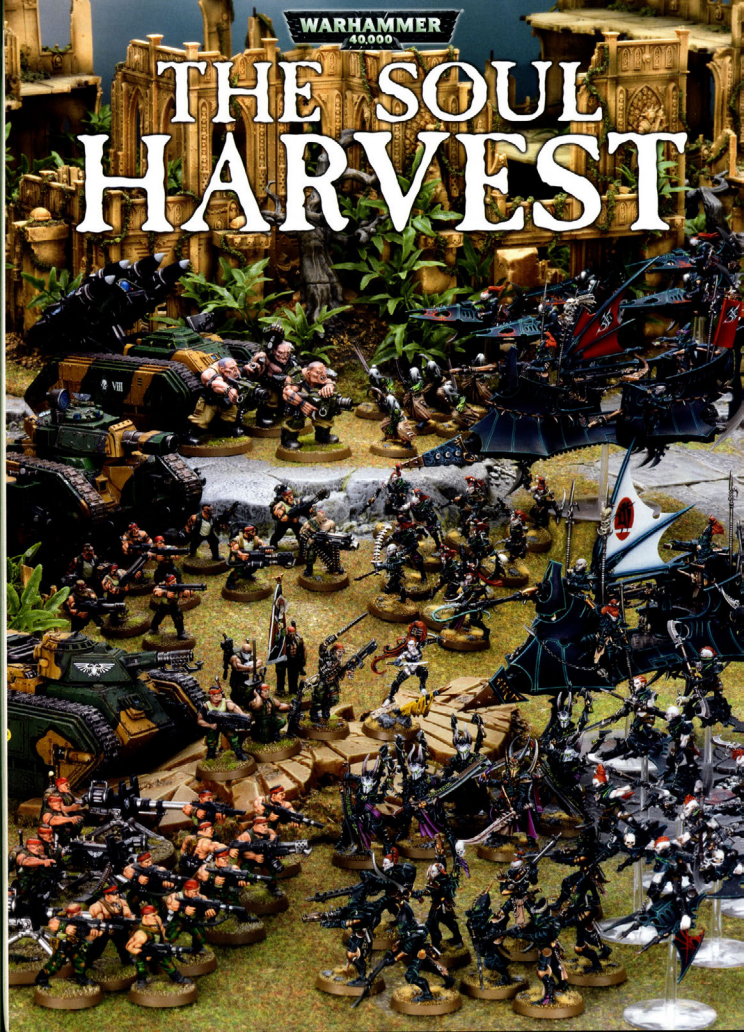
End Note

As you can see, Warhammer has inspired me no end. Just flicking through the book has started me plotting scenarios, terrain projects and modelling ideas. See if it doesn't do the same for you.



WARHAMMER
40,000

THE SOUL HARVEST



This month's battle report sees Phil Kelly's Dark Eldar take on Andrew Kenrick's Imperial Guard in a battle to the death on the jungle world of Kato III. Adam Troke introduces the proceedings and provides a little background.

Whenever we release a new codex or army book, here in the White Dwarf bunker we're always excited to put it through its paces in a battle report – it's the wargaming equivalent of taking it for a test drive. With the Dark Eldar resurgent and ready for action there was plenty of anticipation.

The honour of taking the Dark Eldar army into the field in this inaugural battle report fell, of course, to the author of the new book – Phil Kelly. A notorious xenos sympathiser and proven veteran of commanding the Dark Eldar through scores of playtest games, we expected great things from his daring realspace raid.

Inspired by Jervis' Standard Bearer from a couple of months back, Phil decided to devise a name and backstory for the villainous fiends in his raiding force, which led to the invention of Archon Valossian Sythrac and his Soul Stealers. Phil decided that a suitably cruel endeavour for one of Asdrubael Vect's lieutenants would be to deliberately single out and murder as many of the Imperium's most famous heroes as possible – despair has such a sweet savour, after all.

To tackle the nefarious schemes of the Dark Eldar, White Dwarf editor and Imperial Guard stalwart Andrew Kenrick willingly stepped into the breach at the head of the Catachan II. Andrew is no slouch when it comes to the Imperial Guard, and his own regiment has already blazed a glorious trail across the Studio.

Since there are so many new and exciting rules and units to get our heads around, we decided to do the sensible thing and fight a battle based on one of the Standard Missions from the rulebook. Such engagements seldom show particular bias to either force, and for the benefit of those at home, it's the kind of scenario you see fought in gaming clubs and Hobby Centres across the world – so it will give the perfect insight into what you can expect from the Dark Eldar in your own games of Warhammer 40,000.

So that we can fit as many of the shiny new toys in as possible we opted for a chunky 2000 points aside, this means there's plenty of meat for the ever-hungry mincing machine of war.

The Dark Eldar have a very dynamic playstyle, favouring small, elite units striking at great speed across the battlefield. Their deadly, ultra-specialised weaponry, from dark lances and splinter rifles to hydra gauntlets and liquifier guns, can make a mockery of almost any foe, making them a challenge to fight.

The Imperial Guard, on the other hand, are a far sturdier, more durable force, able to hurl hundreds of Guardsmen and dozens of tanks into the meatgrinder to ensure victory. Their weaponry relies upon massed firepower and heavy ordnance to blow the enemy apart. The two armies could not be more different, which was exactly what made them such an appealing choice of opponents for our battle...

BATTLE REPORT

Battle Facts

Mission

Annihilation.

Deployment

Dawn of War

Forces

Dark Eldar vs. Imperial Guard.

Size

2000 points.

Players

Phil Kelly vs. Andrew Kenrick.

Scrivenors

Andrew Kenrick and Tom Hutchings.

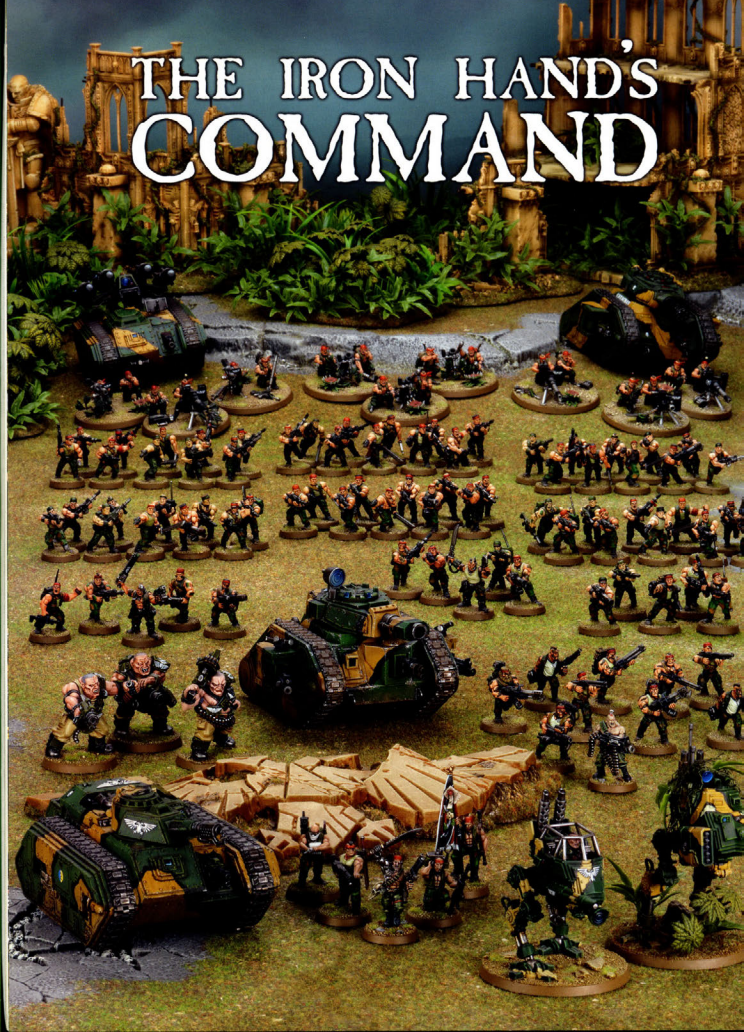


Archon Valossian Sythrac

A high-ranking member of the Kabal of the Black Heart, Valossian Sythrac was Asdrubael Vect's favoured blade in the ongoing persecution of humanity for much of the past century. It was Archon Sythrac who engineered the downfall of the barrack world Ridiak Secundus with a series of daring webway strikes, and Sythrac who collapsed the Tau command structure stationed upon Pech before capturing several thousand Kroot for the arenas of his allies within the Wych Cults. Sythrac has become synonymous with inventive treachery, and he is a born survivor, though his pride may yet prove his undoing. The Archon keeps the tortured spirits of his most prestigious enemies in a pyramidal soul-trap so that he is accompanied by their muted screams at all times. Eager to covet favour with Vect by bringing him the head of one of the Imperium's most beloved heroes, Sythrac has taken up his ancestral huskblade and donned his shadow field, eager to add the soul of Colonel Straken to this collection.

004974.M41 During the early part of 974.M41, Archon Sythrac leads his warband, the Soul Stealers, part of the Kabal of the Black Heart, on a series of raids into the Ultima Segmentum, in particular targeting worlds in the Ryza Warzone. Striking seemingly at random, the Soul Stealers attack everything from sprawling regimental stations housing thousands of Guardsmen to isolated bases with little more than a patrol's worth of soldiers. On Kato III he finds who he is looking for: Straken.

THE IRON HAND'S COMMAND





Andrew Kenrick is the illustrious editor of this finest of magazines, a veritable powerhouse of words. He is also wargamer without peer and a pretty handy painter too. And yes, he is also writing his own bio this month too.

Andrew: When I'm not playing with my Flesh Tearers or Salamanders, I can be seen around the battlefields of the Studio barking orders to the Imperial Guard of the Scintillan XIV. So, when Phil laid down the gauntlet and challenged the Imperial Guard to a battle, who else could don the Colonel's hat and do battle but I?

Although I do have a penchant for Leman Russ Battle Tanks and a soft spot for artillery, my own Imperial Guard army comprises rank upon rank of proud Guardsmen. Sure, they get gunned down by the dozen, but that's why I take so many. So, for my army today I've gone and done the same thing. I'm hoping that the Dark Eldar – an elite, hard-hitting army but not one renowned for its strength of numbers – can be overwhelmed and bogged down by sheer mass of bodies. With this in mind the first thing I included in my army were three Infantry Platoons, complete with Heavy Weapons Squads, giving me close to 100 Guardsmen.

Given a choice between the Studio Imperial Guard armies, I instantly went for the Catachans for two main reasons: they

look double hard, plus it meant I could include Colonel Straken as my HQ choice. Under normal circumstances Imperial Guard can reasonably be expected to be chopped up in melee by a Dark Eldar Warrior, but throw Straken into the mix and suddenly even a humble Guardsman becomes a veritable action hero. My plan with Straken was to combine a couple of squads and keep them close to the Colonel, so that they could benefit from Counter-attack and Furious Charge. This worked out well during our warm-up match, helping me bring down an Archon in melee. I hope to repeat that trick today.

To add a bit more backbone to the army I added in a unit of Ogryns, more than a match for most Dark Eldar in melee and nasty at range too, if they can hit. I also added in a second Catachan special character, Gunner Sergeant Harker and his Catachan Devils. Packed full of short-ranged weaponry, the squad can dish out a hefty amount of punishment on the move, and should prove difficult to shift from any objectives by virtue of a 3+ cover save.

Of course, no Imperial Guard commander worth his salt would go to war without any heavy armour, and I still had plenty of points to spare. The Manticore rocket launcher is my new favourite toy and I was confident that the Dark Eldar would die to it just as easily as the Eldar did in June's battle report. I also filled out my Heavy Support allocation with a couple of Leman Russ tanks – a Punisher for gunning down light infantry as well as jetbikes, and an Eradicator for killing everything else. Combined with my Hellhound, I'm going to make sure this jungle will be the Dark Eldar's tomb.

Iron Hand Straken

Phil: During the warm-up game there was one character who really stuck in my throat – Colonel 'Iron Hand' Straken. Not only did he make the Catachans around him all the tougher to kill – Furious Charge and Counter-attack? That's gonna hurt whichever way you approach it – but he's rock hard himself! In the warm-up game I charged him and his Command Squad with my Archon and, although the Archon slew his squad, Straken's refractor field protected him from my huskblade. This bought him enough time for a squad of infantry to Furious Charge in beside him and between them they brought my Archon's lofty aspirations – and his shadow field – crashing to the ground. And I thought humans were meant to be soft? So, he's definitely a priority target for the Dark Eldar today – I reckon a Raider packed full of Incubi should do the trick.



HQ

- ⑥ **Iron Company**
Company Command Squad with regimental standard, medic-pack, vox-caster and plasma gun.
Led by Colonel 'Iron Hand' Straken.

210 points

ELITES

- ⑦ **The Bull 'Eads**
3 Ogryns.

130 points

TROOPS

- ⑧ **The Catachan Devils**
Veterans with 2 flammies, heavy flamer, demolitions. Led by Gunner Sergeant Harker.

185 points

- ⑨ **Savage's Platoon**
Command Squad with bolt pistol, flamer and vox-caster.

- ① **2 Infantry Squads** with flammies and one vox-caster.

- ② **Heavy Weapons Squad** with 2 autocannons and heavy bolter.

232 points

- ③ **Stone's Platoon**
Command Squad with bolt pistol, meltagun and vox-caster.

- ④ **2 Infantry Squads** with flammies and one vox-caster.

- ⑤ **Heavy Weapons Squad** with 2 missile launchers and lascannon.

257 points

- ⑥ **Stark's Platoon**
Command Squad with plasma pistol, power weapon, flamer and vox-caster.

- ⑦ **2 Infantry Squads** with one flamer, one grenade launcher and one vox-caster.

- ⑧ **Heavy Weapons Squad** with 3 mortars.

235 points

FAST ATTACK

- ⑨ **The Jungle Stalkers**
2 Scout Sentinels with multi-laser and missile launcher.

80 points



Hellhound

130 points

HEAVY SUPPORT



Manticore Rocket Launcher

160 points



Leman Russ Eradicator

with heavy bolter sporsions.

180 points



Leman Russ Punisher

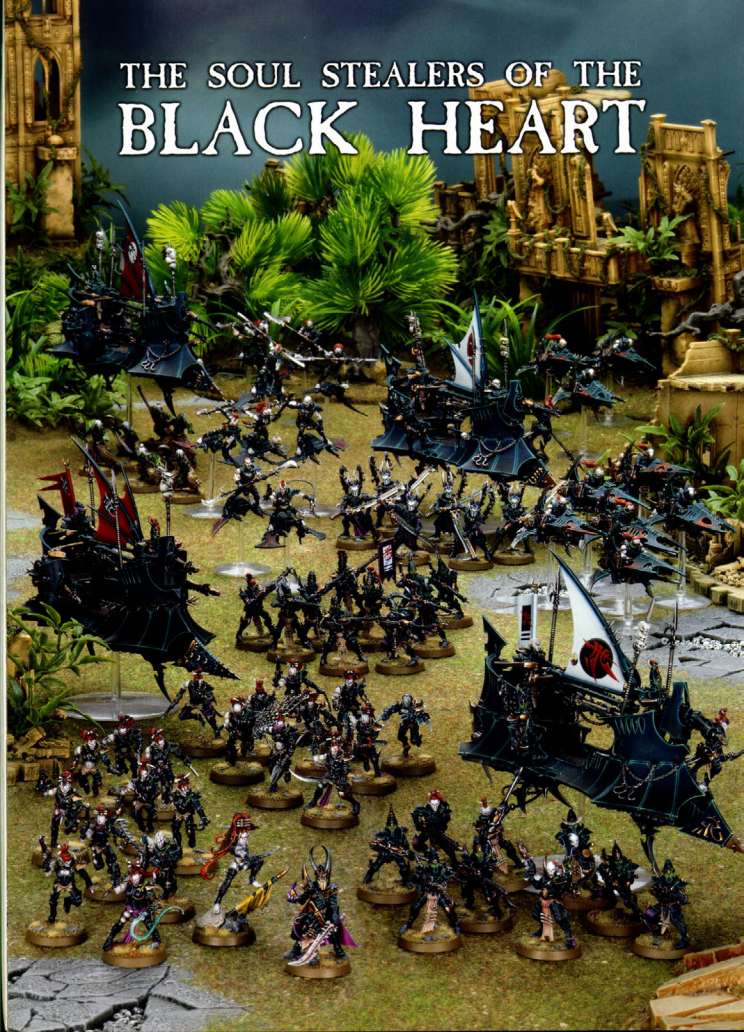
with heavy bolter sporsions.

200 points

TOTAL

1999 points

THE SOUL STEALERS OF THE BLACK HEART





Who better to champion the black-hearted cause of the Dark Eldar than the Codex's author, Phil Kelly. Since starting work on the project Phil has fled the bright lights of the office for a room he refers to as his 'pocket dimension'.

Phil: My esteemed opponent Andy K may be a consummate gentleman but he certainly knows his fire drill, so I'm going to need to adapt my usual aggressive tactics. Just rushing recklessly headlong into Andy's gunline ain't gonna cut it – against the lightly armoured Dark Eldar, even a lasgun volley from a humble Infantry Platoon can do serious damage. And let us not forget the real forte of the Imperial Guard – tanks! Regardless of which tank Andy brings (and he'll no doubt bring more than one), it'll be armed with a weapon more than capable of making me remove my beloved Dark Eldar by the handful.

So, how best to counteract my strike force's fragility? Well, first off I intend to use a tried and trusted tactic and field a lot of units; that way I can force Mr. Kenrick to deal with several threats at once. Two squads of Kabalite Warriors and two of Wyches should give me a solid number of Troops choices should we roll up an objective-based mission, whilst leaving me plenty of points for a variety of murderous specialist units. Admittedly I won't have as many units as Andy is likely to turn up with, but between you and me I reckon one of my squads of Warriors can tear through a whole platoon of Guardsmen.

The Wyche Cults

Andrew: Whilst the Ravagers did get insanely lucky in the warm-up game, bagging both of my Leman Russ tanks in the first turn, I'm confident that Phil's luck won't hold out for a second time. Instead, the top of my list of targets are anything vaguely resembling a Wyche. I know how to deal with Warriors – shoot them before they shoot you – but Wyches are another matter entirely. Like all Eldar, they're just so fast; typically popping out of a handy webway portal right next to my units, fleeting and assaulting all on the same turn. And you wouldn't believe the mess they make when they make contact with... well, anything really. And don't get me started on Lelith. She's at the top of the list.



Essentially my plan is to make the Dark Eldar's Power from Pain special rule work overtime. If I can get my spiky little units into combat as soon as possible, they will most likely either be engaged during the Imperial Guard turn and hence safe from return fire, or will have killed their prey and have a pain token to show for their success. This will give them an important Feel No Pain save with which to counter those flamers and triple-shot volleys of lasgun fire. Consolidating into cover should help too – as an old-time Eldar player, I know how useful any sort of 'double save' can be.

Next up are some super-fast squads able to zoom down the flanks of the board and wreak havoc. Two units of Reavers, a Hellion gang and a Raider packed full of Incubi should be enough to keep the pressure on, especially with a huskblade-wielding Archon leading the charge. The huskblade desiccates anything it touches, inflicting Instant Death, which might not mean much to the everyday Guardsmen but any special character that my Archon, Sythrac, encounters on his adventures is going to be toast. Well, dust.

I also need to make sure I can deal with those tanks Andy is bound to bring with him. I've brought a couple of Ravagers, one with a trio of dark lances and one with three disintegrator cannons, to help bust tanks and chew up heavy infantry. Ogryns, I'm looking at you.

Sythrac also has a webway portal, which is a gadget that opens a gateway right in the thick of the fighting. This should allow my assault units to charge out into the fray without being shot to pieces first. The Archon and his Kabalite units will use cover to close with the enemy, and once the webway portal is open, Lelith and her Wyche handmaidens will leap out and deliver the killing blow. Let the feast begin!

HQ

- Lelith Hesperax** 175 points
- Archon Sythrac** with huskblade, soul-trap, shadow field, haywire grenades and webway portal. 175 points

ELITES

- The Shrine of Hell's Edge** 6 Incubi. 132 points
- Raider** with dark lance and flickerfield. 70 points
- The Hidden Claw** 6 Mandrakes, led by Nightfiend. 100pts

TROOPS

- The Cursed** 9 Kabalite Warriors with blaster, splinter cannon, led by Sybarite with blast pistol and power weapon. 141 points
- Raider** with disintegrator cannon. 60 points
- The Darkwreath Brethren** 10 Kabalite Warriors with dark lance, led by Sybarite with agoniser. 145 points
- Daughters of the Blade** 10 Wyches with haywire grenades, shardnet and impenetrable, hydrazine gauntlets, led by Hekatrix with power weapon. 160 points
- The Plunging Knife** 10 Wyches with haywire grenades, razorfalls, led by Hekatrix with agoniser and blast pistol. 175 points

FAST ATTACK

- The Ripkins** 9 Hellions, led by Hellharr with phantasm grenade launcher and stunclaw. 179 points
- The Jaded Strike** 6 Reavers with heat lance and blaster, led by Arena Champion. 169 points
- Vorlaxan Skyriders** 3 Reavers led by Arena Champion with cluster caltrops. 96 points

HEAVY SUPPORT

- Stardust** Ravager with 3 dark lances and night shields. 115 points
- Deluge of Pain** Ravager with 3 disintegrator cannons. 105 points

TOTAL 1997 points

DEPLOYMENT



Map Annotations:

Phil wins the roll-off to go first.

- 1 Phil deploys a Raider filled with an Archon and a unit of Kabalite Warriors.
- 2 Andrew deploys Straken in the area of jungle in the corner of the board.
- 3 Two of the Infantry Squads form a combined squad, aiming to make it harder for Phil to claim a pain token.
- 4 A Heavy Weapons Squad armed with mortars deploys in the far corner.



Archon Sythrac deploys the webway portal as the Kabalite Warriors assault.

OPEN FIRE!

Andrew: Those pain tokens totally saved Phil's bacon this turn. If his Kabalite Warriors hadn't had Feel No Pain, I'd have hosed them with the combined firepower of two Infantry Squads, a Command Squad and the Leman Russ Punisher. As it happens, the squad is down to three Warriors now, but I just know that's two more than he needs to mess up my Heavy Weapons next turn – especially now that they've got Furious Charge too.



The Imperial Guard wasted little time manoeuvring into position, with the exception of the arrival of the outflanking Scout Sentinels and the Ogryns hurrying to close with the Kabalite Warriors. Now that the sun's rays had pierced the jungle canopy and revealed the enemy force arrayed in front of them, the Catachans opened fire with everything they could. Colonel Straken started by ordering the nearby Heavy Weapons Squad to bring down the closest Ravager, armed as they were with dedicated anti-tank weaponry, but the order got lost in the static-filled vox-channel.

Platoon Commander Stone issued a First Rank Fire! Second Rank Fire! order to the combined squad nearby. With a blaze of lasgun shots the squad brought off of the Kabalite Warriors taking up position in the ruins down. Platoon Commander Stark followed suit, issuing the same order to the adjacent Infantry Squad. They opened fire on the Kabalite Warriors who had torn through the Imperial Guard frontline last turn, wounding three. Filled with the vital energies of the kill, however, the Dark Eldar were able to shrug off two of the wounding hits with their newly acquired Feel No Pain ability.

Determined to put a halt to the Kabalite Warriors' rampage and stop them from reaching the artillery entrenched in the corner, the entire Imperial Guard flank

IMPERIAL GUARD TURN 2

opened up too. The Platoon Command Squad of Lieutenant Savage engulfed the squad of Warriors in flames, but again Feel No Pain saved all but one. Nearby Lieutenant Stark took aim with his plasma pistol, but the ancient weapon vented boiling coolant over him. Luckily the Catachan was made of stern stuff and shrugged off the malfunction. The Infantry Squad's lasguns fared better, bringing down two of the Dark Eldar Warriors with pinpoint shots.

With a high-pitched whine that sent even the Catachans flinching back, the Leman Russ Punisher opened fire with its gatling cannon. The jungle was filled with lead, wounding five of the Kabalite Warriors, but once again Phil's pain tokens proved to be his saviour. A mixture of successful cover saves and Feel No Pain saves led to only a single Warrior succumbing to the hail of bullets.

Elsewhere the Leman Russ Eradicator took aim at the Kabalite Warriors hunkered down in the ruins – an altogether easier target by comparison to the other squad of Warriors – dropping a large blast marker on the squad. The sub-atomic blast shattered armour and cover alike, ripping four of the Dark Eldar apart.

The anti-tank Heavy Weapons Squad, despite missing Straken's orders, took aim at the Ravager emerging from behind the ruins. Flickering night shields protected the



sleek vehicle, enveloping it in a cold darkness that refused the sun's illuminating rays. The night shields reduced the range of enemy weapons by 6" but, unluckily for Phil, the squad was exactly 42" away – still in range, but only just. Both the krak missile and the lascannon hit home, both penetrating the lithe metal hull. It was the searing las blast that earned the kill, however, blasting the craft neatly in half.

The Scout Sentinels, recently arrived from deeper in the jungle, took aim at the darting Reavers. Both the frag missile and multilaser hit home, but only a single Reaver tumbled from his jetbike. His comrades, sneering their contempt at his misfortune, zoomed onwards, leaving their fallen in their wake.

The final volley of the Shooting phase came from the artillery; the mortars hit the Hellions, slaying another of the Dark Eldar, but the Manticore proved to be well off target, sending great gouts of flame into the skies above the jungle.

In a last-ditch attempt to stop the Kabalite Warriors from tearing into the Heavy Weapons Squad, Lieutenant Savage tried to launch an assault, confident that he could take the Dark Eldar down. The jungle foliage proved to be too thick and he could not reach the Dark Eldar sheltering there.

'My turn', Phil declared with a suitably wicked grin.



Lieutenant Savage orders his men to target the powered-up Warriors.



Map Annotations:

- 1 After tearing through a couple of Imperial Guard squads in the first turn, the Kabalite Warriors prove even tougher for the Guardsmen to bring down at range.
- 2 The Eradicator's nova cannon wreaks carnage amongst the Warriors hiding in the cover of the ruins.
- 3 The Scout Sentinels arrive from reserve, outflanking the Dark Eldar and take a potshot at the squad of Reaver jetbikes.
- 4 Desperate to stop the Warriors charging the mortar teams in the jungle, Lieutenant Savage tries to launch an assault but fails to make it through the difficult terrain.

ARENA OF DEATH

DARK ELДАР TURN 2



The Incubi dismount from their Raider, Colonel Straken in their sights.

The Webway

Such is the Dark Eldar's mastery of webway technology that they can even create temporary portals from portable emitters. A webway portal is deployed during the Shooting phase instead of the bearer shooting. It is placed in base contact with the bearer and from then on, all Dark Eldar units entering play from reserve can move onto the board through the portal instead of from their board edge. This allowed Phil's Wyches to get stuck in at once.



At the start of Phil's second turn, one of his squads of Wyches emerged through the webway portal in the centre of the board. Eager to get into the fray – especially as they saw the Kabalite Warriors already carving a bloody path up the flank – they ran towards the Platoon Command Squad of Lieutenant Savage.

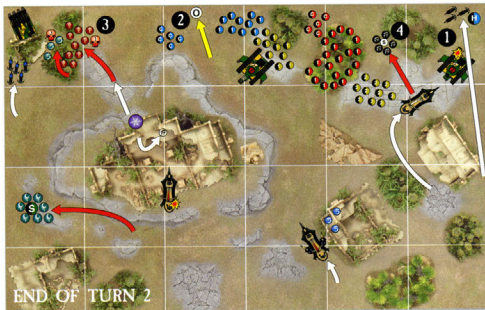
The Hellions, their attention attracted by the nearby Sentinels, swung their skyboards around and zoomed towards the walkers, hellglaives twirling. Archon Sythrac, deigning to join the fight, had second thoughts after Phil rolled a meagre 1st to move through difficult terrain. On the opposite side of the board a Raider swooped down on the Imperial Guard lines, a squad of Incubi emerging with Straken in their sights and murder in mind.

With a subsonic roar the Voraxan Skyriders zoomed over the heads of the Heavy Weapons Squad. Using their jetbikes' bladevanes, the Reaver jetbikes struck the Guardsmen as they flew past them, each inflicting D3 Strength 4 hits.

One of the missile launcher teams was slain outright by the bladevanes, and the cluster caltrops – inflicting D6 S6 hits instead – deployed by the Arena Champion slew the second. The other squad of Ravagers closed in on the Manticore.

The Dark Eldar Shooting phase began with the remaining Ravager unleashing its disintegrator cannons at the Bull 'Eads, blazing hot plasma erupting in their midst. Two of the Ogryns were slain, the third turning tail and fleeing towards the board edge. The downed Raider could only see the mortar teams hiding in the undergrowth, so opened up with its own disintegrator cannon. The plasma would have vapourised them, but for the cover.

The second Raider, fresh from deploying the Incubi, turned its dark lance on the Leman Russ Eradicator, blowing one of its tracks clean off and immobilising it. The dark lance wielded by the Darkwreath Brethren sniping from the cover of the ruins struck the Punisher, but could not penetrate its steel hull.



Map Annotations:

- 1 The Reaver jetbikes Turbo Boost over the Heavy Weapons Squad, using their bladevanes to kill two of the teams.
- 2 The lone Ogryn is sent fleeing as two of his comrades are vapourised by the Ravager's disintegrator cannons.
- 3 The Wyches slice and stab their way through Savage's Platoon Command Squad.
- 4 Straken finds himself surrounded by the Incubi after his squad is slain in assault.

The Kabalite Warriors on the opposite side of the board opened fire at the Heavy Weapons Squad, switching their splinter cannon into assault mode as they charged recklessly forward. The splinter cannon only inflicted one wound, but the Sybarite's blast pistol – a pistol-sized darklight weapon – vapourised a team with a single shot. Nearby, the Manticore was struck by the heat lance – a particularly nasty Strength 6 melta lance – from a Reaver, but only shook its crew.

The Shooting phase ended with the Incubi running a mere 1" forwards – not far, but still close enough to launch an assault against Straken and his Command Group. With a rallying cry, Straken led his men in a daring countercharge, but the Dark Eldar struck first, hacking the Catachans to pieces. Straken throttled the life out of one of the sinister warriors, but lost a wound due to his Fearless rule.

Elsewhere the Kabalite Warriors assaulted the Heavy Weapons Squad, cutting them all down and earning the Dark Eldar a third and final pain token. The Wyches charged into Lieutenant Savage's Command Squad, nimbly slashing out with delicate knives and crystalline hydra gauntlets. The Catachan warriors were cut down before they could strike back, the lithe Wyches darting on towards their next target even as heads tumbled from necks behind them.

The Hellions swooped into combat with the Sentinels, their skyboards mostly keeping them out of reach of their unwieldy prey except when they darted in to strike at an exposed joint with their hellblades. One of the Hellions managed to land a solid strike against a Sentinel's leg, destroying it, but in return one of the Dark Eldar was battered from his board and crushed beneath the walker's iron foot.

Kill Points

5-1



Fresh from the arenas of Commorragh, the Wyches descend.

STRAKEN'S LAST STAND

TURN 3

The Imperial Guard's third turn began with Sergeant 'Stonetooth' Harker and his Catachan Devils arriving from reserve, having outflanked the Dark Eldar raiders with a night-time march through the thick jungle. The Imperial Guard Veterans moved on from Andrew's left-hand flank, taking up position in the overgrown ruins and scanning the Dark Eldar force in search of a viable target. Spotting the Kabalite Warriors entrenched in the ruins directly in front of them, Harker opened fire with Ol' Payback, his heavy bolter, slaying one of the Dark Eldar. Andrew, desperate to start claiming kill points from the various 'easy' targets littering the board proceeded to open fire at the remaining two Warriors with his Punisher cannon. The gatling cannon inflicted 10 wounds and slew both with a flagrant display of overkill. But a kill point was a kill point after all, Andrew reasoned.

On the opposite side of the board the Hellhound roared onto the table, immediately sighting the Wyches and Warriors packed into the thick jungle, much to Phil's horror. This was just the target the Hellhound was designed for and it unleashed both its inferno cannon and its heavy flamer, setting the jungle ablaze. Eight Wyches were incinerated, but the Kabalite Warriors were only singed, their Power from Pain keeping them alive.

The Infantry Squad on the left of the Imperial Guard lines opened fire at the Reaver jetbikes, bringing one crashing to the ground and sending the remaining two fleeing. Wary of friendlies so close to the



Straken is laid low by the klaives of the Incubi squad.



The Art of Pain

Phil: The Dark Eldar may be fragile, but become more powerful the more damage they inflict. So, to get the best out of them you need to throw them forwards to get to grips with the enemy. But you cannot be reckless; you have to pick your targets carefully. So, on this turn, it was a risk Turbo Boosting the Reavers into the path of so many Guardsmen. But, because there was an easy pain token to be had, it was worth it.

enemy, the Eradicator refrained from using its nova cannon, instead firing its heavy bolters at the Raider. The fist-sized bolts blew apart the prow-mounted dark lance.

With a bellow the twenty-strong combined Infantry Squad hurled themselves into the fight against the Incubi, hoping to save their beloved Colonel. But they were too late, as Straken was struck down by the Dark Eldar's deadly klaives, gifting the Incubi their first pain token. The charging Catachans fought back with 32 attacks but a combination of the Incubi's heavy armour and Feel No Pain saw only two fall to the primitive knives of the humans. The combat was drawn. Elsewhere the Hellions stabbed and killed the remaining Sentinel pilot, before flying back towards the fray.

As bloody combat erupted all around, the Dark Eldar turn was heralded by the arrival of perhaps the greatest of the galaxy's combatants – Lelith Hesperax – who strode from the webway portal and looked disdainfully about. Seeing a potential rival and not wanting to be outdone, the Archon stepped out of his hiding place.

Although one of the Reaver squads continued to flee, the other Turbo Boosed along the Imperial Guard board edge, swooping through Lieutenant Stark's Command Squad. Their bladeavanes inflicted 11 hits and 9 wounds, slicing the

squad down and earning the riders their first pain token.

The Dark Eldar had little shooting, save for the Warriors' blast pistol shaking the Manticore once more and the Reavers and Ravager killing three of the Catachan Devils. Lelith bounded towards the Infantry Squad but once again the Archon could only stumble, slinking a mere 2" through the cover.

Lelith assaulted into the Infantry Squad with 12 attacks, slaughtering six. She was enraged when one of the humans wounded her back and the Imperial Guardsmen fled in the face of her anger, even though they had no chance of escaping.

The Wyches charged the Hellhound but could not hit it, let alone penetrate it, whilst the Kabalite Warriors immobilised the already-shaken Manticore. Finally the Incubi cut down three of the Guardsmen for no losses in return, causing the combined squad to flee. Efficient in their murder, the Incubi calmly cut down the Imperial Guard before consolidating towards their next target – the lone Heavy Weapon Team armed with a lascannon.

A League Apart

Lelith Hesperax is perhaps the deadliest of the Dark Eldar. Although she is able to dodge almost any blow by virtue of a 3+ invulnerable save, she rarely needs to. Lelith strikes at Initiative 9 with 4 Attacks, but gains an additional Attack for every point her Weapon Skill exceeds that of her foe. So, charging into the hapless Infantry Squad, she had 12 Attacks – 4 basic, +1 for charging, +1 for an extra weapon and +6 for the difference between their Weapon Skill. It's a wonder any foes survived at all.



Kill Points

9-2



The Reavers swoop over the Command Squad, slashing them with bladeavanes.

A STORM OF STEEL

TURN 4

Shadow Plays

The shadow field provides a 2+ invulnerable save to its bearer, but if a save is ever failed the field shorts out. So although the protection is near-total, the best way to destroy it is with sheer weight of firepower – or so Andrew thought.



Turn 4 started with something of a dilemma for Andrew. With a number of supposedly 'soft' targets – depleted squads, as well as both Lelith and the Archon standing out in the open – he was in danger of being overwhelmed with choice and risking finishing off no units.

In the end he settled on his targets, attempting to focus as much fire as possible. Andrew started by ordering one of the Infantry Squads to First Rank Fire! against the Incubi. Although the fusillade inflicted 8 wounds, only a single Incubi fell, the rest saved by the combination of a 3+ armour save followed by a 4+ Feel No Pain save. The Hellhound then reversed and opened fire at the two Wyches immediately in front of it. Surely they were toast? And yet Andrew rolled a 1 to wound with the inferno cannon, and the lucky Wych then went on to escape the heavy flamer blast with her Feel No Pain save.

More promisingly, the Leman Russ Punisher and the Infantry Squad prepared to gun down Lelith. The Infantry Squad fired first and, much to Phil's horror, Lelith suffered 5 wounds and then failed two saves. Because the last Infantry Squad to

come up against Lelith had managed to wound her in melee, two wounds was enough to fell her.

This left the Punisher free to target Sythrac, unleashing 29 shots at the Archon. The Punisher hit 11 times, inflicting an impressive 7 wounds. Andrew thought that he'd done enough, until Phil reminded him that the Archon was equipped with a shadow field, and proceeded to save them all one by one.

The disappointing shooting continued when the Eradicator's nova cannon missed the Incubi, although one Dark Eldar did fall to a sponson heavy bolter, and all the lascannon could do to the retreating shape of the Raider was shake it.

The Imperial Guard turn at least ended on a high note as Harker and his Veterans opened fire on the Voraxan Skyriders as they fell back, finishing the squad off and netting Andrew a belated kill point.

The Dark Eldar had similar problems in their turn, struggling to claim kill points from the Imperial Guard. The Mandrakes arrived from reserve, outflanking on the table edge adjacent the Manticore. With a Strength of 4, they posed a danger to the



Even the agility of Lelith is no match for the massed fire of Guardsmen.

Andrew: This turn really was a tale of two characters, with Archon Sythrac weathering a veritable storm of bullets from the Punisher's galling cannon and Lelith Hesperax succumbing to a good old volley of fire from my Necromunda-pattern lasguns. This was the opposite of our practice game, where Sythrac's shadow field failed to a third attack by the Catachans in melee, allowing the rest of the Guardsmen to hack Sythrac down, while Lelith gracefully carved her way through most of my backline. It also goes to show just how jammy Phil can be – by rights at least one of those invulnerable saves should have come up a 1 and the shadow field failed, but there was not a single 1 in sight.



shaken artillery piece. The Reavers swooped over the Hellhound, lining up a shot with their heat lance, and the Incubi advanced on the last weapon team.

The final squad of Wyches also arrived, no doubt impatient to get stuck in, almost immediately running towards the Infantry Squad that had gunned down Lelith. The Archon ran forwards too, eager to get out of the firing line of the Punisher.

The Sybarite in the Warriors squad fired his blast pistol at the Manticore, stunning it, and the Arena Champion shot his heat lance into the back of the Hellhound, immobilising it. Elsewhere the Ravager unleashed its disintegrator cannons at the Leman Russ Punisher, but could only shake it, drawing the Shooting phase to a close.

In the Assault phase Sythrac assaulted the Punisher, priming a haywire grenade as he did so, but all he could do was shake it. Enough to stop it firing its gatling cannon again next turn, but not enough to earn a kill point. The Hekatrix assaulted the Hellhound, shaking it with her haywire grenade. Leaping from the thick jungle shadows, the Mandrakes assaulted the Manticore, destroying its main weapon and rendering the artillery piece next to useless.

The newly arrived squad of Wyches, the Plunging Knife, assaulted the Infantry Squad. The Wyches tore through the Guardsmen with all the speed and ferocity of the gladiatorial arena, killing eight with razorflails and knives. The remaining two Guardsmen fled, but how could they escape such finely honed killers?

In stark contrast to the near-artistic bloodletting of the Wyches' arena style fighting, the Incubi put down the last of the Heavy Weapons Squad with contemptuous efficiency, sparing no thought for elegance or showmanship.

Kill Points
11-4



Archon Sythrac and the Wyches of the Plunging Knife assault the Guardsmen.



Map annotations:

- 1** The Mandrakes outflank, arriving on the board edge right next to the Manticore and immediately launching an assault.
- 2** The second Wych squad appears through the webway portal, eager to get to grips with the Cataphans.
- 3** Archon Sythrac assaults the Leman Russ Punisher, shaking the tank with his haywire grenade.
- 4** The Wyches assault the Infantry Squad, carving through them without stopping.

PAYBACK

TURN 5



Rallying around Harker, the Imperial Guard prepare to make a stand.

Phil: It may seem counter-intuitive that I chose to assault the Leman Russ Punisher with the squad of Hellions, fully aware that they could neither glance nor penetrate its prodigious rear armour of 11. Under normal circumstances, this would have been a waste of time, but the true target of the Hellions was the Infantry Squad lying beyond the battle tank. By assaulting the Leman Russ, the Hellions could use the assault move as a free move of sorts, slingshotting them an extra 6" towards the Imperial Guard squad ready for next turn.



Once again Andrew commenced his turn hungry for kill points, painfully aware that this could be his final turn of the game and he was lagging behind Phil's rapidly increasing tally of kills. The Imperial Guard did little more in the Movement phase than advancing forwards with the Catachan Devils, who were trying to bring their short-ranged weaponry to bear on the rapidly advancing Dark Eldar.

With most of his tanks shaken or stunned, the task of claiming kill points fell to Andrew's infantry. Once again the overwhelming firepower of a fusillade of lasguns proved the better of the Dark Eldar, as the Infantry Squad were ordered to 'First Rank Fire' against the Incubi. No amount of 3+ armour saves or Feel No Pain could save Phil from the law of averages, and he failed miserably to save enough wounds and the last of the elite squad fell to the ground, dead.

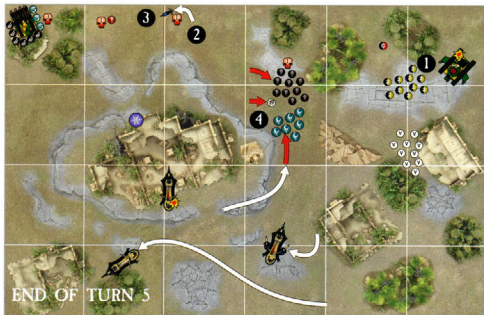
Out of range of softer targets, the Catachan Devils once again relied upon their sergeant's fire. This time, however, even the fury of Ol' Payback could not bring down the Raider. This was Andrew's

last chance to bring it down before it zoomed out of range of all of his remaining heavy weapons, denying him a much-needed kill point.

The tank commander of the Leman Russ Eradicator sighted the Reaver jetbikes through the jungle and targeted their position with pin-point accuracy. The nova cannon shell exploded in their midst, its ferocity denying them either armour saves or cover saves. Although he killed four, once again Andrew rolled a 1 to wound, so one of the Reavers survived. Because of the thick jungle between the tank and the squad, the sponson-mounted heavy bolters proved to be out of line of sight and the Reaver's Arena Champion survived to fight another turn.

As neither tank had moved in the Movement phase, the Archon and the Wych remained in base contact and were free to attack the Hellhound and Punisher in the Assault phase again, once more shaking and stunning them.

In Phil's 5th turn, although victory looked fairly assured, he was eager to claim a few more Imperial scalps before the day was done. His surviving Arena



Map Annotations:

- 1 The Infantry Squad finally put down the last of the Incubi with a well-aimed volley of lasgun fire.
- 2 The Eradicator scores a direct hit on the squad of Reavers, but the Arena Champion survives the blast.
- 3 The Arena Champion destroys the Hellhound with a heat lance.
- 4 The Hellions, Wyches and Archon all assault the Leman Russ Punisher, destroying it with their deadly haywire grenades.

Champion swung his Reaver jetbike out of sight of the Eradicator, moving behind the Hellhound to claim a shot at the vulnerable fuel tanks at the rear. The shot struck true, the focused heat blast from the Reaver triggering an explosion that ripped the tank apart, earning a kill point for Phil.

Sighting a vulnerable target out in the open, the Ravager opened fire at the Command Squad of Lieutenant Stone. Six shots hit and all of the Guardsmen except Stone were slain by the plasma blasts unleashed from the Ravager's trio of disintegrator cannons.

Both the Warriors' and Wyches' blast pistols struck their targets – the Manticores and the Punisher – at close range, but did little real damage. Both tanks were stunned, denying Andrew another turn of deadly firepower. It was fair to say that he had not really had a good game with either of the tanks, and Phil had been spared the full wrath of Imperial ordnance.

In the Assault phase the Hellions and Wyches both piled into the Leman Russ Punisher, perhaps seeking to outdo their Archon and earn the trophy of the tank commander's head to take back to Commorragh. If that was their intention, they were successful as the Archon could only destroy the galling cannon with a well-placed haywire grenade, leaving the Wyches to destroy the Leman Russ with their own grenades and drag the crew screaming from the wreckage.

Over in the corner of the board, the Mandrakes of the Hidden Claw continued to take the Manticores apart piecemeal, destroying its heavy bolter.

At the end of the turn the independent adjudicator and battlefield scribe, Tom, rolled to see if the game would end – it didn't. Roll on Turn 6.



Leaping from the shadows, the Mandrakes attack the Manticore.

DARKNESS FALLS

TURN 6

As the end of the game loomed large, Andrew concentrated all his fire on the rapidly approaching Hellions. The last remaining Infantry Squad were ordered to 'First Rank Fire' once more, by the sole surviving member of the army's command structure, Lieutenant Stone. The Infantry Squad's aim was off, however, and only two Hellions tumbled from their skyboards. The Veterans fired at the squad as well, but only Harker was in range and even he could only kill one. Finally the Eradicator fired an opportunistic shot at the Dark Eldar clustered around the wreck of the Punisher, killing a couple of Wyches and a Hellion. The tank's heavy bolter claimed another, forcing the Hellions to take a Morale check, but they duly passed.

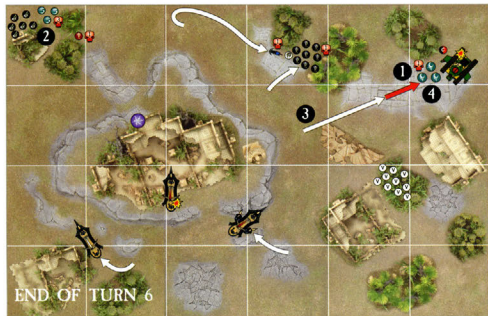
In the Assault phase the Mandrakes finally finished off the Manticore, before melding back into the shadows of the jungle once more.

The only real action of note during the Dark Eldar turn was the acquisition of a final kill point. The Hellions ran towards the Infantry Squad, dodging past a hail of disintegrator blasts as the Ravager slew three Guardsmen. The Hellions then assaulted the Imperial Guard squad, slaying six of them and running down the lone survivor.

As the Dark Eldar withdrew from the battlefield, their trophy racks filled once more, the jungle fell silent. Archon Sythrac had conducted his most successful realspace raid to date, defeating a beloved hero of the Imperium – the Kabal of the Black Heart could not fail to hail his victories now.



The Hellion gang swoops down upon the last of the Infantry Squads.



Map annotations:

- 1 The Imperial Guard pour firepower into the nimble Hellions. Harker, the Leman Russ Eradicator and the Infantry Squad kill five between them.
- 2 The Mandrakes finally finish off the Manticore, wrecking it in close combat.
- 3 The Hellions make a run move towards the Imperial Guard, having slingshotted off the Leman Russ in the previous turn.
- 4 The Ravager kills 3 Guardsmen, and the Hellions kills 6 more.

SLICE AND DICE

Phil: Man, that was fun! It was great to see the Dark Eldar running rings around those slowcoach humans. Though my webway portal unit delivery system didn't go quite according to plan, the mission allowed me to start with three of my units in position from the start. Andy's army was so large that he had to hustle forward just to fit them on the board – fine by me, as it meant that several of my units could get stuck in from Turn 1. Dark Eldar are really good at catching foes that flee from melee, too – having Initiative values between 5 and 9 means that a failed Morale test will almost always mean a unit kill.

One thing that was radically different from the practice game was the fate of Andy's battle tanks. The first time we played, my Raider and Ravager-mounted dark lances detonated both Leman Russ tanks in the first turn. This meant that Andy prioritised their destruction this time round, leaving me with only a smattering of anti-tank weapons. In the end it was good old haywire grenades that did the job. I like the image of leering alien faces peering into the vision slots of a crippled tank as they cut their way in to get at the crew trapped inside; very Dark Eldar.

Highlights for me included moving the Dark Eldar units at breakneck speed across the battlefield – especially the part where each Reaver decapitated one of the Command Squad, killing the entire unit with a single turbo-boosting attack and netting themselves a pain token in the process. The Archon striding through the Punisher's firestorm without taking a single wound was also very gratifying, and the Incubi made short work of old Iron Hand himself (who fought with the fury of a tiger in the practice game, killing my Archon and a squad of Warriors with ease).

Overall, a great showcase of Dark Eldar jitsu against a really fun opponent. The mission favoured the Dark Eldar heavily – not only did I get to start halfway across the board, but I even got to use my Night Vision to good effect. Andy had an awful lot of Kill Points on the board, but he took each kill with good grace, and wiped out over half my army too. The Dark Eldar that were left ended up seriously powered up, but had we started on opposite sides of the board I think it would have been very different. Still, I've got lots of captives for the slave pens of the Dark City, so I'm not complaining. Vect will be pleased...

Unit of the Match

Unexpectedly enough, my unit of the match is the Kabalite Warriors that escorted my Archon to the battlefield. What a bunch of hard cases! Not only did they kill two squads of Guard in the first assault and evade the Ogryn's counterattack, but they also silenced the Manticore until the Mandrakes showed up to finish the job. Get in!



CATACHAN'S FINEST

Andrew: Well, perhaps the title might be a bit misleading, I'm not sure I did the boys from Cataphan proud. Those Dark Eldar were just plain nasty. They were so quick it was hard to respond to them in time – that first Warrior squad made it into combat with two of my squads on the first turn, and don't get me started on the webway portal. The Dark Eldar shredded everything they could get their hands on, it's true, but I should have fought harder to keep them at arm's reach.

I made some basic tactical errors in deployment and the first turn that helped Phil no end. My initial plan, which I used in the warm-up game, was to keep my units close to each other and close to Straken. The plan was that they could support each other with overlapping fields of fire without getting caught too readily in assault. By keeping them near Straken, my own units became tough whether charged or charging, but I ended up spreading myself too thinly across the board.

The difference in the warm-up game was that I set up first, so wasn't restricted by the Dark Eldar's own deployment, which in this game led to me being

hemmed in from the start. There was a way round this, of course – I could have left more troops in reserve to move on as subsequent waves, or made use of more combined squads. As it happened, I compounded the problem by moving forwards with my squads on the left-hand flank, grossly underestimating how far the Kabalite Warriors would be able to charge and leading to two squads getting destroyed in assault at once. With hindsight I should have formed a series of tight-knit defensive positions from where I could gun down the encroaching Dark Eldar down as they advanced on my lines.

Of course, 'the dice conspired against me' conclusion of a defeated wargamer would not be complete if I did not complain viciously about the bad luck that plagued me throughout the game. Straken got far luckier in the warm-up game, that's for sure, so losing him so early on was disappointing. Likewise, two sure-fire kill points – the pair of Wyches attacked by the Hellhound and the Eradicator firing at the Reavers were denied me by my propensity for rolling 1s! I declare a pox on my dice (and Archon Sythrac!).

Tank of the Match

It doesn't take a genius to tell you that if you want to kill lightly armoured, Toughness 3 Dark Eldar that benefit greatly from a board littered with cover, the weapon of choice is the Eradicator nova cannon, a S6, AP4 large blast weapon that ignores cover. And sure enough, whenever it landed on target (at least twice!) Dark Eldar died in their droves. Next time bringing two.



STANDARD BEARER



This month the mighty Hobby Tsar who is known as Jervis Johnson tries to answer an oft-uttered request from the gaming fraternity, namely: 'Which army should I collect next?'

This Adrian Smith illustration has inspired more than a few people to start their own army, our editor Andrew Kenrick among them.

One of the most common questions I get asked is 'Can you help me decide which army to collect?' And I reply, there is little I can say other than 'Pick the army you like the most'. I know, I know, a reply like this is not all that helpful; unfortunately, though, going through all of the things you should consider when picking an army would take me pages, and sadly I don't have time to answer every letter I receive at such length. So instead I've decided to write a Standard Bearer on the subject instead!

This said, my answer to the question remains the same. No one can really decide this for you, and certainly not me – I can explain which army I want to collect next, but it's too personal a decision for me to tell anyone else what to do. However, what I can do is to talk you through the different things you should consider before you make your own decision. While there are almost as many reasons for collecting an army as there are hobbyists, if you think about the things I talk about below, you should at the very least be able to figure out what it is you really want from your new army, and this will make picking the best candidate much easier.

So, what are the things you need to consider? I'll start by stating the obvious,

which is that the first thing you should consider when deciding on an army to collect are the miniatures. Although some people collect an army for reasons other than the miniatures, in my experience it's a decision they usually come to regret, when they realise they prefer the appearance of their opponent's army! Because of this, it's worth taking your time to browse through all of the different Citadel miniature ranges. Most of our rulebooks include miniatures sections for just such a purpose, and don't forget the catalogue or the website. Very often you will find that there are some armies whose miniatures you love the look of and want to have in your collection. If you're lucky, there'll be just one army that 'speaks' to you in this way, and you will know right then and there that this is the army you *have* to collect.

However, more often than not you'll be torn between two or three armies, and this is where the other factors I describe below can help. So, in no particular order, here are the other things you should consider:

The Background: Read through as much background for the armies as you can lay your hands on, and talk to other players that already collect the same army about it. All armies have their own unique background, themes and archetypes, and you will find – just like the miniatures that make up the armies – that some of the armies' backgrounds will appeal to you more than others. Take some time to consider the background, and think about what the army would be like 'in real life'. Our backgrounds are written to help bring the armies to life (at least in your mind's eye), and this can be very useful when deciding which army to collect.

Illustrations: Just as important as the written background are the illustrations created by the artists in the Studio. Like the background, the illustrations in our rulebooks do a brilliant job of 'bringing an army to life', and can really help you imagine what it would look like on a battlefield. Sometimes a single glorious illustration will be all you need to decide which army you want to collect.

Gaming Opportunities: Most armies are suited to particular styles of play and different sorts of battlefield tactics, and so reading up on the tactics an army uses may provide just the information you need to help you decide which army to collect next. It's also worth having a think about the style of play that suits you best, and finding an army that fits this best. If you love the idea of a fast-moving army that can launch lightning fast assaults, then you should pick a very different army to a player who prefers to defend stoically while blasting the enemy apart with massed firepower!



Painting Opportunities: Many hobbyists consider painting and modelling to be the most important part of the hobby. If you're one of them, then thinking carefully about the painting and modelling opportunities a new army will offer you is very important. You'll sometimes find that just looking at the paint schemes used by 'Eavy Metal for an army will provide the inspiration you need to collect an army. Alternatively, if there is a particular paint scheme or technique you want to try out, then more often than not it will be more suited to one army than another.

Collecting Opportunities: Different armies offer different collecting opportunities, and because of this it's well worth considering what types of model you want to collect. Within the Citadel range there are many different types of models, and you'll probably find that certain types of model appeal to you more than others. For example, if you love tanks, then you will want to collect an army that has lots of interesting tank models available, while if you like the look of big regiments of infantry fighting in serried ranks you might want to choose quite a different army (and game system, for that matter).

Ease of Use: If you are just starting out in the hobby, then it is worth considering collecting an army that is fairly easy to paint and fight battles with. On the other hand, more experienced hobbyists may want to pick an army that will provide them with new challenges, both in terms of painting and gaming. The best way to find out about these things is to talk to other players about it, or to have a chat with the staff in your local game stores. In my experience they will all be more than happy to offer advice on how easy or challenging an army is to collect. The important thing is to consider this advice as just one more bit of the jigsaw, rather than feeling that the first army you collect has to be easy to use, and that each succeeding army has to be more challenging. The choice is completely up to you, but it is something you might want to consider.

Friends' Armies: Most of us play as part of a gaming group, be it a small group that meet at each other's houses, or larger groups that play in their local store or games club. This being the case it can be worth thinking about the armies that your friends collect, before you decide what to collect yourself. If you are part of a small group, see if there is an army that nobody yet collects. If there is then you might want to consider collecting it yourself. If you are part of a larger group, it's likely that most armies will be collected by someone, so instead you may want to consider collecting an army that will complement other player's collections, and allow you to

fight more enjoyable multi-player games, or to refight certain battles from the background. As with so many things I've mentioned, the key here is to talk to the other members of your group to get their advice, and then use it to help you pick the army you want to collect.

Hopefully by now you will have been able to pick out the army you want to collect. If not, here are a few more things you can consider...

Complementing Your Collection: If you already have some armies in your collection, then it's worth considering how the next army you decide to collect will complement those you already have.

Rarity: Certain armies are rarer than others, and you may want to take this into account when you decide what to collect. Some hobbyists take great pleasure in collecting armies that are rarely seen.

Effectiveness: Another factor you may want to consider is how effective the army is at winning games. This is similar to considering an army's 'gaming opportunities', but focuses more on how effective the army is on the battlefield. Such factors can be important you are interested in playing competitively, either in a club league or at a tournament, and this may effect which army you decide to collect. One word of warning: while winning games is nice, worrying about it too much can have a negative effect on your enjoyment of the hobby as a whole.



Christian Byrne started his Empire army just so he could include this Warrior Priest.



Lysander was the inspiration for Matt Hutson's Imperial Fist army. Indeed, he painted this hero first.

“No one can tell you the right army to collect – it really is something you need to decide yourself.”

So, while you may want to take an army's effectiveness into account, don't let it get in the way of collecting the army you think looks the most interesting and fun.

And that brings me to the end of my whistle-stop tour of the different things you may want to consider when deciding which army to collect next. As I said right at the start, no one can tell you the right army to collect – it really is something you need to decide yourself. The trick is to take the time to ponder on what it is you want most from your collection, and let this guide you to the perfect army for you.

And that's quite enough from me for this month. As ever, if you have any thoughts or comments about this month's Standard Bearer (or the hobby in general), then please feel free to write to me. While I can't reply to all the correspondence I receive, I really do appreciate receiving it, and you never know, your letter may inspire a future Standard Bearer.

Write to Jervis at:

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ARCANE ARCHITECTURE

This month two new scenery pieces are added to our ever-growing range of Warhammer terrain. Adam Troke dons the cap of the loremaster and investigates how to put Dreadstone Blight and Witchfate Tor to use in your games.

The Warhammer world is a place of dark and twisted magic, where the arcane and the mundane collide in a shocking manner. Jutting from the landscape are mighty edifices of power, towers of long-dead sorcerers or wizards whose rise to glory has only just begun. Such locations become repositories of incredible wisdom or sinister evils and are wont to become a battleground in their own right as fearful warlords and covetous mages vie for dominance. Such is the power of these places, however, that even if they are destroyed some of the magic will remain, an arcane ruin and a place of ill omen.



SCENERY OF DESTRUCTION

The Warhammer world presents a rich backdrop for players to fight their battles against. From the lethal, vine-choked jungles of Lustria to the blazing hot, sand-blighted deserts of Khemri the entire world is ravaged and wracked by war.

Sounds a little grim, eh? But that all-encompassing battleground is the perfect setting for our battles. When two Warhammer armies meet, it's not upon pleasant green and rolling plains, nor around some sweet-looking and somewhat sleepy hamlet. Oh, no. Warhammer battles are fought across skull-strewn valleys, under the shadow of arcane monoliths. Wars rage beneath the hateful caves of the Drakwald forest, where fortified hamlets cower from the encroaching darkness.

This wonderful imagery is what makes Warhammer games so exciting and, as the range of Citadel Terrain continues to grow and expand, it becomes easier than ever for us to imagine their fantastical setting.

The Warhammer rules embrace and encourage this imagination and innovation. They invite players to fill their gameboards with towering edifices, malign forests and sturdy, resilient buildings. In the midst of a battle a massive tower of sorcery, such as Witchfate Tor, is far more than a mere scenery piece; it's part of the texture of the battlefield. Warriors will fight and die to dominate its ramparts and wizards duel in

an effort to harness its secrets. Likewise Dreadstone Blight may appear a ruin, but the magical power that it contains yet holds power over life and death.

Including such evocative pieces of scenery in your games gives you the chance to create a powerful narrative over your games. With a crumbling ruin of such obvious magical import upon your battlefield, Dreadstone Blight instantly defines and battle fought around it. Do you sacrifice warriors to secure it or do you give it a wide berth?

Just take a look at the Battlefield Terrain section of your Warhammer rulebook for examples of the ways that terrain can influence your game. While a low wall could give your embattled spearmen a small advantage in defence, a Blessed Bulwark has the power to repel the Forces of Disorder.

When you're preparing for your battle consider the narrative of your tabletop. I am reminded of a series of battles fought against one of my childhood friends where a single tent became the focus of our armies – we'd have killed for a masterpiece of terrain such as Witchfate Tor.

Over the following pages we'll take a look at some ideas for the two newest additions to the Citadel Terrain range. We'll pluck inspiration from the pages of the Warhammer rulebook and delve into how to include them in your battles. To War!

The Warhammer rulebook contains 528 full-colour pages packed full of rules, background and gaming ideas. There can be no finer resource to guide your own fantasy battles. It's got everything a book needs to keep even the most voracious Warhammer fan busy reading, daydreaming and especially fighting out amazing battles for many a happy hour.

Below: Dreadstone Blight sits as a shattered reminder of some past glory, the arcane symbols of the Winds of Magic still etched upon its worn stone floor. Both this new scenery kit and Witchfate Tor, are the handiwork of master modeller Dave Andrews, the designer behind much of the Citadel Terrain range. Each of the pieces in the range is designed with gaming in mind – they cry out to be fought across by gallant Empire soldiers and brutal Chaos Warriors.

As you can see from the pictures in this article, including an item of centrepiece terrain such as these upon your gaming table does far more than merely enhance the look of your battlefield. New tactical opportunities are opened up and the fight for domination becomes ever more intense.



WITCHFATE TOR, TOWER OF SORCERY

The dominating presence of Witchfate Tor has the potential to really change the shape of your games of Warhammer. The Battlefield Terrain section of the Warhammer rulebook provides fifteen pages packed with rules and ideas on how to use terrain in your games. Here

we echo a couple of those suggestions pertaining specifically to the soaring majesty of Witchfate Tor. Of course, you're free to ignore all my advice and use it as something else entirely from impassable terrain to something altogether different that defies explanation.



Bastion of Defiance

The first and perhaps most obvious way to use Witchfate Tor in your games is to treat it exactly as a building, as described within the Warhammer rulebook. The rules for buildings cover all eventualities, but in a nutshell they work as follows:

- **Entering a building.** A single unit can enter an empty building and garrison it in the Movement phase.
- **Firing from a building.** Up to five models can fire from each floor of the building. Shooting is measured from the closest point of the building to the target.
- **Magical powers.** Magical powers can be cast from (and into) buildings, again measuring from the closest part to the target and vice versa.
- **Hard cover.** Models in a building count as in hard cover. Additionally, template weapons will affect only D6 occupants.
- **Man the battlements.** In a fight against a building there are no charging bonuses. Additionally both sides in the combat select only 10 models to participate and the combat is won and lost based upon wounds inflicted and nothing else.

- **The rest of the rules.** The eagle-eyed will have noticed this is only a summary of the rules for buildings (there are four pages brimming with details to cover all eventualities in the rulebook). If you're new to using buildings in your game, use these pointers as a guide, grab your Warhammer rulebook and get to fighting. There's no better time to learn than when you're playing a game.

Why treat Witchfate Tor like this? Treating the tower of sorcery as a building is a good introduction to using a complex scenery piece. It's also quite easy to see how any army would benefit from controlling a building throughout the battle – if you know those Dragon Princes won't benefit from their lances, your Bretonnian Peasants will feel much better.



Dominate the Wizard's Tower

My own favourite way to use Witchfate Tor is to assign it the rules for a Wizard's Tower found in the Warhammer rulebook (page 131 to be exact). The great thing about the rules for the Wizard's Tower is that they naturally lend themselves to the scenery piece.

Here's what the rulebook has to say on the matter:

Wizard's Tower

Wizards are solitary folk, little able to abide the simplistic minds of the mundane multitudes. Little wonder therefore that the mightiest wizards construct great towers to serve as lodging, library and stronghold.

A Wizard who is within 3" of the tower at the start of the Magic phase is assumed to ransack the tower's library in search of additional spells – he is treated as knowing all the spells from his chosen lore(s) of magic for that phase. If more than one Wizard is within 3", randomly choose which one has control of the tower at the start of each Magic phase (no room can hold two wizardly egos in search of knowledge).

- **Cards at the ready.** If you control the Wizard's Tower the sparks are sure to fly as your humble Wizard finds himself in control of a vast library of arcane wisdom. There are a few special characters who already boast such abilities and, as anyone who's ever used Teclis or Balthasar Gelt in battle will attest, it's no small boon. There's nothing quite so enjoyable as scooping up all of the magic cards for your chosen Lore as your Wizard seizes control of the tower!

Why treat Witchfate Tor like this? Mostly because it's awesome. But seriously, with a massive tower dominating the battlefield and Wizards, Mages and Shamans battling tooth and claw to dominate it, your battle naturally takes on a strong narrative of its own. The added prowess that your Wizard gains while you control it is exhilarating too – careful not to get overwhelmed with choice when you come to cast a spell!



DREADSTONE BLIGHT

The ruins of Dreadstone Blight have a sinister character all of its own – it's a tumble-down shadow of its former glory, a ravaged ruin that has been plundered for the arcane knowledge once contained within as well as the simple masonry that formed its walls. In spite

of its apparent ignominy, however, it remains a potent presence on the battlefield. Who is to say what eldritch power remains locked within the crumbling stones of the walls or the mystical remains of the magical circle carved into its floor.



Ghostly Goings On

There's no hard and fast rule as to how you should treat Dreadstone Blight. It may be in ruins, but you might decide that it's still sturdy enough to count as a building, in which case all of the points discussed on the left will still apply. And, if you're using it as a building, there's no reason that you can't use it as a piece of Arcane Architecture too, such as a Haunted Mansion or Arcane Ruin.

Here's what the Haunted Mansion does in the game:

Haunted Mansion

Many an abandoned tower or mansion was once the abode of a Necromancer, whose dark sorceries could only be practised in secret. The Necromancer may be long gone, but the poltergeists and revenants remain – as any who enter will doubtless discover.

A Haunted Mansion is normally a building of some kind, but there's no reason why it can't be a ruin. At the end of the Shooting phase, all units within 6" of the Haunted Mansion suffer D6 Strength 1 hits to represent the spectral strikes of the mansion's guardians. Due to the ghostly nature of these attacks, armour saves cannot be taken against them. A unit inside the Haunted Mansion causes Fear.

- Fear no Evil. As the unit that controls the Haunted Mansion causes Fear, there are all manner of exciting tactics that can be employed by a cunning player. Imagine facing a Vampire Counts army and garrisoning the Haunted Mansion – even the scariest of warriors will stand firm against the Fear-causing ranks of the Undead with a Haunted Mansion to their backs.

Why treat Dreadstone Blight like this? Some of the most fun to be had comes from the somewhat chaotic and dangerous nature of the terrain. Not only do garrisoned units take on a fearsome aspect no matter how lowly, turning the notion of Goblins fearing Elves on its head, but heavily armoured foes had best tread carefully lest they fall prey to the spirits within.



The Circle of Magic

Instead of treating it as a piece of Arcane Architecture, Dreadstone Blight could easily be imagined to be a Mystical Monument. Whilst Mystical Monuments are most often treated as impassable terrain, the Warhammer rulebook suggests that they can be counted as obstacles instead, which conjures up all sorts of images of defenders crouched behind the crumbling masonry. Dreadstone Blight would work as any number of different Mystical Monuments, but the one that first springs to mind is the Magic Circle.

Here's what the rulebook says about the Magic Circle:

Magic Circle

Ancient mannikin ruins, raised to empower primitive rites, magic circles can dissipate harmful sorcery and offer protection to those close by.

Units within 6" of the Magic Circle have the Magic Resistance (2) special rule.

- Spellshield. Although relatively straightforward, gaining Magic Resistance (2) is not to be sniffed at, providing a 5+ ward save against wounds from spells. Don't forget that this stacks with regular ward saves too, so your unit of Phoenix Guard suddenly get really rather resilient to the spellcasting of your enemies with a 2+ ward save.

Why treat Dreadstone Blight like this? Using Dreadstone Blight as a Mystical Monument allows you to keep it as a centrepiece to the board, without having the battle focus on its capture. Rather than using it as a building to be garrisoned, use it simply as an obstacle that your unit can hunker down behind whilst shrugging off the enemy's best spellcasting.





SINISTER DETAILS

Witchfate Tor and Dreadstone Blight both have a multitude of intricate details all over them, from skulls to statues and even a Wheel of Magic. I asked Dave Andrews where the inspiration came from.

'Inspiration for this sort of thing comes from all sorts of places,' Dave answers with a grin. 'Basically, I look around when I am out and about. Any time I'm in a city, I start to spot things that could be twisted into the Warhammer world. So that's what I do. I see a frieze on a wall and I think, what would a Warhammer frieze look like?'

Evidence of this constant search for ideas is clear to see across the two new kits. Splendid though they look, they do have a certain ramshackled appearance.

'There's a reason for that,' Dave says. 'In the Old World, I don't imagine that anything is ever thrown away. Instead, it becomes components to be added to the next mad project. Hence, you'll find waystones, mismatched bricks and more, all embedded in the walls. The observant will even see the special Tzeentch door.'



Central to the tower is the Wheel of Magic – such a symbol betrays the arcane origins of the structure.

Erasmus the Gleaming harnesses the power of Dreadstone Blight to battle the Orcs and Goblins.





Towers of Sorcery are places of hidden lore and secret power, sealed against intrusion with ancient iron gates.



The tower has lots of windows in varying shapes and sizes – perfect for warriors within to aim their bows, guns and crossbows from.



The trappings of death are a recurring motif within the Empire – this frieze displays a morbid image of death, a warning to those who trespass.



Death is common in the Warhammer world, and skulls are all too available. Were these acolytes, victims or both?



The surface of the tower is covered in carved decorations, from mysterious hooded figures to Elven waystones.



MASSACRE AT THE TOWER

2509

When the tower of Leopold Groeth is seized by a Chaos warband, the army of Ostland marches to oust the invaders. The battle culminates as Harrax Soultrader is slain by Priest Toben Bell.

Leopold Groeth was always an eccentric member of the Gold Order of Wizards, so when he requested lodgings in the wilds of Ostland, the Patriarch of the College was more than happy to grant him possession of an ancient tower if only to remove his dangerous experiments from the confines of Altdorf.

During the Reaving of the Soultrader however, Groeth and his small detachment of State Troops were overrun, the Wizard only escaping thanks to the sacrifice of sergeant Nikolaus Brammen. The Gold Wizard's warning of invasion was heeded by Elector von Raukov who despatched a sizeable army under the command of Wizard Groeth and the watchful eye of Toben Bell, a grizzled old Warrior Priest.

When the Empire army arrived they found Soultrader's hordes encamped around the wizard's tower as the Chaos Sorcerers of the Cult of Ruin plundered the priceless arcane lore within its vaults.

Wasting no time, the wily Warrior Priest deployed his artillery upon the ridge overlooking the tower, before advancing into the shadow of the tower of sorcery.

While Groeth engaged the coven of Chaos Sorcerers defiling his precious library in a blistering magical duel, Toben Bell led the legendary Ostland Silvers against Harrax Soultrader and his Bloodguard, who sheltered in the nearby ruins.

Ever hungry for war, the Northmen under Harrax rallied against the Empire with gusto and cut down Halberdiers and Spearmen by the score.

As Groeth overcame the Cult of Ruin, Toben Bell fought his way through the press to confront Harrax Soultrader. In an epic duel that saw both fight on despite terrible wounds, the Warrior Priest was triumphant. Although some say the victory was not entirely his own...

Olvrecht's Battery

The pride of Ostland's artillery was drawn into position by the weary gun crews before battle was joined. Under the watchful gaze of master gunner Tomas Krutcher they unleashed a relentless bombardment. Krutcher himself was responsible for the cannonball that smashed the skull from the head of the Chaos Giant Clobber.



Duel of Sorcery

The Cult of Ruin joined forces against the wily old Wizard Leopold Groeth, who found himself bombarded by a dazzling array of magical powers. Even one so wise as he would have fallen, had Gollox the Biler not attempted too great a spell, blasting himself and two of his brethren into bloody chunks. Groeth and a company of Empire Handgunners soon had control of the tower once again.



The Fellwood

Some say Groeth's tower stands upon one of the magical ley lines of the Warhammer world. Regardless, the magical energy drawn to it has twisted the trees into things of dark power and malicious intent.

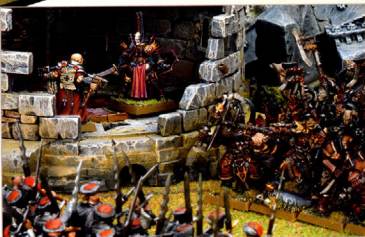
The Ruins of Salama

Salama Deathshade was the Necromancer who once inhabited the misbegotten land. Driven by madness he erected a series of arcane structures that drew yet more magical power to his demesne. Throughout the battle these shattered ruins caused magic to gust across the battlefield.

Soultrader's Fate

The ruined keep of an ancient Necromancer was the site of the final clash between the Ostland Silvers and Harrax's Bloodguard. Amidst the haunted ruins spectres arose, the bloodshed awakening the souls of those sacrificed in ages long since past.

As Harrax raised his sword high to cut down the Warrior Priest, spectral claws ensnared him, drawing out his soul.



DARK ELДАР

This month's 'Eavy Metal Masterclass is a little different as it's focused on the various painting techniques that are used across the Dark Eldar army. To show us how, we've enlisted the help of Anja Wettergren and Joe Tomaszewski.



Archon of the
Kabal of the Silent Scream

A whole new range of Citadel miniatures means a raft of models for the 'Eavy Metal team to paint. But nothing can faze our team of expert figure painters and they took up the challenge with relish. Over the last few weeks they've been turning dark grey plastic and shiny white metal into the sinister and deadly denizens of the Dark City known as Commorragh.

For the 'Eavy Metal team it was a case of starting from scratch and designing a new style that would suit the Dark Eldar. They went for a very clean, clinical style as opposed to the dirty or bloodstained look that is often used for other evil races. The Dark Eldar remain aesthetes, mindful of their own appearance and style, albeit Eldar with a love for malicious cruelty and violence. When 'Eavy Metal talked to Jes Goodwin for his take on the colours, he wanted to see a dark but bright style. On the face of it this sounds contradictory but

has actually worked out really well, giving the Dark Eldar a brooding, threatening look, broken up with flashes of brightness. The glowing eyes, as demonstrated below, are a great example – giving the model a strong contrast. When talking to Joe Tomaszewski – whose work you'll see alongside Anja Wettergren's on the following pages – he spoke of how they were after a neon effect for the bright flashes and light areas on the miniatures, thus giving the Dark Eldar a style that really stands apart from the other races.

In this article we're going to show you how 'Eavy Metal have painted the Studio Dark Eldar collection. Rather than focusing on one model as in past 'Eavy Metal Masterclasses, we're going to highlight techniques developed on models throughout the Dark Eldar army – there's everything from painting Kabal markings on aethersails to the balefire on a Mandrake's arm. So, let us begin.

GLOWING EYES

The glowing eye effect is an 'object source lighting' technique that really helps to define the model with the 'neon' look discussed above. Here, Anja has applied the effect at the same time as painting the eyes. The other option is to paint the eyes first and then apply the object

source lighting afterwards. The key to making this work is that the eyes must be the brightest thing as they are the source of the glow. What Anja did was take the mix used for the eye from each step, thinned it down further and then carefully applied it around the area.



Step 1. After painting the armour and helmet as described on the opposite page, Anja basecoated the eyes with pure Snot Green.



Step 2. Scorpion Green was then applied to all but the inner part of the lens. Scorpion Green was then thinned down and painted around the sockets for the initial glow effect.



Step 3. Anja then highlighted the lens with a 1:1:1 mix of Scorpion Green, Golden Yellow and Skull White. This mix was also thinned and applied around the sockets for the glow.



Step 4. Pure Skull White was used as the final highlight and also applied to the extreme points around the eye sockets.

WARRIORS

The segmented plates of a Kabalite Warrior's armour make it easy yet effective to paint. The clear portioning of the armour plates allow you to get a great effect without an extortionate amount of effort. If you have painted Space Marine power armour before then the techniques used there will be familiar to you. From a dark basecoat, edge highlighting is used to create a dramatic effect that not only outlines the individual plates but gives the armour a dynamic look.

The armour below is painted in the style of the Kabal of the Black Heart, from which the majority of the Studio collection is mustered. However, you can, of course, use the technique with any colour palette you like whether it's for another of the Kabals as shown here, in the Codex or one of your own designs. No matter what colours you use, the principles will remain the same – basecoat the armour with a dark colour and then use a stark, contrasting edge highlight.



Warrior of the Kabal of Poisoned Tears

KABALITE ARMOUR



Step 1. Anja basecoated the armour using a 1:1:1 mix of Dark Angels Green, Enchanted Blue and Chaos Black. This was applied over several thin layers.



Step 2. Thinned Chaos Black (although not quite a wash) was then applied in and around the recesses to shade the intersecting armour plates.



Step 3. An edge highlight (a thin line brushed onto the edge of the armour plates) was applied using a 1:1 mix of Dark Angels Green and Enchanted Blue.



Warrior of the Kabal of the Poisoned Tongue



Step 4. Anja then built up the edge highlight using a 6:3:1 mix of Rotting Flesh, the mix from Step 3, and Scorpion Green.



Step 5. A final highlight of pure Rotting Flesh was then applied to the most prominent parts of the edged armour.



Warrior of the Kabal of the Black Heart



Warrior of the Kabal of the Obsidian Rose

BRASS DETAILS



Step 1. The area was first basecoated with a 1:1:1 mix of Tin Bliz, Dwarf Bronze and Scorched Brown.



Step 2. Anja then applied a second basecoat, this time using a 1:1 mix of Tin Bliz and Dwarf Bronze.



Step 3. She then used a 1:1 mix of Devlan Mud and Chaos Black, applying this into the recesses.



Step 4. The raised areas, spikes and edges were then highlighted with a 1:1:1 mix of Tin Bliz, Dwarf Bronze and Mithril Silver.



Step 5. Finally, Anja used pure Mithril Silver to highlight the tips of the spikes and the very edge of the brass plate.

WYCHES

While the Dark Eldar Warriors are mostly encased in serrated Kabalite armour the Wyches are less protected, relying on their own deadly skills to get in close and make the kill before the enemy can strike back. So, Wych models have areas of skin and exposed heads to consider when it comes to painting them. 'Eavy Metal chose a very pallid skin tone, aiming for an almost alabaster white, suggesting that the Dark Eldar live their long lives in the dark depths of the Labyrinth Dimension. It also gives the models a decidedly malevolent edge and works as a neutral tone to complement the flashes of colour painted onto the

weapons and hair. The hair and the armoured half of the wychsuit are where 'Eavy Metal have really added colour, going for rich primary tones that contrast against the neutral skin and leather.

The face, arms and other areas of exposed flesh also present opportunities to paint on tattoos and other skin markings; whether a cult symbol or a personal icon, it's a great way of personalising your models. The Codex is full of examples for reference and you'll have noticed a good few on these very pages. This uses a simple freehand technique, where all that's required is a steady hand.

FLESH



Hekatrix of the Cult of Strife



Step 1. Joe began by basecoating the face with a 1:1 mix of Tallarn Flesh and Space Wolves Grey.



Step 2. He then used the previous mix with equal amounts of Dark Flesh added, watering it down into a wash and applying it to the recesses.



Step 3. Joe then applied Devlan Mud into the most prominent depressions on the face.



Step 4. Next, he started building up the highlights first using a 3:3:1 mix of Tallarn Flesh, Space Wolves Grey and Skull White.



Step 5. The next level of highlights used the same mix with equal parts Skull White added. The eyes and teeth were also painted pure Skull White.



Step 6. A Leviathan Purple Wash was brushed around the eyes and nose to add depth and pure Skull White was used as a final highlight. Chaos Black pupils were added to the eyes.



Wych of the Cult of the Blade Denied

RED HAIR



Step 1. Joe basecoated the hair using a 2:1 mix of Scab Red and Mechrte Red.



Step 2. A 1:1 mix of Red Gore and Blood Red was applied to all but the deepest recesses of the hair.



Step 3. Strands of hair were then picked out using pure Blood Red.



Step 4. Joe then highlighted the strands of hair using pure Blazing Orange.



Step 5. A final highlight of Blazing Orange and Skull White was applied.

TATTOOS



Step 1. Using a pre-drawn reference Joe outlined the tattoo using a thin, watered-down 1:1 mix of Red Gore and Blood Red. This way he could wipe away any mistakes.



Step 2. When happy with the outline, he blocked it in using an undiluted 1:1 mix of Red Gore and Blood Red.



Step 3. To help blend the tattoo into the skin, the original shading was applied and highlighting was added with the red mix included.



Wych of the
Cult of Strife

TATTOOS SHOWCASE



Wych of the
Cult of Red Grief



Wych of the
Cult of Strife



Wych of the
Cult of Strife



Hekatrix of the
Cult of Strife



Lelith Hesperax



Reaver attached to the
Kabal of the Black Heart.

MANDRAKES

Mandrakes are 'negative' versions of Eldar with their black skin and white hair. The background for these creatures is quite specific about the tone of a Mandrake's flesh and lank hair so these are the cues that 'Eavy Metal took, although there is plenty of opportunity to personalise and play around with the palette when it comes to the glowing runes, balefire and even the flayed skin.

In a recent Ask 'Eavy Metal painting surgery we covered Fabius Bile's flesh coat and the principles

described there are the same for the Mandrakes' grisly garb. By painting several different basecoats and then using the same shading and highlighting techniques you can achieve a patchwork effect, as though the clothing has been pieced together with different bits of aged skin and hide.

Anja also has a good tip for the Mandrake's hair in that you should be wary of highlighting every strand the same, as this will give the hair a uniform artificial look. This is true of any painted hair but is especially prevalent here.

FLESH



Step 1. Anja basecoated the flesh with a 1:1 mix of Regal Blue and Chaos Black. The runes were painted with Dark Angels Green.



Step 2. She then built up the flesh using the previous mix with Space Wolves Grey added. A layer of pure Snot Green was applied to the runes.



Step 3. Anja highlighted the chest using the previous mix and added even more Space Wolves Grey. The runes were layered with Scorpion Green.



Step 4. As a final highlight for the flesh, pure Space Wolves Grey was used. A 1:1:1 mix of Scorpion Green, Golden Yellow and Skull White was applied as a highlight for the runes.



Step 5. Anja then applied a further highlight on the runes using the previous mix with more Skull White added.



Step 6. For the final highlight on the runes, Anja carefully applied pure Skull White to the most prominent areas.



MANDRAKE HAIR



Step 1. The Mandrake's hair was basecoated with a layer of Astronomican Grey.



Step 2. Anja then applied a shade by using a 1:1 mix of Shadow Grey and Chaos Black into the recesses.



Step 3. Strands of the creature's hair were then picked out using a 1:1 mix of Astronomican Grey and Skull White.



Step 4. Finally, Anja used pure Skull White as a highlight although she didn't apply this coat to every strand, so as to keep the hair looking natural.

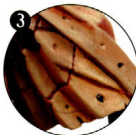
FLAYED SKIN



Step 1. Anja basecoated areas with either Tallarn Flesh; a 1:1 mix of Tallarn Flesh and Vomit Brown; or a 1:1 mix of Tallarn Flesh and Dark Flesh.



Step 2. No matter what basecoat was used, the area was shaded with a 1:1 mix of Dark Flesh and Liche Purple that was thinned down and painted into the recesses.



Step 3. The flayed skin was then given an initial highlight using pure Rotting Flesh.



Step 4. Next, Anja continued to build up the highlight layers by using a 1:1 mix of Rotting Flesh and Skull White.



Step 5. Further highlight layers were applied by adding in more Skull White to the previous mix.



Step 6. Finally, pure Skull White was used on the very extreme and prominent creases of the Mandrake's garb.

Balefire

The balefire swathing the arm was painted using the same method as described for the glowing runes upon the torso. The difference is that, because it is flame, you reverse the direction of the highlighting, so it is brightest around the Mandrake's hand.



FLAYED SKIN SHOWCASE



Mandrake



Wych of the
Cult of the Bloodied Tongue



Warrior of the Kabal of
the Silent Scream



Wych of the
Cult of Strife



Urien Rakarth

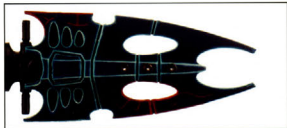
DARK ELDAR VEHICLES

The vehicles of a Dark Eldar army all share the same fast and extremely manoeuvrable characteristics. Each one is marked and highly individualised by the owner or rider, whether that's a Hellion's skyboard, a Reaver's jetbike or even a Kabal's Raider. This gives painters plenty of opportunity to distinguish each craft. You can do this with transfers or by painting on icons and unique designs.

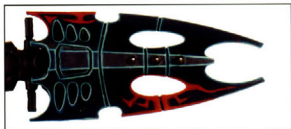
Below Anja has painted an example on the canopy of a Reaver Jetbike, while Joe has painted a distinctive symbol

onto the aethersail of a Raider. Before Joe attempted the symbol he painted the aethersail itself, basecoating it using Skull White with a small amount of Astronomican Grey added to aid consistency and flow. He then applied several layers of watered-down Shadow Grey to the edge of the sail to exaggerate the curved surface. The two examples on this page are interesting as they show two different methods for applying freehand designs, from line-sketching to forming a shape with points, and then joining the dots.

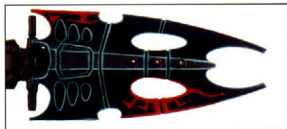
CANOPY MARKINGS



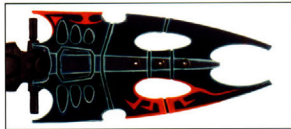
Step 1. Anja line-sketched out her design using a watered down 1:1 mix of Scab Red and Mechrite Red. This way she could wipe off unwanted lines and mistakes.



Step 2. When she was happy with the design she started to thicken out the lines of the previous stage using the same mix in a less undiluted form.



Step 3. With the lines thickened up, Anja neatened the edges using the basecolour of the canopy to sharpen the shape of the pattern and Blood Red to edge the design.



Step 4. To finish, Anja edge highlighted the design with Blazing Orange, applying it in thin lines around the border of the pattern.

REAYER SHOWCASE

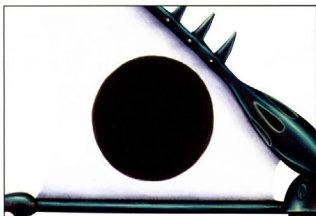
Below: Rather than following the contours of the canopy, the design on this jetbike is an icon, perhaps displaying the rider's allegiance.



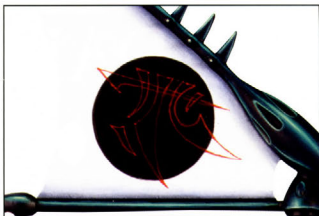
Above: This Reaver of the Corespur Elite has symbols and designs in a bright, neon blue to contrast with the dark purple tone of the jetbike's canopy.



AETHERSAIL SYMBOL



Step 1. Joe advises when doing a design like this that the paint should be thin. He started by outlining a circle and, once happy with the shape, filled it in with Chaos Black.



Step 2. For the icon Joe used the Codex as reference. He started by 'pointing' out the design with a 1:1 mix of Red Gore and Blood Red. He then joined the dots to get the outline shown above.



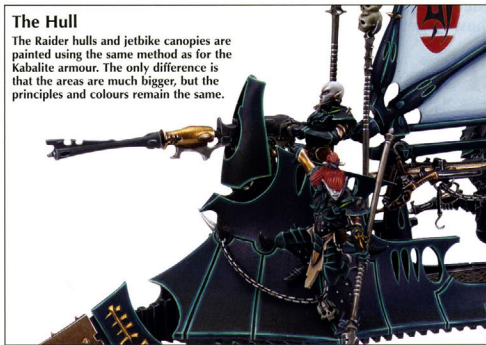
Step 3. With the design finalised, Joe blocked in the outlines using the same 1:1 mix of Red Gore and Blood Red.



Step 4. Finally, to give it depth, Joe highlighted the design with Blazing Orange and then with a 1:1 mix of Blazing Orange and Skull White.

The Hull

The Raider hulls and jetbike canopies are painted using the same method as for the Kabalite armour. The only difference is that the areas are much bigger, but the principles and colours remain the same.



Got a question?

And that's it for another fine Masterclass. Don't forget that the 'Eavy Metal team are always willing to answer your queries. Although we can't promise to answer every question you send us, we'll give it a good go. So, if you have a painting problem, if no one else can help, then maybe you need the 'Eavy Metal team. Send us your query to this address:

White Dwarf
Games Workshop
Design Studio
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NG7 2WS
United Kingdom

MODELLING WORKSHOP

DARK ELDAR



The new Dark Eldar are designed specifically to enable hobbyists to make dynamic miniatures for their collection. Adam Troke talks to Jes Goodwin, the designer of the Dark Eldar, about how to get the best from the new kits.



Jes Goodwin is a stalwart of miniatures design and the mastermind behind many of the races of Warhammer and Warhammer 40,000. His creative flair has guided everything from Skaven to High Elves, Eldar to Adeptus Astartes.

The new Dark Eldar plastic kits exemplify the idea of the Dark Eldar as agile killers. Jes Goodwin has designed them so that they can be easily assembled into very dynamic poses.

The Wych Squad is packed full of lithe-limbed fighters that are full of motion, while the Dark Eldar Warriors look like cold-hearted murderers, full of both deadly purpose and malicious intent.

When it comes to the new Dark Eldar miniatures there can only be one definitive source of advice on how to get your Kabalites and Cultists (not to mention Raider crew, Reavers and so on) looking as good on the tabletop as possible. Step forward Jes Goodwin, the progenitor of much of the new Dark Eldar range.

When Jes came to me with the offer of a squad of Dark Eldar Warriors and another of Wyches, I didn't really know what to expect. It wasn't until he sat down and

talked me through the different poses that he had executed on his models that, for me at least, the penny dropped.

You see, Jes is a firm believer in using the multi-part aspect of our plastic kits to get the best possible results for the Citadel miniatures in our collections.

As he put it, 'When you start building your models, you'll find some poses that "click", that you really like. What we want is for you to get that feeling of excitement every time.'

So that's what we aim to do here. We'll show you the models that Jes, with a little help from Juan Diaz, has assembled and give you an insight into his thinking, explaining the technique that Jes uses to make sure that he gets poses that he likes.

If by the time you're finished reading through this article, if you don't want to get your paws on a box or two and build some Dark Eldar, you're a stronger man than me.

ASSEMBLING A KABALITE WARRIOR

If you've never built a Kabalite Warrior before (at this point very few have), it's probably worth pointing out the basics, before we launch into the details.

When building your Dark Eldar miniatures start with the base and work up. This gives you a sturdy foundation to build on and makes posing simple (see below). Make sure you use Plastic Glue, as the time it takes to set can help to get the final pose just right.

Another important point is to consider the centre of balance of your model, keep this to the middle of the base to stop the model toppling over.



1



The first step is always to stick the model's feet to the base. Make sure to place them so that the centre of gravity will be central to the base – this helps ensure that the miniature will balance well.

2



With the legs glued firmly into place, stick the equipment pack on to the back and give it plenty of time to set. It makes sense to do all of the legs at this stage (see below for why).

3



Building the torso is the simple matter of sticking the two parts together. Make sure that the torso is assembled and the glue is completely dry before you continue with the assembly.

4



Attach the arms before you glue the torso to the legs. This is so that the arms and weapon don't clash with the equipment when you're posing the model. Hold the pieces together until the glue is set.

5



Now the Warrior starts to take shape. Fix the torso to the legs. This is where your posing pays off, so take your time getting the right posture. Then hold the parts in place until they are set.

6



Finally, choosing the positioning of the head is always the most important aspect of building a model. The head goes on last to make sure it 'fits in'. This one is sighting down his gun.

THE JES GOODWIN METHOD

Jes: I tend to think of the Dark Eldar models as three main sub-assemblies: legs, torso and head. My advice is to stick all of these elements together first – with a box of Warriors you'd have ten sets of legs, ten torsos with guns and a choice of heads.

The dynamic poses come from how these three parts are fixed together, so I use adhesive putty (such as Blu Tack) to give me the time to get the best overall poses.

Do all ten models in the squad at once, and experiment with different combinations of the sub-assemblies. This way you can get the poses and individuality that you want throughout the squad.

Once you have all the models built (with Blu Tack) and you're happy, then it's time to go back and assemble them with glue.

Doing them as a group like this also lets you incorporate an overall dynamic to the squad for a coherent appearance.



Join the sub-assemblies together with blu-tack.

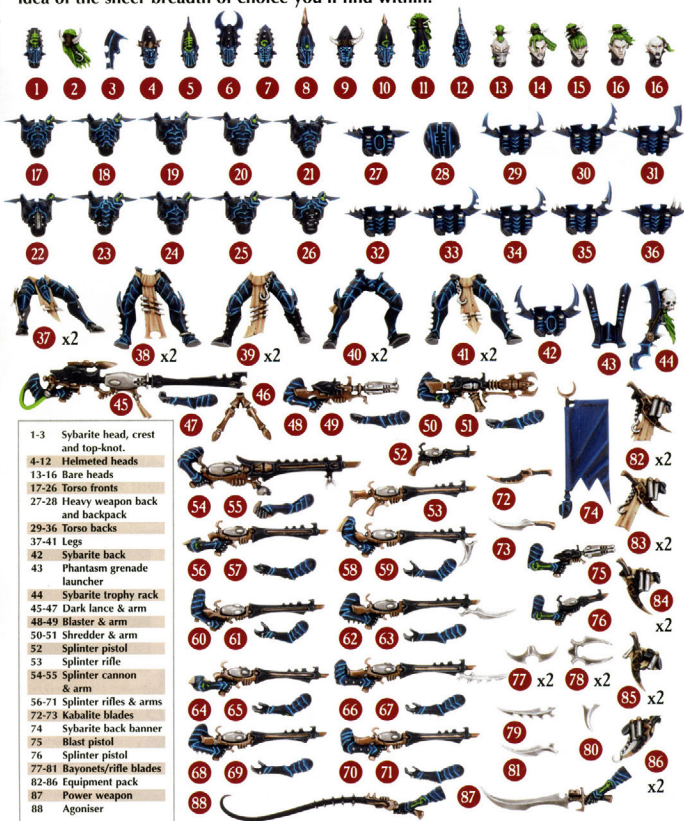
The same assembly technique works for both the Warriors and the Wyches.



When you're happy with the pose, remove the putty and glue the sub-assemblies together.

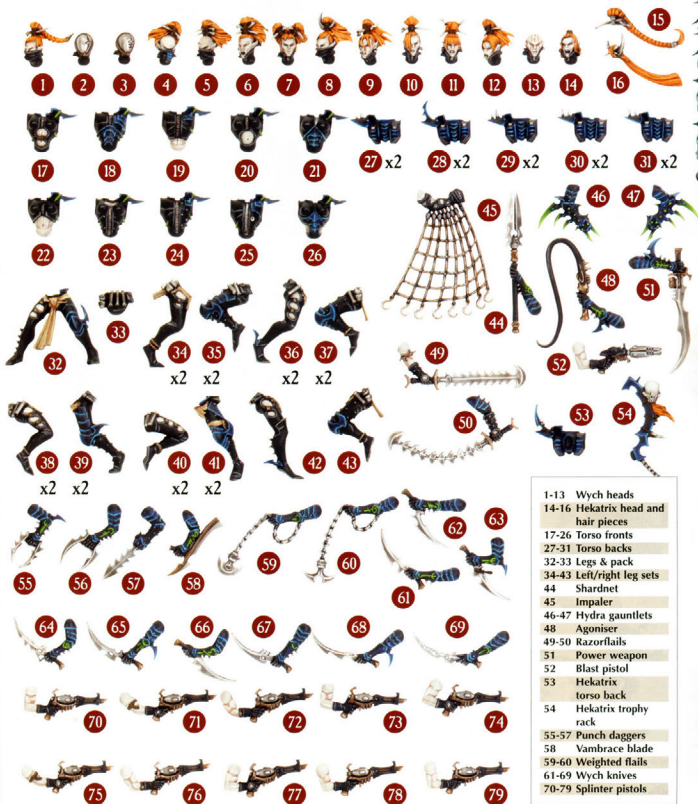
DARK ELDAR KABALITE WARRIORS

As a handy reference guide to the parts that come in the Dark Eldar Kabalite Warriors box, we've whisked up this frame breakdown, which should give you an idea of the sheer breadth of choice you'll find within.



DARK ELDAR WYCHES

Just like the Kabalite Warriors, the Wych kit is bursting with multi-part goodness. Something to note about the two kits is that there is a great deal of interchangeability across the sets – kit-bashers and converters rejoice!



- 1-13 Wych heads
- 14-16 Hekatrix head and hair pieces
- 17-26 Torso fronts
- 27-31 Torso backs
- 32-33 Legs & pack
- 34-43 Left/right leg sets
- 44 Shardnet
- 45 Impaler
- 46-47 Hydra gauntlets
- 48 Agoniser
- 49-50 Razorflails
- 51 Power weapon
- 52 Blast pistol
- 53 Hekatrix torso back
- 54 Hekatrix trophy rack
- 55-57 Punch daggers
- 58 Vambrace blade
- 59-60 Weighted flails
- 61-69 Wych knives
- 70-79 Splinter pistols

KABALITE WARRIORS

The Kabalite Warriors on this page were all built by Jes, using the method described earlier – by assembling the model in three sub-assemblies, he could play with each to get the right pose. He passed the models around, explaining what he'd done with them. Now, this is an important thing to remember – there are no conversions amongst these models, no wild kit-bashes or anything of the sort – just ten thoughtfully posed Dark Eldar Kabalite Warriors out of the box.

'All I've done really,' Jes said, when talking me through the models, 'is use the natural poseability of the models to give some dynamic poses that are something a little different than what people expect. I've tilted heads or

pivoted torsos and altered the angle of weapons to enliven the miniatures and create a squad of individuals.

'By turning weapons, often to quite extreme angles, I've found that you can get some very distinctive poses (look at the splinter cannon on the page opposite to see what Jes mean). Coupled with that are sympathetic use of details such as the flow of hair on top-knots. If a model looks like she is swiftly turning her head, shouldn't her hair appear to be in motion too?'

Along with Jes' ten Kabalite Warriors we've included some examples of models from the 'Eavy Metal collection, each of which are great examples of both quality posing and (as you might expect) immaculate paint jobs.



This Dark Eldar Warrior is in a classic firing pose. By tilting the head in towards the gun, Jes reinforces the impression that the Warrior is sighting along his rifle.



A potentially static pose has been enlivened by leaning the torso forwards and twisting it to the side slightly. The head has then been turned a fraction.



This blaster-armed Warrior has been pivoted at the waist so that the blaster is not in a firing position. This makes the Warrior look as though he is sweeping his weapon up for a snapshot.



Rather than looking along the line of the power sword, this Sybarite is ready to take aim with his pistol. The angle of the power sword and flowing helmet plume add a sense of dynamic motion.



This model uses a very similar arm pose to the model on the right, but by adding different legs, tilting the torso and turning the head you can make a model that looks very different.



The angle of the splinter rifle and the turn of the head give this warrior a sense of readied tension. Imagine him stood against the corner of a building or ready to burst through a doorway.



Although the shredder is sculpted in a firing position, by leaning the torso forward you can take advantage of the 'advancing' style legs. This reinforces the idea of forward motion.



This model also uses the 'advancing' legs, but this time with a pair of arms designed to be holding the splinter rifle lower down. The head is tilted upwards, making the Warrior appear alert.



Using braced legs on this model helps to balance against the size of the dark lance, as if the weight of this tank-busting gun is being counter-balanced against the back foot. Tilting the helm towards the sight gives a pose that interacts with the weapon, like it's actually being used, rather than held like some sort of prop.



Using Jes' method of assembly you can arrive at some original poses. By turning and lowering the splinter cannon and then tilting the head, Jes has given the model a sense of motion, as though the gun is about to be swung around towards a new target.

REAVERS

Jes also designed the Reaver jetbike pilots to be compatible with the Dark Eldar Warriors and Wyches. This enables you to really go to town with some already dynamic models, such as this example that was kit-bashed and painted by the 'Eavy Metal team.



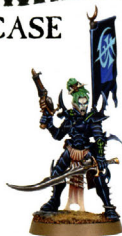
'EAVY METAL SHOWCASE



Kabalite Warrior of the Poisoned Tongue with shredder



Kabalite Warrior armed with a splinter rifle



Sybarite of the Kabal of the Poisoned Tongue with power weapon and splinter pistol



Sybarite of the Obsidian Rose Kabal armed with splinter rifle and power weapon



Kabalite Warrior with splinter rifle. Note the small rock under the right foot, which changes the model's posture.



Obsidian Rose Kabalite Warrior armed with a splinter cannon



Kabalite Warrior from the Kabal of the Black Heart armed with a dark lance

DARK ELDAR WYCHES

The Dark Eldar Wyches embody all of the agility and dexterity for which the Dark Eldar are famous. The kit contains a host of dynamically posed pieces that enable you to make sensational looking models.

One of the things that Jes was keen to point out when talking about his Wych Cult models was that they don't all have to appear to be barrelling forwards heedlessly towards the foe, but rather a variety of postures and poses within a squad looks good.

A good tip to bear in mind is that when people run they tend to alternate which knee and arm are forwards – look at his examples below to see this in action. Following this

principle can go a long way to making your Wyches look natural. Another tip is to remember that it's unlikely that the body would remain straight, so make use of the poseability of the torso to give it a sense of rolling motion.

Because the Wyches are all armed with close range weaponry, there's a certain inclination to pose them to look as though they are brandishing their weapons in chopping or stabbing motions. As Jes shows below, while this can look great there are also other ways to go. A model with a strong sense of purpose and a really dynamic pose will look good regardless of whether they are running, directing their comrades or hacking down the enemy.



The Hekatrix is stood amidst the violence of her Cult. The flow of the agoniser, mirrored by her top-knot, gives her a real sense of energy. You can imagine the battle swirling around her.



This Wych is armed with a vambrace blade and looks set to slash it across some unseen foe. The body is twisted and the arm raised, with the Wych's head turned to look across the blade.



Jes has posed this Wych with both arms forward, which is against the norm. But, by tilting her body forward and the head back she looks as though she is in a knife fighter-style crouch.



By tilting the torso of this model forward, Jes has changed the model's centre of gravity. The result is a Wych who is placing her body weight on her right foot, her head turning to spy a new victim.



Jes has used the joint on this Wych's waist to tilt his torso down, lowering his shoulder so that he is charging. The head is tilted back so that the model is still looking up, keeping his eye on the foe.



The turn of the head and torso on this Wych gives it a variance from the more common 'running straight forwards' pose. These small adjustments make him look like he is jinking side-to-side as he runs.



A more traditionally posed model, this Wych has opposite knee and arm forwards. The wych knife is pulled back ready to slash and creating an interesting frame for the Wych's face.



The chain of this weighted flail makes the weapon look as though it is dragging behind the fast-moving Wych. This sense of momentum is increased with the flow of the hair from her top-knot.

HEAVY METAL SHOWCASE



Wych with shardnet and impaler



Hekatrix armed with blast pistol and agoniser



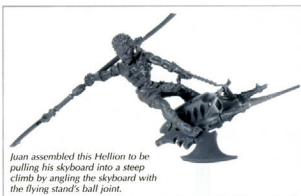
Wych armed with splinter pistol and weighted flail



Wych with splinter pistol and punch dagger

HELLIONS

The Hellion models were sculpted by the talented hand of Studio veteran Juan Diaz – when he saw that Jes was building us some Warriors and Wyches he cast himself into the fray with this Hellion gang. Note how he has used the ball-socket that joins the flying stand to the skyboard to give the appearance of jinking, diving or climbing through the skies. Juan first posed the model on the skyboard, adjusting the flying stand and the weapon pose until he got an angle that he was pleased with. He then attached the model to the board, before finally posing the head.



Juan assembled this Hellion to be pulling his skyboard into a steep climb by angling the skyboard with the flying stand's ball joint.



Juan has posed this Hellion as if he is about to deliver a lethal swing with his hellglaive. By leaning the body so that the forward shoulder is slightly dipped it gives a sense of energy that is magnified by the roll of the skyboard and the slight forwards pitch.



This Hellion appears to be closing in, ready to deliver a slicing blow from his hellglaive. By tilting the rider's head up, Juan has made the Hellion appear to be looking straight at his chosen target. The roll of the skyboard gives the model a sense of dynamism.



This female Helliarch appears to be examining her own handiwork. Her pistol is drawn up, alongside her face, which is peering downwards. Juan's careful use of pose makes the Helliarch look as though she is considering swooping down to use her stunclaw.

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GAMES WORKSHOP

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Events and Community 106-108

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Store Information 109-117

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● Available to Order

Unlike the shadowy domain of Commorragh, the space in our stores doesn't stretch on forever, so this month we present a selection of the Dark Eldar models that are exclusively available to order.



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November 2010

November 13th



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Website: www.gamesnstuff.com

December 2010

December 11th

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Contact: brassbowl@thebrassman.org

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

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games-workshop.com

These Hobby Centres' opening times are:

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Tel: 385 1 887 007

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CYPRUS

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KOSTELECK, Certus Pechenky Chtoli:

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LIBEREC, Battle Games Ochrana Pavilao:

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LYNGBY, Cerry Cigars:

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DIRECTORY

Club Listing



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

THE GAMES WORKSHOP CONNECTION

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

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

The GCN strives to meet the following objectives:

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

THROW DOWN THE GAUNTLET!

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

SETTING UP YOUR OWN GAMING CLUB

If you would like to set up your own Gaming Club please contact Bek Hawky, 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.GCNM.ORG.UK

AVON

GCN BRISTOL,
British Vanguard;
Contact: Jay Goldfish
Tel: 01274 249114
E-mail: britain.vanguard@btopenworld.com

GCN BRISTOL,
Portbury Knights;
Contact: Alan Vervin
Tel: 01753 795340
E-mail: alansilverman@btopenworld.com

BEDFORDSHIRE

GCN BEDFORDSHIRE,
Bedford Gladiators Association;
Contact: David Wilson
Tel: 0773 1535297
E-mail: gladiators@bedfordshire.co.uk

BERKSHIRE

GCN BRACKNELL,
Bracknell Forest Gamers;
Contact: Dan Curry
E-mail: dan@bracknellgamers.co.uk

BIRMINGHAM

GCN DUDLEY,
Dudley Darklords;
Contact: Paul Braden
Tel: 0121 834 28036

GCN SUTTON COLDFIELD,
The Immortals;
Contact: Louise Olden
Tel: 07954 031 132
E-mail: gsworld.colts@btopenworld.com

GCN WALSALL,
Warlords of Walsall;
Contact: Michael Worsley
Tel: 0779 227 4192
E-mail: wofw@btopenworld.com

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Da Boyz Club;
Contact: Darren Pugh
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E-mail: da-boyzclub@btopenworld.com

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GCN HIGH WYCOMBE,
Armageddon Inc.;
Contact: James Adams
Tel: 0794 4401 282
E-mail: james.adams@btopenworld.com

GCN TUNBRIDGE WELLS,
Tunbridge Wells Wargames Society;
Contact: Colin Stone
E-mail: colinstone@btopenworld.com

CHESHIRE

GCN WINSFORD,
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E-mail: winsfordwargaming@btopenworld.com

CLEVELAND

GCN MIDDLESBROUGH,
Middlesbrough Gamers Club;
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E-mail: kevin.gibson@btopenworld.com

GCN MIDDLESBROUGH,
Redcar Ironhearts;
Contact: Simon Shepherd
Tel: 0164 232 7210

CORNWALL

GCN BLIDE,
Dice and Dagger;
Contact: Kurt Baker
E-mail: chedden@btopenworld.com

GCN DELABOLE,
North Cornwall Beasts & Bionics;
Contact: Ian Henderson
Tel: 0799 989 876
E-mail: ian@delabole.co.uk

GCN PENDREN,
West Cornwell Games Club;
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Tel: 0173 687 1537
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CUMBRIA

GCN WINDERMERE,
North West Warriors;
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E-mail: adamporter57@btopenworld.com

DERBYSHIRE

GCN ASHBORNE,
Ashbourne Gaming Guild;
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GCN CHESTERFIELD,
COGS;
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E-mail: and@btopenworld.com

GCN DERBY,

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Contact: Ben Gray
Tel: 0794 369 563
E-mail: ben@derbywargamesociety.co.uk

GCN RIPLEY,
Ripley Terror Troopers;
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E-mail: judith.haverell@btopenworld.com

DEVON

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Exeter Inquisition;
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GCN EXETER,

Ryans Roughnecks;
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E-mail: ryansroughnecks@btopenworld.com

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Chelmsford Bunker;
Contact: Danny Walford
E-mail: new@btopenworld.com

GCN SOUTHEND,
Southend Iron Soldiers Club;
Contact: Stuart Hirst
Tel: 0775 738 9742
E-mail: chelmsfordbunker@btopenworld.com

GCN THURROCK,

Tempos Fugitives;
Contact: Stuart Mackenzie
Tel: 0790 935 4020
E-mail: stuartmackenzie@btopenworld.com

HAMPSHIRE

GCN BASINGSTOKE,
Sad Muppet Society;
Contact: Daniel Cave
Tel: 0779 989 252
E-mail: danielcave@btopenworld.com

GCN PORTSMOUTH,
Solent Warriors;
Contact: Tony Kirby
Tel: 0770 882 556
E-mail: solentwarriors@btopenworld.com

HEREFORDSHIRE

GCN HERFORD,
Spread Eagle Wargames Society;
Contact: Tim Pugh
Tel: 07961 412 692
E-mail: tim@spreadeagle.co.uk

KENT

GCN BROMLEY,
The Good, The Bad, The Bromley;
Contact: Michael Yarnall
Tel: 0794 369 563
E-mail: michael@btopenworld.com

GCN GRAVESEND,

Gravesend Gamers Guild;
Contact: Paul Lyons
Tel: 0147 474 3993
E-mail: paul@btopenworld.com

LANCASHIRE

GCN COPPULL,
Coppull & Cherley Knights;
Contact: Jonathan Taylor-Vicker
Tel: 0773 532 783
E-mail: j_taylor@btopenworld.com

LEICESTERSHIRE

GCN LEICESTERSHIRE,
Leicestershire Warriors Wargaming Club;
Contact: Patrick Taylor
Tel: 07964 163471
E-mail: leicestershirewarriors@btopenworld.com

GCN LEICESTERSHIRE,
SQUALL;
Contact: Mark White
Tel: 0792 137 4963
E-mail: new@btopenworld.com

GCN LUGBOROUGH/LEA,
Loughborough 1st and Only;
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E-mail: mattsully@btopenworld.com

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Galleyfox;
Contact: Chris Simmons
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GCN WANSTEAD,
Tatemon Wargames Club;
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MERSEYSIDE

GCN WARRINGTON,
Warrington Warriors;
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Tel: 0773 3200336
E-mail: paul@warringtonwarriors.co.uk

NORTHUMBERLAND

GCN BLYTH,
Northumbrian Adventurer's Guild;
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E-mail: joseph@btopenworld.com

NOTTINGHAMSHIRE

GCN KIRBY IN ASHFIELD,
K.I.A.;
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Tel: 07945 124 668
E-mail: kirbyin@btopenworld.com

GCN NOTTINGHAM,

1st Company Veterans;
Contact: Matthew Shaw
Tel: 07933 131467
E-mail: m2000@btopenworld.com

OXFORD

GCN ABINGDON,
Abingdon Wargames Club;
Contact: Steve Evans
Tel: 0775 189 2632
E-mail: steve@abingdonwargames.co.uk



Members of the S.T.A.G.S. gaming club meet at their local community hall each week to play Warhammer, Warhammer 40,000 and The Lord of the Rings.

GCN OXFORD,
Oxford Gaming Club:
Contact: Ben Smith
Tel: 07514863627
E-mail: oxfordgamingclub@gmail.com

SHROPSHIRE

GCN DWISTRY,
Firdulans
Contact: Greg Hickman
Email: greg@firdulans.co.uk

GCN SHREWSBURY,
Gatekeepers Wargames Club:
Contact: James Sherry
Tel: 07724836430
Email: info@gatekeepers.org.uk

GCN TELFORD,
S.T.A.G.S. Telford:
Contact: Alan Davies
Email: sg@stagsconnect.com

STAFFORDSHIRE

GCN TAMWORTH,
TGC:
Contact: Robert Goodfellow
Email: rph@tamworth3802@yahoo.co.uk

SUFFOLK

GCN NEWMARKET,
Newmarket Knights Wargames Society:
Contact: Mark Haines
Email: info@knightsnewmarket.com

SURREY

GCN CLAPHAM,
Clapham Wargames Guild:
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Tel: 0786 448 7878
E-mail: info@claphamwargames.org.uk

GCN WOKING,
Working 1st Founding:
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GCN BOGNOR REGIS,
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E-mail: walbertonwargames@yahoo.co.uk

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GCN CAINE,
Caine Gaming Club:
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GCN SWINDON,
Swindon & District Wargamers:
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Tel: 0179 378 0699
E-mail: nettle@theoffworld.com

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GCN DONCASTER,
Doncaster Wildcats:
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Tel: 07813481382
E-mail: carl_cooke@yahoo.co.uk

GCN HALIFAX,
Penline Raiders:
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E-mail: harp@penline.co.uk

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Harrogate & Ripon District Gamers:
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Cellar Dwellers:
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E-mail: cove@huddersfieldmail.com

GCN HULL,
Hulls Angels:
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Email: cove@huddersfieldmail.com

GCN LEEDS,
Night Owls:
Contact: Steve Nelson
Tel: 0113 225 0461

GCN LEEDS,
Leeds Games Club:
Contact: Steve Nelson
Tel: 0113 225 0461

GCN YORK,
York Garrison Gaming Club:
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WARWICKSHIRE

GCN NUNEATON,
Nuneaton Model and Games Club:
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Tel: 07966791127

SCOTLAND

GCN DUNDEE,
Gaming Kingdom:
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Email: the_gaming_kingdom@yahoo.co.uk

GCN DUNFERMLINE,
Dunfermline Wargaming and Roleplay Fellowship:
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E-mail: dsw@btinternet.com

GCN EDINBURGH,
Edinburgh League of Gamers:
Contact: Eddy McInnes
Tel: 0131 432 3566

GCN GLASGOW,
St Aidan Warriors Club:
Contact: Alan Hobbs
Email: mardind@1717@hotmail.com

GCN HELENSBURGH,
The Helensburgh Patriot Games Club:
Contact: Clive Jeffrey
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E-mail: clivejeffrey@btinternet.com

GCN KIRKERMUR,
Kirkermur Wargames Club:
Contact: David Telford
E-mail: david.telford@btinternet.com

GCN LIVINGSTON,
Livingston Battlefield:
Contact: John Fife
E-mail: president@livingstonbf.org.uk

SAFETY IN THE COMMUNITY

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

All committee members at GCN clubs which accept members under the age of 18 hold valid CRB certificates. Committee members at GCN clubs aimed at those over 18 are not required to hold CRB certificates.

GCN STIRLING,
Stirling Wargamers:
Contact: Angus MacCabe
E-mail: info@stirlingwargamers.org.uk

WALES

GCN BRIDGEND,
Bridgend YMCA:
Contact: Bob Evans
Email: bobb@ymca.co.uk

GCN CYMRAN,
Cwm Valley Crusaders:
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Wherever you see this symbol, that product is only available to order. This page has details on how to get hold of it.

1 ONLINE



Our online store offers a fast and convenient service that allows you to order anything from our entire range, and have it delivered straight to your door. Games Workshop online ensures that your order is just a click away, 24-7!

- Register on the Games Workshop website to gain personal recommendations, store products in your personal Wish List, save your favourite articles, receive your free monthly newsletter, and more.
- We aim to despatch all orders within three days, straight to your door, or FREE to the Hobby Centre of your choice.

www.games-workshop.com

2 HOBBY CENTRES



All of our Hobby Centres carry a large range of products, but there simply isn't enough space to stock the entire GW range – which is why we now offer web order points in all of our stores.

- The benefit of ordering in-store is that our expert store staff are on hand to advise you on your purchases.
- Don't forget – whether you order your miniatures from the in-store order point, or directly from our website, you can still choose to have them delivered to your local Hobby Centre free of charge!

See page 111 for the Store Directory

3 TRADE STOCKISTS



Games Workshop has a vast number of independent stockists across the globe who carry our most popular ranges. Some of these are Premium Stores, who offer a greater range of services and can place orders for you from our catalogue.

- To find a Premium Store near you that carries the entire GW range, just call our Customer Services team on +44 (0)115 91 40000, or log onto www.games-workshop.com

See page 111 for the Directory

Insidious Evil

From their shadowy domain, the armies of the Dark Eldar launch relentless attacks on the denizens of realspace. Victory and glory are secondary objectives to wanton brutality and unrelenting cruelty. Unlike Commorragh, the space in our stores doesn't stretch on forever, so here is a selection of the Dark Eldar models that are exclusively available to order.



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99060112027
£6, €7.50, 100Mk, 115Kozko, 40oz

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It's not all tidings of death and terror from the Dark City this month, as these classic Lizardmen miniatures are re-released.

ON SALE NOVEMBER 20TH



Lizardmen Skink Standard Bearer and Musician 1

99060208093
£7.50, €9.75, 75Mk, 95Kozko, 37, 50oz



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